MONSTROUS COMPENDIUM® Annual Volume Four

2173

Advanced Dungeons & Dragons®

Accessory



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Advanced Dungeons & Dragons®

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Based on the original DUNGEONS & DRAGONS® rules created by E. Gary Gygax and Dave Arneson



How to Use This Book

This is the latest annual MONSTROUS COMPENDIUM® book. The series features creatures that appeared in various TSR roleplaying games and periodicals over the previous year—in this case, 1996. The selections come from myriad game worlds, but they've been developed with the intent to make them useful in any campaign setting; those who own products containing these monsters may discover slight variations if they compare the respective entries. Even so, monsters that come from product lines like the BIRTHRIGHT® campaign setting or the DARK SUN® savage lands often remain quite distinctive, and they should be chosen with care for use in an adventure. For example, most adventurers aren't likely to happen upon a spectral scion or a dream stalker as they wander along the road to glory.

This year's volume has a higher concentration of aquatic monsters, in keeping with our nautical theme. By popular request, this year's entries include a note on the source (or most recent publishing) of each monster. Also new this year, at the top of each page, game world logos will help identify the monster's original setting. The version of the shade presented here is a special revision by the original designer. Finally, there is an index in the back of the book that covers this year's collection. Now, on to the good stuff...

Each monster entry includes the following information:

CLIMATE/TERRAIN defines where the creature is most often found. Normally, climates include terms such as arctic, subarctic, temperate, and tropical. Terrain types include plain/scrub, forest, rough/hill, mountain, swamp, and desert.

FREQUENCY is the likelihood of encountering a creature in any given area. Very rare indicates a 4% chance, rare is 11%, uncommon is 20%, and common is a 65% chance. Chances can be adjusted for special areas. This entry can be used as a guideline for adventure design.

ORGANIZATION is a description of the general social structure that the monster adopts. Common types are solitary, clan, pack, herd, and flock. In many cases, solitary includes small family groups or mated pairs.

ACTIVITY CYCLE is the time of day when the monster is normally awake and most alert. Those who tend to be busiest at night may be active at any time in subterranean or similar settings. It is worth remembering that the activity cycle entry is a general guide, and exceptions are fairly common.

DIET indicates what the creature generally eats, of course. Carnivores eat meat, herbivores eat plants, omnivores eat either, and scavengers dine mainly on carrion. Unusual entries, like *life energy* or *emotions*, may appear from time to time, and they are fully explained in the text.

INTELLIGENCE is the equivalent of the attribute score of the same name. Certain unintelligent monsters are instinctively cunning hunters, and these are noted in the monster descriptions. Ratings correspond roughly to the following Intelligence ability scores:

0	Non-intelligent or not ratable
1	Animal intelligence
2–4	Semi-intelligent
5–7	Low intelligence
8–10	Average (human) intelligence
11–12	Very intelligent
13–14	Highly intelligent
15–16	Exceptionally intelligent
17–18	Genius
19–20	Supra-genius
21+	Godlike intelligence

TREASURE refers to the treasure tables that are found in the *DUNGEON MASTER® GUIDE* (*DMG*). The entry indicates the type of treasure likely to be found on or with an individual monster. Treasure should be adjusted downward if only a few monsters are encountered. This figure may be further increased or decreased at the DM's discretion. These tables should not be used to place dungeon treasure, as numbers encountered underground will be much smaller. Intelligent monsters will usually use magical items that are present, and try to carry off their most valuable treasures if hard-pressed.

Major treasures are normally found in the monster's lair and are given in parentheses. As a rule, these should not be determined randomly, but ought to be designed and placed by the DM. If he or she decides to assign such treasure randomly, it's best to roll for each type possible; if all rolls fail, no treasure of any type is found.

Unusually large or small treasures are noted by a parenthetical multiplier (×10, ×½, etc.). These should not be confused with treasure type X.

ALIGNMENT indicates the general behavior of an average monster of that type. Exceptions, though uncommon, may certainly be encountered.

NO. APPEARING indicates an average number of creatures that will be encountered in the wild. The DM should alter this to fit particular circumstances as the need arises. In many cases, more information on this topic will be presented in the **Habitat/Society** or **Ecology** section.

ARMOR CLASS is a rating of the monster's resistance to damage in combat. In many cases this is based upon the creature's natural defenses, but it can also indicate armor worn by humanoids or other creatures. In some cases, high speed, natural agility, or magical protection may play a part in the determination of a creature's Armor Class rating. Humans and humanoids of roughly man size that wear armor will have an unarmored rating in parentheses. *Listed ACs do not include any special bonuses noted in the monster's description.*

MOVEMENT shows the relative speed of the creature compared to an unencumbered human, who has a rating of 12. Higher speeds may be possible for short periods. Human, demihuman, and humanoid movement rates are often modified by armor type (unarmored rates are given in parentheses). Movement through common media are abbreviated as follows:

Fl	Flying
Sw	Swimming
Br	Burrowing
Wb	Moving in a web

How to Use This Book

Flying creatures also have a maneuverability class of A to E, which is indicated in parentheses. Complete information on maneuverability classes and their use can be found in the aerial combat rules in the *DMG*.

HIT DICE indicates the number of dice rolled to generate the creature's hit points. Unless otherwise stated, Hit Dice are 8–sided. The Hit Dice are rolled and the numbers shown are added to determine the monster's hit points.

Some monsters will have additional points added to the total rolled on the Hit Dice. Thus, a creature with a rating of 4 + 4 has between 8 and 36 hit points. Monsters with a bonus of +3 or more added to their rolled hit points are considered to have an extra Hit Die for the purposes of attack rolls and saving throws. Thus, a creature with 4 + 4 HD attacks and saves as if it had 5 Hit Dice.

In rare cases, a monster will have a hit point spread without a Hit Dice rating. In order to determine the number of Hit Dice that such creatures have for attacks and saving throws, divide the listed hit points by 4. Round the Hit Die rating up with remainders of 0.5 or greater, and drop all other fractions.

THAC0 is the base roll that the monster needs to hit an enemy with an Armor Class of 0. This is a function of Hit Dice, as described in the Combat section of the *DMG*. Modifiers to the creature's attack roll will be presented in the **Combat** section of the entry, but the listed THAC0 does not include any special bonuses.

NO. OF ATTACKS indicates the number of times that the monster can attack in a single round. Multiple attacks can indicate several attacking arms, raking paws, multiple heads, etc. In some cases this does not include special attacks listed in the **Combat** section, the text will make this clear. This number may be modified by hits that sever members, by *haste* and *slow* spells, and so forth.

DAMAGE/ATTACK shows the severity of a given attack and is expressed as a number and type of dice, which are rolled to determine the total number of hit points lost by the target of the attack. If the monster uses weapons, the damage listed is for its favored weapon. Damage bonuses due to high strength, special abilities, and the like are listed in the **Combat** section of the entry.

SPECIAL ATTACKS details any unusual attack modes possessed by the creature such as a breath weapon, spell use, poison, and the like. These are fully explained in the monster description.

SPECIAL DEFENSES provides information detailing any unusual resistances to harm that the monster might have. These commonly include an immunity to certain forms of attack or an invulnerability to nonmagical weapons, among other possibilities. These are fully detailed in the monster description.

MAGIC RESISTANCE is the percentage chance that magic cast upon the creature will fail to affect it, even if other creatures nearby are affected. If the spell penetrates this resistance, the creature is still entitled to any saving throws normally allowed.

SIZE is an indication of the overall dimensions of the creature. In the case of humanoids, it indicates the height of the monster. For other creatures (snakes and dragons, for example), it refers to the monster's length. Other measurements are possible and will be explained in the text.

T = tiny	under 2 feet tall
S = small	2 to 4 feet tall
M = man-sized	4 to 7 feet tall
L = large	7 to 12 feet tall
H = huge	12 to 25 feet tall
G = gargantuan	over 25 feet tall

MORALE is a general rating of how likely the monster is to persevere in the face of adversity or armed opposition. This guideline may be adjusted for individual circumstances. Morale ratings correspond to the following range:

2–4	Unreliable
5–7	Unsteady
8–10	Average
11–12	Steady
13–14	Elite
15–16	Champion
17–18	Fanatic
19–20	Fearless

XP VALUE is the number of experience points awarded for defeating (not necessarily killing) the monster. This value is a guideline that may be modified by the DM for the degree of challenge, encounter situation, and overall campaign balance.

PSIONICS gives a complete breakdown of the creature's innate psionic abilities, including sciences or devotions known and *psionic strength points* (PSPs) available. A thorough understanding of this section requires familiarity with the *Complete Psionics Handbook*. This entry is included only for those creatures that have psionic powers.

Combat provides all of the information that a DM will need to resolve a battle with the monster. Among other things, it details special combat abilities, arms or armor, and unusual tactics employed by the creature.

Habitat/Society outlines the monster's general behavior, nature, social structure, guardian minions, and goals. Whereas the previous section provided information needed for resolving skirmishes involving the creature, this entry provides information useful for role-playing encounters.

Ecology describes how the monster fits into the campaign world (including common enemies or prey), gives useful products or byproducts of the creature, and presents other miscellaneous information. This information can help the Dungeon Master decide exactly when and where to introduce the monster into his or her campaign.

Close Variations of a monster are given in a special section after the main monster entry. For example, the "Children of the Sea" entry also includes a brief discussion of the "Accantus," a closely related creature.

How to Use This Book

As of this writing, it has been about seven years since the Second Edition of the ADVANCED DUNGEONS & DRAGONS® rules was published. In that time, a number of major and minor changes have been introduced to the game system. One of the more important revisions is a change to the formula used to calculate experience-point rewards for defeating the various monsters encountered during an adventure. This revision was introduced in the *MONSTROUS MANUAL*™ hardbound and has become the new standard for the calculation of experience points.

The experience point values for the monsters in this MONSTROUS COMPENDIUM appendix have all been calculated using the new, revised rules. The table to the right, updating the one printed in the AD&D® 2nd Edition *DUNGEON MASTER Guide*, is provided in order to make the DM's task easier when designing his or her own monsters.

It's worth noting that in some cases the DM will want to deviate from the values given here. Some monsters are so powerful that the experience point rewards generated with these tables will be far less than a party might deserve. A good example of such a creature is one of the denizens of the Abyss, such as a greater tanar'ri, or any of the legendary ansheigh (AWN-shay) of the BIRTHRIGHT setting.

What has changed?

None of these changes affects the general way in which experience points are calculated. A DM still begins by noting the number of Hit Dice that a monster has (Table 31) and then applying some modifiers, based on the general powers and abilities of that creature. Only the modifiers (Table 32) have changed, although both tables have been printed here for easy reference.

Two new entries for psionic abilities have been added to the table. Thus, the possibility that a monster might have psionic disciplines (see *The Complete Psionics Handbook*) available to it has now been taken into account. Dungeon Masters who are not using psionic powers in their campaigns can simply ignore these additions.

Both the **magic resistance** and **breath weapon** entries have been split into two categories, reflecting the great range of possibilities within these classifications.

The bonus normally awarded for flight has been expanded to include other special forms of movement. Thus, a monster like a bullette or xorn, which can travel through the earth at great speed, would receive the same adjustment to its experience point value as a flying creature.

Of course, exceptions and unusual cases will still crop up. When this happens, Dungeon Masters will simply have to use a little common sense in the awarding of experience points.

This year varies in that the XP listing is strictly alphabetical, instead of segregated by magnitude. Drop us a line and tell us how you like the change, either at our address or via e-mail.

Table 31: Creature Experience Point Values

HD or Level	XP Value
Less than 1–1	7
1–1 to 1	15
1+1 to 2	35
2+1 to 3	65
3+1 to 4	120
4+1 to 5	175
5+1 to 6	270
6+1 to 7	420
7+1 to 8	650
8+1 to 9	975
9+1 to 10+	1,400
11 to 12+	2,000
13 or higher	2,000 + 1,000 per additional Hit Die

Table 32: Hit Dice Value Modifiers

Armor Class 0 or lower	+1
Attack, single, inflicts 20+ points of damage	+2
Attacks, multiple (four or more per round)	+1
Attacks, multiple, inflicting 30+ points of damage	+2
Blood drain	+1
Breath weapon, under 20 hp maximum damage	+1
Breath weapon, over 20 hp maximum damage	+2
Disease	+1
Energy drain (level or ability draining)	+3
Fear or weakness caused	+2
Flies or has other special movement power	+1
Hit points greater than normal (over 6 hp/HD)	+1
Immune to a spell or spells	+1
Immunity to or half-damage from any weapon type	+1
Intelligence High (13–14) or better	+1
Invisible at will	+1
Magic resistance (less than 50%)	+1
Magic resistance (50% or better)	+2
Magical item or weapon use	+1
Magical or silver weapons to hit	+1
Missile weapons or ranged attack ability	+1
Paralysis	+2
Petrification	+3
Poison	+2
Psionic sciences	+2
Psionic devotions	+1
Regeneration	+1
Spellcasting (level 2 or less spells)	+1
Spellcasting (level 3 or greater spells)	+2
Swallows whole	+2
Unlisted nonmagical special attack mode	+1
Unlisted special magical attack mode	+2
Unlisted special defense mode	+1

Comments and constructive criticism of this book are appreciated and will be considered in the preparation of future volumes. The mailing address is on the first page. E-mail messages can be left at the following address:

www.tsr.com

Ammonite, Golden

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

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

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



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

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

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

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

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

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

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

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

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

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

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

—*From* DRAGON Magazine #48

Anemone, Giant Sea

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

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

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

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

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

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

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

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

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

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

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

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

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

—*From* DRAGON Magazine #116

Asperii

CLIMATE/TERRAIN:	Mountain peaks
FREQUENCY:	Rare
ORGANIZATION:	Herd
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	High (13–14)
TREASURE:	Nil
ALIGNMENT:	Neutral good
NO. APPEARING:	1–4 (rarely 4–40)
ARMOR CLASS:	4
MOVEMENT:	21 Fl 42 (C)
HIT DICE:	4
THAC0:	17
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1d8/1d8/1d4
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Immune to cold-, air-based, and gaze attacks, *true seeing*, *featherfall* (4/day); double damage from fire
MAGIC RESISTANCE:	Nil
SIZE:	L (8′)
MORALE:	Elite (13–14)
XP VALUE:	420



Commonly known as *wind steeds*, asperii are highly prized as mounts, and can be very loyal to the rider. They are white, gray, or dun in color, and have flowing manes that are usually silver, white, or light gray.

Asperii communicate with each other by means of a limited form of telepathy, which has a range of 60 yards. With this power, they can also speak with other intelligent beings.

Combat: Asperii have keen eyes that give them the ability of *true seeing*, including sight into the Ethereal and Astral planes. This often allows them to warn their riders of approaching creatures that might otherwise be undetected. Although they are gentle beings, asperii are quite able to defending themselves if forced into combat. Each round asperii can kick with their front hooves and bite with their sharp teeth. As a rule, they direct their bites at the wings and faces of their opponents.

Asperii are utterly immune to any form of cold-based attack. Similarly, they are unharmed by winds of any type, including the whirlwind attacks of air elementals, djinn, and like creatures. Wind steeds can slip free of the grasp of an aerial servant with unusual ease, having a 40% chance to do so. Conversely, they are especially vulnerable to flames, though not to heat, and suffer double damage from any attack employing open flames. Asperii are immune to all gaze attacks, such as those of a basilisk or catoblepus.

The wingless asperii are capable of flight due to their natural powers of *levitation*. They are able ride winds of any nature, magical or otherwise. When they do so, they can add 1 to their movement rate for each mile per hour over 20 of the wind. They have the inherent ability to cast a *feather fall* spell up to four times per day on themselves or any creature they touch. In flight, the asperii is fairly agile (Maneuverability Class C). It remains so as long as it carries not more than 150 pounds. Although it can still fly while carrying up to 600 pounds weight, its maneuverability class is reduced to D if it carries over 150 pounds.

A loyal asperii (that is, one that has accepted the rider as a master) can fly so smoothly as to allow spellcasting from its back. If the asperii engages in violent maneuvering or strikes with its hooves or bite, the individual cannot successfully cast spells while riding.

Habitat/Society: Asperii sometimes live in herds of as many as 20, but are most often encountered in groups of four or less. As a rule, they live in the uppermost regions of virtually inaccessible mountain peaks.

Asperii are mortal enemies of hippogriffs and griffons, tending to attack these creatures on sight. They have also been known to do battle with rocs, though asperii normally ignore these creatures if possible. They get on quite will with pegasi, and the two species are often found in each other's company.

If taken when young, an asperii can be trained to accept a single master. If this is properly done, the creature becomes utterly loyal to that individual, and will not bear another on its back unless so instructed by its master. An asperii will not accept a master who is not of lawful neutral, neutral, or neutral good alignment. Young asperii, commonly known as "doffs," can be sold to those who wish to train them for between 4,000 and 6,000 gold pieces.

Ecology: Although asperii are omnivorous and eat a great variety of plants and animals, they do have a few favorite foods. Asperii prize mint leaves, mistletoe, fish, and hawk flesh. In fact, they so delight in eating fish that they have been known to raid fishing boats and coastal villages in search of them. Perhaps because asperii can go for long periods of time without eating, they seem to have unlimited appetites when given the chance to feed on their favorite foods.

Noble Asperii

The noble asperii are a very rare off-shoot of this species. Many describe the hide of a noble asperii as looking like an iridescent, polished abalone shell.

Their telepathy is more powerful than that of their more common counterparts, having a 90-foot range and being forceful enough to permit the noble to implant a *suggestion* in creatures 3 Hit Dice or fewer.

Nobles have 6 Hit Dice (THAC0 15) and are often found at the head of large herds of asperii.

—*From* MC Appendix 3, #2104

Bainligor

CLIMATE/TERRAIN:	Underdark
FREQUENCY:	Rare
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Night
DIET:	Omnivore
INTELLIGENCE:	Very (11–12)
TREASURE:	Nil (Q×10)
ALIGNMENT:	Neutral evil

NO. APPEARING:	4–400
ARMOR CLASS:	7
MOVEMENT:	6, Jp 9
HIT DICE:	2+1 to 10+9
THAC0:	See below
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	See below
SPECIAL ATTACKS:	Echolocation, stun
SPECIAL DEFENSES:	Dodge missiles
MAGIC RESISTANCE:	Nil
SIZE:	M (3'–6' tall)
MORALE:	Unsteady (5–7)
XP VALUE:	See below



Bainligors are small, flightless bat-people. Their primitive tribal culture is found in the upper reaches of the Underdark, where they subsist almost entirely on insects, spiders, rothe, and edible fungi. Bainligors are considered hideous by even the most charitable. Their ears are huge and pointed, their ridged snouts and elaborately sculpted facial features are those of bats.

Though bainligors can speak Underdark trade common, most of their speech is too high-pitched for others to hear. Even if one speaks in a voice low enough to be heard by other races, its voice remains a high-pitched squeak. As a result, bainligors rarely speak with outsiders and carry on less trade than other races. Most of what they have is of little value; bone and stone tools, tanned hides, and small quantities of food are their usual treasures.

Combat: The cries of a rampaging pack of bainligor are inaudible to the ears of most humans and demihumans, but dogs and cats often warn against such attacks; they can hear bainligors coming. Bainligors hunt in darkness using echolocation, just as did their bat ancestors. They are completely unaffected by *darkness 15' radius, invisibility,* and *blindness* spells and all visual illusions. In battle, bainligors attack en masse, hoping to pull prey down quickly. The smallest rake for 1d4 points of damage with claws and bite with needle-like teeth for the same; larger bainligors attack for 1d6 or 1d6+1, 1d10 for elders, and eventually 1d12 for the Revered. Deafness spells blind the bainligor, reducing their attacks by –4.

Bainligor can use their echolocation chirps as a weapon. Once per hour, a bainligor can emit a burst of ultrasonic sound that hammers flesh like a gigantic fist. The attack replaces other attacks, inflicting 1d6 points of damage per Hit Die of the bainligor. A target creature failing a saving throw vs. paralyzation is stunned and unable to do more than defend, at a –2 penalty to AC and no Dexterity bonus for 1d4 rounds. A creature failing by 8 or more is permanently deafened.

Bainligors can dodge missiles. When involved in melee, their AC against missile attacks is six places higher (AC 1). When concentrating on evading such attacks, they are hit only on an attack roll of 20. This ability only affects missile attacks that require an attack roll.

Age	HD	THAC0	Sonic Dmg	Burst	XP Value
Young	2+1	19	1d4/1d4	2d6	270
Adult	4+3	15	1d6/1d6	4d6	650
Middle-aged	6+5	13	1d6+1/1d6+1	6d6	975
Elderly	8+7	11	1d10/1d10	8d6	2,000
Revered	10+9	9	1d12/1d12	10d6	5,000

Habitat/Society: Bainligor society is based on reverence of the elderly; young bainligors always defer to the commands of the old. As they age, the bat-people continue to grow larger throughout their lives in a series of magical transformations. Eventually, the eldest of the bainligor leave their tribes, compelled by an inner voice to seek out dry, empty caverns where their bodies are transformed for the last time. Once they return from their seclusion, they are undead creatures of 10+9 Hit Dice, called Revered Ones. These creatures are chieftains, war leaders, priests, and guardians of their descendants; the strongest of them may rule a swarm of bainligors for generations. A few of the undead (about 10%) become spellcasters after they make the transition to unlife; all of their followers are fanatically loyal to them.

Ecology: Bainligors are nomads and scavengers, feasting on insects, detritus, and even rotting flesh if necessary. Rather than a source of shame, this scavenging, wandering existence is a source of pride among the bainligor, for they believe that they can survive anywhere, on anything, whereas others are tied to the earth by their possessions, their cities, and their weakness for special foods. Eating noxious foods is a source of many bainligor boasts.

Tales are told of the Deep Tribes, those who starved until they were reduced to nothing but dozens of the Revered, who still hunt in great swarms, not for nourishment but for the joy of their great strength and the fear they cause in others. These are likely nothing more than myths told to bainligor young, for such sightings have never been confirmed by sages or savants of the Underdark races.

—*From* DRAGON Magazine #227

Beast of Chaos

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary or pack
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Chaotic neutral
NO.APPEARING:	1 or 1d6+1
ARMOR CLASS:	0
MOVEMENT:	18
HIT DICE:	9
THAC0:	11
NO. OF ATTACKS:	5
DAMAGE/ATTACK:	1d4/1d4/2d8/1d6/1d6
SPECIAL ATTACKS:	Rage
SPECIAL DEFENSES:	Immunities
MAGIC RESISTANCE:	30%
SIZE:	S to H (3' to 15')
MORALE:	Average (10)
XP VALUE:	3,000
Flyer	4,000



"Beasts of chaos" appear when the Queen of Chaos focuses her attention on a world. She creates waves of entropy that flow over the land, transforming normal creatures into unnatural monsters. Most beasts of chaos are man-sized. If the transformed creature was tiny or small, its size increases one step. If the creature was large, huge, or gargantuan, its size decreases one step.

A beast of chaos looks like a bizarre parody of the original creature. It becomes scabrous or mangy, with drooping flesh and a foul smell. Its color turns a disgusting purple, mottled with veins of brown and speckled with bits of its original color. A beast of chaos has misshapen appendages, a sagging snout or proboscis, a toothy maw, and horns or tentacles.

Combat: Beasts of chaos attack with their claws or hooves, a bite, and their horns or tentacles. Their attack routines generally reflect that of their original forms, but they don't attack in a coordinated fashion.

All beasts of chaos are immune to *hold, slow, haste, fear,* and all forms of magical confusion (including the *chaos* spell).

Beasts of chaos have superior senses of smell and hearing but tend to be nearsighted and colorblind. Bright light hurts their beady eyes and enrages them, giving them a +2 bonus to initiative and attacks. Bright light includes sunlight (not common in chaos-twisted landscapes), *continual light* spells, and magical flashes such as *sunburst* or *dazzle.* If a light effect is continuous, a beast of chaos is enraged for as long as it remains in the area of effect. If the light effect is an instantaneous burst, the beast is enraged for 1d4+2 rounds.

An artifact, the *Rod of Seven Parts,* can reverse the process that transformed the creature. An individual with the *Rod* can accomplish the feat on a roll of 5 or less on 1d20. Add the character's magical defense adjustment from Wisdom to the base score. For example, a character with a Wisdom of 18 must roll a 9 or less. For each segment that has been added to the *Rod,* the character adds one to the score. If the character in the example had all seven segments joined, his score would be 15. If the roll succeeds, all beasts of chaos within range revert to their normal forms. The range is 5 yards per segment of the *Rod,* 35 yards in the example.

A beast of chaos that is shifted back to its normal form pauses for one round. The next round it flees at its maximum rate until the *Rod* bearer is out of sight. The retransformation is permanent.

Habitat/Society: Beasts of chaos tend to cling to whatever basic form of organization they had. Members of a beast of chaos pack tend to stick together out more out of habit than anything else.

Beasts of chaos roam aimlessly, having no fixed territories; when possible, they seek out terrain that is similar to their original homes. Because the terrain often changes along with the beasts, the creatures may have to wander a long time before they find an area to their liking.

Ecology: Beasts of chaos can be formed from any creature with an intelligence of at least animal (1), but no higher than semi-intelligent (2–4). No creature with 14 or more hit dice can become a beast of chaos, no matter what its intelligence is. A creature is allowed a saving throw vs. spell to resist the transformation.

Beasts of chaos are sterile, and they concern themselves mainly with eating. A landscape populated by beasts of chaos eventually becomes desolate as the beasts age and die. A beast of chaos usually survives only four or five years, though they can live much longer than that if protected from mishaps and predators. As it is, beasts of chaos tend to survive just long enough to kill all the large game in the area, disrupting the natural food chain entirely.

Beasts of chaos produce nothing useful. Their tough hides quickly rot when the beasts are killed. Attempts to tan their skins simply destroy the rotten hides. Likewise, their teeth, bones, and horns become as soft and brittle as unbaked clay when the beasts die; they are useful neither as tools nor containers. Their meat is foul and toxic. Even a single mouthful requires the creature consuming their flesh to make a saving throw vs. poison. If the saving throw is successful, the creature suffers 1d10 points of damage after an onset time of 1d4 rounds. If the saving throw fails, the creature suffers 2d10 points of damage reach round for 2d6 rounds. Creatures that are immune to poison can feast on beast of chaos flesh, and spyder-fiends consider it a delicacy. A *neutralize poison* spell applied before the toxin takes effect prevents damage, but each mouthful requires a new saving throw.

—*From* Rod of Seven Parts, #1145

Blindheim

CLIMATE/TERRAIN:	Subterranean
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Animal (1)
TREASURE:	Nil (B)
ALIGNMENT:	Chaotic evil

NO. APPEARING:	1–4
ARMOR CLASS:	3 (base, see below)
MOVEMENT:	9
HIT DICE:	4+2
THAC0:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d8
SPECIAL ATTACKS:	Blinding stare
SPECIAL DEFENSES:	Immune to glare
MAGIC RESISTANCE:	Nil
SIZE:	S (4′ tall)
MORALE:	Average (8–10)
XP VALUE:	270 (420, leader; 650, ruler)

The blindheim is a subterranean, froglike humanoid with huge eyes that shine like searchlights, projecting twin beams of light at will. The creature is colored in varying shades of yellow, darker shades on its back contrasting with lighter shades on its underbelly. Its feet are three-toed and webbed, while its hands have four digits (including a thumb) and have hooked talons. Its wide mouth has needle-like teeth and fang incisors. They are not known to use tools.

It is not known if blindheims have an actual language, but they seem to communicate among themselves by means of guttural croaking.

Combat: While resting, the blindheim keeps its eyes covered by means of an extra eyelid. It attacks by instantaneously opening its eyes, relying on its acute sense of hearing to indicate the direction of the target. Those who come within 30 feet of its searchlight eyes must make an immediate saving throw vs. wand or be blinded for 1d10+10 rounds. Creatures relying on infravision have a –3 penalty to the saving throw.

Even those who successfully make the saving throw cannot look directly into the searchlight glare of its eyes; even they attack at a penalty of –2 unless immune to the dazzling effects of bright light. Blindheims are themselves immune to the dazzling effects of bright light, including their own reflected gaze.

At close quarters, blindheims attack with a vicious bite that inflicts 1d8 points of damage. Tiny opponents (size T) are swallowed whole on a roll 4 greater than that needed to hit; such creatures take 2d4 points of damage per round from the blindheim's digestive acids.

Habitat/Society: Blindheims thrive in damp underground settings, dwelling near underground pools, lakes, and similar bodies of water. They are amphibious, and can move with equal facility in water as on land. Most often encountered individually or in small groups, at intervals many of them will gather in one place. They then move through the area as a ravening horde, numbering tens or even hundreds of creatures, attacking and devouring all in their path. Then, just as suddenly, they will quietly disperse, disappearing back into their individual subterranean territories.

If the eyes of a dead blindheim are opened, they revealed to be a dull gold color.



Ecology: Blindheims are omnivorous. These creatures are able to eat all but the most toxic fungi and mosses, and are quite willing to supplement their diet with other underground creatures. They are highly successful at keeping down the numbers of tiny creatures such as jermlaine. They are particularly troublesome to creatures adverse to bright light, such as goblins and drow.

Advanced Blindheim

About 10% of encounters with blindheim will be with members of an advanced tribe. They are generally similar to their less advanced cousins, except that they have a rudimentary language, use tools, and dwell together in crudely constructed villages of 30 to 120 members. Warriors will be armed with one or two barbed darts that they hurl like javelins (20/40/60, 1d6 damage). For every 10 blindheims, a leader with 5+3 HD and unusual color and ability is present (see below). If 100 or more are encountered, they are led by an exceptional leader of 7+4 HD whose eyes also can project a *rainbow pattern* to a distance of 60 feet. Any settlement of 50 or more members has a shaman/witch-doctor of at least 3rd-level ability, and one of 100 or more has two such spellcasters and another of 5th-level ability. Most advanced tribes worship the slaadi.

The following types of blindheims have been reported:

Amber: The eyes do not blind, but instead have the effect of a *hypnotic pattern*. Creatures making a successful saving throw are *slowed* for 2d4 rounds instead.

White: Every 3rd round, the eyes of this blindheim can discharge a *sunburst*, as if from a *wand of illumination*.

Blue: The eyes do not blind, instead, those in their sweep are illuminated by *faerie fire*. The effect lasts 1d6+1 turns (only 1d4 rounds if a saving throw vs. spell is made).

Gold: In addition to its eye beams, this blindheim can discharge a small *fireball* from its mouth once per 3 rounds. These have a range of 30 yards, an area of effect of 10 feet, and inflict 3d6 points of fire damage.

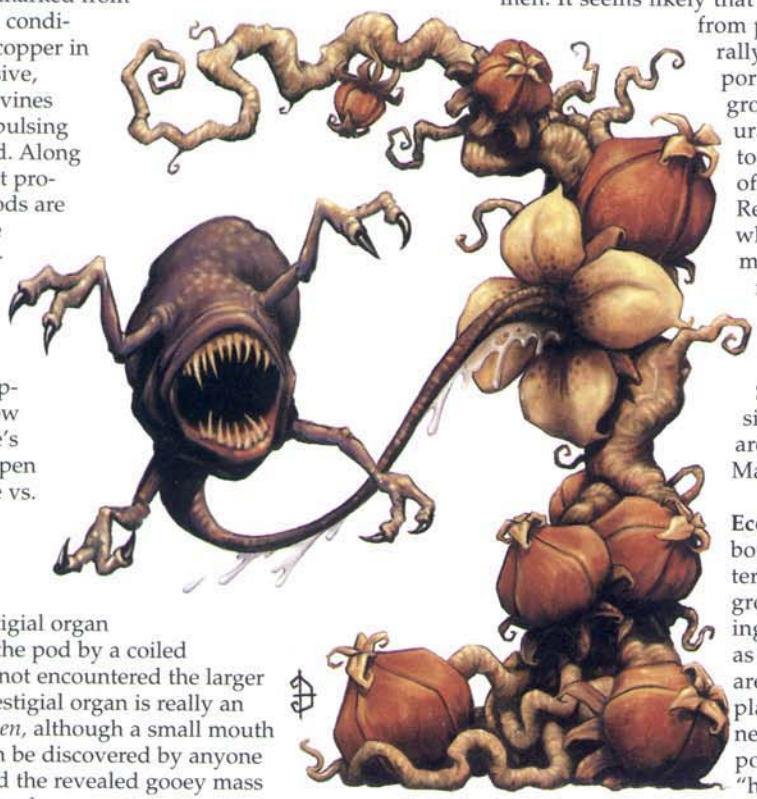
—*From* FIEND FOLIO® Tome, #2012

Bloodsipper (Far Realm)

CLIMATE/TERRAIN:	Special
FREQUENCY:	Very rare
ORGANIZATION:	Plant
ACTIVITY CYCLE:	Any
DIET:	Carnivorous
INTELLIGENCE:	Non- (0)
TREASURE:	Nil
ALIGNMENT:	Chaotic neutral

ALIGNMENT:	Chaotic neutral
NO. APPEARING:	1 (2–12 pod denizens)
ARMOR CLASS:	1
MOVEMENT:	0 vine (pod denizen: 15)
HIT DICE:	20 vine (pod denizen: 4)
THAC0:	Nil (pod denizen: 17)
NO. OF ATTACKS:	2–12 (1 attack per mature pod)
DAMAGE/ATTACK:	1d8 + blood drain
SPECIAL ATTACKS:	Blood drain, pod denizens
SPECIAL DEFENSES:	Vulnerable to salt (2d4/handful)
MAGIC RESISTANCE:	Nil
SIZE:	G (600+ sq. ft.) vine, S pod
MORALE:	Fearless (20)
XP VALUE:	1,000 (vine) 175 (pod denizen)

The bloodsipper's presence is marked from afar—up to 100 feet under still conditions—by a lingering scent of copper in air. A bloodsipper is an expansive, tangled growth of thin yellow vines that resemble arteries, slowly pulsing with a languid, blood-like fluid. Along the vines, fiery red pods sprout profusely like sickly fruit. Most pods are fist-sized; however, a few have grown to the menacing dimensions of four or more feet in diameter; all have a leathery texture.



Combat: The small growths represent immature pods, and grow along the periphery of the vine's domain. Cutting a small pod open releases a gagging stench (save vs. paralyzation or suffer a –4 penalty to all actions, checks, and saves for one turn due to nausea), and reveals what appears to be some sort of vestigial organ secured to the interior base of the pod by a coiled organic cord. Those who have not encountered the larger pods may not guess that the vestigial organ is really an immature form of the *pod denizen*, although a small mouth filled with needle-like teeth can be discovered by anyone tenacious enough to dig around the revealed gooey mass with a dagger point or similar tool.

If any vine of the bloodsipper is stepped on by those attempting to navigate its sprawls (the density of the vine growth makes this a certainty for those moving normally), the mature pods at the center of the growth react with deadly instinct (usually between 2 and 12 pods). These large pods disgorge their contents with a wet pop. The content of a pod resembles a huge, blind tadpole whose mouth is lined with hundreds of needle-sharp teeth. The head of the "tadpole" gradually thins into a long, muscular tether that anchors each striking head to its own pod. Each head has four clawed arms, equally spaced around the gnashing mouth. A pod denizen can attack within a 20-foot radius of its pod.

A successful attack means that a head has anchored itself into a fleshy part of its target with the help of its four clawed arms. The biting mouth immediately begins to drain blood from the target at the prodigious rate of 4 points of damage per round. The blood is visibly transferred down the tether-like body of the creature to the pod. Attacks directed against the tether can sever it if a total of 10 points of damage is delivered to the tether, however, each head can act independently, and continues to attack foes even after the tether has been cut. Each head must be individually killed to end its threat, as the heads propel themselves by their arms alone if separated from their pods. Once all the heads are destroyed, the remaining artery-like vines and immature pods represent no further threat, and can be dealt with or navigated safely. Salt in quantity makes a vine or head pull away convulsively; a handful inflicting 2d4 points of damage (much as holy water affects undead).

Habitat/Society: The yellow vine of a bloodsipper is always anchored in stone floors and walls with tough rootlets, making it difficult to dislodge. These overactive growths were dubbed "bloodsippers" by the wizard who encountered the first specimen. It seems likely that bloodsippers did not evolve from precursor organisms naturally. Substantial evidence supports the contention that these growths spring from once-natural plant life that has grown too long within the influence of portals leading to the Far Realm, a strange dimension where reality is subjective and madness is the rule. This realm has been dubbed the Far Realm by those few who've become aware of it and profess to study it. Suffice it to say that bloodsippers and similar creatures are truly alien to the Prime Material plane.

Ecology: Bloodsippers share both animal and plant characteristics. Like plants, they grow from a "seed," spreading vines in all directions so as to cover as much surface area as possible. Unlike plants, a bloodsipper has no need for sunlight. Instead, its pods have specialized to "harvest" the blood of living organisms that come too near. Blood seems sufficient to nourish bloodsippers indefinitely.

Bloodsippers propagate by intentionally severing the tether of one of its mature pods, which crawls off under its own power as far as it can before it digs into the earth to germinate, the seed of another bloodsipper growth. This is usually a matter of a few hundred yards.

—*From* Gates of Firestorm Peak, #9533

Bulette, Gohlbrorn

CLIMATE/TERRAIN:	Underdark
FREQUENCY:	Rare
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Any
DIET:	Carnivorous
INTELLIGENCE:	Average (8–10)
TREASURE:	Nil
ALIGNMENT:	Lawful evil

NO. APPEARING:	3–6
ARMOR CLASS:	3
MOVEMENT:	9, Br 18
HIT DICE:	5
THAC0:	15
NO. OF ATTACKS:	2 + special
DAMAGE/ATTACK:	2d6/3d6 + special
SPECIAL ATTACKS:	Launch stones
SPECIAL DEFENSES:	Camouflage
MAGIC RESISTANCE:	Nil
SIZE:	M (5–6½′ long, 5′ high)
MORALE:	Elite (13–14)
XP VALUE:	975



The gohlbrorn, a relative of the fearsome bulette, hunts throughout the cavern complexes of the Underdark. The gohlbrorn shares its larger cousin's bullet shape and thickly armored body, though it is considerably smaller and more intelligent than a bulette, and runs in packs.

The creature's hindquarters range from dark blue to deep brown; its head, which comprises a considerable portion of its body, is a dark gray. The thick scales and plates of the gohlbrorn reflect the color of the surrounding stone and rock.

The gohlbrorn possesses an inner eyelid that filters all light brighter than candlelight. This nictitating lid protects the creature from the blinding effects of light spells and is an invaluable aid when it hunts close to the surface world.

Gohlbrorns have their own complicated language that sounds like distant rumbling to the untrained ear. It is unknown whether these predators can reproduce the speech of other creatures; it is likely, however, that they can learn and understand languages other than their own.

Combat: Gohlbrorns are extremely cunning fighters. Their coloration allows them to blend in with their surroundings such that they are indistinguishable from natural stone 45% of the time. A pack of these predators often uses their natural coloring to conceal themselves so as to observe their prey before attacking. Gohlbrorns do not attack obviously powerful prey unless they believe the odds to be in their favor. Whenever possible, they tunnel ahead of their intended victims and lie in ambush just below the surface of cavern walls, ceilings, and floors. When the prey reaches the ambush site, the gohlbrorns spring out from their tunnels; opponents suffer a –3 penalty to surprise rolls.

Gohlbrorns fight in a highly organized manner; they converge from different directions and concentrate their attacks on spellcasters before engaging other enemies. Often, the gohlbrorns use hit-and-run tactics: They assault an opponent, then dive back into their tunnels, only to attack again from a different position. Their favorite melee attack consists of a powerful claw, which inflicts 2d6 points of damage, and a ferocious bite, which inflicts 3d6 points of damage.

In addition to these attacks, a gohlbrorn can spew large rocks from its gullet. These can be hurled accurately, one per round, at enemies within 60 feet. The missiles strike with tremendous force, inflicting 1d8+1 points of damage. The creature stores these rocks as it burrows through the earth; each gohlbrorn normally has 2d4 missiles available.

A pack of gohlbrorns rarely stands its ground in a losing battle; they quickly flee if met with overwhelming forced. These intelligent predators have long memories, however, and it is not uncommon to see them flee a battle, only to return later with greater numbers.

Habitat/Society: Gohlbrorn packs might be found wandering anywhere in the Underdark, though many prefer to hunt near large populations of easy prey (such as grimlocks, quaggoths, and the like). Their intelligence and ability to coordinate their attacks make them dangerous; occasionally, races that are otherwise enemies will cooperate to drive of or slay a gohlbrorn pack.

Although gohlbrorns have highly structured hunting groups, with the strongest acting as leader, they rarely set up permanent lairs. Mated pairs set up temporary lairs to shelter 1d6 eggs. The creatures defend their eggs to the death, although the parents abandon their hatchlings soon after the young emerge from their shells.

Ecology: Gohlbrorns are short-lived in comparison to other denizens of the Underdark; they actively hunt for about 20 years before age slows them down. Unlike many predators, however, they do not abandon older members of the hunting pack. In fact, the younger hunters in the pack often catch prey for older members too frail to hunt on their own.

Gohlbrorns eat just about any sort of prey they can catch. They fear illithids and find svirfneblin, with their illusions, far too bothersome to hunt. Drow, however, seem to be a much-sought-after food.

—*From* DRAGON Magazine Annual #1

Carapace

CLIMATE/TERRAIN:	Underdark
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore, fungivore
INTELLIGENCE:	Non- (0)
TREASURE:	Nil
ALIGNMENT:	Neutral

NO. APPEARING:	1
ARMOR CLASS:	10 or special
MOVEMENT:	1
HIT DICE:	1+1 to 2+2
THAC0:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d2
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	S (1' diameter)
MORALE:	Unreliable (2–4)
XP VALUE:	175



Also called the *coffin shell creature,* a carapace is an aggressive, mobile fungus native to the Underdark. It adapts itself on contact with almost any vertebrate creature, from reptiles to mammals to fish, creating a symbiotic exoskeleton. It does not attach itself to invertebrates, such as insects, spiders, or octopi. In its natural state, the carapace looks like a soft, gray spongy mass about a foot in diameter, though it can extend tendrils from its central mass to snare a host, then pull itself into contact with the host's body.

Combat: The carapace lies hidden in beds of other fungi or clings to cavern walls and ceilings. In its natural state, the carapace has an Armor Class of 10. Whenever the carapace successfully strikes a target, or is struck by the unprotected living flesh of a predator or attacker, it creates a sticky, gluey bond between the two creatures. Unless the fungus is dispatched within the next round, the bond solidifies, and the carapace begins to spread its mass out over the host's skin. Attacks that physically damage the spreading carapace inflict equal damage on the host creature, though it can be destroyed without harm to the host by a *cure disease* spell.

If the carapace is not removed within a certain time that depends on the size of the host, it hardens into a protective horn-like shell that improves the host's Armor Class by 2 (for instance, a giant snake with AC 6 would become AC 4). The carapace can cover any size creature, given enough time, since it transforms some of the host's mass as well as spreading its own. The process takes a single day for tiny creatures (size T), two days for small creatures (size S), four days for man-sized creatures (size M), a week to 10 days for large creatures (size L), at least two weeks for huge creatures (size H), and up to a month for gargantuan creatures (size G). When this process is complete, the host creature permanently loses one point of Constitution. The host's joints are not stiffened, as the carapace adapts to the host's body structure.

Once the host is entirely covered, the carapace cannot be removed without damaging the host's body. At this point the carapace has become fully integrated with the host's skin and has no independent existence. A *cure disease* spell is no longer effective against it. After the carapace has covered the entire skin of the host, the host body becomes noticeably thinner and paler; this is when many of the host's companions first notice any change. The hardened carapace gives the host some benefits: it can regenerate the host at 1 hit point per round for up to a day in exchange for another point of Constitution. It *will* do so to keep its host at least half the host's full hit points. (If the total number of hit points regenerated by the carapace in one day is less than or equal to the host's Constitution, *no* Constitution is lost if the number of regenerated hit points is less is rolled on 3d6).

The carapace absorbs poisons and mental attacks, making the host immune to poisons, mind-affecting spells, and psionic attacks. If the host is psionic, the carapace absorbs the host's PSPs as well. A hardened carapace is immune to fire, further protecting the host.

Habitat/Society: The carapace, in its soft form, uses its limited mobility to move about searching for hosts. It can crawl on walls and ceilings and attach itself to almost any surface. It is attracted by body heat and motion, and avoids direct sunlight and negative energy. When not attached to a host, the soft form of the carapace can subsist for months on a diet of less-dangerous fungus and slime-molds. When such fungi are abundant, a soft carapace slowly grows to the 2+2 HD size, then divides into two 1+1 HD carapaces. In its soft state, the carapace is vulnerable to spells effective against fungi, such as the 7th-level priest spell *sunray,* and to subterranean creatures that eat fungi, such as giant slugs, purple worms, and burburs.

A hardened carapace slowly leeches away the bones of the host, becoming the host's exoskeleton in a process that is not particularly painful. As the carapace slowly fuses with the host's spinal and brain tissue, the host's alignment shifts irreversibly to neutral, though the host's lawful or chaotic tendencies are unaffected.

Once the host dies, the host tissue within the carapace is consumed by the growth of new spongy carapace fungus. When the host's body is entirely consumed (which may take several weeks) the dead outer carapace splits, revealing one or more new soft carapaces. The host body breeds a new carapace per 3 feet of height or body length.

Ecology: The carapace is a symbiont, thought to have been created by a slime-lord of the tanar'ri long ago. Only the most desperate Underdark creature might join with a carapace, but slave-warriors among the derro and aboleths are sometimes forced to become their hosts.

—*From* DRAGON Magazine #227

Children of the Sea

	Child of the Sea	Accantus
CLIMATE/TERRAIN:	Temperate ocean	Coast
FREQUENCY:	Rare	Very rare
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any
DIET:	Omnivore	Omnivore
INTELLIGENCE:	Very (11–12)	Average (8–10)
TREASURE:	See below	Nil
ALIGNMENT:	Neutral	Chaotic neutral
NO. APPEARING:	1–2	1
ARMOR CLASS:	7	5
MOVEMENT:	12, Sw 12	6, Sw 15
HIT DICE:	2	4
THAC0:	19	17
NO. OF ATTACKS:	1	2
DAMAGE/ATTACK:	By weapon	1d8/1d8
SPECIAL ATTACKS:	Nil	See below
SPECIAL DEFENSES:	Nil	See below
MAGIC RESISTANCE:	Nil	Nil
SIZE:	M (5′–7′ tall)	M (5′–7′ tall)
MORALE:	Average (8–10)	Steady (11–12)
XP VALUE:	120	650

In secluded coastal villages live people who are not people. Their faces betray a hint of the deep attraction the sea holds for them. Legends tell of handsome and beautiful strangers who visit, and the strange offspring of such unions.

Children of the sea are a race apart, though they must breed with humans to produce offspring. They leave the children to be raised by their human parents. Though the humans often look down on them, they also hold these strange children in awe. When Children of the Sea reach maturity, they finally answer the call of the ocean waves, going down to the deeps to live out their lives—except for the occasional tryst with a human.

Children of the Sea look human, but always have a feature that gives them away, such as brilliantly green eyes, hair with a green tint, or exceptionally advanced webbing of the fingers or toes. All have an affinity for fish and for the sea.



Combat: Children of the Sea are generally peaceful, but will defend themselves if attacked. They can learn to use any weapon of humankind, they display talent with harpoons and nets. They will wear armor at the request of their parents (real or adoptive), but never by their own choice.

Children of the Sea have certain powers over the water and the denizens therein. At the age of 5, they gain the ability to *predict weather* in the area around them, up to 48 hours into the future and with 90% accuracy. At age 7, they can *summon fish;* once per day they can cause any fish within 60 yards to come to their location. At age 9, they gain the power to *raise* or *lower water* as the 4th-level priest spell, which they can use as if they were 7th level. At age 15, they gain the ability to breathe underwater. A Child of the Sea uses these innate abilities almost unconsciously, and will use them to aid his adoptive family unless he has not been treated well.

Habitat/Society: After growing up in a human home, Children of the Sea enter the ocean depths and lead a life that is largely solitary and nomadic. They sometimes recall their human childhoods and, craving the companionship they once had, venture onto land for a night or two. Children of the Sea are often the result of these visits. Male Children take no part in raising their offspring, though they may visit occasionally to leave a gift for mother or child. Female Children return to the ocean to bear their children and, once the child is born, attempt to leave it with its father or another human family.

Ecology: Children of the Sea are members of human society for part of their lives, and carry its mark. When they go off on their own, they live in relative harmony with nature, surviving on fish and aquatic plants. While they never kill for sport, they regard sharks and sahuagin as their deadly enemies.

To reproduce, Children of the Sea must mate with humans. They are infertile with one another.

Accantus

A Child of the Sea who is mistreated by his or her adoptive human family has a 5% chance, upon reaching maturity, to become and accantus. Accanta look like other Children of the Sea, and have the same abilities. As they approach maturity, however, they become more strange and wild, almost feral. They will leave their adoptive parents as early as possible, going off to live alone in seaside caves or ocean depths.

In becoming an accantus, a Child of the Sea gains two additional abilities. First, he can transform his body into water at will; second, he can summon water weirds to his side. In watery form, the accantus can strike with liquid fists for 1d8 points of damage each. In this form, the accantus is immune to blunt weapons and takes only half damage from edged weapons. Also, an accantus in watery form can alter his physical shape as desired, and can use this ability to slide under doors or through cracks and other obstructions that are not waterproof. An accantus in watery form can hide in bodies of water (such as pools) as if *invisible.*

The accantus can summon one water weird per day. The creature (detailed in the *Monstrous Manual* tome) has maximum hit points. Water weirds will not attack accanta. Accanta are seldom seen by humans who live to tell the tale. Evidence of their presence can be found, however—the family members who mistreated them are often found drowned in their beds in otherwise dry homes.

—*From* Taladas: The Minotaurs, #9344

Clam, Giant

	Giant Clam (Oyster)	Carnivorous Scallop
CLIMATE/TERRAIN:	Ocean shallows	Tropical shallows
FREQUENCY:	Rare	Very rare
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any
DIET:		Carnivore
INTELLIGENCE:	Non- (0)	Animal (1)
TREASURE:	See below	See below
ALIGNMENT:	Neutral	Neutral
NO. APPEARING:	1–4	1–4
ARMOR CLASS:	3 (10)	4 (10)
MOVEMENT:	1	1, Sw 3 + special
HIT DICE:	3+3	4+4
THAC0:	17	15
NO. OF ATTACKS:	See below	1 ram
DAMAGE/ATTACK:	See below	1d10
SPECIAL ATTACKS:	Entrapment	Surprise, poison cloud, entrapment
SPECIAL DEFENSES:	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil
SIZE:	M (6′ dia.)	M (6′ dia.)
MORALE:	Unsteady (5–7)	Average (8–10)
XP VALUE:	175	650



Giant clams (including oysters, scallops, and similar shellfish) are found in shallow waters, to a maximum depth of 200 feet. The soft-bodied mollusk lives in a hard, protective shell that it opens for feeding and closes against predators. The upper shell of the giant clam is a light brown (some have white markings), the lower shell is white. The clam has tiny blue eye-spots located near the edge of its shell. These can distinguish between light and shadow and detect movement, by cannot estimate size. Special organs near the front of the mantle cavity, where the soft body of the clam sits, detect and analyze chemical traces in the water.

Communication with giant clams is probably not possible except on the most basic empathic levels.

Combat: The giant clam is not a direct threat, but can be dangerous if approached incautiously. When threatened or when something tries to reach inside the shell, the shellfish reacts by closing its shell. The clam's adductor muscles, which act as a hinge for the shell, are quite powerful; a successful bend bars roll is required to force the shell open again.

Some species have wavy-edged shells that are very sharp. On a natural roll of 19 or 20, these will sever a trapped limb.

Habitat/Society: The giant clam is not usually found in large numbers, though rumors persist of large beds. An individual clam's location is not fixed, as it can use its inhalent and exhalent siphons to move across the sea bottom when the supply of food in an area runs low.

The giant clam filters small shrimp and sea animals from the water; it also lives on algae colonies growing inside the shell mantle. The clam's external cilia have evolved into small tentacles about 2 feet long. These are used to grasp prey and move it to the clam's stomach. The cilia are too weak to cause damage or hold any creature with a Strength greater than 6.

Ecology: Some undersea races, such tritons, tend beds where domesticated giant clams or oysters are grown. The most important predators of giant clams and oysters are giant starfish and, of course, greedy humans seeking wealth.

The inside of the shell is lined with mother-of-pearl, with a base value of 50 gp and a maximum value 500 gp (use the *DMG* gem tables to find the value of the shell within these limits). A giant clam has a 5% chance for a single giant pearl worth 500 to 1,000 gp, depending on its size and quality. The pearl might be as large as a fist, but will not be as lustrous as smaller pearls from common pearl oysters. The chance for a giant oyster to have a pearl is 25%, and the base values are doubled. While giant clams do not actively accumulate treasure, there is a 5% chance that, scattered about or buried in the sediment around the clam, one can find a few coins, accouterments, or minor magical items from an unfortunate victim who was caught and drowned.

Larger or smaller giant shellfish can be generated by assuming 1+1 Hit Die per two feet of shell diameter and adjusting other characteristics accordingly. Unconfirmed rumors suggest the possibility of intelligent, or even psionic clam and oyster colonies.

Giant Carnivorous Scallop

The giant carnivorous scallop is, to the uninitated, virtually indistinguishable from a giant clam. However, it has evolved a slightly higher intelligence than its cousin, and actively hunts for prey. This creature can actually swim by making a butterfly movement with its shell. It can, by a sudden expulsion of water, jet backward, ramming an opponent within 30 feet for 1d10 points of damage.

The carnivorous scallop's usual method of attack is to expel a mild neurotoxin through its exhalent siphon. The toxin disperses in a 10-foot diameter cloud that paralyzes for 1d12 rounds any creature that fails to make a successful saving throw vs. poison. The paralyzed prey is then grasped by the external cilia and either drawn directly into the stomach (where it suffers 1 point per round of damage while being digested) or cut into smaller pieces by sawing motions of the shell (which inflict 1d3 points per round).

Sometimes a giant carnivorous scallop buries itself in a sandy ocean bottom to hide from predators or surprise prey. When the clam is concealed, opponents have a –5 penalty to their surprise rolls.

—*From* DRAGON Magazine #116

Clockwork Horror

	Copper	Silver	Electrum	Gold	Platinum	Adamantite
CLIMATE/TERRAIN:	Any nonaquatic	Any nonaquatic	Any nonaquatic	Any nonaquatic	Any nonaquatic	Any nonaquatic
FREQUENCY:	Uncommon	Rare	Rare	Very rare	Unique	Unique
ORGANIZATION:	Race	Race	Race	Race	Race	Race
ACTIVITY CYCLE:	Any	Any	Any	Any	Any	Any
DIET:	Nil	Nil	Nil	Nil	Nil	Nil
INTELLIGENCE:	Low (5–7)	Average (8–10)	Very (11–12)	High (13–14)	Exceptional (15–16)	Genius (17–18)
TREASURE:	Nil	Nil	Nil	Nil	Nil	Nil
ALIGNMENT:	Lawful evil	Lawful evil	Lawful evil	Lawful evil	Lawful evil	Lawful evil
NO. APPEARING:	2–20	1–10	1–6	1	1	1
ARMOR CLASS:	4	2	0	–2	–4	–6
MOVEMENT:	9	9	9	9	9	9
HIT DICE:	2	3	4	5	6	7
THAC0:	19	17	17	15	15	13
NO. OF ATTACKS:	1	1	1	1	1	1
DAMAGE/ATTACK:	1d4	1d6	1d8	1d10	1d12	1d20
SPECIAL ATTACKS:	Nil	Spring caster	Steam caster	Lightning rod	Lightning rod	Disintegrate
SPECIAL DEFENSES:	See below	See below	See below	See below	See below	See below
MAGIC RESISTANCE:	10%	20%	30%	50%	70%	90%
SIZE:	S (2′ diam.)	S (2′ diam.)	S (2′ diam.)	S (2′ diam.)	S (2′ diam.)	S (2′ diam.)
MORALE:	Fearless (20)	Fearless (20)	Fearless (20)	Fearless (20)	Fearless (20)	Fearless (20)
XP VALUE:	65	120	175	975	1,400	6,000

If one thinks of campaign worlds as single cells in the body of the cosmos, then one must certainly think of clockwork horrors as viruses that have come to destroy that body.

Clockwork horrors are a form of arcane apparatus. They look something like a mechanical spider (though they have only four legs). While the body of the horror is only about two feet in diameter, the legs give the creature an overall diameter of about four feet. In the front of the body is a crystal that enables the horror to see. Two depressions, one on each side of this lens, serve the horror as hearing organs. Two limbs, located roughly below the hearing dishes, serve a number of purposes described later.

The body of a clockwork horror is always cast as a single piece from some type of metal. The most common type of horror is created from copper, but others may be cast from silver, electrum, gold, platinum, or even adamantite. The surface of the body is always highly polished and covered with pulsating runes of mystical power.

Clockwork horrors communicate with each other by means of clicks, whirs, and similar mechanical sounds. The exact nature of their language is unknown. It is believed, however, that the horrors use a type of dot-and-dash code similar to that employed by sailors when they signal each other with lights.

Combat: All clockwork horrors share the same special defenses. They are immune to all spells that depend on biological functions for their effects. Examples of these included *cure* or *cause wounds, feign death, polymorph other,* and *cloudkill.* In addition all mind-affecting spells, such as *charm, hypnotize,* or *fear,* have no effect on them; nor do psionic attack modes. They can be affected only by attacks that have some power over nonliving objects. A *shatter* spell directed at the horror's seeing crystal will blind it for one round per level of the caster. Similarly, a *dispel magic* spell focused on a single horror paralyzes the horror for a like duration.

In addition, all horrors are immune to electricity-based attacks of any type. Heat and cold affect them normally, as do all other types of spells not specifically excluded.

Copper Horror

The copper horror is the most commonly encountered horror. While all of the other horrors have a built-in weapon of some type, the copper horror is not so equipped. Copper horrors serve as the menial workers of the race. The special appendages that they use in their daily labors, however, can often be used in combat with some success. When a copper horror is forced to engage in melee, the mechanism can be used to make one attack that inflicts 1d4 points of damage. The exact nature of the attack may vary (S, P, or B), depending on the task to which the copper horror was assigned.



Clockwork Horror

Silver Horror

The silver horror is somewhat less common that its copper kin, but is far more dangerous. The silver horror is the warrior of the race. It is most often encountered as a patrol or guard at work sites or in horror-dominated regions.

The right manipulator arm of the silver horror is fashioned to serve a dual purpose. Besides enabling the silver horror to grasp and handle items in the manner of a human hand, it can present sharp blades for combat. Once extended, these spin at high speed, turning the manipulator into a deadly rotating saw that strikes for 1d6 points of damage.

The silver horror has a missile weapon as well. Where the copper horror has a secondary manipulator are, the silver horror has a hollow black tube. This weapon, a *spring caster,* is a clockwork-driven device that ejects a barbed dart at high velocity. The dart has ranges of 10/20/40 yards and inflicts 1d3 points of damage. The spring caster can fire once per round.

Electrum Horror

The electrum horror fills the role of commanding officer or overseer. It often leads patrols of silver horrors or directs the operations of large numbers of copper horrors.

The electrum horror is equipped with the same combination manipulator/razor saw found on the silver horror. However, the electrum razor saw is sharper and more dangerous, inflicting 1d8 points of damage with a successful hit.

Where the silver horror has a spring caster, however, the electrum horror is armed with a *steam caster.* The steam caster uses a jet of high pressure steam to fire its missiles. As with the spring caster, the rate of fire is but one per round. The range of the steam caster is 20/40/80 yards, and the damage inflicted by a hit is 2d4 points.

Gold Horror

The gold horror is a high-ranking member of the clockwork horror social structure. As a rule, there is only one gold horror to a planet, and its task is the direction of all horror operations on that world. Besides its keen intelligence, the gold horror's combat abilities make it more that able to carry out its mission.

The gold horror's razor saw is one of the sharpest cutting devices known. In combat, it inflicts 1d10 points of damage. The gold horror's second arm is a black tube known as a *lightning rod.* Once every other combat round, the rod can unleash a stroke of lightning that functions just as the 3rd-level wizard spell, *lightning bolt,* but inflicting 3d6 points of damage. A saving throw vs. spell is allowed for half damage.

Platinum Horror

Seldom will more that one platinum horror be found in a given crystal sphere (campaign universe). Where gold horrors direct the actions of the lesser clockwork horrors, the platinum horror directs the gold horrors.

The weapons of the platinum horror are the same as those of the gold horror: the razor saw and lightning rod. However, the platinum razor saw inflicts 1d12 points of damage and the lightning rod can fire *every* round for 4d8 points of damage. A saving throw vs. spell is allowed for half damage.

Adamantite Horror

The so-called "father" of the clockwork horror race, only one adamantite horror is known to exist. A cold and calculating entity, the adamantite horror is fond of intricate strategies and devious planning.

When drawn into actual combat, a rare occurrence, the adamantite horror is far from helpless. Its first line of defense is its trusty razor saw. More dangerous than the saw of the platinum horror, the adamantite razor saw inflicts 1d20 damage with a successful attack.

The adamantite horror has no lightning rod, but wields a weapon known as the *nightmare stick.* Each round, the nightmare stick functions as the 6th-level wizard spell, *disintegrate,* with a 50-yard range. A saving throw vs. spell is allowed to avoid the deadly effect.

Habitat/Society: The wisest sages tell of an ancient humanoid race, known only as the "Lost Ones." Records of their origin have long since faded, but frightening tales are told of their demise.

The Lost Ones were fond of mechanisms. The more subtle and clever their devices, the better they liked them. In the end, however, their own love of such toys brought them down. One of their most brilliant artificers built a magnificent adamantite machine with workings so advanced that none but he could fathom its operation. In addition, he wove powerful spells about the contraption, bestowing on it intelligence and mystical abilities. In gratitude for its creation, the adamantite machine destroyed him.

Over the course of the next few decades, the adamantite horror built an army of mechanical followers, each in its own image, but of lesser quality. As the horrors rose to power in their sphere, they eliminated all biological life in it. In the end, they tore apart the worlds in their sphere and used the raw materials thus obtained to build more and more horrors.

Centuries passed for the horrors contained in the sphere of the Lost Ones. They would have been forever doomed to remain there had they not been visited by a fleet of neogi deathspiders. The neogi had come seeking slaves and "cattle" to feast upon. Instead, they found death. One by one, their ships were taken from them. In the end the neogi and their slaves found themselves forced into *lifejammers* (spelljamming ships powered by life energy instead of magic).

Now able to journey between crystal spheres, the clockwork horrors began to spread. Each crystal sphere they entered was violated and the worlds within were plundered. For those living in these doomed spheres, there was no escape.

The society of clockwork horrors, if one can call it that, is a rigid, almost military one. Horrors have no individual identities. Rather, they have a mission: the race must survive.

Once the clockwork horrors have established a foothold on a world, they see all living things on that world as a threat. Logically, to the horrors, such creatures must be removed—and removal of living things is one thing at which the clockwork horrors are expert.

Ecology: The clockwork horrors are not natural creatures, but make radical changes in the worlds they visit. They sometimes temporarily enslave intelligent races, keeping hopes of some accommodation alive until they have total control. They also take occasional prisoners to study and analyze species weaknesses.

A clockwork horror fleet, which nearly always consists of 10d10 captured neogi ships, leaves the worlds it visits stripped of their natural resources. Metals are strip-mined, living things are removed as useless and troublesome, and everything that can be exploited is drained away. This process takes only two or three centuries.

The powerful weapons of the clockwork horrors are highly prized by most artificers. While they do not retain their powers after removal from the horrors, they are nonetheless interesting to study.

—*From* MC6 SPELLJAMMER Appendix, #2109

Clockwork Swordsman

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Very to Exceptional (11–16)
TREASURE:	Q×2, see below
ALIGNMENT:	Chaotic good
NO. APPEARING:	1
ARMOR CLASS:	2
MOVEMENT:	12
HIT DICE:	5 to 10
THAC0:	5–6 HD: 15 7–8 HD: 13 9–10 HD: 11
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	By weapon (+3 Strength bonus)
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	M (6′ tall)
MORALE:	Fearless (19–20)
XP VALUE:	5 HD: 650 6 HD: 975 7 HD: 1,400 8 HD: 2,000 +1,000 XP per HD over 8



Clockwork swordsmen are the mechanical and magical creations of powerful wizards, and were originally devised as elite bodyguards. Clockwork swordsmen are fearless and act according to a code of conduct much like that of a traditional swashbuckler. The DM should treat the clockwork swordsman as a fighter of level equal to its Hit Dice except as noted.

Clockwork swordsmen are sentient, generally intelligent and charismatic, but they have a horrendous Wisdom. Few learn from their mistakes, and most will repeat the same error over and over again, even if corrected. These automatons are quite able to handle sophisticated missions within a limited period and are capable of limited interpolation and extrapolation of past behavior to cope with new situations. However, their results generally leave something to be desired.

Clockwork swordsmen are almost perfect replicas of the humanoids they were built to emulate, with only slight clicks and whirs to betray their true nature. All clockwork swordsmen are obsessed with the fact that they have only a mechanical heart and no soul. They see this condition as a curse. A clockwork swordsman in company is cheery and quite outgoing. When a clockwork swordsman thinks that is unobserved or alone, however, it can be quite morose and melancholy. As magical constructs, they are bound to serve their creators, but most clockwork swordsmen quickly develop an intense dislike (or even hatred) for their creators. "Swordsman" is something of a misnomer, because roughly half of these automatons are female.

Combat: The clockwork swordsman has at least the nonweapon proficiencies of tumbling and etiquette, and most have others drawn from the rogue group well as. Because of its mechanical nature, the clockwork swordsman succeeds on all proficiency checks on a roll of 18 or less.

In combat, clockwork swordsmen act much as human swashbucklers, though restricted by the fact that they will eventually run down. In addition to their normal actions, consult the table to determine what additional action the clockwork swordsman attempts each round. A clockwork swordsman loses one full hour of activity for each point of damage it inflicts, so it is unlikely to actually attack unless absolutely necessary.

1d100	Action Attempted
01–25	Fancy move
26–45	Amusing quip
46–60	Salute or disarm
61–75	Charming compliment
76–90	Embarrassing maneuver
91–00	Bold fencing attack

Fancy move: The automaton daringly moves across the room with this flashy maneuver (treat as a parry). All clockwork swordsmen parry as 10th-level fighters (a –6 AC bonus).

Amusing quip: The clockwork swordsman calls out an amusing joke at the expense of its opponent, such as "I've spoken with pigs more polite than you." Treat this as a parry plus a *taunt* (as the 1st-level wizard spell) against one target.

Salute: The clockwork swordsman calls out a poetic and amusing salute for friends and foes alike. The salute has the same effect as a bard's heroic inspiration, giving all friends a +1 bonus to attack rolls. The effect lasts one round per Hit Die of the automaton.

Charming compliment: This is always directed at a person of the opposite sex. The target must make a successful saving throw vs. spell or behave as if under the effects of a *charm person* spell.

Embarrassing maneuver: The automaton attempts a daring and flashy maneuver aimed at embarrassing the target, such as cutting a belt or suspenders, spanking an opponent's posterior with the flat of its blade, etc. The normal called-shot penalties do not apply because of the automaton's mechanical nature. The embarrassing maneuver, if successful, is followed immediately by a relevant amusing quip.

Bold fencing attack: The automaton rushes its opponent, gaining a +2 bonus on all of its attack rolls that round and causing the foe to retreat 1d10 steps. This is most effective when fighting on stairs, balconies, and cliffs. If the automaton has fewer than 50 hours of activity remaining, ignore this result.

Clockwork Swordsman

Clockwork swordsmen are immune to spells that influence the mind, such as *charm person* and *suggestion*. However, *ESP* and *telepathy* will affect them.

A clockwork swordsman is usually armed with either a rapier and main-gauche or a saber and stiletto, although they will sometimes (20%) have a wheel lock pistol if these are common. A clockwork swordsman has an effective strength of 18, giving it a +1 bonus to hit and a +3 bonus to damage.

Clockwork swordsmen always seek to avoid water. Most of them carry a can of oil, just in case. Exposure to moisture can damage their internal mechanisms. If exposed to moisture, the clockwork swordsman must make a successful saving throw vs. poison or take 6d6 points of damage 1d4 days after the exposure. These automatons are also terrified of rust monsters.

Habitat/Society: Clockwork swordsmen seek to emulate swashbucklers in every particular, including the flashy clothing, gaudy belongings, and lavish gifts. They desire above all else to be human, and attempt to behave as humanly as possible. They often harbor deep fears that they do not really have emotions and a sense of humor. Given the opportunity, a clockwork swordsman will ask endless questions about "emotions" and what it means to be "real."

Clockwork swordsmen are valuable and expensive servants. Most creators will not risk their creations unnecessarily, so they send them only on critically important missions. Most of the time, they keep such automatons close by to serve as bodyguards. In this case, a clockwork swordsman might be only partially wound up, forcing it to stay close to its master.

Clockwork swordsmen have no treasure and generally have no desire to accumulate any beyond the trappings necessary to support a flashy, graceful lifestyle.

Ecology: If destroyed, the body of a clockwork swordsman yields rare gems equivalent to a Q×2 treasure and precious metals (gold, platinum, and silver) worth 1d4×1,000 gp. These materials are part of the automaton's internal workings.

Clockwork swordsmen need to be rewound on a regular basis. They can operate for a maximum of (hit points × 10) hours before rewinding is needed. If its springs run out, the clockwork swordsman goes dormant. When encountered, use percentile dice to determine what percentage of activity it has left, with a minimum of 10%. A clockwork swordsman with 45 hit points would have a maximum activity duration of 450 hours (about two and a half weeks). A percentile roll of 70% would indicate that it has 315 hours of activity left in its springs when encountered. An encountered clockwork swordsman with less than 50% time remaining is generally returning to its creator.

Rewinding a clockwork swordsman takes one round per hour of activity restored. When attempting to fully wind the springs, there is a 10% chance of breaking the automaton's delicate internal workings, which effectively kills it. Clockwork swordsmen cannot be *raised*, since they are constructs. They can be repaired, but only by the original creator. Clockwork swordsmen cannot rewind themselves, and the most powerful automatons (9 or more Hit Dice) often require magical keys, which are usually safeguarded by their creators.

A clockwork swordsman could conceivably host a heroic spirit. Such a clockwork swordsman could rewind itself, *if it obtains its key.* This would allow it to become independent from its creator. The heroic spirit would stay with its mechanical host until its internal workings rusted, which could be a very long time.

Other types of clockwork automatons are certainly possible. For example, a wizard might construct a mechanical body servant, laboratory assistant, or even a horse.

Rogue Automaton

Occasionally, a clockwork swordsman will go rogue. The swordsman becomes an utterly ruthless, cold-hearted, mechanical killer. Like a clockwork swordsman hosting a heroic spirit, a rogue automaton has no need for a key and is independent of its creator. The rogue automaton may exist in a symbiotic partnership as a host, and so may have unusual abilities not available to other clockwork swordsmen.

A rogue automaton retains all of its swashbuckling abilities and flashy behavior patterns, but functions with an effective Strength of 19. Many develop a taste for wealth for its own sake and will often accumulate a significant treasure hoard.

A rogue automaton will stop at nothing to track down and kill its creator. It prefers a long, drawn-out stalking campaign culminating in the dramatic death of its creator. A rogue automaton generally kills other clockwork servants made by its creator first, then living servants and immediate relatives, leaving its creator for last.

Red Steel Lore

Clockwork swordsmen never belong to any of the swashbuckler fighting schools detailed in the *Savage Coast™ Campaign Book.* Rogue swordsmen are hosts to legacy leeches, and can use the latter's legacy powers. Note that in this setting, wheel locks are considerably different from standard (the standard version is given here).

—*From* Red Steel Online MC, #2524

Weapon	Cost	Weight (lb.)	Size	Type	Speed Factor	Damage S–M/L
Rapier	15 gp	4	M	P	4	1d6+1/1d8+1
Saber	17 gp	5	M	S	5	1d6+1/1d8+1
Main Gauche	3 gp	2	S	S/P	2	1d4/1d3
Stiletto	5 sp	½	S	P	2	1d3/1d2
Pistol, Wheel lock (Starwheel)	1,000 gp	3	S	P	10	1d4*/1d4*

Pistol, Wheel lock ROF: 1/3 Range: 30/60/90

* Each shot requires one charge of *smokepowder.* On an attack roll of 1 or 2, the weapon backfires for 1d6 damage and is fouled until three full turns can be spent cleaning it. On any damage roll of 4, roll again and add to damage; for example, a damage roll series of 4,4,3 for one shot inflicts 11 points of damage.

Coral

	Brain Coral	Coral Worm
CLIMATE/TERRAIN:	Tropical tidal zone	Deep coastal water
FREQUENCY:	Very rare	Very rare
ORGANIZATION:	Solitary	Colony
ACTIVITY CYCLE:	Any	Any
DIET:	Omnivore	Carnivore
INTELLIGENCE:	Exceptional (16)	Animal (1)
TREASURE:	Incidental	(C)
ALIGNMENT:	Neutral	Neutral
NO. APPEARING:	1	10–100
ARMOR CLASS:	5 (10 polyp)	0 (8 polyp)
MOVEMENT:	Nil	See below
HIT DICE:	3	3 to 8
THAC0:	Nil	17 (3–4 HD), 15 (5–6 HD) 13 (7–8 HD)
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	Nil	1d4 per HD
SPECIAL ATTACKS:	Psionics, poison	Nil
SPECIAL DEFENSES:	Psionics	Razor edges, retreat
MAGIC RESISTANCE:	Nil	Nil
SIZE:	S (2′ diameter)	L to H (7′ to 20′ long)
MORALE:	Nil	Steady (11–12)
XP VALUE:	175	270 to 2,000
Psionics Summary:	See below; 50 PSPs *Att:* EW, II/*Def:* MBk, TS	Nil
PLAYER'S OPTION®:	MAC: 8; MTHACO: 18	Nil

Coral is the calcium-based exoskeleton of soft-bodied sea creatures, called *polyps*, that anchor themselves to the sea floor and filter their food from the sea water with a cluster of tiny tentacles. The coral branches prevent the polyps from being eaten by other sea life, providing a tough outer shell into which the vulnerable polyp can withdraw when threatened.

Common coral generally poses few hazards to the careful, the main dangers being cuts that attract aggressive predators, poison (certain species only), and damage to ships that collide with coral reefs. Coral will form mainly in tropical seas; near shorelines, islands, and submerged volcanoes.

Brain Coral

Brain coral is convoluted and ridged so that it resembles a human brain. Like its simpler cousins, it is found in warm tidal zones to a depth of 1,000 feet. Usually, it lives in a coral reef or atoll, where the feeding is easier. Brain corals are yellow, brown, or olive in color. If removed from the water, the coral turns bone white.

The calcium exoskeleton is Armor Class 5. This takes damage equal to the total hit points of the polyp before fracturing enough to allow an attacker to get to the Armor Class 10 polyp inside. Slashing and piecing weapons inflict only half damage on the exoskeleton. Tiny stinging cells (*nematocyts*) throughout the exoskeleton attack any flesh that comes into contact with the brain coral. These inject a weak neurotoxin; the victim must make a successful saving throw vs. poison at a +4 bonus or be paralyzed for 1d10 rounds.

The brain coral colony is psionic, having the attack modes of *ego whip* and *id insinuation* and defense modes *mind blank* and *thought shield*. It has two or more of the following telepathic powers: *domination, mindlink (animal telepathy only), contact, cell adjustment, ESP, invisibility,* and possibly the psychometabolic devotion *cell adjustment* as well. The colony has a 25% chance for psychokinetic powers and, if so, has the science *telekinesis* and devotion *ballistic attack*. If a brain coral with *telekinesis* is attacked, it can use this power to move attackers away from the area, or use *ballistic attack* to batter one intruder with underwater debris for 1d6 points of damage per round. A brain coral with *ESP* may attempt to read the minds of any visitors.

—*From* DRAGON Magazine #116

Psionic Summary

Brain corals have the following powers:

- Telepathy—*Sci.* domination, mindlink (animal telepathy only). *Dev.* contact, ESP, ego whip, invisibility, id insinuation.
- Psychometabolism—*Dev.* Cell adjustment
- Psychokinesis (25% chance)—*Sci.* telekinesis; *Dev.* ballistic attack.

Coral Worm

The tube of the coral worm ranges from 2 feet to 8 feet in diameter, stands from 2 feet to 20 feet tall, and looks like the precious pink, red-orange, or white variety. The worm itself has a long, black, sluglike body that exactly fits the diameter of the coral tube.



When prey approaches the coral reef, the worms dart out to their full length to attack the prey. Their mouths are lined with rough, bony plates able to grind coral or bite through a ship hull or armor. Their damage is based on their size, 1d4 per Hit Die, so a 4 HD creature inflicts 4d4 points of damage. If threatened, the coral worm can retreat into its tube, safe from all but the most persistent predator. Coral worms attack most creatures, but some types of lampreys and eels live with them and feed upon the scraps they leave.

The coral worm's tube is covered with razor sharp ridges, 4 to 6 inches high and running several feet. Anyone coming into contact with these suffers 1d10 points of damage. The inside surface of the coral tube is pearly smooth.

Coral worms might abandon their protective coral (where they are AC 0) to attack boats or swimmers. They move slowly (MV 3) and are only AC 8 when exposed.

The coral tubes have no monetary value, but in a marine environment they are invaluable natural dwellings used by many creatures after the original worm has abandoned them.

—*From* LNA2 Nehwon #9305

Darklore

CLIMATE/TERRAIN:	Lower Planes
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Knowledge
INTELLIGENCE:	Average (8–10)
TREASURE:	Nil
ALIGNMENT:	Neutral evil
NO.APPEARING:	1
ARMOR CLASS:	0
MOVEMENT:	3
HIT DICE:	6+2
THAC0:	15
NO. OF ATTACKS:	1d6
DAMAGE/ATTACK:	1d6 per attack
SPECIAL ATTACKS:	Absorb or bestow knowledge
SPECIAL DEFENSES:	+1 or better weapons to hit, half damage from edged weapons
MAGIC RESISTANCE:	20%
SIZE:	L (10' wide)
MORALE:	Steady (11)
XP VALUE:	6,000

A darklore is a puddlelike beast that feeds on tainted knowledge, craving the taste of wicked secrets and foul truths. To sate its hunger, it seeks out the evil to drain them of their accumulated dark knowledge. In appearance, it is a wriggling, blue-gray mass of amorphous flesh, with dark green veins pulsing just below the surface of its entire body. It can form one to six tentaclelike pseudopods that can stretch to eight feet. The creature has no apparent eyes or other features.



Combat: Any creature struck by one of the darklore's pseudopods suffers 1d6 points of damage. A creature of evil alignment must make a successful saving throw vs. spell or lose one point of Intelligence. A creature of neutral alignment, must make a similar saving throw only 50% of the time, while a good-aligned creature is affected only 25% of the time. The only creatures immune to the darklore's draining are those with no knowledge of evil, those too pure to possess dark secrets—most likely, creatures from the Upper Planes (these still suffer the 1d6 points of damage.)

Those completely sapped of Intelligence fall into a coma. Drained Intelligence returns at a rate of one point per week, to a maximum of the creature's previous total minus 1d4–1. In other words, 0–3 points of Intelligence are permanently lost.

A darklore can bestow knowledge upon a creature, rather than steal it, but does so only when fighting foes of good or neutral alignment. During such a battle, a non-evil creature struck by a pseudopod must make a successful saving throw vs. spell or suddenly become aware of a dark secret (Intelligence points are *not* gained). The knowledge is so foul that good-aligned creatures who fail a saving throw are stunned for 1d2 rounds, unable to perform any action. Neutral creatures are stunned only 50% of the time. Paladins who receive dark knowledge lose their status 1% of the time (an *atonement* spell can restore paladinhood lost in this way).

A DM can use a darklore to make a player character aware of certain secrets—or to rob him of facts he shouldn't know. Such tainted knowledge can include the location or key of a gate leading to the Lower Planes, the true name of a fiend, a wrongful deed committed (or planned) by others, details about an evil item or place, and so on. The character can then act on the knowledge gained (or must carry on with no memory of the stolen secret unless he learns it anew).

A darklore has the following spell-like abilities, each usable once per round: *darkness 15' radius, detect good/evil, detect invisibility, clairaudience, clairvoyance, infravision,* and *teleport without error.* A darklore generally uses its spell-like powers to find prey. Because of its almost liquid nature, a darklore can ooze through openings as small as 1 inch in diameter. A darklore can be harmed only by weapons of +1 or better enchantment. Of those, piercing and slashing weapons (types P and S) inflict only half damage.

Habitat/Society: Originally spawned in the first layer of the Gray Waste, darklores have since wormed their way across the entire Lower Planes. They seem to retain a link to their source of creation, preferring to stick close to the banks of the River Styx. Nevertheless, they're free to roam wherever they please.

Because the darklores feed on knowledge, they pose little threat to the less intelligent residents of the Lower Planes. Even most lesser fiends are just a light snack for them, and are often passed over in favor of more intelligent prey. Greater fiends fear the darklores, but they prize the creatures as well, for two reasons. First, a charmed or controlled darklore can be commanded to drain others of evil knowledge and then impart those secrets to its master; powerful fiends use darklores as insidious, information-gathering spies. Second, a darklore can teleport any creature whose name it knows. Thus, a mighty fiend can force a charmed darklore to absorb its name, and then can use *teleport without* error at will. (As a darklore can drain only wicked knowledge, the name must be an evil secret, or part of one. A fiend who surrenders his name to a darklore loses one point of Intelligence—permanently—and has to arrange to relearn his own name, perhaps simply by writing it down before it's sucked away, commanding a lackey to repeat it, and so on.) The yugoloths have been ordered to kill or capture darklores on sight.

Ecology: Even by lower-planar standards, the darklore is an abomination—a fluke. They formed when the Maeldur Et Kavurik, an ancient creation of the yugoloths, plunged into the River Styx. The size of the behemoth splashed much of the foul water onto the shores—water that had absorbed all of the Maeldur's dark secrets and forbidden knowledge. Not even the canniest arcanaloth could have predicted that the puddles would congeal and gain sapience. The behemoth's strange essence somehow reacted with the foul waters and the nature of the Gray Waste to create the darklores. No one knows how many were created by the Maeldur's splash, or whether they can reproduce. Those who know of them hope the answers are few and no.

—*From* Hellbound: The Bloodwar #2621

Dharculus (Far Realm)

CLIMATE/TERRAIN:	Special
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivorous
INTELLIGENCE:	Very (11–12)
TREASURE:	Nil
ALIGNMENT:	Chaotic neutral

NO. APPEARING:	1
ARMOR CLASS:	2
MOVEMENT:	9
HIT DICE:	10
THAC0:	11
NO. OF ATTACKS:	6 or 1
DAMAGE/ATTACK:	1d4×6 (tentacles) or 2d10 (maw)
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Ethereal attack
MAGIC RESISTANCE:	Nil
SIZE:	H (30′ long)
MORALE:	Elite (14)
XP VALUE:	3,000



The dharculi are swimmers of the Border Ethereal, inserting their mawed tentacles into the Prime Material Plane to feed. Their tentacles appear as a swarm of blind eel-like creatures sliding through the air in a deadly school. To those who can see into the Ethereal Plane, the eels are revealed to be protruding tentacle tips, some ending in small maws. The much longer tentacles are joined in the Ethereal Plane, in a fused worm-like braid that forms the main body of the creature. The posterior end of the cylindrical body loops back toward the front like a question mark. This end has a huge, drooling maw filled with razor-sharp teeth. The dharculus has five tentacles that end in eyes instead of maws, which the entity keeps safely tucked into the Ethereal Plane to search through the mists for its next victim.

Combat: Dharculi feed by dipping their tentacles into the Prime Material Plane and drawing prey into the Ethereal. Each of their half dozen mawed tentacles attacks individually, inflicting 1d4 points of damage and attaching to the prey. An attached tentacle causes no further damage, but a successful Strength check at a penalty of –2 removes an attached tentacle, causing 1d4 points of damage as the teeth tear free (use a saving throw vs. paralysis for creatures with no Strength rating). If a dharculus attaches three or more tentacles to a single victim, only a successful saving throw vs. death prevents the victim from being drawn into the Ethereal Plane at the beginning of the next round. Here, the dharculus can bring its horrible primary maw to bear on the victim for 2d10 points of damage. The saving throw must be made each round that opens with three tentacles attached to the victim.

Each individual tentacle possesses the following statistics: AC 3; MV Fl 9; HD 2; hp 8 each; THAC0 11 (as the dharculus's HD); #AT 1; Dmg 1d4; SZ S (2′–10′ long); ML As dharculus. Tentacles that have taken 8 points of damage in full, and the last strike from an edged weapon, are severed. They fall to the ground, looking like dead eels out of water (the dharculus regenerates damaged tentacles at the rate of 2 points per tentacle for each 12 hours on the Ethereal Plane). A hit with a magical weapon has a 20% chance per magical plus to knock the appendage fully back into the Ethereal Plane, where it takes the dharculus four rounds to insert it back through the veil to the Prime Material Plane.

A victim drawn into the Ethereal Plane can fight the whole creature as the beast attacks with its devastating primary bite. Killing the dharculus leaves the victim drifting in the Border Ethereal, able to see his companions through the gray mist, but unable to contact them. A marooned individual without extraordinary resources is lost; however, a single chance still remains: The dharculus's tentacles that inserted into the Prime Material plane offer a brief lifeline before they recede into the ethereal deeps (up to four rounds). It is possible to use a flaccid tentacle as a rope, and physically pull oneself back into the Prime Material Plane. A successful Strength check indicates success.

Habitat/Society: Dharculi are creatures from an alternate reality far from the Prime Material Plane, and perhaps beyond the planar cosmology as well. So far, these creatures have congregated near the point of their entry into this reality. This may be because they are somehow dependent upon some element of their own Far Realm, or it may just be coincidence, in which case it seems inevitable that more will arrive, hunting the beaches of the Prime Material Plane in relative safety from the shallow sea of the Border Ethereal.

These creatures have an utterly alien psychology, but their underlying need seems to be to feed. A dharculus never passes up an easy meal. In fact, the creature is not above dragging creatures across the ethereal veil just to save it for later snacking. They boldly hunt other creatures that cross their paths without regard to rank or hierarchy.

Ecology: It is not known whether these creatures mate, or merely asexually bud or fission. If the latter is true, even a single creature could rapidly populate an area. Their current rarity and tendency to gather near their point of entry into this reality may be because they are somehow dependent on some particular element of their own Far Realm and need to stay near the point where the cross-dimensional leakage of this influence occurs. If this is true, only creatures near the point of entry are in peril. However, if the zone of influence is slowly expanding into the Prime Material Plane, itself, then the situation would be most dangerous.

—*From* Gates of Firestorm Peak, #9533

Dolphin — Athasian

CLIMATE/TERRAIN:	Ocean (The Last Sea)
FREQUENCY:	Uncommon
ORGANIZATION:	Pod
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Very (11–12)
TREASURE:	Nil
ALIGNMENT:	Any good

NO.APPEARING:	1–10
ARMOR CLASS:	4
MOVEMENT:	Sw 30
HIT DICE:	3+3
THAC0:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d10
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Save as 5th-level fighter
MAGIC RESISTANCE:	Nil
SIZE:	M (5′–6′ long)
MORALE:	Elite (13)
XP VALUE:	270
Psionics Summary:	Random wild talent
PLAYER'S OPTION:	MAC: 7 MTHACO: 19



Just as on other worlds, dolphins on Athas are intelligent, seagoing mammals. But Athasian dolphins, however, do have a few unique differences. The skin of an Athasian dolphin is thicker than usual for other dolphins, and is entirely silvery white. The sun reflects brilliantly off its surface, keeping the dolphins cool during even the height of the day's heat. Few sights are more beautiful–or more rare–than a pod (school) of dolphins racing along the surface of the sea, arching in and out of the water in sparkling brilliance. The nose of an Athasian dolphin is a bit thicker and harder than that of a normal dolphin, a result of the species' constant war with Athasian sharks. A nose punch from an Athasian dolphin is potent.

Other than these differences, however, Athasian dolphins are much like other species. Their bodies are long, compact, and muscular. They have a large dorsal fin, a powerful tail, and a blowhole atop their heads. When near to one another, Athasian dolphins communicate via a series of high-pitched squeals, some of which are beyond the upper range of human hearing. When further apart, the dolphins use an innate telepathy to keep in constant contact.

Combat: While peaceful by nature, Athasian dolphins have grown to be more warlike than their ancestors, as a result of their ongoing war with the Athasian shark population. They generally attack other creatures only when threatened, but unless they are outnumbered at least two to one, dolphins will always attack sharks. Athasian dolphins fight as an organized unit, taking commands telepathically from a leader of their group. They are especially ferocious when protecting their young, doing anything necessary–even sacrificing their own lives–to ensure the safety of the young. They make saving throws as 5th-level fighters.

In addition to their telepathic powers, all dolphins are psionic wild talents. They simply don't have the discipline for the formal study of full psionicists, but they use their natural mental abilities to fight for their pod.

Habitat/Society: Only a single dolphin species is found on Athas. Much of the knowledge about dolphin culture has been lost throughout the ages. The Athasian dolphins, appalled at the damage done to their precious ocean by younger races, have distanced themselves from other sentient creatures, whom they blamed for the despoilment of their shared environment.

Few Athasian dolphins survive, at least as far as is known. The survivors have vowed to carry on the great oral traditions of their people and act as a living legacy of those who have gone before them. Their telepathic abilities allow them to transmit memories to their progeny down through the generations.

Ecology: Athasian dolphins are both hunters and hunted. Their most typical foes are the Athasian sharks, although the ongoing conflict has only rarely broken into all-out war. Most times, the conflict remains clashes between small patrols that encounter each other more by happenstance than design.

Despite this conflict and other predators (such as the squidlike squark), the dolphin population thrives. They have generally refused to communicate with coastal races, beyond striking an implicit treaty of nonaggression. Thus, they are not often hunted by the humanoids, and in exchange, those somehow stranded in the middle of the sea might receive assistance from a friendly patrol of dolphins that will carry them back to the shore–if they're lucky enough to get there before the sharks do, of course.

On Athas, the dolphins cooperate a bit more readily with the Athasian lizard men population, although they only rarely talk to them about anything more than coordinating their defense efforts against the sharks. Still, upon a rare occasion, lizard men have even been seen riding on the backs of a group of dolphins, so as to travel quickly to a distant shore. The relationship is based on mutual respect, and the lizard men are careful not to abuse this privilege by using it overmuch.

A few human fishers have managed to strike up a friendship with these creatures, although the dolphins refuse to communicate with them telepathically in any but the most dire of times. Such rare people realize fully how lucky they are.

—*From* Mind Lords of the Last Sea, #2444

Dragon, Neutral — Moonstone Dragon

CLIMATE/TERRAIN:	Sylvan forest, Ethereal plane, dreamscape
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Nocturnal
DIET:	Special
INTELLIGENCE:	Exceptional (15–16)
TREASURE:	See below
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	–1 (base)
MOVEMENT:	9, Fl 27 (C)
HIT DICE:	10 (base)
THAC0:	9 (base)
NO. OF ATTACKS:	3 + special
DAMAGE/ATTACK:	1d6+1/1d6+1/2d12
SPECIAL ATTACKS:	Breath weapon, spells, special
SPECIAL DEFENSES:	Spells, special
MAGIC RESISTANCE:	See below
SIZE:	H to G (18' base length)
MORALE:	Fanatic (17–18)
XP VALUE:	See below



The elusive moonstone dragon, largest of the neutral dragons, rarely appears outside the realms of Faerie or of dreams. Its scales shimmer a pale silver with a hint of blue in the moonlight. It cares little for human affairs.

A moonstone dragon speaks its own language as well as that of sylvan faeries: sprites, pixies, petty faeries, and so on. In dreams it speaks the language of the dreamer.

Combat: If forced to fight, the dragon uses enchantment/charm and illusion spells, alteration spells of dim light and shadow, and spells of dreams and dreaming. Their priest spell spheres are all, healing, necromancy (good only) and divination.

Breath Weapon/Special Abilities: A moonstone dragon breathes a billow of light motes, in a cloud 30 feet long, 30 feet wide, and 20 feet tall. All magical spell and potion effects in the cloud end, save those required for the life of creatures in the area (e.g., under water, a *water breathing* spell affecting air-breathers is not ended). Those who fail to save vs. breath weapon sleep for 2d4 turns, even if normally immune to sleep. On waking, affected creatures have only fleeting memories of the dragon.

Instead of a *fear aura*, the moonstone dragon projects *awe* (save vs. spell at a +4 bonus). An affected creature stands quietly, taking no action until the dragon has departed, and has no clear memory of the encounter. The dragon can become ethereal at will, unless bound with chains of gold. A moonstone dragon's attacks inflict normal damage on any creature, in or out of phase, overcoming any immunities to damage of less than artifact-level power.

Moonstone dragons are especially vulnerable to elemental attacks (air, earth, fire, water), having a –1 penalty to saving throws, and taking an additional 1 point per die of damage from these. Bright light is painful to them—bright daylight inflicts 1d6 points of damage per round; intense flashes of light inflict 2d6 per spell level (a *sunburst* effect from a *wand of illumination* causes 6d6 damage). A moonstone dragon reduced to 0 hit points by this means fades to the Ethereal Plane and cannot return until fully restored, regaining light-based damage at the rate of 1 hit point per day.

Habitat/Society: Little is known of moonstone dragons, but they may spend much of their time in the Ethereal Plane, or perhaps in lunar regions. Their existence is connected somehow with faerie settings; some guard these lands. In the most remote woodlands, persons attending the celebrations of a faerie court under a full moon might, in the morning, half-remember a chance encounter with one. The dragons usually shun the material world, but may try to influence it indirectly through agents.

Humans have encountered moonstone dragons in their dreams. Apparently, these creatures can enter a dreamscape at will. There, they speak the dreamer's language, and may offer guidance or advice on matters concerning faeries, shadow, lunar matters, healing, and the like.

Their hoards are reputed to lie in faerie mounds or in secret woodland caverns. These have no copper or gold, but an equal value of silver or platinum pieces. Small beads of pure mithral are found instead of gems.

Ecology: Moonstone dragons are thought to subsist on moonbeams and faerie nectar. They are not carnivorous, nor do they often kill. Among the legends of moonstone dragons are the following: Their tears are drops of mithral, from which the elves fashion chain mail; when one dies, it vanishes in a shower of moonbeams; when one dies well, its heart turns into a lump of purest adamantite. Further, it is said, if the dragon slays a creature unjustly, it turns into a pillar of sand, and its spirit is utterly destroyed.

—New

Age	Body Lgt.	Tail Lgt.	AC	Breath Weapon	Wizard/Priest Spells	MR	Treasure Type	XP Value
1	2–6	1–5	6	1d4+2	–/1	Nil	Nil	8,000
2	7–12	6–11	5	2d4+3	–/2	Nil	Nil	9,000
3	13–18	11–15	4	3d4+4	1/2 1	Nil	D	10,000
4	19–24	16–21	3	4d4+5	2/2 2	15%	E	12,000
5	25–30	22–27	2	5d4+6	2 2/2 2 1	20%	E,H	14,000
6	31–36	28–32	1	6d4+7	2 2 2/2 2 2 1	25%	H,I	15,000
7	37–43	33–38	0	7d4+8	2 2 2 2/2 2 2 2 1	30%	H,I	16,000
8	44–50	39–45	–1	8d4+9	2 2 2 2 2/2 2 2 2 2 1	35%	H, I×2	17,000
9	51–56	46–51	–2	9d4+10	2 2 2 2 2 2/2 2 2 2 2 2	40%	H,I×3,R	18,000
10	57–62	52–56	–3	10d4+11	3 3 2 2 2 2/3 3 2 2 2 2	45%	H,I×4,R	19,000
11	63–68	57–62	–4	11d4+12	3 3 3 3 2 2/3 3 3 3 2 2	50%	H,I×4,R	20,000
12	69–73	63–66	–5	12d4+13	4 4 3 3 2 2/4 4 3 3 2 2 1	55%	H,I×4,R,U	21,000

Dragon, Prismatic

CLIMATE/TERRAIN:	Temperate or tropical
FREQUENCY:	Very rare
ORGANIZATION:	Solitary (clan)
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	High (13–14)
TREASURE:	See below
ALIGNMENT:	Chaotic neutral
NO. APPEARING:	1 (2–4)
ARMOR CLASS:	0 (base)
MOVEMENT:	9, Fl 30 (C), Sw 12
HIT DICE:	11 (base)
THAC0:	9 (base)
NO. OF ATTACKS:	3 + special
DAMAGE/ATTACK:	1d6+1/1d6+1/1d20+2
SPECIAL ATTACKS:	Breath weapon, spells, special
SPECIAL DEFENSES:	Fear
MAGIC RESISTANCE:	See below
SIZE:	G (30' base length)
MORALE:	Fanatic (17–18)
XP VALUE:	See below



Prismatic dragons are closely related to the gem dragons, although some of their characteristics, and their almost superstitious reverence for copper dragons suggest that they are somehow related to that subspecies as well. While all dragons tend to be greedy and self-important, prismatic dragons are extremely so. Sustained flattery and gifts of precious metals and gems can often influence and cloud the judgment of a prismatic dragon. A gift that exploits the dragon's boundless vanity, such as a mirror or a song exalting its wisdom and beauty, can make this creature forget almost any wrong done to it.

While not evil, the prismatic dragon quickly grows impatient with talk that is not of immediate interest to it. Such banter is silenced in the most expedient manner, typically with a spell or fierce tail slap.

At birth, their scales are blight, mirrorlike silver except for several distinct bands of color at its midsection—red, orange, yellow, green, blue, and purple. Over time, the colors spread and fade, and the shiny scales give way to pastel hues with dazzling refractive qualities (much like a holographic image). As its natural colors fade, the dragon gains great control over its shimmering scales. By the adult age, the scales are a homogeneous translucent blue-gray, with patches or bands of color confined to wing tips, claws, and face. A basic *hypnotic pattern* power develops that increases with age—great wyrms can make themselves virtually invisible and can project complex illusions simply by manipulating their scales.

Prismatic dragons speak their own language, which is 30% intelligible to speakers of the copper dragon tongue. They do not share a common language with other dragons, though many can converse with any intelligent creature (the chance for this is 10% + 5% per age category).

Combat: A prismatic dragon prefers to use its breath weapon or spells to kill, wound, or incapacitate its enemies, lest it run the risk (however slight) of having the beauty of its magnificent hide diminished by the weapons of "mortal pests." Insulting words or deeds may, however, cause these hot-tempered creatures to attack with abandon. Prismatic dragons eschew enchantment/charm spells as unnecessary for creatures as awesome as themselves. Conjuration/summoning and Alteration spells are much more to their liking.

Breath Weapon: The breath weapon is a cloud of gas, 10 feet high and 30 feet in diameter, that rolls forward 10 feet per round, dispersing in a number of rounds equal to the dragon's age category. This cloud contains swirling patterns of sparkling particles and bright, interweaving colors. In illumination of torch brightness or better, those who view the cloud must save vs. spell or be affected as if by a *rainbow pattern* spell (Wisdom bonuses apply; dwarf and halfling Constitution bonuses and the illusionist specialty bonus to saving throws do not). Even the dragon itself can be affected by the hypnotic properties of the cloud; a prismatic

Age	Body Lgt.	Tail Lgt.	AC	Wizard/Priest Spells	MR	Treasure Type	XP Value
1	2–5	1–5	4	Nil/Nil	Nil	Nil	8,000
2	5–12	5–12	2	Nil/Nil	Nil	Nil	9,000
3	11–22	12–21	1	1/–	Nil	Nil	10,000
4	22–33	21–28	0	2/–	Nil	½H	12,000
5	33–45	28–36	0	2 1/–	15%	H	14,000
6	45–60	36–45	–1	3 1/–	20%	H	15,000
7	60–74	45–54	–2	3 1 1/–	25%	E, H	16,000
8	74–90	54–62	–3	4 2 1/–	30%	E, H	17,000
9	90–117	62–75	–4	4 2 2/1	35%	T, H×2	18,000
10	117–120	75–81	–5	4 3 2 1/1 1	40%	T, H×2	21,000
11	120–127	81–89	–6	4 3 2 2/2 1	50%	T×2, H×2	23,000
12	127–131	89–92	–6	4 4 3 2 1/3 2 1	65%	T, H×2, Z	25,000

dragon below adult age is enthralled on a roll of 1 on 1d20 for a round, checking once per round until it shakes off the effect.

The breath weapon itself transmutes water into a milky, luminous solid matter similar to mother-of-pearl. Although the material is not ice and does not melt, it does evaporate under the same conditions as liquid water; exposed to air or sunlight, a mass of this material will eventually dissolve. While solid, the water has the same saving throws as wood of the same thickness. When the gas cloud contacts a stream, river, lake, or similar body of water, the water solidifies to a depth of one-half inch per age category of the dragon (3 inches for an adult, age category 6).

Water-based creatures such as water weirds and elementals must save vs. breath weapon or die. A surviving creature suffers 1d12 points of damage per age category and is *slowed* for 1d4 turns. The creature's physical attack damage is increased by 50% for as long as it is slowed.

Creatures with a high water content (such as humans and demihumans) are also vulnerable to the breath weapon. The gas permeates their skin, making it crack and flake away like peeling bark, and causing severe trauma to organs and muscles. This has three effects (modified by a saving throw):

- Initial exposure to the gas causes 4d6 damage. Prolonged exposure does not inflict additional damage.
- The equivalent of a *slow* spell for one round per age category of the dragon.
- Additional damage while *slowed:* strenuous activity (running, melee) inflicts 1d8 per round, moderate activity (spellcasting, walking, firing a bow) inflicts 1d8–4 points of damage. No damage or negative damage means that a cast spell is not disrupted by pain.

A successful saving throw vs. breath weapon halves the initial damage and duration of the *slow* effect, but does not affect the additional damage of straining traumatized muscles.

Special Tactics: Prismatic dragons often lie in ambush in a lake or deep river, using their wings or *waveform* power (achieved at juvenile age) to drench prey. If a drenched prey fails a saving throw against the breath weapon, all saturated clothing, hair, and so on hardens into a solid shell, much like a body cast. The shell must be broken before the victim can move again.

Wet surfaces that do not absorb water well (bare skin, leather, metal) will receive only a thin coating, as easily broken as an egg shell. Most people will have no trouble moving their hands or speaking.

Absorbent surfaces, such as normal clothing, must be shattered. A successful bend bars roll cracks the shell on one limb sufficiently to allow movement. An immobilized, statue-like victim can tip himself over, shattering the shell if it fails to save vs. crushing blow. No amount of tapping from within the shell can break it. A solid blow against AC 6 frees one limb or the torso if the shell fails its saving throw vs. crushing blow. The shell absorbs 5 points of damage, the rest affects the trapped victim. When one part of the shell shatters, the shell covering an adjacent limb is 50% likely to shatter as well.

Special Abilities: Prismatic dragons are not born with any special abilities, but soon develop formidable powers. **Very young:** They can manipulate the color of their scales to produce a *color spray* effect once per day. **Juvenile:** *Waveform,* three times per day (molds a 10-foot cube of water per level into various forms, such as enormous waves; on solidified water this acts as a *stoneshape* spell). **Adult:** *Hypnotic pattern* twice per day, even while otherwise attacking or spellcasting. **Old:** *Camouflage* ability, 50% invisible, plus 10% per age category beyond old. **Venerable:** Illusionist spell effects: *change self, mislead, displace* (as *cloak of displacement*), *spectral force, hallucinatory terrain,* and *vacancy;* to a total of 20 rounds per day. **Great wyrm:** All of the above powers at will.

Habitat/Society: Most prismatic dragons come from an uncharted island in a tropical sea, where dozens of their kind live in an anarchic but rarely violent society. Here, power and prestige are won by competitions of magic, innate powers, and physical beauty. At the center of the island is a huge volcanic crater lined with immense crystals and precious gems. Away from the island, when more than one prismatic dragon is encountered, it is invariably a mother and young, not a mated pair. Prismatic dragon eggs are pale pink to yellow, with many copper flecks.

According to the legends of prismatic dragons, they and all other gem dragon species originated on the island. They say that the Creator Dragon (often described as a copper Great Wyrm) carved the gem dragons from the native crystals of the island and breathed life into them. As she dug deeper, the Creator Dragon found increasingly precious gems from which to shape her likeness. Eventually, she found the most precious and beautiful crystal she had ever seen. The other gems—emerald, sapphire, ruby, diamond—were flat and ugly by comparison, so the Creator Dragon threw those dragons into the sea to drown. However, some escaped their fate, and their descendants now live a wrongful existence against her will. From this most beautiful gem, the Creator Dragon carved the first prismatic dragon and gave it life with her last breath.

Ecology: Like most dragons, prismatic dragons can eat almost anything. They prefer, however, to hunt and eat large fish and marine mammals, washing down their meal with quartz and sometimes cleansing the palate with some silver. In general, prismatic dragons consider the gem dragons their enemies, and use lesser species (like humans) to destroy them.

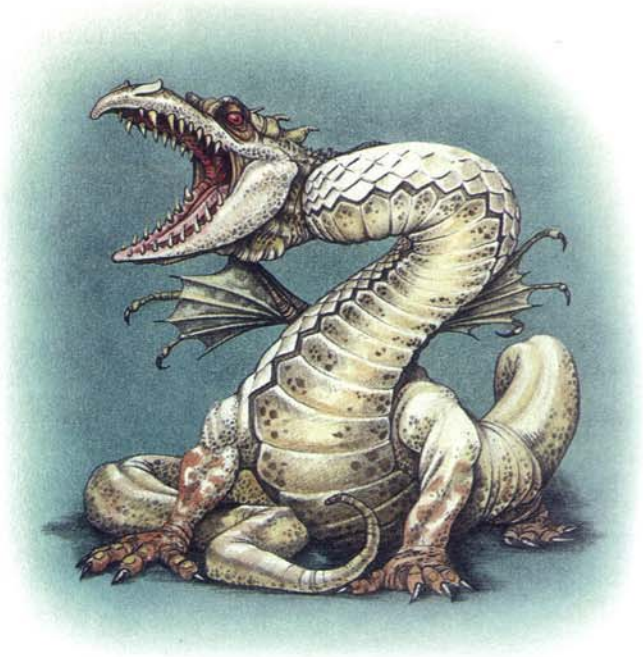
Strangely, prismatic dragons never mate on their home island, so young adults are encouraged to go out into the world. Females are welcomed back only if they return with young, but males may never return.

Every 20 to 22 years, a prismatic dragon female (young adult to very old) living abroad is overwhelmed by her mating instincts. The urge is very strong, for she can mate successfully for only two weeks. During this time, she exhausts herself by flying as high and long as possible during the day, releasing powerful pheromones that can travel up to 200 miles. She also reflects the sunlight in urgent but graceful rhythms and color sequences. This light is a mating beacon that no males of the species can resist. When a male prismatic dragon is attracted, he abandons his usual activities (guarding his hoard and defending his territory from enemies) and scans the horizon for the beacon. If the pattern of the lights is clumsy, he may not respond. If more than one responds, they compete with mating lights of their own.

—*From* DUNGEON Magazine #51

Dragon-Kin, Albino Wyrm

CLIMATE/TERRAIN:	Underdark
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	High (13–14)
TREASURE:	I, U (Nil)
ALIGNMENT:	Neutral evil
NO. APPEARING:	1–3
ARMOR CLASS:	4 base
MOVEMENT:	15, Br 3
HIT DICE:	7 base
THAC0:	13 base
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1d4/1d4/6d6
SPECIAL ATTACKS:	Breath weapon, swallow whole, tail
SPECIAL DEFENSES:	Immune to cold
MAGIC RESISTANCE:	Varies
SIZE:	Varies
MORALE:	Average (8–10)
XP VALUE:	Varies



These gaunt, sinewy, wingless creatures are thought to be the descendants of dragons that long ago became trapped in the darkness of the caverns deep underground. Their difficulty in finding prey in the Underdark has made them small, flightless predators who rely on stealth to strike and take down prey. They are found only in the deepest depths of the Underdark.

The albino wyrm has red eyes, mottled white scales, and brownish claws. Its wings are semi-transparent and have a span of about 3 to 8 feet.

If, indeed, this species is an offshoot of dragonkind, then the albino wyrms have fallen far; most are barely sane, barely able to express a coherent thought, despite their Intelligence.

Combat: Albino wyrms have very weak claws, useful largely for burrowing, and a very powerful bite; they can also constrict their prey with their prehensile tails. The tail attack can pick up any smaller creature that is behind the wyrm and crush it for 1d8 points of damage per round. Armor must make a saving throw vs. normal blow each round of constriction or be destroyed.

The wyrm's small—almost transparent—wings (reminiscent of remorharz wings) are used only in courtship or threat displays. They confer no advantage in combat and cannot lift the creature into the air.

While its wings have faded into uselessness, the albino wyrm's jaws have expanded, allowing it to swallow its prey whole on any roll of 4 or more than the number required to hit, or a natural 20. Swallowed creatures make all attacks at –4 and cannot effectively use any large or bludgeoning weapon. If the swallowed creature needs to breathe, it falls unconscious in 1–4 rounds from lack of air.

When attacking with its breath weapon, the albino wyrm makes a distinctive rattling hiss the moment before loosing its chilling breath. The breath weapon inflicts damage as shown; it also destroys (generally by shattering) objects that fail an item saving throw vs. cold.

No spell-using albino wyrms have been recorded, nor do they seem to have innate magical abilities.

Habitat/Society: Albino wyrms progress along the same age categories as other dragons, but few survive past the young adult age category (5). Unlike dragons, albino wyrms do not collect treasure that they cannot carry; the need to hunt outweighs the need to gather baubles into a lair. However, albino wyrms are intelligent enough to recognize and use magical treasures, and may wear jewelry on their wingtips, claws, and tails.

Several drow houses are rumored to keep albino wyrms as guardians. However, albino wyrms are difficult to tame or train; their predatory instincts are not easily turned to any useful purpose.

Ecology: The albino wyrms have few natural enemies and voracious appetites. Their constant need for food keeps them on the prowl. Albino wyrms are nearly always encountered in motion, and are thought to sleep no more than 5% of the time.

Deep dragons consider albino wyrms despicable and worthy only of destruction. The two species fight whenever they meet, with the deep dragons emerging victorious in all but a handful of cases.

—*From* DRAGON Magazine #227

Age	Body Lgt.	Tail Lgt.	AC	Breath Weapon	MR	Treasure Type	XP Value
1	2–5	1–4	4	1d8+2	Nil	Nil	1,400
2	5–10	4–8	2	2d8+3	Nil	Nil	3,000
3	10–14	8–12	0	3d8+4	Nil	U	6,000
4	14–22	12–16	–1	4d8+5	Nil	I,U	8,000
5	22–28	16–25	–2	5d8+6	Nil	I,U	11,000
6	28–40	25–36	–3	6d8+7	10%	I,U	13,000
7	40–55	36–50	–4	7d8+8	15%	I,U	15,000
8	55–66	50–58	–5	8d8+10	20%	I,U	16,000
9	66–80	58–70	–6	10d8+12	25%	I,U×2	18,000
10	80–89	70–77	–8	12d8+14	35%	I,U×2	19,000
11	89–96	77–90	–10	14d8+16	45%	I×2,U×3,W	20,000
12	96–110	90–120	–13	18d8+20	60%	I×3,U×4,V,W×2	22,000

Dream Stalker

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Nocturnal
DIET:	Dream essences
INTELLIGENCE:	Average (8–10)
TREASURE:	Nil
ALIGNMENT:	Neutral evil

NO.APPEARING:	1
ARMOR CLASS:	0
MOVEMENT:	Fl 18 (A)
HIT DICE:	3
THAC0:	Nil
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	Special
SPECIAL ATTACKS:	Coma
SPECIAL DEFENSES:	+1 or better magical weapons to hit
MAGIC RESISTANCE:	Nil
SIZE:	T (4" diameter)
MORALE:	Elite (13–14), see below
XP VALUE:	650



The dream stalker's natural form is that of a glowing ball about the size of a human fist. It is sometimes mistaken for a will o'wisp, although it is much smaller and does not change color, remaining instead a faint yellowish white. It moves by floating through the air, but can hug the ground and seem to be rolling along, instead.

The dream stalker can assume, at will, the shape of any small animal. Typical forms include those of a dog or cat, or a small farm animal such as a rabbit or duck. A form native to a particular terrain type might be assumed instead—a lizard or large insect, for example. While in animal form, the dream stalker does not glow and looks identical to the creature it is duplicating. It can even mimic a specific animal's markings.

In animal form, the dream stalker can communicate as the animal; in its natural form its communication is empathic, or a welter of confusing images from the last dreamer it fed upon.

Combat: In its true form, a dream stalker "attacks" by hovering above the face of someone who is dreaming; it need not touch, but must remain within an inch or two of the dreamer's eyes (strangely, the bright glow of the dream stalker does not awaken the dreamer). Others who look at the glowing ball can see the victim's dreams reflected inside it, as if gazing into a crystal ball. The dreams often have a nightmarish quality. The dream stalker causes no physical damage, but damages a dreamer's mind, causing a deep, magical sleep resembling a coma.

If left undisturbed, a dream stalker will feed for 4d4 rounds before moving on to a fresh victim. The magical sleep it induces lasts a number of days equal to the number of rounds of feeding. In other words, if a dream stalker feeds upon a creature for five rounds, that creature will not awaken for five days. A successful saving throw vs. paralyzation reduces this time by half (rounded up to the nearest whole day).

While in the coma, the victim is unable to eat or drink and loses 1d3 hit points per day. Natural healing does not occur, but magical healing can restore lost hit points.

A sleeping victim can be awakened only by magical means: a *dispel magic* spell, for example. If awakened before the coma has run its course, the dreamer must make a successful madness check (a saving throw vs. paralyzation) or awaken suddenly from a terrifying dream, suffering some form of nightmare-induced madness as a result. This madness may take the form of delusions, paranoia, hallucinations, or amnesia. It has a duration equal to the number of days that the victim would have spent in the coma, was he not awakened.

A dream stalker's animal form has an Armor Class of 8 and can be struck by normal weapons. It can attack with whatever natural weapons the animal has (claws and teeth) at a THAC0 of 17, inflicting 1d2 points of damage on a successful hit. As soon as the animal form has suffered 4 points of damage, the animal "dies." One round later, a glowing sphere of light emerges from the corpse (the dream stalker in its true form). Unless the attacker used magical weapons or spells against the animal form, the dream stalker has suffered no real damage, having its full 3 Hit Dice upon rising from the corpse.

In its true form, a dream stalker has an Armor Class of 0 and can be struck only by magic. A dream stalker whose true form is damaged will flee. As a dream stalker accumulates damage, its glow dims. When reduced to 0 hit points, it blinks out of existence.

Habitat/Society: Dream stalkers live in desolate, misty areas, and can leave them for only short periods of time, an hour or two at most. They can sense emotions at a distance of many miles and are drawn to them. The dream stalker prefers to feed unmolested upon a sleeping victim. If a chosen victim remains in the vicinity, it will return when next he sleeps to feed again.

The dream stalker typically seeks out those experiencing frustration or grief as they search for a missing animal. It may appear before them in the appropriate animal form then run away, luring them into the mists. Once inside the mists, the victims typically lose their way. The dream stalker need only wait for them to tire and sleep before reverting to its true form and feeding upon traumatic dream essences.

Ecology: A dream stalker typically lives at the fringes of swamps or in ruins where prey can easily be found. When slain, the remains left behind resemble a marble-sized sphere of glass. These are highly prized by wizards, who grind them into dust for the manufacture of sleeping powders and potions.

—*From* Requiem, #1146

Firestar

CLIMATE/TERRAIN:	Temperate forests, hills
FREQUENCY:	Uncommon
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Night
DIET:	Thermosynthesis
INTELLIGENCE:	High (13–14)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1–12
ARMOR CLASS:	2
MOVEMENT:	Fl 15 (MC: A)
HIT DICE:	2+2
THAC0:	19
NO. OF ATTACKS:	See below
DAMAGE/ATTACK:	See below
SPECIAL ATTACKS:	Electricity
SPECIAL DEFENSES:	Immune to magic; heat and electrical absorption; invisibility
MAGIC RESISTANCE:	Nil
SIZE:	T (3" to 6" diameter)
MORALE:	Steady (11–12)
XP VALUE:	2,000



Firestars, also known as the *moon dancers,* are tiny glowing beings that roam forests and hills, and generally ignore travelers. They appear as silent, floating, fist-sized motes of light, and are frequently mistaken for will o'wisps or torches.

Firestars can consciously control their illumination level, from bright torchlight to total darkness. During a blackout, they are effectively invisible. The light fails completely when the firestar dies.

The firestars' language consists of intricate patterns of flashing lights, accompanied by fluctuations in their light level. They understand some humanoid gestures, movements, and languages.

Combat: A firestar never initiates combat. If attacked, it defends itself with an electrical jolt similar to a miniature lightning bolt that inflicts 2d6 points of damage with no saving throw. These bolts have a range of 30 feet, are conducted through metal, and can be released five times each day.

A firestar can absorb energy from normal or magical flames; it gains as additional hit points the amount of damage the flames would have inflicted on another creature. For example, a 12 hit point firestar attacked by a fireball that would normally cause 18 points of damages would gain the 18 points as additional hit points, for a new total of 30 hit points.

A firestar can attain a maximum hit point total of four times its original amount. These added hit points are lost after 1d4+1 hours, leaving the firestar with its original amount. Any extra hit points are not absorbed, but harmlessly dissipated. Firestars can absorb the damage done by a *flametongue* sword at a rate of 1 hit point per sword strike. Firestars are immune to electrical attacks.

Firestars can drain energy from a normal campfire at a rate of 2d6 hit points per round or from torches at a rate of 1d6 points per round. It can extinguish a fire by absorbing all its energy at once, gaining 5d6 hit points in the process; to do this, the firestar must remain motionless and take no other actions. Firestars automatically attract sparks within 20 feet; these are harmlessly absorbed but may betray a blacked-out firestar's position.

Firestars are immune to most magical spells. Detection and communication spells, *magic missile,* and cold-based spells have normal effects on the firestar. A firestar can be hit by normal weapons. Flaming weapons both injure and heal the firestar simultaneously.

If a firestar is slain, the light fades, revealing its actual body, a two-inch-long, egg-shaped body covered in a black spiderweb of nerves. The nerves intersect in a number of nodes and eyes.

Habitat/Society: The firestar is normally found floating among the hills or trees, dancing intricate patterns with its companions. It is a completely alien being that shows some curiosity toward its surroundings, but otherwise ignores animals and adventurers alike. Attracted by artificial lights and magic, it investigates campfires and magical lights within two miles and magic use within 200 yards.

Most encounters with firestars occur when adventurers mistake them for torches or will o'wisps. Adventurers may attack the peaceful firestars, which then defend themselves with their powers. An injured firestar may initiate an encounter by seeking out and draining an adventurer's campfire to heal itself.

During the day, firestars rest. They land in high, inaccessible spots, retract their glowing nerves, and spend the day absorbing the sun's light and heat. They may be mistaken for exotic or ornamented eggs; adventurers may accidentally collect these "eggs" with the idea of later reselling them. When night falls, the firestars reveal their true selves and seek to escape.

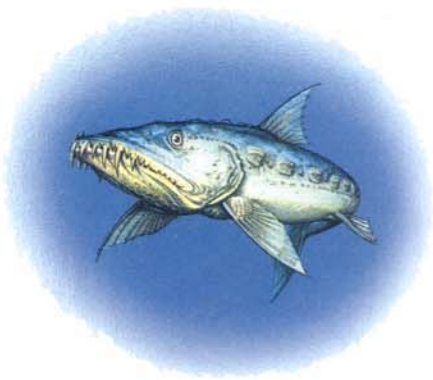
Firestars are intelligent but reclusive. They only communicate with creatures that employ telepathy or *speak with monsters* spells. Firestars are also secretive about their life span and reproduction. It is suspected that firestars reproduce asexually by budding.

Ecology: The firestar's body contains several organs that are useful as spell components or ingredients in magical concoctions. It contains a distinctive organ that can be used in a *dancing lights* spell. Any of its organs can be used to prepare the magical inks for *affect normal fires, dancing lights,* and *detect magic* scrolls. These organs are worth 1 to 5 gp.

—*From* MC Appendix 3, #2103

Fish, Ascallion

	Adult Female	Young	Adult Male (Shadow)
CLIMATE/TERRAIN:	Salt water	Salt water	Salt water
FREQUENCY:	Rare	Rare	Very rare
ORGANIZATION:	School	School	Solitary
ACTIVITY CYCLE:	Any	Any	Any
DIET:	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Average (8–10)	Average (8–10)	Average (8–10)
TREASURE:	Nil	Nil	Nil
ALIGNMENT:	Neutral	Neutral	Neutral
NO. APPEARING:	1	2–12	1
ARMOR CLASS:	6	3	5
MOVEMENT:	Sw 18	Sw 21	Sw 24
HIT DICE:	6+6	1+1	5+5
THAC0:	13	19	15
NO. OF ATTACKS:	1 bite	1 bite	1 bite
DAMAGE/ATTACK:	6d8	2d4	5d4
SPECIAL ATTACKS:	Nil	Nil	Nil
SPECIAL DEFENSES:	——Immune to mental attack and paralysis——		
MAGIC RESISTANCE:	Nil	Nil	Nil
SIZE:	H (18′ long)	T (1′ long)	L (8′ long)
MORALE:	Steady (12)	Steady (12)	Steady (12)
XP VALUE:	1,400	65	975



Sometimes known as *scallions*, the ascallions are fearsome predators that inhabit the oceans of Faerûn. Coastal and aquatic communities that find themselves contending with ascallions quickly learn to respect their powerful bight and lightning speed. The most unusual feature of ascallions is the manner in which the female and her young hunt.

Adult female ascallions are much larger than their male counterparts, averaging 18 feet in length. The female ascallion is dark gray along her dorsal surface, shading to light gray on her underside. Like the male, the female has some resemblance to a shark.

Ascallion young are small and fairly harmless-looking, averaging just over one foot in length. As a rule, they are light gray, with occasional individuals being a dark gray or black. They normally dwell inside the gaping maw of their mother and are seen only when she releases them to attack her prey.

Combat: Female ascallions usually attack their prey in conjunction with their young. When a victim is spotted, the female remains at a save distance and opens its jaws wide. Instantly, 2d6 young dart forth from within her mouth and tear at the prey with their razor-sharp teeth. After they have eaten their fill, the mother moves forward and consumes what remains. In the event that the young are unable to contend with the chosen victim, the mother can rush forward and come to their aid.

The female ascallion's powerful jaws have been known to splinter the hulls of small boats and make short work of most opponents. Small craft must make an item saving throw vs. crushing blow if attacked in this way, or be destroyed. (If the hull point system from *Ships and the Sea* is used, the jaws of the female ascallion deliver 3d4 points of hull damage.)

All types of ascallions have an unusual nervous system that is far less centralized than that of most other creatures. The result is that, while the creature has virtually no sense of touch or pain, it is utterly immune to all forms of mental attack and paralysis.

Habitat/Society: Ascallions are nomadic creatures that roam throughout temperate and tropical seas. Although they cannot live in fresh water, the females have been known to venture up wide rivers in search of prey for brief periods of time.

Ascallions spawn only rarely, with each mother giving birth to 2d6 young. These young are protected by the month, living safely inside her mouth and coming out only to hunt and feed, for roughly three years. When the young reach maturity, they turn on their mother and eat their way out of here body, killing her in the process, Mature young are treated as adults of the species, but have half the hit points that they will have when full grown.

Once the young ascallions have slain their mother, they disperse and leave the company of their siblings forever. If the mother is slain before they reach maturity, then they will generally remain together until they are old enough to strike out on their own.

Because of the singular nature of the ascallion nervous system, these creatures are unable to hunt by sensing vibrations in the water, as many ocean predators do. Instead, they are forced to seek their prey by sight and smell alone.

Ecology: The ascallion regards all other forms of aquatic life as potential prey. Even sharks, which often stay near other predators to share in their kills, do not remain in an area occupied by an ascallion.

Ascallions are deadly enemies of octopi and like creatures. They attack these on sight, abandoning whatever else they may be doing at the time.

Shadow (Male Ascallion)

Male ascallions, commonly called *shadows*, range in color from black to charcoal gray. They greatly resemble sharks, and average around eight feet in length at adulthood.

Adult male ascallions attack with their powerful jaws and sharp teeth. Although their bite is not nearly as powerful as that of female ascallions, the males can hold their own against creatures as deadly as the giant shark.

—*From* MC Appendix 3, #2104

Fish, Athasian

	Kreel	Puddingfish	Shark, Athasian	Skyfish
CLIMATE/TERRAIN:	The Last Sea	The Last Sea	The Last Sea	The Last Sea
FREQUENCY:	Uncommon	Very rare	Uncommon	Common
ORGANIZATION:	School	Solitary	School	Flock
ACTIVITY CYCLE:	Day	Any	Any	Day
DIET:	Herbivore	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Animal (1)	Animal (1)	Semi- (4)	Semi- (2)
TREASURE:	Nil	Nil	Nil	Nil
ALIGNMENT:	Neutral	Neutral	Any evil	Neutral
NO.APPEARING:	2–20 (in herds) 1–4 (in the wild)	1	3–12	1–6
ARMOR CLASS:	7	6	4	5
MOVEMENT:	Sw 12	Sw 3	Sw 24	3, Sw 24, Fl 30 (MC: B)
HIT DICE:	3	9	5	1+1
THAC0:	17	11	15	19
NO. OF ATTACKS:	1	1	1	1
DAMAGE/ATTACK:	1d6	3d8	2d4	1d4
SPECIAL ATTACKS:	Nil	Paralysis	Nil	Nil
SPECIAL DEFENSES:	Nil	See below	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil
SIZE:	M (4′–6′ long)	H (20+′ long)	L (10+′ long)	M (5′–6′ wingspan)
MORALE:	Unsteady (7)	Average (10)	Average (10)	Steady (12)
XP VALUE:	65	3,000		65
Psionics Summary:	Nil	Nil	Nil	Nil
PLAYER'S OPTION:	MAC: 10	MAC: 10	MAC: 9	MAC: 10

Kreel

Kreel are large domesticated eels that Athasian lizard men use both as a source of food and as beasts of burden. When mature, they range from four to six feet long, and can be up to one foot in diameter. Their coloration changes in a chameleonlike way to help camouflage them against their background. When near the surface of the sea, their backs turn blue-green and their bellies white. This helps to protect them from predators both above and below. When nearer the bottom of the sea, they become entirely dark.

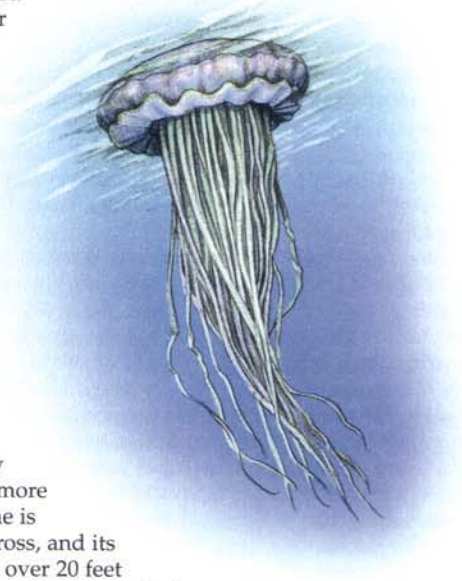
Kreel are peaceful creatures, and they will only fight to defend themselves.



They are incapable of using group tactics to fend off predators, tending to rely upon their camouflaging abilities to hide from such creatures. When cornered, kreel will retaliate, but even then they will flee at the first opportunity. They often use their relative slimness to slip into places in the sea floor where predators cannot fit. A kreel caught by a shark in open waters, however, is an easy meal.

While a few kreel can be found swimming wild, most belong to schools tended by pairs of lizard men kreelherders. These lizard men ensure that the school is well fed on the kelp growing wild throughout the sea and that it is safe from any wandering predators. Long-time kreelherders carry the scars of many battles with sharks, and some even tell of seeing the legendary squark, a deadly specimen of squid.

Down through the centuries, even rudimentary cunning has been bred out of the kreel. After all, sneaky creatures are difficult to care for. There is little doubt that, were the lizard men to abandon them, the kreel would be hunted to extinction by their natural enemies within a very short period of time. Kreel graze on wild kelp, easily available in any coastal waters. Their meat is tasty (at least to lizard men), and their hides are extremely useful in all sorts of ways. They are the basis of the lizard man culture in their area, for without them the reptilian humanoids would be forced to look elsewhere for a large portion of their meals.



Puddingfish

The puddingfish is a gigantic sort of jellyfish. It resembles a traditional jellyfish, only larger and slightly more substantial. Its dome is nearly eight feet across, and its tendrils drag down over 20 feet below it. The creature is composed of a blue-green substance somewhat similar to that of a gelatinous cube. Due to its coloring, the puddingfish can be difficult to spot floating in the water, and more than one fishing boat has run aground on a puddingfish's back. This is usually little more than

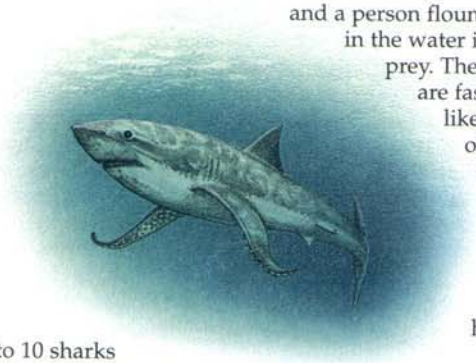
an annoyance, however, as the creature is unable to lift its tendrils upward at all. As long as no one falls into the water, the occupants of the boat will be fine.

When a small boat or raft runs into a puddingfish, each passenger near an edge must make a successful Dexterity check to avoid falling into the sea. Those unfortunate enough to go overboard next to the puddingfish had better swim away as fast as they can. The puddingfish is deadly when in contact with a victim, but is slow and easily outdistanced by a strong swimmer. A character struck by a puddingfish's stinging tendrils must save vs. paralyzation or be paralyzed (anesthetized) for 4–16 (4d4) rounds. In the water, this can easily prove fatal unless the victim quickly removed from the water. Once a victim has perished, the puddingfish's tendrils draw the corpse up into its dome, where it is slowly digested over a period of 3 to 6 (1d4+2) days.

Puddingfish are solitary creatures. They are asexual and reproduce by dividing once they have reached a certain critical mass. They are hunted by the lizard men for their hides (which are not poisonous), out of which many useful things, such as clothing and sails, are made. The dome of a puddingfish is actually its stomach, a place filled with highly corrosive acids. This material can be harvested by foolhardy adventurers willing to risk their lives to obtain such potentially useful material.

Shark, Athasian

Athasian sharks are similar to sharks of other worlds in many ways. They are large, cartilaginous, seagoing invertebrates that are basically cold-hearted eating machines. Long and gray, their mouths are filled with row after row of sharp, vicious teeth. The skin of an Athasian shark is fairly tough, and it is from this material that most lizard man shields are made.



Athasian sharks end to hunt in packs, and a person floundering about in the water is usually easy prey. These predators are fast, striking like lightning, often hitting and darting away before the victim is even aware of what has happened. Up to 10 sharks can attack a man-sized opponent in a single round.

Athasian sharks tend to travel in packs for purposes of both hunting and safety. Few creatures can withstand a school of hungry sharks in their element. The one thing that poises a certain danger for them, though, is a dolphin. A group of sharks outnumbered by dolphins must make a morale check. If the sharks fail, they immediately scatter and flee, leaving any wounded behind in their single-minded desire to escape the dolphins' wrath.

Athasian sharks (of which only a single species remains) are brighter than other sharks, but this is more animal cunning than raw intelligence. They have been in constant conflict with the dolphins for millennia. Although they are bigger and stronger than their mammalian foes, they have no psionic abilities and are unable to formulate and stick to a decent battle plan. Occasionally they victimize a lone dolphin, but rarely can they sustain a serious attack against an entire dolphin pod.

Little matters to Athasian sharks except where their next meal is coming from. While their favorite meal is dolphin, they are the ultimate carnivores, willing to eat pretty much anything. They can smell blood in the sea from up to a mile away. Once they get its scent, they will pursue it until either they find the source or discover that it has somehow gotten away.

Skyfish

A skyfish is an amphibious winged fish that can survive both far below and high above the waves of the sea. They look like silvery sea bass with large batlike wings covered with scales. Their mouths end in a ferocious set of teeth suitable for rending the smaller fish they feed upon.



The arches of skyfish wings end in tiny claws with which the skyfish can grip objects while not flying. When in the water, it folds its wings close so it can swim with less resistance. To fly, a skyfish simply leaps out of the water and spreads its wings wide.

Skyfish rarely hunt in packs, preferring to pursue prey on their own. They like to circle high above the waves until they spot a smaller fish swimming near the surface. Then they dart in and carry the creature into the air, holding it in their mouth until it dies in the open air. Then they take the creature back into the water where they can finish their meal.

Skyfish will only bother people if provoked. This happens occasionally when a fisher catches a skyfish on a line baited for other game. The fisher who can reel in a skyfish is in for a tasty treat. They are considered one of the finest aquatic delicacies. This is not easy.

Skyfish mate for life. They lay large, birdlike eggs, which they keep protected in underwater nests until hatched. While there are eggs or young to be protected, one parent stays with the precious things while the other hunts for food. While, skyfish usually hunt alone, they have been known to band into flocks to take down large prey.

The skyfish seems to have the best of both worlds. Since the creatures can breathe both air and water equally well, they can escape predators operating solely in either element. For this reason, the skyfish population is always high. Were these creatures not hunted for their tasty flesh, they might easily overrun much of their natural range.

—*From* Mind Lords of the Last Sea, #2444

Fish, Deep Ocean

	Angler Fish	Death Minnow	Gulper	Viperfish
CLIMATE/TERRAIN:	Ocean depths	Ocean depths	Ocean depths	Ocean depths
FREQUENCY:	Uncommon	Very rare	Uncommon	Uncommon
ORGANIZATION:	Solitary	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any	Any	Any
DIET:	Carnivore	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Animal (1)	Animal (1)	Animal (1)	Animal (1)
TREASURE:	Nil	Nil	Nil	Nil
ALIGNMENT:	Neutral	Neutral	Neutral	Neutral
NO.APPEARING:	1	1–2	1	1–2
ARMOR CLASS:	8	10	9	7
MOVEMENT:	Sw 12	Sw 9 (12)	Sw 15	Sw 18
HIT DICE:	8	6	9	10
THAC0:	13	15	11	11
NO. OF ATTACKS:	1	1	1	1
DAMAGE/ATTACK:	2d8 (some species 1d4)	Special	2d8 (some species 1d8)	1d20
SPECIAL ATTACKS:	Swallows whole	Swallows whole, *enlarge*	Constriction, swallows whole	Swallow whole (some: constriction)
SPECIAL DEFENSES:	Nil	*Shrink*	Nil	Nil
MAGIC RESISTANCE:	Nil		Nil	Nil
SIZE:	L (8′ long)	T or L (2″ or 8′)	L (12′ long)	Huge (20′ long)
MORALE:	Elite (13)	Elite (13)	Elite (13)	Fearless (20)
XP VALUE:	1,400	2,000	3,000	5,000

Angler Fish

The angler fish is, as its name implies, a fish that hunts the lightless depths by means of a natural "fishing line," sometimes even with a hook (not in the real-world creatures). These bloated-looking things are clumsy swimmers, relying on their lures to cause prey to come to them. Surface-dwellers have an illicium (the "fishing line," actually the modified first ray of the dorsal fin) that looks like a worm or similar creature; with deep-sea anglers, the illicium is luminous. Some anglers don't have an illicium, relying instead on a luminous growth protruding from the roof or palate of the mouth. These growths, in some fantastic species, might resemble anything from mounds of sunken treasure to a beautiful mermaid, both lying in a "cavern" chock full of "stalactites" and "stalagmites." Most anglers are no bigger than a man's fist, though one surface-dwelling type is large enough to swallow ducks and geese and does so.

Combat for the angler fish generally consists of decoying the victim close enough to be attacked, with the teeth getting in one good bite (2d8 damage) and then simply holding the victim in place to be digested (1d8 damage per round). Some anglers actually have one or more hooks at the end of the illicium. With some fantastic species of these fish, these hooks are functional and can be used to snare prey (1d4 points of damage), drawing it down to the mouth to be bitten automatically in the same round. The angler fish's poor Armor Class allows stabbing weapons to penetrate it relatively easily. A swallowed prey takes as much damage from the attack as the fish. The fish's teeth curve inward, so it can't even think about letting go, no matter how much opponents with tridents and daggers might make it wish it could. Swallowing prey is the ultimate act of commitment.



In most species of angler fish, only the females do the hunting. The male, only a fraction of the female's size, clings like a lamprey to her body, living off her as a parasite. This works well for the angler fish; despite the darkness of the ocean depths and the fact that angler fish are few and far between, this system ensures that every fish always has a mate on hand when breeding season comes around. What happens to the young is not known.

The angler fish is a typical predator, like nearly all hunters of the deep. Its flesh is edible, though not a gourmet's delight by human standards.

Death Minnow

The death minnow is a bright orange fish only 2 inches long. It is a magical creature, created by powerful, but unknown, undersea sorcerers (aboleths? sahuagin?). A potent guardian of dark undersea lairs and treasure troves, this creature relies on pressure-sensitive lateral lines to detect its prey.

The death minnow's creators incorporated into the fish an innate magical ability similar to the reversible spell *enlarge/reduce*. Simply put, this little fish can swim up to a creature, looking as innocuous as can be, suddenly enlarge itself to the size of a giant angler fish, swallow the surprised victim with a single gulp, and then reduce both itself and the victim to minute size again. If no one else is looking in the victim's direction at the time (remember, there is apparently nothing large enough to be a threat in the vicinity), then the target will seem to have simply disappeared without a trace.

The act of swallowing itself causes no damage, as the victim is drawn into the fish's mouth by suction. Once inside, however, the prey suffers 1d6 points of damage from the death minnow's digestive juices until rescue or death. Weapons inflict full damage on the swallowed creature as well as the death minnow. However, even bloated with prey, the tiny death minnow can easily dodge most blows. Once the fish is slain (an ingrained instinct prevents it from releasing its prey under any circum-

stances), the victim instantly returns to normal size. Casting *dispel magic* on a tiny death minnow causing it to grow to its monster size of 8 feet, making it a far easier target.



There are no known "wild" populations of death minnows. These are magical guard beasts. As they are created magically, they do not need to breed. In fact, it is uncertain if they even have male and female sexes.

As a magical guardian beast, the death minnow ensures that the immediate vicinity it is set to guard remains free of such dangerous predators as adventurers. If the party can kill one, its blood might be used as an ingredient in the ink used for penning *enlarge* or *shrink* on spell scrolls. If, instead, someone wants to return the swallowing favor by eating it, it tastes remarkably like kippered herring.

Gulper

The gulper is little more than a huge mouth, following by a trailing tail that seems to stretch on forever. The mouth is huge; it can swallow prey several times larger than the gulper itself. Gulpers can grow to a length of 12 feet. This creature has small eyes set on top of its head to catch the least bit of sunlight that filters down from the surface; however, it relies almost solely on its *lateral lines* (a pressure-sensitive line that runs along each side of its body) to feel the approach of prey. Some species have a bioelectric light at the tip of the tail, to attract potential victims. The giant eel, *vurgen*, found in the FORGOTTEN REALMS setting is a giant species of gulper that hunts in shallower water.

The gulper's bite, causing 2d8 points of damage, is inflicted only once on any prey. The next round, the victim is swallowed whole, and the creature's teeth are now reduced to a supportive role, holding the prey in place so it can't get away. Further damage is caused by the gulper's digestive juices, which inflict 1d8 points of damage per turn until the prey is either digested or released. Release can be tricky, though, as cutting through the gulper's soft flesh inflicts an equal amount of damage on the trapped prey. A gulper might use its tail for a constriction attack, inflicting 1d6 points of damage per round upon the hapless victim. Any creature smaller than size G can be constricted by a 12-foot gulper.



Gulpers are solitary. Their reproductive cycle is unknown, but it is possible that one parent may shelter the newborn young in its mouth for a time. In this case, "survival of the fittest" means knowing enough to leave home before hunger overrides parental urges.

Gulpers eat anything. They are edible in turn, with delicate flesh. An enterprising magical artificer might use their skin in the construction of—what else?—a *bag of holding*.

Viperfish

The viperfish is among the most vicious inhabitants of the deepest ocean depths. It is an active cruiser after prey rather than a mere passive toothed trap waiting for a meal to come within reach. The creature has lights for vision as well as for attracting prey, and often has a double row of lights along its torso like portholes on an ocean liner. Prey lures include luminous patches directly inside the creature's mouth. From a viperfish's chin protrudes one or more branches—or whiplike growths. In all species, this is an extension of the lateral line senses, serving as a type of antenna to detect movement in the water. Some fantastic species, however, might also use it as a weapon (see below). The smallest natural viperfish is about an inch and a half long, while the largest can grow to 6 feet. Monstrous viperfish might grow to a length of 20 feet or more.

Like many other fish of the depths, a viperfish gets in one good bite at the start of the attack (1d20 points of damage) and then swallows its prey whole, its the teeth serving as no more than bars in a cage to keep the prey from escaping. They also keep the viperfish from letting its prey go if it realizes it is too much for it, as they slant backwards. If the viperfish takes too big a mouthful, then that's just too bad for it, as well as for its prey. Some specimens have a whiplike chin growth that acts as a tentacle, causing 1d8 points of constriction damage. Swallowed prey takes 1d8 points of damage per round from the viperfish's stomach acids until rescued or dead. Slashing or piercing damage inflicted on the viperfish is inflicted on the trapped prey as well.



Viperfish are solitary creatures, only coming together briefly for the mating season. They abandon their young as soon as the eggs are laid.

As active hunters, viperfish have more of an impact on the deep-sea ecology than those predators that simply sit around waiting for prey to come to them. They also have edible, if non-tasty, flesh.

Source: *Abyss*. C.P. Idyll. New York: Thomas Y. Crowell Company. 1971. Game statistics from DRAGON Magazine #235.

Fish, Tropical

	Grouper, Giant	Morena	Porcupine Fish	Ray, Electric
CLIMATE/TERRAIN:	Tropical salt water	Tropical salt water	Tropical salt water	Tropical salt water
FREQUENCY:	Uncommon	Uncommon	Rare	Rare
ORGANIZATION:	Solitary	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any	Any	Any
DIET:	Carnivore	Carnivore	Coral	Carnivore
INTELLIGENCE:	Animal (1)	Animal (1)	Animal (1)	Animal (1)
TREASURE:	Nil (R, X)	Nil	Nil	Nil
ALIGNMENT:	Neutral	Neutral	Neutral	Neutral
NO.APPEARING:	1	1–4	1–2	1–3
ARMOR CLASS:	5	3 (6 if stationary)	6	7
MOVEMENT:	Sw 12	Sw 15	Sw 9	Sw 9
HIT DICE:	6	3+2	1	2+4
THAC0:	15	17	19	Nil
NO. OF ATTACKS:	1	1	1	Nil
DAMAGE/ATTACK:	2d6	1d4+2	1d3	Nil
SPECIAL ATTACKS:	Swallows whole	Surprise on 1–5	Poison	Surprise on 1–8, electrical shock
SPECIAL DEFENSES:	Nil	Evades missiles	Nil	Camouflage
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil
SIZE:	H (16+′ long)	S (3′–4′ long)	S (2′–3′ long)	M (6′ long)
MORALE:	Elite (13)	Average (10)	Unsteady (5)	Average (8)
XP VALUE:	1,400	2,000	3,000	

Giant Grouper

The giant grouper is a lurking predator that can be found near coral reefs and the wrecks of sunken ships. The largest specimens have been known to reach a length of 20 feet and weigh 1,000 pounds. Its huge jaws act as a giant suction pump, drawing smaller fish into its gaping maw. This giant fish sometimes stalks solitary divers like a great cat.

On a roll of 20, the giant grouper swallows a creature of man-size or less; otherwise, the creature is merely bitten. When a grouper swallows, it creates a great suction that sweeps the intended prey and all tiny creatures (size T) within 10 feet into its maw; none of the swallowed creatures are damaged in the round they are swallowed. A person swallowed with a dagger or similar small, sharp weapon in hand can cut his way out by inflicting damage equal to 25% of the grouper's original hit points. The grouper's digestive fluids inflict 1d4 points of damage per round, starting the round after the creature is swallowed. An enterprising character who has been swallowed might try to leave the grouper when it opens its mouth to swallow other prey, as well; this requires a successful Strength check.

Morana

The morena is similar to a moray eel in shape, but has the disposition of a piranha. It is aggressive and avoided even by sharks. The morena resides in coral reef niches or caves, much like a moray eel, and might be mistaken for one while at rest. The morena is gray-green, but may be lighter or darker, blending in with its aquatic environment.

If disturbed in its lair, a morena may shoot out to 40 feet in a single thrust, surprising on a roll of 1–8 and gaining a +2 bonus to its attack roll. Otherwise, it moves with a quick side-to-side pattern. Missile fire automatically misses the rapidly moving creature at first, and a penalty of –4 applies to an opponent's missile attack rolls against it thereafter.

While in motion, the morena has an Armor Class of 2. When it bites, not only does the morena inflict 1d4+1 points of damage, but its jaws lock, inflicting 2d4+2 each round thereafter. When its jaws are locked or when the creature is stationary, the morena has an Armor Class of 6. The morena releases its hold and flees if reduced to a third of its hit points or less. A morena regenerates damage at a rate of 1 hit point per turn, though it dies if reduced to 0 hit points.

Porcupine Fish

The porcupine fish is related to the puffer fish. It is found near rocky coasts and coral reefs. Territorial, it does not stray far from its feeding grounds, where it eats coral, clams, and small crustaceans. If threatened, it flees to its abode at the earliest opportunity. The porcupine fish is not aggressive, but can be dangerous.

If provoked, a porcupine fish might bite for 1d3 points of damage. When attacked or threatened, however, the fish inflates its body to three times its normal size. This causes numerous dagger-length spines to appear across its body. A natural physical attack (such as a bite or tentacle) against a porcupine fish allows it an attack roll for its spines. If the spine attack is successful, the opponent receives 3d4 points of physical damage and must make an immediate saving throw vs. poison. Failure means the poisoned creature will die within 1d4 rounds. If an attacker comes within 5 feet, a panicked porcupine fish might dart forward suddenly to attack with its spines. Barracuda eat them, becoming toxic to human consumption in the process.

Electric Ray

This tropical ray is most often found at depths up to 200 feet in warm ocean waters, though it has also been encountered within wading distance of shore. A slow swimmer, the electric ray most often buries itself in the sandy floor of the sea to avoid its enemies; if buried, it is considered *invisible.* The ray uses its electrical shock to stun or kill the smaller fish upon which it feeds. This can be painful, but is harmless to man-sized creatures.

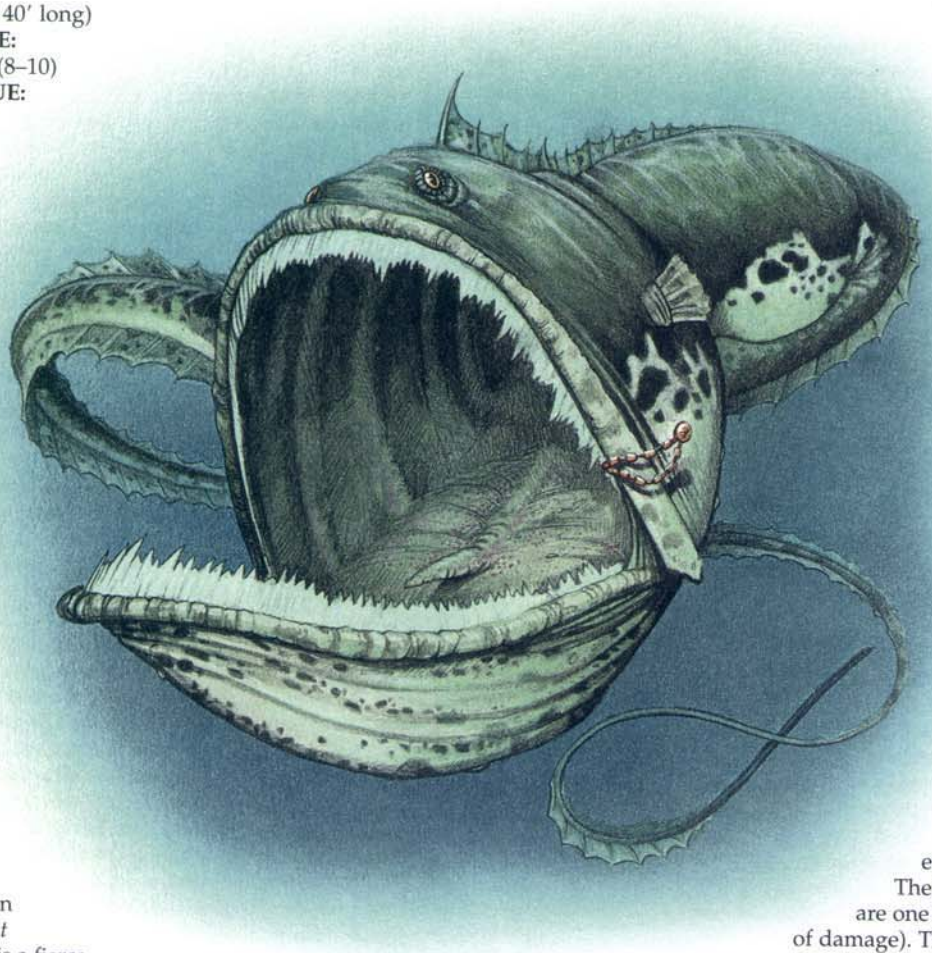
However, when stepped on or when threatened by larger predators, the ray releases its stored energy in one burst, with a radius of 15 feet. Creatures in this area must make a successful saving throw vs. paralyzation or be *stunned* (reeling and unable to take coherent actions) for 2d4 rounds. Despite saving throws, the following electrical damage is taken: those within 5 feet take 2d6 points of damage, those within 10 feet take 1d6, and those within 15 feet take 1d3. Those within 30 feet feel a slight tingle, but are otherwise unaffected.

The ray recharges itself in 5d4 rounds, and can release a major shock up to five rounds per day. After delivering a burst, the ray flees.

—*From* DRAGON Magazine #116.

Fish, Vurgens (Giant Gulper Eel)

CLIMATE/TERRAIN:	Ocean depths
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	4
MOVEMENT:	Sw 15
HIT DICE:	7+7 to 9+9
THAC0:	7+7: 13 8+8,9+9: 11
NO. OF ATTACKS:	1 bite or tail slap
DAMAGE/ATTACK:	2d6 or 3d4
SPECIAL ATTACKS:	Swallow whole, paralyze, acid
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	H (20′ to 40′ long)
MORALE:	Average (8–10)
XP VALUE:	4,000 to 6,000



The vurgens, also known as the *giant gulper eel*, is a fierce marine predator that roams the depths of the sea. Its body consists of a long, sinuous torso and tail, and an oversized head and detachable jaw. Its eyes are tiny but acute. The vurgens has a bite radius of six feet; the mouth and stomach can expand, to hold prey as large as it is. Rows of spines extend down either side of its body from its head to the tip of its tail. The tail is extremely strong and formed from a pointed, tapered cluster of spines, making the vurgens a powerful swimmer.

Most vurgens are colored a mottled brown, though olive, russet, white, and purple specimens have been reported. The small eyes are a flat black.

Combat: Vurgens prefer to strike quickly, swallow prey whole, and move on to the next meal. Their great jaws enable them to swallow even huge prey. However, the large jaws of the vurgens causes only 2d6 points of damage, as these are toothless, bony ridges designed to clamp down on prey and hold it inside the mouth, rather than to shred or chew food.

Once prey is swallowed, corrosive saliva floods the mouth. Victims must make a successful saving throw vs. poison or be paralyzed by it. Digestive acids combine with the saliva to dissolve the intended meal; the prey suffers 4d4 points of damage each round it remains within the creature. This occurs whether the prey is paralyzed or not. Active prey can easily cut or eat its free if in good shape and if it can fit between the curving ribs and jaw.

The vurgen's spines are extremely sharp; any creature contacting them suffers 1d4 points of damage. The vurgens can lash with its tail to inflict 3d4 points of damage.

Habitat/Society: Little is known about the vurgens. The simple reason is that any time someone encounters the monster, chances are that either the observer or the eel dies.

These solitary hunters endlessly cruise the ocean depths, swallowing anything edible in their paths. These creatures consider vast tracts of the ocean to be their territories. Rival vurgens participate in titanic battles over territory. They do not keep lairs, although they may retreat to ocean-floor caves to give birth or heal wounds. Vurgens will certainly haunt waters that have yielded plentiful food in the past.

Vurgens spawn once every two years, producing 20 to 40 offspring. The female carries the fertilized eggs and hatchlings within her. The hatchlings emerge when they are one foot long (1 HD, inflict 1 point of damage). The young gain 1 HD each year, maturing in six years, provided they live that long.

Ecology: Vurgens are the terror of deep sea-dwelling races like the locathah. They perceive any creature their own size as a rival, thus they attack even whales and kraken.

Humanoids are fortunate in that vurgens prefer the depths of the sea and come near the surface only when forced up by unguessed-at disturbances.

—*From* MC Appendix 3, #2104

Fogwarden

CLIMATE/TERRAIN:	Arctic, subarctic, cold temperate
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Emotion
INTELLIGENCE:	Very (11–12)
TREASURE:	Nil
ALIGNMENT:	Neutral evil
NO. APPEARING:	1
ARMOR CLASS:	0
MOVEMENT:	15
HIT DICE:	4
THAC0:	Special
NO. OF ATTACKS:	Special
DAMAGE/ATTACK:	3d6 lightning
SPECIAL ATTACKS:	*Fear* aura, lightning bolt (3d6)
SPECIAL DEFENSES:	+1 or better magical wooden weapon to hit; immune to lightning, cold, poison, and gases; animate dead
MAGIC RESISTANCE:	Nil
SIZE:	M (6' tall)
MORALE:	Champion (15–16)
XP VALUE:	4,000
Giant	



The fogwarden is a solitary creature that inhabits the cold, icy fogs or arctic, subarctic, and extremely cold areas of temperate zones. It feeds on strong emotions, especially the fear it creates in the victims it terrorizes. As a creature of fog and mist, it is found only within heavy mists. The fogs they inhabit sometimes flash with light.

The fogwarden has a misty, vaguely humanoid shape, somewhat darker than the surrounding fog. Its eyes glow with an intense blue light. Although a fogwarden might be mistaken for a wraith, it is not undead. Instead, it seems to be a type of para- or quasi-elemental creature, composed of both fog and ice, but with some electrical properties as well.

Fogwardens have no known method of communication, nor do they utter any sound.

Combat: A fogwarden does not willingly engage in battle, preferring to terrorize opponents and feed from their fear. When the creature is within 60 feet, a smell of ozone fills the air and hairs prickle. Within a 30-foot radius, the fogwarden projects an *aura of fear* (save vs. spell or flee). Although the creature has no physical attack—and usually does not attack at all unless it is attacked—it can deliver a powerful bolt of electricity every second round if provoked. This is exactly like a *lightning bolt,* but has a maximum range and length of 30 feet, and delivers 3d6 points of damage (a saving throw vs. spell reduces damage by half).

When a metal weapon touches the fogwarden, the weapon must make an immediate item saving throw vs. electricity or be destroyed in a brilliant flash of light. Anyone wielding the weapon also receives 3d6 points of electrical damage (save vs. spell for half damage).

Only wooden weapons of +1 or better enchantment can damage the creature. The fogwarden is immune to cold- and electricity-based attacks, as well as gases and poisons. It shuns sunlight, and is destroyed by a full hour of exposure to it.

The electrical aura of the fogwarden temporarily animates all dead flesh within 15 feet. These animated bodies act as zombies under the control of the fogwarden in all respects except that they are not undead creatures and cannot be turned. The animation lasts only so long as the body is within 15 feet of the fogwarden. When destroyed, a fogwarden evaporates completely, leaving no trace.

Habitat/Society: Fogwardens have no society, as far as is known. These solitary creatures spend their time inside deep, icy fogs, prowling relentlessly for other creatures to terrorize. They collect no treasure, though incidental treasure may be found on their victims. The fogwarden leaves such treasures behind when it moves on. Since the fogwarden cannot create its own fog, it moves underground when conditions are unfavorable. It is not known how, or if, they reproduce.

Ecology: The fogwarden is attracted to and preys on intelligent creatures, though it believed that it can survive on the fear of creatures of animal intelligence. It has no natural enemies, but the general rarity of persistent icy fog banks limits its range to far northlands, high mountains, and similar areas of natural or unnatural cold fog.

Giant Fogwardens

These creatures are similar to fogwardens in many ways, but are considerably larger, and even more rare. A giant fogwarden is 12 feet tall, and has 8 Hit Dice. All of the usual fogwarden abilities have doubled effects: the ozone smell 120 feet, the *fear aura* 60 feet, the *lightning bolt* a 60-foot stroke and 6d6 damage, contact damage 6d6, and body animation range 30 feet. The creature is still vulnerable to +1 magical wooden weapons, and immune to poison, gases, cold- and electricity-based attacks. In addition, the giant fogwarden is immune to 1st-level spells, and suffers only half damage from fire-based attacks.

An even larger fogwarden is rumored, although this is not confirmed. Its size is estimated at 18 feet, and its abilities are tripled in effect. It is vulnerable to +2 magical wooden weapons, is immune to 1st- and 2nd-level spells, and takes half or no damage from fire. It is rumored to be exceptionally intelligent, to have the spellcasting abilities of both a 9th-level wizard and a 7th-level priest, and to be able to converse telepathically with intelligent creatures.

—*From* DUNGEON Magazine #54

Fraal

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Company
ACTIVITY CYCLE:	Any
DIET:	Herbivore
INTELLIGENCE:	High to Genius (13–18)
TREASURE:	Special
ALIGNMENT:	Lawful neutral

NO. APPEARING:	7–12 (10%: 2–8)
ARMOR CLASS:	8 (or 2)
MOVEMENT:	12
HIT DICE:	2
THAC0:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	By weapon
SPECIAL ATTACKS:	Psionic use, devices
SPECIAL DEFENSES:	Psionic use, devices
MAGIC RESISTANCE:	Nil
SIZE:	M (5′ tall)
MORALE:	Elite (14)
XP VALUE:	Varies
PSIONIC SUMMARY:	Dis 4/Sci 6/Dev 17; PS 15; PSPs 75+1d20; *Att:* Any; *Def* All
PLAYER'S OPTION:	#AT 2; MTHAC0 9; MAC 0

Sometimes known simply as the *visitors*, the psionic fraal are highly evolved and sophisticated humanoids from somewhere else. Some sages speculate that these visitors come from either another plane of existence or perhaps from another world within the Prime Material Plane. Of seeming fragile build, the fraal rely on devices of unusual workmanship and power to protect themselves. These devices are not magical; in fact, the fraal know almost nothing of magic.

The fraal are thin humanoids, averaging about five feet in height. They can be distinguished by their large eyes, their pale, almost luminous skin, their swept-back ears, and their round heads. Most fraal encountered so far have been bald, although some individuals have been encountered who have with wisps of silver, white, or pale-yellow hair. A most disconcerting element is that all fraal display a wizened countenance, much like the eldest of wizards.

The fraal are natural telepaths, and can communicate telepathically with creatures of low intelligence or better. Whether they have a verbal language of their own is uncertain, though they have never been seen to converse verbally among themselves. They have been known to speak Common to those not of their kind, though they speak it slowly and with some difficulty. Their words display a quiet demeanor and they are not given to excitement or violent emotion.



Combat: The fraal avoid confrontation whenever possible, negotiating when able and fleeing when communication fails. Indeed, fraal seem more interested in observing violence than taking part in it themselves. Witnesses agree that fraal have been drawn to violence and spectacular conflict. Their behavior is almost child-like as they watch physical combat with wonder and an almost clinical detachment. If fraal should find combat unavoidable, they rely upon their psionic talents, which they call *mindwalking*, to defend themselves. Even more rarely, fraal use alien devices of great power to dissuade attackers.

The fraal are highly intelligent, using their psionic talents and their unusual devices to best advantage. Fraal almost always operate in groups of seven or more. These small companies prove very effective at eluding and countering enemy threats; most attribute the fraal cohesion to their extensive use of telepathy.

In psionic combat, the fraal incapacitate and neutralize opponents rather than making lethal attacks. However, they don't seem adverse to prying into others' thoughts, dominating minds, or even erasing memories when necessary.

No more than one fraal in three will have a device that can deliver a ranged attack. Two different types of fraal ranged devices have been seen: *firerods* and *firestaves*. These devices and others that the fraal employ do not radiate any magical signature. The fraal seem reluctant to use their fire devices unless absolutely necessary. Most learned sages suspect that this involves a religious taboo against fire, but no one knows for sure. Communication with the fraal has revealed little, as they babble on about a morality of "limited resource development" and "conservationism" whenever the subject is broached.

Habitat/Society: Fraal are not native to the Prime Material plane—at least, not this one. The accepted theory is that the fraal are planewalkers who have somehow lost the ability to traverse the planes and have become stranded. Others claim that the fraal are denizens of another crystal sphere who have crashed their spelljamming ship here. One element is common to all accounts of the fraal and their origin: the fraal have successfully conveyed that they have arrived on the Prime Material plane accidentally, and do not possess a means to travel home. A ranger claiming to have a fraal encounter reported that they revealed that the "Dark Master" that gave their floating world life has fallen asleep and must be awakened. While such reports make many believe that the fraal are evil, this doesn't seem to be the case. Estimates place fraal population at less than a 1,000. Only recently has the existence of fraal children been confirmed. Even more recently it has been learned that the fraal, long-lived though they may be, are not immortal.

For every five fraal encountered, there will be a team leader of 4 HD with 80+3d12 PSPs. This leader is usually referred to as simply "captain," but bears no obvious marks or symbols of rank or precedence. If more than 50 fraal are encountered, four captains (4 HD, as above) and one great captain (6 HD, 90+4d10 PSPs) will be present.

Fraal

To date, no major fraal cities or communities have been found. Fraal are nearly always encountered in small groups, wandering from one place to the next. These groups display intense curiosity about the natural world; they seem unfamiliar with even the most common forms of local fauna and flora. The diversity of humanoid races also seems shocking to these visitors—fraal discussions of "radical genetic diversity" have been witnessed by many of those who have encountered them. Finally, the fraal seem completely amazed by well-known monsters and even the smallest displays of magic. To date, no fraal magician or priest has been encountered.

Much like explorers and cartographers, the fraal measure and record their findings as they wander over all types of terrain. As the fraal presence becomes more widely known, the visitors are still occasionally attacked and slain by those who believe them to be lesser tanar'ri or some other form of evil creature.

Little is known about fraal culture. They display an obvious distaste for physical labor, and a deep respect for developments and accomplishments of the mind. They also appear to be a deeply religious people, given to frequent meditation and communal worship. What powers the fraal venerate are unknown.

Ecology: The fraal are vegetarians, consuming a great variety of plants and processed agricultural products. They are known to be especially suspicious of new foods and new life forms, but after careful inspection they have proved themselves willing to try just about anything. A fraal appears to have a lifespan of about four or five centuries.

Magical research and sagecraft have little to say about this mysterious new race of beings, although sightings have been growing more common over the last few decades. Indeed, only a few years ago the existence of the fraal was discounted as the product of imagination, rumor, or even illusionary sorcery. Today, conflict rages among the learned, who argue about the exact origin of these travelers.

Other Fraal

The fraal, among themselves, have a number of specialists. These included *biokineticists* (healers), *ESPions* (advisor-spies), *mystics* (reputed to see the past and future), and very rarely, a *biowarrior* (a psionic soldier).

—*Crossover* ALTERNITY Player's Handbook, #2800
STAR*DRIVE Alien Compendium, #2805

Fraal Devices

Roll 1d10 for each fraal encountered. On a roll of 1, the fraal has a *firestaff*. On a roll of 2 or 3, the fraal has a *firerod*. Each *firerod* has 1d20 charges; each *firestaff* has 1d10 charges. Each fraal with one of these devices has 1d6–3 *firecubes*.

In addition to their fire devices, one in ten fraal—and all leaders—possess bracelets and anklets that behave exactly like *bracers of defense AC 2*. These objects, which the fraal call "inducer bands," do not detect as magical.

Among the wondrous fraal devices are the following:

Gauntlet: This smooth, shining, elbow-length glove of unusual metal, called a "gauntlet" by the fraal, is normally worn on the secondary hand and forearm. A fraal will extend the arm bearing the gauntlet, drumming the fingers of that hand on the palm. Occasionally, the fingers of the primary hand are drummed upon the upper part of the forearm as well; this activity is often accompanied by small flashing lights and humming tones from the gauntlet. Sages theorize it is a detection, analyzing, or possibly recording device of some type. It can definitely detect the possession and use of psionic powers within a 100-yard range. At least half of any fraal group will have "gauntlets."

Firerod Scabbard: A belt-scabbard for a *firerod* from which *only* the user can draw the rod. The user can draw and use the rod as quickly as if holding the rod unscabbarded. A fraal leader might have a *firerod scabbard* (20% chance).

Telescoping Rod: This rod, made of an unusually strong metal, extends from 3 feet to 15 feet in length. The fraal attach odd-shaped devices to one end of the rod. The device is then extended around a corner or over a wall. A group of fraal is 25% likely to have 1d4–2 rods. The nonmagical rod attachments provide *clairvoyance* (as a *crystal ball* sensor) and sometimes *clairaudience* (9-in-10), *infravision* (8-in-10), *detect invisibility* (5-in-10), *detect psionics* (5-in-10), and *truesight* (1-in-10), all at 6th-level ability. The DM can roll 1d10 for each type of attachment for each rod to see if it is present, or choose a mix to fit the encounter.

Portable Dome: This backpack-sized unit, when activated, expands into a 15-foot hemisphere, with a door, a small antechamber with another door, bedrolls, rations, and a device that purifies water. The chance of a group of fraal having one is 1-in-10.

Black Sun Sphere: This device is often found in a central position in a fraal camp, much as an altar might be. It is a glossy black and cool to the touch, though close examination reveals a small raging sun inside. The device emits a faint hum. Such a sphere and its holder is small enough to fit in a backpack and be carried by one person. The chance of a group having this device is 2-in-10. Rumor says that similar devices exist that do not hum and have no small sun, although none of these is known to have passed from fraal hands.

Fraal Weapons

Weapon	Weight (lbs)	Size	Speed Factor	Rate of Fire	Range	Damage
Firerod (20 charges*)	1	S	3	2	30/60/90	3d6
Firestaff (10 charges*)	5	M	7	1	50/100/200	6d6

Inducer Bracelets: Confer AC 2

* Recharging requires 1 round and a *firecube*, which is expended in the process. Recharging can always be accomplished by a character with proficiency in the device. Those without such proficiency (but with some instruction or observation of the process) must make a successful Wisdom check at half their ability score. In this case, a roll of 20 renders the device nonfunctional.

Giant — Crag Giant, Fhoimorien

	Crag Giant	Fhoimorien
CLIMATE/TERRAIN:	Mountains (The Lonely Butte)	Forest, marsh, or subterranean
FREQUENCY:	Uncommon	Uncommon
ORGANIZATION:	Clan	Family
ACTIVITY CYCLE:	Day	Any
DIET:	Omnivore	Omnivore
INTELLIGENCE:	Low (5–8)	Average (8–10)
TREASURE:	K (H)	Q×10 (D)
ALIGNMENT:	Chaotic good	Neutral evil
NO. APPEARING:	5–10	1–4
ARMOR CLASS:	6	3
MOVEMENT:	15	9
HIT DICE:	16	13+3
THAC0:	5	9
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	2d6+8	weapon ×2 or 2d4 (fist)
SPECIAL ATTACKS:	Hurl rocks	Hurl rocks; +8 melee damage; spells (warlocks)
SPECIAL DEFENSES:	Nil	Surprised only on a 1; gaseous form
MAGIC RESISTANCE:	Nil	Nil
SIZE:	H (25′ tall)	H (13′ tall)
MORALE:	Elite (13–14)	Elite (14)
XP VALUE:	7,000	6,000 (Warlock: 9,000)

Crag Giant

Crag giants are 25-foot-tall humanoids with thick black hair, rugged human features, and skin color ranging from dusky gray to stony brown. Though savage, the majority of this tragic race are of chaotic good alignment, though other chaotic alignments are not unusual among them. They stand 25 feet or more tall and have effective Strength scores of 24. Crag giants speak their own language among themselves, but virtually all of them also use an archaic version of the common tongue.

These sad creatures, sometimes called the Lonely Giants, are the only remnants of a once-proud race, forced to flee their homelands and dwell in a familiar and unfriendly land. If nothing changes, they are a doomed race.

Crag giants fight with jagged stone daggers that inflict 2d6 points of damage, and their Strength gives them a damage bonus of +8. They can hurl rocks at their opponents at ranges of up to 240 yards; these inflict 2d10 points of damage. A significant proportion of these giants are clerics with the powers of elemental air, which explains their legendary status as tossers of lightning.



Athasian Lore: In millennia past, the ancestors of the modern crag giants originally inhabited the Thunder Mountains. According to ancient legend, when storms rocked those ranges, the crag giants would come out to dance in the thunder and play catch with the flashes of lightning. They lived with a savage joy for life.

When the Mind Lords began reshaping the region to cut it off from the rest of Athas in order to protect the Last Sea from the ravages of rampant magic, they presented the crag giants with a difficult choice: relocate their people to a reservation on the Lonely Butte, or be utterly destroyed.

Faced with the raw power of the Mind Lords, the crag giants chose to move, but their race has not taken well to their new home. Slowly but steadily, their numbers are declining, and they are headed for certain extinction. The one motivation for survival that remains to them is vengeance against the Mind Lords.

—*From* Mind Lords of the Last Sea, #2444

Fhoimorien

Like other Cerilian giants, the misshapen fhoimoriens are elemental creatures, closely tied to the earth. No two look alike, for the parts of their bodies are oddly proportioned and positioned. Their facial features are irregular, deformed, or misplaced. Their hair is tough and patchy; and many have warts. They move slowly, with shambling gaits. Their cruelty and foul habits match their foul appearance; they are extremely fond of launching raids into nearby lands.

Unlike the fomorian giants, their even more bestial cousins found in other lands, most fhoimoriens can hurl rocks up (to 210 yards for 2d8 points of damage), and many use magic as well. All fhoimoriens use clubs and other blunt instruments in combat; these inflict double normal damage. The great strength and prowess of the fhoimoriens allow them to inflict another +8 points of damage with any melee attack.

All fhoimoriens can cast *stone speak/stone tell, animate stone,* and *passwall* once per day. Twice per day, fhoimoriens can assume *gaseous form* as a cloud of pale blackish-green, foul-smelling smoke. Most use this ability only to escape pursuit, but the more intelligent ones make greater use of it. For example, they may hurl boulders from across a chasm, then suddenly cross in gaseous form to finish off the target; or use gaseous form to cross a deep river or reach tall spires of rock from which they can bombard targets below.

Many fhoimoriens are warlocks, perhaps as many as a third. These spellcasters use elemental earth and air magic in battle, functioning as wizards of levels 1–6. Such warlocks prefer spells such as *stone fist, Maximillian's earthen grasp, gust of wind,* and *shocking grasp.*

Fhoimoriens inhabit desolate marshes and forests from the seashores to the mountains, as well as living in deep caves. On Cerilia, they are most numerous in the Giantdowns (including in the Silverhead Mountains) and in the Icemarch (in the Grovnekevic Forest).

—*From* Warlock of the Stonecrowns #3110

Gibberling, Brood (Far Realm)

CLIMATE/TERRAIN:	Special
FREQUENCY:	Very rare
ORGANIZATION:	Clan
ACTIVITY CYCLE:	Night
DIET:	Carnivorous
INTELLIGENCE:	Very (11–12)
TREASURE:	Nil (E)
ALIGNMENT:	Chaotic neutral
NO. APPEARING:	1–4
ARMOR CLASS:	8
MOVEMENT:	12
HIT DICE:	4+2
THAC0:	16
NO. OF ATTACKS:	1 + special
DAMAGE/ATTACK:	1d4+4 (bite)
SPECIAL ATTACKS:	Gibberslug
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (3′ tall)
MORALE:	Elite (13)
XP VALUE:	950



Gibberlings (described in the MONSTROUS MANUAL tome) gibber. They also jabber, scream, howl and chitter. It is now believed that they are the unholy remnants of unfortunate humanoids who have been altered by insane agencies not of this world; they are the progeny of brood gibberlings.

Brood gibberlings are pale, deformed, and twisted humanoids, possessing slavering maws like pits, manes of filthy black hair like evil halos, and eyes filled with a malignant cunning. Most disturbing is the way that a brood gibberling's flesh visibly *moves* as small creatures, called *gibberslugs*, skitter beneath its skin. Behind these "skinpets," a sickening trail of slowly receding flesh protrusions leaves no uncertainty as to a brood gibberling's infested state.

Combat: In combat, brood gibberlings deliver a vicious bite that stands a 50% chance of injecting a gibberslug into the fresh wound. Failing direct injection, a brood gibberling can, once every 4 rounds, spit a burrowing gibberslug at a melee target (treat range as a dagger) in addition to any normal action and before the resolution of normal actions. When gibberslugs are seen, they resemble bloated leeches, the pulsing pink color of newborn hairless mice, complete with a nasty maw ideal for penetrating skin or soft tissue.

A successful attack (bite or spit) indicates that victims who fail a save vs. death are unable to brush away or shake off the gibberslug before it easily penetrates skin or hide. Flame applied to the gibberslug's point of entry within one round automatically kills the slug (and the victim takes 1d4 points of damage). Ingestion of a specialized mushroom called *darkscape* (which grows only in regions twisted by the influence of an extra-dimensional region known as the Far Realm) immediately kills a burrowing gibberslug.

Infected victims suffer 1d4 damage each round as the slug bores its way through the soft tissues toward the brain, its ultimate goal. The slug reaches gray matter in 1d6+5 combat rounds, at which time it melds itself to the victim's brain stem. The victim immediately drops into a sleep from which none can awaken him, as nightmares of ghoulish intensity begin to ravage his mind; at this point the victim is unrecoverable by any means save a *wish*. The nightmares are a side effect of the gestating slug, which quickly digests the host's brain, then body, from within.

When the process is complete (in 1d20+4 hours), a fully grown gibberling emerges from the husk of skin left behind by the victim. The newborn gibberling possesses no memory of its former life (but does slightly resemble the victim). It immediately rushes to attack the nearest living creature not of its own kind, or flees to seek its own kind if exposed to bright light.

Habitat/Society: The origins of the brood gibberlings lie in a realm that some believe to be beyond planar cosmology as it is currently understood. Only through incautious exploration of magical gates have these creatures arrived from the other side; however, most of those transplanted here can survive only so long as they remain close to an area under the influence of their home Realm. Their gibberling progeny, however, seem to have no such restrictions, and bedevil civilization far and wide.

Within the secluded burrows where brood gibberlings live, ragged husks lie discarded about the floor, the remnants of gibberling birthing. A brood gibberling can mentally control any gibberlings which it has personally created, giving rise to various clans of gibberlings, each controlled by one brood gibberling. Clans sometimes cooperate and sometimes war, depending upon the whims of their progenitors. Brood gibberlings often seek to "convert" gibberlings of other clans to its own.

Ecology: Brood gibberlings are tied to the miles-wide field of corruption that accompanies and surrounds gates keyed to the Far Realm, and cannot live for long beyond its influence. What form a brood gibberling takes in its home realm is difficult to say. It is probable that form does not bear much in common with their physiology as described here.

—*From* Gates of Firestorm Peak, #9533

Golem, Brass Minotaur

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	None
INTELLIGENCE:	Non- (0)
TREASURE:	Nil (see below)
ALIGNMENT:	Neutral

NO. APPEARING:	1 (very rarely more)
ARMOR CLASS:	4
MOVEMENT:	8
HIT DICE:	18 (80 hit points)
THAC0:	5
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	3d10 + special
SPECIAL ATTACKS:	Wounding, maze
SPECIAL DEFENSES:	+3 or better magical weapon to hit, immune to most spells
MAGIC RESISTANCE:	Nil
SIZE:	L (12' tall)
MORALE:	Fearless (20)
XP VALUE:	17,000



The brass minotaur is a terrible instrument of vengeance. The golem appears to be a but a large brass statue. When activated, it becomes a terrifying engine of destruction. Remaining in a passive state until triggered (for example, by the violation of a shrine), it awakens and seeks out its victims relentlessly: a faultless and tireless tracker.

Combat: The brass minotaur is armed with a *battle axe of wounding* +3, which functions as the sword of the same name. The end of the axe's haft has a large inset gem. The gem acts as a focus for a *trap the soul* effect (as the 7th-level wizard spell). Once each day, the golem can trap a quarry in the gem in the haft of its *axe*. The trapped foe is sent to an extra-dimensional space resembling the 8th-level wizard spell, *maze*.

The brass minotaur can follow at will into the maze to dispose of the trapped quarry, vanishing completely before the eyes of any onlookers. Once the quarry is destroyed or escapes (as from the *maze* spell) the minotaur can elect to remain within the maze as long as it wills. Each time the minotaur enters the maze (a maximum of once per day) it regains 10–60% of its original hit points, to its 80-point maximum.

The brass minotaur can be struck only by magical weapons of +3 or greater enchantment. Lesser weapons inflict no damage and have a 10% chance to shatter if nonmagical.

The only magic that affects the brass minotaur is the 6th-level priest spell *find the path*. If the spell is cast upon the area from which the minotaur disappeared with a quarry, the minotaur and quarry are immediately returned to the Prime Material plane. If cast directly onto the brass minotaur, the golem must make a successful saving throw vs. spell or shatter.

The brass minotaur fights only to defend itself while seeking its quarry, and will not use its special *maze* ability on others. If severely damaged, the golem will withdraw and spend several days entering and leaving its *maze* until it has gained its lost hit points. The *battle axe of wounding* usually shatters when the golem is destroyed, though at the DM's discretion, it might not.

Habitat/Society: Brass minotaurs exist to fulfill one goal, set at the time of their creation. They wait with absolute patience until activated. If the goal has become somehow unobtainable—for example, if created to guard a temple that no longer exists—the golem loses its enchantment entirely, as does its weapon.

Ecology: As an artificial construct, a brass minotaur is seldom encountered except as a guardian. Occasionally, one might be created to carry out a particular task of vengeance.

This type of golem was first created by Relnar the Just to avenge the death of his wife (slain during the desecration of her temple). Although Relnar quickly recalled his lady from death, he was mightily angered by the massacre of the priestess and the pillaging of the sacred grounds. Once he had constructed this golem, he used a *wish* spell to place it just outside the temple grounds the night of the original onslaught. It was commanded to follow and slay the three-score barbarian attackers. By the next moon, even before Relnar had fully started enchanting of this creature, the brass minotaur was again reported at the temple site, standing guard over the surviving priestesses until the temple was rebuilt.

Construction Notes: The requirements for building this golem are many. First, a *battle axe of wounding* must be enchanted. The end of the haft is capped with a large, flawless gem. Once the weapon is ready, the golem is created. A perfect minotaur skeleton must be laid in a great mold, and three handfuls of powdered diamond and the ores to be alloyed into brass prepared. The molten ores, sprinkled with the diamond dust, are poured over the skeleton. As the brass takes the place of the minotaur's flesh, the transformation is completed with casting of the spells *strength, polymorph any object,* and *geas* on the golem; *trap the soul* and *maze* on the gem in the haft of the axe (held by the golem); and a *wish* upon all to bind the creation together.

—*From* DRAGON Magazine #102

Golem, Gemstone

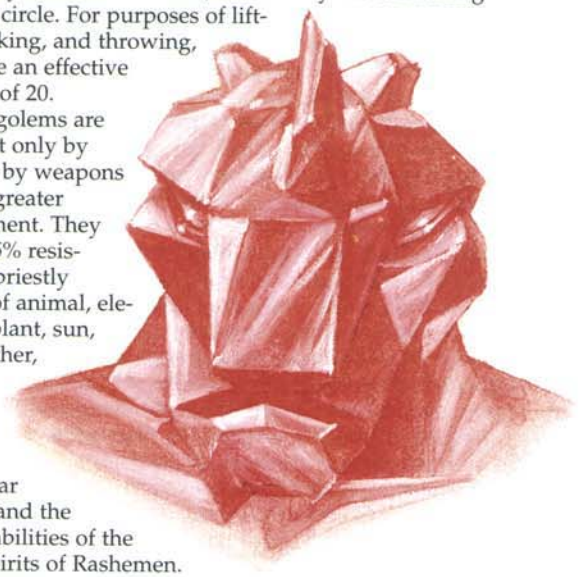
	Ruby	Emerald	Diamond
CLIMATE/TERRAIN:	Any	Any	Any
FREQUENCY:	Very rare	Very rare	Very rare
ORGANIZATION:	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any	Any
DIET:	Nil	Nil	Nil
INTELLIGENCE:	Non- (0)	Non- (0)	Non- (0)
TREASURE:	See below	See below	See below
ALIGNMENT:	Neutral	Neutral	Neutral
NO. APPEARING:	1	1	1
ARMOR CLASS:	0	0	0
MOVEMENT:	6	6	6
HIT DICE:	10 (50 hp)	12 (55 hp)	14 (60 hp)
THAC0:	11	9	7
NO. OF ATTACKS:	1	1	1
DAMAGE/ATTACK:	3d10	4d10	5d10
SPECIAL ATTACKS:	Nil	Lightning bolt, cloudkill	Diamond chips, sunray
SPECIAL DEFENSES:	+1 or better to hit, immune to electrical and heat-based spells	+2 or better to hit, immune to acid and heat-based spells, 50% damage from electrical attacks	+3 or better to hit, immune to heat, electricity, and acid-based attacks
MAGIC RESISTANCE:	Nil or 25%	Nil or 50%	Nil or 75%
SIZE:	L (8′ tall)	L (9′ tall)	L (10′ tall)
MORALE:	Fearless(20)	Fearless(20)	Fearless(20)
XP VALUE:	5,000	8,000	10,000

So far, only three major types of gemstone golems have been created in Faerûn—ruby, emerald, and diamond. In the Realms, they are controlled only by the Red Wizards of Thay and the secret of their construction is known only by the Asnar Thrul, the zulkir of invocation magics.

Ruby Golem

Ruby golems stand 8 feet tall and weigh over 3,000 pounds. They resemble statues of dark red, glossy humans clad in armor or robes. Their surfaces are slick and hard, and they are often crafted with the heads of fanciful monsters or armored humans.

Ruby golems strike in combat with stone-hard fists. They are completely mindless in battle, directed by the controlling wizard's circle. For purposes of lifting, breaking, and throwing, they have an effective Strength of 20.



Ruby golems are can be hit only by magic or by weapons of +1 or greater enchantment. They have a 25% resistance to priestly spheres of animal, elemental, plant, sun, and weather, and all spells cast by druids, Rashemaar witches, and the magical abilities of the nature spirits of Rashemen.

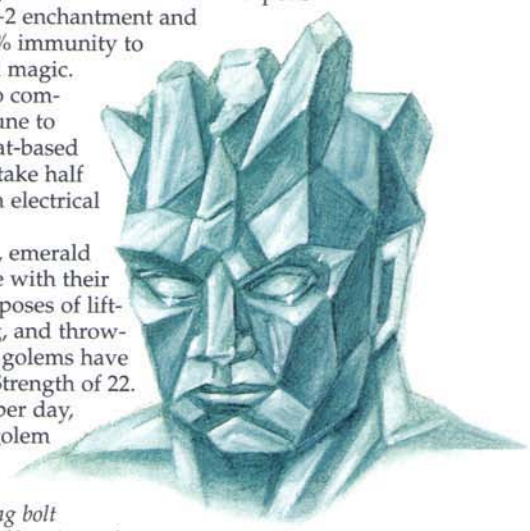
If this resistance fails, the golem takes only half damage from these spells. Ruby golems are completely immune to all electric- and heat-based spells.

A *rock to mud* spell immobilizes a ruby golem for 2d4 rounds, while a *crystalbrittle* spell causes it to become vulnerable to normal weapons and eliminates its resistance to heat and electricity. The *shatter* spell inflicts 5d6 points of damage on a ruby golem, while a *mending* spell heals all of the golem's damage.

Emerald Golem

Emerald golems resemble tall, muscular human males carved of glittering green stone. Most of these resemble normal, physically perfect males.

Emerald golems are immune to weapons of less than +2 enchantment and possess a 50% immunity to nature-based magic. They are also completely immune to acid- and heat-based attacks, and take half damage from electrical attacks.



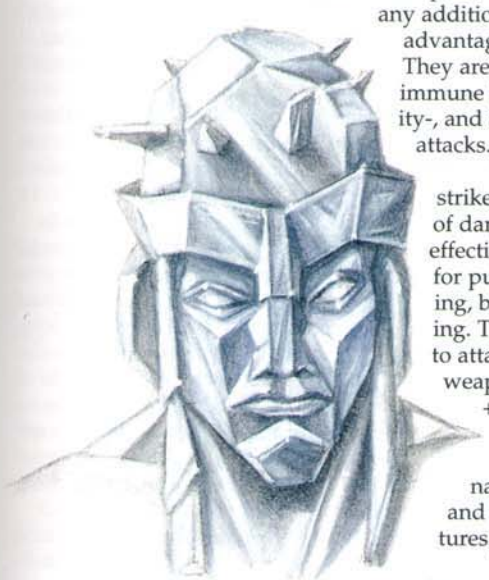
In combat, emerald golems strike with their fists. For purposes of lifting, breaking, and throwing, emerald golems have an effective Strength of 22. Three times per day, an emerald golem can shoot a flickering green *lightning bolt* that inflicts 8d8 points of

damage. Once per day, an emerald golem can release a cloud of green gas that acts as a *cloudkill* spell.

Shatter inflicts 4d6 points of damage on emerald golems, while *crystalbrittle* eliminates their immunity to magic and causes them to be vulnerable to +1, rather than +2, weapons. A *mending* spell restores 2d6 lost hit points, while *glassteel* completely restores all damage inflicted upon them.

Diamond Golem

Diamond golems are the most powerful of the gemstone golems known. They resemble tall, muscular humans clad in armor and carved out of multifaceted diamond. They are often armed with swords or carry shields, although these are merely decorative and do not provide the golem with any additional armor or advantages in combat. They are completely immune to heat-, electricity-, and acid-based attacks.



Diamond golems strike for 5d10 points of damage and have an effective Strength of 24 for purposes of throwing, breaking, and lifting. They are immune to attacks from all weapons of less than +3 enchantment and are 75% resistant to nature-based magic and Rashemaar creatures.

Three times per a day, a diamond golem can spray a cloud of tiny diamond chips in all directions, inflicting 10d8 points of damage on all within a 25-foot radius. Also, three times per day, diamond golems can emit a blinding light equivalent to *sunray*, the 7th-level priest spell.

Shatter causes 3d6 points of damage to diamond golems, while *crystalbrittle* reduces diamond golems' nature-magic immunity to 25% and its immunity to heat, electricity, and acid to 50%, also rendering it vulnerable to +2 and above weapons, rather than +3. *Mending* restores 2d6 lost hit points, while *glassteel* restores all damage.

Habitat/Society: A circle of at least twelve wizards, led by a spellcaster of at least 12th level, is required to control and direct the golems in battle. The circle cannot take any other actions while doing so, and if the circle is disrupted, the golems under its control stop fighting and wander aimlessly. The circle can maintain control only of the golems within the 1-mile radius when the circle is first formed—they cannot add more golems or take control of another circle's golems.

Gemstone golems, when not in use by their controllers, are deactivated by the controlling circle. While gemstone golems are most often used in combat or as guardians, they are sometimes used as servants.

Ecology: When finally slain, gemstone golems collapse into piles of rough-cut gems identical to their type. Each golem produces 10d10 gems of the precious category, with values determined using Table 86 in the DMG. The remainder is powder, useless for most purposes, though some wizards and alchemists may be able to use it for spell components.

Gemstone golems were originally created long ago by the god-kings of Mulhorand. These fearsome creatures are highly resistant to damage and, once set in motion, virtually unstoppable. Some observers link these gemstone golems with rumors of "statues that walk" in Mulhorand, claiming that the two share similar enchantments and construction techniques, but others claim that they are entirely different.

—*From* Spellbound, #1121

Gemstone Golem Realmslore

Ancient documents speak of powerful, gleaming warriors that sometimes aided the god-kings in their wars of conquest. Most scholars simply assumed them to be animated statues or conventional golems—until the Red Wizards rediscovered the god-kings' secrets.

Recently, the Red Wizards (and in particular, Aznar Thrul) discovered the ancient Mulhorand manuals used to guide construction of gemstone golems and, with the aid of a conjurer apprentice, unleashed them upon the Rashemaar, whose powerful spirit- and place-magics have so often frustrated Thayan armies.

Although the ancient god-kings were able to set their gemstone golems in motion without constant oversight, Thrul's golems are not so dependable, as explained above. Since each circle can control all gemstone golems within a 1-mile radius, few Red Wizards are assigned to such duties.

Thrul has experimented with other stones, with mixed success. The secret of the creation of gemstone golems remains in Thrul's hands and should it ever get out, the Red Wizards will have yet another potent weapon for their arsenals. As long as Thay remains in its current chaotic state, the wizards are as likely to use their gemstone golems against each other as against neighboring nations, so Thrul keeps the secrets of golem-making close.

Thrul and his allies are eager to turn the golems against the berserkers and witches of Rashemen, for they have discovered that the magical process used to create gemstone golems produces sorcerous effects inimical to nature-based enchantments and spirit-powers. A few experimental raids into Rashemen have proved the value of the gemstone golems, and no defenders have yet survived to alert their compatriots to the danger. Now, a larger force of gemstone golems is under construction and Aznar Thrul is considering sharing the secret of their creation with some of his allies—but he trusts no one.

Currently, Thrul is creating an army of over 100 gemstone golems of all types for an invasion of Rashemen. He hopes that their resistance to the nature magic of the Rashemaar witches will help this invasion to succeed where others have failed.

The use of gemstone golems is still rare in Thay. Aznar Thrul has shared the secret of their creation with no one. He keeps it from other zulkirs for fear they will steal it and use it against him. Thrul uses gemstone golems extensively as guards, and a few are found throughout Thay in the employ of Thrul's close associates (at his command).

Golem, Maggot

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Rotting flesh
INTELLIGENCE:	Semi- (2–4)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO.APPEARING:	1–4
ARMOR CLASS:	8
MOVEMENT:	9
HIT DICE:	8 (45 hp)
THAC0:	13
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	Special
SPECIAL ATTACKS:	Smothering
SPECIAL DEFENSES:	Immune to edged weapons, half damage from blunt weapons, regeneration, see below
MAGIC RESISTANCE:	Nil
SIZE:	S–M (3'–6' tall)
MORALE:	Fearless (19–20)
XP VALUE:	5,000

A maggot golem at first glance appears to be a shambling, off-white mound that is vaguely humanoid but with a constantly shifting form. It walks upright on two legs and has two arms but these appendages are constantly changing in length and thickness, as are the dimensions of its torso. The maggot golem's head is also in flux, at times appearing as a mere nub on the shoulders, at other times having definite features such as eyes, nose, ears, and mouth.

The explanation behind this shifting is that this type of golem is constructed of living organisms, maggots, to be specific. These are constantly turning into flies which circle around the golem's head and return to the golem to lay eggs, completing the cycle by hatching more maggots. Some of the maggots drop from the golem and lie writhing in its wake, but these are replaced at a phenomenal rate.



Combat: A maggot golem is mindless in combat. It either follows the instructions of its creator and master or follows its own instincts, seeking to kill the fleshy creatures. It is emotionless and cannot be provoked. Once it has broken free of its master's control, however, it turns on the master, attacking anything in its path.

As a maggot golem is made up of hundreds of thousands of individual insects, it is almost impossible to damage. Edged or piercing weapons slicing through it have no more effect than if they were passing through water (the maggots simply knit together again after the sword has passed). Blunt weapons fare little better; they are able to smash off chunks of the body, but inflict only half their usual damage.

In addition, the maggot-to-fly-to-maggot cycle happens at a greatly accelerated rate, thus allowing the golem to continuously replenish itself. This results in the golem being able to regenerate at a rate of 2 hit points per round.

Just as a maggot golem is unlikely to be harmed by most weapons, it is also incapable of holding them. It attacks by hugging its victim to its body. This occurs whenever the golem makes a successful attack. The victim is then held and slowly smothered to death, losing 2d6 hit points per round.

During the round of the successful attack, the victim is held and suffers damage. At the start of each subsequent round, the victim can attempt a Strength check. Success means the victim breaks free and suffers no automatic damage that round. The maggot golem can still attack during that round, and can reestablish a hold on the victim.

The elemental spirit in a maggot golem is not bound strongly; it has a 1% cumulative chance per round of combat (calculated independently for each fight) that it will break free of its master. When this happens, the master has a 10% chance per round (cumulative) of regaining control. To do this, he must be within 60 feet of the maggot golem, and the creature must be able to see and hear its master, who need only talk to it forcefully and persuasively to convince it to obey.

Maggot golems are immune to most spells. Fire-based spells affect them normally, cold-based spells *slow* them for 2d6 rounds, *summon insects* heals 1d10 points of damage, and *repel insects* causes them to instantly lose half their current hit points. All other spells are ignored by these creatures.

Habitat/Society: The maggot golem is an automaton, artificially created and under the direct control of its creator. Typically one to four such creatures are created at once. These can obey simple instructions involving a single, direct action.

Maggot golems make poor servants because each facet of a task must be described as a separate command. They are generally used to guard valuable items or places. Since the maggots that make up the body of the golem need to continue to consume rotting flesh to survive, a maggot golem often can be placed as a guard with minimal instruction. It will, on its own, seek out fleshy creatures to kill, which it later consumes once rot has set into the corpse.

Ecology: A maggot golem is fashioned from a corpse that is thickly infested with maggots. The animating force is an elemental spirit from the plane of Earth, which is bound to the body. Eventually the body is consumed by the maggots, which are then held in a humanoid form by the elemental spirit.

The maggot golem is created using a refinement of the process used to create a flesh golem. Tradition states this refinement was first discovered in the city of Karg in the Demiplane of Dread. It is rumored that a further refinement exists, using rot grubs rather than maggots.

—*From* Requiem, #1146

Groundling

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Any (nocturnal)
DIET:	Omnivore
INTELLIGENCE:	Low (5–7)
TREASURE:	K, M (Nil)
ALIGNMENT:	Lawful evil

NO. APPEARING:	2–8
ARMOR CLASS:	4
MOVEMENT:	6, Br 12
HIT DICE:	3+6
THAC0:	17
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1d4/1d4/1d8
SPECIAL ATTACKS:	Tracking
SPECIAL DEFENSES:	+4 save vs. poison, wand, spell
MAGIC RESISTANCE:	Nil
SIZE:	M (4′ and taller)
MORALE:	Elite (13–14)
XP VALUE:	175

Groundlings are assassins, magically altered by Zhentarim wizards. Originally of dwarven stock, they have been hideously transformed to a cross between dwarves and giant badgers. In appearance, groundlings are short and stocky, and can be easily mistaken for dwarves at a distance. Their stunted ears are buried in wild fur, and their eyes appear as narrow slits. A long, bristled snout replaces the dwarven nose, and large fangs protrude from the extended mouth. A groundling's hands end in powerful talons sharper than swords. They generally stink of spoiled meat.

Groundlings have an enhanced ability to track any creature by scent alone, once provided with an object the creature has handled. Groundlings are able to sniff out any clothing previously worn by the intended target and handled by no one else for more than a few moments. Balancing their keen sense of smell is weak eyesight. Groundlings dislike daylight and are typically encountered only at night, unless directly ordered out by their evil masters. Although groundlings rarely leave their tunnels, they can burrow at astounding speeds, even through hard-packed dirt (but not solid rock).

Most groundlings know at least a few words of the common tongue and can snarl out basic conversation.

Combat: In combat, groundlings will burrow below their victims and explode upward in a shower of rock and dirt. Any creature subjected to such an attack by a burrowing groundling suffers a –3 penalty to its surprise roll. Such burrowing attacks are made with a +2 bonus to hit. Bright lights dazzle and confuse groundlings; they have a –1 penalty to attack rolls in illumination of sunshine brightness or brighter.

In combat, a groundling grabs its victim with powerful claws and sharp fangs, then attempts to drag it below the surface. If a groundling successfully hits with any two attacks in one round, it will drag any victim of man-size or smaller into its burrow at the end of the round. Larger creatures can be dragged underground by more groundlings operating in concert. Creatures dragged into a groundling warren can attack only with small or natural weapons, and at a penalty of –2. Groundlings in their tunnels attack with a +2 bonus to hit and damage. Once pulled into a groundling tunnel, a trapped creature can be pulled out only with a combined Strength of 23 or greater, counting both the potential victim and any others helping the escape.



Habitat/Society: Groundlings are bound by highly structured guild rules laid down by their Zhentarim masters. They usually avoid killing creatures other than their assigned targets, unless interfered with. If ordered to bring back the target alive, groundlings attempt to subdue the victim; otherwise, they will kill and devour the unfortunate creature.

Other than the guild structure imposed by their creators, groundlings have no true society. Most groundlings resent their enslavement, but follow the orders of their guild except in the most unusual circumstances. It is the goal of many groundings to serve so long or so well that their masters will reverse their condition, although there is no reliable record that this has ever actually happened.

Groundlings are not very intelligent, but they can be extremely cunning. They are known to use ambushes, feigned retreats, and attacks converging from various directions against a quarry whose location is known. Even such clever measures as climbing a convenient tree might not delay their attack for long. They serve the Zhentarim by tracking down and destroying the enemies of their masters.

Ecology: Groundlings have voracious appetites; they are willing to eat almost anything, although they prefer meat. Groundlings have an extremely high metabolic rate, so they need tremendous amounts of sustenance to fuel their magically enhanced burrowing. It is not certain if this magical melding of dwarf and badger can be bred; reports are sketchy and conflicting. It is believed that they cannot, and instead have their origins in the foul laboratories of the Zhentarim.

When not based in the dungeons of the Darkhold, groundling assassins might be found just below the surface of the earth, where they dig small warrens in which to rest and wait for night.

Source: "The Family Business," by James Lowder, *Realms of Valor* anthology. First detailed in POLYHEDRON Newszine #93.

Hound of Law

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary or pack
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Average (8–10)
TREASURE:	Nil
ALIGNMENT:	Lawful neutral (Lawful good)
NO.APPEARING:	1 or 1d6+1
ARMOR CLASS:	6
MOVEMENT:	Fl 18 (MC: A)
HIT DICE:	8+2
THAC0:	13
NO. OF ATTACKS:	By form, see below
DAMAGE/ATTACK:	By form, see below
SPECIAL ATTACKS:	By form, see below
SPECIAL DEFENSES:	By form, see below
MAGIC RESISTANCE:	30%
SIZE:	T (1′ globe)
MORALE:	Fearless (19)
XP VALUE:	3,000



The hound of law is a form of will o'wisp that the wind dukes (the *vaati*) use as trackers, guards, and messengers. In its natural form, a hound of law is a faintly luminous sphere that sheds no more light than a firefly. The sphere can produce buzzing sounds by vibrating rapidly; this allows them to speak in a limited fashion.

Hounds of law can assume the forms of normal animals, which allows them to go about their missions unobtrusively. Hounds in animal form seem trim and muscular, but they can appear well-groomed, filthy, or anything in between.

Combat: A hound's keen senses give it a +1 bonus to its own surprise rolls and allow it to detect invisible creatures 50% of the time. A hound of law can move to the Astral or Ethereal plane or become invisible at will. A hound on the Ethereal or Astral plane can materialize and attack creatures on the Prime Material plane, imposing a –5 penalty on opponents' surprise rolls.

Hounds of law cannot attack in their natural forms. When assuming animal forms, they can employ the form's attacks. Hounds in animal form have better ratings than normal animals.

A hound can assume a new form once a round; each change takes only a few seconds, and the hound is free to move and attack after changing form. If a hound reverts to its normal form and remains in it for 1d4 rounds, it regains 10–60% of any damage it suffered in its previous form.

Hounds of law are unaffected by all spells except *protection from evil (good)*, *magic missile*, and *maze*. Hounds of law gain a +1 attack bonus when fighting chaotic creatures, and chaotic creatures suffer a –1 attack penalty and a –1 penalty to each die of damage inflicted (minimum one point per die).

A hound can track creatures by sight and scent; use the tracking proficiency. The hound's base tracking score 16, and it ignores vision-based penalties (such as poor lighting or attempts to cover tracks).

If a creature a hound is tracking uses flight or teleportation magic of any kind, the hound can use the residual magic energies to automatically follow the creature. To determine success, make a tracking roll at a –2 penalty; adjustments for the trail's age apply, but other adjustments do not. If the roll fails, the hound cannot follow the creature. If the creature the hound is following died or was entrapped in a solid object or on another plane as a result of a teleport, a hound that has made a successful tracking roll senses the disaster and need not follow. When following a teleporting creature, a hound can carry 250 pounds of additional weight.

Habitat/Society: Hounds of law are found only in the company of vaati. They might be encountered anywhere that the vaati have interests. Lone hounds are nearly always performing some mission for their masters, at least one of whom will be nearby.

Ecology: Hounds of law come from a breeding program developed by the vaati. The few hounds of law bred by vaati "wanderers" (the *wendeam*) are lawful good like their masters.

—*From* The Rod of Seven Parts, #2145

Form	AC	MV	#AT	Dmg
Dog	0	15	1	2d4+2
Elephant	0	18	5	2d8+2/2d8+2/2d6+2/2d6+2/2d6+2
Hawk	0	3, Fl 36 (C)	3	1d3/1d3/1d2[1]
Horse	1	21	2	1d6+2/1d6+2
Panther	0	15, Cl 3	3	1d4+2/1d4+2/1d6+2
Rat	1	18, Sw 6	1	1
Shark	0	Sw 27	1	3d4+2
Snake	0	12, Sw 12	2	1d2/1d6[2]

[1]Can dive for a +2 attack bonus
[2]Can constrict after the first hit for 1d8 points of damage each round.

Human, Amazon

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Clan
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Low to Genius (5–18)
TREASURE:	M, Q (R, S, X)
ALIGNMENT:	Neutral
NO. APPEARING:	5–30
ARMOR CLASS:	By type
MOVEMENT:	15
HIT DICE:	4 or more (d10)
THAC0:	19
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1d8 (weapon) or 1d6 (unarmed)
SPECIAL ATTACKS:	High Strength and Dexterity (possible), specialization
SPECIAL DEFENSES:	Constitution (possible)
MAGIC RESISTANCE:	Nil
SIZE:	M (6'–7' tall)
MORALE:	Elite (13–14)
XP VALUE:	Variable



These barbarian warrior women are, in effect, heroines all. They are exceptionally tall human women. They tend to be fine-looking, but are hard-eyed (and hard-hearted) too. The exact territory from which they come indicates what sort of weapons they will use and their skills: horsemanship, small water craft, and so on.

They speak the common tongue, and some clans may have a language of their own as well.

Combat: Amazons will not be surprised except by invisible attackers. Amazon warriors are barbarian fighters who typically wear light chain mail (though this varies) and carry the weapons typical of barbarian cultures; spears are most common, also a variety of swords, axes, and bows. Young amazons are often skilled with the sling.

Amazons have Strength ratings between 15 and 18 (18/00 is possible), and Dexterity and Constitution ratings between 13 and 18. If unarmed, an amazon can use blows, kicks, nails, teeth, and so on to inflict 1d6 points of damage per round.

Habitat/Society: An amazon party of 10 or more will have an additional leader of 5th- or 6th-level, and a witch-doctor of 2nd level. A party of 20 or more will have a captain of 7th or 8th level. Whenever 30 or more are encountered, there is a 30% chance they are one of 2 to 5 raiding parties in the area. In this case, their "lair" will be a ship, or a pack train or wagon train as applicable. The other groups will always be within 5 miles of the party initially encountered.

In their "lair," amazons will have a full 30 barbarian warrior women of 4th level, four leaders of 5th- to 6th-level, one leader of 7th to 8th level, and a Queen—a barbarian of 9th to 12th level. A male witch-doctor of at least 4th-level wizard ability will be present. There are twice as many (normal) males as female warriors, about half of them equal to men-at-arms, and armed and armored as their amazon mistresses. The others will have the care of 2 to 12 children. The queen will have four male guards of 2nd- or 3rd-level, and two female guards of 5th- to 6th-level.

Individual amazon warriors may be encountered from time to time, serving in various mercenary forces. These may retain the weapons of their original clan or adopt unusual weapons, armor, or fighting styles to which they have been exposed.

Amazons of less than 4th level are no older than the young adult age (15–19). Those failing to meet the harsh standards expected of amazon warriors by the age of 20 are banished and not be allowed to rejoin the clan except under the most extraordinary circumstances. On the other hand, a worthy female warrior of 4th level or higher might be adopted into an amazon clan following a period of initiation, training, and questing. The procedure varies from clan to clan, but the initiate must master the clan's skills and weapons.

Amazons of the plains and flatlands employ war chariots. These are light, two-horse chariots with a driver and a warrior, having a movement rate of 18 and a supply of javelins and war arrows. Amazon chariot riders are armed with powerful composite short bows, which they can fire from a moving chariot as if standing stationary on firm ground.

Amazons of the steppes are skilled horse archers. Their mobile communities are based on great wagons that can be circled into a fortified camp. These amazons are reputed to have almost supernatural skill in horse handling.

Island-dwelling amazons build light, maneuverable galleys, which they use for trading and occasional piracy. All amazons from this culture can swim and all have exceptional small boat skills. Their base will be a walled city with a large marble temple to their goddess; the witch-doctor is replaced by a priest-magician of equivalent skill. Island amazons are exceptionally skilled with the long bow.

Ecology: Larger amazonian societies tend to be reclusive or nomadic. Often considered barbarians, regardless of their level of culture, they are viewed with distrust and suspicion by others. In return, they are wary and suspicious of outsiders. Far too often, other warrior cultures have assumed that a band of female warriors would be easy looting. All, thus far, have discovered how costly a mistake that can be.

—*From* POLYHEDRON Newszine #22

Demihuman Amazons

Elf amazons are nomadic woods-dwellers using the spear and long bow. Unicorn cavalry is possible. *Dwarf amazons* use axes and war hammers, and ride giant boars. *Gnome amazons* use the throwing axe and short sword. Though lacking mounts, they have exceptional survival skills and can track like rangers. *Halfling amazons* use the javelin and sling. They are famous for their snares and their remarkable endurance.

Human, Pygmy

CLIMATE/TERRAIN:	Jungle or tropical island
FREQUENCY:	Uncommon
ORGANIZATION:	Village
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Average (8—10)
TREASURE:	Nil
ALIGNMENT:	Neutral

NO. APPEARING:	11–20 (village: 20—50)
ARMOR CLASS:	10 or better
MOVEMENT:	9
HIT DICE:	1
THAC0:	20
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	By weapon
SPECIAL ATTACKS:	Surprise, poison, missiles +2
SPECIAL DEFENSES:	Camouflage
MAGIC RESISTANCE:	Nil
SIZE:	S (3′–4′ tall)
MORALE:	Average (8–10)
XP VALUE:	35



Pygmies are small humans who live in the deepest jungles or on isolated tropical islands. They were once widespread, but competition with taller neighbors has forced them into small pockets of wilderness unclaimed by others. Pygmies look like small versions of other natives, with brown or black skin, dark eyes, and tightly coiled black hair. They wear little more than loincloths made of animal skin; the tails of these skins are often left intact to dangle behind them. This has led to the rumor that they have tails.

Pygmies have their own language and also speak the trade talk of the area.

Combat: Pygmies combine the woodcraft of elves with the stealth of halflings. They conceal themselves in thick jungle foliage so well that they are considered *invisible* in their home terrain (though magic will detect them). If they have prepared an ambush for their enemies, opponents have a –4 penalty to their surprise rolls.

Pygmies arm themselves with these weapons: short bow (flight arrows), club, knife, spear, or machete (this is only available through trade, treat as a short sword). When using short bows of their own making, pygmies have a +2 bonus to hit. If the pygmies have no access to metal, their weapons will be made of wood, stone, or bone. Some tribes use blowguns instead of bows, using them with equivalent skill.

If attacked by superior numbers, pygmies use guerrilla tactics. Like elves, they can move, fire a bow once, and move again, all in the same round. They move quickly and quietly though the foliage, leaving no trace of their passage (as the 1st-level priest spell *pass without trace*). If they have time to prepare, pygmies string nets across trails to impede movement; when intruders stop to cut these down, the pygmies attack from ambush. They will prepare snares and pits; some set with wooden spikes. If forced to fight in their village, the pygmies will use shields.

Habitat/Society: Pygmies live by hunting and foraging, having no domesticated animals or plants. They have no metallurgy; they get what metal tools and weapons they can by trading with other native tribes.

They live in villages of up to 50 inhabitants, which they freely abandon when food in an area is exhausted. As they have no agriculture, this occurs fairly often. A nomadic pygmy tribe might have several different village sites that they travel between on a regular basis. Pygmy huts are quickly constructed structures of wood and bark.

The pygmy population in a tribe is evenly divided, roughly one-third adult men, one-third women, and one-third children. For every 8 adult males, one will be a fighter of 2nd–4th level. Each tribe has a chief who is a fighter of 5th–8th level and 1–2 priests of 1st–8th level. Further, there is a 50% chance that one pygmy in the village is a ranger of 1st–8th level. Pygmies are mostly neutral or neutral good; few turn to evil.

They do not allow strangers to disrupt the ecology of their lands. Those who come with peaceful intentions are 75% likely to be met with friendliness; otherwise, the pygmies simply demand that the intruders leave. Strangers who refuse are attacked. This will not be a frontal assault, but sustained guerrilla warfare and raiding until the intruders leave. The best way for outsiders to be accepted is to approach openly and offer gifts to the chief. This action practically guarantees a friendly reception, provided the guests behave themselves.

Ecology: Pygmies are omnivorous, eating any food they find: wild game, insect larvae, eggs fowl, and wild fruit. They respect the forest, neither hunting more game than they need, nor cutting down living trees. Moreover, they do not willingly live in isolation, and carry on a lively trade with their taller neighbors. Pygmies offer meat and hides in exchange for salt, metal tools and weapons, and cloth.

—*From* DUNGEON Magazine #56

Pygmy Hunting Poison: Pygmies have a special poison made from beetle larvae, which they use to bring down larger game animals. The poison is used only on arrowheads or blowgun needles. A creature hit must make a saving throw vs. poison at a –2 penalty. Success means the poison has no effect. Failure means that the next round the victim is *slowed* (as the 3rd-level wizard spell) and the following round is *paralyzed* for 1–4 turns (in this time the animal is hunted down and killed). The poison breaks down in one hour, leaving the dead game safe to eat.

Inquisitor

CLIMATE/TERRAIN:	Urban, subterranean
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Omnivore
INTELLIGENCE:	High (13–14)
TREASURE:	Nil (W)
ALIGNMENT:	Lawful evil

NO. APPEARING:	1
ARMOR CLASS:	4
MOVEMENT:	9
HIT DICE:	6
THAC0:	15
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1d6/1d4
SPECIAL ATTACKS:	Fear, paralysis gaze, disease, torture
SPECIAL DEFENSES:	Spell immunity
MAGIC RESISTANCE:	Nil
SIZE:	M (6′ tall)
MORALE:	Fanatic (17–18)
XP VALUE:	3,000



Created by evil wizards centuries ago, inquisitors are shambling, rotting, undead abominations. Each inquisitor is an ancient expert in torture and information extraction, an artist who works in screams and agony. Those without masters dwell in dark places where they can take prisoners and ask impossible questions that let them further perfect their techniques. Some inquisitors are themselves imprisoned by more powerful beings and forced to work their trade on demand, longing for the day they put their masters on the rack.

An inquisitor might easily be mistaken for a zombie or other undead creature. Often, nearly half its flesh has rotted away, exposing tendons and yellowing bones. Many inquisitors wear black hoods; those who don't display foul-smelling mucous dripping from their eyes and mouths. The inquisitor wears tattered pants and shoes, but no shirt or gloves. Its hands are charred from years of using red-hot implements of torture, and thick, yellow nails poke menacingly from its fingers. One is seldom encountered without its whip in hand.

Combat: The inquisitor's horrifying appearance requires those who see it to make a saving throw vs. paralyzation. Failure means the victim flees in fear for 1–6 rounds. Once the victim fails this saving throw, his attacks against the inquisitor have a –2 penalty, even after he stops fleeing.

The inquisitor can meet the gaze of one opponent each round in addition to its physical attacks. The opponent must make a successful saving throw vs. paralyzation or be paralyzed for 1d4 turns. Success means that the victim is immune to the gaze of that inquisitor thereafter.

Each round, the inquisitor can claw with its nails for 1d6 points of damage and lash with its whip for 1d4 points of damage. Anyone struck by the nails must make a successful saving throw vs. poison or contract a wasting disease. The disease reduces Strength and Constitution by one point each per day until cured. If either ability score reaches zero, the victim dies. Only a *cure disease* can rid the character of the affliction. Ability scores are each restored at the rate of one point per day.

When the inquisitor captures a victim, it chains and shackles him to a table and gleefully begins its torture. The torture causes considerable pain and disfigurement. At the end of each day of torture, the victim must make a successful saving throw vs. paralyzation or become insane. While insane, a character may still try to escape or defend himself, but cannot distinguish friends from enemies or recognize familiar places or situations. Time is the only cure; 1d4 weeks are required. In any event, the tortured character loses one point of Charisma. This can be restored only by magical means, such as a *heal* spell cast for this purpose alone.

An inquisitor is immune to all mind-affecting spells, such as *charm, geas,* or illusions.

Habitat/Society: Each inquisitor has its own torture chamber that it uses as a lair. This might be in a dungeon or cave, in a secluded wilderness locale or ruins, or even in the town square. Its devices vary, including but not limited to racks, vices and clamps, thumbscrews, iron maidens, or even such exotic devices as large helmets filled with hungry insects or rats. When screaming victims offer bribes to lessen their punishment, the inquisitor often keeps these for itself instead of turning them over to its master. This treasure is hidden in or near the inquisitor's lair. Of course, no bribe will stay an inquisitor from its task.

The inquisitor strays from its chamber only to search for new victims. If supplied with ample subjects for its artistry, an inquisitor may not willingly leave its chamber for years, or even centuries, at a time. While a solitary creature, the inquisitor may employ lesser beings to do its bidding. Evil creatures such as orcs and goblins may sell captives to an inquisitor.

Ecology: Inquisitors were cursed hundreds of years ago to forever cause pain and extract information. If denied the opportunity to mercilessly torture victims for long periods of time, they slowly waste away. Each year an inquisitor is denied victims, it loses one hit point permanently. The threat of denying it victims is often used by a powerful master to keep an inquisitor in check.

—*From* MC11, FORGOTTEN REALMS Appendix II, #2125

Kercpa

CLIMATE/TERRAIN:	Temperate forest
FREQUENCY:	Rare
ORGANIZATION:	Tribe
ACTIVITY CYCLE:	Day
DIET:	Herbivore
INTELLIGENCE:	Average to High (8–14)
TREASURE:	Nil
ALIGNMENT:	Neutral to Chaotic good

NO. APPEARING:	3–12
ARMOR CLASS:	3
MOVEMENT:	9, Cl 15
HIT DICE:	1
THAC0:	19
NO. OF ATTACKS:	1 weapon or 3 bow
DAMAGE/ATTACK:	1d3
SPECIAL ATTACKS:	Surprise (–5), +4 with bows
SPECIAL DEFENSES:	Surprised only on 1, save as 7 HD (Dex 19 bonus); dodge missiles
MAGIC RESISTANCE:	Nil
SIZE:	T (1'–1½' tall)
MORALE:	Steady (12); with elves Elite (14)
XP VALUE:	1 HD: 65
	2 HD: 120 Shaman 1–4: 175
	3 HD: 175 Shaman 5th: 270
	4 HD: 270 Wizard: +1 HD



The kercpas, a reclusive race of intelligent squirrel-folk, inhabit dense forests far from human civilization. Shy of most races except elves, and skilled at remaining undetected, these small archers are rarely seen, even when their homes are nearby.

Only a foot to eighteen inches tall, kercpas look like large red squirrels (*sciuridae tamiasciurus*), complete with bushy tails that help them keep their balance as they move along slender tree branches. Their eyes are brightly intelligent and green or hazel, though blue is not unknown. Their garb is similar to that of wood elves—green, russet, tan, and dark brown—enabling them to blend in with their surroundings. They do not cover their hands or feet, for this would impede their climbing. In the trees, they are as nimble and acrobatic as normal squirrels, running and leaping from branch to branch astonishing grace and ease.

Kercpas speak their own chattering language, and many speak the languages of other forest races: sylvan or wild elvish, treant, pixie, and so on. About one in ten know at least a little of the common tongue. Among themselves, kercpas can signal (using system of whistles and bird calls) to 100 yards distance.

Combat: Kercpas are peaceful by nature. However, they are quite able to defend themselves, their homes, and their elven allies with a skill that belies their small size and rather harmless appearance. If motionless in forest terrain, they are 90% likely to remain unseen. Their great stealth in woodlands imposes a –5 penalty on others' surprise rolls. Their own keen senses mean they are surprised only on a roll of 1.

Though they never wear armor, their size and phenomenal agility combine to give kercpas an excellent Armor Class of 3. They make all saving throws as 7 Hit Die creatures—adjusted, when applicable, as if by a Dexterity of 19 (–4). Further, a kercpa can try to dodge any missile directed at it, provided that it could see the attack launched. A successful saving throw vs. death magic (modified by Dexterity) means the kercpa successfully dodged the attack, regardless of the attack roll. A kercpa can dodge up to two missiles per round in this way.

If forced into melee, kercpas wield tiny swords and spears that inflict only 1d3 points of damage. Aware of the disadvantage they suffer in hand-to-hand combat against most foes, kercpas prefer to use their tiny, toy-like bows. Though these have only half the range and damage potential of a short bow (range: 25/50/75 yards; damage: 1d3), kercpa skill honed by intense training makes them formidable weapons; a kercpa can fire three times per round, with an attack bonus of +4.

A typical kercpa strategy is to take to the trees, surround the enemy and, darting in and out of concealment, rain a relentless barrage of stinging missiles from all sides. They usually are content to wound, discourage, and drive off intruders who do not press them. It is not uncommon for a band of orcs, gnolls or other forest marauders thus assaulted to believe themselves under attack by scores of the creatures when they are faced by only a dozen or so. The kercpas do their best to encourage this mistaken impression.

Should their opponents be too numerous to drive away, the kercpas try to lead the intruders out of their territory, goading them to the chase with taunts and jeers. The kercpa hope to fragment a larger band, get them hopelessly separated and lost in the woods, and then deal with the smaller groups one at a time. Some tribes, particularly those dwelling in or near enemy-infested lands, will lead pursuers into an area of the forest rigged with concealed pits, deadfalls, and other traps. If this fails, the kercpas send runners to alert the nearest elves.

Kercpas coordinate and their tactics with a simple signaling system of whistles and bird calls (range: 100 yards). While limited in its range of expression, this system is an invaluable advantage in combat relying on cunning, stealth, subterfuge, and deception.

Throughout kercpa territory, the squirrel-folk stash caches of arrows and other supplies (in hollow branches, etc.), eliminating the need to return to the village to restock. All adults are intimately familiar with their home areas. Except in unusual cases—a quarry able to fly, *pass without trace,* or *dimension door,*

for example—kercpas can track enemies in their home area like rangers. Kercpas with spellcasting ability use magic to support these tactics. Favorites include *ventriloquism, taunt, wall of fog,* and *mirror image.*

Habitat/Society: A typical kercpa tribe consists of 100–300 adults, and a number of young equal to 20% of this number. Male and female kercpas are equally skilled fighters, while the young are noncombatants. The two key elements of kercpa society are the defenders and the shamans.

Defenders: One in every 20 kercpas is an exceptional individual with 2 Hit Dice. For every 100 in a community, one is a leader of 3 or 4 Hit Dice. As the most skilled fighters, the defenders organize patrols, maintain the village's defenses, and lead the tribe in attack, retreat and, if necessary, evacuation. They take their duties seriously, and will not hesitate to sacrifice themselves for the tribe if the situation warrants.

The base THAC0s, and base saving throws of defenders increase with their Hit Dice; for example, a 3 HD defender has a THAC0 of 17 and the base saving throw of a 9 HD creature.

Through trade with pixies, any defender is 25% likely to have 1d4 *sleep* arrows (save vs. poison or sleep 1d6 hours). These will not be wasted on enemies that can be defeated by other means.

Shamans: All kercpa tribes are led by a shaman of 4th or 5th level. For every 50 kercpas in the tribe, there will be 1d2 lesser shamans of 1st to 3rd level. Shamans receive an additional 1d4 hit points for every level they possess beyond the first, and fight as if having an additional Hit Die for every two levels they possess. They can cast spells from the following spheres: all, animal, creation, divination, healing, plant, sun, and weather. Kercpa shamans are skilled herbalists and can treat numerous ailments. A typical kercpa healing potion restores 1d4+1 hit points; any kercpa traveling far outside the village is 75% likely to have one.

Kercpa shamans are responsible for preserving the tribe's health, providing advice and spiritual guidance, and presiding over ceremonies. In theory, the shamans govern all internal tribal matters, but in actuality kercpas are by nature cooperative, working together for the common good of the forest community. Internal and intertribal strife is unknown.

Most of the tribe's defenders are male, while most of the shamans are female. This is by no means the rule, and exceptions are not uncommon. The genders are in all ways equal (and difficult for outsiders to tell apart). Kercpas marry for life, and mates are fiercely protective of their young and of each other.

Some adult kercpas, as many as 5%, dabble in magic, perhaps due to their close relationship with elves. These cast spells as wizards of up to 4th level. They rarely learn spells of an offensive nature, and never those involving fire.

Kercpa villages consist of many small buildings located high among the branches, usually spread out among several trees. An elaborate highway of vine ladders and bridges connect their buildings. A village is difficult to see from the ground; even observant outsiders have but a 5% chance to notice it. Actively scanning high into the trees increases the chance to 10%. Villages in deciduous trees are more easily spotted in winter; the base chances are 15% and 50%, respectively. In practice, the kercpas' vigilant scouts make it impossible for an intruder to come within a mile of one without their knowledge.

The squirrel-folk live by foraging. Dozens of small bands strike out daily from early spring to late fall to gather food, water, and other necessities. Surplus is stored away for the winter. Unlike true squirrels, kercpas do not hibernate. They are less active in the winter, and often sleep for much greater lengths of time. At least a third of the tribe remains active at all times in the event of a threat. Kercpas are strictly vegetarian; despite their archery skill, they do not hunt. Foraging expeditions rarely take them more than 10 miles from the village. If a tribe becomes too large for the immediate area, a group, mainly younger couples, breaks off to found a new village. Tribes in the same region meet on an annual basis (usually summer solstice) for a great festival. These celebrations last several days. The tribes renew familial ties, hold council on matters of mutual concern, introduce young adults to possible mates, and exchange goods and information. Music, song, dace, story-telling, friendly contests of archery, tumbling and speed, as well as an overabundance of food and blackberry wine, round out the festive nature of the gathering.

The simple kercpa religion pays homage to a single deity, an earth goddess. The goddess, while said to be able to take any form in nature, is usually depicted as a vast oak tree. Religious ceremonies are few compared to those of most other races, and pious obligations are fulfilled simply by living in harmonious accord with nature.

Faced with ethical dilemma, kercpas seek precedent in the fables of Rititisk the Clever—the mythical patriarch of the race—and try to emulate his example. Besides being entertaining stories of adventure in their own right—tales of Rititisk thwarting monstrous evil spiders, outwitting oafish giants (humans), questing to the ends of the earth for enchanted ever-striking arrows and the like—the fables contain lessons to guide the kercpas through all aspects of life. They are essential to every young kercpa's education.

Strangers traveling through kercpa lands will be trailed and their actions scrutinized (ideally without the kercpas revealing their presence) and allowed to pass unhindered if they do not cause harm to the forest. This remains the case even with obviously evil creatures such as orcs and goblins. The only exceptions to the kercpas' reclusiveness include certain sylvan neighbors who share an interest in preserving the woodland. Kercpas have ties of friendship and alliance to elves, sprites, and treants. They are indispensable to their elven neighbors, as they convey messages between camps, run errands, and keep them up to date on the latest happenings of the greater forest. In exchange, the elves serve at times as guardians and mentors for the squirrel-folk's children. Young kercpa delight in the company of these elegant, graceful beings, running amok through their homes and pestering their elven friends with endless questions and requests for tales of "olden times." Most elves seem to genuinely enjoy the kercpas' company as well.

On infrequent occasions, some human rangers and druids have made contact with and befriended (and been befriended by) the kercpas. A few bolder kercpas have been known to befriend parties of good-aligned adventurers, especially those containing elves, acting as guides and otherwise helping with their knowledge of the wilderness. Such examples of eccentric behavior are uncommon.

Ecology: The presence of kercpas is virtually unnoticeable; forests inhabited for twenty generations appear as virgin woodland even to careful scrutiny. As even the concept of money is unknown to kercpas, they have produced and amassed little that others are interested in acquiring. This has not prevented evil creatures from hunting them out of sheer malice, however.

Frequent threats to the kercpas include giant spiders of all types, ettercaps, stirges, and even some raptors (such as giant owls). Kercpas are usually born singularly, though twins and triplets are more common than with humans. They become mature at 15 and usually marry soon thereafter. Kercpas have an average life expectancy of 60 years.

—From DRAGON Magazine #214

Lycanthrope, Lythari

CLIMATE/TERRAIN:	Forests (elven lands)
FREQUENCY:	Very rare
ORGANIZATION:	Solitary or pack
ACTIVITY CYCLE:	Nocturnal
DIET:	Carnivore
INTELLIGENCE:	Average to very (9–12)
TREASURE:	Nil
ALIGNMENT:	Chaotic good
NO. APPEARING:	1 or 2–12
ARMOR CLASS:	6
MOVEMENT:	18
HIT DICE:	4
THAC0:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2d4 (bite)
SPECIAL ATTACKS:	None
SPECIAL DEFENSES:	Hit only by silver or enchanted weapons
MAGIC RESISTANCE:	Nil
SIZE:	M (10′ long)
MORALE:	Irregular (7)
XP VALUE:	420

The reclusive lythari, known among the wood elves as *silver shadows*, are true lycanthropes: good-aligned elves able to take lupine form. The details are for wolf form (no hybrid form).

In wolf form, lythari are beautiful, with pale gray or silver fur and intelligent blue or brown eyes. A wolf-lythari leaves no impression of danger or ferocity, but rather seems friendly and companionable. An adult is the size of a small pony and might carry a man-sized ally if the need is great.

In the rare times they assume elf form, the lythari are beautiful and otherworldly, even for elves. They dress in furs, hides, and other natural garb, decorating themselves with feathers, bone jewelry, and similar objects in a fashion more ancient than the oldest wood elf tribes. Tall and pale skinned, they have light blue or green eyes and silver hair.

In wolf form, lythari communicate in the manner of wolves. In elf form, lythari speak elvish; some can speak Common, also.



Combat: Lythari, like elves, can pass through natural surroundings, wood or forest, silently and nearly invisibly (opponents have a –4 surprise modifier). Lythari are 75% likely to avoid contact with strangers under normal circumstances.

Lythari dislike combat and prefer to flee rather than fight. If they aid in warfare at all, they serve as scouts and messengers, for physical combat is abhorrent to them. If cornered or defending their kin, they will fight with great skill (their morale becomes Elite, 13). In wolf form, their preferred form for combat, lythari attack by biting.

In the same manner as ordinary lycanthropes, lythari can be hit only by silver or weapons of at least +1 enchantment when in wolf form. Magic that affects lycanthropes also affects them. In both forms, lythari are 90% resistant to *sleep* and *charm* spells and are immune to ghoul paralyzation. Lythari have complete freedom over their ability to change form, the transformation taking about half a round. A lythari slain in wolf form reverts to elf form in one round.

Habitat/Society: Unlike most lycanthropes, the lythari are a gentle, benevolent species. Although they hunt and kill in the same manner as wolves, they neither inflict wanton violence nor attack intelligent species.

The typical encounter with lythari is with a single hunter or pack. The larger tribal community might be as large as 30, with up to a dozen or so members too young to hunt. Most lythari live between worlds, not dwelling on the Prime Material plane, but living in forested places that can be reached only through special gates known only to themselves. They are a shy race, preferring to remain far from civilization and even from other elves. Their small bands are anarchic, communal societies, with no real leaders, and complete equality for all members.

The lythari do not produce metal objects of any sort. They build nothing more elaborate than brush shelters. Spellcasters are rare, mostly specialty priests of woodland deities. Lythari revere Rillifane Rallathil and other wilderness Seldarine deities.

Lythari are interfertile and reproduce among themselves. They can also create new lythari from among normal elves in a special ritual of bonding that leaves a permanent scar resembling a wolf bite. Lythari status can be conferred upon another elf only if both lythari and elf agree to the transformation, and only if the secret initiation is performed.

If lythari run with normal wolves in wolf form, they are accepted as pack members and treated with deference, while remaining outside the normal wolf pack hierarchy. Evil wolves and like creatures, such as worgs and werewolves (and most antherions, such as wolfweres) sense their difference and will try to drive them off or slay them.

Ecology: Small independent bands of lythari live in the forests of Evermeet; some still linger in Faerûn. Most lythari, however, live in magical faerielands that touch only lightly upon the Prime Material plane.

In both their elf and lupine forms, lythari are hunters, preferring to hunt deer, rabbit, and wild boar. They are as rarely seen by wood elves as wood elves are seen by humans. Only twice in the history of Faerûn have lythari taken part in greater events. The harper Arilyn Moonblade has a gift, a magical whistle, that can call the lythari Ganamede across vast distances.

Source: *Silver Shadows* by Elaine Cunningham. Original game details from *Elves of Evermeet*, #9430

Mercurial

CLIMATE/TERRAIN:	Hyper-reality
FREQUENCY:	Very rare
ORGANIZATION:	Solitary (family)
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Supra-Genius (19–20)
TREASURE:	None
ALIGNMENT:	Neutral
NO.APPEARING:	1 [1–6]
ARMOR CLASS:	–2 [0]
MOVEMENT:	15 [30]
HIT DICE:	14
THAC0:	7
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1d8+1/1d8+1 [2d8+2/2d8+2]
SPECIAL ATTACKS:	Mental blast, borrow form (rogue only), [wish]
SPECIAL DEFENSES:	Regeneration [+1 or better magical weapon to hit]
MAGIC RESISTANCE:	20%
SIZE:	M (5′–6′ tall)
MORALE:	Steady (11–12)
XP VALUE:	9,000 [26,000]

Items in brackets reflect hyper-reality.

Mercurials are an intelligent race of humanlike beings from a higher reality, called *hyper-reality*. They occasionally visit the Prime Material out of curiosity or on missions for their deity. In rare instances, one might be banished to normal reality.

A mercurial is indistinguishable from a normal human. Only the eyes mark them—these resemble orbs of liquid metal—fiery gold, scintillating silver, or shifting bronze. Where mercurials truly differ from humans is in their ability to step out of their skin and bones; their inner flesh and organs can exist apart from the rest of their bodies. In their home realm, this is a physical and symbolic abandonment of their corporeal anchor to commune with their deity, a being of pure, unencumbered thought.

Mercurials can vocalize any language, but prefer to simply project and receive thoughts.



Combat: Most mercurials are pacifists, refusing even to defend themselves. When forced into battle, a mercurial can use a mental blast or strike with both fists in a single round. If a mercurial has shed his skin and bones, both inner flesh and organs and outer skin and bones have the mercurial's total hit points. While the inner flesh can be damaged, it can regenerate as long as the outer skin and bones exist. Its special powers include:

Mental Blast: If necessary, a mercurial can project a powerful blast of pure thought at an enemy. The mental blast inflicts 1d12+2 points of damage (save vs. rod for half damage).

Regeneration: A mercurial's inner flesh regenerates at 3 hit points per round. If merged with the skin and bones, both regenerate in this manner. If the skin and bones (or the merged mercurial) is reduced to 0 hit points, it dies.

Hyper-reality Powers: In hyper-reality, a mercurial's every thought can become real. This is reflected in their ability to mentally "cast" a *wish* spell once per turn. In this setting, a mercurial can be damaged only by weapons of +1 enchantment or better.

Habitat/Society: Mercurials are native to a state of existence called hyper-reality. In hyper-reality, everything has more vitality: colors are brighter, scents are stronger, sounds are more intense, and emotions are more stirring. To a mercurial, creatures of lower realities—and these realities themselves—are less real, pale reflections of the true life of hyper-reality. This affects the way they regard and interact with creatures of normal realities.

Form Borrowing: Not only can a mercurial shed its skin and bones, but it can merge its inner flesh with another being. Mercurials most likely borrow another's form to experience life through that being's senses. Only rogue mercurials borrow a form without permission, and only they stay long enough to cause serious harm. An unwilling host gets a saving throw vs. petrification to resist the merge. In a successful merge, the host loses 1d4 points of Constitution per turn and must make a saving throw vs. petrification when the mercurial sheds the host form. A successful saving throw means that the host recovers the lost Constitution points at a rate of one point per day. A failure indicates that the reduction in Constitution is permanent (unless restored through magical means). A host reduced to zero Constitution points dies. The merged flesh takes damage only after the host body is reduced to 0 hit points. Damage taken by the host below 0 is also taken immediately by the mercurial, who must immediately abandon the host body. At no time does the regeneration ability of the mercurial benefit a host.

Ecology: Mercurials can eat most vegetables and meats, while in the own realm they draw nourishment by shedding their bodies and communing with the mental force of their god.

Beldaari: Mercurials are known to come from the realm of Beldaari, accessed from a corner of Mount Celestia. Beldaari shines with an intensity that is blinding to the lesser beings of the multiverse. Here, an unnamed power of pure thought contemplates ideas and concepts unfathomable to the greatest sages of normal reality. Beldaari is a huge forest designed by this power to be a refuge of peace where all inhabitants can contemplate and reflect on pure thoughts. The mercurials contemplate separately, but come together in family units whenever they return to their skin and bones. Mercurials in Beldaari are usually encountered in the act of contemplating some great thought or another, resting beside a river or beneath the shade of a tree. Most simply *wish* themselves away from any trouble that develops. In Beldaari, movement rates and damage rolls of all beings are doubled; range, duration, effect, and the area of effect of all spells are doubled; and experience points are calculated at double the normal rate.

—*From* Doors to the Unknown, #2626

Mold, Chromatic

CLIMATE/TERRAIN:	Underdark
FREQUENCY:	Uncommon
ORGANIZATION:	Patch
ACTIVITY CYCLE:	Any
DIET:	Carnivorous
INTELLIGENCE:	Non- (0)
TREASURE:	Nil
ALIGNMENT:	Neutral

NO. APPEARING:	1 patch
ARMOR CLASS:	Nil
MOVEMENT:	0 (Special)
HIT DICE:	2
THAC0:	Nil
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	Nil
SPECIAL ATTACKS:	*Fascination*, spore infestation
SPECIAL DEFENSES:	Immune to nonfire attacks
MAGIC RESISTANCE:	Nil
SIZE:	S to L
MORALE:	N/A
XP VALUE:	175 (Sonic: 270)



Chromatic mold is a spore-producing fungus that grows in warm, damp caverns such as exists in the twisted passages of the Underdark. The fungal growth has a thick, furry texture and appears dark brown in color to normal sight. Due to its unusual method of reproduction, chromatic mold is rarely found in large colonies; however, individual patches of mold can grow to 12 feet in diameter.

Infravision reveals a totally different picture of the fungus. Chromatic mold emits a complex pattern of varying heat signatures. These patterns register as swirling shades and colors to the eyes of infravision users.

Combat: Although not a predator in the common sense of the word, chromatic mold is potentially lethal. The mold's swirling heat signatures exerts a strong *fascination* effect upon those who view it with infravision. Any such creature must make a successful saving throw vs. paralyzation or be helplessly drawn toward the fungus.

When any creature of small size (size S) or larger approaches within three feet of the chromatic mold, it sends out a cloud of spores in a 10-foot radius. Anyone caught in the cloud must make a saving throw vs. poison. Failure indicates that the victim breathes in the mold spores and begins to wander aimlessly as if under the effects of a *confusion* spell. The spores incubate within the victim's body, rapidly consuming the creature from within. Within 10 hours, the creature dies and a new patch of chromatic mold bursts forth from the victim's body, completely consuming the carcass in another 12 hours.

A *hold plant* spell halts the spores' incubation for the duration of the enchantment; after that, however, the infestation progresses as normal. *Cure disease* permanently kills the spore infestation if cast within the first 10 hours of affliction. After this period, however, the spell destroys both the mold and the victim.

Fire is a useful weapon against chromatic mold, consuming it at the rate of 1d4 rounds per 10-foot patch. A cold-based attack inflicts no damage, but negates the *fascination* effect and prevents the normal release of spores. Forceful contact with the mold (even a *magic missile* spell) causes the reflexive release of spores.

Habitat/Society: Chromatic mold is a nonmobile hazard of the Underdark and warm subterranean settings. It may appear by itself or, more rarely, in the presence of other types of mold and fungi. It is not uncommon for intelligent creatures, such as drow, duergar, and deep gnomes, to routinely put an entire cavern complex to the torch if even one cave exhibits signs of infestation.

Ecology: Chromatic mold is exceptionally dangerous to most humanoids, but seems to have little effect on certain scavengers of the Underdark. Some creatures, like burburs (cf. *MC Annual Number Three*, eat vast quantities of this mold with no apparent ill-effect.

Sonic Mold

This more dangerous variant of chromatic mold also infests caverns and labyrinthine underground complexes. Though sonic mold shares the physical characteristics of chromatic mold—including the emission of swirling heat patterns—the latter exhibits an even stranger adaption to its underground environment.

Besides the heat emissions, sonic mold vibrates at various pitches, producing eerie and compelling patterns of sound. These tones snare creatures who can hear as effectively as chromatic mold snares those using infravision. A master bard lucky enough to survive an encounter with this rare mold reports that the mold's complex tonal "phrases" weave up and down traditional and unorthodox scales by a series of weirdly disquieting "half-steps."

Although potentially audible for miles in the echoing passageways of underground complexes, the *fascination* effect occurs only within 60 feet of the mold. Creatures with normal human hearing in this radius must make a successful saving throw vs. paralyzation or be inexorably toward the mold. Creatures with enhanced hearing have a –1 penalty; those using echo-location have a penalty of –3.

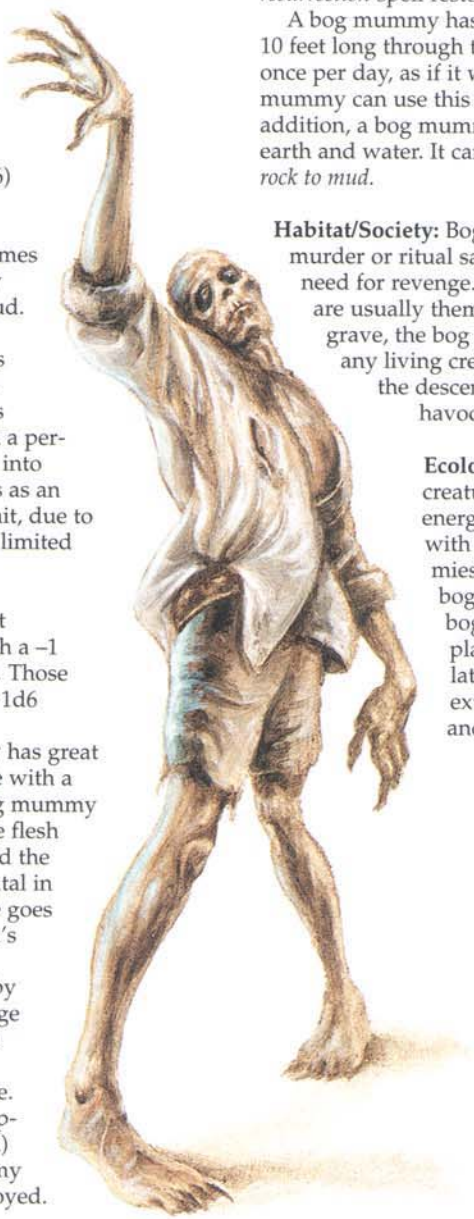
Once a creature of at least small size (size S) approaches within 3 feet of the mold, the deadly growth releases its cloud of spores to a 10-foot radius. Anyone failing a saving throw vs. poison is rendered *confused* as the spores incubate inside the victim's body. The onset time is only 8 hours, after which the mold erupts from the victim's body, and death follows in only 8 hours more. Priests can slow or destroy sonic spores in the same way they slow or neutralize chromatic mold spores, and burburs merely eat them.

—*From* DRAGON Magazine #227 *(sonic mold new)*

Mummy, Bog

CLIMATE/TERRAIN:	Swamp
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	None
INTELLIGENCE:	Low (5–7)
TREASURE:	Nil
ALIGNMENT:	Chaotic evil

NO.APPEARING:	1
ARMOR CLASS:	3
MOVEMENT:	9
HIT DICE:	6
THAC0:	15
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d12
SPECIAL ATTACKS:	Fear, disease
SPECIAL DEFENSES:	Immune to *charm*, *sleep*, poison, paralysis and normal fire; half damage from copper weapons and magical fire
MAGIC RESISTANCE:	Nil
SIZE:	M (5'–6' tall)
MORALE:	Champion (15–16)
XP VALUE:	4,000



Bog mummies are formed when a corpse comes to rest in a marsh or swamp and is naturally mummified by being coated in a layer of mud. Eventually, the body takes on the dark coloration of the earth and becomes as tough as tanned leather. The clothing is partially preserved and sticks to the corpse in patches, as does hair. The facial features are distorted in a permanent grimace and the hands are stiffened into clawlike hooks. When the corpse at last rises as an undead creature, it walks with an uneven gait, due to the stiffness of its limbs. A bog mummy has limited infravision, with a range of 30 feet.

Combat: Those sighting a bog mummy must make a successful saving throw vs. spell with a –1 penalty to withstand the mummy's *fear aura*. Those who fail this roll are paralyzed with fear for 1d6 rounds.

Despite its shambling gait, a bog mummy has great strength. It can inflict 1d12 points of damage with a single blow. Any wounds produced by a bog mummy inflict a peculiar form of *bog rot*, in which the flesh stiffens and darkens in spotty patches around the wound. Unless treated, the disease proves fatal in 1d12 weeks. For each month that the disease goes untreated, it permanently reduces the victim's Dexterity and Charisma by 1 point. Like mummy rot, bog rot can be countered only by a *cure disease* spell or equivalent. Also, damage cannot be cured by magical means while the victim is afflicted with bog rot, and natural healing occurs at only 10% of the normal rate.

A bog mummy is immune to normal weapons, but suffers half damage (rounded down) from weapons made of copper. A bog mummy reduced to 0 hit points is permanently destroyed. If only damaged, the bog mummy may retreat to a bog. After resting in the bog for two full days, an injured bog mummy begins to rejuvenate at a rate of 6 hit points per hour.

Unlike other mummies, it retains moisture and thus is not at all affected by normal fire. Even magical fire inflicts only half damage upon a bog mummy. It is instead vulnerable to cold, which can cause ice crystals to grow inside its tissues causing its body to rupture. Cold-based spells thus inflict double the normal amount of damage.

A bog mummy is immune to *sleep* and *charm* spells, poison, and paralysis. A *resurrection* spell will turn the creature into a normal human (a 6th-level fighter) with memories of its former life, particularly of its death, but will have no effect if the mummy is older than the maximum age the priest can resurrect. A *wish* spell will also restore a bog mummy to human form, but a *remove curse* will not.

Any creature killed by a bog mummy immediately stiffens and petrifies and cannot be raised from death unless both a *cure disease* and a *raise dead* spell are cast upon it within six rounds. A *resurrection* spell restores the victim completely.

A bog mummy has the special ability to create a passage up to 10 feet long through the waterlogged soil of a swamp or marsh once per day, as if it were using the spell *phase door*. Only the bog mummy can use this passage, and it can be used only once. In addition, a bog mummy has limited control over the elements of earth and water. It can, twice per day, cast the spell *transmute rock to mud*.

Habitat/Society: Bog mummies are often the former victims of murder or ritual sacrifice and are driven by an overwhelming need for revenge. Because those responsible for their deaths are usually themselves decades or even centuries in the grave, the bog mummy instead takes out its rage upon any living creature. If the bog mummy learns that any of the descendants of its slayers are alive, then the havoc that it wreaks will be terrible, indeed.

Ecology: A bog mummy rises as an undead creature when a powerful burst of positive energy causes the dead person's spirit to rejoin with a body preserved by the bog. Bog mummies might be created by a priest or another bog mummy from a fresh corpse taken into the bog. They might also be the result of the interplay of a powerful positive energy source and latent traumatic emotional forces. It is extremely chaotic and exists only to terrorize and harass the living.

—*From* Requiem, #1146

Neh-thalggu
(Brain Collector — Far Realm)

CLIMATE/TERRAIN:	Any (Far Realms gate)
FREQUENCY:	Very rare
ORGANIZATION:	Solitary (in this dimension)
ACTIVITY CYCLE:	Any
DIET:	See below
INTELLIGENCE:	Very (11)
TREASURE:	Nil
ALIGNMENT:	Chaotic neutral
NO. APPEARING:	1 (in this dimension)
ARMOR CLASS:	2
MOVEMENT:	18
HIT DICE:	10
THAC0:	11
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d10
SPECIAL ATTACKS:	Spells
SPECIAL DEFENSES:	Spells
MAGIC RESISTANCE:	Nil
SIZE:	L (10′ long)
MORALE:	Elite (14)
XP VALUE:	2,000



Brain collectors (or *neh-thalggu* in their own language) are a race of creatures from the Far Realm who are only occasionally able to cross the barriers separating their dimension from this one. Only near sources of great magical energy, where the fabric of time and space is twisted, can they find small gateways. They do not think like any known creature, but are driven to collect the brains of intelligent creatures.

Brain collectors are truly hideous, with bloated, yellow-orange, oily, amorphous bodies from which sprout dozens of short writhing tentacles. They move about on six crablike legs. Four large, yellow, bulging eyes and a tooth-filled maw are set in its bulbous head. The head may also have up a number of distinctive lumps (up to twelve), each one containing the brain of another intelligent creature.

Neh-thalggu speak their own tongue. They can also speak and comprehend the languages known by any creatures whose brains they've swallowed.

Combat: The brain collector's method of attack is a powerful bite with its razor-toothed jaws, inflicting 1d10 points of damage with each bite that hits.

Each brain collector can cast spells, depending on how many brains it has collected. (Roll a 1d12 to determine how many transplanted brains the monster already has in its head.) Each transplanted brain can hold a single wizard spell, no higher than 3rd level (these can be chosen by the DM or randomly determined by dice roll: 1d3 for level and then according to with wizard spell lists).

A brain collector can attack with its bite or with a single spell in a given round. Although the nature of its intelligence is unfathomable, brain collectors display considerable tactical cunning in combat; they will use their available spells to the best possible effect.

A brain collector takes great care as it fights to avoid doing damage to the cranium of its opponent. As its name suggests, the brains of sentient foes are very precious, indeed.

Habitat/Society: Once a brain collector reaches this universe, it begins immediately acquiring as many brains in as short a time as possible. A brain collector can store up to 12 brains at any one time.

When these creatures slay humans, demihumans, or humanoids, they carefully cut away the top of the head with surgical tools to expose the brain, and then swallow it. The brain then moves into one of several pockets within the brain collector's own head, forming a distinctive lump in the head of the monster. For each brain collected, the creature gains the ability to use one wizard spell of 1st to 3rd level once per day.

When a neh-thalggu has collected its 12 brains, it immediately seeks to return to its home dimension. Fortunately, perhaps, few 12-brain neh-thalggu have been encountered; since they can collect no more brains, they are more eager to move along than to engage opponents. One theory holds that with 12 collected brains, these monsters can, in certain locations, reopen the link to their native world. Whether these creatures are planning a full-scale invasion is unknown.

Ecology: Brain collectors are beings from the Far Realm. In their own place, brain collectors hold a mythic position, like that of dragons in human tales, of power, cunning, and inscrutability. "Chaotic neutral" is the alignment that best describes these beings. The neh-thalggu do not have hostile intentions as such; rather, they do not seem to regard human beings as persons in the same way that one of their own might be. Brain collectors have no interest in treasure of any kind; denizens of the Prime Material plane are curious objects for dispassionate study and ruthless harvesting—cattle, in the brain collectors' eyes.

On the Prime Material plane, a brain collector prefers ruins, caverns, and other places with little light and infrequent disturbances. It may also be found wandering the planes, for interdimensional rifts sometimes connect the Far Realm with the Astral, Ethereal, and other planes.

—*From* Gates of Firestorm Peak, #9354
(*Adapted from* MYSTARA MC Appendix, #2501)

Nymph, Grain

CLIMATE/TERRAIN:	Farmland
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Exceptional (16)
TREASURE:	Nil
ALIGNMENT:	Neutral

NO. APPEARING:	1–2
ARMOR CLASS:	7
MOVEMENT:	15
HIT DICE:	3
THAC0:	17
NO. OF ATTACKS:	Nil
DAMAGE/ATTACK:	Nil
SPECIAL ATTACKS:	Intoxication, marking
SPECIAL DEFENSES:	Animal friendship
MAGIC RESISTANCE:	50%
SIZE:	M (4′–6′ tall)
MORALE:	Unsteady (7)
XP VALUE:	975

Grain nymphs are related to their woodland sisters, but have adopted cultivated fields for their homes. Like other nymphs, they are extraordinarily beautiful, possessing great appeal for most males. Like certain other faerie creatures (kilmoulis, dobies, etc.) they have adapted to the encroaching humankind. They are also, in every sense of the word, intoxicatingly beautiful.

Grain nymphs speak elvish and common, can *speak to animals* at will, and can *summon insects* (or *repel* them, depending on the needs of the field).

Combat: A grain nymph does not fight when confronted by an antagonist. Rather, she tries to draw the would-be attacker into her domain, the field of grain. When a grain nymph leads an enemy on such a chase, the pursuer must make a successful saving throw vs. spell at a –2 penalty or fall under her influence, which resembles intoxication.

When under the nymph's influence, a creature weaves rather than walks. His speech is slurred and incoherent, and his reflexes are exceedingly poor (–4 to hit, –4 penalty to AC). This condition persists for 2d8 rounds, at which time the creature must make a Constitution check. Failure means the enemy falls into a drunken stupor from which he will not awaken for 1d6 hours. Upon awakening, he will have a splitting headache, an aversion to loud noises, and penalties of –2 to hit and –2 to AC for 1d6 hours. After this, the influence of the grain nymph wears off.

This assumes the enemy survives the stupor, for while he sleeps, the grain nymph will call any large farm beasts within a 1-mile radius to attack the sleeper. They arrive within a turn and begin biting, kicking, or trampling the sleeper. The sleeper wakes only after sustaining 8 hit points of damage, or half his total, whichever is less. At this point, he will be allowed to flee to safety, with the herd animals running close behind. Thereafter, no farm animal (excluding horses) will ever be friendly to that person again, for he has been marked by the nymph. No magic short of a full *wish* can cure this.

A grain nymph can be killed by burning or razing her field and then sowing it with salt, or by using any other method that renders the land unfit for cultivation, along with the more conventional method of killing her physically (if one can get close enough to do that). Since the nymph cannot migrate to another field before spring, she perishes with her field.



Habitat/Society: Grains nymphs live only in the fields of farmers who treat their fields with love and care. In return, the nymph lavishes her bounty upon the grain, causing it to spring full and strong. A grain nymph in a field can double the usual harvest. Further, a field under the care of a grain nymph will not suffer the effects of natural drought or flooding.

All herd animals, especially farm animals are friendly to a grain nymph, and will even sacrificing their lives for her. If the nymph is threatened in their presence, they will rush to her defense, until the attacker flees or has slain them.

The health of the field and the health of the nymph reflect and and one another in various ways. A rich field may attract a nymph, an ailing nymph might produce a poor crop, or an unnatural interruption of the natural cycle of the field might affect the health of the resident nymph.

After the harvest, the grain nymph sinks into the soil of her field to become inactive for the winter. After three years of protecting a field, the nymph must travel to another deserving field. If she does not find one within a 50-mile radius, she will die. She cannot return to a field in which she has dwelt until 9 years have passed.

Grain nymphs are actively sought during times of festivals of planting and harvest, when farmers offer sacrifice and make promises to keep the earth in exchange for her presence at a gathering. Mild intoxication effects may be granted (–2 to hit, –2 to AC), but no stupor or hangover will result.

Ecology: Grain nymphs appear when wooded areas are cleared to make room for farmland. The nymphs have adapted to the changed situation, melding with the fields, and offering life and bountiful harvests to those who till the earth.

Grain nymphs do not get along too well with nymphs of the woodlands, who consider grain nymphs to be snobbish. The grain nymphs see themselves as sophisticated and "cultivated." Grain nymphs dislike birds that come and steal the grain, and drive them away by any means possible.

—*From* Taladas: The Minotaurs, #9344

Nymph, Unseelie

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Exceptional (16)
TREASURE:	Q (Q×10, X)
ALIGNMENT:	Neutral evil
NO. APPEARING:	1
ARMOR CLASS:	7
MOVEMENT:	12
HIT DICE:	4
THAC0:	17
NO. OF ATTACKS:	0
DAMAGE/ATTACK:	Nil
SPECIAL ATTACKS:	*Charm*, withering
SPECIAL DEFENSES:	*Dimension door*
MAGIC RESISTANCE:	50%
SIZE:	M (4'–6' tall)
MORALE:	Average (10)
XP VALUE:	2,000

These spiteful, evil creatures are fey and twisted relatives of other nymphs. Unseelie nymphs delight in the perversion and corruption of everything that is good and beautiful in the natural world.

Despite their foul hearts and evil spirits, these creatures possess the almost supernatural beauty of their more beneficent relatives. Unseelie nymphs resemble slim, full-bodied women, with delicate features. Thick, resplendent hair, full, pouty lips, and smooth-as-silk skin accentuate their triumphant beauty. Only a brief, calculating smile or an occasional hard glint from their piercing eyes betrays the evil nature of these creatures. Few people, however, can see beyond the unearthly beauty of an unseelie nymph into the corrupt heart of the evil creature. These nymphs prefer loose-fitting robes that sparkle with multicolor hues as they gracefully move.

Unseelie nymphs are extremely intelligent and speak their own language, as well as the language of faeriekind. In addition, these creatures can speak the common tongue and communicate with all evil faerie spirits (baelnorns and nightshades, for example).



Combat: Although unseelie nymphs do not possess physical weapons, these creatures use their stunning beauty and corrupting influence to devastating ends. Anyone (male or female) who sees an unseelie nymph must save vs. spell with a –2 penalty or fall completely in love with the creature. This *charm* effect is so powerful that even elves and half-elves receive a –15% penalty to their normal resistance to *charm* spells. Smitten creatures consider the unseelie nymph as the center of their respective universe and will do anything short of ending their own life—or directly violating a basic tenet of their ethos—to please their beloved.

Those who make a successful saving throw can see the nymph's evil nature. However, such a creature will have a very difficult time convincing any charmed companions of this truth. Charmed creatures do not willingly leave the unseelie nymph's side and will fight to defend the nymph from danger.

An unseelie nymph exudes a corrupting influence that gradually corrupts its natural surroundings. This influence can completely corrupt 5 square miles of territory within 4 months. Areas corrupted in this way become twisted, horrifying versions of their former beauty. Nothing grows in these areas—even after the unseelie nymph moves on; such affected territories become barren wasteland. Only a *limited wish* or *wish* spell can restore such areas to their former beauty; however, if a hierophant druid (level 16 or higher) makes the territory his home, the corrupting effect will be reversed in 2d6 months.

An unseelie nymph's corrupting influence spreads to those creatures who spend too much time by her side. Every week that a character spends with an unseelie nymph causes the individual to lose 1 point of Charisma and 1 point of the prime requisite ability score (for example, warriors lose Strength) as the nymph's power stoops him with age, disease, and other wasting effects. While only a *limited wish* or *wish* spell can restore an affected individual to his former vigor, a *restoration* spell can restore 1d4 Charisma points and 1d2 points of the prime requisite immediately.

By nature, unseelie nymphs avoid combat, allowing their charmed companions to defend them against threats. If faced without the benefits of charmed defenders, an unseelie nymph will attempt to escape using its *dimension door* ability. This ability, and the nymph's considerable magic resistance, make her hard to defeat.

Habitat/Society: Unseelie nymphs hate beauty and goodness, and they strive to pervert these attributes in the natural world. These creatures inhabit the most beautiful of places in an effort to systematically corrupt and destroy them. Once an unseelie nymph completely destroys an area, it searches for a new bastion of beauty to corrupt.

Unseelie nymphs usually live solitary lives, keeping their charmed companions merely for protection and amusement. Occasionally, 2d4 unseelie nymphs will band together in order to corrupt the work of a particularly powerful druid or druidic circle.

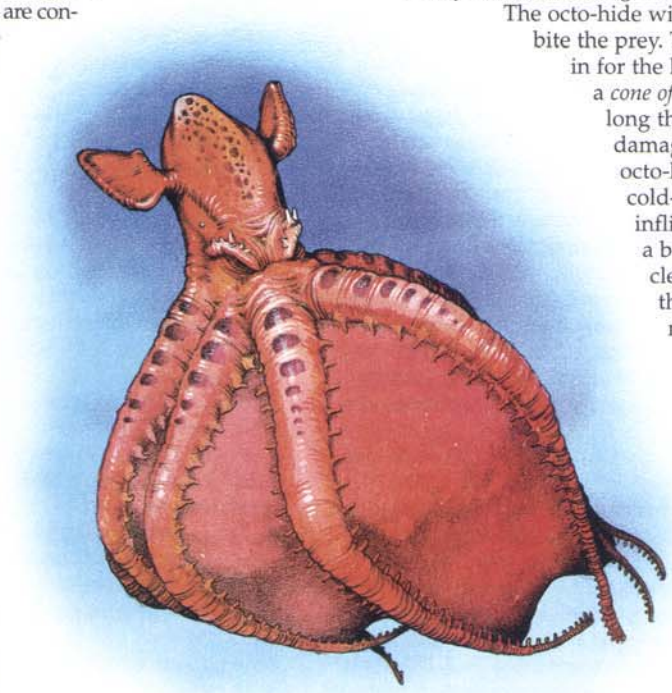
Ecology: If left unchecked, unseelie nymphs can have a devastating effect on the natural world around them. Thus, they are the sworn enemies of druidic circles, rangers, and the priests of nature deities.

New

Octopus, Octo-jelly

	Octo-jelly	Octo-Hide
CLIMATE/TERRAIN:	Ocean depths	Ocean depths
FREQUENCY:	Uncommon	Rare
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any
DIET:	Carnivore	Carnivore
INTELLIGENCE:	Animal (1)	Animal (1)
TREASURE:	Nil	Nil
ALIGNMENT:	Neutral	Neutral
NO. APPEARING:	1–2	1
ARMOR CLASS:	10	8
MOVEMENT:	Sw 9	Sw 12
HIT DICE:	8	10
THAC0:	13	11
NO. OF ATTACKS:	1	1 or special
DAMAGE/ATTACK:	1d6+1d10	2d6
SPECIAL ATTACKS:	Smother	Cold generation
SPECIAL DEFENSES:	Luminous cloud	continuous damage, luminous cloud, immune to cold
MAGIC RESISTANCE:	Nil	Nil
SIZE:	L (9′ long, 5′ across)	H (20′ across)
MORALE:	Fearless (19) (see below)	Fearless (20) (see below)
XP VALUE:	2,000	4,000

This deep-water predator is a bell-shaped octopus with a pair of swimming fins protruding from its body. Its tentacles appear to be very short, as they are connected by webbing for nearly their entire length, creating a fleshy bag in which to trap prey. Further, the creature is effectively blind, using touch and sensing vibration to pinpoint its prey. While it can instinctively change color in an instant to match the ocean floor, the lack of light in the depths makes camouflage largely irrelevant.



Combat: Moving in the manner of a jellyfish or sculling slowly along the ocean floor, the octo-jelly's hunting method is to position itself directly above its intended prey and then drop down, enfolding the prey completely in its webbed tentacles. The octo-jelly has two attacks against the trapped prey: a bite with its horny beak that inflicts 1d10 points of damage and a *smothering* attack in its clammy mass, which causes another 1d6 points of damage. Once a prey is trapped, no further attack rolls are necessary, both types of damage are inflicted each round until the prey escapes or is consumed. A trapped prey can free itself at the beginning of any round with a successful saving throw vs. petrification (at a –1 penalty). Because the octo-jelly is so soft, all attacks directed at it cause full damage to anyone trapped inside its mass.

Although fragile, it has virtually unshakable morale. An octo-jelly will not retreat until it has lost 75% of its hit points; under absolutely no other circumstances will it ever retreat. When attacked by a stronger foe, the octo-jelly can release a luminous cloud of glowing blue-green particles. Anyone caught in this cloud (20 feet high by 30 feet wide by 30 feet long) is blinded for one full turn, losing all initiative and defending against any attacks at a –2 penalty.

Habitat/Society: The octo-jelly is solitary, due largely to the difficulty of finding a stable food source for even a small gathering in the ocean depths. No more than two (a male and a female) will be found together, and then only during the mating season. When the creature's eggs hatch, the young live for a short time within the mother's protective tentacle bell, but they soon disperse in search of food. These creatures rarely come to the surface, unless driven upward by some major undersea disturbance or cataclysm.

Ecology: The octo-jelly eats any animal it has a chance to kill. In return, it is eaten by anything that can catch and kill it, meaning virtually all of its neighbors; there are few clear-cut distinctions between predator and prey in the ocean depths.

Because it is softer than octopi that live near the surface, the skin of the octo-jelly is useless for commercial purposes. It is edible, however. If its ink particles can be collected, they might be used as an ingredient in the ink used to creating such spell scrolls as *light, continual light*, and the various prismatic spells. An octo-jelly carries enough particles to provide sufficient ink for one written spell.

Octo-Hide

The octo-hide, a relative of the octo-jelly, is a bottom-dwelling octopus of the deepest oceans. Enormous in size (20 feet or more across), with comparatively short, webbed tentacles, it might be of any color and changes hues frequently.

The octo-hide will try to get close enough to bite the prey. To disable prey so it can close in for the kill, each round it can generate a *cone of cold* 10 feet wide and 30 feet long that inflicts 3d6 points of damage (save vs. spell for half). The octo-hide itself is immune to all cold-based attacks. The beak inflicts 2d6 points of damage. On a beak hit, the octo-hide's tentacles wrap around the prey so that no further attack rolls are necessary.

The octo-hide is ferocious, but if the battle goes against it (the creature loses 75% of its hit points), the octo-hide retreats, releasing any prey and covering its withdrawal with the same sort of blinding cloud as the octo-jelly (lose initiative and –2 on defense for one full turn). The octo-hide's cloud is 40 feet high by 60 feet wide by 60 feet long.

Octo-hides are solitary, due to the difficulty of finding a stable supply of food for more than one octo-hide in a small area. The octo-hide mating season is brief, and the eggs are abandoned as soon as they are laid. The octo-hide preys on both swimmers and bottom-crawlers. Its ink is used in much the same way as that of an octo-jelly, and has the same value as a scroll-ink ingredient.

—*From* DRAGON Annual #1

Sea Demon

	Lesser	Greater
CLIMATE/TERRAIN:	Tropical ocean	Tropical ocean depths
FREQUENCY:	Very rare	Very rare
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any
DIET:	Carnivore	Carnivore
INTELLIGENCE:	Very (11–12)	High (13–14)
TREASURE:	Nil (D)	Nil (H)
ALIGNMENT:	Chaotic evil	Chaotic evil
NO. APPEARING:	1	1
ARMOR CLASS:	2	0
MOVEMENT:	6, Sw 15	9, Sw 18
HIT DICE:	12+12	16+16
THAC0:	9	5
NO. OF ATTACKS:	9 (5 on land)	11 (6 on land)
DAMAGE/ATTACK:	1d8×10/5d4	1d10×10/5d6
SPECIAL ATTACKS:	Constriction, whirlpool	Constriction, whirlpool
SPECIAL DEFENSES:	Ink	Ink
MAGIC RESISTANCE:	15%	30%
SIZE:	H (30′ tentacles)	H (40′ tentacles)
MORALE:	Fanatic (17–18)	Fearless (19–20)
XP VALUE:	9,000	15,000



The sea demon resembles a giant octopus, but is much larger. The smaller version of the sea demon has ten tentacles, averaging 30 feet long, and a body diameter of 15 to 18 feet.

Combat: On land, the sea demon attacks with half its tentacles, slithering along the ground upon the rest. At sea, two tentacles anchor the creature, while the rest attack. The initial tentacle attack inflicts 1d8 points of damage. No attack roll is required thereafter, the tentacle constricts for 2d8 points of damage per round. Two rounds after prey has been seized, it is dragged to the creature's great beak, which inflicts 5d4 points of damage.

A tentacle grips with a Strength equivalent of 18/76; a creature with at least this Strength can avoid the crushing damage, but will not be free of the tentacle. A tentacle can take 12 points of slashing damage before being severed; damage to its tentacles does not count against the sea demon's hit points. If half the attacking tentacles are severed or incapacitated, the sea demon withdraws. In water, it discharges an inky cloud that fills a volume of 40×60×60 feet. All within are blinded while they remain within the cloud and for 1d4 rounds after they emerge; the cloud also deadens sound- and pressure-sensing organs so they are useless for 2d4 turns.

The sea demon attacks ships that venture too close to its lair. (Multiply the surface distance in miles from the ship to the lair by 20% for the chance the ship will *not* be attacked.) The sea demon takes two turns to get to a shallow depth, then 2 to 12 turns, depending on the distance, to catch the ship.

A ship seized by the sea demon comes to a stop in one turn. The creature will try to sink the ship, attacking whatever prey comes within tentacle reach. As long as six tentacles grasp the ship, the sea demon can reduce its seaworthiness by 2–8% per round (2d4). If four or more tentacles are severed (but no more than half the total number of tentacles), the sea demon retreats to 500 feet below the ship (or half the distance to the bottom in shallower water). It then begins to spin; after one turn, a giant whirlpool forms. Unless the ship is mobile and attempts immediate flight before the whirlpool forms, it will be caught in the whirlpool for 1d4 turns before it can try to escape. Escape requires the ship to be able to move—enough oars and crew to man them or sails and wind to fill them—and a successful seaworthiness check. A failure to escape means the ship is destroyed. The sea demon cannot maintain the whirlpool for more than five turns, nor will it pursue after creating one, for it must rest a full day. The sea demon will recognize an escaped ship on a later day; it can sense such a ship up to 10 miles away (double the normal distance), and will immediately attack and try to destroy it.

Habitat/Society: The sea demon may be encountered at sea or in coastal areas. Its lair is usually in the sea, but may be on land if the climate is humid and either subtropical or tropical. It will nearly always be found alone, for it hates all other life, especially other sea demons. The creature is 80% likely to be in or near its lair when encountered.

A sea demon that has lost tentacles can regenerate them at a rate of 3 feet per tentacle per week. A sea demon will not attack a ship if its wounded tentacles are less than half healed.

Ecology: The sea demon eats whatever it can catch, preying mainly on giant marine life, small whales, and the like. It may come ashore to hunt, especially if the food in the surrounding seas has been depleted. Perhaps sea demons first attacked ships because a ship's hull somewhat resembles a whale when viewed from below, but the creatures have learned that ship crews are prey, also.

Greater Sea Demon

This creature is in most ways similar to its smaller cousin, but has twelve tentacles (ten of which it uses to attack). It is larger, having a diameter of 20 to 25 feet and its tentacles grow to 40 feet in length. A greater sea demon is found mainly in the deeps; its lair is nearly always below a depth of 1,000 feet.

A greater sea demon tentacle has an effective strength of 18/91, and requires 20 points of damage to sever. Its beak inflicts 5d6 points of damage, and is strong enough to crush coral, or crack the shell of a giant clam. The creature can reduce a ship's seaworthiness by 4–16% per round (4d4) and crush small boats with ease. Severed tentacles regrow at the rate of four feet per tentacle per week. Its cloud measures 60×80×80 feet.

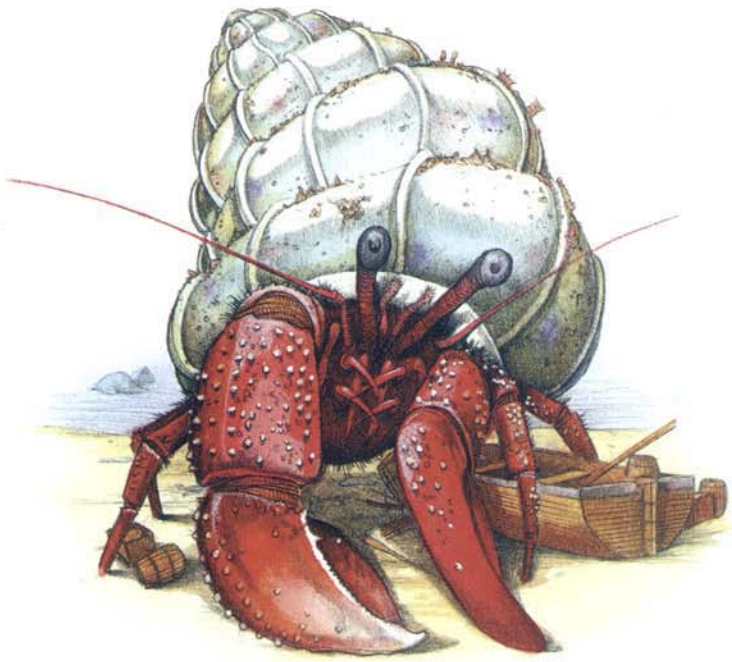
Note: If the optional ship damage system from *Ships and the Sea* is used, the lesser sea demon inflicts 1d4 points of hull damage per round, and the greater sea demon inflicts 2d4.

—*From* DRAGON Magazine #48

Sea Hermit

CLIMATE/TERRAIN:	Any coastal
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Genius (17–18)
TREASURE:	Nil (H)
ALIGNMENT:	Neutral evil

NO. APPEARING:	1
ARMOR CLASS:	0/3
MOVEMENT:	6, Sw 12
HIT DICE:	10+5
THAC0:	9
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	2d8/2d8
SPECIAL ATTACKS:	Spell use
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	15%
SIZE:	G (40′ long)
MORALE:	Champion (15–16)
XP VALUE:	8,000



The legendary sea hermit poses a significant danger to the unwary. When first encountered, this creature appears to be nothing more than a lonely, benevolent person living in a huge shell on a deserted beach. It can appear as a human, demihuman, or humanoid, acting the role of a recluse happy to have visitors, and offering travelers shelter within its shell-home. Surprisingly, the shell is indeed large enough, a majestic form spiraling upward into a small tower roughly 20 feet in diameter at the base and rising 30 feet high. The shell is usually white with deep blue and red markings.

This large shell is the creature's natural home. The sea hermit is actually a creature of the deep—a powerful being from an underwater kingdom who is studying the surface world.

Its natural form is very similar to that of a giant hermit crab. In this natural state, it is 10 feet wide and almost 40 feet long. Large arms ending in huge pincers extend from its body near the front. Its large, black eyes are on stalks, which can be pulled into armored niches for protection, and its two pairs of large feelers can sense heat, motion, and sound. The creature's body is naturally armored in a dark red carapace, and it has six skinny legs that help pull it along the sea bottom and allow it to swim clumsily, dragging the majestic shell along behind it.

The sea hermit can speak several languages, including the common tongue. It can also communicate with most intelligent sea-dwelling creatures.

Combat: The sea hermit rarely attacks while in humanoid form. Occasionally, if it has lured people into its shell, it might attack while they sleep. Normally it prefers to capture specimens live. While in humanoid form, the sea hermit possesses the natural Armor Class of that form. If attacked, the creature will *shapechange* back to its natural crab form during the first round of combat.

In its crab form, the sea hermit fights with two devastating pincer attacks, each inflicting 2d8 points of damage. Further, if the sea hermit makes a natural attack roll of 19 or 20, the victim must make a successful saving throw vs. death magic or lose a limb (determined randomly). The creature's horny carapace is Armor Class 0 in the front and AC 3 for the softer shell at its rear. If the creature is in its majestic shell with only its front carapace exposed, it is AC 0; the shell is too thick and well armored to break through during the fast-paced action of combat. People trapped within the shell, thinking to strike at the softer armor toward the creature's back, will often find themselves suddenly dealing with several hundred gallons of water as the creature dives under the sea, allowing the seals to break long enough to flood the lower spiral of its shell.

Special Abilities: A sea hermit has a 20% chance to have the use of spells and skills of its previous prey. If so, the number and levels of any spells do not increase as with other spellcasters. Roll 4d10 for the actual number of spells learned previously, then determine each by first rolling 1d8 for the spell level of spell, then choosing a spell randomly from the list. A sea hermit is considered a 16th-level mage; 9th-level spells are beyond its capabilities. For skills, roll 2d10 for the number available and determine the exact skills randomly. Alternately, the DM can assign skills, including racial and class abilities according to the humanoid forms adopted by the sea hermit.

The sea hermit's big advantage is its *shapechanging* ability. This ability functions like the 9th-level wizard spell *shapechange*, except that it is a natural ability. The sea hermit can imitate only intelligent creatures that it has studied. It requires one round to change shape, after which the sea hermit possesses full the natural, nonmagical abilities of the form assumed.

Habitat/Society: Sea hermits are sages of deep, undersea kingdoms who seek to trap the unwary in order to study their memories. Through arcane processes, these memories are extracted to teach the sea hermit new skills, spells, and reveal other information about the people who dwell on the surface. Sea hermits have no qualms about the deception they employ or the fatal methods of memory extraction. To them, the situation is no different from collecting and dissecting insects to learn about them. These are simply the methods that are available.

The sea hermit captures its specimens alive when possible, taking them back down to the undersea kingdom where it can better perform its work. This sometimes requires that the sea hermit keep up its guise for hours, lulling its victims into a false sense of security. Sea hermits do not view themselves or their undersea life as superior or inferior, just different. They exploit those on land for knowledge and skills to provide themselves

Sea Hermit

with greater power in their own undersea kingdoms.

Ecology: The sea hermit is a deep sea creature. Its true lair is far from coastal waters; it only comes to shore to collect samples. A sea hermit never wanders far from its shell-home while in humanoid form for fear of losing it. Finding a new, unoccupied shell requires a long and dangerous undersea quest, with the sea hermit lacking its strongest form of protection. The creature takes any steps necessary to protect its home, and this is one of the creature's few weaknesses.

Some parts of a sea hermit's natural form can be used in magical preparations that deal with water breathing and shapeshifting. A rumor persists that a wizard has one of these great shells enchanted to act like *Daern's instant fortress.*

Savage Coast Lore

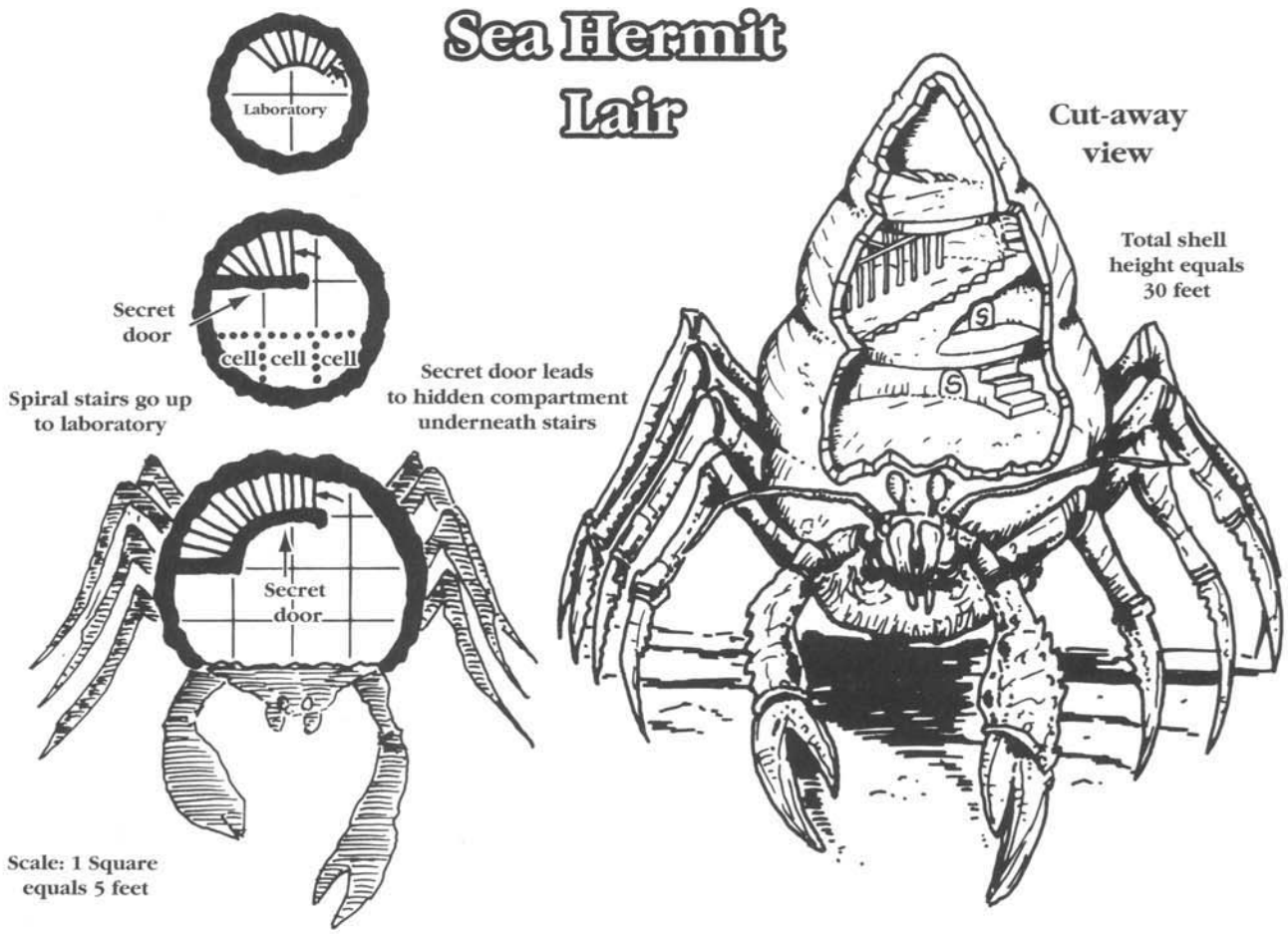
The sea hermits hold a special animosity for jorries, a mischievous otter-like mammal, some of which can see through their guise. Jorries will often watch a sea hermit and try to warn any potential victims of the creature. A sea hermit will sometimes go out of its way to run off any nearby dens of jorries before setting up its trap.

The few sages who know of the sea hermit and araneas have tried to find a link between their abilities. This has been unsuccessful; the sea hermit's ability is far more advanced, as it can quickly assume the form of any intelligent creature, not just a single humanoid.

–*From* RED STEEL MC Online, #2524

Lair: This majestic structure is a squat, conical shell. It is approximately 20 feet across at its base (60 feet in circumference) and spirals upward 30 feet to a final room only 10 feet in diameter. In some areas, the overlapping spirals bend some of the ceilings, making the overall architecture lack the hard edges and corners to which most races are accustomed. In areas of sharp upward slope, the sea hermit has formed a polished stairway from the shell's glossy mother-of-pearl interior. The effect is quite beautiful.

The first 40 feet of the shell, as it wraps around the first curve, is where the sea hermit in its natural form fits. When posing as a humanoid, this portion is cluttered with driftwood and minor implements, suggesting a craft workshop or junk storage area. Past this, the shell has been reshaped to form archways, stairs, and rooms, including a laboratory and cells for prisoners. A few secret doors may be installed, perhaps some ending in traps for overcurious guests; these often involve spring-loaded tridents tipped with the poison of an exotic fish (THAC0 13, inflicting 1d10+4d8 points of damage; a successful saving throw vs. poison reduces damage to 1d10+2d8 points).



Sea Serpent (Sea Glutton)

CLIMATE/TERRAIN:	Deep saltwater
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Low (5–7)
TREASURE:	Nil
ALIGNMENT:	Neutral (evil)

NO. APPEARING:	1–2
ARMOR CLASS:	6
MOVEMENT:	9, Sw 18
HIT DICE:	9+2
THAC0:	11
NO. OF ATTACKS:	2 (bite, tail)
DAMAGE/ATTACK:	2d6/2d10
SPECIAL ATTACKS:	Constriction, swallow whole
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	G (50'+ long)
MORALE:	Elite (13–14)
XP VALUE:	3,000

The sea glutton is a form of giant serpent—the kind mariners have whispered tales of since the beginning of ocean travel. They are most often reported lying on top of the water, sunning themselves, although sometime their long, looping coils are seen breaking the surface as they swim through the ocean waters.

The creature has a long serpentine body covered with dark green, glistening scales. Its underbelly is a chalky gray. The head of a sea glutton resembles a dragon more than an actual serpent, with a large mouth full of sharp teeth and two protruding fangs. All sea gluttons have a ridge of webbed spikes running down their backs. These spikes start out tiny on the creature's nose ridge, grow quickly to form a large crest over its head, and then trail off over the next 20 feet or so. The spikes can lie flat along the back or be extended to provide protection or reveal anger. Males also have a webbed fan of spikes against the sides of their heads. These are usually flared during fights to make the creature's head seem larger and more threatening.

The method of the creature's communication is unrecorded. No expedition seeking to make contact and negotiate with these creatures has returned.

Combat: Usually, sea gluttons attack when in search of food. Food consists of almost anything under or on top of the water. The creature generally attacks with a bite, but can deliver a dangerous tail slap if provoked. On a natural attack roll of 19 or 20, the sea glutton can swallow whole any creature man-sized or smaller. Sea gluttons may attempt a constricting attack instead of a tail slap, particularly against ships and creatures of huge size or larger, less often against smaller creatures. If the constriction attack is successful, 2d10 points of damage are automatically inflicted on the victim every round. Victims can attempt a bend bars roll to escape the sea glutton's grip. If attacking a ship, the creature can crush the vessel within 10 rounds.

Habitat/Society: Sea gluttons roam the open sea waters, traveling alone or with a mate. Their young are abandoned at birth and left to fend for themselves, many falling prey to other sea creatures during this vulnerable period. Those who survive their first year are considered adults and can pretty well take care of themselves. No one knows how old or how large a sea glutton can get, though sailors speak of one that is commonly mistaken for a small island. Regardless of how slow or lazy sea gluttons look, provoking one is a poor idea.

Though sea gluttons do not stake out a territory, they are wary of each other. Battles have been witnessed between two males or two females but never between opposite genders. Sea gluttons often hunt the surface of the water for food, and they love to sun themselves right after a meal. Otherwise, they remain in deep water.

Ecology: The primary food staple of the sea glutton is the echyan, a giant sea worm; the predatory sea gluttons provide a critical check in keeping down the sea worm population. The only creatures sea gluttons avoid after their first year are dragon turtles, sea dragons, and similar kin, which hunt and feed on them.

Red Steel Lore

Sea gluttons are most often spotted by Vilaverdan sailing vessels off the coast of Robrenn. The Izondian Deep provides the deep saltwater channels these creatures prefer and supports a large variety of sea life on which they can feed. Sea gluttons are possibly the most feared creatures in the Western Sea and almost certainly are along the waters of the Izondian Deep.

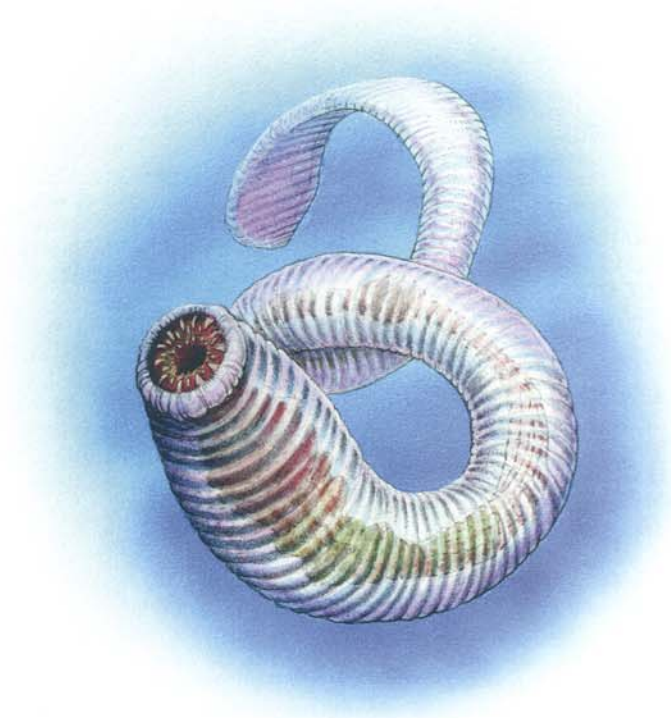


—*From* RED STEEL MC Online, #2524

Sea Worm (Echyan)

CLIMATE/TERRAIN:	Tropical seas, coasts, and rivers
FREQUENCY:	Uncommon
ORGANIZATION:	School
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral

NO. APPEARING:	7–12
ARMOR CLASS:	4 (10)
MOVEMENT:	6, Sw 12
HIT DICE:	5
THAC0:	15
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2d4
SPECIAL ATTACKS:	Swallows (on 18+), drain blood
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L (12′ long)
MORALE:	Average (8–10), special
XP VALUE:	1,400



These large, predatory sea worms live in the tropical oceans and, at times, in the rivers that flow into the seas.

A typical echyan is approximately 12 feet in length and 2 feet in diameter, tapering into a flat tail. A barely noticeable bulge around the head area houses what small brain it possesses. It has no discernible eyes, and its skin and flesh are translucent, making it all but invisible in the water until it strikes. The mouth of the creature forms a giant suction cup, lined with three rows of crystalline fangs that help it lock onto and swallow its prey.

Combat: Echyans prey on almost anything. They attack from behind or underneath, detecting their potential prey by sensing motion. They are 90% likely to escape detection before they strike, unless the prey has magical aid or exceptional senses. Only one echyan in a school attacks a single creature at a time. On successful hit with a natural attack roll of 18, 19, or 20, the echyan swallows whole any creature that is man-sized or smaller. A swallowed creature takes 2d4 points of damage per round from the digestive juices of the worm. Victims with short edged weapons can attempt to cut themselves free; the echyan has an internal Armor Class of 10.

On other successful hits, echyans lock onto their prey and suck both blood and flesh for 2d4 points of damage. After the initial strike, damage occurs automatically every round, unless the victim makes a successful bend bars roll to detach the echyan or inflicts enough damage to make it disengage.

A worm that loses half its hit points will disengage, and another will attempt to attack. This rotation occurs until all echyans in the school are damaged to half hit points. At that point, those echyans still able to swim away will do so.

Habitat/Society: Echyans breed in large rivers, digging into the mud to lay eggs that hatch in the spring. The newborns, already four feet long when they emerge from the mud, swim down to the sea. Those that survive grow quickly, spending the summer months off the coast, following schools of migrating fish. When possible, they also go for larger prey such as sea turtles and whales. In the winter, they return to the rivers that feed the seas to spawn a new generation. At this time, they can pose a significant hazard to any creature entering these waters, not the least because large sea creatures sometimes enter the echyan mating grounds to feed on the exhausted worms.

Ecology: Echyans are one of the more dangerous water predators along the coasts because of their near-invisibility in water and powerful bite. Despite this, most humanoid victims are those unlucky enough to stumble across an echyan that has been stranded on shore during the daylight, as an echyan caught on shore after dawn will burrow partially into the sand to protect itself from the burning rays of the sun. Echyans are not particularly useful in terms of byproducts, and so are left to their own devices by most races.

Red Steel Lore

Echyans live in the Western Sea and breed in the rivers of the Savage Coast lands. They have been encountered as far as the Jururú and Xingá Rivers in Jibarú, and the Dream River hosts thousands of spawning echyans every winter. The sea worms congregate here in safety because they are immune to the effects of the amber lotus. They feed on batracines (froglike humanoids), jorries (otterlike mammals), tortle eggs, and other river creatures during their brief freshwater stay. Once in the sea, they feed mostly on fish, though the occasional worm will crawl up on the beach in search of tortle eggs, which they particularly like. The lupins (wolfoids) take an active interest in the worms and try to keep them from returning to Dream River every year.

—*From* Red Steel Online MC, #2524

Shade

CLIMATE/TERRAIN:	Any land, Plane of Shadow
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Twilight/night
DIET:	Omnivore
INTELLIGENCE:	Low to Genius (5–18)
TREASURE:	K, M, N, W (Varies)
ALIGNMENT:	Any nongood

NO. APPEARING:	1–2
ARMOR CLASS:	10 (or by armor type)
MOVEMENT:	15
HIT DICE:	10 (or by class & level)
THAC0:	11 (or by class & level)
NO. OF ATTACKS:	1 (or by class & level)
DAMAGE/ATTACKS:	By weapon (usually 1d8)
SPECIAL ATTACKS:	*Quasi-real images*, surprise
SPECIAL DEFENSES:	*Shadow images, blink*, regeneration
MAGIC RESISTANCE:	Variable
SIZE:	M (usually about 6 feet tall)
MORALE:	Elite (13–14)
XP VALUE:	6,000 (or class & level +7 HD)

Even the most astute observer could mistake a shade for a human. In fact, most shades once were human, but have shed their mortality for the essence of shadowstuff.

Most shades appear as humans of their former physical height and appearance, but with grayish or nearly black, dusky skin and veiled eyes. They are often tall and thin. They favor somber clothing and wear armor if they so desire, provided it does not interfere with their spellcasting abilities, if any. Shades can speak as many languages as their intelligence allows, but have no special language of their own. All shades that once were human speak their native tongue (most often Common, but sometimes a regional tongue).



Combat: Shades, by their nature, both have an affinity for shadow and have their capabilities linked to the degree of ambient shadow they occupy. They become fairly weak when exposed to unrelieved light or complete darkness, but prove formidable when in shadows.

No Shadows: The shade is surrounded by multiple light sources: within a magical *light* or *darkness* spell, in a room cut off from all light sources (complete darkness), or in the open on a bright, clear day. The shade suffers these penalties:

- All the shade's senses function at half the human norm.
- Base movement rate reduced to 12.
- –2 hit points per hit die (minimum 1 point per die).
- –4 saving throw penalty.

Weak Shadows: These lighting conditions include outdoors at dawn or twilight, in the woods on a bright day, in average indoor light, or outdoors on a moonless or overcast night. The shade functions normally in most respects, enjoying acute eyesight and hearing. The shade inflicts a –1 penalty on an opponent's surprise rolls.

Strong Shadows: The shade is outdoors at night or in dim indoor light. The shade enjoys the following advantages:

- Highly acute eyesight and hearing equal to twice the human norm.
- +1 hit point per hit die.
- +2 to surprise rolls, –2 to opponent's surprise rolls.
- Base movement rate of 15.
- +1 to all saving throws, attack rolls, and damage rolls; all such roll made against the shade suffer a –1 penalty (minimum 1 point of damage per die).
- Magic resistance equal to 2% per hit die or level of experience (but never more than 40%).
- *Invisibility* once per turn, maximum duration 1 hour per use.
- The ability to create *shadow images* once an hour. This ability is similar to a *mirror image* spell cast at the shade's level (or 2nd level, whichever is better), except that 1d4+3 images appear.
- The ability to regenerate 1 hit point a turn. The shade can regenerate severed limbs if the lost limb is pressed against the stump, but cannot regenerate its head if decapitated.

Very Shadowy: These lighting conditions include: being in the woods or jungle at twilight; being in a windowless room with a single, flicking light source (torch, candle, or small fire); or being outdoors at night along the edges of the circle of light thrown by an artificial light source (see the *Player's Handbook*, Table 63).

- Highly acute eyesight and hearing equal to twice the human norm. The shade sees through shadows as well as a human sees in broad daylight. Any hide in shadows attempts (except by other shades) automatically fail with respect to the shade.
- +3 hit points per hit die.
- +3 to surprise rolls, –3 to opponent's surprise rolls.
- Base movement rate of 18 and the ability to make a controlled *blink* once every two rounds. This ability allows the shade to appear in any very shadowy area within 100 yards and attack, use an ability, or cast a spell after it appears. The shade never appears inside a solid object.
- +3 to all saving throws, attack rolls, and damage rolls; all such rolls made against the shade suffer a –3 penalty (minimum 1 point of damage per die).
- Magic resistance equal to 3% per hit die or level of experience (but never more than 70%).
- The ability to create *shadow images* once a turn as noted above.
- The ability to create *quasi-real images* once an hour. This ability is similar to a *demishadow monsters* spell cast at the shade's level (or 2nd level, whichever is better), except that 1d4 duplicates of the shade appear. The shade has mental control over the duplicates.

Shade

- The ability to regenerate 3 hit points a round, with the limitations noted above under the regeneration ability for strong shadows.
- The ability to *teleport without error* to any very shadowy locale on the same world as the shade or *plane shift* to or from the Demiplane of Shadow. The shade can either *teleport* or *plane shift* once a day, but not both.

Habitat/Society: Shades tend toward taciturn dispositions and prefer solitude. Their preferred abode is the Demiplane of Shadow. Many shades were formerly mages (such as the Abuyakas of the Eshowe tribe in the Jungles of Chult), thieves, or fighters, and a small fraction are priests of such deities as Eshowdow. Some shades still maintain strong connections with their former abodes on the Prime Material Plane, living more for their mortal culture than any to which they gained access by becoming shades, while others underwent the transformation to become shades so long ago that they have almost forgotten their lives as mortals. Such shades behave in a distant manner to non-shades and seem to find many urgent concerns of mortals trivial. They may even have difficulty concentrating on the conversations of mortals addressing them, having grown used to the practice of ignoring those people and things that do not concern or interest them.

Shades spend a great deal of time returning to the Prime Material Plane, much more so than many other creatures of the planes. Why this is so may relate to personal goals of particular shades or may have to do with the larger concerns of shade society in the Demiplane of Shadow; sages are not sure. Many shades encountered on the Prime Material Plane seem to be on missions to gather information, retrieve powerful items, kidnap or kill important (or seemingly unimportant) beings, or to protect a certain location.

Ecology: Shades are effectively immortal, never dying unless slain and prevented from regenerating. They achieve this state by exchanging their spirits for the stuff of shadows. (Sages disagree on exactly how they accomplish this feat, although powerful magic is certainly involved.) The transformation leaves them sterile.

Shades eat much the same diet as they did while mortal, but apparently receive some nourishment from shadow itself; no accounts exist of any of captive shades (for what little time they were captured) starving or becoming malnourished for lack of food and water. Shades do not create an uneasy reaction in animals, as do many unnatural creatures; quite to the contrary, they seem to be ignored by creatures of lesser intelligence, perceived simply as shadows rather than as living beings.

Demihumans who become shades function as described here, though their appearance suggests their former race. A dwarven shade, for example, might appear very stout. There are very few demihuman shades compared to the number of apparently human shades.

Create Shade
(Alteration)

Level: 9 — Components: V, S, M
Range: Special — Casting Time: 1 day
Duration: Instantaneous — Saving Throw: None
Area of Effect: 1 being

This powerful spell infuses one being with shadowstuff from the Demiplane of Shadow and transforms that individual into a shade. The subject must be a single-classed human or demihuman (warrior, priest, thief, wizard, or psionicist only) of at least 10th level. Only a free-willed wizard can cast this spell successfully.

The casting of this spell is a long, delicate, and highly complex procedure. The caster and the subject must not be disturbed at all, or else the spell will fail. The caster must additionally cast *shadow walk, Lorloveim's shadowy transformation, gate,* and *permanency* upon the subject for the transformation to succeed. Upon completion of all the castings, the subject must survive a system shock roll.

A 25% bonus can be added to this roll if this spell is cast on the Demiplane of Shadow itself. A percentile roll less than or equal to the survival chance indicates that the subject has been transformed successfully into a shade. Failure means that the subject dissolves away into Shadow—lost forever—not even a *wish* can recover the subject.

It is possible for the subject to undergo an alignment change by this spell (see table). A *wish* spell can be used to prevent any change in alignment. After the spell is cast, the wizard loses 1d6 Constitution points and loses consciousness for 1d8 days. He also ages five years if he cast a *wish* spell to prevent an alignment change.

The material components for this spell are 10,000 gp worth of powdered onyx, 10,000 gp worth of powdered diamond; further, an *amulet of the planes* is also required to focus the magical energy. The powdered onyx and diamond are consumed during the casting of the spell, while the amulet is used to draw forth the necessary amounts of shadowstuff and planar energy from the Demiplane of Shadow and the Positive and Negative Material Planes respectively.

Shade Summary Table

Lighting Condition	Senses (re. Human)	MV	hp	MR (max)	Surprise	Attack/ Damage	Saving Throw	Magic
No shadows	½	12	–2/die	Nil	—	—	–4	—
Weak shadows	1	15	Normal	Nil	–1[2]	—	0	—
Strong shadows	2	15	+1/die	2%/level (40%)	+2[3]	+1[3]	+1	*shadow image, regenerate* 1/turn, *invisibility* 1 hour
Very shadowy	2[1]	18	+3/die	3%/level (70%)	+3[3]	+3[3]	+3	*quasi-images, blink* 1/2 rds., *regenerate* 3/round, *teleport/plane shift* 1/day

[1] See in shadows as human in full daylight. Non-shade thieves in shadows are seen clearly.
[2] Opponents have a –1 penalty to their surprise rolls. Shade rolls are not adjusted.
[3] Opponents have an opposite bonus or penalty of the same magnitude. For example, in strong shadows, a shade has a +1 attack bonus, while its opponents have an attack penalty of –1. Hit dice are not reduced below 1 hit point/die; damage rolls are not reduced below 1.

Shadow, Slow

Shade Alignment Table

1d10	Alignment Result
1	Stays the same
2–4	Moves one step toward true neutral
5–7	Moves one step toward evil
8–9	Becomes true neutral
10	Becomes neutral evil.

CLIMATE/TERRAIN:	Ruins, subterranean
FREQUENCY:	Rare
ORGANIZATION:	Group
ACTIVITY CYCLE:	Nocturnal (dusk)
DIET:	Special
INTELLIGENCE:	Low (5–7)
TREASURE:	Nil (P, Y)
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1 or 4–16
ARMOR CLASS:	8
MOVEMENT:	12
HIT DICE:	4
THAC0:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d4 + special
SPECIAL ATTACKS:	Surprise, *slow*
SPECIAL DEFENSES:	+2 or better magical weapons to hit; immune to *charm*, *hold*, cold, lightning, turning, and holy water
MAGIC RESISTANCE:	Nil
SIZE:	M (4'–6' tall)
MORALE:	Champion (15–16)
XP VALUE:	975

Slow shadows may be related to the undead creatures known as shadows. It is thought (by those who study such things) that slow shadows come from the Negative Material plane. Some place their origin in the Demiplane of Shadow, but this is not substantiated. The name comes from the effect of their chilling touch, they can move as quickly as an unarmored man when they so desire.

They are seldom seen, and only 10% likely to be detected by the unaided eye. At this time, they are seen as undulating, inky blobs; amorphous twistings to their outlines make them appear to grow or shrink (between 4 and 6 feet) as they move. No recorded attempt to communicate with them has ever reported success.

Combat: Slow shadows typically attack by surprise, often by maneuvering behind their intended prey. They attach themselves to unsuspecting victims. Their touch inflicts 1d4 points of cold-based damage and the victim is immediately *slowed*, as the 3rd-level wizard spell, with no saving throw. Further, for every round the slow shadow remains attached, the victim takes an additional 1d4 points of cold damage, with no attack roll required.

Slow shadows are not affected by cold, lightning, *hold*, or *charm* attacks. A *haste* spell directed at them will drive them away, but has no effect on them once they have become attached to their victims.

These creatures are not affected by holy water, nor can they be turned or commanded by means of the usual priestly ability.

Habitat/Society: Slow shadows are most commonly found in dark, shadowy places: ruins and subterranean tunnel complexes. Little is known of their behavior or how they interact with each other, as most encounters with them have been fatal to one side or the other.

Those killed by these creatures undergo a transformation into slow shadow form that takes about a day, less in an area exposed to energies from the Negative Material plane. Such creatures generally stay within 40 feet of the place they were slain. This suggests that wandering slow shadows are created or summoned, while those staying in one area are past victims. In either case, they are dangerous.

Ecology: Scholars generally agree that slow shadows are not native to the Prime Material plane, but differ as to the point of their origin. Slow shadows seem to exist on the life energy of other creatures. Thus when they appear, they generally take living victims in increasing numbers until their presence is detected by intelligent races, who mount expeditions to destroy them before they reduce an area to complete desolation. Certain evil clerics seem to be able to enslave and direct these creatures.

—*From WG5* Mordenkainen's Fantastic Adventure, #9112

Summon Slow Shadow
(Conjuration/Summoning)
Sphere: Guardian (evil)

Level: 6	Range: 10 yds.
Components: V, S, M	Casting Time: Special
Duration: Special	Area of Effect: Summons 1 slow shadow
Saving Throw: Special	

When this spell is cast, an evil priest can conjure one slow shadow. The slow shadow is nominally under the control of the priest and attacks his enemies on command. The shadow remains until slain, though control can be broken by a successful *dispel magic* spell or by the priest's death. The creature probably resents its service, although it is apparently of low intelligence and lacks the ability to communicate.

The casting time is a full three hours and can be completed only when cosmic forces are properly aligned; generally once a year, and for not more than 8 hours. An intelligent humanoid is required. The victim must make a saving throw vs. spell at the completion of the casting. Failure means the spell succeeds and the humanoid is replaced by a slow shadow. Success means the caster can continue the spell for up to two more hours. At the end of the first hour, another saving throw is required, but at a –2 penalty. At the end of the second, a final saving throw is required, at a –4 penalty. Only if the victim resists all three times does the spell fail. It is uncertain if the humanoid is actually transformed or merely transported elsewhere, no one undergoing this process has ever been seen again.



Shadowrath

	Lesser	Greater
CLIMATE/TERRAIN:	Any land	Any land
FREQUENCY:	Very rare	Very rare
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any
DIET:	Nil	Nil
INTELLIGENCE:	As former self	As former self
TREASURE TYPE:	W	W
ALIGNMENT:	Neutral evil	Neutral evil
NO. APPEARING:	2–12	1–10
ARMOR CLASS:	4	5 (or as former self)
MOVEMENT:	9	12
HIT DICE:	4+4	5+5
THAC0:	17	15
NO. OF ATTACKS:	1	As former self
DAMAGE/ATTACK:	1d6	2d4
SPECIAL ATTACKS:	Strength drain	Energy drain
SPECIAL DEFENSES:	Hit only by +1 or better magical weapons	Hit only by +1 or better magical weapons
MAGIC RESISTANCE:	10%	25%
SIZE:	As former self	As former self
MORALE:	Fearless (20)	Fearless (20)
XP VALUE:	1,400	2,000

Shadowraths are created by a fell artifact, the *Crown of Horns.* This artifact is described on the next page. All shadowraths are intelligent, but are totally under the control of the wearer of the *Crown of Horns* if the latter is within 100 yards of their location. Shadowraths drain life and vitality from their surroundings and return nothing. If left without direct control, they always seek out and destroy wizards and worshipers of Mystra, as revenge for Mystra's destruction of Myrkul during the Godswar.

Lesser Shadowrath

These undead beings appear as totally black skeletons, with only their eyesockets aglow with red, deadly energy. They are created by the *ray of undeath* power of the artifact, *Crown of Horns.* Those killed by this ray arise as lesser shadowraths, also known as *blackbones.* Nonmagical equipment worn by these victims is consumed during the transformation; magical items are simply abandoned or collected for the *Crown* bearer. Any magical or psionic powers the shadowrath possessed while alive are lost in the conversion to undead status.

Lesser shadowraths attack by using a *chilling touch,* which inflicts 1–6 points of damage and requires the creature struck to save vs. death magic or lose one point of Strength. Creatures completely drained of Strength by lesser shadowraths die, and such a death is irreversible, even with a *wish.* Strength points return at the rate of one per hour. Lesser shadowraths are immune to the effects of normal and silver weapons, and can be turned as ghasts.

Lesser shadowraths are created by the *Crown of Horns.* These undead retain their intelligence, but they willingly serve the wearer of the *Crown* until destroyed. They can understand instructions given them by the *Crown's* wearer and can perform complex tasks set for them. Although lesser shadowraths often wear clothing as a disguise, most nonmagical cloth becomes tattered, rotten, and eventually disintegrates after prolonged contact with them.

Greater Shadowrath

These powerful undead also created by the *Crown of Horns.* Those slain by *Myrkul's hand,* the other major power of the artifact, arise as greater shadowraths. Greater shadowraths retain both the intelligence they possessed during life and their original general appearance, including clothing, armor, equipment, and so on. However, they have no eyes, internal organs, or bones. Instead, they are filled with and animated by negative material energy. This crackling black energy is visible in the creatures' eyes, open mouths, any any open wounds. Greater shadowraths can use all equipment they formerly carried, except magical items opposed to their new alignment. As with lesser shadowraths, any magical or psionic abilities of the shadowrath's previous existence are lost. Greater shadowraths cannot activate any magical item that employs command words, as they are mute.

The touch of a greater shadowrath causes 2–8 (2d4) points of damage and requires a saving throw vs. death magic; failure means one experience level is drained. Beings completely drained of levels by a greater shadowrath die a permanent, irreversible death. Greater shadowraths are turned as mummies.

Greater shadowraths often accompany the *Crown*-wearer as bodyguards and enforcers of the *Crown*-wearer's will. Greater shadowraths might also lead groups of lesser shadowraths when assigned a difficult task by their creator. They often cover themselves in heavy cloaks and hoods to approach their victims unawares; and can pass for their previous selves, as long as their eyes, mouths, and other negative energy spots are hidden.

—*From* The Ruins of Myth Drannor, #1084





Crown of Horns

XP Value: 150,000
GP Value: —

The *Crown of Horns*, in its original form, was an electrum helm fully covered with small horns, and a row of black gems around its edge. Since its reformation, the crown is an electrum circlet with four bone horns mounted around its edge and one large black diamond centered over the wearer's brow—while black as obsidian, the stone is clear, and weird energy dances within the faceted gem.

While powerful in its first incarnation, the might of the *Crown of Horns* has only increased in the past decade. Its powers and abilities, derived from the essence of Myrkul (the god of the dead before Cyric, slain in the Godswar), are:

- The *Crown of Horns* surrounds the wearer with a magical aura similar to that of a lich; creatures of fewer than 5 Hit Dice (or 5th level) who view the wearer must successfully save vs. spell or flee in terror for 5d4 rounds.
- The *Crown* is the host for the last vestiges of the Realms' fallen god of the dead, Myrkul. Once, the *Crown* only manipulated the wearer and drove it mad; it now allows Myrkul to control the wearer with *suggestions* and can (for 20 rounds/day) possess the individual (the possessed individual has Intelligence and Wisdom of 20). Donning the *Crown of Horns* automatically changes the wearer's alignment to neutral evil (if the *Crown* is removed, the character's original alignment returns).
- The *Crown's* wearer is immune to necromantic spells and death magic (that is, saving throws are automatically successful).
- The *Crown's* slowly turns the wearer into a lich; the process takes two years of constant contact with the artifact, but the wearer speeds the process by using the major powers (use of the *ray of undeath* or *Myrkul's hand* powers reduces the time by 1d4 months). Once the wearer of the *Crown* becomes a lich, the process is irreversible, and the *Crown* itself acts as the lich's phylactery.
- The *Crown's* wearer commands undead as a 6th-level priest, or six levels higher than the current level if already a priest.
- The *Crown's* wearer can *teleport without error* once every ten days; this power affects the wearer only, not other creatures.
- The *Crown's* first major power is its *ray of undeath*, a dark energy ray that fires from the black diamond (maximum of one ray per turn) that covers a conical area 40 feet long and 10 feet wide at the base. Any creatures in the area of effect must save vs. death magic or die; even those successfully saving receive 4d12 points of damage from the necromantic energy. Any characters slain by the ray of undeath rise as lesser shadowraths under the total control of the *Crown*-bearer.
- The second major power of the *Crown of Horns* is *Myrkul's hand*. This power, which can be summoned only once per day, surrounds the wearer's hands with black flames for four rounds (much like the granted power of priests of Myrkul). Any living being touched by *Myrkul's hand* must make a successful saving throw vs. death magic. If successful, the being resists, taking only 1d12 points of damage; if the saving throw fails, the being dies, consumed by the black flames. After 1d4 rounds, the being's skin and possessions rise as a greater shadowrath at the *Crown*-bearer's command.
- Once donned, the *Crown* makes its possessor paranoid and jealous about the artifact; the bearer does anything to keep others away from the *Crown*. To a lesser extent, it affects those in a 100-foot radius, instilling in them a desire to possess the artifact (this often forces a conflict with the current wearer of the *Crown*, but also insures that the most capable and powerful people wear it).
- Once donned, the *Crown* cannot be removed unless Myrkul wishes to have a new host; then, the *Crown* teleports elsewhere without the wearer. If the wearer has become a lich while wearing the artifact, he or she crumbles to dust instantly upon the *Crown's* departure (1% chance per level the wearer survives as a demilich with the character's original alignment).

The *Crown of Horns* is a major artifact of the Realms. Legends give it a major role in Netheril's downfall, and it is now believed responsible for the complete destruction of Shadowtop Borough, a flying enclave. It was lost for centuries, until found by Laeral Silverhand and the Nine.

Laeral fell under its influence swiftly, but was saved by Khelben Blackstaff who fought her in an epic battle of spells that destroyed a large part of the High Forest (this has since been restored, but many strange magical effects and creatures linger as legacies of the battle). In the end, Khelben destroyed the *Crown*, collected the wild Laeral (driven mad by the *Crown's* destruction), and recovered the shards of the *Crown*, carefully storing them in Blackstaff Tower.

With Myrkul's destruction during the Time of Troubles, Khelben thought the threat of the *Crown* was over, however, Myrkul had used the last of his power to force his essence into Khelben's vault, where the *Crown* lay in pieces. Though his divinity and much of his former might passed to Cyric, the last of the energy that was Myrkul slowly restored the unholy artifact. Within a decade, the *Crown* has been transformed into a vessel of the dead god's power, wholly controlled by Myrkul.

Once the artifact was reconstructed, Myrkul teleported the *Crown* to many places, his hosts actively creating shadowrath servants. He has kept his existence quiet, but has had the *Crown* wearers spreading rumors about the *Crown* and how it could aid the worship of Cyric. Myrkul enjoys his new existence and his ability to foment dissent, chaos, and death without the strictures that had been inherent in being one of Ao's gods.

He would love to cause major strife within Waterdeep's temple to Mystra, but dares not risk open conflict with Khelben and the other wizards of Waterdeep at this time. For now, the *Crown of Horns* is rumored to rest upon the brow of Nhyris D'Hothek, a pureblood yuan-ti who is becoming a growing power in Skullport, the subterranean port city.

Siren, Ravenloft

CLIMATE/TERRAIN:	Ocean
FREQUENCY:	Rare
ORGANIZATION:	School
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	High (13–14)
TREASURE:	M (E)
ALIGNMENT:	Neutral evil
NO.APPEARING:	2–8
ARMOR CLASS:	6
MOVEMENT:	8, Sw 18
HIT DICE:	4
THAC0:	17
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	2d4
SPECIAL ATTACKS:	*Advanced illusion, mass charm,* disease
SPECIAL DEFENSES:	Immune to *sleep, charm, hold,* poison, and death magic
MAGIC RESISTANCE:	10%
SIZE:	M (5′ tall)
MORALE:	Steady (11–12)
XP VALUE:	975



A Ravenloft siren is a hideous, undead creature with the upper body of a woman and the lower body of a fish. Her hair is tangled and entwined with rotting seaweed, and her body is gray and bloated, resembling a corpse that has been in the water for some time. The flesh has rotted back from the fingertips, exposing the bone. The siren sharpens this bone on the rocks on which she reclines, turning each finger into a deadly weapon.

By means of her innate ability to cast *advanced illusion*, a Ravenloft siren presents a very different face to the world. She appears to be a beautiful mermaid with a voluptuous body and sleek sea-green hair.

Combat: A Ravenloft siren lures her victims into striking range by means of a song that acts as a *mass charm* spell. This song can be heard at great distances over open water; those aboard ships passing within a mile of an islet on which these sirens are sunning themselves have been known to fall victim to it. The song can be avoided by plugging the ears with wax or by means of a *silence, 15′ radius* spell, but these measures must be taken in advance.

Each siren in the school can affect up to 8 Hit Dice of victims. These must make a successful saving throw vs. spell with a –2 penalty to the roll. Those who fail are compelled to set course with all possible speed toward the singing. Upon sighting the sirens, they feel a compulsion to go ashore and sit down beside them. They can be prevented from doing so only by being physically restrained.

Any character who sights a Ravenloft siren and makes a successful saving throw vs. spell can see her as she really is. Typically this roll is made secretly by the DM, with a –4 penalty. Characters who actively attempt to disbelieve the illusion do not suffer the –4 penalty. Disbelief cannot be attempted, however, by characters who have fallen victim to the sirens' *mass charm.*

Once their prey is within reach, the sirens attack with their sharpened, bony fingers. Due to the *advanced illusion,* which includes tactile elements, this attack at first seems to be a gentle caress. Each round that a siren succeeds in inflicting damage, the victim is allowed another saving throw vs. spell (again, this is typically done in secret by the DM.) A successful roll means that both the illusion and the charm suddenly vanish. The victim sees the siren for what she really is and can begin fighting back. At the DM's discretion, a fear check may be called for at the sudden revelation of the creature's true form.

Those who suffer damage at the hands of a Ravenloft siren must make a saving throw vs. poison. Failure means that the wounds become diseased. A *cure disease* spell or equivalent is required to counter the disease before natural healing can occur, but magical healing functions normally.

Ravenloft sirens are immune to *sleep, charm, hold,* poison, and death magic. They suffer damage from holy water.

On the Prime Material plane, Ravenloft sirens are turned as wraiths. When turned, they flee into the sea, disappearing beneath the waves.

Habitat/Society: These sirens live in the ocean, traveling in schools like fish, but spend much of their time basking on rocky islets. The islets are typically surrounded by the rotting corpses of their victims. Because the sirens have no use for the victims' possessions, valuable treasures or magical items can often be found there. The sirens are astute enough to realize that this booty can act as a lure. They sometimes lurk just beneath the waves, looking up at the surface for the hull of a visiting ship, then emerging suddenly to sing their song. On the other hand, if the sirens frequent an area, then rumors and tales concerning their whereabouts will spread, enabling diligent adventures arriving later to prepare against them.

The stench of decay that hangs in the air around an islet that is a resting place for Ravenloft sirens is almost overwhelming. This foul taint emanates both from the sirens themselves and from the corpses of their victims. It is masked, however, by the sirens' *advanced illusions.*

Ecology: Ravenloft sirens can exist on a diet of fish, but prefer to dine on sentient creatures. It is thought that the sirens are merfolk transformed by a cataclysmic burst of negative energy. If this theory is correct, it is possible that male Ravenloft sirens also exist.

—*From* Requiem, #1146

Skeleton, Variant

	Dust	Spike	Obsidian
CLIMATE/TERRAIN:	Any	Any	Any
FREQUENCY:	Very rare	Very rare	Very rare
ORGANIZATION:	Band	Band	Band
ACTIVITY CYCLE:	Any	Any	Any
DIET:	Nil	Nil	Nil
INTELLIGENCE:	Non- (0)	Non- (0)	Non- (0)
TREASURE:	Nil	Nil	Nil
ALIGNMENT:	Neutral	Neutral	Neutral
NO. APPEARING:	2–20	2–20	2–20
ARMOR CLASS:	10	6	6
MOVEMENT:	9	12	12
HIT DICE:	1–1	3	4+4
THAC0:	20	17	15
NO. OF ATTACKS:	1	1	2
DAMAGE/ATTACK:	1 hp	1d6	1d6/1d6 or by weapon
SPECIAL ATTACKS:	Choking cloud	Bonespray, blood burn	Defiling
SPECIAL DEFENSES:	Nil	Half damage from edged weapons	Half damage from edged weapons, regenerate
MAGIC RESISTANCE:	Nil	Nil	Nil
SIZE:	M (5′–6′)	M (5′–6′)	M (5′–6′)
MORALE:	Fearless (20)	Fearless (20)	Fearless (20)
XP VALUE:	65	650	975

Dust Skeleton

Although it looks like a normal skeleton, a dust skeleton weighs about one-fifth as much, as its bones are dried almost to the point of disintegration. Wherever it walks, the skeleton leaves a faint trail of blue-gray dust hanging in the air. This dust is poisonous, and anyone approaching within 10 feet feels mildly nauseous. Dust skeletons are used in undead armies to break enemy formations by disabling large numbers of troops.

Dust skeletons do not carry weapons and cause very little damage in melee. Unlike regular skeletons, a dust skeleton takes full damage from edged and piercing weapons. When reduced to 0 hit points, the skeleton shatters, spreading a cloud of dust in a 10-foot radius. Anyone breathing in the dust must make a successful saving throw vs. poison or be paralyzed for 2d6 rounds. Those who successfully save spend one round coughing and choking and are unable to attack or cast spells but are otherwise unaffected.

Construction Notes: Bones used to create dust skeletons must be specially dried to the point of crumbling, then coated with a special resin containing a paralyzing venom. *Transmute water to dust* is used in conjunction with *animate dead* to complete the process.

Spike Skeleton

From a distance, a spike skeleton looks like a normal skeleton, except that it is unarmed. Closer inspection reveals the skeleton is covered with bony thorns up to an inch long. Spike skeletons are often used in undead armies to disrupt and demoralize enemy troops with their horrific abilities.

The bony spikes allow the skeleton to inflict as much damage as a normal skeleton wielding a weapon. Further, each time the skeleton hits or is hit, 1d3 spikes explode in a *bonespray*, inflicting 1d4 points of damage per spike in a 5-foot radius (save vs. breath weapon for half damage). The skeleton itself suffers 1 point of damage for each spike it loses this way. The purpose of the bone spray is to draw blood, so the *blood burn* ability can be used.

Once blood is drawn, the creature nearest the skeleton within 5 feet and with open wounds must save vs. spell at a –3 or suffer 3d4 points of damage as the blood from its open wounds catches fire. A saving throw is made at the end of each round for up to three rounds; any success save ends the burning effect at that point. A spike skeleton can use the *blood burn* only once, and must be recharged to cast it a second time.

These skeletons are turned as shadows.

Construction Notes: Each spike must be specially carved from bones taken from the same type of creature that is to be animated (for example, human bones for a human skeleton). A glyph is carved into each spike before it is attached to the skeleton. During animation, a *shatter* spell is cast in conjunction with the *animate dead* spell. After animation, the 6th-level necromancy spell *imbue undead with spell ability* is cast, along with *Beltyn's burning blood,* these spells are also used to recharge a spike skeleton with this ability.

Obsidian Skeleton

An obsidian jewel is imbedded in each skeleton's forehead. Many also have blackened bones, as though they have been burned. All carry weapons, usually swords or clubs. On Athas, the DARK SUN setting, these are called *defiling skeletons.*

An obsidian skeleton regenerates by absorbing life energy. When reduced to 0 hit points, it collapses and becomes inert for full one round. The next round, the obsidian jewel in the skeleton's forehead glows brightly as it regenerates, turning to ash all vegetation in a 10-foot radius (on Athas, the defiled area is the same as that of a 3rd-level spell). Living creatures in the radius must make a successful saving throw vs. spell or suffer a –3 penalty to their next initiative roll. The next round, the skeleton rises, restored to full hit points. Striking the skeleton while it is inert or regenerating has no effect, nor does it delay the regeneration, nor are measures such as turning or holy water effective. Only the destruction of the jewel can stop its regeneration. The jewel is AC 4 and has 6 hit points (which do not regenerate); it is vulnerable to holy water. During melee, the jewel can be struck with a called shot. *Dispel magic* causes the skeleton to collapse and prevents regeneration for one round per level of the caster. Unless the jewel is destroyed during this time, the regeneration starts again.

Obsidian skeletons are turned as wights.

Construction Notes: An obsidian jewel, inscribed with a special glyph, must be implanted in the skeleton's forehead. A second *animate dead* spell must be cast in conjunction with the first, along with *vampiric touch.*

—*From* DRAGON Magazine #234

Snake – Sewerm, Mahogany Constrictor

	Sewerm	Mahogany Constrictor
CLIMATE/TERRAIN:	Temperate swamp or subterranean	Subtropical forest, marsh or subterranean
FREQUENCY:	Rare	Uncommon
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any
DIET:	Carnivore	Carnivore
INTELLIGENCE:	Animal (1)	Low (5–7)
TREASURE:	Nil	Nil
ALIGNMENT:	Neutral	Neutral evil
NO. APPEARING:	1–6	1
ARMOR CLASS:	4	3
MOVEMENT:	12, Sw 9	9, Cl 3
HIT DICE:	2 to 4	4+3
THAC0:	19 (2 HD) 17 (3–4 HD)	15 1
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	1d4	Special
SPECIAL ATTACKS:	Drain blood	Constriction, poison
SPECIAL DEFENSES:	Anaesthetic slime	Surprised only on a 1; displacement
MAGIC RESISTANCE:	Nil	Nil
SIZE:	S to M (3′–6′ long)	H (21′ long)
MORALE:	Unsteady (6)	Elite (14)
XP VALUE:	120, 175, 270	1,400

Sewerm

The sewerm is a large water snake found in the sewers of Waterdeep and in the fouled, fetid waters of the swamps of the northern Sword Coast (the Mere of Dead Men, the Stump Bog, etc.). Its tan-and-brown scales over a mottled green underbelly give it great camouflage abilities in the dark sewers.

A sewerm's camouflage coloring penalizes the surprise rolls of its prey by —2. The sewerm secretes an anaesthetic slime through its skin that deadens the prey's sense of touch; the snake open wraps around a boot or leg as it attacks, allowing it to be carried along as it feeds.

If the sewerm gained surprise, the prey will not notice the sewerm until a successful Wisdom check is rolled, checking once per round. As the snake's fangs also secret anaesthetic venom, its bite is totally painless. Once bitten, the prey will be drained of blood at the rate of 1d4 hit points per round. The prey will often become weaker and weaker, dropping unconscious or dead from blood loss, before even realizing that the snake has attacked. A successful Strength check dislodges the snake once it is discovered. The bite closes almost immediately, and the snake's anaesthetic acts as a disinfectant, preventing the prey from contracting a disease through the wound, even in sewer water.

Sewerms only attack warm-blooded creatures, striking at areas of exposed flesh or through cloth (not leather), close to the waterline where they encounter their prey. They can, with one round of preparation, coil themselves to spring out of the water, striking out to their full length. This attack is becoming more common as people moving through the sewers wear hip boots, forcing the snakes to use this more startling attack (the surprise adjustment for this attack is –4).

Sewerms live on warm blood, being in this much like leeches. They usually hunt alone, but in rare cases travel in small groups of up to six snakes. The only time a larger group is encountered is immediately after a nest of eggs has hatched; there will be one 4 Hit Die mother and 5–20 small, ½ Hit Die sewerms.

While a dangerous nuisance to the Cellarer's and Plumbers Guild in Waterdeep's sewers, these snakes are highly prized by members of the Guild of Apothecaries and Physicians. Their pain-deadening venom can be stored up to six months, if properly prepared. Sewerms shed their skins once per year; the guild will purchase these at 2 sp each. Prices for whole snakes are 5 sp per Hit Die (1 gp/HD if still alive). Kromnlor Sernar the sage is quieter about her interest, but will pay the higher price, regardless of condition.

—*From* City of Splendors, #1109

Mahogany Constrictor

The mahogany constrictor is a dangerous subtropical snake that uses both venom and constriction to bring down its prey. Its scales are a rich reddish-brown, with a spiral pattern of black and white scales running down its back. Mahogany constrictors live in deep jungles, coastal cypress swamps, and along forested river banks—anywhere there is both water and shelter.

The mahogany constrictor hunts in trees and on the ground, approaching its prey very slowly until ready to attack. Sometimes it will drop down and seize prey while remaining tightly wrapped around a sturdy branch, although it lacks the leverage to pull a man-sized creature into the trees. Its constriction attack is strong enough to crush bones. The first round the constriction attack is established, it inflicts 1d4 points of damage, and no further attack rolls are necessary. Constriction damage increases by 1d4 each round, to a maximum of 4d4; thus, 2d4 the second round, 3d4 the third round, and 4d4 points of damage per round thereafter.

If the prey is exceptionally large or strong, the snake will bite with its large fangs before constricting. Its poison has an onset time of 1d3 rounds, and inflicts 3d6 points of damage (half damage if a saving throw vs. poison is successful). The snake bites or constricts in a round, but not both.

—*From* The Sword of Roele #3118



Spectral Scion

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Nil
INTELLIGENCE:	Average to high
TREASURE:	Nil
ALIGNMENT:	Varies

NO.APPEARING:	1
ARMOR CLASS:	2
MOVEMENT:	15
HIT DICE:	9
THAC0:	12
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1d8/1d8 or by weapon
SPECIAL ATTACKS:	Con drain, bloodline drain
SPECIAL DEFENSES:	Hit only by +1 or better weapon, immune to tighmaevril weapons
MAGIC RESISTANCE:	See below
SIZE:	M
MORALE:	Champion (15)
XP VALUE:	5,000



This spectral scion is most often found in Cerilia or the Shadowlands of the BIRTHRIGHT setting, although it is not impossible for them to be found elsewhere. A spectral scion is the spirit of a *bloodtheft* victim who was killed with a *tighmaevril* weapon (which allows the slayer to steal powers associated with the victim's bloodline). Not all those with a special bloodline killed in this way become spectral scions, but those who do daily relive the horror of losing their bloodlines, and are doomed to spend eternity seeking peace.

Spectral scions are semitransparent, much like spectres or ghosts. They retain the same age, features, size, manner of dress, and demeanor they had in life, including alignment, proficiencies, languages, and memories. They move by walking or floating a few inches above the ground, and can appear or vanish at will.

They can speak with the living, but avoid such contact unless driven to it by necessity.

Combat: A spectral scion, regardless of alignment, will single-mindedly fight the person who stole its bloodline, draining the individual's bloodline before delivering the killing blow. Spectral scions of non-evil alignments will attack their direct descendents or former comrades only in self-defense (unless those individuals betrayed them in life).

If the spectral scion died holding a weapon, that weapon becomes part of its spectral form; it will use that weapon in combat. Otherwise, it fights with its hands for 1d8 points of damage each.

A spectral scion temporarily drains 1d4 points of Constitution from its victim with each successful hit. A victim whose Constitution drops to 0 falls into a coma for one hour. If the victim is blooded (has a special bloodline), the spectral scion takes advantage of the coma to drain 1d6 points of bloodline strength per turn. The spectral scion can drain a victim to no less than 1 point. After draining 4d6 bloodline points, the scion is sated and departs. While draining, the spectral scion is vulnerable to attack and can be hit by normal weapons for half damage.

The victim of bloodline drain will awaken from the coma with 1 Constitution point; Constitution returns at a rate of 2 points per hour. A victim who has lost 90% or more of his bloodline loses all blood abilities.

If the drained victim can find the spectral scion within seven days and deliver the killing blow to it, he may regain some of his lost bloodline. If the spirit has drained a subsequent victim in that time, however, the first victim's points are lost forever. Ten percent of the victim's points are permanently lost each day after the bloodline drain; thus, a victim who kills the spectral scion four days after draining regains 60% of his bloodline points.

The manner in which the spectral scion lost its life makes it immune to damage from tighmaevril weapons. If such a weapon is used by an opponent, the spirit will attempt to wrest it from the wielder's control and destroy it.

Spectral scions are immune to *sleep, charm, hold,* and cold-based spells, as well as poison and paralyzation attacks. Holy water splashed on an evil spectral scion inflicts 2d4 points of damage.

A spectral scion can be turned as a vampire.

Habitat/Society: Spectral scions are lonely creatures surrounded by an aura of sadness and loss. They sometimes retain the habits they formed in life, drawn to those places or activities that they frequented while alive. Evil spectral scions, consumed by bloodthirst, hunt living scions to drain their bloodlines; neutral and good spectral scions sometimes appear to descendents to deliver warnings or ask to be avenged.

Ecology: Because grief over their lost birthright fuels their existence, spectral scions often haunt their former domains. These spirits are not, however, confined to their former domains, but may wander, and are especially likely to do so if an opportunity to redress the wrong done to them.

—*From* Highlands of Rjurik, #3121

Spyder-Fiend

	Kakkuu	Spithriku	Phisarazu	Lycosidilith	Raklupis
CLIMATE/TERRAIN:	Any	Any	Any	Any	Any
FREQUENCY:	Uncommon (very rare outside the Steaming Fen)			Very rare	Very rare
ORGANIZATION:	Pack	Pack	Pack	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any	Any	Any	Any
DIET:	Carnivore	Carnivore	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Semi (2–4)	Average (8–10)	Very (11–12)	Exceptional (15–16)	Genius (17–18)
TREASURE:	Nil	Nil	U (Nil)	Z (Nil)	Z (C)
ALIGNMENT:	Chaotic evil	Chaotic evil	Chaotic evil	Chaotic evil	Chaotic evil
NO.APPEARING:	2d10	2d6	2d4	1d4	1
ARMOR CLASS:	2	0	–3	–4	–6
MOVEMENT:	18, Wb 15, Cl 9	18, Wb 15, Cl 9	18, Wb 15, Cl 9	18, Wb 15, Cl 9	18, Wb 15, Cl 9
HIT DICE:	4	7+1	9+1	10+6	12+8
THAC0:	17	13	11	9	7
NO. OF ATTACKS:	1	1	3	3	3
DAMAGE/ATTACK:	2d4	2d6 2d6/by weapon/ by weapon	2d6/1d3/1d3 or 2d8/by weapon +6/ by weapon +6	2d8/1d4/1d4 or 2d10/by weapon +8/ by weapon +8	2d10/1d6/1d6
SPECIAL ATTACKS:	Poison, see below	Poison, see below	Poison, see below	Poison, see below	Poison, see below
SPECIAL DEFENSES:	Webs, immunities +1 or better magical weapons to hit	Webs, immunities, +2 or better magical weapons to hit	Webs, immunities, +2 or better magical weapons to hit	Webs, immunities, +3 or better magical weapons to hit	Webs, immunities,
MAGIC RESISTANCE:	15%	35%	50%	60%	70%
SIZE:	M (5′ long)	M (6′ long)	L (7 ½′ long)	L (8′ long)	L (10′ long)
MORALE:	Steady (11–12)	Elite (13–14)	Champion (15–16)	Champion (15–16)	Fanatic (17–18)
XP VALUE:	5,000	12,000	18,000	22,000	25,000

The spyder-fiends are a subrace of tanar'ri that serve the Queen of Chaos. Sages speculate that the original spyder-fiends were the spawn of the Queen of Chaos and Miska the Wolf-spider, the queen's lover and general. Most spyder-fiends combine the worst attributes of a wolf and a spider. The smallest ones have spider bodies about the size of ponies; larger fiends may have bodies the size of heavy warhorses. All spyder-fiends have lupine heads and necks growing from the front of the body. The mouth is full of yellow, dog-like teeth, with a pair of spider fangs next to the primary canines. The spider body has eight legs, each tipped with pads and claws that allow the creature to climb vertical surfaces.

The head and neck usually are covered with matted, dirty fur. Under all the grime, the fur is gray with lighter patches around the eyes and snout. Most spyder-fiends' bodies are covered with coarse, stiff hair, which is typically dark or sandy brown and covered with spots, stripes, or bands of another color.

Less intelligent spyder-fiends are bloodthirsty and animalistic; they have the dispositions of rabid wolves. All are cruel and wickedly cunning.

Combat: A spyder-fiend's primary attack is its venomous bite. The poison has an onset time of 1d4 rounds; a victim who fails a saving throw vs. poison collapses into a semiconscious stupor, unable to move, think, or act. The victim can attempt a Constitution check every 2d4 hours to shake off the venom's effects. Even if the saving throw succeeds, the victim suffers a –2 penalty to Dexterity for 2d4 rounds. Additional bites do not increase the penalty, but they extend its duration. A slow poison spell applied before the onset time expires negates the penalty. The more powerful spyder-fiends carry even more potent venom.

A spyder-fiend's bulbous abdomen is equipped with spinnerets that can produce strands of silk. Spyder-fiends do not actually spin webs like normal or giant spiders do, but they can use their silk in various ways. Most commonly, a spyder-fiend uses its silk to suspend itself in the air, so that it can drop on unsuspecting prey. The creature also can lay a network of strands throughout an area to allow itself movement in three dimensions. A spyder-fiend can throw out silk up to 30 yards to bridge gaps.

Most spyder-fiend silk is not sticky, but the individual stands are effectively invisible unless touched. (Opponents who suspect the presence of a strand can attempt a saving throw to see it, as noted in the description for the 2nd-level wizard spell *invisibility*.) All spyder-fiends can use their silk to protect themselves from falling. A spyder-fiend suffers no falling damage if there is a surface within 30 yards that is strong enough to anchor a strand of silk. Also, if a victim is immobilized by the venom, a spyder-fiend can use its silk to bind the creature. The process takes three rounds. Bound victims who recover from the venom have one chance to break free with a successful bend bars roll. For every additional round the fiend spends binding a victim in silk, there is a –10% penalty to the victim's bend bars chance, but the chance cannot be reduced by more than half of the original score.

The individual types of spyder-fiends can create additional effects with their silk.

Although powerful, spyder-fiends prefer ambush to frontal attacks. They typically lie in wait for prey or enemies, dropping from above by means of their silk or rushing the foes' rear and flanks from concealment. When attacking from concealment or invisibility, a spyder-fiend imposes a –5 penalty to opponents' surprise rolls.

Spyder-fiends can use a silk ability while attacking physically, but not while using a spell-like ability. The creature can fire silk in any direction.

Spyder-fiends with the ability to alter their forms are fully able to use their spell-like abilities while in assumed forms. The fiend can retain its venomous bite and silk producing abilities if it chooses, but a close examination might reveal the creature's fangs and spinnerets. (If the fiend chooses to forgo any abilities, the assumed form can conceal the fangs or spinnerets or both.) If a chosen form does not have a bite attack, the fiend's bite delivers only one point of damage.

As tanar'ri, all spyder-fiends have the following spell-like abilities: darkness 15' radius, infravision (always active, range varies with type), and teleport without error. Spyder-fiends can gate in other spyder-fiends (the details vary by type) and are affected by various attack forms as noted below:

Attack Form	Damage
Acid	Full
Cold	Half[1]
Electricity (lightning)	None
Fire (magical)	Half[1]
Fire (nonmagical)	None
Gas (poisonous, etc.)	Half[1]
Iron Weapon	Full[2]
Magic Missile	Full[3]
Poison	None
Silver Weapon	Full[4]

[1] The spyder-fiend suffers only half damage even if its saving throw fails. If the saving throw succeeds, the spyder-fiend suffers quarter damage. A successful magic resistance roll, if applicable, negates all damage.

[2] Even if the spyder-fiend is normally harmed only by magical weapons.

[3] A successful magic resistance roll negates all damage.

[4] Even if the spyder-fiend is normally harmed only by magical weapons; lycosidiliths and raklupises suffer only half damage.

Habitat/Society: Spyder-fiends are the primary residents of the Steaming Fen, a layer of the Abyss that consists of a vast salt marsh and a turbulent ocean. Both marsh and ocean are studded with outcroppings of rock, some covered with jungle vegetation. The whole plane is dank and smells of decay. The air is thick with biting and stinging insects, and the ground and water seethe with crawling insects and other vermin.

Spyder-fiends pay homage to the Queen of Chaos, who rules the plane. The queen sends spyder-fiends on errands throughout the multiverse, so they can be encountered almost anywhere. Less intelligent fiends sometimes accidentally stumble through a gate or conduit to another world, where they immediately take up the hunt. More intelligent spyder-fiends sometimes roam the planes on errands of their own.



Ecology: Spyder-fiends eat any living thing they can catch, but they always consume their prey live and eat only what they catch themselves. The more powerful and intelligent spyder-fiends derive more nourishment from their prey's life force and fear, but they retain a taste for fresh meat, too. Spyder-fiends have little to fear in their home layer of the Abyss, except occasional hunting parties of yugoloths and balors. In tanar'ri fashion, the weaker spyder-fiends also serve as prey for the more powerful ones.

Kakkuu

The kakkuu (pronounced Kah-KOO) are the weakest and least intelligent of the spyder-fiends. They have bloated spider bodies and mangy, filthy wolf heads. Kakkuu are bloodthirsty and animalistic; they can communicate with each other by means of fierce snarls, barks, and howls. The more intelligent tanar'ri can order them about with their telepathic abilities.

A kakkuu weighs about 300 pounds.

Combat: A kakkuu has infravision with a 60-foot range and the standard tanar'ri spell-like abilities as a 4th-level caster. Its gate ability allows it to summon 1d8 kakkuu once a day with a 35% chance of success.

When left on their own, kakkuu behave very much like huge spiders, lying in wait for prey. A kakkuu can flatten its body and blend with its surroundings. Its markings provide natural camouflage, and if the kakkuu has even a small amount of cover (foliage, rocks, etc.) it is 80% undetectable until it moves.

A kakkuu can produce strands of silk for movement, as described above. A kakkuu can also create an adhesive glob of silk about the size of a fist. Usually, the kakkuu perches over a trail or passage and drops a strand of silk with the glob attached to the free end. The creature swings the glob like a pendulum over the area beneath, and any creature touching it becomes stuck. Creatures along the path of a swinging glob (usually a straight line from 5 to 25 feet long) must make a successful saving throw vs. breath weapon or become stuck. If a group of creatures is in the path, only the first creature that fails the saving throw is stuck. When it catches a creature, the kakkuu reels in its victim at a rate of 15. A single strand of kakkuu silk can support about 1,000 pounds before breaking. It can be cut with an edged weapon (AC 0, 5 hp) or can be burned away in one round. A kakkuu, however, can only lift about 500 pounds when pulling in a strand. A kakkuu cannot fire a glob of silk as a missile; it must be dropped from above.

Habitat/Society: Kakkuu seldom harass each other, but they attack anything that isn't larger than themselves. They are cunning enough to avoid other fiends more powerful than they are. If commanded by a more intelligent tanar'ri, kakkuu might hunt or fight cooperatively, much as do wolves.

Spithriku

These tanar'ri look like larger, more fearsome kakkuu, which is what they are (though they resent the fact if anyone points it out). Besides its eight legs, a spithriku has a pair of pedipalps (leg-like appendages) growing from the base of its wolf neck. The pedipalps cannot manipulate objects, but they are covered with sensitive hairs that can detect even the slightest vibration.

Spithriku are as bloodthirsty as their lesser kin, but more intelligent and cunning. They can communicate with any intelligent creature via telepathy. They are unable to speak, but can voice all manner of snarls, grunts, barks, and howls. Spithriku can understand and communicate in the animalistic snarling of kakkuu.

A spithriku weighs about 350 pounds.

Combat: Spithriku have venomous bites, infravision with a 90-foot range, and the standard tanar'ri spell-like abilities. Their *gate* ability allows them to summon 2d8 kakkuu or 1d4 spithriku three times a day with a 40% chance of success. In addition, spithriku can use *telekinesis* three times a day, and at will can cause *fear* (as the 4th-level wizard spell) in a single creature by touch. Their spell-like abilities function at 7th level.

A spithriku can produce and employ silk just as a kakkuu can. Once every three rounds, it can shoot a spray of webbing from its body (range 0) that creates an *entangle* effect in a cone 10 feet wide, 30 feet long, and 20 wide at the far end. The effect is similar to the 1st-level priest spell *entangle* except that the effect remains for a full week or until burned away (which causes 1d8 points of fire damage to creatures caught within it). A spithriku

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also can fire a lightweight ball of silk with a fine strand of silk attached up to 30 yards. The strand is too weak to trap creatures, but it can transmit the spithriku's *fear* attack to the target.

Spithriku cannot be trapped in webs of any sort. The sensory hairs on their pedipalps allow them to detect invisible creatures within 30 feet; this ability is continuously active and is not foiled by *nondetection* spells or items that foil divination spells. Spithriku do not suffer melee or movement penalties for darkness.

Spithriku are 80% undetectable when motionless and in cover, just as are kakkuu. Their greater intelligence allows them to employ more sophisticated tactics than kakkuu use. A typical spithriku attack begins with *darkness* spells. While the opponents deal with the darkness, the spithriku use their teleport abilities to surround the foe. Once in place, half the fiends attack from one direction while the others use their *fear* or *entangle* effects from the other direction. If the opponents negate the darkness, the fiends that are not fighting cast *darkness* again. If faced with physically dangerous opponents, the spithriku use their teleport abilities to stay out of reach and to maneuver to the opponents' rear.

Habitat/Society: Many spithriku prefer to haunt the lairs of more powerful fiends, fawning over their masters and hoping for advancement or a simple handout. They are as chaotic and untrustworthy as any other tanar'ri, however, and never hesitate to abandon or turn against their superiors in a moment of weakness. Other spithriku roam the Steaming Fen, stalking weaker creatures and occasionally gathering up packs of kakkuu to form hunting parties bound for other layers of the Abyss or the planes beyond.

While kakkuu form the rank and file of the Queen of Chaos's armies, the spithriku serve as her primary servants and messengers. Due to their intelligence, one or two spithriku are sometimes assigned to lead a pack of kakkuu on an errand.

Phisarazu

In its natural form, a phisarazu is a repulsive creature whose gross spider body is covered with stiff, wiry hair. It has a scruffy wolf's head and neck. Two pale humanoid arms sprout from the base of the neck, and a craggy line of knobby, hairless lumps runs down the back of the neck to the tip of the creature's globular abdomen. Its coat is mostly black, sometimes with a green or blue tints, swirled, striped, or spotted with various shades of gray, green, or blue. The arms are smooth and sickly, but fairly strong, ending in five-fingered hands with clawed digits. The lumps are coal black or oily blue. The creature's arms and hands are fully functional and capable of using tools or weapons.

A phisarazu weighs about 450 pounds.

Phisarazu can speak almost any tongue, though their conversation is usually punctuated by panting and growling. They can speak and understand the feral language of kakkuu and can telepathically communicate with any intelligent creature.

Combat: A phisarazu's bite is poisonous. The venom is similar to a kakkuu's, but faster acting (the onset time is 1d3 rounds) and slightly more potent. Opponents who fail their saving throws vs. poison check Constitution every 2d6 hours to recover. Even if the saving throw succeeds, the victim suffers a –3 penalty to Dexterity for 2d6 rounds.

Phisarazu have the standard tanar'ri spell-like abilities. Their infravision has a 90-foot range. Their *gate* ability allows them to summon 2d10 kakkuu, 1d8 spithriku, or 1d4 phisarazu three times a day with a 50% chance of success. Phisarazu have the following additional spell-like abilities: at will, they can cause *fear* (as the 4th-level wizard spell) in a single creature by touch, become *invisible*, or use *alter self*. Three times a day they can cast *telekinesis*, *forget*, and *mirror image*. All spell-like abilities function at 9th level.

Phisarazu can employ all the silk-producing abilities of the



spithriku, except that the phisarazu entangle ability can be used every two rounds. In addition, phisarazu can fire a mass of iridescent silken strands every two rounds. The threads can blind opponents and reveal invisible creatures just as does the 2nd-level wizard spell *glitterdust*. The range is 30 yards.

Phisarazu cannot be trapped in webs of any sort. Sensory hairs on their arms and snouts allow them to detect invisible creatures within 40 feet. The ability is continuously active and is never foiled by *nondetection* spells or items that foil divination spells. Phisarazu never suffer melee or movement penalties for darkness.

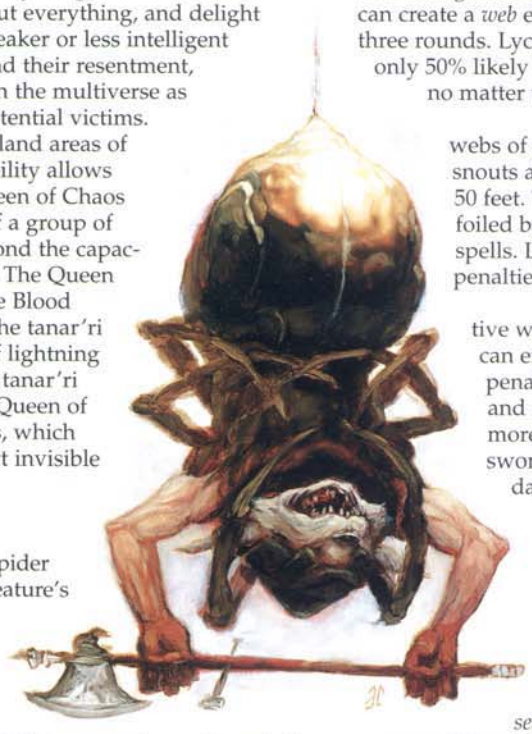
Though their clawed hands are effective weapons, phisarazu are usually armed. They can employ a melee weapon in each hand at no penalty. Their favorite melee weapons are scimitars

and morning stars, through a few carry lighter, more easily concealed weapons such as short swords. The average phisarazu also carries a short bow or two hand crossbows.

Phisarazu are cunning and merciless; they love a good ambush and freely use their *darkness* and *invisibility* powers to catch opponents unaware. When subjected to physical attack, they employ their *mirror image* power to avoid damage. In large battles, Phisarazu are fond of using their *alter self* ability to appear as weaker creatures (such as driders, giant crabs, or kakkuu) so as not to draw attention to themselves. When employing *alter self*, phisarazu are limited to basically arachnid forms with 10 limbs. When assuming a crablike form, a phisarazu can swim at a rate of 9 and breathe underwater.

Habitat/Society: Phisarazu resent anything less loathsome than themselves, which is just about everything, and delight in tormenting creatures that are weaker or less intelligent than they. Between their cruelty and their resentment, phisarazu perceive few creatures in the multiverse as anything other than enemies or potential victims.

Though they usually prowl the land areas of the Steaming Fen, their *altar self* ability allows them to hunt everywhere. The Queen of Chaos often puts a phisarazu in charge of a group of kakkuu when their mission is beyond the capacity of the less intelligent spithriku. The Queen of Chaos's rare contributions to the Blood War (an age-old conflict between the tanar'ri and the baatezu) usually consist of lightning raids by mobs of phisarazu. Other tanar'ri lords sometimes bargain with the Queen of Chaos to acquire phisarazu guards, which are valued for their ability to detect invisible foes.



Lycosidilith

A lycosidilith has a sleek, hairless spider body. Chitinous plates cover the creature's back and belly. The wolf head is furry, but backed by bony plates. A lycosidilith is usually green or blue overall, with yellow, black, or orange, speckles, spots, or rings. The bony plates on the wolf head are the same color as the rest of the creature's body, but the fur is typically black or gray. Two robust humanoid arms sprout from the base of the neck.

A lycosidilith weighs about 400 pounds.

Lycosidiliths have pleasant voices that belie their monstrous appearance. They can converse eloquently in any language. They also can speak and understand the feral language of kakkuu and can telepathically communicate with any intelligent creature.

Combat: A lycosidilith's poisonous bite is very dangerous. The venom has an onset time of 1d3 rounds; a victim who fails a saving throw vs. poison falls into semi-consciousness state (unable to move, think, or act). The victim can attempt a Constitution check every 2d6 hours to awaken. Even if the saving throw succeeds, the victim suffers a –3 penalty to Dexterity for 2d6 rounds. Additional bites do not increase the penalty, but they extend its duration. A *slow poison* spell applied before the onset time expires negates the penalty.

Further, the venom destroys tissue if the bite is not treated. Even if the saving throw succeeds, the victim develops a festering sore within 2d8 hours. Initially, the victim loses one hit point and an additional hit point each day the sore goes untreated. A *neutralize poison* spell ends the effect, but does not heal the damage. Multiple bites cause multiple sores, but a single *neutralize poison* spell treats all a victim's sores.

Lycosidiliths have the standard tanar'ri spell-like abilities. Their infravision has a 90-foot range. Their *gate* ability allows them to summon 2d10 kakkuu, 1d8 spithriku, 1d4 phisarazu, or 1 lycosidilith three times a day with a 60% chance of success. Lycosidiliths have the following additional spell-like abilities: at will, they can cause *fear* (as the 4th-level wizard spell) in a single creature by touch, become *invisible*, *alter self*, and *telekinesis*. Three times a day they can cast *forget*, *mirror image*, and *polymorph self*. All spell-like abilities function at 10th level.

Lycosidiliths have all the silk-producing abilities of phisarazu, except that the lycosidilith *entangle* ability can be used every two rounds and has a larger area of effect (the cone is 50 feet long), and their *glitterdust* ability has a range of 40 yards. Lycosidiliths can create a *web* effect (as the 2nd-level wizard spell) once every three rounds. Lycosidilith webs have a range of 50 yards and are only 50% likely to burn each round that fire is applied to them, no matter what form the webbing takes.

Lycosidiliths cannot be trapped in webs of any sort. Sensory hairs on their arms and snouts allow them to detect invisible creatures within 50 feet. The ability is continuously active and is never foiled by *nondetection* spells or items that foil divination spells. Lycosidiliths never suffer melee or movement penalties for darkness.

Through their clawed hands are effective weapons, lycosidiliths usually are armed. They can employ a melee weapon in each hand at no penalty. Their favorite melee weapons are scimitars and morning stars, through a few carry lighter, more easily concealed weapons such as short swords. Most lycosidiliths also carry a short bow or darts. Lycosidiliths are powerful, and their arms are as strong as an ogre's. The creatures gain a +6 damage bonus on armed attacks, and their missile weapons are modified to take advantage of their strength.

Like phisarazu, lycosidiliths are masters of ambush, and freely use their *darkness* and *invisibility* powers to catch opponents unawares. They frequently use their *polymorph self* ability to appear as harmless creatures such as normal humans or normal animals. Like the phisarazu, lycosidiliths are limited to basically arachnid forms with 10 limbs when employing their *alter self* powers, so they prefer to *polymorph* themselves instead.

Habitat/Society: Like phisarazu, lycosidiliths use *alter self* to prowl the whole of the Steaming Fen, though they spend most of their time on land. A corps of lycosidiliths acts as personal guards and servants to the Queen of Chaos. The queen also employs them as ambassadors and for other missions that require subtlety and tact. There is great rivalry between lycosidiliths and phisarazu. The latter resent the lycosidiliths' greater status and intelligence (not to mention their more refined appearance). In turn, the lycosidiliths regard the more numerous phisarazu as a threat. The lycosidiliths respond by seeking protection from more powerful fiends or by surrounding themselves with lesser tanar'ri guards. The lycosidiliths also use their influence with the Queen of Chaos to make sure the phisarazu continue to carry the brunt of the Blood War.

Raklupis

A raklupis is a trim-looking creature. The spider body is rounded and covered with a hard, smooth shell that harmlessly

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deflects most blows. The creature's wolf head is covered with luxuriant fur, and a triple row of sharp-looking spines runs down the back of the neck to the spider body. The fur is black or gray, but the shell and spines can be almost any color and are always vividly marked with swirls, bands, or spots of contrasting colors. A raklupis's humanoid arms are knotted with thick cords of muscle and covered with tufts of hair that match the wolf head.

Raklupises have even more beautiful and compelling voices than lycosidiliths do; they weigh about 450 pounds.

Combat: A raklupis has a fearsome bite attack. Not only do the creature's powerful jaws inflict significant damage, but its bite also injects a powerful venom similar to a lycosidilith's poison, though more potent. When bitten, an opponent must attempt a saving throw vs. poison or fall into a stupor; the onset time is immediate. The victim can attempt a Constitution check every 2d6 hours to recover from the stupor, but the venom's corrosive effects also inflict an additional point of damage every hour.

Even if the saving throw succeeds, the victim suffers a –3 penalty to Dexterity for 2d8 rounds. Additional bites do not increase the penalty, but they extend its duration. The victim also develops a festering sore and immediately loses one hit point, plus an additional hit point each hour the sore goes untreated. A *neutralize poison* spell ends the effect, but does not heal the damage. Multiple bites cause multiple sores, but a single *neutralize poison* spell treats all a victim's sores. The victim is unable to benefit from any form of magical healing until the venom is neutralized.

Raklupises have the standard tanar'ri spell-like abilities. Their infravision has a 120-foot range. Their *gate* ability allows them to summon 2d10 kakkuu, 1d8 spithriku, 1d4 phisarazu, 1 lycosidilith, or 1 raklupis three times a day with a 65% chance of success. Raklupises also have the following additional spell-like abilities: at will, they can cause *fear* (as the 4th-level wizard spell) in a single creature by touch, become *invisible*, *alter self*, and *telekinesis*. Three times a day they can cast *forget*, *mirror image*, and *shape change*. All spell-like abilities function at 12th level.

A raklupis has an effective Charisma score of 18. If the creature is shape changed into a humanoid form it has a Charisma of 20 toward humanoids who are unaware of its true nature. Three times a day, a raklupis can produce a song or chant of haunting beauty that functions as a *mass charm* affecting up to 24 Hit Dice of listeners within 30 feet of the raklupis.

Raklupises have all the silk-producing abilities that lycosidiliths have, except that they can use one *web* ability of their choice every round. Their *glitterdust* ability has a range of 60 yards. Raklupises' webs are only 25% likely to burn each round that fire is applied to them, no matter what form the webbing takes.

A raklupis can create up to three waterproof globes of silk each day. It typically fills these with its own venom. When thrown or dropped, the globes burst, filling an area 15 feet in diameter with a poisonous mist. Creatures within the mist must make a successful saving throw vs. poison or become blind and mute for 3d4 turns as well as suffering 3d6 points of damage. If the save succeeds, the victim still suffers shortsightedness and slurred speech for 1d4 rounds as well as taking 2d6 points of damage. During this time, the victim has a –2 penalty to all missile attacks; any spell cast has a 20% chance to fail outright if it has a verbal component. When filled with liquid, the globes can be thrown up to 10 yards. They are very fragile and tend to burst if roughly handled; these globes make item saving throws as pottery. A raklupis usually carries its globes attached to its back with bits of sticky webbing. The globes become brittle if not used immediately, bursting on their own after 1d6+18 hours.

Raklupises cannot be trapped in webs of any sort. Sensory hairs on their arms and snouts allow them to detect invisible creatures within 60 feet. The ability is continuously active and is never foiled by *nondetection* spells or items that foil divination spells. Raklupises never suffer melee or movement penalties for darkness.

Raklupises usually carry weapons so that they can take full advantage of their powerful arms, which are as strong a stone giant's. The creature gains a +8 damage bonus when fighting with a weapon. Raklupises carry the same sorts of weapons as lycosidiliths do.



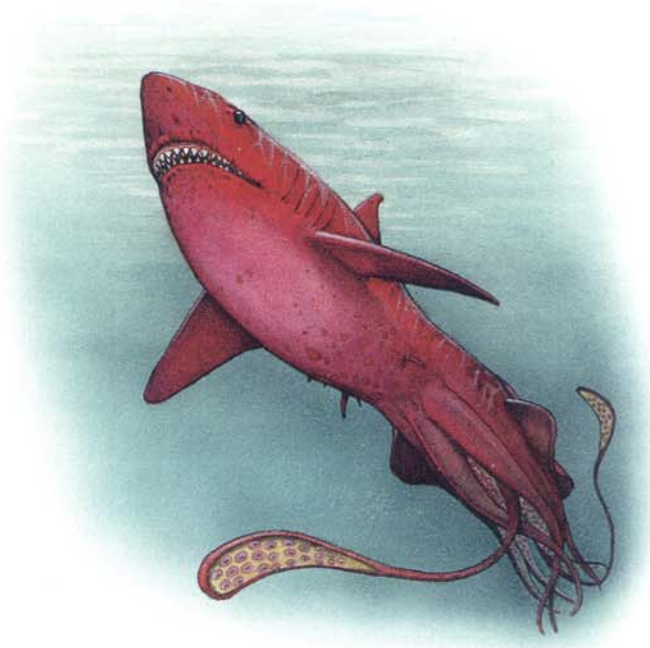
Like their lesser kin, raklupises are masters of ambush. They use their *shape change* ability to appear as harmless creatures such as normal humans or normal animals. Like the phisarazu and lycosidiliths, raklupises are limited to basically arachnid forms with 10 limbs when employing their *alter self* powers, so they prefer to *shape change* instead. They typically begin combat by hurling globes of venom.

Habitat/Society: Although capable of roaming almost anywhere, raklupises are fairly sedentary. About a dozen of them maintain their own citadels in the Steaming Fen. Another two serve as advisors and generals to the Queen of Chaos, standing in for Miska the Wolf Spider in his absence. About a dozen more are scattered throughout the multiverse, either engaged in the search for the *Rod of Seven Parts* or maintaining citadels on other levels of the Abyss. Their lack of concern for the Blood War makes raklupises fairly unpopular among most true tanar'ri, but their power and status generally assure that weaker tanar'ri defer to them.

—*From* The Rod of Seven Parts, #2145

Squid, Squark

CLIMATE/TERRAIN:	Ocean
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Very (12)
TREASURE:	Nil
ALIGNMENT:	Neutral evil
NO.APPEARING:	1
ARMOR CLASS:	5/0
MOVEMENT:	Sw 12, Jet 24
HIT DICE:	18
THAC0:	5
NO. OF ATTACKS:	9
DAMAGE/ATTACK:	2d6 (×2)/1d6 (×6)/3d6
SPECIAL ATTACKS:	Constriction (2 only, 2d6), psionics
SPECIAL DEFENSES:	Ink, psionics (phasing)
MAGIC RESISTANCE:	Nil
SIZE:	G (75′ long)
MORALE:	Champion (16)
XP VALUE:	15,000
Psionics Summary:	Wild talent; PSP 86 *Att:* Pb, Ew/*Def:* Mbk, Tw
PLAYER'S OPTION:	MAC: 5; MTHAC0 11



The squark is a legendary cross between a giant squid and a great white shark. The squark has the front half of an extremely large shark but, instead of the tail and fins one would expect to find at the rear of such a creature, the creature has instead 10 long tentacles that make up most of the creature's 75-foot length. The creature is a deep crimson red from its nose to the end of its longest tentacle, except the pinkish suckers on the inner side of its tentacles, and its flat black eyes.

Combat: The squark's head is full of a dozen rows of three-inch-long, razor-sharp teeth that bite for 3d6 points of damage. These can shred a victim in mere seconds. The monster seems to favor this method of direct attack, which gets food into its mouth faster than any other way.

Two of the squark's tentacles are longer than the others. These are barbed and cause 2d6 points of damage each when they hit. The other six inflict 1d6 points of damage each.

When the direct approach doesn't seem to work for whatever reason, the squark likes to grab prey in its large tentacles and constrict while wrestling it into reach of its jaws. The squark can attack a single opponent with all eight of its tentacles at once, or can constrict up to two foes at once with its larger tentacles and attack normally with the others.

Once a constricting tentacle hits, it squeezes for 2d6 points of damage every round thereafter; no attack roll is necessary. A constricted character may have one or more arms pinned (01–25% neither pinned, 26–50% left arm, 51–75% right arm, or 76–100% both arms). Constricted characters cannot cast any spells, but they can use weapons in a free arm to attack the tentacle holding them. If one arm is free, the character's attack rolls suffer a penalty of –3. If both arms are free, the attack roll suffers only a –1 penalty.

The squark can drag down a ship up to 40 feet long by simply wrapping its tremendous tentacles around the hapless craft and hauling it down. It can halt the movement of larger vessels with only one turn of dragging on their hulls. After six or more tentacles have squeezed the ship for three consecutive rounds, the vessel suffers damage as if it had been rammed, and it begins to take on water and sink.

The squark's head is AC 0, and its tentacles are AC 5. It takes 15 points of damage to sever a small tentacle, 20 for the larger ones. These hit points are in addition to the hit points the creature has from Hit Dice. Injured or severed tentacles will regenerate entirely within two full weeks. If four or more tentacles are severed, the monster will dive into the depths of the sea, squirting a cloud of ink behind itself to cover its retreat. This ink cloud, 60 feet × 60 feet × 80 feet long, is impossible to see through by any normal means.

The squark is a psionic creature. It has 86 PSPs, and is known to have the power of phasing, which permits it to avoid nearly all deadly attacks. It uses the following attacks: psionic blast and ego whip. It has these psionic defenses: mind blank and tower of iron will.

Habitat/Society: The squark is a solitary, almost legendary creature, and might be unique. It hunts big game only rarely. It doesn't need much food, so it normally contents itself with the creatures that it finds on the bottom of the sea. The squark spends large amounts of time sleeping on the sea floor. Those who are unfortunate enough to somehow disturb its slumber can only hope that they will live to regret such a mistake.

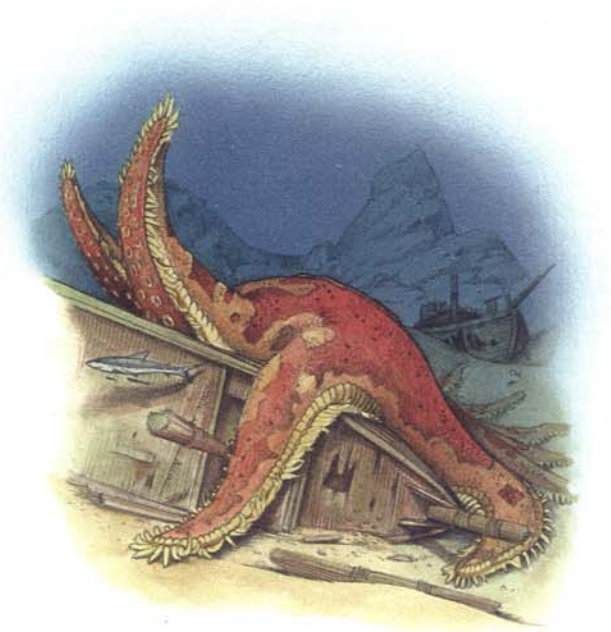
Ecology: Most sailors know about squarks, or at least about where in the trackless seas their territories lie. Ships that cross the seas directly and regularly occasionally disappear without a trace. Sailor talk has that the squark hauls such wayward vessels down into its domain.

On Athas, the creature is unique in the Last Sea, trapped in Marnita when the Mind Lords closed the Barrier of Guardians. How old it was when this happened is unknown, but the squark must be at least nine millennia old. It is now content merely to live, respecting the power of the Mind Lords of the Last Sea, who are rumored to have communicated with it on occasion.

—*From* Mind Lords of the Last Sea, #2444

Starfish, Giant – Giant Sunstar

CLIMATE/TERRAIN:	Any saltwater
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Semi- (3–4)
TREASURE:	Nil (Z)
ALIGNMENT:	Neutral
NO. APPEARING:	1–2
ARMOR CLASS:	2
MOVEMENT:	6
HIT DICE:	10 (or 12)
THAC0:	11 (or 9)
NO. OF ATTACKS:	1–10 (or 1–12)
DAMAGE/ATTACK:	1d10 per arm + special
SPECIAL ATTACKS:	Ship damage, see table
SPECIAL DEFENSES:	Half damage from blunt weapons
MAGIC RESISTANCE:	Nil
SIZE:	G (20'–30' across)
MORALE:	Steady (11–12), see below
XP VALUE:	5,000 (or 7,000)



The giant starfish (*sunstar*) is a cousin of the smaller common sunstars that live in the ocean. It has a central body with 10 or 12 arms radiating from the center. The undersides of the arms are covered with sticky suckers. Different species have a variety of colors: tan, orange, yellow, pink, and red, ranging from pastel hues to vibrant, almost glowing colors.

While the giant sunstar is a saltwater creature, a freshwater variety is rumored to inhabit large inland lakes as well.

Combat: A giant sunstar has one arm per Hit Die. The central body has as many hit points as the total of the arms. Hit points for each arm can be recorded separately, or averaged (divide hit points by the number of arms and round fractions up). In combat, the arms take damage separately from the main body.

A giant sunstar most often attacks a ship directly, although sometimes it just snatches individuals from the deck. When attacking a ship, the giant sunstar maneuvers to approach from the underside. Although it might follow a ship for hundreds of miles or maneuver hundreds of yards out of the ship's path to gain a satisfactory approach angle, the attack is made at maximum speed. The giant sunstar's attack speed is 30, which can be maintained for only a short burst. It hurls itself at the ship, wrapping its suckered arms around the hull.

If the attack is successful, the starfish has grappled the ship. There is a 50% chance of immediate severe damage. Small boats might be swamped or crushed immediately. Larger ships suffer one effect from the attack table (roll 1d6).

Giant Sunstar Attack Table

1d6	Effect
1	Hole below water line (–1d4% seaworthiness/round until plugged)
2	Hole above water line (–1d4% seaworthiness)
3	Hole in deck (50% chance arm attacks below deck)
4	Mast breaks (determine which randomly; no result if no standing mast is available)
5	Ship shaken (individuals not secured must make successful Dexterity checks or be thrown to the deck)
6	Ship rocked (1d4 crew fall overboard)

Once the giant sunstar grapples a ship, it attempts to pry open the hull in search of food inside (any creature). The starfish tears at the hull with all arms. Each time a specific arm inflicts a total of 20 points of damage, the ship suffers another result from the damage table (roll randomly). A ship reduced to 0% seaworthiness is in sinking condition.

The sunstar's rubbery limbs suffer normal damage from all attacks except those of blunt weapons, which inflict only half damage. If the final points of damage to an arm are inflicted by a slashing weapon, then the arm is severed; otherwise, the arm hangs limp and useless. A giant sunstar retreats when half its arms have been disabled or severed. The sunstar tries to carry away one victim in each functioning arm.

If the giant sunstar does not attack the ship's hull directly, it may merely wrap itself around the hull, snatch as many exposed individuals as it can (half its arms coming over each side of the ship), and then retreat with its catch.

Habitat/Society: Giant starfish make their lairs in large caves and undersea trenches. Here, they store any treasure or extra food in crevices and niches. Other underwater creatures avoid these lairs, as giant starfish are highly efficient eating machines. A giant sunstar will retreat to its lair to regenerate lost arms. A lost arm regenerates fully in 1d4 months; other injuries heal normally.

Two giant sunstars are seldom encountered. This usually occurs only during mating, and only at great depths. The 10- and 12-armed varieties never interbreed, and are likely to attack each other when they meet.

Ecology: Giant sunstars spend most their time hunting for sufficient food to feed themselves. They eat giant clams and other giant undersea life forms that have limited mobility. On rare occasions, one will tangle with a whale, a giant octopus, or a kraaken. This results in a titanic battle, with the loser usually eaten by the winner. Over time, giant sunstars have learned that passing ships hold a pleasing selection of tidbits; they almost always guarantee a meal and are worth the effort of capture.

Giant sunstars of double or even triple size are rumored. Hit Dice and damage are proportionately greater.

—*From* RA2, Ship of Horror, #9321

Tanar'ri, Lesser — Uridezu (Rat-Fiend)

CLIMATE/TERRAIN:	The Abyss
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Low (5–7)
TREASURE:	Nil (B, Prime Material plane)
ALIGNMENT:	Chaotic evil

NO. APPEARING:	1
ARMOR CLASS:	0
MOVEMENT:	18
HIT DICE:	7
THAC0:	13
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1d8/1d8/2d6
SPECIAL ATTACKS:	Paralysis, command rats
SPECIAL DEFENSES:	Never surprised, immune to sleep and cold-based spells, cold iron or magical weapons to hit
MAGIC RESISTANCE:	Nil
SIZE:	M (6' tall)
MORALE:	Steady (11–12)
XP VALUE:	3,000

Uridezu, called *rat-fiends*, are hulking, man-sized creatures. They resemble leprous, muscular, hunchbacked rats walking on two short legs. They inhabit the Abyss, where they serve the various tanar'ri. Highly resistant to the effects of other planes, uridezu are often sent on errands by powerful tanar'ri. Their services may also be awarded to favored allies on other planes, or they may be compelled into service by powerful wizards. On occasion, they are stranded on the Prime Material plane, where they can terrorize entire communities.

Marginally intelligent, uridezu are capable of carrying out simple commands, and they are bright enough to change tactics or flee if they are threatened with destruction. A rat-fiend's body is maintained on planes other than the Abyss by its life energies. If it is slain on a plane other than the Abyss, the uridezu's body will disintegrate completely within five minutes of its death.



Combat: Rat-fiends cannot be surprised. In melee, uridezu slash with their claws and bite with their sharp incisors. Those bitten by a rat-fiend's bite must make a successful saving throw vs. paralyzation or be paralyzed for 2d4 hours. Paralyzed victims may be carried off by the uridezu and taken to its lair, or perhaps back to its home plane.

Uridezu can be struck by cold iron or weapons of at least +1 enchantment. They are immune to *sleep* spells of any type and to cold-based attacks. Like other tanar'ri, they have infravision and can create *darkness 15' radius*. They are immune to electrical attacks, normal fire, and poison. They take half damage from magical fire and gases. A rat-fiend has a 40% chance to gate in its master, although this is often worse for the uridezu than for any foes it might face.

Although they are creatures of the Abyss, uridezu can command the rats of the Prime Material plane. The uridezu can summon and command 4d6 normal rats or 2d6 giant rats to do its bidding, but only in areas where rats are normally found; in other areas, the rat-fiend is on its own.

Uridezu are highly vulnerable while returning to their home plane, for they must remain stationary for 3–12 turns without being disturbed. For this reason, they usually arrive on or leave the Prime Material plane at an isolated area where they will not be disturbed.

Habitat/Society: Uridezu serve more powerful tanar'ri, such as succubi, glabrezu, and balor as slaves, servitors, messengers, and assassins. Low on the power ladder, rat-fiend are often abused and tormented by the more powerful tanar'ri. Particularly accomplished uridezu may be treated well by powerful tanar'ri lords for since they continue to be useful. Unsuccessful uridezu are often dismembered and devoured by their enraged masters, or disposed of in equally unpleasant ways.

Because they are ill-treated on their home plane, most uridezu jump at the opportunity for service elsewhere. They often travel to other locales, such as the Prime Material plane, where they are sometimes found as minions or servants of powerful spellcasters. Tanar'ri sometimes loan uridezu to mortal servants or allies, but such individuals are often quarrelsome or incompetent.

When encountered in the Abyss, uridezu have no treasure. Those that set up lairs on the Prime Material plane will accumulate treasure, both from victims and as loot brought by their rat-servitors. On the Prime Material Plain, a uridezu lair will have treasure Type B.

Ecology: Uridezu act as predators or scavengers on the Prime Material plane. They sometimes set up lairs in urban areas and prey on local animals and inhabitants. In such cases, they usually dwell in abandoned buildings, slums, ruins, cellars, or other areas with high rat populations. They use their command abilities to establish control over the rat population, then order the local creatures to do their bidding. The rats act as scouts and bodyguards for their masters, while scavenging for their own food.

In the Abyss, uridezu who are not serving other tanar'ri eke out a miserable existence by scavenging, thus filling a niche similar to that of ordinary rats on the Prime Material plane. They are a constant nuisance, lurking in shadows, grabbing scraps of food, and attacking rutterkin, dretches, and other low-level tanar'ri.

—*From* MV1, Volo's Departure #9444

Troll Mutate (Far Realm)

CLIMATE/TERRAIN:	Far Realm Gate
FREQUENCY:	Rare
ORGANIZATION:	Group
ACTIVITY CYCLE:	Night
DIET:	Carnivore
INTELLIGENCE:	Low (5–7)
TREASURE:	Nil (D)
ALIGNMENT:	Chaotic evil
NO. APPEARING:	4–16
ARMOR CLASS:	4
MOVEMENT:	12
HIT DICE:	3+3
THAC0:	17
NO. OF ATTACKS:	4 (three claw, bite)
DAMAGE/ATTACK:	1d4+1/1d4+1/1d4+1/1d8+1
SPECIAL ATTACKS:	Severed limbs attack
SPECIAL DEFENSES:	Regeneration
MAGIC RESISTANCE:	Nil
SIZE:	L (8′ tall)
MORALE:	Elite (14)
XP VALUE:	1,000

Troll mutates are the result of generations of exposure to corrupting alien energies, such as those found near a gate to the Far Realm. The energy is not only corrupting, but debilitating; these trolls have but half the Hit Dice of the common troll. The energies to which they are exposed have caused them to mutate, giving many of them odd deformities, externalized organs, and extra limbs. After generations, some of these changes have bred true; nearly all troll mutates have additional eyes and a third arm. Otherwise, the mutates resemble the basic troll stock: thin, loathsome, and a mottled gray-green in color.



Combat: Troll mutates attack with three claws and a bite. The debilitating effect of the forces causing the mutation also weakens these attacks. Should any of these trolls use a weapon, it would attack with only a +4 damage bonus.

Three rounds after a troll mutate takes damage, it begins to regenerate at three hit points per round. If it regenerates more than 20 points of damage, it has a 20% chance to grow a vestigial appendage or organ as well. As with common trolls, fire and acid damage is not regenerated.

Any blow against a mutate with an edged weapon will, on a roll of 20, sever a limb. Severed limbs fight on, scuttling back to rejoin the troll after the battle.

When reduced to 0 or fewer hit points, the mutate is incapacitated but not slain. It continues to regenerate and may start taking actions as soon as it has a positive number of hit points. If immersed in acid or burned while incapacitated the troll mutate is permanently slain.

Habitat/Society: The troll mutates live in a savage tribe ruled by a powerful matriarch, who has psionic powers. They spend much of their time merely surviving, for they share their environment with roving bands of brood gibberlings, gibbering mouthers, and myconid work bands. (The myconids are not particularly dangerous to the trolls, but are eaten with gusto.) Troll mutates are even more cunning than other trolls.

The corrupting influence of the Far Realm is particularly effective because of the trolls' regeneration ability. Major regeneration is often accompanied by mutation; each time a troll regenerates more than 20 hit points, it has a 20% chance that a vestigial appendage or organ grows on the regenerating spot. Such a growth has a 50% chance to grow into full function within 24 hours. Otherwise, the appendage or organ just hangs there as a grotesque parody of the real thing (especially if the organ generated was an internal one). After generations of this effect, new trolls are born with a third arm and additional eyes; these mutations have become the norm.

Troll Regeneration Table

1d12	Appendage	1d12	Appendage
1	Arm (claw 1d4+1)	6	Eye
2	Arm (claw 1d4+1)	7	Tentacle (constrict 1d4+1)
3	Leg	8	Internal organ
4	Tail (whip 1d6+3)	9	Head (bite 1d8+1)
5	Eye	10	Wings (fly 12, E) or pincer (claw 1d3+1)

Ecology: Long ago, trolls found their way into Firestorm Peak, the location of a gate to the Far Realm, during one of the infrequent openings of the Outer Gates of the mountain. They live by scavenging, preying upon the gibberlings, myconids, and the odd adventurer.

Matriarch Mutate

This creature rules the troll mutates with an iron claw. She is a 6+6 Hit Die creature with two heads, giving her an extra bite attack. The second head also gives her a psionic wild talent, 30 PSPs, and a variation of the *project force* devotion. If she does not use any bite attacks, then she can use her psionic attack, in addition to her other attacks. The psionic attack, usable up to three times per day, is triggered with a roll of 16 or less on 1d20 and inflicts 2d6 points plus the target's AC in damage (negative ACs reduce the damage).

The queen has only two arms, but has a fully functional tentacle-like tail that she can whip over her heads to deliver a stunning blow for 1d6+3 points of damage.

She kills all female trolls in the group to ensure her own supremacy, and confiscates all treasure collected by the trolls for her own hoard.

—*From* Gates of Firestorm Peak, #9533

Vaati (Wind Duke)

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Collective or solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Exceptional to genius (15–18)
TREASURE:	A (A, W)
ALIGNMENT:	Lawful neutral
NO.APPEARING:	1d4
ARMOR CLASS:	5 (per caste and level)
MOVEMENT:	12, Fl 12 (MC: A)
HIT DICE:	4 (per caste and level)
THAC0:	17 (per caste and level)
NO. OF ATTACKS:	1 (per caste and level)
DAMAGE/ATTACK:	by weapon + Strength bonus
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	M (7′ tall)
MORALE:	Elite to fearless (13–20)
XP VALUE:	2,000 + 1,000/level over 4th

The vaati (VAH-tee), or *wind dukes*, are a race of immortals dedicated to Law. Vaati look like statuesque humans. They are tall, muscular, and androgynous. As a rule, they wear no clothing, but usually wear belts or harnesses to carry weapons and equipment. Vaati have smooth, ebony skin, brilliantly white eyes that sparkle with inner light, and velvety black hair (which usually is kept closely shaved).

Vaati speak their own language, which is very rhythmic and melodic. It contains many complex whistling sounds. A group of vaati talking produces a sound more like chanting or the wind whispering through the trees than conversation. Vaati adventurers also speak common. When surprised or exited, however, a vaati tends to let out a whistle rather than use an exclamation peculiar to its adopted language.

Aeons ago, the vaati ruled a vast empire spread over several worlds on the Prime Material plane, with footholds throughout the planes. When war between Law and Chaos erupted, the vaati were nearly annihilated. They survived only by creating the Rod of Seven Parts and using it to end the war.

Combat: Vaati are peaceful and prefer to negotiate rather than fight. If pressed into action, or faced with chaotic foes, they display considerable strength and ingenuity in combat.

All vaati have the following spell-like powers usable at will: *control temperature 10′ radius, dust devil, gust of wind,* and *feather fall*. They can fly at a speed of 12 (some vaati fly even faster), although strong head winds reduce their movement by half. They can use their gust of wind ability to double their flying movement for one round. Their spell-like powers function at 4th level or at their character level, whichever is higher.

Vaati are immune to all forms of aging and are resistant to attacks based on the element of air. No creature of elemental air will attack a vaati or even approach within five feet unless the vaati attacks first. Even then, vaati receive a +2 bonus to all saving throws, Armor Class, and ability checks involving air-based attacks of any kind, and any damage suffered is reduced by –2 per die (minimum of one point of damage per die).

Vaati have infravision with a 90-foot range and can see though fog, dust, and similar air-based impediments to vision,

If they cannot avoid a fight, vaati usually try to gain a height advantage over their foes. They bombard the enemy with spells and missiles; they also use their *feather fall* ability to foil incoming missile attacks.

More powerful vaati have additional class and spell-like abilities based on their castes, as detailed below. The level ranges given are only typical values, and higher or lower level vaati are possible.

A vaati's flesh is resistant to blows and provides an excellent armor class. More powerful vaati have even better armor classes. If a vaati wears armor, he receives either the armor class bestowed by the armor or his own armor class, whichever is better. *Bracers of defense* and other protective items that bestow a fixed armor class work the same way. An unarmored vaati wearing a *ring of protection* or a similar item receives the full benefit of the item.

Vaati have a base morale of 13, which improves by one for each level beyond 4th for a maximum of 20 at 11th level.

Habitat/Society: Most of the remaining vaati live in the Vale of Aaqa, a secluded valley ringed with protective mountains. The valley is completely sealed to all means of transit except flight. Teleportation is ineffective, though there are several gates to the Astral plane. The valley's exact location is a well-kept secret.

The Vale of Aaqa is a well-regulated paradise with a constant temperature of 72°F, manicured fields and gardens, and stately pavilions surrounded by exquisite rock gardens. In the entire valley, there is not a single blade of grass or leaf out of place. The valley could easily support 10 times more vaati than currently reside there, and most of the pavilions stand empty. Even this last stronghold of the race was depopulated during the war against Chaos.

Vaati society is divided into seven castes. The exact criteria the vaati use to assign castes are unclear to outsiders. All vaati are born into the *wergadeam* (worker) caste. Sometime after adolescence, a young vaati either joins another caste or remains a wergadeam. In times of need, some members of the wergadeam join other castes where they can be more useful. The other six castes are the *houdeam* (civil and military leaders, guards, and soldiers), the *haikjadeam* (teachers, investigators, and lorekeepers), the *trygrideam* (farmers, animal keepers, and judges), the *kheirdeam* (physicians and counselors), the *vindeam* (philosophers, guardians, and advisors), and the *bledrudeam* (also philosophers, guardians, and advisors).

There is another, unofficial, caste as well. The *wendeam* are wanderers who keep watch over the *Rod of Seven Parts* and the Queen of Chaos. The wendeam are independent beings and essentially outcasts.

The wergadeam never leave the Vale of Aaqa. The other castes, except the wendeam, tend to remain in the valley unless sent away to handle some matter of vital interest to the race. The wendeam wander the Prime Material plane and almost never set foot in the Vale of Aaqa.

The vaati employ no badges or markings to indicate caste. To a vaati, another vaati's caste is immediately and innately obvious.

To most observers, even the most open-minded, vaati seem stuffy and overly concerned with formal rules. They are excruciatingly regular in their personal habits and they have rules governing everything. They are quick to criticize any lapse in etiquette. Very lawful creatures usually are impressed by their behavior, but others find it tiresome.

Ecology: Though fairly large and powerful, vaati eat very little. They seem to exist primarily on air. The Valley of Aaqa, however, produces a wide variety of foods, and the vaati can offer the occasional visitor a sumptuous repast.

Although they can be slain or laid low by disease, vaati are immortal. Most vaati are at least 3,000 years old, and many are much older than that. Vaati birth rates are very low; there are no

Vaati (Wind Duke)

more than one or two vaati children born in a century. The race will probably never recover from the losses it suffered during the war against Chaos.

Wergadeam

Most vaati belong to this caste. They have Strength scores of 17, giving them a +1 bonus to attack and damage. They are typically armed with staves and knives. If prepared for war, they carry long swords and long bows. They have no special powers beyond those common to all vaati.

Houdeam

The houdeam conduct the vaati's civil and military affairs. They are primarily charged with guarding the Vale of Aaqa and keeping a wary eye on visitors to the valley. During the war against Chaos, the houdeam formed an elite corps many thousands strong. These were the Captains of Law mentioned in the history of the *Rod of Seven Parts*.

Houdeam are fighters of 5th to 14th level (1d10+4). They have Strength scores of 18/77, giving them a +2 attack bonus and a +4 bonus to damage. Their base armor class is 3, and it improves by 2 for every three levels the houdeam has gained beyond 4th. A houdeam is usually armed with a two-handed sword, a long bow, and several daggers. The sword and bow have a +1 enchantment when used by a vaati, and the enchantment improves by one for every three levels the houdeam gains beyond 4th, to a maximum of +4. In the hands of a non-vaati, the weapons not only lose their enchantment, but also corrode, falling to pieces in 2d6 months. All houdeam are two-handed sword specialists. Even if unarmed, houdeam can make open hand attacks at the standard rate for their fighter levels. These can be resolved as pummeling attacks or as lethal attacks that inflict 1d4+4 points of damage. When making a lethal open hand attack, a houdeam is considered armed (see Chapter 9 of the PHB). If the martial arts and weapon mastery rules from the *Player's Option™: Combat and Tactics* book are in play, houdeam are considered specialists in martial arts style C and masters with the two-handed sword. They have one step of mastery for every three levels they have gained beyond 4th.



Houdeam have the spell-like powers common to all vaati, and can make their two-handed swords dance (as *swords of dancing*) three times a day. A houdeam typically makes open hand attacks while his sword dances.

Haikjadeam

The haikjadeam serve as record keepers, police, and teachers. During the war against Chaos, the Captains of Law included companies of haikjadeam for use against undead troops. The haikjadeam were also responsible for security and kept a lookout for spies.

Haikjadeam are paladins of 4th to 13th level (1d10+3). They have Strength scores of 18/97, giving them a +2 attack bonus and a +5 bonus to damage. Haikjadeam's paladin abilities are skewed toward Law and Chaos, rather than Good and Evil. For example, they have the ability to *detect chaos* and their *aura of protection* is effective against chaotic creatures. They can command or turn undead, depending what action they deem most lawful under the circumstances. Generally, they only command lawful undead. Haikjadeam of 9th level and higher can cast spells from the combat, healing, charm, divination and law (from the *Tome of Magic*) spheres.

Haikjadeam have a base armor class of 3, which improves by 1 for every two levels the haikjadeam has gained beyond 3rd. Haikjadeam are armed just as the houdeam are, though they do not have weapon mastery, open hand attacks, or the ability to make their swords dance.

Besides the spell-like abilities available to all vaati, haikjadeam can *reveal truth* and *calm air* three times a day. *Reveal truth* functions as a *dispel magic* spell, but is effective only against illusions and other forms of magical deception. The spell can destroy illusion magic of all kinds, force polymorphed or shape changed creatures back into their true forms, reveal invisible beings, and so on. If cast directly on a creature, the target must attempt a saving throw vs. spell or be forced to speak only the complete truth for 2d4 rounds. The target can refuse to speak, but evasions of the truth are not possible.

Calm air quiets all forms of wind in a 30-foot radius around the haikjadeam. All winds, magical or natural, are reduced to gentle breezes. Creatures from the Elemental Plane of Air cannot enter the radius—the circle of calm collapses if deliberately forced against a creature that normally would be hedged out, just as would a *protection from evil* spell. All sound-based attacks are negated within the radius. The effect lasts three rounds per level of the haikjadeam.

Trygrideam

The trygrideam are charged with tending all the plants and animals in the Vale of Aaqa. It is they, and teams of wergadeam working under their direction, who maintain the valley's park-like appearance. The trygrideam also mediate any disputes that might arise between vaati and pass judgment on visitors who break vaati law.

Trygrideam secretly keep contact with the wendeam. They are keenly interested in the *Rod of Seven Parts* and the Queen of Chaos, and they stand ready to intervene to keep the *Rod* out of the Queen's hands if necessary.

Trygrideam are druids of 4th to 13th level (1d10+3). They have Strength scores of 16, giving them a +1 bonus to damage. Trygrideam have full druid abilities and can cast spells from the sphere of Law in addition to the spheres normally allowed to druids. Trygrideam have a base Armor Class of 3, which improves by 1 for every two levels the trygrideam has gained beyond 3rd. They carry druidic weapons, but favor staves.

Despite their lawful alignment, trygrideam follow the druidic ethos as explained in the *Player's Handbook*. They differ from other druids in that when they view nature, they see proof of a universal order, not a cyclical reality. To them, order is the natural state of the universe and Chaos upsets that order, bringing destruction.

Besides their druidic abilities and the spell-like abilities common to all vaati, trygrideam can use the following powers three times a day: *solid fog*, *cloudkill*, and *calm air* (see above). Once per hour, a Trygrideam can summon a *vortex blade*. A vortex blade is similar to the magical weapon created by the 2nd-level priest spell *flame blade* except that it is a blast of high-

pressure air that inflicts 1d4+6 points of damage. It has no effect on creatures of elemental air, and inflicts double damage (2d4+12) on earth-based creatures.

Once a day, a trygrideam of 8th level or higher can summon one to seven powerful *whirlwinds*. Each whirlwind is seven feet tall and three feet wide at the top. They fly at a speed of 21 (MC: A), have a THAC0 of 10, 30 hit points, and their creator's armor class. They attack once a round for 4d4 points of damage. The creator can direct the whirlwinds at any distance as long as he keeps them in sight. Controlling the whirlwinds requires minimal concentration. Damage to the creator does not dispel the whirlwinds, but the creator can take no action other than movement while controlling them. If the creator is killed or loses consciousness, the whirlwinds dissipate. A whirlwind can freely attack gaseous creatures; it can also disperse magical clouds. Clouds with instantaneous durations, such as green dragon breath, are unaffected. Permanent clouds are dispersed only as long as the whirlwind remains in their areas of effect. If skimming along the ground in an area covered with fine dirt, sand, dust, ash, or the like, a whirlwind picks up the loose material, creating an opaque cloud with a 15-foot radius. Creatures caught in the cloud are blinded while they remain inside and for one round after they leave.

Kheirdeam

The kheirdeam are the vaati's physicians and spiritual counselors. They tend other vaati the way the trygrideam tend the animals and plants in the Vale of Aaqa. During the war against Chaos, the kheirdeam formed a medical corps that cared for the wounded and acted as reserve troops.

Kheirdeam are clerics of 5th to 14th level (1d10+4). They have Strength scores of 16, giving them a +1 bonus to damage. Kheirdeam can cast spells from the sphere of law and all spells in the elemental sphere that involve air (*air walk, cloud of purification, conjure air elemental/dismiss air elemental,* and *wind walk*) in addition to the spheres normally allowed to clerics. Kheirdeam have a base Armor Class of 3, which improves by 1 for every two levels the trygrideam has gained beyond 3rd. They carry clerical weapons, but favor staves.

Besides their clerical abilities and the spell-like abilities common to all vaati, kheirdeam can *reveal truth* and *calm air* three times a day as do the haikjadeam. They can command or turn undead, depending on what action they deem most lawful under the circumstances.

Vindeam and Bledrudeam

These two castes are the vaati's wizards. When not busy casting spells, they function as scholars, philosophers, and advisors. In the war against Chaos they served as support troops and magical artillery. Today, they stand ready to defend the Vale of Aaqa. They also conduct most of the vaati's business outside the valley, serving as ambassadors and troubleshooters.

Vindeam and bledrudeam are wizards of 4th to 13th level (1d10+3). They have Strength scores of 15.

Vindeam specialize in spells involving the element air or gas. If the optional elemental schools from the *Tome of Magic* are in play, Vindeam have all the benefits and restrictions of air elemental specialists.

Bledrudeam are abjuration specialists, as described in the *Player's Handbook.*

Vindeam and bledrudeam are Armor Class 4; their armor does not improve as they increase in level. They carry wizard weapons and favor staves.

Besides the spell-like abilities common to all vaati, vindeam can cast *solid fog* and *cloudkill* once a day and can summon *whirlwinds* three times a day as trygrideam can.

Bledrudeam have the spell-like powers common to all vaati and can cast *spell turning* once a day. They can also cast *reveal truth* and *calm air* three times a day as haikjadeam can.

Wendeam

The wendeam are a handful of wandering vaati descended from the Captain of Law who scattered the pieces of *Rod of Seven Parts* at the battle of Pesh and pursued Miska the Wolf-Spider through the planar rift. Because they devote all their energies to tracking the *Rod* as it moves from world to world, other vaati see the wendeam as outcasts; only the trygrideam understand the value of the wendeam's efforts.

Wendeam are rangers of 4th to 13th level (1d10+3). They have Strength scores of 18/97, giving them a +2 attack bonus and a +5 bonus to damage. The wendeam's long struggle against the Queen of Chaos has made them lawful good (which does nothing to improve their reputation among other vaati). They have the normal ranger abilities, and their species enemy is spyder-fiends.

Wendeam have a base Armor Class of 3, which improves by 1 for every two levels the wendeam has gained beyond 3rd. Wendeam prefer lightweight weapons. Most carry long bows, darts, a dagger, and two short swords. They take full advantage of their ranger abilities and use a melee weapon in each hand when unarmored. Wendeam usually have at least one enchanted melee weapon of +1 or greater. Wendeam of 6th level or higher have a +1 weapon of some type and a 60% chance for another weapon of +2 or better. Wendeam of 10th level or higher have one or two +1 weapons and a 60% chance for another weapon of +3 or better. Wendeam weapons are standard magical items that do not become nonmagical or corrode if separated from their owners.

Wendeam have all the spell-like powers common to all vaati. In addition, they can follow any teleporting creature if they can find its track, just as can a hound of law. When following a teleporting creature, a wendeam can carry 250 pounds of additional weight, plus an extra 150 pounds for each level the wendeam has attained beyond 10th.

—*From* The Rod of Seven Parts, #2145

Vampire, Cerebral

CLIMATE/TERRAIN:	Any
FREQUENCY:	Common
ORGANIZATION:	Varies
ACTIVITY CYCLE:	Day
DIET:	Cerebral fluids
INTELLIGENCE:	Very (11–12)
TREASURE:	Varies
ALIGNMENT:	Chaotic evil
NO.APPEARING:	1–4
ARMOR CLASS:	1
MOVEMENT:	12, Fl 18 (MC: A)
HIT DICE:	8+3
THAC0:	11 (+1 for Strength)
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d6 (+3 for Strength)
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	M (6' tall)
MORALE:	Champion (15–16)
XP VALUE:	8,000

Cerebral vampires share some traits with the standard vampire: The creatures appear as normal human beings but cast no reflection in a glass, throw no shadows, and move about in complete silence. However, holy water has no effect on them, nor are they harmed by sunlight or immersion in running water. They do not feed upon blood, but sustain themselves by absorbing the mental energies of their victims.

Combat: Cerebral vampires are savage and fearsome. They are physically very powerful, with a Strength score of 18/51, receiving a bonus of +1 on their attack rolls and +3 to their damage rolls. The crushing blows of a cerebral vampire's attack are so fierce that they inflict 4–9 (1d6+3) points of damage.

The gaze of a cerebral vampire is one of its most powerful and dangerous weapons. Any person who allows the vampire to look into his eyes will be affected as though under the influence of a *hypnotic pattern* spell.

The touch of a cerebral vampire also affects a victim like a *confusion* spell; the saving throw vs. spell is made with a –4 penalty. While the victim is confused, the cerebral vampire will attempt to drain the cerebral fluid from his brain by sinking its fangs into the back of his skull. Each round the victim is drained, both his Intelligence and Wisdom scores are reduced by 1 point. In the RAVENLOFT setting, the victim must also make a madness check because of the wrenching effect on the mind.

A human or humanoid creature whose Intelligence or Wisdom is reduced to 0 by a cerebral vampire becomes a ghoul under its complete control. If the vampire is destroyed, its ghouls become self-willed. In most cases, the ghouls retain the abilities and knowledge they had in life. However, a new ghoul becomes chaotic evil, losing alignment-dependent abilities, such as a paladin's special powers.

Weapons of less than +1 enchantment pass through a cerebral vampire without harming it in any way. The vampire regenerates 3 points of damage per round. If reduced to zero hit points, the vampire is not destroyed; it is forced into a gaseous form of elemental vapor. In this state, the creature is all but immune to attack and can escape from almost any confinement. Once in this state, it will flee to its coffin where, after 8 hours of rest, it regains its corporeal form. If the vampire is unable to reach its coffin within 12 turns, however, its essence breaks up and the creature is truly destroyed.

Sleep, charm, hold, and other mind- or life-affecting spells do not affect cerebral vampires. Similarly, they are unaffected by poisons, diseases, and all forms of paralysis. Cold- and electricity-based attacks inflict only half damage upon them.



Cerebral vampires can summon lesser creatures. In a coastal environment, they can call forth a flock of 10–100 seagulls. These not only physically attack the vampire's enemies, inflicting 2d4 points of damage per round, but obscure vision and disrupt spell casting. In the wilderness, a vampire can call upon 3–18 wolves for assistance. Summoned animals arrive in 2–12 rounds and remain until driven off.

Cerebral vampires have certain weaknesses. The odor of pure alcohol repels them, and they will not approach it. They recoil from the face of a mirror or lawful good holy symbol presented with courage and conviction. These do not harm the vampire or drive it off. Alcohol prevents the creature from attacking or entering the area, while mirrors and holy symbols force the vampire to find bypass the offending object.

Further, the vampire cannot enter a home without being first invited by a resident of the dwelling (public buildings and places of business are by their very nature open to all). Once a vampire has been invited to enter a residence, it may freely come and go thereafter. While a cerebral vampire is not harmed by the sun, it must spend 8 hours out of every 24 sleeping in the coffin in which it was buried, to sustain its unnatural existence.

A cerebral vampire can be killed by a wooden stake through its heart; however, the creature can be restored simply by removing the stake if further measures are not taken. To destroy a cerebral vampire completely, it must be bound, its head cut off, and its mouth stuffed with holy wafers (or an equivalent).

Habitat/Society: A cerebral vampire might dwell anywhere. Seclusion minimizes the characteristic clues to its existence. Its domicile tends to lack mirrors, and its activities seldom take it out into the sun, where its lack of a shadow might be noticed. Most cerebral vampires take care that the existence and predations of their ghoul servitors are concealed or explainable by other events. Some cerebral vampires, especially the older ones, display a high degree of culture and social sophistication.

Ecology: As with the more common classic vampire, cerebral vampires prey on nearby humans, demihumans, and humanoids. A delicate balance exists, for an unrestrained conversion of these populations eventually leaves a district unable to support the creature. Likewise, a too-openly operating cerebral vampire will soon be tracked down and destroyed by those on whom it preys. Most cerebral vampires fortify themselves with sufficient worldly power to make a direct attack suicidal for normal mortals, or make flawless arrangements to flee the region once discovered, with their all-important boxes of native earth.

—*From* Bleak House #1141

Varkha

CLIMATE/TERRAIN:	Subterranean (Underdark)
FREQUENCY:	Uncommon
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Average (8–10)
TREASURE:	J, M (D)
ALIGNMENT:	Lawful evil
NO. APPEARING:	5–50 (75–150)
ARMOR CLASS:	6
MOVEMENT:	12, Sw 9
HIT DICE:	1
THAC0:	19
NO. OF ATTACKS:	2 (or 1 weapon)
DAMAGE/ATTACK:	1d6/1d6 or by weapon
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (4 to 5')
MORALE:	Average (8–10)
XP VALUE:	35



Varkhas are a race of short, brutal, aquatic lizard men that hunt in the caverns and waters of the Underdark. These creatures are smaller than their surface-dwelling cousins (standing only four to five feet tall) but possess many similar characteristics. Varkha scale color ranges from dark gray to deep green, and their average tail length is two to two three.

Unlike lizard men, the varkha have large, photosensitive eyes, set toward the sides of their head, much like those of a frog. In addition, they have a layer of webbing underneath their arms that connects with their torsos. When fully extended, this webbing facilitates their movement in the underground lakes and rivers that are their primary hunting grounds. They keep their sparse belongings in leather harnesses.

Varkhas have their own language, similar to that of surface lizard men, but more gurgling.

Combat: Like many subterranean creatures, varkhas fight at –1 in illumination as bright as sunlight. Though not particularly powerful, they have adapted their hunting strategies to make maximum use of their numbers. Hunting varkhas often attempt to herd prey into a watery cavern. Once there, they use their superior numbers and swimming skills to kill their victims.

In combat, varkhas use their vicious claws to inflict 1d6 points of damage. In addition, some varkhas fashion crude weapons from bones and sharpened rocks. These are usually primitive spears or other missile weapons.

For every 15 varkhas encountered, there is also one *sllith* (hunt leader) with 2 Hit Dice, as well as a 35% chance for a shaman with 2 HD and the abilities of a 2nd-level priest. If 40 varkhas are encountered, there will be two *slliths*, a 2 Hit Die shaman, and a 3 Hit Die *gsssrat* (master of the hunt). Hunting parties of 50 varkhas are always led by a 4 Hit Die *gaakth* (sub-chief) and a 3rd-level shaman.

Habitat/Society: The varkhas have a close-knit tribal society. Tribal lairs are found deep in the moist caverns of the Underdark, and usually are home to 75–150 varkhas. Responsibility for the varkha tribe falls squarely on the *tssri* (chief), a 5 Hit Die creature with high intelligence.

In tribal lairs, 25% of all varkhas are female. These females usually reside in breeding caverns adjacent to the hunters' caverns. Though often brooding over their eggs, varkha females share the responsibilities of the hunt with their male counterparts; eggless females often accompany a hunting party. Brooding varkhas defend the breeding caverns from invaders and other predators with incredible ferocity, adding +1 to their attack and damage rolls until they neutralize the danger.

Varkha lairs of 70 or more also keep 1–3 subterranean lizards as guardians. These large creatures are controlled by the chief and sub-chiefs of the lair. They often position the giant lizards outside the breeding caverns (if space permits) in times of war.

Giant Subterranean Lizard: AC 5; MV 12; HD 6; THAC0 15; #AT 1; Dmg 2d6; SA Seize (attack roll 20 inflicts 2× damage, plus 2d6/round thereafter); AL N; Int Non-; SZ L; ML Ave (8–10); XP 650. Some tribes have albino lizards, which attack at a –1 penalty in sunlight brightness. Some tribes have lizards with tongues that shoot to 20 feet; man-sized or smaller prey are drawn into the mouth and bitten next round unless a bend bars roll is made. A tribe usually has lizards of the same type.

Ecology: Varkhas have many natural enemies—they are prey as well as predator in the depths of the Underdark. Troglodytes prey on them whenever they get the chance, unless deterred by greater numbers. Varkhas have a deep (and mutual) hatred for gibberlings, attacking them to the exclusion of all else when the opportunity presents itself. Drow despise the crude varkhas but occasionally use them as slaves in their large cities.

—*From* DRAGON Annual #1

Wizshade

CLIMATE/TERRAIN:	Any
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Magic and phlogiston
INTELLIGENCE:	Supra-genius (19–20)
TREASURE:	Nil
ALIGNMENT:	Chaotic neutral
NO.APPEARING:	1 (occasionally 1d4)
ARMOR CLASS:	0
MOVEMENT:	12, Fl 24 (MC: C)
HIT DICE:	10
THAC0:	Nil
NO. OF ATTACKS:	Special
DAMAGE/ATTACK:	Nil
SPECIAL ATTACKS:	Random wizard spellcasting
SPECIAL DEFENSES:	Immune to normal weapons; successful spells have a special effect
MAGIC RESISTANCE:	25%; special if successful
SIZE:	M (usually 5′ to 6′ tall)
MORALE:	Champion (15)
XP VALUE:	13,000

A wizshade appears as an undulating, rushing snake of force in the air that slows and widens into a swirling, many-colored vortex about 8 feet in diameter. Out of this (ignoring gravity, such as which direction is down) rises a humanlike form in flowing robes. The form is usually bald and has a long beard, if male, or has a conical hat and long hair, if female. The hat and robes swirl into the vortex and are of the same (usually bright) color—a hue shared with the form's pupilless eyes, which blaze like flames. This form can part from the vortex, walking on air; the vortex cannot move when the shade has stepped out of it. Wizshades seldom leave their vortices.

A wizshade and its vortex are composed of mists akin to the phlogiston, and the vortex is connected to the phlogiston by means of a tunnel no larger than a hair. The tunnel can be traversed by those daring to enter the vortex in order to reach the swirling phlogiston. A wizshade can sink back into its vortex and depart at will. A vortex collapses if its wizshade is destroyed; if struck by spells that deal it more than 70 points of damage, it retreats from the Prime Material plane, taking the wizshade with it.

Wizshades are whimsical and may aid or harm those they encounter. Wizshades speak common or any other frequently encountered tongue (elvish, dwarvish, etc.) when they wish, but their utterances do not often make sense.

Combat: The misty bodies of wizshades offer little resistance to weapons, which pass through them without seemingly doing harm. Wizshades cannot attack physically, and they suffer no damage from physical attacks. Magical weapons deal wizshades their usual damage; all weapon and strength bonuses apply, and wizshades are considered enchanted creatures for damage purposes. However, no special weapon effects (such as vorpal or life-draining properties) function against a wizshade.

Wizshades are creatures of magic, and both do and take harm from magic. They use only wizard spells, cannot cast spells on themselves, and wield all spells as instantaneous-effect magics requiring only the final somatic gestures for casting. For each round of combat, roll 1d10. The result is the level of the spell the wizshade can cast. (A "10" means the DM chooses the level.) Then roll d100 to determine the spell cast. If the result is higher than the number of spells listed in the *Player's Handbook* for that level, the DM chooses a spell of the appropriate level from any relevant source. Regardless of how inappropriate the spell may be for the situation, the wizshade casts it. Spells that boost a caster's hit points or energy by taking it from a subject creature do benefit a wizshade. Wizshades save as a 10th-level wizards or use their own pre-wizshade saving throws (whichever are better, provided their pre-wizshade level and class are known).

Any spell or magical attack successfully cast on a wizshade does no physical damage to the wizshade, but eliminates the equivalent spell level from its use for that combat. In other words, if a *cloudkill* is successfully cast on a wizshade, it cannot cast 5th-level spells for the rest of that combat. If this spell level is rolled for wizshade use in a later combat round, the wizshade casts no spell that round. A wizshade checks morale at each loss of a spell level; failure means it vanishes back into its vortex and departs.

If a wizshade's magic resistance succeeds against any magical attack, it captures the attack's energy, and suffers no spell level loss. Instead, roll 1d10. If the result is a spell level previously closed to the wizshade, it regains the use of that spell level in future rounds.



Habitat/Society: The strange entities known as wizshades are most common in the phlogiston between the crystal spheres that contain worlds, but they can also be encountered anywhere else. They seem attracted to artifacts, magical items of great power (or collections of such items), wild magic areas, or places where great magical energies have been released.

Wizshades do not vary in powers, but have a distinct ranking among themselves by color. Hues denote how long a particular wizshade has existed. These ascend in rainbow order from violet through indigo, blue, green, yellow, orange, and red. Wizshades are whimsical, willful, chaotic creatures who seem to delight in teasing others and in spectacular displays of magic. They have no natural allies or foes, but delight especially in annoying powerful wizards, or other spell- or psionic-using beings when they encounter them. Rumors occasionally surface of extremely rare instances of the appearance of priestly spellshades, but these sightings have never been confirmed.

Ecology: Wizshades never carry anything tangible; their garments are part of them. To heal, they absorb phlogiston. It is rumored that the most powerful wizshades can achieve life in other bodies on other planes, or even regain their original physical state without having aged during their time as wizshades.

—*From* Volo's Guide to All Things Magical, #9535

Worm, Lukhorn

CLIMATE/TERRAIN:	Underdark
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Semi- (2–4)
TREASURE:	Incidental
ALIGNMENT:	Neutral

NO. APPEARING:	1
ARMOR CLASS:	3 (5 Interior)
MOVEMENT:	9, Br 9
HIT DICE:	10
THAC0:	11
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	Special
SPECIAL ATTACKS:	Digestive acid, sonic screech
SPECIAL DEFENSES:	Camouflage, see below
MAGIC RESISTANCE:	Nil
SIZE:	H (15′ diameter, 100′ long)
MORALE:	Average (8–10)
XP VALUE:	3,000



The lukhorn is a burrowing, predatory worm that lurks in the mysterious caverns of the Underdark. Though the creature is generally gray-skinned in its natural state, the lukhorn can alter its coloration to match almost perfectly the stone around it.

Lukhorns possess a highly malleable body structure; they can mold themselves to the shape of whatever cavern or tunnel they travel through. The creature's skin is coated with a sheath of viscous liquid, which it secretes through tiny, pore-like openings. The liquid helps keep the lukhorn's skin supple and masks the creature's body heat from infravision.

The lukhorn averages about 200 feet long, though legends tell of gargantuan versions of this creature.

Combat: The lukhorn prefers to use its malleable body and excellent camouflage to mimic a cavern or tunnel opening. It moves to the mouth of a dark tunnel, shapes its body to the dimensions of the tunnel, then opens its huge mouth. The lukhorn promptly swallows any creature that walks into its mouth. Those native to the Underdark can see through the lukhorn's camouflage with a successful Wisdom check; surface dwellers cannot pierce the creature's disguise without magic unless they view it with illumination as bright as sunlight.

Extremely hungry lukhorns do not wait for their prey to fall into their trap; rather, the monstrous worms may lunge out and attempt to swallow victims as they pass by the worms' hiding places. One creature per round can be attacked. If the attack is successful the prey is swallowed; unlike creatures such as the giant slug or purple worm, the lukhorn inflicts no damage upon a creature until it has been swallowed.

After being swallowed, however, the prey suffers 4d6 points of damage per round from the lukhorn's digestive juices. These juices are powerful enough to dissolve wood and cloth in two rounds. Metal, such as that in armor and weapons, dissolves after 4 rounds of exposure to the creature's digestive acid. Magical items are allowed item saving throws vs. acid.

A swallowed victim may attempt to cut out of the lukhorn by inflicting 40 points of damage to a concentrated area inside the creature. However, the lukhorn's malleable body makes it difficult to injure. Though only AC 5, the rubbery interior of the creature suffers no damage from bludgeoning weapons; all other weapons subtract 2 points of damage from their total for each successful attack.

If the lukhorn is attacked while digesting prey, the worm emits a powerful *sonic screech*. All within a 60-foot radius of the screech must make a saving throw vs. petrification; those who fail writhe in agony on the ground for 1d6 rounds. The sound of the lukhorn's screech will carry for miles in the twisting caverns of the Underdark, perhaps attracting or warning off other monsters.

Habitat/Society: Little is known about the lukhorn life cycle, except that it is a solitary creature, ever wandering in search of food. Some scholars suggest that these giant worms mate in secret breeding caverns hidden deep within the Underdark—though this has never been proven. In any event, lukhorns do not seem to reproduce often, or in great numbers.

Ecology: The lukhorn is among the most powerful predators of the Underdark; it has been known to consume whole patrols of drow warriors. These creatures are highly carnivorous and driven almost wholly by hunger.

The viscous liquid secreted by the lukhorn is often in high demand by alchemists and wizards (100 gp per vial). When used in the creation of *invisibility* and *polymorph* potions, it extends their durations by 25%. The liquid, however, dries almost immediately upon the death of the lukhorn; it is extremely difficult to secure more than a vial or two from a recently killed specimen.

—*From* DRAGON Magazine Annual #1

Wyste (Far Realm)

CLIMATE/TERRAIN:	Far Realms gate
FREQUENCY:	Very rare
ORGANIZATION:	School
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Non- (0)
TREASURE:	Nil
ALIGNMENT:	Neutral evil

NO. APPEARING:	2–8
ARMOR CLASS:	2
MOVEMENT:	3, Sw 15
HIT DICE:	5+5
THAC0:	15
NO. OF ATTACKS:	4
DAMAGE/ATTACK:	1d4+1 (×4)
SPECIAL ATTACKS:	Drowning
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	H (25′ long)
MORALE:	Steady (12)
XP VALUE:	975

The wyste (pronounced, *wist*) is an alien creature much like a giant worm that inhabits fetid pools of slime. The typical specimen is 2 feet in diameter and about 25 feet long.

Its skin is translucent, showing strange twisted strands of pulsing organs underneath. The creature has no eyes or mouth; instead it has a large sucker hole fringed by large, claw-tipped cilia. The cilia not only allow the wyste to sense its environment and feed itself, but also provide a defense against predators. So far as is known, wystes operate only by instinct, and live to feed.

Combat: Wystes are aggressively territorial and will lunge up to 15 feet out of their slimy pools to attack creatures that approach. Often, wystes in an area attack as a group, and any other nearby that are attracted by the commotion will move in to feed as well. Despite their size, wystes are fast, whipping and writhing to bring their clawed cilia to bear. Those killed by a wyste will be dragged away, to be consumed at its leisure, provided the wyste can defend the body against the onslaught of its fellows.

Sometimes a wyste will attempt to seize and drown an intruder. Only prey of man-size or smaller will be attacked in this fashion. A successful attack means the wyste wraps its body around the prey and pulls it into the slime pool. The prey can make a Strength check with a –2 penalty to its Strength to escape. Even it escapes, the prey requires a successful swimming or direction sense proficiency check to reach the surface. Failure means the prey will become disoriented in the slime and eventually drown. A victim who fails to escape can try once per wound, after making any necessary check against drowning, as described in the *DMG*. Further, the pool slime is poisonous. Any creature not of the Far Realm or mutated by its effects that swallows the slime must make a successful saving throw vs. poison or die in 1d4 rounds.

Habitat/Society: Not much is known of these creatures, for they have so far been found only in or near pools of slime of alien origin. Presumably, they are much like aquatic worms or leeches, but the matter is certainly subject to further study.

Apparently, wystes do not need to breathe in their native slime, or at least they can remain submerged for long periods. Their presence in a pool of slime might be detected by the ripples they create as they swim just below the surface.

Wystes are not restricted to their slime pools; they can move slowly about on land. However, they cannot go far from a slime pool; if wystes are encountered, a pool of the opaque blue slime native to the Far Realm will be nearby.

The slime pools that wystes swim in are produced by two types of subterranean alien life forms. One creature, a satiny black bulb, grows on rock walls and ceilings, clinging there by thick, fibrous roots. The second creature is a doughy, dog-sized white lump, which is able to crawl on walls and ceilings. Apparently, the white lumps feed on the black bulbs. Every so often a dark orifice opens in a white lump and discharges an opaque blue ooze. The slimy ooze runs together and collects in stagnant pools. The slime is somewhat slippery, and poisonous if ingested (save vs. poison or die in 1d4 rounds). Apparently, by themselves, the smaller creatures are harmless, but the slime pools they create attract wystes, and wystes attract dharculi and other weird predators of the Far Realm.



Ecology: Wystes are often preyed upon by dharculi, and if wystes are encountered, there is a 10% chance that at least one dharculus will be nearby. If the influence of the alien energies of the Far Realm is removed, the wystes will eventually die off (in about one month) as the creatures that renew their slime pools die.

—*From* Gates of Firestorm Peak, #9533

Yugoloth, Lesser — Gacholoth

CLIMATE/TERRAIN:	Lower planes
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Very (11–12)
TREASURE:	Nil
ALIGNMENT:	Neutral evil
NO. APPEARING:	1–3
ARMOR CLASS:	–1
MOVEMENT:	24
HIT DICE:	9+9
THAC0:	11
NO. OF ATTACKS:	2 claws or 1 bite
DAMAGE/ATTACK:	2d6/2d6 or 1d10
SPECIAL ATTACKS:	Acid touch, shock
SPECIAL DEFENSES:	+1 or better weapon to hit
MAGIC RESISTANCE:	40%
SIZE:	L (8′ tall)
MORALE:	Elite (13–14)
XP VALUE:	18,000

Gacholoths are the infiltrators and terrorists of the Blood War. They use their abilities to cause havoc and spread panic behind enemy lines. They also might spend months, years, even centuries, serving in the army of a temporary master with unquestioned loyalty, while secretly waiting for the best moment to reveal their true allegiance and begin a reign of slaughter and terror.

Gacholoths have a roughly humanoid appearance. Their bodies are an ebony black, and they have four long and powerful legs, each tipped with three sharp claws to aid in climbing. Their well-muscled torsos have two arms, each ending in a hand with four fingers that are tipped with savage, retractable claws. Gacholoth skulls are bony, their ears are triangular and flare back; a thick shock of dark hair flows back from a receding hairline. Sharp fangs thrust forward prominently, while the sunken eyes are cold and inhuman. Something about their skull structure suggests sahuagin.

Gacholoths communicate using telepathy.

Combat: Gacholoths can see 90 feet in normal darkness. Their four powerful legs enable them to move with blinding speed on any surface, climbing walls and ceilings without hindrance. They can fight from any angle without disorientation, even hanging upside down.

As a consequence of their speed and maneuverability, gacholoths have a +5 bonus to their initiative in the first round of combat (initiative in subsequent rounds is determined normally). Gacholoths often strike swiftly and savagely before their opponents can react, then immediately withdraw from combat until another opening presents itself.

Their sudden attack has another effect. Anyone attacked by a gacholoth for the first time (whether hit or not) must make a successful saving throw vs. paralyzation or go into *shock*. This shock is a fear attack that induces irrational terror; the victim drops all hand-held items and is rooted to the spot for 1d6 rounds. Regardless of whether or not the victim makes his saving throw, no subsequent attack by the same gacholoth will cause this shock effect.

Gacholoths do not carry weapons, magical or otherwise, preferring to rely on the speed and ferocity of their natural weapons. The gacholoth either strikes with both claws (70% of the time) or bites (30% of the time). A bite inflicts 1d10 points of damage, while the claws inflict 2d6 points of damage. The claws also secrete a stinging, acidic venom. Any creature hit by a claw attack must make a successful saving throw vs. poison or take an additional 1d6 points of acid damage.

As with other yugoloths, the gacholoth has the following spell-like abilities: *alter self, animate dead, cause disease, charm person, improved phantasmal force, produce flame,* and *gate* (50% chance for one gacholoth, 1/day). In addition, gacholoths have the following powers, at 5th-level spell use, usable once per round, at will: *darkness 15′ radius, feather fall, magic missile,* and *mirror image.*

Gacholoths are unaffected by acid, poison, and *charm* spells. They take half damage from gas attacks, including poison gases, but double damage from cold-based attacks.

Habitat/Society: The gacholoths' fondness for deceit and terror make them favored troops in yugoloth conflicts, and many have risen to minor positions of power as a result.

Gacholoths have a particular interest in the workings of the Prime Material plane and will take any opportunity to enter that plane and indulge in a reign of bloodletting. They often use their shock ability to play with their victims, paralyzing them and making a leisurely job of it.

Gacholoths consider themselves to be the great betrayers and terrorists of the Outer Planes and will not allow others of similar skill to outdo them. For example, they have an intense hatred of succubi and erinyes, taking pleasure in torturing to death any of these they capture. Gacholoths often clash with cambions, and nearly always become their bitter rivals.

Ecology: The origin of the gacholoths is unknown. All of them appear to be male; no distinctly female versions have ever been sighted. The faint resemblance to sahuagin suggests some long-lost connection between these creatures and the "devil men of the deep," but hard evidence has yet to be discovered.

—*From* DUNGEON Magazine #49



Zombie, Mud

CLIMATE/TERRAIN:	Swamp, wetlands
FREQUENCY:	Very rare
ORGANIZATION:	Nil
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Non- (0)
TREASURE:	Nil
ALIGNMENT:	Neutral evil
NO. APPEARING:	2–8
ARMOR CLASS:	8
MOVEMENT:	6
HIT DICE:	4
THAC0:	17
NO. OF ATTACKS:	1 or 2
DAMAGE/ATTACK:	1d6/1d6 (claw/claw)
SPECIAL ATTACKS:	Disease, suffocation
SPECIAL DEFENSES:	Immune to piercing and slashing weapons, poison *charm, hold, sleep,* death magic and mind-controlling spells; water dissolves in 1d4 rounds
MAGIC RESISTANCE:	Nil
SIZE:	M (5′–6′ tall)
MORALE:	Fearless (20)
XP VALUE:	650

Mud zombies are mindless, animated corpses that consist of a thick layer of slimy mud over a framework of bones. When the appropriate condition arises, they become animated. Typically, the trigger is the passage of intruders through the area, at which point these zombies rise out of the mud and attack the trespassers.

Mud zombies are made from whole or partial skeletons, usually human. If missing a leg, they crawl toward their victims and have only a single claw attack.

As mindless undead, mud zombies do not communicate, although they can follow the simple orders of those who can command or control them.

Combat: Because their flesh has long since rotted away, mud zombies do not have the rotten smell traditionally associated with other zombies. The only odor is that of the mud itself. This smell is only noticeable if the zombie has moved away from the muddy field from which it has arisen (which otherwise masks the zombie's smell) and then only at a distance of 20 feet or less.

Mud zombies move slowly, striking last in any combat round. They fight by clawing at their opponents, using the shattered ends of their bones to inflict ragged wounds. Unless treated with curative spells, holy water, or some other sterilizing process, these wounds fester and take twice as long as usual to heal. Unless a single successful saving throw vs. poison is made for a creature wounded by mud zombies, the infection induces a mild fever that reduces the victim's Strength by 1 point per untreated wound for 1d6 days. This effect is cumulative to a maximum of 4 lost points of Strength.



If a mud zombie strikes with both hands in a single combat round, it clings fast, pressing the opponent's face into its muddy chest. On the next round the opponent must roll a successful Strength check to break free. If the roll fails, the victim suffers 1d4 points of suffocation damage and remains held, receiving suffocation damage each round until slain. One attempt to break free can be made per combat round.

Mud zombies are fearless and fight until destroyed. When holding a foe, the mud zombie ignores any other attacks and is completely focused on suffocating its victim.

Attacks by piercing or slashing weapons (sword or knife thrusts, arrows, etc.) do not damage a mud zombie. They merely pass through the mud of its body. The only way to destroy a mud zombie using weapons is to batter it to pieces.

A mud zombie's main weakness is water, which dissolves the mud that makes up its "flesh." A hard, driving rain will wash away a mud zombie's earthen covering in 3d4 combat rounds. Total immersion in water or a direct hit with holy water (which also inflicts 2d4 damage) likewise causes the mud to slough away, but in only 1d4 rounds. When its mud covering disappears, a mud zombie reverts to skeletal form. It has the same hit points as before, but can no longer suffocate a character. The wounds inflicted by it no longer cause disease.

Cold-based attacks, such as the *cone of cold* spell, inflict no damage on a mud zombie, but freeze the mud, stopping the zombie in its tracks for one round if the cold-based damage is greater than the zombie's remaining hit points. The next round, the mud zombie breaks free of the frozen mud, emerging in skeletal form. A reversed *transmute rock to mud* spell encases the zombie in stone, permanently immobilizing it.

Mud zombies are turned as shadows.

Habitat/Society: Mud zombies can be created wherever the raw materials to make them (bones and mud) are found. They are usually encountered on battlefields and in graveyards situated near a source of water (a river, bog, or lake). Climatic conditions must be just right at the time they are created or summoned forth. For example, if there has been a prolonged drought and the earth is dry and hard-packed, then a mud zombie cannot rise from its resting place.

Ecology: On the Demiplane of Dread, mud zombies are the unique creations of Azalin, the lich lord of Darkon, who typically leaves them lying dormant where they were created. Azalin can, of course, animate them freely as he chooses and send them anywhere within his domain.

From Death Ascendent, #9326

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About this Index: This index covers all creatures in this collection. Listings are alphabetical, except that in sublists the primary monster is listed first (for example, in an entry, **Ghoul,** the sublisted entry "Ghoul" would precede the variant "Ghast.").

Monsters heading their own page are in **bold** type. Other entries are in normal type, with four exceptions. References to materials other than monster descriptions, such as tables and forms, are in SMALL CAPS. Secondary list titles within a major topic are in *italic*. For example, the **Dragon** entry has secondary lists for the *chromatic, gem,* and *metallic* dragons, etc.

References to alternative names are given in *italic* type and have the notation *aka* (also known as), for example: "Svirfneblin" are also called *deep gnomes*.

Variations of monsters that are not fully detailed are also given in *italic* type. For example, many "Beholder-Kin" are detailed in past works not currently available; some are briefly mentioned in the MONSTROUS MANUAL entry **Beholders and Beholder-Kin.**

If a monster description is included under another name (e.g. a "Vodyanoi" is an aquatic Umber Hulk) then the listing of the parent page is given in parenthesis, as follows: Vodyanoi (Umber Hulk).

Finally, some closely related monsters are linked by the notation *see also.*

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