

# Microlite74

## Companion IV: Bestiary of Monsters

*Version 3.0 Release 1 (Condensed Type Edition)*

*OGL20 Rules for Tabletop Fantasy Roleplaying Campaigns with Old School (0e) Flare*



**Microlite74 Companion IV: Bestiary Of Monsters**

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*Microlite74 is dedicated to the memory of those who gave us the first roleplaying games and campaigns:*

*Dave Arneson, E. Gary Gygax, David Hargrave, Bob Bledsaw*

A number of rules supplements were published for that very first ("0e") fantasy roleplaying game published back in 1974. All those supplements contained material that the GM could choose to allow (or not allow) into her campaign on a case-by-case, rule-by-rule basis. The monsters in this Supplemental Rules book are designed in the same way. The GM may use any or all of them.

This Microlite74 Companion volume contains descriptions of a large number of 0e and 1e monsters. These descriptions are somewhat more detailed than those included in the *Microlite74* rules.

## Introduction

In *Microlite74*, the term "monster" can generally refer to any being other than the player characters. Monsters are listed in this section in an encyclopedic format. Each monster has certain characteristics, which are defined below. Though each monster listing can be considered to represent the "average" specimen of a particular creature, the GM can alter the abilities and power level of any creature to fit the situation. It is assumed that all monsters, except NPC humans, have infravision of 60'. The following terms are used to define the characteristics of monsters.

**Number Encountered:** This variable number represents the typical number of this type of monster that will appear together at one time if encountered on a dungeon level equal to the hit dice of the monster. For example, if a 4 HD creature has a Number Encountered listing of 1d8, then when this creature is encountered on the 4<sup>th</sup> level of a dungeon, 1d8 of the creatures will be encountered. The GM should alter the Number Encountered if the monster is encountered on a different labyrinth level. In general, the number should be reduced if the creature is encountered on a higher level, and increased if encountered on a lower level. These adjustments account for characters of higher level exploring deeper labyrinth levels, and lower level characters exploring higher (less depth) labyrinth levels.

A number range in parenthesis represents the number of monsters of a type that typically inhabits their "nest" or lair, or the number that will be encountered in a wilderness setting.

**Alignment:** All monsters will be light, neutral, or dark. Many monsters are either unintelligent or are simply unconcerned about light and dark, and are considered neutral. Note that a monster must be intelligent to speak or understand its alignment language.

**Movement:** There are two listings under this category. The first represents a number in feet per turn that a creature may move. The second value provided in parentheses represents the monster's encounter movement, which are in feet per round. If two different rates are given, the additional movement will relate to movement of a different kind, which will be appropriate to the creature. A couple of possibilities include flying or swimming.

**Armor Class:** In game terms, the AC of a monster means the same thing as a character's AC. For monsters, this value reflects not only the creature's general agility but also its natural armor, from tough hide or a magical adjustment.

**Hit Dice:** This value is roughly equivalent to character level, but for monsters it always represents a number of hit points determined by this number of d8s. For example, a 2 HD monster will have 2d8 hit points. Sometimes a value is given as a "+" or "-", in which case this number is added or subtracted from the hit points rolled. A monster will have a minimum of 1 hp. Hit dice further reflect the attack ability of monsters. The hit dice number will be located on the Monster Attack table, and the number needed to hit different armor classes will be used for an encounter. Further, the number of hit dice a monster has is related to how many experience points the characters receive when the monster is killed. Refer to the Monster Experience Points table in Section 4.



Hit dice also are used to determine which labyrinth level the monster will be found on. A 2 HD monster will most typically be found on the second labyrinth level. As noted above, when monsters are found on a different labyrinth level their Number Encountered should be adjusted accordingly.

**Attacks:** This listing describes how many attacks are available to a monster, per round, and the nature of the attacks. These will be listed in the same order as the appropriate damage in the damage listing.

**Damage:** Damage is listed in the same order as attacks, and is represented by a number and kind of die that should be rolled, just like weapon damage is rolled. Some monsters may in fact employ weapons. There are a number of special or unusual attacks that monsters can employ, and the effects of these are explained in greater detail below.

**Acid:** Some monsters employ acid. When acid successfully hits, it does damage because it has made contact with flesh. Once contact is made, acid does not need to make a new successful roll to hit in another round (unless otherwise noted). Most acid can be removed by rinsing it off with water or other non-flammable liquids (beer, wine). The acid breath attack employed by black dragons performs differently in that the acid does not remain active round to round, and damage is only suffered per attack. If armor is destroyed by acid, the character's AC should be adjusted to reflect having no armor.

**Charge:** In order to make a charge, a monster must have clear terrain and be able to run toward an opponent for 20 yards. The

extra momentum of such an attack inflicts double the normal damage. Likewise, if a braced attack is prepared against a charging monster, such as a spear braced in the ground, a successful hit will deal double damage to a charging monster.

**Charm:** Some monsters are able to charm characters in a similar way as the spell *charm person*. The character receives a saving throw versus spells. However, when a monster charms a character, he is also confused and unable to use spells or magic items that require either commands or concentration. Like the effects of the spell, characters charmed by monsters will obey instructions so long as they are not directly harmful to the character. If the monster and charmed character cannot communicate due to a language barrier or some other situation, the charmed character will act in the interest of the monster, to protect it. Some charm effects have a duration, but if the monster is killed the effects will disappear.

**Continuing Damage:** Some monsters have attacks that, once successful, continue to deal damage on subsequent rounds without requiring further rolls to hit. Examples include the constrictive attack of a giant snake, or if a character is swallowed by a giant monster.

**Dive:** Some monsters capable of flight can attack by swooping in to do a dive attack. Opponents must be in open terrain for this attack to be effective. Like a charge, this attack deals double damage. If the roll to hit is 18 or greater and the flying monster is of sufficient size, it grasps on to the opponent and attempts to carry him away.

**Energy Drain:** Some monsters, especially undead, have an energy drain attack. No saving throw is permitted. This attack leeches experience levels from characters (or hit dice if used against other monsters). This effect can be reversed by the 7<sup>th</sup> level cleric spell *restoration*. Note that if a character is drained of a level, all abilities, including hit points, saving throws, etc., are affected as appropriate for the character of the new class level.

**Paralysis:** The paralysis attack of most monsters lasts 2d4 turns, and a saving throw versus paralysis is allowed. When a character is paralyzed, he collapses and is incapable of any movement whatsoever, including speaking or casting spells. Characters remain conscious and aware of their surroundings. The cleric spell *cure light wounds* can negate the paralysis, but no hit points are healed when the spell is used in this way. Paralyzed characters are very vulnerable to attack, and no roll to hit them is required.

**Poison:** One of the most dreaded attacks of some monsters is poison. A character exposed to the poison of a monster, unless otherwise noted, must succeed in a saving throw versus poison or be instantly killed. The 4<sup>th</sup> level cleric spell *neutralize poison* can be used to counter this effect.

**Swallow Attack:** Some monsters are capable of swallowing a character whole, and will ordinarily do so in an attack if a "20" is rolled to hit. Characters who are swallowed will suffer damage every round until they die, or until the monster is killed. If a character who has been swallowed has a sharp weapon, he may attack the monster from inside its belly with a to hit penalty of -4. Should a swallowed character die and remain in a monster's belly for 6 turns, he has been irrecoverably digested.

**Trample:** When a monster tramples, it stomps or throws its weight against an opponent to deal damage due to its immense bulk. This attack adds +4 to hit if the opponent is human-sized or smaller. Any monster capable of this attack will do so 3/4 of the time (1-3 on a d4), and the remaining times will employ any other forms of attack available to it. Large numbers (20 or greater) of normal sized animals may also attempt a trample attack, such as a herd of cattle. These kinds of trample attacks deal 1d20 hit points of damage.

**Save:** Like characters, monsters have saving throws. Monsters have saving throws that are the equivalent of a particular class and class level. Usually, this is the Fighter class, but it can be any class. Monsters that are unintelligent often save as a Fighter

of a level equal to one-half of the monster's hit dice number, rounded up. The following abbreviations are used in the monster listings, and are followed by a number indicating which level of the class a monster saves as: Cleric, C; Fighter, F; Magic-User, MU; Thief, T; Dwarf, D; Elf, E; Halfling, H.

**Morale:** This is the number that the GM refers to when testing for morale. The GM will roll 2d6 according to the Morale Check optional rule in Section 5. Any monster that fails this check will attempt to flee or surrender.

**Hoard Type:** This listing refers to the Treasure Hoard Type of the monster, and will consist of a roman numeral. This roman numeral is cross-referenced on the Treasure Hoard Type table to determine the treasure that is found in the lair of a monster. If the treasure quantity is fairly small, a monster may have this on its person, but usually treasure is kept in a secure location.

### Abbreviations

In written adventures, when monsters are indicated, their characteristics are typically abbreviated in the following order and format: AL, alignment; MV, Movement; AC, armor class; HD; hit dice; #AT, number of attacks; DG, damage; SV, save; MR, morale.

For example:

AL N, MV 90', AC 6, HD 1, #AT 1, DG 1d4, SV F1, MR 7  
Alignment is abbreviated as follows: L, light; N, neutral; D, dark.

### Habitat Density (Optional)

In any habitat appropriate to a creature, a **habitat density** rank can be used to give an indication of the relative commonality of that creature, in the context of all available creatures that might be encountered. This value is most relevant when designing random encounter tables, as the probability corresponding to the ranks is considered when designing which proportion of encounters will result in any given specific creature encounter. Habitat density rank is idiosyncratic to the campaign world and specific region; therefore, no standard habitat density ranks are assigned to monsters. This should be done by the referee.

Habitat Density Ranks		
Rank	Probability	d00
Profuse	65%	01-65
Common	20%	66-85
Sparse	10%	86-95
Rare	5%	96-00

The referee creates a list of creatures that can be encountered in an environment. He then assigns each creature a habitat density rank appropriate for the game world, campaign, and specific area. A habitat might be as broad as "forest" or as specific as "forest within 5 miles of the castle," depending on the scope and needs of the referee. The environment could be an entire dungeon level, or a portion of a dungeon level or sublevel. Refer to the *Microlite74 Plus* rules for examples of habitats and how to determine which HD of creatures are appropriate for a labyrinth level. On any given encounter table there will be a 65% chance of encountering *profuse* creatures. The chance of encountering any specific *profuse* creature is relative to how many *profuse* creatures are in that environment, and odds are divided evenly between them within that 65%.

There are various ways these encounter tables might be constructed. A more complicated method is to assign percentile points to each creature, accounting for the likelihood of encountering each creature within a habitat rank. For example, if there are 5 common creatures on a table, and since there is a 20% chance of encountering common creatures, each common creature would be assigned 4%. If there were 10 common creatures, they would each be assigned 2%.

Another method is to simply have a list of creatures for each environment divided into sections by density rank. Roll percentile dice on the habitat density ranks table when an encounter occurs. Then roll for a creature from your list, with an equal chance per creature.



**Lair Encounter (Optional)**

Since treasure hoards (except personal treasure Hoard Types I-IV) will only be present in a creature's lair, and since the number of creatures encountered sometimes varies depending on whether they are found in their lair, guidelines can be helpful for determining whether a creature in a random encounter is in its lair. The guidelines presented here are broad and meant to be used as an easy way of determining lair encounters. This system could be made more complicated, with additional factors, and this is left to the preference of the Labyrinth Lord. Note that in the monster listings the number provided for *No. Enc.* is the number found in a labyrinth. The number in parentheses is the number of creatures encountered when in the wilderness *or* in a lair. It is important to note that not all creatures actually have lairs. Some always wander. If a creature has 0 (2d4) listed under number encountered, for example, the creature is never found in a labyrinth and when encountered in the wilderness it may or may not lair.

It is important for the referee to distinguish between creatures that do and do not have lairs. This is determined solely by the judgment of the referee. If a creature has a Hoard Type, then unless there are special circumstances it almost certainly has a lair somewhere to store that treasure. Of course, if a creature has no treasure and the number encountered is the same whether found in a labyrinth or wilderness/lair, then whether they have a lair might be irrelevant.

As a general rule, creatures encountered in the wilderness will be found in their lair a base 50% of the time. Creatures encountered in a labyrinth that lair there will be encountered in their lair a base 30% of the time. Modifiers can be applied to this base depending on the nature of the creature, at the discretion of the referee. Modifiers need not always be applied. See the following table for suggested modifiers based on characteristics of the monsters. These modifiers should generally *not* be cumulative; the larger modifier should be used.

Monster Traits	Modifier
Solitary	+10 to 30%
Extraplanar	+20 to 40%
Winged, avian	-20%
Pack animal	-25%
War-like, humanoid bands	-25%
Secretive, hides lair	-30%

**Monster Listings****A****Aerial Servant**

No. Enc.:	1 (1)
Alignment:	Neutral
Movement:	240' (80')
Armor Class:	16
Hit Dice:	16
Attacks:	1
Damage:	8d4
Save:	8
Morale:	10
Hoard Type:	None

Aerial servants are semi-intelligent creatures from the elemental plane of air that often roam the astral and ethereal planes. On those planes they have a vaguely visible form, but when on the material plane they are invisible. They normally are only found on the material plane as a result of being summoned by a cleric and commanded to perform some task, often being required to use their immense strength to carry objects or aid the summoner. They may carry 1,000+ pounds, and have an immense strength which they can use to hold a human-sized or smaller target immobile. To break free, the victim must have a STR of 18, and even then there is only a 50% chance to break away. Victims with STR of 19 or higher may escape with no roll. Aerial servants have keen senses, and are only surprised on 1-4 on a d6. An aerial servant that fails or is thwarted in its mission becomes insane and immediately returns to the caster who summoned it and tries to kill him.

**Ankheg**

No. Enc.:	1d6 (1d6)
Alignment:	Neutral
Movement:	120' (40')
Armor Class:	16
Hit Dice:	1d6+2
Attacks:	1
Damage:	3d6, +1d4
Save:	14
Morale:	9
Hoard Type:	XIX

The ankheg is a burrowing monster with a taste for fresh meat. It has six legs, and some specimens are yellow rather than brown. It is about 10 feet long and weighs about 800 pounds, and has an insect-like exoskeleton. An ankheg burrows with legs and mandibles, and moves at half speed when it does so. It often digs a winding tunnel up to 40 feet below the surface in the rich soil of forests or farmlands. The tunnel is 5 feet tall and wide, and from 60 to 150 feet long. An ankheg usually lies 5 to 10 feet below the surface until its antennae detect the approach of prey. It then burrows up to attack. In addition to bite damage, the ankheg has acidic, digestive saliva that inflicts an additional 1-4 hp damage each round. If desperate, the creature can produce an acid spray once per day that inflicts 8d4 hp damage, but this uses up the acidic saliva for a 24 hour period.

**Ant, Giant**

No. Enc.:	2d4 (4d6)
Alignment:	Neutral
Movement:	180' (60')
Armor Class:	16
Hit Dice:	4
Attacks:	1
Damage:	2d6
Save:	16
Morale:	7
Hoard Type:	VI

Giant ants are hardy and adaptable. Workers are about 6' long, but the queen may be immense. Giant ants eat almost anything,

since they are omnivores, and will never retreat if defending the nest. They will tend to only have a small amount of treasure around, from past opponents, but in some rare instances giant ants will inexplicably mine precious metals. This occurs in about 30% of nests, and there will be as much as 1d10x1000 gold pieces worth of raw gold nuggets.

## Ape

	<i>Chimpanzee</i>	<i>Gorilla</i>
No. Enc.:	1-4 (3d4)	1-4 (3d4)
Alignment:	Neutral	Neutral
Movement:	120' (40')	120' (40')
Armor Class:	13	13
Hit Dice:	3	4 + 1
Attacks:	3	3
	(2 claws, 1 bite)	(2 claws, 1 bite)
Damage:	1d3/1d3/1d6	1d3/1d3/1d6
Save:	16	15
Morale:	9	8
Hoard Type:	None	None

	<i>Albino</i>	<i>Man-Eating</i>
No. Enc.:	1d6 (2d4)	2d4 (3d4)
Alignment:	Neutral	Neutral
Movement:	120' (40')	120' (40')
Armor Class:	13	13
Hit Dice:	4	5
Attacks:	2 (2 claws)	3 (2 claws, 1 bite)
Damage:	1d4/1d4	1d4/1d4/1d8
Save:	16	13
Morale:	7	10
Hoard Type:	None	XIX

Apes are distantly related to humans, and usually live in tropical wooded environments. They have different behaviors depending on the species, but deal powerful claw and bite attacks when threatened.

*Chimpanzee:* These apes are most closely related to humans, and are much more aggressive than gorillas. They may attack with very little provocation, and have a taste for meat.

*Gorilla:* Gorillas are larger than chimpanzees but less aggressive. They often fight only when threatened or to defend their territory. They are exclusively vegetarian.

*Albino:* Albino apes are adapted to living in a subterranean environment, only venturing to the surface to forage for food at night. As such, they have lost all pigment. Albino apes will vocalize and act aggressive if other creatures come near their lair, and may attack. In addition to two claw attacks, albino apes can throw rocks for 1d6 hit points of damage per round. Albino apes may occasionally be found as pets to Neanderthals or Morlocks.

*Man-Eating:* Man-eating apes are related to chimpanzees, but are much fiercer, larger than gorillas, and have an insatiable desire to consume humanoid flesh. They attack with powerful claws and a bite, and if both claws hit the same target in the same round, the victim suffers an extra 1d8 hp damage. Man-eating apes are more intelligent than other apes (average INT 8), and have sharp senses that allow them to be surprised only on 1 in 1d6.



## Astral Raiders

No. Enc.:	1-8 (3d12 in Astral lair)
Alignment:	Dark
Movement:	90' (30')
Armor Class:	16
Hit Dice:	4
Attacks:	1
Damage:	1d6 or by weapon
Save:	14
Morale:	8
Hoard Type:	VII

From the depths of the Astral plane come the dreaded Astral Raiders, thin, emaciated beings that wield strange swords and even stranger powers. These sinister humanoids wear ornate and efficient armor and most will carry Crystal Swords (q.v.) with them. What they do on this plane is largely unknown and these creatures keep to themselves, although the Astral Raiders sometimes appear to be stranded or lost and will, at these times of apparent duress, work with wizards or others that might be able to get them back to the Astral Plane.

Astral Raiders have powers that can be considered spell-like abilities, although these powers seem to come from the mind alone. These powers are:

*Astral Bolt:* Twice per day an Astral Raider can project a mental blast at a target, if the victim of this power fails a save versus spells and spell like devices they suffer 1-6 hit points of damage. This power can be adjusted to 1d6 per level of the creature, assume a typically encountered Astral Raider is around the 4th level of experience.

*Despair:* Once per day an Astral Raider may attack by attempting to cause a sense of malaise or despair in any foe within 100 feet. Those who fail a save versus magic and magical devices are -1 to strike an Astral Raider.

*Planar Travel:* Two or more Astral Raiders can travel to another plane with concentration, yet four or more can do so with more precision. If a band of Astral Raiders is whittled down to a solitary creature, then the remaining individual is considered planebound and may not leave without the assistance of someone or something that can return him or her to the Astral plane.

*Sustenance:* If an Astral Raider concentrates for thirty minutes undisturbed he or she may somehow be able to function normally without food or drink for 1d6 days. This ability may only be used twice within a 30 day period of time.

Magic-User Astral Raiders are also sometimes encountered on the Prime Material plane and these are usually 4th-8th level in experience, with appropriate spells. The typical Astral Raiders will usually be the more martial type as described above.

Bands of Astral Raiders who routinely visit the Prime Material plane may have made pacts with different types of monsters (dragons, manticores, trolls, etc) and will often return to the lairs of these creatures as soon as they arrive for protection and information gathering purposes.

## Axe Beak

No. Enc.:	1d6 (2d4)
Alignment:	Neutral
Movement:	180' (60')
Armor Class:	13
Hit Dice:	3
Attacks:	3 (2 claws, 1 bite)
Damage:	1d3/1d3/2d4
Save:	15
Morale:	8
Hoard Type:	None

The axe beak is a prehistoric flightless, carnivorous bird that resembles a 7' tall ostrich. It is an aggressive hunter and has a strong, thick neck and a sharp beak.

# B

## Baboon

	<i>Normal</i>	<i>Higher</i>
No. Enc.:	2d4 (1d4x10)	2d6 (5d6)
Alignment:	Neutral	Neutral
Movement:	120' (40')	120' (40')
Armor Class:	12	13
Hit Dice:	1 + 1	2
Attacks:	1 (bite)	2 (bite, club)
Damage:	1d4	1d3/1d6
Save:	18	16
Morale:	7	8
Hoard Type:	None	VI

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 big dog. Males can be 2 to 4 feet long and weigh as much as 90 pounds. When encountered as a large group, there will be 2d4 males that have +1 to damage. In these large groups, 50% of their total number are young that do not engage in combat.

*Higher Baboon:* Higher baboons are larger, more intelligent omnivores that have a higher tendency to hunt for meat. They bite, but also may use sticks as clubs. The higher baboon lives in packs like its smaller, less intelligent cousin, and are led by the biggest, strongest male. Higher baboons are aggressive, and are easily stimulated to fight.

## Badger

	<i>Normal</i>	<i>Giant</i>
No. Enc.:	1d2 (1d4+1)	1d2 (1d4+1)
Alignment:	Neutral	Neutral
Movement:	60' (20')	60' (20')
Armor Class:	15	15
Hit Dice:	1 + 2	3
Attacks:	3 (2 claws, bite)	3 (2 claws, bite)
Damage:	1d2/1d2/1d3	1d3/1d3/1d6
Save:	18	16
Morale:	8	8
Hoard Type:	None	None

The badger is a furry animal with a squat, powerful body. Its strong forelimbs are armed with long claws for digging. They move at half their normal movement when burrowing. An adult badger is 2 to 3 feet long and weighs 25 to 35 pounds. Badgers attack with their sharp claws and teeth. If found in a group, it will consist of a mated pair and offspring.

*Giant Badger:* Giant badgers have the same habits as their smaller cousins, but are double their size.

## Basilisk

No. Enc.:	1d6 (1d6)
Alignment:	Neutral
Movement:	60' (20')
Armor Class:	15
Hit Dice:	6 + 1
Attacks:	2 (bite, gaze)
Damage:	1d10/petrify
Save:	13
Morale:	9
Hoard Type:	XVII

A basilisk is a reptilian monster that petrifies living creatures with a mere gaze. A basilisk usually has a dull brown body with a yellowish underbelly. Some specimens sport a short, curved horn atop the nose. An adult basilisk's body grows to about 10 feet long. Basilisks often live in dense woods or labyrinths. Any victim that either gazes directly at the basilisk or touches the basilisk is required to make a saving throw versus petrify or he turns to stone. The only way a character may avoid meeting the basilisk's gaze when in combat is to look away or view the

creature through a mirror. Looking away reduces attack rolls by -4, and attacking while viewing through a mirror has a penalty of -1. A basilisk is not immune to its own gaze, and if it sees itself in a mirror (roll 35% or less on d00) it must succeed in a saving throw versus petrify or it turns itself to stone.

## Bat

	<i>Normal</i>	<i>Giant</i>
No. Enc.:	1d00 (1d00)	1d10 (1d10)
Alignment:	Neutral	Neutral
Movement:	9' (3')	30' (10')
Fly:	120' (40')	180' (60')
Armor Class:	13	13
Hit Dice:	1 hp	2
Attacks:	confuse	1 (bite)
Damage:	None	1d4
Save:	18	15
Morale:	6	8
Hoard Type:	None	None

Bats live in sheltered caverns or abandoned buildings, and are nocturnal mammals with leathery wings. Their nocturnal lifestyle has made typical eyesight useless to them, but they are able to navigate with a refined use of sound, or echo location. For this reason, no spells or other influence that would normally blind an opponent will affect bats, but the spell silence 15' radius negates their ability to echolocate.

*Bats, Normal:* These bats are small and do not attack for significant damage. However, when in a group of 10 or more they are able to confuse by swarming around an opponent. When confused by a swarm of bats, an opponent makes all rolls to hit and all saving throws with a penalty of -2. No spell casting is possible. Normal bats are not particularly prone to fight, and as such they are susceptible to a morale check once each round. This does not apply to bats that are under another's control.

*Bats, Giant:* These bats are larger than normal bats and are fierce carnivores. About 95% of giant bats are of this normal variety, but the remaining portion are also vampiric and have a paralyzing bite that will cause paralysis if a saving throw versus paralyze is not rolled successfully. This paralysis lasts for 1d10 rounds. Unless otherwise distracted, a giant vampiric bat will feed on a paralyzed victim, dealing 1d4 hit points of damage per round. If the opponent is killed by this attack, he must succeed in a saving throw versus spells or he will rise again as a vampire one day after his death.

## Bear

	<i>Black</i>	<i>Grizzly</i>
No. Enc.:	1d4 (1d4)	1 (1d4)
Alignment:	Neutral	Neutral
Movement:	120' (40')	120' (40')
Armor Class:	13	13
Hit Dice:	4	5
Attacks:	3 (2 claws, bite)	3 (2 claws, bite)
Damage:	1d3/1d3/1d6	1d3/1d3/1d6
Save:	16	16
Morale:	7	8
Hoard Type:	VI	VI

	<i>Polar</i>	<i>Cave</i>
No. Enc.:	1 (1d2)	1d2 (1d2)
Alignment:	Neutral	Neutral
Movement:	120' (40')	120' (40')
Armor Class:	13	14
Hit Dice:	6	7
Attacks:	3 (2 claws, bite)	3 (2 claws, bite)
Damage:	1d3/1d3/1d6	1d3/1d3/1d6
Save:	15	14
Morale:	8	9
Hoard Type:	VI	VII

Bears can live in many different climates, and are dangerous predators. They attack with both claws and a bite, and if both claws successfully strike in one round, the bear also squeezes the character in a powerful hug that does an additional 2d8 hit points of damage. All bears are omnivorous, but some kinds of



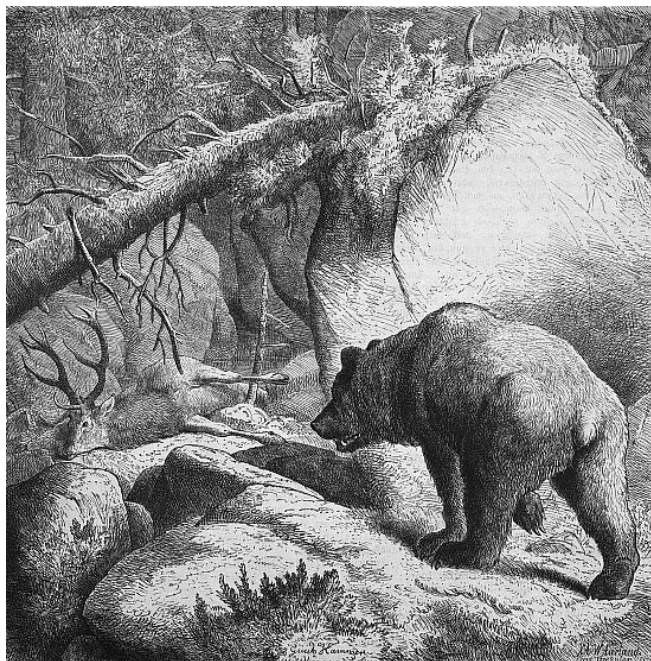
bears prefer flesh more than other kinds.

**Black Bear:** A black bear averages 6' tall, has black fur, and eats a variety of fruits and other foliage more frequently than meat. Though they will give their lives in defense of their cubs, black bears do not usually engage in combat unless they are forced to.

**Cave Bear:** These immense prehistoric bears are 15' tall and are vicious hunters. They live in caves and caverns, and particularly savor humanoid flesh. They are able to follow wounded creatures by the smell of their blood.

**Grizzly Bear:** A grizzly bear may have red or brown fur, and in older individuals it may be silver-tipped. These large bears average 9' tall, and are more aggressive and interested in meat than black bears.

**Polar Bear:** These bears live in very cold climates, usually by the sea. They average about 11' tall and almost exclusively eat meat. They are adept at swimming and moving on ice and snow.



#### Bee, Giant Killer

No. Enc.: 1d6 (5d6)  
Alignment: Neutral  
Movement: 150' (50')  
Armor Class: 12  
Hit Dice: 1d4 hit points  
Attacks: 1 (sting)  
Damage: 1d3, see below  
Save: 19  
Morale: 9  
Hoard Type: None

Although many times larger, growing to a length of about 1', giant killer bees behave generally the same as their smaller aggressive cousins. Generally, the giant killer bees will attack any creature they encounter, especially if it is near their hive, which is an underground labyrinth of tunnels. They attack with a poisonous sting that requires a successful saving throw versus poison. Failure indicates death. A stinger always breaks off inside the victim, and if the victim survives the poison he suffers an additional 1 hp of damage per round until the stinger is removed. A bee that successfully strikes dies the following round from the trauma of losing its stinger. A character must spend 1 round to remove a stinger. A queen is guarded by 10 giant killer bees. Some of this number (3 + 1d6) will be larger than other giant killer bees, with 1 HD apiece. A queen is a much larger killer bee, with 2 HD. She may sting multiple times, because her stinger does not break off with a successful attack.

#### Beetle, Giant

	<b>Fire</b>	<b>Spitting</b>
No. Enc.:	1d8 (2d6)	1d8 (2d6)
Alignment:	Neutral	Neutral
Movement:	120' (40')	120' (40')
Armor Class:	15	15
Hit Dice:	1 + 2	2
Attacks:	1 (bite)	1 (bite)
Damage:	2d4	1d6, see below
Save:	18	18
Morale:	7	8
Hoard Type:	None	None

	<b>Carnivorous</b>	<b>Boring</b>
No. Enc.:	1d6 (2d4)	3d6 (3d6)
Alignment:	Neutral	Neutral
Movement:	150' (50')	60' (20')
Armor Class:	16	16
Hit Dice:	3 + 1	5
Attacks:	1 (bite)	1 (bite)
Damage:	2d6	5d4
Save:	18	11
Morale:	9	7
Hoard Type:	VI	VIII

	<b>Rhinoceros</b>	<b>Stag</b>
No. Enc.:	1d6 (1d6)	2d6 (2d6)
Alignment:	Neutral	Neutral
Movement:	60' (20')	60' (20')
Armor Class:	17	16
Hit Dice:	12	7
Attacks:	2 (bite, horn)	3 (Bite, 2 horns)
Damage:	3d6/2d8	4d4/1d10/1d10
Save:	9	12
Morale:	8	8
Hoard Type:	IX	XXI

**Fire Beetle:** These subterranean, nocturnal beetles are about 2 ½' long. The fire beetle is so named for the light-producing organs it exhibits on its head and abdomen. They produce light within a 10' radius. Two of these organs are on the head, and one is on the abdomen. If removed from the corpse of the beetle they will continue to illuminate an area for 1d6 days.

**Spitting Beetle:** These 3' long beetles have immense horn-like jaws that inflict damage, in addition to a toxic spray that can squirt an opponent within 5' of the beetle. When the toxic fluid successfully strikes an opponent, it is extremely painful and causes chemical burns and blisters. This effect makes the opponent suffer a -2 penalty to hit rolls for 1 day, or until the spell cure light wounds is used. These beetles can be found above and below ground.

**Carnivorous Beetle:** These fierce carnivorous beetles have a carapace with markings resembling the hide of a tiger. Though they often hunt giant insects, they also attack and eat large mammals, including humanoids.

**Boring Beetle:** These 9' long beetles live beneath the earth, where they cultivate and harvest various molds and fungi on rotting wood or vegetable matter they hoard underground. They have social behavior not unlike ants, where each beetle seems to intuitively understand its job.

**Rhinoceros Beetle:** These 12' long beetles have a 6' long horn, which they use as an effective weapon. Rhinoceros beetles feed primarily on leaves, plants, fruits, and other vegetation, but are territorial and will attack creatures when threatened.

**Stag Beetle:** 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' long, with 8' long horns.



**Black Pudding**

No. Enc.: 1 (0)  
 Alignment: Neutral  
 Movement: 60' (20')  
 Armor Class: 13  
 Hit Dice: 10  
 Attacks: 1  
 Damage: 3d8  
 Save: 9  
 Morale: 12  
 Hoard Type: None

This black gooey mass slithers about in labyrinth corridors, eating anything in its path. It is typically 10' to 30' in diameter. It is capable of moving not just on the floor, but also on the wall and ceiling, and may compress itself through small fissures and under the cracks of doors. It digests through even metal and wood. A black pudding is only damaged by fire, but does take full damage from a flame tongue sword. If a black pudding is attacked with other weapons, it splits into more individuals of reduced mass. Every successful attack creates a smaller pudding that has 2 HD and deals 1d8 hit points of damage to opponents.

**Blink Dog**

No. Enc.: 1d6 (1d6)  
 Alignment: Light  
 Movement: 120' (40')  
 Armor Class: 14  
 Hit Dice: 4  
 Attacks: 1 (bite)  
 Damage: 1d6  
 Save: 15  
 Morale: 6  
 Hoard Type: XX

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 complex information. Blink dogs hunt in packs, teleporting, or "blinking" out of one location and "blinking" in close to prey for their attack. They blink again immediately after their attack, and will appear 1d4x10 feet from the opponent. In this way, should a blink dog win initiative it will not be possible for an opponent to attack the blink dog with a hand weapon before it blinks away. Blink dogs never blink into the same space occupied by another object. When blink dogs flee, they simply blink away and fail to appear again.

**Boar**

	<i>Ordinary</i>	<i>Giant</i>
No. Enc.:	1d6 (1d6)	1d4 (1d4+1)
Alignment:	Neutral	Neutral
Movement:	150' (50')	120' (40')
Armor Class:	12	13
Hit Dice:	3	5
Attacks:	1 (tusk)	1 (tusk)
Damage:	2d4	3d4
Save:	16	13
Morale:	9	9
Hoard Type:	None	None
	<i>Warthog</i>	<i>Demon</i>
No. Enc.:	1d6 (1d6)	1d4 (1d4)
Alignment:	Neutral	Dark
Movement:	120' (40')	120' (40')
Boar:		180' (60')
Armor Class:	12	16 (10)
Hit Dice:	3+3	9
Attacks:	2	1 (gore or weapon)
Damage:	2d4/2d4	2d6, weapon
Save:	15	9
Morale:	9	10
Hoard Type:	None	XX

*Ordinary:* These cantankerous omnivores are generally encountered in wooded locations, but exist in many different geographic locations and climates. They do not generally initiate

combat, but may do so to defend young, or if threatened.

*Giant:* These 30' long giant cousins to ordinary boars are much more aggressive. They attack with little to no provocation, and crave the meat of humanoids. They are sometimes found with demon boars. There are rumors of a shaggy giant boar that is native to cold climates.

*Warthog:* These territorial, tropical relatives of boars are just as vicious and attack with two tusks. Males and females fight as equals, and when more than two are found the remainder are 1 or 2 HD young that deal 1d3 or 1d4+1 damage, respectively.

*Demon:* The demon boar is a more powerful and much more malicious variation of the wereboar. The demon boar delights in the taste of human meat, and will take residence and hunt near areas occupied by humans. In human form they are fat and grotesque; while in boar form they are immense. Like other lycanthropes, they can pass on their form of lycanthropy (refer to the lycanthrope monster listing), and are only damaged by magical or silver weapons. Demon boars have the innate ability to charm person in a manner similar to the spell, 3 times per day. Victims are allowed a saving throw versus spells with a -2 penalty. Demon boars have a 75% probability of having 1d3 charmed human thralls, who are unable to cast spells or use spell-like devices, due to being under mental domination. Demon boars, though powerful, will usually attempt to catch opponents by surprise.

**Brain Eater**

No. Enc.: 1 (1d3)  
 Alignment: Dark  
 Movement: 120' (40')  
 Armor Class: 14  
 Hit Dice: 9  
 Attacks: 1  
 Damage: mouth tentacles (special), or weapon, or Psi Blast (special)  
 Save: 11  
 Morale: 9  
 Hoard Type: III, IV, IX, XXI

The brain eater is a sinister, much feared denizen of the underworld. Its head resembles an octopus, with a round mouth lined with four large suckered tentacles, and four small, slime dripping tentacles. Its body is humanoid, but it has four fingers on each hand, all of the same approximate size with no distinguishable thumb. The tips of its fingers have retractable, hollow claw-like talons. It wears clothing, but its visible hide reveals metallic green and copper colored, swirling patterned slimy skin.

The brain eater is very intelligent. It will often attack by stealth rather than full out assault. Brain eaters may attack with their mental mutations, or may engage in close combat. In close combat, a brain eater will attempt to grasp an opponent's head. Once grasped, the hollow claws will puncture the skull in 1d4 rounds and instantly suction the victim's brain into accessory stomachs within the brain eater's forearms. Each round the talons burrow, the victim suffers 1d6 damage. Once the slimy probes reach the brain, the victim is instantly killed. Brain eaters have psionic abilities, among them the feared Psi Blast which does 8d6 damage (also causes confusion for 1d4 rounds) to all targets within a 30 foot cone. Save for half damage and no confusion.

Brain eaters live deep in the depths of the earth, often occupying dangerous underground ruins or deep, expansive caves. They will usually have 3d20 Neanderthal slaves, which they breed as slaves for excavating their dwellings and using for other unspeakable tastes.

It is rumored that brain eaters come from some other, distant world, which may not be impossible due to their ability to *plane shift*. Others have said that brain lashers have control of alien technologies, which they wield to further their goals of domination, power, and enslavement.

**Brownie**

No. Enc.: 4d4 (4d4)  
 Alignment: Light  
 Movement: 120' (40')  
 Armor Class: 16  
 Hit Dice: 1d4 hp  
 Attacks: 1 (weapon)  
 Damage: 1d3  
 Save: 17  
 Morale: 7  
 Hoard Type: X, XI, XIII

A brownie is a timid, quiet fey creature that prefers to live only among its own kind. Most brownies dwell in pastoral areas untouched by civilization, such as deep forests and wild lands far from other creatures. Brownies are rarely over 18 inches tall. Their hair is always some earth tone such as brown, gray, or tawny. Though timid, brownies are generally friendly and are handy at fixing objects, repairing or mending clothing, and other such tasks. They may decide to help (50%) Light characters if approached gently. Most brownies prefer green or otherwise brightly colored clothing. Brownies are magically inclined beings, and can cast the following spells one time per day: confusion, continual light, dancing lights, dimension door, mirror image, protection from evil, and ventriloquism. Brownies speak common, elven, pixie, halfling, and sprite. Brownies may be distant relatives of pixies and halflings, but this has never been proven.

Brownies as familiars: The magic-user is granted an effective DEX of 18. In addition, the magic-user receives +2 to all saving throws, and is never surprised.

**Bugbear**

No. Enc.: 2d4 (5d4)  
 Alignment: Dark  
 Movement: 90' (30')  
 Armor Class: 14  
 Hit Dice: 3 + 1  
 Attacks: 1 (weapon)  
 Damage: 2d4 or weapon + 1  
 Save: 16  
 Morale: 9  
 Hoard Type: XXI

These large, hairy cousins of goblins are quite strong, and receive a +1 to damage when they employ weapons. Despite their bulk, they are deceptively stealthy, and will surprise opponents 50% of the time.

**Bulette**

No. Enc.: 1d2 (1d2)  
 Alignment: Neutral  
 Movement: 150' (50')  
 Armor Class: 21 (13)  
 Hit Dice: 9  
 Attacks: 3 (2 claws, bite) or 4 (4 claws)  
 Damage: 4d12/2d6/3d6 or 3d6/3d6/3d6/3d6  
 Save: 12  
 Morale: 9  
 Hoard Type: None

Also known as the landshark, the bulette is a terrifying predator that lives only to eat. It is a 10' tall and 12' long monstrosity. 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). When burrowing underground, a landshark can detect prey from vibrations and moves at 30' (10'). When it senses something edible (that is, senses movement), it breaks to the surface, crest first, and begins its attack with 2 claws and a bite. If particularly threatened, it can leap out of the earth and additionally attack with its hind limbs, for 3d6 hp damage each. In this manner they will attack with all four limbs at once. This creature has a vulnerable under side (AC 13) which is exposed if the bulette comes to the surface to attack with all limbs.

**C****Camel**

No. Enc.: 0 (2d4)  
 Alignment: Neutral  
 Movement: 150' (50')  
 Armor Class: 12  
 Hit Dice: 2  
 Attacks: 2 (bite, hoof)  
 Damage: 1/1d4  
 Save: 18  
 Morale: 7  
 Hoard Type: None

Camels are known for their ability to travel long distances without food or water, and they may travel for a period of 2 weeks without water if they are well hydrated to begin with. They are efficient at traveling in the desert, and will not suffer movement penalties in this terrain. Camels are temperamental, and are known to often kick or bite those who handle them. Camels can carry 300 lbs and move at their regular movement rate, and can carry up to 600 lbs. A mounted camel rider may not use a lance for a charge attack.

**Carcass Scavenger**

No. Enc.: 1d3 (1d3)  
 Alignment: Neutral  
 Movement: 120' (40')  
 Armor Class: 12  
 Hit Dice: 3 + 1  
 Attacks: 8 (stingers)  
 Damage: Paralysis  
 Save: 16  
 Morale: 9  
 Hoard Type: XXI

The dreaded carcass scavenger is 4' tall and 9' long, and resembles a giant fat grub with multifaceted eyes, small legs, and with a head bearing 2' long insect-like feelers tipped with a poisonous stinger. It is also known as a Carcass Creeper. This creature is rumored to be a magical abomination created from a giant maggot. When the stingers strike an opponent, he must succeed in a saving throw versus paralysis or become paralyzed for 2d4 turns. If not faced with more opponents, the carcass scavenger will swallow the paralyzed character on the subsequent round. Paralysis may be cured with cure light wounds, but when used in this way it does not heal damage.

**Cat, Large**

	<i>Mountain Lion</i>	<i>Panther</i>
No. Enc.:	1d4 (1d4)	1d2 (1d6)
Alignment:	Neutral	Neutral
Movement:	150' (50')	210' (70')
Armor Class:	13	15
Hit Dice:	3 + 2	4
Attacks:	3 (2 claws, 1 bite)	
Damage:	1d3/1d3/1d6	1d4/1d4/1d8
Save:	16	16
Morale:	8	8
Hoard Type:	VI	VI

	<i>Tiger</i>	<i>Sabre-tooth Tiger</i>
No. Enc.:	1 (1d3)	1d4 (1d4)
Alignment:	Neutral	Neutral
Movement:	150' (50')	150' (50')
Armor Class:	13	13
Hit Dice:	8	
Attacks:	3	3
(2 claws, 1 bite)	(2 claws, 1 bite)	
Damage:	1d6/1d6/2d6	1d8/1d8/2d8
Save:	14	15
Morale:	9	10
Hoard Type:	VI	VII

**Lion**

No. Enc.: 1d4 (1d8)  
 Alignment: Neutral  
 Movement: 150' (50')  
 Armor Class: 13  
 Hit Dice: 5  
 Attacks: 3 (2 claws, 1 bite)  
 Damage: 1d4+1/1d4+1/1d10  
 Save: 14  
 Morale: 9  
 Hoard Type: VI

Large cats are some of the most efficient hunters. They kill only for food or in defense, and generally remain above ground in wilderness settings. Sometimes a large cat will taste the blood of humans and become a man-killer, preferring to hunt humans over any other prey. Large cats will always give chase if an opponent runs away.

*Mountain Lion:* These large cats are light brown and blend in well in their preferred habitat, which includes mountains and high grassy meadows. However, they may be found in nearly any habitat. These cats will occasionally be found in labyrinths.

*Panther:* These fast-running predators are at home in grassy plains and wooded areas.

*Tiger:* These large hunters are extremely stealthy, and in a wooded environment surprise opponents with a roll result of 1-4 on 1d6. These cats typically live in subtropical or cooler environments. Their striped hides provide cover when hunting prey.

*Sabre-tooth Tiger:* These prehistoric hunters are fearsome and immense. They have extremely large canine teeth, which make them particularly dangerous killers.

*Lion:* Lions are very social cats, and live in groups. They prefer hot climates, typically living on savannah.

**Centaur**

No. Enc.: 0 (2d10)  
 Alignment: Neutral  
 Movement: 180' (60')  
 Armor Class: 14  
 Hit Dice: 4  
 Attacks: 3 (2 hooves, weapon)  
 Damage: 1d6/1d6, weapon  
 Save: 15  
 Morale: 8  
 Hoard Type: XXII

Centaur's have the body and legs of horses, but the upper body of humans. They are reclusive beings, and live far from other humanoids in densely wooded sylvan settings. They are able to attack by kicking with two legs at a time, as well as attacking with a weapon. Centaurs avoid conflict, and males guard their communities. Usually, females and young do not fight, and will seek escape if combat occurs. Young are considered to be monsters of 2 HD for combat purposes, and they inflict 1d2/1d2, or weapon damage. If forced into combat, centaurs are unlikely to surrender.

**Centipede, Giant**

No. Enc.: 2d4 (1d8)  
 Alignment: Neutral  
 Movement: 60' (20')  
 Armor Class: 10  
 Hit Dice: 1d4 hp  
 Attacks: 1 (bite)  
 Damage: Poison  
 Save: 15  
 Morale: 7  
 Hoard Type: None

These 1' long centipedes prefer dark, wet locations. Giant centipedes attack with a poisonous bite. No damage is inflicted by the bite, but anyone bitten is entitled to a saving throw

versus poison. Failure indicates that the victim is horribly sick for a period of 10 days, and can only move at 50% of normal movement. No other physical activity is possible.

**Chimera**

No. Enc.: 1d2 (1d4)  
 Alignment: Dark  
 Movement: 120' (40')  
 Fly: 180' (60')  
 Armor Class: 15  
 Hit Dice: 9  
 Attacks: 5 (2 claws, 3 heads, see below)  
 Damage: 1d3/1d3/2d4/2d4/3d4, see below  
 Save: 10  
 Morale: 9  
 Hoard Type: XVII

The chimera is a magical hybrid of lion, goat, and red dragon. It has a head of each of these creature types, including the wings of a dragon, the front portion of the body from a lion, and the rear portion from a goat. The lion head may attack with a bite, the goat head may gore with horns, and the dragon head can both bite and emit a fire breath attack that is a cone 50' long and 10' wide at its terminal end. This fire breath attack deals 3d6 hit points of damage, and a saving throw is allowed to reduce damage by half. Like ordinary dragons, the red dragon head can only use the breath attack 3 times per day, and it will use either a bite or the breath attack 50% of the time, until the breath attack runs out and it may only bite. The chimera may live in the wilderness, particularly hilly terrain, but also takes up residence in labyrinths.

**Cockatrice**

No. Enc.: 1d4 (1d8)  
 Alignment: Neutral  
 Movement: 90' (30')  
 Fly: 180' (60')  
 Armor Class: 13  
 Hit Dice: 5  
 Attacks: 2 (beak, petrify)  
 Damage: 1d6, petrify  
 Save: 14  
 Morale: 7  
 Hoard Type: XIX

The cockatrice is a magical creature that has the body of a rooster, but the tail of a reptile. It is a small creature, about the size of a natural rooster, but has a powerful beak that inflicts 1d6 hit points of damage. If an opponent touches a cockatrice, or if the cockatrice successfully attacks/touches an opponent, the opponent must succeed in a saving throw versus petrify or turn to stone. Cockatrices are ill-tempered creatures, and though they primarily eat small insects or rodents, they will engage larger animals, and characters, in combat with little provocation. They live in any climate, including labyrinths.

**Couatl**

No. Enc.: 1d4 (1d4)  
 Alignment: Light  
 Movement: 60' (20')  
 Fly: 180' (60')  
 Armor Class: 14  
 Hit Dice: 9  
 Attacks: 2 (bite, constrict)  
 Damage: 1d3/2d4  
 Save: 7  
 Morale: 8  
 Hoard Type: XXI

A couatl is about 12 feet long, with a wingspan of about 15 feet. It resembles a giant feathered snake and weighs about 1,800 pounds. They are extremely intelligent, magical creatures. They attack with a poisonous bite (save versus poison or die), and constrict for 2d4 hp damage each round until either the couatl or victim is dead. Couatls may polymorph themselves at will. They have either the abilities of a 7th level cleric (40%), or a 5th level magic-user (40%), or both (20%). Couatls speak common, and with reptiles and avians.



**Crab, Giant**

No. Enc.: 1d2 (1d6)  
 Alignment: Neutral  
 Movement: 60' (20')  
 Armor Class: 17  
 Hit Dice: 3  
 Attacks: 2 (pinchers)  
 Damage: 2d6/2d6  
 Save: 17  
 Morale: 7  
 Hoard Type: None

These giant cousins to ordinary crabs are unintelligent, and merely exist to eat. They are found in any watery environment, and do not have to remain fully submerged. They can be found prowling along fresh or saltwater shores, marshes, and watery subterranean caves.

**Crayfish, Giant**

No. Enc.: 1d4 (1d4)  
 Alignment: Neutral  
 Movement: 60' (20')  
 Swim: 120' (40')  
 Armor Class: 15  
 Hit Dice: 4 + 4  
 Attacks: 2 (claws)  
 Damage: 2d6/2d6  
 Save: 15  
 Morale: 9  
 Hoard Type: None

Giant crayfish are 8' long, but otherwise look and behave much like their smaller relatives. They are laborious walkers but swim very fast. They may dart out at prey, surprising an opponent on 1-3 on 1d6. They attack with their immense pinchers.

**Crocodile**

	<i>Ordinary Crocodile</i>	<i>Large Crocodile</i>	<i>Giant Crocodile</i>
No. Enc.:	0 (1d8)	0 (1d4)	0 (1d3)
Alignment:	Neutral	Neutral	Neutral
Movement:	90' (30')	90' (30')	90' (30')
Swim:	90' (30')	90' (30')	90' (30')
Armor Class:	14	16	18
Hit Dice:	2	6	15
Attacks:	1	1	1
Damage:	1d8	2d8	3d8
Save:	16	14	12
Morale:	7	7	9
Hoard Type:	None	None	None

Crocodiles are aggressive reptiles, with fearsome bites. They breathe air, but are aquatic and usually remain submerged or within shallow water. They primarily hunt in water, and are attracted by movement or blood. Large crocodiles, on average, grow to a length of 20'. Giant crocodiles are big, prehistoric beasts that can reach a length of 50'.

**Cyclops**

No. Enc.: 1 (1d4)  
 Alignment: Dark  
 Movement: 90' (30')  
 Armor Class: 14  
 Hit Dice: 13  
 Attacks: 1  
 Damage: 3d10  
 Save: 10  
 Morale: 9  
 Hoard Type: XVIII + 5,000 gp

Cyclops average 20' tall, and are related to giants. They have one large eye centered on their face. They have reduced depth perception and suffer a -2 penalty to attack rolls. They employ large clubs as weapons, but also throw rocks up to 200' for 3d6 hit points of damage. A few cyclops have the ability to issue a curse one time per week (reverse of remove curse). Cyclops are loners, and generally live together in small numbers only on

occasion. They typically keep flocks of sheep, and often cultivate grapes. They live in caves.

**D****Demons**

Demons are evil creatures of chaos. They are diverse in form and abilities, and although the ones presented here are mainly demon races, many unique demons exist as well. Demon lords are always unique. Demons primarily dwell in demon worlds within the planes of chaos, where wars frequently rage between demon lords or dark gods, with lower demons often used as fodder. Demons may also travel to the astral plane, the ethereal plane, and the plane of shadow. They are generally barred from entering the material plane unless summoned via a gate. All demons may only be destroyed permanently when on the planes of chaos; otherwise when their material form is destroyed their essence returns to chaos where it takes 100 years to form a new body, unless aided by a demon lord or summoned via a gate. The exception is lower order demons, which are permanently destroyed when killed on any plane.

Demons are true to their dark natures and do not respect or adhere to a formal chain of authority. As a consequence, the rule of demon worlds is by fear and violence, and is always in flux, with constant back stabbing and intrigue amongst the demon lords and higher servants.

However, despite the lack of a formal demon hierarchy, it is useful to divide them by general power level into lower order (1-4 HD), standard order (5-8 HD), higher order (9+ HD), and demon lord (21+ HD) ranks. Demon lords have the innate ability to "promote" demons of lower orders to higher orders, which generally means an increase in HD and other innate abilities. Through these means the less powerful demons serve their betters in hopes of becoming powerful in time.

Demons vary in their abilities and weakness, but have some abilities or immunities in common. All demons have the following common abilities:

Infravision (90')  
 Half damage from cold-based attacks  
 Half damage from electrical-based attacks  
 Half damage from fire-based attacks (all)  
 Half damage from gas-type attacks  
 Gate (varies in expression, not available to lower order demons)  
 Telepathy (allows all languages to be understood)  
 Teleport without error (not available to lower order demons)

Note that all demon spell-like abilities (unless otherwise noted) function at the minimum class level required to use the similar spell, or as the demon's HD in levels, whichever is higher. They are usable once each round.

**Astarot (Demon Lord)**

No. Enc.: Unique  
 Alignment: Dark  
 Movement: 150' (50')  
 Armor Class: 26  
 Hit Dice: 184 hp (23 HD)  
 Attacks: 3 (2 tentacles, tail)  
 Damage: 1d6/1d6/2d6  
 Save: 3  
 Morale: 12  
 Hoard Type: VIII, IX, XXII

Astarot is the demon prince of reptiles and ophidians; he is 20' tall and covered in dark green scales and a 20' long whip-like tail. He has the legs of a lizard, two tentacles for arms, and three heads. His first central head is that of a snake, his right head a lizard, and the left head a baboon. Astarot may only be harmed by weapons of +2 or better. The snake head has a charm gaze (as charm person and charm monster, no saving

throw) that affects creatures within 300'. The number of creatures affected is determined by their HD as follows: 3 HD or fewer, 1d10x10; 4-6 HD, 5d8; 7-9 HD, 3d8; 10-12 HD, 2d6; and 13+ HD, 1d4. Creatures with 15+ HD are entitled to a saving throw versus spells. The lizard head has a breath attack usable at will identical to the cone of cold from a wand of ice. The baboon has a fear gaze as the spell. Astarot's tail may lash out to attack for 2d6 hp damage. In addition, victims must save versus spell-like devices or have a body part wither as the staff of withering. Astarot's tentacles strike for 1d6 hp damage each. Each successful strike drains 1 level from the victim.

Astarot has the following spell-like abilities at will: clairvoyance, clairaudience, continual darkness, fear, detect invisible, detect magic, dispel magic, ESP, greater phantasmal force, levitate, polymorph self, read languages, read magic, suggestion, telekinesis (500 lbs. per head), wall of ice, and water breathing.

The following abilities are usable once per day: feeblemind, power word stun, project image, sticks to snakes, symbol, and gate (85% probability of success). One of the following demons will appear: vroock, hezrou, glabrezu, nalfeshnee, marilith, or balor.

#### Babau (Standard Order Demon)

No. Enc.: 1d3 (1d6)  
 Alignment: Dark  
 Movement: 150' (50')  
 Armor Class: 22  
 Hit Dice: 7 + 10  
 Attacks: 3 (2 claws, horn) or 1 (weapon)  
 Damage: 1d4+1/1d4+1/2d4 or As weapon +4  
 Save: 11  
 Morale: 10  
 Hoard Type: XXI

These 7' tall demons have ebony flesh that clings closely to their skeleton, appearing almost like a leathery corpse. They have a single curving horn that emerges from the back of their heads. Babau demons prefer to attack with weapons from a distance when possible, and have STR 19 which grants bonuses to attacks and damage with some weapons. A slimy red jelly coats the babau's skin when in combat, reducing damage by 50% from cutting and stabbing weapons. Babau suffer damage from ordinary weapons, and +2 damage from weapons of iron. These demons have the abilities of a thief of 9th level. Additionally, any creature within 20' that looks into a babau's glowing red eyes must succeed in a saving throw versus spells or be affected as if from a ray of enfeeblement. They have the following spell-like abilities, usable at will: darkness 10' radius, dispel magic, fear (as the wand of fear, by touch), fly, levitate, polymorph self, and heat metal. In addition, a babau may gate (25% probability of success) another babau demon.

#### Balor (Standard Order Demon)

No. Enc.: 1d3 (1d6)  
 Alignment: Dark  
 Movement: 60' (20')  
 Fly: 150' (50')  
 Armor Class: 21  
 Hit Dice: 8 + 7  
 Attacks: 1 (sword or whip)  
 Damage: 1d8+1 or 1d6 and 3d6 fire damage  
 Save: 8  
 Morale: 10  
 Hoard Type: XXII

A balor stands about 12' tall. It has bat-like wings, horns, and its skin is usually dark red. Balors love to join battle armed with their +1 swords and whips. A balor's whip is a long, flexible weapon with many tails tipped with hooks, spikes, and balls. Victims are sometimes dragged toward the demon's body using the whip, to expose them to the flames emanating from a balor's hide. This deals an additional 3d6 hp damage. Balors are only affected by +1 weapons or better. They have the following spell-like abilities usable at will: detect invisibility, detect magic, dispel magic, fear (as the wand), pyrotechnics, read languages, read magic, suggestion, telekinesis (600 lbs.), and symbol

(despair, fear, sleep, and stunning). In addition, a balor may gate (70% probability of success) a glabrezu (75%) or nalfeshnee demon (25%).

#### Glabrezu (Higher Order Demon)

No. Enc.: 1d3 (1d6)  
 Alignment: Dark  
 Movement: 90' (30')  
 Armor Class: 23  
 Hit Dice: 10  
 Attacks: 5 (2 pinchers, 2 claws, bite)  
 Damage: 2d6/2d6/1d3/1d3/1d4+1  
 Save: 10  
 Morale: 9  
 Hoard Type: XXII

Glabrezu have penetrating violet eyes, and their skin color ranges from deep russet to pitch black. They have four arms. Their two primary arms have crab-like pinchers instead of hands, and they have two smaller human-like arms on their chests; the hands have wicked claws. Glabrezu have wolf-like heads with two goat-like horns. A glabrezu stands about 10' tall. They are susceptible to attacks from ordinary weapons. Glabrezu have the following spell-like abilities usable at will: darkness 10' radius, fear (as wand of fear), levitate, polymorph self, pyrotechnics, and telekinesis (400 lbs.). In addition, a glabrezu may gate (35% probability of success) a vroock, hezrou, or another glabrezu (determine randomly).

#### Hezrou (Higher Order Demon)

No. Enc.: 1d3 (1d6)  
 Alignment: Dark  
 Movement: 120' (40')  
 Armor Class: 21  
 Hit Dice: 9  
 Attacks: 3 (2 claws, bite)  
 Damage: 1d3/1d3/4d4  
 Save: 10  
 Morale: 10  
 Hoard Type: XIV

A hezrou can walk both upright and on all fours, but it always fights standing up. It resembles an 8' tall toad, but for its human-like arms and large teeth. They covet human flesh. Hezrou are susceptible to ordinary weapons. Hezrou have the following spell-like abilities, usable at will: darkness 10' radius, detect invisibility, fear (as wand of fear), levitate, and telekinesis (300 lbs.). In addition, a hezrou may gate (25% probability of success) another hezrou.

#### Juiblex (Demon Lord)

No. Enc.: 1 (Unique)  
 Alignment: Dark  
 Movement: 30' (10')  
 Armor Class: 26  
 Hit Dice: 100 hp (21 HD)  
 Attacks: 1  
 Damage: 4d10  
 Save: 4  
 Morale: 10  
 Hoard Type: X x 2, XII x 2

Juiblex is the ruler over all slimes, oozes, jellies, and other disgusting and foul ooze-like creatures. Known by some as the Faceless Lord, his home is a demon world in the planes of chaos. It is a steaming, bubbling lair of putrid ooze and slime pits that are constantly shifting and changing at his whim. Even the other demonic rulers loathe to journey here. He is constantly attended by and surrounded with all sorts of slimes and oozes (1d4 of at least 4 types). When confronted, he usually takes the form of a 10' tall column of bubbling and squirting ooze. This being resembles a red-eyed large bubbling mass of greenish black and foul-smelling liquid. Ooze, slime, and pus constantly squirt and seep from its form. In combat he lashes out with a slimy pseudopod, dealing 4d10 acid damage. Once per 10 rounds he may employ a slime spittle up to 150' away with a 30' diameter area of effect that has both the effects of contact with green slime and ochre jelly. Juiblex regenerates 2 hp each

round. He may only be affected by +2 weapons or better. Juiblex has the following spell-like abilities, usable at will: cause disease, charm monster, circle of cold (10' radius, 5d6 cold damage), darkness 15' radius, detect invisibility, dispel magic, ESP, fear (as the wand of fear), fly, hold monster, invisibility 10' radius, locate object, phase door, project image, putrefy food and water, and telekinesis (1,500 lbs.). He may gate (75% probability of success) 1d4 hezrou demons. In addition, Juiblex can utter unholy word one time per day.

#### Marilith (Standard Order Demon)

No. Enc.: 1d3 (1d6)  
 Alignment: Dark  
 Movement: 120' (40')  
 Armor Class: 25  
 Hit Dice: 7 + 6  
 Attacks: 7 (6 weapon, constrict)  
 Damage: As weapon/2d4  
 Save: 11  
 Morale: 9  
 Hoard Type: XVII

These female demons have a six-armed human-like body and the lower body of a snake. They stand 7' tall and measure 20' from head to tip of tail. A marilith usually holds a longsword in each of its six hands and wears many bangles and jewels. They may attack with their six arms and with their tails to constrict all in the same round. Mariliths are only affected by +1 weapons or better. They have the following spell-like abilities, usable at will: charm person, darkness 10' radius, detect invisibility, levitate, polymorph self, project image, pyrotechnics, and read languages. In addition, a marilith may gate (75% probability of success) a vroock, hezrou, glabrezu, nalfeshnee or balor demon (determine randomly).

#### Nalfeshnee (Higher Order Demon)

No. Enc.: 1d3 (1d6)  
 Alignment: Dark  
 Movement: 90' (30')  
 Fly: 120' (40')  
 Armor Class: 20  
 Hit Dice: 11  
 Attacks: 3 (2 claws, bite)  
 Damage: 1d4/1d4/2d4  
 Save: 8  
 Morale: 10  
 Hoard Type: XVIII

These 10' tall demons have the torso and arms of an ape, with the head and legs of a boar. They have small but functional feathered wings. Nalfeshnee are unaffected by ordinary weapons. In combat, they attack with their claws and bite, or employ one of the following spell-like abilities at will: darkness 10' radius, detect magic, dispel magic, fear (as wand of fear), illusion (as the wand of illusion), levitate, polymorph self, project image, read languages, symbol (despair and fear), and telekinesis (500 lbs.). In addition, a nalfeshnee may gate (65% probability of success) a vroock, hezrou, glabrezu, or nalfeshnee demon (determine randomly).

#### Orcus (Demon Lord)

No. Enc.: 1 (Unique)  
 Alignment: Dark  
 Movement: 90' (30')  
 Fly: 180' (60')  
 Armor Class: 25  
 Hit Dice: 125 hp (22 HD)  
 Attacks: 2 (fists and tail)  
 Damage: 2d6+1/2d4 + poison  
 Save: 5  
 Morale: 10  
 Hoard Type: VIII, IX, XII

Orcus is the Prince of the Undead, and it is said that he alone created the first undead that walked the worlds. This demonic humanoid is squat, bloated, and stands 15' tall. His goat-like head sports large, spiraling ram-like horns. His legs are covered in thick brown fur and end in hooves. Large powerful arms wield

a wicked skull-tipped wand. Two large, black, bat-like wings protrude from his back and a long, snake-like tail, tipped with a sharpened barb, trails behind it. Orcus is one of the most powerful of all demon lords. From his great bone palace he fights a never-ending war against rival demon lords that spans several smoldering and stinking demon worlds.

In combat Orcus may deal powerful blows with his fists that deal 2d6+1 hp damage per hit. He may use a poisonous tail attack that deals 2d4 hp damage and victims must save versus poison or die. If Orcus uses a weapon, his immense strength grants him +4 to hit and +5 to damage. Orcus is affected only by +3 weapons or better. He has the following spell-like abilities, usable at will: animate dead, charm person, clairaudience, clairvoyance, continual darkness, detect invisibility, detect magic, dispel magic, ESP, illusion (as the wand of illusion), lightning bolt (12d6 damage), polymorph any object, polymorph self, project image, pyrotechnics, read languages, read magic, shape change, speak with dead, suggestion, telekinesis (1,200 lbs.), and wall of fire. Once per day Orcus may use the following spell-like abilities: feeblemind, symbol (any), and time stop. In addition, Orcus may gate (85% probability of success) a marilith, glabrezu, vroock, hezrou, or nalfeshnee demon. As the Demon Lord of Undead, Orcus may summon undead as a monster summoning spell. He may bring forth either 4d12 skeletons, 4d8 zombies, 5d6 ghouls, or 2d4 vampires. Wand of Orcus: This powerful, wicked device instantly kills all mortals dealt a blow. It has many other powers or spell-like abilities, to be determined by the GM.

#### Quasit (Lower Order Demon)

No. Enc.: 1 (0)  
 Alignment: Dark  
 Movement: 150' (50')  
 Armor Class: 17  
 Hit Dice: 3  
 Attacks: 3 (2 claws, bite)  
 Damage: 1d2/1d2/1d4  
 Save: 16  
 Morale: 10  
 Hoard Type: XI x 2

In its natural form, a quasit is a small demonic creature that stands about 1 ½' tall. They often serve more powerful demons, but are most commonly encountered as familiars to dark magic-users. Quasits take no damage from non-magical weapons, except those of iron. In addition, they do not suffer damage from fire, cold, or electrical-based attacks. They regenerate 1 hp per round. Quasits save versus magical effects as a F7. They attack with claws and a bite. Victims of the claw attacks must save versus poison or lose 1 point of DEX for 2d6 rounds, for each successful attack. Quasits have the following spell-like abilities: detect good, detect magic, invisibility, and polymorph self (limited to the form of a bat, giant centipede, toad, or wolf). In addition, 1 time per day a quasit may induce fear (as the spell, except that its area is a 30' radius).

Quasits as familiars: When a quasit familiar is within 10' of its master, the magic-user functions as if 1 level higher and regenerates 1 hp per round. Conversely, if the quasit is more than a mile away from the magic-user, the master functions as if 1 level lower than normal. However, if not more than one mile apart, a quasit is able to communicate via telepathy with the magic-user, and he may perceive the surroundings of the quasit through all of its senses, including 60' infravision. A quasit may commune for its master 1 time per week, and is allowed 1d4+2 questions. If a quasit familiar is killed, the master loses 4 levels permanently.



**Succubus/Incubus (Standard Order Demon)**

No. Enc.: 1 (1)  
 Alignment: Dark  
 Movement: 120' (40')  
     Fly: 180' (60')  
 Armor Class: 19  
 Hit Dice: 6  
 Attacks: 2 (claws)  
 Damage: 1d3/1d3  
 Save: 11  
 Morale: 7  
 Hoard Type: XI, XIV, XV

Succubae and incubi resemble very attractive human women and men, respectively, save for their bat-like wings. They avoid each other and do not normally lair with others of their kind. Rather, when not in the realms of chaos they haunt the material plane in search of humans to tempt. They are able to drain a mortal of a level if lured into some act of passion, or by simply planting a kiss on the victim. Otherwise, succubae and incubi may attack with deceptively formidable claws. They are not susceptible to damage by ordinary weapons. Succubae and incubi have the following spell-like abilities usable at will: charm person, clairaudience, ESP, ethereal form (as the oil of etherealness), shape change, and suggestion. In addition, a succubus or incubus may gate (65% probability of success) a balor demon or attempt to gate (5% probability of success) a demon lord.

**Vrock (Standard Order Demon)**

No. Enc.: 1d3 (1d6)  
 Alignment: Dark  
 Movement: 120' (40')  
     Fly: 180' (60')  
 Armor Class: 19  
 Hit Dice: 8  
 Attacks: 5 (2 claws, 2 rear claws, beak)  
 Damage: 1d4/1d4/1d8/1d8/1d6  
 Save: 12  
 Morale: 11  
 Hoard Type: XXI

These demons resemble 8' tall humanoid vultures. They are susceptible to damage from ordinary weapons. In combat they may attack with all five attacks if airborne, or 2 claws and a bite if on the ground. Vrocks have the following spell-like abilities usable at will: darkness 10' radius, detect invisibility, and telekinesis (200lbs.). In addition, a vrock may gate (10% probability of success) a vrock demon.

**Devils**

Devils are evil creatures from the plane of order. Though they are light, they support the ideals of law through domination and foul acts. They respect lightness, but a twisted form that is heavily infused with treachery and deceit. They adhere to an order of command with arch-devils at the top of the hierarchy. Particularly powerful arch-devils rule their own domain on the plane of order (a kind of demi-plane), and sometimes encroach upon the plane of balance. Devils are divided into three main types, lesser, greater, and arch-devils. Arch-devils, like demon lords, are unique beings. The lesser and greater devils belong to devilish races, and arch-devils may promote individuals that transform into a new race until they work their way toward becoming an arch-devil (a rare event). There is overlap in the power of lesser and greater devils, with some of the most powerful lesser devils being more powerful than the less powerful of the greater devils. However, this is the price of promotion and ambition in the devil hierarchy, and some lesser devils choose to remain of lower rank to bask in this power. There are many more arch-devils and devilish races than are detailed here, and the GM should create new beings as the need arises.

Devils may travel through the plane of order freely. They may also venture to the astral plane, the plane of balance, and the plane of beasts. They may not enter other planes unless summoned via a gate or some similar means. If arch-devils or higher devils are killed on another plane, their essence is

transported to the plane of order where it reforms in 20 years. Lesser devils killed on any plane are destroyed forever, and arch-devils and greater devils killed on the plane of order are permanently destroyed.

Different arch-devils or devil races have varying powers. All lesser devils are susceptible to damage from ordinary weapons. Greater devils and arch-devils may only be harmed by magical weapons or weapons made of silver. All devils have the following abilities, spell-like abilities, or damage resistance in common. Note that spell-like abilities, unless otherwise noted, are usable at the rate of one ability per round:

Charm person  
 Half damage from cold-based attacks  
 Half damage from gas-based effects  
 Immunity to fire-based attacks (both magical and non-magical)  
 Infravision (90')  
 Know alignment  
 Phantasmal force  
 Suggestion  
 Teleport without error  
 Gate (varies in expression)  
 Telepathy (allows all languages to be understood)

**Amon (Arch-devil)**

No. Enc.: 1 (Unique)  
 Alignment: Dark  
 Movement: 180' (60')  
 Armor Class: 21  
 Hit Dice: 132 hp (22 HD)  
 Attacks: 1 (weapon or bite)  
 Damage: As weapon +4 or 3d4  
 Save: 3  
 Morale: 10  
 Hoard Type: XII, XVI

This wolf-headed humanoid stands 9' tall. His fur is brownish-black and his eyes and teeth are yellow. His great clawed hands are brownish in color and covered in shaggy fur. Amon is a vassal in service to Geryon, commanding no less than 3 legions of bone devils. Amon wields a +4 mace. He can also bite in the same round for 3d4 hp damage. Amon is only harmed by +3 or better weapons. Amon is very strong (STR 19), receiving +3 to hit and +4 to damage in melee combat. He regenerates 1 hp per round. Amon has the following spell-like abilities, usable at will: animate dead, charm monster, detect invisibility, detect magic, dispel magic, fear (as the spell), fly, geas, know alignment, polymorph self, produce flame, read languages, read magic, suggestion, teleportation, wall of ice, and limited wish (for another being only). In addition, one time per day he may employ symbol of hopelessness and gate (60% probability of success) 1d4 bone devils. He is able to summon all wolves in a 1 mile radius, and control them to do his will.

**Bael (Arch-devil)**

No. Enc.: 1 (Unique)  
 Alignment: Dark  
 Movement: 120' (40')  
 Armor Class: 22  
 Hit Dice: 110 hp (21 HD)  
 Attacks: 2  
 Damage: As weapon + 6  
 Save: 4  
 Morale: 10  
 Hoard Type: XII, XVI

Bael is an 8' tall diabolical-looking golden-skinned humanoid with bovine head features, large round eyes of black, a large nose, wolf-like upright ears, and a large mouth lined with razor-sharp teeth. Tiny forward-curving horns protrude from his forehead. He wears bronze chainmail and wields a +2 morningstar, which telescopes up to 8' long. He regenerates at the rate of 1 hp per round. Bael has the following spell-like abilities, usable at will: alter self, animate dead, cause serious wounds, detect invisibility, detect magic, dispel magic, fear aura 20' radius (as the spell), invisibility, know alignment, pyrotechnics, produce fire, read languages, suggestion,

teleportation, wind walk, and limited wish (other being only). Bael may use symbol of stunning one time per day, and shape change two times per day. He may also gate (65% probability of success) 1d4 barbed devils.

#### Barbed (Lesser devil)

No. Enc.: 1d2 (3d4)  
 Alignment: Dark  
 Movement: 120' (40')  
 Armor Class: 19  
 Hit Dice: 8  
 Attacks: 3 (2 claws, tail)  
 Damage: 2d4/2d4/3d4  
 Save: 12  
 Morale: 10  
 Hoard Type: None

Barbed devils are 7' tall humanoids, and are covered in spikes and horns. These creatures are often employed by arch-devils as guards and soldiers. They make particularly good sentries, and they have keen senses and cannot be surprised. They can attack each round with their clawed and barbed hands, or their spiked tail. A victim of any of these attacks must save versus spells or be affected by fear (as the wand of fear). In addition, barbed devils have the following spell-like abilities, usable at will: hold person, produce flame, pyrotechnics, and gate (35% probability of success) a barbed devil.

#### Bone (Lesser devil)

No. Enc.: 1d2 (2d4)  
 Alignment: Dark  
 Movement: 150' (50')  
 Armor Class: 20  
 Hit Dice: 9  
 Attacks: 1 (hook or tail)  
 Damage: 3d4 or 2d4 + STR drain  
 Save: 11  
 Morale: 10  
 Hoard Type: None

These 9' tall devils have tight-clinging skin, giving them a skeletal appearance, and they have a scorpion-like tail. Bone devils hate all other creatures and attack ruthlessly. They are able to see with ultraviolet vision. They strike with a special curved, barbed spear for 3d4 hp damage. On a successful attack there is a 50% probability the victim is caught in the hooked weapon. A bone devil attacks caught victims with its scorpion-like tail for 2d4 hp damage, and victims must save versus poison or lose 1d4 STR for 2d6 rounds. In addition, bone devils have the following spell-like abilities, usable at will: detect invisibility, fear aura 5' radius (as the fear spell), fly, invisibility, phantasmal force, and gate (40% probability of success) a bone devil. In addition, bone devils may create a wall of ice once per day.

#### Erinyes (Lesser devil)

No. Enc.: 1d3 (4d4)  
 Alignment: Dark  
 Movement: 60' (20')  
 Fly: 210' (70')  
 Armor Class: 17  
 Hit Dice: 6 + 5  
 Attacks: 1  
 Damage: 2d4  
 Save: 13  
 Morale: 10  
 Hoard Type: X

Unlike most other devils, erinyes appear attractive to humans, resembling very comely women or men, but they have large black feathered wings. They are a very common form of devil, and are often used as scouts within the plane of order and in other planes. Erinyes are also tasked with capturing evil people from the material plane, to take them back to the plane of order to be transformed into lemures. They attack with a dagger that deals 2d4 damage, and victims must save versus poison or be paralyzed for 1d6 rounds. In addition, erinyes have a rope of entanglement. Erinyes have the following spell-like abilities,

usable at will: detect invisibility, fear (was the wand of fear), invisibility, know alignment, locate object, polymorph self, produce flame, and gate (30% probability of success) an erinyes.

#### Geryon (Arch-devil)

No. Enc.: 1 (Unique)  
 Alignment: Dark  
 Movement: 60' (20')  
 Fly: 180' (60')  
 Armor Class: 22  
 Hit Dice: 135 hp (23 HD)  
 Attacks: 3 (2 claws, sting)  
 Damage: 3d6/3d6/2d4  
 Save: 3  
 Morale: 10  
 Hoard Type: X, XV

Geryon is a towering 10' tall and 30' long arch-devil. He has the upper torso of a humanoid with paw-like hands, blue-furred arms, dark hair, piercing black eyes, and the lower torso of a massive black and gold banded snake. Geryon, the Great Serpent, rules a large demi-plane on the plane of order. His fortress, a large iron citadel located in the heart of a great city, is situated at the center of his domain. Geryon attacks with massive, powerful claws and his poisonous sting. Victims of the sting must save versus poison with a -4 penalty or die. Geryon is only affected by +2 or better weapons. He has the following spell-like abilities, usable at will: charm person, detect invisibility, dispel magic, geas, fear (as the spell), ice storm, invisibility, light, locate object, raise dead, read languages, read magic, shape change, wall of ice, and wish (for another being). One time per day he may utter an unholy word and employ a symbol of pain. Geryon may also gate an ice devil (45% probability of success) or (60% probability of success) 1d2 bone devils. Finally, Geryon has a bull's horn that is usable one time per week. It summons 5d4 minotaurs that will do his bidding unto death.

#### Horned (Greater devil)

No. Enc.: 1d2 (1d4+1)  
 Alignment: Dark  
 Movement: 90' (30')  
 Fly: 180' (60')  
 Armor Class: 24  
 Hit Dice: 5 + 5  
 Attacks: 4 (2 claws, bite, tail) or 1 (weapon)  
 Damage: 1d4/1d4/1d4+1/1d3 or 2d6  
 Save: 10  
 Morale: 9  
 Hoard Type: XIV

Horned devils are 9' tall, scaly, and have reptilian wings. If unarmed they attack using their claws, bite, and tail all in the same round. Horned devils are only affected by +1 or better weapons. Their tail inflicts 1d3 hp damage, but it causes an infernal wound that must be bound or it continues to openly bleed, dealing an extra 1 hp of damage each turn and can only be healed by magical means. They may also wield a large spiked chain that deals 2d6 hp damage. Victims must save versus spells or be stunned for a number of rounds equal to the damage dealt. Horned devils have the following spell-like abilities, usable at will: detect magic, ESP, fear aura 5' radius (as the fear spell), phantasmal force, produce flame, pyrotechnics, and gate (55% probability of success) a horned devil. In addition, horned devils may create a wall of fire once per day. This effect deals three times the normal damage.

**Imp (Lesser Devil)**

No. Enc.: 1 (1)  
 Alignment: Dark  
 Movement: 60' (20')  
     Fly: 180' (60')  
 Armor Class: 17  
 Hit Dice: 2 + 2  
 Attacks: 1 (tail)  
 Damage: 1d4  
 Save: 15  
 Morale: 8  
 Hoard Type: XIII

These 2' tall devils are blue-skinned and have bat-like wings, small horns, and a barbed tail. These creatures are created from lemures. They attack with a poisonous tail that deals 1d4 hp damage and victims must save versus poison or die. Imps may polymorph self into any of the following forms: large spider, raven, giant rat, and boar. Only magical weapons, or weapons made of silver, harm imps. Imps regenerate 1 hp per round. Imps save against all magical effects as if they have 7 HD. Imps have the following spell-like powers, usable at will: detect good, detect magic, and invisibility. One time per day they may make a suggestion.

Imps as familiars: So long as the imp and the magic-user are within 1 mile, the magic-user may access all of the imp's senses, including 90' infravision, and operates as if 1 level higher. If they are further than 1 mile apart, the magic-user operates as if 1 level lower. When they are within 10' if one another the magic-user receives +2 to save against all magical effects. In addition, he regenerates 1 hp per round. If an imp familiar dies, the magic-user loses 4 levels. Imps may use commune once per week, allowing 6 questions.

**Ice (Greater devil)**

No. Enc.: 1 (1d4)  
 Alignment: Dark  
 Movement: 60' (20')  
 Armor Class: 23  
 Hit Dice: 11  
 Attacks: 4 (2 claws, mandibles, tail) or 1 (weapon)  
 Damage: 1d4/1d4/1d4/3d4 or 2d6 + paralyzation  
 Save: 9  
 Morale: 11  
 Hoard Type: X, XI

These 12' tall devils have a humanoid/insectoid body with multifaceted eyes and powerful mandibles on a mantis-like head. They live in an icy demi-plane within the plane of order. Ice devils have ultraviolet vision, and regenerate 1 hp per round, and are only affected by +2 or better weapons. They attack with their claws, mandibles, and a barbed tail. They also have spears that inflict 2d6 hp damage and victims must save versus paralyzation or be afflicted with such numbing cold they are slowed for 3d6 rounds. Ice devils have the following spell-like abilities, usable at will: detect invisibility, detect magic, fear aura 10' radius (as the fear spell), fly, polymorph self, wall of ice, and gate (60% probability of success) an ice devil.

**Lemure**

No. Enc.: 0 (5d6)  
 Alignment: Dark  
 Movement: 30' (10')  
 Armor Class: 12  
 Hit Dice: 3  
 Attacks: 1 (claws)  
 Damage: 1d4  
 Save: 16  
 Morale: 6  
 Hoard Type: None

These sagging, 5' tall humanoid creatures are pathetic slaves of the devilish hordes. They were evil humans, but have been transformed into the lowest of the devils. Lemures are mindless and cannot communicate, but they are sensitive to telepathic

messages from other devils, typically obeying a devil's mental commands. They are often used as fodder in battles, and as slaves for labor. They regenerate 1 hp per round. They have the same immunities as undead, and cannot be permanently killed except by holy materials such as holy water. Certain rare lemures develop a sinister intellect, and these beings may be promoted to higher devilish ranks.

**Pit Fiend (Greater devil)**

No. Enc.: 1 (1d3)  
 Alignment: Dark  
 Movement: 60' (20')  
     Fly: 150' (50')  
 Armor Class: 22  
 Hit Dice: 13  
 Attacks: 2 (weapons) or 1 (tail)  
 Damage: 1d6+6/1d6+6 or 2d4  
 Save: 7  
 Morale: 10  
 Hoard Type: II, X

Pit fiends are 12' tall, bat-winged and red-skinned devils. They are very high ranked in devilish society, and particularly cunning pit fiends have been known to ascend to arch-devil status. They wield two swords with scythe-like tips that deal 1d6+6 hp damage each. They may also attack with their constricting tail that deals 2d4 hp damage each round. Pit fiends regenerate 2 hp per round, and are only affected by +2 or better weapons. They have the following spell-like abilities, usable at will: detect invisibility, detect magic, hold person, polymorph self, produce flame, pyrotechnics, and wall of fire. Once per day pit fiends can either gate another pit fiend (65% probability of success) or 1d3 barbed devils (70% probability of success). Also, once per day pit fiends may use symbol of pain.

**Djinni**

No. Enc.: 1 (1)  
 Alignment: Neutral  
 Movement: 90' (30')  
     Fly: 240' (80')  
 Armor Class: 14  
 Hit Dice: 7 + 1  
 Attacks: 1 (fist), see below  
 Damage: 2d8/2d6  
 Save: 12  
 Morale: 12  
 Hoard Type: None

Although they look like taller, majestic humans, djinn are actually an intelligent kind of air elemental. Djinn may only be affected by magic and magical weapons. Djinn have several spell-like abilities, and they can use each of them 3 times a day. They have four creation abilities, including create food and water (cast as a cleric of 7th level), create temporary objects of metal (the softer the metal the longer it lasts, gold lasts 24 hours while iron lasts 1 round, and 100 lbs maximum), create permanent goods (items made of wood, rope, and other kinds of softer goods of 100 lbs maximum), and create illusion (as phantasmal force, but the effect is permanent until touched or dispelled). Djinn can also take on a gaseous form or make themselves invisible.

Finally, djinn can assume the form of a whirlwind after 5 rounds of preparation. It has a 10' diameter at its base, is 70' high, and is 20' in diameter at its top end. When in whirlwind form, the djinn may move 120' (40'). The whirlwind deals 2d6 hit points of damage to all beings that it contacts. Beings with 2 or fewer HD must make a saving throw versus death or are thrown 10' away.

A djinn may also attack with powerful punches that inflict 2d8 hit points of damage. Djinn are very strong, and are able to transport 600 lbs easily. They may transport a maximum of 1,200 lbs for a period of 3 turns. However, after this period a djinni will have to spend 1 full turn resting.



**Dog**

	<i>War</i>	<i>Wild</i>
No. Enc.:	0 (0)	4d4 (4d4)
Alignment:	Neutral	Neutral
Movement:	120' (40')	150' (50')
Armor Class:	13	12
Hit Dice:	2 + 2	1 + 1
Attacks:	1	1
Damage:	2d4	1d4
Save:	17	18
Morale:	11	7
Hoard Type:	None	None

*War:* These dogs are bred and trained for combat. They will follow the commands of their owner, and likely will fight to the death. War dogs are sometimes equipped with leather armor.

*Wild:* Wild dogs are feral dogs that have taken up a pack lifestyle and tend to live on the outskirts of human society, either in the country or in the slums of towns.

**Doppelganger**

No. Enc.:	1d6 (1d6)
Alignment:	Dark
Movement:	90' (30')
Armor Class:	14
Hit Dice:	4
Attacks:	1
Damage:	1d12
Save:	15
Morale:	10
Hoard Type:	XVIII

Doppelgangers are strange beings that are able to take on the shapes of those they encounter. They can imitate the shape of a humanoid up to 7' tall. In its natural form, the creature is 5 ½' tall and looks more or less humanoid, but slender and frail, with gangly limbs and half-formed features. The flesh is pale and hairless. Its large, bulging eyes are yellow with slitted pupils. A doppelganger's appearance is deceiving even when it's in its true form. A doppelganger is hardy, with a natural agility not in keeping with its frail appearance. Doppelgangers make excellent use of their natural mimicry to stage ambushes, bait traps, and infiltrate humanoid society. They will often try to kill the person they imitate, so to then attack a group by surprise. Doppelgangers revert to their natural forms when slain. They are immune to the effects of charm and sleep spells.

**Dragon**

Ancient, highly intelligent, treasure loving, and dangerous are all characteristics of dragons. They are a very old race of intelligent reptiles, which reproduce by laying eggs. They are completely carnivorous, and each race of dragon employs a particular kind of breath weapon attack. The races of dragons are identified by their predominant hide color, preferred climate, and alignment. Dragons are a long-lived race, and individuals can live for over a hundred thousand years.

Because of their long history, dragons seldom take notice of the lesser insignificant intelligent races, and view them as primitive upstarts. Nonetheless, dragons are extremely intelligent and value their own lives. To this end, dragons will bargain and even surrender to characters to save their lives or otherwise richly benefit. Dragons have immense egos, and even the most evil dragon may stop to listen to the pleas or praise of a soon to be lunch. Dragons of differing alignment will interact with other intelligent creatures in different ways. Neutral dragons may or may not converse with characters, depending on the circumstances. Light dragons are more likely to aid a good party or a party on a noble mission. Dark dragons will likely attempt to destroy a party on sight, unless there is something to be gained by exercising restraint.

**Dragon Breath Weapons:** Dragons are able to produce a powerful attack with a breath weapon. Dragons' breath attacks deal a number of hp damage equal to their total number of hp when the attack occurs (not necessarily their maximum hp). The classic breath attack is the fire from a "fire-breathing dragon,"

but different dragons breathe different kinds of effects. All breath weapons are usable 3 times per day. Unless the situation prevents it, dragons will tend to use their breath weapon as their initial attack when confronted with combat. Dragons will use their breath weapons about 50% of the time on all subsequent rounds of combat, and if the breath weapon is not employed they will attack with two claws and a bite attack.

A dragon's breath attack can have one of three potential shapes, cloud shaped, cone shaped, and linear. All cloud-shaped breath effects occupy an area that is 20' high, 50' long, and 40' wide. Cone-shaped effects begin with a width of 2', and spread out in a cone shape to a variable maximum length, but the terminal end of a cone is always 30' wide. Linear breath attacks have the same 5' width for their entire lengths (100'). All creatures that find themselves the victims of a breath attack may attempt a saving throw versus breath attack. Success indicates that only half of the normal hit point damage is done. Dragons are immune to the effects of their own breath attack, as well as the same kind of breath attack from other dragons. They are further immune to ordinary instances of a similar nature to their attack. For instance, a gold dragon is immune to all ordinary fire and the fire breath of all other dragons. However, dragons will sustain half damage from magical based attacks that are similar to the nature of their breath attacks. A blue dragon, for instance, will not suffer damage from a natural lightning strike, but will suffer half damage from spell lightning bolt.

**Let Sleeping Dragons Lie:** When a dragon is encountered in its lair, or otherwise in a location on the ground, there is a chance that the dragon will be asleep when stumbled across. Dragons are an ancient, long-lived race, and as such they operate on a different schedule than humanoids. Dragons may sleep in a safe location for days and weeks if left undisturbed. The percentage chance that a dragon will be asleep when found is provided on the Additional Dragon Information table. For one round, opponents may attack a sleeping dragon and receive a bonus of +2 to all attack rolls. The dragon will be roused this round regardless of whether attacks actually make contact, and combat will progress on the second round as normal. Or, more accurately, with the dragon's full fury.

**Dragon Speech Capability:** The more powerful the dragon type, the greater probability that any given member of that type has the capability to speak. All dragons that can speak know common, dragon, and their alignment language. They may also cast magic-user/elf spells. Refer to the Addition Dragon Information table for the probability of speech and the spells available to dragons.

**Dragon Surrender:** Sometimes opponents seek to subdue dragons, so that they may be enslaved or bargained with. Any characters that wish to subdue a dragon must announce that they are attacking without intent to kill. All hand weapons with a blade may be employed to deal blunt blows with the flat of the blade. Combat and damage are calculated normally, noting how much damage is "subdue" damage. When a dragon reaches "0" hit points due to subdue damage, it is knocked unconscious and will surrender to the characters for the time being. Note that a dragon will always wish for its freedom, and unless restrained or otherwise under dire threat a dragon will make every effort to escape when the chance presents itself. Characters must choose to attempt to gain a service from a dragon, or sell it to a buyer if one can be found. As a general rule, a dragon may be sold, at most, for a number of gold pieces equal to 1,000 x the dragon's maximum hit points.

**Dragon Age, Hit Dice, and Treasure:** The qualities presented for dragons assume that the dragon is a mature adult. However, the hit dice should be adjusted + or - 3 hit dice if the dragon is old or young, respectively. Older dragons are not only more powerful, but since they are older they have likely accumulated a larger treasure hoard. Old dragons may have up to twice the amount of listed treasure, while young dragons may only have about half of the listed treasure.

	<b>Black</b>	<b>Blue</b>
No. Enc.:	1d4 (1d4)	1d4 (1d4)
Alignment:	Dark	Neutral
Movement:	90' (30')	90' (30')
Fly:	240' (80')	240' (80')
Armor Class:	17	19
Hit Dice:	7	9
Attacks:	--- 3 or 1 (2 claws, 1 bite, or breath) ---	
Damage:	1d4+1/	1d6+1/
1d4+1/	1d6+1/	
2d10	3d10	
Save:	10	8
Morale:	8	9
Hoard Type:	XV	XV

	<b>Gold</b>	<b>Green</b>
No. Enc.:	1d4 (1d4)	1d4 (1d4)
Alignment:	Light	Dark
Movement:	90' (30')	90' (30')
Fly:	240' (80')	240' (80')
Armor Class:	21	18
Hit Dice:	11	8
Attacks:	--- 3 or 1 (2 claws, 1 bite, or breath) ---	
Damage:	2d4/2d4/	
6d6		
Save:	6	9
Morale:	10	9
Hoard Type:	XV	XV

	<b>Red</b>	<b>White</b>
No. Enc.:	1d4 (1d4)	1d4 (1d4)
Alignment:	Dark	Neutral
Movement:	90' (30')	90' (30')
Fly:	240' (80')	240' (80')
Armor Class:	20	16
Hit Dice:	10	6
Attacks:	--- 3 or 1 (2 claws, 1 bite, or breath) ---	
Damage:		
Save:	7	11
Morale:	10	8
Hoard Type:	XV	XV

	<b>Sea</b>
No. Enc.:	0 (1d4)
Alignment:	Neutral
Movement:	180' (60')
Fly:	(swim and fly)
Armor Class:	18
Hit Dice:	8
Attacks:	
Damage:	
Save:	10
Morale:	9
Hoard Type:	XV

	<b>Brass</b>	<b>Bronze</b>
No. Enc.:	1d4 (1d4)	1d4 (1d4)
Alignment:	Light	Light
Movement:	120' (40')	90' (30')
Fly:	240' (80')	240' (80')
Armor Class:	2	0
Hit Dice:	7	9
Attacks:	---3 or 1 (2 claws, 1 bite, or breathe)---	
Damage:	1d4/1d4/4d4	1d6/1d6/4d6
Save:	10	8
Morale:	9	9
Hoard Type:	XV	XV

	<b>Copper</b>	<b>Silver</b>
No. Enc.:	1d4 (1d4)	1d4 (1d4)
Alignment:	Light	Light
Movement:	90' (30')	90' (30')
Fly:	240' (80')	240' (80')
Armor Class:	1	-1
Hit Dice:	8	10
Attacks:	---3 or 1 (2 claws, 1 bite, or breathe)---	
Damage:	1d4/1d4/5d4	1d6/1d6/5d6
Save:	9	7
Morale:	9	10
Hoard Type:	XV	XV

Dragon Color	Habitat	Probability of Asleep	Probability of Speech
Black	Marshes and Swamps	40%	30%
Blue	Plains and Deserts	20%	40%
Brass	Deserts	50%	30%
Bronze	Lakes and Seas	25%	60%
Copper	Rocky, Arid	40%	45%
Gold	All	5%	100%
Green	Wooded	30%	30%
Red	Mountainous	10%	50%
Silver	Mountainous	15%	75%
White	Cold	50%	10%
Sea	Ocean	40%	20%

Dragon Color	Breathe Range, Shape, and Type	Spells Available Level			
		1	2	3	4
Black	60' long, 5' wide, linear, acid	5	-	-	-
Blue	100' long, 5' wide, linear, lightning	5	4	-	-
Brass	70' long, 20' wide, cone, <i>sleep</i>	3	2	-	-
Bronze	50' wide, 40' long, cloud, <i>fear</i>				
	100' long, 5' wide, linear, lightning	2	2	1	-
	20' long, 30' wide, cloud, <i>repulsion</i>				
Copper	60' long, 5' wide, linear, acid	3	2	-	-
	30' long, 20' wide, cloud, <i>slow</i>				
Gold	90' long, 30' wide, cone, fire	5	5	4	-
	50' long, 40' wide, cloud, chlorine gas				
Green	50' long, 40' wide, cloud, chlorine gas	4	3	-	-
Red	90' long, 30' wide, cone, fire	4	4	3	
Silver	80' long, 30' wide, cone, cold	2	2	2	1
	50' wide, 40' long, cloud, <i>paralyze</i>				
White	80' long, 30' wide, cone, cold	4	-	-	-
Sea	20' diameter gob, poison spittle	4	3	-	-

**Metallic Dragons:** Many metallic dragons have two breathe weapons. For example, a gold dragon is able to breathe chlorine gas as a green dragon and fire as a red dragon, but nonetheless can utilize a breath attack only 3 times per day. In addition, all gold and silver dragons are able to polymorph themselves into any animal or humanoid form at will.

**Sea Dragons:** The breath attack of a sea dragon is a giant 20' diameter gob of poisonous spittle. A victim struck must save versus breath attack or die. Note that this poison is no longer potent 1 round after the breath attack is made. These dragons stay almost exclusively in the water, but may glide over the surface of water for a duration of 6 rounds. These dragons live in underwater caverns, where they hoard treasure from sunken vessels. They will never be found asleep above water.

**Dragon, Chromatic**

No. Enc.: 1 (1)  
 Alignment: Dark  
 Movement: 60' (20')  
 Fly: 180' (60')  
 Armor Class: 19  
 Hit Dice: 16 hp per head, 8 HD for the body (18 HD)  
 Attacks: 6 (5 bites, tail)  
 Damage: As head/1d6+poison  
 Save: 3  
 Morale: 10  
 Hoard Type: XV x4

Rumors abound of a type of a powerful all-female race of dark (and possibly demonic) dragons that spawn all other dragons of chaos or evil bent. A chromatic dragon is 60' long and has one head type of each of the following dragons: black, blue, green, red, and white. Each head may bite in a round, dealing damage equivalent to that dragon's bite damage. In addition, each head may deliver the appropriate breath weapon type, one per round, once per day. Each head may cast 2 spells a day of the spell level indicated below:

Head Type	Spell Level
Black	1st level
Blue	2nd level
Green	3rd level
Red	4th level spells
White	5th level spells

These creatures also attack with a stinger-tipped tail for 1d6 damage. Victims must additionally save versus poison or die. Each of the chromatic dragon's heads can suffer 16 hp damage before becoming lifeless, but they regenerate in 24 hours. If all heads are destroyed or the body is injured to 0 hp the dragon dies. Chromatic dragons are 90% likely per head color to have one adult dragon of that type present as a companion. Only three known chromatic dragons are thought to be still living, Lahamu, Kishar, and Damgul.

**Dragon Turtle**

No. Enc.: 0 (1)  
 Alignment: Dark  
 Movement: 30' (10')  
 Swim: 90' (30')  
 Armor Class: 21  
 Hit Dice: 30  
 Attacks: 3 (2 claws, bite)  
 Damage: 1d8/1d8/1d6x10  
 Save: 3  
 Morale: 10  
 Hoard Type: XV

This fearsome, massive beast is a magical hybrid of dragon and giant turtle. It has the large shell of a turtle, but the arms, legs, head, and tail of a dragon. Its 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. The lair of these creatures will always be below water in submerged caverns. They hoard wealth from ships that have sunk to the bottom of the sea. Dragon turtles have powerful claw and bite attacks, but also have a breath weapon that is usable 3 times per day. The breath weapon is a hot blistering steam cloud that is 90' long and 30' wide. Hit points of damage inflicted is equal to the dragon turtle's current hit points, and a victim may save versus breath attack for half damage.

**Dragonne**

No. Enc.: 1 (1)  
 Alignment: Neutral  
 Movement: 150' (50')  
 Fly: 90' (30')  
 Armor Class: 17  
 Hit Dice: 9  
 Attacks: 3 or 1 (2 claws, bite or roar)  
 Damage: 1d8/1d8/3d6  
 Save: 12  
 Morale: 9  
 Hoard Type: IX, XX, VIII

A dragonne has the head of a lion and the body of a brass dragon. It possesses huge claws and fangs, and large eyes, usually the color of its brass scales. A dragonne is about 12' long and weighs about 700 pounds. A dragonne's wings are useful only for short flights, carrying the creature for 1 to 3 turns at a time. 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. A dragonne can loose a devastating roar. All creatures except dragonnes within 120' must succeed in a save versus paralyze or suffer weakness. Those within 30' are deafened. These effects last 2d6 rounds.

**Dryad**

No. Enc.: 0 (1d6)  
 Alignment: Neutral  
 Movement: 120' (40')  
 Armor Class: 14  
 Hit Dice: 2  
 Attacks: Charm  
 Damage: 0  
 Save: 17  
 Hoard Type: XIX

Shy, intelligent, and resolute, dryads are as elusive as they are alluring. A dryad's delicate features are much like a female elf's, though her flesh is the color of bark, and her hair is the color of a canopy of leaves that changes color with the seasons. Although they are generally solitary, up to six dryads have been encountered in one place on rare occasions. A dryad is united by spirit to a particular tree, and if this tree is ever killed the dryad will be killed as well. Dryads may physically join with their trees, effectively disappearing. A dryad may not venture more than 240' from her tree, or she will die after 1 turn. Dryads have the innate ability to charm person. They will sometimes use this ability if threatened, or if they take a particular liking to an individual. A victim must succeed in a saving throw versus spells, or he goes to the dryad's tree and disappears within it. Any individual who does this is lost forever. Dryads acquire treasure from past victims or infatuations, and store it at the base of their trees, underground below the roots.

**Dwarf**

No. Enc.: 1d6 (5d8)  
 Alignment: Light, Neutral  
 Movement: 60' (20')  
 Armor Class: 15  
 Hit Dice: 1  
 Attacks: 1 (weapon)  
 Damage: 1d8 or weapon  
 Save: 16  
 Morale: 8  
 Hoard Type: XVI

This monster listing is for the typical NPC dwarf. Dwarves favor earth tones in their clothing and prefer simple and functional garb. Their skin can be very dark, but it is always some shade of tan or brown. Hair color can be black, gray, or brown. Dwarves average 4 feet tall and weigh as much as adult humans. When encountered in a group of 20 or more, one leader will be present, whose level will be determined by rolling 1d6+2. This leader may possess items of magic, with a probability equal to 5% per level of the leader per type of magic item, except for rods, wands, and staves, or scrolls. In the presence of a leader, dwarves have morale of 10 rather than 8. Goblins are the most



reviled creatures to dwarves; dwarves will attack goblins first and ask questions later.

### Dwarf, Duergar

No. Enc.: 2d4 (1d00+100)  
 Alignment: Dark  
 Movement: 60' (20')  
 Armor Class: 15  
 Hit Dice: 1 + 2  
 Attacks: 1 (weapon)  
 Damage: As weapon  
 Save: 16  
 Morale: 8  
 Hoard Type: VI, XX

Sometimes called gray dwarves, these evil beings dwell in the underworld. Most duergar are bald (even the females), and they dress in drab clothing that is designed to blend into stone. Duergar have 120' infravision, and suffer a -2 penalty to hit in bright light or sunlight. They war with other dwarves, even allying with other underworld creatures from time to time. In a group of duergar, 25% of their number will be 2nd level fighters. In a group of 10 or more, there will be a 4th or 5th level fighter. Duergars are most usually armed with crossbows, short swords, and/or light picks. There is a 25% chance each will be wearing plate armor. Duergar are very silent, and surprise opponents on 1-3 on 1d6. They have the same saving throw bonuses as other dwarves, but are completely immune to poison and paralysis. In their lair, there will be an additional number of young equal to 10% of the adults. In addition, there is a 75% chance the lair will have 1d4x100 slaves, consisting of morlocks, dwarves, deep elves, orcs, goblins, kobolds, or sometimes other humanoids. Duergar speak their own language, dwarven, and the gesture language of drow.

## E

### Eagle, Giant

No. Enc.: 1d6 (1d20)  
 Alignment: Neutral  
 Movement: 30' (10')  
     Fly: 480' (120')  
 Armor Class: 12  
 Hit Dice: 4  
 Attacks: 3 (2 claws, bite)  
 Damage: 1d6/1d6/2d6  
 Save: 16  
 Morale: 8  
 Hoard Type: XI, XXII (no coins)

The grand, giant eagles have a 20' wingspan. They nest on large cliffs or other out of the way rocky areas. Their eyesight is so finely honed that during the day they are impossible to surprise. In addition to their normal claw and beak attacks, giant eagles may use a dive attack that deals 2d6 damage per claw, with no beak attack possible. They may instead opt to carry away prey, and can carry up to 200 lbs. at half their normal movement. When a nest is encountered there is a 60% chance that there are 1d4 young, otherwise there are a like number of eggs. Giant eagles are intelligent, and have a kind fondness for elves and dwarves.

### Ear Seeker

No. Enc.: 1d4 (1d4)  
 Alignment: Neutral  
 Movement: 10' (3')  
 Armor Class: 10  
 Hit Dice: 1 hp  
 Attacks: See below  
 Damage: See below  
 Save: 18  
 Morale: N/A  
 Hoard Type: None

These small insect-like creatures spend most of their lives eating decaying wood and living in the bark of fallen trees or similar environments. However, at the end of their lives they seek a warm-blooded host to lay eggs. They will try to crawl into an orifice or cavity, such as the opening to the ears, where they deposit 1d8+8 eggs. The parent exits the body and dies. Meanwhile the eggs hatch in 4d6 hours and proceed to consume flesh. There is only a 10% chance of the host's survival. The spell cure disease may be used to rid a host of the parasites.

### Eel

	<i>Electric</i>	<i>Giant</i>
No. Enc.:	1d3 (1d3)	1d4 (1d4)
Alignment:	Neutral	Neutral
Movement:	120' (40')	90' (30')
Armor Class:	10	13
Hit Dice:	2	5
Attacks:	1 (bite)	1 (bite)
Damage:	1d4	3d6
Save:	17	14
Morale:	7	8
Hoard Type:	None	None

	<i>Sea</i>
No. Enc.:	1d6x10
Alignment:	Neutral
Movement:	150' (50')
Armor Class:	11
Hit Dice:	1 – 1
Attacks:	1 (bite)
Damage:	1
Save:	18
Morale:	7
Hoard Type:	X, XII, XIII

Eels are aquatic creatures that usually only attack when provoked.

*Electric:* Once per turn an electric eel may emit an electrical discharge in a 15' radius. The attack deals 3d8 damage to all beings within 5', and 2d8 to those between 5' and 10', and 1d8 beyond that to the maximum range. These eels are 9' long.

*Giant:* This giant 20' long cousin to normal eels lack an electrical attack.

*Sea:* These 6' long eels have bodies shaped like sea weed. They live in large colonies, inhabiting small networks of tunnels (6" or 8" in diameter) with open access to water. They have larger chambers deeper in rock, which they decorate with shiny riches. These eels attack with a poisonous bite that deals only 1 hp damage, but victims must save versus poison or die.

### Efreeti

No. Enc.: 1 (1)  
 Alignment: Dark  
 Movement: 90' (30')  
     Fly: 240' (80')  
 Armor Class: 16  
 Hit Dice: 10  
 Attacks: 1  
 Damage: 2d8  
 Save: 9  
 Morale: 12  
 Hoard Type: None

Although they look like giant, demonic beings, efreet are actually an intelligent kind of fire elemental. They may only be affected by magic and magical weapons. Efreet have several spell-like abilities, and they can use each of them 3 times a day. They have four creation abilities, including create food and water (cast as a cleric of 7th level), create temporary objects of metal (the softer the metal the longer it lasts, gold lasts 24 hours while iron lasts 1 round, and 100 lbs maximum), create permanent goods (items made of wood, rope, and other kinds of softer goods of 100 lbs maximum), and create illusion (as phantasmal force, but the effect is permanent until touched or dispelled). Efreet can also make themselves invisible and make

a wall of fire. They can become a flame pillar that inflicts 1d8 hit points of damage, and ignites combustible materials that are within 5'. This form may only be maintained by an efreeti for 3 rounds.

Efreets resent being summoned, and though they must serve for 101 days when properly compelled, they will attempt to twist the meaning of their orders and obey them to the letter. Efreets are enemies of Djinn, and will try to destroy them when encountered.

### Elemental

	<i>Air</i>	<i>Earth</i>
No. Enc.:	1 (1)	1 (1)
Alignment:	Neutral	Neutral
Movement:	-	60' (20')
Fly:	360' (120')	
Armor Class:	17/19/21	17/19/21
Hit Dice:	8/12/16	8/12/16
Attacks:	See below	See below
Damage:	---- 1d8 or 2d8 or 3d8 ----	
Save:	----- 13 or 11 or 8 -----	
Morale:	10	10
Hoard Type:	None	None

	<i>Fire</i>	<i>Water</i>
No. Enc.:	1 (1)	1 (1)
Alignment:	Neutral	Neutral
Movement:	120' (40')	60' (20')
Swim:		180' (60')
Armor Class:	17/19/21	17/19/21
Hit Dice:	8/12/16	8/12/16
Attacks:	See below	See below
Damage:	---- 1d8 or 2d8 or 3d8 ----	
Save:	----- 13 or 11 or 8 -----	
Morale:	10	10
Hoard Type:	None	None

Elementals are living beings made up of one of the four primary elements. They may be summoned in three different ways, and any time an elemental is summoned the summoner must spend complete concentration directing the elemental. Elementals will leave when dispelled, destroyed, or ordered to by the summoner. If the summoner stops concentrating or loses concentration due to being struck or taking other actions, the elemental will attack him and anyone in-between it and the summoner. Only magic and magical weapons can harm elementals.

There are three different power levels of elementals, and the type present will be determined by the means used to summon them. Any elemental summoned with a staff is the weakest of the three, having AC 2, HD 8, and DG 1d8. Any elemental summoned with other miscellaneous magic items has AC 0, HD 12, and DG 2d8. Elementals summoned with a spell have AC -2, HD 16, and DG 3d8.

*Air Elementals:* For every hit die possessed by an air elemental, it will have a diameter of ½' and be 2' high. For instance, an air elemental summoned by a spell would be 32' high and have a diameter of 8'. Their appearance is that of a twirling air mass. If a being of fewer than 2 HD is caught in the twirling mass, it is carried away, barring a successful saving throw versus death. Any aerial victim will suffer an extra 1d8 hit points of damage from an air elemental.

*Earth Elementals:* For every hit die possessed by an earth elemental, it will be 1' high. For instance, an earth elemental summoned by a spell would be 16' high. Their appearance is that of a giant humanoid made of earth. Any victim standing on the ground will suffer an extra 1d8 hit points of damage from earth elementals. Earth elementals are unable to move through water that has a width greater than an elemental's height.

*Fire Elementals:* For every hit die possessed by a fire elemental, it will have a diameter of 1' and be 1' high. For instance, a fire elemental summoned by a spell would be 16' high and have a 16' diameter. Their appearance is that of a giant pillar of flame.

Any victim that uses cold-based attacks will suffer an extra 1d8 hit points of damage from fire elementals. Fire elementals are unable to move through water that has a width greater than an elemental's diameter.

*Water Elementals:* For every hit die possessed by a water elemental, it will have a diameter of 2' and be ½' high. For instance, a water elemental summoned by a spell would be 8' high and have a 32' diameter. Their appearance is that of a large mass of watery waves. Any victim that is standing in, or submerged in, water suffers an extra 1d8 hit points of damage from water elementals. Water elementals may not be further than 60' from a source of water.

### Elephant

No. Enc.:	0 (1d20)
Alignment:	Neutral
Movement:	120' (40')
Armor Class:	14
Hit Dice:	9
Attacks:	2 or 1 (2 tusks or trample)
Damage:	2d4/2d4 or 4d8
Save:	10
Morale:	8
Hoard Type:	None

Massive herbivores of tropical lands, elephants are unpredictable creatures, but nevertheless are sometimes used as mounts or beasts of burden. If elephants have enough distance between them and a foe, they will commit to a charge to score double damage with their tusks. When in close combat, they may attempt to attack with tusks or attempt to trample, preferring to trample with a roll of 1-3 on 1d4. Elephants have a +4 to their attack roll when attempting to trample an opponent that is smaller or approximately equal to the size of a human. Although elephants do not keep treasure, the ivory from tusks is valuable and each tusk is worth 1d6x100 gp.

### Elf

No. Enc.:	1d4 (2d12)
Alignment:	Neutral
Movement:	120' (40')
Armor Class:	15
Hit Dice:	1 + 1
Attacks:	1 (weapon)
Damage:	1d8 or weapon
Save:	17
Morale:	8
Hoard Type:	XVIII

This monster listing is for the typical NPC elf. Elves average 5 feet tall and are slight of build. They prefer colorful clothes, usually with a green-and-gray cloak that blends well with the colors of the forest. When encountered in a group of 20 or more, one leader will be present, whose level will be determined by rolling 1d6+1. This leader may possess items of magic, with a probability equal to 5% per level of the leader per type of magic item. In the presence of a leader, elves have morale of 10 rather than 8.

### Elf, Deep

No. Enc.:	1d10 (4d12)
Alignment:	Neutral (evil)
Movement:	120' (40')
Armor Class:	14
Hit Dice:	1
Attacks:	1 (weapon)
Damage:	As weapon
Save:	17
Morale:	7
Hoard Type:	XX

Deep elves are a degenerate race of subterranean elves, and are all albinos. It is said they followed an evolutionary path of savagery, as opposed to drow which retained sophisticated culture. They have 90' infravision, and suffer -2 to hit when in sunlight or other bright light. In a village there will be a leader that is a 3rd level fighter with 12 hp. In addition, there will be a

1st level magic-user. Deep elves are hated enemies of morlocks, and constantly war with them for territory. Deep elves are sometimes enslaved by drow, and horribly abused by them because they are viewed as weak and inferior.

#### Elf, Drow

No. Enc.: 2d4 (5d10)  
 Alignment: Dark  
 Movement: 120' (40')  
 Armor Class: 15  
 Hit Dice: 2  
 Attacks: 1 or 2 (weapon)  
 Damage: As weapon  
 Save: 16  
 Morale: 10  
 Hoard Type: V x 5, XI x 2

Also known as dark elves, drow are a depraved and evil demon-worshipping subterranean offshoot. White is the most common hair color among drow, with ebony skin and eyes a vivid red. Like other elves, they tend to be 5' tall and slight of build. They have 120' infravision, and if abruptly exposed to light are blinded for 1 round. In addition, when in bright light including sunlight they suffer -2 to hit and -2 to DEX. Drow have keen hearing and are surprised only on 1 on 1d8; they always move silently with 90% efficiency. Drow typically attack with short swords or afar with darts which are coated with poison. Victims must save versus poison at -4 or fall unconscious for 1d4 turns. Drow can use the following spell-like abilities once per day: dancing lights, darkness, and faerie fire. All drow save versus magical effects with a +2. In addition, drow of 4th level or higher have the following spell-like abilities once per day: detect magic, know alignment, and levitate. Finally, female drow are more powerful than males, and once per day have the abilities of clairvoyance, detect lie, dispel magic, and suggestion. In a group of 10 or more, a male 3rd level fighter will be present.

In a group of 20 or more, a female cleric/fighter of 6th level will be present. If more than 30 are encountered, a female cleric/fighter of 7th or 8th level will be present, and a male fighter/magic-user of 4th or 5th level will be present. There is a 5% chance per level that a drow has a magic item.

#### Ettin

No. Enc.: 1d2 (1d4)  
 Alignment: Dark  
 Movement: 120' (40')  
 Armor Class: 16  
 Hit Dice: 10  
 Attacks: 2 (club, club)  
 Damage: 2d8/3d6  
 Save: 12  
 Morale: 9  
 Hoard Type: XIX

Ettins are dirty creatures that wear tattered skins and often use wicked weapons, such as barbed clubs. They share some affinity to orcs, witnessed in their pig-like faces. Ettins are large, nocturnal creatures that live below ground. They have two heads, each of which controls one arm. The right side is slightly dominant, and can cause 3d6 damage whereas the left can inflict 2d8. Ettins are seldom surprised (1 on 1d6) because one head or the other is usually keeping watch.

#### Eye, Floating

No. Enc.: 1d12 (1d12)  
 Alignment: Neutral  
 Movement: 300' (100')  
 Armor Class: 10  
 Hit Dice: 1d4 hp  
 Attacks: 0  
 Damage: 0  
 Save: 18  
 Morale: 6  
 Hoard Type: None

These bizarre fish are 1' long and transparent except for their single large eye. Creatures looking at the eye must succeed in a

saving throw versus paralyzation or be hypnotized (stunned) and unable to move. There are always large aquatic predators near floating eyes, ready to attack the prey. The floating eyes then feed on fallen morsels.

#### Eye of the Deep

No. Enc.: 1 (1)  
 Alignment: Dark  
 Movement: 60' (20')  
 Armor Class: 14  
 Hit Dice: 10-12  
 Attacks: 3 (2 claws, bite)  
 Damage: 2d4/2d4/1d6  
 Save: 10  
 Morale: 8  
 Hoard Type: X

These aggressive, evil intentioned creatures have the bodies of 5' wide orbs dominated by a central eye and large serrated mouth. The eye of the deep is thought to be a distant relative of the eye of terror, for its appearance is that of said creature. Hundreds of small seaweed-like bristles hang from the bottom of its body. Two large crab-like pincers protrude from its body, and two long, thin eyestalks sprout from the top of its orb. Eyes of the deep are typically found only in the deepest parts of the ocean, where they float slowly, searching for prey. They attack using eye rays, and then they grasp an opponent with pincer-like claws and subject victims to a bite attack. Each of the creature's eye stalks can produce a magical ray once per round. The creature can aim both of its eye rays in any direction. The eyes have the following powers:

*Hold Person:* Left eye—the target must succeed on a saving throw versus spells or be affected as though by the spell. An eye of the deep will use this ray early in a fight so as to disable its opponents.

*Hold Monster:* Right eye—the target must succeed on saving throw versus spells or be affected. This is used in the same manner as the hold person ray.

*Phantasmal Force:* By combining the rays of both eyes, the eye of the deep can replicate the spell phantasmal force.

*Stun:* An eye of the deep's central eye can, once per round, produce a cone of stunning energy extending straight ahead from its front to a range of 30', with a 20' diameter at the terminal end. Creatures in the area must succeed on a saving throw roll versus paralyze or be stunned for 2d4 rounds.

#### Eye, Tentacled

No. Enc.: 1 (1)  
 Alignment: Dark  
 Movement: 90' (30')  
 Armor Class: 15 (tentacles 14)  
 Hit Dice: 14-16  
 Attacks: 8 or 1 (tentacles or bite)  
 Damage: 1d8 per tentacle or 2d6  
 Save: 10  
 Morale: 10  
 Hoard Type: VII, IX, XIV

Sages believe the tentacled eye is a very distant relative of the horrible eye of terror. These creatures have 15' wide orb-like bodies, a large tooth-filled mouth, and three elephantine legs. Their bodies are covered with eyes, and they may not be surprised. They have a disturbingly incongruent canine-like nose, and eight octopus-like tentacles. Tentacled eyes may attack any single opponent with 4 tentacles at a time, and may divide attacks so that they can attack up to 8 opponents, one for each tentacle, each round. Each tentacle is massive and deals 1d8 crushing damage. A successful hit means the victim is entangled and will suffer an additional 1d8 damage per round until either the tentacle is severed or the creature is killed.

Tentacles may be attacked individually, and have an AC of 5 and 2d6+4 hp. A tentacle regenerates in 2d4 days. Creatures being constricted attack with a -2 penalty to hit. The tentacled eye may also pull constricted creatures toward its mouth, where it

bites for 2d6 hp damage. Victims must succeed in a saving throw versus poison or become living husks with dead brains, waiting to be completely devoured. Curative spells cannot cure this condition, but if a victim is fully dead a raise dead or resurrection spell will revive him normally.

### Eye of Terror

No. Enc.: 1 (1)  
 Alignment: Dark  
 Movement: 60' (20')  
 Armor Class: 19 (body), 17 (central eye), 16 (eye stalks)  
 Hit Dice: 10-12  
 Attacks: 3 (2 tentacles, bite)  
 Damage: 1d6/1d6/2d4  
 Save: 8  
 Morale: 9  
 Hoard Type: VII, IX, XIV

These highly intelligent cave or labyrinth dwelling evil cousins to eyes of the deep likewise have the bodies of 5' wide orbs dominated by a central eye and large serrated mouth. However, rather than bristles, hundreds of small tentacles hang from the bottom of its body. Instead of pinchers, eyes of terror have two 3' long tentacles ending in a spiked squid-like sucker appendage that can grasp like a hand. These appendages can slap opponents for 1d6 hp damage, and victims must save versus poison or die. The eye of terror moves around with a permanently active form of levitation. The central eye possesses 30% of the creature's total hp and has an independent AC of 2. Each eyestalk has AC 3 and 1d6+8 hp. Destroyed eyestalks regenerate in seven days. In addition to the central eye, each of the eye of terror's eight eyestalks have a special power. Note that these creatures may use four eyestalks and the central eye at the same time against opponents directly in front of the eye of terror. If there are additional attackers from other directions, other eyes may be employed against them as well. The eyes have the following powers:

Central Eye: Flesh to stone cone ray, 30' long and 20' diameter at the terminal end.  
 Eye 1: Slow as the spell  
 Eye 2: Polymorph other as the spell  
 Eye 3: Hold monster as the spell  
 Eye 4: Sleep as the spell  
 Eye 5: Hold person as the spell  
 Eye 6: Stun ray, 40' long, as the power word, stun spell  
 Eye 7: Telekinesis as the spell  
 Eye 8: Feeblemind as the spell

## F

### Ferret, Giant

No. Enc.: 1d8 (1d12)  
 Alignment: Neutral  
 Movement: 150' (50')  
 Armor Class: 14  
 Hit Dice: 1 + 1  
 Attacks: 1 (bite)  
 Damage: 1d8  
 Save: 18  
 Morale: 8  
 Hoard Type: None

Giant ferrets are much like their smaller kin, but average 3' long. They are often trained to hunt giant vermin, but their temperamental personalities make them dangerous, as they occasionally turn on their masters.

### Fish, Giant

	<b>Catfish</b>	<b>Piranha</b>
No. Enc.:	0 (1d2)	0 (2d4)
Alignment:	Neutral	Neutral
Movement:	-	-
Swim:	90' (30')	150' (50')
Armor Class:	15	13
Hit Dice:	8 + 3	3 + 3
Attacks:	5 (bite, 4 feelers)	1 (bite)
Damage:	2d8/1d4 (each 1d8 Feeler)	
Save:	15	16
Morale:	8	7
Hoard Type:	None	None

	<b>Rockfish</b>	<b>Sturgeon</b>
No. Enc.:	0 (2d4)	0 (1)
Alignment:	Neutral	Neutral
Movement:	-	-
Swim:	180' (60')	180' (60')
Armor Class:	12	19
Hit Dice:	5 + 5	10 + 2
Attacks:	4 (spines)	1 (bite)
Damage:	1d4x4 (each 2d10 spine), poison	
Save:	15	14
Morale:	8	9
Hoard Type:	None	None

*Giant Catfish:* These scaleless, ash-colored fish are both predators and scavengers. They can attack with their whisker-like feelers and a bite. The giant catfish reaches a length of about 15'.

*Giant Piranha:* These giant fish live in warm, moving water, and can reach a length of 5'. They will attack nearly anything that moves, and if blood is scented they will feed at a feverish pace, never having to check for morale. Note that as many as 8 giant piranhas may attack a single victim at a time.

*Giant Rockfish:* These giant fish are passive but deadly. They closely resemble the rocky sea surface that they call home, and blend in well since there is only a 30% chance that an observer will recognize the fish is present. The giant rockfish will attack if threatened, and its deadly spines are also poisonous, requiring a saving throw versus poison, or the victim dies. Should a being touch a rockfish due to mistaking it for its surroundings, it is struck by all four spines with no attack roll required.

*Giant Sturgeon:* These immense gray scaly fish can reach a length of 30'. If their attack roll is equal to or greater than 18, a victim is swallowed. A being that is swallowed takes 2d6 hit points of damage per round inside the giant sturgeon's belly. In addition, if a victim does not succeed in a saving throw versus paralyze, he is paralyzed. Otherwise, he may attack the sturgeon from the inside with a -4 to the attack roll versus an effective AC 7.

### Flightless Bird

No. Enc.: 2d10 (2d10)  
 Alignment: Neutral  
 Movement: 180' (60')  
 Armor Class: 12  
 Hit Dice: 1-3  
 Attacks: 1 (bite or claws)  
 Damage: 1d4 or 2d4  
 Save: 17  
 Morale: 8  
 Hoard Type: None

This category of animal includes large flightless birds ranging in size from the smallest, the rhea, to the emu, and to the largest, the ostrich (with correspondingly higher HD).



**Fly, Giant Carnivorous**

No. Enc.: 1d6 (2d6)  
 Alignment: Neutral  
 Movement: 90' (30')  
     Fly: 180' (60')  
 Armor Class: 13  
 Hit Dice: 2  
 Attacks: 1 (bite)  
 Damage: 1d8  
 Save: 18  
 Morale: 8  
 Hoard Type: VI

The dreaded giant carnivorous fly is 3' long. They have markings that make them appear similar to giant killer bees. The giant carnivorous fly preys upon these bees, and is immune to their poisonous sting. However, they also prey upon animals and humanoids. These giant flies skulk in shadows, waiting for victims, and surprise on 1-4 on 1d6. These carnivorous flies sometimes jump to a distance of 30' to attack. They attack by biting victims with their formidable mandibles.

**Frog, Giant**

	<i><b>Giant</b></i>	<i><b>Killer</b></i>
No. Enc.:	5d8 (5d8)	3d6
Alignment:	Neutral	Neutral
Movement:	30' (10')	60' (20')
Swim:	90' (30')	120' (40')
Armor Class:	12	11
Hit Dice:	1-3	1 + 4
Attacks:	1 (bite)	3 (2 claws, bite)
Damage:	1d3, 1d6, 2d4	1d2/1d2/1d4 + 1
Save:	16	18
Morale:	7	7
Hoard Type:	None	None

***Poisonous***

No. Enc.: 2d6  
 Alignment: Neutral  
 Movement: 30' (10')  
     Swim: 90' (30')  
 Armor Class: 11  
 Hit Dice: 1  
 Attacks: 1  
 Damage: 1  
 Save: 18  
 Morale: 7  
 Hoard Type: None

*Giant:* Giant frogs inhabit swamps, rivers, lakes, ponds or other bodies of water. Three different sizes are categorized here, 2' long and 50 lbs. (1 HD), 4' long and 150 lbs (2 HD), and 6' long and 250 lbs (3 HD). Much like their giant toad cousins, giant frogs blend into their environment, surprising opponents on 1-4 on 1d6. Giant frogs can leap 180' (60') and attack the same round. They often attack by extending their immensely long tongues that are three times as long as their bodies, to strike with +4 on the attack roll. If the victim fails to attack the tongue before the next round, he is drawn to the mouth of the frog and bitten for an amount of damage dependent on the frog's size. If the victim weighs more than the frog but not twice as much, he may attack the tongue an additional time before being dragged. Victims weighing more than twice the weight of the frog are not dragged. In addition to these attacks, giant frogs have a swallow attack, and are able to swallow human-sized opponents or smaller. Swallowed creatures suffer 1d6 damage from digestion per round.

*Killer:* Killer frogs are 2' long and attack with vicious claws and a bite. They crave human flesh, and attack with no provocation.

*Poisonous:* These 1' long frogs are not aggressive, but attack if provoked. Its bite is poisonous, as is its skin from merely a touch. Victims exposed to the poison must save versus poison with a +4 bonus or die.

**Fungi, Violet**

No. Enc.: 1d4 (1d4)  
 Alignment: Neutral  
 Movement: 10' (3')  
 Armor Class: 12  
 Hit Dice: 3  
 Attacks: 1-4  
 Damage: See below  
 Save: 15  
 Morale: 8  
 Hoard Type: None

Violet fungi are 4' to 7' tall, resemble shriekers, and are often found growing among them. A violet fungi's coloration ranges from purple overall to dull gray or violet covered with purple spots. A violet fungus flails about with its 1d4 tentacles at living creatures that come within its reach of 1' to 4' per tentacle. The tentacles ooze a rot-inducing slime, causing a victim to save versus poison or after one round rot into a corpse. If the spell cure disease is cast on the round immediately after the attack, the effect is avoided.

# G

**Gargoyle**

No. Enc.: 1d6 (2d4)  
 Alignment: Dark  
 Movement: 90' (30')  
     Fly: 150' (50')  
 Armor Class: 14  
 Hit Dice: 4  
 Attacks: 4 (2 claws, bite, horn)  
 Damage: 1d3/1d3/1d6/1d4  
 Save: 15  
 Morale: 11  
 Hoard Type: XX

Gargoyles are demonic-appearing beasts that are magical in nature, and may only be harmed by enchanted weapons or magic. They have large bat-like wings, horns, fangs, fearsome claws, and skin the color of gray stone. Although they are not greatly intelligent, they make up for this with the sly nature of efficient predators.

**Gas Spore**

No. Enc.: 1d3 (1d3)  
 Alignment: Neutral  
 Movement: 30' (10')  
 Armor Class: 10  
 Hit Dice: 1 hp  
 Attacks: 1  
 Damage: See below  
 Save: 19  
 Morale: 12  
 Hoard Type: None

From a distance greater than 10', the gas spore is 90% likely to be mistaken for an eye of terror. There is a 30% chance of mistaking the spore for an eye of terror even when up close. The gas spore is actually a fungus, and is not related to the eye of terror, but it resembles one most uncannily. When a gas spore contacts a living creature, it injects poisonous rhizomes into the foe and the gas spore drops dead. After just one round, the rhizomes grow in the whole victim's body. An infected creature dies in 24 hours and 2d4 gas spores emerge from its body. A cure disease spell cast on an affected creature before it dies destroys the rhizomes. If a gas spore is struck for a single point of damage, it explodes in a violent blast of gas that deals 6d6 points of damage to all creatures within a 30' radius. A successful save versus wands reduces the damage by half.

**Gelatinous Cube**

No. Enc.: 1 (0)  
 Alignment: Neutral  
 Movement: 60' (20')  
 Armor Class: 11  
 Hit Dice: 4  
 Attacks: 1  
 Damage: 2d4 + see below  
 Save: 15  
 Morale: 12  
 Hoard Type: VII

The nearly transparent gelatinous cube travels slowly along labyrinth corridors and cave floors, absorbing carrion, creatures, and trash. Inorganic material remains trapped and visible inside the cube's body. A typical gelatinous cube is 10 feet on a side, though much larger specimens are not unknown. The translucent appearance of the gelatinous cube makes characters surprised on a surprise check roll of 1-4 on 1d6. A gelatinous cube attacks by slamming its body into its prey to engulf foes. This attack deals 2d4 hit points of damage, and an opponent must succeed in a saving throw versus paralyze or become paralyzed for 2d4 turns. The spell cure light wounds causes a character to regain movement, but this use does not heal hit points with the same casting. Subsequent attacks against a paralyzed foe always hit. Gelatinous cubes are immune to the effects of lightning and cold-based attacks. They take normal damage from weapons and fire-based attacks.

**Ghast**

No. Enc.: 1d6 (1d6)  
 Alignment: Dark  
 Movement: 150' (50')  
 Armor Class: 15  
 Hit Dice: 4  
 Attacks: 3 (2 claws, bite)  
 Damage: 1d4/1d4/1d8  
 Save: 16  
 Morale: 9  
 Hoard Type: VIII, IX, XI, XXI

These despicable undead creatures resemble ghouls, and are often found with them. However, ghasts are much more powerful. Their bite induces paralysis for 2d4 turns unless a successful saving throw versus paralyze is made; this paralysis is potent even to elves. In addition, ghasts have a horrible rotting stench, and any beings within 10' must save versus poison or become horribly sick and vomiting, suffering -2 to hit in combat. Ghasts represent such a powerful evil that protection from evil is ineffective against them unless combined with powdered iron. Cold iron weapons deal twice normal damage against ghasts.

**Ghoul**

No. Enc.: 1d6 (2d8)  
 Alignment: Dark  
 Movement: 90' (30')  
 Armor Class: 13  
 Hit Dice: 2 (turn as 3 HD)  
 Attacks: 3 (2 claws, bite)  
 Damage: 1d3/1d3/1d3 + see below  
 Save: 17  
 Morale: 9  
 Hoard Type: XXI

Formerly human, but now flesh-eating undead mockeries of their former existence, ghouls are fearsome enemies of all things living. Ghouls attack with claws and a vile bite. Any successful attack requires the opponent to attempt a saving throw versus paralyze, or become paralyzed for 2d4 turns. This paralysis may be cured with cure light wounds. Elves are immune to the paralysis of ghouls, and the paralysis cannot take effect on humanoids larger than ogres. Ghouls will attempt to paralyze all members of a group, so that they can feast on their helpless bodies at leisure. All humans slain by ghouls rise again in 24 hours as ghouls, unless the spell bless is cast upon their bodies. Ghouls are turned on the Turning Undead Table as undead of 3 HD, but the amount turned is calculated normally

for 2 HD undead.

**Ghost**

No. Enc.: 1 (1)  
 Alignment: Dark  
 Movement: 90' (30')  
 Armor Class: 19 (11)  
 Hit Dice: 10  
 Attacks: 1  
 Damage: See below  
 Save: 11  
 Morale: 10  
 Hoard Type: IX, XIX

These incorporeal, ethereal beings are the animated spirits of horribly evil humans. In life their evil was so great as to attract otherworldly attention, and the powers preserved their being as ghosts after death. Ghosts are so terrifying that any being seeing one ages 10 years and flees as with a fear spell for 2d6 turns. A save versus spells negates the effect. The divine confidence belonging to clerics of 6th level or higher makes them immune. Beings of 8 HD or levels receive a +2 bonus to save. Ghosts usually attack via magic jar within a range of 60'. Ghosts may be attacked directly, whether physically or by spell, only by beings that are also ethereal or on the ethereal plane. If attacked on the ethereal plane ghosts have an AC of 8. A ghost may also partially materialize and attack a victim physically. A successful attack ages a victim by 1d4x10 years. Beings killed in this manner may not be reincarnated, raised or resurrected.

**Giant**

	<i>Hill</i>	<i>Stone</i>	<i>Frost</i>
No. Enc.:	1d4 (2d4)	1d2 (1d6)	1d2 (1d4)
Alignment:	Dark	Neutral	Dark
Movement:	120' (40')	120' (40')	120' (40')
Armor Class:	15	15	15
Hit Dice:	8	9	10 + 1
Attacks:	1	1	1
Damage:	2d8	3d6	4d6
Save:	12	10	8
Morale:	8	9	9
Hoard Type:	----- XVIII + 5,000 gp -----		

	<i>Fire</i>	<i>Cloud</i>	<i>Storm</i>
No. Enc.:	1d2 (1d3)	1d2 (1d3)	1 (1d3)
Alignment:	Dark	Neutral	Light
Movement:	120' (40')	120' (40')	150' (50')
Armor Class:	15	15	17
Hit Dice:	11 + 2	12 + 3	15
Attacks:	1	1	1 + see below
Damage:	5d6	6d6	8d6
Save:	7	6	3
Morale:	9	10	10
Hoard Type:	----- XVIII + 5,000 gp -----		

*Hill Giant:* In many ways hill giants resemble larger ogres, including having eyes rimmed with red and often wielding some bludgeoning weapon or a spear. They have skin of rust brown or tan, with similarly colored rust or black hair. They dress in animal skins and are 12' tall. Hill giants enjoy pillaging human villages.

*Stone Giant:* Stone giants are partially named for their stone-like complexions and iron colored eyes. Their hair is also dark-stone colored, sometimes with hints of blue. They are 14' tall. Whereas hill giants often use wooden clubs, stone giants prefer stone clubs and wear skins the color of stone. Stone giants can throw rocks to inflict 3d6 damage to a range of 300'. They keep guards (50% chance), which are typically bears (1d4 in number).

*Frost Giant:* Frost giants have the overall appearance of giant, 18' tall muscled barbarians. They have pale yellow or blue eyes, with white hair that can likewise be tinged with yellow or blue. Frost giants get their name for their love of the cold. They often live within frosty caverns, but have the propensity to take up residence in castles, as do some of their other giant kin. This love of the cold is reflected in the fact that frost giants are

completely immune to ill effects from cold, including the bone-chilling breath of white dragons! Frost giants can throw rocks to inflict 3d6 damage to a range of 200'. They keep guards, which are usually (1-8 on 1d10) 6d6 wolves, or sometimes (9-10 on 1d10) 3d6 polar bears.

*Fire Giant:* Fire giants' hair is the red and orange color of flames, and their skin is soot black. Their teeth are flame orange, and their eyes red. They are 16' tall. They commonly wear armor on their broad shoulders. This armor is usually brass, bronze, copper, or sometimes made from the skin of red dragons. Fire giants live in castles or large structures made of stone or dense fire-hardened earth. Like most giants, fire giants delight in throwing rocks at enemies. They can hit a target from a distance of 200' to inflict 3d6 hit points of damage. When not throwing rocks, fire giants wield large swords. Fire giants are immune to fire-based attacks, including the fire breath of a red dragon. They keep guards, which are usually (1-8 on 1d10) 3d6 hellhounds, or sometimes (9-10 on 1d10) 1d3 hydras.

*Cloud Giant:* Cloud giants often dress in flowing clothing and fancy jewelry. They have bronze to white hair, with skin in tones of blue ranging from nearly white to cold, light blue. They are 20' tall. Cloud giants usually live in giant castles at high elevations. When not high up in the mountains, their castles exist on clouds given substance by magic. Their strong olfactory sense and sharp eyesight make them surprised on a roll of 1 on 1d6. Cloud giants keep various guards, and if the giants are living on clouds the guards will be giant hawks (3d6 in number). If living in castles on mountains, the guards will be dire wolves (6d6 in number). Although they often wield clubs, all cloud giants can throw rocks to inflict 3d6 damage to a range of 200'.

*Storm Giant:* There are two typical appearances of storm giants, which are related to their preference for environment. Those who choose to live under water are often of green hair, eyes and skin, while those above water have purple skin, eyes either purple or cloud gray, and blue-tinted black hair. Both kinds are 22' tall. Storm giants are the most formidable of all giants. They live in remote locations; about 60% of the time they live on clouds like their cloud giant cousins, and 30% of the time in the mountains like their stone giant relatives. Somewhat more rarely, 10% of the time storm giants choose to live underwater. In all cases, they live in immense, luxurious castles. Like most other giants, storm giants keep guards, and if living above water will have 2d4 griffons. However, storm giants who have their castle abodes under water will instead have giant crabs (3d6 in number). Storm giants have the ability to summon thunderstorms that will arrive after 1 turn. In the presence of a thunderstorm, a storm giant is able to cast a lightning bolt 1 time per 5 rounds. The hit point damage inflicted is equal to the storm giant's current hit point total, and a saving throw versus spells can reduce this damage by 50%. Storm giants are immune to all forms of lightning, even the lightning breath attack of blue dragons.

#### Gnoll

No. Enc.: 1d6 (3d6)  
Alignment: Dark  
Movement: 90' (30')  
Armor Class: 14  
Hit Dice: 2  
Attacks: 1 (weapon)  
Damage: 2d4 or weapon +1  
Save: 17  
Morale: 8  
Hoard Type: XIX

Gnolls are hyena-headed, dark humanoids that wander in loose tribes. Most gnolls have dirty yellow or reddish-brown fur. A gnoll is a nocturnal carnivore, preferring intelligent creatures for food because they scream more, though gnolls themselves are not particularly intelligent. Gnolls use a variety of weapons, and receive a +1 to damage due to their high strength. In any group of 20 gnolls, there is a leader who has 16 hit points and is considered to have 3 HD for attack purposes.

#### Gnome

No. Enc.: 1d8 (5d8)  
Alignment: Light, Neutral  
Movement: 60' (20')  
Armor Class: 14  
Hit Dice: 1  
Attacks: 1 (weapon)  
Damage: 1d6 or weapon  
Save: 17  
Morale: 8  
Hoard Type: XX

Gnomes stand 3' to 3 ½' tall and are slighter of build than dwarves. Their skin color ranges from dark tan to woody brown, their hair is fair, noses large, and their eyes can be any shade of blue. Gnome males prefer long beards. Gnomes generally wear leather or earth tones, though they decorate their clothes with intricate stitching or fine jewelry. These cousins to dwarves share many of their likes, and often live in vast mines looking for precious metals and gems. Their tendency to underground life has granted them extended infravision to 90'. They have a fondness for contraptions, and often employ crossbows and fight hand-to-hand with war hammers. Gnomes have a particular hatred for kobolds, but are none too fond of goblins. Dwarves, however, are treated as welcome relatives.

In any group of 20 gnomes there is a leader who has 11 hit points. This leader attacks with an attack value of a monster with 2 HD. Gnomes are ruled by a grand chief, who is considered as a monster of 4 HD, and has 18 hit points. A grand chief is a particularly strong gnome, and receives a +1 bonus to all damage dealt. These chiefs have a small contingent of 1d6 bodyguards, who are considered to attack as monsters of 3 HD and each has 1d4 +9 hit points. When in the presence of the grand chief, all gnomes have an effective morale of 10.

#### Goblin

No. Enc.: 2d4 (6d10)  
Alignment: Dark  
Movement: 60' (20')  
Armor Class: 13  
Hit Dice: 1 - 1  
Attacks: 1 (weapon)  
Damage: 1d6 or weapon  
Save: 18  
Morale: 7  
Hoard Type: III (XX)

A goblin stands 3' to 3 ½' tall. Its eyes are usually dull and glazed, varying in color from red to yellow. Their eyes sometimes flicker red in the dark. A goblin's skin color ranges from yellow through any shade of orange to a deep red; usually all members of a single tribe are about the same color. Goblins wear clothing of dark leather, tending toward drab, soiled-looking colors. They spend most of their days underground, and as such suffer a -1 penalty to all attack rolls when in full sunlight. They have a longer range of infravision, to 90'. Goblins are archenemies of dwarves, who they hate above all other humanoids, followed closely by their distaste for gnomes.

Goblins often use dire wolves as mounts, and 25% of their number will be mounted 20% of the time. A goblin king is an exceptional goblin, who attacks like a monster of 3 HD, and all damage dealt receives a bonus of +1. A goblin king is always accompanied by a loyal bodyguard, totaling 2d6 individuals. The bodyguards each have 2d6 hit points, and attack as monsters with 2 HD. All goblins in the presence of the goblin king have a morale score of 9. The goblin lair always has more treasure (Hoard Type XX), and there is equally more treasure when encountering goblins in the wilderness.

## Golem

	<b>Amber</b>	<b>Bone</b>
No. Enc.:	1 (1)	1 (1)
Alignment:	Neutral	Neutral
Movement:	180' (60')	120' (40')
Armor Class:	13	17
Hit Dice:	10	8
Attacks:	3 (2 claws, bite)	4 (weapons)
Damage:	2d6/2d6/2d10	weapon type
Save:	13	14
Morale:	12	12
Hoard Type:	None	None

	<b>Bronze</b>	<b>Wood</b>
No. Enc.:	1 (1)	1 (1)
Alignment:	Neutral	Neutral
Movement:	240' (80')	120' (40')
Armor Class:	19	12
Hit Dice:	20	2 + 2
Attacks:	1 (fist)	1 (fist)
Damage:	3d10, see below	1d8
Save:	10	18
Morale:	12	12
Hoard Type:	None	None

	<b>Clay</b>	<b>Flesh</b>
No. Enc.:	1 (0)	1 (0)
Alignment:	Neutral	Neutral
Movement:	60' (20')	90' (30')
Armor Class:	12	10
Hit Dice:	11	9
Attacks:	1 (fist)	2 (fists)
Damage:	3d10	2d8/2d8
Save:	9	7
Morale:	12	12
Hoard Type:	None	None

	<b>Iron</b>	<b>Stone</b>
No. Enc.:	1 (0)	1 (0)
Alignment:	Neutral	Neutral
Movement:	60' (20')	60' (20')
Armor Class:	16	14
Hit Dice:	18	14
Attacks:	1 (fist)	1 (fist)
Damage:	4d10	3d8
Save:	6	8
Morale:	12	12
Hoard Type:	None	None

Golems are magically created automatons of great power. Constructing one involves the employment of mighty magic. As such, they are created by exceptionally powerful clerics and magic-users. The examples provided here are just a few of the possible kinds. The GM may design new forms using the examples as guidelines. All golems are unaffected by ordinary weapons. In addition, golems have no true intelligence, and are thus unaffected by hold, charm, or sleep spells. Since they are not truly alive, they are unaffected by poison or gases.

**Amber Golem:** These golems are made of petrified tree sap, and this golden stone is commonly formed into the shape of dire wolves or large cats. They have the ability to detect invisibility to a range of 60', and are able to track any being.

**Bone Golem:** Though they may be mistaken for undead, these human-sized constructs of bones are animated golems. These golems are usually given four arms, and each may wield a weapon to attack every round. They may direct attacks at up to two opponents each round. In addition to ordinary immunities enjoyed by golems, bone golems are unaffected by electrical, fire, or cold-based attacks.

**Bronze Golem:** These giant humanoids are made of bronze, and have molten metal inside them. Powerful fists deal 3d10 hp damage. The touch of a bronze golem inflicts 1d10 hp damage, from intense heat. When a bladed weapon strikes this golem, the attacker suffers 2d6 hp of damage as some of the molten metal inside it gushes forth. A saving throw versus death can be

made to avoid this damage entirely.

**Wood Golem:** Wood golems are about the size of halflings, and are shaped from wood. They are clumsy and suffer -1 to initiative. These golems are particularly susceptible to fire-based attacks, and make saving throws with a penalty of -2. In addition, for fire-based attacks they take 1 more point of damage per damage die rolled.

**Clay Golem:** These golems are constructed from clay, and are usually humanoids approximately 8' tall. Their powerful fists deal 3d10 damage, which can only be magically healed by a cleric of at least 17th level. Sharp weapons are ineffective against clay golems. Only blunt magical weapons cause damage. Further, only the following spells affect clay golems: disintegrate acts as a slow spell, and deals only 1d12 hp damage; earthquake cast on the golem halts it in its tracks for one turn and deals 5d10 hp damage; move earth pushes a clay golem backwards by 120' and deals 3d12 hp damage.

**Flesh Golem:** A flesh golem is not an undead creature, though it is sometimes mistaken for one since it is typically cobbled together from various deceased humanoid body parts. Flesh golems are immensely powerful, and can automatically break down most doors. They are able to deal 1 shp of damage to a reinforced door or structure for every 3 rounds of attacking it. Ordinary weapons of any kind are ineffective against flesh golems. Likewise, all spells are ineffective except heat and cold-based spells, which act to slow flesh golems for 2d6 rounds. However, all electrical-based attacks actually repair damage to flesh golems at a rate of 1 hp per 1 HD of damage that would otherwise have been afflicted.

**Iron Golem:** These 12' tall iron beings are immensely powerful, and can deal 1 shp of damage per round. In addition to smashing with powerful fists, these golems have a poisonous gas breathe attack that affects a 10' cubed area in front of the golem. Creatures within the area must save versus poison or die. Only weapons at least +3 or better can damage iron golems. Spells are ineffective, except for lightning bolt, which acts to slow the golem for 3 rounds. Fire-based magical attacks actually repair damage to an iron golem at the rate of 1 hp per 1 hp damage that would otherwise have been inflicted.

**Stone Golem:** Stone golems have powerful fists that can deal 1 shp every other round. In addition, stone golems can cast slow at an opponent within 10' every other round. Only weapons at least +2 or better can damage stone golems. Spells are ineffective, except for rock to mud, which acts to slow the golem for 2d6 rounds. Mud to rock repairs all damage a stone golem has suffered. If stone to flesh is cast on the golem, it becomes susceptible to all normal attacks for 1 full round.

## Gorgon

No. Enc.:	1d2 (1d4)
Alignment:	Dark
Movement:	120' (40')
Armor Class:	17
Hit Dice:	8
Attacks:	1 (gore or breath)
Damage:	2d6 or petrify
Save:	11
Morale:	8
Hoard Type:	XVIII

The gorgon resembles a large bull with red scales. A typical gorgon stands over 6 feet tall at the shoulder and measures 8 feet from snout to tail. It weighs about 4,000 pounds. Gorgons are nothing if not aggressive. They attack opponents on sight, attempting to gore or petrify them. If a gorgon gets a running start to charge it may gore with its horns for double damage. Gorgons have a breath attack that is a gas cloud 10' wide and 60' long. Any creature caught in this cloud must succeed in a saving throw versus petrify or turn to stone. A gorgon is unaffected by its own breath attack. Gorgons live on hills and prairies.



**Gray Ooze**

No. Enc.: 1 (1)  
 Alignment: Neutral  
 Movement: 10' (3')  
 Armor Class: 11  
 Hit Dice: 3  
 Attacks: 1  
 Damage: 2d8  
 Save: 16  
 Morale: 12  
 Hoard Type: None

Gray ooze can grow to a diameter of up to 10 feet, and a thickness of about 6 inches. It resembles damp stone so closely that it can be mistaken for that easily. A gray ooze strikes like a snake, slamming opponents with its body. A successful strike to an unarmored being deals 2d8 hit points of damage from the acidic slime that covers it. If an opponent is armored, whether the armor is magical or non-magical, it is destroyed 1 turn after a successful hit from the ooze, as the acid eats through it viciously. In either case, the ooze clings to an opponent and once armor is no longer a barrier the resilient acid continues to deal 2d8 hit points of damage every round until it can be neutralized. Gray ooze is immune to the effects of fire-based and cold-based attacks. They take normal damage from lightning and weapons.

**Gray Worm**

No. Enc.: 1d3 (1d3)  
 Alignment: Neutral  
 Movement: 60' (20')  
 Armor Class: 13  
 Hit Dice: 6  
 Attacks: 1 (bite)  
 Damage: 1d8  
 Save: 14  
 Morale: 9  
 Hoard Type: XXI

These large, 30' long gray worms attack with wide tooth-rimmed mouths. Gray worms are able to swallow prey whole (swallow attack) on an attack roll of 19 or 20. Any opponent who is swallowed whole suffers 1d8 hit points of damage every round, and this continues until either the gray worm is killed or until the opponent dies. The cramped quarters inside the belly of the worm prevent attack from the inside by any weapon except a dagger. Attacking a gray worm from inside its belly is difficult, and the attacker suffers a -4 penalty.

**Green Slime**

No. Enc.: 1 (0)  
 Alignment: Neutral  
 Movement: 3' (1')  
 Armor Class: NA, no roll needed  
 Hit Dice: 2  
 Attacks: 1  
 Damage: See below  
 Save: 18  
 Morale: 12  
 Hoard Type: None

This animate, viscous green slime feeds on plants, animals, and metals, including weapons and armor, but does not digest stone. Green slime senses movements through subtle vibrations, and will drop from high places onto victims to feed, or will cling to an opponent who steps on it. Once covering a victim, green slime will digest all clothing and armor in 6 rounds. The slime feeds so quickly that after this period, in only 1d4 rounds after contacting an animal's (or character's!) bare skin, the slime will completely digest it, creating more slime in its place. No magical revival is possible for a victim as nothing material of the victim remains. Green slime is impervious to most attacks, but is susceptible to fire. The slime clings in such a way to make scraping it off ineffective. Note that if green slime is burned while it is on a character, the damage from the fire is divided evenly between the slime and the character. Green slime is killed instantly by a cure disease spell.

**Griffon**

No. Enc.: 0 (2d8)  
 Alignment: Neutral  
 Movement: 120' (40')  
 Fly: 360' (120')  
 Armor Class: 14  
 Hit Dice: 7  
 Attacks: 3 (2 claws, bite)  
 Damage: 1d4/1d4/2d8  
 Save: 12  
 Morale: 8  
 Hoard Type: XVIII

Griffons are powerful, majestic creatures with the characteristics of both lions and eagles. From nose to tail, an adult griffon can measure as much as 8 feet. Neither males nor females are endowed with a mane. While their rear body is that of a lion, their front legs, head, and wings are from a giant eagle. The broad, golden wings emerge from the creature's back and span 25' or more. A griffon weighs about 500 pounds. Griffons are fierce hunters with a taste for horse flesh. If a horse is within 120' of a griffon, the griffon will automatically attack if it fails a morale check. Griffons are intensely protective of their young, and will attack any being that comes near. Griffon eggs or young may be captured to be raised and trained as mounts.

**Groaning Spirit (Banshee)**

No. Enc.: 1 (1)  
 Alignment: Dark  
 Movement: 150' (50')  
 Armor Class: 19  
 Hit Dice: 7  
 Attacks: 1  
 Damage: 1d8  
 Save: 12  
 Morale: 10  
 Hoard Type: XXII

This translucent figure resembles a beautiful elven female with delicate features. The groaning spirit is the malevolent spirit of a female elf that is found haunting swamps, fens, moors, and other desolate places. Groaning spirits hate the living and seek to destroy whomever they meet. A groaning spirit appears as a translucent image of her former self. A groaning spirit's primary attack is her keening, which may be employed 1 time per 24 hours, but only at night. Any being within 30' when the spirit keens must save versus spells or die. If a creature survives the keening attack, the groaning spirit attacks with her incorporeal chill touch. The chill touch deals 1d8 cold damage. Further, just the sight of a groaning spirit requires a successful save versus spells or the observer is affected with fear. Since these creatures are undead, they are immune to sleep and charm related magic. Groaning spirits are susceptible to exorcism, which destroys them.

# H

## Halfling

No. Enc.: 3d6 (5d8)  
 Alignment: Light  
 Movement: 90' (30')  
 Armor Class: 12  
 Hit Dice: 1 - 1  
 Attacks: 1 (weapon)  
 Damage: 1d6 or weapon  
 Save: 16  
 Morale: 7  
 Hoard Type: VII (XXI)

This monster listing is for the typical NPC halfling. Halflings stand about 3 feet tall. They have brown or black eyes. Halfling men often have long sideburns, but beards are rare among them and mustaches almost unseen. Halflings prefer simple, comfortable, and practical clothes. Unlike members of most races, they prefer actual comfort to shows of wealth. Typical halfling villages may have a population as small as 30 and up to 300 (3 x 1d10 x 10).

Every village has one leader, whose level will be determined by rolling 1d6+1. A village will also have a militia consisting of 5d4 individuals of 2 HD each. The Hoard Type XXI represents the amount of treasure present if encountering halflings in the wilderness.

## Harpy

No. Enc.: 1d6 (2d4)  
 Alignment: Dark  
 Movement: 60' (20')  
 Fly: 150' (50')  
 Armor Class: 12  
 Hit Dice: 3  
 Attacks: 3 (2 claws, weapon, see below)  
 Damage: 1d4/1d4/1d6, see below  
 Save: 16  
 Morale: 7  
 Hoard Type: XX

From the waist up these monsters resemble unsightly women, and they have the legs and wings of giant eagles. Harpies like to entrance hapless travelers with their magical songs and lead them to unspeakable torments. If a character hears this magical song, a saving throw versus spells may be attempted, and failure indicates the victim has been charmed. A successful saving throw grants the character immunity to the effects of the song for the rest of the encounter. Any being under the charm of a harpy will attempt to move close to them, and will not make any attacks. Only when a harpy has finished playing with its new "toys" will it release them from suffering by killing and consuming them. Harpies have an innate magic resistance, and a +2 saving throw bonus on all save rolls.

## Hawk

	<i>Ordinary</i>	<i>Giant</i>
No. Enc.:	0 (1d6)	0 (1d3)
Alignment:	Neutral	Neutral
Movement:		
Fly:	480' (160')	450' (150')
Armor Class:	11	13
Hit Dice:	1d4 hit points	3 + 3
Attacks:	1	1
Damage:	1d2	1d6
Save:	18	16
Morale:	7	8
Hoard Type:	None	None

These predatory birds often glide through the air watching for prey on the ground. They attack, initially, with a swoop that inflicts double damage if the opponent is surprised.

*Ordinary Hawks:* These creatures are similar to eagles but slightly smaller: 1 to 2 feet long, with wingspans of 6 feet or less.

*Giant Hawks:* Giant hawks may be 3 to 5 feet long, and are capable of attacking larger prey of roughly human-sized or smaller. Any being as small as a halfling may be grabbed and taken away.

## Hell Hound

No. Enc.: 2d4 (2d4)  
 Alignment: Dark  
 Movement: 120' (40')  
 Armor Class: 15  
 Hit Dice: 3 to 7  
 Attacks: 1 (bite or breath)  
 Damage: 1d6 or see below  
 Save: 16 to 12  
 Morale: 9  
 Hoard Type: XX

Hell hounds are sly and intelligent. They are roughly the size of dire wolves, with red to red-brown fur. They are immune to the effects of all non-magical fire. These demonic hounds favor hot environments, and may be found around volcanic activity, or with other creatures that prefer hot environments. They commonly take up residence in labyrinths. Hellhounds will bite 70% of the time for 1d6 hit points damage, or breath fire 30% of the time. The fire breath attack deals 1d6 hit points of damage per hit die the attacking hell hound possesses. A successful saving throw versus breath attack reduces the damage by half. Hell hounds will save as Fighters equal in level to their hit die. They have an imperfect ability to detect invisibility to a range of 60', with a 75% probability of detection.

## Herd Animals

No. Enc.: 0 (3d10)  
 Alignment: Neutral  
 Movement: 240' (80')  
 Armor Class: 12  
 Hit Dice: 1 to 4  
 Attacks: 1 (butt)  
 Damage: 1d4, 1d6, or 1d8  
 Save: 18 to 17  
 Morale: 5  
 Hoard Type: None

Herd animals may be any of several kinds of animals that live in herds and are primarily grazing animals. Region and climate will determine which specific kind of grazing herd animal is encountered. The following are some typical kinds and their relative toughness: antelope, deer, and goats (1 or 2 HD, 1d4 butt); caribou, cattle, and oxen (3 HD, 1d6 butt); buffalo, elk and moose (4 HD, 1d8 butt). Usually only the males have horns or antlers, and may attack by butting an opponent. In any large group of herd animals there are 4 females or young for every 1 male. Note that adult males typically have 1d4 hit points more than the normal amount, and all young have half the standard adult hit points. In most cases herd animals will flee from predators. Males will occasionally fight to protect the females and young.

## Hippocampus

No. Enc.: 2d4 (2d4)  
 Alignment: Light  
 Movement: 240' (80')  
 Armor Class: 14  
 Hit Dice: 4  
 Attacks: 1  
 Damage: 1d4  
 Save: 16  
 Morale: 8  
 Hoard Type: None

This strange creature appears to be half horse and half fish. The front half resembles a sleek stallion with a flowing mane and long, sleek legs ending in wide fins rather than hooves. The hindquarters are that of a great fish. Its body is covered in fine

scales in the fore parts and large scales elsewhere. Hippocampi scales vary in color from ivory to deep green, with shades of blue and silver. Aquatic races often tame these animals, and they make fine steeds, for they are strong, swift, and very intelligent. A hippocampus is about 8 feet long and weighs about 600 pounds. Hippocampi speak their own language.

### Hippogriff

No. Enc.: 0 (2d8)  
 Alignment: Neutral  
 Movement: 180' (60')  
 Fly: 360' (120')  
 Armor Class: 14  
 Hit Dice: 3 + 1  
 Attacks: 3 (2 claws, bite)  
 Damage: 1d6/1d6/1d10  
 Save: 16  
 Morale: 8  
 Hoard Type: None

Hippogriffs are aggressive flying creatures that combine features of horses and giant eagles. They have the fore body and heads of giant eagles and the hindquarters of horses. Voracious omnivores, hippogriffs will hunt humanoids as readily as any other meal. They have a particular taste for pegasi meat. A typical hippogriff is 9 feet long, has a wingspan of 20 feet, and weighs 1,000 pounds. Hippogriffs typically nest high in the mountains. If captured when young, they can be trained as mounts.

### Hobgoblin

No. Enc.: 1d6 (4d6)  
 Alignment: Dark  
 Movement: 90' (30')  
 Armor Class: 13  
 Hit Dice: 1 + 1  
 Attacks: 1 (weapon)  
 Damage: 1d8 or weapon  
 Save: 18  
 Morale: 8  
 Hoard Type: XIX

Hobgoblins are larger cousins of goblins. Hobgoblins' hair color ranges from dark reddish-brown to dark gray. They have dark orange or red-orange skin. Hobgoblins' eyes are yellowish or dark brown, while their teeth are yellow. Their garments tend to be brightly colored, often blood red with black-dyed leather. Their weaponry is kept polished and in good repair. Hobgoblins tend to reside below ground, but often live or venture to the surface, and suffer no penalties to daylight like their smaller cousins. A hobgoblin king is an exceptional hobgoblin, with 22 hp and he attacks like a monster of 5 HD. All damage dealt receives a bonus of +2. A hobgoblin king is always accompanied by a loyal bodyguard, totaling 1d4 individuals. The bodyguards each have 3d6 hit points, and attack as monsters with 4 HD. All hobgoblins in the presence of the hobgoblin king have a morale score of 10.

### Homunculus

No. Enc.: 1 (0)  
 Alignment: See below  
 Movement: 60' (20')  
 Fly: 180' (60')  
 Armor Class: 13  
 Hit Dice: 2  
 Attacks: 1 (bite)  
 Damage: 1d3  
 Save: As creator  
 Morale: 11  
 Hoard Type: None

A homunculus is a miniature 1 ½' tall servant created by a magic-user. These creatures are weak combatants but make effective spies, messengers, and scouts. A homunculus's creator determines its precise features, but they are always humanoid and have bat-like wings. Homunculi are little more than tools designed to carry out assigned tasks. They are extensions of their creators, sharing the same alignment and basic nature. A

homunculus cannot speak, but the process of creating one links it telepathically with its creator. A homunculus may attack by bite, and a victim must save versus spells or sleep for 5d6 turns. It knows what its master knows and can convey to him or her everything it sees and hears, out to a distance of 500'. A homunculus never travels 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. An attack that destroys a homunculus deals 2d10 points of damage to its master. If the creature's master is slain, the homunculus also dies, and its body swiftly melts away into a pool of ichor. A homunculus is shaped from a mixture of clay, minerals, magical herbs, and one pint of the creator's own blood. The materials cost 2d4x100 gp. After the body is sculpted, it is animated through an extended magical ritual that requires a specially prepared laboratory or workroom, similar to an alchemist's laboratory and costing 500 gp to establish. The following spells must be cast on the body during the ritual: arcane eye, ESP, and mending.

### Horse

	<i>Riding</i>	<i>War</i>	<i>Draft</i>
No. Enc.:	0 (1d10x10)	0	0
Alignment:	Neutral	Neutral	Neutral
Movement:	240' (80')	120' (40')	90' (30')
Armor Class:	12	12	12
Hit Dice:	2	3	3
Attacks:	2 (2 hooves)	2 (2 hooves)	None
Damage:	1d4/1d4	1d6/1d6	None
Save:	17	16	16
Morale:	7	9	6
Hoard Type:	None	None	None

*Riding Horse:* Riding horses are smaller than other horses, and built for speed and long-distance travel. Wild horses are the equivalent of riding horses. Horses can carry up to 300 lbs and move at full movement, and they can carry a maximum of 600 lbs and have movement halved.

*War Horse:* These horses have been bred to be strong and sturdy in combat, and will not bolt from fright as easily. These horses are meant for shorter distance travel. The rider of a war horse may attack with a charge, getting double damage with a lance. A war horse can only run in this kind of attack, but in subsequent close attacks the horse and rider may attack simultaneously. War horses can carry up to 400 lbs and move at full movement, and they can carry a maximum of 800 lbs and have movement halved.

*Draft Horse:* This horse breed is the largest of all, and is bred to be a big, strong laborer. Draft horses can carry up to 450 lbs and move at full movement, and they can carry a maximum of 900 lbs and have movement halved. They do not engage in combat, but run away if attacked or threatened.

### Hydra

No. Enc.: 1 (1)  
 Alignment: Neutral  
 Movement: 120' (40')  
 Armor Class: 14  
 Hit Dice: 5 to 12  
 Attacks: As head number  
 Damage: 1d10 per head  
 Save: 15 to 11  
 Morale: 9  
 Hoard Type: XXI

Hydras are reptile-like monsters with 1d8+4 heads. A hydra is gray-brown to dark brown, with a light yellow or tan underbelly. The eyes are amber and the teeth are yellow-white. It is about 20 feet long and weighs about 4,000 pounds. Hydras have a number of hit die equal to their number of heads. They have maximum hit points for their hit die. Each head attempts to bite an opponent in a round, so the number of attacks a hydra has each round is equal to the number of heads it has. When a hydra has suffered 8 hit points of damage, 1 head becomes useless. For each additional 8 hp damage, another head becomes useless, until all heads have been destroyed and the

hydra dies. Hydras save as a Fighter equal in level to the hydra's HD number.

*Aquatic Hydra:* The aquatic hydra is a variation of the standard hydra. It has all of the same characteristics and abilities, but has fins rather than legs and lives under water.

The GM may create other variations of hydra. Some possibilities include hydra that can breathe fire for 8 hit points of damage per head, or bites that have poisonous venom.

### Hyena

	<i>Normal</i>	<i>Giant</i>
No. Enc.:	2d6 (2d6)	2d4 (2d4)
Alignment:	Neutral	Neutral
Movement:	120' (40')	120' (40')
Armor Class:	12	12
Hit Dice:	3	5
Attacks:	1 (bite)	1 (bite)
Damage:	2d4	3d4
Save:	17	15
Morale:	9	9
Hoard Type:	None	None

Hyenas are very aggressive pack animals that do not give up on hunting prey easily. They have fierce bites, and devour almost all of a carcass since they are capable of digesting most bone.

## I

### Insect Swarm

No. Enc.:	1 swarm (3 swarms)
Alignment:	Neutral
Movement:	30' (10')
Fly:	60' (20')
Armor Class:	12
Hit Dice:	2 to 4
Attacks:	1
Damage:	2 hit points
Save:	18
Morale:	11
Hoard Type:	None

An insect swarm is a large swarm of small insects, such as bees, ants, wasps, spiders, and other small biting and stinging bugs that may crawl or fly. A swarm may attack to protect a nest, or because they are stimulated by a smell, a light, or some other thing. Characters may become engulfed in an insect swarm; a swarm is generally treated as a 10'x30' cloud of insects. A swarm does not need to roll to hit, and inflicts 2 hp of damage to any character engulfed. Double damage is dealt to characters wearing no armor. Although swarms do not sustain damage from weapons, a character may wave a weapon around to encourage the swarm to back off. If a character removes himself from a swarm, insects will be clinging to him and deal damage for 3 rounds. A character may flee into a body of water, in which case any clinging insects will die after inflicting damage one round. Any swarm that has been aggravated by suffering damage will chase a fleeing character. If a character flees from a swarm and is able to leave its line of sight, the swarm will not be able to pursue.

Fire, such as that from a torch, does 1d4 hit points damage to an insect swarm. Other fire-based and cold-based attacks will also damage a swarm, and a sleep spell will cause the entire swarm to go dormant. Smoke may be used to ward off a swarm.

### Invisible Stalker

No. Enc.:	1 (1)
Alignment:	Neutral
Movement:	120' (40')
Armor Class:	16
Hit Dice:	8
Attacks:	1
Damage:	4d4
Save:	8
Morale:	12
Hoard Type:	None

Invisible stalkers are creatures of magic from another plane of existence. They sometimes serve magic-users, who summon them with the spell invisible stalker to perform specific tasks. 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 resents protracted missions or complex tasks and seeks to pervert its instructions accordingly. Invisible stalkers may be dispelled, and return to their home plane. Creatures that cannot detect invisible are surprised by an invisible stalker on a surprise check result of 1-5 on 1d6.



## J

### Jackal

No. Enc.:	1d6 (2d4)
Alignment:	Neutral
Movement:	150' (50')
Armor Class:	12
Hit Dice:	1d4 hp
Attacks:	1 (bite)
Damage:	1d2
Save:	18
Morale:	7
Hoard Type:	None

These canines are small, cowardly scavengers. They avoid direct conflict, and are fast runners.



**Jackalwere**

No. Enc.: 1d4 (1d4)  
 Alignment: Dark  
 Movement: 120' (40')  
 Armor Class: 15  
 Hit Dice: 4  
 Attacks: 1 (bite or weapon)  
 Damage: 2d4 or weapon  
 Save: 15  
 Morale: 9  
 Hoard Type: XXII

These creatures are jackals that may take the form of a human and an intermediate, jackal-man form which they often use for combat. They have a powerful bite that inflicts 2d4 hp damage, and a gaze attack that requires a save versus spells or the victim is affected by sleep. Jackalweres are only harmed by weapons of +1 or better, and iron.

**K****Kobold**

No. Enc.: 4d4 (6d10)  
 Alignment: Dark  
 Movement: 60' (20')  
 Armor Class: 12  
 Hit Dice: 1d4 hit points  
 Attacks: 1 (weapon)  
 Damage: 1d4 or weapon -1  
 Save: 18  
 Morale: 6  
 Hoard Type: I (XIII)

Kobolds are short, dog-like humanoids with cowardly and sadistic tendencies. A kobold's scaly skin ranges from dark rusty brown to a rusty black color. It has glowing red eyes. Kobolds wear ragged clothing, favoring red and orange. A kobold is 2 to 2 ½' tall. Kobolds live exclusively underground, and have an extended infravision to 90'. A kobold chief is an exceptional kobold, who attacks like a monster of 2 HD with 9 hit points. A kobold chief is always accompanied by a loyal bodyguard, totaling 1d6 individuals. Each bodyguard has 6 hit points, and attack as monsters with 1 + 1 HD. All kobolds in the presence of the kobold chief have a morale score of 8. The kobold lair always has more treasure (Hoard Type XIII), and there is equally more treasure when encountering kobolds in the wilderness.

**L****Lamia**

No. Enc.: 1 (1)  
 Alignment: Dark  
 Movement: 240' (80')  
 Armor Class: 16  
 Hit Dice: 9  
 Attacks: 1 (weapon)  
 Damage: 1d6  
 Save: 11  
 Morale: 9  
 Hoard Type: XXII

These highly dangerous creatures resemble women from the torso up, but have a centaur-like lower body that may resemble any beast or even a combination of beasts. They are often found in ruins and labyrinths, waiting for unsuspecting adventurers. Though a lamia is powerful and dangerous in close combat, it has no stomach for a fair fight. It uses its illusion ability (as the wand once per day) to lure adventurers into perilous situations.

In addition, lamias have the following spell-like abilities usable once per day: charm person, mirror image, and suggestion. Finally, lamias may drain 1 point of WIS merely by touching an opponent, and when a victim reaches WIS 3 he becomes completely obedient to the lamia. Lamias feast on the blood and flesh of humanoids. They speak common and their alignment tongue.

**Lammasu**

No. Enc.: 2d4 (2d4)  
 Alignment: Light  
 Movement: 120' (40')  
 Fly: 240' (80')  
 Armor Class: 13  
 Hit Dice: 7 + 7  
 Attacks: 2 (2 claws)  
 Damage: 1d6/1d6  
 Save: 11  
 Morale: 9  
 Hoard Type: VIII, IX, X,

These good, benevolent creatures have the bodies of lions, large feathered wings, and human-like faces. A typical lammasu is about 8' long. They are not by nature aggressive or violent, and may aid good beings in times of need. If forced to attack, a lammasu attacks with spells or its razor-sharp claws. It almost always enters combat if it observes a good creature being threatened by evil. A lammasu casts cleric spells, and can choose spells from the cleric spell list as follows: 1st level, 4; 2nd level, 3; 3rd level, 2; 4th level, 1. When casting any cure spell, lammasu may heal twice the normal amount. Further, 1 out of 10 of these creatures may use holy word. Finally, all lammasu constantly radiate protection from evil 10' radius, which is twice as effective as the normal spell.

**Leech, Giant**

No. Enc.: 0 (1d4)  
 Alignment: Neutral  
 Movement: 120' (40')  
 Armor Class: 12  
 Hit Dice: 6  
 Attacks: 1 (drain blood)  
 Damage: 1d6  
 Save: 17  
 Morale: 10  
 Hoard Type: None

Giant leeches are 4' long, brown, and slimy. They live in marshy terrain and other bodies of stagnant water. When a giant leech hits in combat, it latches on to a victim with its round barbed mouth, and drinks 1d6 hit points of blood from the victim each round. Once attached, a giant leech will only release a victim if the victim dies or the leech itself is killed.

**Leprechaun**

No. Enc.: 1 (1d20)  
 Alignment: Neutral  
 Movement: 150' (50')  
 Armor Class: 11  
 Hit Dice: 1d4+1 hp  
 Attacks: 0  
 Damage: None  
 Save: 16  
 Morale: 6  
 Hoard Type: XVII

These small, 2' tall sylvan beings are as mischievous as they are elusive, and have a strong taste for wine. It is rumored that leprechauns are descended from halflings and pixies. They tend to live in vibrant, lush woods or other out of the way beautiful settings. They have such developed hearing that they are never surprised. Leprechauns do not physically attack, but have the following spell-like abilities usable at will: invisibility, phantasmal force, polymorph any object (non-living), and ventriloquism. These creatures delight in stealing valuable objects, and can do so with 75% proficiency. They are 25% likely to discard stolen items per turn if chased.

Should a leprechaun be captured, he will use his powers of illusion and polymorphing, and any other means at his disposal, to trick a captor so as not to give away treasure.

### Lich

No. Enc.: 1 (1)  
 Alignment: Neutral (evil)  
 Movement: 60' (20')  
 Armor Class: 19  
 Hit Dice: 12+  
 Attacks: 1 (cold touch)  
 Damage: 1d10 cold damage  
 Save: 7-  
 Morale: 9  
 Hoard Type: XXII

A lich is an undead magic-user of at least 18th level (and possibly multiclassed) who has used its magical powers and a phylactery to unnaturally extend its life. It 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. A lich usually lives in a secluded keep or deep in a labyrinth, where it conducts magical research. Its powerful undead nature grants it a better natural AC and HD than a typical magic-user. Liches are only vulnerable to attack by creatures of 6 HD or more (or creatures of a magical nature), magical attack forms, and they are unaffected by non-magical weapons. In addition to having undead immunity to charm and sleep, liches are immune to the following spells or forms of damage: cold-based and electrical-based attacks, death spells, enfeeblement, polymorph, and any effects that cause insanity. A lich may attack by spell, or with a cold touch attack that deals 1d10 hp damage. Victims must also save versus paralyze or become paralyzed permanently, unless magically cured. Finally, all beings with 4 or fewer HD that see a lich will be affected with fear, and no saving throw is permitted.

### Lizard, Giant

	<i>Draco</i>	<i>Gecko</i>
No. Enc.:	1d4 (1d8)	1d6 (1d10)
Alignment:	Neutral	Neutral
Movement:	120' (40')	120' (40')
Fly:	210' (70')	-
Armor Class:	14	14
Hit Dice:	4 + 2	3 + 1
Attacks:	1 (bite)	1 (bite)
Damage:	1d10	1d8
Save:	16	17
Morale:	7	7
Hoard Type:	VI	VI

### Horned Chameleon

	<i>Tuatara</i>
No. Enc.:	1d3 (1d6)
Alignment:	Neutral
Movement:	120' (40')
Armor Class:	17
Hit Dice:	5
Attacks:	2 (bite, horn)
Damage:	2d4/1d6
Save:	16
Morale:	7
Hoard Type:	VI

*Giant Draco Lizard:* The giant draco has a length of 6', and is capable of gliding in the air due to large skin flaps below its limbs. Although they live primarily above ground, they do occasionally venture underground to seek shelter or look for a meal.

*Giant Gecko:* The nocturnal giant gecko has a length of 5'. Giant geckos, like their smaller cousins, are adept at walking sheer cliffs, and even upside down. This ability allows them to spring upon unwary prey from above.

*Giant Horned Chameleon:* The immense 7' giant horned chameleon can surprise its prey, despite its bulk, due to its

uncanny ability to take on the color, appearance, and texture of its local surroundings. A victim will be surprised on a surprise check roll of 1-5 on 1d6. The giant horned chameleon has three special attacks. The first is its sticky tongue, which can lash out to a distance of 5'. If this attack succeeds, the victim is immediately yanked back to the chameleon's mouth and bitten without the need for another attack roll, for 2d4 hit points of damage. The second special attack available to the chameleon is its large horns, which inflict 1d6 hit points of damage. Lastly, the chameleon may, on a successful attack, knock down an opponent by lashing out with its tail. The opponent may not attack the same round this occurs.

*Giant Tuatara Lizard:* This giant leathery skinned 8' carnivorous lizard has formidable spikes that run the length of its dorsal side. The iguana-like giant tuatara has infravision to 90' when it lowers a special membrane-like eyelid over each of its eyes.

### Lizardfolk

No. Enc.: 2d4 (6d6)  
 Alignment: Neutral  
 Movement: 60' (20')  
 Swim: 120' (40')  
 Armor Class: 14  
 Hit Dice: 2 + 1  
 Attacks: 1 (weapon)  
 Damage: 1d6 + 1 or weapon + 1  
 Save: 17  
 Morale: 12  
 Hoard Type: XIX

These scaly humanoids resemble humans but have the heads and tails of lizards. They delight in feasting upon the flesh of other humanoids. They employ any kind of weapon, but prefer spears, tridents, and clubs. Their immense strength grants them a +1 bonus to damage. They often venture into labyrinths, especially if there is an aquatic entrance. They are also found to dwell in marshes and along the banks of bodies of water.

### Locathah

No. Enc.: 3d4 (2d10x10)  
 Alignment: Neutral  
 Movement: 120' (40')  
 Armor Class: 13  
 Hit Dice: 2  
 Attacks: 1 (weapon)  
 Damage: As weapon  
 Save: 16  
 Morale: 9  
 Hoard Type: XXII

Although humanoid in shape, locathahs are clearly more fish than human. They live in large complexes carved from undersea cliffs. The average locathah stands 5 feet tall. Females and males look very much alike, although the former can be recognized by the two ochre stripes marking their egg sacs. If 30 or more are encountered, one will be a 4 HD leader accompanied by 1d4 3 HD captains. In a group of over 100, the chief (5 HD) will be present along with 4d4 guards of 3 HD. Locathahs use giant eels as mounts, and will always be mounted when encountered. In any group, 20% of locathahs have lances, and the remaining fish-men are armed with tridents and crossbows, or nets and short swords.

### Locust, Subterranean

No. Enc.: 2d10 (1d10)  
 Alignment: Neutral  
 Movement: 60' (20')  
 Fly: 180' (60')  
 Armor Class: 15  
 Hit Dice: 2  
 Attacks: 1 (bite, slam, spit)  
 Damage: 1d2/1d4/see below  
 Save: 16  
 Morale: 5  
 Hoard Type: None

Subterranean locusts resemble giant 2' or 3' long grasshoppers,

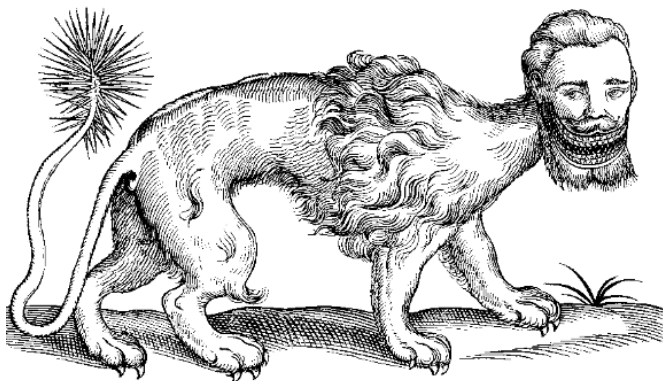
and are the color of stone. They primarily eat plants and all kinds of fungus that grows underground, and are immune to the effects of yellow mold and other poisons. Subterranean locusts are prone to panic, and will typically jump up to 60' away if they sense a disturbance. This haphazard sudden flight, however, can be in any direction. They will accidentally flee in the direction of the group half the time, and on a successful attack roll inflict 1d4 hit points of damage by slamming into a creature. A locust does not stay to fight, but flees in such an instance.

Sometimes, if the locust is attacked, it will create a high-pitched whine that can gain the attention of other monsters in a labyrinth (20%). If forced into combat, the locusts may produce a brown, sticky spit that they propel to 10' away. This attack must succeed against an AC of 9, because its effects take place even if the spittle does not bypass armor. If struck, the opponent must succeed in a saving throw versus poison, or becomes incapacitated due to the horrible smell of the spittle. This lasts for 1 turn, before the opponent becomes immune to the odor. The spittle must be rinsed off or any creature that comes to within 5' of a spit-soaked creature is subject to a saving throw versus poison, and failure indicates the creature is wracked with vomiting.

#### Lurker Above

No. Enc.: 1 (1d4)  
 Alignment: Neutral  
 Movement: 10' (3')  
 Fly: 90' (30')  
 Armor Class: 13  
 Hit Dice: 10  
 Attacks: 1  
 Damage: 1d6  
 Save: 9  
 Morale: 12  
 Hoard Type: XXI

This black manta ray-like creature has a 20' wingspan. Its body is black, with gray on its underbelly. The lurker above is a subterranean carnivore that preys on any living creatures that enter its territory. It is able to hover or fly due to its light body, which is filled with many cavities of a buoyant gas. Lurkers surprise on 1-4 on 1d6. They descend from a ceiling and inflict 1d6 hp crushing damage. In 1d4+1 rounds, any being under the lurker dies of suffocation. Creatures in this predicament may attack the lurker from beneath, but only using short swords or daggers, and then only if they were wielded when the creature became enveloped.



#### Lycanthrope

	<i>Werebear</i>	<i>Wereboar</i>	<i>Wererat</i>
No. Enc.:	1d4 (1d4)	1d4 (2d4)	1d8 (2d6)
Alignment:	Neutral	Neutral	Dark
Movement:	120' (40')	150' (50')	120' (40')
Armor Class:	17 (11)	15 (10)	15 (10)
Hit Dice:	6	4 + 1	3
Attacks:	3 (2 claws, bite)	1 (tusk bite)	1 (bite or weapon)
Damage:	2d4/2d4/2d8	2d6	1d4 or weapon
Save:	12	15	16
Morale:	10	9	8
Hoard Type:	XX	XX	XX

	<i>Weretiger</i>	<i>Werewolf</i>
No. Enc.:	1d4 (1d4)	1d6 (2d6)
Alignment:	Neutral	Dark
Movement:	150' (50')	180' (60')
Armor Class:	16 (10)	16 (10)
Hit Dice:	5	4
Attacks:	3 (2 claws, bite)	1 (bite)
Damage:	1d6/1d6/2d6	2d4
Save:	14	15
Morale:	9	8
Hoard Type:	XX	XX

All lycanthropes are humans cursed with the disease lycanthropy. They are able to take the form of one kind of animal, and are able to summon the aid of 1 to 2 of this same kind of animal, which will appear in 1d4 rounds. Lycanthropes never wear armor, since this would hinder the shape-changing process. Wolfsbane is an effective ward against all lycanthropes, and if one is touched with it (whether thrown at it or otherwise hit with it) the lycanthrope must succeed in a saving throw versus poison or flee out of fear. When killed, a lycanthrope takes his human form. Horses and sometimes other animals can sense lycanthropes when they are near, and will act restless or bolt.

#### Lycanthrope Forms

When a lycanthrope is in the human form, it may have subtle secondary characteristics in common with the animal type it is capable of transforming into. Examples could include extra body hair, striped "birth marks" on weretigers, or larger ears on a Wererat. When a lycanthrope is in its animal form, it may only communicate with other animals of its type, but may not speak any humanoid language. In addition, when in the animal form lycanthropes are immune to all attacks from normal weapons, but are harmed by spells, silver, and enchanted weapons.

#### The Disease

The horrid disease of lycanthropy is transmitted when the victim of a lycanthrope suffers a loss of hit points equal to or more than 50% of his maximum number. The victim will become a lycanthrope of the type that wounded him in 2d6 days, but several days before the disease has fully taken hold the victim will show signs and begin to take on some of the secondary characteristics mentioned above. Only humans may become a lycanthrope. Demi-humans and other non-humans do contract the disease, but they die after 2d6 days rather than become a lycanthrope. Lycanthropy may also be inherited. If one parent is a lycanthrope, there is a 50% chance that the child will become a lycanthrope at puberty. If both parents are lycanthropes, the child has a 100% chance of becoming a lycanthrope (in the rare event that the parents are not the same kind of lycanthrope, the type is determined randomly between the parental types). Contracted lycanthropy may be cured with the cleric spell cure disease, but the cleric must be of 11th level or greater.

*Werebear*: Highly intelligent and thoughtful lycanthropes, werebears are not inherently evil and may be friendly if approached carefully. They tend to be quite solitary, though they occasionally live with normal bears. As other bears, if a Werebear achieves a successful attack with both claws in the same round, it may grab its opponent in a crushing hug for 2d8 hit points of damage.

*Wereboar:* These aggressive, dim-witted, lycanthropes are easily enraged. If enraged, they will fight with a bonus of +2 to attack rolls, and continue fighting until there are no more enemies or until they are killed.

*Wererat:* These highly intelligent, sly lycanthropes are capable of humanoid speech when in animal form. They are very stealthy, and will surprise opponents on a surprise check roll of 1-4 on 1d6. Wererats often use weapons, even in animal form, and any damage from a weapon must be noted and not considered when estimating damage that may cause lycanthropy.

*Weretiger:* Weretigers have the natural cat-like grace of the animals they may transform into. They have great curiosity and are not particularly malicious. Their stealth allows them to surprise opponents on a surprise check roll of 1-4 on 1d6.

*Werewolf:* Werewolves are not extremely intelligent in animal form, but they make up for this in cunning. They roam in packs, and a pack consisting of at least 5 individuals will have a pack leader that fights as a monster of 5 HD and has 30 hit points. This individual is of greater strength, and receives a damage roll bonus of +2.

## M

### Manticore

No. Enc.: 1d2 (1d4)  
 Alignment: Dark  
 Movement: 120' (40')  
 Fly: 180' (60')  
 Armor Class: 15  
 Hit Dice: 6 + 1  
 Attacks: 3 (2 claws, bite) or 1 (spikes)  
 Damage: 1d4/1d4/2d4 or see below  
 Save: 13  
 Morale: 9  
 Hoard Type: XIX

This foul monster delights in feasting on human flesh. It has the face of a human, but there the similarities end. The manticore has giant bat wings, a lion's body, and a long reptilian tail that has 24 barbed spikes growing from its end. The manticore can throw 6 spikes per round, and can do so when airborne. They can hit a target up to 180' away and deal damage of 1d6 hit points. The spikes grow back at a rate of 2 every day. These creatures usually live in the mountains, and have been known to venture into labyrinths.

### Mastodon

No. Enc.: 0 (2d8)  
 Alignment: Neutral  
 Movement: 120' (40')  
 Armor Class: 16  
 Hit Dice: 15  
 Attacks: 2 (tusks) or 1 (trample)  
 Damage: 2d6/2d6/ or 4d8  
 Save: 14  
 Morale: 8  
 Hoard Type: None

Mastodons are prehistoric cousins to elephants, but are adapted to colder climates and have a thick coat of shaggy hair. If mastodons have enough distance between them and a foe, they will commit to a charge to score double damage with their tusks. When in close combat, they may attempt to attack with tusks or attempt to trample, preferring to trample with a roll of 1-3 on 1d4. Mastodons have a +4 to their attack roll when attempting to trample an opponent that is smaller or approximately equal in the size of a human. Although mastodons do not keep treasure, the ivory from their tusks is valuable and each tusk is worth 2d4x100 gp.

### Medusa

No. Enc.: 1d3 (1d4)  
 Alignment: Dark  
 Movement: 90' (30')  
 Armor Class: 11  
 Hit Dice: 4  
 Attacks: 1 (snakebite or special)  
 Damage: 1d6, poison  
 Save: 13  
 Morale: 8  
 Hoard Type: XVII

Medusa are indistinguishable from human women, except that they have vicious snakes on their heads rather than hair. They may attempt to disguise themselves with a hooded robe, only to suddenly reveal their true nature. Any character that looks at a medusa must succeed in a saving throw versus petrify, or he turns to stone. A character may gaze at a medusa through a mirror to avoid this effect. However, a medusa that sees her own reflection will need to succeed in a saving throw versus petrify or become stone herself. Medusa may also attack with their snake hair, which inflicts 1d6 hit points of damage on a successful attack roll. In addition, a victim must succeed in a saving throw versus poison or die after 1 turn. Any character that engages in combat with a medusa while shielding his eyes attacks with a penalty of -4, and the medusa receives a bonus of +2 to hit. All medusa have a bonus of +2 to saving throws versus spells.

### Men

	<i>Berserker</i>	<i>Brigand</i>
No. Enc.:	1d6 (3d10)	0 (1d4x10)
Alignment:	Neutral	Dark
Movement:	120' (40')	120' (40')
Armor Class:	12	Armor type
Hit Dice:	1 + 1	1
Attacks:	1	1
Damage:	--- 1d6 or weapon type ---	
Save:	16	17
Morale:	NA	8
Hoard Type:	I (XXI)	XXII

	<i>Merchant</i>	<i>Nomad</i>
No. Enc.:	0 (1d20)	0 (1d4x10)
Alignment:	Neutral	Neutral
Movement:	90' (30')	120' (40')
Armor Class:	14	Armor type
Hit Dice:	1	1
Attacks:	1	1
Damage:	---- 1d6 or weapon type ---	
Save:	18	17
Morale:	Varies	8
Hoard Type:	XXII	XXII

	<i>Pirate</i>
No. Enc.:	0 (see below)
Alignment:	Neutral or Dark
Movement:	120' (40')
Armor Class:	Armor type
Hit Dice:	1
Attacks:	1
Damage:	1d6 or weapon type
Save:	17
Morale:	6
Hoard Type:	XXII

The men here are all considered 1st level fighters. Individuals of greater level will typically lead them. The Hoard Types provided indicate treasure found in camps or lairs, except for the case of merchants.

*Berserker:* These fighters are engulfed in a battle rage whenever they fight any humanoid. This determination gives them a +2 to their attack value, and they will battle until killed, without a morale check.

*Brigand:* These men are criminals who have banded together under the shared interest of stealing and pillaging. Half of all



brigands encountered are armed with a short sword and short bow, and wear leather armor and a shield. The other half is better equipped with long swords, chain mail, a shield, and will have riding horses.

There is one fighter of 2nd level per 20 brigands. There is one fighter of 4th level per 40 brigands. These leaders are equipped with long swords, lances, plate armor, and mounted on war horses equipped with barding.

Bandit camps will have 5d6x10 inhabitants. They will have a fighter of 9th level as a leader, and there will be a fighter of 5th level per 50 men. An 8th level cleric may be present in a camp (1-3 on 1d10). There is also a probability that a magic-user of 8+1d2 level will be present (roll 1-5 on 1d10).

*Merchant:* These men trade goods, sometimes over great distances. They will all be mounted and will have additional pack animals (1d12). Animal types will be appropriate to the terrain. Every merchant caravan has a fighter of 5th level as a guard. For every five merchants encountered, the following additional guards will be present: fighters, 1st level (20); fighters, 2nd or 3rd level (2). All guards are armed with various swords, crossbows, daggers, and wear chain mail armor.

*Nomad:* Nomads are tribal people that live off the land and by animal husbandry. They follow game and seasonal foods by living in temporary camps of tents or simple structures. Per 25 nomads, a fighter of 2nd level will be present as a leader. Per 40 nomads, a fighter of 4th level will be present as a leader. Nomads can have any kind of armor or hand weapon. All are mounted, and half of their number will have bows, while the other half have lances.

The typical tribal camp will have 5d6x10 inhabitants. They will have a fighter of 8th level as a leader, and there will be a fighter of 5th level per 100 men. A 9th level cleric may be present in a camp (1-5 on 1d10). There is also a probability that a magic-user of 8th level will be present (roll 1 on 1d4). Nomads often trade with people they encounter. Their lifestyle brings them into contact and clashes with other humanoids.

*Pirate:* A pirate fleet may be found on any body of water, whether lake, sea, or river. The fleet size depends on the water vessel. Riverboat fleets number 1d8 ships, longship fleets number 1d4 ships, fleets of small galleys number 1d4, and any fleet of galleys larger than "small" size, and any fleet of sailing ships, number 1d3. The crew number is determined by the ship crew requirements described in Section 5.

There is one fighter of 4th level per 30 pirates, and one fighter of 5th level per 50 pirates. Per 300 pirates, one fighter of 8th level will be present. Any horde of 300 or greater is led by a Pirate King (fighter of 11th level). In a group this large the Pirate King may employ a magic-user of 8+1d2 level (roll 1-15 on 1d20).

Pirates are armed with any sword and leather armor. Some (40%) are also armed with crossbows.

Pirates raid ships and coastal towns. They may dock in lawless cities that trade with pirates. Pirates often hide their treasure in remote locations, and a leader may have a map to such a location. Any group of pirates may have 1d4 hostages who they have ransomed.

#### Merfolk

No. Enc.: 0 (1d20)  
Alignment: Neutral  
Movement:  
Swim: 120' (40')  
Armor Class: 13  
Hit Dice: 1 to 4  
Attacks: 1  
Damage: 1d6 or weapon type  
Save: 16  
Morale: 8  
Hoard Type: XXII

These legendary beings have fish-like bodies from the waist down, and have human torsos, arms, and heads. They use weapons that are convenient in water, including daggers, spears, and tridents. These creatures live exclusively in large bodies of water. They may occasionally trade fish and other sea bounty to human villages, but generally they keep to themselves. Merfolk villages generally have a population of 1d3x100 individuals. A leader will be present in any group of 10 merfolk, and the leader has 2 HD. An exceptional leader will be present in any group of 50 merfolk, and the exceptional leader has 4 HD. These leaders save as a fighter level equal to their HD number. The GM may choose some sea creatures that act as guards for merfolk communities.

#### Mimic

No. Enc.: 1 (1)  
Alignment: Neutral  
Movement: 30' (10')  
Armor Class: 12  
Hit Dice: 7-10  
Attacks: 1  
Damage: 3d4  
Save: 12  
Morale: 8  
Hoard Type: None

A mimic can have almost any dimensions, but usually is not more than 10' long. These creatures are able to take the form of inanimate objects made of wood and/or stone, such as doors, statues, etc. Younger mimics (7-8 HD) are more intelligent, can speak, and may negotiate with adventurers if it is made worthwhile. Older mimics (9-10 HD) have grown ancient and senile, attacking with only the interest of consuming flesh. Mimics attack when a being touches them. The being is held attached to the mimic with a glue-like substance, and the mimic bludgeons with an emergent pseudopod for 3d4 hp damage. The more intelligent mimics speak their own language, common, and their alignment tongue.

#### Minotaur

No. Enc.: 1d6 (1d8)  
Alignment: Dark  
Movement: 120' (40')  
Armor Class: 13  
Hit Dice: 6  
Attacks: 2 or 1 (gore, bite, or weapon)  
Damage: 1d6/1d6 or weapon  
Save: 13  
Morale: 12  
Hoard Type: XX

These large, somewhat dimwitted, humanoids have the bodies of male humans but the heads of a horned bull. They usually live in labyrinths, where they prey upon anyone who ventures. They delight in the taste of human flesh. In combat, minotaurs may use any weapon, and due to their great strength receive a +2 bonus to weapon damage rolls. In a round, minotaurs will either attack with a weapon or attack with a bite and gore with their horns. Minotaurs are relentless, and will attempt to chase fleeing prey.

#### Morlock

No. Enc.: 1d12 (5d10)  
Alignment: Dark  
Movement: 120' (40')  
Armor Class: 11  
Hit Dice: 1  
Attacks: 1 (weapon)  
Damage: As weapon  
Save: 17  
Morale: 9  
Hoard Type: XX

Morlocks are a degenerate race of subterranean humans. They are all albinos, and have developed a carnivorous diet that favors the meat of other humanoids. They only venture to the surface at night, and if caught in the daylight they suffer an

attack penalty of -2. Their subterranean existence has given them 90' infravision. These foul degenerate people wield any sort of weapon, but favor spears and swords. Morlocks lair deep within caverns or labyrinths, where a typical "village" will have a population of 5d10 individuals. In this community, there is usually a stronger individual in charge, who is treated as a 3 HD monster, saves as a fighter of 3rd level, and has 12 hit points. Morlocks are enemies of Neanderthals, dwarves, and gnomes, but they sometimes join groups of orcs and goblins. Like Neanderthals, morlocks sometimes tame albino apes.

### Mule

No. Enc.: 1d8 (2d6)  
 Alignment: Neutral  
 Movement: 120' (40')  
 Armor Class: 12  
 Hit Dice: 2  
 Attacks: 1 (kick or bite)  
 Damage: 1d4 or 1d3  
 Save: 17  
 Morale: 8  
 Hoard Type: None

Mules are a hybrid of a donkey and a horse. Mules are notoriously ornery, and may attack if particularly provoked. They can carry 200 lbs comfortably, and may carry a maximum of 400 lbs. In the latter case, movement rate is reduced to 60' per turn. At the GM's discretion, a mule may be taken into the depths of a labyrinth to aid in transporting equipment or treasure, so long as conditions allow.

### Mummy

No. Enc.: 1d4 (1d12)  
 Alignment: Dark  
 Movement: 60' (20')  
 Armor Class: 16  
 Hit Dice: 5 + 1  
 Attacks: 1  
 Damage: 1d12, disease  
 Save: 13  
 Morale: 12  
 Hoard Type: XIX

Mummies are preserved undead corpses animated through the auspices of dark desert gods best forgotten. They haunt old tombs and lost ruins. These undead are so fearsome that any being seeing one must succeed in a saving throw versus paralyze or become paralyzed with dread. This affect passes if the mummy leaves the victims range of vision, or if the mummy engages in combat. When a mummy successfully strikes a victim, the victim suffers 1d12 hit points of damage and contracts mummy rot. Mummy rot is a powerful curse, not a natural disease. When under the effects of the curse, characters are unable to receive the benefits of any form of magical healing. Characters heal naturally at 1/10th the normal rate. This magical disease may be removed with the spell remove curse. Like other undead, mummies are unaffected by charm, sleep, or hold spells. Further, mummies may only be harmed by magical weapons, spells, and fire-based attacks.

## N

### Naga

**Guardian**  
 No. Enc.: 1d2 (0)  
 Alignment: Light  
 Movement: 150' (50')  
 Armor Class: 16  
 Hit Dice: 11 or 12  
 Attacks: 2 (bite, constrict)  
 Damage: 1d6/2d4  
 Save: 7  
 Morale: 11  
 Hoard Type: XXII

**Spirit**  
 No. Enc.: 1d3 (0)  
 Alignment: Dark  
 Movement: 120' (40')  
 Armor Class: 15  
 Hit Dice: 9 or 10  
 Attacks: 1 (bite)  
 Damage: 1d3  
 Save: 9  
 Morale: 8  
 Hoard Type: VIII, XXI

### Water

No. Enc.: 1d4 (0)  
 Alignment: Neutral  
 Movement: 90' (30')  
 Swim: 180' (60')  
 Armor Class: 14  
 Hit Dice: 7 or 8  
 Attacks: 1 (bite)  
 Damage: 1d4  
 Save: 11  
 Morale: 8  
 Hoard Type: XIX

These creatures have large snake bodies, with human heads. They vary in temperament by type, but all are highly intelligent and magical.

**Guardian:** These 20' long creatures are honorable, brass scaled, and are often charged with the task of guarding a location to protect a treasure or to make sure an evil remains locked away. They may bite and constrict a victim in the same round. They also have poisonous spittle with a 30' range, and struck victims must save versus poison or die. Guardian nagas may cast spells as a 6th level cleric.

**Spirit:** Spirit nagas are 15' long, black scaled, and unredeemable in their refined evil. They lurk in labyrinths and ruins, awaiting adventurers to make prey. They attack with a poisonous bite that deals 1d3 hp damage, and victims must save versus poison or die. In addition, these creatures have a charm gaze, and victims must save versus paralyze or be indefinitely under the effect of the charm. These creatures have the spell-casting abilities of a 3rd level magic-user and a 2nd level cleric.

**Water:** Water nagas have blue-green scales, and live in lakes, ponds, or even deep pools above or below ground. They are generally solitary and unconcerned with the affairs of others. Like other nagas, their bite is poisonous and victims must save versus poison or die. Water nagas have the spell-casting ability of 5th level magic-users.

### Neanderthal

No. Enc.: 1d10 (4d10)  
 Alignment: Light  
 Movement: 120' (40')  
 Armor Class: 11  
 Hit Dice: 2  
 Attacks: 1 (weapon)  
 Damage: 2d4 or weapon  
 Save: 17  
 Morale: 7  
 Hoard Type: XX

These demi-humans are cousins to humans. They often are assumed to be brutish, due to their large brow ridges, receding chins, and slightly shorter, denser bodies. However, though they live a primitive lifestyle, they are as intelligent as humans. Neanderthals typically attack with spears and weapons with stone blades. A Neanderthal band usually consists of 1d4x10 individuals. Neanderthals are led by only the strongest of their kind, and the typical leader has 6 HD. The lair will often have albino apes as trained pets and guardians. Neanderthals revere cave bears, and will hunt them for rites of passage and religious purposes. They despise kobolds, goblins, and morlocks, but enjoy the company of gnomes and dwarves.

### Night Hag

No. Enc.: 1 (1)  
 Alignment: Neutral (evil)  
 Movement: 90' (30')  
 Armor Class: 10  
 Hit Dice: 8  
 Attacks: 1  
 Damage: 2d6  
 Save: 11  
 Morale: 8  
 Hoard Type: None

Night hags come from other dark planes of existence, and are viewed by some to be demons. They appear to be human females, but have long talons that deal 2d6 hp damage and have hideously ugly faces. They attack light creatures on sight if the odds of success seem favorable. A night hag has the following spell-like abilities usable at will: detect good, know alignment, polymorph self, sleep (affects up to 12th level beings). They may use the following spell-like abilities 3 times per day: magic missile (2d8 hp damage) and ray of enfeeblement. A night hag can become ethereal at will.

Night hags may visit the dreams of individuals by using a special periapt known as a heartstone. The hag takes ethereal form and hovers over the victim. Once a hag invades the victim's dreams, it rides on the victim's back until dawn. The sleeper suffers from tormenting dreams and permanently loses 1 point of CON upon awakening. This process may be repeated nightly until a victim reaches 0 CON and dies. If this happens, the hag returns to her home plane with the victim's soul, and the victim may not be raised, resurrected, or reincarnated.

### Nightmare

No. Enc.: 1 (0)  
 Alignment: Dark  
 Movement: 150' (50')  
 Fly: 360' (120')  
 Armor Class: 23  
 Hit Dice: 6 + 6  
 Attacks: 3 (bite, 2 hooves)  
 Damage: 2d4/1d6+4/1d6+4  
 Save: 13  
 Morale: 10  
 Hoard Type: None

These infernal horses are used as mounts by demons and night hags, or by intelligent and powerful undead. They have jet black hide and glowing hooves. These creatures can fly at will, and assume ethereal form whenever they choose, and often travel the astral plane. In addition to a powerful bite and flaming hooves, nightmares may attack by breathing a cloud of hot, smoky gas at an opponent. The victim must save versus breath attacks or become choked and blinded by the vapor, suffering a -2 penalty to attack and damage rolls for 1d4+2 rounds.

### Nixie

No. Enc.: 0 (2d20)  
 Alignment: Neutral  
 Movement: Swim: 120' (40')  
 Armor Class: 12  
 Hit Dice: 1  
 Attacks: 1  
 Damage: 1d4  
 Save: 16  
 Morale: 6  
 Hoard Type: XXI

Nixies are related to dryads, but are water beings that are 3' tall and appear as beautiful elf-like women with greenish, bluish, or green-gray skin color. They typically live in any permanent body of water, such as a lake, large pond, or river. When 10 nixies are together in one place, they may pool their magical energy to cast a charm spell on a character. The victim is allowed a saving throw versus spells, and if this is failed the character is taken into the watery domain of the nixies where he will serve them for 12 months. Nixies are able to cast water breathing on a character, and the effects last for 24 hours per casting. Nixies attack with very small weapons. Nixies have the ability to summon a giant fish (bass) for protection. The giant bass has the following characteristics: AL N, MV 120' (40'), AC 7, HD 2, #AT 1, DG 1d6, SV F1, ML 8.

### Nymph

No. Enc.: 0 (1d4)  
 Alignment: Neutral (good)  
 Movement: 120' (40')  
 Armor Class: 10  
 Hit Dice: 3  
 Attacks: 0  
 Damage: None  
 Save: 15  
 Morale: 6  
 Hoard Type: IX, XI x 10

Nymphs are stunningly beautiful female fey creatures that closely resemble elven women. They live in a variety of temperate sylvan settings, far from civilization. They have the ability to dimension door 1 time per day. Their appearance is so striking that anyone who lays eyes on a nymph must save versus spells or become permanently blind. If the nymph is nude, a failed save means death. Nymphs have the spell-casting abilities of a 7th level druid. They have their own language and speak common.

## O

### Ochre Jelly

No. Enc.: 1 (0)  
 Alignment: Neutral  
 Movement: 30' (10')  
 Armor Class: 11  
 Hit Dice: 14  
 Attacks: 1  
 Damage: 2d6  
 Save: 13  
 Morale: 12  
 Hoard Type: None

The ochre jelly is named for its color and the fact that it is a slimy, giant amoeba. The acidic slime that oozes from the ochre jelly can eat through cloth, wood, and leather after 1 round, but cannot affect stone or metal. It inflicts 2d6 hit points of damage to bare flesh, and is able to squeeze under doors and into other small spaces. When attacked with lightning or weapons, an ochre jelly will divide into 1d4+1 littler amoebas with 2 HD each. These smaller jellies deal 1d6 hit points of damage.

### Octopus, Giant

No. Enc.: 0 (1d2)  
 Alignment: Neutral  
 Movement: -  
 Swim: 90' (30')  
 Armor Class: 12  
 Hit Dice: 8  
 Attacks: 8 (tentacles) or 1 (bite)  
 Damage: 1d3 (per tentacle)/1d6  
 Save: 11  
 Morale: 7  
 Hoard Type: None

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. They live in temperate or tropical ocean waters. Tentacles constrict victims when they successfully attack, and deal 1d3 hit points of damage each per successive rounds. For each tentacle that is constricting a victim, the victim suffers a cumulative attack penalty of -1. For instance, if four tentacles are constricting a character, he suffers -4 to hit. A tentacle can be cut off if a total of 6 hit points or more of damage is dealt with one blow. A giant octopus may swim away if it is losing an encounter, and it will spray a 40' radius cloud of black ink to obscure its escape. The giant octopus is able to move at its normal movement x3 when fleeing.

## Ogre

No. Enc.: 1d6 (2d6)  
 Alignment: Dark  
 Movement: 90' (30')  
 Armor Class: 14  
 Hit Dice: 4 + 1  
 Attacks: 1 (club)  
 Damage: 1d10  
 Save: 15  
 Morale: 10  
 Hoard Type: XX + 1,000 gp

Adult ogres stand 9 to 10 feet tall, and resemble big brutish humans. 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 despise Neanderthals and will attempt to destroy them when encountered. Ogres usually live under rock shelters, or in caves, and will venture into labyrinths. When ogres are found away from their lair they will have sacks containing 1d6x100 gp.

## Ogre Mage

No. Enc.: 1d6 (1d6)  
 Alignment: Dark  
 Movement: 90' (30')  
 Fly: 150' (50')  
 Armor Class: 15  
 Hit Dice: 5 + 2  
 Attacks: 1  
 Damage: 1d12  
 Save: 13  
 Morale: 9  
 Hoard Type: IX, XVII

The ogre mage is a more intelligent and dangerous variety of its mundane cousin. An ogre mage stands about 10' tall. Its skin varies in color from light green to light blue, and its hair is black or very dark brown. Ogre mages favor loose, comfortable clothing and lightweight armor. Ogre mages rely on their spell-like abilities, resorting to physical combat only when necessary. They can fly for 12 turns, and have the following spell-like abilities at will: darkness 10' radius, invisibility, and polymorph self (from 4' to 12' tall). Once per day ogre magi may use the following abilities: charm person, gaseous form, sleep, and a cone of cold (as the wand of ice for 8d6 damage). An ogre mage regenerates 1 hp per round. When found in their lair, there is a 60% chance that 2d6 slaves are present. Ogre mages speak their own language, ogre, troll, common and their alignment tongue.

## Orc

No. Enc.: 2d4 (1d6x10)  
 Alignment: Dark  
 Movement: 120' (40')  
 Armor Class: 13  
 Hit Dice: 1  
 Attacks: 1 (weapon)  
 Damage: 1d6 or weapon  
 Save: 16  
 Morale: 8  
 Hoard Type: XIX

Orcs' hair is usually black. They have pig-like faces and reddish eyes. Orcs prefer wearing vivid colors that many humans would consider unpleasant, such as blood red, mustard yellow, yellow-green, and deep purple. Their equipment is dirty and unkempt. An adult male orc is a little over 6 feet tall and females are slightly smaller. Orcs are primarily subterranean, but they are also nocturnal and may be found on the surface at night. They suffer a penalty of -1 to hit rolls when in sunlight. Orcs are exceedingly cruel and delight in the torment of others.

A party of orcs will have a leader who has 8 hit points, and is exceptionally strong. He receives a +1 bonus to weapon damage rolls. Should the leader of a party of orcs be slain, the remaining orcs have a morale of 6. Orcs are exceptionally greedy and love

to kill, which makes them particularly attractive to dark rulers who hire orcs as mercenary soldiers. Orcs will employ any kind of hand or missile weapon.

Orcs are socially organized around warring tribes, which have repulsive names like the "Vile Eye" tribe or the "Bloody Skull" tribe. Tribes seldom work together unless united under strong (and fear inducing) leadership. Any tribe has a roughly equal number of males and females, with as many children as there are adults. The orc tribal chief fights as a monster with 4 HD and has 15 hit points. He will be very strong, having a weapon damage roll bonus of +2. There is a 60% chance that any tribe consisting of 20 or more orcs will have an ogre present. There is a 10% chance that a tribe of 20 or more orcs has a troll present.

## Otyugh

	<i>Standard</i>	<i>Advanced</i>
No. Enc.:	1 (2)	1 (1)
Alignment:	Neutral	Neutral
Movement:	60' (20')	60' (20')
Armor Class:	16	19
Hit Dice:	6-8	9-12
Attacks:	3 (2 tentacles, bite)	3 (2 tentacles, bite)
Damage:	1d8/1d8/1d4+1	2d6/2d6/2d4
Save:	15	12
Morale:	10	9
Hoard Type:	See below	See below

A typical standard or advanced otyugh has a body 8' in diameter. Both kinds have a short pseudopod extending from their thick hides, which is covered in eyes. This prevents them from being surprised.

*Standard:* An otyugh attacks living creatures if it feels threatened or if it is hungry; otherwise it is content to remain hidden, eating carrion or left over kills from predators. Otyughs slash opponents with their barbed tentacles for 1d8 hp damage each, and their mouths deal a hideous bite from which the victim must save versus poison or contract a rotting disease that inflicts 1d3 hp damage per day. These creatures have a low intelligence, but have a unique language and can communicate telepathically. They keep no treasure of their own, but may partner with other monsters and help guard treasure in exchange for leftovers.

*Advanced:* Advanced otyughs are more aggressive, more powerful relatives of standard otyughs. They are much more intelligent.

## Owl, Giant

No. Enc.: 1d4+1 (1d4+1)  
 Alignment: Neutral  
 Movement: 30' (10')  
 Fly: 180' (60')  
 Armor Class: 13  
 Hit Dice: 4  
 Attacks: 3 (2 talons, beak)  
 Damage: 2d4/2d4/1d4+1  
 Save: 15  
 Morale: 8  
 Hoard Type: XI x 5, XXII (magic only)

Giant owls are nocturnal birds of prey, feared for their ability to hunt and attack in near silence. They are intelligent, and though naturally suspicious, sometimes associate with good creatures. A typical giant owl stands about 9' tall, has a wingspan of up to 20', and resembles its smaller cousins in nearly every way except size. Giant owls have a language of their own, and often speak common. In a lair there is a 25% chance of finding 1d4 eggs, and a 25% chance of finding 1d4 chicks. Eggs and young are very valuable, as they can be raised and trained as companions.



**Owl Bear**

No. Enc.: 1d4 (1d4)  
 Alignment: Neutral  
 Movement: 120' (40')  
 Armor Class: 14  
 Hit Dice: 5  
 Attacks: 3 (2claws, bite)  
 Damage: 1d8/1d8/1d8  
 Save: 14  
 Morale: 9  
 Hoard Type: XX

Having the head of a giant owl and the body of a bear, owl bears are rumored to be a magical hybrid created for an unfathomably dark purpose. Their coats range in color from brown-black to yellowish brown; their beaks are a dull ivory color. A full-grown male can stand as tall as 8 feet and weigh up to 1,500 pounds. Adventurers who have survived encounters with the creature often speak of the bestial madness they glimpsed in its red-rimmed eyes. They are mean spirited carnivores. Just like bears, an owl bear may hug an opponent for 2d8 hit points of damage if it successfully hits with both paws in the same round. Owl bears are known to live in wooded areas, and are equally likely to take residence in caves or labyrinths.

# P

**Pegasus**

No. Enc.: 0 (1d12)  
 Alignment: Light  
 Movement: 240' (80')  
     Fly: 480' (160')  
 Armor Class: 13  
 Hit Dice: 2 + 2  
 Attacks: 2 (hooves)  
 Damage: 1d6/1d6  
 Save: 16  
 Morale: 8  
 Hoard Type: None

The pegasus is a magnificent winged horse that sometimes serves the cause of good. Though highly prized as aerial steeds, pegasi are wild and shy creatures not easily tamed. If young pegasi are tamed they can be used as mounts, but pegasi will only cooperate with light characters. Pegasi avoid hippogriffs, which are their predators.

**Phase Tiger**

No. Enc.: 1d4 (1d4)  
 Alignment: Neutral  
 Movement: 150' (50')  
 Armor Class: 15  
 Hit Dice: 6  
 Attacks: 2 (tentacles)  
 Damage: 2d4/2d4  
 Save: 14  
 Morale: 8  
 Hoard Type: XIX

The phase tiger is not truly a cat, but is fairly intelligent and resembles a six-legged tiger with a long, scaly reptilian spiked whip on each shoulder. The whips have sharp barbs, which inflict 2d4 hit points of damage each. All opponents of a phase tiger receive a penalty of -2 to hit, due to the magical ability of the phase tiger to seem to be in a position that is 3' from where it actually stands. In addition, phase tigers have a saving throw bonus of +2 (all saving throws). Blink dogs are hated enemies of phase tigers, and a phase tiger will seek to kill any blink dogs encountered.

**Piercer**

No. Enc.: 3d6 (3d6)  
 Alignment: Neutral  
 Movement: 10' (3')  
 Armor Class: 16  
 Hit Dice: 1-4  
 Attacks: 1  
 Damage: 1d6 per HD  
 Save: 16  
 Morale: 10  
 Hoard Type: None

These creatures are specially adapted to cavernous environments, as they perfectly resemble stalactites. When they sense body heat or movement, they drop from a cavern ceiling to impale and eat a victim. The largest ones are 6' long, and the smallest are 1' long.

**Pixie**

No. Enc.: 2d4 (1d4x10)  
 Alignment: Neutral  
 Movement: 90' (30')  
     Fly: 180' (60')  
 Armor Class: 16  
 Hit Dice: 1  
 Attacks: 1 (dagger)  
 Damage: 1d4  
 Save: 14  
 Morale: 7  
 Hoard Type: III + IV

These 1' or 2' tall cousins to elves have wings like an insect's. These wings are relatively weak, and a pixie must spend 1 turn on its feet for each 3 turns spent flying. Pixies are naturally invisible, but may choose to become visible at will. The spell detect invisibility will reveal their presence. Pixie invisibility is unlike the spell of the same name in that a pixie may act freely, including attacking, without becoming visible. Because of this advantage, a pixie will have surprise on its opponent. An opponent cannot attack a pixie during the first round they are engaged in combat, but in the second round an opponent may strike due to hearing the pixie and otherwise having some idea where it might be as it moves. Attacks made against an invisible pixie are rolled with a penalty of -2.

**Pseudo-dragon**

No. Enc.: 1 (1)  
 Alignment: Neutral (good)  
 Movement: 60' (20')  
     Fly: 240' (80')  
 Armor Class: 17  
 Hit Dice: 2  
 Attacks: 1 (bite or tail)  
 Damage: 1d3 or poison  
 Save: 15  
 Morale: 7  
 Hoard Type: XI x 10

These intelligent dragon-like creatures are at most 2' long, and live in temperate climates. They frequently take residence in labyrinths, or in secluded wilderness locales. Although by nature they are rust brown in color, they have the ability to blend into their surroundings, rendering them undetectable 80% of the time. They may attack with a bite, but prefer to use their whip-like tails that attack with +4 to hit. Victims take no damage, but must save versus poison or fall into a state like feign death for 1d6 days. However, unlike the spell, victims are unaware of their surroundings. There is a 25% chance that when the duration is up the victim dies. Pseudo-dragons are able to see invisible creatures or objects. They receive +4 to all saving throws versus magic, and can confer this bonus to another creature if they are touching. Pseudo-dragons are telepathic, and are able to grant clairaudience and clairvoyance centered on themselves, to another being within 240'.

**Pterodactyl**

	<i>Pterodactyl</i>	<i>Pteranodon</i>
No. Enc.:	0 (2d4)	0 (1d4)
Alignment:	Neutral	Neutral
Movement:	-	-
Fly:	180' (60')	240' (120')
Armor Class:	12	13
Hit Dice:	1	5
Attacks:	1 (bite)	1 (bite)
Damage:	1d3	1d12
Save:	18	15
Morale:	7	8
Hoard Type:	None	VII

These prehistoric winged reptiles are usually found in warm or tropical environments.

*Pterodactyl*: These large winged reptiles have wings that span 7 to 10 feet. They glide through the air, watching for prey on the ground. They typically attack small animals, or beings up to the size of a halfling. They have been known to attack larger beings if they are particularly famished.

*Pteranodon*: This winged reptile is a giant version of the pterodactyl, and has wings that can span up to 50'. They attack larger animals, including human-sized individuals.

**Purple Worm**

No. Enc.:	1d2 (1d4)
Alignment:	Neutral
Movement:	60' (20')
Armor Class:	13
Hit Dice:	15
Attacks:	2 (bite, sting)
Damage:	2d8/1d8, poison
Save:	4
Morale:	10
Hoard Type:	XIX

The body of a mature purple worm is 10' in diameter and 100' long or more. The creature has a poisonous stinger in its tail. These dreaded purple monstrosities burrow underground, only surfacing to consume unsuspecting prey. They may attack with both a bite and their stinging tail in 1 round. Anyone stung by the tail must also succeed in a saving throw versus poison or die. If a purple worm's bite attack roll is at least 4 higher than the roll needed to hit (or a 20 is rolled), a victim is swallowed. A being that is swallowed takes 3d6 hit points of damage per round inside the purple worm's belly. The damage stops when either the character dies or the worm is killed. When a purple worm is found below the earth, it is usually from inside one of its tunnels. In this case the tunnel may only be as wide as the worm, preventing it from attacking with both attacks in the same round.

# R

**Rakshasa**

No. Enc.:	1d4 (1d4)
Alignment:	Dark
Movement:	150' (50')
Armor Class:	23
Hit Dice:	7
Attacks:	3 (2 claws, bite)
Damage:	1d3/1d3/1d4+1
Save:	12
Morale:	9
Hoard Type:	XVIII

These creatures are said to be a kind of demon. They have bodies resembling humans, but for their deadly claws and the head of a large cat, either a tiger, lion, or panther. Rakshasas are man-eaters, preferring the flesh of humans and dwarves. They have the spell-like abilities ESP and change self, which

they often use in combination to assume an agreeable form to a potential victim. These creatures have the spell casting abilities of 1st level clerics and 3rd level magic-users. Rakshasas are unaffected by normal weapons, and suffer 50% damage from weapons that are +1, +2, or +3. In addition, they are immune to the effects of all spells save those of 9th level. When multiple Rakshasas are encountered there is 1 male with up to 3 females.

**Rat**

	<i>Ordinary</i>	<i>Giant</i>
No. Enc.:	5d10 (2d10)	3d6 (3d10)
Alignment:	Neutral	Neutral
Movement:	60' (20')	120' (40')
Swim:	30' (10')	60' (20')
Armor Class:	10	12
Hit Dice:	1 hit point	1d4 hit points
Attacks:	1 (bite, per group)	1 (bite)
Damage:	1d6, disease	1d3, disease
Save:	18	16
Morale:	5	8
Hoard Type:	XI	XX

Rats are omnivorous rodents that thrive in human trash on the fringes of dwellings. They are disease carriers, and any time a character is bitten by a rat of any variety there is a 5% chance the character contracts a disease. A saving throw versus poison is permitted, and should it fail the character dies of the disease 1d6 days later. A successful saving throw indicates that the character gets ill and is bedridden for 30 days, at the end of which there is a 25% chance the disease proves fatal. The spell cure disease will cure this infection. Rats may be ward away with fire. They are adept swimmers, who are at home in sewers, water-filled caverns, and marshes.

*Ordinary Rats*: Ordinary rats range in size from 6" long to 2' long. They can be black, brown, or gray in color. They live in packs that can consist of great numbers. Rat packs get 1 attack per 10 individuals, inflicting 1d6 hit points of damage per hit. If a character is swarmed by a whole pack, he must succeed in a saving throw versus death or fall to the ground under the writhing rodent horde. He may stand up the following round, but makes a new saving throw if still under the swarm. The opponent can make no attacks until he gets back on his feet.

*Giant Rats*: These rats are minimally 3' long, but may be larger. They attack individually. Giant rats live in refuse like their smaller cousins, and can be found in the litter that often accumulates in a labyrinth.

**Remorhaz**

No. Enc.:	1 (1)
Alignment:	Neutral
Movement:	120' (40')
Armor Class:	19, belly 16, head 17
Hit Dice:	7-14
Attacks:	1 (bite)
Damage:	6d6
Save:	14 - 10
Morale:	10
Hoard Type:	XVIII

A remorhaz is a whitish-blue in color multilegged lizard-like creature that pulses with a reddish glow from the heat its body produces. The creature is 20' long with 7 HD, 24' long with 8 HD, 28' long with 9 HD, and so on. Remorhazes hide under snow and ice until they hear movement above them, then attack from below and surprise prey. Once at the surface, they rear to attack, exposing their more vulnerable bellies. When these creatures are 8 HD or more, they are large enough to have a swallow attack in addition to their normally powerful bites. Swallowed victims are killed immediately because of the extreme heat within these creatures' innards. When in combat, the remorhaz's backside heats to an infernally hot temperature. Any non-magical weapons touching their bodies melt immediately, and magical items must make saving throws. If a being touches the hot hide it suffers 1d10x100 hp damage.

**Rhagodessa, Giant**

No. Enc.: 1d4 (1d6)  
 Alignment: Neutral  
 Movement: 150' (50')  
 Armor Class: 14  
 Hit Dice: 4 + 2  
 Attacks: 1 (leg or bite)  
 Damage: 0 or 2d8  
 Save: 16  
 Morale: 9  
 Hoard Type: VI

The giant rhagodessa is a nocturnal carnivorous arachnid that closely resembles a spider, but has immense crushing mandibles. They have a chestnut colored thorax and are tan or mustard colored on their remaining bodies. These 6' long monsters have shorter legs than spiders, but are able to climb walls. The rhagodessa's front legs have suction pits that do not deal damage, but on a successful hit they can pull an opponent to the mandibles that deal 2d8 hit points of damage on the second round, with no extra attack roll needed.

**Rhinoceros**

	<i>Ordinary</i>	<i>Woolly</i>
No. Enc.:	0 (1d12)	0 (1d8)
Alignment:	Neutral	Neutral
Movement:	120' (40')	120' (40')
Armor Class:	14	15
Hit Dice:	6	8
Attacks:	1 (butt or trample)	1 (butt or trample)
Damage:	2d4 or 2d8	2d6 or 2d12
Save:	17	15
Morale:	6	6
Hoard Type:	None	None

The rhinoceros is infamous for its bad temper and willingness to charge intruders. They deal double damage after charging. A herd of these beasts will stampede if threatened, in any direction to be determined randomly.

*Woolly Rhinoceros:* The woolly rhino is a prehistoric rhino that is larger and covered in a dense, coarse hair.

**Roc**

	<i>Small</i>	<i>Large</i>	<i>Giant</i>
No. Enc.:	0 (1d12)	0 (1d8)	0 (1)
Alignment:	Light	Light	Light
Movement:	60' (20')	60' (20')	60' (20')
Fly:	480' (160')	480' (160')	480' (160')
Armor Class:	15	17	19
Hit Dice:	6	12	36
Attacks:	----- 3 (2 claws, bite) -----		
Damage:	1d4+1/1d4+1	1d8/1d8/	3d6/3d6/
	2d6	2d10	8d6
Save:	15	11	7
Morale:	8	9	10
Hoard Type:	XIV	XIV	XIV

Rocs are powerful creatures living in high elevations and warm environments. They look somewhat like huge eagles. Their immense appetites accompany the great size of rocs, as rocs will frequently consume large mammals including horses and cattle. Rocs hunt much like eagles, swooping down on their meal and striking it with immense claws. When a roc nest is encountered, there is a 50% probability that 1d6 eggs or 1d4 young are present. Rocs fight to the death to defend their young. If eggs or chicks are captured, they can be trained as mounts. If a dark being encounters a roc, the roc will have a penalty of -2 to reaction checks, and a neutral being imposes a -1 penalty. This is due to the light nature of rocs, and their preference for dealing with other light creatures.

**Roper**

No. Enc.: 1d3 (1d3)  
 Alignment: Dark  
 Movement: 30' (10')  
 Armor Class: 19  
 Hit Dice: 10-12  
 Attacks: 1  
 Damage: 5d4  
 Save: 11  
 Morale: 8  
 Hoard Type: V x 2

A roper stands some 9' tall and tapers from 3 or 4 feet in diameter at the base to 1 foot across at the top. A roper's coloration and temperature change to match the features of the surrounding cave. A roper hunts by standing very still and imitating a stalagmite. This tactic often allows it to attack with surprise. When prey comes within reach, it lashes out with one of its six rope-like strands to a distance of up to 50'. If a roper hits with a strand attack, the strand latches onto the opponent's body. This deals no damage but drags the opponent to the roper's immense mouth, in 10' increments per round. In addition, the victim suffers from weakness for 1d4 rounds. A character must succeed in a force doors check in order to break away from a roper's strand. Ropers suffer only 50% damage from cold-based attacks, and are immune to electrical-based attacks. However, fire is disagreeable to them and they suffer -4 to save versus fire-based attacks.

**Rot Grub**

No. Enc.: 0 (5d4)  
 Alignment: Neutral  
 Movement: 10' (2')  
 Armor Class: 10  
 Hit Dice: 1 hit point  
 Attacks: See below  
 Damage: See below  
 Save: 19  
 Morale: Not applicable  
 Hoard Type: None

Although rot grubs can be found in animal waste and other foul refuse, they prefer to consume tissue that is still alive. Upon contact with a living being, rot grubs will begin to vigorously burrow deep into the body. Fire must be applied to the site of contact at once in order to prevent the rot grubs from burrowing further. This application of flame inflicts 1d6 hit points of damage per instance. If not stopped immediately, within 1d3x10 minutes the rot grubs will find the heart and kill their victim. The spell cure disease will destroy the rot grubs in a victim's body.

**Rust Monster**

No. Enc.: 1d4 (1d4)  
 Alignment: Neutral  
 Movement: 120' (40')  
 Armor Class: 17  
 Hit Dice: 5  
 Attacks: 1  
 Damage: See below  
 Save: 14  
 Morale: 7  
 Hoard Type: None

The body of this monster resembles a giant armadillo, and it has a long scaly tail. The hide of these creatures varies in color from a yellowish tan underside to a rust-red upper back. A rust monster's prehensile antennae can rust metals on contact, as can their hide when struck with metal weapons. All ordinary metal armor and weapons either struck by antennae or contacting a rust monster's hide (when it is attacked with a sword, for instance) instantly becomes utterly and permanently useless from severe rusting. Due to this effect, ordinary metal weapons do not harm rust monsters. Magic items will first lose their magical bonuses, 1 at a time, until they are ordinary items of their type. Any subsequent contact will then rust the item. Each "plus" grants the item a 10% probability of surviving contact unscathed. For instance, if a character strikes a rust monster with a dagger +2, it has an 80% chance of becoming a

dagger +1. If it does, any subsequent hit has a 90% chance of making the dagger an ordinary dagger. If it becomes an ordinary dagger, a hit after that renders the dagger useless. A rust monster feeds upon the rust it creates in this manner.

# S

## Sahuagin

No. Enc.: 4d4 (3d4x10)  
 Alignment: Dark  
 Movement: 120' (40')  
 Swim: 240' (80')  
 Armor Class: 14  
 Hit Dice: 2 + 2  
 Attacks: 3, 5 (2 or for claws, bite) or 1 (by weapon)  
 Damage: 1d2/1d2/1d2/1d2/1d4 or As weapon  
 Save: 16  
 Morale: 8  
 Hoard Type: V, XI + XV

Sahuagin are irredeemably evil fish-like humanoids that worship infernal forces. Most feature green coloration, 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' tall. They only live in saltwater, and may dwell in shallow waters near shore or in very deep locations far at sea. They have kingdoms under the waves that ape human societal structures. Sahuagin typically fight with tridents and nets (50%) or daggers, spears, and crossbows (25%). If unarmed, they attack with 2 claws and a bite when on shore, or 2 claws, 2 foot rakes, and a bite when under water. These creatures travel in bands led by a 4 HD chief. When 10 or more are encountered, there will be a 3 HD guard per 10 sahuagin in the group. When found in their lair, half of the sahuagin will be 2 HD females, and 25% are 1 HD hatchlings. There will be 2d4x10 eggs. In their lairs there will be a 9 HD baron. There is a 10% per 10 sahuagin encountered that there is a 5th to 8th level cleric and 1d4 4th level cleric assistants. In addition, in the lair there is a 5% chance a prince will be present, along with 2d4 chieftains of 3 HD and 3d10 2 HD concubines. When a prince is present there will always be clerics present as mentioned above. Lairs are typically guarded by 2d4 sharks, or 4d4 if a prince is present. Sahuagin often take human prisoners under the sea, where they are subject to unspeakable tortures.

## Salamander

	<i>Flame</i>	<i>Frost</i>
No. Enc.:	1d4+1 (2d4)	1d3 (1d3)
Alignment:	Neutral	Dark
Movement:	120' (40')	120' (40')
Armor Class:	17	16
Hit Dice:	8	12
Attacks:	3 (2 claws, bite)	5 (4 claws, bite)
Damage:	1d4/1d4/1d8	1d6 (each claw)/2d6
Save:	12	9
Morale:	8	9
Hoard Type:	XVII	XVIII

*Flame Salamander:* The flame salamander is a kind of intelligent fire elemental. It has a lizard-like appearance, with red scales and four limbs. It reaches a length of 12' to 16'. Scorching heat emanates from the flame salamander, and all creatures within 20' who are susceptible to fire damage receive 1d8 hit points of damage per round. Flame salamanders are unharmed by all fire-based damage and non-magical weapons. They are unaffected by sleep or charm spells. These creatures often live in the molten lava of volcanoes, or otherwise in very hot and arid regions.

*Frost Salamander:* The frost salamander resembles a flame salamander, except that it has six limbs and is white or bluish white. It attacks with its front four claws and a bite. Bone-chilling cold emanates from the frost salamander, and all

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creatures within 20' that are susceptible to cold damage receive 1d8 hit points of damage per round. Frost salamanders are unharmed by all cold-based damage and non-magical weapons. They are unaffected by sleep or charm spells. These creatures prefer to live in icy and cold regions.

These two forms of salamander are natural enemies. They despise one another and will always fight if in the same vicinity.

## Satyr

No. Enc.: 2d4 (2d4)  
 Alignment: Neutral  
 Movement: 180' (60')  
 Armor Class: 14  
 Hit Dice: 5  
 Attacks: 1 (horns)  
 Damage: 2d4  
 Save: 14  
 Morale: 7  
 Hoard Type: IX, XVIII

A satyr's hair is red or chestnut brown, while its hooves and horns are jet black. They live carefree lifestyles in isolated sylvan settings, where they enjoy good wine and seducing dryads, nymphs, and elven women. Satyrs avoid combat, but when forced they attack with their horns. There is a 25% chance that a satyr has a magical weapon. In any group of satyrs, one member has a set of magical pipes only usable by their kind. It has the effects of charm, sleep, and fear for beings within 60' who fail a save versus spells. If the save succeeds, that being cannot be affected by the same pipes again. Satyrs can be 90% invisible in wilderness settings, and their keen senses make them surprised only on a 1 on 1d6. Satyrs speak their own language, elven, and common.

## Scorpion, Giant

No. Enc.: 1d6 (1d6)  
 Alignment: Dark  
 Movement: 150' (50')  
 Armor Class: 17  
 Hit Dice: 4  
 Attacks: 3 (2 claws, sting)  
 Damage: 1d10/1d10/1d4, poison  
 Save: 15  
 Morale: 11  
 Hoard Type: VII

These aggressive giant cousins to scorpions are about 6' long. Any time that a claw successfully strikes, the sting attack receives a bonus of +2 to hit. If stung, a victim needs to succeed at a saving throw versus poison or die. Giant scorpions can be found in labyrinths, rock shelters, ruins, and hot environments.

## Sea Hag

No. Enc.: 1d4 (1d4)  
 Alignment: Dark  
 Movement: 150' (50')  
 Armor Class: 12  
 Hit Dice: 3  
 Attacks: 1 (weapon)  
 Damage: 1d4 (dagger)  
 Save: 14  
 Morale: 7  
 Hoard Type: XIV

This race of vile females lives in shallow fresh or saltwater areas. They consume humanoid flesh, and to that end they have a gaze that will instantly kill a victim within 30' that fails a save versus poison (usable 3 times per day). These creatures are so hideous that any being looking at one must save versus magic or lose 50% of his STR for 1d6 turns.



**Sea Serpent**

	<i>Normal</i>	<i>Giant</i>
No. Enc.:	0 (2d6)	1 (1)
Alignment:	Neutral	Neutral
Movement:		
Swim:	150' (50')	250' (100')
Armor Class:	14	17
Hit Dice:	6	30
Attacks:	1 (bite or constrict)	1 (bite or constrict)
Damage:	2d6 or see below	4d6 or see below
Save:	14	3
Morale:	8	7
Hoard Type:	None	None

Sailors dread sea serpents. Small serpents are immense, 30' long snake-like sea beasts that will attack ships that are 30' long or smaller. It wraps its serpentine body around ships to constrict for 1d10 structural hit points of damage each round. When attacking creatures or characters it attacks with a bite that deals 2d6 hit points of damage. Giant serpents are also known as Sea Terrors and gigantic, 120' long snake-like sea beasts that will attack ships that are 100' long or smaller. It wraps its serpentine body around ships to constrict for 4d6 structural hit points of damage each round. When attacking creatures or characters it attacks with a bite that deals 4d6 hit points of damage and can swallow up to human-sized creatures whole.

**Shadow**

No. Enc.:	1d8 (1d12)
Alignment:	Dark
Movement:	90' (30')
Armor Class:	12
Hit Dice:	2 + 2
Attacks:	1
Damage:	1d4, special
Save:	16
Morale:	12
Hoard Type:	XVII

Although shadows seem to resemble ghosts, since they have no corporeal body and resemble shadows, but they are not truly undead creatures. As a consequence, shadows are not susceptible to the cleric ability to turn undead. Shadows may only be struck with magical weapons. However, like undead, shadows are unaffected by charm or sleep spells. Shadows are very silent and difficult to observe. They will surprise on a surprise check roll of 1-5 on 1d6. When a shadow successfully attacks an opponent, the victim suffers 1d4 hit points of damage, and 1 point of STR is drained for 8 turns. Should a being be drained to STR 0, it permanently transforms into a shadow.

**Shambling Mound**

No. Enc.:	1d3 (1d3)
Alignment:	Neutral
Movement:	60' (20')
Armor Class:	19
Hit Dice:	8-11
Attacks:	2
Damage:	2d8/2d8
Save:	12
Morale:	12
Hoard Type:	VIII, IX, XIV

Shambling mounds, also called shamblers, appear to be heaps

of rotting vegetation. They are actually intelligent, carnivorous plants. A shambler's brain and sensory organs are located in its upper body, buried deep within its slimy dense trunk. A shambler's body has an 8' girth and is about 6' tall when the creature stands erect. These creatures batter opponents with two huge, arm-like appendages. If both hit in the same round, a victim has been grabbed and it will be smothered to death by the shambler's abundant mucus in 2d4 rounds. The victim can only get free if the shambler is killed. Shamblers take no damage from electricity. Instead, any electricity attack used against a shambler grants it 1 HD (the creature actually grows). In addition, fire-based attacks do not harm it. Cold-based attacks do half damage, or no damage if the shambler succeeds in a saving throw. Weapons deal half damage. However, since shamblers are intelligent plant creatures they are susceptible to spells that affect plants.

**Shark**

	<i>Bull</i>	<i>Mako</i>
No. Enc.:	0 (3d6)	0 (2d6)
Alignment:	Neutral	Neutral
Movement:	-	-
Swim:	180' (60')	180' (60')
Armor Class:	15	15
Hit Dice:	2	4
Attacks:	1 (bite)	1 (bite)
Damage:	2d4	2d6
Save:	18	17
Morale:	7	7
Hoard Type:	None	None

	<i>Great White</i>	<i>Giant</i>
No. Enc.:	0 (1d4)	0 (1d3)
Alignment:	Neutral	Neutral
Movement:	-	-
Swim:	180' (60')	180' (60')
Armor Class:	15	14
Hit Dice:	8	10-15
Attacks:	1 (bite)	1 (bite)
Damage:	2d10	4d4 (10-11 HD) 5d4 (12-13 HD), 6d4 (14-15 HD)
Save:	16	12
Morale:	7	10
Hoard Type:	None	None

Sharks are some of the most efficient hunters of the sea. Although they are not very intelligent, they are cunning. As soon as sharks sense blood in the water (to a range of 300') they become furious feeders and will fight to the death with no check for morale.

*Bull Shark:* Bull sharks are brown and reach a length of 8'.

*Mako Shark:* These giant 15' sharks will attack large prey. They are tan or gray.

*Great White Shark:* This immense shark can reach lengths exceeding 30'. They are silvery-gray with white bellies. These sharks are vicious, and may attack boats that are half their length.

*Giant Shark:* These giant sharks are 25' to 50' long, but are otherwise much like their smaller cousins. Giant sharks have a swallow attack. A swallowed victim will die in 6 rounds unless the shark is killed before that time.

**Shrew, Giant**

No. Enc.:	1d4 (1d8)
Alignment:	Neutral
Movement:	180' (60')
Armor Class:	15
Hit Dice:	1
Attacks:	2 (bite)
Damage:	1d6/1d6
Save:	18
Morale:	10
Hoard Type:	None

Giant shrews are rodents, and in some ways resemble giant rats. However, shrews have slightly longer snouts and are burrowing animals with reduced eyesight. They can jump up to 5'. Giant shrews are able to echolocate in a fashion not unlike bats, by emitting small squeaks. With this kind of "vision" they are able to see 60', and this may be blocked with the spell silence 15' radius. A deafened (and thus blinded) giant shrew has an effective AC of 8 and suffers a -4 penalty to attack rolls. Giant shrews are insectivores, and are highly territorial. They will attack trespassers, and are extremely fast. They automatically have initiative on the first round of combat, and have a bonus of +1 on the second round. Giant shrews are fearsome, vicious fighters and they are extremely intimidating. Any opponent with 3 HD or fewer must succeed in a saving throw versus death or flee.

#### Shrieker

No. Enc.: 1d8 (0)  
 Alignment: Neutral  
 Movement: 9' (3')  
 Armor Class: 12  
 Hit Dice: 3  
 Attacks: See below  
 Damage: See below  
 Save: 16  
 Morale: 12  
 Hoard Type: None

A shrieker is a stationary fungus, resembling a large mushroom, that emits a loud noise to attract prey or when disturbed. Shriekers live in dark, subterranean places, and come in of shades of purple. The shrieker will emit its scream if it senses movement within 30', or light comes within 60'. The scream persists for 1d3 rounds. For every round a shrieker is screaming, there is a 50% probability that it has caught the attention of a wandering monster. Wandering monsters will arrive on the scene within 2d6 rounds.

#### Skeleton

No. Enc.: 3d4 (3d10)  
 Alignment: Dark  
 Movement: 60' (20')  
 Armor Class: 12  
 Hit Dice: 1  
 Attacks: 1  
 Damage: 1d6 or weapon  
 Save: 18  
 Morale: 12  
 Hoard Type: None

Skeletons 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. A skeleton does only what it is ordered to do. It can draw no conclusions of its own and takes no initiative. Because of this limitation, its instructions must always be simple. A skeleton attacks until destroyed. Skeletons are undead, and a cleric may turn them. Like other undead, skeletons are unaffected by charm or sleep spells.

#### Slithering Tracker

No. Enc.: 1 (1)  
 Alignment: Neutral  
 Movement: 120' (40')  
 Armor Class: 14  
 Hit Dice: 5  
 Attacks: 0  
 Damage: None  
 Save: 13  
 Morale: 10  
 Hoard Type: XX

This creature looks like a long, thin transparent protoplasm, almost snake-like in form. It is an amorphous and transparent creature that inhabits dark underground areas of the world. It blends so well with the environment that it can only be seen 5% of the time. Unlike other oozes, the slithering tracker does not

feed on organic matter. It survives by devouring living creatures. A typical slithering tracker is 3' long. It generally does not attack victims immediately, but instead follows them until they go to sleep. Then it contacts a victim's skin, and if the victim fails a save versus paralyze then the creature's poisonous slime paralyzes the victim permanently. The slithering tracker then engulfs the victim and digests it in 6 turns.

#### Slug, Giant

No. Enc.: 1 (1)  
 Alignment: Neutral  
 Movement: 60' (20')  
 Armor Class: 11  
 Hit Dice: 12  
 Attacks: 1 (bite)  
 Damage: 1d12  
 Save: 11  
 Morale: 10  
 Hoard Type: None

Giant slugs are larger, much stronger versions of normal slugs. They are pale gray in color with a dull white underbelly. They have a single pair of long, thin tentacles or antennae. The giant slug uses them to sense brightness, heat, and to smell. A typical giant slug is 20' long but can grow to twice that length. Its squishy flexible body allows it to squeeze into relatively narrow corridors, though it may be in such a way as to prevent turning. A large slime trail marks the ground as it moves. Giant slugs are found in moist or wet environments such as swamps, marshes, rain forests, and dungeons. They are both scavengers and predators feeding on both plants and animals. Giant slugs are nocturnal creatures and spend the daylight hours away from the heat of the sun. Giant slugs may attack with a bite, but they often employ their highly dangerous acid spittle to a range of 60'. If struck, a victim suffers 5d8 hp acid damage. Giant slugs are only harmed by sharp weapons or magical blunt weapons (magical value deals damage only).

#### Snake

	<i>Spitting Cobra</i>	<i>Pit Viper</i>	<i>Sea Snake</i>
No. Enc.:	1d6 (1d6)	1d8 (1d8)	1d8 (1d8)
Alignment:	Neutral	Neutral	Neutral
Movement:	90' (30')	90' (30')	90' (30')
Armor Class:	12	13	13
Hit Dice:	1	2	3
Attacks:	1 (bite or spit)	1 (bite)	1 (bite)
Damage:	1d3, poison	1d4, poison	1, poison
Save:	18	18	17
Morale:	7	7	7
Hoard Type:	None	None	None

	<i>Giant Python</i>	<i>Giant Rattler</i>
No. Enc.:	1d3 (1d3)	1d4 (1d4)
Alignment:	Neutral	Neutral
Movement:	90' (30')	120' (40')
Armor Class:	13	14
Hit Dice:	5	4
Attacks:	2 (bite, constrict)	2 (bite)
Damage:	1d4/2d8	1d4, poison
Save:	15	16
Morale:	8	8
Hoard Type:	VI	VI

Snakes are legless reptiles, and often have venomous bites. Snakes usually are not aggressive and flee when confronted. They live in many different climates, but especially avoid severely cold environments.

*Spitting Cobra*: Like most snakes, the 3' long spitting cobra avoids conflict. However, if it is threatened it will rear up and emit poisonous spittle. A victim is entitled to a saving throw versus poison, and failure indicates the opponent is blinded. The spell cure blindness will reverse the effects. The bite of the cobra deals 1d3 hit points of damage, and is venomous. A victim must succeed in a saving throw versus poison or be killed after 1d10 turns.

*Pit Viper:* This gray-green snake is 5' long, and the pits on its head are able to sense heat to a distance of 60'. Pit vipers are extremely fast, and will automatically have initiative every round. They have a venomous bite that requires a successful saving throw versus poison, or the victim dies.

*Sea Snake:* These 6' long aquatic snakes are extremely poisonous and aggressive. Their bites do very little damage, but like other venomous snakes, a victim must succeed in a saving throw versus poison or die after 1d4 + 2 turns. There is a 50% probability that a victim, if unaware of the snake's presence, will not realize he has been bitten. The poison from a sea snake is particularly potent, and the spell neutralize poison is ineffective 25% of the time.

*Giant Python:* The giant python is 20' long. It attacks first with a bite, and on a successful hit it is also able to constrict a victim for an additional 2d4 hit points of damage. The constriction continues on subsequent rounds.

*Giant Rattlesnake:* These snakes are extremely quick, and bite twice per round. One bite occurs at the beginning of the round, and another at the end of the round. The bite is venomous, and a victim must succeed in a saving throw versus poison, or die 1d6 turns later. The giant rattlesnake is 10' long, carnivorous, and will hunt large mammals.

### Spectre

No. Enc.: 1d4 (1d8)  
Alignment: Dark  
Movement: 150' (50')  
Fly: 300' (100')  
Armor Class: 17  
Hit Dice: 6  
Attacks: 1 (touch)  
Damage: 1d8, drain level  
Save: 10  
Morale: 11  
Hoard Type: XVIII

A spectre is an undead creature that looks much as it did in life and can be easily recognized by those who knew the individual or have seen the individual's face in a painting or a drawing. In many cases, the evidence of a violent death is visible on its body. A spectre is roughly human-sized and is weightless. These powerful undead are unharmed by ordinary weapons, including weapons made of silver. Being similar to all undead, they share an immunity to charm, hold, and sleep spells. The most dreaded attack of the spectre is its life draining ability. When a victim is struck, it suffers 1d8 hit points of damage and loses 2 experience levels or 2 HD. Note that characters drained of levels must also reduce other characteristics associated with their class and level. After being drained of levels, a character will have the minimum number of experience points for the level he is reduced to. Should a character reach level 0, he dies and will become a spectre in 24 hours. The new spectre is under the command of the spectre that killed him.

### Sphinx

	<i>Androsphinx</i>	<i>Criosphinx</i>
No. Enc.:	1 (1)	1d4 (1d4)
Alignment:	Light	Neutral
Movement:	180' (60')	120' (40')
Fly:	300' (100')	240' (80')
Armor Class:	21	19
Hit Dice:	12	10
Attacks:	2 (claws)	3 (2 claws, head butt)
Damage:	2d6/2d6	2d4/2d4/3d6
Save:	7	9
Morale:	9	9
Hoard Type:	XVI	XVIII

	<i>Gynasphinx</i>	<i>Hieracosphinx</i>
No. Enc.:	1 (1)	1d6 (1d6)
Alignment:	Neutral	Dark
Movement:	150' (50')	90' (30')
Fly:	240' (80')	360' (120')
Armor Class:	20	18
Hit Dice:	8	9
Attacks:	2 (claws)	3 (2 claws, beak)
Damage:	2d4/2d4	2d4/2d4/1d10
Save:	13	11
Morale:	9	10
Hoard Type:	X, XIV	XVIII

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.

*Androsphinx:* These male sphinxes are 8' tall and have heads that combine the characteristics of a human and a lion. They generally attack with their large claws, but also have the spell casting ability of a 6th level cleric. Three times per day an androsphinx can let loose a mighty roar that can be heard for miles. It will usually only emit these roars if it becomes exceedingly angry. The effects of each roar are different. For the 1st roar, creatures within 360' must save versus spells or be affected as a wand of fear for 3 turns. For the second roar, all creatures smaller than ogres within 30' are rendered deaf for 2d6 rounds. Within 20' creatures must save versus petrification or be paralyzed for 1d4 rounds. If it roars a third time, all those within 240' must succeed in a save versus spells or reduce 2d4 points of STR for 2d4 rounds. In addition, any creature smaller than an ogre within 30' will be thrown to the ground. If thrown to the ground, a creature must save versus breath attacks or be stunned for 2d6 rounds. If the creature is not knocked down it suffers 2d8 hp damage instead. The force of this roar is so great that it breaks any stone or crystalline object within 30'. Androsphinxes despise gynosphinxes, and only deal with them for the purposes of reproduction.

*Criosphinx:* These crafty creatures have the head of a ram, and covet wealth. They are always male, and average 7' tall. They often attempt to trick wealth from other creatures. They attack with two claws and a head butt.

*Gynosphinx:* These sphinxes are the female counterparts of androsphinxes, and are 7' tall. They value wealth, and have been known to aid adventurers for a price. They have the following spell-like abilities usable 1 time per day: clairaudience, clairvoyance, detect invisibility, detect magic, dispel magic, read languages, read magic, remove curse, legend lore, and locate object. Every week they may use all forms of symbol once each. In addition to taking payment from adventurers in the form of treasure, they value knowledge, literature, and above all knowledge of the whereabouts of an androsphinx.

*Hieracosphinx:* These evil sphinxes have the head of an eagle, and attack with claws and a beak each round. They are 7' tall. Much like other sphinxes, hieracosphinxes covet treasure. They sometimes enter the service of powerful and evil creatures, often as steeds or guards.

### Spider, Giant

	<i>Black Widow</i>	<i>Crab Spider</i>	<i>Tarantula</i>
No. Enc.:	1d3 (1d3)	1d4 (1d4)	1d3 (1d3)
Alignment:	Neutral	Neutral	Neutral
Movement:	60' (20')	120' (40')	120' (40')
Web:	120' (40')	None	None
Armor Class:	13	12	14
Hit Dice:	3	2	4
Attacks:	1 (bite)	1 (bite)	1 (bite)
Damage:	2d6, poison	1d8, poison	1d8, poison
Save:	17	18	17
Morale:	8	7	8
Hoard Type:	VI	VI	VI

*Giant Black Widow:* The giant black widow is a shiny black color,

and has a red design resembling an hourglass on its ventral abdomen. This spider is 6' long. These spiders are very aggressive, and prefer to trap prey in their sticky web. The web has the same properties as that of the web produced by the spell of the same name. Any opponent bitten by the giant black widow is entitled to a saving throw versus poison, and failure indicates death after 1 turn.

*Giant Crab Spider:* These 5' long carnivorous spiders do not weave webs, but crawl upon vertical surfaces and ceilings to pounce upon prey. They are able to surprise opponents on a surprise check roll of 1-4 on 1d6, due to their ability to change colors to match the environment. The bite of the giant crab spider is venomous, and a victim will die in 1d4 turns unless a saving throw versus poison is made. A bonus of +2 is given on this roll, due to the less potent nature of the venom.

*Giant Tarantula:* This giant spider is highly magical, and is not truly a tarantula despite its appearance. Its painful bite has a magical poison. Any victim must succeed in a saving throw versus poison or begin to spasm horribly, while standing, in what appears to be some macabre dance. This excruciating dance imparts a penalty of -4 to hit if the victim engages in combat, and others receive a bonus of +4 to hit such a "dancer." The effects have a duration of 2d6 turns. However, victims of the dance become paralyzed in 5 turns, fall to the ground, and are completely helpless. The effects of the dance are magically infectious, such that any creatures witnessing the dance must also save versus poison or begin to dance themselves for the same duration as the first dancer. These effects can be countered with the spell dispel magic.

#### Spider, Phase

No. Enc.: 1d4 (1d4)  
Alignment: Neutral  
Movement: 60' (20')  
On web: 150' (50')  
Armor Class: 12  
Hit Dice: 5 + 5  
Attacks: 1 (bite)  
Damage: 1d6  
Save: 14  
Morale: 8  
Hoard Type: XVIII

These 8' long giant spiders attack with a poisonous bite. Victims must succeed in a saving throw versus poison or die. Phase spiders are difficult opponents, since they spend most of the time out of phase, and invulnerable to attack except by creatures capable of affecting beings on the ethereal plane. If the spell phase door is cast on a phase spider it cannot phase out again for 7 rounds. The webs of this spider are very sticky, and it takes a creature with 18 STR or higher 1 round to break out. If STR is 17, it takes 2 rounds. The webs burn easily, as with a web spell.

#### Sprite

No. Enc.: 3d6  
Alignment: Neutral  
Movement: 60' (20')  
Fly: 180' (60')  
Armor Class: 14  
Hit Dice: 1d4 hit points  
Attacks: 1 (spell)  
Damage: See below  
Save: 16  
Morale: 7  
Hoard Type: IV

Sprites are reclusive fey creatures that are cousins to elves and pixies. They are 1' tall, and have wings. Sprites are not malicious, but are mischievous, and enjoy playing tricks on other creatures. When five sprites pool their energies, they may inflict a curse upon a target. A curse will not be directed to cause physical harm or illness, but will instead be embarrassing or of some other "humorous" nature. Examples might include making a character's skin change to be dotted or striped, or some other effect left to the GM's discretion. The spell remove

curse can counter this effect.

#### Squid, Giant

No. Enc.: 0 (1d4)  
Alignment: Neutral  
Movement: -  
Swim: 120' (40')  
Armor Class: 12  
Hit Dice: 6  
Attacks: 9 (8 tentacles, bite)  
Damage: 1d4 (all tentacles)/1d10  
Save: 14  
Morale: 7 (9)  
Hoard Type: VII

These voracious free-swimming mollusks are fairly aggressive creatures, and can have bodies more than 20 feet long. They attack almost anything they meet. They have 2 large tentacles and 8 small tentacles. The larger ones are used to wrap around entire ships, dealing 1d10 structural hit points of constriction damage. When constricting a ship the squid will also attack with its great beak for an extra 2 points of structural hit point damage for each round. Smaller tentacles are used to grasp smaller creatures on ships or near water. These tentacles constrict victims when they successfully attack, and deal 1d4 hit points of damage each per successive rounds. They also may attack with their beak for 1d10 points of damage. A smaller tentacle can be cut off if a total of 6 hit points or more of damage is dealt with one blow, while a larger one requires a minimum of 10 hp damage. A giant squid may swim away if it is losing an encounter, and it will spray a 30' radius cloud of black ink to obscure its escape.

#### Statue, Animated

	<i>Crystal</i>	<i>Stone</i>	<i>Iron</i>
No. Enc.:	1d6 (1d6)	1d3 (1d3)	1d4 (1d4)
Alignment:	Light	Dark	Neutral
Movement:	90' (30')	60' (20')	30' (10')
Armor Class:	15	15	15
Hit Dice:	3	5	4
Attacks:	2 (fists)	2 (fists)	2 (fists)
Damage:	1d6/1d6	2d6/2d6	1d8/1d8
Save:	14	12	13
Morale:	11	11	11
Hoard Type:	None	None	None

Animated statues are statues of ordinarily inorganic, inanimate material given life by powerful magic-users. These statues may be used to guard locations, and unless they engage in some form of movement they will appear to be normal statues. The GM may create animate statues composed of additional materials, using the above three examples as guidelines. These statues often appear humanoid, but may be statues of any type and size. Animate statues are immune to the effects of sleep spells.

*Crystal:* These animate statues are composed of crystals, often quartz.

*Stone:* These statues appear to be made simply of some kind of stone, but inside the statue there is a large pocket of molten lava. This statue does not usually attack with fists, but projects lava through the tips of its fingers to inflict 2d6 hit points of burning damage.

*Iron:* When ordinary, metal, non-magical weapons strike an animate iron statue the attacker must succeed in a saving throw versus spells. Otherwise, the weapon becomes lodged in the statue, and can only be retrieved by killing the statue.





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Many Microlite74 gamers know that Randall Stukey, the author of Microlite74 and other M20-based old school games is trying to raise funds to pay the bills from [his wife's oral cancer](#) treatments and that he worked on the original Microlite74 as way to cope during her recovery from 6 weeks of radiation treatment in 2008. Randall and Donna are some of the 40 to 50 million people in the US who do not have health insurance nor did they qualify for government aid as they live in Texas and have no children. Donna (successful so far) cancer treatments have cost over \$110,000. While some of this has been absorbed by hospital foundations and the like, they still owe a lot of it. You can donate to the RetroRoleplaying Cancer Fund (via PayPal) and help them pay their bills.

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- A copy of the Player's Introduction to the Fourth Campaign Arn (from about 1984)
- Microlite74 2.0 Special Edition -- a 60-page PDF designed to be printed in booklet format from Adobe Acrobat. Artwork is by Håkan Ackegård. This Special Edition incorporates the rules from the first supplement. The text has been reformatted into a single column in a large enough font to easily read.

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### Stegosaurus

No. Enc.: 0 (1d4)  
Alignment: Neutral  
Movement: 60' (20')  
Armor Class: 16  
Hit Dice: 11  
Attacks: 1 (tail or trample)  
Damage: 2d8 or 2d6  
Save: 15  
Morale: 7  
Hoard Type: None

These prehistoric herbivore reptiles are very large, and have a strip of hard plates that runs along their spine. Their tails are powerful weapons, which have four large spikes on their ends. This creature will most often be encountered in warm, tropical or sub-tropical environments.

### Stirge

No. Enc.: 1d10 (3d12)  
Alignment: Neutral  
Movement: 30' (10')  
Fly: 180' (60')  
Armor Class: 12  
Hit Dice: 1  
Attacks: 1  
Damage: 1d3  
Save: 18  
Morale: 9  
Hoard Type: XI

This monster looks something like an anteater with feathers. A stirge's coloration ranges from rust-red to reddish-brown, with a dirty yellow underside. The long proboscis is pink at the tip, fading to gray at its base. A stirge's body is about 1 foot long, with a wingspan of about 2 feet. It weighs about 1 pound. A stirge uses its long proboscis to penetrate a victim, latch on, and drain its blood. When a stirge attacks an opponent for the first time, its quick speed grants it a bonus of +2 to hit. A successful attack deals 1d3 points of damage from blood sucking, and thereafter each round the stirge has latched to an opponent and sucks 1d3 hit points of damage worth of blood every round. A stirge will remain attached to a victim until the victim dies, or until the stirge is killed.

### Strangle Weed

No. Enc.: 3d4 (3d4)  
Alignment: Neutral  
Movement: None  
Armor Class: 13  
Hit Dice: 2-4  
Attacks: 1  
Damage: See below  
Save: 15  
Morale: NA  
Hoard Type: I, II, III, IV, V, XI, XIV

This mass of writhing vines and leaves looks like a large patch of seaweed. Several long fronds protrude from the center of it, and it is 12' wide. It attacks by grappling its foe and then squeezing it. Slain creatures are digested by the strangle weed. The strangle weed is dark green and slightly slimy, with 3d4 fronds, each about 10' long, protruding from its main body. Strangle weed lies still until prey comes near. It then lashes out with its fronds, attempting to grapple its foes. Grappled foes are squeezed until they die. Each frond has an effective STR of 4d4. A victim has a 10% chance of breaking free for each point of STR he has above that of the frond's STR. More than one frond may entangle a victim, 1 frond per round with a successful attack. Multiple fronds combine STR. If the fronds have more STR than the victim, the victim suffers 1 hp crushing damage per point of STR the fronds have above the victim's. Creatures caught in the fronds may attack with -2 to hit. A subterranean version of the strangle weed is believed to exist, though encounters with it are very rare. It is whitish-green and is found in underground pools, stagnant water, and the like.

## T

**Throghrin**

No. Enc.: 1d6 (1d10)  
 Alignment: Dark  
 Movement: 120' (40')  
 Armor Class: 13  
 Hit Dice: 3  
 Attacks: 2 or 1 (2 claws or weapon)  
 Damage: 1d3/1d3 or weapon  
 Save: 14  
 Morale: 10  
 Hoard Type: XX

A throghrin may appear to be a hobgoblin at first glance, but these monsters are a wicked, unholy magical hybrid of troll, hobgoblin, and ghoul. They have an affinity for the company of hobgoblins, and are occasionally employed as bodyguards to a hobgoblin king. Throghrin have the same paralyzing touch as a ghoul, and can regenerate as a troll 1 hp per round. Hit points are gained at the start of each combat round.

**Tick, Giant**

No. Enc.: 3d4 (3d4)  
 Alignment: Neutral  
 Movement: 30' (10')  
 Armor Class: 16  
 Hit Dice: 2-4  
 Attacks: 1  
 Damage: 1d4  
 Save: 16  
 Morale: 8  
 Hoard Type: None

These creatures are 1' to 3' long, and attack with a bite. If successful, they have attached themselves and drain 1d6 hp damage worth of blood each round thereafter, until they have drained an equivalent of blood equal to their maximum hp total. Giant ticks do not let go of a victim unless burned, killed, or suffocated by submersion in water. In addition, all victims have a 50% probability of contracting a wasting disease that kills the victim in 2d4 days. The spell cure disease is effective in eliminating this illness.

**Titan**

No. Enc.: 1d2 (1d2)  
 Alignment: Light  
 Movement: 210' (70') or 150' (50')  
 Armor Class: 17 to 22  
 Hit Dice: 17-22  
 Attacks: 1 (fist)  
 Damage: 7d6 or 8d6  
 Save: 3  
 Morale: 10  
 Hoard Type: X, XI x 8, XVIII

A titan resembles an 18' to 23' tall very attractive human. They are disposed toward good but are nonetheless creatures of chaos. Titans vary in strength, with the most powerful ones being larger. Roll to determine the power level of a titan when it is encountered:

Roll d6	AC	HD	Damage	Movement	Height
1	17	17	7d6	210' (70')	18'
2	18	18	7d6	210' (70')	19'
3	19	19	7d6	210' (70')	20'
4	20	20	7d6	210' (70')	21'
5	21	21	8d6	150' (50')	22'
6	22	22	8d6	150' (50')	23'

Titans attack with their powerful fists. In addition, they have the following spell-like abilities: invisibility, levitate (twice per day), and they can become ethereal (twice per day). Further, titans may use cleric and magic-user spells. Their highest spell level

ability for each class is determined by rolling 1d4+3, and titans have access to 2 spells per spell level. Titans speak all giant languages, titan, common, and their alignment tongue.

**Titanother**

No. Enc.: 0 (1d6)  
 Alignment: Neutral  
 Movement: 120' (40')  
 Armor Class: 14  
 Hit Dice: 12  
 Attacks: 1 (butt or trample)  
 Damage: 2d6 or 2d8  
 Save: 15  
 Morale: 7  
 Hoard Type: None

These creatures are prehistoric relatives of the rhinoceros. They have large, blunt-tipped horns rather than the sharp horns of rhinos, and can reach a height of 10' to 12'. Few creatures threaten these large beasts, and they are relatively peaceful herbivores. When they do attack, they are capable of a charge for double damage, and they may trample.

**Toad, Giant**

No. Enc.: 1d4 (1d4)  
 Alignment: Neutral  
 Movement: 90' (30')  
 Armor Class: 12  
 Hit Dice: 2 + 2  
 Attacks: 1 (bite)  
 Damage: 1d4 + 1  
 Save: 18  
 Morale: 6  
 Hoard Type: None

	<i>Ice</i>	<i>Poisonous</i>
No. Enc.:	1d4 (1d4)	1d4 (1d4)
Alignment:	Neutral	Neutral
Movement:	90' (30')	90' (30')
Armor Class:	15	12
Hit Dice:	5	2 + 2
Attacks:	1 (bite)	1 (bite)
Damage:	3d4	1d4 + 1
Save:	15	18
Morale:	7	6
Hoard Type:	XIV	None

These immense toads can grow to be as large as a wolf and weigh up to 250 lbs. They have the ability to alter the color of their warty hides to match that of the dim labyrinth corridors or dark forests they frequent. For this reason they will surprise a victim on a surprise check roll of 1-3 on 1d6. Giant toads have 15' long tongues, and on a successful hit they are able to yank any being the size of a dwarf or smaller toward their mouths for a bite attack. Victims no larger than a halfling may be swallowed on an attack roll of 20. Any creature swallowed will suffer 1d6 hit points of damage per round as the toad digests it.

*Ice:* These giant toads are 8' long and live in cold regions or deep within labyrinths. Giant ice toads have a swallow attack, and are capable of swallowing human sized opponents. They lash out with 20' long tongues, and on a successful attack may yank a victim to its mouth for a bite attack. Swallowed opponents suffer 1d6 hp damage per round they are in the toad's stomach, unless it is killed. In addition, once every 2 rounds a giant ice toad may emit an icy blast at all creatures within a 10' radius. All creatures susceptible to cold-based attacks suffer 3d6 hp damage.

*Poisonous:* Giant poisonous toads are in all ways identical to "ordinary" giant toads. They are the size of a wolf and can blend into their environments, surprising opponents on a 1-3 on 1d6. They have a 15' long tongue they attack with to yank opponents to their gaping mouths. A successful bite attack deals 1d4+1 hp damage and victims must save versus poison or die. Giant poisonous toads have a swallow attack that is effective against opponents the size of a dwarf or smaller. Swallowed opponents suffer 1d6 hp damage per round they are in the toad's stomach,

unless it is killed.

### Trapper

No. Enc.: 1 (1)  
Alignment: Neutral  
Movement: 30' (10')  
Armor Class: 16  
Hit Dice: 12  
Attacks: 4+  
Damage: See below  
Save: 13  
Morale: 10  
Hoard Type: XVII

Trappers are thought to be distant relatives of the lurker above (see that entry). Unlike their relatives, however, trappers mimic the floor of a building, dungeon, or other structure and are 95% undetectable by visual inspection. By manipulating their body structure while covering the floor, trappers can form a box that resembles a small trunk or chest. This is usually enough to lure would-be-adventurers to their doom. A trapper waits until its prey is almost centered on its body near the "trunk" or "chest" before it strikes. It then quickly folds and wraps its body around its unsuspecting prey attempting to smother and squeeze it until it is dead. This deals 1d6 hp of crushing damage each round, and after the 6th round the prey is automatically smothered to death. Victims are incapable of attacking. Trappers suffer only half damage from cold or fire-based attacks, and no damage on a successful saving throw. They keep their treasure underneath them.

### Treant

No. Enc.: 0 (1d8)  
Alignment: Light  
Movement: 60' (20')  
Armor Class: 17  
Hit Dice: 8  
Attacks: 2  
Damage: 2d6/2d6  
Save: 9  
Morale: 6  
Hoard Type: XX

A treant is a mobile, intelligent tree-like creature. A treant is about 18' tall. Its 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 the trunk of a tree, and a motionless treant is nearly indistinguishable from a tree. For this reason, at a distance of more than 30 yards, a motionless treant cannot be distinguished from a normal tree. Because of their inconspicuous nature, beings are surprised on a surprise check roll of 1-3 on 1d6. Treants are very long lived, and as such they take few actions, including speaking, with any haste. They fear fire, and will be cautious if it is nearby. Treants have the ability to control 2 normal trees with a range of 60'. These animated trees will engage in combat with the same characteristics of a treant, and have movement of 30' (5'). Treants may stop or start animating new trees on any given round.

### Triceratops

No. Enc.: 0 (1d4)  
Alignment: Neutral  
Movement: 90' (30')  
Armor Class: 17  
Hit Dice: 11  
Attacks: 1 (gore or trample)  
Damage: 3d6  
Save: 14  
Morale: 8  
Hoard Type: None

These large, 12' high and 40' long prehistoric dinosaurs are herbivores, but very aggressive to those who come near. They live in grassy environments in sub-tropical and temperate regions. These creatures have three very large horns and a big bony plate on their skulls. Like other large animals, a triceratops may charge during the first round of combat to inflict double

damage.

### Triton

No. Enc.: 3d4 (2d6x10)  
Alignment: Neutral (good)  
Movement: 150' (50') swim  
Armor Class: 14  
Hit Dice: 3  
Attacks: 1 (weapon)  
Damage: As weapon  
Save: 15  
Morale: 7  
Hoard Type: VIII, IX, X, XIX

A triton has silvery skin that fades into silver-blue scales on the lower half of its body. It has two scaled "legs" ending in fins. Tritons' hair is deep blue or blue-green and they are about the same size and weight as a human. The reclusive tritons prefer to avoid combat, but they fiercely defend their homes. They attack with either melee or ranged weapons as the circumstances warrant. When encountered outside their lair, they are 90% likely to be mounted on friendly sea creatures such as hippocampi. In a group of 10 or more there will be a 5 HD leader, and in a group of 20 or more there will be an additional 7 HD leader. If more than 60 are encountered, a 9 HD chieftain will be present. In addition, for every 10 tritons encountered there is a 10% chance that 1d4x10% of their number are magic-users of a level determined for each one by rolling 1d6.

### Troglodyte

No. Enc.: 1d8 (5d8)  
Alignment: Dark  
Movement: 120' (40')  
Armor Class: 14  
Hit Dice: 2  
Attacks: 3 (2 claws, bite)  
Damage: 1d4/1d4/1d4  
Save: 17  
Morale: 9  
Hoard Type: XXII

These humanoid reptiles are green, scaly, and have a bony spine along the center of the top of their heads, backs, and backs of their arms. Troglodytes are malicious and warlike, and will attempt to slay any creatures that cross their paths. They have the ability to blend into their environment like a chameleon, and will surprise with a surprise check roll of 1-4 on 1d6. Their bodies are covered in small glands that produce a stinky, slimy coating on their scaly hide. All demi-humans and humans that come near a troglodyte are required to make a saving throw versus poison, or suffer -2 to attack rolls due to the disgusting, horrid stench.

### Troll

No. Enc.: 1d8 (1d8)  
Alignment: Dark  
Movement: 120' (40')  
Armor Class: 15  
Hit Dice: 6 + 3  
Attacks: 3 (2 claws, bite)  
Damage: 1d6/1d6/1d10  
Save: 11  
Morale: 10  
Hoard Type: XIX

A troll's rubbery hide is moss green, mottled green and gray, or putrid gray. The hair is usually greenish black or iron gray. A typical adult troll stands 8' tall. These monsters enjoy eating other intelligent humanoids. Trolls tend to lurk in labyrinths, caverns, ruins, and swamps. They are very wiry and lanky, but excessively strong and have menacing, dirty claws and sharp teeth. Trolls have the ability to regenerate damage they receive. After 3 rounds have passed since they received damage, they will regenerate 3 hit points each round. Fire and acid damage cannot be regenerated by a troll. If a troll loses a limb or body part, these parts will attempt to crawl or squirm back toward the main portion of the body to reattach. A troll can reattach a severed member instantly by holding it to the stump. Due to

this powerful ability to regenerate, trolls cannot be permanently destroyed except by fire or acid. If a troll is damaged enough to be killed (reaches 0 hit points) the troll will continue to regenerate and stand again to fight after 2d6 rounds.

### Turtle, Giant

	Sea	Snapping
No. Enc.:	1d3 (1d3)	1d4 (1d4)
Alignment:	Neutral	Neutral
Movement:	10' (3')	30' (10')
Swim:	150' (50')	120' (40')
Armor Class:	17	19
---- (head, flippers 14) ----		
Hit Dice:	15	10
Attacks:	1 (bite)	1 (bite)
Damage:	4d4	6d4
Save:	8	13
Morale:	6	9
Hoard Type:	None	None

Giant turtles are 40' in diameter. Their temperaments vary depending on type.

*Sea:* Giant sea turtles only fight if directly threatened or very hungry. They may capsize smaller vessels 90% of the time or larger vessels 10% of the time if they come to the surface directly under them.

*Snapping:* These giant turtles are extremely temperamental and aggressive. They live in bodies of fresh water or large rivers. They lie in wait for prey, extending their 10' long necks very suddenly to surprise on 1-4 on 1d6, and then snap at prey for 6d4 hp damage.

### Tyrannosaurus Rex

No. Enc.:	0 (1)
Alignment:	Neutral
Movement:	120' (40')
Armor Class:	16
Hit Dice:	20
Attacks:	1 (bite)
Damage:	6d6
Save:	11
Morale:	11
Hoard Type:	VII x3

This large prehistoric carnivorous dinosaur is a fearsome predator. It is bipedal and can reach heights of 20'. It will hunt any creature that moves, but generally does not bother with prey smaller than a halfling.

## U

### Undead

The undead are a class of monsters that include spectres, zombies, skeletons, wights, wraiths, vampires, and others. These beings were alive at one time, but through foul magic or by dying at the hands of another undead type, these beings rise again as undead horrors. Most undead do not make a sound when moving. All such creatures are immune to the effects of poison. Further, they are unaffected by the spells charm person, sleep, or hold person.

### Unicorn

No. Enc.:	1d6 (1d8)
Alignment:	Light
Movement:	240' (80')
Armor Class:	17
Hit Dice:	4
Attacks:	3 (2 hooves, horn)
Damage:	1d8/1d8/1d8
Save:	14
Morale:	7
Hoard Type:	None

A unicorn has deep sea-blue, violet, brown, or fiery gold eyes. All unicorns have a long, straight horn growing from the center of their foreheads. Males sport a white beard, and all unicorns' coats are snow white. A typical adult unicorn is the size of a wild horse. These majestic creatures have the ability to teleport 1 time per day, along with a rider, up to 360'. A light, virtuous maiden may only approach these shy creatures.

## V

### Vampire

No. Enc.:	1d4 (1d6)
Alignment:	Dark
Movement:	120' (40')
Fly:	180' (60')
Armor Class:	17
Hit Dice:	7 to 9
Attacks:	1 (touch, see below)
Damage:	1d10, drain life energy
Save:	12 to 8
Morale:	11
Hoard Type:	XVII

The vampire is one of the most dreaded undead monsters. Being similar to other undead, they are immune to charm, hold, and sleep spells. Electricity and cold does only half damage, they are unaffected by normal weapons, and they regenerate 3 hit points per round. Vampires must take refuge in a coffin or other hide-away during the daylight hours, and must slumber on soil from their own grave once in a while to maintain their powers' vitality.

Vampires are immensely strong, and deal great blows that inflict 1d10 hit points of damage. These blows (or any other touch) further reduce the victim's life energy by two levels, which consequently reduces all other traits linked to a loss in levels (attack ability, hit dice, etc.).

Vampires have the innate ability to take gaseous form at will, but will be forced into this form if their hit points reach zero. They then attempt to reach their coffin to reform their bodies. If they do not reach the coffin within 2 turns and rest for 8 hours, they are unable to reform.

Further, vampires have the innate ability to shape change into a large bat at will, which grants them flying movement. They can summon 1d10x10 bats or rats when underground. They can summon 3d6 wolves or 2d4 dire wolves when above. These creatures will arrive in 2d6 rounds. In addition, a vampire has a charm gaze (as the charm person spell) that takes effect if a victim peers into a vampire's eyes. The victim may attempt a saving throw versus spells with a penalty of -2.

Although these items do not actually cause harm or completely repel these creatures, vampires will draw back from a light holy symbol, a mirror, or garlic if they are presented with confidence. Garlic causes a vampire to cringe for 1d4 rounds, and a holy symbol or mirror will cause a vampire to take a position in which the item does not impede his or her progress or attack. A light holy symbol will affect a vampire no matter what its ethos was in life. Once a person becomes a vampire, he or she is a dark undead creature, and holy water will inflict 1d6+1 hit points of damage.

There are a few means by which a vampire may be destroyed. They take great damage from immersion in running water, and will be killed in 1 turn. In addition, if caught in sunlight a vampire must succeed in a saving throw versus death for each round exposed, or it will be completely turned to dust. Finally, a stake through the heart, coupled with decapitation, will destroy a vampire. Holy sacraments (such as wafers) must be placed in the mouth. Note that if a vampire is staked he or she will appear to die, but unless also decapitated the vampire will revive when the stake is removed.



Vampires create others of their kind by draining humans or other humanoids of all life energy (they reach 0 level). The victim must be buried, and after 1 day he will arise as a vampire. The victim will retain abilities, including class abilities, which he had in life but will become a dark undead being. He will be a slave to the vampire that created him, but becomes free willed if the master is killed.

# W

## Wasp, Giant

No. Enc.: 1d20 (1d20+20)  
 Alignment: Neutral  
 Movement: 60' (20')  
 Fly: 210' (70')  
 Armor Class: 15  
 Hit Dice: 4  
 Attacks: 2 (bite, sting)  
 Damage: 2d4/1d4  
 Save: 19  
 Morale: 10  
 Hoard Type: XI x 15

These 3' long giant insects are incredibly aggressive and carnivorous. They create nests underground, usually in caverns or dug into the earth. Their nests are constructed of mud or paper. Giant wasps attack with a bite and a poisonous sting. Victims of the sting must succeed in a saving throw versus poison or be permanently paralyzed. Paralyzed victims are taken back to the nest where they are deposited to be devoured by hatching larvae. Victims are killed in this manner in 1d4+1 days. The spell neutralize poison can remove the paralysis.

## Weasel, Giant

No. Enc.: 1d4 (1d6)  
 Alignment: Neutral  
 Movement: 150' (50')  
 Armor Class: 12  
 Hit Dice: 4 + 4  
 Attacks: 1 (bite)  
 Damage: 2d4  
 Save: 15  
 Morale: 8  
 Hoard Type: VII

These 9' long creatures are brown, tan, or white. They are fierce hunters, and when they successfully attack with their bite they cling to the victim, sucking blood for 2d4 hit points of damage each round. They cannot be removed, and will cling until either the victim has died or the weasel has been killed. These creatures can see in the dark with a limited 30' infravision, and have a very keen sense of smell that they use to track prey. These burrowing creatures live in the tunnels they create in the earth, and will sometimes venture or burrow into labyrinths.

## Whale

	<i>Killer</i>	<i>Narwhal</i>
No. Enc.:	0 (1d6)	0 (1d4)
Alignment:	Neutral	Light
Movement:	240' (80')	180' (60')
Armor Class:	13	12
Hit Dice:	6	12
Attacks:	1 (bite)	2 (bite, horn)
Damage:	1d20	2d6/1d8
Save:	13	10
Morale:	10	8
Hoard Type:	VII	None

## Sperm

No. Enc.: 0 (1d3)  
 Alignment: Neutral  
 Movement: 180' (60')  
 Armor Class: 13  
 Hit Dice: 36  
 Attacks: 1 (bite)  
 Damage: 3d20  
 Save: 4  
 Morale: 7  
 Hoard Type: VII

*Killer Whale:* These immense whales typically reach a length of 25'. They prefer colder waters of the north or extreme south. They prey on many different animals of the sea. They will swallow any creature of a size equal to or less than a halfling if their attack roll result is a 20. A creature that is swallowed suffers 1d6 hit points of damage each round, and drowns after 10 rounds.

*Narwhal:* These large whales typically reach a length of 15'. They prefer colder waters of the north or extreme south. They are highly intelligent and have a magic horn on their heads that resembles the horn of a unicorn. Some say that this horn, even when severed, will vibrate in the vicinity of dark or evilly intentioned creatures. Even if this rumor is false, the horns are valuable for their ivory, fetching 1d6x1,000 gp.

*Sperm Whale:* These gigantic whales typically reach a length of 60'. They will swallow any creature of a size equal to or less than a human if their attack roll result is at least 4 higher than the attack roll required to strike. A creature that is swallowed suffers 3d6 hit points of damage each round. When a sperm whale encounters a sea vessel, it usually (90%) leaves it undisturbed, but may decide to attack. A sperm whale can slam into a ship with its immense head, dealing 6d6 structural hit points of damage.

## Wight

No. Enc.: 1d6 (1d8)  
 Alignment: Dark  
 Movement: 90' (30')  
 Armor Class: 14  
 Hit Dice: 3  
 Attacks: 1  
 Damage: Drain life energy  
 Save: 16  
 Morale: 12  
 Hoard Type: XXI

Wights are undead creatures who were formerly humans or demi-humans in life. A wight's appearance is a weird and twisted reflection of the form it had in life. Wights attack by touching a victim and draining 1 level, or hit die, from a victim. For example, if a 3 HD monster is attacked and struck, it becomes a 2 HD monster. Likewise, if a 4th level character is struck, he becomes 3rd level. Any human or demi-human reduced to 0 level dies, and becomes a wight in 1d4 days. Wights may only be harmed by magical weapons, spells, and weapons made of silver. Like other undead, they are immune to the effects of sleep and charm spells.

## Will-O-Wisp

No. Enc.: 1 (1d3)  
 Alignment: Dark  
 Movement: 180' (60')  
 Armor Class: 27  
 Hit Dice: 9  
 Attacks: 1  
 Damage: 2d8  
 Save: 10  
 Morale: 7  
 Hoard Type: XVIII

Will-o'-wisps can be yellow, white, green, or blue. They are easily mistaken for lanterns, especially in the foggy marshes and swamps where they reside. A will-o'-wisp's body is a globe of spongy material about 1' across, and its glowing body sheds a

variable amount of light in order to confuse victims. They may become invisible for 2d4 round intervals. Will-o'-wisps usually avoid combat. They prefer to confuse and bewilder adventurers, luring them into morasses or other hazardous places where they feed on life energy as a victim dies in a trap or other hazard. When they are forced to fight, they let loose small electrical shocks that deal 2d8 hp damage. A will-o'-wisp is immune to most spells except magic missile, maze and protection from evil. However, these creatures are vulnerable to normal attacks. They are highly intelligent, and if reduced to only a few hit points they may negotiate with opponents for survival.

#### Wind Walker

No. Enc.: 1d3 (1d3)  
 Alignment: Neutral  
 Movement: 150' (50')  
 Fly: 300' (100')  
 Armor Class: 12  
 Hit Dice: 6 + 3  
 Attacks: 1  
 Damage: 3d6  
 Save: 14  
 Morale: 9  
 Hoard Type: XXII

Wind walkers are creatures from the elemental plane of air. When found on the material plane they live on high mountain peaks or deep within labyrinths. On occasion, a wind walker is encountered in the service of a cloud giant, storm giant, efreet, djinn, or other such creature. A wind walker's natural form is that of a roaring and whistling column of wind about 12' tall. No discernable features can be seen in the wind walker. A wind walker attacks by using the surrounding air to pummel its foes for 3d6 hp damage each round. Wind walkers can only be attacked by ethereal creatures or creatures capable of affecting the ethereal plane. A control weather spell instantly slays a wind walker if it fails a saving throw versus spells. A haste spell deals 1d6 points of damage per two caster levels (maximum 5d6) to a wind walker. In addition, a haste spell doubles the damage the wind walker deals with its wind blast attack. An ice storm spell deals no damage to a wind walker, but affects it as if by a fear spell for 1d4 rounds. A wind walker is affected normally by magical barriers.

#### Wolf

	<i>Ordinary Wolf</i>	<i>Dire Wolf</i>
No. Enc.:	2d6 (3d6)	1d4 (2d4)
Alignment:	Neutral	Neutral
Movement:	180' (60')	150' (50')
Armor Class:	12	13
Hit Dice:	2 + 2	4 + 1
Attacks:	1 (bite)	1 (bite)
Damage:	1d6	2d4
Save:	18	15
Morale:	8	8
Hoard Type:	None	None

	<i>Winter</i>
No. Enc.:	2d4 (2d4)
Alignment:	Neutral (evil)
Movement:	180' (60')
Armor Class:	5
Hit Dice:	6
Attacks:	1 (bite)
Damage:	2d4
Save:	13
Morale:	10
Hoard Type:	XIV

*Ordinary Wolves:* Wolves are carnivorous pack hunters known for their persistence and cunning. Wolves primarily hunt and live in wilderness settings, but occasionally venture into caverns and labyrinths. Wolves are social, and when their numbers are greater they are more confident. In a group of 3 or fewer, or if 50% of their number has been lost, their moral drops to 6. Wolf cubs may be kept and trained in the same manner as dogs.

*Dire Wolves:* These larger cousins of ordinary wolves are much

more vicious, and are more intelligent. They more commonly live in wooded and mountainous areas, and are even more likely than ordinary wolves to venture into caverns or labyrinths in search of prey. Dire wolf cubs may be kept and trained in the same manner as dogs, but are more difficult to control. Goblins capture cubs to train them as mounts.

*Winter Wolves:* These intelligent and terrible 6' long wolves live in cold environments. In addition to a bite attack, winter wolves have a frosty breath weapon that inflicts 6d4 hp damage to victims within 10'. A successful save versus breath attacks reduces damage by 50%. They suffer an extra +1 point of damage per die of fire damage, but they are immune to all cold-based attacks.

#### Wolverine

	<i>Ordinary</i>	<i>Giant</i>
No. Enc.:	1 (1d3)	1 (1d3)
Alignment:	Neutral	Neutral
Movement:	120' (40')	150' (50')
Armor Class:	14	15
Hit Dice:	3	4 + 4
Attacks:	3 (2 claws, bite)	3 (2 claws, bite)
Damage:	1d4/1d4/1d4+1	1d4+1/1d4+1/2d4
Save:	17	15
Morale:	10	11
Hoard Type:	None	None

These creatures are efficient and vicious hunters. They attack with +4 to hit. In addition to their claws and bite, wolverines may attack with a musk spray that affects victims within a 60' long by 20' wide area (half this area for ordinary wolverines). Victims must save versus poison or be blinded for 1d8 hours.

#### Wraith

No. Enc.: 1d4 (1d6)  
 Alignment: Dark  
 Movement: 120' (40')  
 Fly: 240' (80')  
 Armor Class: 16  
 Hit Dice: 4  
 Attacks: 1 (touch)  
 Damage: 1d6, drain life energy  
 Save: 13  
 Morale: 12  
 Hoard Type: XVIII

Wraiths are incorporeal undead creatures born of evil and darkness. In some cases, the grim silhouette of a wraith might appear armored or outfitted with weapons. This appearance does not affect the creature's AC or combat abilities, but only reflects the shape it had in life. Like other undead, wraiths are unaffected by sleep, hold, or charm spells. They are unarmed by non-magical weapons. Although silver weapons do damage to them, these only deal half damage. When a wraith touches a victim it inflicts 1d6 hit points of damage and drains one level or hit die. Note that characters drained of levels must also reduce other characteristics associated with their class and level. After being drained of levels, a character will have the minimum number of experience points for the level he is reduced to. Should a character reach level 0, he dies and will become a wraith in 24 hours. The new wraith is under the command of the wraith that killed him.

#### Wyvern

No. Enc.: 1d2 (1d6)  
 Alignment: Dark  
 Movement: 90' (30')  
 Fly: 240' (80')  
 Armor Class: 16  
 Hit Dice: 7  
 Attacks: 2 (bite, sting)  
 Damage: 2d8/2d8, poison  
 Save: 11  
 Morale: 9  
 Hoard Type: XVIII

A distant cousin to the dragons, the wyvern is a huge flying

lizard with a poisonous stinger in its tail. A wyvern's body is 15 feet long, and its scaly body is dark brown to gray. A wyvern attacks with a bite, and it is able to sting with its flexible, long tail at the same time. Any creature struck with the stinger will instantly die unless a successful saving throw versus poison is made.

# X

## Xorn

No. Enc.: 1d4 (1d4)  
 Alignment: Neutral  
 Movement: 90' (30')  
 Armor Class: 21  
 Hit Dice : 7 + 7  
 Attacks: 4 (3 claws, bite)  
 Damage: 1d3/1d3/1d3/6d4  
 Save: 12  
 Morale: 10  
 Hoard Type: XI x 3, XII, XIII, XXI

Xorns are about 5' tall and are native to the elemental plane of earth. When on the material plane they live deep within labyrinths, where they feed on minerals. Xorns are able to blend in their environment, and can surprise opponents on 1-3 on 1d6. Xorns do not attack fleshly beings except to defend themselves or their property, since they cannot digest meat. Xorns are indifferent to creatures of the material plane—with the sole exception of anyone carrying a significant amount of precious metals or minerals, which xorns eat. They can smell food up to 20' away, and may ask adventurers to give them their precious metals. If refused, they will almost always (90%) attack to take it forcefully. Xorns are completely immune to fire or cold-based attacks. They suffer only half damage from electrical-based attacks, or no damage with a successful saving throw. The spells rock to mud and stone to flesh reduce a xorn to AC 8 for 1 round, and the xorn cannot attack as it transforms back to its original form. The spell move earth pushes a xorn backwards 30' and stuns it for 1 round. A xorn can glide through stone, dirt, or almost any other sort of earth except metal after 1 round of preparation. A phase door spell cast on an area containing a burrowing xorn kills it instantly.

# Y

## Yellow Mold

No. Enc.: 1d4 (1d8)  
 Alignment: Neutral  
 Movement: 0  
 Armor Class: Always hit  
 Hit Dice: 2  
 Attacks: Spores  
 Damage: 1d6, special  
 Save: 16  
 Morale: Not applicable  
 Hoard Type: None

Yellow mold typically covers an area of 10 square feet. It does

not move or attack, but if it is touched it is acidic and destroys leather and wood; it deals 1d6 points of damage to bare flesh. There is a 50% probability that any time yellow mold is contacted, it ejects spores into a 10' cube area. Any creature inside the area is required to roll a saving throw versus poison, and failure indicates suffocation and death in 6 rounds. Yellow mold is impervious to all attacks except from fire, and a torch can burn mold for 1d4 hit points of damage per strike.

## Yeti

No. Enc.: 1d6 (2d4)  
 Alignment: Neutral  
 Movement: 150' (50')  
 Armor Class: 13  
 Hit Dice: 4 + 4  
 Attacks: 2 (claws)  
 Damage: 1d6/1d6  
 Save: 14  
 Morale: 8  
 Hoard Type: XX

These large, 9' tall hulking humanoids are covered in white, shaggy fur. Their hands end in filthy, razor-sharp claws. These creatures' heads are large and sport a wide round mouth filled with fangs. Yetis make their lairs in remote mountains and hills. They are fierce predators with ravenous appetites, dining on mountain goats, sheep, polar bears, and humanoids. They are particularly fond of human and elf flesh. A yeti attacks with its claws, and grabs an opponent to squeeze it against its frigid body with an attack roll of 20. This deals an extra 2d8 hp damage. Creatures within 30' that meet the eyes of a yeti must succeed on a saving throw versus paralyzation or stand paralyzed in fear for 3 rounds. Yeti are 30% invisible in a snowy environment if more than 30' away. Yetis suffer 50% extra damage from heat-based attacks. When found in their lair 50% of their number are females, with a 20% chance of 1d4+1 young.

# Z

## Zombie

No. Enc.: 2d4 (4d6)  
 Alignment: Dark  
 Movement: 120' (40')  
 Armor Class: 11  
 Hit Dice: 2  
 Attacks: 1 (weapon)  
 Damage: 1d8 or weapon  
 Save: 15  
 Morale: 12  
 Hoard Type: None

Zombies are undead corpses reanimated through dark and sinister magic. Because of their utter lack of intelligence, the instructions given to a zombie by its creator must be very simple. The dark magic-users and clerics that create zombies use them to guard locations or valuable treasure. Zombies are susceptible to ordinary weapons, but like other undead they are immune to charm and sleep spells. Zombies' somewhat clumsy, decomposing limbs force them to attack last each round.

# Hoard Type Treasure Chart

## Small Hoards (Individuals)

Hoard Type	CP	SP	EP	GP	PP	Gems	Jewelry	Magic
I	4d6	-	-	-	-	-	-	-
II	-	2d8+1	-	-	-	-	-	-
III	-	-	1d10+1	-	-	-	-	-
IV	-	-	-	1d8	-	-	-	-
V	-	-	-	-	1d6	-	-	-
VI	1d00 (70%)	1d00 (5%)	-	1d00 (5%)	-	1d6 (7%)	1d4 (3%)	1 (3%) any
VII	-	1d00 (15%)	1d00 (7%)	1d00 (8%)	1d00 (5%)	1d6 (15%)	1d4 (5%)	1 (7%) any

## Larger Hoards (Lairs)

Hoard Type	CP x1000	SP x1000	EP x1000	GP x1000	PPx100	Gems	Jewelry	Magic
VIII	-	-	-	-	-	-	-	1d4 scrolls (45%)
IX	-	-	-	-	-	-	-	2d4 potions (45%)
X	-	-	-	1d8 (50%)	3d12 (40%)	2d8+4 (60%)	1d12 (40%)	-
XI	-	-	-	-	-	1d6 (40%)	-	-
XII	-	1d8 (25%)	1d4 (20%)	-	-	-	-	-
XIII	1d6 (25%)	1d4 (15%)	-	-	-	-	-	-
XIV	-	-	-	-	2d4 (30%)	1d12 (55%)	1d12 (45%)	1 (20%) any
XV	2d12 (25%)	1d00 (60%)	1d8x10 (40%)	1d4x10 (60%)	4d6 (30%)	1d8x10 (55%)	1d8x10 (45%)	6 (18%) any 4, 1 potion, 1 scroll
XVI	-	-	-	1d6x10 (55%)	1d4 (45%)	2d8 (30%)	1d10 (20%)	6 (30%) any 5, 1 scroll
XVII	-	3d6 (15%)	1d6 (25%)	2d6 (45%)	1d4 (25%)	4d6 (25%)	1d8 (10%)	5 (30%) any 3 (no weapons), 1 potions, 1 scroll
XVIII	2d6 (7%)	1d10 (35%)	1d6 (20%)	1d6 (30%)	-	1d8 (15%)	1d8 (10%)	4 (30%) any 3, 1 scroll
XIX	1d10 (10%)	1d10 (15%)	-	1d8 (55%)	-	1d6 (40%)	1d6 (40%)	4 (15%) any 2, 2 potions
XX	1d12 (25%)	1d6 (30%)	1d6 (15%)	-	-	1d6 (20%)	1d6 (20%)	2 (12%) any
XXI	1d10 (45%)	1d4 (25%)	1d4 (30%)	1d4 (20%)	-	1d8 (30%)	1d4 (20%)	1 (12%) armor, sword, or miscellaneous weapon
XXII	1d8 (30%)	1d4 (20%)	1d6 (25%)	1d12 (40%)	1d4 (20%)	5d8 (55%)	5d8 (45%)	3 (25%) any

Treasure will be found in monster lairs that exist in underground locations or in the wilderness. Sometimes treasure will be found unguarded, in which case it may be hidden in a secret location. Each monster has a listed Hoard Type, which indicates what kinds and quantities of treasure a monster might have. These values should be considered guidelines. Although monsters will tend to have a Horde Class that corresponds to their general strength, the GM should use discretion in distributing wealth and magic. If a result on the Horde Class Treasure Tables seems over powered, reduce the amount of treasure rolled. On any of these tables the GM may decide to choose specific quantities of treasure or specific magic items, depending on the situation. Not all treasure must be coins, gems, jewelry, or magic. A creative way to disperse treasure is to place valuable art, tapestries, sculptures, and the like that have a treasure value but must be appraised and sold to cash them in, or can be kept as decorations in the strongholds of the adventurers.

### How to Roll for Treasure

The GM chooses the appropriate row in the Hoard Type Treasure Table, and for each column rolls the appropriate dice to determine whether certain treasure occurs, and if so in what quantity. When magic items are indicated, the GM can either choose appropriate items or roll on the Specific Items tables in the "Random Determination of Treasure" section of *Microlite74 Companion II: Treasure*.



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# Microlite74

## Companion IV: Bestiary Of Monsters

*Microlite74* games are trimmed-down miniature versions of the Primary Fantasy SRD rules designed to be quick and easy to play, especially when compared to modern incarnations of the game. The goal of *Microlite74* games is to recreate the style and feel of that very first ("0e") fantasy roleplaying game published back in 1974 without giving up all of the clearer mechanics of modern D20-based versions.

The *Microlite74* rules are based on the 1974 0e edition of the world's most popular fantasy roleplaying game with its supplements and material from 0e magazine articles, some 0e third party material, some of the house rules the author used in the 1970s, and selected ideas from other roleplaying games. These rules are not intended to be a clone of the 0e rules, but rather a conversion of them to a rules-lite D20-based system that encourages old-school play without strictly old-school rules.

*Microlite74 Companion IV: Bestiary of Monsters* contains descriptions of a large number of 0e and 1e monsters, including demons and devils. These descriptions are somewhat more detailed than those included in the *Microlite74* rules. These monsters are usable with any version of *Microlite74* 3.0 including *Microlite74: Basic, Standard, or Extended* and the *Microlite74 Swords & Sorcery Edition*.

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