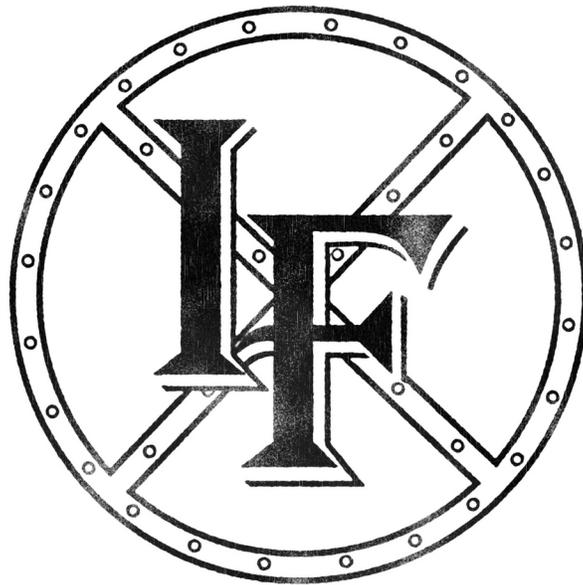


# IRON FALCON

Rules for Classic Fantasy Role-Playing

## Handbook of Monsters



Chris Gonnerman

## **Iron Falcon Handbook of Monsters**

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## Introduction

The goal of **The Iron Falcon Handbook of Monsters** is to be the go-to resource for anyone running RPG campaigns using 0e-era rules, whether classic or retroclone, providing all the monsters needed to run classic adventures as well as more modern adventures written in the classic style.

To achieve this, I have combined the original **Iron Falcon Rules for Classic Fantasy Roleplaying** core rulebook creatures with the full list of monsters found in the **Basic Fantasy Role-Playing Game**. To that I added many other monsters common in adventures released in the late 1970's through the first half or so of the 1980's, and a few additional monsters by the author and contributors. All of these monsters have been made fully compatible with the Iron Falcon rules, and due to the classic-style statistics given they should be compatible with virtually any retroclone of the 0e era. Some of the existing monsters from the Iron Falcon rulebook have been carefully revised, with attention paid to retaining their style and flavor. Some supporting information from the Iron Falcon core rules, such as encounter tables, treasure types, and experience awards, has been expanded in support of these additional creature types.

Enough said. You hold the results in your hands, and you are invited to judge them for yourself. Enjoy!

## Monster Statistics

**Armor Class:** The creature's armor class for combat purposes. Some monsters are only hit by certain attacks; those hit only by silver or magical weapons will be marked **(s)** after the armor class number, while those hit only by magical weapons will be marked **(m)** after the number. Other types of special defenses may be noted in this space, or may appear only in the monster's descriptive text.

**Hit Dice:** The number of eight-sided (d8) hit dice to be rolled for the monster's hit points. A bonus or penalty given after the number is added to or subtracted from the total; note that a penalty may not reduce a monster below 1 hit point. Each asterisk following a monster's hit dice indicates that a "special XP" bonus should be added to the XP value of the monster; multiple asterisks indicate multiple special XP bonuses. If given as  $\frac{1}{2}$ , roll 1d4 for hit points.

**No. Attacks:** The number and kind of attacks the monster may make in a single combat round.

**Damage:** The damage dice to be rolled for each of the monster's attacks. Alternately, the effect may be listed here if it does not involve hit point damage; for instance, the energy draining powers of certain undead or the ability of the basilisk to turn a victim to stone.

**Move:** The monster's movement rate per turn. Multiple figures may be given if the monster is able to move in more than one medium; for instance, a pegasus has both a running and a flying rate.

**Alignment:** The typical alignment of monsters of the given type.

**No. Appearing:** The number of the given type of monster to be found in a group. Usually given as a die roll. Multiple options may be listed for different situations, such as encounters in a dungeon (the default type), in the wilderness, or in their lair.

**% in Lair:** The chance the monster or monsters will be found in their lair. Specifically, if a monster type is indicated by a wilderness random encounter roll, this is the chance that a lair of the creatures has been encountered; otherwise, it is a hunting or raiding party.

**Treasure:** The general type of treasure found in the monster's lair. The letter codes given refer to the expanded tables in the **Treasure** section on page 163 of this book.

**Morale:** Any adjustments to the monster's morale rolls. This may say "normal" for monsters with no adjustments, or "never checks" for those monsters which fight until they cannot fight any longer. Otherwise, this statistic will usually be presented as a plus or minus adjustment, i.e. +1, +2, etc.

Note that the Core Rules prescribes that "unintelligent" monsters such as animals always fight until death; this book invites the referee to consider that even animals will try to avoid dying.

**XP:** In this book, the experience point values for each monster are listed with its other statistics. These numbers are correct for average monsters; unusual monsters, such as leader types or mutations, must still be looked up by the referee.

There are a few monsters in this book which have more than 21 Hit Dice (the upper limit of the **Experience Points Awards Table** in the core rulebook). In order to provide XP values for these creatures, an expanded table appears on page 164.

# Monsters

## Beasts of Burden

	Camel	Donkey	Horse, Light	Horse, Medium
Armor Class	7	7	7	7
Hit Dice	2	2	2	2+1
No. Attacks	1 bite/1 hoof	1 bite	2 hooves	2 hooves/1 bite
Damage	1d2 bite/1d4 hoof	1d2 bite	1d4 hoof	1d6 hoof, 1d3 bite
Move	15" [ 12" ]	12"	24"	12" (Draft) or 18" (Courser)
Alignment	Neutral	Neutral	Neutral	Neutral
No. Appearing	Wild 2d4	Wild 2d4	Wild 2d4	N/A
% in Lair	None	None	None	None
Morale	Normal	Normal	-1 [ +1 ]	-1 [ +1 ]
XP	30	30	30	30

	Horse, Heavy	Mule	Pony
Armor Class	7	7	7
Hit Dice	3	2+1	1
No. Attacks	2 hooves/1 bite	1 kick or 1 bite	1 bite
Damage	1d8 hoof, 1d3 bite	1d4 kick or 1d2 bite	1d4 bite
Move	12"	12"	12"
Alignment	Neutral	Neutral	Neutral
No. Appearing	N/A	N/A	N/A
% in Lair	None	None	None
Morale	+1	Normal	-1 [ +1 ]
XP	50	30	15

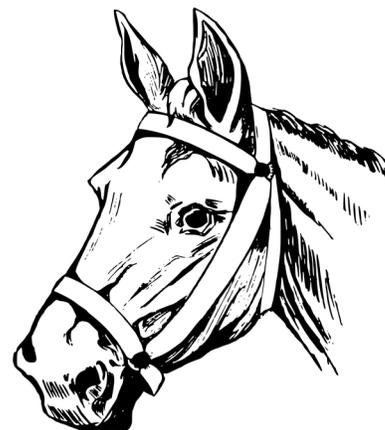
For convenience, animals commonly used to carry loads and/or characters are listed here together. Such creatures obviously have no treasure.

**Camels** are known for their ability to travel long distances without food or water. The statistics presented here are for the dromedary, or one-humped camel, which thrives in warm deserts. A dromedary stands about 7 feet tall at the shoulder, with its hump rising 1 foot higher. The two-humped, or Bactrian, camel is suited to cooler, rocky areas. It is stockier, slower (speed given in brackets), and tougher than the dromedary. A light load for a camel is up to 4,000 coins; a heavy load, up to 8,000 coins.

**Donkeys** are long-eared, horselike creatures. They are surefooted and sturdy, and can be taken into dungeons or caverns. The statistics presented here could also describe burros. A light load for a donkey is up to 700 coins; a heavy load, up to 1,400 coins.

**Light Horses** are the smaller breeds of working horses as well as wild horses. These animals are usually ready for useful work by age two. A **riding horse** is not trained for battle, and must check morale at -1 if any fighting is happening around it. Riding horses may not attack while being ridden. A light load for a light horse is up to 2,000 coins; a heavy load, 4,500 coins. Movement is reduced by half when the horse is loaded over 2,000 coins. A light horse can pull 5 times as much as it can carry.

**Medium Horses** are the larger breeds of working horses. These animals are usually ready for heavy work by age



three. **Draft horses** are medium horses trained for work, primarily pulling loads, and must check morale at -1 if any fighting is happening around it. A light load for a medium horse is up to 2,500 coins; a heavy load, up to 5,000 coins. Movement is reduced by half when the horse is loaded over 2,500 coins. A medium horse can pull 5 times as much weight as it can carry.

A **courser** is a light or medium horse trained for war. Such animals make morale checks at +1, as given in the bracketed figures above. Unlike riding horses, coursers may attack while being ridden.

**Heavy Horses**, also called **destriers**, are the largest breeds of warhorses, bred for strength and trained for battle. These animals are usually ready for heavy work by age three. A light load for a destrier is up to 3,000 coins; a heavy load, up to 6,000 coins. Movement is reduced by half when the horse is loaded over 3,000 coins. A heavy horse can pull 5 times as much weight as it can carry.

**Mules** are sterile crossbreeds of donkeys and horses. They can be taken into dungeons or caverns. A mule is similar to a riding horse, but slightly stronger and more agile. A light load for a mule is up to 3,000 coins; a heavy load, up to 6,000 coins. A mule can pull 5 times as much weight as it can carry.

A **Pony** is a small horse, under 5 feet tall at the shoulder. Ponies are otherwise similar to riding horses and cannot fight while carrying a rider. Ponies can be trained for war, and the morale in brackets above is for a war pony; this does not



allow them to fight while carrying a rider. A light load for a pony is up to 2,750 coins; a heavy load, up to 5,500 coins.

## Monster Descriptions

### Aerial Servant

Armor Class	3 (m)
Hit Dice	16**
No. Attacks	1 (see below)
Damage	4d8
Move	Fly 24"
Alignment	Neutral
No. Appearing	1
% in Lair	0%
Treasure	None
Morale	Normal
XP	4,475

An aerial servant is similar to an invisible stalker in that it is a normally-invisible creature summoned by magic from an extradimensional realm. The aerial servant, however, cannot be ordered or compelled to attack in the normal sense. Rather, they are generally used to acquire and transport objects or creatures. Aerial servants can locate and track target creatures in much the same way as invisible stalkers. Because they are invisible and fairly quiet, they surprise on 1-4 on 1d6, and combatants who are unable to see them suffer the usual penalty for attacking an invisible opponent.

Aerial servants are very strong, and move very fast. One can carry up to 10,000 coins of weight while moving at full speed. A creature can be grabbed by means of a normal attack roll, and once grabbed in this way, only a very strong victim (18 Strength or greater, or 4 or more hit dice) has any chance of escape; such a victim has a base 25% chance to escape, plus 25% per additional point of Strength or 10% per additional hit die in excess of 4. Creatures weighing more than 10,000 coins can be grabbed but cannot be moved, and after a few rounds the aerial servant will give up.

If an aerial servant cannot perform its assigned task for any reason, it will fly into a rage, seeking out and attacking the summoner. This is normally the only way an aerial servant can be made to attack. Note that a normal hit by an aerial servant is a grab, as above, so that the victim, once grabbed, will suffer damage automatically each round thereafter.

### Alicorn

See **Unicorn (and Alicorn)** on page 146.

### Ankheg

	Adult	Juvenile
Armor Class	- 2 (underside 4) -	
Hit Dice	4* or 5*	2* or 3*
No. Attacks	- 1 bite + hold or 1 spit -	
Damage	3d6 + 1d4/round or 4d8 (acid)	2d6 + 1d4/round or 2d8 (acid)
Move	- 12" Burrow 6" -	
Alignment	- Neutral -	
No. Appearing	- 1d6 -	
% in Lair	- 15% -	
Treasure	- C -	
Morale	- Normal -	
XP	4 HD: 140 5 HD: 325	2 HD: 40 3 HD: 80

The ankheg is a huge burrowing insectoid monster with a taste for fresh meat. An ankheg has six legs; most have brown carapaces, but a few are yellow or mottled yellow and brown in various patterns. An adult is about 10 feet long and weighs about 8,000 coins.

An ankheg burrows with legs and mandibles. A burrowing ankheg usually does not make a usable tunnel, as the dirt falls in behind it; however, one can construct a tunnel, burrowing at half speed as it does so. One often digs a winding tunnel as a kind of lair up to 40 feet below the surface in the rich soil of forests or farmlands.

Clusters of ankhegs share the same territory but do not cooperate; the treasure type given should be divided among all the ankhegs in a cluster.

An ankheg usually lies 5 to 10 feet below the surface until its antennae detect the approach of prey, at which point it burrows up to attack. If an ankheg succeeds at its bite attack, it can hold on and inflict additional damage each round automatically; a saving throw vs. Death Ray must be made to escape the monster's grip. However, against "soft" prey (those wearing little or no armor) it may choose to release its grip and strike again,



potentially doing greater damage. Furthermore, so long as the victim of its bite is small or medium in size and weight, the ankheg can drag it backwards, possibly even underground where the victim can be released and allowed to suffocate in the loose dirt.

An ankheg can spit acid once per day at a range of up to 3", doing the listed damage on a successful hit. This ability is only used if the monster is desperate or frustrated; an ankheg most often spits acid when reduced to fewer than half its full normal hit points or when it has repeatedly failed to hit with its bite attack.

## Ant

	Large	Huge	Giant
Armor Class	7	5	3
Hit Dice	1	2	4
No. Attacks	– 1 bite –		
Damage	1d6 bite	1d10 bite	2d6 bite
Move	12"	15"	18"
Alignment	– Neutral –		
No. Appearing	4d6, Lair 4d10	3d6, Lair 4d8	2d6, Lair 4d6
% in Lair	– 35% –		
Treasure	– U or special –		
Morale	Normal on first sighting; Never after engaged		
XP	15	30	75

Giant ants are among the hardiest and most adaptable vermin. Soldiers and workers are about 5 to 6 feet long, while queens can grow to a length of 9 feet. Giant ants may be red or black; there is no statistical difference between them. Though relatively shy when first encountered, once combat begins they will fight to the death. They are known to collect shiny things, and so will sometimes have a small amount of treasure in their lair.

Giant ants may occasionally mine shiny metals such as gold or silver; one in three (1-2 on 1d6) giant ant lairs will contain 1d100 x 1d100 gp value in relatively pure nuggets. Apply treasure type U to all other giant ant lairs.

Large and huge ants are similar to giant ants in all ways except for size; large ants are 1 to 2 feet long, while huge ants are 3 to 4 feet in length. Though smaller, their colonies have more members, and so their lair treasures are of similar size to those found in the lairs of giant ants.

## Antelope

See **Herd Animal** on page 69.

**Ape, Carnivorous**

Armor Class	6
Hit Dice	5
No. Attacks	2 claws/1 bite + grab
Damage	1d6 per claw/1d8 bite + 1d8 grab
Move	12"
Alignment	Neutral
No. Appearing	1d6
% in Lair	30%
Treasure	None
Morale	Normal
XP	200

Carnivorous Apes are monstrous white-furred apes similar in form to gorillas. They are vile and hateful monsters who live only to kill and eat, and their favorite prey are humans and human-like creatures.

On a successful hit with both claws, a carnivorous ape grabs and rends its opponent, doing the additional listed grab damage automatically.



An adult male carnivorous ape is 5-1/2 to 6 feet tall and weighs 3,000 to 4,000 coins; adult females are slightly smaller, but due to their ferocity they use the same statistics as the males.

**Ape, Gorilla**

Armor Class	6
Hit Dice	4
No. Attacks	2 fist/1 bite + special
Damage	1d3 hand/1d6 bite + 1d6 grab
Move	12"
Alignment	Neutral
No. Appearing	1d4
% in Lair	None
Treasure	None
Morale	Normal
XP	75

On a successful hit with both hands, a gorilla grabs and rends its opponent, doing the additional listed grab damage automatically.

An adult male gorilla is 5 to 5-1/2 feet tall and weighs 2,500 to 3,500 coins; adult females are slightly smaller, and do 1d4 points of damage with their bite and grab attacks.

**Assassin Vine**

Armor Class	5
Hit Dice	6
No. Attacks	1 + special
Damage	1d8 + special
Move	2"
Alignment	Neutral
No. Appearing	1d4+1
% in Lair	100%
Treasure	U
Morale	Never checks
XP	300

The assassin vine is a semi-mobile plant found in temperate forests that collects its own grisly fertilizer by grabbing and crushing animals and depositing the carcasses near its roots.

Because it can lie very still indeed, an assassin vine surprises on a roll of 1-4 on 1d6. A successful hit inflicts 1d8 points of damage, and the victim

becomes entangled, suffering an additional 1d8 points of damage thereafter. A victim may attempt to escape by a roll equal to what is required to open a stuck door; this is a full action, so the victim may not attempt this and also perform an attack. The plant will continue to crush its victim until one or the other is dead or the victim manages to escape.

An assassin vine can move about, albeit very slowly, but generally only does so to seek new hunting grounds. They have no visual organs but can sense foes within 3" by sound and vibration.

A mature plant consists of a main vine, about 20 feet long. Smaller vines up to 5 feet long branch off from the main vine about every 6 inches. These small vines bear clusters of leaves, and in late summer they produce bunches of small fruits that resemble wild grapes. The fruit is tough and has a hearty but bitter flavor. Assassin vine berries make a heady wine.

A subterranean version of the assassin vine grows near hot springs, volcanic vents, and other sources of thermal energy. These plants have thin, wiry stems and gray leaves shot through with silver, brown, and white veins so that they resemble mineral deposits. An assassin vine growing underground usually generates enough offal to support a thriving colony of mushrooms and other fungi, which spring up around the plant and help conceal it.

### Axe Beak

See **Terror Bird** on page 138.

### Baboon

Armor Class	7
Hit Dice	1+1
No. Attacks	1 bite
Damage	1d4 bite
Move	12"
Alignment	Neutral
No. Appearing	2d6 Wild 4d8
% in Lair	None
Treasure	None
Morale	Normal (see below)
XP	15

Baboons are powerful and aggressive primates adapted to life on the ground. They prefer open spaces but climb trees to find safe places to rest overnight. A typical baboon is the size of a large dog; males can be 2 to 4 feet tall and weigh as much as 900 coins. Baboons usually prefer to attack in groups; single individuals suffer a -2 penalty to morale.

### Badger (and Giant Badger)

	Badger	Badger, Giant
Armor Class	5	4
Hit Dice	1+2	3
No. Attacks	2 claws/1 bite	2 claws/1 bite
Damage	1d2 claw/ 1d4 bite	1d3 claw/ 1d6 bite
Move	6" Burrow 3"	6" Burrow 3"
Alignment	Neutral	Neutral
No. Appearing	1d6	1d6
% in Lair	None	None
Treasure	None	None
Morale	+1	+1
XP	15	50

The badger is a squat, powerful mammal. Its strong forelimbs are armed with long claws for digging. An adult badger is 2 to 3 feet long and weighs 250 to 350 coins. Badgers attack with their sharp claws and teeth. A badger that is injured in combat flies into a berserk rage on its next turn, clawing and biting madly until either it or its opponent is dead; in this state it gains +2 on initiative die rolls, but suffers a penalty of -2 to armor class.

Giant badgers are much like their smaller cousins, but are 5 to 7 feet in length and can weigh up to 5,000 coins. They are able to burrow into solid rock at half normal speed.

**Baluchitherium**

Armor Class	5
Hit Dice	14
No. Attacks	2 trample
Damage	5d4 each trample
Move	12"
Alignment	Neutral
No. Appearing	1d4
% in Lair	None
Treasure	None
Morale	Normal
XP	1,550

The baluchitherium is a giant prehistoric animal, the largest land mammal to ever exist. They are quadrupeds with somewhat elongated necks. Though they are believed to be relatives of the rhinoceros, baluchitheriums are hornless and somewhat less belligerent. Still, a herd, if alarmed or threatened, can be very dangerous.

An average adult baluchitherium will be around 24 feet long, 17 feet high at the shoulder, and around 380,000 coins in weight.

**Banshee (Groaning Spirit)**

Armor Class	0 (m)
Hit Dice	7*
No. Attacks	1 touch or special (see below)
Damage	1d8 touch
Move	18"
Alignment	Chaotic
No. Appearing	1
% in Lair	10%
Treasure	D
Morale	Never checks
XP	900

Banshees are said to be the spirits of evil female fey creatures, such as elves or sprites, and are thus quite rare. They are **undead** monsters (as described on page 145), and can be turned as if

spectres. They are incorporeal, and thus hit only by magical weapons; as well, banshees are immune to electricity (including lightning) and cold attacks.

A banshee's normal attack is by means of its chilling touch; more fearsome is its wail, which causes all living creatures within 3" to die unless a saving throw vs. Death Ray is made. A banshee can only wail once per day, and one will usually reserve this attack until most or all of its opponents are within range. They are so frightful that living creatures who see one must save vs. Wands or flee in **fear** (as the spell).

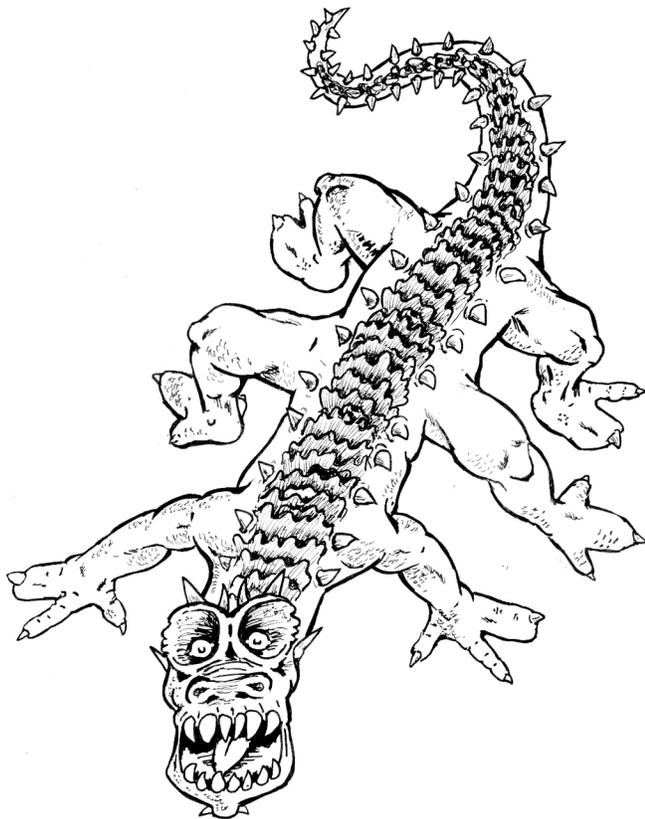
**Basilisk**

	Common	Greater
Armor Class	4	3
Hit Dice	6+1*	8+2**
No. Attacks	- 1 bite, 1 gaze -	-
Damage	1d10 bite, petrify gaze	1d12 + death bite, petrify gaze
Move	- 6" -	-
Alignment	- Neutral -	-
No. Appearing	1d6	1
% in Lair	40%	50%
Treasure	F	F, K
Morale	Normal	+1
XP	525	1,800

A basilisk is a reptilian monster that petrifies living creatures with its gaze. A basilisk usually has a dull brown body with a yellowish underbelly. An adult basilisk's body is about 6 feet long (not including its tail, which can reach an additional length of 5 to 7 feet) and weighs about 3,000 coins.

The gaze of a basilisk can turn a victim to stone; the basilisk's gaze may even turn the creature itself to stone if it sees its reflection in a mirror or other reflective surface.

The Greater Basilisk appears identical to the common variety, save that it is larger, having a



body length of about 8 feet with a 7 to 9 foot long tail and weighing about 4,000 coins. The skin of the greater basilisk is toxic to the touch, such that any living creature bitten by one or who touches one with bare skin must save vs. Death Ray or die. This effect persists even after the monster is dead, typically for about 2d20 hours; the only way to tell if the effect has subsided is to touch the corpse, an obviously bad idea.

### Bat and Bat, Giant

	Normal	Giant
Armor Class	6	6
Hit Dice	1 Hit Point	2
No. Attacks	1 special	1 bite
Damage	Confusion	1d4
Move	6" Fly 12"	9" Fly 18"
Alignment	Neutral	Neutral
No. Appearing	1d100, Wild 1d100, Lair 1d100	1d10, Wild 1d10, Lair 1d10
% in Lair	Special	Special
Treasure	None	None
Morale	-1	Normal
XP	10	30

Bats are nocturnal flying mammals. The statistics presented here describe small, insectivorous bats. They have a natural sonar that allows them to operate in total darkness; for game purposes, treat this ability as similar to Infravision.

Bats of both types are 95% likely to be encountered in their lair in the daytime, but only 5% likely after dark.

A group of normal-sized bats has no effective attack (at least in terms of doing damage) but can confuse those in the area, flying around apparently randomly. For every ten bats in the area, one creature can be confused; such a creature will suffer a penalty of -2 on all attack and saving throw rolls while the bats remain in the area.

A giant bat has a wingspan of 15 feet and weighs about 2,000 coins. They have the same sensory abilities as normal-sized bats, but being much larger, they are able to attack adventurers; many are carnivorous, making such attacks likely.

**Bear**

	Black	Cave	Grizzly (Brown)	Polar
Armor Class	6	5	6	6
Hit Dice	4	7	5	6
No. Attacks	- 2 claws/1 bite + hug -			
Damage	1d4/1d4/1d6 + 2d6 hug	1d8/1d8/2d6 + 2d8 hug	1d4/1d4/1d8 + 2d8 hug	1d6/1d6/1d10 + 2d8 hug
Move	12"	12"	12"	12"
Alignment	- Neutral -			
No. Appearing	1d4 Wild 1d4 Lair 1d4	1d2 Wild 1d2 Lair 1d2	1 Wild 1d4 Lair 1d4	1 Wild 1d2 Lair 1d2
% in Lair	- 50% -			
Treasure	- None -			
Morale	Normal	+2	+1	+1
XP	75	500	200	300

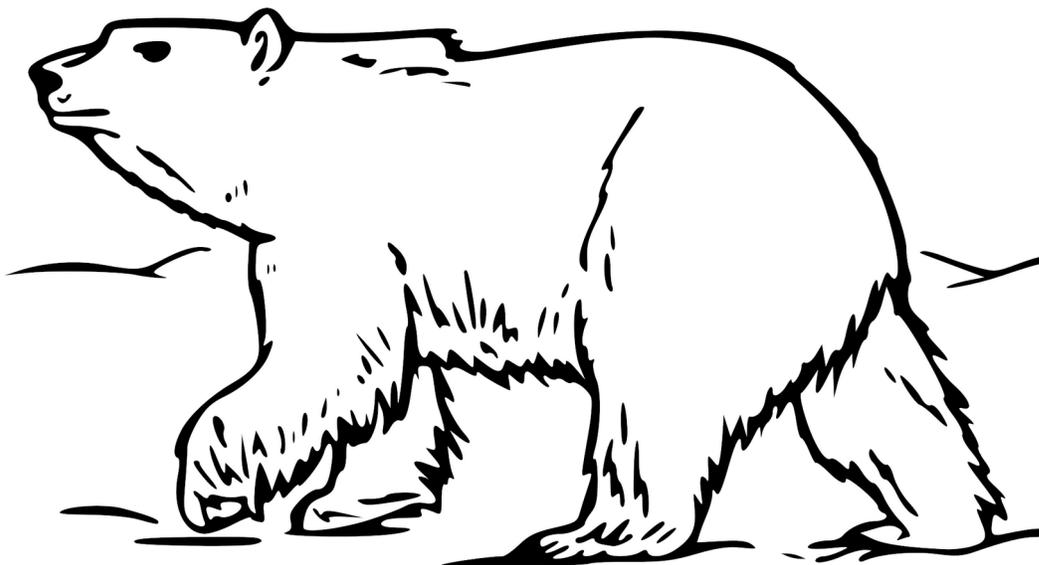
Bears attack by rending opponents with their claws, dragging them in and biting them. If a bear hits with a claw and the roll is a natural 19 or better, it has hugged its opponent, doing additional damage as given for each specific bear type. A hug can only be employed against opponents of the bear's own size or smaller. All bears are very tough to kill, and are able to move and attack for one round after losing all hit points.

The **black bear** is a forest-dwelling omnivore that usually is not dangerous unless an interloper threatens its cubs or food supply. Black bears may actually be pure black, blond, or cinnamon in color. They are rarely more than 5 feet long.

**Cave bears** are even larger than grizzly bears. They are ferocious killers, attacking almost anything of equal or smaller size.

**Grizzly bears** (also called **brown bears**) are massive carnivores weighing more than 18,000 coins and standing nearly 9 feet tall when they rear up on their hind legs. They are bad-tempered and territorial.

**Polar bears** are long, lean carnivores are slightly taller than grizzly bears, and just as hostile. They are found in the icy wastes of the furthest northern territories.



**Beaver, Giant**

Armor Class	6
Hit Dice	4
No. Attacks	1 bite
Damage	2d8 bite
Move	6" Swim 12"
Alignment	Neutral
No. Appearing	4d10
% in Lair	80%
Treasure	C
Morale	Normal
XP	75

Giant beavers are huge versions of the ordinary aquatic mammal, often found in "lost world" areas. They are not normally aggressive but will defend their lairs, dams, and family, with powerful bites from their 5 inch long incisors. They are surprisingly intelligent and will collect valuable items, though they rarely learn to use magic items of any sort.

**Bee, Giant**

Armor Class	7
Hit Dice	½* (1d4 hit points)
No. Attacks	1 sting
Damage	1d4 + poison
Move	3" Fly 15"
Alignment	Neutral
No. Appearing	1d6, Wild 1d6, Lair 5d6
% in Lair	25%
Treasure	Special
Morale	Normal
XP	11

Although many times larger, growing to a length of about a foot, giant bees behave generally the same as their smaller cousins. Giant bees are usually not aggressive except when defending themselves or their hive. Those stung by a giant bee must save vs. Poison or die. A giant bee that successfully stings another creature pulls away, leaving its stinger in the creature. The bee then dies.

The honeycomb within a hive of giant bees will have a single cell containing about a quart of magic honey. If any living creature consumes this entire quantity of honey it will be healed of 1d4 points of damage, and will not require further food for 24 hours.

**Beetle, Giant Bombardier**

Armor Class	4
Hit Dice	2*
No. Attacks	1 bite + special
Damage	1d6 + special
Move	12"
Alignment	Neutral
No. Appearing	1d8, Wild 2d6, Lair 2d6
% in Lair	20%
Treasure	None
Morale	Normal
XP	40

Giant bombardier beetles have red head and thorax sections and black abdomens. They are 3 to 4 feet long. In combat, a giant bombardier beetle bites opponents in front of it, and sprays a cone of very hot and noxious gases from a nozzle in the rearmost tip of the abdomen. This toxic blast causes 2d6 points of damage to all within a cone 1" long and 1" wide at the far end (a save vs. Death Ray for half damage is allowed). A giant bombardier beetle can use this spray attack up to five times per day, but no more often than once per three rounds. Faced with opponents attacking from just one direction, a giant bombardier beetle may choose to turn away and use the spray attack rather than biting.

Giant bombardier beetles, like most beetles, have more or less the same visual acuity in all directions, and thus suffer no penalty to Armor Class when attacked from behind.

**Beetle, Giant Boring**

Armor Class	3
Hit Dice	5
No. Attacks	1 bite
Damage	2d10
Move	6"
Alignment	Neutral
No. Appearing	1d8, Wild 2d6, Lair 3d6
% in Lair	40%
Treasure	None
Morale	Normal
XP	200

Giant boring beetles eat rotting wood, and thus are found in huge trees and similar places, or in underground tunnels where tree roots are available for food; they can also eat giant mushrooms or other megafungi that might be found in subterranean environments. Unlike other beetles, boring beetles operate almost like a hive or collective, and any attack against one individual is likely to attract all others within 18".

**Beetle, Giant Fire**

Armor Class	4
Hit Dice	1+2
No. Attacks	1 bite
Damage	2d4
Move	12"
Alignment	Neutral
No. Appearing	1d8, Wild 2d6, Lair 2d6
% in Lair	20%
Treasure	None
Morale	Normal
XP	15

These luminous nocturnal insects are prized by miners and adventurers. They have two glands, one above each eye, that produce a red glow. The glands' luminosity persists for 1d6 days after removal from the beetle, illuminating a roughly circular area with a 1" radius.

Giant fire beetles are about 2 feet long. They are normally timid but will fight if cornered. Like most beetles, they have more or less the same visual

acuity in all directions, and thus suffer no penalty to Armor Class when attacked from behind.

**Beetle, Giant Oil**

Armor Class	4
Hit Dice	2*
No. Attacks	1 bite + spray (see below)
Damage	2d4 bite, special spray (see below)
Move	12"
Alignment	Neutral
No. Appearing	1d8, Wild 2d6, Lair 2d6
% in Lair	25%
Treasure	None
Morale	Normal
XP	40

Giant oil beetles are about 3 feet long, and are often found burrowing in soil or roaming dungeon corridors. Their eyes are arranged on the sides of their heads such that they can see perfectly well behind them as well as in front, negating any normal bonus for attacking from behind.

In addition to its bite, a giant oil beetle can attack with a spray of oil from its abdomen; this can only be applied to opponents within 5 feet of the back of the beetle, and an attack roll is needed to hit. Living creatures hit by this spray suffer a penalty of -2 on all attack rolls for 24 hours due to painful blisters inflicted by the irritating oil. A **cure light wounds** spell may be used to remove this effect, but if so used the spell does not also restore hit points to the victim.

**Beetle, Giant Rhinoceros**

Armor Class	2
Hit Dice	12
No. Attacks	1 horn/1 trample
Damage	3d6 horn/2d8 trample
Move	12"
Alignment	Neutral
No. Appearing	1d6
% in Lair	None
Treasure	None
Morale	+1
XP	1,300

Giant rhinoceros beetles are the largest of the giant beetles, being between 10 and 14 feet long. They have brown or grey carapaces and huge horns, from which they get their name. They attack with their horn or by trampling opponents (but cannot apply both attacks to one opponent in the same round, nor can they trample large-sized creatures). They are territorial and thus prone to attack any interlopers.

**Beetle, Giant Stag**

Armor Class	3
Hit Dice	7
No. Attacks	1 bite
Damage	2d6 bite (female) or 2d12 bite (male)
Move	6"
Alignment	Neutral
No. Appearing	1d12
% in Lair	None
Treasure	None
Morale	Normal
XP	500

These creatures are serious pests that greedily devour cultivated crops. A single beetle can strip an entire farm in short order. An adult giant stag beetle is about 10 feet long. Stag beetles are so called because the huge mandibles of the males resemble the antlers of a stag.

**Beetle, Giant Tiger**

Armor Class	3
Hit Dice	3+1
No. Attacks	1 bite
Damage	2d6
Move	18"
Alignment	Neutral
No. Appearing	1d6, Wild 2d4, Lair 2d4
% in Lair	20%
Treasure	None
Morale	Normal
XP	50

Giant tiger beetles are predatory monsters around 5 feet long, with dark brown carapaces having lighter brown striped or spotted patterns.

They are fast runners, depending on speed to run down prey, and they willingly prey on any creature of man size or smaller. Like most beetles, giant tiger beetles have more or less the same visual acuity in all directions, and thus suffer no penalty to Armor Class when attacked from behind.

**Beetle, Giant Water**

Armor Class	3
Hit Dice	4
No. Attacks	1 bite
Damage	3d6 bite
Move	3" Fly 12"
Alignment	Neutral
No. Appearing	1d12
% in Lair	None
Treasure	None
Morale	Normal
XP	75

These round-bodied beetles are found in bodies of fresh water of at least 30 feet deep, preferring lakes or slow-moving rivers. They are always hungry and are attracted by vibrations or noise.

### Black Pudding

	Small	Medium	Large	Huge
Armor Class	8	7	6	5
Hit Dice	2*-4*	5*-7*	8*-9*	10*-11*
No. Attacks	- 1 pseudopod -			
Damage	2d6	3d6	3d8	3d8
Move	6"	6"	6"	6"
Alignment	- Neutral -			
No. Appearing	1d4	1d2	1	1
% in Lair	- None -			
Treasure	- None -			
Morale	- Never checks -			
XP *	2 HD: 40 3 HD: 80 4 HD: 140	5 HD: 325 6 HD: 525 7 HD: 900	8 HD: 1,250 9 HD: 1,650	10 HD: 1,800 11 HD: 1,975

A black pudding is an amorphous creature that lives only to eat. These monsters inhabit underground areas throughout the world, scouring caverns, ruins, and dungeons in search of organic matter, living or dead. They are unintelligent,



attacking any creatures they encounter. They attack by lashing out with pseudopods; their entire body exudes acid, which is the source of the damage their attacks cause.

Neither weapons nor lightning bolts will harm a black pudding, instead splitting the creature into two identical puddings, each having half of the original's hit dice (round up) and current hit points (round down). A 2 hit die pudding will not divide further, but is still unaffected by lightning and weapons. All other attack forms will work normally.

A black pudding's acid will destroy wood swiftly and corrode away metal a bit more slowly; gold, however, is completely resistant to it.

Black puddings gain 1 hit die for every 8 hit dice of living creatures they consume. They reproduce by division; any black pudding that achieves 12 hit dice immediately divides into 1d4+1 more-or-less equal-sized puddings. Of course, as noted, attacking a black pudding with normal weapons or lightning will immediately split the monster if possible.

When awarding XP for black puddings, use the monster's original XP value(s) rather than adding up the XP of any "child" puddings created by attacking adventurers. For example, if a party of adventurers encounter a single 8 hit die black pudding, and before defeating it they manage to split it in two, award 1,250 XP total rather than 280 (the XP for two 4 hit die puddings).

**Blink Dog**

Armor Class	5
Hit Dice	4*
No. Attacks	1 bite
Damage	1d6
Move	12"
Alignment	Lawful
No. Appearing	4d4
% in Lair	35%
Treasure	C
Morale	Normal
XP	140

The blink dog is an intelligent canine that has a limited teleportation ability. Blink dogs have their own language, a mixture of barks, yaps, whines, and growls that can transmit surprisingly complex information.

A blink dog can teleport, as if by **dimension door** (caster level 8th), once per round. The ability affects only the blink dog, which never appears within a solid object and can act immediately after teleporting.

**Blood Rose**

Armor Class	7
Hit Dice	2* to 4*
No. Attacks	1 to 3 plus blood drain
Damage	1d6
Move	1"
Alignment	Neutral
No. Appearing	Wild 1d8
% in Lair	100%
Treasure	None
Morale	Normal
XP	40, 80, or 140

Blood roses appear to be normal rose bushes, but are actually animated plants, dimly aware of their surroundings. These plants are always in bloom, bearing beautiful flowers that are normally white (or rarely, yellow) in color.

The fragrance of the flowers is detectable up to 3" from the plant in ideal conditions. Blood roses can move about slowly, and will try to find locations

sheltered from the wind in order to achieve those ideal conditions. Living creatures who smell the fragrance must save vs. Poison or become befuddled, dropping anything carried and approaching the plant. Each round such a creature or character is within the affected area, this save must be made. Befuddled characters will not resist the plant-creature's attacks; if affected creatures are removed from the area, the effect of the fragrance will expire 2d4 rounds later. Undead monsters, constructs, etc. are not affected.

Each blood rose plant will have 1, 2 or 3 whiplike canes studded with thorns with which it can attack. When a cane hits, it wraps around the victim and begins to drain blood, doing 1d6 points of damage per round. A blood rose which has recently (within one day) "eaten" this way will have flowers ranging from pink to deep wine red in color, which will fade slowly back to white or yellow as the plant digests the blood it has consumed.

**Boar**

Armor Class	7
Hit Dice	3
No. Attacks	1 tusk
Damage	1d8 tusk
Move	15"
Alignment	Neutral
No. Appearing	1d6
% in Lair	None
Treasure	None
Morale	Normal
XP	50

A boar is a male hog; the statistics given here are for a wild boar, but even domesticated boars can grow to this size. Female hogs (sows) are as large as the males and will fight without checking morale in defense of their young.

**Brown Mold**

See **Mold, Deadly** on page 100.

**Brownie**

Armor Class	3
Hit Dice	1/2**
No. Attacks	1 dagger
Damage	1d4
Move	12"
Alignment	Lawful
No. Appearing	1d6 Lair 2d8
% in Lair	20%
Treasure	O, P, Q
Morale	Normal
XP	12

Brownies are small fey humanoids, typically 1 to 2 feet in height. They are homely in appearance, having pointed ears as do most fey, and they dress in plain clothing. Brownies can be mischievous or helpful, depending somewhat on how they are treated, though they are capricious and may still prove uncooperative. They live in hollow trees, in burrows underground, or sometimes in the spaces underneath human dwellings (or even within the walls, if possible).

Brownies prefer not to fight, using their various magical powers instead, but a brownie will never willingly go out without a wickedly sharp knife at hand. Once per day each one can cast **protection from evil**, **continual light**, **dimension door** (affecting only itself), **mirror image**, and **confusion**, all as if by a 9<sup>th</sup> level caster; furthermore, a brownie can use **ventriloquism** (as the spell) at will.

They are stealthy, able to move silently and hide in shadows as if a 9<sup>th</sup> level thief, and most have 18 Dexterity (with all the bonuses that apply). They are also somewhat resistant to magic, receiving the same saving throws as an elf.

**Bugbear**

Armor Class	5
Hit Dice	3+1
No. Attacks	1
Damage	2d4
Move	9"
Alignment	Chaotic
No. Appearing	5d4
% in Lair	30%
Treasure	B
Morale	Normal
XP	50

Bugbears are large goblin-like creatures, with dull orange skin liberally covered in darker orange hair. They have short, thick necks and large, oddly round heads. Though apparently ungainly, they move very quietly, surprising on a roll of 1-3 on 1d6.

Like other goblinoids, they see well in the darkness, having Infravision with a 6" range, and they are similarly uncomfortable in bright light, suffering penalties of -1 on attack rolls in full daylight conditions. They are more ferocious than other goblinoids, however, and suffer no penalty to morale even in daylight.



**Bulette**

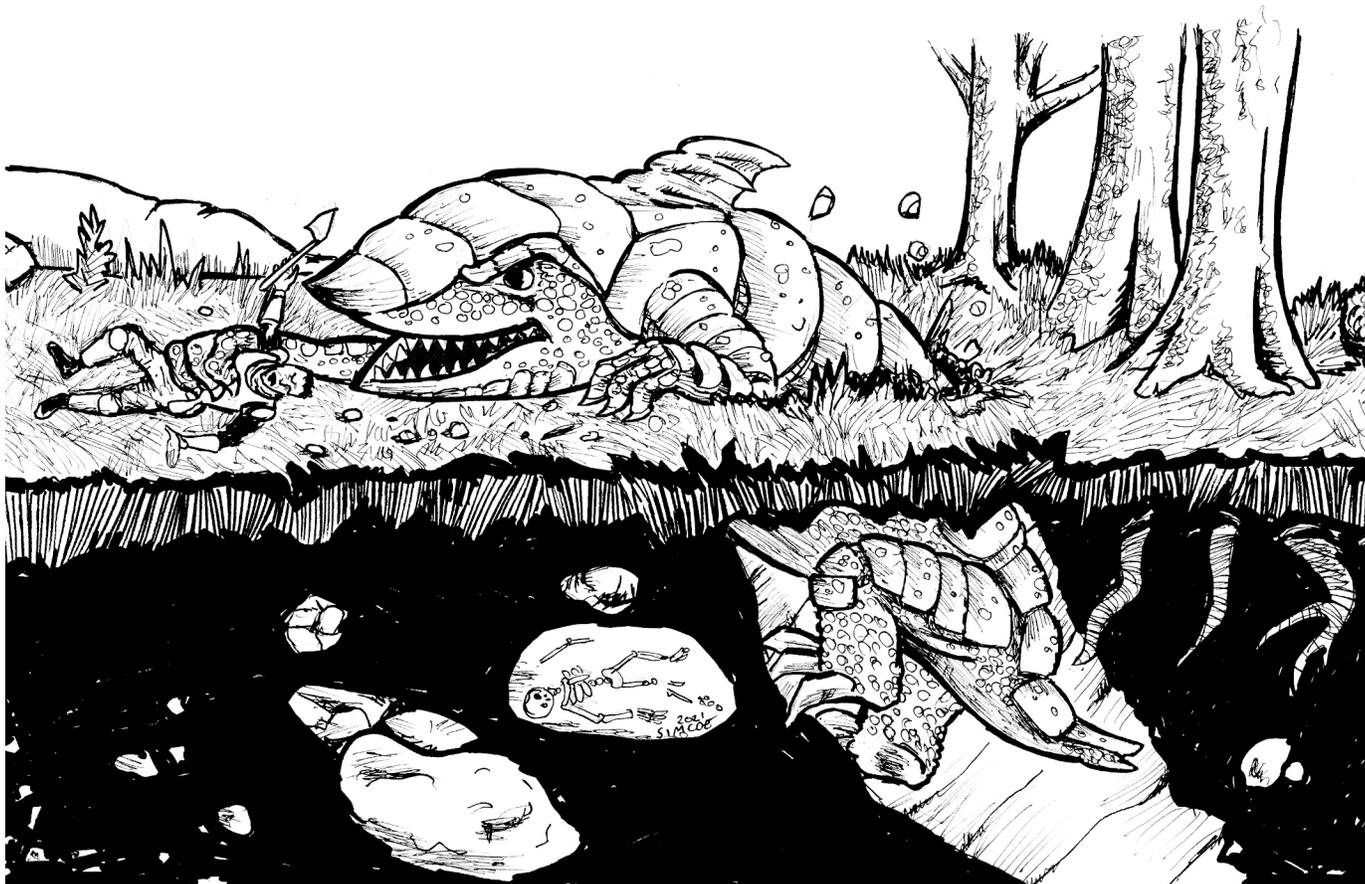
Armor Class	-2 / 4 / 6 (see below)
Hit Dice	9
No. Attacks	2 claws/1 bite or 4 claws
Damage	3d6 claw, 4d6 bite
Move	12" Burrow 3"
Alignment	Neutral
No. Appearing	1 (10% chance of 2)
% in Lair	None
Treasure	None
Morale	Normal
XP	950

Also known as the landshark, the bulette is a terrifying predator that lives only to eat. A bulette has a "cigar shaped" body, bulging in the middle and pointed at each end. They prefer to attack from underground, drawn by the vibrations of creatures on the surface; in general a bulette can surprise on 1-3 on 1d6 when attacking in this way.

The armor class of a bulette varies depending on where it is attacked.. Most of the creature's body has an AC of -2; its eyes are AC 4, but are relatively small and can only be attacked from directly in front, and only in short range when using missile weapons. A bulette has a crest similar to the dorsal fin of a shark or dolphin, and a small area directly behind the crest has an AC of 6. This spot can only be attacked from above, and if attacked with missile weapons may only be targeted from short range.

A bulette attacks anything it regards as edible, choosing the easiest or closest prey first. The only creatures it refuses to eat are elves, and it dislikes the taste of dwarves, targeting other victims first if attacking out of hunger.

A bulette can jump into the air during combat. This allows it to make four claw attacks instead of two, but when making these attacks it cannot also bite.



**Caecilia, Giant**

Armor Class	6
Hit Dice	6*
No. Attacks	1 bite + swallow on 19/20
Damage	1d8 + 1d8/round if swallowed
Move	6"
Alignment	Neutral
No. Appearing	1d3, Lair 1d3
% in Lair	10%
Treasure	B
Morale	Normal
XP	525

Caecilia are carnivorous, legless amphibians; they strongly resemble earthworms, but they have bony skeletons and sharp teeth. Caecilia live entirely underground. The giant variety grows up to 30' long and frequently are found in caverns or dungeons. They are nearly blind, but caecilia are very sensitive to sound and vibrations, and are able to find their prey regardless of light or the absence thereof.

A caecilia can swallow a single small humanoid or demi-human (such as a goblin or halfling) whole. On a natural attack roll of 19 or 20, such a victim has been swallowed (assuming that roll does actually hit the victim). A swallowed victim suffers 1d8 damage per round, and may only attack from the inside with a small cutting or stabbing weapon such as a dagger. While the inside of the caecilia is easier for the victim to hit, fighting while swallowed is more difficult, so no modifiers to the attack roll are applied.

Once a caecilia has swallowed an opponent, it will generally attempt to disengage from combat, going to its lair to rest and digest its meal.

**Catoblepas**

Armor Class	7
Hit Dice	6+2*
No. Attacks	1 tail plus death ray (see below)
Damage	1d6 + stun tail, plus special (see below)
Move	6"
Alignment	Neutral
No. Appearing	1d4
% in Lair	60%
Treasure	C
Morale	Normal
XP	525

The catoblepas is a swamp-dwelling creature about the size of a bull, with a generally similar body structure. Its long tail carries a bulbous bony lump at the end which is rather like a mace-head, and its heavy boar-like head is carried on a somewhat elongated neck that barely suffices to support it. In fact it is nearly impossible for the catoblepas to look upward. Its face bears a grim expression, with high, shaggy eyebrows over narrow, bloodshot eyes, and a mane that falls over its forehead partially covering its face. A catoblepas gives off a terrible stench, detectable at a distance of up to 24' away, which is so strong that the creature itself has almost no sense of smell.

The tail of the catoblepas can strike with incredible swiftness behind, beside, and even in front of the monster, and on a successful hit the victim must save vs. Death Ray or be knocked out for 1d10 rounds. But this is not the most feared attack of the catoblepas, for the true danger of this monster is in its deadly gaze.

The catoblepas can kill with its gaze, affecting all upon whom it turns its gaze. Its inability to look upward limits where and how often it can use its gaze attack; a catoblepas can use this attack in its first round of activity, but thereafter has only a 1 in 1d4 chance to raise its head high enough. On the other hand its elongated neck does allow it to direct its gaze to either side or backward. All living creatures the creature successfully faces must save vs. Death Ray (to avoid meeting its gaze) or die;

anyone who makes this saving throw is immune to the effect for an hour thereafter.

### Cave Locust, Giant

Armor Class	4
Hit Dice	2*
No. Attacks	1 bite or 1 bump or 1 spit
Damage	1d2 or 1d4* or special
Move	6" Fly 18"
Alignment	Neutral
No. Appearing	2d10, Wild 1d10
% in Lair	None
Treasure	None
Morale	Normal
XP	40

Giant cave locusts are pale, cricket-like creatures that live underground. An average giant cave locust is 2 to 4 feet long. They are eyeless, depending on their antennae, vibration-sensing feet and a variety of sensitive "hairs" on their legs for awareness of the environment around them.

These creatures eat subterranean fungus (including shriekers) as well as carrion; they are not predators, but if disturbed they will attack, shrieking loudly, biting, jumping wildly around, or spitting nasty goo.

All giant cave locusts in a group will shriek when disturbed, attracting wandering monsters. The referee should roll a check each round that one or more cave locusts are attacking; if an encounter is indicated, the monsters will arrive in 1d4 rounds.

Any giant cave locust that is engaged (adjacent to an opponent) will attempt to bite, doing 1d2 points of damage on a successful hit. This does not interrupt the monster's shrieking.

A giant cave locust can leap up to 6" horizontally, or up to 3" up. If one of these creatures is not engaged at the beginning of the round, it will leap toward one of the opponent creatures; roll a normal attack roll, and if the attack hits, the target creature takes 1d4 points of non-lethal damage from the impact.

Finally, a giant cave locust can spray a greenish-brown goo (its digestive juices) up to 1" away. Each giant cave locust can perform this attack just



once per encounter. This spit attack will usually be reserved until they fail a morale check, in which case all remaining giant cave locusts will spit at their nearest opponent, and then all will attempt to flee in the next round. To spit on an opponent, the giant cave locust rolls an attack against Armor Class 9 (plus Dexterity and magical bonuses, but no normal armor value applies). If the attack hits, the target must save vs. Poison or be unable to do anything for 3d6 rounds due to the horrible smell.

**Centaur**

Armor Class	5
Hit Dice	4
No. Attacks	2 hooves/1 weapon
Damage	1d6 each hoof, weapon by type or 1d6
Move	15" Unarmored 18"
Alignment	Neutral
No. Appearing	2d10
% in Lair	5%
Treasure	A1
Morale	Normal
XP	75

A centaur is a creature having the body of a horse with the torso of a human where the horse's head would normally be. A centaur is as big as a heavy horse, but much taller and slightly heavier. They are generally armed with clubs, lances, and bows, though if swords are available they will naturally prefer them.

Centaur are naturally very intelligent, and will use good tactics in battle; against opponents who do not have missile weapons, centaurs will often circle their foes at a distance while firing arrows at them, using their greater mobility to their advantage.

**Centipede, Giant**

Armor Class	9
Hit Dice	½ (1d4 hit points)
No. Attacks	1 bite
Damage	Poison
Move	12"
Alignment	Neutral
No. Appearing	2d4
% in Lair	None
Treasure	None
Morale	-1
XP	10

Giant centipedes are simply an overgrown variety of the ordinary centipede. Though they are weak, their poison bite makes them a concern for characters who venture into the underground areas where they may be found.

**Cheetah**

Armor Class	6
Hit Dice	2
No. Attacks	2 claws/1 bite
Damage	1d4/1d4/2d4
Move	30"
Alignment	Neutral
No. Appearing	Wild 1d3, Lair 1d3
% in Lair	None
Treasure	None
Morale	Normal
XP	30

A Cheetah is a large (about 1,000 coins) cat capable of reaching up to 75 miles per hour when running; they are among the very fastest land animals. One hunts alone or in small groups (usually composed of siblings). It will rarely attack humans unless compelled to do so, but a female will ferociously defend her young.

**Chimera**

Armor Class	4
Hit Dice	9*
No. Attacks	2 claws/3 heads
Damage	1d3 per claw/1d4 horn (goat head) / 2d4 bite (lion head) / 3d4 bite or breath (dragon head)
Move	12" Fly 18"
Alignment	Neutral
No. Appearing	1d4
% in Lair	50%
Treasure	F
Morale	Normal
XP	1,650

The chimera is a bizarre three-headed creature having the forequarters of a lion, the hindquarters of a goat, the wings of a dragon, and the heads of a goat, a lion, and a dragon. Each head has its own attack, with the dragon's head being able to breath fire up to three times per day covering a cone 5" long and 2" wide at the base, and doing 3d6 points of damage (with a saving throw vs. Dragon Breath reducing damage by half). A chimera is an awkward flier and prefers to fight with its feet on the ground.



### Cockatrice

Armor Class	6
Hit Dice	5*
No. Attacks	1
Damage	1d6 and turn to stone
Move	9" Fly 18"
Alignment	Neutral
No. Appearing	1d8
% in Lair	35%
Treasure	D
Morale	Normal
XP	325

A cockatrice is a monster that resembles a chicken with an elongated, featherless serpentine neck and a similar serpentine tail. The touch (or attack) of a cockatrice can turn a living creature to stone, if the victim fails a saving throw vs. Petrification.

### Couatl

Armor Class	5
Hit Dice	9*
No. Attacks	1 bite/1 constrict or special
Damage	1d4 bite, 2d4 constrict
Move	6" Fly 18"
Alignment	Lawful
No. Appearing	1d4
% in Lair	10%
Treasure	B, I
Morale	Normal
XP	1,650

A couatl is a winged serpent about 12 feet long, with a wingspan of about 15 feet and weighing about 12,000 coins. They are very intelligent, and speak both Common and Dragon; they also have a superior form of telepathy which permits them to understand and communicate with most intelligent living creatures.

Couatls are all spellcasters. Roll 1d10: On 1-5 a couatl casts magic-user spells; on 6-8, clerical spells; on 9-0 the couatl can cast spells from either list. Couatls cast spells as if they are 8<sup>th</sup> level in the appropriate class.

While they prefer to deal with opponents through the use of magic, couatls are capable fighters, able to deliver a venomous bite (save vs. Poison or die) as well as wrapping their serpentine bodies around any small or medium opponent and constricting it, doing the listed damage automatically on each subsequent round. Breaking free of this hold requires a successful roll to force open a door; this can be attempted each round.

**Crab, Giant**

Armor Class	3
Hit Dice	2
No. Attacks	2 pincers
Damage	2d6 each pincer
Move	6"
Alignment	Neutral
No. Appearing	2d6
% in Lair	10%
Treasure	None
Morale	Normal
XP	30

Giant crabs are dangerous opponents, having good armor and a pair of powerful attacks. They are unintelligent, and thus do not check morale. Giant crabs will rarely be found far from water, and may also be found in underwater environments.

**Crayfish, Giant**

Armor Class	4
Hit Dice	4+4
No. Attacks	2 claws
Damage	2d6 claw
Move	6" Swim 12"
Alignment	Neutral
No. Appearing	1d4
% in Lair	None
Treasure	None
Morale	Normal
XP	75

A giant crayfish has a body rather similar to that of a lobster in overall design, but unlike lobsters, giant crayfish live in shallow fresh water areas. They are predatory, and like to lie in wait underwater to ambush prey. In such a situation the giant crayfish gains surprise on 1-4 on 1d6 (1-3 vs. aquatic opponents already submerged in the same body of water).

**Crocodile**

	Normal	Large	Giant
Armor Class	5	3	1
Hit Dice	2	6	15
No. Attacks	1 bite	1 bite	1 bite
Damage	3d4	3d6	3d8
Move	- 9" Swim 9" -		
Alignment	- Neutral -		
No. Appearing	1d8	1d4	1d3
% in Lair	- 5% -		
Treasure	- None -		
Morale	- Normal -		
XP	30	300	1,700

Crocodiles are predatory reptiles 11 to 12 feet long. They lie mostly submerged in rivers or marshes, with only their eyes and nostrils showing, waiting for prey to come within reach; in such situations they gain surprise on a roll of 1-4 on 1d6.

**Large Crocodiles:** These huge creatures are from 12-20 feet long. Large crocodiles fight and behave like their smaller cousins.

**Giant Crocodiles:** These huge creatures usually live in salt water and are generally more than 20 feet long. Giant crocodiles fight and behave like their smaller cousins.

**Deceiver (Cat-Hydra)**

	Common	Greater
Armor Class	4	4
Hit Dice	6*	7**
No. Attacks	- 3 bites (see below) -	
Damage	1d6/1d6/1d8	1d6 + poison/ 1d6 + poison/ 2d6
Move	15"	12"
Alignment	- Chaotic -	
No. Appearing	- 1d4 -	
% in Lair	None	None
Treasure	D	D
Morale	Normal	+1
XP	525	1,300

Deceivers are greenish-black catlike monsters with thick serpents extending from their shoulders. All three of the monster's mouths can bite, though the smaller serpent heads do not do as much damage.

The real danger of the Deceiver is its power of **displacement**, which causes the monster's apparent location to shift around constantly over a range of 3' from the monster's true location. This is a



form of illusion, but a powerful form that cannot be seen through even by those who know the secret. Any character fighting a Deceiver for the first time will miss his or her first strike regardless of the die roll. Thereafter, all attacks against Deceivers will be at a penalty of -2 to the attack roll. This is not cumulative with the penalty for fighting blind. Some monsters, such as bats, do not depend on vision to fight and thus may be able to perceive the monster's true location and fight without penalty.

Greater Deceivers are larger and more fierce than common Deceivers, and on top of that, their serpent heads have a deadly venomous bite; victims must save vs. Poison or die.

**Deer, Huge Prehistoric (Irish Deer)**

See **Herd Animal** on page 69

**Demon**

See **Infernals** on page 72.

**Devil**

See **Infernals** on page 72.

**Dinosaur, Allosaurus**

Armor Class	5
Hit Dice	15
No. Attacks	2 claws/1 bite
Damage	1d4 claw, 4d6 bite
Move	15"
Alignment	Neutral
No. Appearing	1d4
% in Lair	None
Treasure	None
Morale	Normal
XP	1,700

The allosaurus is a member of the theropod family of dinosaurs, which is best known for the tyrannosaurus rex. Theropods are bipedal carnivorous dinosaurs. Despite its enormous size and nearly 3-ton weight, an allosaurus is a swift runner. An average adult is slightly more than 30 feet long from nose to tail.

**Dinosaur, Anatosaurus**

See **Dinosaur, Edmontosaurus** on page 26

**Dinosaur, Ankylosaurus**

Armor Class	0
Hit Dice	9
No. Attacks	1 tail
Damage	3d6
Move	6"
Alignment	Neutral
No. Appearing	1d4+1
% in Lair	None
Treasure	None
Morale	Normal
XP	950

Ankylosaurus is a large dinosaur having a generally turtle-like, armored body with spiked edges and a heavy knobby tail which it used as a weapon. If attacked, or even just threatened, one will not hesitate to turn around and apply its tail to whomever or whatever is troubling it.

**Dinosaur, Apatosaurus (Brontosaurus)**

Armor Class	5
Hit Dice	30
No. Attacks	1 trample
Damage	3d6
Move	6"
Alignment	Neutral
No. Appearing	1d6
% in Lair	None
Treasure	None
Morale	Normal
XP	4,050

The apatosaurus (formerly called brontosaurus) is the most recognizable member of the sauropod family of dinosaurs, which have heavy bodies, elephantine legs and feet, and long necks and tails. They are plant-eaters who live in small family groups, and are normally peaceful if not threatened. However, their sheer bulk makes them formidable opponents if aroused.

**Dinosaur, Brachiosaurus**

Armor Class	5
Hit Dice	36
No. Attacks	1 trample
Damage	4d6
Move	6"
Alignment	Neutral
No. Appearing	1d6
% in Lair	None
Treasure	None
Morale	Normal
XP	5,200

Brachiosaurs are the largest members of the sauropod family of dinosaurs, which have heavy bodies, elephantine legs and feet, and long necks and tails. They are plant-eaters who live in small family groups, and are normally peaceful if not threatened. If aroused, however, they are formidable opponents.

**Dinosaur, Camarasaurus**

Armor Class	6
Hit Dice	20
No. Attacks	1 trample
Damage	3d4
Move	6"
Alignment	Neutral
No. Appearing	2d4
% in Lair	None
Treasure	None
Morale	Normal
XP	2,350

Camarasaurs are "smaller" members of the sauropod family of dinosaurs, which have heavy bodies, elephantine legs and feet, and long necks and tails. They are plant-eaters who live in small family groups, and are normally peaceful if not threatened. If aroused, however, they are formidable opponents.

**Dinosaur, Centrosaurus (Monoclonius)**

Armor Class	3 head, 4 body
Hit Dice	8
No. Attacks	1 gore or 1 trample
Damage	2d8 or 3d4 (special, see below)
Move	6"
Alignment	Neutral
No. Appearing	2d6
% in Lair	None
Treasure	None
Morale	Normal
XP	700

A centrosaurus (sometimes called monoclonius) is a ceratopsian dinosaur, a member of the family best known for the triceratops. While the triceratops has three horns, the centrosaur has a single large horn on its nose, two smaller horns on its frill and a pair of short horns pointing up over the eyes (the latter probably for defensive purposes). Like all ceratopsians, the armor class of the centrosaurus depends on whether the attacker is in front of the creature, or behind or beside it.

They are aggressive toward interlopers, attacking anyone who might appear to be a threat. These creatures are about 18 feet long and weigh about 120,000 coins (i.e. 6 tons). A centrosaur will usually attempt to trample smaller opponents. One adjacent man-sized or up to three smaller opponents may be trampled simultaneously; the creature rolls a single attack roll which is compared to the Armor Class of each of the potential victims, and then rolls a separate damage roll for each one successfully hit. The gore attack may only be used against a single man-sized or larger creature, but may be used in the same round as the trample if the creature being gored is larger than man sized. Also note that a charging bonus may be applied to the gore attack.

**Dinosaur, Ceratosaurus**

Armor Class	5
Hit Dice	8
No. Attacks	2 claws/1 bite
Damage	1d6 claw, 2d8 bite
Move	15"
Alignment	Neutral
No. Appearing	1d4
% in Lair	None
Treasure	None
Morale	Normal
XP	700

The ceratosaurus is a smaller member of the theropod family of bipedal carnivorous dinosaurs, which is best known for the tyrannosaurus rex. Ceratosaurs are known for the short horn each had on its nose, which is used not for combat but in mating displays.

**Dinosaur, Cetiosaurus**

Armor Class	6
Hit Dice	24
No. Attacks	1 trample
Damage	3d6
Move	6"
Alignment	Neutral
No. Appearing	1d4
% in Lair	None
Treasure	None
Morale	Normal
XP	3,000

Cetiosaurs are members of the sauropod family of dinosaurs, which have heavy bodies, elephantine legs and feet, and long necks and tails. They are plant-eaters who live in small family groups, and are normally peaceful if not threatened. However, their sheer bulk makes them formidable opponents if aroused.

**Dinosaur, Diplodocus**

Armor Class	6
Hit Dice	24
No. Attacks	1 trample
Damage	3d6
Move	6"
Alignment	Neutral
No. Appearing	1d6
% in Lair	None
Treasure	None
Morale	Normal
XP	3,000

Diplodocus are sauropod dinosaurs, being in the same family as apatosaurus. Sauropods have heavy bodies, elephantine legs and feet, and long necks and tails, and diplodocus is the longest member of the family. They are plant-eaters who live in small family groups, and are normally peaceful if not threatened. However, their sheer bulk makes them formidable opponents if aroused.

**Dinosaur, Deinonychus**

Armor Class	5
Hit Dice	3
No. Attacks	1 bite
Damage	1d8
Move	15"
Alignment	Neutral
No. Appearing	1d3, Wild 2d3, Lair 2d6
% in Lair	None
Treasure	None
Morale	Normal
XP	50

The Deinonychus (sometimes mistakenly called a "Velociraptor") is a medium-sized feathered dinosaur weighting approximately 1500 coins and reaching about 11 feet of length (tail included). It is an avid predator and a skilled pack-hunter; its warm blood, aerodynamic build and vicious maw allow it to feed on larger but more primitive dinosaurs.

**Dinosaur, Edmontosaurus  
(aka Anatosaurus, Trachodon)**

Armor Class	5
Hit Dice	12
No. Attacks	1 tail lash
Damage	1d4
Move	12"
Alignment	Neutral
No. Appearing	2d6
% in Lair	None
Treasure	None
Morale	-2
XP	1,300

These dinosaurs are members of the hadrosaurid family, sometimes called "duck billed" dinosaurs. They are large animals, being 40 to 50 feet in length, and are able to go on four feet or two. Edmontosaurs are plant eaters who prefer swamplands and floodplains. They are shy creatures, prone to fleeing if possible; their only effective attack is to lash out with their long, heavy tails.

**Dinosaur, Elasmosaurus**

Armor Class	7
Hit Dice	15
No. Attacks	1 bite
Damage	2d12
Move	Swim 15"
Alignment	Neutral
No. Appearing	1d2
% in Lair	None
Treasure	None
Morale	Normal
XP	1,700

Elasmosaurus is a member of the plesiosaur family of prehistoric aquatic reptiles; they are not properly dinosaurs but are included here as they were contemporaries with them. Plesiosaurs have flat bodies, short tails, and long necks; where a quadrupedal animal would have legs, they have flippers. As they are reptiles, they cannot breathe underwater, though they can hold their breath for an extended period. They are aggressive

carnivores, subsisting on fish and small non-aquatic animals, which will be pulled below the surface and drowned. On any successful hit, an elasmosaur has established a hold on the victim, who will then be pulled into and under the water unless he or she can make a successful save vs. Death Ray to break free. Note that an elasmosaur is not strong enough to thus move any creature weighing more than 3,000 coins.

### Dinosaur, Euoplocephalus

Armor Class	-3
Hit Dice	8
No. Attacks	1 tail
Damage	2d6
Move	3"
Alignment	Neutral
No. Appearing	1d4
% in Lair	None
Treasure	None
Morale	Normal
XP	700

Euoplocephalus is a large armored dinosaur, a smaller member of the same family as ankylosaurus. It has a generally turtle-like, armored body with spiked edges and a heavy knobby tail which it used as a weapon. If attacked, or even just threatened, one will not hesitate to turn around and apply its tail to whomever or whatever is troubling it.

### Dinosaur, Gorgosaurus

Armor Class	5
Hit Dice	13
No. Attacks	2 claws/1 bite
Damage	1d4 claw, 3d10 bite
Move	15"
Alignment	Neutral
No. Appearing	1d2
% in Lair	None
Treasure	None
Morale	Normal
XP	1,450

A gorgosaurus is a member of the theropod family of bipedal carnivorous dinosaurs, which is best known for the tyrannosaurus rex, and in fact gorgosaurus is believed to be a close relative to the tyrannosaurus. They are apex predators found in floodplain habitats, preying upon hadrosaurid dinosaurs like edmontosaurus or iguanadon.

### Dinosaur, Iguanadon

Armor Class	4
Hit Dice	6
No. Attacks	2 claws/1 tail lash
Damage	1d4 claw, 2d4 tail lash
Move	15"
Alignment	Neutral
No. Appearing	3d6
% in Lair	None
Treasure	None
Morale	Normal
XP	300

Iguanadon is a quadruped herbivorous dinosaur, which could switch to bipedal movement at will, possibly to reach higher branches for food. Though one will flee if threatened, when cornered it will fight with thumb claws and its heavy lashing tail.

**Dinosaur, Lambeosaurus**

Armor Class	6
Hit Dice	12
No. Attacks	1 tail lash
Damage	2d6
Move	12"
Alignment	Neutral
No. Appearing	2d8
% in Lair	None
Treasure	None
Morale	-2
XP	1,300

These dinosaurs are members of the hadrosaurid family, sometimes called "duck billed" dinosaurs. Lambeosaurs have prominent bony crests on top of their heads, through which their nasal passages flow; males have larger, more prominent crests than females, but all are crested. They are large animals, being 40 to 50 feet in length, and are able to go on four feet or two. Lambeosaurs are plant eaters who prefer swamplands and floodplains. They are shy creatures, prone to fleeing if possible; their only effective attack is to lash out with their long, heavy tails. Due to their superior senses of smell and hearing, lambeosaurs are only surprised on a 1 on 1d6.

**Dinosaur, Megalosaurus**

Armor Class	5
Hit Dice	12
No. Attacks	1 bite
Damage	3d6 bite
Move	12"
Alignment	Neutral
No. Appearing	1d2
% in Lair	None
Treasure	None
Morale	Normal
XP	1,300

A megalosaurus is a member of the theropod family of bipedal carnivorous dinosaurs, which is best known for the tyrannosaurus rex. Adults were about 30 feet in length, with large heads and toothy jaws. They are apex predators found in

forest and savanna habitats, preying on stegosaurus and various sauropods.

**Dinosaur, Mosasaurus**

Armor Class	7
Hit Dice	12
No. Attacks	2 claws/1 tail lash
Damage	1d4 claw, 2d4 tail lash
Move	3" Swim 15"
Alignment	Neutral
No. Appearing	1d4
% in Lair	None
Treasure	None
Morale	Normal
XP	1,300

Mosasaurus is the largest member of the mosasaurid family. Though they are not properly dinosaurs, they were contemporaries and are thus listed with them. Mosasaurus, like most members of the mosasaurid family, is adapted to aquatic living; they have fishlike bodies, and instead of legs and feet they have flippers, with the front flippers being larger than the hind flippers. However, as they are reptiles they cannot breathe underwater, though they can hold their breath for extended periods (much as with dolphins).

They are aggressive carnivores, even preying upon sharks, and will attack nearly any living creature they encounter.

**Dinosaur, Pentaceratops**

Armor Class	2 head, 6 body
Hit Dice	10
No. Attacks	1 gore or 1 trample
Damage	2d10 or 2d10 (special, see below)
Move	9"
Alignment	Neutral
No. Appearing	2d6
% in Lair	None
Treasure	None
Morale	Normal
XP	1,050

A pentaceratops is a ceratopsian dinosaur, a member of the family best known for the

triceratops. While the triceratops has three horns, the pentaceratops has a single horn on its nose, two larger horns over the eyes, and a particularly large bony frill with a distinctive U-shaped notch at the top. Like all ceratopsians, the armor class of the pentaceratops depends on whether the attacker is in front of the creature, or behind or beside it.

They are aggressive toward interlopers, attacking anyone who might appear to be a threat. These creatures are about 20 feet long and weigh about 140,000 coins (i.e. 7 tons). A pentaceratops will usually attempt to trample smaller opponents. Two adjacent man-sized or up to three smaller opponents may be trampled simultaneously; the creature rolls a single attack roll which is compared to the Armor Class of each of the potential victims, and then rolls a separate damage roll for each one successfully hit. The gore attack may only be used against a single man-sized or larger creature, but may be used in the same round as the trample if the creature being gored is larger than man sized. Also note that a charging bonus may be applied to the gore attack.

### Dinosaur, Plateosaurus

Armor Class	5
Hit Dice	8
No. Attacks	1 trample
Damage	2d6
Move	12"
Alignment	Neutral
No. Appearing	2d10
% in Lair	None
Treasure	None
Morale	-2
XP	700

Plateosaurs are bipedal plant-eating dinosaurs having a relatively small head on a long, flexible neck. They have heavy, muscular hind limbs and short powerful arms; their forepaws are handlike, able to grasp and hold trees and other foliage. They are herd animals, prone to stampeding if threatened.

### Dinosaur, Plesiosaurus

Armor Class	7
Hit Dice	20
No. Attacks	1 bite
Damage	2d10
Move	Swim 15"
Alignment	Neutral
No. Appearing	1d3
% in Lair	None
Treasure	None
Morale	Normal
XP	2,350

The plesiosaurus is the defining member of the plesiosaur family of prehistoric aquatic reptiles; they are not properly dinosaurs but are included here as they were contemporaries with them. Plesiosaurs have flat bodies, short tails, and long necks; where a quadrupedal animal would have legs, they have flippers. As they are reptiles, they cannot breathe underwater, though they can hold their breath for an extended period. They are aggressive carnivores, subsisting on fish and small non-aquatic animals, which will be pulled below the surface and drowned. On any successful hit, a plesiosaur has established a hold on the victim, who will then be pulled into and under the water unless he or she can make a successful save vs. Death Ray to break free. Note that a plesiosaur is not strong enough to thus move any creature weighing more than 10,000 coins (i.e. half a ton).

**Dinosaur, Pterodactyl (and Pteranodon)**

	Pterodactyl	Pteranodon
Armor Class	8	7
Hit Dice	1	5
No. Attacks	1 bite	1 bite
Damage	1d4	2d6
Move	Fly 18"	Fly 18"
Alignment	Neutral	Neutral
No. Appearing	2d4	1d4
% in Lair	15%	15%
Treasure	None	None
Morale	Normal	Normal
XP	15	200

Pterodactyls are prehistoric winged reptilian creatures, having a wingspan of around 25 to 30 inches. Though they eat mostly fish, they may attack smaller characters or scavenge unguarded packs.

Pteranodons are just giant-sized pterodactyls, having wingspans of 25 feet or more. They are predators, and may attack adventuring parties.

**Dinosaur, Stegosaurus**

Armor Class	3
Hit Dice	11
No. Attacks	1 tail/1 bite or 1 trample
Damage	2d8/1d6 or 2d8
Move	6"
Alignment	Neutral
No. Appearing	1d4
% in Lair	None
Treasure	None
Morale	Normal
XP	1,175

Although fearsome looking, the stegosaurus is actually a peaceable creature and will only fight in self-defense, either biting, trampling, or using its spiked tail, depending on where the opponent is standing in relation to the dinosaur. A stegosaurus can't use its tail and bite attacks against the same creature in the same round.

**Dinosaur, Styracosaurus**

Armor Class	2 head, 4 body
Hit Dice	10
No. Attacks	1 gore or 1 trample
Damage	2d8 or 3d6 (special, see below)
Move	9"
Alignment	Neutral
No. Appearing	1d4
% in Lair	None
Treasure	None
Morale	Normal
XP	1,050

A styracosaurus is a ceratopsian dinosaur, a member of the family best known for the triceratops. While the triceratops has three horns, the styracosaur has a single large horn on its nose and a frill of at least four horns; these latter horns are defensive and not normally used to attack. Like all ceratopsians, the armor class of the styracosaurus depends on whether the attacker is in front of the creature, or behind or beside it.

They are aggressive toward interlopers, attacking anyone who might appear to be a threat. These creatures are about 25 feet long and weigh about 200,000 coins (i.e. 10 tons). A styracosaur will usually attempt to trample smaller opponents. Up to two adjacent man-sized or up to four smaller opponents may be trampled simultaneously; the creature rolls a single attack roll which is compared to the Armor Class of each of the potential victims, and then rolls a separate damage roll for each one successfully hit. The gore attack may only be used against a single man-sized or larger creature, but may be used in the same round as the trample if the creature being gored is larger than man sized. Also note that a charging bonus may be applied to the gore attack.

**Dinosaur, Teratosaurus**

Armor Class	5
Hit Dice	10
No. Attacks	2 claws/1 bite
Damage	1d4/1d4/3d6
Move	18"
Alignment	Neutral
No. Appearing	1d4
% in Lair	None
Treasure	None
Morale	Normal
XP	1,050

Teratosaurus are not properly dinosaurs, but rather simply gargantuan lizards 20 or so feet in length; they resemble long-legged crocodiles with short, heavy snouts. Teratosaurus are fierce predators found in plains areas, where they lie in wait in the tall grass until prey comes near, at which point they spring out and attack, surprising on 1-3 on 1d6. They are swift runners but lack stamina, able to maintain full speed for only about 6 rounds before being obliged to move at half speed until they can rest.

**Dinosaur, Trachodon**

See **Dinosaur, Edmontosaurus** on page 26

**Dinosaur, Triceratops**

Armor Class	1 head, 3 body
Hit Dice	11
No. Attacks	1 gore or 1 trample
Damage	3d6 or 3d6 (special, see below)
Move	9"
Alignment	Neutral
No. Appearing	1d4
% in Lair	None
Treasure	None
Morale	Normal
XP	1,175

A triceratops is a three-horned herbivorous dinosaur, the most recognizable member of the ceratopsian family of dinosaurs. Like all members of the family, the triceratops has an armored frill protecting its head; the armor class of the triceratops depends on whether the attacker is in front of the creature, or behind or beside it.

They are aggressive toward interlopers, attacking anyone who might appear to be a threat. These creatures are about 25 feet long and weigh about 200,000 coins. A triceratops will usually attempt to trample smaller opponents. Up to two adjacent man-sized or up to four smaller opponents may be trampled simultaneously; the triceratops rolls a



single attack roll which is compared to the Armor Class of each of the potential victims, and then rolls a separate damage roll for each one successfully hit. The gore attack may only be used against a single man-sized or larger creature, but may be used in the same round as the trample if the creature being gored is larger than man sized. Also note that a charging bonus may be applied to the gore attack.

**Dinosaur, Tyrannosaurus Rex**

Armor Class	2
Hit Dice	18
No. Attacks	1 bite
Damage	5d8 bite
Move	12"
Alignment	Neutral
No. Appearing	1d4
% in Lair	None
Treasure	None
Morale	Normal
XP	2,075

The tyrannosaurus rex is a bipedal carnivorous dinosaur; it is in fact the most famous member of the theropod family. Despite its enormous size and 6-ton weight, a tyrannosaurus is a swift runner. Its head is nearly 6 feet long, and its teeth are from 3 to 6 inches in length. An adult specimen is about 40 feet long from nose to tail. A tyrannosaurus pursues and eats just about anything it sees. Its tactics are simple – charge in and bite.



## Djinn

Armor Class	5 (m)
Hit Dice	7+1**
No. Attacks	1
Damage	2d8
Move	9" Fly 24"
Alignment	Lawful
No. Appearing	N/A
% in Lair	None
Treasure	None
Morale	Normal
XP	1,300

Djinn (singular djinni) are powerful, intelligent manlike creatures from the Elemental Plane of Air. They fly naturally and with the highest degree of control, as befits creatures of air, and can carry 6,000 coins in weight without loss of speed.



Like most creatures from the Plane of Air, djinn are unaffected by any form of wind, whether normal or magical, as well as normal cold or ice. Magical cold or ice attacks inflict only half damage.

Djinn and efreet are natural enemies; a djinni will generally seek to avoid confrontation with an efreeti, knowing that the efreeti is more powerful, but if the odds appear to be in the djinni's favor it may attack.

They have a number of magical abilities which they may use as desired:

Become **invisible** (as the spell) at will.

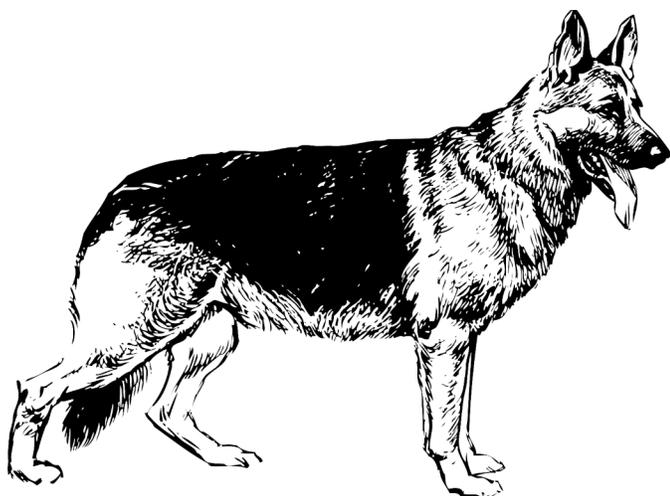
Assume **gaseous form** (as the potion) at will, changing between forms in either direction instantly.

Create food and drink as the spells **create food** and **create water**, with the added feature that the food created will be attractive and palatable, and instead of ordinary water they may create wine.

**Create objects** up to 4,000 coins in weight per day. Objects of soft materials are permanent, while any type of stone or metal lasts only a single day.

**Create illusions** of high quality which persist without need of further attention from the djinni.

**Assume the form of a whirlwind** which is functionally identical to an air elemental's whirlwind, 3" tall and having a 1" diameter at the base and 2" at the top.



**Dog**

	Common or Wild	War
Armor Class	7	6
Hit Dice	1+1	2+2
No. Attacks	1 bite	1 bite
Damage	1d4 + hold	2d4 + hold
Move	15"	12"
Alignment	Neutral	Neutral
No. Appearing	3d4	Special
% in Lair	10%	None
Treasure	None	None
Morale	Normal	+1
XP	15	30

The "Common or Wild" category above includes most medium and large breeds, as well as wild dogs. War dogs are large, fierce breeds which have been trained for warfare. After biting an opponent, a dog can hold on, doing normal bite damage automatically every round, until killed or until the victim spends an attack breaking free (which requires a save vs. Death Ray).

**Dolphin**

Armor Class	5
Hit Dice	2+2
No. Attacks	1 bite
Damage	2d4
Move	Swim 30"
Alignment	Lawful
No. Appearing	2d10
% in Lair	None
Treasure	None
Morale	Normal
XP	30

Dolphins (or porpoises) are aquatic mammals that tend to be playful, friendly, and helpful. A typical dolphin is 4 to 6 feet long and weighs 1,100 to 1,600 coins. The statistics presented here can be used to describe any small whale of similar size.

Dolphins are very intelligent, but communicate only in a hypersonic language inaudible to most creatures.

**Doppelganger**

Armor Class	5
Hit Dice	4*
No. Attacks	1
Damage	1d12 plus special
Move	9"
Alignment	Chaotic
No. Appearing	3d4
% in Lair	40%
Treasure	E
Morale	Normal
XP	140

Doppelgangers are strange beings that are able to take on the shapes of those they encounter. They make excellent use of their natural mimicry to stage ambushes, bait traps, and infiltrate humanoid society. They are interested only in themselves and regard all others as playthings to be manipulated and deceived.

Doppelgangers are immune to all forms of **sleep** and **charm** magic, and save against all other magical attack forms as if they are 10<sup>th</sup> level Fighters.

## Dragon

Dragons are four-legged, winged reptilian monsters. They are intelligent, avaricious, and voracious, a formidable combination. There are several types of dragons, known by their colors. All dragons are long-lived, and they grow slowly for as long as they live. For this reason, they are described as having eight **age categories**. For convenience, a table is provided following the description of each dragon type; this table shows the variation in damage from their various attacks, and other features peculiar to dragons.

Age Category	Description	XP Percentage
1	Hatchling	10%
2	Juvenile	40%
3	Pre-Adult	65%
4	Adult	90%
5	Mature	100%
6	Old	120%
7	Very Old	150%
8	Ancient	200%

A pair of dragons encountered together will be mates, and each will be of the 4<sup>th</sup> or higher age category. Three or four encountered together will be such a pair plus their offspring of the 1<sup>st</sup> or 2<sup>nd</sup>



age category; or, three encountered together may be a female of the 4<sup>th</sup> or higher age category and her young, again of the 1<sup>st</sup> or 2<sup>nd</sup> age category. Attacking the young dragons results in the adults using their breath weapons every round until their foes are dead or they have exhausted the breath weapon for the day. Adult dragons are fiercely protective of their young and of their mate, and will not check morale if either are threatened.

Dragons of the 1<sup>st</sup> or 2<sup>nd</sup> age category will generally not have any treasure to speak of. Those of the 3<sup>rd</sup> age category will have about half the normal amount, while those of the 7<sup>th</sup> or 8<sup>th</sup> age category will have as much as double.

All dragons have **breath weapon** attacks such as breathing fire or poison gas. Each dragon can use its breath weapon up to three times per day, except that dragons of the lowest age category do not yet have a breath weapon, and those in the 7<sup>th</sup> and 8<sup>th</sup> age categories may breathe 4 or 5 times per day respectively. A dragon's breath weapon generally inflicts damage equal to its uninjured hit points; a saving throw vs. Dragon Breath reduces damage by half.

The dragon may use its claws and tail at the same time as its breath weapon. The tail swipe attack may only be used if there are opponents behind the dragon, while the claws may be used only on those opponents in front of the creature. Due to their serpentine necks, dragons may bite or breathe in any direction, even behind them.

Note that the dragon statistics give a range of hit dice, representing three **size categories** (small, average, large); roll 1d10, where 1-2 = the lowest figure, 9-0 the highest, and all others are average. Rather than rolling for the number of hit points, each dragon receives a number of hit points per die equal to its age category.

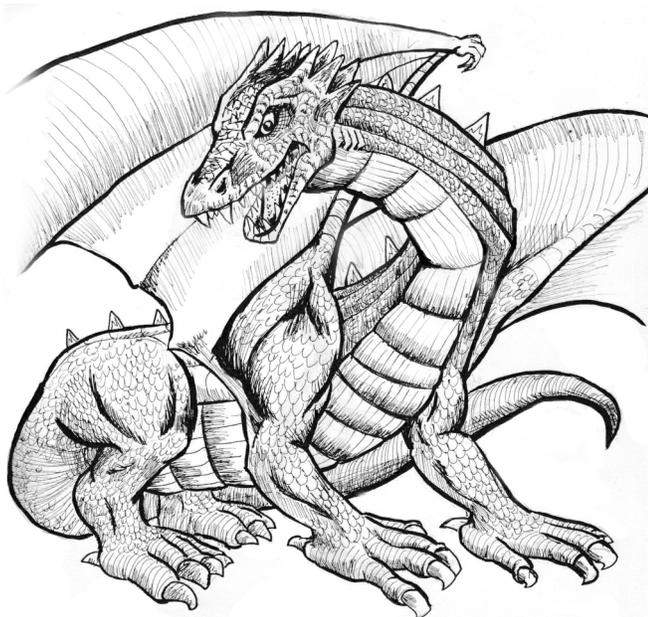
**Sleeping Dragons:** When encountered in its lair, a dragon has a fairly good likelihood of being asleep. The exact percentage is given in the description for each type. Assuming they don't wake the dragon while taking up their positions, a dragon's enemies may take one full round of attacks (just as if the dragon were surprised). Attacks against a sleeping dragon are made at +2 to hit.

**Subduing Dragons:** It is possible to subdue a dragon, compelling it into service in return for its life. When this is attempted, the attackers must state intent to subdue rather than kill. All damage done by subduing attacks is tallied, and each round a percentile roll is made against the ratio of the subduing points vs. the total possible. If this roll is made, the dragon submits.

For example, a 9 hit die blue dragon of the 4<sup>th</sup> age category has 36 hit points. 13 points of subduing damage is done; the ratio of 13 to 36 is 0.3611, or about 36%. The referee rolls percentile dice, and if the result is 36 or less, the dragon is subdued.

A subdued dragon will serve its master so long as it believes its master can defeat it. Any opportunity to flee or to safely slay the its master may be taken, but so long as its master maintains the appearance of strength the dragon will not act.

**Speaking and Spellcasting:** Many dragons possess the power of speech, and some of those who speak can also cast spells. Chances of each will be given in the specific section for each type. Note that Hatchling and Juvenile dragons do not usually have the power to cast spells. Hatchlings have half the usual chance of speech, but roll normally for Juveniles. Speaking dragons will know their own language (Dragon) plus Common or Elvish (or both, at the referee's option), plus any other language the referee considers reasonable.



**Dragon, Black**

Armor Class	2	
Hit Dice	6** to 8**	
No. Attacks	2 claws/1 bite or breath/1 tail	
Damage	1d4 claw, 3d6 bite, 1d6 tail	
Move	9" Fly 24"	
Alignment	Chaotic	
No. Appearing	1d4	
% in Lair	60%	
Treasure	H	
Morale	Normal	
XP	6 HD: 750	7 HD: 1,300
	8 HD: 1,800	

Black dragons prefer to dwell in swamps or very near to slow-moving rivers. A black dragon's breath weapon is a line of **acid** ½" wide by 6" long.

A black dragon has a 50% chance of being found asleep. Note that many of them willingly sleep almost completely submerged in swampy water, making it more difficult for adventurers to take advantage of the situation.

They have a 40% chance of speaking, and a speaking black dragon has a 5% chance of being able to use magic. Magic-using black dragons can cast spells as follows:

Age Category	Level	
	1	2
3	1	-
4	2	-
5	2	-
6	3	-
7	3	-
8	3	1

**Dragon, Blue**

Armor Class	2
Hit Dice	8** to 10**
No. Attacks	2 claws/1 bite or breath/1 tail
Damage	1d4 claw, 2d12 bite, 1d8 tail
Move	9" Fly 24"
Alignment	Chaotic
No. Appearing	1d4
% in Lair	60%
Treasure	H
Morale	Normal
XP	8 HD: 1,800    9 HD: 2,350 10 HD: 2,550

Blue dragons favor deserts and other dry lands. A blue dragon's breath weapon is a line of **lightning** ½" wide by 10" long.

A blue dragon has a 30% chance of being found asleep in its lair, typically an underground chamber such as a cave. Blue dragons particularly favor cliffside caverns in "badlands" areas.

They have a 70% chance of speaking, and a speaking blue dragon has a 15% chance of being able to use magic. Magic-using blue dragons can cast spells as follows:

Age Category	Level	
	1	2
3	1	-
4	2	1
5	2	2
6	3	2
7	3	3
8	4	3

**Dragon, Brass**

Armor Class	2
Hit Dice	6** to 8**
No. Attacks	2 claws/1 bite/1 tail
Damage	1d4 claw, 4d4 bite, 1d6 tail
Move	9" Fly 24"
Alignment	1d6: 1-2 Lawful, 3-6 Neutral
No. Appearing	1d4
% in Lair	20%
Treasure	H
Morale	Normal
XP	6 HD: 750    7 HD: 1,300 8 HD: 1,800

Brass dragons favor sandy deserts. A brass dragon has a choice of two different sorts of breath weapon: a cloud of **fear** gas 4" wide and 5" long, and a cone of **sleep** 7" long and 2" wide at the base. Note that these effects apply to characters or creatures of all levels. A creature affected by either breath weapon may save vs. Dragon Breath to resist, with a penalty of -3 if the dragon is of average size or -6 if the dragon is large.

A brass dragon has a 55% chance of being found asleep in its lair, typically an underground chamber such as a cave.

They have a 35% chance of speaking, and a speaking brass dragon has a 10% chance of being able to use magic. Magic-using brass dragons can cast spells as follows:

Age Category	Level	
	1	2
3	1	-
4	2	-
5	2	1
6	2	2
7	3	2
8	3	3

**Dragon, Bronze**

Armor Class	0
Hit Dice	8** to 10**
No. Attacks	2 claws/1 bite/1 tail
Damage	1d4 claw, 3d8 bite, 1d8 tail
Move	9" Fly 24"
Alignment	1d6: 1-4 Lawful, 5-6 Neutral
No. Appearing	1d4
% in Lair	20%
Treasure	H
Morale	Normal
XP	8 HD: 1,800    9 HD: 2,350 10 HD: 2,550

Bronze dragons prefer to live by the sea. A bronze dragon has a choice of two different sorts of breath weapon: a line of **lightning** ½" wide by 10" long, and a field of **repulsion** affecting all within a 3" square area in front of the dragon; this effect pushes all creatures who fail their save vs. Spells (not Dragon Breath) back 3". A creature affected by the lightning breath weapon may save vs. Dragon Breath for half damage as usual.

A bronze dragon has a 30% chance of being found asleep in its lair, typically a cliffside cave or ruined castle overlooking the sea.

They have a 65% chance of speaking, and a speaking bronze dragon has a 50% chance of being able to use magic. Bronze dragons who have the power of speech can transform themselves (as the spell **polymorph self**) into the form of any normal animal at will.

Magic-using bronze dragons can cast spells as follows:

Age Category	Level			
	1	2	3	4
3	1	-	-	-
4	2	1	-	-
5	2	2	1	-
6	3	2	2	1
7	3	3	2	2
8	4	3	3	2

**Dragon, Copper**

Armor Class	1
Hit Dice	7** to 9**
No. Attacks	2 claws/1 bite/1 tail
Damage	1d4 claw, 5d4 bite, 1d6 tail
Move	9" Fly 24"
Alignment	1d6: 1-3 Lawful, 4-6 Neutral
No. Appearing	1d4
% in Lair	20%
Treasure	H
Morale	Normal
XP	7 HD: 1,300    8 HD: 1,800 9 HD: 2,350

Copper dragons like it hot and dry, and will be found in the warmest, driest place available. A copper dragon has a choice of two different sorts of breath weapon: a line of **acid** ½" wide by 7" long, with the usual save vs. Dragon Breath for half damage, and a cloud 4" wide by 4" long which **slows** (as the spell) up to 3d6 creatures, again with a save vs. Dragon Breath to resist this effect.

A copper dragon has a 50% chance of being found asleep in its lair, usually in a relatively shallow and well-ventilated cavern which permit the hot breezes to enter. A copper dragon's lair will often include a sun-drenched space just outside the entrance where the dragon can sun itself.

They have a 50% chance of speaking, and a speaking copper dragon has a 25% chance of being able to use magic. Magic-using Copper dragons can cast spells as follows:

Age Category	Level		
	1	2	3
3	1	-	-
4	2	1	-
5	2	2	1
6	2	2	2
7	3	2	2
8	3	3	2

### Dragon, Gold

Armor Class	-2
Hit Dice	10** to 12**
No. Attacks	2 claws/1 bite/1 tail
Damage	1d4 claw, 3d12 bite, 1d8 tail
Move	9" Fly 24"
Alignment	Lawful
No. Appearing	1d4
% in Lair	60%
Treasure	H
Morale	Normal
XP	10 HD: 2,550    11 HD: 2,775 12 HD: 3,050

Gold dragons are at home in any sort of terrain, but often live near the territories of humans and elves. A gold dragon has a choice of two different sorts of breath weapon: a cone of **fire** 9" long and 3" at the base, and a cloud of **poisonous gas** 5" wide and 4" long.

A gold dragon has only a 10% chance of being found asleep in its lair.

All gold dragons speak and use magic. Gold dragons can transform themselves into human form at will. They cast spells as follows:

Age Category	Level					
	1	2	3	4	5	6
2	1	-	-	-	-	-
3	2	1	-	-	-	-
4	2	2	1	-	-	-
5	3	2	2	1	-	-
6	3	3	2	2	1	-
7	4	3	3	2	2	1
8	4	4	3	3	2	2

### Dragon, Green

Armor Class	2
Hit Dice	7** to 9**
No. Attacks	2 claws/1 bite/1 tail
Damage	1d4 claw, 2d10 bite, 1d6 tail
Move	9" Fly 24"
Alignment	Chaotic
No. Appearing	1d4
% in Lair	60%
Treasure	H
Morale	Normal
XP	7 HD: 1,300    8 HD: 1,800 9 HD: 2,350

Green dragons are generally found living in the forest. A green dragon's breath weapon is a cloud of **poisonous gas** 5" wide and 4" long.

A green dragon has a 40% chance of being found asleep in its lair. Unlike other dragons, a green dragon will sometimes lair in a "nest" it has constructed for itself in the darkest, thickest part of the forest.

They have a 55% chance of speaking, and a speaking green dragon has a 10% chance of being able to use magic. Magic-using green dragons can cast spells as follows:

Age Category	Level	
	1	2
3	1	-
4	2	1
5	2	2
6	2	2
7	3	2
8	3	3

**Dragon, Red**

Armor Class	2
Hit Dice	9** to 11**
No. Attacks	2 claws/1 bite/1 tail
Damage	1d4 claw, 3d10 bite, 1d8 tail
Move	9" Fly 24"
Alignment	Chaotic
No. Appearing	1d4
% in Lair	60%
Treasure	H
Morale	Normal
XP	9 HD: 2,350    10 HD: 2,550 11 HD: 2,775

Red dragons prefer to live in rocky, mountainous areas, high above all other creatures (whom they view as prey). A red dragon's breath weapon is a cone of **fire** 9" long and 3" at the base.

A red dragon has only a 20% chance of being found asleep in its lair, generally a cavern deep within a mountain.

They have an 85% chance of speaking, and a speaking red dragon has a 15% chance of being able to use magic. Magic-using red dragons can cast spells as follows:

Age Category	Level		
	1	2	3
3	1	-	-
4	2	1	-
5	2	2	1
6	3	2	2
7	3	3	2
8	4	3	3

**Dragon, Sea**

Armor Class	2
Hit Dice	7** to 9**
No. Attacks	2 claws/1 bite
Damage	1d4 claw, 2d10 bite
Move	9" Fly 24"
Alignment	Neutral
No. Appearing	1d4
% in Lair	60%
Treasure	H
Morale	Normal
XP	7 HD: 1,300    8 HD: 1,800 9 HD: 2,350

Though they live in the water and are somewhat adapted to it, Sea Dragons still must breathe air, similar to dolphins or whales. A Sea Dragon may hold its breath up to three turns while swimming or performing other moderate activity.

The breath weapon of a sea dragon is a cloud of **steam** 4" wide and 5" long; they are immune to damage from non-magical steam (including the breath weapon of another sea dragon), and suffer only half damage from magical steam attacks.

A sea dragon's feet are webbed and its tail is short, flat and broad; for this reason, sea dragons do not have a tail attack. Young sea dragons are light bluish-gray in color (similar to dolphins), darkening to a deep slate color in older individuals.

A sea dragon has a 40% chance of being found asleep in its lair, generally a submerged cave which holds a substantial amount of air.

They have a 65% chance of speaking, and a speaking sea dragon has a 15% chance of being able to use magic. Magic-using sea dragons can cast spells as follows:

Age Category	Level	
	1	2
3	1	-
4	2	1
5	2	2
6	2	2
7	3	2
8	3	3

### Dragon, Silver

Armor Class	-1
Hit Dice	9** to 11**
No. Attacks	2 claws/1 bite/1 tail
Damage	1d4 claw, 3d10 bite, 1d8 tail
Move	9" Fly 24"
Alignment	1d6: 1-5 Lawful, 6 Neutral
No. Appearing	1d4
% in Lair	20%
Treasure	H
Morale	Normal
XP	9 HD: 2,350    10 HD: 2,550 11 HD: 2,775

Silver dragons live in the loftiest places, high on mountain tops or even in the very clouds. A silver dragon has a choice of two different sorts of breath weapon: a cone of **cold** 8" long and 3" at the base, and a cloud of **poisonous gas** 5" wide and 4" long.

A silver dragon has only a 15% chance of being found asleep in its lair.

They have an 80% chance of speaking, and a speaking silver dragon has a 75% chance of being able to use magic. Those who can use magic are also able to transform themselves into human form at will. Magic-using silver dragons can cast spells as follows:

Age Category	Level				
	1	2	3	4	5
3	1	-	-	-	-
4	2	1	-	-	-
5	2	2	1	-	-
6	3	2	2	1	-
7	3	3	2	2	1
8	4	3	3	2	2

### Dragon, White

Armor Class	2
Hit Dice	5** to 7**
No. Attacks	2 claws/1 bite/1 tail
Damage	1d4 claw, 2d8 bite, 1d6 tail
Move	9" Fly 24"
Alignment	Chaotic
No. Appearing	1d4
% in Lair	60%
Treasure	H
Morale	Normal
XP	5 HD: 450    6 HD: 750 7 HD: 1,300

White dragons live only in the coldest areas, in the frozen northlands or above the snowline. A white dragon's breath weapon is a cone of **cold** 8" long and 3" at the base.

A white dragon has a 60% chance of being found asleep. They have only a 25% chance of speaking, and a speaking white dragon has a 5% chance of being able to use magic. Magic-using white dragons can cast spells as follows:

Age Category	Level
4	1
5	1
6	2
7	2
8	3

**Dragon Turtle**

Armor Class	-2
Hit Dice	30**
No. Attacks	2 claws/1 bite or breath
Damage	2d8/2d8/10d6 or 30d8
Move	3" Swim 9"
Alignment	Neutral
No. Appearing	1
% in Lair	None
Treasure	H
Morale	Normal
XP	9,850

A dragon turtle's rough, deep green shell is much the same color as the deep water the monster favors, and the silver highlights that line the shell resemble light dancing on open water. The turtle's legs, tail, and head are a lighter green, flecked with golden highlights. An adult dragon turtle can measure from 100 to 200 feet from snout to tail. They are occasionally mistaken for rocky outcroppings or even small islands.

Due to their massive size, dragon turtles are immune to virtually all poisons.

Dragon turtles are fierce fighters and generally attack any creature that threatens their territory or looks like a potential meal. Though they are not true dragons, they do advance through the same sort of age categories as the true dragons do.

A dragon turtle has a 70% chance to be found asleep, an 80% chance of speaking, and a 25% chance of using magic. Magic-using dragon turtles have the following spell-casting ability:

Age Category	Level					
	1	2	3	4	5	6
2	1	-	-	-	-	-
3	2	1	-	-	-	-
4	2	2	1	-	-	-
5	3	2	2	1	-	-
6	3	3	2	2	1	-
7	4	3	3	2	2	1
8	4	4	3	3	2	2

**Dragonet**

	Fairy Dragon	Pseudo-Dragon
Armor Class	5	2
Hit Dice	3**	2*
No. Attacks	1 bite or breath or spell	1 bite, 1 tail
Damage	1d2 bite or special	1d4 bite, poison tail (see below)
Move	- 6" Fly 24" -	
Alignment	- Neutral -	
No. Appearing	1d6	1
% in Lair	5%	
Treasure	Special	Q x 10
Morale	Normal	
XP	110	

**Dragonets** are miniature dragon-like creatures. There are two known varieties, as follows:

**Fairy Dragons** are dragonets with butterfly-like wings; their body color can vary through all of the colors of the common dragons. They are intelligent, speak their own language as well as the languages of the smaller fey creatures such as sprites and pixies, and can communicate with one another telepathically with a maximum range of 2 miles. They prefer peaceful forests but are as curious as cats and as unpredictable as pixies, and thus might be found anywhere.

Fairy dragons can become invisible at will, and remain invisible even while attacking. While they can inflict a painful bite, their preferred attack is their breath weapon, an invisible cloud of gas 2 feet in diameter that causes any living creature in the area of effect to become euphoric unless a saving throw vs. Dragon Breath is made. Euphoria lasts 1d4 turns, and while affected the creature wanders around aimlessly in a daze, unable to attack or cast spell and suffering a penalty of 2 places to its armor class.

Besides these abilities, all fairy dragons cast spells; 60% of them are equivalent to 5<sup>th</sup> level magic-users, while the remaining 40% have the powers of 6<sup>th</sup> level clerics.

Fairy dragons prefer not to fight, and usually try not to cause harm to any creature. If attacked, however, they will fight to the best of their ability,

calling in allies such as sprites or pixies if any live nearby.

**Pseudo-Dragons** resemble small red dragons almost completely, but instead of a breath weapon a pseudo-dragon has a wyvern-like stinger at the end of its tail. One has a body about 1 foot long and a 2 foot tail, and weighs about 70 coins.

The creature attacks with a combination of its bite and its stinger; like a true dragon, a pseudo-dragon has a serpentine neck and tail that allows it to direct its attacks at any adjacent creatures. The stinger attacks at a bonus of +4 to hit, and any living creature struck by it must save vs. Poison or become cataleptic (paralyzed and unconscious, and appearing dead) for 1d4 days plus 2d12 hours. Further, if the victim remains in this state too long, it will actually die; roll 2d4, with the result indicating how many full days the victim remains alive. If the result is less than or equal to the 1d6 roll above, the victim will obviously die on the day rolled. **Neutralize poison** may be used to remove the catalepsy before the duration has expired.

Though normally red in color, a pseudo-dragon can change its skin color to resemble its surroundings, granting it the ability to become 80% unnoticeable as long as it holds still. When encountered in this state the pseudo-dragon surprises on 1-4 on 1d6.

Pseudo-dragons can see invisible objects normally, a significant advantage as their natural enemies include pixies, sprites, and fairy dragons. They gain a special bonus of +4 on all saving throws vs. any kind of magic directed at them, but gain no resistance or immunity to area-effect damaging spells such as **fireball** or **ice storm**. Finally, they can communicate by means of a form of **telepathy** with any living creature within 24".

Though normally shy and reclusive, pseudo-dragons sometimes attach themselves to other creatures or characters. A reaction roll of 13 or higher (which obviously requires a bonus) may cause the creature to offer its services to whomever it has taken a liking to, but some additional inducement must be offered before the deal is done. When such a bond is formed, the pseudo-dragon gains the ability to share what it

sees and hears directly with its new master. The referee should treat this relationship as being similar to the character having hired a retainer; the pseudo-dragon must be made to feel respected and valuable, and while it will not necessarily take a share of treasure, it will be very interested in any magical items it is capable of using.

### Dragonne

Armor Class	2 head, 6 body
Hit Dice	9*
No. Attacks	2 claws/1 bite or roar
Damage	1d8 claw, 3d6 bite or special
Move	15" Fly 9"
Alignment	Neutral
No. Appearing	1
% in Lair	35%
Treasure	B, S, T
Morale	+1
XP	1,650

A dragonne is a strange monster resembling a cross between a lion and a dragon; their scaly bodies may be any dragon color, though a majority are brass-colored. A dragonne possesses huge claws and fangs, and large eyes, usually the color of its scales. A dragonne is about 12 feet long and weighs about 7,000 coins.

Dragonnes are intelligent creatures; all speak the languages of Dragons and Sphinxes, and 45% also speak either Common or Elvish.

A dragonne's wings are useful only for short flights, lasting at most 1d3 turns, and they cannot carry any significant load while flying. Nevertheless, it uses its wings effectively in battle. If opponents attempt to charge or encircle it, the dragonne simply takes to the air and finds a more defensible position.

The dragonne's most fearful ability is its devastating roar, which can be used once every 1d4 rounds. All creatures except dragonnes within a 12" radius must save vs. Paralyzation or suffer a temporary loss of 1d4 points of Strength (minimum 3) for 2d6 round. Those within 3" also suffer deafness for the same period of time, with no saving throw allowed.

**Dryad**

Armor Class	5
Hit Dice	2*
No. Attacks	1 weapon
Damage	1d4 or by weapon type
Move	12"
Alignment	Neutral
No. Appearing	1d6
% in Lair	20%
Treasure	D
Morale	Normal
XP	40

Shy, intelligent, and resolute, dryads are as elusive as they are alluring. A dryad's delicate features are similar to those of a female elf, though her skin resembles smooth bark and her hair is like a canopy of leaves that changes color with the seasons.



Each dryad is linked to an oak tree of at least mature age (twenty years or more), which she can enter, hiding within it as if it were hollow. A dryad may not move more than 24" from her tree.

Dryads have the power to cast a powerful form of **charm person** at will, against which saving throws are made at a penalty of -2 on the die roll. Any character who threatens a dryad will be the target of this spell, and any such character charmed by the dryad will be led away and never seen again.

**Eagle, Giant**

Armor Class	5
Hit Dice	4
No. Attacks	2 claws/1 bite
Damage	1d6/1d6/1d8
Move	3" Fly 27"
Alignment	1d6: 1-2 Lawful, 3-6 Neutral
No. Appearing	2d6
% in Lair	10%
Treasure	Nil
Morale	Normal
XP	75

A typical giant eagle stands about 10 feet tall, has a wingspan of up to 20 feet, and resembles its smaller cousins in nearly every way except size. It weighs about 5,000 coins. Many giant eagles are intelligent creatures and speak Common.

A giant eagle typically attacks from a great height, diving earthward at tremendous speed. When it cannot dive, it uses its powerful talons and slashing beak to strike at its target's head and eyes.

**Ear Worms**

Armor Class	9
Hit Dice	1 hit point
No. Attacks	Special, see below
Damage	Special
Move	1"
Alignment	Neutral
No. Appearing	3d8
% in Lair	90%
Treasure	Nil
Morale	Normal
XP	10

Ear worms are tiny insect larvae found in old wood. In order to mature into their adult insect form (a kind of large fly, according to sages), they must eat meat, burrowing through it as they do through wood. They are particularly attracted to the various orifices of animals and humanoids; they are not specifically fond of ears, but were so named because of their propensity for traveling from decrepit dungeon doors into the ears of adventurers listening at them.

If any living creature makes prolonged contact with an infested wooden object or structure (at least one combat round), up to 1d8+8 of them will enter the creature, preferably via an orifice, but if necessary they will puncture the skin. They secrete a numbing agent that prevents the victim from feeling their presence. The larvae will eat away at the victim slowly, but as they move inward they will cause 1 point of damage every hour for each larva. The larva mature in 4d6 hours, at which point they move to the skin surface *en masse* doing an additional 1 point of damage each before emerging in their final form and flying off to mate and then find some rotten wood in which to lay their eggs.

While the victim does not generally feel the larvae entering his or her body, there may be other side effects that might tend to reveal the infestation. Those making entry through exposed skin, for example, will leave a scattering of tiny holes dotted with blood. Individuals who were infested by way of the ear sometimes report hearing distant music, chanting, or singing, never clear enough to be

understood; this effect generally lasts until the larvae undergo their final transformation and leave the victim's body (or are killed somehow, as described below).

There are several possible ways to cure a character or creature infested with ear worms. First, and easiest, is to **cure disease**, which will instantly kill all larvae infesting a creature. Drinking a poison potion is another method; whoever drinks the poison must, of course, save vs. Poison or die, but so must the larvae. Area-effect spells (such as **fireball**) do full damage to the victim but only half damage to the larvae; consider the entire group of larvae as a unit, where each point of damage kills one of them, and any remaining thereafter continue to damage the victim. The referee may choose to allow other methods of killing the larvae; players are counseled to be creative.

**Eel**

	<b>Electric</b>	<b>Giant</b>	<b>Weed</b>
Armor Class	9	6	7
Hit Dice	2*	5	1
No. Attacks	1	1	1
Damage	1d4 or special	3d6	1d2 plus poison
Move	Swim 12"	Swim 9"	Swim 15"
Alignment	Neutral	Neutral	Neutral
No. Appearing	1d4	1d4	6d10
% in Lair	Nil	Nil	100%
Treasure	Nil	Nil	O, P, R
Morale	Normal	Normal	Normal
XP	40	200	15

Eels are fish in serpentine form. Most are found in shallow ocean waters, and most varieties are nocturnal. A few varieties are of special interest to adventurers, as follows:

**Electric Eels** are not true eels in the strictest sense, but rather members of the knifefish family, though this is purely technical distinction. Adults are about 6 feet in length and weigh about 450 coins each. They are found in fresh water in warm climates. Once per turn an electric eel can create a burst of electricity which expands like a **fireball** in the water, causing damage based on the distance between

the eel and each victim. Those within 5 feet suffer 3d8 points of damage; those within 10 feet, 2d8 points of damage; within 15 feet, 1d8 points of damage. A successful saving throw vs. Death Ray reduces damage by half, but those failing the saving throw are also stunned (unable to move) for 2d4 rounds. Creatures beyond 15 feet may feel the electricity but will not be damaged by it. Electric eels are not themselves affected by electrical attacks.

**Giant Eels** are simply gigantic versions of ordinary eels; the most common are giant moray eels, but the referee may choose any sort of eel to increase to giant sized. A typical giant eel is 12 feet long and weighs 3,750 coins. Giant eels are most commonly found in salt water, but fresh water versions are known to exist.

**Weed Eels** are a specific variety of venomous eels which have excellent natural camouflage; indeed, a group of weed eels looks very much like a bunch of seaweed due to their "shaggy" scales and coloration. An individual weed eel is around 5 feet long and weighs about 300 coins. Weed eels surprise on 1-5 on 1d6 due to their camouflage, and will lie in wait for potential victims to move close enough to attack. The bite of a weed eel will kill any living creature that fails a save vs. Poison. Colonies of weed eels live in chaotic networks of tunnels with multiple "holes" or entrances arranged in clusters, and by extending themselves from these holes they complete the illusion of being just a patch of weeds.

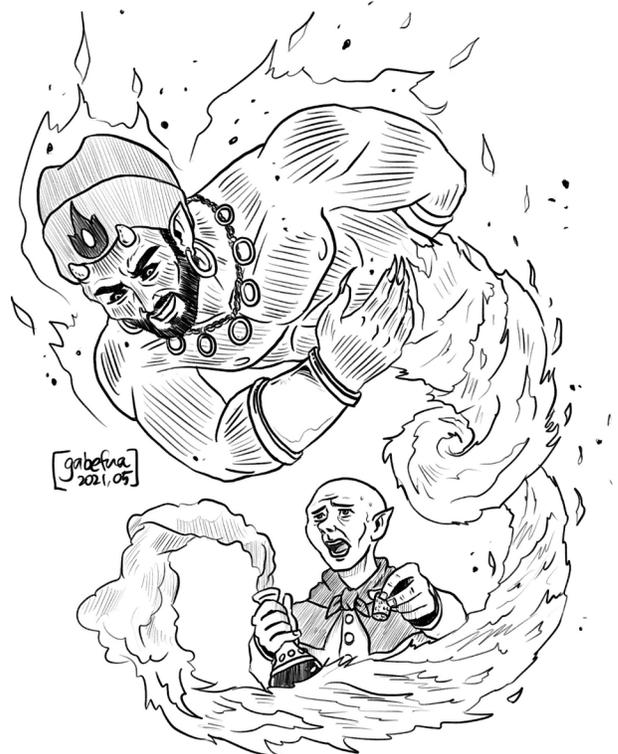
**Efreet**

Armor Class	3 (m)
Hit Dice	10**
No. Attacks	1
Damage	3d8
Move	9" Fly 24"
Alignment	Chaotic
No. Appearing	N/A
% in Lair	None
Treasure	None
Morale	Normal
XP	2,550

The efreet (singular efreeti) are powerful, intelligent manlike creatures from the Elemental Plane of Fire. An efreeti stands about 12 feet tall and weighs about 20,000 coins. Efreet love to mislead, befuddle, and confuse their foes. They do so for enjoyment as well as for tactical advantage.

As they are elemental beings from the Plane of Fire, efreet do not suffer damage from either normal or magical fire.

Djinn and efreet are natural enemies; an efreeti will attack a djinni if the efreeti believes it has a good chance of success in slaying it.



They fly naturally and can carry 10,000 coins in weight without loss of speed. In addition, they have a number of magical abilities:

**Transform into smoke** at will, changing between forms in either direction instantly. This is similar to the effect of the **potion of gaseous form**, save that the smoke remains visible.

**Create illusions** of high quality which persist without need of further attention from the efreeti.

Create a **wall of fire**, as the spell, as if cast by a 10<sup>th</sup> level Magic-User.

Finally, an efreeti may **assume the form of a fire elemental**, and while in that form may act exactly as an ordinary fire elemental would.

## Elementals

The Iron Falcon rules present elementals conforming to the classical elements of European tradition, specifically air, earth, fire, and water. Asian traditions include a different group: fire, earth, metal, water, and wood. This book presents the full range needed for either tradition, and to those types are added cold and lightning elementals for those who wish to be less traditional. As always, the referee decides what sort of monsters appear in his or her world.

Each type of elemental may be summoned to the material plane by means of one of three different methods:

**Conjured** by the 5<sup>th</sup> level Magic-User spell **conjure elemental**; or,

Summoned by means of a magical **staff**; or,

Summoned by a **device** (as given in the **Miscellaneous Magic** subsection of the **Treasure** section of the Iron Falcon rules, specifically the Bowl Commanding Water Elementals, the Brazier Commanding Fire Elementals, the Censer Controlling Air Elementals, and the Stone Controlling Earth Elementals). Devices to summon the other elementals may be created by the referee, using the existing devices as models.

These three types of elementals are quite reasonably called **staff**, **device**, and **conjured**

elementals. The hit dice of an elemental depends on the type, as follows:

Type	Hit Dice
Staff	8
Device	12
Conjured	16

The summoner of an elemental must concentrate on it to control it, and may take no other action, including attacking, being attacked, or moving, or control will be lost. Once control is lost, it cannot be regained, and the uncontrolled elemental will move directly toward the summoner and attack.

Elementals must be summoned from a large quantity of the appropriate natural material. For example, air elementals require a large quantity of air (so small underground spaces will not support the summoning of one); earth elementals require access to natural earth or stone (and worked stone such as the stone walls of a castle will not work); fire elementals require a large fire such as a bonfire; and water elementals require access to a substantial body of water, at the very least a river or lake (small streams and artificial pools will not work). Finally, when an elemental is summoned, no other elemental of the same type may be summoned in the same day within a radius of 100 miles of the location.

Non-magical weapons cannot harm an elemental. Attacks made by an elemental should be considered magical for purposes of determining how much damage creatures resistant to the elemental's attack form should suffer.

Generally, elementals are immune to both normal and magical forms of their own attack form. Most are more susceptible to attacks from one or two specific other types of elemental; this is noted in the text for each type.

**Elemental, Air**

	Staff	Device	Spell
Armor Class	4 (m)	2 (m)	0 (m)
Hit Dice	8*	12*	16*
No. Attacks	1	1	1
Damage	1d8	2d8	3d8
Move	– Fly 36" –		
Alignment	– Neutral –		
No. Appearing	1	1	1
% in Lair	– None –		
Treasure	– None –		
Morale	– Never checks –		
XP	1,250	2,175	3,150

An air elemental is an invisible creature normally, as it is composed entirely of air. Their only form of movement is by flying. An air elemental can form itself into a whirlwind which can pick up and carry creatures of 2 hit dice or smaller. This whirlwind form is 3" in diameter at the base, 6" at the top, and as tall in inches as the air elemental has hit dice. While in whirlwind form the air elemental has no normal attacks. Changing to or from whirlwind form takes one full round. Note that the air elemental is visible in the normal sense while in whirlwind form, due to dust, debris, etc. drawn into its spinning body.

Air elementals suffer double damage from attacks by earth or metal elementals.

**Elemental, Cold**

	Staff	Device	Spell
Armor Class	5 (m)	3 (m)	1 (m)
Hit Dice	8*	12*	16*
No. Attacks	1	1	1
Damage	1d8	2d8	3d8
Move	– 12" –		
Alignment	– Neutral –		
No. Appearing	1	1	1
% in Lair	– None –		
Treasure	– None –		
Morale	– Never checks –		
XP	1,250	2,175	3,150

A Cold Elemental resembles a crude, headless ice statue with long, sharp icicles in place of hands. A

cold elemental suffers double damage from fire attacks, including the attacks of fire elementals. It deals an additional 1d8 points of damage against creatures that are hot or flaming in nature, as well as creatures made of liquids or oozes. A cold elemental's body is so bitterly cold that creatures within 5 feet take 1d6 points of damage automatically, unless they are immune to the effects of cold. Any liquids the cold elemental touches immediately freeze solid. A cold elemental cannot enter places where the temperature is above 50 degrees Fahrenheit, and if forced to do so will suffer 1d6 points of damage each round.

**Elemental, Earth**

	Staff	Device	Spell
Armor Class	4 (m)	2 (m)	0 (m)
Hit Dice	8*	12*	16*
No. Attacks	1	1	1
Damage	1d8 or 2d8	2d8 or 3d8	3d8 or 4d8
Move	– 6" –		
Alignment	– Neutral –		
No. Appearing	1	1	1
% in Lair	– None –		
Treasure	– None –		
Morale	– Never checks –		
XP	1,250	2,175	3,150

Earth Elementals are vaguely manlike creatures formed of earth and stone. They are slow moving and cannot cross water. Against enemies on the ground they do an additional die of damage (as given above).

Earth elementals are immune to damage from normal fire or cold, and suffer only half damage when attacked by magical forms. They suffer double damage when attacked by air or lightning elementals.

**Elemental, Fire**

	Staff	Device	Spell
Armor Class	4 (m)	2 (m)	0 (m)
Hit Dice	8*	12*	16*
No. Attacks	1	1	1
Damage	1d12	2d8	3d8
Move	– 12" Fly 9" –		
Alignment	– Neutral –		
No. Appearing	1	1	1
% in Lair	– None –		
Treasure	– None –		
Morale	– Never checks –		
XP	1,250	2,175	3,150

Fire elementals are vaguely humanoid forms made entirely of flames. As with any fire, they will ignite combustibles they come into contact with. A fire elemental can fly, but cannot cross water even if flying. As all their attacks are flames, fire resistance magic will reduce damage done by their attacks in the usual way. Fire elementals are immune to damage from fire, obviously, but suffer double damage when attacked by magical cold or water attacks (including attacks by cold or water elementals).

**Elemental, Lightning**

	Staff	Device	Spell
Armor Class	3 (m)	1 (m)	-1 (m)
Hit Dice	8*	12*	16*
No. Attacks	1	1	1
Damage	1d12 or 2d12	2d8 or 3d8	3d8 or 4d8
Move	– 12" Fly 12" –		
Alignment	– Neutral –		
No. Appearing	1	1	1
% in Lair	– None –		
Treasure	– None –		
Morale	– Never checks –		
XP	1,250	2,175	3,150

A Lightning Elemental resembles dark clouds lit from within by flashes of lightning. One can magnetically draw metal items towards itself as if using **telekinesis**. It deals an extra die of damage to creatures that are in contact with water or metal

but not touching solid ground, as shown above. A lightning elemental takes double damage when attacked by air or wind attacks (including air elementals), and from the attacks of wood elementals as well. A lightning elemental can choose either to strike a single creature or create a mighty thunderclap. If the latter attack is used, all creatures within a 3" radius must save vs. Paralysis or be deafened for 1d8 turns.

**Elemental, Metal**

	Staff	Device	Spell
Armor Class	3 (m)	1 (m)	-1 (m)
Hit Dice	8*	12*	16*
No. Attacks	1	1	1
Damage	1d12 or 2d12	2d10 or 3d10	3d10 or 4d10
Move	– 6" –		
Alignment	– Neutral –		
No. Appearing	1	1	1
% in Lair	– None –		
Treasure	– None –		
Morale	– Never checks –		
XP	1,250	2,175	3,150

Metal Elementals resemble lithe, somewhat abstract humanoid figures formed from metal. They are able to move as if liquid, though they are cool and hard to the touch. Their semi-liquid form permits them to form their extremities into wickedly sharp blades, which is their preferred means of attack. Those wearing metal armor receive no protection against a metal elemental (except for magical bonuses, if any); indeed, on a successful hit one deals an additional die of damage to creatures, vehicles, or structures that are made of or in direct contact with some form of metal, as shown above. Lightning attacks deal double damage to a metal elemental. Like an earth elemental, a metal elemental cannot cross a body of water greater than its own height.

**Elemental, Water**

	Staff	Device	Spell
Armor Class	4 (m)	2 (m)	0 (m)
Hit Dice	8*	12*	16*
No. Attacks	1	1	1
Damage	1d10 or 1d8	2d10 or 2d8	3d10 or 3d8
Move	– 6" Swim 18" –		
Alignment	– Neutral –		
No. Appearing	1	1	1
% in Lair	– None –		
Treasure	– None –		
Morale	– Never checks –		
XP	1,250	2,175	3,150

A water elemental generally appears as a sort of self-supporting wave. They cannot move more than 6" away from a body of water, and their movement is slowed on land. Further, their damage is reduced when attacking while out of water (use the second die roll given above). Water elementals suffer double damage from the attacks of fire elementals.

**Elemental, Wood**

	Staff	Device	Spell
Armor Class	5 (m)	3 (m)	1 (m)
Hit Dice	8*	12*	16*
No. Attacks	1	1	1
Damage	1d12 or 2d12	2d8 or 3d8	3d6 or 4d6
Move	– 12" –		
Alignment	– Neutral –		
No. Appearing	1	1	1
% in Lair	– None –		
Treasure	– None –		
Morale	– Never checks –		
XP	1,250	2,175	3,150

A wood elemental appears to be a large, leafless tree. They take double damage from fire attacks of any kind, and deal one die of extra damage (as given above) to creatures in contact with any woody materials, living or dead (including weapons or shields made mainly of wood). Wood elementals suffer double damage from the attacks of fire or lightning elementals.

**Elephant**

	Asiatic	African
Armor Class	15	16
Hit Dice	9	10
No. Attacks	– 2 tusks, 1 trunk grab, 2 tramples –	
Damage	2d4 tusk, 2d6 grab, 2d6 trample	2d6 tusk, 2d6 grab, 2d6 trample
Move	12"	15"
Alignment	– Neutral –	
No. Appearing	1d20	1d12
% in Lair	– None –	
Treasure	– Special –	
Morale	– Normal –	
XP	950	1,050

Massive herbivores of tropical lands, elephants are unpredictable creatures but nevertheless are sometimes used as mounts or beasts of burden.

Though elephants have five distinct attack modes (two tusks, a trunk grab, and two tramples with the front feet), a single elephant can apply no more than two of these attacks to any single opponent of small or medium size; large opponents may be targeted by three of these attacks in a round. However, an elephant can attack multiple opponents in its immediate area at the same time.

A light load for an African elephant is 75,000 coins; a heavy load, up to 150,000 coins. For an Asiatic elephant, a light load is up to 70,000 coins, and a heavy load up to 140,000 coins.

An elephant has no treasure as such, but the tusks of an elephant are worth 1d8 x 100 gp.

**Emu**

See **Flightless Bird** on page 54.

**Eye, Floating**

Armor Class	9
Hit Dice	1/2*
No. Attacks	Special, see below
Damage	None
Move	Swim 18"
Alignment	Neutral
No. Appearing	1d12
% in Lair	None
Treasure	None
Morale	Normal
XP	11

Floating eyes are strange fish that live in a symbiotic relationship with other predatory sea creatures. They have transparent bodies, showing their bones, teeth, and their internal organs plainly; most prominent is the creature's single 3-inch-diameter eye, which comprises over 90 percent of the creature's body mass.

Any living creature meeting the gaze of a floating eye must roll a saving throw vs. Paralyzation or become dazed and immobile. The fish must maintain eye contact to control the victim, who will recover in just 1d4 rounds after eye contact is lost. While the victim is immobilized, whatever predatory fish are partnered with the floating eye will move in and attack, and after all victims are slain or have fled the floating eye is free to eat the leftovers of any kills.

**Fairy Dragon**

See **Dragonet** on page 42.

**Fish, Barracuda (and Huge, Giant)**

	Normal	Huge	Giant
Armor Class	6	5	4
Hit Dice	2	5	9
No. Attacks	1 bite	1 bite	1 bite
Damage	2d4	2d6	2d8+1
Move	Swim 30"	Swim 24"	Swim 18"
Alignment	Neutral	Neutral	Neutral
No. Appearing	2d6	2d4	1
% in Lair	None	None	None
Treasure	None	None	None
Morale	Normal	Normal	+1
XP	30	200	950

Barracuda are predatory fish found in salt water. Huge barracudas are about 12' long, while giant specimens can exceed 20'. They have elongated bodies, pointed heads and prominent jaws. Their bodies are covered with smooth scales, typically blue, gray or silver in color. They have extremely keen eyesight and are surprised only on a 1 on 1d6. Due to the quickness of their attack, barracudas are themselves capable of surprising on 1-3 on 1d6 and gain a +2 bonus to Initiative.

Giant barracudas always appear singly and are 50% likely to break off the attack after 1d4 rounds if they haven't killed their prey. Both kinds are attracted to shiny objects.

**Fish, Crusher**

	Fry	Juvenile	Adult
Armor Class	9	8	7
Hit Dice	1 to 2	3 to 6	7 to 8
No. Attacks	– 1 bite plus spines (special) –		
Damage	1d8 bite plus poison	2d6 bite plus poison	3d6 bite plus poison
Move	Swim 12"	Swim 9"	Swim 9"
Alignment	– Neutral –		
No. Appearing	– 2d4 –		
% in Lair	– None –		
Treasure	– None –		
Morale	– Normal –		
XP	1 HD: 15 2 HD: 30	3 HD: 50 4 HD: 75 5 HD: 200 6 HD: 300	7 HD: 500 8 HD: 700

Crushers inhabit coral reefs upon which they "graze," as their jaws and teeth are powerful enough to crush coral. They are able to digest the organic matter within the outer layers of a coral reef, and then excrete the indigestible parts. While they are not properly predators nor are they particularly aggressive, crushers will attack in self defense if challenged or surprised.

Crushers are shaped more or less like thick, muscular eels, but each has a double row of sharp spines protruding up and slightly backward along its back. An individual might have 4, 6, or 8 such spines as indicated by its size (though this has little if any effect in combat). Each spine injects venom when it penetrates a victim; any such victim must save vs. Poison or die. These spines are not used offensively, but rather will "hit" any melee opponent who attacks from above, beside, or behind the monster. Only those directly in front of a crusher, or attacking it from below, will be unaffected by these spines.

According to some legends, crushers have a particular fondness for creatures who have been turned to stone (such as by a medusa or basilisk, or by the spell **flesh to stone**) such that they will gorge themselves on such fare if it becomes available, devouring a man-sized or smaller character or creature in about 8 hours divided by the number of crushers consuming it.

**Fish, Giant Bass**

Armor Class	7
Hit Dice	2
No. Attacks	1 bite
Damage	1d6
Move	Swim 12"
Alignment	Neutral
No. Appearing	1d6
% in Lair	None
Treasure	None
Morale	Normal
XP	30

Giant bass are generally between 10' and 25' long. Most are greenish-grey, marked with dark lateral stripes, though some are almost completely black. They are generally found in lakes or rivers, as they are not adapted for salt water.

Giant bass are predatory, and on a natural attack roll of 20 a giant bass will swallow whole a dwarf-sized or smaller creature, which then takes 2d4 damage per round until it is dead. Swallowed characters can attack only with daggers or similar short weapons. Note that each giant bass can swallow at most one character, and a giant bass which has swallowed a character will attempt to retreat (having achieved its goal).

**Fish, Giant Catfish**

Armor Class	4
Hit Dice	8
No. Attacks	1 bite/2 fins
Damage	2d8 bite, 1d4+poison fin
Move	Swim 9"
Alignment	Neutral
No. Appearing	1d2
% in Lair	None
Treasure	None
Morale	Normal
XP	700

Giant catfish fins are edged with a natural poison that causes a painful burning sensation for 3d10 rounds if a save vs. Poison is failed. The pain causes the affected character or creature to suffer a -1 penalty on all attack rolls and saving throws; further

poisonings will increase this penalty by -1 each, down to a maximum penalty of -5 as well as adding 6 rounds to the duration of the poison effect for each such attack.

Because of its large size (15 to 20 feet long) and body design, a giant catfish cannot target more than one of its attacks on any single creature; that is, it cannot bite and fin the same opponent, nor use both fins on one victim.

### Fish, Giant Gar

Armor Class	3
Hit Dice	8
No. Attacks	1
Damage	5d4
Move	30"
Alignment	Neutral
No. Appearing	1d6
% in Lair	None
Treasure	None
Morale	Normal
XP	700

Giant gar are voracious freshwater predators, found in deep water such as large lakes and major rivers. They can swallow prey of medium size or smaller whole with a natural 20 on the attack die, and creatures who are swallowed suffer an additional 2d4 points of damage automatically each round from acid (most will die of this long before suffocation becomes an issue). Only the smallest weapons (such as daggers, for example) can be used by a swallowed creature, but on the other hand a giant gar has an armor class of just 9 on the inside. Damage at least equal to one quarter of the giant gar's full hit points must be inflicted in order for a victim to cut its way out.

If a giant gar which has swallowed a victim is attacked by other creatures, there is a chance equal to 1-2 on 1d10 that successful attacks against the fish will cause equal damage to any such victim.

### Fish, Giant Pike

Armor Class	5
Hit Dice	4
No. Attacks	1 bite
Damage	4d4 bite
Move	Swim 36"
Alignment	Neutral
No. Appearing	1d8
% in Lair	None
Treasure	None
Morale	Normal
XP	75

Giant pike are large freshwater predators. They are found only in relatively still waters (lakes, rather than rivers). They have excellent vision and are quite fast, making them feared predators.

These fish are often tamed by **nixies** (see page 103).

### Fish, Giant Piranha

Armor Class	5
Hit Dice	4
No. Attacks	1 bite
Damage	1d8
Move	Swim 15"
Alignment	Neutral
No. Appearing	2d4
% in Lair	None
Treasure	None
Morale	Normal (+2 after smelling blood)
XP	75

Giant piranha average 5' in length at adulthood, and are aggressive carnivores. They are able to sense blood in the water just as sharks do, and once they smell or taste blood in the water, their morale rises to the parenthesized figure.

**Fish, Giant Prehistoric (Dinichthys)**

Armor Class	7
Hit Dice	10
No. Attacks	1 bite
Damage	2d10 bite
Move	Swim 21"
Alignment	Neutral
No. Appearing	1d4
% in Lair	None
Treasure	None
Morale	Normal
XP	1,050

These giant prehistoric fish which are capable of swallowing prey of medium size or smaller whole with a natural 20 on the attack die, and creatures who are swallowed suffer an additional 2d4 points of damage automatically each round from acid (most will die of this long before suffocation becomes an issue). Only the smallest weapons (such as daggers, for example) can be used by a swallowed creature, but on the other hand a dinichthys has an armor class of just 9 on the inside.

**Flightless Bird**

	Rhea	Emu	Ostrich
Armor Class	6	7	7
Hit Dice	1	2	3
No. Attacks	- 1 bite or 1 kick -		
Damage	1d4 bite or 1d6 kick	1d4 bite or 1d8 kick	1d6 bite or 2d4 kick
Move	15"	18"	18"
Alignment	- Neutral -		
No. Appearing	2d10	2d8	2d6
% in Lair	- None -		
Treasure	- None -		
Morale	- Normal -		
XP	15	30	50

Flightless birds are those birds which, obviously, do not fly. The statistics given above are for those modern varieties large enough to threaten adventurers. For prehistoric flightless birds, please look up **Terror Birds** on page 138.

In general, flightless birds are found in flocks. They attack by means of either a bite or a powerful kick,

but normally cannot employ both attacks in a single round. Flightless birds are often ill-tempered.

**Fly, Giant**

Armor Class	6
Hit Dice	2
No. Attacks	1 bite
Damage	1d8
Move	9" Fly 18"
Alignment	Neutral
No. Appearing	1d6, Wild 2d6
% in Lair	None
Treasure	None
Morale	Normal
XP	30

Giant flies look much like ordinary houseflies, but are about 3' long. Some are banded yellow and black, and are thus mistaken for giant bees. Giant flies are predators; after killing prey, they will sometimes lay eggs in the remains.

**Frog, Giant (and Toad, Giant)**

	Large	Huge	Giant
Armor Class	7	7	6
Hit Dice	1	2	3*
No. Attacks	- 1 bite or 1 tongue -		
Damage	1d6 bite	1d8 bite	1d10 bite
Move	3" Leap 6" Swim 9"	3" Leap 12" Swim 9"	3" Leap 18" Swim 9"
Alignment	- Neutral -		
No. Appearing	3d10	2d10	1d10
% in Lair	- None -		
Treasure	- None -		
Morale	- Normal -		
XP	15	30	80

Giant frogs (and their cousins the giant toads) are merely enlarged versions of the normal animals. They prefer prey that is smaller than they are, and so will generally avoid attacking man-sized creatures; however, dwarves, halflings, and similar smaller humanoids will be pursued as prey, and of course a giant frog will generally fight if attacked.

Giant frogs and toads have natural camouflage, surprising on a roll of 1-4 on 1d6 in their native surroundings.

A giant frog or toad will be about 2' long per hit die, and will have a tongue three times that length. The creature's tongue can flick out of its mouth up to that range, and on a successful hit the victim is stuck fast. On the animal's next turn it will draw in the victim (or pull itself to the victim, if the victim is substantially heavier than the giant frog) and hit automatically with its bite. It can continue biting every round in this way. However, in the time between hitting with the tongue and drawing in the victim, its tongue is vulnerable. Treat it as AC 9 for purposes of hitting, and if the giant frog suffers any injury to its tongue it will release its prey immediately, as of course it will if it fails a morale check.

A giant frog's leaping move allows it to cross up to 3" per hit die horizontally or down, or up to about a 30 degree angle upward, but only in a straight line. Movement downward will incur falling damage unless the animal is able to leap into water, for which reason leaping downward is rarely done.

The largest giant frogs are able to swallow large prey whole. Any natural attack roll of 19 or 20 which hits a small-sized creature (such as dwarves or halflings) will have such a result. Swallowed victims will suffer 2d4 points of damage per round thereafter until dead or freed from the frog; the latter generally requires killing the animal.

A swallowed victim may attack from inside if he or she has a dagger; the interior of a giant frog is treated as Armor Class 9.

Giant toads are statistically similar to giant frogs, but they may be found in any dark, moderately damp place, whereas giant frogs will never be found far from water.

### Frog, Giant Killer

Armor Class	8
Hit Dice	2
No. Attacks	2 claws, 1 bite
Damage	1d4 claw, 1d4 bite
Move	3" Leap 12" Swim 12"
Alignment	Neutral
No. Appearing	3d6
% in Lair	None
Treasure	None
Morale	+1
XP	30

Giant killer frogs are not as big as the more normal sort, but are more vicious. They are only about 1 to 1½ feet in length, and are not able to use their tongues to ensnare prey; rather, they use their sharp talons and teeth. Due to their camouflage markings they surprise on 1-3 on 1d6. An entire group of these nasty amphibians will attack en masse, seeking to overwhelm their victims with sheer numbers.

### Frog, Giant Poisonous

Armor Class	8
Hit Dice	1*
No. Attacks	1 bite
Damage	1 point plus poison bite
Move	3" Leap 6" Swim 9"
Alignment	Neutral
No. Appearing	2d6
% in Lair	None
Treasure	None
Morale	Normal
XP	20

Giant poisonous frogs are very similar in appearance to the more normal sort, save for their bright coloration; though it varies by species, they may be marked in splotches or stripes of red, yellow, or blue, sometimes combined with black or white. They are the smallest sort of giant frog, being around a foot or so in length.

They lack both the tongue attack of the more common giant frogs as well as the vicious talons of the killer variety. Instead, their skin secretes a toxin

that is deadly on contact unless a saving throw vs. Poison is made; this saving throw is made at a bonus of +4 on the die, but if the roll succeeds, the victim must then save vs. Paralysis at normal odds or be paralyzed for 2d4 turns.

**Fungi, Violet**

	Small	Medium	Large	Huge
Armor Class	8	7	7	6
Hit Dice	1*	2*	3*	4*
No. Attacks	- 1 to 4 (see below) -			
Damage	Special			
Move	1"	1"	1"	None
Alignment	- Neutral -			
No. Appearing	1d6	1d4	1d4	1
% in Lair	- None -			
Treasure	- None -			
Morale	- Never checks -			
XP	20	40	80	140

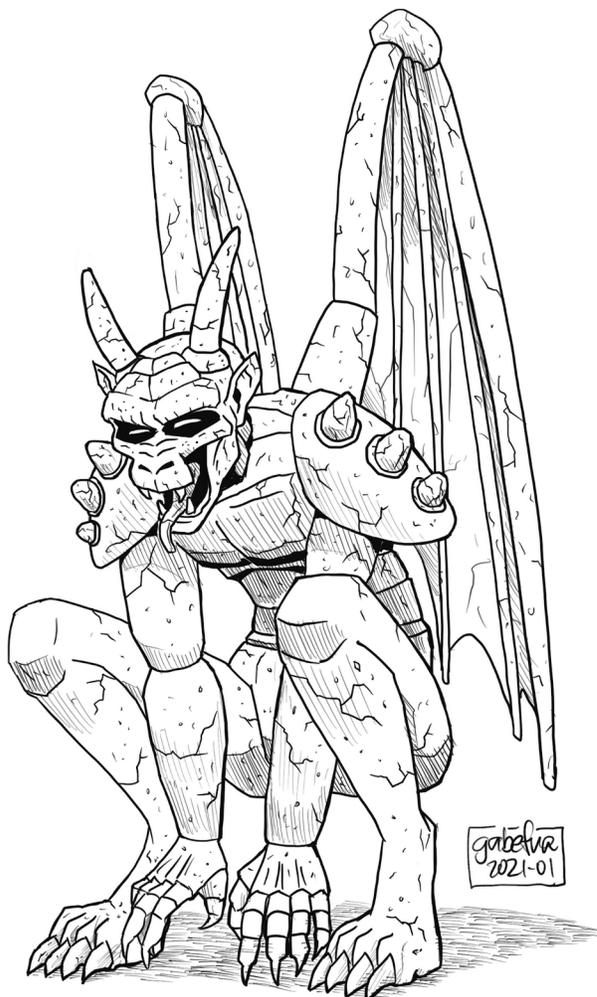
Violet fungi are very large purple mushrooms which rather strongly resemble **shriekers** (see page 129), with which they are 70% likely to be found. They are about 3 feet tall plus 1 foot per hit die.

A violet fungus has 1d4 branches or "arms" which are normally folded against the creature's stalk and 80% unnoticeable; these arms are 1 foot long for each hit die of the fungus, and whenever any creature comes within this range (as determined by the referee), they begin to flail around wildly. Any living creature (other than fungi) which is touched by one of these arms must save vs. Poison or be dissolved in 1 round; a **cure disease** spell applied before the end of the round following the attack will also save a victim.

**Gargoyle**

Armor Class	5 (m)
Hit Dice	4**
No. Attacks	2 claws/1 bite/1 horn
Damage	1d3 claw, 1d6 bite, 1d4 horn
Move	9" Fly 15"
Alignment	Chaotic
No. Appearing	2d10
% in Lair	25%
Treasure	C
Morale	Normal
XP	205

Gargoyles often appear to be winged stone statues, for they can perch indefinitely without moving and use this disguise to surprise their foes. They require no food, water, or air, but often eat their fallen foes out of fondness for inflicting pain.



## Gas Spore

Armor Class	9
Hit Dice	1/2*
No. Attacks	1 touch or special
Damage	See below
Move	Fly 3"
Alignment	Neutral
No. Appearing	1d4
% in Lair	None
Treasure	None
Morale	Never checks
XP	11

Gas spores are strange, non-intelligent fungal creatures that strongly resemble some form of **oculus** (as described on page 105), especially in poorly-lit areas; unless examined closely (within 1") characters are 90% likely to mistake the gas spore for one of the various forms of flying eye monster.

Killing a gas spore will cause it to explode, inflicting 6d6 points of damage on all within a 20' radius; a successful save vs. Wands reduces damage by half.

If a gas spore hits (simply by touching a living creature with a successful attack roll), it injects spores into the victim. At this point the monster dies, deflating harmlessly; the victim will then die in 2d12 hours, and his or her body will sprout 2d4 new gas spores immediately thereafter.

## Gelatinous Cube

Armor Class	8
Hit Dice	4*
No. Attacks	1
Damage	2d4 plus paralysis
Move	6"
Alignment	Neutral
No. Appearing	1
% in Lair	40%
Treasure	B
Morale	Never checks
XP	140

The nearly transparent gelatinous cube travels slowly along dungeon corridors, absorbing carrion,



creatures, and trash. Inorganic material remains trapped and visible inside the cube's body. They are generally 10' on a side, though larger and smaller specimens have been reported.

A gelatinous cube's initial attack generally involves slamming its body into its prey; on subsequent rounds it lashes out with a pseudopod, doing the same damage either way. The touch of a gelatinous cube causes **paralysis** for 2d4 turns if the victim fails his or her saving throw, and unless distracted by other attacks the cube will then engulf the victim, causing 1d6 points of damage per round due to suffocation. Those slain in this way will be absorbed over the course of about a day, at which point only metal items on the victim's body will still remain in the cube. Normally, the only way to retrieve a victim is to kill the cube, which will collapse into a large pool of clear goo when slain.

Gelatinous cubes are immune to **cold**, **lightning**, **paralyzation**, and **polymorph** magic; further, as

they have no minds to speak of they are immune to **sleep** and **charm** magics.

Any treasure in the possession of a gelatinous cube will be encased within its body; it will be necessary to kill the monster to retrieve it. When generating treasure for a gelatinous cube, omit or reroll items that the cube would naturally destroy.

## Ghost

Armor Class	0 (m) or special
Hit Dice	10**
No. Attacks	1 touch or special (see below)
Damage	1d8 touch (see below)
Move	9" Fly 9"
Alignment	Chaotic
No. Appearing	1
% in Lair	25%
Treasure	E
Morale	Never checks
XP	2,550

Ghosts are the spectral remnants of intelligent beings who, for one reason or another, cannot rest easily in their graves. A ghost resembles the form the creature had in life, though sometimes altered by its original personality; for instance, the ghost of an angry person might have a threatening or even demonic visage. Ghosts are **undead** (as described on page 145), and as such are immune to **sleep**, **charm**, and **hold** magic.

Seeing a ghost is so terrible that any living creature who does so must save vs. Spells or flee for 2d6 rounds. Anyone who successfully makes this save may not be so affected by that ghost again.

A ghost that hits a living target with its touch attack does 1d8 points of damage, and at the same time regenerates the same number of hit points. In addition, the victim loses 1 Constitution point. Elves and dwarves (and other long-lived creatures such as dragons) are allowed a saving throw vs. Death Ray to resist this effect, which must be rolled on each hit. Characters who lose Constitution appear to have aged. If a ghost is fighting a living creature which does not have a Constitution score, the GM should assign whatever score he or she sees fit.

Like most incorporeal creatures, ghosts may normally be hit only by magical weapons. However, if a ghost makes use of its touch attack, it becomes vulnerable to non-magical weapons until the beginning of the next round of combat.

Lost Constitution can be regained at a rate of one point per casting of **restoration**; nothing else (except a **wish**) can restore Constitution lost to a ghost. If a character's Constitution falls to 0, he or she dies permanently and cannot be **raised** (but still may be **reincarnated**).

Once per turn, a ghost can use **telekinesis** (as the spell) as if it were a 10<sup>th</sup> level Magic-User.

Instead of attacking, a ghost may attempt to possess a living creature. This ability is similar to a **magic jar** spell (as if cast by a 10th level Magic-User), except that it does not require a receptacle. To use this ability, the ghost must be able to move into the target (so it is possible to avoid this attack by outrunning the ghost). The target can resist the attack with a successful save vs. Spells. A creature that successfully saves is immune to being possessed by that ghost for 24 hours. If the save fails, the ghost enters the target's body and controls it; control may be maintained until the ghost chooses to leave the victim's body, or until it is driven out by means of a **remove curse** or **dispel evil** spell. While it is possessing a living creature, a ghost may not use any of its special abilities.

**Ghoul (and Ghast)**

	Ghoul	Ghast
Armor Class	6	5
Hit Dice	2*	2**
No. Attacks	2 claws/1 bite	2 claws/1 bite
Damage	1d4 (plus paralysis) claw, 1d4 bite	1d4 (plus paralysis) claw, 1d4 bite + stench
Move	9"	9"
Alignment	Chaotic	Chaotic
No. Appearing	2d12	Special
% in Lair	20%	20%
Treasure	B	B
Morale	Normal	Normal
XP	40	50

Ghouls and ghosts are **undead** monsters (as described on page 145) which prefer to eat the flesh of human or humanoid creatures. Their claws will **paralyze** living creatures who do not make their saving throws; elves are immune to this effect. Like all undead, they are immune to **sleep**, **charm**, and **hold** magic.

Characters slain by a ghoul or ghast will arise at the next nightfall (but not less than 8 hours after dying) as ghouls; how a ghoul becomes a ghast is not known.

**Ghast:** Although these creatures look just like their lesser kin, the ghouls, they are far more deadly and cunning. Ghosts are usually encountered in mixed groups with ghouls; in any group of ghouls, there is a 20% chance that up to 1d8 of the creatures are actually ghosts.

They may be Turned by Clerics as if they were common ghouls; however, as they are superior to ghouls, in a mixed group of ghosts and ghouls the referee should apply Turning effects to the ordinary ghouls first.

The true power of a ghost is the stink of death and corruption surrounding them. Living creatures within 1" must succeed on a save vs. Poison or be sickened for 2d6 rounds, suffering -2 to all attack rolls. A creature that successfully saves cannot be affected again by the same ghost's stench for 24 hours. A **neutralize poison** spell removes the effect from a sickened creature.

**Giant, Cloud**

Armor Class	4
Hit Dice	12+2
No. Attacks	1
Damage	6d6
Move	12"
Alignment	Neutral
No. Appearing	1d8
% in Lair	30%
Treasure	E + 5,000 GP
Morale	Normal
XP	1,300

Cloud giants are known for their excellent sense of smell. They prefer to lair in castles of their own construction, and some are said to actually build castles atop the clouds. They can throw boulders up to a 30" range which do 5d6 points of damage to all creatures in a 1" radius circle around the impact point.

**Giant, Cyclops**

Armor Class	4
Hit Dice	13
No. Attacks	1
Damage	3d6
Move	12"
Alignment	Chaotic
No. Appearing	1d8
% in Lair	30%
Treasure	E + 5,000 GP
Morale	Normal
XP	1,450

Though much larger, a cyclops resembles nothing so much as a hill giant with a single central eye. Like hill giants, they wear crude clothing and tend to live in caves, though they will make their residence in a ruined castle or other fortification if one can be found with enough open space inside. Cyclops are usually found in coastal areas or on islands, and are known to prefer warmer climates.

A cyclops can throw boulders up to a 30" range which do 2d6 points of damage to all creatures in a 1" radius circle around the impact point, but due to their lack of depth perception they suffer a penalty of -3 on all such attack rolls.

**Giant, Ettin**

Armor Class	3
Hit Dice	10
No. Attacks	2 giant clubs
Damage	2d8 left club, 3d6 right club
Move	12"
Alignment	Chaotic
No. Appearing	1d4
% in Lair	25%
Treasure	C
Morale	Normal or +2 (see below)
XP	1,050

Ettins are two-headed giants resembling strangely deformed hill giants. They are vicious hunters who prefer to stalk weaker prey by night. Adults are about 13 feet tall and weigh 52,000 coins. One who does not die by violence or misadventure may live as much as 75 years.

Ettins have no language of their own but speak a pidgin of Orc, Goblin, and Giant. Creatures that can speak any one of these languages have a 35% chance of being able to communicate with one; if two languages are known, the chance is 70%. Knowing all three confers automatic success.

Ettins aren't very intelligent, but they live lives of violence and thus become cunning fighters. They prefer to ambush their victims rather than charge into a straight fight, but once the battle has started, an ettin usually fights furiously until all enemies are dead. The morale bonus given above applies only after battle is joined.

An ettin is able to fight with a weapon in each hand. Because each of its two heads controls an arm, the ettin does not take a penalty on attack or damage rolls for attacking with two weapons. If armed with weapons made for adventurers, apply a Strength bonus to damage of +5; use the given die rolls if the ettin is armed with the usual giant wooden or stone clubs.

An ettin's two heads help it avoid surprise, such that they are surprised on one less chance on 1d6 (similar to the elven ability).

**Giant, Fire**

Armor Class	4
Hit Dice	11+3
No. Attacks	1
Damage	5d6
Move	12"
Alignment	Chaotic
No. Appearing	1d8
% in Lair	30%
Treasure	E + 5,000 GP
Morale	Normal
XP	1,175

Fire giants live in giant castles built in hot climates. They particularly enjoy living in close proximity to an active volcano. They can throw boulders up to a 30" range which do 4d6 points of damage to all creatures in a 1" radius circle around the impact point.

**Giant, Frost**

Armor Class	4
Hit Dice	10+1
No. Attacks	1
Damage	4d6
Move	12"
Alignment	Chaotic
No. Appearing	1d8
% in Lair	30%
Treasure	E + 5,000 GP
Morale	Normal
XP	1,050

Frost giants live in giant castles in cold climates, high in the mountains where the snow never melts. They can throw boulders up to a 30" range which do 3d6 points of damage to all creatures in a 1" radius circle around the impact point.

**Giant, Hill**

Armor Class	4
Hit Dice	8
No. Attacks	1
Damage	2d8
Move	12"
Alignment	Chaotic
No. Appearing	1d8
% in Lair	30%
Treasure	E + 5,000 GP
Morale	Normal
XP	700

Hill giants are brutish in appearance. They most commonly live in caves. Hill giants can throw boulders up to a 30" range which do 2d6 points of damage to all creatures in a 1" radius circle around the impact point.

**Giant, Stone**

Armor Class	4
Hit Dice	9
No. Attacks	1
Damage	3d6
Move	12"
Alignment	Neutral
No. Appearing	1d8
% in Lair	30%
Treasure	E + 5,000 GP
Morale	Normal
XP	950

Stone giants prefer to live in caves. They can throw boulders up to a 48" range which do 3d6 points of damage to all creatures in a 1" radius circle around the impact point.

**Giant, Storm**

Armor Class	4
Hit Dice	15*
No. Attacks	1
Damage	7d6
Move	15"
Alignment	Lawful
No. Appearing	1d8
% in Lair	30%
Treasure	E + 5,000 GP
Morale	Normal
XP	2,850

Storm giants lair in castles of their own construction in hard-to-reach places such as under the sea or in the clouds; at the very least, a storm giant castle will reside atop the largest and most treacherous mountain they can find. They can throw boulders up to a 30" range which do 6d6 points of damage to all creatures in a 1" radius circle around the impact point. A storm giant can employ a version of the spell **control weather** to create a storm, their own favorite type of weather.

**Giant, Titan**

Armor Class	4
Hit Dice	17* to 22*
No. Attacks	1
Damage	7d6
Move	15" (or see below)
Alignment	Neutral
No. Appearing	1d8
% in Lair	5%
Treasure	E + 5,000 GP
Morale	Normal
XP	17 HD: 3,450,    18 HD: 3,700, 19 HD: 3,975,    20 HD: 4,225, 21 HD: 4,500,    22 HD: 4,750

While most titans move at 15", 10% of them are able to move 21" per turn. They are more intelligent than most humans, and are able to use both Magic-User and Cleric spells up to the 7<sup>th</sup> level; each will have available 2 spells of each level for each type of magic.

Given their magical capabilities, titans rarely need to resort to the use of force, but they carry well-made giant-sized weapons, and if necessary a titan can throw boulders as other giants do. Boulders thrown by a titan have up to a 30" range and do 6d6 points of damage to all creatures in a 1" radius circle around the impact point.

**Gnoll**

Armor Class	5
Hit Dice	2
No. Attacks	1
Damage	1d8 or by weapon type
Move	9"
Alignment	Chaotic
No. Appearing	1d6, Wild 3d6, Lair 6d12
% in Lair	30%
Treasure	D
Morale	+2
XP	30

Gnolls are hyena-headed, hairy humanoids who average 6 ½' tall and weigh around 2,000 coins. They are fierce fighters, receiving a general bonus of +2 on morale checks.

Gnoll tribes are led by a chieftain having 6 hit dice. He will be attended by 1d4 guards who each have 4 hit dice.



**Gnome**

Armor Class	5
Hit Dice	1
No. Attacks	1
Damage	1d6 or by weapon type
Move	6"
Alignment	Lawful or Neutral
No. Appearing	40d10
% in Lair	60%
Treasure	C
Morale	Normal
XP	15

Gnomes are dwarf-like beings who prefer to live in the foothills of the mountains their cousins call home. They are more outgoing than dwarves, but also more capricious.

The statistics given above are for an ordinary gnome. They may, however, become members of any class which is allowed to dwarves, in which case they should be treated as any character of the given class. Like dwarves, gnomes make saving throws as if 4 levels or hit dice higher.

**Goat, Giant**

Armor Class	7
Hit Dice	3+1
No. Attacks	1 head butt
Damage	2d8 butt
Move	18"
Alignment	Neutral
No. Appearing	1d12
% in Lair	None
Treasure	None
Morale	Normal
XP	50

Giant goats are simply very large versions of the common goat. They are often found in hilly or mountainous regions where giants live. They are quite aggressive if threatened, and if able to charge they gain a +4 bonus to damage.

Whenever 7 or more are encountered, the remainder will be young having 1+1 or 2+1 hit dice (50% chance of either, but all will be the same) and doing 1d8 points of damage per attack.

**Goblin**

Armor Class	6
Hit Dice	1-1
No. Attacks	1
Damage	1d4 or by weapon type
Move	6"
Alignment	Chaotic
No. Appearing	2d4 ,Wild 6d10, Lair 10d12
% in Lair	50%
Treasure	1d6 GP each
Morale	Normal
XP	15

Goblins are short, ugly humanoids with hooked noses and sharply pointed ears. Most have yellowish to orange skin. They stand 3 to 3½ feet tall and weigh 400 to 450 coins each. Goblins speak their own language, and a few (15% or so) also speak Common. Most goblins encountered outside their homes are warriors, and the statistics given above are for such rank-and-file goblins.

When encountered in their lair, the Goblins will be led by a Goblin King who has 2+1 hit dice and does 1d8 points of damage on a hit. He will be protected by 5d6 elite guards who have 1+1 hit dice and do 1d8 points of damage on a hit.

Goblins see well in the darkness, having Infravision with a 6" range. On the other hand, they are very uncomfortable in bright light, and suffer penalties of -1 on attack rolls and morale checks if they must fight in full daylight.

**Golem**

Golems are magically created automatons of great power. Constructing one involves the employment of mighty magic and elemental forces. Golems are tenacious in combat and prodigiously strong as well. Being mindless, they do nothing without orders from their creators. They follow instructions explicitly and are incapable of any strategy or tactics. They are emotionless in combat and cannot be provoked.

A golem's creator can command it if the golem is within 6" and can see and hear its creator. If not presently being controlled, a golem usually follows its last instruction to the best of its ability, though if attacked it will retaliate. The creator can give the golem a simple command to govern its actions in his or her absence. The golem's creator can order the golem to obey the commands of another person (who might in turn place the golem under someone else's control, and so on), but the golem's creator can always resume control over his creation by commanding the golem to obey him or her alone.

When a golem enters combat, there is a cumulative 1% chance each round that its elemental spirit breaks free and the golem goes berserk. The uncontrolled golem goes on a rampage, attacking the nearest living creature or smashing some object smaller than itself if no creature is within reach, then moving on to spread more destruction. The golem's creator, if within 6", can try to regain control by speaking firmly and persuasively to the golem; he or she must make a save vs. Spells to succeed at this, and at least 1 round of time is required for each check. It takes 1 round of inactivity by the golem to reset the golem's berserk chance to 0%.

### Golem, Amber

Armor Class	-1 (m)
Hit Dice	10*
No. Attacks	2 claws/1 bite
Damage	2d6 claw, 2d10 bite
Move	18"
Alignment	Neutral
No. Appearing	1
% in Lair	None
Treasure	None
Morale	Never checks
XP	1,800

Amber golems are generally built to resemble lions or other great cats. They are able to detect invisible creatures or objects within 6", and can track with 95% accuracy through any terrain type.

A magical attack that deals electricity damage heals 1 point of damage for every 3 full points of damage the attack would otherwise deal. For example, an amber golem hit by a **lightning bolt** for 20 points of damage is instead healed up to 6 points. If the amount of healing would cause the golem to exceed its full normal hit points, the excess is ignored.

### Golem, Bone

Armor Class	1 (m)
Hit Dice	8*
No. Attacks	4 weapons
Damage	By weapon type(s) or 1d6 weapon
Move	12"
Alignment	Neutral
No. Appearing	1
% in Lair	None
Treasure	None
Morale	Never checks
XP	1,250

Bone golems are huge four-armed monsters created from the skeletons of at least two dead humanoids. Though made of bone, they are not undead and cannot be turned.

Instead of four one-handed weapons, a bone golem can be armed with two two-handed

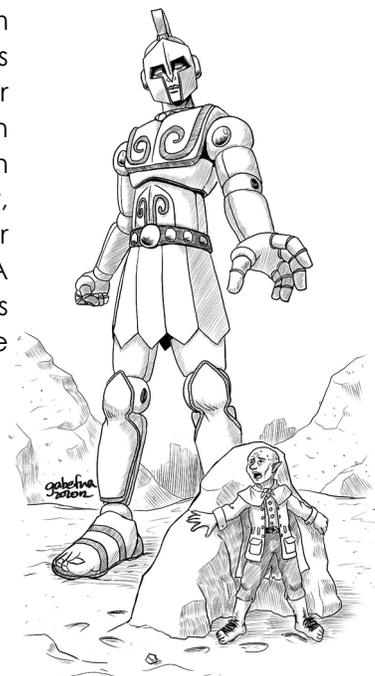
weapons, giving 2 attacks per round and a damage figure by weapon type (or just use 1d10 for each attack).

### Golem, Bronze

Armor Class	0 (m)
Hit Dice	20**
No. Attacks	1 fist + special
Damage	3d10 + special
Move	24"
Alignment	Neutral
No. Appearing	1
% in Lair	None
Treasure	None
Morale	Never checks
XP	6,100

These golems resemble statues made of bronze; unlike natural bronze statues, they never turn green from verdigris. A bronze golem is 10 feet tall and weighs about 45,000 coins. A bronze golem cannot speak or make any vocal noise, nor does it have any distinguishable odor. It moves with a ponderous but smooth gait. Each step causes the floor to tremble unless it is on a thick, solid foundation.

The interior of a bronze golem is molten metal. Creatures hit by one in combat suffer an additional 1d10 damage from the heat (unless resistant to heat or fire). If one is hit in combat, molten metal spurts out, spraying the attacker for 2d6 damage. A save vs. Death Ray is allowed to avoid the metal spray.



**Golem, Clay**

Armor Class	-2 (m)
Hit Dice	11**
No. Attacks	1 fist
Damage	3d10
Move	6"
Alignment	Neutral
No. Appearing	1
% in Lair	None
Treasure	None
Morale	Never checks
XP	2,775

This golem has a humanoid body made from clay. A clay golem wears no clothing except for a metal or stiff leather garment around its hips. A clay golem cannot speak or make any vocal noise. It walks and moves with a slow, clumsy gait. It weighs around 6,000 coins.

The damage a clay golem deals doesn't heal naturally, and magical healing cures only 1 point per die rolled (but add all bonuses normally).

**Golem, Flesh**

Armor Class	9 (m)
Hit Dice	10**
No. Attacks	2 fists
Damage	2d8 each fist
Move	9"
Alignment	Neutral
No. Appearing	1
% in Lair	None
Treasure	None
Morale	Never checks
XP	2,550

Flesh golems are immune to most magical attacks, and can be hit only by magical weapons. Fire or cold will **slow** a flesh golem by 50% (as the spell). Lightning attacks actually heal a flesh golem by the number of points of damage rolled (up to the creature's normal maximum).

**Golem, Iron**

Armor Class	3 (m+3)
Hit Dice	17**
No. Attacks	1
Damage	4d8
Move	3"
Alignment	Neutral
No. Appearing	1
% in Lair	None
Treasure	None
Morale	Never checks
XP	4,950

Iron golems are hit only by magical weapons of +3 or greater bonus. They are immune to almost all magic, save for **lightning** which **slows** the monster (as the spell) for 3 rounds. Fire magic (such as **fire ball**) heals an iron golem by the number of points of damage rolled (up to the creature's normal maximum).

Iron golems also have the power to breathe out a 1" cubical volume of poison gas once per day, but this power will generally only be used on the command of the iron golem's master.

**Golem, Stone**

Armor Class	5 (m+2)
Hit Dice	13**
No. Attacks	1
Damage	3d8
Move	6"
Alignment	Neutral
No. Appearing	1
% in Lair	None
Treasure	None
Morale	Never checks
XP	3,350

Stone golems are hit only by magical weapons of +2 or greater bonus. They are immune to almost all magic, save for spells that affect rock (such as **rock to mud**) which do 1d6 points of damage per caster level. **Mud to rock** (the reverse of the spell **rock to mud**) heals a stone golem by 1d6 points per caster level (up to the creature's normal maximum).

Each round in addition to its normal attack a stone golem may cast **slow** on one opponent. If the golem is not being directly commanded, it will choose the victim of this spell attack randomly.

### Golem, Wood\*

Armor Class	7 (m)
Hit Dice	2+2*
No. Attacks	1 fist
Damage	1d8
Move	12"
Alignment	Neutral
No. Appearing	1
% in Lair	None
Treasure	None
Morale	Never checks
XP	40

Wood golems are small constructs, not more than 4' in height, and are crudely made. Being made of wood makes them vulnerable to fire-based attacks; thus, wood golems suffer one extra point of damage per die from fire; any saving throws against such effects are at a penalty of -2. They move stiffly, suffering a -1 penalty to Initiative.

### Gorgon

Armor Class	2
Hit Dice	8*
No. Attacks	1 butt or breath
Damage	2d12 butt or turn to stone
Move	12"
Alignment	Neutral
No. Appearing	1d4
% in Lair	50%
Treasure	E
Morale	Never checks
XP	1,250

Gorgons are monstrous bulls covered in iron scales. A typical gorgon stands over 6 feet tall at the shoulder, measures 8 feet from snout to tail, and weighs about 40,000 coins.

A gorgon's primary weapon is its ability to breath a cone of gas 6" long and 2" wide at the base which turns to stone those within the area who fail their

save. This breath weapon may be used up to five times per day; the gorgon will choose to use this weapon on a roll of 1-2 on 1d6 each round.

Gorgons are nothing if not aggressive. They attack intruders on sight. There is no way to calm these furious creatures, and they are impossible to domesticate.

### Gray Ooze

Armor Class	8
Hit Dice	3*
No. Attacks	1
Damage	2d8
Move	1"
Alignment	Neutral
No. Appearing	N/A
% in Lair	None
Treasure	None
Morale	Never checks
XP	80

A gray ooze appears to be little more than a lump or patch of wet stone; it attacks by extending a pseudopod to strike with. Damage done by a gray ooze is primarily acid damage. A gray ooze is mindless, and thus not affected by **sleep**, **charm**, or **hold** magic, nor will **fire** or **cold** harm one. Ordinary weapons and **lightning** attacks will have full effect.

### Green Slime

Armor Class	N/A
Hit Dice	2**
No. Attacks	1
Damage	special
Move	None
Alignment	Neutral
No. Appearing	N/A
% in Lair	None
Treasure	None
Morale	Never checks
XP	50

Green slime grows within underground places, pooling on the floor or dripping from the ceiling; its only attack is to fall onto victims, or to be stepped in by them. Its acid can eat through wood or

metal in 1d6 rounds, but does not affect stone. Once in contact with an item, that item must be discarded or the green slime removed in some way. Worse, green slime is unharmed by weapon attacks, and it is immune to **lightning** or other electrical attacks. **Fire** and **cold** harm it normally.

The worst case with respect to green slime is when it is in contact with unprotected flesh, either directly or because it has destroyed the materials protecting the victim. Any living creature afflicted in this way will be transformed completely into green slime in 1d6 rounds. Fire or cold applied to the slime can still kill it, saving the victim, but the damage done to the slime is also done to the victim (unless he or she is somehow protected from the attack form used).

### Griffon

Armor Class	3
Hit Dice	7
No. Attacks	2 claws/1 bite
Damage	1d4 claw, 2d8 bite
Move	12" Fly 30"
Alignment	Neutral
No. Appearing	2d8
% in Lair	10%
Treasure	E
Morale	Normal
XP	500

Griffons are powerful, majestic creatures with the bodies of lions and the heads and wings of eagles. From nose to tail, an adult griffon can measure as much as 8 feet. Their broad, goldenwings can span 25 feet or more. A griffon weighs about 5,000 coins.

Griffons are normally very wild, but if hand-raised from hatchlings they can be ridden as steeds. Griffons favor the flesh of horses and hippogriffs above all other food, and will generally attack immediately if within 36" of either sort of prey; even "tame" griffons will behave in this way, making them troublesome as mounts.

### Groaning Spirit

See **Banshee** on page 8.

### Hangman Tree

Armor Class	4
Hit Dice	5
No. Attacks	4 limbs plus strangle
Damage	1d6 per limb or strangle
Move	0
Alignment	Neutral
No. Appearing	1
% in Lair	100%
Treasure	None
Morale	Never checks
XP	200

Hangman trees are horrible, semi-animate creatures that fertilize themselves with dead bodies. A hangman tree has four animated limbs that can wrap around the necks of living creatures that pass beneath, strangling for 1d6 points of damage per round. These limbs are arranged evenly around the tree in most cases, and generally no more than one limb can attack any single creature at a time.

The roots of this tree are also animated; they do not attack, but they do pull dead bodies below the surface of the ground for "digestion."

### Harpy

Armor Class	7
Hit Dice	3
No. Attacks	2 claws/1 weapon + song
Damage	1d4 per claw, 1d6 or by weapon + song (see below)
Move	6" Fly 15"
Alignment	Chaotic
No. Appearing	2d6
% in Lair	100%
Treasure	C
Morale	Normal
XP	50

A harpy is a horrible creature having the head and torso of a woman and the wings and lower extremities of a buzzard. Note that a harpy has no arms; its wings spring from the creature's human-like shoulders. The human parts of a harpy might be considered beautiful, but their expressions are

always those of rage or hatred and they rarely groom themselves, giving them an overall horrible appearance.

Harpies like to entrance hapless travelers with their magical songs. When a harpy sings, all creatures (other than harpies) within a 24" radius must save vs. Spells or become captivated. A creature that successfully saves cannot be affected again by the same harpy's song for one day.

A captivated victim walks toward the harpy, taking the most direct route available. Captivated creatures can take no actions other than to defend themselves. A victim within 5 feet of the harpy stands there and offers no resistance to the monster's attacks. The effect continues for as long as the harpy sings and for 1 round thereafter.

### Hawk

	Normal	Giant
Armor Class	12	14
Hit Dice	½	4
No. Attacks	1 claw or bite	1 claw or bite
Damage	1d2	1d6
Move	3" Fly 48"	3" Fly 45"
Alignment	Neutral	Neutral
No. Appearing	Wild 1d6, Lair 1d6	Wild 1d3, Lair 1d3
% in Lair	10%	10%
Treasure	None	None
Morale	Normal	+1
XP	10	75

Hawks are similar to eagles but slightly smaller, being 1 to 2 feet long with wingspans of 6 feet or less.

Giant hawks are 4 to 6 feet long, with wingspans of 12 feet or more; they can carry off creatures of Halfling size or smaller.

### Hell Hound

Armor Class	6 to 2
Hit Dice	3 to 7
No. Attacks	1 bite or breath
Damage	1d6 bite or breath
Move	12"
Alignment	Chaotic
No. Appearing	2d4
% in Lair	30%
Treasure	C
Morale	Normal
XP	50 to 500

Hell hounds are huge, demonic dog-creatures from the nether planes. Their fur shades from reddish brown to black, with larger individuals having darker coats. Hell hounds come in a variety of sizes, as indicated by their hit dice on the table above. Whether these different sizes indicate different stages of development or different species is not known. A typical hell hound having 5 hit dice stands 4½ feet high at the shoulder and weighs 2,000 coins; adjust these figures up or down to represent larger or smaller individuals. Note that armor class coordinates with AC, with 3 HD monsters have AC 6, 4 HD having AC 5, and so on.

The most feared weapon of the hell hound is its fiery breath. This breath weapon affects all within a cone 2" wide at the base and as long as the hell hound has hit dice (i.e. 3" to 7" respectively). Damage done is 1d6 per hit die, with a save vs. Dragon Breath reducing damage by half. A hell hound can breathe fire 3 times per day.

Hell hounds are able to sense **invisible** or otherwise hidden creatures 75% of the time.

Hell hounds are intelligent, and they are efficient hunters. A favorite pack tactic is to surround prey quietly, then attack with one or two hounds, driving it toward the rest with their fiery breath. If the prey doesn't run, the pack closes in. Hell hounds track fleeing prey relentlessly, but if confronted by an apparently stronger force they may be driven back.

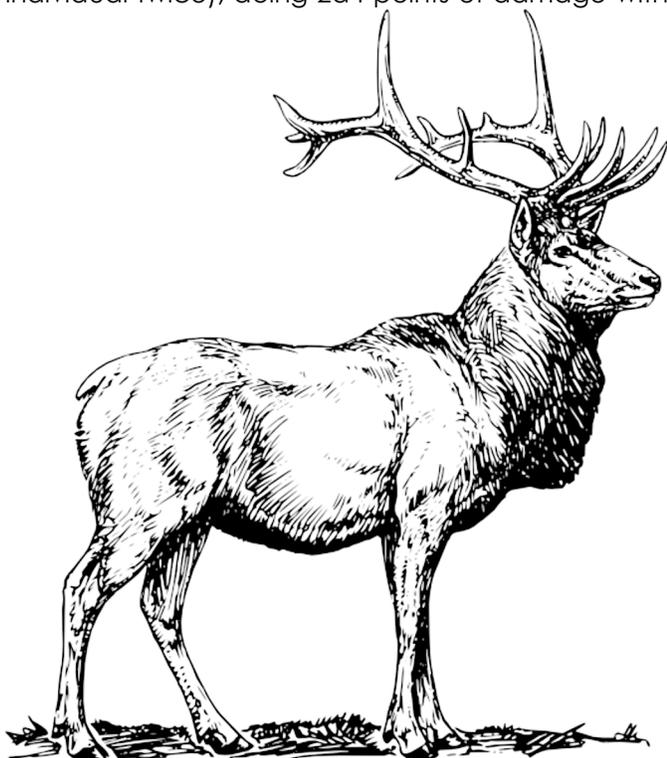
Fire giants are known to keep hell hounds as pets.

**Herd Animal**

Armor Class	7
Hit Dice	1 to 5
No. Attacks	1 butt
Damage	1d4 or 1d6 or 1d8 or see below
Move	24"
Alignment	Neutral
No. Appearing	Wild 3d10
% in Lair	None
Treasure	None
Morale	-1 (+1 bull in presence of females)
XP	15, 30, 50, 75, or 200 (or see below)

The statistics above represent common sorts of wild herd animals, including deer (1 hit die), aurochs (2 hit dice), elk or moose (3 hit dice) and bison (4-5 hit dice). Such creatures are often skittish and likely to flee if provoked, but males are more aggressive in the presence of females (the parenthesized morale applies in this case).

Giant prehistoric deer, including the Irish deer, have 4 hit dice and the same general statistics as above. However, they have very large and wide antlers which allow them to attack two adjacent opponents in the same round (but not the same individual twice), doing 2d4 points of damage with



each such hit. Add a special ability bonus to the experience point value of such deer, resulting in a total of 140 XP each.

**Hippocampus**

Armor Class	5
Hit Dice	4
No. Attacks	1 bite
Damage	1d4 bite
Move	Swim 24"
Alignment	Neutral
No. Appearing	2d4
% in Lair	None
Treasure	None
Morale	Normal
XP	75

A hippocampus is a sea creature having the head, chest, and forelegs of a horse and the tail of a fish. These creatures are very much like merfolk in nature, and have personality and behavior much like ordinary horses. Though they can be encountered in the wild, they are frequently tamed and used by merfolk and other intelligent humanoids of the sea to pull chariot-like vehicles or even as riding animals.

**Hippogriff**

Armor Class	5
Hit Dice	3+1
No. Attacks	2 claws/1 bite
Damage	1d6 claw, 1d10 bite
Move	18" Fly 36"
Alignment	Neutral
No. Appearing	2d8
% in Lair	None
Treasure	None
Morale	Normal
XP	50

Hippogriffs are aggressive flying creatures that combine features of horses and giant eagles. Voracious omnivores, hippogriffs will hunt humanoids or horses as readily as any other meal. A typical hippogriff is 9 feet long, has a wingspan of 20 feet, and weighs 10,000 coins.

While wild hippogriffs are dangerous foes, if they are raised from hatchlings it is possible to tame them sufficiently that they can be used as steeds for humans or elves. They will prey upon pegasi if the opportunity presents itself, and as they compete with griffons for prey they greatly dislike them.

**Hippopotamus**

Armor Class	6
Hit Dice	8
No. Attacks	1 bite
Damage	2d6 or 3d6 (see below)
Move	9" Swim 12"
Alignment	Neutral
No. Appearing	2d6
% in Lair	None
Treasure	None
Morale	+1
XP	700

The hippopotamus is a large herbivorous mammal which lives primarily in and near rivers. They are quite large, with adults weighing around 30,000 coins (with the males slightly larger and females slightly smaller than that figure). Though not predators, hippos are quite aggressive and unpredictable and are among the most dangerous of normal animals.

**Hobgoblin**

Armor Class	5
Hit Dice	1+1
No. Attacks	1
Damage	1d8 or by weapon type
Move	9"
Alignment	Chaotic
No. Appearing	1d6, Wild 2d4, Lair 5d12
% in Lair	30%
Treasure	D
Morale	+1
XP	15

Hobgoblins are man-sized humanoids who strongly resemble their smaller cousins, the Goblins, though their skin is generally reddish-orange to red in color. They speak their own language, while 45% also speak Goblin and 15% speak Common.

When encountered in their lair, they will be led by a Hobgoblin King having 4+1 hit dice and doing 1d10 points of damage on a hit. He will have 1d3+1



bodyguards who all have 3+1 hit dice and also do 1d10 points of damage on a hit.

Hobgoblins see well in the darkness, having Infravision with a 6" range. On the other hand, they are very uncomfortable in bright light, and suffer penalties of -1 on attack rolls and morale checks if they must fight in full daylight.

### Homunculus

Armor Class	7
Hit Dice	2*
No. Attacks	1 bite
Damage	1d4 bite plus sleep venom
Move	6" Fly 18"
Alignment	Variable
No. Appearing	Variable
% in Lair	None
Treasure	None
Morale	Normal
XP	40

A homunculus is a miniature servant created by a wizard (with the aid of an alchemist). A homunculus is imp-like, having a manlike shape 1½ feet tall with bat-like wings and greenish or grayish reptilian skin. They are weak combatants but make effective spies, messengers, and scouts.

The bite of a homunculus inflicts a poison that causes the victim to **sleep** (as the spell) unless the victim succeeds at a save vs. Poison. Note that this poison works only on living creatures, but can affect a creature having any number of hit dice.

A homunculus knows what its master knows and can convey to him or her everything it sees and hears, out to a 36" range. A homunculus cannot speak, but the process of creating one links it telepathically with its creator so long as it remains within the given range; it will never travel beyond this range willingly, though it can be removed forcibly. If this occurs, the creature does everything in its power to regain contact with its master. If a homunculus is killed, its death causes 2d10 points of damage to its master (regardless of the range). If the creature's master is slain, the homunculus dies and its body swiftly melts away into a pool of ichor.

A homunculus can be created by an alchemist in 1d4 weeks. A cost of no less than 1,000 GP must be spent, and the Magic-User must provide a pint of his or her blood. Once the form of the creature has been created, the Magic-User must cast a **limited wish** spell to animate it.

### Hydra

	Common	Fire Breathing
Armor Class	5	5
Hit Dice	5 to 12	5* to 12*
No. Attacks	- 1 per head -	
Damage	1d6, 1d8, or 1d10 according to size	
Move	- 12" -	
Alignment	- Neutral -	
No. Appearing	- 1 -	
% in Lair	- 25% -	
Treasure	- B -	
Morale	- Normal -	
XP	200 to 1,300	325 to 2,175

A hydra is a heavy-bodied reptilian monster with multiple heads. Each head is at the end of a serpentine neck, permitting the hydra to attack multiple creatures at the same time. The referee should choose what size of hydra is encountered; those with more heads are larger and do more damage, as follows:

# Heads	Damage per Attack
5-7	1d6
8-10	1d8
11-12	1d10

A hydra may be slain by damage in the normal fashion; however, most who fight them choose to strike at their heads. If a character using a melee weapon chooses to strike at a head and succeeds in doing 6 points of damage, that head is disabled (severed or severely damaged) and will no longer be able to attack. Such damage also applies to the monster's total hit points, of course. Losing heads in this way does not reduce the monster's hit dice, damage per attack, or attack probabilities. A hydra which survives the loss of one or more heads will grow them back over time.

Some rare hydras have the ability to **breathe fire**; those that do may breathe once per head each day. Their breath covers a cone 2" long and 2" wide at the furthest point and causes 4d6 points of damage.

**Hyena (and Hyenodon)**

	Hyena	Hyenodon
Armor Class	7	7
Hit Dice	2+1	3+1
No. Attacks	1 bite	1 bite
Damage	1d6	1d8
Move	18"	12"
Alignment	Neutral	Neutral
No. Appearing	1d8	1d8
% in Lair	None	None
Treasure	None	None
Morale	Normal	+1
XP	30	50

Hyenas are doglike carnivores who exhibit some of the behaviors of canines but are not related. They not only hunt but also scavenge and steal meals. A hungry hyena will chew on anything that is even remotely tainted by blood, meat or other food traces. They will mostly be found in the same savanna-like environments where lions and zebras may be found. They can live in clans of up to a hundred individuals, though smaller groups are more common. They are among the favorite pets of gnolls, who may take them into regions where they are not normally found.

**Hyenodon:** These ancient four legged predators are named for their tooth shape, and while they are not technically prehistoric hyenas, the statistics work for the giant prehistoric varieties of hyenas as well. A notable feature is that their massively built skull features a long jaw (similar to that of a crocodile) full of teeth, with four great fangs.

**Infernals**

Infernal creatures are those creatures who come from the nether planes, sometimes known as Hell, Gehenna, the Abyss, and so on. They are generally known as "demons" or "devils," but for the purposes of the Iron Falcon game the exact interpretation of these titles is left to the referee.

**Editorial Note:** The first appearance of the monsters known as demons and devils came just slightly after Iron Falcon's target era. Both groups of monsters are "evil," but defining the precise flavor of evil required alterations to the rules for Alignment.

Adding such features to the Iron Falcon Core Rules is beyond the scope of this book; therefore, these monsters are all classified as Chaotic for the purposes of the game.

**Infernal, Balor (Demon)**

Armor Class	-2
Hit Dice	8+8**
No. Attacks	1
Damage	1d12+1
Move	6" Fly 15"
Alignment	Chaotic
No. Appearing	1d3 Lair 1d6
% in Lair	20%
Treasure	F
Morale	+2
XP	1,800

Balor are winged humanoid demons who stand about 12 feet tall and weigh about 45,000 coins. Their skin is generally dark red, and they may be wreathed in flame at will; the flame inflicts 2d6 points of damage to anyone who touches them, or who is touched by them.

Balors are usually armed with huge jagged-edged swords doing 1d12+1 points of damage and whips made of red-hot twisted barbed wire which inflict 2d6 points of damage and entangle creatures struck by them. Entangled creatures must make a saving throw vs. Death Ray to escape, and any entangled creature of ogre-size or smaller may be pulled in by the balor. A balor may attack with only one of its weapons, but if the whip is used the

balor will also immolate itself (as described above), thus inflicting additional damage to entangled creatures.

A balor may choose to shed **darkness** (as the reverse of **light**) at will in a 10' radius; this darkness does not affect the balor's own vision. They may also perform any of the following spell-like powers as often as desired, instead of attacking: **cause fear** (as a **wand of fear**), **detect magic**, **read magic**, **read languages**, **detect invisible**, **pyrotechnics**, or **telekinesis**, all as if a 12<sup>th</sup> level caster.

Once per day a balor may also attempt to use **gate** to summon a glabrezu (page 75) or a nalfeshni (page 80). Roll 1d%: on a roll of 01-55, a glabrezu appears; on 56-70, a nalfeshni is summoned; on a roll of 71-00, the attempt fails. If the summoning fails, the balor can try again as often as desired (once per round maximum) until it succeeds.

Finally, balors have a continuous **true seeing** ability, as the spell.

When killed, a balor explodes in a blinding flash of light that deals 10d10 points of damage to anything within 10", with a successful saving throw vs. Death Ray reducing damage by half.

### Infernal, Barbed Devil

Armor Class	0
Hit Dice	8*
No. Attacks	2 claws/1 tail plus special
Damage	2d4 claw, 3d4 tail plus special
Move	12"
Alignment	Chaotic
No. Appearing	1d2 Lair 3d4
% in Lair	45%
Treasure	None
Morale	+1
XP	1,250

Barbed devils are humanoid monsters with sharp claws and a spiked tail. Their skin is thick, leathery, and gray, with small spikes protruding from their joints and a slightly cone-shaped head. Despite being somewhat hunched, they still stand a full 7 feet tall. They are not particularly intelligent, and

are usually minions of some greater devil or other infernal creature.

Barbed devils are freakishly perceptive and vigilant and are thus effectively impossible to surprise. They prefer to fight with their claws and tail. Any living creature struck by a barbed devil must save vs. Magic Wands or suffer **fear** (as the reversed form of **remove fear**). Besides this power, a barbed devil can also create the effects of the spells **pyrotechnics** or **hold person** as often as once per round instead of attacking. A barbed devil can also create a flame in the palm of its hand at will, which can be used for any purpose the creature desires or which can be thrown as a missile weapon with the same range as a dagger, doing 1d8 points of damage on a successful hit as well as igniting any flammable materials it comes in contact with.

Finally, once per day a barbed devil can attempt to summon another barbed devil with a 35% chance of success. If the attempt fails, the barbed devil can try again as often as desired (once per round maximum) until it succeeds.

### Infernal, Bone Devil

Armor Class	-1
Hit Dice	9*
No. Attacks	1 bone hook, 1 venomous tail
Damage	3d4 hook, 2d4 plus 1d4 STR damage tail
Move	15"
Alignment	Chaotic
No. Appearing	1d2 Lair 2d4
% in Lair	50%
Treasure	None
Morale	+1
XP	1,650

Bone Devils are cadaverous humanoid monsters who appear to be nothing more than skin over bones (hence the name). Each has a scorpion-like tail and each is usually armed with a large barbed bone hook. A bone devil stands about 9 feet tall and weigh about 5,000 coins.

The bone devil's hook inflicts 3d4 points of damage, and may become stuck fast if the target of a

successful attack fails to save vs. Paralysis. If this happens, tail attacks (see below) made by the bone devil on the trapped opponent are at a bonus of +2 on the attack roll. The bone devil can always free its weapon from a stuck victim with a single round's work.

The scorpion-like tail inflicts 2d4 points of damage on a hit, plus 1d4 points of Strength damage unless a save vs. Poison is made. Strength damage can kill a victim if the Strength score is reduced to less than 1. If not completely reduced to 0 or fewer points of Strength, a victim will begin regaining them at a rate of 1d4 points per turn after one full turn has passed.

These monsters, like most devils, have several spell-like abilities. Once per round (instead of attacking) a bone devil can cast **fly** (only on itself), **phantasmal forces**, **invisibility** (only on itself), **detect invisible**, or create **fear** (as the spell **cause fear**) in a 5' radius area around the creature (save vs. Spells to resist). Once per day a bone devil can cast **wall of ice**, and once per day it may attempt to **summon** another bone devil with a 40% chance of success. If the summoning attempt fails, the bone devil can try again as often as desired (once per round maximum) until it succeeds.

### Infernal, Erinyes (Devil)

Armor Class	2
Hit Dice	7+2*
No. Attacks	1 dagger (special) or special
Damage	2d4 special dagger or special
Move	6" Fly 21"
Alignment	Chaotic
No. Appearing	1d4 Lair 2d8
% in Lair	15%
Treasure	Special
Morale	+1
XP	900

Unlike other devils, Erinyes appear attractive to humans, resembling very comely women or men. They can change their apparent gender at will. In their normal form they have wings, but they can cause these wings to disappear or reappear at will. An erinyes stands about 6 feet tall and weighs

about 1,500 coins. Besides the language of devils and the Common tongue, erinyes also speak the language of Dragons.

Erinyes are normally armed with magical venomous daggers which drip a caustic substance that causes wounds made by the daggers to be very painful; anyone hit by this dagger attack must save vs. Poison or become unconscious for 1d6 rounds. Each is also armed with a **rope of entanglement** which can lash forward 2" or upward 1" to entangle up to 2d4 man-sized victims selected by the erinyes (adjust numbers for larger or smaller opponents as needed). The rope can be hit only on a 20 or higher, and is destroyed when it suffers 20 or more points of damage. Finally, erinyes may be armed with bows which are built for their great Strength (which can be drawn only by characters with at least 18 Strength) and a quiver of 66 arrows that ignite when fired. Arrows fired from this bow do 1d8 points of damage on a hit, and these arrows inflict an additional 1d8 points of fire damage. If an erinyes runs out of arrows it can use any longbow arrows, but loses the bonus fire damage.

At will an erinyes can use any of the following powers instead of attacking: **cause fear** in all who see it (save vs. Magic Wands to resist), **detect invisible**, **invisibility**, **locate object**, or **polymorph self**.

Once per day an erinyes can attempt to use a **gate** to summon another erinyes, 2d10 lemures (page 78), or 1d4 barbed devils (page ) with a 35% chance of success. Note that only one type of devil may be successfully summoned. If the attempt fails, the erinyes can try again as often as desired (once per round maximum) until it succeeds.

Though erinyes are very strong, they do not generally receive bonuses to attack rolls or damage from their Strength. However, they are able to use weapons made for larger creatures such as ogres without difficulty. They will, of course, prefer to use their own weapons whenever possible.

**Infernal, Fiend (Devil)**

Armor Class	-3
Hit Dice	13**
No. Attacks	2 weapons (see below) or special
Damage	1d4+4/1d6+6 or by weapon (see below) or special
Move	6" Fly 15"
Alignment	Chaotic
No. Appearing	1 Lair 1d4
% in Lair	60%
Treasure	Special
Morale	+1
XP	3,350

A Fiend is a large masculine humanoid devil with batlike wings; an average individual will be 12 feet tall and weigh 8,000 coins. One often wraps its wings around itself like a grotesque cloak, and appears wreathed in flames. They are generally armed with a weapon which resembles a mace with a hook on one side in one hand and a club with jagged teeth in the other, and a fiend can attack with both weapons each round with no penalty on the attack roll. Fiends all effectively have maximum human Strength, though they do not add attack or damage bonuses for this.

These monsters are hard to kill due to the fact that they regenerate at a rate of 2 hit points per round; damage inflicted by holy water (and possibly other holy items as determined by the referee) cannot be regenerated. Unlike a troll, a fiend will not continue to regenerate if reduced to zero or fewer hit points, but can in fact be slain in the normal way.

Instead of making a normal attack, a fiend can choose to use its whiplike tail, which does 2d4 points of damage on a successful hit and holds fast the victim, if man-sized or smaller, inflicting an additional 2d4 points of damage each round. Worse, once a fiend has captured a victim in this way, it may then act as it wishes in subsequent rounds while maintaining the hold and doing the additional damage automatically; the only limitation is that the fiend is reduced to half movement. Such a trapped victim generally cannot attack, but may break free by rolling to

open doors with 1d20 instead of the usual 1d6 die roll.

Fiends radiate a powerful **fear** effect which functions as the spell **cause fear** affecting all in a 2" radius, with a saving throw vs. Spells allowed to resist. Anyone who successfully saves vs. the fear effect of a fiend cannot be affected by that fiend's fear aura again until 24 hours have passed. Infernals are not affected by this power.

Fiends have several spell-like abilities that can be used once per round instead of performing a normal attack: **pyrotechnics**, **wall of fire**, **detect invisible**, **dispel magic**, **polymorph self**, and **hold person**.

Once per day a fiend may also attempt to use **gate** to summon 1d4 barbed devils (page 73) with a 70% chance of success, and once per day may attempt to use **gate** to summon another fiend (55% chance of success). If either summoning fails, the fiend can try again as often as desired (once per round maximum) until it succeeds.

Finally, once per day a fiend can employ a **symbol of fear** (see the spell **symbol** for details).

**Infernal, Glabrezu (Demon)**

Armor Class	-4
Hit Dice	10*
No. Attacks	2 pincers/2 fists/1 bite
Damage	2d6 pincer, 1d3 fist, 1d4+1 bite
Move	9"
Alignment	Chaotic
No. Appearing	1d3 Lair 1d6
% in Lair	15%
Treasure	D
Morale	+1
XP	1,800

Glabrezu are huge humanoid demons, averaging 9 feet tall and weighing about 15,000 coins. They have doglike heads with penetrating violet eyes, bony pincers where a normal humanoid would have hands, and a smaller set of human-like arms with ordinary hands protruding from their chests. Their wrinkled skin ranges in color from deep russet to pitch black.

Like succubi, glabrezu tempt victims into ruin, but they lure their prey with offers of power or wealth rather than passion. They prefer subterfuge to combat. However, if their attempts to entice or deceive fail, these enormous demons attack with a vengeance.

A glabrezu can perform any of the following spell-like powers as often as desired, instead of attacking: **cause fear** (as a **wand of fear**), **darkness** (as the reverse of **light**) with a radius of 10 feet, **levitate**, **polymorph self**, **pyrotechnics**, or **telekinesis**, all as if a 10<sup>th</sup> level caster.

Once per day a glabrezu may attempt to use **gate** to summon aid. Roll 1d%: on a roll of 01-10, a vrock (page 83) appears; on 11-20, a hezrou (page 76) is summoned; on 21-30, another glabrezu arrives; on a roll of 31-00, the attempt fails. If the attempt fails, the glabrezu can try again as often as desired (once per round maximum) until it succeeds.

**Infernal, Hezrou (Demon)**

Armor Class	-2
Hit Dice	9*
No. Attacks	2 claws/1 bite
Damage	1d4 claw, 2d8 bite
Move	6" Swim 12"
Alignment	Chaotic
No. Appearing	1d3 Lair 1d6
% in Lair	10%
Treasure	C
Morale	+1
XP	1,650

Hezrou are demons in the form of humanoid toads with a mouth full of sharp teeth. They prefer to attack with their claws and bite, and if a hezrou hits with both claws it automatically grabs its opponent, preventing any normal man-sized or smaller foe from moving as well as gaining a +2 with all subsequent bite attacks. A victim held in this way cannot generally attack, but may break free with a normal roll to open doors.

A hezrou can create **darkness** at will (as the reverse of **light**) in a spherical volume around it up to a radius of 15 feet.

At will a hezrou can use any of the following spell-like abilities: **cause fear** (as a **wand of fear**), **levitate**, **detect invisible**, assume **gaseous form** (as the potion, and can return to solid form at will), and **telekinesis** (up to 3,000 coins in weight up to 12" away).

Once per day a hezrou can use **gate** to summon another hezrou, but this has only a 20% chance of success; if the attempt fails, the hezrou can try again as often as desired (once per round maximum) until it succeeds.

**Infernal, Ice Devil (Gelugon)**

Armor Class	-4
Hit Dice	11*
No. Attacks	2 claws or 1 spear/1 bite/1 tail
Damage	1d4 claw, 2d6+special spear, 2d4 bite, 3d4 tail
Move	6"
Alignment	Chaotic
No. Appearing	1 Lair 1d4
% in Lair	60%
Treasure	Q, R
Morale	+1
XP	1,975

Ice Devils are generally humanoid in appearance, with mantis-like heads, saurian legs and feet, and long, spike-covered tails. An ice devil is about 12 feet tall and weighs about 7,000 coins. They are sometimes called Gelugon (both plural and singular) by those who are knowledgeable about devils. An ice devil prefers to fight only when doing so serves its mission, but it never hesitates to attack when it deems a battle necessary, or possibly just easy; weak or weak-appearing opponents may tempt the monster into delaying the mission just a bit for a little fun.

Ice devils regenerate 1 hit point per round in the same way as trolls (page 143), but damage from fire or holy water cannot be regenerated and must be healed at a normal rate. Unlike trolls, damage from acid can be regenerated.

Ice devils radiate a **fear** effect which functions as the spell **cause fear** affecting all in a 1" radius, with a saving throw vs. Wands allowed to resist. Anyone

who successfully saves vs. the fear effect of an ice devil cannot be affected by that monster's fear aura again until 24 hours have passed. Infernals are not affected by this power.

Only 1 in 4 (25%, or 1 on 1d4) ice devils will be armed with a great spear, while the remainder will attack with their claws. Those struck by the spear or by the ice devil's tail will be numbed with cold, suffering an effect identical to a **slow** spell unless a successful save vs. Paralysis is rolled.

At will an ice devil can use any of the following spell-like abilities: **fly**, **wall of ice**, **detect magic**, **detect invisible**, **dimension door**, or **polymorph self**. Once per day one can cast an **ice storm**. All spell effects are cast as if by a 9<sup>th</sup> level caster.

Once per day an ice devil can use **gate** to summon a pair of bone devils (page 73) or another ice devil. Roll 1d%: On a roll of 01-40, two bone devils appear; on a roll of 41-60, another ice devil is summoned; and on any roll of 61 or greater, no summoning occurs. If the attempt fails, the ice devil can try again as often as desired (once per round maximum) until it succeeds.

### Infernal, Imp (Devil)

Armor Class	2 (s)
Hit Dice	2+2*
No. Attacks	1 tail sting
Damage	1d4 + poison
Move	6" Fly 18"
Alignment	Chaotic
No. Appearing	1
% in Lair	0%
Treasure	○
Morale	Normal
XP	40

An Imp is a humanoid standing about 2 feet tall with bat-like wings and a long tail that ends in a dagger-like stinger. It is able to change at will into the form of a massive spider, raven, or giant rat, all with a devilish look. In all forms the imp has Infravision with a range of 60.

In its natural form, an imp attacks with its poisonous stinger; those struck must save vs. Poison or die

suffering tremendous pain. It cannot attack this way in any of its other forms, but can use those form's normal physical attacks. In addition to physical attacks, an imp has several magical qualities available in any of its forms. It can cast **detect magic** or **invisibility** at will, and once per day can cast **charm person**.

An imp is immune to normal poison, cold, fire, and electrical attacks. Silver or magical weapons or spells are required to harm an imp. So long as it has at least 1 hp remaining, it regenerates 1 hp each round; if reduced below 1 hp an imp will die like any other creature. An imp has a bonus of +4 on all saving throws against magic (including wands).

### Infernal, Larva

Armor Class	7
Hit Dice	1
No. Attacks	1 bite
Damage	1d4+1 bite
Move	6"
Alignment	Chaotic
No. Appearing	4d10
% in Lair	None
Treasure	None
Morale	Never checks
XP	15

Larvae are pale yellowish maggot-like creatures with the faces of men and women, or less frequently other sentient creatures. They are large, about a foot in diameter and five to eight feet long, and their faces are always contorted in expressions of horror, pain, or anger. Many believe that larvae are the souls or spirits of the evil dead, but no one has ever identified a larva as being any specific deceased person, so this cannot be proven.

One thing that is certain is that larvae are the lowest form of infernal, found in the planes or dimensions where other, more powerful demons or devils make their lairs. Larvae are traded as if livestock, and indeed may be consumed by other infernals as food. Some say that a few of the most perfectly evil larvae are transformed into the forms

of true demons or devils, and that this is how such creatures reproduce, but this has never been successfully confirmed.

Larvae have no special powers or abilities.

### Infernal, Lemure (Devil)

Armor Class	7
Hit Dice	3*
No. Attacks	1 bite
Damage	1d3 bite
Move	3"
Alignment	Chaotic
No. Appearing	5d6
% in Lair	100%
Treasure	None
Morale	Never checks
XP	80

Lemures are the least form of devil, appearing as jelly-like creatures that can rise up and form two arms and a head atop a shapeless torso; they never form actual legs, and move about as do other amoeboid creatures. A lemure weighs about 1,000 coins and can rise up to a height of five or so feet.

Lemures are mindless and cannot communicate, but they are sensitive to telepathic messages from other devils, typically obeying a devil's mental commands. Their only tactic in combat is to surge toward anything they meet and try to claw it apart. Only the commands of their master or their own destruction can stop them from attacking. Because they are mindless, they have full immunity to mind-affecting effects such as **sleep**, **charm**, or **hold** magic, or any sort of illusion. Indeed, though they appear to have eyes they do not see, but rather sense the life force (or animating magic) of their enemies. If forced to attack something with no such life force nor animating magic, treat any lemure as being blind.

Lemures regenerate (as do trolls) at a rate of 1 hit point per round. Only damage inflicted by holy water or other holy items (as determined by the referee) can slay one permanently. They are not alive in the normal sense, and so are immune to things that affect only living creatures.

### Infernal, Malebranche (Devil)

Armor Class	-5
Hit Dice	5+5*
No. Attacks	2 claws/1 bite/1 tail or 1 weapon/1 tail
Damage	1d4 claw, 1d4+1 bite, 1d3 tail+special (see below), 1d8 or by weapon (see below)
Move	9" Fly 18"
Alignment	Chaotic
No. Appearing	1d2 Lair 1d4+1
% in Lair	55%
Treasure	I
Morale	+1
XP	325

A Malebranche, sometimes called a horned devil, is a vaguely humanoid creature about 9 feet tall and weighing about 6,000 coins. Their bestial heads are horned, and they have bat-like wings and a long slender tail. Their skin is scaly and reptilian in appearance, with individual colors ranging from yellow-green to gray.

Horned devils are bold fighters. They rarely retreat, even against overwhelming odds. They usually single out the most powerful foes to eliminate quickly.

Malebranche carry weapons roughly half of the time. Roll 1d%: On a roll of 01-50, the horned devil is unarmed; on a roll of 51-65, it is armed with a spiked chain flail, and on a roll of 66-00 it carries a two-tined fork (also known as a *man-catcher*).

The flail inflicts 2d4 points of damage on a successful hit, and the victim of such a hit must save vs. Spells or be stunned (effectively, unconscious) for 2d8 combat rounds. Stunned opponents can be hit automatically in combat.

Successful hits with the fork inflict 1d6 points of damage, and the victim must save vs. Death Ray or be trapped by the weapon; the horned devil will use its great Strength (equal to that of a hill giant) to hold the victim at bay while striking with its tail at a bonus of +2 on the attack roll. Allies of the horned devil also receive this bonus to hit, but the horned devil itself may also receive immunity from

attack by its foe if said foe does not have a weapon of sufficient length to strike at the monster.

Any wound inflicted by the tail of a malebranche will bleed, causing an additional point of damage each round until the victim takes a round to bind up the wound or receives some magical healing. Multiple such wounds may inflict multiple points of damage per round.

Horned devils radiate a **fear** effect which functions as the spell **cause fear** affecting all in a ½" radius, with a saving throw vs. Wands allowed to resist. Anyone who successfully saves vs. the fear effect of a malebranche cannot be affected by that monster's fear aura again until 24 hours have passed. Infernals are not affected by this power.

At will a horned devil can use any of the following spell-like powers: **pyrotechnics**, **ESP**, **detect magic**, or **phantasmal forces**. Once per day a horned devil can cast a **wall of fire** exactly as the spell but inflicting three times normal damage to creatures touching or passing through it (so 3d6 points of damage to normal creatures, 6d6 to undead monsters).

Once per day a malebranche can use **gate** to summon another horned devil; this ability has a 50% chance of success. If the attempt fails, the horned devil can try again as often as desired (once per round maximum) until it succeeds.

### Infernal, Manes (Demon)

Armor Class	7
Hit Dice	1*
No. Attacks	2 claws/1 bite
Damage	1d2 claw, 1d4 bite
Move	3"
Alignment	Chaotic
No. Appearing	2d8
% in Lair	None
Treasure	None
Morale	Never checks
XP	20

Manes are the least form of demon, looking like semi-human madmen with ragged sharp nails and teeth and eyes without iris or pupil. They wear no

clothing, revealing grayish fleshy bodies which are without sex. Their only attacks are physical, and they are in fact quite weak, but if slain a manes turns into a foul-smelling gas cloud that seems to dissipate; after one day the manes reforms unharmed.

Manes infest the infernal planes where demons live, and are often used as primitive defensive forces since they will attack almost any creature but will never dare oppose or resist any demon. They are nearly mindless and cannot be affected by **sleep**, **charm**, or **hold** magics, nor by any magic affecting the mind.

### Infernal, Marilith (Demon)

Armor Class	-7 / -5
Hit Dice	7+7**
No. Attacks	1 constrict/6 weapons
Damage	2d4 constrict, 1d8 or by weapon
Move	12"
Alignment	Chaotic
No. Appearing	1d3 or 1d6
% in Lair	10%
Treasure	G
Morale	Normal
XP	1,300

A Marilith is a demon having the form of a six-armed woman with a serpent's tail from the hips down. An average individual stands about 9 feet tall and measures about 20 feet from head to tip of tail, and weighs about 40,000 coins. A marilith is generally vain, wearing many bangles and jewels but going naked otherwise to show off her great beauty; insulting a marilith is likely to induce her to great rage. In combat a marilith usually wields a longsword in each of its six hands, attacking first by wrapping herself around one victim and then striking at all other foes within reach with her swords.

At will a marilith can use any of the following spell-like powers: **charm person**, **darkness** (having only a 5' radius but otherwise as the reverse of **light**), **detect invisible**, **levitate**, **phantasmal forces**, **polymorph self**, **pyrotechnics**, and **read languages**, all cast as if by an 11<sup>th</sup> level caster.

Mariliths are among the most powerful of demons, and can use a **gate** once per day to summon any of a variety of allies. Roll 1d%: On a roll of 01-15, a vroock (page 83) appears; on 16-25, a hezrou (page 76) responds to her summons; on 26-30 a glabrezu (page 75) arrives; on 31-40 a nalfeshnee (page 80) comes to her aid; and on a 41-50, a balor (page 72) chooses to respond. On a roll of 51-00 the attempt is a failure, but should this happen she can try again as often as desired (once per round maximum) until she succeeds.

### Infernal, Nalfeshni (Demon)

Armor Class	-1 (m)
Hit Dice	11**
No. Attacks	2 claws/1 bite
Damage	1d4 claw, 2d4 bite
Move	9" Fly 12"
Alignment	Chaotic
No. Appearing	1d3 or 1d6
% in Lair	15%
Treasure	E
Morale	+2
XP	2,775

Nalfeshni have the bodies of huge apes, heads like wild boars, and legs like those of a goat. They have almost comically small bat-like wings on their backs, but despite these small wings they can fly. A nalfeshni is more than 20 feet tall and weighs 80,000 coins.

At will a nalfeshni can use any of the following spell-like powers: **cause fear**, **darkness** (having only a 10' radius but otherwise as the reverse of **light**), **detect magic**, **dispel magic**, **levitate**, **phantasmal forces**, **polymorph self**, **read languages**, and **telekinesis**, all cast as if by a 12<sup>th</sup> level caster.

A nalfeshni can use a **gate** once per day to summon any of a variety of allies. Roll 1d%: On a roll of 01-15, a vroock (page 83) appears; on 16-30, a hezrou (page 76) responds to its summons; on 31-45 a glabrezu (page 75) arrives; on 45-60 another nalfeshnee comes to its aid. On a roll of 61-00 the attempt is a failure, but should this happen the nalfeshni can try again as often as desired (once per round maximum) until it succeeds.

### Infernal, Night Hag

Armor Class	9 (special, see below)
Hit Dice	8**
No. Attacks	1 claw
Damage	2d6 claw
Move	9"
Alignment	Chaotic
No. Appearing	1
% in Lair	None
Treasure	Special
Morale	+1
XP	1,800

A Night Hag appears to be a woman of horrific appearance, hunched and bent, with devilish facial features, taloned hands and feet, and blue-black skin and hair, and is about the same height and weight as a female human. They are found only singly on the material plane where they search out victims to be slain, taken to the lower planes and turned into larvae (page 80).

In combat, night hags are tougher than they appear. They can only be hit by silver, iron (but not steel), or magical weapons, and are immune to both normal and magical forms of fire and cold as well as **sleep**, **charm**, and **fear** magic.

Night hags prefer the most cruel and selfish of human men as prey, though they will take a woman if she is more cruel and selfish than any man available. For purposes of most games, Chaotic characters are her preferred victims. Note that a night hag always knows the alignment of any character or creature she encounters. When a victim is located the night hag casts a powerful form of **sleep** which can affect any creature or character up to 12<sup>th</sup> level or 12 hit dice unless a successful saving throw vs. Spells is made. Creatures who would be affected by a normal **sleep** spell do not receive a saving throw, but are automatically affected. A victim who falls asleep will be strangled by the night hag and thus killed automatically, unless someone intervenes to stop her.

Any victim who resists the **sleep** spell is not "in the clear" just yet, for the night hag will visit the victim once he or she falls asleep normally. The night hag

will be in an *ethereal* (invisible and intangible) state, and after causing the victim to become ethereal she will climb on the victim's back and ride him or her until dawn. The exhausted victim awakens after such a night having lost one point of Constitution permanently.

Naturally, any character reduced to a Constitution score of 0 is slain. Monsters are not normally chosen as victims, but should such a thing happen to a monster with no given Constitution score, assume it has a score of 10 plus its normal hit dice.

*Ethereal* creatures can only be seen by other ethereal creatures or by means of **detect invisible**, and can only be harmed by magic weapons; most spells or magic will not affect such a creature but gaze attacks can do so. Once on the back of her victim the night hag can only be removed by killing her, but any strike against the night hag which misses has a normal chance to hit the victim being ridden.

A night hag hates good creatures (generally, Lawful, but check with your referee for clarification) and will attack such on sight so long as she believes she can win. Though her physical attacks are not particularly fearsome, night hags have several magical powers. As previously mentioned a night hag can become ethereal at will, and can resume material form in the same way; her movement rate remains the same while she is ethereal. She can also **polymorph** at will (as the spell **polymorph self**). Three times a day a night hag can cast a form of **magic missile** which launches a single missile that inflicts 2d8 points of damage. Worse, three times a day she can project a ray of darkness from her fingertip which can strike one character; the target must save vs. Spells or suffers weakness that reduces damage done by all melee attacks to half normal for 2d8 rounds.

A night hag can use a **gate** once per day to summon an ally. Roll 1d%: On a roll of 01-25 a vrock (page 83) appears; on 26-50, a barbed devil (page 73) responds to her summons. On a roll of 51-00 the attempt is a failure, but should this happen the night hag can try again as often as desired (once per round maximum) until she succeeds. If she does this the night hag must pay

the summoned creature (if it survives) in the form of a larva from her collection, so she will only use this power if in dire need of assistance.

When encountered on the material plane a night hag will always have a magical gemstone, a **peript** which will cure any disease contracted by the bearer, as well as granting a bonus of +2 on all of that character's saving throws. When carried by a Lawful character or creature the peript has a 10% cumulative chance of decaying and crumbling when used; that is, 10% the first time it cures a disease, 20% the second, and so on.

### Infernal, Nightmare

Armor Class	-4
Hit Dice	6+6*
No. Attacks	1 bite/2 hooves
Damage	2d4 bite, 2d4+2 hoof
Move	15" Fly 36"
Alignment	Chaotic
No. Appearing	1
% in Lair	None
Treasure	None
Morale	+2
XP	525

Nightmares are the horses of the lower planes. Found in the realms of both demons and devils, nightmares are gaunt beasts with eyes that glow fiercely in red and orange, fire and smoke blowing from their nostrils, and hooves that burn like fiery coals. Nightmares are able to change sizes, from the size of a light warhorse up to a giant form twice the height of a heavy warhorse, but despite these changes their statistics (hit dice, attacks, and so on) are not affected. This ability allows them to serve as steeds for demons and devils of various sizes. Night hags (page 80) and sometimes greater undead such as vampires (page 147), spectres (page 132), and lichs (page 89) also may occasionally use nightmares as steeds.

Besides attacking with its fierce bite and burning hooves, a nightmare exhales a cloud of smoke that both blinds and chokes any living creature within 1" unless a successful saving throw vs. Dragon Breath is made. Those affected by the smoke suffer a

penalty of -2 on all attack rolls while within the smoke-filled area. Note that after moving to a new location, one full round must pass before the nightmare's smoke cloud is fully formed in this new area; on the other hand, the smoke in its former location does not persist at all after the nightmare moves away.

Nightmares can fly naturally despite having no wings, but they do so by apparently running into the air; they can ascend and descend at up to a 45 degree angle at the given movement rate, and cannot dive or perform other maneuvers as normal winged fliers do. They can sense the alignment of any creature within 6" and, unless restrained by a rider, will viciously attack any Lawful creature within that range.

### Infernal, Quasit (Demon)

Armor Class	2 (special)
Hit Dice	3*
No. Attacks	2 claws/1 bite
Damage	1d2+special claw, 1d4 bite
Move	15"
Alignment	Chaotic
No. Appearing	1
% in Lair	0%
Treasure	Q x 3
Morale	Normal
XP	80

A Quasit is a very minor demon, generally created by a greater demon as a servant for a mortal wizard or priest. One appears as a very small hunched humanoid with a horned demonic head and a long tapering tail. In its natural form, a quasit stands about 1½ feet tall and weighs about 80 coins.

Each quasit can **polymorph** (similar to the spell **polymorph self**) at will into one or two forms from the following list: bat (page 9), giant centipede (page 20), toad, or wolf (page 151). In toad form a quasit has no effective attacks but can hide in any appropriate natural environment with an effectiveness of 90%; in all other forms the quasit can make use of the natural attacks and movement of that form.

In its natural form a quasit attacks with its foreclaws and its bite. Any successful claw hit causes not only 1d2 points of damage but the loss of 1 point of Dexterity, unless a saving throw vs. Poison is made. Dexterity points are recovered at a rate of 1 per turn after the fight is over. Any character reduced to 0 Dexterity points collapses to the ground, immobilized due to loss of all sense of balance.

Quasits can only be hit in combat by cold iron (not steel) or magical weapons, and they regenerate 1 hit point per round. Neither mundane nor magical cold, fire, or lightning attacks will harm them, but holy water damages them in the same way it harms undead monsters.

Quasits have several magical powers. They can **detect magic** automatically (as if the spell were constantly functioning) and can detect the alignment of all creatures within 6" in the same way. At will a quasit may become **invisible**. Once per day it can **cause fear** as the spell, except that its area is a 3" radius around the quasit.

Although quasits thirst for victory and power as other demons do, they are cowards at heart. They typically attack from ambush, using their **polymorph** ability and **invisibility** to get within reach, then try to scuttle away after attacking. When retreating, they use their **cause fear** ability to deter pursuit.

### Infernal, Succubus (Demon)

Armor Class	0 (m)
Hit Dice	6**
No. Attacks	2 claws
Damage	1d3 claw
Move	12" Fly 18"
Alignment	Chaotic
No. Appearing	1
% in Lair	5%
Treasure	I, Q
Morale	Normal
XP	750

A Succubus (plural *succubi*) is a demon in female form, a temptress who corrupts mortal men through lust. In her natural form, a succubus appears as a lovely human woman with small horns on her



forehead and batlike wings sprouting from her back. A succubus is rarely seen in its natural form, however, as one can change shape into nearly any humanoid form, with size ranging from as small as a halfling to as large as a human, of either physical gender and any appearance, even a perfect likeness of another character or humanoid creature. A succubus can change shape in a single round, and do so as often as desired.

A succubus can perform any of the following spell-like powers as often as desired, instead of attacking: **charm person**, **ESP**, **clairaudience**, **darkness** (as the reverse of **light**) with a radius of 5 feet, or **suggestion**, all as if a 6<sup>th</sup> level caster.

Once per day a succubus may also attempt to use **gate** to summon a nalfeshni (page 80) or a balor (page 72). Roll 1d%: on a roll of 01-30, a nalfeshni appears; on 31-40, a balor is summoned; on a roll of 41-00, the attempt fails. If the attempt fails, the succubus can try again as often as desired (once per round maximum) until it succeeds.

### Infernal, Vrock (Demon)

Armor Class	0
Hit Dice	8*
No. Attacks	2 claws/1 bite/2 talons
Damage	1d4 claw, 1d6 bite, 1d8 talons
Move	12" Fly 18"
Alignment	Chaotic
No. Appearing	1d3 or 1d6
% in Lair	5%
Treasure	B
Morale	Normal
XP	1,250

A Vrock is a lesser variety of demon; they appear as humanoids with the head, long neck, and wings of a vulture. Their bodies are partially covered in greasy-looking black vulture feathers, and their hands are claws and their feet, talons.

Vrocks are vicious fighters who like to fly down into the enemy and cause as much damage as possible. They prance about in battle, taking briefly to the air and bringing their clawed feet into play. Despite their advantage in mobility, the vrocks' deep love of battle frequently leads them into melee combats against heavy odds.

A vrock can perform any of the following spell-like powers as often as desired, instead of attacking: **detect invisible**, **darkness** (as the reverse of **light**) with a radius of 5 feet, or **telekinesis**, all as if a 8<sup>th</sup> level caster.

Once per day a vrock can attempt to **gate** in another vrock; this attempt is successful 10% of the time.

**Insect Swarm**

Armor Class	Immune to normal weapons, including most magical types
Hit Dice	2*, 3*, or 4*
No. Attacks	1 swarm
Damage	1d3 (double against no armor)
Move	3" Fly 6"
Alignment	Neutral
No. Appearing	1 swarm, Wild 1d3 swarms
% in Lair	None
Treasure	None
Morale	+2
XP	40, 80, or 140

An insect swarm is not a single creature; rather, it is a large group of ordinary flying or crawling insects moving as a unit. In general, a swarm fills a volume equal to three 10' cubes, though it is possible for a swarm to become more compact in order to move through a small doorway or narrow corridor. If the swarm consists of crawling insects, it covers three 10' squares and the flying movement above is ignored.

Any living creature within the volume or area of the swarm suffers 1d3 points of damage each round. Damage rolls are doubled if the victim is unarmored (for creatures which do not wear armor, any creature having worse than Armor Class 7 is considered unarmored).

Damage is reduced to a single point per round for three rounds if the character manages to exit the swarm. It is possible to "ward off" the insects by swinging a weapon, shield, or other similar-sized object around, and in this case also damage is reduced to 1 point per round. If a lit torch is used in this way, the swarm takes 1d4 points of damage per round. Weapons, even magic weapons, do not harm an insect swarm. An entire swarm can be affected by a **sleep** spell. Smoke can be used to drive a swarm away; if the swarm moves away from the victim(s) due to smoke, the damage stops immediately. Finally, a victim who dives into water will take damage for only one more round.

**Invisible Stalker**

Armor Class	3
Hit Dice	8*
No. Attacks	1
Damage	4d4
Move	12"
Alignment	Chaotic
No. Appearing	N/A
% in Lair	None
Treasure	None
Morale	Never checks
XP	1,250

Invisible stalkers are creatures native to another extradimensional plane. They sometimes serve wizards, who summon them to perform specific tasks; see the spell **invisible stalker** for details. Note that they are fully invisible all the time, and so attacking one will be difficult without some way of detecting it (such as by the spell **detect invisible**).

A summoned invisible stalker undertakes whatever task the summoner commands, even if the task sends it hundreds or thousands of miles away. The creature follows a command until the task is completed and obeys only the summoner. However, it will resent protracted missions or complex tasks and seek to pervert its instructions accordingly.

**Jackal**

Armor Class	8
Hit Dice	½ (1d4 points)
No. Attacks	1 bite
Damage	1d2
Move	18"
Alignment	Neutral
No. Appearing	2d6
% in Lair	None
Treasure	None
Morale	-2
XP	10

Jackals are small wild canines. They prefer to attack prey *en masse*, swarming larger creatures and trying to pull them down.

**Jackalwere**

Armor Class	4
Hit Dice	4*
No. Attacks	1 bite or 1 weapon
Damage	2d4 bite or by weapon
Move	12"
Alignment	Chaotic
No. Appearing	1d4
% in Lair	30%
Treasure	C
Morale	Normal
XP	140

Despite the name, Jackalwere are not ordinary lycanthropes; their condition is not contagious, for example. These strange creatures can assume the form of a somewhat larger than normal jackal or that of a man. They are rarely (1 on 1d6) found leading a pack of ordinary jackals, but otherwise will be hunting by themselves.

The jackalwere has one special power: the ability to cause a living creature who meets its gaze to fall asleep. This effect is otherwise as the spell **sleep**, and can be used any number of times per day. Note that any character facing a jackalwere who is aware of the creature's identity and knows of this power can easily avoid its gaze; only a truly unsuspecting opponent will be affected.

**Jaguar**

Armor Class	4
Hit Dice	4
No. Attacks	2 claws/1 bite
Damage	1d4 claw, 2d6 bite
Move	21" Swim 9"
Alignment	Neutral
No. Appearing	1d6
% in Lair	None
Treasure	None
Morale	Normal
XP	75

These great cats are about 8 to 9 feet long (from nose to tail-tip) and weigh about 1,650 coins. Unlike other great cats, they enjoy swimming and often hunt near rivers or lakes. Jaguars kill with their

powerful bite, preferring to deliver a fatal wound to the skull of their prey.

**Jellyfish, Giant**

Armor Class	9
Hit Dice	1 to 4
No. Attacks	1 tentacle brush
Damage	1d10 plus paralysis
Move	Swim 1"
Alignment	Neutral
No. Appearing	1d10
% in Lair	None
Treasure	None
Morale	Never Checks
XP	15, 30, 50, or 75 (by hit dice)

Giant Jellyfish are one of the more underrated dangers of the ocean. They float with the currents and the tides, nearly invisible (surprising on a 1-4 on 1d6) but moving to attack any creature who passes within 3" of the monster.

The attack of the giant jellyfish is a simple one: it drags its trailing tentacles over the body of its victim, and many tiny stingers strike, inflicting both pain and paralysis. Any living creature hit by a giant jellyfish must make a saving throw vs. Paralysis or be paralyzed for 2d4 turns. As this will naturally happen in water, a paralyzed victim may then drown.

A giant jellyfish has 2d10 tentacles per hit die, and 50% of successful hits will be against the tentacles; while each point of damage severs a tentacle, only damage done to the creature's main body counts against its normal hit points. Severing all the tentacles renders the creature harmless, and they will regenerate over the course of a few weeks. Attackers who are aware of these facts may choose to attack the main body specifically, in which case any successful hit will count against the creature's hit points.

**Kirin**

Armor Class	-5
Hit Dice	12**
No. Attacks	2 hooves, 1 horn (+3 to hit)
Damage	2d4 hoof, 3d6 horn
Move	24" Fly 36"
Alignment	Lawful
No. Appearing	1
% in Lair	7%
Treasure	Special
Morale	+1
XP	3,050

A Kirin (sometimes written Ki-Rin or Qilin) is a strange creature resembling a scaly-skinned unicorn with a heavier, dragon-like head and a wild leonine mane. Their scales are sparkingly golden, the hair of their mane and tail are rose gold, and their eyes are a deep lavender or violet color.

Kirin are natural fliers and are said to prefer to never touch the ground. Those met in the wild are always solitary and apparently always male; nothing is known about how females might differ from males, for none have evidently ever been seen. They are extremely intelligent and can communicate with any other intelligent creature by means of their unique form of telepathy.

A kirin has the magical abilities of a 15<sup>th</sup> level magic-user, but casts spells by force of will alone, needing no words or gestures to cast them. In addition, once per day a kirin can cast **create food**, **create water**, **control weather**, and **wind walk**. Once per day a kirin can create items of wood or softer material of up to 20 cubic feet which are of permanent nature, and once per day can create up to 2,000 coins weight of metal items that will persist for one day before disappearing.

Any spell cast by a kirin that affects air, wind, or sky is at twice normal power or effect, as determined by the referee.

The skin of a kirin is very valuable, up to 25,000 GP in value if not too badly damaged. However, as kirin are Lawful creatures and much revered (indeed, almost worshiped), those who would buy such a skin are undoubtedly very evil indeed.

**Kobold**

Armor Class	7
Hit Dice	½ (1d4 points)
No. Attacks	1
Damage	1d4 or by weapon type
Move	6"
Alignment	Chaotic
No. Appearing	4d4, Wild 5d12, Lair 20d12
% in Lair	50%
Treasure	1d6 GP ea.
Morale	-1
XP	10

Kobolds are small greenish humanoids with reptilian skin, pointed ears, and vaguely doglike muzzles. They average about 3 feet tall and weigh 400 to 450 coins each. They speak their own language; 35% also speak Goblin, and 15% or so also speak Common. Most kobolds encountered outside their homes are warriors, and the statistics given above are for such creatures.

When encountered in their lair, the Kobolds will be led by a Kobold Chief who has 2 hit dice and does 1d8 points of damage on a hit. He will be protected by 5d6 elite guards who have 1 hit die and do 1d6 points of damage on a hit.

Kobolds see well in the darkness, having Infravision with a 6" range. On the other hand, they are very uncomfortable in bright light, and suffer penalties of -1 on attack rolls and morale checks if they must fight in full daylight.

**Lamia**

Armor Class	3
Hit Dice	9*
No. Attacks	1 weapon, 2 claws
Damage	1d4 or by weapon type, 1d6 claw
Move	24"
Alignment	Chaotic
No. Appearing	1
% in Lair	55%
Treasure	D
Morale	Normal
XP	1,650

A Lamia resembles a centaur, in that one has a human-like head, arms, and torso atop the body of a quadruped. However, all lamias are apparently female, and a lamia's beast-like lower body is scaly and dragon-like, with clawed forepaws and cloven hooves on her hind feet. A typical lamia is about 8 feet long and weighs about 7,000 coins. They are usually armed with a dagger or knife of some type, but are able to employ nearly any weapon usable by humans.

A lamia can cast spells as a magic-user of the 5<sup>th</sup> level of ability, that is, 4 first level spells, 2 second level spells, and 1 third level spell each day. Lamia prefer the spells **charm person**, **mirror image**, **phantasmal forces**, and **suggestion**, but the referee should feel free to assign whatever spells he or she wishes. They strongly prefer spells that influence, deceive, or confuse victims over those that cause damage directly.

The touch of a lamia drains 1 point of Wisdom, in addition to any damage inflicted. This includes any hit with her claws, but not with a dagger or other weapon; if a lamia attempts to attack by touch, roll for the attack as normal but the only damage done is the Wisdom drain. This draining is permanent, unless restored by magic; a **restoration** spell will restore one lost point of Wisdom, incapacitating the caster for just 1d4 days rather than the usual 2d10 days for restoring a level of ability. Any character reduced below 3 points of Wisdom becomes the lamia's willing slave, obeying literally any order she gives.

**Lammasu**

Armor Class	6
Hit Dice	6+2*
No. Attacks	2 claws
Damage	1d6 each claw plus special
Move	12" Fly 24"
Alignment	Lawful
No. Appearing	2d4
% in Lair	35%
Treasure	A1
Morale	Normal
XP	525

Lammasu are winged lions with human-like heads. They are intelligent and very Lawful, and will generally give aid and protection to other Lawful creatures. They can speak Common as well as any language spoken by Lawful creatures. A typical lammasu is about 8 feet long and weighs about 5,000 coins.

A lammasu has the spell abilities of a 6<sup>th</sup> level Cleric. They can become **invisible** at will (as if wearing a **ring of invisibility**), and teleport at will over short ranges as if casting **dimension door**. They are constantly surrounded by **protection from evil, 10' radius** (as the spell).

**Lamprey**

	Normal	Giant
Armor Class	7	6
Hit Dice	1+2	5
No. Attacks	1 bite	1 bite
Damage	1d2 plus 2 per round	1d6 plus 10 per round
Move	Swim 12"	Swim 9"
Alignment	- Neutral -	
No. Appearing	- 1d4 -	
% in Lair	- None -	
Treasure	- None -	
Morale	- Never Checks -	
XP	10	200

A Lamprey is an eel-like jawless fish with a funnel-shaped sucking mouth lined with many sharp teeth. A lamprey attacks by boring into its prey with these teeth and latching on, doing the given

damage on the initial attack and causing 2 points per hit die of blood loss damage each round thereafter, until the victim or the lamprey is dead. Pulling a lamprey loose without first killing it requires a standard roll to open doors, and if successful the victim suffers damage equal to being bitten again due to the tearing loose of the lamprey's many teeth. This does not substantially harm the lamprey, which will immediately attack whoever pulled it loose.

The giant lamprey is simply a much larger version of the common variety; these monsters are found in areas populated with particularly huge or prehistoric sea life.

**Leech, Giant**

Armor Class	3
Hit Dice	6
No. Attacks	1 bite + hold
Damage	1d6 + 1d6/round
Move	9"
Alignment	Neutral
No. Appearing	1d4
% in Lair	None
Treasure	None
Morale	Never checks
XP	300

Giant leeches are slimy, segmented wormlike creatures which live in water. Salt or fresh, clean or stagnant, there are giant leech varieties for all wet environments. However, only a true leech expert can tell the various types apart. An average giant leech will be 4 to 6 feet long.

Once a giant leech hits, it attaches to the victim and sucks blood, causing an additional 1d6 points of damage each round. Killing the leech is the only way to remove it.

**Leopard**

Armor Class	6
Hit Dice	3+2
No. Attacks	2 claws/1 bite + 2 rear claws (rake)
Damage	1d3 claw, 1d6 bite, 1d4 rear claw
Move	12"
Alignment	Neutral
No. Appearing	1d2
% in Lair	5%
Treasure	None
Morale	Normal
XP	50

If a leopard hits with both front claws it may make two additional "rake" attacks with its rear claws against the same opponent.

**Leprechaun**

Armor Class	8
Hit Dice	½+1** (1d4+1 hit points)
No. Attacks	None (special, see below)
Damage	None
Move	15"
Alignment	Neutral
No. Appearing	1 or 2d10
% in Lair	10%
Treasure	F
Morale	Normal
XP	12

Leprechauns are small fey creatures (averaging 2 feet in height) who prefer to live in temperate areas of green fields and woods. They enjoy engaging in various sorts of mischief, usually mild but sometimes cruel depending on their opinion of the victim.

Leprechauns have several spell-like magical powers which they can use at will, including: **polymorph any object** (as the spell but affecting only non-living items), **invisibility**, **phantasmal forces**, and **ventriloquism**. They have been known to combine the last three of these in such a way as to disguise their actual location.

It is nearly impossible to surprise a leprechaun, such that the referee need not even roll in most cases;

only the use of truly superior magic can overcome their finely-honed senses and reflexes. When rolling for initiative, leprechauns receive a bonus of +2 on the die roll.

These creatures can pick pockets in the same fashion as a thief, having a 70% chance of success, and they will sometimes choose to do so and then flee as swiftly as possible. If pursued, there is a 30% chance per each round of successful pursuit that the leprechaun will choose to drop the item.

Legend holds that whoever captures a leprechaun or corners it in its lair may demand its treasure. In fact, the leprechaun can and will attempt to deceive any such character, and only those who are very clever indeed have any chance of success at this endeavor. Their fondness for strong drink is virtually their only weakness, but note that a leprechaun can drink as much as a dwarf with similar effect despite its small size.

### Leucrotta

Armor Class	4
Hit Dice	6+1
No. Attacks	1 bite or 2 kicks
Damage	3d6 bite, 1d6 kick
Move	18"
Alignment	Chaotic
No. Appearing	1d4
% in Lair	35%
Treasure	D
Morale	Normal
XP	300

The Leucrotta is a very strange looking creature, having a body like a deer or stag with a head resembling a European badger and a leonine tail. Instead of normal teeth, the mouth of a leucrotta is lined with saw-edged ridges of bone. They are hateful predatory creatures who prefer intelligent prey.

A leucrotta can imitate any male or female voice of any human, demi-human, or humanoid, from the high-pitched tones of a pixie to the deepest rumble of a giant. This ability is used to lure potential victims into ambush situations. Leucrotta

virtually always know the Common tongue, and have a 25% chance to know any of the following (roll once per language as needed): Elvish, Dwarvish, Orcish, Goblin, Gnoll, or Giant.

The leucrotta's kick attacks may only be directed at opponents behind the creature, and one cannot effectively bite and kick in the same round.

### Lich

Armor Class	3
Hit Dice	10**
No. Attacks	1
Damage	1d10 plus special
Move	6"
Alignment	Chaotic
No. Appearing	1d4
% in Lair	60%
Treasure	A1
Morale	Normal
XP	2,550

A lich is a spellcasting **undead** (as described on page 145), usually a formerly mortal wizard or sorcerer but sometimes a cleric or other spellcaster, who has used its magic to unnaturally extend its life. A lich is a gaunt and skeletal humanoid with withered flesh stretched tight across horribly visible bones. Its eyes have long ago been lost to decay, but bright pinpoints of crimson light burn on in the empty sockets. Liches speak Common plus any other languages they knew in life.

The undead existence of a lich is sustained with the use of a device called a **canopticept**. This device contains the lich's very soul, sustaining it outside the slowly-decaying body of the monster. A lich must be on the same plane of existence as its canopticept; should the device and the lich be separated on different planes of existence, the creature's body will fall dead instantly. Whether or not the lich can recover is left to the referee's discretion. The canopticept is sometimes incorrectly called a phylactery, possibly because some liches choose to use such a device of worship profanely in this way. A canopticept can in fact have almost any form, though almost all such devices fit comfortably in a man's hand.



A lich will have 12<sup>th</sup> level or higher spellcasting ability, either as a Magic-User or as a Cleric (though most are former Magic-Users). Most are of higher levels, with 18<sup>th</sup> being more typical. In addition to its spellcasting abilities and the resistances that come from being undead, a lich's touch will **paralyze** living creatures (with no saving throw allowed) for 2d4 turns. The sight of a lich will cause any living creature of 4 or fewer levels or hit dice to flee in **fear** unless a successful saving throw vs. Spells is made.

**Lion**

Armor Class	6
Hit Dice	5
No. Attacks	2 claws/1 bite + 2 rear claws (rake)
Damage	1d4 each claw, 1d10 bite, 1d6 rear claw
Move	15"
Alignment	Neutral
No. Appearing	2d6
% in Lair	None
Treasure	None
Morale	Normal
XP	200

These great cats rule the open plains. They are intelligent hunters who will use good judgment in choosing what to attack. If a lion hits with both front claws it may make two additional "rake" attacks with its rear claws against the same opponent.

**Living Statue**

Living statues are magically animated. They are true automatons, unlike golems, which are animated by elemental spirits. While this means that living statues have no chance of going "berserk," it also means that they may only perform simple programmed activities. They may not be commanded in any meaningful fashion. They make very effective guards for tombs, treasure rooms, and similar places.

Living statues can be crafted to resemble any sort of living creature, but most commonly are made to look like humans or demi-humans. Their hit dice vary depending on the size of the statue; the first number given represents a dwarf-sized statue, the second a man-sized one, and the remaining two are successively larger statues.

**Living Statue, Common**

Armor Class	2
Hit Dice	3, 4, 5, or 6
No. Attacks	1 weapon or 2 fists
Damage	2d6 weapon or 1d6 each fist
Move	6"
Alignment	Neutral
No. Appearing	N/A
% in Lair	None
Treasure	None
Morale	Never checks
XP	50, 75, 200, or 300

Common living statues have no special abilities. Those that were carved with weapons in hand may strike once per round for 2d6 points of damage; those without weapons may strike once with each fist, inflicting 1d6 points of damage on a hit.

**Living Statue, Iron**

Armor Class	2
Hit Dice	4*, 5*, 6*, or 7*
No. Attacks	1 weapon or 2 fists
Damage	2d8 weapon or 1d8 fist + special
Move	3"
Alignment	Neutral
No. Appearing	N/A
% in Lair	None
Treasure	None
Morale	Never checks
XP	140, 325, 525, or 900

If an iron living statue is struck by a non-magical weapon made of metal (even if only partially metal), the wielder must make a save vs. Spells or the weapon will be stuck in the monster. If this happens, it cannot be removed until the statue is "killed."

**Living Statue, Volcanic**

Armor Class	4
Hit Dice	5*, 6*, 7*, or 8*
No. Attacks	2 lava sprays
Damage	2d6 each spray
Move	6"
Alignment	Neutral
No. Appearing	N/A
% in Lair	None
Treasure	None
Morale	Never checks
XP	325, 525, 900, or 1,250

A volcanic living statue attacks by spraying molten rock from its fingertips with a range of 1".

**Lizard, Fire**

Armor Class	3
Hit Dice	7* to 12*
No. Attacks	2 claws, 1 bite or 1 breath
Damage	1d8 claw, 2d8 bite, 2d6 breath
Move	9"
Alignment	Neutral
No. Appearing	1d4
% in Lair	50%
Treasure	B
Morale	Normal
XP	7 HD: 900;      8 HD: 1,250; 9 HD: 1,650;    10 HD: 1,800; 11 HD: 1,975;   12 HD: 2,175

Fire Lizards are huge creatures that resemble wingless dragons. They are gray or tan in coloration, with mottled red patches and spots on their backs, legs, and heads; younger fire lizards are dusted with golden highlights that become dull and disappear as they mature.

Though they may be found sharing a lair, fire lizards are dull creatures which sleep most of the time if not hunting. If encountered in their lair, there is a 50% chance each is sleeping (roll for each individual) and will awaken in 2d8 rounds after any commotion begins (or in a single round if attacked). They do like shiny things, and a lair will contain treasure (as indicated above) scattered in haphazard piles.

A fire lizard's breath weapon engulfs a volume about 1" wide by 1½" long, and a normal saving throw is allowed for half damage. Fire lizards are immune to normal fire and take half damage from magical fire attacks.

**Lizard, Giant Draco**

Armor Class	5
Hit Dice	4+2
No. Attacks	1 bite
Damage	1d10
Move	12' Fly 21" (see below)
Alignment	Neutral
No. Appearing	1d4 Wild 1d8
% in Lair	None
Treasure	None
Morale	Normal
XP	75

Giant draco lizards are able to extend their ribs and connected skin to form a sort of wing, allowing them to fly for short distances (no more than three rounds, and ascending is impossible). An average giant draco lizard is 8' long, including its nearly 3' long tail. They are fierce predators.

**Lizard, Giant Gecko**

Armor Class	5
Hit Dice	3+1
No. Attacks	1 bite
Damage	1d8
Move	12" (special)
Alignment	Neutral
No. Appearing	1d6 Wild 1d10
% in Lair	None
Treasure	None
Morale	Normal
XP	50

Giant gecko lizards range from 4' to 6' in length, and are generally green in color, though grey or white versions can be found underground. They can climb walls and even walk across ceilings at full movement rate due to their specialized toe pads. They are carnivores, typically attacking weaker prey from above.

**Lizard, Giant Horned Chameleon**

Armor Class	2
Hit Dice	5
No. Attacks	1 tongue or 1 bite
Damage	grab or 2d6
Move	12"
Alignment	Neutral
No. Appearing	1d3 Wild 1d6
% in Lair	None
Treasure	None
Morale	Normal
XP	200

Giant horned chameleons average 8' to 10' in length. They are typically green, but can change color to blend into their surroundings, allowing them to surprise prey on 1-4 on 1d6. They have very long tongues, able to spring out up to 20'. The sticky muscular ball on the end grabs on to the chameleon's prey, and the chameleon then drags the prey to its mouth, doing bite damage automatically on the following round and all subsequent rounds. This continues until the chameleon is killed or fails a morale check, or until the prey is dead.

The horns of the giant horned chameleon are used only in mating rituals, not in combat.

**Lizard, Giant Minotaur**

Armor Class	5
Hit Dice	8
No. Attacks	2 claws, 1 bite
Damage	2d6 claw, 3d6 bite
Move	6"
Alignment	Neutral
No. Appearing	1d8
% in Lair	80%
Treasure	None
Morale	Normal
XP	700

The Giant Minotaur Lizard is so named because of horny projections from the creature's forehead; however, the are used only in mating rituals, never in combat. Even when not encountered in their lairs, giant minotaur lizards are rarely far from them;

they hunt by hiding near intersecting subterranean corridors or similarly restricted areas in the wilderness and leaping out at their prey, clawing and biting. This method of ambush is aided by their mottled brown and grey coloration, which resembles natural stone so well that they surprise on 1-3 on 1d6 in such surroundings; in "finished" dungeon areas or in non-rocky wilderness they do not receive this bonus, but still try to ambush prey in the same way.

Any man-sized or smaller prey that is bitten is held; the lizard will attempt to drag such prey to its lair (generally nearby, as noted), whether dead or alive, inflicting additional biting damage each round automatically. One will only release prey if it fails a morale check or is killed. These creatures are more interested in food than in killing, so once prey has been secured they will try to escape from battle back to the lair where they can eat in peace. They do not share well, though, and may fall to attacking each other if they capture fewer victims than there are lizards. Of course, so long as there are interlopers in their lair they will continue to fight them.

### Lizard, Giant Subterranean

Armor Class	5
Hit Dice	6
No. Attacks	1 bite
Damage	2d6
Move	12"
Alignment	Neutral
No. Appearing	1d6
% in Lair	25%
Treasure	None
Morale	Normal
XP	300

Giant Subterranean Lizards are a species of huge lizards with pale yellow or white skin which are found only in large underground areas. They are predators who hunt in large cave or tunnel systems. Though they are large, they are able to slow their metabolisms such that they can go without food or water for months at a time if necessary.

Giant subterranean lizards are very quiet, and normally gain surprise on 1-3 on 1d6 because of this feature. Though they are not particularly smart, they are able to remember the tunnels in which they commonly hunt in great detail (and in three dimensions) and will always take the most effective route in pursuit of their prey. Worse, they often hunt in groups, and will cunningly choose to herd fleeing prey into dead ends or into crossings where the lizards may fall upon them from several directions at once.

### Lizard, Giant Tuatara

Armor Class	4
Hit Dice	6
No. Attacks	2 claws/1 bite
Damage	1d4 claw, 2d6 bite
Move	12"
Alignment	Neutral
No. Appearing	1d2 Wild 1d4
% in Lair	None
Treasure	None
Morale	Normal
XP	300

Giant tuataras are large, being 10' to 12' long, and heavily built. They are predators with a powerful shearing bite. Giant tuataras are more resistant to cold than most lizards, and are thus sometimes found hunting deep underground. They are also known to hibernate in cold weather.

**Lizard Man**

Armor Class	5
Hit Dice	2+1
No. Attacks	2 claws/1 bite or 1 weapon/1 bite
Damage	1d3 each claw, 1d8 bite or 1d6 or by weapon, 1d8 bite
Move	6" Swim 12"
Alignment	Chaotic
No. Appearing	10d4
% in Lair	60%
Treasure	D
Morale	Normal
XP	30

A lizard man is usually 6 to 7 feet tall with green, gray, or brown scales. Its tail is used for balance and is 3 to 4 feet long. A lizard man typically weighs between 2,000 and 2,500 coins. Lizard men have their own language, and in addition 40% speak Dragon and 15% speak Common. There is no visible difference between males and females, and both fight equally well.

Lizard men fight as unorganized individuals. They prefer frontal assaults and massed rushes, sometimes trying to force foes into the water where the lizard men have an advantage.

When encountered in their lair, a tribe of lizard men will normally be led by a large individual having 4+1 hit dice and doing 1d4 with each claw and 1d10 with its bite; if armed with a weapon, this Lizard King will gain a bonus of +1 on damage rolls due to its great strength. Despite the name "Lizard King" it is roughly equally likely that the leader will be male or female... though still, outsiders won't be able to tell.

**Locathah**

Armor Class	6
Hit Dice	2
No. Attacks	1 weapon
Damage	1d6 or by weapon
Move	12" Swim 12"
Alignment	Neutral
No. Appearing	2d4 Lair 10d20
% in Lair	15%
Treasure	A
Morale	Normal
XP	30

Although humanoid in shape, locathah (the word is both singular and plural) are clearly more fish than human, having scaly yellowish skin, large eyes, large finlike ears, fishy mouths, and gills instead of noses. The average locathah stands 5 feet tall and weighs 1,750 coins. Females and males look very much alike, although the former can be recognized by ochre stripes on either side of their abdomens.

For every full 30 locathah in a group there will be included a 4 hit die leader and 1d4 "lieutenants" having 3 hit dice each. Any group of 100 or more will also include a chieftain of 5 hit dice and 2d4 of his or her lieutenants of 3 hit dice each.

Locathah armies generally include about 35% mounted locathah, riding on giant eels. These eels can also fight and will attack whichever opponent the rider selects. See Eels on page 45 for their statistics. All mounted locathah and 50% of the unmounted ones will be armed with lances (long spears) while the remainder will be divided more or less evenly between those using crossbows and those armed with net and dagger. Anyone successfully attacked with a net will be entangled unless a saving throw vs. Death Ray is made; entangled characters cannot fight with two handed or long weapons, though daggers and the like can still be used, and while entangled those attacking the character gain +4 on their attack rolls. The net-wielder can use its dagger to attack on subsequent rounds after successfully netting a victim. Entangled victims must cut their way free, or otherwise damage the net in order to escape,

unless the net-wielder is slain or loses his or her grip on the net.

### Lurker Above

Armor Class	6
Hit Dice	10
No. Attacks	1 smother
Damage	1d6 + 1d6/round
Move	Fly 9" (special)
Alignment	Neutral
No. Appearing	1 Lair 1d4
% in Lair	50%
Treasure	C
Morale	Normal
XP	1,050

The monster known as the Lurker Above is a subterranean creature which appears to be related to aquatic creatures such as the manta ray, though this is hardly likely. A lurker above "swims" through the air due to buoyant gas bladders in its "wings," and if unable to fly for some reason one can creep no more than 1" per round.

A lurker above hunts by lying flat against the ceiling of a subterranean room, camouflaged by its stony-textured dark gray underbelly (thus surprising on 1-4 on 1d6) and then falling on and wrapping itself around its prey. The prey is held immobile, rendered unable to breathe, and constricted in this way until it dies. Living creatures of man-size or smaller will suffer 1d6 points of damage per round and will typically remain conscious at most 1d4+1 rounds. A victim may only fight if he or she has a short cutting or stabbing weapon already in hand before being attacked.

### Lycanthrope

Lycanthropes are humans who are able to assume the form of an animal. In its natural form, a lycanthrope looks like any other human, though those who have been afflicted for a long time tend to have or acquire features reminiscent of their animal forms. In animal form, a lycanthrope resembles a powerful version of the normal animal, but on close inspection, its eyes show a faint spark of unnatural intelligence.

Lycanthropy is spread like a disease. Those characters who take more than half of their hit points in damage from the natural attacks of a lycanthrope (or several lycanthropes of the same type) will be transformed into one of that type of lycanthrope in 2d12 days. This affliction can be prevented by **cure disease**, but once the character becomes a lycanthrope that spell will no longer work.

If encountered in their lair, lycanthropes will be found as one or more families; every 2-5 individuals will be a family consisting of two adults with the remainder being young of half hit dice. The young lycanthropes will fight as long as the adults do, but if all adults are slain the young should be treated as having been subdued; they will surrender and be obedient to the attackers if the attackers so permit.

Lycanthrope groups (or packs) encountered outside their lairs will consist entirely of adults.

### Lycanthrope, Werebear

Armor Class	2 (s)
Hit Dice	6*
No. Attacks	2 claws/1 bite
Damage	1d4 each claw, 2d8 bite
Move	9"
Alignment	1d6: 1-4 = Lawful, 5-6 = Neutral
No. Appearing	2d10
% in Lair	15%
Treasure	C
Morale	Normal
XP	525

Werebears in human form tend to be stout, well-muscled, and hairy. Their hair is thick, and males usually wear beards. They may have reddish, blond, ivory, or black hair, matching the color of the ursine form. They dress in simple cloth and leather garments that are easy to remove, repair, or replace.

If a werebear hits with a claw and the roll is a natural 18 or better, the werebear has hugged its opponent, doing an additional 2d6 points of damage. A hug can only be employed against opponents of the werebear's own size or smaller.

**Lycanthrope, Wereboar**

Armor Class	4 (s)
Hit Dice	4+1*
No. Attacks	1 gore
Damage	2d6 gore
Move	12"
Alignment	1d6: 1-2 = Neutral, 3-6 = Chaotic
No. Appearing	2d10
% in Lair	15%
Treasure	C
Morale	Normal
XP	140

A wereboar in humanoid form tends to be a stocky, muscular individual of average height. They dress in simple garments that are easy to remove, repair, or replace.

**Lycanthrope, Wererat**

Armor Class	7 (s)
Hit Dice	3*
No. Attacks	1 bite/1 weapon
Damage	1d4 bite, 1d6 or by weapon type
Move	12"
Alignment	Chaotic
No. Appearing	8d4
% in Lair	25%
Treasure	C
Morale	Normal
XP	80

A wererat in human form tends to be a thin, wiry individual of shorter than average height. Its eyes constantly dart around, and the nose and mouth may twitch if he or she is excited. Males often have thin, ragged mustaches.

Wererats can move as silently as a 7<sup>th</sup> level Thief. In addition to assuming human and giant rat forms, a wererat can assume an intermediate form which is man-shaped with a rat's head and rat fur over its entire body. A wererat can summon and control 8d10 ordinary or 2d6 giant rats; however, a group of wererats can summon at most 10d10 ordinary or 3d6 giant rats total. Summoned rats will begin appearing 2d4 rounds after being called, with one-third appearing each round thereafter.

**Lycanthrope, Weretiger**

Armor Class	3 (s)
Hit Dice	5*
No. Attacks	2 claws/1 bite
Damage	1d4 each claw, 1d10 bite
Move	12"
Alignment	1d6: 1-4 = Neutral, 5-6 = Chaotic
No. Appearing	2d10
% in Lair	15%
Treasure	C
Morale	Normal
XP	325

Weretigers in human form tend to be sleekly muscular, taller than average, and very agile. Like other cats, weretigers will tend to play with their food if not particularly hungry.

**Lycanthrope, Werewolf**

Armor Class	5 (s)
Hit Dice	4*
No. Attacks	1 bite
Damage	2d4 bite
Move	15"
Alignment	1d6: 1-2 = Neutral, 4-6 = Chaotic
No. Appearing	2d10
% in Lair	15%
Treasure	C
Morale	Normal
XP	140

Werewolves in their human form appear quite ordinary. However, they often try to assert their dominance over any group of non-werewolves.

**Lynx, Giant**

Armor Class	6
Hit Dice	2+2
No. Attacks	2 claws, 1 bite + 2 hind claws (rake)
Damage	1d2 claw, 1d4 bite, 1d3 hind claw
Move	12" Leap 1"
Alignment	Neutral
No. Appearing	1d4
% in Lair	5%
Treasure	None
Morale	Normal
XP	30

The Giant Lynx is unusual in that it is not only larger than the normal sort of lynx, but also more intelligent. In fact, a giant lynx is as intelligent as a human (on the average) and they speak their own language and have a 15% chance of speaking Common as well.

A giant lynx attacks with its foreclaws and its bite, and if both foreclaws hit, it may make two additional attacks with its hindclaws (known as a "rake" attack).

They also have an uncanny ability to recognize traps, detecting them with a 35% chance by casual observation and a 75% chance on a standard search. They are excellent climbers, able to climb in their native terrain with a 90% chance of success.

The giant lynx is found in cold regions, including both arctic and subarctic climates as well as snowy mountainous areas. If encountered in lair there is a 25% chance of 1d4 kittens who have ½ or 1 hit die and can attack only by biting for 1d3 points of damage.

**Mammoth**

Armor Class	4
Hit Dice	15
No. Attacks	2 tusks, 1 trunk grab, 2 tramples
Damage	3d6 tusk, 2d8 trunk, 2d6 trample
Move	12"
Alignment	Neutral
No. Appearing	1d12
% in Lair	0%
Treasure	Special
Morale	Normal
XP	1,700

Mammoths are huge, shaggy prehistoric relatives of the elephant. Though found in a variety of climates, they are most common in colder territories.

Like elephants, mammoths have five distinct attack modes (two tusks, a trunk grab, and two tramples with the front feet), but a single individual can apply no more than two of these attacks to any single opponent of small or medium size; large opponents may be targeted by three of these attacks in a round. However, one can attack multiple opponents in its immediate area at the same time.

A light load for a mammoth is 85,000 coins; a heavy load, up to 170,000 coins.

A mammoth has no treasure as such, but its tusks are worth 2d6 x 100 gp.

**Man-O-War**

See **Jellyfish, Giant** on page 85.

**Manticora**

Armor Class	4
Hit Dice	6+1*
No. Attacks	2 claws/1 bite/24 spikes
Damage	1d3 each claw, 1d8 bite, 1d6 each spike
Move	12" Fly 18"
Alignment	Chaotic
No. Appearing	1d4
% in Lair	25%
Treasure	D
Morale	Normal
XP	525

A manticora has the body of a lion, birdlike wings, a human-like face, and a spiked tail. Its tail will have 20+2d4 spikes which can be launched up to 6 at a time at one or more adjacent opponents up to 18" away. Roll for each spike separately, treating them as equivalent to crossbow bolts.

A typical manticora is about 10 feet long and weighs about 10,000 coins.

**Mastodon**

Armor Class	2
Hit Dice	13
No. Attacks	2 tusks, 1 trunk grab, 2 tramples
Damage	3d6 tusk, 2d6 trunk, 2d6 trample
Move	15"
Alignment	Neutral
No. Appearing	2d8
% in Lair	0%
Treasure	Special
Morale	Normal
XP	1,450

These prehistoric relatives of the elephant are intelligent and able to communicate with each other in a rudimentary way. They are more aggressive than the common elephant and will attack any creature they see as a threat.

Like elephants, mastodons have five distinct attack modes (two tusks, a trunk grab, and two tramples with the front feet), but a single individual can apply no more than two of these attacks to any single opponent of small or medium size; large

opponents may be targeted by three of these attacks in a round. However, one can attack multiple opponents in its immediate area at the same time.

A light load for a mastodon is 80,000 coins; a heavy load, up to 160,000 coins.

A mastodon has no treasure as such, but its tusks are worth 1d10 x 100 gp.

**Medusa**

Armor Class	8
Hit Dice	4**
No. Attacks	1 weapon/1 gaze/1 bite
Damage	1d6 or by weapon type, petrification, poison
Move	9"
Alignment	Chaotic
No. Appearing	1d4
% in Lair	75%
Treasure	F
Morale	Normal
XP	205

A medusa has the torso of a woman with a serpentine lower body. Her face is hideous and she has writhing serpents in place of hair. The gaze of a medusa can turn a living creature to stone. It is



safe to view a medusa with a mirror, but should she see her own reflection she will herself be turned to stone. In either case, the victim is allowed a save vs. Petrification to resist the magic.

Worse yet, the bites of her serpent-hair are poisonous; treat all the bites as a single attack. Anyone bitten by them must save vs. Poison or die.

Any character using a mirror to fight a medusa suffers a penalty of -2 on all attack rolls.

## Mer

Armor Class	7
Hit Dice	1*
No. Attacks	1 weapon
Damage	1d6 or by weapon type
Move	3" Swim 12"
Alignment	1d6: 1-2 = Lawful, 3-5 = Neutral, 6 = Chaotic
No. Appearing	4d10 (8d10 in lair)
% in Lair	40%
Treasure	A3
Morale	Normal
XP	20

Mer have human-like upper bodies and fish-like lower parts; females are called Mermaids, while males are called Mermen. They are usually armed with tridents (treat as pole arms) and darts (treat as thrown daggers); some may instead be armed with water-adapted crossbows (treat as light crossbows, with all ranges reduced 50% underwater). They do not normally carry treasure on their persons.

For every 8 mer in a group there will be a leader having 2 hit dice and doing +1 damage on any successful hit due to great Strength. In their lair will be a King or Queen having 4 hit dice and a +2 Strength bonus to damage rolls, along with 1d4 guards having 3 hit dice and a +1 Strength bonus (this in addition to the 2 hit die leaders previously mentioned). There is a 35% chance of a merman or mermaid having Clerical abilities of levels 2-5 (1d4+1); that individual will have 2 hit dice but no bonus for Strength.

## Mimic

Armor Class	7
Hit Dice	7 to 10
No. Attacks	1 pseudopod or 1 bite
Damage	3d4 pseudopod or 1d12 bite
Move	3"
Alignment	Neutral
No. Appearing	1
% in Lair	None
Treasure	None
Morale	Normal
XP	7 HD: 500; 8 HD: 700; 9 HD: 950; 10 HD: 1,050

A Mimic is a strange amorphous creature which is able to shape its body into the form of an inanimate object, providing the creature with excellent concealment and allowing it to ambush prey very effectively. A mimic can assume the general shape of any object that fills roughly 150 cubic feet (5 feet by 5 feet by 6 feet), such as a massive chest, a stout bed, or a substantial door. The creature cannot substantially alter its size, though. A mimic's body is hard and has a rough texture, no matter what appearance it might present. Anyone who examines the mimic closely can detect the ruse with ease, but of course, by this time it is generally far too late. As a result of this power, mimics gain surprise on 1-5 on 1d6; if any player indicates that his or her character is examining the mimic before it attacks, this chance is reduced to 1-3 on 1d6.

A mimic exudes a thick slime that acts as a powerful adhesive, holding fast any creatures or items that touch it (including any weapons used to attack one). The mimic may choose whether or not victims struck in combat are also stuck fast. Opponents who become stuck in this way cannot get free while the mimic is alive without removing the adhesive first. Strong alcohol or acid dissolves the adhesive (though the latter will probably also injure a stuck victim or damage stuck items). A mimic can dissolve its adhesive at will, and the substance breaks down 2d4 rounds after the creature dies.

A mimic generally only uses its bite attack against opponents who are already stuck to it, but due to their vulnerable position the mimic receives an additional +3 bonus on such bite attack rolls.

**Minotaur**

Armor Class	6
Hit Dice	6
No. Attacks	1 butt/1 bite/1 weapon
Damage	2d4 butt, 1d3 bite, 1d6 or by weapon type
Move	12"
Alignment	Chaotic
No. Appearing	1d8
% in Lair	10%
Treasure	C
Morale	Normal
XP	300

A minotaur appears to be a hairy, bull-headed humanoid standing more than 7 feet tall and weighing about 7,000 coins. Minotaurs speak their own language, and are 60% likely to speak Giant and 10% likely to speak Common. Though of low intelligence, minotaurs have a natural talent for solving mazes; they are never lost and can track prey (or enemies) quite well.

**Mold, Deadly**

	Brown	Yellow
Armor Class	9	N/A
Hit Dice	2*	2*
No. Attacks	1	1
Damage	Special	Special
Move	None	None
Alignment	Neutral	Neutral
No. Appearing	N/A	N/A
% in Lair	None	None
Treasure	None	None
Morale	Normal	Normal
XP	40	40

**Brown mold** is a fungus found in underground areas. A patch is typically about 5' in diameter, and could be any color from dark brown to pale tan. Brown mold feeds on light and warmth, save

only for ultraviolet light (which is why it is found underground, as direct sunlight or other sources of ultraviolet light will cause it 1d4 points of damage per turn). The area surrounding a patch of brown mold will be noticeably colder, and any living creature standing within 5 feet of a brown mold will suffer 1d8 points of cold damage each round. Exposure to heat (such as a torch, **fireball** spell, etc.) causes the mold to grow almost instantly. Fires that would otherwise do up to 10 points of damage will cause the patch to add an additional 20 square feet or so in size (approximately doubling its initial size) with each additional 10 points or so adding a similar area. This effectively increases the area of its cold damage. Any type of fire or cold attack will not harm this mold, but attacks with weapons or lightning can damage it (though weapon attacks may also damage the weapon, if the relatively thin layer of mold lies over metal or stone). Exposure to ultraviolet light (including sunlight) renders a brown mold dormant, negating its cold attack completely.

**Yellow mold** is also found in underground environments. If touched, it does 1d6 points of damage to exposed flesh; further, any forceful or damaging contact is 50% likely to cause it to burst forth with a cloud of poisonous spores. All within 1" of the mold must make a saving throw vs. Poison or die of asphyxiation. Obviously, normal weapon attacks are useless against this creature; however, fire destroys yellow mold, and sunlight renders it dormant.

## Mountain Lion

Armor Class	6
Hit Dice	3+2
No. Attacks	2 claws/1 bite
Damage	1d4 claw, 1d6 bite
Move	15"
Alignment	Neutral
No. Appearing	Wild 1d4, Lair 1d4
% in Lair	None
Treasure	None
Morale	Normal
XP	50

These great cats are about 7 feet long (from nose to tail-tip) and weigh about 1400 coins. They see well in darkness and may be found hunting day or night.

## Mummy

Armor Class	3 (m)
Hit Dice	5+1**
No. Attacks	1
Damage	1d12
Move	6"
Alignment	Chaotic
No. Appearing	1d12
% in Lair	30%
Treasure	D
Morale	Normal
XP	450

Mummies are **undead** monsters (as described on page 145), preserved corpses animated through the auspices of dark desert gods best forgotten. Most mummies are 5 to 6 feet tall and weigh about 1,200 coins. A mummy is intelligent, having a dark and twisted version of the personality it had in life; most can speak Common, but seldom bother to do so.

Mummies are immune to all non-magical weapons, and further take only half damage from magical weapon attacks. However, they are vulnerable to fire, taking full damage from any fire-based attack (even if not magical).

Wounds caused by a mummy will be infected with a rotting disease, and will thus take ten times the usual time to heal. A **cure disease** spell applied right away (no more than 6 turns after the wounds were inflicted) will permit the wounds to heal in just twice the normal time. Magical healing such as **cure light wounds** will be ineffective against the damage caused by the mummy if the disease is not cured, but will work normally otherwise.

## Mushroom Men (Fungoids)

Armor Class	7
Hit Dice	1 to 10
No. Attacks	1
Damage	1-2 HD: 1d4 or by weapon -1 3-5 HD: 1d6 or by weapon 6-8 HD: 1d8 or by weapon +1 9+ HD: 1d10 or by weapon +2
Move	12"
Alignment	Neutral
No. Appearing	1d6 (5d12 in lair)
% in Lair	25%
Treasure	A2
Morale	1-3 HD: -1; 4-6 HD: Normal; 7-8 HD: +1; 9+ HD: +2
XP	15 to 1050

Mushroom Men, sometimes called Fungoids, are a race of intelligent creatures found in subterranean and sylvan environments. Their form is manlike, though most have mushroom-cap heads. Most are gray or yellowish in color, but a variety of colors have been reported.



They begin life as ordinary-looking mushrooms or toadstools, but continue to grow over the course of about a year to a height of about three feet, at which point they transform, gaining limbs and facial features. Young mushroom men (those having 1 hit die) do not yet speak and generally do not fight, though if cornered they will defend themselves. Each year a mushroom man grows roughly six inches, and every second year gains another hit die (so one will have 2 HD at 3 years of age, 3 HD at 5 years, and so on). They learn to speak their own language at the age of 2 and are considered adults at the age of 7 (at which point a mushroom man has 5 hit dice and stands about six feet tall). Mushroom Men live short lives, most dying of old age before their seventeenth year (at which point any individual still living stands a full eleven feet tall and has 10 hit dice).

Mushroom Men have superior Infravision of up to 120', and move so quietly that they surprise on 1-3 on 1d6. However, they are peace-loving beings who will almost never start a fight, though the older individuals are known to be fierce when they are forced into battle.

**Naga, Aquatic**

Armor Class	5
Hit Dice	7* to 9*
No. Attacks	1 bite
Damage	1d4 + poison
Move	9" Swim 18"
Alignment	Neutral
No. Appearing	1d4
% in Lair	50%
Treasure	D
Morale	Normal
XP	7 HD: 900; 8 HD: 1,250; 9 HD: 1,650

Like all nagas, Aquatic Nagas have long, snakelike bodies covered with glistening scales and more or less human heads and faces. Their skin color ranges from an almost metallic blue through turquoise to emerald green, patterned in a reticulated fashion. They are the smallest nagas, being around 10 feet in length and weighing around 2,000 coins.

In combat, aquatic nagas prefer to stay mostly concealed in a body of water while they launch a spell attack, but in close combat they will not hesitate to use their deadly venomous bite (if bitten, save vs. Poison or die). However, they are not naturally aggressive and will often parley with characters. Each has the spellcasting abilities of a 5<sup>th</sup> level magic-user.

**Naga, Guardian**

Armor Class	3
Hit Dice	11* to 13*
No. Attacks	1 bite or spit/1 constrict
Damage	1d6 + poison bite or poison spit, 2d4 constrict
Move	15"
Alignment	Lawful
No. Appearing	1d2
% in Lair	80%
Treasure	H
Morale	Normal
XP	11 HD: 1,975; 12 HD: 2,175; 13 HD: 2,400

Guardian Nagas are the largest nagas, being around 20 feet in length and weighing around 5,000 coins at full growth. Their serpentine bodies are patterned in green and gold with a silvery triangular pattern on the back, and their eyes are bright and intelligent, burning with an almost hypnotic inner light.

In combat, guardian nagas can wrap around a victim of man-size or smaller and constrict, inflicting damage each round; escaping from this constriction requires a roll equal to that needed to open a stuck door. They also will use their deadly venomous bite (if bitten, save vs. Poison or die). Alternately, a guardian naga can spit its venom at any target within a 3" range, and if the victim is hit he or she must save vs. Poison or die. If all of this weren't enough, a guardian naga has the spellcasting abilities of a 6<sup>th</sup> level cleric.

Guardian nagas are not generally aggressive, and may even assist parties of Lawful characters. They are often found guarding dangerous evil creatures

or artifacts, or sometimes protecting shrines or other holy places.

### Naga, Spirit

Armor Class	4
Hit Dice	9* to 11*
No. Attacks	1 bite + gaze
Damage	1d3 + poison bite, charm gaze
Move	12"
Alignment	Chaotic
No. Appearing	1d3
% in Lair	65%
Treasure	B, T, X
Morale	Normal
XP	9 HD: 1,650; 10 HD: 1,800; 11 HD: 1,975

Spirit Nagas are evil creatures who make their lairs in dismal ruins or dark, often decrepit dungeons. Their serpentine bodies are covered in glossy black scales marked with circular or wavy patterns of red lines, while their heads are the most human-like of all nagas, even having hair.

Spirit nagas have a deadly venomous bite which kills any victim who fails a saving throw vs. Poison. Their gaze can **charm** (as the spell **charm monster**) any living creature that meets the naga's gaze; a successful saving throw vs. Paralysis will permit a victim to resist, but if this saving throw fails only **dispel magic** or **remove curse** will free the victim from the naga's control. A spirit naga also has the magical abilities of both a 5<sup>th</sup> level magic-user and a 4<sup>th</sup> level cleric.

In combat, spirit nagas meet foes boldly so as to use their gaze attack to best effect; foes who avert their eyes will be attacked with the venomous bite.

### Night Hag

See **Infernal, Night Hag** on page 80.

### Nightmare

See **Infernal, Nightmare** on page 81.

### Nixie

Armor Class	7
Hit Dice	1*
No. Attacks	1
Damage	1d4 or by weapon type
Move	12"
Alignment	Neutral
No. Appearing	10d10
% in Lair	100%
Treasure	B
Morale	Normal
XP	20

Nixies are a type of sprite which live in the water. Working together, 10 or more nixies may cast a form of **charm person** with a 3" range once per day; any character charmed by nixies will immediately attempt to enter the water where they live and serve them for a year. Characters charmed by nixies can breathe normally underwater for as long as the charm persists. **Dispel magic** will cancel this effect 75% of the time if cast before the victim has stepped into the water, or 40% of the time if cast before the victim has fully submerged.

Nixies are armed with daggers and small throwing javelins (doing 1d4 points of damage with a range of 6"). Normal or giant-sized fish living in their pond or river will serve them; up to 10d10 normal fish or 3d10 giant-sized fish will appear within 1d4 rounds of being called, and will fight without checking morale.

**Nymph**

Armor Class	9
Hit Dice	3**
No. Attacks	None (special, see below)
Damage	None
Move	12"
Alignment	Neutral
No. Appearing	1d4
% in Lair	100%
Treasure	Q x 10, X
Morale	Normal
XP	110

A nymph is a feminine fey creature native to water, appearing as a young and very beautiful woman with faintly greenish skin. They live in beautiful natural environments, almost always near water; a nymph can breathe water as easily as air. They are usually solitary and care little for company; however, most do speak the common tongue as well as the language of the fey.

While nymphs do not fight, they have the magical abilities of a 7<sup>th</sup> level cleric. In addition, one can **dimension door** once per day. Merely looking at a nymph can cause blindness, unless a saving throw vs. Wands is made; this blindness is permanent, but can be cured with **remove curse**. If the nymph is caught naked or chooses to undress, onlookers must save vs. Death Ray or die. Anyone making either of these saves never needs to do so again when encountering a nymph.

Nymphs are solitary, as has been mentioned, and unlikely to respond in a friendly fashion to any character. However, a character whose intentions are good and honorable who rolls a 12 or better on a reaction roll may receive the nymph's aid.

**Ochre Jelly**

Armor Class	8
Hit Dice	5*
No. Attacks	1
Damage	2d6
Move	3"
Alignment	Neutral
No. Appearing	1
% in Lair	None
Treasure	None
Morale	Never checks
XP	325

An ochre jelly is a form of amorphous creature that lives only to eat. They inhabit underground areas throughout the world, scouring caverns, ruins, and dungeons in search of organic matter, living or dead. They are unintelligent, attacking any creatures they encounter. They attack by lashing out with pseudopods; their entire body exudes acid, which is the source of the damage their attacks cause. An ochre jelly's acid does not harm stone or metal but does dissolve wood.

Ochre jellies are harmed by **fire** or **cold** attacks, but are unharmed by other attack forms. Neither weapons nor **lightning bolts** will harm an ochre jelly, instead splitting the creature into two identical jellies, each having half of the original's hit dice (round up) and current hit points (round down). A 1 hit die ochre jelly will not divide further, but is still unaffected by lightning and weapons. All other attack forms will work normally.

An ochre jelly can grow to a diameter of about 5 feet and a thickness of about 1 foot, but can compress its body to fit into cracks as small as 1 (normal, not scale) inch wide. A typical specimen weighs about 5,000 coins.

**Octopus, Giant**

Armor Class	1
Hit Dice	8
No. Attacks	8 tentacles/1 bite
Damage	1d4 per tentacle/1d6
Move	Swim 9"
Alignment	Neutral
No. Appearing	1d2
% in Lair	None
Treasure	None
Morale	Normal
XP	700

These creatures are aggressive and territorial hunters, with arms reaching 10 feet or more in length. Their tentacles are studded with barbs and sharp-edged suckers. In order to bite a creature, the giant octopus must hit with at least two tentacles first.

If a giant octopus fails a morale check, it will squirt out a cloud of black "ink" 4" in diameter and then jet away at twice normal speed for 2d6 rounds.

**Oculus**

An oculus (plural oculi) is a strange monster, a floating chitinous sphere with a single large eye. How an oculus floats is a matter of much conjecture, but at present there is no agreement among the sages and wizards who have studied them. All oculi ever encountered have been very intelligent, hateful, and cruel; they do not willingly associate with any other intelligent creature, not even other oculi. Only adult oculi have ever been discovered, and their means of reproduction are entirely unknown.

**Oculus Abyssi**

Armor Class	5
Hit Dice	11**
No. Attacks	2 claws/1 bite
Damage	2d4 claw, 1d8 bite
Move	Swim 6" Fly 3"
Alignment	Chaotic
No. Appearing	1
% in Lair	25%
Treasure	R
Morale	Normal
XP	2,775

The Oculus Abyssi is an aquatic species, able to breathe equally well in the air and underwater. While able to fly as do other oculi, they are faster and more maneuverable underwater.

An oculus abyssi has the usual spherical body with a single large eye and a large mouth full of many sharp teeth; two small eyes on long flexible stalks extend from the top. Hanging beneath the main body are a pair of vaguely humanoid arms with nasty claws at the end; in melee they attack with these claws and their bite. However, few of these monsters would choose to engage in melee without first using their magical powers.

The main eye is able to emit a blinding flash of light affecting a conical area extending 3" from the monster and being 2" wide at the base (far end). All creatures within this area must save vs. Death Ray or be blinded for 2d4 rounds. The lesser eyes of this monster can also perform magical attacks, with one able to generate **hold person** and the other **hold monster** (both as the spell). These eyes, being on long stalks, can target creatures in any direction, even those underneath its body. All of these powers can be used at will, once per round. Alternately, the two eyes can be used together to generate the effect of the spell **phantasmal forces**; in this case, the two eyes cannot use their other power while the illusion is being maintained.

### Oculus Inferni

Armor Class	3
Hit Dice	9*
No. Attacks	1 bite or fireball
Damage	2d6 bite or fireball
Move	Fly 6"
Alignment	Chaotic
No. Appearing	1
% in Lair	5%
Treasure	I
Morale	+1
XP	1,650

The Oculus Inferni is a particularly vicious form of oculus. Each has only a single large central eye and a large toothy mouth arranged below it, much as the oculus rex (below), but the oculus inferni has no additional eye stalks at all.

The carapace of the oculus inferni has the ability to change colors. While this ability is basic and rather crude, combined with their silent flight ability it grants an otherwise-unsurprised oculus inferni the ability to surprise opponents on 1-3 on 1d6. When battle is joined, the monster's hide changes to a brilliant orange-red color.

While it has a nasty bite, the main power of the oculus inferni is the ability to project a **fireball** (as the spell) from its eye once per round. The first fireball launched does 9d6 points of damage; each subsequent round this damage declines by one die, i.e. 8d6 on the second round, 7d6 on the third, and so on, to a minimum of 3d6 per fireball. If the oculus inferni has the opportunity to rest, it increases its damage potential by two dice in each round it does not use the power, to a maximum of the original 9d6 points of damage. This is often when the monster chooses to bite an opponent, if it thinks it can do so without suffering significant injury. Note that an oculus inferni is immune to all normal fire, as well as magical fire from spells of 3<sup>rd</sup> level or lower, while it suffers only half damage from more powerful fire-based attacks.

The oculus inferni will often choose to fly too high to be reached when fighting opponents who have only melee weapons (or who prove to have formidable melee attacks). Though it is vicious and

aggressive, this monster is smart enough to choose to attack in ways where it cannot in turn be attacked.

Attacks directed at its main eye may disable it, if damage equal to one-third of its original hit points is inflicted. The main eye will, however, regenerate when the monster's total hit points return to at least two-thirds of normal.

### Oculus Rex

	Common	Emperor
Armor Class	0 body / 2 main eye / 7 eye stalks	
Hit Dice	7**	13**
No. Attacks	- 1 bite -	
Damage	1d6 bite	2d4 bite
Move	- Fly 3" -	
Alignment	- Chaotic -	
No. Appearing	1	1
% in Lair	55%	75%
Treasure	I	C, I
Morale	Normal	+1
XP	1,300	3,350

The Oculus Rex is the largest and most powerful of all the oculi species, and the Imperial Oculus Rex (sometimes called "Oculus Imperius") is simply an even larger, older, and more powerful version.

Besides the large central or "main" eye, an oculus rex has seven lesser eyes on short stalks arranged in a crown-like fashion. These lesser eyes are limited in their viewing angle, but despite that fact they reduce the chance that one can be surprised to just 1 chance in 1d8 if the opponent is visible.

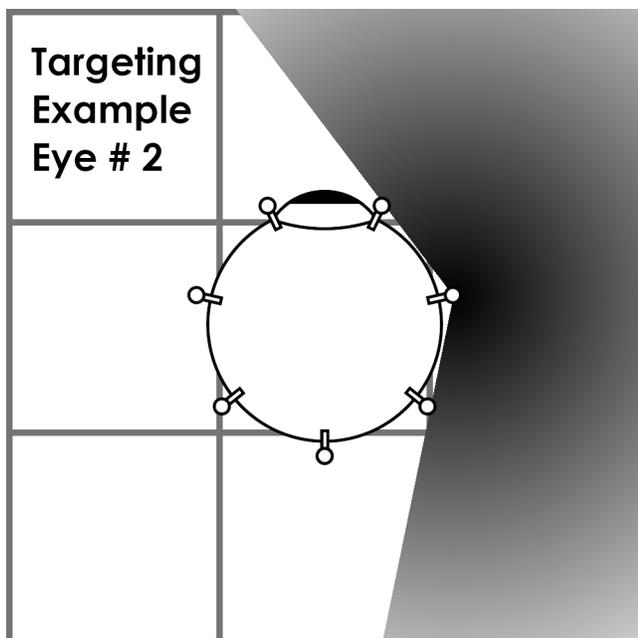
However valuable this resistance to surprise may be, it is the least of the powers granted by the many eyes of an oculus rex. The main eye projects a beam that **dispels magic** (as the spell) in a conical area 60' wide at the base and 120' long. This power functions constantly, virtually guaranteeing that all spells will eventually be ended, all potions and scrolls destroyed, and all permanent magic items suppressed in just a few rounds. The spell effect is applied as if the oculus rex were a spellcaster of the same level as its number of hit dice.

The remaining eye effects are generally distributed as listed below, where the first eye listed is the eye just to the monster's right of center in front and proceeding around to the eye just to the left of center in front. About 20% of individuals have their eyes arranged in the opposite order, and one in a hundred (i.e. a roll of 00 on the dice) have them arranged randomly.

The eye powers are as follows. Note that all spell effects are applied as if cast by a magic-user of the same level as the monster's number of hit dice. Each eye can use its listed power once per round.

1. **Cause Fear** (as the **Wand of Fear**).
2. **Slow** (as the spell).
3. **Charm Monster** (as the spell).
4. **Flesh to Stone** (as the spell) with a 3" range, affecting a single target who does not need to meet the monster's gaze to be affected.
5. **Cold** (as the **Wand of Cold**).
6. **Sleep** (as the spell, but at the monster's option it may affect any one chosen target of any level who may save vs. Spells to resist).
7. **Telekinesis** (as the spell).

Figuring out which eyes an oculus rex can use in a given encounter can be tricky. Please review the



example diagram to help you see how to work this out.

The gray area in the diagram shows what part of the battlefield around the monster can be targeted by eye number 2 (the **slow** eye, normally). This does not mean that all creatures in the area are targets at the same time, but rather that only those creatures within the area can be targets of that eye.

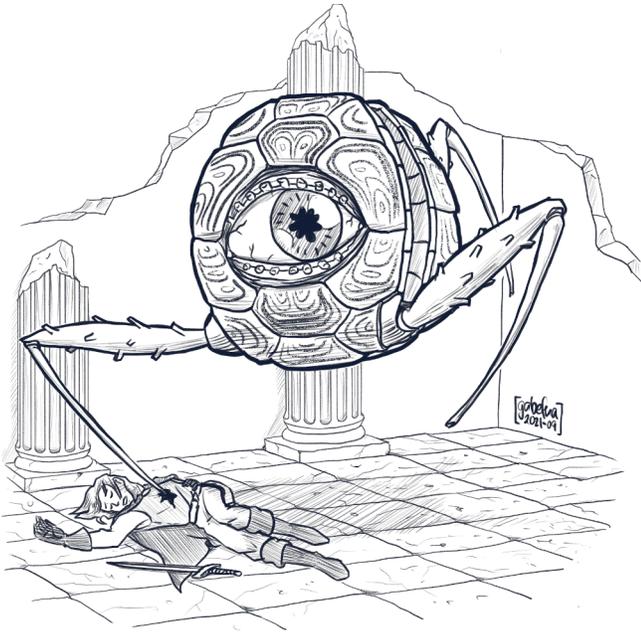
Of course, the oculus rex can turn around whenever it wants to, but in the interest of fairness it should only be allowed to turn once per round, before performing its attacks.

An oculus rex can suffer the loss of any of its lesser eyes without also suffering a loss of hit points. Severing an eyestalk requires 8 hit points of damage, or 12 hit points for the larger oculus imperius. Any successful hit to the monster's main eye which inflicts more than one-third of the monster's total (original) hit points in damage renders that eye useless. The monster regenerates slowly, such that any individual that survives an encounter will regrow any lost or damaged eyes (even the main one) and all will become functional when its hit points reach the normal figure once again.

### Oculus Somno

Armor Class	4
Hit Dice	8*
No. Attacks	Gaze, 3 probosci
Damage	Sleep Gaze, 1d6 + 1d6/round proboscis
Move	Fly 9"
Alignment	Chaotic
No. Appearing	1d4
% in Lair	35%
Treasure	D, I
Morale	Normal
XP	1,250

An Oculus Somno, sometimes called a Morpheon, appears as a slate-colored, slightly lumpy sphere with a single large eye. It has no mouth, but rather has three jointed probosci arranged around its lower hemisphere; they fold up tight against the



body when not in use and may thus be overlooked. The carapace of this monster is tough and resilient, and they are the swiftest fliers of all oculus species.

The main power of an oculus somno is its ability to put its victims to sleep. Anyone who meets the gaze of one must save vs. Paralysis or be put to **sleep** (as the spell, but with no limit as to hit dice or levels that can be affected). An oculus somno will use its probosci only if it succeeds in either placing all members of a party into a state of sleep or driving them away. When it faces no opposition, the monster will move into a position where it can reach the maximum number of victims at the same time, and then pierce each one with a proboscis (this will not awaken a sleeping victim) and begin draining the victim's blood.

For each 1d6 damage roll, the monster recovers one lost hit point (if any). Its appetite is not limited to these lost hit points, however, and it can and will drain dry more than a dozen man-sized victims.

Oculus somni communicate with each other, and infrequently with other oculi, using an inherent telepathic ability; while it is possible for the monster to communicate with other species in this way, they rarely if ever choose to do so.

## Oculus Vigilans

Armor Class	4 body, 7 main eye/eye stalk
Hit Dice	4+4**
No. Attacks	1 bite or special
Damage	1d4+1 or special
Move	Fly 9"
Alignment	Neutral
No. Appearing	1
% in Lair	95% (special)
Treasure	Special
Morale	Never checks (special)
XP	205

The Oculus Vigilans (sometimes called a Sentinel Eye) is an unusual member of the oculus family, for unlike the others they are not hateful nor voracious. One appears like most oculi, being a spherical body with a single large eye, a mouth below it (though in the case of this species the mouth points almost downward), and between 3 and 6 (1d4+2) eyestalks. The eyestalks are arranged starting near where a humanoid might have an ear, then proceeding up and over the main body in an evenly-spaced line ending with the last eye stalk where a humanoid's other ear might be. They are pale gray in overall coloration, sometimes tinged faintly with green or blue.

The main eye of an oculus vigilans has a power similar to a **ring of spell turning**, projecting a cone of contrary magical force 5" long and 2" wide at the base (farthest point). Spells cast within this area of effect will rebound just as if the oculus were wearing such a ring.

The other eyes of the oculus vigilans have powers selected from the following list:

1. **Cause Serious Wounds** (as the spell, but with a range of 12"; the oculus vigilans must make an attack roll, and on a successful hit this power inflicts 2d6+2 points of damage to any living creature hit)
2. **Confusion** (as the spell)
3. **Create Food** (as the spell, as if cast by a 9<sup>th</sup> level cleric)
4. **Create Water** (as the spell, as if cast by a 9<sup>th</sup> level cleric)

5. **Fear** (as the spell)

6. **Hold Monster** (as the spell, as if cast by a 9<sup>th</sup> level magic-user)

7. **Telepathy** (as the spell **ESP**, but the oculus vigilans can not only hear thoughts but project its own thoughts so that the target creature can hear them as well)

The referee should choose or randomly determine (by whatever means he or she desires) which powers each eye possesses, noting that normally no oculus vigilans has the same power in two or more eyes. The main eye of this monster can target only those in front of the creature, but all of its eyestalks can turn to focus on those who are behind it as well as in front.

Oculus vigilans are only surprised on a roll of 1 on 1d6 due to their many eyes. Any hit to an eye (whether the main eye or an eyestalk) blinds and disables it.

These creatures come from another plane of existence, and are summoned or otherwise compelled to service by powerful wizards or priests. They will be assigned to guard some location or treasure, but do not have (nor care to have) any of their own. They are normally faithful to whatever bargain they have made, but if one is blinded in all its eyes it will return to its own plane, disappearing instantly as its next action in combat.

## Ogre

Armor Class	5
Hit Dice	4+1
No. Attacks	1 weapon
Damage	1d10 or by weapon type +3
Move	9"
Alignment	Chaotic
No. Appearing	3d6
% in Lair	30%
Treasure	C + 1,000 GP
Morale	Normal
XP	75

Ogres are large humanoid monsters with brutish faces. Adult ogres stand 9 to 10 feet tall and weigh 6,000 to 6,500 coins. Their skin color ranges from

dull yellow to dull brown. Their clothing consists of poorly-cured furs and hides, which add to their naturally repellent odor.

Ogres speak their own language, and 35% speak the language of either Orcs or Giants, while 10% speak Common.

Ogres favor overwhelming odds, sneak attacks, and ambushes over a fair fight. They are intelligent enough to fire missile weapons first to soften up their foes before closing, but ogre gangs and bands fight as unorganized individuals.

## Ogre Mage

Armor Class	4
Hit Dice	5+2**
No. Attacks	1 weapon or spell
Damage	1d12 or by weapon type +3
Move	9" Fly 15"
Alignment	Chaotic
No. Appearing	1d6
% in Lair	40%
Treasure	E
Morale	Normal
XP	450

Ogre magi (the plural form) are unusually intelligent and magically gifted ogres. An ogre mage stands about 10 feet tall and weighs up to 7,000 coins. Its skin varies in color from light green to light blue, and its hair is black or very dark brown. Ogre magi favor loose, comfortable clothing and lightweight armor.

They have several magical abilities. They can become **invisible** as if wearing a **ring of invisibility**, cast **darkness** with a 1" radius three times per day, **fly** as the spell for an unlimited amount of time, cast **charm person** and **sleep** once each per day, and cast **cold** once per day (as the wand, doing 8d6 points of damage). Ogre magi regenerate 1 hit point per round, beginning on the round after the first damage is taken; however, if reduced to 0 hit points they will not continue to regenerate.

**Orc**

Armor Class	6
Hit Dice	1
No. Attacks	1 weapon
Damage	1d6 or by weapon type
Move	9"
Alignment	Chaotic
No. Appearing	3d10 (In Wild 10d10; In Lair 30d10)
% in Lair	50%
Treasure	D
Morale	Normal
XP	15

Orcs are short humanoids (around 5' tall) with solidly-built bodies. Their upturned noses, wide pointed ears, and beady eyes give their faces a piglike appearance.

Parties met in the wilderness are 50% likely to be guarding a wagon train of 2d4 wagons. The wagons will contain mostly supplies, but scattered through the wagons will be a standard type D treasure hoard.

Orc lairs are 65% likely to be cave complexes; otherwise they will be walled villages of crude huts. Lairs are often ruled by more powerful creatures, such as a dragon or a band of ogres. Chaotic



Human Fighters, Magic-Users, or even Clerics may also be found ruling some orc tribes.

**Ostrich**

See **Flightless Bird** on page 54.

**Otter, Giant**

	River	Sea
Armor Class	5	4
Hit Dice	5	7
No. Attacks	1 bite	1 bite
Damage	3d6 bite	4d6 bite
Move	– 9" Swim 18" –	
Alignment	– Neutral –	
No. Appearing	1d4+1	2d4
% in Lair	10%	None
Treasure	– None –	
Morale	– Normal –	
XP	200	500

Giant Otters are very large versions of the common otter. Otters in general are aquatic mammals who prey upon fish and other things caught in the water. They are playful and curious, and will generally not attack creatures of halfling size or larger unless they feel threatened by them.

A giant otter who bites a character can maintain its grip from round to round, doing additional damage each round, but it becomes somewhat vulnerable if it chooses to do this, as enemies receive a +2 bonus on the attack roll. However, if a giant otter successfully bites a character who is in the water, the otter will generally try to drown the victim. A giant otter can hold its breath for as much as a turn underwater. Escaping from the bite requires a successful roll to open a door (or simply killing the giant otter).

Giant River Otters are found in major rivers and streams. If encountered in their lair, two of the giant river otters encountered will be adults and any additional individuals present will be juveniles having 1 to 4 hit dice; those with 1 or 2 hit dice do 1d6 points of damage with a bite, while those with 3 or 4 hit dice bite for 2d6 points of damage.

Giant Sea Otters are found, obviously, in the sea. They make no nests or lairs, bearing and raising their young at sea, and any group of giant sea otters encountered has a 25% chance of including an additional 1d4 juveniles (but generally not more than the number of adults) who have 1 to 6 hit dice and do damage as given for giant river otters, with those having 5 or 6 hit dice inflicting 3d6 points of damage with a bite.

Giant otter pelts are valuable, selling for between 1,000 and 4,000 GP each. But note that giant otters are smart and have long memories... they will remember any characters who have hunted them in the past and will not hesitate to attack the hunters if they think they have any chance of success.

### Otyugh

	Common	Large	Huge	Giant
Armor Class	3	2	1	0
Hit Dice	6 to 7	8 to 9	10 to 11	12
No. Attacks	- 2 tentacles/1 bite -			
Damage - tentacle	1d8	1d10	1d12	2d6
- bite	1d4+1	1d4+1	1d4+1	1d4
Move	6"	6"	6"	6"
Alignment	- Neutral -			
No. Appearing	1-2	1-2	1	1
% in Lair	90%	95%	95%	100%
Treasure	- Special (see below) -			
Morale	- Normal -			
XP	300-500	700-950	1,050-1,175	1,300

Otyughs are disgusting creatures having shapeless, bulky bodies on short elephantine legs, with two boneless tentacular arms and a single thick eyestalk. A common otyugh has a body 8 to 10 feet in diameter and weighs from 5,000 to 7,500 coins; giant varieties can be 11 to 13 feet in diameter and weigh 8,000 to 10,500 coins, with the intermediate varieties spread between those limits.

Otyughs are omnivorous scavengers and carrion-eaters, and prefer to live in middens and similar places full of filth and offal. They often live in harmony with other large monsters, who value them for their waste disposal services. They are

quite intelligent, speak their own language, and have an uncanny facility with communication such that they can speak with almost any intelligent creature after a turn or two of practice.

An otyugh has no interest in treasure, and is only territorial if it thinks another creature covets its filth pile, which is the only thing one values. However, other monsters sometimes employ them to guard their own treasures, and the otyugh will generally discharge such duties faithfully.

Those bitten by an otyugh are very likely (1-5 on 1d6) to contract a disease or infection, as decided by the referee.

### Owl, Giant

Armor Class	6
Hit Dice	4
No. Attacks	2 claws/1 bite
Damage	2d4 claw, 1d4+1 bite
Move	3" Fly 18"
Alignment	Neutral
No. Appearing	1d4+1
% in Lair	5%
Treasure	Q x 5, X
Morale	Normal
XP	75

Giant owls live in remote forests, far from human settlements. Like common owls, the giant variety are nocturnal hunters. They are quite intelligent and speak their own language, and in addition have a 35% chance of knowing either Common or Elvish. They fly silently, thus surprising prey or other opponents on a 1-5 on 1d6 if airborne at night.

If encountered in or near the nest, roll 1d4. On a 1, the nest contains 1d3 eggs; on a 2 there are 1d3 hatchlings of 1d3 hit dice (with all being, obviously, the same). On a roll of 3 or 4 the nest is empty. Hatchlings cannot fly but can attack trespassers in the nest with their bite, doing 1d4 points of damage on a successful hit. The parents will fight without checking morale if the hatchlings or eggs are threatened.

**Owlbear**

Armor Class	5
Hit Dice	5
No. Attacks	2 claws/1 bite + special
Damage	1d6 each claw, 1d12 bite
Move	12"
Alignment	Neutral
No. Appearing	1d4+1
% in Lair	55%
Treasure	None
Morale	Never checks
XP	200

Owlbears are horrid monsters having the body of a bear and an owl-like head with a huge, razor-sharp beak. An owlbear's coat ranges in color from brown-black to yellowish brown; its beak is a dull ivory color. A full-grown male can stand as tall as 8 feet and weigh up to 15,000 coins. Adventurers who have survived encounters with the creature often speak of the bestial madness they glimpsed in its red-rimmed eyes.

Owlbears attack prey (any creature bigger than a mouse) on sight, always fighting to the death. They slash with claws and beak, trying to grab their prey and rip it apart. If an owlbear hits with a claw and the roll is a natural 18 or better, the owlbear has hugged its opponent, doing an additional 2d8 points of damage. A hug can only be employed against opponents of the owlbear's own size or smaller.

**Pegasus**

Armor Class	6
Hit Dice	2+2
No. Attacks	2 hooves
Damage	1d8 each hoof
Move	24" Fly 48"
Alignment	Lawful
No. Appearing	1d12
% in Lair	None
Treasure	None
Morale	Normal
XP	30

The pegasus is a magnificent winged horse. Though highly prized as aerial steeds, pegasi are wild and shy creatures not easily tamed. A typical pegasus stands 6 feet high at the shoulder, weighs 15,000 coins, and has a wingspan of 20 feet. If a pegasus is captured by a Lawful character it will serve that character as if it were a warhorse. Pegasi cannot speak, but they understand Common.

**Peryton**

Armor Class	7 (m)
Hit Dice	4*
No. Attacks	1 antler (+2 to hit)
Damage	2d8
Move	12" Fly 21"
Alignment	Chaotic
No. Appearing	2d4
% in Lair	10%
Treasure	B
Morale	Normal
XP	140

The Peryton is a strange chimerical creature combining the wings, body, and legs of a large bird with the head, neck, and antlers of a deer or stag. Females are as large as males but have less impressive antlers, though they inflict the same damage as those of the males. They are found mostly in high mountainous regions.

Perytons are omnivorous with certain special dietary requirements. Specifically, both male and female perytons must dine on a heart before

becoming fertile; they may share one heart, or each may acquire its own heart before seeking a mate.

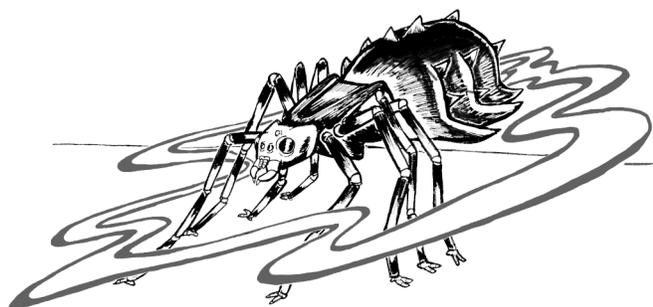
A peryton receives a bonus of +2 on the attack roll when striking with its antlers. Though they have claws, they do not apparently choose to use them in combat. They are immune to non-magical weapons, as indicated above.

Perytons are intelligent, and speak their own language. They have a 65% chance of knowing the languages of one or more monster types found in the area of their lair, but rarely if ever speak Common or the languages of any demi-human races.

### Phase Spider

Armor Class	6
Hit Dice	5**
No. Attacks	1 bite
Damage	1d6 bite plus poison
Move	6" Web 15"
Alignment	Chaotic
No. Appearing	1d6
% in Lair	15%
Treasure	A
Morale	Normal
XP	450

Phase spiders are giant spiders with the ability to move quickly from the Ethereal Plane to attack opponents on the Material Plane. While out of phase, a phase spider cannot be harmed by most forms of attack, though gaze weapons (such as the gaze of a medusa) will affect them. A **phase door** spell may be used to force a phase spider to remain in its current phase for 7 rounds. Characters using an **oil of etherealness** or similar magic will be



able to attack the phase spider when it is out of phase (ethereal) but not when it is in phase.

A typical phase spider is 8 feet long and weighs about 7,000 coins.

### Piercer

Armor Class	3
Hit Dice	1 to 4
No. Attacks	1
Damage	1d6 per hit die
Move	1" (special)
Alignment	Neutral
No. Appearing	3d6
% in Lair	100%
Treasure	None
Morale	Never checks
XP	1 HD: 15; 2 HD: 30; 3 HD: 50; 4 HD: 75

A Piercer is a cone-shaped shelled creature resembling some kind of snail or other invertebrate. They are found in a range of sizes, with a group typically having members of several different sizes; each individual piercer is about 1.5 feet long per hit die. They can move about as snails do, at a rate of about 1" per round, and can climb hard surfaces at full speed, even moving while upside down. However, they move substantially faster when attacking.

Piercers hunt prey by hanging upside down in natural caverns, where their conical shells strongly resemble normal stalactites. They lie in wait until a victim walks beneath them, at which point they attack by simply dropping on their prey, stabbing with their pointed shells.

If this attack fails, the piercer has no further effective attack and will try to flee; of course if given enough time a piercer will return to its place on the ceiling, and if any victims are available it may be able to attack again.

**Pixie**

Armor Class	6
Hit Dice	1**
No. Attacks	1 weapon
Damage	1d4 or by weapon type
Move	9" Fly 18"
Alignment	Neutral
No. Appearing	10d10
% in Lair	25%
Treasure	C
Morale	Normal
XP	25

Pixies are a variety of sprites, little winged elf-like beings who live in the forest. They wear bright clothing, often including a cap and shoes with curled and pointed toes. A pixie stands about 2-1/2 feet tall and weighs about 300 coins.

Pixies are naturally **invisible**, and do not become visible after attacking. This makes it very hard indeed to fight pixies. One may become visible at will, and may resume invisibility instantly if desired.

Pixies are tricksters, but are rarely malicious. On the other hand, they are often seen as somewhat cold-hearted toward those in need. Those who successfully befriend pixies will find them to be staunch allies.

**Porcupine, Giant**

Armor Class	5 (see below)
Hit Dice	6
No. Attacks	1 quill burst, 1 bite (see below)
Damage	See below for quill burst, 2d4 bite
Move	6"
Alignment	Neutral
No. Appearing	1d2
% in Lair	None
Treasure	None
Morale	-1
XP	300

Giant Porcupines are simply a very large version of the common spiny-coated mammal, though they do have more formidable offensive capabilities as well as strong defenses. The primary attack of a

giant porcupine is its quill burst, a blast of quills launched by a swift snap of its short but flexible tail. The quill burst consists of 1d8 quills launched at up to four adjacent opponents (divided up more or less evenly as determined by the referee); each quill does 1d4 points of damage on a successful hit. These quills are barbed, such that removing one causes an additional 1d4 points of damage; as they are up to 3 feet in length, leaving the quills embedded in a victim is usually not an option.

A giant porcupine can bite for 2d4 points of damage, but will generally only do so after suffering more than half its hit points in damage, or in any case where one has failed a morale check but is cornered and cannot retreat.

Worse, any attacker attempting to approach to melee range will automatically suffer 1d4 quill hits, except if the attacker is using a long weapon such as a spear or polearm (and is thus able to remain out of reach of the giant porcupine's quills). A giant porcupine has hundreds of quills, so there is little chance one will run out of ammunition in a fight.

Fortunately, giant porcupines are not particularly aggressive; if left alone, they will usually choose to retreat at a leisurely pace from any interlopers.

**Portuguese Man-O-War**

See **Jellyfish, Giant** on page 85.

**Pseudo-Dragon**

See **Dragonet** on page 42.

**Purple Worm**

Armor Class	6
Hit Dice	15
No. Attacks	1 bite/1 sting
Damage	2d12 bite, 1d8 plus poison sting
Move	6"
Alignment	Neutral
No. Appearing	1d4
% in Lair	25%
Treasure	D
Morale	Never checks
XP	1,700

The body of a mature purple worm is nearly 10 feet in diameter and as much as 60 feet long. The creature has a poisonous stinger in its tail, but its most fearsome feature is its ability to swallow creatures up to ogre size whole. On any successful bite where the roll is 4 or more points higher than the number needed to hit, the purple worm has swallowed its victim whole. Apply the normal damage for that round, plus an additional 2d12 for each round the victim is in the monster's gut until it is dead. After six turns the victim's body will be fully digested and thus unrecoverable.

**Rakshasa**

Armor Class	-4 (m)
Hit Dice	7**
No. Attacks	2 claws, 1 bite or special
Damage	1d4 claw, 1d4+1 bite or special
Move	15"
Alignment	Chaotic
No. Appearing	1d4
% in Lair	25%
Treasure	F
Morale	Normal
XP	1,300

In their natural form, rakshasa appear as tiger-headed humanoids; they have claws which curve backward, so that their claw attack is delivered with a backhand strike. However, rakshasa are able to create powerful illusions including sight, sound, and even touch, and generally use them to change their own appearance to one less

threatening to any potential victims. This task is made substantially easier by the fact that they can use **ESP** (as the spell) at will.

While chaotic and rather bloodthirsty in nature, rakshasa may choose to fight at the side of any character or under the command of any ruler.

Rakshasa are naturally and powerfully magical. All rakshasa cast spells as if 6<sup>th</sup> level magic-users, but may choose spells from either the magic-user or the clerical lists without restriction and with no need for spellbooks. Rakshasa leaders will cast spells at higher levels as determined by the referee.

All rakshasa are highly magic resistant, such that they receive a +4 on all saving throws against any magical spell or effect. However, they have a single significant weakness: a hit from an arrow or crossbow bolt **blessed** by a cleric will kill one outright unless a saving throw vs. Spells (without magic resistance bonus) is made.

**Ram, Giant**

See **Sheep, Giant** on page 128.

**Rat**

	Normal	Giant
Armor Class	9	7
Hit Dice	1 Hit Point	½ (1d4 hit points)
No. Attacks	1 bite per pack	1 bite
Damage	1d6 + disease	1d4 + disease
Move	6" Swim 3"	12" Swim 6"
Alignment	Neutral	Neutral
No. Appearing	5d10	3d6
% in Lair	25%	25%
Treasure	None	None
Morale	Normal	-1/+1, see below
XP	200*	10

These omnivorous rodents thrive almost anywhere. Normal rats attack as a swarm; each point of damage done to the swarm reduces their numbers by one animal.

Giant rats are simply huge (roughly dog-sized) versions of ordinary rats. Though technically unintelligent, they are smart enough to evaluate their tactical situation, and thus do make morale

checks. A giant rat can grow to be up to 4 feet long and weigh over 500 coins. A single giant rat, or a small group of up to four, will generally be shy, but larger packs attack fearlessly, biting and chewing with their sharp incisors.

Any rat bite has a 5% chance of causing a disease. A character who suffers one or more rat bites where the die roll indicates disease will sicken in 3d6 hours. The infected character will lose one point of Constitution per hour; after losing each point, the character is allowed a save vs. Death Ray (adjusted by the current Constitution bonus or penalty) to break the fever and end the disease. Any character reduced to zero Constitution is dead. If the fever is broken or a **cure disease** spell is applied, Constitution lost will be regained at a rate of 1 point per day.

\* Note: The XP award for normal rats is for driving away or killing an entire pack of normal size. If the adventurers are forced to flee, the referee should award 2 XP per rat slain.

**Ray**

	Manta	Pungi	Sting
Armor Class	6	7	7
Hit Dice	9	4	1
No. Attacks	1 bite, 1 tail spine	1 to 12 spines	1 sting
Damage	3d4 bite + special, 2d10 tail	1d4 + poison each	1d4 + poison
Move	Swim 18"	Swim 12"	Swim 9"
Alignment	Neutral	Neutral	Neutral
No. Appearing	1	1d4	1d4
% in Lair	None	None	None
Treasure	A2*	None	None
Morale	Normal	Normal	Normal
XP	950	75	15

Rays are fish with cartilaginous skeletal structures related to the sharks. They have flattened bodies, and swim as if flying.

Manta Rays live in warm ocean waters. Average adults have a wingspan of around 30 feet, with mouths of around one-fourth of that width. Creatures of man-sized or smaller can be

swallowed whole on any roll 2 or more points higher than that needed to score a hit, and creatures swallowed suffer 1d8 points of damage per round thereafter. Those swallowed may only attack with small cutting or stabbing weapons that were already in hand before the victim was swallowed, and if the manta ray fails a morale check it may regurgitate the victim. The manta ray's tail spine is not significantly poisonous, and is generally only used to attack when the creature flees.

A manta ray's treasure consists of items such as coins or gems that it cannot digest, and is held in its stomach. Normally it is necessary to kill a manta ray in order to take its treasure, but if it is compelled to regurgitate a meal (as described above) the treasure will be regurgitated as well. If magic items are indicated in a treasure, remove any that could be digested or otherwise damaged in the manta ray's stomach.

Pungi Rays are found in shallow tropical waters, and are not as large as manta rays, having a wingspan of around 15 feet. They conceal themselves under the sand with their dorsal spines exposed and wait for victims to step on them. The spines appear to be plant matter, and on 1-5 on 1d6 (treated as a surprise roll) they will not be recognized as dangerous. Any creature stepping on the spiny area, a patch about 3 feet wide and 4 feet long in the center of the pungi ray's back, must save vs. Poison or die. Characters in armored boots receive a bonus of +2 on the saving throw, while those in heavy non-armored boots or shoes receive a bonus of +1. If attacked the pungi ray will attempt to flee immediately.

A Sting Ray (or "Stingray") is a type of ray found in shallow tropical waters. They are normally peaceful, being bottom feeders, but if disturbed they may attack with their stinger. As they lie close to the bottom and often cover themselves with sand, they may not be seen (surprising on a roll of 1-4 on 1d6) thus increasing the danger. If the sting ray's attack hits, the victim must save vs. Poison or become paralyzed for 5d4 turns. While this does not kill the victim directly, should he or she fall into the water, drowning is a likely outcome.

**Red Cap**

Armor Class	6
Hit Dice	3*
No. Attacks	1 weapon
Damage	1d6 or by weapon
Move	18" (12")
Alignment	Chaotic
No. Appearing	1d4
% in Lair	15%
Treasure	D
Morale	Normal
XP	80

Red Caps are malevolent fey creatures who prey upon travelers seeking refuge in ruins or abandoned castles. Distantly related to both goblins and fairies, they appear as small ugly men with unkempt hair, red eyes, and wickedly crooked teeth. A red cap wears a blood-red hat on its head and iron shoes that magically enhance its speed; only a red cap can use these shoes, but without them the creature is reduced to the lower speed given in parentheses above. Red caps tend to attack only helpless targets, usually wielding long knives or other bladed weapons that will spill blood.

Red caps are cunning and stealthy; within its lair, one has the abilities of a 6<sup>th</sup> level Thief, including the ability to backstab. Outside its lair, a red cap is limited to 3<sup>rd</sup> level Thief abilities.

A red cap can also cast **sleep** once daily, which it uses to incapacitate those it intends to murder.

The hat of a red cap must be soaked in blood regularly, or its owner will wither and fade away. The hat, even if inert for years, can summon a red cap if soaked in fresh blood. Only total destruction of the hat guarantees a true end.

**Remoraz**

Armor Class	0 overall, 2 head, 4 underside	
Hit Dice	7* to 14* (1d8+6)	
No. Attacks	1 bite	
Damage	6d6 bite + swallow	
Move	12"	
Alignment	Neutral	
No. Appearing	1	
% in Lair	20%	
Treasure	F	
Morale	Normal	
XP	7 HD: 900, 9 HD: 1,650, 11 HD: 1,975, 13 HD: 2,400,	8 HD: 1,250, 10 HD: 1,800, 12 HD: 2,175, 14 HD: 2,600

A remoraz is a kind of giant, many-legged worm. Instead of forelegs they have small membranous wings that serve to help lift the monster's large head. On their backs are double rows of hornlike protrusions which give them their excellent armor class. Remoraz are pale blue in color, except for a white stripe running down their backs between the rows of protrusions.

When in combat special organs inside a remoraz cause it to quickly heat up; excess heat is released through the protrusions on its back, which will glow cherry red. Any creature who touches the monster's back will suffer 5d20 points of heat damage, and any hit on the monster's back with a non-magical weapon will result in the weapon's destruction (though it will still do normal damage before being destroyed).

A remoraz attacks by rearing up its head and forebody, then striking swiftly like a snake. On any roll of natural 20 one can swallow man-sized or smaller prey whole; if this happens, the victim dies instantly due to the high temperatures inside the monster.

**Rhagodessa, Giant**

Armor Class	4
Hit Dice	4
No. Attacks	2 legs/1 bite
Damage	grab leg, 2d8 bite
Move	15" Climb 15"
Alignment	Neutral
No. Appearing	1d4, Wild 1d6, Lair 1d6
% in Lair	None
Treasure	U
Morale	Normal
XP	75

The rhagodessa is related to both spiders and scorpions, though it is not properly either. Rhagodessas have "pedipalps," an elongated extra pair of legs in front that have sticky pads on them for capturing prey.

Giant rhagodessas are the size of a pony. Those found in desert terrain are generally marked in yellow, red, and brown, while those found underground may be black or white in color (those found in the deepest caverns are always white). Like spiders, they can climb walls, but they are unable to cross ceilings or otherwise climb entirely upside down.

A hit by a leg does no damage, but the victim is stuck fast, and will be drawn to the rhagodessa's mouth the next round and automatically hit for 2d8 damage. The rhagodessa will not use its bite attack against a foe it has not captured in this way, and neither will it attack more than one foe with its legs. If threatened, a rhagodessa which has captured a victim will attempt to withdraw to consume its prey in peace.

**Rhea**

See **Flightless Bird** on page 54.

**Rhinoceros**

	Black	Woolly
Armor Class	3	1
Hit Dice	8	12
No. Attacks	- 1 butt or 1 trample -	-
Damage	2d6 or 2d8	2d8 or 2d12
Move	12"	12"
Alignment	Neutral	Neutral
No. Appearing	1d12	1d8
% in Lair	None	None
Treasure	None	None
Morale	+1	+1
XP	700	1,300

The rhinoceros is infamous for its bad temper and willingness to charge intruders.

The statistics presented here are based on the African black rhino, which is 6 to 14 feet long, 3 to 6 feet high at the shoulder, and weighs up to 60,000 coins. These statistics can describe any herbivore of similar size and similar natural weapons (antlers, horns, tusks, or the like).

The woolly rhinoceros is a prehistoric beast with long fur, found in primitive "lost world" areas in colder territories. They behave much as the black rhino does.

**Roc**

	Large	Huge	Giant
Armor Class	4	4	4
Hit Dice	6	12	18
No. Attacks	2 claws/1 bite -		
Damage	4d8 claw, 2d6 bite	2d6 claw, 3d6 bite	4d8 claw, 4d6 bite
Move	- 6" Fly 48" -		
Alignment	- Neutral -		
No. Appearing	- 1d20 -		
% in Lair	- 20% -		
Treasure	- 1 -		
Morale	Normal	+1	+2
XP	300	1,300	2,075

A roc is a variety of gigantic eagle. There are several different species of roc, of different sizes as shown above. They are voracious predators; true giant rocs may even prey upon elephants.

**Rock Baboon**

Armor Class	6
Hit Dice	2
No. Attacks	1 club/1 bite
Damage	1d6/1d4
Move	40'
Alignment	Neutral
No. Appearing	2d6 Lair 5d6
% in Lair	25%
Treasure	None
Morale	Normal
XP	30

Rock baboons are a large, particularly intelligent variety of baboon. An adult male rock baboon is 4' to 5' tall and weighs 2,000 to 2,500 coins, with females being a bit smaller and lighter.

Rock baboons are omnivorous, but prefer meat. They are aggressive, naturally cruel creatures. They will prepare ambushes in rocky or forested terrain and attack any party they outnumber.

**Roper**

Armor Class	0
Hit Dice	11
No. Attacks	1
Damage	2d10
Move	3"
Alignment	Chaotic
No. Appearing	1d3
% in Lair	95%
Treasure	Special, see below
Morale	Normal
XP	1,175

A Roper is a strange monster in the general form of a stalagmite, though in fact their bodies are rubbery and flexible. An average individual stands some 9 feet tall and tapers from 3 or 4 feet in diameter at the base to 1 foot across at the top, and weighs 22,000 coins. They are subterranean, and coloration and temperature change to match the features of the cave where they make their lair, allowing them to gain surprise on 1-4 on 1d6.

Most encounters with a roper begin when it lashes out with up to six strong, sticky strands. These strands are ropy secretions from the creature's own body; each one can strike up to 5" away. If a strand is hit directly with an edged weapon it will be severed, but the roper can extrude a new one on its next action and attack with it immediately, so such severing attacks will be ultimately useless. Since the strands are not actually part of the roper's body, attacks against them do no damage to the creature itself.

A roper's strands can sap an opponent's strength. Anyone grabbed by a strand must save vs. Paralysis or take 2d8 points of Strength damage. This damage can kill a victim if the Strength score is reduced to less than 1. If not completely reduced to 0 or fewer points of Strength, a victim will begin regaining them at a rate of 1 per turn after 8 turns have passed. Those gripped by a strand may break free with a successful roll to open doors, or by hacking at it with an edged weapon (as explained above). Each round that a victim is held by a strand it is dragged 1" closer to the roper's body, and when adjacent the victim may be subjected to the monster's powerful bite attack.

Ropers are immune to all forms of lightning or electricity, and suffer only half damage from cold or ice attacks. They suffer a penalty of -4 on all saving throws vs. any sort of fire or heat.

Like many other animals, ropers do not have sufficient teeth to fully masticate their food, and so have a kind of gizzard inside them where hard and sharp objects are held to assist with this process. However, ropers specifically choose to swallow platinum coins, and sometimes gems, for this purpose; any roper who is slain and then cut open will contain 3d6 PP and 35% also have 5d4 gems of various types.

**Rot Grub**

Armor Class	9
Hit Dice	1 hp
No. Attacks	1 bite
Damage	special
Move	1"
Alignment	Neutral
No. Appearing	5d4
% in Lair	100%
Treasure	None
Morale	Never checks
XP	10

Rot grubs are 1-inch long vermin found in carrion, dung, and other such garbage and organic material. Their skin color is white or brown. When a living creature contacts an area (dung heap, offal, etc.) infested with rot grubs, the grubs will attack if they can come in contact the victim's skin. A rot grub secretes a powerful anesthetic when it begins to burrow into the flesh; a burrowing grub will only be noticed if the victim succeeds at a save vs. Death Ray. If successful, the victim sees strange rippling beneath his skin; if failed, the creature does not notice the grubs. During the first two rounds, a burrowing rot grub can be killed by applying fire to the infested skin or by cutting open the infested skin with any slashing weapon. Either method deals 1d8 points of damage to the victim, but kills the grubs. After the second round, only a **cure disease** can kill the grubs before they burrow to the victim's heart and devour it in 1d3 turns.

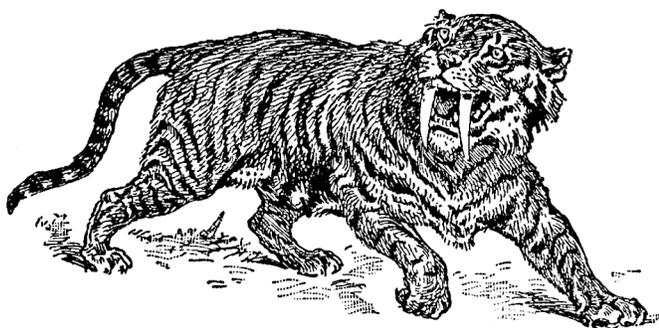
**Rust Monster**

Armor Class	2
Hit Dice	5*
No. Attacks	1 touch
Damage	special
Move	12"
Alignment	Neutral
No. Appearing	1d20
% in Lair	25%
Treasure	E
Morale	Normal
XP	325

The rust monster is universally feared by warriors for its ability to rust or corrode metal (such as weapons or armor), weakening or destroying them. A rust monster is shaped vaguely like a turtle, with feathery prehensile antennae with which it performs its rusting attack. The hide of these creatures varies in color from a yellowish tan underside to a rust-red upper back.

On a successful hit, the rust monster reduces metal armor (even magical armor) to little more than flakes. Hitting a rust monster with a metal weapon has the same effect on the weapon. The rust monster subsists on the metals thus corroded.

The typical rust monster measures 5 feet long and 3 feet high, weighing 2,000 coins.



### Sabre-Tooth Cat

Armor Class	6
Hit Dice	8
No. Attacks	2 claws/1 bite
Damage	1d4 each claw, 2d6 bite
Move	15"
Alignment	Neutral
No. Appearing	1d4
% in Lair	0%
Treasure	None
Morale	Normal
XP	700

This prehistoric great cat is named for its long canine teeth, which give it a deadly bite. They are canny hunters, stalking prey alone or in small groups.

### Sahuagin

Armor Class	5
Hit Dice	2+2 (see below)
No. Attacks	1 weapon or 2 claws/1 bite/2 rake
Damage	1d8 or by weapon, 1d2 claw, 1d4 bite, 1d4 rake
Move	12" Swim 24"
Alignment	Chaotic
No. Appearing	2d4 Lair 10d20
% in Lair	25%
Treasure	P, Q Individual; I, K in Lair
Morale	Normal
XP	30

The Sahuagin are a race of aquatic humanoids with shark-like attributes. Most have greenish skin, darker along the back and lighter on the belly. Many have dark stripes, bands, or spots, but these

tend to fade with age. An adult male sahuagin stands roughly 6 feet tall and weighs about 2,000 coins, while females average 5'10" and 1,850 coins. They speak their own language, and may know the languages of other aquatic monsters in their home area as determined by the referee.

Sahuagin live in groups or "bands" who hunt together. 2d4 bands will lair in a castle-like undersea structure, or sometimes in an aquatic cave system. Sahuagin nobles rule larger complexes, as explained below. They prefer to lair at a depth of around 100 feet, and do not normally descend below 1,500 feet.

The armor class of a sahuagin is due entirely to its tough, slippery hide; they do not wear armor of any sort. They prefer spear and dagger as weapons, but there is a 25% chance that half the members of a band will be armed with heavy crossbow and dagger instead. All of these weapons work well underwater, though crossbows are ineffective at medium or long range.

Even when unarmed they are formidable, for their hands have claws that can inflict 1d2 points of damage, and their feet have claws that do 1d4 points of damage. Worse, they can also bite for 1d4 points of damage. Sahuagin can generally only rake when submerged and cannot rake and move in the same round.

Sahuagin have impressive sensory capabilities, for they can see up to 30" underwater at a depth of up to 100 feet. For every additional 100 feet of depth, deduct 1" from their visual range. They can hear sounds at great distances; sharp noises, particularly metallic sounds and splashing, can be heard at up to a mile away, and even relatively quiet sounds may be heard up to 24" away. Finally, they can smell blood in the water with the same acuity as sharks, and can determine the direction and distance with accuracy 60% of the time.

A sahuagin lair will be led by a chieftain of 4+4 hit dice, and for every full 10 inhabitants of the lair, one will be a lieutenant of 3+3 hit dice. 5d20 (or roughly half, in other words) of the sahuagin in a lair will be females, equivalent to the males in all ways in combat; an additional 5d8 young having 1+1 hit dice will also be present. Young can fight but will

generally flee if possible, and if enemies enter the lair the females will work together to get the young out safely.

A noble rules 3 to 10 normal lairs. A noble's home lair will be double the normal size as given above. The noble will have 6+6 hit dice, and he or she will be attended by lieutenants as above.

A normal lair is 90% likely to have a priestess of 5<sup>th</sup> to 8<sup>th</sup> (1d4+4) level attended by 1d4 assistant priestesses of 1<sup>st</sup> to 4<sup>th</sup> level each. The gods they worship are harsh and cruel, and priestesses are more than willing to summon devils to aid them if the power to do so is available, though they will generally avoid other types of infernals.

Sahuagin keep sharks of various types as pets, and are able to command them in simple ways, in particular to restrain them from attacking or to direct them to attack specific targets. A normal lair will have 2d4 shark pets. Nobles will have twice this number at their disposal.

Rumors and tales abound about reputed princes and perhaps even a king who rule over great numbers of sahuagin, but no one who lives above the waves really knows that much about them.

**Salamander, Flame**

Armor Class	4/2 (m)
Hit Dice	7+3*
No. Attacks	1 touch/1 constriction/1 weapon + heat
Damage	special, 2d8 per round, 1d8 or by weapon type, 1d6 per round
Move	9"
Alignment	Chaotic
No. Appearing	1d4+1
% in Lair	40%
Treasure	F
Morale	Normal
XP	900

Flame Salamanders are creatures formed from elemental fire. They have long serpentine bodies with human-like torsos and snake-like heads. Flame salamanders are quite intelligent, and often speak

Common, Elvish, and/or Dragon as well as their own language.

A flame salamander generates so much heat that all creatures vulnerable to heat within 2" suffer 1d6 points of damage per round. One can wrap its body around a creature of man-sized or smaller and do 2d8 points of constriction damage per round. Finally, one may be armed with a weapon and fight like a man; they may even constrict one opponent while fighting others with weapons. Metal weapons wielded by a flame salamander will add 1d6 points of heat damage after 2 rounds of combat, or immediately if the weapon was carried on the flame salamander's person.

The lower body of a salamander is Armor Class 2; attacks meant to free a victim being constricted must be against that figure. Doing 8 or more points of damage in an attack against the lower body of a salamander will cause it to reflexively free its victim.

Flame, frost, and lightning salamanders hate each other, and each type will attack the others on sight, in preference over any other foe.

**Salamander, Frost**

Armor Class	-1 (m)
Hit Dice	12*
No. Attacks	4 claws or 1 weapon/1 bite + cold
Damage	1d6/1d6/1d6/1d6 or by weapon/2d6 + 1d6/round
Move	12"
Alignment	Neutral
No. Appearing	1d3
% in Lair	40%
Treasure	F
Morale	Normal
XP	2,175

Frost Salamanders are creatures formed from elemental water. They look like giant lizards with six legs; they can raise the front portion of their bodies and use their forelegs as arms, even to the point of wielding weapons. Frost salamanders are very cold, and all non-cold-resistant creatures within 2" suffer 1d6 points of damage per round from the cold. Metal weapons wielded by a frost

salamander will add 1d6 points of cold damage after 2 rounds of combat, or immediately if the weapon was carried on the frost salamander's person. Frost salamanders are completely immune to all types of cold-based attacks.

Frost salamanders are quite intelligent; besides their own language, many also speak Common, Elvish, and/or Dragon.

Flame, frost, and lightning salamanders hate each other, and each type will attack the others on sight, in preference over any other foe.

### Salamander, Lightning

Armor Class	0 (m)
Hit Dice	10*
No. Attacks	2 bites plus lightning
Damage	2d4/2d4 + 1d6/round
Move	12"
Alignment	Chaotic
No. Appearing	1d3
% in Lair	40%
Treasure	F
Morale	Normal
XP	1,800

Lightning Salamanders are creatures formed from elemental air. A lightning salamander resembles a giant snake more than 12' long with two dragonlike heads (on short but flexible necks). A lightning salamander constantly emits little bolts of lightning; all non-lightning-resistant creatures within 2" of the monster suffer 1d6 points of damage per round from being struck by them. Striking a lightning salamander with a metal weapon results in 1d6 additional points of electrical damage to the wielder. They are immune to damage from any type of electrical or lightning attack.

Lightning salamanders are intelligent; besides their own language, many will also know Elvish, Common, and/or Dragon.

Despite having two heads, lightning salamanders have only one mind; either head may speak, or both may, but it is very rare to meet a lightning salamander who can speak different words with each head at the same time (although those who

can are known to sing duets with themselves, which may give away the location of the monster to those listening).

Flame, frost, and lightning salamanders hate each other, and each type will attack the others on sight, in preference over any other foe.

### Satyr

Armor Class	5
Hit Dice	5
No. Attacks	1 head butt or 1 weapon
Damage	2d4 or by weapon
Move	18"
Alignment	Neutral
No. Appearing	2d4
% in Lair	40%
Treasure	I, S, X
Morale	Normal
XP	200

Satyrs are humanoid creatures with goat-like horns and ears and shaggy legs with hooves instead of feet. A satyr's hair is red or chestnut brown, while its hooves and horns are jet black. An average satyr is about 5'5" tall and weighs around 1,250 to 1,500 coins. Satyrs speak their own language, and most also speak Elvish and Common.

Satyrs can play a variety of magical tunes on their pan pipes. Usually, only one satyr in a group carries pipes. When it plays, all creatures within a 6" radius (except satyrs) must save vs. Spells or be affected by **charm person**, **sleep**, or **cause fear**, as chosen by the satyr. In the hands of other beings, these pipes have no special powers. A creature that successfully saves against any of the pipe's effects cannot be affected by the same set of pipes for 24 hours.

The keen senses of a satyr make it almost impossible to surprise one in the wild, such that they are surprised only on a 1 on 1d6. Conversely, with their own natural grace and agility, satyrs can sneak up on travelers who are not carefully watching the surrounding wilderness, surprising on 1-3 on 1d6. Indeed, if one or more satyrs choose to lie in wait in a forested or overgrown area, they are

90% likely to go unnoticed (as if invisible) and thus automatically gain surprise.

Once engaged in battle, an unarmed satyr attacks with a powerful head butt. A satyr expecting trouble is likely to be armed with a bow and a dagger and typically looses arrows from hiding, weakening an enemy before closing.

**Scorpion, Giant**

Armor Class	5
Hit Dice	4*
No. Attacks	2 pincers/1 sting
Damage	1d10 pincer, 1d4 plus poison sting
Move	15"
Alignment	Neutral
No. Appearing	1d6
% in Lair	10%
Treasure	None
Morale	Normal
XP	140

Giant scorpions are fierce and deadly predators; their pincer attacks alone would make them formidable, but they are also equipped with a deadly poisonous stinger. They prefer to hide in dark places and spring out at prey as it comes within reach.

**Sea Hag**

Armor Class	7
Hit Dice	3*
No. Attacks	1 dagger or special
Damage	1d4 or special
Move	12" Swim 15"
Alignment	Chaotic
No. Appearing	1d4
% in Lair	10%
Treasure	C
Morale	Normal
XP	80

Sea Hags are monstrous creatures which resemble human females of advanced age. They are found in the waters of seas or overgrown lakes, and are able to breath both water and air with equal facility.

Sea hags are horrific in appearance. This is more than common, ordinary ugliness, but is in fact truly supernatural. The sight of a sea hag is so revolting that any living creature (other than another hag) who sets eyes upon one must save vs. Spells or instantly be weakened, taking 2d6 points of Strength damage. This damage cannot reduce a victim's Strength score below 1, but anyone reduced to a Strength of 1 is effectively helpless, unable to move or fight. Creatures that have been affected by this power, as well as those that successfully save against it, cannot be affected again by the same hag's horrific appearance for 24 hours.

Three times per day, a sea hag can cast its deadly gaze upon any single living creature within 3". The target must save vs. Poison or be killed. Creatures who are for any reason immune to fear cannot be affected by the sea hag's evil eye.

Sea hags are not subtle and prefer a direct approach to combat. They usually remain in hiding until they can affect as many foes as possible with their horrific appearance. When all opponents have been slain or driven away, the sea hag will feed on any victims left behind, preferring those rendered helpless by her horrific appearance over those who have been slain.

**Sea Horse, Giant**

Armor Class	7
Hit Dice	2
No. Attacks	1 bite
Damage	1d4 bite
Move	24"
Alignment	Neutral
No. Appearing	2d4
% in Lair	0%
Treasure	None
Morale	Normal
XP	30

Giant sea horses are simply enlarged versions of the ordinary sort of creature. They are normally inoffensive, but may be raised and trained as mounts by tritons (or more rarely by mermen).

**Sea Lion**

Armor Class	5 head, 3 body
Hit Dice	6
No. Attacks	2 claws, 1 bite
Damage	1d6 claw, 2d6 bite
Move	Swim 18"
Alignment	Neutral
No. Appearing	3d4
% in Lair	20%
Treasure	B
Morale	Normal
XP	300

Sea Lions are monsters similar in nature to mermaids, in that their foreparts are those of a land animal (a lion in this case) while their hindparts are the tail of a fish. A sea lion is covered in scales from the neck rearward, even covering the leonine forelegs, but the manes of the males are as full and bushy as common lion's might be.

The head of the sea lion is its weakest part, having an armor class of just 5, while the scaly body is tougher with an armor class of 3. In general, those attacking from the front may always strike at the head, while those attacking from the rear may not and those on either side may do so only if the player states such an intention.

Sea lions do not collect treasure as such, but they do usually drag the bodies of their prey back to their lair before eating them. This results in the treasure indicated collecting at random among the bones of their previous meals.

**Sea Monster**

Armor Class	5 to 2
Hit Dice	7 to 12
No. Attacks	1 bite or 1-8 tentacles or 1-4 claws
Damage	from 3d8 to 5d10 bite, or 2d6 to 4d6 tentacle, or 2d4 to 4d4 claw
Move	Swim 9" to 21"
Alignment	Neutral
No. Appearing	1d8
% in Lair	Variable
Treasure	B
Morale	Normal
XP	7 HD: 900,      8 HD: 1,250, 9 HD: 1,650,    10 HD: 1,800, 11 HD: 1,975,   12 HD: 2,175

Sea monsters are a general class of creatures that may be encountered on an ocean voyage. Some are serpentine, others constructed more like squids or octopi, and still others like truly huge crabs or lobster. The referee should choose a type, then select features that seem reasonable. For instance, a gigantic crab would certainly have the best armor class (2), and might have 9 hit dice and do 4d4 points of damage with each of its two claw attacks. Or, it might have two different-sized claws doing 3d4 and 4d4 points of damage respectively.

Whatever form they are found in, sea monsters are always voracious monsters who seek to sink ships and then eat whatever creatures they find thereon.



**Shadow**

Armor Class	7 (m)
Hit Dice	2+2
No. Attacks	1
Damage	1d4 plus special
Move	9"
Alignment	Chaotic
No. Appearing	2d10
% in Lair	None
Treasure	F
Morale	Normal
XP	30

A shadow is an incorporeal monster, literally a kind of living shadow. Only magical weapons will harm a shadow. A shadow can be difficult to see in dark or gloomy areas but stands out starkly in brightly illuminated places. They are 5 to 6 feet tall, generally man-shaped, and weightless. Despite their appearance they are not undead monsters and thus do not share those creatures' weaknesses or powers; however, they are immune to **charm** and **sleep** magics.

Shadows lurk in dark places, waiting for living prey to happen by. On a successful hit a shadow does normal damage and drains 1 point of the target's Strength. A creature reduced to 0 points of Strength by a shadow falls, apparently dead, but is transformed into a shadow in 2d4 hours. If not completely reduced to 0 points of Strength, a victim will begin regaining them at a rate of 1 per turn after 8 turns have passed.

**Shambler**

	Lesser	Greater
Armor Class	1	0
Hit Dice	3* to 6*	7* to 11*
No. Attacks	- 2 slam + special -	
Damage	2d4 slam	2d6 slam
Move	- 6" Swim 6" -	
Alignment	- Neutral -	
No. Appearing	1d4	1
% in Lair	100%	100%
Treasure	C	C
Morale	Normal	+1
XP	3 HD: 80 4 HD: 140 5 HD: 325 6 HD: 525	7 HD: 900 8 HD: 1,250 9 HD: 1,650 10 HD: 1,800 11 HD: 1,975

Shamblers (sometimes called Shambling Mounds) appear to be nothing more than heaps of wet, rotting vegetation; however, they are actually intelligent, carnivorous plants. A shambler's brain and sensory organs are located in its upper body. A lesser shambler is about 4-6 feet tall when the creature stands erect, and weighs from 3,000 to 6,000 coins; greater shamblers range from 7 to 9 feet tall and weigh from 7,000 to 20,000 coins. They are typically encountered in temperate marshes or other warm wetlands, but may also be found in other areas where rotting vegetation can accumulate in large quantities.

Shamblers are immune to lightning, and in fact gain a hit die each time they are attacked by lightning, up to a maximum 3 additional hit dice; these hit dice are lost at a rate of one per hour, while hit points granted in this way are used first when the monster is attacked. Further, they are resistant to both cold and fire, suffering no damage on a successful saving throw, or half damage if the save fails.

If a Shambler hits with both its attacks against the same creature, that creature is engulfed by the monster. The victim can no longer attack or cast spells, and suffers 1d6 points of damage each round due to suffocation. A shambler can only engulf creatures of man-size or smaller, and may only engulf one such creature at a time; the

shambler will expel any such creature from its body 1d4 rounds after the victim dies. Attacks against a shambler which has engulfed a victim require a saving throw vs. Death Ray for the victim each time the monster is hit; if the save fails, the victim suffers half (rounded down) of the damage done to the monster (which still takes full damage). The victim does benefit from the monster's resistance to fire or cold, but takes full damage from lightning attacks.

### Shark, Bull

Armor Class	7
Hit Dice	2
No. Attacks	1 bite
Damage	2d4
Move	Swim 18"
Alignment	Neutral
No. Appearing	3d6
% in Lair	None
Treasure	None
Morale	Normal
XP	30

Bull sharks are so named because of their stocky, broad build. Male bull sharks can grow up to 7' long and weigh around 2,000 coins, while females have been known to be up to 12' long, weighing up to 5,000 coins.

Bull sharks are able to tolerate fresh water, and often travel up rivers in search of prey.

### Shark, Great White

Armor Class	5
Hit Dice	8
No. Attacks	1 bite
Damage	2d10
Move	Swim 18"
Alignment	Neutral
No. Appearing	1d4
% in Lair	None
Treasure	None
Morale	+1
XP	700

Great white sharks range from 12' to 15' in length on the average, though specimens ranging up to 30'

in length have been reported. They are apex predators. Great white sharks have the ability to sense the electromagnetic fields of living creatures, allowing them to find prey even when light or water clarity are poor, and are able to smell blood at great distances.

### Shark, Mako

Armor Class	5
Hit Dice	4
No. Attacks	1 bite
Damage	2d6
Move	Swim 24"
Alignment	Neutral
No. Appearing	2d6
% in Lair	None
Treasure	None
Morale	Normal
XP	75

Mako sharks are fast-moving predators found in temperate and tropical seas. They average 9' to 13' in length and weigh up to 17,500 coins. Mako sharks are known for their ability to leap out of the water; they are able to leap up to 20' in the air.

### Shark, Megalodon

Armor Class	5
Hit Dice	12
No. Attacks	1 bite
Damage	2d12
Move	Swim 15"
Alignment	Neutral
No. Appearing	1d4
% in Lair	None
Treasure	None
Morale	+1
XP	1,300

Megalodon is a species of giant, prehistoric shark (though these statistics could also be used for any kind of giant shark). They generally range from 25' to 55' in length, and are apex predators, preying even upon whales and sea monsters. Like other sharks, they can smell blood in the water miles away, and they may have the same ability to

detect the electromagnetic fields of living creatures as do great white sharks. They are otherwise much like any other shark, being swift and ravenous hunters.

### Shedu

Armor Class	4
Hit Dice	9+9*
No. Attacks	2 hooves
Damage	1d6 hoof
Move	12" Fly 24"
Alignment	Lawful
No. Appearing	2d4
% in Lair	25%
Treasure	G
Morale	Normal
XP	1,650

A shedu is a strange creature, appearing as a winged bull with the head of a human. They are quite intelligent, speaking their own language as well as the languages of humans, elves, and dwarves; however, they can use **telepathy** as an innate ability and usually choose to communicate by means of direct psychic contact.

Shedu can **detect invisible**, **detect evil**, and **detect magic** at will (by concentration) as often as desired. Each can create the effect of **cure light wounds** up to three times per day, **protection from evil**, **10' radius** once per day, and **dispel magic** once per day. Three or more shedu working together can cast a **flame strike** once per day.

Shedu are naturally lawful creatures, and seek to aid those in need first and foremost; they seek out and battling evildoers only when absolutely necessary.

### Sheep, Giant

Armor Class	6
Hit Dice	4
No. Attacks	1 head butt
Damage	2d6 head butt + special
Move	15"
Alignment	Neutral
No. Appearing	2d4
% in Lair	None
Treasure	None
Morale	Normal (ewe), +1 (ram)
XP	75

Giant sheep roam wild only in hills or mountains far from human lands, but domesticated varieties may be herded by various giants for food or wool. Both male and female (ram and ewe) have the statistics given above, but generally only rams will attack without provocation. A ram may charge to attack, and if it hits damage is doubled.

Out of any flock encountered, one will be a ram, half of the remainder rounded down will be ewes, and the rest will be young having 1d3 hit dice each and doing 1d4, 1d6, or 2d4 respectively on a successful hit.

### Shrew, Giant

Armor Class	4
Hit Dice	1*
No. Attacks	2 bites
Damage	1d6 bite
Move	18"
Alignment	Neutral
No. Appearing	1d4 Wild/Lair 1d8
% in Lair	10%
Treasure	None
Morale	+1
XP	20

Giant shrews resemble giant rats, but are larger, being up to 6' long, and darker in color. They have a very fast metabolic rate and must eat almost constantly. Giant shrews are omnivorous, and aggressively defend their nests and the immediate territory around them.

Giant shrews move so swiftly that they are able to bite twice per round, and they may attack two different adjacent opponents in this way.

A few giant shrew species (generally no more than 5% of those encountered) are venomous. The bite of such a giant shrew will kill the victim unless a save vs. Poison is made. A victim bitten twice in a round need only save once for that round, but of course will have to save again in subsequent rounds if bitten again. Venomous giant shrews are considered 1\* with respect to hit dice.

### Shrieker

Armor Class	7
Hit Dice	3
No. Attacks	Special
Damage	None
Move	½"
Alignment	Neutral
No. Appearing	1d8
% in Lair	100%
Treasure	None
Morale	Never checks
XP	50

A shrieker is a large (3' to 5' tall and about the same size across), semi-mobile fungus that emits a loud noise as a defense mechanism when disturbed. Shriekers live in dark, subterranean places. They come in several shades of purple.

A shrieker has no means of attack. Instead, it lures monsters to its vicinity by emitting a loud noise. Movement or a light source within 10 feet of a shrieker causes the fungus to emit a piercing sound that lasts for 1d3 rounds. The sound attracts nearby creatures that are disposed to investigate it. Some creatures that live near shriekers learn that the fungus' noise means there is food nearby. In game terms, the referee should roll a wandering monster check each round that a shrieker shrieks.

### Skeleton

Armor Class	7 (see below)
Hit Dice	1
No. Attacks	1
Damage	1d6 or by weapon
Move	12"
Alignment	Neutral
No. Appearing	3d6 Wild 3d10
% in Lair	None
Treasure	None
Morale	Never checks
XP	15

Skeletons are **undead** monsters (as described on page 145); they are the animated bones of the dead, mindless automatons that obey the orders of their evil masters. A skeleton is seldom garbed in anything more than the rotting remnants of any clothing or armor it was wearing when slain. They may be found anywhere an evil Magic-User or Cleric might place them (i.e. as guards for some stronghold or treasure), but are most commonly found in graveyards and catacombs.

Skeletons take only ½ damage from edged weapons, and only a single point from arrows, bolts or sling stones (plus any magical bonus).

### Skunk, Giant

Armor Class	7
Hit Dice	5
No. Attacks	1 bite + special
Damage	1d6 bite + special
Move	9"
Alignment	Neutral
No. Appearing	1
% in Lair	0%
Treasure	None
Morale	Normal (see below)
XP	200

Giant skunks live in the forest, but are not afraid to raid human communities for food when convenient. Due to their great size and much-feared special attack, humans often choose to avoid them; as a result, giant skunks do not generally fear humans.

If attacked, a giant skunk will turn away from its opponent and release a spray of incredibly foul-smelling musk that covers an area 2" wide by 2" high for a distance of 2d6" behind it; the giant skunk then simply moves away at a normal walking pace. Any normal living creature within the area of effect must save vs. Poison or be blinded 3d12 turns; even if this save is made, the victim will move away for at least a round, and suffer a penalty of -5 (or -25% as appropriate) on all rolls made for the next 2d4 turns. All such victims will smell terrible for at least a full day, causing other characters or creatures to avoid them, or possibly even attack to drive them away. Traces of the stench persist for 1d4 additional days, with reduced effects as determined by the referee.

**Slithering Tracker**

Armor Class	5
Hit Dice	5
No. Attacks	1 pseudopod
Damage	Paralysis + special (see below)
Move	12"
Alignment	Neutral
No. Appearing	1
% in Lair	10%
Treasure	C
Morale	Normal
XP	200

The slithering tracker is a transparent slime monster, similar in nature to the gelatinous cube but smaller and more amorphous. A slithering tracker is 95% undetectable under normal circumstances. When one encounters a possible victim (any living creature), the monster will follow at a distance until its chosen target sleeps. Then, it will attack, touching the sleeping victim, who must make a saving throw vs. Paralysis or be immobilized for 2d8 turns. The slithering tracker then drains the victim's bodily fluids, doing 1d6 points of damage per turn in this way until the victim dies.

**Slug, Giant**

Armor Class	8
Hit Dice	12
No. Attacks	1 bite or 1 spit
Damage	1d12 bite or 2d6 spit
Move	6"
Alignment	Neutral
No. Appearing	1
% in Lair	60%
Treasure	Special
Morale	Normal
XP	1,300

Giant slugs are truly huge, being 15 feet long, 8 feet wide and around 5 feet thick. Their tough hide and boneless bodies make them immune to blunt weapons, and give them the ability to squeeze through spaces that would be too small for any other creature of such great bulk.

A giant slug can spit its acid saliva a substantial distance, having a 6" short range, 12" medium range, and 18" long range. On its first such attack, the slug suffers a -5 penalty to its chance to hit, but thereafter attacks at normal odds.

**Snake, Amphisbaena**

Armor Class	3
Hit Dice	6
No. Attacks	2 bites
Damage	1d4 bite + poison
Move	12"
Alignment	Neutral
No. Appearing	1d4
% in Lair	0%
Treasure	None
Morale	Normal
XP	300

The amphisbaena is a huge, fearsome serpent with a head at each end of its 10 to 15 foot long body; each head can attack a different opponent within that range, and any opponent bitten must save vs. Poison or die.

An amphisbaena can clasp its mouths together, forming a hoop, and in this form move at double

speed over relatively smooth terrain (especially including roads or trails) for an extended period of time. Obviously it cannot attack while moving in this fashion.

### Snake, Giant Rattlesnake

Armor Class	5
Hit Dice	2*
No. Attacks	1 bite
Damage	1d8 + poison
Move	12"
Alignment	Neutral
No. Appearing	1d2 Wild/Lair 1d2
% in Lair	5%
Treasure	None
Morale	Normal
XP	40

Giant rattlesnakes are simply much enlarged versions of the normal rattlesnake (see **pit vipers**, below, for details). They average 14 to 20 feet in length at adulthood.

### Snake, Pit Viper

	Large	Huge
Armor Class	6	5
Hit Dice	1*	2*
No. Attacks	– 1 bite –	
Damage	1d4 + poison	1d6 + poison
Move	9"	9"
Alignment	Neutral	Neutral
No. Appearing	1d4	1d4
% in Lair	5%	5%
Treasure	None	None
Morale	Normal	Normal
XP	20	40

Pit vipers are highly venomous snakes; those bitten by a pit viper must save vs. Poison or die. There are many varieties ranging in size from 2' to 12' at adulthood; the statistics above are for an "average" variety which reaches about 9' in length.

Pit vipers are named for the thermally sensitive "pits" between their eyes and nostrils. These are used to detect birds, mammals, and lizards, the

natural prey of these snakes. Note that, even though lizards are cold-blooded, pit vipers can still sense them because their temperature will often be slightly higher or lower than their surroundings.

Rattlesnakes are a variety of pit viper; in addition to the details given above, a rattlesnake has a rattle (from which it gets its name) at the end of its tail. The rattle is used to warn away larger creatures.

### Snake, Python

	Huge	Giant
Armor Class	6	5
Hit Dice	2*	5*
No. Attacks	– 1 bite/1 constrict –	
Damage	1d4/2d4	1d6/2d6
Move	12"	9"
Alignment	Neutral	Neutral
No. Appearing	1d4 Lair 2d4	1d3
% in Lair	5%	5%
Treasure	None	None
Morale	Normal	Normal
XP	40	325

After a successful bite attack, a python will wrap itself around its victim (in the same round), constricting for 2d4 points of damage plus an additional 2d4 per round thereafter. If the victim succeeds at a save vs. Death Ray, he or she is able to keep a hand free (50% chance of either). The hold may be broken with a roll equal to what is needed to open a stuck door, but this attempt requires a full round.

**Snake, Sea**

Armor Class	6
Hit Dice	3*
No. Attacks	1 bite
Damage	1 + poison
Move	3" Swim 9"
Alignment	Neutral
No. Appearing	1d8
% in Lair	None
Treasure	None
Morale	Normal
XP	80

Sea snakes are relatively small; the largest varieties rarely exceed 6' in length. They have relatively small heads, and are very stealthy in the water. Their bite does so little damage that the creature bitten has only a 50% chance to notice the attack, but their poison is terribly strong, such that any creature bitten must save vs. Poison at a penalty of -4 or die.

Fortunately, sea snakes rarely attack; only if molested (grabbed, stepped on, etc.) will they do so. They are very clumsy when out of the water.

**Snake, Spitting Cobra**

Armor Class	7
Hit Dice	1*
No. Attacks	1 bite or 1 spit
Damage	1d4 + poison or blindness
Move	9"
Alignment	Neutral
No. Appearing	1d6
% in Lair	None
Treasure	None
Morale	Normal
XP	20

Spitting cobras average about 7' in length at adulthood. They use their spreading hood to warn other creatures not to bother them, and generally refrain from attacking if possible to allow larger creatures time to retreat. Failure to retreat from the spitting cobra will likely result in the cobra spitting venom; the cobra can project its venom up to 5', and any creature hit must roll a save vs. Poison or

be blinded permanently (though the **cure blindness** spell can be used to heal this injury). If the cobra cannot deter a creature by spitting, it will attack using its bite. In this case, those successfully hit must save vs. Poison or die.

**Spectre**

Armor Class	2 (m)
Hit Dice	6**
No. Attacks	1 touch
Damage	1d8 plus energy drain
Move	15" Fly 30"
Alignment	Chaotic
No. Appearing	1d8
% in Lair	25%
Treasure	E
Morale	Never checks
XP	750

Spectres are **undead** monsters (as described on page 145). They are incorporeal, and thus hit only by magical weapons. On any successful hit against a living creature, a spectre drains two life energy levels in addition to doing normal damage. See **Energy Drain** in the Iron Falcon core rules for details of this attack. Any character slain by a spectre will arise at the next sunset (but not sooner than 6 hours after death) as a spectre under the control of its killer.

**Sphinx**

Sphinxes are enigmatic creatures with great feathery wings and leonine bodies. All sphinxes are territorial, but the more intelligent ones can differentiate between deliberate intrusion and temporary or inadvertent trespass. A typical sphinx is about 10 feet long and weighs about 8,000 coins. Sphinxes have their own language, and generally also speak Common and Dragon.

**Sphinx, Androsphinx**

Armor Class	-2
Hit Dice	9* to 12*
No. Attacks	2 claws + rake
Damage	2d6 claw, 2d6 rake
Move	18" Fly 30"
Alignment	Lawful
No. Appearing	1
% in Lair	55%
Treasure	E
Morale	Normal
XP	9 HD: 1,650; 10 HD: 1,800; 11 HD: 1,975; 12 HD: 2,175

The Androsphinx is a sphinx with the head of a man. They are clever and good-natured, but can be savage opponents. Androsphinxes are known to be resentful of gynosphinxes, due, it's said, to their greater intelligence and Neutral alignment, and generally avoid their company. They have the spellcasting abilities of a 6<sup>th</sup> level cleric.

On any successful attack with both of his claw attacks, an androsphinx may attempt an additional rake attack with his hind claws, as indicated in the statistics above. The rake may not be attempted if either claw attack fails to hit.

The signature ability of the androsphinx is its roar, which can be used at most 3 times per day. The roar can be heard for miles. The first time the creature roars, all living creatures within 36" must make a save vs. Wands or flee in a panic for 3 full turns. The second roar causes all living creatures within 24" to save vs. Paralysis or be frozen in fright for 1d4 melee rounds. Further, living creatures within 3" of the androsphinx when it roars a second time will be deafened for 2d6 melee rounds, with no saving throw normally allowed. The third roar is the most fearsome, for those within 21" must save vs. Spells or suffer the loss of 2d4 points of Strength for the same number of melee rounds (roll separately for each victim). Those within 3" of the third roar are also deafened, and must save vs. Dragon Breath or suffer 2d8 points of damage (in addition to the noted Strength loss).

**Sphinx, Criosphinx**

Armor Class	0
Hit Dice	10 to 12
No. Attacks	2 claws, 1 head butt + rake
Damage	2d4 claw, 3d6 head butt, 2d4 rake
Move	12" Fly 24"
Alignment	Neutral
No. Appearing	1d4
% in Lair	35%
Treasure	F
Morale	Normal
XP	10 HD: 1,050; 11 HD: 1,175; 12 HD: 1,300

The Criosphinx has the head of a goat. They are not very intelligent, do not cast spells, and employ only the most simple of battle tactics. They are very avaricious and will try to find some way to convince those they meet to give them treasure.

On any successful attack with both its claws, a criosphinx may attempt an additional rake attack with its hind claws, as indicated in the statistics above. The rake may not be attempted if either claw attack fails to hit.

**Sphinx, Gynosphinx**

Armor Class	-1
Hit Dice	8* to 11*
No. Attacks	2 claws + rake
Damage	2d4 claw, 2d4 rake
Move	15" Fly 24"
Alignment	Neutral
No. Appearing	1
% in Lair	15%
Treasure	F
Morale	Normal
XP	8 HD: 1,250; 9 HD: 1,650; 10 HD: 1,800; 11 HD: 1,975

The Gynosphinx is the female counterpart of androsphinx. In close combat, gynosphinxes use their powerful claws to flay the flesh from their enemies. Despite their deadly nature, they prefer to avoid combat whenever possible. They are avaricious, but prefer gems and jewelry over coins when given a choice.

On any successful attack with both her claws, a gynosphinx may attempt an additional rake attack with her hind claws, as indicated in the statistics above. The rake may not be attempted if either claw attack fails to hit.

A gynosphinx has superior senses; each has the effect of both **detect magic** and **detect invisible** at all times (no need to cast a spell). They also have great wisdom and understanding, such that each gynosphinx has the effect of both **read languages** and **read magic** at all times. One can, for example, literally pick up an unknown magic-user scroll and immediately use it.

In addition to these abilities, gynosphinxes have a number of spell-like powers which can be employed once per day each: **clairaudience**, **clairvoyance**, **dispel magic**, **locate object**, and **remove curse**, all of which are cast at the 7<sup>th</sup> level of ability.

**Sphinx, Hieracosphinx**

Armor Class	1
Hit Dice	9* to 11*
No. Attacks	2 claws, 1 bite + rake
Damage	2d4 claw, 1d10 bite, 2d4 rake
Move	9" Fly 36"
Alignment	Chaotic
No. Appearing	1d6
% in Lair	25%
Treasure	E
Morale	+1
XP	9 HD: 1,650; 10 HD: 1,800; 11 HD: 1,975

The hawk-headed Hieracosphinx is cruel and voracious, attacking any living creature of smaller size if it thinks it has any chance of slaying it. They can carry off creatures of man-size or smaller; in fact, the largest hieracosphinxes can even carry away a pony. Thus, even a large party might be attacked if the creature believes it can carry away a meal. Note however, they are not stupid and will not usually try to fly with struggling prey in their claws, but will generally only take a dead or unconscious foe.

On any successful attack with both its claw attacks, a hieracosphinx may attempt an additional rake attack with its hind claws, as indicated in the statistics above. The rake may not be attempted if either claw attack fails to hit.

**Spider, Giant Black Widow**

Armor Class	6
Hit Dice	3*
No. Attacks	1 bite
Damage	2d6 + poison
Move	6" Web/Climb 12"
Alignment	Neutral
No. Appearing	1d3
% in Lair	95%
Treasure	None
Morale	Normal
XP	80

The giant black widow spider is a much enlarged version of the ordinary black widow; a full-grown male has a leg-span of 2 feet, while an adult female will be 3 feet or more across. Despite the size difference, both genders are statistically equal. Both genders are marked with an orange "hourglass" on the abdomen.

The venom of the giant black widow is strong, such that those bitten must save vs. Poison at a penalty of -2 or die. Giant black widow spiders spin strong, sticky, nearly invisible webs, usually across passageways or cave entrances, or sometimes between trees in the wilderness; those who stumble into these webs become stuck, and must roll to escape just as if opening a door. Any character stuck in such a web cannot effectively cast spells or use a weapon.

**Spider, Giant Crab**

Armor Class	7
Hit Dice	2*
No. Attacks	1 bite
Damage	1d8 + poison
Move	12" Climb 12"
Alignment	Neutral
No. Appearing	1d4
% in Lair	80%
Treasure	None
Morale	Normal
XP	40

Crab spiders are ambush predators, hiding using various forms of camouflage and leaping out to bite their surprised prey. Giant crab spiders are horribly enlarged, being around 3' in length. They can change color slowly (over the course of a few days), taking on the overall coloration of their preferred lair or ambush location. After this change is complete, the spider is able to surprise potential prey on 1-4 on 1d6 when in that preferred location. Anyone bitten by a giant crab spider must save vs. Poison or die.

**Spider, Giant Tarantula**

Armor Class	5
Hit Dice	4*
No. Attacks	1 bite
Damage	1d8 + poison
Move	15"
Alignment	Neutral
No. Appearing	1d3
% in Lair	10%
Treasure	None
Morale	Normal
XP	140

Giant tarantulas are huge, hairy spiders, about the size of a pony. They run down their prey much as wolves do. The bite of the giant tarantula is poisonous; those bitten must save vs. Poison or be forced to dance wildly. The dance lasts 2d10 rounds, during which time the victim has a -4 penalty on attack and saving throw rolls. If the victim is a Thief, he or she cannot use any Thief

abilities while dancing. Onlookers must save vs. Spells or begin dancing themselves; such "secondary" victims suffer the same penalties as above, but they will only dance for 2d4 rounds.

Each round the original victim dances, he or she must save vs. Poison again or take 1d4 points of damage. Secondary victims do not suffer this effect.

**Neutralize poison** will cure the original victim, and **dispel magic** will stop the dance for all victims in the area of effect, whether they are original or secondary.

**Spider, Giant Water**

Armor Class	5
Hit Dice	3+3
No. Attacks	1 bite
Damage	1d4 + poison
Move	15" Climb 15"
Alignment	Neutral
No. Appearing	1d10
% in Lair	90%
Treasure	C
Morale	Normal
XP	50

Giant water spiders are semi-intelligent creatures, and may be allies of lesser fey creatures such as nixies or sprites who live nearby. They make underwater lairs of webs and sticks which are open only on the bottom to allow entry without loss of air, as giant water spiders are air-breathers (though they are able to operate underwater for a full turn without suffering injury). They do not swim, but rather walk on the bottom, climbing rocks or vegetation to surface.

**Sprite**

Armor Class	5
Hit Dice	½ (1d4 hit points) *
No. Attacks	1 dagger or 1 spell
Damage	1d4 or by spell
Move	6" Fly 18"
Alignment	Neutral
No. Appearing	3d6 Wild 3d6 Lair 5d8
% in Lair	15%
Treasure	S
Morale	Normal
XP	11

Sprites are reclusive fey creatures, looking like tiny elves just a foot tall with dragonfly-like wings. They go out of their way to fight evil and ugliness and to protect their homelands. Sprites fight their opponents with spell-like abilities and pint-sized weaponry. They prefer ambushes and other trickery over direct confrontation.

Five sprites acting together can cast **remove curse**, or its reversed form **bestow curse**, once per day. The latter spell is often used as an attack.

**Squid, Giant**

Armor Class	3
Hit Dice	6
No. Attacks	8 tentacles/1 bite
Damage	1d4 per tentacle/1d10
Move	Swim 12"
Alignment	Neutral
No. Appearing	1d4
% in Lair	None
Treasure	None
Morale	Normal
XP	300

These voracious creatures can have bodies more than 20 feet long and attack almost anything they meet. Their tentacles are studded with barbs and sharp-edged suckers. In order to bite, the giant squid must first hit with at least two tentacles.

If a giant squid fails a morale check, it will squirt out a cloud of black inky liquid 3" in diameter and then jet away at twice normal speed for 3d8 rounds.

**Stirge**

Armor Class	7
Hit Dice	1*
No. Attacks	1 bite
Damage	1d4 plus drains blood
Move	Fly 18"
Alignment	Neutral
No. Appearing	3d10
% in Lair	80%
Treasure	None
Morale	Normal
XP	20

Stirges are horrible little bat-winged monsters who prey upon warm-blooded creatures, attacking them for their blood. A stirge's coloration ranges from rust-red to reddish-brown, with a dirty yellow underside. Its proboscis is pink at the tip, fading to gray at the base. A stirge's body is about 1 foot long with a wingspan of about 2 feet, and weighs about 10 coins.

A stirge attacks by landing on a victim, finding a vulnerable spot, and plunging its proboscis into the flesh. They are very accurate, gaining a natural bonus of +2 on attack rolls. The stirge's attack does 1d4 points of damage on a hit, and inflicts 1d4 points of damage per round thereafter in the form of blood loss. A stirge who kills its victim will attempt to flee the area, going off to sleep and digest its meal.

Attacks against a stirge who is embedded in a victim run the risk of harming the victim; any failed attack should be rolled again as if it were aimed at the character or creature being drained.

## Strangle Weed

Armor Class	6	
Hit Dice	2 to 5	
No. Attacks	Special, see below	
Damage	Special, see below	
Move	0"	
Alignment	Neutral	
No. Appearing	3d4	
% in Lair	100%	
Treasure	C (magic only), J, K, L, M, N, Q	
Morale	Never checks	
XP	2 HD: 30	3 HD: 50
	4 HD: 75	5 HD: 200

Strangle Weed is an aquatic plant which very strongly resembles ordinary kelp; however, unlike ordinary seaweed, strangle weed is animate, and in fact, carnivorous.

The fronds of a patch of strangle weed can affect up to one character or creature (of man-size or smaller) per hit die of the weed, individually attacking each victim who is within 1" of the plant. Upon a successful hit, the referee should roll 2d20 to determine the Strength of the fronds entangling a victim.

If an entangled victim is stronger than the fronds holding is, the victim has a chance equal to 10% per point of difference of escaping the plant's grasp each round. Further, such a victim must save vs. Death Ray, with a failure indicating its hands are entangled and thus unable to use weapons or cast spells, though of course he or she may continue trying to break free until the percentile roll is successful.

Any victim entangled by fronds which are stronger than the character or creature suffers 1d6 points of strangling damage each round, plus the difference between the frond Strength and the character's.

Naturally, the referee must determine a Strength score for any non-human creature entangled by strangle weed fronds. While this is up to the individual referee, in general creatures having 1 hit die would have around 10 or so points of Strength, with up to 5 points added per additional hit die.

Killing a patch of strangle weed immediately frees any victims presently entangled. The treasure of a patch of this weed will be found scattered near the roots of the plant, along with the bones or other remains of the previous victims to whom the treasure formerly belonged.

## Sylph

Armor Class	9
Hit Dice	3**
No. Attacks	None (special, see below)
Damage	None
Move	12" Fly 36"
Alignment	Neutral
No. Appearing	1
% in Lair	10%
Treasure	Q x 10, X
Morale	Normal
XP	110

A sylph is a feminine fey creature of an aerial nature, appearing as a beautiful woman with dragonfly-like wings and faintly bluish skin. They live in high places, typically mountainous regions, and so rarely have company; still, most speak both the common tongue and the language of the fey.

A sylph is immune to the effects of even the most extreme normal weather conditions, ignoring heat, cold, icy rain, and even lightning. However, magical forms of these conditions have normal effect on them.

While sylphs do not fight, they have the magical abilities of a 7<sup>th</sup> level magic-user, and in addition can become **invisible** at will. One can also summon an elemental (as the spell **conjure elemental**) once per week, with the added benefit that the elemental will never attack the sylph if she loses control of it; rather, it will simply return to its own plane of existence. Elementals summoned by a sylph using a normal spell or even a magic item behave in the same way.

**Tentacle Worm**

Armor Class	7
Hit Dice	3*
No. Attacks	6 tentacles
Damage	paralysis
Move	12"
Alignment	Neutral
No. Appearing	1d3
% in Lair	15%
Treasure	B
Morale	Normal
XP	80

Tentacle worms appear to be giant worms of some sort, averaging 6 to 8 feet long. Their heads are pasty white or gray, but their bodies vary from livid pink or purple to deep green in color. Their tentacles splay out from around the creature's "neck." Some sages believe they are the larval form of some other monster, but this has never been proven.

A tentacle worm can attack as many as three adjacent opponents. Those hit must save vs. Paralysis or be paralyzed 2d4 turns. No matter how many of a tentacle worm's attacks hit an opponent in a given round, only one saving throw is required in each such round.

If all opponents of a tentacle worm are rendered paralyzed, it will begin to feed upon the paralyzed victims, doing 1 point of damage every 1d8 rounds until the victim is dead; if other paralyzed victims are still alive, the worm is 50% likely to move on immediately to another still-living victim. Otherwise, it continues to eat the corpse of the slain victim for 1d4 turns.

**Terror Bird**

	Large	Huge	Giant
Armor Class	7	6	5
Hit Dice	1	3	5
No. Attacks	- 2 claws/1 beak (see below) -		
Damage	1d3 claw/ 1d6 beak	1d4 claw/ 2d4 beak	1d6 claw/ 2d6 beak
Move	21"	18"	15"
Alignment	- Neutral -		
No. Appearing	2d4	1d6	1d4
% in Lair	- None -		
Treasure	- None -		
Morale	- Normal -		
XP	15	50	200

Terror Birds are enormous flightless predatory birds, usually found in prehistoric or "lost world" areas. There are several different families of these birds having many different names; for convenience, they are classified here by size. All varieties are swift-running pack hunters.

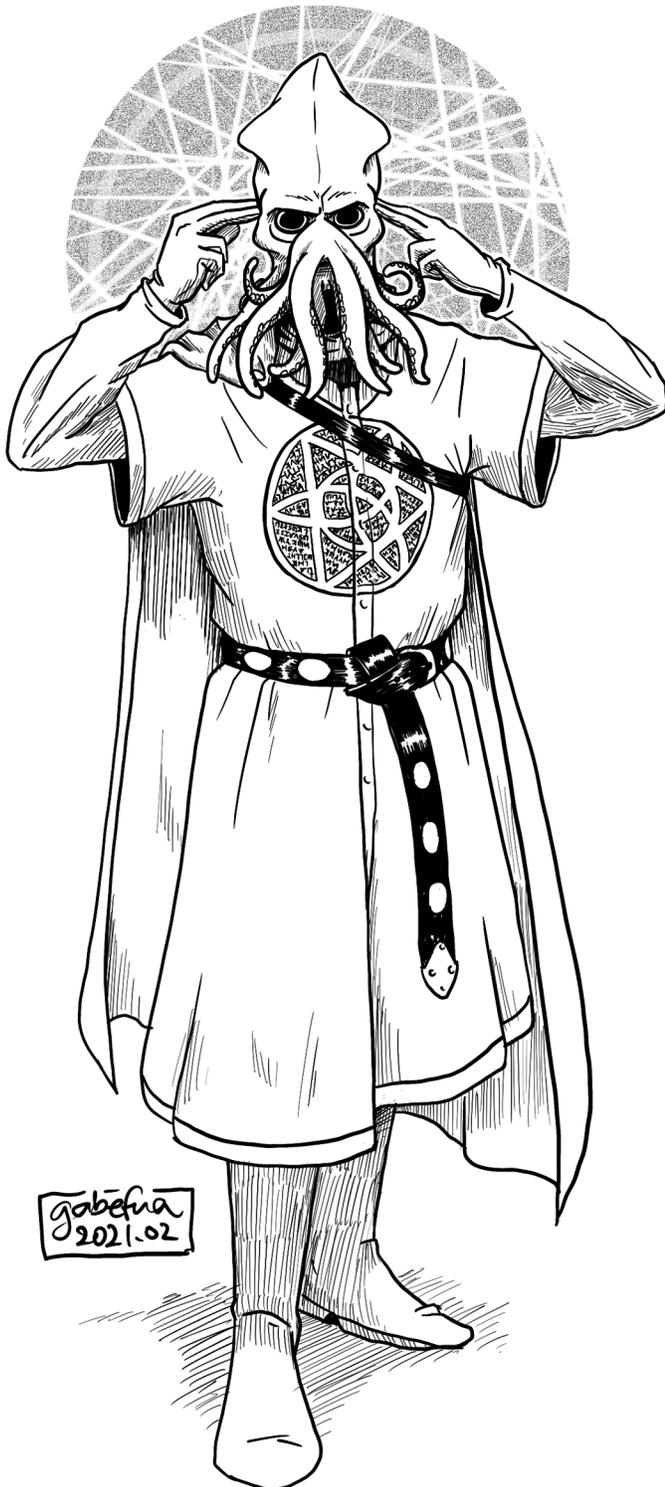
A terror bird may only make one claw attack on any round where it has moved, and may not use any claw attacks on any round where it has made a charge move.

**Thulid**

Armor Class	5
Hit Dice	1* to 8* (1** to 8** if a magic-user)
No. Attacks	1 weapon or special
Damage	1d6 or by weapon or special
Move	12"
Alignment	Chaotic
No. Appearing	1d4
% in Lair	15%
Treasure	F
Morale	Normal
XP	1 HD 20 (25); 2 HD 40 (50); 3 HD 80 (110); 4 HD 140 (205); 5 HD 325 (450); 6 HD 525 (750); 7 HD 900 (1,300); 8 HD 1,250 (1,800)

A **Thulid** is a highly intelligent man-like creature with a squid-like visage, having four to ten tentacles arranged around a beak-like mouth. The number of facial tentacles is roughly consistent with the monster's hit dice, with older thulids having more

than younger ones. Though omnivorous, thulids prefer the brains of sentient creatures as food. They can read minds (as the **ESP** spell) and communicate with each other telepathically. Most can speak Common, usually to command slaves.



A thulid uses its tentacles to extract the brain from a foe. It takes 1d4 turns for the tentacles to reach the brain, killing the victim. As this process takes a long time, it is not done during combat. In fact, most thulids are disinterested in physical combat, preferring to use their **mind blast** (see below), slave creatures, and/or spells for this purpose.

About one-quarter (25%) of thulids are magic-users of a level equal to the monster's hit dice. The experience point value of a magic-using thulid is greater than normal, and is shown in parentheses after the standard amount.

The thulid's **mind blast** is a cone of mental force 6" long and 5" wide at the far end. This ability can be used at most one time per day per hit die of the monster, and may not be used more often than every other round. A thulid can choose to either stun or kill those within the affected area. Stunning blasts render those in the area of effect unconscious (as if by **sleep**) for 2d6 rounds unless a save vs. Spells is made. A killing blast allows a save vs. Death Ray, with failure resulting in immediate death. Mindless creatures and the undead are not affected by this attack. Add +2 to the saving throw if the victim is more than 20 feet from the thulid, or +5 if more than 40 feet away. A **Helm of Telepathy** adds an additional +4 to saving throws. Further, when such saves are successful, the attacking thulid is stunned (unconscious) for 1d4 turns.

When encountered away from their lair, a group of thulids will generally consist of at least one fully mature (8 HD) thulid, with the remainder having 2d4 HD each. See below for details on thulid growth and maturation.

Thulids are actually a strange sort of parasite. When a group of thulids are encountered, the referee should roll 1d20. If the result of this roll is equal to or less than the number encountered, one of the thulids is ready to spawn. Do not count thulids who have only a single HD, as these are not mature enough to reproduce.

If a thulid is ready to spawn, it will notify its brethren which of their opponents it wants to impregnate. The group will then attempt to render the target host unconscious (generally by using the stunning form of mind blast) while removing other

opponents as expeditiously as possible. If the thulids prevail, the pregnant one will begin using its tentacles to penetrate the skull of the subdued opponent, but instead of extracting the brain, an egg will be laid. The subdued opponent will then be bound and carried off by the thulid party. Thulids seem to prefer male host bodies, for no apparent reason. Humans are preferred over elves, and elves over dwarves or halflings.

The egg hatches in 3d6 hours, but as the brain feels no sensation the victim will not realize this. In another 1d6 hours the victim will become confused (as if by the spell **confusion**), then in 2d6 more hours will fall into a coma. Up to this point, the condition is reversible with a **cure disease** spell, but after the coma begins, the growth of the infant thulid cannot be stopped in that way. In 3+1d6 days, the victim will suddenly awaken, still appearing normal but with the psyche (and mental blast power) of a thulid. The newly-spawned thulid can speak the thulid language as well as any languages formerly known by the host body, though little or none of that host's mind is left otherwise.

A "newborn" thulid normally has one hit die. Over the course of the next year the new thulid will slowly transform, taking on a reddish skin tone and developing the distinctive thulid head and facial tentacles; at this point the thulid gains its second hit die. Each year thereafter, the thulid gains another hit die until the maximum of eight is reached. (A few thulids may have the capacity to advance beyond 8 hit dice, at the referee's option.)

If the victim is rescued from the thulids but the egg is not slain, the development will be exactly as given. When the victim awakens as a thulid, it will instinctively realize that it is not among its own kind and feign amnesia or other illness to avoid discovery until it can find its way underground and attempt to find its "people." It is aided in this by its telepathy, which can be used to scan for other thulids within a 5 mile radius.

### Tick, Giant

Armor Class	4
Hit Dice	3*
No. Attacks	1 bite plus blood drain
Damage	1d4 plus 1d6/round
Move	3"
Alignment	Neutral
No. Appearing	3d4
% in Lair	None
Treasure	D
Morale	Normal
XP	80

Giant ticks are very large versions of the ordinary sort of blood-sucking arachnids, being 5 feet or so long and weighing about 3,000 coins. The only form of sustenance which they can consume is blood, and they will attack any living creature in the hopes of getting it. The attack of a giant tick does 1d4 points of damage, plus an additional 1d6 points per round thereafter in the form of blood loss. It is usually necessary to kill a giant tick to free its prey. Only a very large creature will supply enough blood to satisfy a giant tick, so once it has slain one victim it will usually go in search of another.

Giant ticks like to ambush their prey, as they are not fast-moving creatures. A giant tick can remain very still and make absolutely no noise, and while unintelligent will instinctively seek out a position where it has enhanced chances of gaining surprise.

Those injured by a giant tick will contract a wasting sickness that will cause them to lose 1d4 points of Constitution per day until reduced to 0 (and thus killed) or until the victim receives a **cure disease** spell; after the disease itself is cured, the victim will regain 1d4 points of Constitution per day until restored to his or her original state of health.



### Tiger

Armor Class	6
Hit Dice	6
No. Attacks	2 claws/1 bite/2 rear claws (rake)
Damage	1d6 claw, 2d6 bite, 1d8 rear claw
Move	15"
Alignment	Neutral
No. Appearing	1d3
% in Lair	None
Treasure	None
Morale	Normal
XP	300

These great cats stand more than 3 feet tall at the shoulder and are about 9 feet long. They weigh from 4,000 to 6,000 coins. If a tiger hits with both front claws it may make two additional "rake" attacks with its rear claws against the same opponent.

### Titanother

Armor Class	5
Hit Dice	12
No. Attacks	1 butt or 1 trample
Damage	2d6 or 3d8
Move	12"
Alignment	Neutral
No. Appearing	1d6
% in Lair	0%
Treasure	None
Morale	+1
XP	1,300

A titanother is a huge prehistoric animal that resembles the rhinoceros; adults average 10' tall

and 13' long. They have large, forked horns rather than the pointed horns of rhinos. Like rhinos, they are herd animals, and males aggressively defend the herd; females only enter combat if the male(s) are defeated or the attackers are very numerous. If a single titanother is encountered, it will be a rogue male; they are bad tempered and prone to attacking smaller creatures that enter their territory.

### Toad, Giant

See **Frog, Giant** on page 54.

### Trapper

Armor Class	3
Hit Dice	9 to 12
No. Attacks	Special, see below
Damage	Special, see below
Move	3"
Alignment	Neutral
No. Appearing	1
% in Lair	90%
Treasure	G
Morale	Normal
XP	9 HD: 950; 10 HD: 1,050; 11 HD: 1,175; 12 HD: 1,300

A trapper is an amorphous ambush predator which lies in wait of prey in dark underground places such as caves or dungeons; one literally lies flat and pretends to be the floor. They are able to alter their surface coloration and texture to resemble virtually any kind of natural or cut stone, allowing one to fool onlookers and thus gain surprise on 1-5 on 1d6. Common ploys for a trapper are to form part of its body into a "hump" or other protrusion that might be mistaken for a chest, or to present the appearance of a hole or displaced stone that might cover either a treasure or the entrance to some small creature's lair; any of these methods might be used to lure intelligent creatures onto the trapper.

A trapper can cover an area equal to 40 square feet per hit die; thus, a 10 hit die trapper can cover 400 square feet, or up to a 20 foot by 20 foot room.

It is when potential victims are standing on its surface that the trapper attacks, rolling itself up

around them and crushing them. A trapper having 9 hit dice can entrap at most 2 normal-sized characters (or twice that many small characters); one having 10 hit dice can entrap 3 such characters, one having 11 hit dice can entrap 4, and one having 12 hit dice can entrap up to 5. At the referee's option, characters near the edge of the creature's body at the time of attack may be allowed to roll a save vs. Death Ray to avoid entrapment, but those at the center are automatically captured.

Victims wearing no armor suffer 3d6 points of damage each round; those in leather, 2d6, and those in metal just 1d6. Entrapped characters are held so firmly that they cannot use weapons, nor cast spells of any kind, though at the referee's option certain magic items may be usable.

Trappers have a particular resistance to both heat and cold, and suffer only half damage from such attack forms. Entrapped victims are subject to half damage from any area effect spell (such as **fireball**) which might affect the monster.

**Treant**

Armor Class	2
Hit Dice	7* to 12*
No. Attacks	2 limb flails
Damage	7-8 HD: 2d8 limb flail 9-10 HD: 3d6 limb flail 11-12 HD: 4d6 limb flail
Move	6"
Alignment	Neutral
No. Appearing	2d10
% in Lair	None
Treasure	None
Morale	Normal
XP	7 HD: 900,      8 HD: 1,250, 9 HD: 1,650    10 HD: 1,800, 11 HD: 1,975,   12 HD: 2,175

Treants are huge tree-like intelligent plant creatures. A treant's leaves are deep green in the spring and summer. In the fall and winter the leaves change to yellow, orange, or red, but they rarely fall out. A treant's legs fit together when closed to look like a tree trunk; when motionless, a treant is nearly indistinguishable from an ordinary

tree. A treant is about 30 feet tall, with a trunk about 2 feet in diameter, and weighs about 45,000 coins.

Treants prefer to watch potential foes carefully before attacking. They often charge suddenly from cover to trample the despoilers of forests. Treants have the ability to animate up to two trees within a 6" range, causing them to move and act as if they were themselves treants. Animated trees move at a 3" movement rate, and each animated tree will have a number of hit dice equal to or less than that of the controlling treant (as rolled or chosen by the referee). Note that while XP is earned from defeating such subordinate animated trees, they should not receive the "special XP" bonus. Thus, the XP awards for animated trees are as follows: 7 HD: 500 XP; 8 HD: 700 XP; 9 HD: 950 XP; 10 HD: 1,050 XP; 11 HD: 1,175 XP; 12 HD: 1,300 XP.

Treants speak their own language, plus Common and the languages of any sylvan creatures (elves, pixies, etc.) which might live in their area. Most also can manage a smattering of just about all other humanoid tongues — at least enough to say "Get away from my trees!"

**Triton**

Armor Class	6 to 4
Hit Dice	5 to 7
No. Attacks	1
Damage	3d6 plus special
Move	Swim 15"
Alignment	Neutral
No. Appearing	5d6 or more
% in Lair	25%
Treasure	G
Morale	Normal
XP	200, 300, or 500

Tritons are similar to mermen, but larger and significantly more powerful. They are able to use magic, operating as if they were Magic-Users of two levels lower than their hit dice. They will often have giant sea horses as mounts.

## Troglodyte

Armor Class	5
Hit Dice	2
No. Attacks	2 claws/1 bite
Damage	1d4 claw, 1d4 bite
Move	12"
Alignment	Chaotic
No. Appearing	1d8 Lair 5d8
% in Lair	35%
Treasure	A
Morale	Normal
XP	30

Troglodytes are very intelligent lizardlike humanoid creatures. They have large red eyes and spiny "combs" on their legs, head, and arms. They normally stand 5 to 6 feet tall. They can change color at will, and 50% of the time a group can blend into the environment well enough to surprise on a roll of 1-5 on 1d6. Furthermore, they gain a +2 to attack rolls during any surprise round due to their excellent ambush skills.

Troglodytes secrete a smelly oil that keeps their scaly skin supple. All mammals (including, of course, all the standard character races) find the scent repulsive, and those within 10 feet of the Troglodyte must make a saving throw versus poison. Those failing the save suffer a -2 penalty to attack rolls while they remain within range of the Troglodyte. Getting out of range negates the penalty, but renewed exposure reinstates the penalty. The results of the original save last a full 24 hours, after which a new save must be rolled.

Troglodytes are very hostile, attacking equal or weaker non-troglodyte groups on sight. They prefer to attack with surprise, depending on their color-changing ability for this.

One out of every eight troglodytes will be a warrior of 4 hit dice (75 XP) that gains a +1 bonus to damage due to Strength. Troglodytes gain a +1 bonus to their morale if they are led by a warrior. In lairs of 24 or more, there will be a troglodyte leader of 6 hit dice (300 XP) with an Armor Class of 3 and having a +2 bonus to damage due to Strength. In the lair, troglodytes never fail a morale check as long as this leader is alive.



## Troll

Armor Class	4
Hit Dice	6+3*
No. Attacks	2 claws/1 bite
Damage	1d4 each claw, 1d8 bite
Move	12"
Alignment	Chaotic
No. Appearing	2d6
% in Lair	50%
Treasure	D
Morale	Normal
XP	525

Trolls are huge, rangy humanoids with lumpy skin that is a dull grayish green in color. They walk upright but hunched forward with sagging shoulders. Their gait is uneven, and when they run, their arms dangle and drag along the ground. For all this seeming awkwardness, trolls are very agile. A typical adult troll stands 9 feet tall and weighs 5,000 coins. Females are larger than males, and in fact have their own monster entry (**Trollwife**, found on page 144).

The main power of a troll is **regeneration**. Beginning on the third round after one is hit, it will begin to heal at a rate of 1 point per round. Even if hacked to pieces, a troll will continue to regenerate and may stand and fight when it has 6 or more hit points. Damage from fire or acid do not

regenerate in this way, and are about the only way to successfully kill a troll permanently.

Trolls speak a primitive language, and are often fluent in Goblin, Hobgoblin, Orc, Ogre, or Giant depending on which of these species live nearest them. A few (20% or so) speak Common.

**Trollkin**

	Infant	Juvenile	Adolescent
Armor Class	6	5	4
Hit Dice	1*-2*	3*-4*	5*-6*
No. Attacks	2 claws/1 bite		
Damage	1d4 claw/ 1d4 bite	1d4 claw/ 1d6 bite	1d6 claw/ 1d6 bite
Move	30'	50'	40'
Alignment	Chaotic		
No. Appearing	special, see below		
% in Lair	50%		
Treasure	None		
Morale	-2	-1	Normal
XP	20-49	80-140	325-525

Trollkin are young trolls. They have all the powers and weaknesses of trolls, and look exactly like smaller than normal adult trolls. Even an infant has the same ability to **regenerate** as an adult troll.

When you encounter trollkin, you can rest assured that there is a trollwife nearby (unless, of course, you've already slain her). They are as bloodthirsty as their parents; as such, determining the number appearing is done in a particularly unusual fashion:

Roll 1d6 for the number of individuals, and 2d6 for the number of hit dice. Divide the number of hit dice by the number of individuals to arrive at the hit dice of each individual. Note that a trollkin won't be encountered having more than 6 hit dice, so if only one individual is indicated by the 1d6 roll but the 2d6 roll totals more than 6, you must increase the number of individuals. The referee should feel free to round the number of hit dice up or down as he or she sees fit, or to allocate them in an approximately equal fashion if desired. Trollkin broods are rolled in this way owing to the fact that bigger or tougher individuals are likely to eat the weaker ones, generally when their mother is out hunting.

**Trollwife**

Armor Class	3
Hit Dice	7+4*
No. Attacks	2 claws/1 bite
Damage	1d6 each claw/2d6 bite
Move	12"
Alignment	Chaotic
No. Appearing	1 (special, see below)
% in Lair	50%
Treasure	D
Morale	Normal, +1 with mate, +2 with young
XP	900

A trollwife is a female troll; despite the name, there is no requirement that she be married (nor, in fact, do trolls normally engage in formal marriages). A typical adult trollwife stands 11 feet tall and weighs 6,000 coins. They have no outward appearance of femininity, at least according to the standards of humans, elves, or even orcs; rather, a trollwife simply looks like an extraordinarily large troll. Like a normal male troll, a trollwife has lumpy skin that is a dull grayish green in color. They walk upright but hunched forward with sagging shoulders, which often serves to conceal their true size.

Trollwives have all the abilities and weaknesses of the males of the species; in particular, they **regenerate** exactly as the males do.

When encountered, a trollwife may be alone, cohabitating with a male (her "husband"), or raising a brood of trollkin. Roll 1d10; on a result of 1, she is living alone; on a roll of 2-3, she is raising her young; on 4 or higher, she is living with a male. If one has a mate or offspring, there is a 1-3 on 1d10 chance she is encountered alone, 4-7 that her mate or young are encountered in her absence, or 8-10 that all are present.

If a trollwife's mate or offspring are slain in her absence, she will track the killers unerringly, and upon finding them will attack with the same Morale bonus as if they were with her (as given above).

Trollwives are solitary with respect to other adult trollwives; they hate each other with a fierce passion, but if forced together they will put aside their enmity until all non-troll enemies are dead (at which point they may well fight over who will eat the choicest of the remains).

**Turtle, Giant Sea**

Armor Class	2 overall/5 head and flippers
Hit Dice	15
No. Attacks	1 bite
Damage	4d4 bite
Move	1" Swim 15"
Alignment	Neutral
No. Appearing	1d4
% in Lair	0%
Treasure	None
Morale	Normal
XP	1,700

Giant Sea Turtles are shy creatures which prefer to avoid conflict; however, due to their armor and their powerful bite they can be formidable enemies. Indeed, a giant sea turtle can swallow a victim of man-size or smaller whole on any natural roll of 19 or 20 on the attack die (assuming the attack hits); such victims can attack the creature's AC 7 interior only with short stabbing or cutting weapons such as daggers, but they suffer 2d8 points of damage per round from the creature's digestive secretions, making this a losing battle in most cases.

Females come ashore on remote islands or rugged coastlines once a year in the early summer to lay a clutch of 2d8 eggs, which will be buried in the sand to be warmed by the sun until they hatch about six weeks later. Such egg clutches are often monitored by large, intelligent predators such as dragons, who will wait until the hatchlings break free from their shells and make a break for the sea. Hatchlings have 1 hit die and do 1d4 points of damage on a bite, but will always try to flee into the sea rather than fight if they are given the option.

**Turtle, Giant Snapping**

Armor Class	0 overall/5 head and legs
Hit Dice	10
No. Attacks	1 bite
Damage	4d6
Move	3" Swim 3"
Alignment	Neutral
No. Appearing	1d4
% in Lair	0%
Treasure	None
Morale	+1
XP	1,050

The Giant Snapping Turtle is a foul-tempered omnivorous creature with a well-known powerful bite. They often lie in wait partially submerged in a swampy area, and due to their excellent camouflage they gain surprise on 1-4 on 1d6 in such a situation.

Any creature of man-sized or smaller slain by a giant snapping turtle will be eaten immediately; small characters can be swallowed in a single gulp, while man-sized creatures require an extra round to bite in half before swallowing.

**Undead**

Undead monsters are corpses or spirits of the dead, animated by dark magic into a mockery of life. Undead monsters are immune to **sleep**, **charm**, and **hold** magics, and any other effect that targets living creatures. Undead monsters may be **turned** by Clerics, as described under **Turning the Undead** in the Iron Falcon core rulebook. They are damaged by holy water as described in the **Combat** section of that book.

**Unicorn (and Alicorn)**

	Unicorn	Alicorn
Armor Class	- 2 -	
Hit Dice	- 4* -	
No. Attacks	- 2 hooves/1 horn -	
Damage	1d8 each hoof, 1d8+3 horn	2d4 each hoof, 2d4+1 horn
Move	24"	21"
Alignment	Lawful	Chaotic
No. Appearing	1d4	1d6
% in Lair	None	None
Treasure	None	None
Morale	Normal	+1
XP	140	140

Unicorns are horselike creatures with cloven hooves and a single horn in the center of the forehead. Males have a beard similar to that of a goat. They are generally white in color, though there are reports of very rare unicorns colored in other ways.

Unicorns are very intelligent and Lawful. Their horn is a +3 magic weapon, though its power fades within a day if removed from the unicorn. They have the ability to transport themselves as if by the

**dimension door** spell once per day. They save against magical effects as if they were 11<sup>th</sup> level Magic-Users. Finally, they can sense the presence of enemies up to 24" away.

Only pure-hearted Lawful maidens may approach a unicorn; tales are told of warrior-maidens, both human and elvish, who ride unicorns into battle, but such will surely be quite rare. They are otherwise very shy creatures who prefer to remain aloof from even the noblest of humans.

An **Alicorn** resembles a unicorn in all details, save that they always have yellow, orange or red eyes, and (if one gets close enough to see) pronounced, sharp canine teeth. Alicorns are as evil as unicorns are good, using their razor-sharp horns and clawlike hooves as weapons. They attack any weaker creatures for the sheer pleasure of killing, but will try to avoid stronger parties. Alicorns are less magically powerful than unicorns: an alicorn's horn is only a +1 weapon, they cannot transport themselves by magic, and they can detect enemies at only an 18" range. However, alicorns may become invisible at will, exactly as if wearing a **ring of invisibility**.



**Urgoblin**

Armor Class	6 (9)
Hit Dice	2*
No. Attacks	1 weapon
Damage	1d8 or by weapon
Move	9" Unarmored 12"
Alignment	Chaotic
No. Appearing	Special
% in Lair	30%
Treasure	Q, R, S each; special in lair
Morale	+1
XP	40

These creatures appear to be normal **hobgoblins**, but urgoblins are actually a mutant subspecies. Urgoblins are able to regenerate much as do **trolls** (with the same limitations). All urgoblins are male; if an urgoblin mates with a female hobgoblin, any offspring will also be male, but only one in four such offspring will share their father's gifts. Like hobgoblins, urgoblins wear toughened hides and carry wooden shields into battle, blending in perfectly with hobgoblin troops.

Some hobgoblin tribes consider urgoblins an abomination, and kill them whenever they can be identified. Other hobgoblin tribes employ them as bodyguards for the chieftain, and accord them great honor. There are even rumors of a tribe entirely made up of urgoblins, with kidnapped hobgoblin females as their mates; reportedly they slit the throats of all infants born to their mates, so that only those who have the power of regeneration will survive.

**Vampire**

Armor Class	2 (m)
Hit Dice	7** to 9**
No. Attacks	1
Damage	1d10 and energy drain
Move	12" Fly 18"
Alignment	Chaotic
No. Appearing	1d6
% in Lair	20%
Treasure	F
Morale	Normal
XP	1,300, 1,800, or 2,350

Vampires are **undead** monsters (as described on page 145), surprisingly well-preserved animated corpses that appear alive (if rather pale) to any cursory examination.

They are unable to bear sunlight, and will avoid it at all costs (as exposure to the sun will slay a vampire



outright). Immersing a vampire in running water or impaling it with a stake are the only other ways to slay one. They regenerate in a fashion similar to trolls at a rate of 1 hit point per round starting on the round after being injured, and like a troll will continue to regenerate even after being reduced to 0 hit points; when reduced to 0 hit points, the vampire assumes **gaseous form** (as the potion) and moves away.

A vampire can actually assume gaseous form at any time, or transform itself into the shape of a huge bat, and in either form flies at an 18" rate

The attack of a vampire causes normal damage as well as draining 2 life energy levels (see **Energy Drain** in the Iron Falcon core rulebook for details).

A vampire can summon and control 10d10 ordinary rats or bats, or 4d6 giant rats, or 3d6 wolves. Summoned animals will begin appearing 1d4 rounds after being called, with one-third appearing each round after that point.

As if these powers were not enough, a vampire can **charm** any human or humanoid creature at will by means of its gaze (as if casting the spell **charm person**, with a penalty of -2 on saving throws against the effect). Charmed individuals will not resist the vampire's energy draining attack.

Vampires are repelled by holy symbols, mirrors (in which they cast no reflection), and the smell of garlic; any of these held forth will drive one back. They must spend the daylight hours in a coffin filled with dirt from their homelands. Failure to rest in this way causes the vampire to lose its power of regeneration, though draining life energy will restore the power temporarily.

Humans and humanoids slain by a vampire will arise at the next sunset (but not sooner than 6 hours after death) as vampires under the control of the one who slew them.

### Wasp, Giant

	Large	Huge	Giant
Armor Class	6	5	4
Hit Dice	1*	2*	4*
No. Attacks	- 1 bite/1 sting -		
Damage	1d4 bite, poison sting	1d6 bite, 1d2 sting + poison	2d4 bite, 1d4 sting + poison
Move	3" Fly 15"	6" Fly 18"	6" Fly 21"
Alignment	- Neutral -		
No. Appearing	2d12	1d20	1d12
% in Lair	15%	20%	25%
Treasure	- None -		
Morale	- Normal -		
XP	20	40	140

Giant wasps (including the large and huge varieties) are essentially oversized versions of the common type. They come in a variety of colors and patterns, from the drab brown of the mud dauber to various patterns of black and yellow or white, and even some colored red or blue.

The sting of the giant wasp is widely feared, for those who fail their saving throw vs. Poison are rendered permanently paralyzed; such a victim will die after 2d6 days due to lack of food and (especially) water (the venom having slowed the victim's metabolism so that he or she can survive longer). Note that saving throws against the venom of huge wasps are made at +2, while those rolled against large wasps are done at +4. Fortunately, the permanent paralysis can be cured with a **neutralize poison** spell. But the giant wasps will attempt to carry off any paralyzed victim to be food for their larva, breaking off from combat to do so. Large wasps cannot carry off creatures as large as player characters, but huge wasps can carry smaller characters such as dwarves or halflings.

**Water Weird**

Armor Class	4 (see below)
Hit Dice	3+3*
No. Attacks	1 grab (+3 to hit)
Damage	Special
Move	12"
Alignment	Chaotic
No. Appearing	1d4
% in Lair	50%
Treasure	I, O
Morale	Normal
XP	80

A water weird is a strange kind of wild water elemental. They hate living creatures, seeking to drown them so that they can feed off of their life energy in some unknown way. When at rest in a body of water, or even a large pool or vessel of water, a water weird is invisible. Once one senses living creatures within reach, it will form itself into a watery serpent in 1d4 rounds, striking suddenly out of the water to grab unsuspecting victims (and surprising on 1-4 on 1d6). The water weird cannot fully leave the water where it lives, but can reach up to 1" out of the water in search of victims.

Any character hit by a water weird must save vs. Paralyzation or be pulled into the water, thereafter suffering 1 point of damage per round while being forcibly drowned.

Water weirds are very hard to kill. Sharp weapons (including piercing weapons) do only 1 point of damage on a hit (plus magic bonus, if any). Blunt weapons inflict normal damage. Spells that employ cold affect a water weird like a **slow** spell, while fire-based magic does half damage (or none, if the monster makes its saving throw). **Magic missile** does normal damage; most other spells have no effect (as determined by the referee). However, a water weird reduced to 0 hit points is merely disrupted, not killed, and the monster will reform with full hit points after 2d4 rounds. The only way to kill a water weird, strangely enough, is the spell **purify food and water**, against which the monster must save vs. Spells or be instantly killed.

Water weirds have power over normal water elementals, and can assume control of one 50% of

the time at a range of up to 6". Only one water elemental can be controlled in this way at a time.

**Weasel, Giant**

Armor Class	4
Hit Dice	5
No. Attacks	1 bite
Damage	2d4 bite plus blood drain
Move	15"
Alignment	Neutral
No. Appearing	1d4 (2d4 in lair)
% in Lair	10%
Treasure	None
Morale	Normal
XP	200

Giant weasels prefer to hunt in tunnels underground, making dungeons practically their natural habitat. Once a giant weasel bites a living creature it holds on, sucking the victim's blood; this does 1d6 points of damage per round thereafter. If attacked by characters other than the victim, one may (25%) release the victim to attack another of its foes.

**Whale, Killer**

Armor Class	3
Hit Dice	6
No. Attacks	1 bite
Damage	2d10
Move	Swim 24"
Alignment	Neutral
No. Appearing	1d6
% in Lair	None
Treasure	None
Morale	Normal
XP	300

These ferocious creatures are about 30 feet long. Killer whales, also called "orca" (both singular and plural), are strikingly marked in black and white, with prominent white patches that resemble eyes. Their real eyes are much smaller and located away from the fake eye-spots.

Killer whales eat fish, squid, seals, and other whales, but are not above consuming a meal of human or demi-human fare.

**Whale, Narwhal**

Armor Class	19
Hit Dice	12
No. Attacks	1 horn
Damage	2d6
Move	Swim 18"
Alignment	Neutral
No. Appearing	1d4
% in Lair	None
Treasure	Special
Morale	Normal
XP	1,300

Narwhals are aquatic mammals resembling large dolphins with a single (or rarely, double) tusk protruding straight forward from the mouth. The tusk is helical in shape, and they are sometimes cut short and sold as "unicorn horns." However, they have no particular magical value. Narwhals are found in cold northern seas. They are not particularly aggressive.

**Whale, Sperm**

Armor Class	-2
Hit Dice	36*
No. Attacks	1 bite or special
Damage	3d20 bite or special
Move	Swim 18"
Alignment	Lawful
No. Appearing	1d3
% in Lair	None
Treasure	None
Morale	Normal
XP	8,700

Sperm whales can be up to 60 feet long, and prey on giant squid. They can emit an invisible focused beam of sound 1/2" wide up to a 5" range underwater. This blast of sound disorients living creatures, leaving them effectively stunned for 1d4 rounds. A stunned creature can neither move nor take action for the indicated duration. No attack

roll is required, but a save vs. Death Ray is allowed to resist. A sperm whale can emit as many such blasts of sound as it desires, once per round, instead of biting.

**Wight**

Armor Class	5 (s)
Hit Dice	3*
No. Attacks	1
Damage	Energy drain
Move	9"
Alignment	Chaotic
No. Appearing	2d12
% in Lair	60%
Treasure	B
Morale	Normal
XP	80

Wights are **undead** monsters (as described on page 145), corpses of the dead animated by dark magic. They despise the living, seeking out all such and attacking on sight. Wights cause no normal damage on a hit, but drain one life energy level instead (see **Energy Drain** in the Iron Falcon core rulebook for details).

**Will O'Wisp**

Armor Class	-8
Hit Dice	9*
No. Attacks	1 shock
Damage	2d6 shock
Move	18"
Alignment	Chaotic
No. Appearing	1
% in Lair	50%
Treasure	A3
Morale	Normal
XP	1,650

Will O'Wisps are glowing incorporeal creatures which inhabit deserted areas. A will o'wisp will choose a place near some natural hazard such as quicksand, a crumbling cliff-top, or other area where it can use its resemblance to a lantern or torch to lure creatures to their death. As the victim dies, the will o'wisp consumes its life-force.

Though they are incorporeal, metal weapons will harm a will o'wisp normally. A will o'wisp will try to avoid combat, but if pressed it can attack by means of an electric shock. A will o'wisp can choose to become **invisible** at will (as the spell) and will choose this over combat if given a choice.

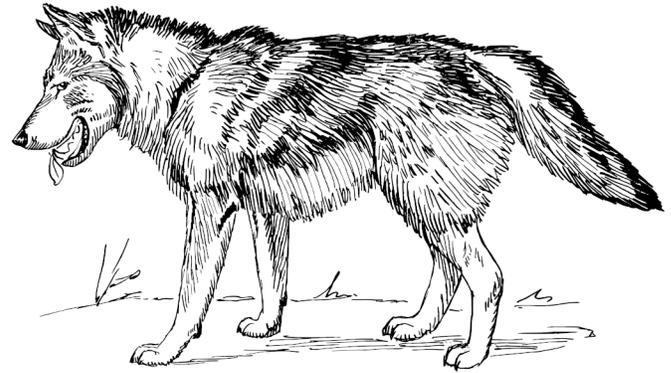
A will o'wisp can control the color of its illumination, making it yellow, white, green, or blue.

### Wind Walker

Armor Class	7 (m)
Hit Dice	6+3**
No. Attacks	Special
Damage	3d6
Move	Fly 30"
Alignment	Neutral
No. Appearing	1d3
% in Lair	20%
Treasure	C
Morale	Normal
XP	750

Wind Walkers are intelligent monsters from the Elemental Plane of Air. Like other elementals, they do not normally live on the material plane, but can be summoned by certain magic. They are naturally **invisible**, and remain so even after attacking. Due to their incorporeal form they can be harmed only by magical weapons (and spells, within some limits as given below).

They are immune to magic that affects only living creatures (such as **sleep**, **charm**, or **hold**) as well as mind-affecting magic such as **ESP**. They take half damage from any sort of cold or electrical attack. They are, however, especially susceptible to the spells **haste** and **slow**, suffering 1d6 points of damage per caster level if subjected to a **slow** spell and half that number of dice (rounded up) if subjected to **haste**. Neither spell has its normal effect if used against a wind walker.



### Wolf

Armor Class	7
Hit Dice	2
No. Attacks	1 bite
Damage	1d6 bite
Move	18"
Alignment	Neutral
No. Appearing	1d6 (in wild or lair 2d6)
% in Lair	25%
Treasure	None
Morale	Normal
XP	30

Wolves are pack-hunting canines known for their persistence and cunning. A favorite tactic is to send a few individuals against the foe's front while the rest of the pack circles and attacks from the flanks or rear.

### Wolf, Dire

Armor Class	6
Hit Dice	4
No. Attacks	1 bite
Damage	1d8 bite
Move	15"
Alignment	Neutral
No. Appearing	1d4 (in wild or lair 2d4)
% in Lair	20%
Treasure	None
Morale	Normal
XP	75

Dire wolves are huge versions of the normal wolf. Some humanoids (especially goblins) are known to tame them and ride them into combat.

**Wolverine**

	Normal	Giant
Armor Class	5	4
Hit Dice	3	4+4
No. Attacks	– 2 claws/1 bite –	
Damage	1d4 claw, 1d4+1 bite	1d6 claw, 2d4 bite
Move	12"	15"
Alignment	Neutral	Neutral
No. Appearing	1	1
% in Lair	15%	15%
Treasure	None	None
Morale	+1	+2
XP	50	75

A Wolverine is an aggressive, bearlike animal found generally in cool forested regions. They have a strong, unpleasant odor which may tend to give them away. They are excellent climbers, and thus cannot be escaped by climbing a tree. Wolverines are unafraid of larger creatures and will attack prey twice their size without fear.

Giant Wolverines are simply larger, and even more aggressive, versions of the common wolverine.

**Wraith**

Armor Class	3 (m)
Hit Dice	4**
No. Attacks	1
Damage	1d6 plus energy drain
Move	Fly 24"
Alignment	Chaotic
No. Appearing	2d8
% in Lair	20%
Treasure	E
Morale	Never checks
XP	205

Wraiths are **undead** monsters (as described on page 145), spirits of the dead which live on, driven by hatred for the living. In addition to the normal damage done by its attack, a wraith drains one life energy level on a successful hit (see **Energy Drain** in the Iron Falcon core rulebook for details).

**Wyvern**

Armor Class	3
Hit Dice	7*
No. Attacks	1 bite/1 sting
Damage	2d8 bite, 1d6 plus poison sting
Move	9" Fly 24"
Alignment	Neutral
No. Appearing	1d6
% in Lair	60%
Treasure	E
Morale	Normal
XP	900

A distant cousin to the true dragons, the wyvern is a huge flying lizard with a poisonous stinger in its tail. A wyvern's body is 15 feet long, and dark brown to gray; half that length is tail. Its wingspan is about 20 feet, and it weighs about a ton.

Wyverns are rather stupid but always aggressive: They attack nearly anything that isn't obviously more powerful than themselves. Add a bonus of +2 to morale checks for these monsters.

**Xorn**

	Juvenile	Adult	Elder
Armor Class	-1	-2	-3
Hit Dice	4+4*	7+7*	10+10*
No. Attacks	– 3 claws/1 bite –		
Damage	1d4 claw, 3d6 bite	1d4 claw, 4d6 bite	1d6 claw, 5d6 bite
Move	– 9" (plus special, see below) –		
Alignment	– Neutral –		
No. Appearing	1d4	1d4	1d2
% in Lair	20%	40%	60%
Treasure	None	B	B x 2
Morale	– Normal –		
XP	140	900	1,800

Xorn are strange alien creatures who many wizards believe come from the Elemental Plane of Earth. Little is known about them, save that they are very rare except in a few special places deep underground. Their name, xorn, is both singular and plural, though some do say "xorns" as a plural form.

A xorn is an oddly symmetrical creature with three legs, three arms, and three eyes arranged around its body. A single large mouth resides at the very top of the creature's barrel-shaped trunk. A xorn's skin appears to be made of stone or brick, and is hard and cold to the touch. A xorn has natural camouflage in underground areas, thus gaining surprise on 1-4 on 1d6 in such situations.

A xorn's symmetrically placed eyes allow it to look in any direction, reducing their chance of being surprised to 1 on 1d6. Since a xorn has no "back" it cannot be attacked from behind.

Juvenile xorn are about 3 feet tall and wide and weigh about 1,200 coins. Adult xorn are about 5 feet tall and wide and weigh about 6,000 coins. Elder xorn are about 8 feet tall and wide and weigh about 90,000 coins.

Xorn eat refined metals, and can smell them up to a distance of 2". While generally neutral in outlook, if a xorn encounters a character or party which is in possession of a large quantity of one or more varieties of refined metal it may demand they share, and further may attack if denied.

Instead of attacking a xorn may choose to escape by moving through earth or stone, moving at a rate of 9" per turn. The creature requires a full round to alter its phase appropriately for this purpose, and during this round it cannot attack or take any other action. If subjected to a **phase door** spell during this round the xorn must save vs. Spells or die instantly.

Attacks by means of fire or cold have no effect on a xorn, while lightning does either half damage or none at all if the xorn makes the appropriate saving throw. Any spell or magical effect like **stone to flesh** or **rock to mud** will reduce the creature's armor class to 8 until the end of the following melee round, during which time the creature cannot attack or move through the earth. The spell **move earth** will throw the xorn back 3" and leave it stunned and unable to attack until the end of the following melee round. Finally, a **passwall** spell inflicts 3d8 points of damage on a xorn. A standard saving throw is allowed to resist the effects of these spells (reducing the damage by half in the case of **passwall**).

## Yellow Mold

See **Mold, Deadly** on page 100.

## Yeti

Armor Class	6
Hit Dice	4+4*
No. Attacks	2 claws + hug (see below)
Damage	1d6 claw, 2d8 hug
Move	15"
Alignment	Neutral
No. Appearing	1d6
% in Lair	5% (special, see below)
Treasure	D
Morale	+1
XP	140

A yeti is a bipedal apelike creature averaging 7 to 9 feet in height and weighing around 3,000 coins. Yeti are covered in shaggy white fur and have prominent, sharp canine teeth. They are fond of the taste of human and demi-human flesh, and are very aggressive.

If a yeti hits with both of its claw attacks, it is able to subject the victim to a hug attack (similar to bears) which does an additional automatic 2d8 points of damage. Only man-sized or smaller opponents can be hugged in this way.

Yeti are very well camouflaged in snowy areas, surprising on a roll of 1-5 on 1d6, and further their appearance is so frightful that any character surprised by one must save vs. Paralyzation or be frozen in fright for 1d4 rounds, allowing the yeti to hit automatically. Their adaptation to cold is such that they suffer half normal damage from any cold-based attack form, but on the other hand are subject to an additional 50% damage from attacks based on fire (i.e. a **fireball** doing 15 points of damage normally would inflict 24 points of damage to a yeti).

Any group of yeti encountered in their lair has a chance equal to 1-3 on 1d10 of including females (equal in number to the roll of the d10, i.e. 1, 2, or 3 of them). Females are equal to males in combat. If females are present, there is a further 1-2 on 1d10 chance of 1d4+1 young having from 1+1 to 3+3 hit

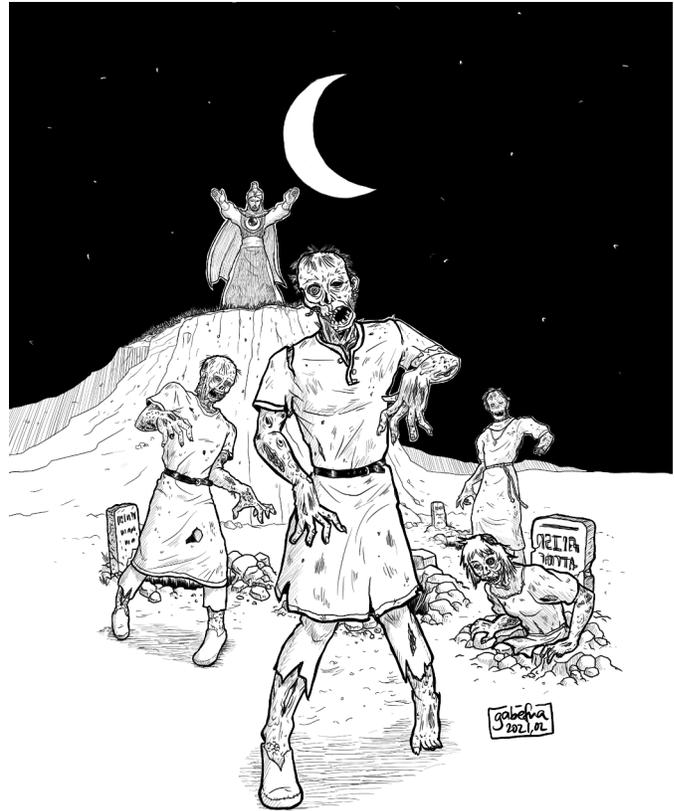
dice and doing 1d4 with their claw attacks. Juveniles having 1+1 or 2+2 hit dice cannot hug, but those having 3+3 hit dice may do 2d4 points of hugging damage if both claws hit.

**Zombie**

Armor Class	8 (see below)
Hit Dice	2
No. Attacks	1
Damage	1d8 or by weapon
Move	6"
Alignment	Chaotic
No. Appearing	3d10
% in Lair	None
Treasure	None
Morale	Never checks
XP	30

Zombies are **undead** monsters (as described on page 145), corpses reanimated through dark and sinister magic. They never check morale and always fight until destroyed. They are deathly slow, but they move silently, are very strong and must be literally hacked to pieces to "kill" them. They take only half damage from blunt weapons, and only a single point from arrows, bolts or sling stones (plus magical bonus if any). A zombie never has Initiative and always acts last in any given round.

Zombies may be found anywhere an evil Magic-User or Cleric might place them (i.e. as guards for some stronghold or treasure), but are most commonly found in graveyards and catacombs.



## Dungeon Encounters

It is preferable to have specific encounter tables for each dungeon; however, as this is not always possible, the following tables are provided for use by referees needing a "standard" method for rolling encounters in a dungeon.

Normally, the referee rolls a check for an encounter every 3 turns; on a roll of 1 on 1d6, an encounter is indicated. Published adventures may have their own rules for encounters, and of course the referee may choose some other method as appropriate for the situation.

Since it is reasonable to assume that monsters are not strictly distributed (i.e. first level monsters only on the first level of the dungeon, second level monsters restricted to the second dungeon level, and so on), the first table is used to determine the level of monster encountered. Roll 1d6 and read across the table to the number rolled, then down to the actual dungeon level to discover what monster level table is called for. Then, roll on the relevant table to select the specific monster type.

Dungeon Level	Die Roll					
	1	2	3	4	5	6
1	1	1	1	2	2	3
2	1	2	2	2	3	4
3	2	3	3	3	4	5
4-5	3	4	4	4	5	6
6-7	4	5	5	5	6	7
8-9	5	6	6	6	7	8
10-11	6	7	7	7	8	9
12+	7	8	8	8	9	10

### Level 1

% Roll	Monster Type
01-08	Bee, Giant
09-18	Centipede, Giant
19-25	Goblin
26-27	Green Slime
28-34	Kobolds
35	Mushroom Men (1 HD)
36-41	Orcs
42-51	Rat, Giant
52-57	Skeleton
58-62	Snake, Cobra
63-71	Spider, Giant Crab
72-78	Stirge
79-81	Wolf
82-85	NPCs: Fighters
86-87	NPCs: Magic-Users
88-90	NPCs: Clerics
91-93	NPCs: Thieves
94-00	NPCs: Adventurers

### Level 2

% Roll	Monster Type
01-08	Beetle, Giant Bombardier
09-15	Fly, Giant
16-24	Ghoul
25-34	Gnoll
35-37	Gray Ooze
38-50	Hobgoblin
51-55	Lizard Man
56	Mushroom Men (1d2 HD)
57-64	Snake, Pit Viper
65-67	Spider, Giant Black Widow
68-73	Toad, Giant
74-77	Troglodyte
78-84	Zombie
85-89	NPCs: Fighters
90	NPCs: Magic-Users
91-93	NPCs: Clerics
94-96	NPCs: Thieves
97-00	NPCs: Adventurers

**Level 3**

% Roll	Monster Type
01-09	Ant, Giant
10-20	Beetle, Giant Tiger
21-29	Harpy
30-33	Hell Hound (3 hit dice)
34-44	Lycanthrope, Wererat
45	Mushroom Men (1d4 HD)
46-55	Shadow
56-60	Tentacle Worm
61-71	Tick, Giant
72-78	Wight
79-84	NPCs: Fighters
85	NPCs: Magic-Users
86-89	NPCs: Clerics
90-93	NPCs: Thieves
94-00	NPCs: Adventurers

**Level 4**

% Roll	Monster Type
01-09	Ape, Carnivorous
10-19	Bugbear
20-27	Doppelganger
28-33	Gargoyle
34-41	Gelatinous Cube
42-45	Hell Hound (4 hit dice)
46-51	Lizard, Giant
52-57	Lycanthrope, Werewolf
58	Mushroom Men (1d6 HD)
59-67	Ogre
68-77	Scorpion, Giant
78-82	Wraith
83-87	NPCs: Fighters
88-89	NPCs: Magic-Users
90-92	NPCs: Clerics
93-95	NPCs: Thieves
96-00	NPCs: Adventurers

**Level 5**

% Roll	Monster Type
01-09	Bear, Cave
10-13	Caecilia, Giant
14-20	Cockatrice
21-24	Hell Hound (5 hit dice)
25-33	Hydra (5 heads)
34	Mushroom Men (1d4+2 HD)
35-43	Ochre Jelly
44-48	Ogre Magi
49-58	Owl Bear
59-65	Phase Spider
66-73	Rust Monster
74-84	Weasel, Giant
85-88	NPCs: Fighters
89-90	NPCs: Magic-Users
91-93	NPCs: Clerics
94-96	NPCs: Thieves
97-00	NPCs: Adventurers

**Level 6**

% Roll	Monster Type
01-05	Basilisk
06-12	Deceiver
13-19	Dragon, White
20-23	Hell Hound (6 hit dice)
24-31	Hydra (6 heads)
32	Hydra, Fire Breathing (5 heads)
33-39	Lammasu
40-48	Lycanthrope, Weretiger
49-56	Manticora
57-66	Minotaur
67	Mushroom Men (1d6+2 HD)
68-72	Mummy
73-77	Spectre
78-85	Troll
86-89	NPCs: Fighters
90-91	NPCs: Magic-Users
92-94	NPCs: Clerics
95-96	NPCs: Thieves
97-00	NPCs: Adventurers

**Level 7**

% Roll	Monster Type
01-04	Deceiver, Greater
05-16	Dragon, Black
17-24	Hell Hound (7 hit dice)
25-39	Hydra (7 heads)
40-41	Hydra, Fire Breathing (6 heads)
42	Mushroom Men (2d4+1 HD)
43-54	Salamander
55-72	Wyvern
73-80	NPCs: Fighters
81-83	NPCs: Magic-Users
84-88	NPCs: Clerics
89-91	NPCs: Thieves
92-00	NPCs: Adventurers

**Level 8**

% Roll	Monster Type
01-10	Dragon, Green
11-25	Giant, Hill
26-34	Gorgon
35-46	Hydra (8 heads)
47-48	Hydra, Fire Breathing (7-8 heads)
49-53	Invisible Stalker
54-60	Lycanthrope, Wereboar
61	Mushroom Men (2d4+2 HD)
62-68	Salamander, Flame
69-77	Vampire
78-84	NPCs: Fighters
85-87	NPCs: Magic-Users
88-91	NPCs: Clerics
92-94	NPCs: Thieves
95-00	NPCs: Adventurers

**Level 9**

% Roll	Monster Type
01-11	Black Pudding
12-23	Chimera
24-32	Dragon, Blue
33-44	Giant, Stone
45-50	Golem, Flesh
51-61	Hydra (9-10 heads)
62	Hydra, Fire Breathing (9-11 heads)
63	Mushroom Men (1d4+6 HD)
64-69	Salamander, Lightning
70-76	Will O' Wisp
77-82	NPCs: Fighters
83-85	NPCs: Magic-Users
86-89	NPCs: Clerics
90-92	NPCs: Thieves
93-00	NPCs: Adventurers

**Level 10**

% Roll	Monster Type
01-10	Dragon, Red
11-14	Giant, Cloud
15-21	Giant, Fire
22-27	Giant, Frost
28-30	Golem, Iron
31-34	Golem, Stone
35-45	Hydra (11-12 heads)
46	Hydra, Fire Breathing (12 heads)
47-49	Lich
50	Mushroom Men (10 HD)
51-60	Purple Worm
61-68	Salamander, Frost
69-78	Slug, Giant
79-84	NPCs: Fighters
85-87	NPCs: Magic-Users
88-91	NPCs: Clerics
92-94	NPCs: Thieves
95-00	NPCs: Adventurers

## Wilderness Encounters

When traveling in the wilderness, there are two main hazards to contend with: becoming lost and encountering monsters. Each day, the referee should roll on the table below to determine if either of these things happens. If characters are traveling by air or by water, the referee may wish to roll once for encounters during travel and again for encounters when the adventurers land. Roll 1d6 for each chance as follows:

Terrain	Chance of	
	Getting Lost	Encounter
Clear	1	1
Desert	1-3	1-2
Mountains	1-2	1-3
River	1	1-2
Swamp	1-3	1-3
Woods	1-2	1-2

The referee should modify or ignore results that involve getting lost when the characters are following a well-marked road or a river, or have some other relatively reliable means of navigation.

What, exactly, is encountered depends on the type of terrain and whether or not the area is **inhabited** or **wild**. Inhabited areas include those regions near cities or towns, main roads, and so on; the area around a village that might be considered inhabited should be quite small. Areas adjacent to less-used roads might be considered either at the referee's option. Wild areas are, naturally, those areas far from civilization.

Roll on the first table below; if **by terrain type** is rolled, roll again on the relevant terrain type table.

### Encounter Type

% Roll		Type of Encounter
Inhabited	Wild	
01-15	01-12	NPCs: Fighters
16-20	13	NPCs: Magic-Users
21-30	14-17	NPCs: Clerics
31-40	18-19	NPCs: Thieves
41-50	20-25	NPCs: Adventurers
51-00	26-00	By Terrain Type

## Clear Terrain

% Roll	Type of Encounter
01	Ankheg
02-04	Badger
05-06	Badger, Giant
07-08	Basilisk
09-12	Bee, Giant
13-14	Blink Dog
15-16	Blue Dragon
17-23	Boar
24-28	Centipede, Giant
29-30	Chimera
31-32	Cockatrice
33-34	Fly, Giant
35-36	Gnoll
37-38	Gnome
39	Goblin
40	Gold Dragon
41	Green Dragon
42	Griffon
43	Hill Giant
44-45	Hippogriff
46-50	Hobgoblin
51-52	Hydra, 7-12 heads (1d6+6)
53-55	Kobold
56-62	Lion
63-64	Manticora
65-67	Ogre
68	Orc
69	Red Dragon
70-71	Roc
72-74	Scorpion, Giant
75-77	Snake, Giant Rattlesnake
78-79	Snake, Pit Viper
80-84	Toad, Giant
85-87	Troll
88-90	Wereboar
91-92	Werewolf
93-96	Wolf
97-98	Wolf, Dire
99-00	Wyvern

**Desert Terrain**

% Roll	Type of Encounter
01	Ankheg
02-03	Ape, Carnivorous
04-06	Basilisk
07-08	Beetle, Giant Tiger
09-12	Blue Dragon
13-16	Centipede, Giant
17-18	Chimera
19-21	Cockatrice
22-25	Fire Giant
26-28	Fly, Giant
29	Gnoll
30	Gold Dragon
31-33	Griffon
34-37	Hawk
38-40	Hell Hound
41-44	Hippogriff
45-48	Hobgoblin
49-51	Hydra, 7-12 heads (1d6+6)
52-54	Lizard, Giant Draco
55-57	Manticora
58-61	Mummy
62-67	Ogre
68-75	Orc
76-78	Purple Worm
79-81	Red Dragon
82-85	Roc
86-87	Scorpion, Giant
88	Silver Dragon
89-91	Snake, Giant Rattlesnake
92-93	Snake, Spitting Cobra
94-97	Spider, Giant Tarantula
98-00	Wyvern

**Mountain Terrain**

% Roll	Type of Encounter
01	Basilisk
02-04	Bat, Giant
05	Bear, Cave
06-08	Bear, Grizzly

**Mountain Terrain, continued**

% Roll	Type of Encounter
09-12	Boar
13	Carnivorous Ape
14-15	Chimera
16	Cockatrice
17-18	Deceiver
19	Fire Giant
20	Frost Giant
21-23	Gnoll
24-26	Goblin
27	Gold Dragon
28-29	Griffon
30-33	Hawk
34-35	Hawk, Giant
36-38	Herd Animal, Elk
39-41	Hill Giant
42-44	Hippogriff
45-47	Hobgoblin
48-49	Hydra, 7-12 heads (1d6+6)
50-53	Kobold
54-58	Lion
59-60	Lizard, Giant Tuatara
61-62	Manticora
63-65	Mountain Lion
66-69	Ogre
70-75	Orc
76	Pegasus
77	Peryton
78	Red Dragon
79-80	Roc
81	Silver Dragon
82-83	Snake, Giant Rattlesnake
84-85	Spider, Giant Black Widow
86-87	Stone Giant
88	Sylph
89-90	Werewolf
91-92	White Dragon
93-96	Wolf
97-98	Wolf, Dire
99-00	Wyvern

**River Terrain**

% Roll	Type of Encounter
01-02	Basilisk
03-04	Black Dragon
05	Chimera
06-07	Cockatrice
08-09	Crab, Giant
10	Crayfish, Giant
11-15	Crocodile
16-19	Fish, Giant Bass
20-22	Fish, Giant Catfish
23-24	Fish, Giant Piranha
25-27	Frog, Giant
28	Frog, Giant Killer
29-30	Gnoll
31-32	Gnome
33-35	Goblin
36	Gold Dragon
37	Gorgon
38-39	Green Dragon
40-41	Griffon
42-43	Hawk
44	Hawk, Giant
45-46	Hill Giant
47-48	Hippogriff
49-52	Hobgoblin
53-54	Hydra, 7-12 heads (1d6+6)
55-56	Jaguar
57-59	Kobold
60-63	Leech, Giant
64-67	Lizardman
68-69	Manticora
70	Nixies
71	Nymph
72-75	Ogre
76-80	Orc
81-82	Otter, Giant
83	Pegasus
84	Roc
85	Silver Dragon
86-87	Snake, Giant Rattlesnake

**River Terrain, continued**

% Roll	Type of Encounter
88-89	Stirge
90-92	Troll
93-94	Water Termite, Giant
95-96	Werebear
97-98	Wereboar
99	Werewolf
00	Wyvern

**Swamp Terrain**

% Roll	Type of Encounter
01	Basilisk
02-04	Black Dragon
05-06	Blood Rose
07-10	Centipede, Giant
11	Cockatrice
12-14	Crocodile
15	Fish, Giant Catfish
16-18	Frog, Giant
19-22	Ghoul
23-24	Gnoll
25-28	Goblin
29	Gold Dragon
30	Green Dragon
31	Griffon
32	Hangman Tree
33	Hill Giant
34-36	Hobgoblin
37	Hydra, 7-12 heads (1d6+6)
38-40	Kobold
41-43	Leech, Giant
44-46	Lizard, Giant Draco
47-52	Lizardman
53	Manticora
54	Nixies
55-57	Ogre
58-61	Orc
62	Shadow
63-69	Skeleton
70-71	Snake, Spitting Cobra

**Swamp Terrain, continued**

% Roll	Type of Encounter
72	Spectre
73-76	Stirge
77-78	Troglodyte
79-82	Troll
83	Wereboar
84-85	Werewolf
86-89	Wight
90-92	Wraith
93	Wyvern
94-00	Zombie

**Wooded Terrain**

% Roll	Type of Encounter
01-05	Antelope
06	Assassin Vine
07	Basilisk
08-11	Bear, Black
12-14	Bear, Grizzly
15	Beetle, Giant Fire
16-19	Boar
20-21	Centipede, Giant
22	Chimera
23-24	Cockatrice
25-26	Gnoll
27-28	Gnome
29-31	Goblin
32	Gold Dragon
33-36	Green Dragon
37-38	Griffon
39-43	Hawk, Giant
44-45	Hill Giant
46-47	Hippogriff
48-51	Hobgoblin
52-53	Hydra, 7-12 heads (1d6+6)
54-56	Kobold
57-58	Manticora
59	Mushroom Men
60-62	Ogre
63-65	Orc

**Wooded Terrain, continued**

% Roll	Type of Encounter
66-67	Owlbear
68-69	Snake, Spitting Cobra
70-71	Spider, Giant Black Widow
72-73	Toad, Giant
74-75	Troll
76-78	Weasel, Giant
79-81	Werebear
82-84	Wereboar
85-89	Werewolf
90-93	Wolf
94-95	Wolf, Dire
96-00	Roll on <b>Sylvan Dwellers</b> subtable (page 161)

**Sylvan Dwellers**

% Roll	Type of Encounter
01-09	Alicorn (see Unicorn)
10-20	Dryad
21-23	Hangman Tree
24-39	Pixie
40-57	Satyr
58-77	Sprite
78-83	Sylph
84-95	Treant
96-00	Unicorn

## City Encounters

Encounters in cities and towns will happen on a roll of 1 on 1d6; check once per day minimum, more often if conditions warrant (i.e. characters are exploring dangerous parts of the city, or perhaps many people fill the streets due to a market or festival). Roll on the table below to determine the type of the encounter.

The referee should consider selection and placement of city encounters carefully. For instance, undead will normally not walk abroad in daylight (indeed, vampires *must* not), lycanthropes and gold dragons will be in human form most of the time, giant rats or goblins might only be encountered in a dark alley, and so on. After rolling for the sort of encounter, the referee should plan the monster's appearance at an appropriate place and time. If the adventurers manage by accident or good planning to avoid the encounter, so be it. There's always tomorrow...

% Roll	Type of Encounter
01-03	Centipede, Giant
04-05	Doppelganger
06-08	Ghoul
09-11	Goblin
12	Gold Dragon
13-14	Kobold
15-16	Mummy
17-23	Rat, Giant
24-28	Shadow
29-32	Skeleton
33	Spectre
34	Vampire
35	Werebear
36	Wereboar
37-40	Wererat
41-42	Werewolf
43-44	Wight
45-46	Wraith
47-50	Zombie
51-65	NPCs: Fighters
66-70	NPCs: Magic-Users
71-80	NPCs: Clerics
81-90	NPCs: Thieves
91-00	NPCs: Adventurers

## Treasure

The Iron Falcon core rules include only lair-type treasures for those monsters found within that book; however, many monsters could be expected to be carrying smaller amounts of treasure with them while roaming away from the lair. The table below repeats the treasure types found in the core rules, and adds treasure types relevant to individuals. Additional lair-type treasures relevant to creatures added in this book have been included as well.

### Lair Treasures

Type	100's of Copper		100's of Silver		100's of Gold		Gems		Jewelry		Magic Items or Maps	
A1	35%	4d10	60%	4d8	70%	6d10	50%	6d6	50%	6d6	40%	1d4
A2	35%	3d8	45%	3d8	55%	3d12	50%	10d4	50%	10d4	60%	1d4
A3	None		None		80%	20d12	60%	10d6	60%	10d6	50%	1 Map
B	55%	7d10	60%	3d8	55%	2d8	25%	1d6	25%	1d6	10%	1 Weapon or Armor
C	40%	7d8	50%	3d8	None		25%	1d4	25%	1d4	10%	1d3
D	30%	7d10	30%	9d6	60%	6d10	30%	1d8	30%	1d8	20%	1d3 plus 1 Potion
E	10%	5d10	65%	9d6	45%	4d10	10%	1d10	10%	1d10	30%	1d4 plus 1 Scroll
F	None		45%	9d10	65%	7d12	20%	2d12	20%	2d12	35%	1d4 non Weapons or Armor plus 1 Potion and 1 Scroll
G	None		None		85%	4d100	25%	3d6	25%	1d10	40%	1d6 plus 1 Scroll
H	60%	9d10	85%	25d10	85%	3d100	50%	1d100	50%	10d4	20%	1d6 plus 1 Potion and 1 Scroll
I	None		None		None		50%	2d8	50%	2d8	20%	1
J	45%	3d8	45%	1d8	None		None		None		None	
K	None		90%	2d10	35%	1d4	None		None		None	
L	None		None		None		50%	1d4	None		None	
M	None		None		90%	6d10	55%	5d4	45%	2d6	None	
N	None		None		None		None		None		40%	2d4 Potions
O	None		None		None		None		None		50%	1d4 Scrolls

### Individual Treasures

Type	Pieces of Copper		Pieces of Silver		Pieces of Gold		Gems		Jewelry		Magic Items or Maps	
P	100%	3d8	None		None		None		None		None	
Q	None		100%	3d6	None		None		None		None	
R	None		100%	1d4	50%	2d4	None		None		None	
S	None		None		100%	2d4	None		None		None	
T	None		None		100%	5d6	None		None		None	
U	50%	1d20	50%	1d20	25%	1d20	5%	1d4	5%	1d4	2%	Any 1
V	None		25%	1d20	60%	1d20	10%	1d4	10%	1d4	5%	Any 1
W	None		4d6		6d6		60%	2d8	50%	2d8	60%	Any 2
X	None		None		None		None		None		100%	1d4 Potions
Y	None		None		2d6 x 100		None		None		None	
Z	1d8 x 100		1d10 x 100		1d12 x 100		55%	1d6	50%	2d6	50%	Any 3

## Adventuring

### Experience Points Award Table, Expanded

The standard Experience Points Award Table in the Iron Falcon core rules only gives experience point values up to 21 hit dice. As there are several creatures in this book which have more than 21 hit dice, this supplementary table is provided to calculate their XP values.

Hit Dice	Basic XP	Special XP
Less than 1	10	1
1	15	5
2	30	10
3	50	30
4	75	65
5	200	125
6	300	225
7	500	400
8	700	550
9	950	700
10	1,050	750
11	1,175	800
12	1,300	875
13	1,450	950
14	1,550	1,050
15	1,700	1,150
16	1,825	1,325
17	1,950	1,500
18	2,075	1,625
19	2,225	1,750
20	2,350	1,875
21	2,500	2,000

Hit Dice	Basic XP	Special XP
22	2,650	2,100
23	2,825	2,200
24	3,000	2,300
25	3,175	2,400
26	3,350	2,500
27	3,525	2,600
28	3,700	2,700
29	3,875	2,800
30	4,050	2,900
31	4,225	3,000
32	4,400	3,100
33	4,600	3,200
34	4,800	3,300
35	5,000	3,400
36	5,200	3,500
37	5,400	3,600
38	5,600	3,700
39	5,800	3,800
40	6,000	3,900
41	6,200	4,000
42	6,425	4,100
43 or more	6,650	4,200

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