

Advanced Dungeons & Dragons[®]

2nd Edition

Monstrous Compendium



Appendix





Monstrous Compendium



Appendix

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



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

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

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

gence, and the ability to cast priest spells. These spells are five first-level, five second-level, and two third-level spells each day from the spheres of all, plant, animal, healing, charm, divination, and combat.

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

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

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

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

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



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

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

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

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

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

They possess a curious and effective ability to *reflect* or *turn*

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

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

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

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

CLIMATE/TERRAIN:	Flightless Subtropical/Plains	Boobrie Subtropical/Swamps	Eblis Subtropical/Swamps
FREQUENCY:	Common	Rare	Very rare
ORGANIZATION:	Flock	Solitary	Flock
ACTIVITY CYCLE:	Day	Day	Any
DIET:	Herbivore	Carnivore	Carnivore
INTELLIGENCE:	Animal (1)	Animal (1)	Low to exceptional (5-16)
TREASURE:	Nil	Nil	Nil (U)
ALIGNMENT:	Neutral	Neutral	Neutral evil
<hr/>			
NO. APPEARING:	2-20	1-2	4-16
ARMOR CLASS:	7	5	3
MOVEMENT:	18	15, Fl 15 (D)	12, Fl 12 (C)
HIT DICE:	1 to 3	9	4+4
THAC0:	1-2 HD: 19 3 HD: 17	11	15
NO. OF ATTACKS:	1	3	4
DAMAGE/ATTACK:	1 HD: 1-4 2 HD: 1-6 3 HD: 1-8	1-6 (x2)/2-16	1-4
SPECIAL ATTACKS:	Nil	Surprise	See below
SPECIAL DEFENSES:	Nil	Immune to poison	See below
MAGIC RESISTANCE:	Nil	Nil	Nil
SIZE:	S to L (2' to 8' tall)	L (12' tall)	L (8' tall)
MORALE:	Average (8-10)	Steady (11-12)	Champion (15-16)
XP VALUE:	1 HD: 15 2 HD: 35 3 HD: 65	2,000	650 (normal) or 1,400 (spell user)

Avians, whether magical or mundane in nature, are among the most interesting creatures ever to evolve. Their unique physiology sets them apart from all other life, and their grace and beauty have earned them a place of respect and adoration in the tales of many races.

Flightless Bird

These large avians are typified by the ostrich (3 HD), emu (2 HD), and rhea (1 HD). Although they share many of the unique physiological adaptations that have enabled other avians to take wing and break the bonds of earth, they are forever chained to the surface, unable to fly.

The *ostrich* is a large, flightless bird that lives on the grassy plains and rolling savannas of tropical and subtropical regions. It is the largest and strongest of mundane avians, standing fully eight feet from foot to crown and weighing up to 300 pounds. The animal's small head and short, flat beak are perched atop a long, featherless neck. When it runs, an ostrich fans out its wings for stability and employs its powerful legs to attain speeds of up to 40 miles per hour. If forced to fight, an ostrich uses its legs to deliver a powerful kick that inflicts 1d8 points of damage.

Male ostriches have black bodies with white wings and tail feathers. Females, as is typical in many animals, are far less colorful than the males, being a dull gray or brown in color. The white feathers of the male are highly prized by merchants, as they can be used in hat- and dress-making. In many parts of the world, ostrich farms are not uncommon.

Male ostriches often mate with as many as four females. Larger flocks of ostriches consist of 1d4 + 1 males, their mates, and their offspring. The females lay their eggs in a single nest, where they are incubated by the females by day and guarded by the males at night.

The *emu* is another large, flightless bird that is almost as large as the ostrich. An emu can reach a height of six feet from foot to crown and a weight of 130 pounds. Unlike those of their larger cousins, the wings of an emu are rudimentary appendages hidden beneath their coarse, hair-like feathers. An emu's plumage is dull

brown, darker on the head, neck, and along its back, while its underside is much lighter.

The *rhea* greatly resembles a small ostrich. Rheas average three feet in height and 80 pounds in weight. The most noteworthy differences between the two species are in the structure of the feet (ostriches have two toes while rheas have three) and the tail feathers. While the ostrich has elegant, flowing tail plumes, the rhea's are far shorter. Long feathers on the sides of the rhea, however, swoop down to cover the stunted tail feathers. These unusual feathers, like the tail feathers of an ostrich, are sought after by fashion designers; for this reason rhea are often hunted or raised on farms. Rheas generally gather in groups of three to six individuals, though this number climbs to as many as 25 during mating season.

The rhea's hard beak delivers a peck for 1d4 points of damage.

Boobrie

The boobrie is a giant relative of the stork. Its origins are lost in mists of ancient time and arcane lore. Although some scholars suggest that there is a link between the boobrie and the roc, there seems to be little that the two species have in common (apart from their great size.)

An adult boobrie stands roughly 12 feet tall and may weigh as much as 300 pounds. Although its weight may seem low for such a huge creature, it is important to remember that this animal, like most fliers, is built very light. When a boobrie is threatened or comes across a creature too powerful for it to fight, it fluffs up its feathers to look even more imposing than it already is. When it does this, a number of long feathers on the back of the boobrie's neck become erect, making it look as though the creature were two or three feet taller.

The boobrie stands on two long, slender legs. Its feet are split into four slender toes that stretch very wide to enable the creature to move quickly through marshes and swamps. Although these legs enable the creature to run at a very high speed, they are fairly weak when used in combat. A boobrie will hunt primarily with its beak, which is shaped much like that of a heron, with a hook

Avian

like that of an eagle. In addition, its powerful jaw muscles and the sharp, serrated edge of its beak give it a vicious bite.

A boobrie's diet is largely made up of giant catfish and other large denizens of the wetlands. On occasion, though, it hunts for other prey. When times are rough, the boobrie feeds on all manner of snakes, lizards, and, if it finds them, giant spiders. Its occasional dependence on a diet of creatures that can deliver a toxic bite has, over the centuries, caused the boobrie to develop an immunity to all manner of toxins.

When a boobrie hunts, it finds a grove of tall marsh grass or similar vegetation and slips into it. Once within its hunting blind, it remains perfectly still, often for hours at a time, until prey comes within sight. Then, with a speed which seems uncanny in such a large creature, it springs forth and attacks. When employing this means of ambush, a boobrie forces its opponents to suffer a -3 penalty to their surprise rolls.

If two boobrie are encountered, they are usually (75%) a mated pair. These adult boobries always have at least 5 hit points per Hit Die. If the boobries are not adults (25% chance), they are young with 4 or fewer hit points per Hit Die.

Eblis

Eblis are intelligent avians noted for their cruel nature and evil ways. Eblis stand much taller than the average human, reaching heights of up to eight feet. Their bodies look much like those of storks, with grey, tan, or off-white plumage on their bodies and sleek black necks. Their heads are narrow and end in long, needle-like beaks that are glossy black in color.

Eblis speak a language of chirps, whistles, and deep-throated hoots. While it is all but impossible for humans to duplicate, it can be understood by the trained listener. In addition, 25% of all spellcasting eblis have managed to learn a rudimentary version of common, which permits them to converse with those they encounter.

When an eblis engages in physical combat, it lashes out with its beak to peck at opponents. Eblis are very agile, which not only accounts for their excellent Armor Class, but also enables them to make up to four stabbing attacks each round.

Each community of eblis is led by one individual that has a limited spellcasting capability. Eblis of this type can cast 2d4 spells per day; eblis cast as 3rd-level spellcasters. To determine which spells are available, roll 1d8 and consult the following table. Duplicate rolls indicate that the spell may be employed more than once per day.

1	<i>Audible glamor</i>
2	<i>Change self</i>
3	<i>Hypnotism</i>
4	<i>Spook</i>
5	<i>Wall of fog</i>
6	<i>Blur</i>
7	<i>Hypnotic pattern</i>
8	<i>Whispering wind</i>

Eblis love shiny objects (like gems); they often decorate their homes with these. In fact, even the most wise and powerful of the eblis can be bribed with a particularly impressive jewel. When characters attempt to loot an eblis lair, note that its treasures are woven into the nest itself and thus require some effort to remove. In addition to those items that men find valuable (like coins and gems), dozens of other objects may have caught an eblis's eye. While these may range from shards of broken glass to shiny pieces of metal from a broken suit of armor, they are always worthless. Sorting through these items in search of valuable ones can be fairly time consuming.

An eblis community consists of 2d4 huts, each of which is inhabited by a male and his mate. In addition, 30% of the huts have a single egg or chick in them as well. These huts are built from straw and grasses common to the marsh around the community. Care is taken by the eblis to make these huts very difficult to detect. In fact, only a determined search of the area by a ranger or someone with the animal lore proficiency is likely to uncover the community.

All eblis secrete an oil that coats their feathers and provides them with some protection from the elements. In addition, this oil is naturally resistant to fire, granting the eblis a +1 bonus to all saving throws against fire- and flame-based attacks. Any damage caused by a fire- or flame-based attack is lessened by -1 for each die of damage.

The evil nature of the eblis is best seen in the delight it takes in hunting and killing. When an eblis spots travelers who have objects it desires for its nest, it attacks. Since the eblis is cunning, these attacks often take the forms of ambushes. There is reason to believe, however, that the true evil behind the eblis culture is not in the average members of the race, but in their spellcasting leaders. Past experience has shown that common eblis are, by and large, far less prone to evil or cruelty than their masters. Thus many scholars have come to believe that the eblis spellcasters acquire their power through some evil deed and are forever warped into malefic beings.

	Azmyth	Night Hunter	Sinister	Werebat
CLIMATE/TERRAIN:	Any temperate/any	Any temperature/any	Any/any	Any/any
FREQUENCY:	Rare	Uncommon	Rare	Very Rare
ORGANIZATION:	Solitary	Hunting Packs	Bands	Solitary
ACTIVITY CYCLE:	Any	Nocturnal/any	Any	See below
DIET:	Omnivore	Carnivore	Omnivore	Any/blood (in bat form)
INTELLIGENCE:	High (13-14)	Average to high (8-14)	Average to Exceptional (8-16)	Varies
TREASURE:	Nil	M, O, Z (in lair)	Nil	All possible
ALIGNMENT:	Chaotic neutral	Neutral evil	Lawful neutral	Varies
NO. APPEARING:	1	1-12 (1-30 in lair)	1-6	1 (1-2)
ARMOR CLASS:	2	6	3	7
MOVEMENT:	3, Fl 24 (A)	2, Fl 18 (A)	2, Fl 21 (A)	Varies (usually 12)/1, Fl 14(C)
HIT DICE:	2	2 + 2	4 + 4	Varies
THAC0:	19	19	17	13
NO. OF ATTACKS:	2	4	1	1
DAMAGE/ATTACK:	1/1-2	1-4/1-2/1-2/1-6 or 3-12	2-5	1-2
SPECIAL ATTACKS:	Magic use	Nil	Magic use	Bite effects
SPECIAL DEFENSES:	Magic use	Nil	Energy field	Nil
MAGIC RESISTANCE:	40%	Nil	70%	Nil
SIZE:	S (3' wingspan, length up to 4')	M (up to 7' wingspan)	L (9' wingspan)	M
MORALE:	Elite (14)	Steady (11)	Champion (15-16)	Varies (12+)
XP VALUE:	650	175	2,000	Varies (usually 975)

"Deep bats" are Faerunian varieties of bat known to be active in both the surface world and the Underdark. The four most important of these species are described in this collective entry.

Azmyth

Azmyths live on flowers, small plants, and insects. They are solitary wanderers, though they do have "favorite haunts" to which they often return. They often form partnerships with humanoids for mutual benefit, sometimes forming loyal friendships with such beings. Azmyths have been known to accompany creatures for their entire lives, and then accompany the creatures' offspring. The lifespan and mating details of azmyths are presently unknown. They are not familiars as wizards understand the term; no direct control can be exercised over one except by spells.

Azmyths have crested heads and bearded chins, white, pupilless eyes, and leathery gray, mauve, or emerald green skin. They emit shrill squeaks of alarm or rage, and endearing, liquid chuckles of delight or amusement. They communicate by 60'-range telepathy, and have 90'-range infravision. They can *know alignment* thrice per day, become *invisible* (self only, for 6 rounds or less; ending when the azmyth makes any successful attack) once per day, and create *silence 15' radius*, centered on themselves, once a day.

In combat, azmyths bite (1 hp damage) and stab with their powerful needle-sharp tails (1-2 points). Twice per day, an azmyth can unleash a *shocking grasp* attack, transmitting 1d8 + 6 points of electrical damage through any direct physical contact with another creature. This attack can be combined with a physical attack for cumulative damage.

Night Hunter

This species is also known as a "dragazhar," after the adventurer who first domesticated one as a pet, long ago. Nocturnal in the surface Realms, it is active at any time in the gloom of the Underdark. It will eat carrion if it must, but usually hunts small beasts. Desperate dragazhar have been known to attack livestock, drow, or humans.

Night hunter packs (known as "swoops") dip down to bite prey (1d4), rake with their wing claws (1-2 each), and slash (1d6) or stab (3d4 damage) with their dexterous, triangular-shaped, razor-sharp tails. They often stalk their prey, flying low and dodging behind hillocks, ridges, trees, or stalagmites, so as to attack from ambush. Night hunters have 180'-range infravision, but rarely surprise opponents, as they emit weird, echoing loon-like screams when excited.

Night hunter lairs usually contain over thirty creatures (three hunting bands or so). They typically live in doubled-ended caves, or aboveground in tall trees, in dense woods. Night hunters will not tarry to eat where they feel endangered, so their lairs often contain treasure fallen from prey carried there. Night hunters roost head-downwards when sleeping. They are velvet black in hue, even to their claws, and have violet, orange, or red eyes.

Beguiler



CLIMATE/TERRAIN:	Dry steppes
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Average to high (8-14)
TREASURE:	D (L, N, Q)
ALIGNMENT:	Neutral
NO. APPEARING:	1-4
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ARMOR CLASS:	9
MOVEMENT:	14
HIT DICE:	2
THACO:	19
NO. OF ATTACKS:	6
DAMAGE/ATTACK:	1-2(x4)/1-4/1 or by weapon type
SPECIAL ATTACKS:	Illusion
SPECIAL DEFENSES:	Camouflage
MAGIC RESISTANCE:	Nil
<hr/>	
SIZE:	S (2' long)
MORALE:	Average (8-10)
XP VALUE:	270

The beguiler is a plump quadruped about the size of a small dog. Somewhat mouse-like in appearance, it has large glistening black eyes, large ears, and a pointed snout. It is covered with thick, bluish-black fur that is silky to the touch. The creature can change its fur color to match its surroundings. When properly cured, the beguiler's hide commands high prices in any marketplace.

Beguilers possess razor-sharp retractile claws, enabling the creatures to climb trees and wooden structures with ease. The hairless, prehensile tail of the beguiler aids in climbing, and can be used to throw or wield weapons the size of a short sword or smaller.

Combat: The creature's four sets of claws each inflict 1-2 points of damage per attack. The beguiler's bite causes 1-4 points of damage, and the tail can inflict one point of damage by itself, or by weapon type if one is used. Any weapon held or thrown by the beguiler's tail has a -2 attack penalty.

The beguiler has only four claw attacks per round when its target is prone and the beguiler is on top.

Habitat/Society: The beguiler lives in the dry plains or steppes of the Eastern Shaar. Dampness suppresses the creature's ability to camouflage itself which it can do for 1-4 turns. Unless the creature's fur is dry, it is incapable of this coloration change. In regions of Toril other than the Eastern Shaar, the beguiler is very rare.

The beguiler eats both plants and animals. Its favorite food is the plump, water-rich cacti prevalent in its environment. It eats small field mice and the eggs and young of ground-nesting birds to supplement its diet. Only in times of hunger does the beguiler attack animals larger than itself.

Ecology: A beguiler always sees with *true sight*. It clearly sees *invisible* creatures and objects. It also ignores illusions and their intended effects. Displaced objects or foes, like the displacer beast, can be seen where they truly are. Even ethereal creatures close to the Prime Material Plane can be observed and attacked with ease.

Not only can the creature change the hue of its fur to match the coloration of its surroundings for 1-4 turns, but even unnatural colorations, like plaid, can be easily mimicked by the beguiler. It can remain absolutely motionless during that time, *hiding in shadows* with 80% success.

Some spell casters are rumored to have maintained or recreated this ability in the cured pelt of the beguiler. Many alchemists pay large sums of money for the remains of the beguiler, usually a gold



piece value equal to the Experience Value of the creature. The eyes and frontal lobes of the brain are alternative material components used in the *true sight*, *detect invisibility*, *locate object*, and the *vision* spells.

Many cultures near the Shaar capture beguiler young soon after the babies are weaned. They make excellent pets that warn their owners of trespassers. Several mages of Thar have further increased the creature's value by acquiring the beguiler as a familiar. These mages have exhibited beguiler-like qualities, detecting hidden objects and *hiding in shadows*.

Cap of the Beguiler

Cost: 2,000 gold pieces

XP Value: 25,000

The *cap of the beguiler* gives the wearer the ability to see as though using a *true sight* spell. Invisible creatures and objects are clearly seen, and illusions do not have their intended effect. Displaced foes can be seen where they truly are. Only one such cap can be made from a single beguiler pelt.

If the cap gets wet, the properties it exhibits are nullified until it is completely dry. Each time the cap gets wet, there is a 10% chance it molds, causing the properties to dissipate forever.

Cloak of the Beguiler

Cost: 3,000 gold pieces

XP Value: 17,500

The *cloak of the beguiler* changes its hue and the hue of its wearer to match the coloration of the wearer's surroundings up to three times a day for 1-4 turns each time. The wearer can remain absolutely motionless during that time if he chooses, *hiding in shadows* with 70% success. Ethereal creatures close to the Prime Material Plane can be observed and attacked with ease.

If the cloak gets wet, the properties it exhibits are nullified until it is completely dry. Each time the cloak gets wet, there is a 10% chance it molds, causing the properties to dissipate forever. The cloak requires 12 animal pelts to construct for the average human.

Cantobele



CLIMATE/TERRAIN:	Swamps and forests
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Average to high
TREASURE:	All possible
ALIGNMENT:	Neutral evil
NO. APPEARING:	1
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ARMOR CLASS:	7
MOVEMENT:	12
HIT DICE:	2 to 4
THACO:	2 HD: 19 3 HD: 18 4 HD: 17
NO. OF ATTACKS:	8
DAMAGE/ATTACK:	See below
SPECIAL ATTACKS:	Spell use
SPECIAL DEFENSES:	Immune to cold
MAGIC RESISTANCE:	Nil
SIZE:	L (7'-9' long)
MORALE:	Champion (15-16)
XP Value:	2 HD: 650 3 HD: 975 4 HD: 1,400



Cantobelles are large, heavily-muscled creatures that are sleek in the manner of the great cats. A cantobele has a long, broad tail with very short fur, ending in a tuft of long, black hairs. The rest of the creature's body is covered with thick, double-coated fur, ranging in color from gray-white to tawny, depending on habitat and season. The adult cantobele changes color with the season for camouflage, but darker, more intense coloration denotes youth. The long mane of the cantobele matches its body and tail fur. A cantobele's eyes are startlingly human in appearance and display a great intelligence. The irises are brown or mauve.

Cantobelles are encountered in wilderness areas, particularly in swamps and forested ravines. A cantobele has a high-pitched, soft, feminine voice, and uses it effectively to lure prey and deceive hostile creatures. Hiding in underbrush, it employs its voice in combination with its innate ability of *ESP* (90 yard range) and *tongues*. Cantobelles hide from view until their prey is close enough to spring upon. The name of the creature derives from the strange, beautiful ringing sound, like the chorus of chiming bells, which the cantobele emits after making a kill.

Combat: Cantobelles fight with all three pairs of legs and with their powerful fangs. A cantobele's tail can also strike, but it is usually used for balance when the creature uses all its claws. Cantobelles prefer to spring upon opponents, knocking them flat and raking and biting before the victim can rise to protect itself.

When a cantobele attempts to knock an opponent off its feet, the victim must roll a successful Dexterity check with a -4 penalty to maintain balance. If the check fails, the victim falls, and the cantobele attacks with a +4 bonus with each of its attacks. The following chart lists the damage the cantobele causes according to its Hit Dice total.

Hit Dice	Claw	Bite	Tail
2	1-4	2-8	1-6
3	1-6	3-12	1-8
4	1-8	4-16	1-10

A cantobele can cast one *misdirection* spell per day. It commonly uses this spell to lure heavily armed foes away from its lair. It can cast one *ice storm* spell every 12 hours as well. When casting any of these spells, the cantobele can take no other action during that round.

Cantobelles are immune to cold-based attacks, including naturally occurring frigid weather. They have 110-foot infravision and eyes that filter out glare. Cantobelles are never blinded or dazzled by snow or bright lights. Their second eyelid continually filters out the intense light to protect their eyes.

Their claws and six-legged gait make them sure-footed on the slickest ice, in deep snow, or on tree boughs. Spells such as *grease* and *fumble* have no effect on them. They can climb any surface, except sheer walls and cliffs, at their normal movement rate. Sheer surfaces reduce their movement by one-half.

Habitat/Society: Cantobelles prefer to live in deserted and humid climes. They are most prevalent in the Impresk and Shalane Lake areas where the waters swamp the surrounding territories. They also live in the Rebban River area in vast numbers. Elsewhere, they are rarely seen, if ever. Cantobelles mate once every three years during early spring, becoming catatonic and dying if a mate is not found within two months of their breeding time. The male cantobele bears the young and cares for them for one year. A litter numbers between four and sixteen young, but five to eight (1d4 +4) is most common.

Ecology: Many cities near Shalane Lake have placed a bounty on the cantobele in recent years as a response to alleged man-eating tendencies. Cities such as Surke pay as much as 50 gold pieces for a verified kill. There is no limit to the bounty. Because such bounties exist, many sages fear the animal will become extinct. These same sages now offer a bounty of their own. They pay 65 gold pieces per cantobele if it is captured alive, so they can be placed in more deserted locations such as the Rifhake Lake in the center of the Great Rift.

	Domestic	Wild	Elven	Luck Eater	Change Cat
CLIMATE/TERRAIN:	Any/Inhabited	Any/Non-arctic	Temperate/Forests	Any/Non-arctic	Temperate/Forests and plains
FREQUENCY:	Common	Uncommon	Rare	Rare	Rare
ORGANIZATION:	Solitary	Solitary	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any	Any	Any	Any
DIET:	Carnivore	Carnivore	Carnivore	Special	Carnivore
INTELLIGENCE:	Animal (1)	Animal (1)	Semi- to low (2-7)	Low (5-7)	Animal (1)
TREASURE:	Nil	Nil	Nil	Nil	Nil
ALIGNMENT:	Neutral	Neutral	Neutral	Neutral	Neutral
NO. APPEARING:	1(1-12)2	1(2-5)3	1	1	1
ARMOR CLASS:	6	5	4	7	7
MOVEMENT:	15	18	18	15	15 (45 in sprint)
HIT DICE:	1-5 hp	1	3+6	4	4
THAC0:	20	20	17	17	17
NO. OF ATTACKS:	2	3	3	Nil	3
DAMAGE/ATTACK:	1-2/1	1-2 (x3)	1-2 (x2)/1-3	Nil	1-3(x2)/2-12
SPECIAL ATTACKS:	Rake	Rake	See below	See below	Rake
SPECIAL DEFENSES:	See below	See below	See below	See below	See below
MAGIC RESISTANCE:	Nil	Nil	20%	Nil	Nil
SIZE:	T (1' tall)	T (1' tall)	T (1' tall)	T (1' tall)	S (3' tall)
MORALE:	Average (8-10)	Average (8-10)	Elite (13-14)	Elite (13-14)	Fanatic (17-18)
XP VALUE:	35	65	1,400	420	270

The cat is one of the most beloved creatures in the known world. Treasured by many civilized cultures, the cat is actually worshiped in many societies as a divinity.

Combat: Cats are among the most efficient hunters in the world. The sleek grace with which they move and the stealthy manner in which they stalk prey enables them to catch many animals off guard (those attacked by a cat suffer a -5 penalty to their surprise rolls). Because of their keen senses and great agility, cats are surprised only on a 1. A cat's keen hearing, eyesight, and night vision make it equally effective when hunting at night or during the day.

A cat's main attacks are with its forepaws (counted as a single attack in domestic breeds) and with its sharp teeth. If the cat hits with its front claws, it can employ its powerful back legs in a rake. In domestic cats, a rake inflicts 1-2 points of damage.

Cats are agile climbers and can scale trees or move about in them at half their normal movement rate. They are very strong creatures for their size; they can leap great distances to avoid obstacles or to spring onto prey.

Habitat/Society: Cats are one of the most common animals found in settled regions of the world. In many cultures, cats are often found in the homes of nobles and peasants alike. In some cultures, cats have the status of divine beings and are treated with great respect. On the other hand, in some nations, cats are feared and hated as minions of evil beings.

Ecology: Cats have served many roles in their relationships with humanoid races. While their role as rodent controllers is by far the most common, cats have also been used by hunters to recover downed birds and similar small prey.

Domestic Cat

There are nearly 40 breeds of domestic cat in the world. They all share a number of features and characteristics, with only changes in outward appearance differentiating the various breeds. The average adult cat weighs between eight and ten pounds, but spoiled domestic cats can reach a weight of 25 pounds.

Domestic cats are descended from the great cats (see Volume 1 of the *Monstrous Compendium*) and retain many of their physi-

cal characteristics. For instance, they have retractable claws that can be extended for traction when climbing or drawn in for speed when running. Domestic cats have also retained the keen senses of their ancestors, making them very adept at hunting and stalking prey.

Domestic cats do not normally attack animals larger than themselves, but they often chase and kill mice, birds, rats, and other small creatures.

A well-treated domestic cat will live for about 15 years. The gestation period for kittens is 60 to 65 days, with 1d4 + 1 offspring in each litter. A mother cat is very protective of her young and will fight to the death to defend them from strangers or hostile creatures. Kittens are weaned when they are about eight weeks old.

Domestic cats can be encountered in the wilderness, as they occasionally go wild and live out their lives far from civilization.

Wild Cat

Wild cats are very similar to the domestic cats that are descended from them, with most species being fully interfertile. As a rule, wild cats are somewhat tougher and stronger than their pampered cousins, making them more capable hunters. Unlike the domestic cat, a wild cat's front paws attack separately. If both of these attacks succeed, the wild cat can rake its opponent with its rear claws (it receives two additional attacks for 1-2 points of damage each). Some wild cats are domestic breeds that were abandoned and adapted to wilderness life.

Elven Cat

Over the years, the wild cats the elves brought among them absorbed something of the magical nature of their keepers and evolved into the wondrous elven cats of today. Whether special magical means were used to promote this evolution is unclear, but it seems probable that some such force was involved.

Elven cats are very intelligent, with many being able to converse in a rudimentary form of elvish. In some cases, elven cats have attached themselves to families of gnomes, brownies, and other woodland creatures. In these instances, they also speak a basic form of those languages.

Elven cats make separate attack rolls for each of their fore claws and can rake with their rear claws for 1-3 points of damage

Cat

each if both of the fore claw attacks succeed. Elven cats are even more stealthy than domestic cats, imposing a -6 penalty to opponents' surprise rolls (while being surprised only on a 1). Elven cats can move silently 99.9% of the time and can hide in shadows (in wilderness areas) with a 90% chance of success.

Unlike many other species of felines, elven cats enjoy swimming and playing in water. They are, like all cats, excellent climbers and can leap 20 feet or more with ease.

Elven cats are highly magical. They often use their spell-like abilities to deal with adversaries they prefer to avoid. They have a limited form of *ESP* that enables them to sense the intentions of other beings and thus determine who is hostile to them. Once per day they may employ either an *enlarge* or *trip* spell. In the case of the former spell, their natural combat capabilities (Hit Dice and damage per attack) are doubled. Twice per day they may invoke a *reduce* or *tree* spell. The latter spell is similar to the priest's *tree*, but the cat may only assume the form of a single limb. At all times, elven cats are able to pass without trace. In all cases, these spell-like powers act as if the cats are 9th-level casters.

Luck Eater

Luck eaters look like slender, short-haired domestic cats with golden or black fur. They impose a -5 penalty to the surprise rolls of those it encounters, though it is wholly unable to inflict physical damage on another creature.

When encountered, a luck eater begins to purr softly, causing all creatures within 30 feet to become attracted to the animal unless they succeed with a saving throw vs. spell (with a -2 penalty). Those who succeed are unaffected, but a new save must be rolled each round they remain within 30 feet of the luck eater. Those under the creature's spell want to bring it with them and protect it from harm. The luck eater always permits this, staying for $1d4 + 1$ hours, purring all the time.

While the luck eater is with a party, all creatures within its range suffer a -2 penalty to all saving throws, attack rolls, and ability checks. In addition, all damage they inflict is reduced by 10%. In some unknown way, the luck eater is able to feed itself with the shifts in probability it induces.

If the luck eater's companions have not fed it within three turns (that is, no rolls are attempted by anyone within 30 feet of the creature), it alters its purr slightly. All of its previous victims must now roll another saving throw vs. spell (one per round while

within 30 feet of the luck eater). Those who fail attack the next creature they encounter.

If the luck eater continues unfed for another 30 minutes, it alters its purr once again. This time, a successful saving throw vs. spell is required to avoid attacking the nearest creature (friend or foe), excepting only the luck eater itself. This battle continues for ten rounds or until a death occurs. The luck eater always slips away during the melee.

In any event, the luck eater departs after $1d4 + 1$ hours in the company of its benefactors. Those previously attracted to the luck eater regain their senses $1d6$ turns after leaving the animal's aura.

Change Cat

The change cat is a product of tampering by ancient magical forces. In effect, a change cat is two creatures in one. Its natural form, and that in which it spends most of its time, is that of a domestic cat. In this body, it is identical to that animal in all respects. At will, however, the change cat can transform itself into a large, cheetah-like plains cat. The statistics listed are for the latter form.

The change cat was created by a powerful magician long ago to act as a faithful pet and a sentinel for his most valuable treasures. Being very fond of cats and having a strong dislike for guards, he set about to create the perfect house cat for a powerful wizard. Although many of these animals now roam the wilds of the world, they are still encountered as pets in the homes of powerful and rich people.

Change cats are fond of humans, elves, and half-elves, suspicious of gnomes, dwarves, and halflings, and have a great dislike of races such as goblins, orcs, and half-orcs.

In its larger form, the change cat can sprint with a movement rate of 45 for two rounds. This effort is quite exhausting, however, requiring the cat to rest for two rounds afterward before it can sprint again. A change cat can switch forms in one round. It may remain in either form for as long as it desires (though it prefers to remain in its normal cat form when not in combat).

If a change cat is treated kindly by a human, elf, or half-elf, it will often (75%) adopt that person and follow him around, giving no hint of its unique nature and special abilities. If its new companion is attacked, however, there is a 50% chance that the change cat transforms and comes to their aid.

Chitine



CLIMATE/TERRAIN:	Any subterranean
FREQUENCY:	Rare
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Very (11-12)
TREASURE:	D (K, Q)
ALIGNMENT:	Lawful evil
NO. APPEARING:	10-60
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ARMOR CLASS:	9 (6)
MOVEMENT:	12, Wb 9
HIT DICE:	2
THACO:	19
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1-6/1-6/1-6
SPECIAL ATTACKS:	Webbing traps
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Standard
SIZE:	S (4' tall)
MORALE:	Steady (11-12)
XP VALUE:	65



Chitines are small humanoids with four arms that build with webbing like humans build with stone or wood. This diminutive race of humanoids is most notable for its four arms which are jointed to allow for extra movement in ways that human limbs could never move. Their faces are human-looking, although they have multi-faceted eyes and mandibles protruding from their mouths. Long stringy black hair falls in a tangle from their skulls and grows down their backs, like the mane of a horse.

The skin of the chitines is gray and mottled. A special oil is secreted that negates the adhesive effects of spider webbing. The palms of their hands and the soles of their feet are covered in dozens of tiny hooks, which allow them to climb textured surfaces with no loss of speed.

Chitines wear clothing made from dried and processed silk. Bits of colored rocks, carved bones, and such are frequently woven throughout. They always keep their hands and feet uncovered. They carry their tools in pouches woven into their clothing. Chitines speak the language of the drow, and sometimes know a bit of other subterranean languages.

Combat: Chitines are most fond of traps and ambushes. Frequently they build a normal-looking spider web with a seemingly natural way around it. The web is a false trap and a pit, drop net, or similar trap that is sprung when the route is chosen. They are extremely clever and vicious with their traps. Their warriors commonly carry javelins and wear the webbing equivalent of studded leather armor. They carry short swords for melee combat. Usually they have weapons in three of their hands and a hardened webbing shield in the fourth. They are overly sensitive to sunlight and fight at a -1 penalty to THACO and damage when in sunlight.

Because the chitines are able to build with webbing, they may devise all sorts of nasty tricks. By sticking dust and rock chips to a mat of webbing, they can make a very convincing natural stone

wall or floor. By means of a secret process, they can harden webbing into a bone-like material. It is slightly flexible, not sticky, and hard enough to slice or penetrate armor. They can weave such deadly spikes and edges into their traps to cause 1d6 points of damage per spike or edge.

Weapons and armor made from hardened webbing works just like normal items made by humans. However, the items deteriorate after several months if not treated with the oil secreted by their skin. Hardened webbing is susceptible to fire. Two rounds of contact with flame ignites hardened webbing, burning the item away in 2d4 rounds. Body armor made of hardened webbing cannot exceed Armor Class 4.

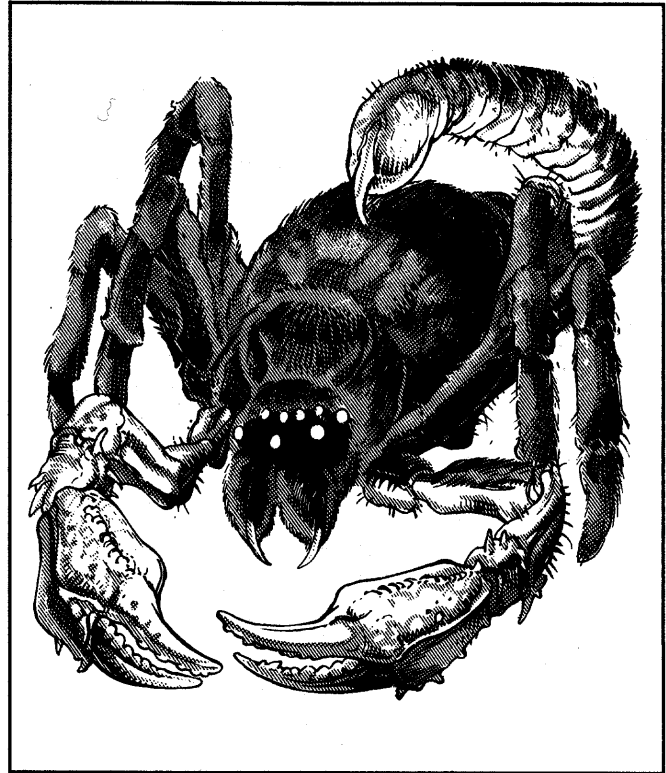
Habitat/Society: Chitines are only found underground. Their cavern villages are located in the center of a maze of trap-laden webbing. The hardened webbing dwellings resemble domed houses, complete with windows and decorative shapes adorning them. These homes can be located on any surface, including the ceiling. Bridges of webbing cross the town, providing easy pathways. Suspended in the center of the cavern is usually a heart-shaped temple devoted to the evil goddess Lolth.

Chitines are cast-off experiments of the drow. They have increased in numbers over the centuries, and even now plot to overthrow the drow who are Lolth's favorites. They are devoted to their spider queen and will do anything in her name. The priestesses of the chitines are rumored to be of a different and more powerful race, more akin to Lolth herself.

Ecology: A chitine can spin sticky spider webbing at the rate of one foot per round. The webbing is spun from an orifice in its stomach. Chitines eat anything that moves, sucking the fluids from the victim and leaving the dried remains on the cavern floor underneath their temple. Chitines are hunted by both drow and driders.

CLIMATE/TERRAIN:	Warm subterranean areas
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Average (8-10)
TREASURE TYPE:	C or D
ALIGNMENT:	Neutral evil
NO. APPEARING:	1-2

ARMOR CLASS:	5
MOVEMENT:	15
HIT DICE:	11
THACO:	9
NO. OF ATTACKS:	3
DAMAGE/ATTACKS:	1-12/1-12/1-6
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	20%
SIZE:	H (13' across, 6'-10' high)
MORALE:	14 (Elite)
XP VALUE:	7,000



Cildabrin are a race of either huge, intelligent spiders with elements of a giant scorpion's anatomy, or a race of huge scorpions with elements of a spider's anatomy. No one knows for certain. Cildabrin never give the same answer twice, if they stop trying to eat the questioner long enough to answer at all.

A cildabrin's body is black and furry. The cildabrin's eight eyes are turquoise blue. The front two legs end in scorpion-like pincers, and there is a supple, fur-covered tail with an 8-inch stinger at its tip. They have infravision with a 120-foot range.

Combat: When in melee, cildabrin attack with their claws and their stinger. If the cildabrin hits with a pincer, the victim must make a successful saving throw vs. bend bars to escape. If the saving throw is not successful, the victim automatically takes 7-12 points of crushing damage in the subsequent round. The victim can attempt to escape once per round, until the cildabrin releases him at its death, or until the victim loses consciousness. The stinger can reach any medium-sized or larger targets that are in melee with it. The stinger is equipped with Type O poison.

Perhaps because of the presence of a tail, these beasts lack spinnerets. Fortunately, they are a highly magical race with several magical abilities to compensate for this weakness. The cilda-

brin can cast *web of darkness* 15' radius, and *silence*, 15' radius three times a day, one per round. Cildabrin also have a permanent *spider climb* effect. They are immune to all *web* spells.

Cildabrin prefer to ambush their prey from where they hide, usually from within an area of *silence*. They often cast a *web* spell and move into melee. A *darkness* spell is usually saved to protect the creature as it retreats.

Habitat/Society: As solitary creatures, cildabrin come together only to mate. If two cildabrin are encountered, there is doubtless a nest of 10-40 large, purple eggs nearby, probably in an area of *darkness*. Cildabrin appreciate the value of treasure and often leave some visible to attract prey. It is also valuable for those occasions when the cildabrin wishes to bribe or buy items it deems valuable or items it wishes to protect, such as its eggs.

Ecology: Cildabrin eat any animal that they can catch. Once the food is caught and paralyzed or killed, the cildabrin retreats to its lair to eat. The lair is usually a warm, dark cave. It cannot consume inorganic material, so items like armor, shields, and weapons are stripped from the prey and set aside, either in a pile in the rear of the cave or on the cildabrin's "bait piles."

Dimensional Warper



CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Supra to genius (19-20)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1
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ARMOR CLASS:	1
MOVEMENT:	12
HIT DICE:	8-10
THACO:	8 or 9 HD: 13 10 HD: 11
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1-3/1-3/1-6
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
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SIZE:	M (6' tall)
MORALE:	Elite (14)
XP VALUE:	8 or 9 HD: 3,500 10 HD: 5,000



A dimensional warper has a snake-like body and stands on two long, thin legs. Its long, thin, flexible arms each end in one hook-like claw. There is a sturdy, wing-like membrane that stretches between the arms and legs ending at the claws and feet respectively. These "wings" are not used for flight. The warper's head is bald and earless. It has large, round eyes with cat-like pupils. The creature stands about 6 feet tall and has a wing span of about 5 feet. It is covered in a thick, leathery hide and has a long lizard-like tail. The dimensional warper has never been encountered on the Prime Material Plane.

Occasionally, for reasons of their own, dimensional warpers have communicated with humans and demihumans. These adventurers have reported that the warpers come to the Prime Material Plane to learn about the creatures native to the plane. However, only those warpers who are old and wise can visit this plane. If a dimensional warper is encountered, there is an 85% chance that it is a scholar; otherwise it is a master. A master is identified by the ring of symbols tattooed around its head and down its back which are a sign of its rank.

Combat: Dimensional warpers generally prefer to observe rather than fight. However, if it feels it has learned all it can from watching a group of adventurers, it probably attacks them to learn first-hand about their fighting skills. It only wants to learn about them, not kill them.

A warper attacks once with each of its claws and once with its long whip-like tail. If the warper cannot easily remain in control of the battle, it uses its abilities to warp the dimensions of height, width, depth, and time. It can *enlarge* itself, as per the spell, three times per day. It can *haste* itself or slow another being, as per the spells, three times per day. It can use *dimension door* once per

turn. A dimensional warper can also make itself two-dimensional, as per the spell *duo-dimension*, at will.

A master also has the ability to *time stop* once per week. However, it does not use this ability to give itself the opportunity to kill its opponents. The master uses it only to leave the battle if it is in danger of being killed or if it is being forced to kill its subjects to avoid being killed.

Habitat/Society: The warper society is based entirely on seeking knowledge. Dimensional warpers are curious, knowledge-seeking beings. They spend most of their lives observing other creatures and learning as much as possible about them. Adult warpers are usually scholars. However, the oldest and most-learned warpers earn the title master and are respected and honored by the others in the society.

Warpers prefer to live where they can observe other creatures without being seen. If possible they travel from place to place, finding hiding places in cities from which they can watch. They have also been known to hide along roads or trails or in dungeons where there are adventurers and monsters regularly passing by. It is possible for a dimensional warper to be able to speak almost any language, as they study their subjects intently. They are very interested in understanding any conversations they overhear.

Ecology: Dimensional warpers do not generally eat the creatures they observe as they do not approve of devouring intelligent creatures and non-intelligent animals do not make very interesting subjects for them. No one has ever seen the home of a warper or knows how old warpers live to be.

CLIMATE/TERRAIN: Hill and mountain caverns, subterranean
FREQUENCY: Rare
ORGANIZATION: Solitary or clan

ACTIVITY CYCLE: Any
DIET: Carnivorous
INTELLIGENCE: Exceptional (15- 16)

TREASURE: Special
ALIGNMENT: Chaotic evil

NO. APPEARING: 1 (2-5)
ARMOR CLASS: 0 (base)
MOVEMENT: 12, Fl 30 (C), Br 6, Sw 9

HIT DICE: 14 (base)
THACO: 8 (base)
NO. OF ATTACKS: 3 + special

DAMAGE/ATTACK: 3-12/3-12/3-24
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: Variable

MAGIC RESISTANCE: Variable
SIZE: H (24' base)
MORALE: Fanatic (17-18)
XP VALUE: Variable



Deep dragons are little known on the surface world. They are the old, wise, wide-ranging “silent hunters” of the Underdark. “The drakes of the depths” are cunning and patient, placing their survival—followed by their joy of hunting—above all. Deep dragons carefully amass and hide treasure in various caches, guarded with traps and magic. They are able to use most magic items, and will retain those they seize for personal use.

Deep dragons are an iridescent, eye-catching maroon when they hatch. Soft-scaled and unable to change form, they keep to their birth-lairs until they have mastered both their other forms—that of a giant, winged worm or snake, a bipedal human (or drow) form.

Combat: Deep dragons burrow and fight with their powerful, stone-rending claws, tearing plate armor, bony carapaces, bones and flesh alike. They love to fight and to hunt prey through the lightless caverns of the Underdark, employing their various forms to follow prey.

In snake form, they are AC 6; MV 9, Fl 4 (D), Sw 11. They lose their claw attacks, but gain a constriction attack (successful attack roll required, does 3d8 damage/round, hampers victim’s movement, spellcasting, and attacks: causing -1 on all attack rolls and a 1-point armor class penalty).

In human form, a deep dragon is AC 10, MV 12, Sw 12, and does damage by spell or weapon type. Armor can be worn, but it is always destroyed (doing the dragon 2d4 damage in the process) in any transformation of shape. A deep dragon can alter the size, shape, hue and features of its bipedal form to resemble a human, elf (surface or drow), half-elf, half-orc, orc, hobgoblin, dwarf, duergar, or any similar creature of like size. It can do this well enough to always be taken for a being of such a race, but is only 66% likely to copy a specific being well enough to be mistaken

for that individual.

Deep dragons are wary in battle and approach, but find spell and claw-to-hand combat well-nigh irresistible. They will avoid obvious traps, ambushes, and open combat with magically-strong, numerous opponents trying to find them, but delight in stalking prey, pouncing on creatures without warning, and using their spells to bury opponents under rockfalls, or smiting with destructive spells.

Breath weapon/special abilities: A deep dragon’s breath weapon is a cone of flesh-corrosive gas 50’ long, 40’ wide, and 30’ high. Creatures in the cloud can save versus breath weapon for half damage (if they have dry, exposed skin, they save against the flesh-eating gas at -2). Cloth, metal and wood are not affected. Leather, however, is in the same position as dry, exposed skin.

Deep dragons cast spells at 9th level, adjusted by their combat modifiers. Deep dragons are born with infravision, innate immunities to *charm*, *sleep*, and *hold* magics, and the ability to *detect magic* unerringly. They also have *true seeing*. Deep dragons are immune to extremes of heat and cold (-3 on each die of damage taken, to a minimum of 1 hp/die).

As deep dragons age, they gain the following additional powers:

Very young: assume *snake form* three times/day (no time limit on form, can change back at will).

Young: assume *bipedal* or “*human*” form thrice/day.

Juvenile: gain one additional form change (each form) per day, gain ability to regenerate 1d4 hp every turn.

Adult: *regenerate* ability strengthens, to 1d4 hp every 6 rounds. Gains ability of *free action* at will.

Dragon, Deep

Mature adult: regenerate ability increases, to 1d4 hp every 4 rounds. Gains ability to *levitate* three times/day (usable in combination with *free action*).

Old: gains the ability to *transmute rock to mud* and use *telekinesis* three times/day.

Very old: gains the ability to *move earth* three times/day.

Venerable: gains the ability to *passwall* twice a day, and *disintegrate* (non-living matter only, but can be used on undead or the clothing and gear worn and carried by a living being) twice per day.

Wyrm: gains an additional use/day of all powers gained from "Old" age to date, also the ability to *stone shape* twice per day, and use *tongues* once/day.

Great wyrm: the power to use *repulsion* thrice/day is gained, affecting undead and all living creatures except other true dragons. One additional daily use of *stone shape* and *tongues* is also gained.

Habitat/Society: Deep dragons roam the Underdark. They are great explorers, and even venture (particularly when they are young adults) up and about the surface world from time to time—particularly to regain stolen treasure, take revenge on foes, and to seize or steal magic.

Otherwise, deep dragons are found in trapped, well-defended lairs in the Underdark. They often use their powers to reach caverns inaccessible to most creatures (including themselves in full-size dragon form), and to fashion physical, monstrous (transplanting harmful fungi and similar creatures), and magical traps to defend them. Deep dragons often work with drow, as guardians that the drow feed regularly with slaves, captives, and drow who have earned the death penalty.

Ecology: Deep dragons have been known to eat almost anything, but they particularly prize the flesh of clams (!), fish, kuo-toa, and aboleth. They view cloaklers and mind flayers as dangerous rivals in the Underdark, and seek to eliminate them whenever possible. Deep dragons avoid confrontations (or even openly revealing their presence) to other dragons, if possible, and will never fight or steal from others of their own kind.

DMs are reminded to consult Volume One of the *Monstrous Compendium* when using this monster; the powers and characteristics generally shared by dragons (see 2-page "Dragons" general entry) apply to Deep Dragons.

Age	Base Lgt'	Tail Lgt'	AC	Breath Weapon	Spells: Wizard/Priest	MR	Treasure Type	XP Value
1	1-5	1-4	3	2d8+ 1	Nil	Nil	Nil	2,000
2	5-14	4-12	2	4d8+2	Nil	Nil	Nil	3,000
3	14-23	12-21	1	6d8+3	Nil	Nil	Nil	4,000
4	23-32	21-28	0	8d8+4	1	Nil	H,Q	6,000
5	32-41	28-36	1	10d8+5	2	25%	H,Q×2,E	8,000
6	41-50	36-45	2	12d8+6	2,1	30%	H,Q×3,E,S	10,000
7	50-59	45-54	3	14d8+7	3,2	35%	H x 2,Q x 4,E,S	12,000
8	59-68	54-62	4	16d8+8	4,2,1/1	40%	H x 2,Q x 4,E,S,T	15,000
9	68-77	62-70	5	18d8+9	4,2,2/2	45%	H x 3,Q x 5,E,S,T	16,000
10	77-86	70-78	6	20d8+10	4,3,2,1/2,1	50%	H x 3,Q,E,S,T,U	17,000
11	86-95	78-85	7	22d8+11	4,3,3,2/3,2	55%	H x 3,Q,E,S,T,U,V	18,000
12	95- 104	85-94	-8	24d8+12	4,3,3,2,1/3,3,1	60%	H,Q,E,S,T,U,V,X,Z	19,000

Elf, Aquatic



CLIMATE/TERRAIN:	Temperate/Shallow salt water
FREQUENCY:	Very rare
ORGANIZATION:	Bands
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	High to genius (14-18)
TREASURE:	K, Q, (I, O, X, Y)
ALIGNMENT:	Chaotic good

NO. APPEARING:	20-120
ARMOR CLASS:	6 (9)
MOVEMENT:	9,Sw15
HIT DICE:	1+1
THACO:	19
NO. OF ATTACKS:	1 or 2
DAMAGE/ATTACK:	1-8 (weapon)
SPECIAL ATTACKS:	+1 with spears and tridents
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	90% to <i>sleep</i> and <i>charm</i> spells
SIZE:	M (6' + tall)
MORALE:	Elite (13)
XP VALUE:	420



Beneath the quiet waves of wild coastlines can be found the aquatic, or sea elves, cousins to their woodland counterparts in demeanor and outlook.

Aquatic elves live for several centuries under the sea, and members of other races often see in their eyes the effects of such great age. Otherwise, sea elves resemble any other humanoid race in the prime of life. They have gill slits on either side of their throats, and greenish-silver skin. Their hair is usually stringy, with shades running from emerald green to deep blue. Males usually wear their hair short, while few females bother cutting their hair until it reaches four feet in length or so. Unlike mermen, aquatic elves have legs and usually wear clothes. Their dress is woven from underwater plants and reeds, and is quite intricate, with subtle designs, most often in greens, blacks, and browns. Sea elves speak elvish, sahuagin, and an oddly accented common.

Combat: Sea elves are on the whole a peaceful culture. It is a rare sight to see an aquatic elf launch an attack, and rarer still for an entire band to ready for war. But when the time comes to do so, aquatic elves impress their opponents with their fierce bravery and their skill in battle.

If given their choice of battlefield, aquatic elves would prefer to fight within a bed of seaweed or on reefs, where their natural coloration and stealth skills can give them the chance to hide from their enemies. They can become as invisible in seaweed as their woodland cousins can in the forests, imposing a -5 penalty to their opponent's surprise roll. Aquatic elves also enjoy the ability to move unhindered through seaweed, giving them tremendous advantages in maneuverability.

It is only against great enemies, or when the entire community is in danger, that sea elves leave their cover to attack. Sea elves lack the infravision of their land-based cousins, but they can see clearly at amazing distances. An aquatic elf can count the troops of an enemy at distances of up to one mile.

The preferred weapons of sea elves are the trident and the spear. These are used for hunting as well as for combat. The trident and spear are wielded so often by the sea elves, that they receive a +1 bonus to their attack roll when using them. The elves also use combat nets against their enemies. These off-hand weapons bind an opponent if the wielder rolls a successful attack

against AC 6. (Because of their great Dexterity, aquatic elves do not suffer a penalty to the attack roll for the nets.) Half the time, only a victim's weapon (including natural weapons, like a shark's teeth) is entangled in the net. The rest of the time, the victim is entirely caught. A victim must either break the net (a bend bars roll) or disentangle himself (a Dexterity check with a -3 penalty) to free himself. Magical gestures are impossible in a net.

Like their surface counterparts, aquatic elves demonstrate strong resistance to *sleep* and *charm* spells. Although they are considered persons for the purposes of a *charm person* spell, aquatic elves enjoy a 90% immunity against such magic. And even if their natural resistance to *sleep* and *charm* spells fails, aquatic elves still get a normal saving throw. This makes it unlikely that an aquatic elf will fall prey to this type of mind-influencing spell.

Sea elves are unable to use either wizard or priest spells. The reasons for this are unknown, but sea elves have legends about how the drow somehow robbed the aquatic elves of this power, long before any contemporary elf was born.

In combat, groups of sea elves have various leaders. For every 20 elves in a group, there is an additional 3rd-level fighter. For every 40 elves, there is an additional 4th-level fighter. In cases where over 100 aquatic elves are encountered, they are led into battle by an 8th-level elf fighter and two 5th-level lieutenants (in addition to the 3rd- and 4th-level fighters accompanying the group). More than 160 elves are also accompanied by a 9th-level fighter and a 6th-level thief. These numbers are all in addition to the original number of sea elves rolled.

As might be expected, sea elves befriend and employ dolphins. In any party of at least 20 sea elves, there's a 50% chance for them to be accompanied by 1d3 dolphins. These sea mammals are companions; they are neither pets nor cannon fodder. The dolphins willingly join in combat alongside their elven friends if danger threatens.

The long-lived sea elves have the time to examine and explore many different combat tactics and techniques. They master those deemed most successful. Tactics of the sea elves differ from one band to another, but common strategies include the following:

A rush, or charge, from directly beneath an opponent. This is particularly effective against unwanted visitors from the surface,

Elf, Aquatic

who are unaccustomed to being attacked from such a direction. If the attacking elf launched this attack from a bed of seaweed, he might well escape back into cover before his opponent could react.

A grapple by more than one elf. Sea elves can survive on land (albeit in a state of growing discomfort) for a few minutes at a time, while many of their opponents (sharks, for example) cannot. Several elves may try to grapple an opponent and carry it onto a beach, well away from the ocean.

Traps. The beds of seaweed and the coral reefs are excellent staging areas for all manner of spring-propelled booby-traps, nets, and perhaps some magical entrapments designed and built by surface elves in return for favors. Ferocious predators have often decided to turn toward easier prey after encountering a sea elf band's defenses.

Habitat/Society: Small communities of 3d100 + 100 normal inhabitants are the rule of aquatic elven lifestyle. These communities are often found in heavy weed beds in sheltered waters, though the aquatic elves may fashion homes in caverns in lagoon bottoms and coral reefs. Sea elf communities keep in touch with each other through an elaborate and inefficient custom of wandering herald/messengers who travel from one band to another, much like postal carriers transmitting oral messages. In each community, there are several leader-types, as outlined earlier, ruled over by a fighter of 10th-12th level, with a personal guard of eight 7th-level elf fighters. Naturally, if any elves in the community carry magical weapons, it would be the leader or one of his guards.

Aquatic elves are an anti-social race. They avoid air-breathers as well as other races that dwell beneath the waves. Their cities are usually carved from the rock beneath beds of seaweeds, practically invisible to non-elves. A character has the same opportunity to find a sea elf community as he has to detect a secret door.

As independent as the freedom-loving elves are of each others' communities, they live in even greater isolation from the rest of the undersea races, whom they would rather not deal with. Although the aquatic elves see nothing wrong with the mermaids, the tritons, and other good-aligned undersea races, the elves see no reason to involve themselves in the problems of such transitory peoples. It is part of the elven philosophy to let others go about their business with a minimum of interruption; aquatic elves would prefer it if others returned the favor.

Those aquatic elves who are willing to deal with non-elves are highly insulted if the non-elf expresses any lack of confidence in the sea elf's word. An aquatic elf who makes a promise will carry out his obligation unto death. Should he be killed before he can succeed, his entire band will work to see that the promise is fulfilled. On the other hand, aquatic elves do not accept promises from non-elven characters. The sea elves know that they are the only race with the honor to carry out the duties of its dead members. And, besides, only elves live long enough to guarantee that they will have the time to fulfill a vow.

Dolphins are one of the few creatures the sea elves genuinely like. There are 3d6 + 2 dolphins swimming about most aquatic elf bands, providing one of the few clues as to where the elven cities are located. Aquatic elves are also fairly fond of land elves. It is uncertain how closely related the two races are, although matings between land elves and aquatic elves produce elves with the coloring of high elves, but with greenish hair. As they have hidden gill slits that open up when they dive under the surface, these elves can breathe either air or water indefinitely. The attitudes and abilities of these half-breeds depend upon whether they were reared in the forests or the rich kelp beds, with individuals inclined (65%) to follow the lifestyles of their mothers.

Sea elves have an outlook on the world that comes from long lives among quiet natural beauty. Even with magical assistance to

enable them to breathe air, aquatic elves are uncomfortable above the waves, and so very few have seen the forests that the high elves speak of with such enthusiasm. But there are few aquatic elves who would not like to take the impossible trip overland to see the wonders of a forest first-hand.

Sea elves hate sahuagin. This isn't much of a surprise, as almost every undersea race, with the exception of the perverse ixitachitls, hates the sea-devils. But sea elves generate a passion for conflict with the sahuagin that surprises even themselves. Aquatic elves leave their sheltered bands in war parties if they have reason to suspect that sahuagin are dwelling nearby. Should a party of sea elves encounter sahuagin, the former nearly always attack if they outnumber their hated foes. Aquatic elves also make it a point to kill any great sharks in their territory.

Sea elves have no other major enemies, but they dislike surface-dwelling fishermen, due to the numbers of sea elves snared in nets, or mistakenly killed as sahuagin by these ignorant humans.

The sea elves have legends that speak of far-away undersea elves who have learned to shapechange into sea otters or dolphins. There have been search parties motivated by these tales, but no such elves have been found.

Ecology: Each band of sea elves is self-sufficient, raising their kelp and hunting fish when necessary.

Sea elves scavenge. They are enchanted by the idea of magic, but they realize that land elves are more equipped to deal with it. They often trade rare or decorative items they have found to the high elves in exchange for metal weapons and tools, which they cannot forge underwater.

Aquatic elves are valuable sources of information regarding the lands beneath the sea. Their scavenging parties have uncovered artifacts and tidbits of knowledge from a vast collection of underwater ruins and sunken ships. Sea elf traders remember the histories of other races back beyond the imaginings of the current generation. The trick is to get them to reveal this information.

Malenti

There is a bond between aquatic elves and their hated enemies, the sahuagin, that neither race openly acknowledges. If sea elves are present within a mile or so of a sahuagin encampment, then approximately one out of every hundred sahuagin births resembles the aquatic elves rather than the sea-devils. Most of the time, these offspring, known as Malenti, are eaten by their parents. Once in a great while, a Malenti is allowed to live to adulthood because its physical resemblance to an aquatic elf, in combination with its sahuagin upbringing and attitudes, make it an ideal spy in elven communities. Indeed, Malenti often develop the ability to sense the presence and position of any aquatic elves within 120 feet, an invaluable skill for either a spy or a scout for an invading sahuagin force.

Few aquatic elves believe in the existence of Malenti, as they suggest some disturbing possibilities about sahuagin origins.

Malenti do exist, however, and are identical to aquatic elves in most ways. They age much faster, though, with a life span of only 170 years or so. Although the sea elves themselves have a difficult time discerning Malenti spies, dolphins might (20%) sense one of the changelings. Malenti, understandably, aren't fond of dolphins.

It is possible for sahuagin and Malenti to breed, the issue invariably being Malenti. In this way, whole sahuagin communities have vanished, replaced by Malenti. These extraordinarily rare bands resemble aquatic elves in nearly every way (except life span, known languages, and other obvious aspects), but they are just as evil as their sahuagin parents. They often fight in that style, and they worship the same evil powers as the sahuagin.

CLIMATE/TERRAIN:	Swamps
FREQUENCY:	Very rare
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	K
ALIGNMENT:	Neutral evil
NO. APPEARING:	2-12 (4-48)
ARMOR CLASS:	5 (Head AC 2)
MOVEMENT:	90 (150 Sw)
HIT DICE:	4+2
THACO:	17
NO. OF ATTACKS:	1 or 2 (bite and weapon)
DAMAGE/ATTACK:	1-4 bite, or by weapon type
SPECIAL ATTACKS:	Head butt, paralytic bite
SPECIAL DEFENSES:	Surprised on a 1
MAGIC RESISTANCE:	Nil
SIZE:	S (2'-4' tall)
MORALE:	Steady (12)
XP VALUE:	650



The fachen is physically one of the Realms' most unusual creatures. The fachen has one leg, one foot, one arm protruding from the center of its chest, and one eye in the center of its face. Fachen skin varies from a dark gray-brown hue to a mottled green, but the hair of the fachen is always blue-black. Despite these changes, they also share many physical attributes with ogres and orcs.

A fachen moves with a hopping gait upon his foot, its six toes spread equidistantly around the round foot pad for balance. Despite initial appearances of an ungainly and awkward body, fachen are quite agile and fast. They can leap a 10-foot span easily and can hurtle a 6-foot barrier from a standstill. All fachen can leap upright and stand erect from a prone position in one segment.

Combat: Fachen prefer to take enemies by surprise to put immediate fear into their opponents. Fachen are only surprised on a roll of 1 (1d6) because of fantastically keen hearing. This usually gives them the opportunity to prepare ambushes and surprises for their opponents.

A fachen can wield a weapon with his arm except for two-handed weapons, bow weapons, or pole arms. A fachen generally wields clubs and flails, though axes and swords are becoming more common.

Fachen often lay in ambush partially submerged in marshes and swamps. When an opponent is within 7 feet of the fachen's location, it launches itself at its target by its strong, powerful leg. The fachen has an exceptionally hard skull, and its "head-butt" attack causes 1-6 points of damage to opponents with Armor Classes less than 2. In addition, the victim must successfully save vs. petrification or be *stunned* each round until a save is successful.

Fachen can wield weapons against their foes, or simply bite opponents with their rotting, muck-encrusted teeth. The teeth alone cause 1d3 points of damage, but they can generate a paralytic poison (save vs. poison at +2, or be *paralyzed* for 1d4

rounds). Once an opponent is downed, the fachen push him under any available water surface to quickly drown their prey.

Habitat/Society: The fachen are shunned by most civilized races because of their penchant for human and demihuman flesh. The fachen are cruel beings, more apt to toy with their prey than kill it quickly and cleanly.

The fachen live in swamps, marshes, and wetlands, their lairs equivalent to the partially-submerged beaver lodges. Lodges are constructed in circular patterns. Each clutch has as many as six lodges. An average tribe contains 30 fachen with approximately 6 lodges for that tribe. The chieftain's lodge is always at the center of the circle, and is the largest of the lodges for that tribe. Though they average 20 feet in diameter, the fachen lodges are difficult to locate. The chance of locating a lodge is 10% per lodge within 50 feet. Rangers have a 15% chance per lodge of locating one.

Ecology: Fachen have never been found further north than the swamps west of the Odraun mountains of Turmish, but they are becoming more common in the swamps near Halruaa and Durpar. The largest collection of fachen in the Known Realms is a group of tribes in the Spider Swamps of Calimshan. There are rumors of even larger numbers and greater varieties of fachen in Chult or the lands further south across the Great Sea.

The fachen's legendary leaping ability and dexterity can be magically rejuvenated from its footpad. Properly treated and enchanted, the footpads of two fachen can be made into *boots of striding and springing*. The hearing organs of a fachen can be instrumental in creating *potions of clairaudience*.

The orcs have a legend that Gruumsh "blessed" the orc races so they would bear certain offspring that were "half the beings their parents were yet more than they were as well." The fachen's faces bear striking similarities to depictions of Gruumsh, supporting the legend. To this end, fachen are sometimes known as "Gruumsh-kin."

	Feyr	Great Feyr
CLIMATE/TERRAIN:	Urban	Any
FREQUENCY:	Very rare	Very rare
ORGANIZATION:	Loose band	Solitary
ACTIVITY CYCLE:	Night	Any
DIET:	Emotions	Emotions
INTELLIGENCE:	Low (5)	High (14)
TREASURE:	Nil	Nil
ALIGNMENT:	Chaotic evil	Chaotic evil
NO. APPEARING:	1-4	1
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ARMOR CLASS:	2	-2
MOVEMENT:	12	12, Fl 18 (B)
HIT DICE:	4	16'
THACO:	17	5
NO. OF ATTACKS:	1	1-4
DAMAGE/ATTACK:	1-4	2-12/2-12/2-12/ 2-12
<hr/>		
SPECIAL ATTACKS:	Fear	Emotion control
SPECIAL DEFENSES:	Nil	Invisibility
MAGIC RESISTANCE:	10%	40%
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SIZE:	S (2' tall)	M (7' tall)
MORALE:	Fanatic (18)	Fanatic (18)
XP VALUE:	975	11,000

Feyrs (pronounced "fears") are created from the remnants of ordinary nightmares, mixed with residual magical energies, and unknowingly brought to life by the strong emotions of a large group of people. They are most commonly found in large cities that have a good number of mages, priests, and other spellcasters. Normal feyrs stalk the streets at night, seeking nothing more than to create havoc. Great feyrs, on the other hand, are the combination of lesser feyrs, and may be found anywhere, though they are much rarer than the common feyrs.

Common feyrs appear as humped, hunchbacked creatures, grim and inhuman in appearance. Their hide is mottled and warped like the surface of the human brain. The creature is supported by two main tentacles which act as legs, and by a handful of other tentacled limbs. Massive horizontal jaws line its underside, and the forepart of the beast has 1-5 eyes, usually the color of melted gold. The feyr's hide is a sickly rainbow of shades, like light reflected off an oil slick. There are dull blues and blacks along the body, pale reds and magentas toward the head, and deathly greens and yellows along the belly.

Combat: The horizontal jaws of the feyr slung beneath its belly are the creature's prime form of attack, inflicting 1d4 points of damage for common feyrs, 2d6 points for great feyrs. The feyr does not use its jaws to eat, but rather to strike terror into the hearts of those who witness its savage and bloody attacks. Those who witness the attack of either type of feyr must make a successful saving throw vs. *spells* or be consumed by *fear* (as the spell of the same name). This *fear* acts for 1d4 rounds for common feyrs, and 2d6 rounds for great feyrs. This form of *fear* only applies when the creature attacks. Merely sighting a common feyr does not inspire *fear*.

The great feyr has an additional power that can affect the emotions similar to the 4th-level wizard spell *emotion*. The range of this attack is 100 yards, may affect a 20-foot by 20-foot area, and the intended victim must make a successful saving throw vs. *spells* at -2 or be affected. Only the negative emotions of fear, hate, hopelessness, and sadness may be cast by the great feyr. The great feyr may cast this spell and retain its *invisibility*.

Common feyrs are slain by direct sunlight, though they have no fear of it themselves, and do not seek shelter with the coming



sun, nor hesitate to venture out if they are still alive after sun-up. Common feyrs can use a saving throw vs. spells against sunlight created by magic spells, such as *continual light*, in addition to their standard magic resistance. Greater feyrs are unaffected by sunlight.

Habitat/Society: Individual common feyrs are slain by the morning light. There are occasions when several common feyrs combine to form a great feyr, which in addition to being immune to the effects of the sun, is much more intelligent. The greater feyr seeks to inspire even stronger emotions, which it may then use to stay alive. While common feyrs do not travel far from their point of origin, great feyrs may undertake long trips, lured by strong emotional states.

While a common feyr merely slouches through the evening shadows and fogs, looking for a collection of victims to terrorize and thereby enrich itself on their emotions, a great feyr chooses to attack while *invisible*, playing the emotions of others, heightening emotional states already present, and driving mortal beings mad with terror and fear. While the great feyr is not banished by daylight, it prefers to work at night, and seeks to retreat into a hidden lair during daylight hours, preferably some abandoned area such as an old house, cavern, or underground structure.

Ecology: Common feyrs are created by the emotions of large masses of people, and great feyrs by compilations of lesser feyrs. The raw materials for such creatures may be found in any urban settlement, and when there is additional tension in the air, the feyrs stalk at night. Cities under siege, towns divided by rivalries or civil wars, oppressed peoples, and settlements baking under a merciless summer heat are all possible breeding grounds of feyrs. Guard and watch units are usually more than sufficient to handle the common feyrs, as those feyrs attack anything that moves. But the more dangerous great feyrs must be dealt with by a wizard or similar high-level individual, who can both withstand the attack of the feyr and dispatch it.

	Lesser	Tshala
CLIMATE/TERRAIN:	Any but cold	Any but cold
FREQUENCY:	Rare	Very rare
ORGANIZATION:	Flock/solitary	Solitary/flock
ACTIVITY CYCLE:	Any	Any
DIET:	See below	See below
INTELLIGENCE:	Average (8-10)	Genius (17-18)
TREASURE:	Nil	Gems only (25%)
ALIGNMENT:	Chaotic neutral	Chaotic neutral
NO. APPEARING:	1-6	1-2
ARMOR CLASS:	6	2
MOVEMENT:	Fl15 (B)	Fl 21 (B)
HIT DICE:	4+4	9+9
THACO:	17	12
NO. OF ATTACKS:	2	4
DAMAGE/ATTACK:	1-6/1-6	1-12/1-12/1-12/ 1-12
SPECIAL ATTACKS:	Heat	Heat, magic use
SPECIAL DEFENSES:	Nil	+1 weapon to hit
MAGIC RESISTANCE:	40%	90%
SIZE:	S (2' long)	S (4' long)
MORALE:	Steady (12)	Champion (15)
XP VALUE:	1,400	6,000

The nature of this creature has made it a being of awe and legend in the Realms. The firetail appears as a frolicsome fey creature of living flame, that loops and darts dazzlingly in the air, bewitching those who gaze upon it. Although it is reputed to employ magic, only the greater firetail, or tshala, actually casts spells. The two species are outwardly identical. Adventurers who have encountered both types may be able to recognize the tshala by its superior flight capabilities.

Combat: Firetails tend to take sides in conflicts, and may wreak havoc or do much good. They hate salamanders and attack them on sight. Firetails and fire elementals tend to ignore each other, for neither race has done anything to deserve the enmity of the other.

Tshala can use the following spells, cast as though they were spell casters of the 14th level: *plane shift*, *remove curse*, *heal*, *feeblemind*, *maze*, *fire trap* (each once per day), and *fireball* (once per turn). When spell casting, they can take no other action, for their entire being is focused upon the spell effects.

Firetails take no damage from heat- and fire-based attacks, but suffer additional damage from water- and cold-based attacks at the rate of +3 per die. Sudden strong winds such as the magical *gust of wind* can disturb their fiery bodies and prevent them from spell-casting. Firetails communicate by changing their blaze from fiery orange to blue-white, and varying the intensity, hue, temperature, and pattern of coloration. Their flames cause 1-6 or 1-12 points of damage, depending upon their type, upon contact, and also ignite flammable materials such as parchment and cloth.

Once every three rounds a firetail may blaze intensely for a few segments so that one of its attacks in that round causes an additional 1-12 points of damage. Its great heat damages everything within 5 feet that fails a saving throw. If they repeat this action five times in a day, they must sacrifice one of their spells for the day.

Habitat/Society: The firetail originated on the Elemental Plane of Fire, where it is uncommon (tshala are rare), but some have been transported elsewhere by diverse means, and some have traveled to other planes of their own whim, for tshala may *plane shift* themselves and 1-6 lesser firetails in a group, once per day.



Such groups are short-lived, for firetails are creatures of whim and independence. Unfortunately for the lesser firetails, they are often stranded wherever the tshala abandons them.

Usually solitary, they prefer the company of their own kind to that of other creatures. Occasionally they may take a companion, which may be almost any sort of creature. Firetails have accompanied others of their own kind, pegasi, sylphs, elves, and even humans. Although they never forget friends, firetails may suddenly ignore a familiar being, depart for a time, and return without good reason. They never allow a friend to be harmed if they are present. Likewise, they never forget an enemy, and if they encounter one, do all in their power to ensure that their rival goes down in flames. Because of their independence and flighty nature, most other creatures cannot depend on a firetail in times of need.

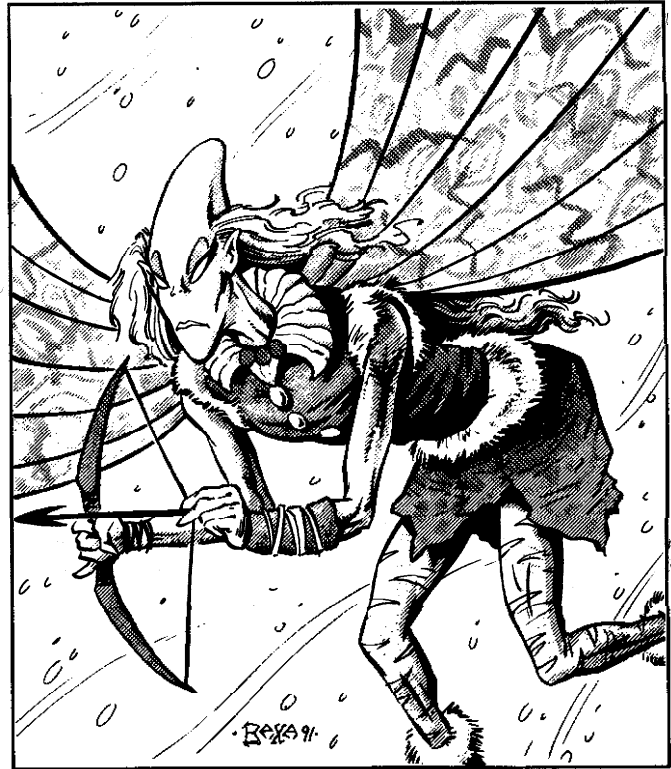
Ecology: Although no one knows when or how the first firetail appeared, their lifestyle and method of reproduction have since been well-documented by sages and researchers.

Very few firetails actually begin their existence as tshala. Only 1 in 10 start out to be greater firetails, although through age and experience, a lesser firetail may be promoted to the rank of tshala.

If a lesser firetail reaches the age of 200 years, it secludes itself from all other races, and seeks out a source of intense flame and heat, such as a lava pool or dormant volcano. Once there, it absorbs tremendous quantities of heat, often draining the nearby area entirely. This continues for a week, at which point the firetail emerges from the fire as a tshala, with full command of its abilities.

At some point soon after they reach ancient age (around 400 years), firetails begin accumulating large piles of flammable material for their caves. When they have gathered enough to make 1-4 piles burn for several hours, the firetail bursts, setting each heap afire with intense flame. After an hour has passed, each mound generates one firetail, with a 10% chance of it being a tshala.

CLIMATE/TERRAIN:	Subarctic and cold/winter temperate forests
FREQUENCY:	Rare
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	High
TREASURE:	Q×2 each
ALIGNMENT:	Neutral good
NO. APPEARING:	1d6
ARMOR CLASS:	9 (5 if flying)
MOVEMENT:	6, 24 fl
HIT DICE:	½ (1d4 hp)
THACO:	20
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-2 (dagger)
SPECIAL ATTACKS:	Spells
SPECIAL DEFENSES:	Invisible at will, immune to cold
MAGIC RESISTANCE:	30%
SIZE:	T (1' tall)
MORALE:	12
XP VALUE:	650



Often called snow fairies, snow sprites, or winter folk, these small, mischievous beings inhabit dense forests, migrating to cooler regions as the seasons dictate. Frosts are tiny elfin creatures with whirring, beelike wings. Their skin is pale blue, though some from subarctic regions are a darker blue. Their hair is white or silvery, their eyes are blue or green, and their clothing tends to be white with patches of gray, black, blue, and green.

Combat: Frosts, like their cousins the sprites and pixies, are prone to playing pranks on travelers, but they keep their tricks to a minimum. “Clever” pranks usually involve shaking snow down on burly fighters or creating ice patches. Frosts can use *control temperature*, 10' radius at will, at the 10th level of ability.

If evil or destructive beings annoy the frosts, however, they must be prepared for retaliation. Frosts never attack larger beings in hand-to-hand combat, but always flee and use their spells at a distance. They save their weapons skills for hunting small monsters or animals their own size. Initial attacks are made using the natural environment. For example, if large foes cross ice-covered lakes or ponds, frosts might use *control temperature* spells to cause the ice to crack under their foes' boots. Then they use spells to cause the water to refreeze if a being falls through the ice and is submerged or swimming. If the chance to use an avalanche trap presents itself, frosts try this against massed groups of their foes.

If this doesn't work, frosts are able to use *cone of cold* spells three times per day at the third level of ability (3d4 +3 hp damage, 15-foot-long, 5-foot-wide cone). Each is also able to use *ice hands*, a spell-like power that causes 1-2 points of cold damage by touch, at will. *Ice hands* freezes up to one gallon of liquid per round, including potions and holy/unholy water. One frost in six can cast a *cold ray* from his hands once per day. This ray is 90 feet long, an inch wide, and causes 6d4 + 6 points of damage if a saving throw vs. spells is unsuccessful. No damage is suffered if the save is successful, as the ray is so narrow.

Frosts are immune to all cold. They take normal damage from fire- or heat-based spells, and flames causing 1 or more points of damage instantly sear off their wings, which cannot regrow. Be-

cause frosts are so light, they suffer only 1-2 points of damage from falling from any height over 10 feet, but suffer no damage if they land in a snowbank.

Habitat/Society: Frosts are nearly always found in small family groups, though some gatherings are exploratory bands out to see the wide world, cause a bit of trouble, or hunt for gems and crystals, which frosts love and hoard. Nomadic in nature, frosts make their lairs in hollow trees, rocky shelters, old animal dens, and the like, never staying in one place for more than a year. Frosts manufacture few things, usually only clothing, though it is not known how their fine cloth is created. Their dagger-like weapons are actually hard, sharp icicles.

If carefully approached and given gems, frosts can be very helpful to well-behaved beings who don't stay long in the frosts' woodlands. They like other small woodland fairies best, with elves and dryads running a close second, halflings third, and everyone else somewhere far behind. They war continually with small evil beings such as quicklings. Some frost communities work closely with elven and fairy bands to defend their woods against goblins and other invaders, but are also likely to attack careless human loggers, hunters, and city-builders.

Frosts speak their own language, Elven, and up to three other languages of allied beings in their vicinity. They cannot read or write, and have no interest in learning to do so.

Ecology: Frosts have little overall effect on their environment, as their food and material needs are minute at best. Frosts have no known use as spell components, though it is rumored that certain evil sorcerers have investigated this possibility in the past. A few such sorcerers are known to have had unfortunate and fatal accidents when crossing icy rivers or traveling through dense winter forests, and these losses have probably slowed this research.

CLIMATE/TERRAIN: Subterranean, hot caverns

FREQUENCY: Rare

ORGANIZATION: Group

ACTIVE CYCLE: Any

DIET: Omnivorous

INTELLIGENCE: Average (8-10)

TREASURE: Q x 4

ALIGNMENT: Neutral

NO. APPEARING: 1-20

ARMOR CLASS: 6

MOVEMENT: 15

HIT DICE: 4+4

THACO: 17

NO. OF ATTACKS: 4 + special

DAMAGE/ATTACKS: 1-4/1-4/1-6/1-8

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: Nil

SIZE: M (6' tall)

MORALE: Elite (13-14)

XP VALUE: 650

Gaund are gray-green reptilian creatures with three glowing red eyes and are often mistaken for large lizards by adventurers. They are intelligent, but spend most of their time on all fours. They rise upon their hind legs and balance with their tails only in combat or when surveying their surroundings. Their skin is scaled and leathery, and of a somewhat lighter color on the underside. They communicate in a language of singing clicks and hollow whistling sounds.

Combat: Gaunds have 90' infravision, excellent hearing, and great sensitivity to vibrations. This prevents them from being effectively blinded by exposure to light or darkness, or by the obscuring effects of smoke or vapors. They are surprised only on a roll of 1 on a 1d6.

In combat, gaunds do not use weapons of any sort, but leap about constantly, hurling themselves at and upon opponents, slashing with their claws (1d4 points of damage), snapping with their jaws (1d6 points of damage), and using their tails as lashes or whips (1d8 points of damage). They are fearless, and the death of a fellow often drives them to fight with even greater ferocity.

If pinned down or caught from the rear, the gaund kicks with its powerful rear legs for two attacks that cause 3d4 points of damage. These are the only circumstances in which they use their rear claws.

The most feared attack of the gaund is the gaze or "ray" attack it can make with its central eye. This orb is protected by a bony hood which limits its field of vision so the gaund must aim its head to use the gaze. The gaze produces a magical effect identical to the 2nd-level clerical *heat metal* spell upon any one opponent or object within a range of 90 feet. This gaze can be used against one creature per round and is in addition to its normal attacks. The ray attack can be countered by any means effective against the spell.

Gaund suffer no damage at all from heat or normal fire, even dragon turtle steam. Magical fire attacks inflict less damage upon them, causing 2 points of damage per die, with a minimum of 1 point of damage per die. However, they are especially susceptible to cold-based attacks (+2 to each die of damage). They are also susceptible to sonic attacks and make saving throws against them at a penalty of -2.

Habitat/Society: Gaunds live in groups of up to twenty members, although large colonies of many groups have sometimes been



found. They live in dry, fiery caverns, and are only rarely encountered in cool climates or above ground.

Gaunds are omnivorous. Although they do not build, use tools, or seem to have any type of social structure, they do husband food carefully, often maintaining breeding colonies of lesser animals to ensure themselves of a plentiful supply.

Gaund mating rituals include an upright, shuffling, head-to-head dance during which an egg-bearing female turns a fiery orange. After a gestation period of about four months, 1-4 eggs are produced. These have leathery shells and are covered with a clear, spicy-scented slime. This substance is known to neutralize nearly all acids and, if smeared on a flammable item increases its saving throw vs. fire by a bonus of +3.

Gaunds guard their eggs ferociously for the 3-12 days it takes them to hatch. The young are small (2+4 Hit Dice), and do not develop the gaze attack until they reach maturity 3 to 6 months later.

Gaunds hoard gems and pretty stones of all types, and have been known to trade these for food with adventuring parties too strong for them to overcome. Generally, however, they seem both hostile toward intruders and territorial. Their lands should not be entered casually.

Ecology: Gaunds live a very simple and naturalistic life, so basic that they are often mistaken for nonintelligent, dangerous lizards. They are hunted for their hard and durable teeth by humanoids who live nearby. Tools and daggers fashioned from this material dull easily but do not easily split or shatter. Gaund tails are highly valued for their rich, succulent meat, which does not readily spoil.

Frost Gaund: This gaund variation lives only in very cold regions. Its color is bluish-gray or slate-gray. Its eyes are a glowing blue. Its ray has the effect of *chill metal*, as the 2nd-level clerical spell. The creature resists cold-based attacks and is susceptible to fire-based attacks. Its eggs are encased in a slime that protects them from extreme cold. It is otherwise identical to the normal gaund.

Giant, Mountain



CLIMATE/TERRAIN:	Any/Mountains
FREQUENCY:	Very rare
ORGANIZATION:	Family
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	E
ALIGNMENT:	Chaotic neutral

NO. APPEARING:	1-4
ARMOR CLASS:	4
MOVEMENT:	12
HIT DICE:	15+3
THACO:	5
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-8 or by weapon (4d10 + 10)
SPECIAL ATTACKS:	Hurling rocks for 2-20
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	H (14' tall)
MORALE:	Champion (15-16)
XP VALUE:	Normal: 7,000 Infant: Nil Juvenile: 3,000 Shaman: 8,000 Shaman, 3rd: 9,000



Mountain giants are huge humanoids that live in remote mountain caverns.

Standing 14 feet tall and weighing 2,000 pounds, mountain giants are impressive foes. They greatly resemble large hill giants. Their skin color is a light tan to reddish brown with straight black hair. The males have heavy beards but no mustaches, and they have large pot bellies. They are typically clothed in rough hides or skins and carry huge clubs as weapons. The stale reek of a mountain giant can be detected several hundred feet downwind.

Combat: Mountain giants always attack in a straight-forward manner, not by ambush or deceit. They love to get into a high, unassailable spot with lots of boulders. When in such a position, mountain giants rarely take cover, but stand in the open to fling their missiles. They can hurl boulders down on their opponents for 2d10 points of damage each. They can catch similar missiles 30% of the time.

In melee they use huge clubs that cause 4d10+10 points of damage, including their Strength bonus. These clubs are usually just large tree limbs or logs. They usually keep several such weapons around. Mountain giants are as strong as fire giants (22).

A mountain giant can summon and control other monsters. This summoning takes a full turn to perform and 1d6 hours pass before the creatures appear. A summoning results in either 1d10+5 ogres (70%), 1d6+3 trolls (20%), or 1d4 hill giants (10%), although the giant has no idea in advance of what he will get. The control is very loose, not absolute domination. The mountain giant can give a broadly defined command and the monsters obey as they see fit. The summoned monsters stay with and fight for the mountain giant, but they value their own lives over that of the giant. The summoned creatures stay with the giant until killed, sent away, or another summoning is made.

Habitat/Society: The home of a family of mountain giants is often in a large rock cavern in a mountain. Frequently there are un-

explored passages leading out of the giants' home. They rarely have any interest in anything beyond their cavern. There is a 75% chance of summoned creatures acting as guards and underlings in the cavern.

The females and young are rarely seen, since they stick close to the cavern. Mountain giants are polygamous, usually one female living with several males. Three quarters of the young are male, which accounts for their low population. If two or more mountain giants are in a lair, there is a 50% chance of a female and a 25% chance of a child. Roll 1d4 to determine the age of the child. If it is a 4, it is a helpless infant or small child. A roll of 1-3 indicates older children or teens that have the Hit Dice, damage, and attack rolls of hill giants.

There is a 20% chance that one of the giants in a family is a shaman. Roll 1d6 to determine the level of spell use, 1-4 meaning 1st level, 5-6 indicating 2nd level. This shaman can cast from the spheres of All, Animal, Charm, Combat, Elemental, and Healing. He has an innate ability to find caves and cavern entrances within half a mile, unless these are magically hidden.

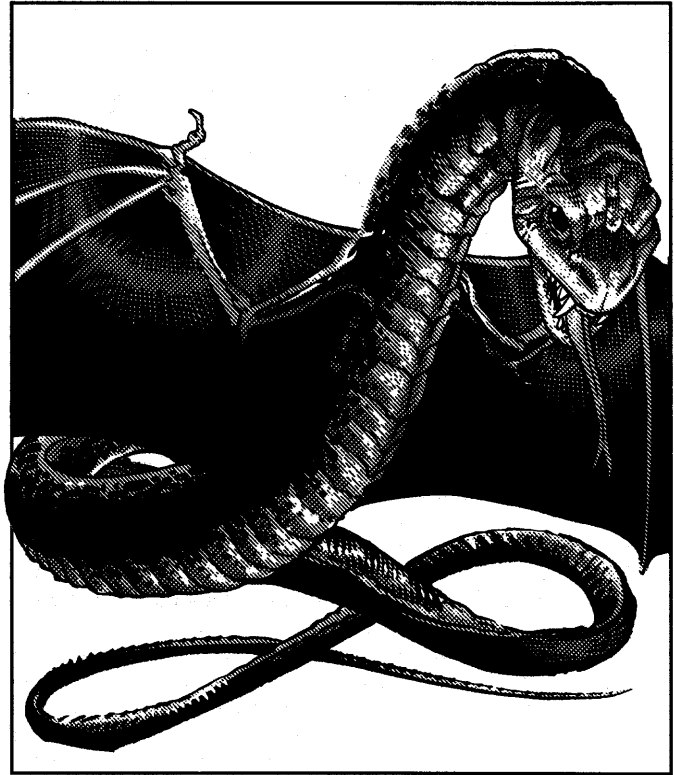
While only one family is found in a given lair, several families make up a loose tribe scattered over a mountain or range. Each tribe has a 3rd-level shaman as its leader. He presides over the extremely rare gatherings of the tribe and counsels those willing to travel to talk to him. The shaman always lives with a group of summoned monsters, but never with other mountain giants.

Ecology: Mountain giants are foragers and hunters. Their favorite food is mountain sheep. They also eat nuts, tubers, and other edible mountain plants. Nothing hunts mountain giants, but sometimes they pick the wrong cave in which to set up house-keeping. Since they tend not to fully explore all the back tunnels, nasty things from underground have been known to attack and devour sleeping giants.

Since these giants are neither good nor evil, it is possible to set up peaceful relations with them. However, they are suspicious of and reluctant to deal with outsiders.

CLIMATE/TERRAIN:	Flying Serpent	Moth
	Any	Any, Demi Plane Of Shadow
FREQUENCY:	Rare	Rare
ORGANIZATION:	Solitary or flock	Solitary
ACTIVE TIME:	Any	Night /darkness
DIET:	Carnivore	Carnivore
INTELLIGENCE:	High (13-14)	Animal (1)
TREASURE:	Any (usually A)	Nil
ALIGNMENT:	Neutral evil	Neutral
NO. APPEARING:	1-4	1

ARMOR CLASS:	6	1
MOVEMENT:	4 Fl 21 (MC B)	2 Fl 18 (MC D)
HIT DICE:	3+3	5+1
THACO:	17	15
NO. OF ATTACKS:	1	3
DAMAGE/ATTACK:	2-5	1-3/1-3/1-8
SPECIAL ATTACKS:	Venom	Pheromone
SPECIAL DEFENSES:	Darkness	Confusion
MAGIC RESISTANCE:	40%	Standard
SIZE:	L (9' wingspan)	M (8' wingspan)
MORALE:	Steady (11-12)	Average (8-10)
XP VALUE:	975	1,400



The name "gloomwing" describes two entirely different monsters with similar habits but radically different appearances and natures. One type of gloomwing is a fey creature which makes its home on the Prime Material Plane. These monsters resemble huge serpents with large, bat-like wings. They have smooth, scaly bodies and lightly-furred wings. Their overall color is a lusterless black, with a dusty cinnamon brown on the nose, tail, and wingtips. Some specimens are brown all over. All of these winged serpents have glittering amber eyes which glow a baneful red when the creature is enraged or feeding.

Combat: Gloomwings can generate *darkness*, 15 radius (as the 2nd-level wizard spell) at will as a 4th-level spell caster. They have excellent sight and superior infravision, 180-foot range. Their other senses are extremely keen and allow them to locate and attack opponents even in magical darkness. Gloomwings are wise enough to avoid powerful creatures and large parties of adventurers. However, they are quick to attack when they think they have the advantage. They prefer to swoop to attack from behind, hiding in their own *darkness*. Gloomwings also use *darkness* to travel or hunt without detection on moonless nights, and to foil missile fire.

A gloomwing's venomous bite is its most feared weapon. The bite causes a -1 penalty on each save vs. poison. If the save is not successful, one of the following effects occurs (roll d%):

- 01-40: Victim flees in fear (as 4th-level wizard spell) for four rounds.
- 41-75: Victim of less than 8 + 1 Hit Dice (or 8 levels) falls into a catatonic slumber and cannot be awakened for 2d4 turns. Creatures of 8 +2 Hit Dice (or 9 levels) or more are unaffected. Such victims are treated as if they have made their saving throws (see below).
- 76-85: Victim is stunned for 1d6 rounds. While stunned, victim cannot use Dexterity bonuses to Armor Class, attack, cast spells, communicate, or perform any actions except normal movement or dropping items held in the hands.

- 87-95: Victim is *confused* (as the 4th-level wizard spell) for six rounds.
- 96-97: Victim is *feebleminded* (as the 5th-level wizard spell). Victims who are not spell casters are treated as if they have made their saving throws.
- 98-00: Victim suffers double damage (4-10) from the bite and suffers wracking pains and convulsions which render him helpless for one round.

An opponent can suffer from only one of these effects during a single encounter with one or more gloomwings. Unaffected opponents must successfully save vs. poison each time they are bitten, but once a save fails and the victim suffers from a listed affect, all subsequent bites during the encounter inflict only half damage. Gloomwings engage in long melees with opponents who have survived the venom's affects often retreat, only to return 1d3 hours later to launch a "new" assault. Gloomwings are immune to gloomwing venom.

Habitat/Society: Gloomwings are thought to serve dark powers (evil priests, dragons, etc.) as messengers, steeds, and spies. A gloomwing can carry 175 pounds and still fly at full speed. They can maintain a flight speed of 14 (MC C) with loads between 175 and 255 pounds, and are grounded if forced to carry loads greater than 255 pounds. Gloomwings prefer to make their lairs in caves set high into the faces of inaccessible cliffs or in ancient ruins. They hoard treasure to use as bribes or to purchase services from lesser creatures. These hordes are always well hidden and frequently trapped to prevent theft. Gloomwings can speak the Common tongue and Orc, though with a rasping, hissing voice. They speak the tongue of evil dragons quite well.

Ecology: A gloomwing eats any creature it can overcome, and eats carrion if necessary. They always seek alliances with any evil creatures living nearby. They seek to become the masters if their neighbors are weaker, or well-paid servants if the neighbors are stronger. In either case, gloomwings are not known for

Gloomwing

fidelity or loyalty.

Gloomwing Moth: The other monster commonly called “gloomwing” is the adult stage of the tenebrous worm (see *Monstrous Compendium Volume II*). These huge moths are native to the demi-plane of Shadow. Their bodies and wings are covered with shimmering, geometric patterns of black and silver. They have large, fern-like black antennae tipped with white and eight legs each ending in a pearly claw.

A gloomwing’s shimmering markings make it a difficult target. Any creature viewing the moth squarely from above or below must successfully save vs. spells or be *confused*, as the 4th-level wizard spell, for 1d4 +4 rounds. The markings also provide excellent camouflage, and the moth is 50% undetectable in darkness, twilight, or moonlight. Successfully camouflaged gloomwings cannot cause *confusion*. When attacking in darkness or near darkness, a gloomwing receives a -2 bonus to its surprise roll. Gloomwings normally swoop to the attack. This gives them a +2 attack bonus and allows them to seize and carry away victims less than three feet tall and that weigh less than 61 pounds. Such victims are securely held in the moth’s eight claws while the moth attacks each round with a +4 attack bonus and a +2 bonus to damage.

When fighting creatures too large to carry away, the moth hovers, biting and flailing with its two front claws. During the second and each successive round of such combat, the moth emits a potent pheromone that can attract other gloomwings and can cause weakness in any non-insect. There is a 20% chance

each round that 1d4 additional gloomwings arrive at the end of any round when one or more gloomwings are emitting the scent. The weakness effect has a 25-foot radius and exposed creatures must successfully save vs. poison or lose one point of Strength each round they remain in the area of effect. Creatures who are successful with their initial saves need not save again if exposure continues. Multiple gloomwings do not require multiple saves. Lost Strength points are recovered at the rate of one per turn, beginning 1d4 hours after exposure stops. Creatures reduced to zero Strength lose consciousness until they regain at least one point of Strength.

Habitat/Society: Gloomwing moths are short-lived, solitary hunters. They use a variety of pheromones to ward off rivals and to find mates. They form groups only to attack large prey, and then only when drawn to the fray by the combat pheromone. When two gloomwings of the same sex meet they flee unless there is combat pheromone in the air.

Ecology: Gloomwing moths live only 4-9 (1d6 + 3) weeks. During this time they search for mates and eat voraciously. Egg-laden females (½ chance) use corpses of small size or larger as incubators for their eggs. The eggs hatch in 12 days, sprouting 4-10 small tenebrous worms. The corpse cannot be resurrected unless the infestation is removed with a *cure disease* spell. Unless killed, the young worms completely devour the body when they emerge.

Golden Ammonite



CLIMATE/TERRAIN: Oceanic canyons over 1,000' deep
FREQUENCY: Very rare
ORGANIZATION: Solitary

ACTIVITY CYCLE: Any
DIET: Scavenger
INTELLIGENCE: Semi

TREASURE: Special
ALIGNMENT: Neutral
NO. APPEARING: 1-3

ARMOR CLASS: 6 (shell), 8 (arms/head)
MOVEMENT: 1
HIT DICE: 8+3

THACO: 11
NO. OF ATTACKS: 10
DAMAGE/ATTACK: 1-4 each tentacle
SPECIAL ATTACKS: Blinding, draining

SPECIAL DEFENSES: Immune to psionic attack, telepathy, ESP, and all *enchantment/charm* spells; takes half damage from blunt weapons and cold-based attacks; can regenerate; cannot be surprised in its environment

MAGIC RESISTANCE: 90%
SIZE: L (6' shell, 8'-12' tentacles)
MORALE: 10
XP VALUE: 8,000

In oceanic abysses, where light never penetrates, lives a species of large-shelled mollusk that feeds upon the debris and minerals on the sea floor. Gold is extracted from the sludgy silt of the ocean floors that this monster consumes. This metal is then deposited on the creature's shell, creating an eerily beautiful coiled wonder that gives this beast its name, the golden ammonite. The exposed parts of the golden ammonite's soft body are dark brown with spots of black. The shell is, of course, brilliant, pure gold.

Combat: Each of these monsters has two fist-sized, multifaceted eyes that project on stalks just beyond the rim of its shell. These eyes are not especially remarkable in power, as they are very nearsighted and work best when a lighted object is within 30 feet, though they can detect light and heat sources to 120 feet. The creature's skin, however, is fantastically pressure sensitive, so any sound or motion within 600 feet of it is instantly detected, ruling out all surprise even if an approaching being is magically silenced. Blinding this creature with *light* spells is very easy, but as a tactic it is useless, as the creature can "see" its environment far better with its skin's "sonar sense," which is obviously not hindered by such spells.

Any being approaching within 90 feet of this monster is made the focus of a *light ball* attack. Each eye independently launches a small globe of magical light, 1 foot in diameter, at its chosen target, usually targeting the largest creature in a group first. A victim must make a successful saving throw vs. spells against the *light ball* or be struck in the face by the magically guided missile. An abyssal creature with eyes is instantly blinded and will flee this attack. A surface dweller suffers a -4 penalty on all attacks, and is also effectively blinded by the light in his eyes. Two victims may be attacked each round, at will. A *dispel magic* spell can remove this effect if it is successfully cast against 8th-level magic. If the victim is blinded for longer than 12 turns, however, his eyesight is permanently damaged and a *wish*, *heal*, or *cure blindness* spell is required to cure the -2 attack penalty he suffers when the *light ball* is removed.

If beings come within grappling range, the golden ammonite lashes out with its tentacles at up to 10 opponents. Each tentacle can cause 1-4 points of damage by constriction, but suckers on each tentacle also begin to draw out the vital fluids in the victim's body. The draining damage caused per round by each tentacle is equal to the victim's Armor Class, not counting Dexterity or shield bonuses, as a measure of how many suckers can be fixed to the victim's skin. Thus, a constricted man in chain mail armor receives 1d4 +5 points of damage per round. Constricting tentacles need not roll to attack in subsequent rounds. Victims can attempt to escape only if their die roll is equal to or better than their chances to bend bars/lift gates, as per their Strength. One roll is allowed each round. A successful Strength roll to open doors allows a trapped victim to free his arms and weapons and strike out, though with a -2 attack penalty.

Unintelligent or nondiscriminating beings in combat with a golden ammonite have a 50% chance with each attack to strike at the Armor Class 6 shell instead of the Armor Class 8 body. Intelligent, discriminating beings can attack only the soft part of its body, but any miss must be rerolled against Armor Class 6 to see if the shell was struck instead, reducing its value. Any roll of four or more higher than the score needed to hit may be directed by an intelligent opponent at one of the golden ammonite's two eyes, which are destroyed instantly by any amount of damage. The creature withdraws into its shell immediately if it loses an eye, staying put for hours while it regenerates all of its damage.

Because of its soft, elastic body, this creature takes half damage from non-edged weapons. Many weapons cannot be used underwater anyway because of physical constraints. Any weapons that strike the shell of the golden ammonite have part of their impact absorbed, and cause only half damage (with fractions rounded down) in this case as well. Thus, a blunt weapon used on its shell causes only one-quarter damage. In addition, the creature is partially adapted to cold and receives only half damage from cold-based attacks. It regenerates damage to its soft body at a rate of 1 hit point per turn. Shell damage can be regrown in 7-12 months.

The golden ammonite's shell is valued at 50,000-80,000 gold pieces by the wealthiest surface-dwelling buyers, and some undersea races see them as priceless. Each point of damage inflicted on a shell reduces this overall value by 1,000 gold pieces, to a minimum value of 10,000 gold pieces, which would essentially be a smashed shell. A golden shell weighs about 1,000 pounds, regardless of its condition.

Habitat/Society: Golden ammonites have adapted to the crushing darkness of the bottoms of great marine trenches, where savage, ghastly monsters are rumored to live. Little is known of these dangerous regions, into which it is said even sahuagin fear to venture. If golden ammonites have anything resembling a society among them, it has yet to be discovered. So alien are their thought patterns that telepathy and ESP are useless in communicating with them, and produce only confused and frightening images. Psionic attack and spells that affect the mind are similarly rendered worthless. Sages guess that they might have a language based on touch, sound waves, or some other medium, but no proof of this exists.

Golden ammonites collect no treasure or property, and they manufacture no known items. The shells of these beings have never been found empty on the ocean floor. No young have ever been seen. Their lifespans are probably very long, perhaps in the hundreds of years.

Ecology: Aside from consuming the carcasses of dead creatures and sea-floor debris, the effect that the golden ammonite has on its environment and neighbors has yet to be unveiled.

Golem, Lightning



CLIMATE/TERRAIN:	Any land
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Semi (2-4)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1

ARMOR CLASS:	0
MOVEMENT:	12
HIT DICE:	11 (66 hp)
THACO:	9
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	4-32

SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil

SIZE:	L (8' tall)
MORALE:	Fearless (20)
XP VALUE:	2,004



The lightning golem is an artificial being given animation, if not true life, by the infusion of an elemental spirit. It is created and controlled by powerful magics or with the aid of a *Manual of Golem Construction* (see the *Dungeon Master's Guide*). Like other magically animated creations it is often employed as a guard or ward by those powerful enough to fashion them.

Lightning golems are physically fairly simple. Their bodies are nothing more than a gold framework that is roughly humanoid in shape. The limbs of the creature are articulated, giving it the ability to move its arms and legs in much the same way that a man might. In fact, the "skeleton" of the creature has been likened to a mannequin or doll such as might be used by an artist in place of a model. What makes the construction unusual is the aura of electricity that constantly dances around it. Because of the energies used to empower the creature, it is alive with brush discharges, arcs of electricity, and a general haze of St. Elmo's fire. The shape of this aura is surprisingly man-like.

Lightning golems cannot speak, but obey simple commands given them by their creators. Their understanding is limited, however, making complex tasks beyond them.

Combat: The lightning golem moves much more quickly than one might expect an automaton to move. Because of this, it gains a +2 bonus to all initiative rolls that it is called upon to make.

When in close combat, the lightning golem lashes out with its metallic arms, trying to strike its enemies. Anyone hit by the being suffers 4d8 points of damage from the blow and its associated electrical shock. Anyone making a successful saving throw vs. spells or with some immunity to electrical damage suffers only half damage. Persons who fail their saves may be required (at the DM's option) to make saving throws for some or all of the items they are carrying.

If possible, the golem begins combat by unleashing a powerful stroke of *chain lightning* at its enemies. This attack is similar to that of the sixth-level wizard spell of the same name and has a

range of 50 yards. The stroke inflicts 6d6 points of damage to the first target that it strikes.

Because of the inorganic nature of this being, the lightning golem is immune to all manner of life affecting magic or psionic powers. Thus, attempts to put it to *sleep* or *cause disease* fail. Spells and powers that influence the mind are similarly useless against this automaton. Attacks that depend upon heat or fire affect the golem normally, causing its golden skeleton to melt and deform. Those based on cold, ice, lightning, or electricity are ineffective. Spells and abilities that have power over metal, such as *crystalbrittle*, have their normal effects upon the lightning golem.

Lightning golems are considered greater golems, and are thus always under the control of their creator.

Habitat/Society: Because the lightning golem is an automaton, it has no society to speak of. From time to time, a truly powerful individual may assemble more than one of these beings, but golems do not have any social order or customs.

Ecology: The creation of a lightning golem is a task beyond any but a wizard of 18th level or higher. The labor begins with the manufacture of the construct's golden body from 2,000 pounds of gold. The gold itself, and the materials needed to fashion it into its new form, cost 150,000 gold pieces. The construction of the body requires 10 weeks. Once the body is completed, the enchanting can begin. This must be attempted in an open area during the height of a tremendous thunderstorm. When the storm reaches its peak, the wizard must cast a *wish*, *permanency*, *chain lightning*, *enchant an item*, and *geas* spell. As soon as the final spell is cast, a bolt of lightning is attracted to the body, striking it and infusing it with tremendous power.

Manuals of Lightning Golems construction exist, but such tomes are very rare. There is a 10% chance that any *Manual of Iron Golems* is actually a *Manual of Lightning Golems*.

Hamadryad



CLIMATE/TERRAIN: Temperate, subtropical/forest
FREQUENCY: Very rare
ORGANIZATION: Solitary

ACTIVITY CYCLE: Any
DIET: Water and sunlight
INTELLIGENCE: High (13-14)

TREASURE: Nil
ALIGNMENT: Neutral
NO. APPEARING: 1-2

ARMOR CLASS: 7
MOVEMENT: 15
HIT DICE: 4
THACO: 17
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-3 (pummel)

SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: 75%

SIZE: M (5-5½' tall)
MORALE: Steady (11-12)
XP VALUE: 650

These woodland spirits appear to be beautiful elven or human females, except that they have deep, sparkling, green eyes and long green hair. They are peaceful, quick-witted, and polite, but shy. They rarely speak to humans and their ilk. Like their cousins the dryads, each hamadryad is linked to an individual oak tree; however, a hamadryad can leave the vicinity of her tree.

Combat: Hamadryads often carry knives, daggers, or similar weapons, but they shun physical combat and prefer to use their magical abilities instead. Hamadryads can cast *hold plant* once a day and *charm person* three times a day (saving throw has a -3 penalty) as casters at the 11th level of ability. Hamadryads can use, at will, *speak with plants*, *animal friendship*, *entangle*, *pass without trace*, *dimension door* (from tree to tree only, maximum range 660 yards), and *quench fire* (as the reverse of the 7th-level priest spell fire storm) as casters of the 11th level of ability.

Hamadryads always successfully *detect snares and pits* and cannot be *entangled*. A hamadryad can automatically discern the nature of magically-created trees or vegetation such as those generated by *massmorph*, *tree*, or *hallucinatory forest* spells. They recognize treants and treant-controlled trees on sight. They can enter any living tree using the 6th-level priest spell *transport via plants*, and remain there as long as they wish. If a hamadryad enters a tree containing a spell caster that is using a *plant door*, *pass plant*, or *transport via plants* spell, there always is room in the tree for the hamadryad and she can attempt to *charm* the spell caster. The saving throw vs. this *charm* has a -6 penalty. These special *charms* can be used at will and in addition to the hamadryad's three *charm person* spells each day. The special *charm* even works on druids of 7th level or higher.

Hamadryads are immune to the effects of the *call woodland beings* spell, but are aware of the spell if they are in its area of effect. Usually (90%) they travel to the caster's location to observe. If the caster's goals are not contrary to the hamadryad's, she serves of her own free will. Hamadryads who are expecting trouble usually gather a cadre of *charmed* people and friendly animals. While these allies fight, the hamadryad *dimension doors* from tree to tree, using *entangle* and *charm* to disorganize and demoralize foes.

Habitat/Society: Hamadryads are found only in ancient, vast forests far from civilization. They dislike non-forest environ-



ments and almost never willingly leave the woodlands.

Hamadryads speak the languages of dryads, elves, pixies, sprites, and sometimes (33%) Common, which they learn from *charmed* victims. A hamadryad also is 90% likely to speak the languages of centaurs, fauns, treants, and the druids.

Hamadryads seldom argue with other woodland creatures. They are fond of dryads and treants and always are on good terms with them. Frequently they use their *quench fire* ability to aid these creatures. They give all treasure they find to their dryad friends for safe keeping. They are uncomfortable leaving treasure in their unguarded trees as they do not wish to encourage greedy beings to chop down large trees in search of wealth. On the other hand, hamadryads know most treasures are eventually found no matter how well hidden and that an item in a dryad's possession cannot be used to hurt the forest.

Like dryads, hamadryads are attracted to comely males. However, they are not possessive of males who succumb to their *charm* abilities. They take *charmed* victims deep into the forest where the victim is compelled to perform some service, usually protecting the trees from woodcutters and the like. When the service is complete, the hamadryad releases the victim near a dryad's tree, where the victim might be *charmed* again. If not, the victim is free to leave the forest.

Ecology: Hamadryads do not eat. They get all the nourishment they need from sunlight, through the chlorophyll in their hair, and from the water they drink. They prefer fresh water from springs or wells, but can survive on water that has been fouled by human or animal wastes. A hamadryad who is imprisoned indoors will die of starvation in 10-20 days unless given access to sunlight for at least one hour a day. A hamadryad shorn of her hair starves unless she is allowed to regrow her hair.

A hamadryad's tree is always huge and old, but does not radiate magic or show other signs of its true nature, though careful questioning with a *speak with plants* spell probably will reveal the tree for what it is.

Harrier

CLIMATE/TERRAIN:	Harrier Jungle	Larvae Jungle
FREQUENCY:	Very rare	Very rare
ORGANIZATION:	Solitary	Nest
ACTIVITY CYCLE:	Night	Night
DIET:	Carnivore (carrion)	Carnivore (carrion)
INTELLIGENCE:	Low (5-7)	Non (0)
TREASURE:	Nil	Nil
ALIGNMENT:	Neutral evil	Evil
NO. APPEARING:	1-2	25
ARMOR CLASS:	6	9
MOVEMENT:	3, gliding 12	1
HIT DICE:	7+7	1
THACO:	13	19
NO. OF ATTACKS:	3	1
DAMAGE/ATTACK:	2-5/2-5/2-12	1-6
SPECIAL ATTACKS:	Poison, rear claws 2-5 each	Nil
SPECIAL DEFENSES:	Camouflage, spell immunity	Nil
MAGIC RESISTANCE:	Nil	Nil
SIZE:	M (4' long)	T (1'-2' long)
MORALE:	Fanatic (18)	Fearless (20)
XP VALUE:	4,000	35



Harriers appear basically humanoid. They have two arms, two legs, and one head. They have somewhat pointed ears, glowing red eyes, and vicious beaks with sharp needle-like teeth spaced around the edges. Their beaks and their leathery skin are mottled green in color. They have no hair.

A thin membrane stretches between arm and body, ending at the knee. Their hands and feet have sharp claws, which are used for climbing trees as well as for combat. Using their arm-membranes as rudimentary wings, harriers glide from treetops to attack their prey. These foul creatures fortunately inhabit only the hottest jungle environments.

Combat: When motionless and against a background of green jungle foliage, harriers blend in well. In this case, opponents receive a -2 penalty to surprise rolls. Harriers attack by swooping quickly toward opponents and using their claws and beak. A beak hit has a 25% chance to inject a burning poison. This poison causes an additional 2-12 points of damage for one round. The pain results in the victim attacking with a -2 penalty. While the poison is in effect, Dexterity adjustments to Armor Class no longer apply. A saving throw reduces the damage to half and eliminates most pain effects, reducing the victim's attack penalty to -1. The effects of the poison last for 5-20 rounds after it is injected.

If a harrier hits with both its front claws, it attaches itself to its victim, and brings its rear claws to bear. Each rear claw causes 2-5 points of damage with a successful hit. Once the harrier has attached itself to a victim, it becomes difficult to dislodge, requiring the victim to make a successful Strength check to do so. While attached, the harrier automatically causes 1-3 points of damage per front claw per round. In addition, it receives a +2 bonus to attacks when it uses its beak and rear claws on a victim to which it is attached.

Dislodging the creature causes 2-5 points of damage per front claw. This damage applies even after the creature is killed, unless

the victim spends one full round to remove each claw.

A harrier is immune to heat and fire-based spells.

Habitat/Society: Harriers have no formal society, meeting only for short periods for courtship rituals and mating. A female harrier lays 2-8 eggs about three weeks after mating. She digs shallow pits for nests, dividing the eggs into two or three groups located several feet apart. Predators, including adult harriers, prevent most of the eggs from hatching into larvae. A month after the eggs are laid, 2-5 larvae hatch and begin to forage on their own. Only 1-2 live to mature into harriers.

Ecology: The harrier is a vicious predator that attacks any living animal it sees, including large and aggressive creatures such as dragons. When live prey is scarce, they scavenge for food, eating any type of carrion, including their own dead. They have no natural predators, but have several enemies in the jungle.

A harrier egg could bring up to 1,000 gold pieces from the right buyer. A young harrier can be trained to recognize a master who feeds it during its larval stage. To fully train the creature and become recognizable to it, the master must spend at least an hour each day with the creature as it matures. Because parental care is not natural for the harrier, however, a harrier cannot be trained to do anything except recognize its master. Even then, the harrier is dangerous and somewhat unpredictable. Once it has been placed somewhere as a guard animal, it guards that area to its death.

Larvae: Harrier larvae are small, worm-like creatures with a translucent, mottled brown skin. They hatch with a well-developed, toothless beak, which grows and develops as the larva does. A nearly mature larva has limbs and other organs visible just under its skin. The larva matures rapidly if enough food is available, shedding its skin after two months and emerging as a small, but fully-developed harrier.

CLIMATE/TERRAIN:	Any urban area
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Life energy
INTELLIGENCE:	Very (11-12)
TREASURE:	Nil
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1
<hr/>	
ARMOR CLASS:	0
MOVEMENT:	Fl 15 (A)
HIT DICE:	4+3
THACO:	15
NO. OF ATTACKS:	0
DAMAGE/ATTACK:	Nil
SPECIAL ATTACKS:	Emotion control
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	M (6' tall)
MORALE:	Fearless (20)
XP VALUE:	5,000



Every culture has reports of unusual behavior by otherwise normal people. Perhaps a wife who has been true and faithful for many years suddenly seeks passion in the arms of a stranger. Maybe a man who has been good and kind his entire life suddenly lashes out and kills several of his best friends. Sometimes this sudden change is the result of natural psychological stress or madness, but often it is the work of the dreaded harrla.

The harrla is naturally and permanently invisible. Those capable of sensing invisible objects see it as a humanoid figure, the height of a man. Its edges shimmer and fluctuate, making it impossible to determine if the form is a man or a woman.

The harrla has no known language, and seems unable to communicate. Some scholars say that a harrla can communicate with others of its kind, but there is certainly no proof of this. As they are almost never encountered in pairs or groups, however, language is all but unnecessary for them.

Combat: The harrla does not enter physical combat the way that many creatures do. It has no capacity to inflict physical damage and takes whatever steps it must to avoid placing itself in danger of physical or mystical assault. Of course, it is aware that most material weapons and spells cannot harm it, so its judgment is affected by these considerations.

The main "attack" mode of the harrla is its ability to infuse a living creature with an overpowering emotion. Each harrla is able to project only a single emotion. Although there are, in theory, as many types of harrla as there are emotional states, some common examples include hate, passion, and fear.

Hate: This type of harrla is capable of inducing hate in its victims that causes them to be overwhelmed with the desire to kill and destroy. While they do not simply attack anyone that they see, the slightest provocation results in a violent outburst. Thus, someone at the breakfast table might go into a killing frenzy upon finding that his meal was improperly prepared.

Passion: Those infused with passion find themselves unable to control their romantic desires. They fall into the arms of the nearest person of the appropriate sex and behave in a most wan-

ton manner. The effects of this infusion are similar to those of the *philter of love*, only more intense and of shorter duration.

Fear: Persons overcome with fear flee from anything that presents itself to them in a frightening manner. Because the victims lose control of basic common sense, however, even persons reaching out to or walking toward the characters will take on menacing overtones.

The harrla is naturally drawn to those who are struggling to keep the emotion that it generates in check. Once it finds such persons, it begins to stimulate the emotional centers of the victims' subconscious minds. Within a few seconds, the victims become consumed by the false emotions of the harrla and act purely according to their new emotional state. While in this condition, the characters are under the control of the Dungeon Master, just as if they were NPCs.

The victims have no memory of what they have done while under the influence of the harrla and are often shocked to learn what has transpired during the missing minutes of their life. The harrla's influence remains for 30 minutes, minus 1 minute per point of the victim's Wisdom score. A saving throw vs. spells is permitted to avoid the influences of this creature, with success indicating that the victims are safe for 24 hours. This save is permitted only when the harrla first attempts to dominate an individual.

Those under the influence of the harrla can be freed by a magical spell that counters the emotional effect of the creature. Thus, someone who was under the influence of a harrla that projected mindless happiness could be released by the casting of an *emotion* spell that induced sadness.

It is also possible to break the power of the creature through forceful persuasion and Charisma. In order for characters to drive out the influence of the harrla they must be a true and trusted friend of the dominated character. If this is the case, the individuals must try to convince the victims that things are not as they perceive them. The chance of this working is 1% per Charisma point of the person trying to break the enchantment.

Persons under the emotional influence of a harrla lose 1 point

Harrla

of Charisma. This loss is permanent, remaining even after the victims throw off the effects of the harrla's emotion controlling power. When the victims' Charisma scores are reduced to 0, the victims lose all vitality and will to live, dying in 1-6 rounds. Only restoring lost Charisma points prevents death.

When a harrla is dominating a specific person, it cannot travel more than 75 feet away from him. The creature retains its natural ability to fly, however, and often drifts above him as he moves through crowds and the like.

As an example of the harrla's dark and evil power, consider the following situation. A cleric of lawful good alignment is walking along the street when he is confronted by several members of another faith. They exchange cordial greetings and some brief conversation. During the chat, the priest is offended by several of the comments made about his church. This causes him to subconsciously resent the others, but he does not wish to make a public scene and says nothing about the insults. A passing harrla that induces rage senses his buried anger and begins to manipulate the priest's psyche. Fifteen minutes later, the priest suddenly finds that he has slain half a dozen innocent men and is now a wanted criminal. The harrla has done its evil work well.

The harrla is composed of nothing but emotional energy and is immune to damage from any manner of non-magical weapon. Further, even magical weapons inflict only half their normal damage to the creature. Of course, the weapon gains the traditional bonuses associated with an invisible opponent (-2 surprise modifier, etc.).

Magical spells have a reduced effectiveness against the harrla, because of its unusual form. It is immune to all spells that inflict damage based on heat or fire, cold or ice, electricity or lightning, and those that affect a biological function, such as *sleep* or *cause light wounds*. Emotion controlling spells, such as *charm*, have been known to affect the creature, although it gains a +4 bonus to any saving throw it makes against them.

The harrla's energy nature gives it the ability to pass through any solid objects with ease. The only known barriers through which a harrla cannot pass are those of a magical nature, such as a *protection from evil* or similar spell.

When a harrla passes through an individual, it momentarily infuses the individual with the emotion of the creature. The harrla does not actually feed upon the character's emotional energy, and the victim is entitled to a saving throw vs. spells with a +2 bonus to avoid its influence. If the save fails, the victim is consumed by the emotion for 1d4 rounds. Because the creature is not actually feeding when it does this, the harrla does not drain someone of a Charisma point.

While the harrla is indeed a dangerous adversary, it is not without weaknesses. Experience has shown that each and every harrla has a special weakness related to the emotion that it projects. For example, one scholar, a noted authority on paranormal creatures, reports that he once encountered a harrla that induced an utterly consuming depression in its victims. This despair was so great as to be life threatening. Upon researching the local rumors, he found ancient writings that convinced him that the tears of one of its victims would be damaging to the harrla. Sure enough, when the sage sprinkled such tears upon the harrla, it let out an audible shriek of agony and fled the area, never to be "seen" again.

In addition to its special weakness, a harrla can be driven away

for 10-100 days with a *dismissal* spell or utterly destroyed with a *banishment* spell. The harrla is also vulnerable to spells such as *trap the soul*. An emotion control spell cast upon the creature stuns it for 1d4 rounds, during which time it can attempt no actions at all and is utterly helpless.

Habitat/Society: The harrla is a strange and solitary creature. It has no social organization, but drifts like a hunting shark through the sea of humanity in search of a victim. When it finds a target, it strikes.

Harrla seem to develop some sort of psychological attachment to their victims. They become fascinated with the character's ability to "feel" and the intensity of its emotions. They tend to linger near past victims, waiting for a chance to dominate them again. It is not uncommon for an individual to fall into repeated periods of domination over the course of several days until, exhausted by the feedings of the harrla and drained of all Charisma, he dies.

On the average, a harrla drives its victims into a super-emotional state and feeds upon them once or twice a week. A harrla returns to a victim in its need to feed upon emotional energy every 2d4 days.

The harrla seldom remains in one place after exhausting a victim. It seems to be drawn to travel from place to place for some unknown reason. Those who would stalk these creatures are often placed in a situation where they must defeat it quickly or it escapes them. It is often possible, however, to track a harrla from town to town simply by keeping records of unusual events. For example, if a party of adventurers suspects that a hate-causing harrla is in their area, they might locate it by making a map and marking places where unusual acts of violence have occurred.

Of course, this method of tracking a harrla does not work for those that infuse less obvious emotions. A harrla that causes its victims to experience passion or fear, for example, might be much harder to track since reports of its activities would be far less likely to surface.

Ecology: The harrla seems to be a natural creature. While some speculate that it is undead or of extraplanar origin, there seems to be little proof of this. Most sages agree that the harrla is not a product of the negative material plane, as most undead are. It appears to be a natural creature that stalks mankind in much the same way that wolves might hunt sheep who have wandered from the flock.

Although little is understood about the harrla's need for emotional energy, several theories have been put forth to account for the creature's behavior. Perhaps the most convincing of these is that the harrla stimulates emotions in others because it lacks them itself. According to this school of thought, the harrla's soul is barren and without happiness. In order to experience the joys of emotion, such as the warm touch of a lover's kiss, the stimulating fury of an angry rage, or the vibrant excitement of terror, the creature must make use of proxies.

If true, this theory explains much, including the creature's apparent attraction to those who do not normally display the emotion that it stimulates, for it desires to share the thrill of these emotions with those who also, in its mind, lack them. Whether this is true or not, only further studies of the creature's tragic influence will tell.

CLIMATE/TERRAIN:	Arctic ice pack and glaciers
FREQUENCY:	Very rare
ORGANIZATION:	Brood
ACTIVITY CYCLE:	Night
DIET:	Scavenger
INTELLIGENCE:	Exceptional (15-16)
TREASURE:	Nil, W
ALIGNMENT:	Chaotic (evil)
NO. APPEARING:	2-5 (1-4 + 1)

ARMOR CLASS:	10
MOVEMENT:	6
HIT DICE:	½ (1-4 hp)
THAC0:	20
NO. OF ATTACKS:	1 bite
DAMAGE/ATTACK:	1d4

SPECIAL ATTACKS:	Psionics
SPECIAL DEFENSES:	Psionics
MAGIC RESISTANCE:	Nil

SIZE:	S (4' long)
MORALE:	Average (8)
XP VALUE:	175

PSIONIC STRENGTH*:

Level	Dis/Sci/Dev	Attack/ Defense	Score	PSPs
3	2/2/7	II/M-	= Int	120



- **Psychokinesis** – *Sciences*: telekinesis. *Devotions*: animate objects, inertial barrier.
 - **Telepathy** – *Sciences*: mindlink. *Devotions*: aversion (to worms) contact, inflict pain, invisibility, repugnance.
- (*) For use with the *Complete Psionics Handbook*; non-psionic alternatives are given in the Combat Section.

Hauns are chaotic ice worms with mental powers. They often parasite haundars (q.v.) which they use to travel outside their frozen tunnel lairs.

A haun looks like a furry gray maggot with occasional purple or black warts. Its small, slimy face is devoid of hair, and features two tiny black eyes and a mouth with serrated teeth. This fat worm undulates and jiggles like gelatin in order to move. Its internal organs create constant waves and swells visible underneath its skin. A haun often produces slight hums, growls, clicks, snaps, pops, and other chattering sounds, depending on its humor, which are its primary communication method. It can also use its psionic mindlink ability to communicate quietly.

A haun is only capable of a slow slither. However, once per turn it can compress its body, and release enough energy to leap up or forward. In this manner, it can leap forward up to 18 feet (3d6 feet) or upward up to 9 feet (1d6 + 3 feet). A haun can burrow through ice at half its normal slithering speed.

Hauns are notorious parasites of the haundar. Haundar are huge slugs that hauns use, literally speaking, as moving fortresses. When one is found, a haun brood attempts to get closer and then leaps on its tail. From there, they can burrow under the haundar's thick armor. The brood usually carves out a hollow chamber under the thickest part of the armor on the haundar's back. This is done at no damage to the haundar, since this part of its body is mostly fat. The hauns cut out small slits into the carapace, in the manner of a fortress.

Hauns can spin silk to close off openings, fabricate warm, comfortable cocoons, or store food. Hauns are naturally incapable of making armor or using weapons or objects of any kind. They can, however, psionically animate objects.

Combat: The best hauns can physically do is force an opponent to fall over another haun strategically placed behind him, and try to bite him when on the floor. Hauns cannot bite anything higher than 2 feet above them because of their small size. Once per encounter, however, they may attack someone by leaping. Hauns always try to avoid getting personally caught in a melee. To attack foes, hauns much prefer riding inside their haundars. They direct the huge creatures to crush foes in their way.

As an alternative to psionics, hauns can once a day use *shield*, *invisibility*, *scare*, *suggestion*, and *telekinesis*. Otherwise, hauns use their psionic abilities to harm their foes. Initially, they remain invisible, and inflict pain or provoke repugnance among their foes. Otherwise, hauns activate their inertial barrier, and cause aversion while they attempt to flee.

Habitat/Society: Hauns live in tunnel networks in the ice. Several broods can share a large network. They are fiercely independent, and recognize no leader among them. Hauns are prone to incessant palaver and sudden, often short-lived quarrels that may or may not lead to a consensus decision (50% chance at best).

Hauns prey on sha'az (q.v.) eggs because they contain a substance reducing resistance to mental contact. The eggs allow automatic success for psionic contact and mindlink (except on a roll of 20), and so at half the required PSPs (Psionic Strength Points, rounded down) for a period of a week per egg. When inside the haundar, the parasites inject the egg's contents into the haundar's blood.

With these eggs, hauns easily establish and maintain a psionic mindlink with haundars and make it understand that if it does not obey, pain will soon follow. Haundar behavior ultimately changes after years of this treatment, and they become totally submissive. Owning a haundar is a status symbol among haun broods.

Ecology: Hauns feed on lichen and rotten flesh. They routinely slither through shallow tunnels, seeking carcasses left by predators.

CLIMATE/TERRAIN:	Icebergs, arctic valleys
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	2
MOVEMENT:	6, Fl 12 (D)
HIT DICE:	20
THACO:	1
NO. OF ATTACKS:	1 bite
DAMAGE/ATTACK:	2-16 (2d8)
SPECIAL ATTACKS:	Spit acid
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	G (30' long, 10' tall)
MORALE:	Elite (15)
XP VALUE:	12,000

The haundar is a gargantuan ice-slug. A very thick, flat shell covers most of the haundar's back and its head. It is articulated in order to ease the creature's movement. The shell and the remainder of the haundar's body are white, with a slight green shimmer.

Thick fur covers the part of the haundar's body that its shell does not protect. The creature maintains body temperature thanks to a very thick, nutritious blubber under its skin. The largest quantity of body fat is located under the thickest part of the creature's shell, about 10 feet away from the head.

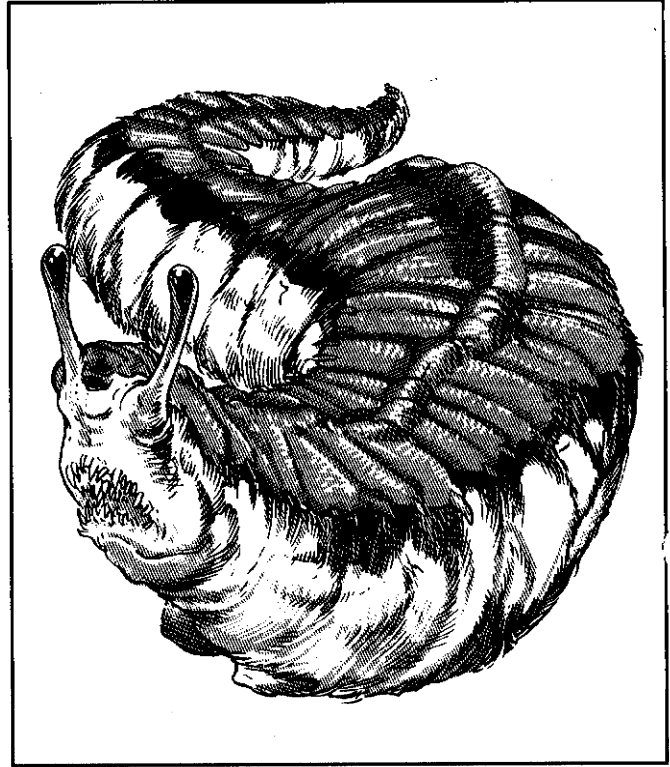
Like other common slugs, the haundar uses two retractile eyestalks, and two extra pseudopods to see and feel its way. Its mouth is located between the two lower pseudopods. The haundar's mouth is filled with an array of shark-like teeth that grow continuously. The haundar has *infravision*.

The haundar is capable of *levitating*, and moving through the air at a slow pace. It cannot fly in blizzard conditions.

Combat: The haundar fights primarily with its mouth, inflicting 2d8 points of damage per bite. Otherwise, it uses its acid spit which can reach a range of 12 feet. The haundar's acid strikes the target with an attack roll sufficient to hit Armor Class 0. The target consists of everything within a 10-foot radius from the point of impact. The acid causes 4d8 points of damage. A successful save vs. breath weapon allows the acid to cause only half damage. Victims who fail their saving throw must check all of their equipment to see if acid has affected any item.

The armored shell of the haundar is Armor Class 2. The unprotected parts of its body are Armor Class 6. If the haundar's eyestalks or sensory pseudopods are attacked, the haundar instantly retracts them to avoid wounds. It keeps them retracted until the end of the combat encounter. The haundar can rely on its sense of smell to fight, but would do so with a -3 attack penalty.

Exposed stalks are Armor Class 8. Any single attack causing 10 points of damage or more either severs or incapacitates one eyestalk or pseudopod. The haundar needs at least one eyestalk to travel and hunt. Without its eyestalks, the haundar eventually dies of hunger. The pseudopods are sensory organs that tell the haundar which direction it flies, and at which altitude and speed. It cannot fly without at least one pseudopod. The severed stalks regrow within a month.



Habitat/Society: The haundar lives in large rocky caves, huge cracks in the ice, or caverns dug into the ice. Its sleeps there, protects itself from blizzard conditions, and reproduces there. Occasionally, the lair connects with haun broods (q.v.). These worms are common parasites of the haundar.

The haundar is a migrating creature. If not hosting haun parasites, it travels the icy desert, trying to remain within a specific range of temperatures. In summer it moves north, while in winter it travels south. Migration patterns follow that of other beings, such as bears, seals, moose, and sometimes man.

When it is the farthest north and when food becomes scarce, it begins the mating season. Haundars are hermaphrodites, being both male and female. In order to begin the reproductive cycle, the haundar must fly almost continually for days. At last, it returns to its lair and lays 4d4 eggs. Exhausted, the haundar goes dormant for several weeks.

The eggs have little chance of hatching. Successful reproduction happens only once in a haundar's lifetime, for the hatchlings feed on the parent while it is dormant. As an average, two hatchlings become adults, and one successfully reproduces. Hatchlings grow at the rate of 1 HD (or 1½ feet a year) if properly fed. Haundars live as long as 60 years.

Ecology: The haundar is a dangerous predator. It feeds on almost anything that it can catch. The haundar is rare, since it is one of the main elements in the sha'az (q.v.) diet. Haundars indeed provide a very large, single source of meat that can feed an entire sha'az hive for weeks. Its blubber is used for oils. Its eyestalks are in demand for *potions of infravision*, and its lower pseudopods can be used as a potent ingredient in *potions of levitation*. The armor can be broken into smaller pieces and re-used as plate armor elements. A complete suit of armor made of this material weighs half its equivalent metal armor for the same protection, and is acid resistant. It also costs twice as much to build. Some northern knight orders may be willing to pay dearly for haundar shell pieces.

CLIMATE/TERRAIN:	Desolate areas (temperate)
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Omnivorous, but prefer meat
INTELLIGENCE:	Average (8-10)
TREASURE:	All possible, but no silver
ALIGNMENT:	Neutral (evil)
NO. APPEARING:	1 (1-3)
ARMOR CLASS:	5
MOVEMENT:	6, Sw 18, Fl 15(C)
HIT DICE:	6+6
THACO:	15
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	2-8/1-3, or special
SPECIAL ATTACKS:	Drowning dive
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L (14'-22' wingspan)
MORALE:	Fearless (18)
XP VALUE:	975



The heavily-bodied, fearsome, black hendar resembles a vast worm with bat wings and a horse-like head. It is a solitary hunter and is always encountered alone except during mating season. Hendar live in ruins, sea-caves, swamps, or atop moorland crags, preferring desolate places to well-populated areas, although they occasionally venture into populated areas to find food, especially when the hunting is bad in their territory. When they attack for food, they prefer humanoids to quadrupeds such as cattle and horses.

The creatures are black, with blue and purple iridescence when wet, and have fiery red eyes. When angered, hendar snort vapor from their nostrils and emit deep, rumbling roars. The manes of older individuals turn gray and then white with age. Hendar are thought to have a life span of hundreds of years.

Combat: Hendar can swim almost as fast as they can fly, by powerful beats of their tail and leathery wings. Although they prefer to hunt in shallow waters, they can survive at great depths. Their favorite attack is to crash into aerial targets, buffeting with their wings and/or tails for 2-8 points of damage, and biting for 1-3 points of damage. If an opponent irritates them, they grasp with their tail and jaws, and dive from the air, deep into the water to drown their foe. Conversely, if the foe is aquatic, the hendar bursts up from the air and flies toward land so that its foe expires from being out of water or suffers injury when dropped. An ungainly crawler on land, the hendar is a powerful but stodgy flier, bad-tempered and vain, often found gazing at its own reflection in still water. Hendar possess 120-foot infravision for use in night hunting.

Because of their great size, hendar fear almost nothing, and only stop an attack on foes when clearly outnumbered. Hendar never capitulate or cease an attack on a single enemy of size M or smaller. While they are of average intelligence, they cannot admit to themselves that any single creature smaller than themselves poses a threat.

Habitat/Society: Hendar have no society to speak of, since they usually cannot tolerate the presence of other hendar, except during mating periods. Even during this period, they are snappy and skittish near one another, and even go out of their way to attack other creatures.

They prefer to live in damp areas, for this keeps their skin strong and supple. If transplanted to another, drier area, their skin weakens, and they become Armor Class 6, and receive 1-4 points of additional damage per day because of the weakness of their skin. As well, extreme cold cracks their skin, causing similar results. Thus, they are only found in the middle reaches of the Sword Coast, usually never farther south than Amn or farther north than Luskan, and on the northern coast of the Sea of Fallen Stars.

Ecology: Hendar seldom mate, usually every thirty years or so. The parents cohabit for a year or so until the young achieve full strength and flight ability. Each mating typically produces 5-8 eggs, but only 2-4 usually hatch. Young hendar strike out on their own when they acquire their full powers at 3+3 Hit Dice size. The wing buffet attack of such a youngling causes only 2-6 points of damage. Although the hendar have no natural enemy, the young do not often survive for long because of lack of food. This accounts for the rarity of hendar in the Realms.

Hendar sleep during the winter months, for the cold slows them to half speed and could potentially make them easy prey for any target they chose to attack. When they wake in the spring, they are extremely ravenous, and often feed twice in a night. This behavior lasts for roughly a month, after which period they once again resume their ordinary once a week hunting schedule.

Hendar and perytons generally tolerate each other, but the hendar attempts to slay or drive out any other large predators, aerial or aquatic, living within a mile of their lairs.

CLIMATE/TERRAIN:	Urban/subterranean
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Omnivore
INTELLIGENCE:	High (13-14)
TREASURE:	W
ALIGNMENT:	Lawful evil
NO. APPEARING:	1
<hr/>	
ARMOR CLASS:	4
MOVEMENT:	9
HIT DICE:	6
THACO:	15
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1-4/1-6
SPECIAL ATTACKS:	Disease, fear, paralysis, 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 a shambling, rotting, undead abomination, living on sheer terror. Each 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 can be easily mistaken for a zombie or other undead. Nearly half of its flesh has rotted away, exposing tendons and yellowing bones. Many wear black hoods, but those who don't display foul smelling mucous dripping from their eyes and mouths. An inquisitor wears tattered pants and shoes, but no shirt or gloves. Its hands are charred from years of using red-hot torture implements, and its thick, yellow nails poke menacingly from its fingers. One is seldom encountered without its whip in hand.

An inquisitor can speak and understand Common and any racial languages particular to its location.

Combat: An inquisitor's horrifying appearance and its reputation for lingering torture and death require those who see him to successfully save vs. paralyzation or flee in fear for 1-6 rounds. Once a victim has failed this saving throw, his attacks against that inquisitor are made with a -2 penalty to the attack roll, even after the victim stops fleeing.

The inquisitor's gaze requires one opponent per round to successfully save vs. paralyzation or be paralyzed for 1-4 turns. This gaze attack is in addition to any physical attacks it makes during the round. On a successful saving throw, a victim can never be paralyzed by that particular inquisitor.

Each round an inquisitor can attack with its whip, causing 1-4 points of damage, and scratch with the nails on its other hand, causing 1-6 points of damage. Any victim who is hit with the nails must successfully save vs. poison to avoid a wasting disease that causes him to lose one point of Strength and one point of Constitution per day until cured. Only *cure disease* can rid a character of the affliction and restore lost points. If either ability score reaches zero the victim dies.

If an inquisitor manages to capture a victim, it chains and shackles him to a table and gleefully begins its torture. The inquisitor's torture causes considerable pain and disfigurement. At the end of

every day of torture, the victim must successfully save vs. paralyzation or become insane. While insane, the character may still attempt to escape the inquisitor and may defend himself, but is unable to distinguish his friends from enemies or interact with familiar places or situations. The character may only regain his sanity with time, 1-4 weeks after the torture has ended. In any event, the character loses one point of Charisma after being tortured by an inquisitor. This point can only be regained through magical healing such as a *heal* spell intended for this purpose only.

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

Habitat/Society: Every inquisitor has its own torture chamber for its lair. The chamber can be in a dungeon or cave, in the secluded wilderness, or even in the town square. The devices it has vary, including but not limited to racks, iron maidens, thumb screws, vices and clamps, or even more exotic devices such as large helmets filled with hungry insects or rats. When screaming victims offer bribes to lessen their punishment, an inquisitor often keeps the gems and coins for itself rather than alert its master. Any treasure is hidden in or around the inquisitor's chamber. Of course, no bribe will stay an inquisitor from its task.

The inquisitor's home is its torture chamber. It only strays from its chamber when in search of new victims. If supplied with ample subjects for its torture, an inquisitor may not willingly leave his chamber for years or even centuries at a time.

The inquisitor is a solitary creature, but may employ lesser beings to do its bidding. Evil creatures such as orcs and kobolds sometimes make a small profit selling live captives to an inquisitor.

Ecology: Inquisitors are biologically immortal, cursed hundreds or thousands of years ago to forever cause pain and extract information. They cannot reproduce. If an inquisitor is denied the opportunity to mercilessly torture victims for a long period of time, it slowly wastes away and dies. Every year of such denial it loses one hit point permanently. More powerful beings who use inquisitors often keep them in check with threats of victim denial.

Lhiannan Shee



CLIMATE/TERRAIN:	Subarctic to tropical woodlands
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Special
INTELLIGENCE:	Average to very
TREASURE:	K, M, N, U
ALIGNMENT:	Neutral evil
NO. APPEARING:	1

ARMOR CLASS:	8 in darkness; 5 in strong firelight or <i>light</i> spell; 2 in sunlight or <i>continual light</i> spell
MOVEMENT:	12
HIT DICE:	5
THACO:	15
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	Special
SPECIAL ATTACKS:	<i>Charm touch, draining kiss</i>
SPECIAL DEFENSES:	<i>Selective invisibility</i> , various spell immunities, struck only by +1 or better weapons
MAGIC RESISTANCE:	90%
SIZE:	M
MORALE:	Special (always flees if attacked, but returns later)
XP VALUE:	4,000



Rare in the extreme, the Lhiannan shee (LAN-an SHE) is an undead vampiric spirit with an affinity for men of high Charisma and strong poetic ability—bards. The Lhiannan shee looks like a stunningly beautiful female human, elf, or half-elf. It is thought to be the undead spirit of a woman who killed herself for the unrequited love of a bard or other artistically talented and desirable, but unobtainable or callous man.

Like many undead, the Lhiannan shee is ultimately motivated to destroy those who fall into its hands. Because of its seductive nature, however, its victims would often trade their fate with no other. Bards whisper of such creatures with a mixture of muted fear and a death-wish desire.

Combat: This undead creature is naturally *invisible*, but it possesses the power of *selective invisibility* and can become visible to victims at will, with no chance of being detected by anyone nearby who lacks the use of magic. Anyone using a *detect invisibility* spell or power has a 1% chance per round, per level of the spell-user, of detecting the Lhiannan shee. For example, a 7th-level wizard has a 7% chance of detecting the presence of a Lhiannan shee each round he searches. The same chances apply to anyone using similar spells and powers, such as *detect enemies*, *detect evil*, *detect undead*, and so forth. This spirit is instantly aware of any divination spell cast within 120 feet of it, and it always seeks to avoid detection.

Because they are so rare and so attracted to bards, Lhiannan shee are almost never encountered anywhere except in the presence of bards. In regions where Lhiannan shee are known to dwell, a male bard has a 1% chance per month, per level of ability, of encountering such a creature. The Lhiannan shee, once it detects a possible victim, silently follows and observes the bard for a period of at least one month before making its presence known. It follows the unknowing victim everywhere it can possibly go, learning all that it can about him. This foreknowledge, combined with this creature's unusual cunning and powers, makes this undead creature's methods particularly potent.

The spirit invariably appears to its victim when he is alone and

no one else is around to confirm or deny its presence. It then uses every wile at its command to gain its victim's interest, from subtle flattery and coyness to blatant propositioning, assuming any and every role from dignified musical student to charmed trollop. All the Lhiannan shee desires at this point is to have the bard voluntarily touch it or allow himself to be touched, an act that dooms him almost at once when he feels its cold, silken skin.

This spirit's physical body and clothing appear perfectly solid and real when it has materialized, though its physical appearance and dress never change. It always seems to be freshly bathed, no matter what environment it inhabits. Some bards have reported that each Lhiannan shee also has a particular perfume, usually a flowery scent. At night, a Lhiannan shee can pick up physical objects with an equivalent Strength rating of 8. However, the Lhiannan shee casts no shadow in light and makes no sound when it walks or touches any object. During full daylight or a *continual light* spell, Lhiannan shee are unable to affect physical objects, so they avoid daytime except for brief encounters in shadowed areas. Daylight and *continual light* spells do improve its Armor Class, however, by making it less material, and harder to strike.

The Lhiannan shee can *charm* its victim by touch, a power that works only once each night between dusk and dawn, giving the bard a -6 penalty to his saving throw. If the bard fails this saving throw (Wisdom bonuses apply), he regards the Lhiannan shee as his beloved, giving up all other mortal lovers in order to pursue his passion for this unearthly and pitiless spirit. Only a *remove curse* or *dispel magic* spell cast by a 10th-level or greater spellcaster, or a *wish* from a scroll, device, or spell, can break the hold of the Lhiannan shee's *charm* on the victim at this point.

Upon capturing a lover, the Lhiannan shee has the bard visit it every night thereafter, always in secluded places away from sight of other mortals. The bard does not willingly reveal why he must leave each night or where he is going, keeping the supernatural affair as much a secret as he possibly can. Each night it is 95% likely that the Lhiannan shee wants the bard to kiss it, an act that a *charmed* bard cannot refuse. Only one such kiss is taken each night. This act automatically and permanently drains 1 hit point

Lhiannan Shee

from the bard's hit point total, transferring that hit point to the lhiannan shee's own hit points, up to its maximum total of 40 hit points. This is the only method by which the lhiannan shee can "heal" damage done to it. Hit points so lost by the bard cannot be recovered except by *wish* spells that restore 2-5 hit points per spell, or *heal* spells that restore 1 hit point per spell.

A bard who is drained in this manner never notices the hit point loss, though he becomes noticeably paler and weaker and perhaps seems dazed and distracted to his companions. This hit point loss does not affect the bard's current level, and he can continue to gain experience points and new Hit Dice, though he is not likely to survive more than a month or two of such treatment. Once the bard's hit points drop to zero because of this *draining kiss*, the bard dies. Only a *resurrection* spell cast by a priest from a spell, device, or scroll, or a *wish* spell, can then restore the bard to life and normal sanity again.

A man under the spell of the lhiannan shee, however, does everything in his power to resist any attempt to break the spirit's control over him. Bards have even been known to attack their closest friends and allies if they suspected that the latter were preparing to take action against the spirit or to undo the *charm* cast over the bard. A man who sees his "beloved" undergo a direct attack strikes out at the spirit's assailants with every weapon and spell at his command, seeking to slay his new "enemies" and gaining a +1 attack bonus on all physical attacks until his "beloved" has either safely escaped or has been destroyed, which breaks the *charm* spell.

The lhiannan shee is affected by magical items giving protection from undead, such as certain scrolls, and it can be turned or destroyed by clerics as a wight. Magic resistance does not negate turning, and turning can be attempted even if a lhiannan shee is merely suspected but is not seen. Holy water causes 1-4 points of damage per vial. Only weapons of +1 or greater enchantment can harm the lhiannan shee, but it must be seen to be so attacked. No one has ever made a potion of *lhiannan shee control*, nor is this likely, because of their rarity.

The lhiannan shee is undead so it is immune to all paralysis effects, poisons, cold-based and death-magic spells, *charms*, *holds*, *sleep*, *fear*, and insanity. Electrical attacks cause half damage and cause the spirit to flee for the night. A *raise dead* or *resurrection* spell destroys a lhiannan shee if it is cast directly on it by a cleric who can see the creature. The lhiannan shee's magic-resistance rating must first be overcome if it is attacked directly by magical spells or powers, with the exception of turning.

Habitat/Society: Lhiannan shee are solitary and never found working in partnership with any other being, living or undead. They react only to their own desires and whims, ignoring all else but their victims unless they are attacked or detected. Because of their love for beautiful places, these spirits usually enjoy springs, running water in natural surroundings, and unspoiled woodlands. Their treasures are merely pretty baubles they have found on the bodies of their victims, objects they mindlessly play with when otherwise unoccupied. They approach civilized areas only

if following their victims, and return to their woodlands once their victims have died or have escaped their control.

The bard Mintiper Moonsilver speaks of these spirits as "the ghosts of obsession." Strangely, there is very little poetic or musical lore about lhiannan shee. Bards who might know about them are reluctant to speak of them at all, out of fear of attracting them or an inability to confront their longing for a lost "love." Lhiannan shee do not return such devotion. Mintiper has claimed that the faithless lhiannan shee does not remember any of its past victims once it has found a new one. Each new victim is like the creature's first love. Priests usually serve as the main source of information on these beings, but priests know very little about them that is accurate or useful, saying that such spirits are the just rewards of imprudent bards. Some bards and sages in Waterdeep have begun to speak of them more often these days in hopes of warning others of their peril. Such warnings are not as effective as hoped.

Despite the terrifying powers of the lhiannan shee, they do offer perverse benefits to their victims in that the mad passions bards feel for them actually improve the bards' talents. As long as a bard is under a lhiannan shee's influence, he causes all who listen to his music or poetry to make saving throws vs. paralysis at a penalty of -1 for every two experience levels of the bard. Those failing the save have their reactions modified by two levels as per the Encounter Reactions table on page 103 of the *Dungeon Master's Guide*. Those making their saving throws feel acutely uncomfortable with the bard's performance, finding it somehow disturbing and unnatural. Their reactions are modified by two levels in the direction opposite that which was intended.

A bard controlled by a lhiannan shee also has doubled effects when using his music and poetry to inspire or rally others. This results in either a +2 bonus to the attack rolls of all allies, a +2 bonus to the saving throws of all allies, or a +4 bonus to allied morale. These bonuses can affect allies in melee and come into effect after three full rounds of singing or reciting before a battle begins. Because of the tragic nature of the liaison between the undead being and its victim, the bard is also capable of singing and *lowering* Morale scores by 4 points, if he so desires, instilling deep depression in all who hear him. These effects apply within a range of 10 feet per experience level of the bard.

Furthermore, the *charmed* bard causes all listening beings to take an additional penalty of -2 on all saving throws against the effects of musically based magical items such as pipes, drums, horns, lyres, harps, or chimes. Characters within 60 feet of a performing bard are also rendered immune to the effects of songs and poetry used as magical attacks, such as the singing of harpies or other bards.

Ecology: Like all undead, lhiannan shee are predators who return nothing to living ecologies. Their effects are ecologically minuscule, since they prey only on bards, but they are feared far out of proportion to their numbers. Lhiannan shee are known only from the lands of the Forgotten Realms, though some have now been reported roaming the islands of the plane of Ravenloft.

CLIMATE/TERRAIN:	Temperate or tropical grasslands
FREQUENCY:	Very rare
ORGANIZATION:	Herd
ACTIVITY CYCLE:	Day
DIET:	Herbivore
INTELLIGENCE:	Low to exceptional (5-16)
TREASURE:	U (Z)
ALIGNMENT:	Neutral
NO. APPEARING:	10-60
ARMOR CLASS:	6
MOVEMENT:	12
HIT DICE:	4+4
THAC0:	15
NO. OF ATTACKS:	2
DAMAGE/ATTACKS:	2-12/2-12 or by weapon
SPECIAL ATTACKS:	Trample, berserker rage
SPECIAL DEFENSES:	Possible spell use
MAGIC RESISTANCE:	Nil
SIZE:	L (8' tall)
MORALE:	Champion (15)
XP VALUE:	650
Fithik:	975
Lox-fithik:	2,000
Tunnuk:	Varies

A loxo appears to be a humanoid elephant. Its skin is bluish-gray and wrinkled, with rough hair sparsely covering it. It has thick round limbs, flat feet, and short, stubby fingers. Large ears grace the sides of its head, and tusks protrude from its face.

Its most striking features are the two trunks which grow from the center of its face. Each trunk is about two feet long and has three finger-like digits at the end.

These creatures wear simple, rustic clothing, favoring cloth with patterns, such as circles and diamonds.

Combat: Loxoth are normally peaceful, though the males defend their territory and families with great tenacity. They prefer melee combat to long-range combat, and use few missile weapons, including throwing clubs and shuriken. Preferred melee weapons are dirks, clubs, and footman's maces. Fully 60% of loxoth carry iron maces, with half of those also carrying shuriken. Another 20% also carry a heavy melee club and two throwing clubs, while 10% use dirk and shuriken. The remaining 10% carry only a footman's mace or a tetsubo, and iron-shod club.

If threatened, half the loxo males remain to defend the females and young, while the other half charges into a counter-attack. They use their trunks to throw shuriken, and can do so in the same round in which they attack with a melee weapon. If charging man-sized or smaller opponents, the loxoth may choose to make a trampling attack, causing 2-16 points of damage with a successful hit.

If a loxo's family is threatened, there is a 10% chance per round (non-cumulative) that it enters a berserker-like rage. This rage gives the loxo an extra attack each round, a +2 bonus to his attack rolls, and 10 temporary hit points. The berserker rage lasts until the danger to the loxo's family has passed. A berserker loxo never attacks another loxo.

For every 10 loxoth encountered, there is one 5th-level fighter, called a fithik, or lieutenant. Each herd, no matter what the size, also has one lox-fithik, or chief, who has all the abilities of a 7th-level fighter.

Half of all herds have a tunnuk, or wizard. A loxo wizard may advance as high as 20th level, and uses its spells as needed to protect its tribe.

Habitat/Society: According to loxo historians, the loxoth used spelljamming ships to settle on the planet Toril nearly three generations ago, or about 240 years ago. Their settlement was rather small, however. They settled in the Shaar, with a few of the more adventurous herds traveling to the Hordelands. The natives accepted them without a fight, allowing them to settle peacefully. However, loxoth are very distrustful of strangers.

The loxoth are semi-nomadic, traveling the grasslands in small clan-like herds. A herd consists of 1-6 small family units, as well as a group of unattached males. Each family unit is made up of one male, 1-3 females, and 3-12 young loxoth. The unattached males number 6-24. Each herd is descended from passengers of a single ship, and they remember that ship in their songs and stories. All descendants from a given ship use the same pattern in their clothing.

When a herd becomes too large to support itself, it splits into two parts, with the younger leader taking his herd into a new territory. All the herds descended from a given ship remain friendly to one another.

Male loxoth are dominant in their society both politically and militarily. Only a female loxo may become a tunnuk, however, and all herds trace their ancestry to the tunnuk who acted as spelljammer for their ship.

Male loxoth often have as many mates as they can defend from other males. Loxoth may mate during any time of the year, but take as mates only those who can trace their ancestry back to the same ship. After a gestation period of 18 months, the female gives birth to one or two calves. Loxoth may live as long as 200 years. There are only a few dozen tribes of loxo throughout the Realms.

If a male loxo sees his family die or be killed, he often (95%) "goes rogue." He enters the berserk state, attacking any non-loxo he encounters, and threatening any loxo who approaches. He remains in the berserk state, losing 1-6 hit points per day until he dies from exhaustion.

Some loxoth are artisans and work with wood, metal, and ivory from the tusks of their dead. Loxoth make their own weapons, using their strong, clumsy hands to form dirk and blunt weapons. For finer work, they use their weaker, more dexterous trunks. Ivory is always carved into religious figurines and kept as family heirlooms, while wood is shaped into various decorations. Loxoth also use their trunks to shape and sharpen shuriken and to make jewelry. Because of their physical limitations, loxoth can produce only very crude or very fine metalwork, with nothing in between. So while they can make maces and fine jewelry, swords are beyond their ability.

Ecology: Loxoth eat a great amount of grass and other plant material, often as much as 100 pounds per day each. They work diligently to protect and preserve their grazing lands. They travel to different areas periodically, and plant fruit trees and grains in all the areas they frequent, so they might have a variety of food.

Loxoth use their fine artwork for trade. Those who settled in the Shaar trade with the dwarves of the Great Rift and offer them fine jewelry and occasional spellcasting in return for raw materials.

Loxo tusks are worth up to 250 gold pieces each, but stealing, buying, or trading them is considered the highest crime among the loxoth.

CLIMATE/TERRAIN:	Temperate forest and steppe
FREQUENCY:	Rare
ORGANIZATION:	Flock
ACTIVITY CYCLE:	Dusk
DIET:	Scavenger
INTELLIGENCE:	Low (5-7)
TREASURE:	P (Y x2, W)
ALIGNMENT:	Chaotic evil
<hr/>	
NO. APPEARING:	1-6
ARMOR CLASS:	5
MOVEMENT:	9, FL 18
HIT DICE:	3
THACO:	17
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1-6 and by weapon
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (4'-5')
MORALE:	Unsteady (5-7)
XP VALUE:	65



The manni, also known as kara or "black ones," are a pestiferous and evil race that haunt the bleak and wasted corners of the steppe. They are fond of decay and death and are often found near grave mounds and in ruins.

The manni looks like a humanoid, long-beaked crow or raven. It stands on two bandy bird legs. The body is completely covered by black feathers, hence its nickname. It has long wings instead of arms. The feathers hide three long fingers that allow the manni to grasp and use items. It does not speak any human tongue, but communicates in a series of clacks and whistles.

Combat: The manni is a furtive and cowardly creature, preferring to avoid combat when possible. However, since it must eat and it cannot always rely on the kills of others, the manni is sometimes forced to fight. When it must make a kill, the manni prefers to attack from ambush at times when it is certain to win uninjured. To this end, it will build snares along game trails, lurk on the edges of encampments, and attack with an entire flock, overwhelming by sheer numbers.

In combat, the manni fights with its sharp beak and a weapon. Most often this is a spear, the easiest item for the manni to use with its awkward wings. In some cases a club is favored. Swords are not used by the bird men, as these are too difficult for the creatures to manage.

In addition to its beak and weapons, the manni can also use its wings to buffet an opponent. Generally, this is a tactic of last resort, since it requires the creature to get very close to the enemy and places it at risk of being grappled. Buffeting causes little damage, only 1-2 points, but can disorient and confuse an opponent long enough for the manni to fly away. Creatures buffeted must make a saving throw vs. spells or be stunned for one round.

Habitat/Society: The manni are a fairly loathsome and disgusting race of creatures. Not noble, brave, or trustworthy, they live as scavengers on the steppe.

The manni form together in flocks of 10-30 individuals. Of these no more than one-fourth are males. The remainder are females and young. In combat there is no differ-

ence between the males and females, and the young are too helpless to fight. Any hatchling old enough to bear weapons is treated as an adult.

The flock lives in a poor imitation of a village. It is usually located in a sheltered stand of woods or hollow. Here the manni make their nests, simple domed huts of woven grass and branches. These are carefully camouflaged with branches, moss, grass, and dead leaves. The huts are not particularly weatherproof, but they do provide some protection from the elements.

As scavengers, manni are far from the cleanest of creatures. Their villages are rank with decay and pollution. In times of famine, the manni dig up burial mounds, tear apart wind burials, and have even been known to eat their own dead.

The manni have no liking for humans. They fear the "wingless ones," and because they fear, they hate the humans. The humans care no more for the manni, either, and nomads usually attempt to kill them on sight.

The manni speak their own tongue and no other. Although they can learn to understand human languages, it is impossible for their beaks to speak human words.

Ecology: As scavengers, the manni fill a clear-cut niche in the ecology of the plains. Their own weaknesses, cruelties, and cowardice keep them from dominant roles in the land and so they have been surpassed by others.

Manni feathers are used for decorations by some of the nomadic tribes. Merchants have also been known to buy the feathers for sale in exotic markets.

Mara ("Great Walker")



CLIMATE/TERRAIN:	Variable
FREQUENCY:	Rare
ORGANIZATION:	Group
ACTIVITY CYCLE:	Nocturnal
DIET:	Special
INTELLIGENCE:	Semi (2-4)
TREASURE:	Nil
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1-3
ARMOR CLASS:	5
MOVEMENT:	6
HIT DICE:	10
THACO:	11
NO. OF ATTACKS:	3
DAMAGE/ATTACKS:	3-12/3-12/1-6
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	25%
SIZE:	L (20' tall)
MORALE:	Elite (13-14)
XP VALUE:	5,000



Mara are chaotic evil spirits that inhabit great bodies of stone. In this form they walk the cold regions at night, slaying all who cross their path. At dawn they are gone, their inexorable passage marked by great swaths of uprooted trees, crushed undergrowth, and huge trails studded with deep imprints that lie fully nine feet apart.

Mara are reputed to be 20 feet tall or more, gray-green in color, like weathered stone, and of hulking humanoid shape. Their most dangerous features include two massive stony arms that end in rending claws, and a hooked beak that can crush and tear. It is reported that their eyes glow red when they are tracking a quarry.

Mara communicate among themselves with bird-like cries, whistling, and calls. They can understand, and may respond to, simple mental commands.

Combat: The mara stoops to attack with rending claws and hooked beak. If both claws hit the same target, the bite hits automatically, inflicting double damage. A mara can be affected by any weapon, but has a 25% resistance to magic.

Bright, direct sunlight immobilizes a mara's "body" and renders it unfit for the mara's spirit. This effectively defeats the creature, driving the spirit into painful exile on an outer plane. Many mara have been trapped by the sun, and their abandoned stone bodies form circles and groups of standing stones to this day.

Magical and man-made light, such as fire or lantern light, have no effect on the mara, nor does light from such creatures as will o' wisps. At night or in stormy, overcast, or foggy conditions, mara roam at will. They can sense the presence or coming of daylight, and instinctively move to a place of concealment where they can survive until the next night.

They can walk under or through water without harm, but if entangled or mired and then exposed to sunlight they are destroyed. If covered, or too deep for light to reach, mara are unaffected by sunlight, which makes deep ponds and other bodies of water possible lairs for mara.

Mara are unaffected by *charm*, *sleep*, *hold*, and similar mind-affecting magic, or by cold-based attacks. A *holy word* drives the spirit of a mara from its stone body, but if the body stands where light cannot reach, a mara spirit may later return.

Habitat/Society: Mara are huge fey creatures that roam cold regions, hunting all creatures in their paths. Dormant in shadowed lairs by day, the mara rouse themselves at night to stalk the countryside. They walk the countryside singly or in small groups, thus, their nickname "great walkers." Crashing through underbrush and forested areas, they shake the ground with their tread, and even deep snow does not hinder them. A mara plows a trail or swath up to six feet wide with its body. Mara-trails often afford the only passage through the snowfields of the frozen north.

A mara is very slow, but very strong and fearless. Its keen senses let it track its quarry by scent, with the same chance of success as a ranger. However, the creature has little or no mind. It cannot comprehend someone leaping a gap or from one tree to another. If the prey takes refuge in a structure or faces a mara in open battle, the mara is a deadly foe. It can effortlessly uproot trees and crush undergrowth, and the icy grip of its stone claws can crush armor, flesh, and bone alike.

Ecology: Mara are subservient to tanar'ri and other powerful lower planar creatures of like alignment. Further, they can sense the presence of such creatures within a day's ride and move to aid or join them if possible. The creatures cannot gate mara in, however. If more than one chaotic evil lower planar creature is present, the mara obeys the most powerful. Typical simple commands that mara might receive from their master include orders to search here and there, to find and slay, or hold, a certain creature, and include a mental picture of the quarry or places to search for it.

The exact mechanism by which mara occupy their stony bodies, and the way in which their spirits make their way from the lower planes to the Prime Material Plane is unknown.

CLIMATE/TERRAIN:	Plains or steppe
FREQUENCY:	Uncommon
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Dusk
DIET:	Scavenger
INTELLIGENCE:	Animal (1)
TREASURE:	(Z)
ALIGNMENT:	Neutral
NO. APPEARING:	3-12
ARMOR CLASS:	7
MOVEMENT:	18
HIT DICE:	2
THAC0:	19
NO. OF ATTACKS:	6
DAMAGE/ATTACK:	1-2 each
SPECIAL ATTACKS:	Swarm
SPECIAL DEFENSES:	Burrowing
MAGIC RESISTANCE:	Nil
SIZE:	S (1'-2')
MORALE:	Special
XP VALUE:	120

The morin is a dangerous, but rarely seen, creature of the steppes. However, when it does appear, its ferocity, speed, and numerous attacks make it dangerous.

The morin is a small creature, oblate in shape. The head and rear are difficult to distinguish, except for the beaklike mouth. The creature's eyes are small and weak. It has six short legs that end in thick claws good for burrowing and slashing. The creature is dirty mauve, pale and sickly in appearance. It is almost hairless.

Combat: The morin is a pack animal and is never encountered singly. Individually, it is not a fearsome creature, although its numerous attacks do pose a threat.

When attacking, the morin springs at its target. The creature can only leap 3 feet, but this is sufficient to take down most of its prey. In the first round of combat, it attacks with all six legs, becoming a miniature whirlwind of claws. If four or more attacks hit, the creature grips its target and thereafter automatically causes 1 point of damage per gripping claw each round. It retains its hold until someone—it or the victim—dies. Those encumbered by a gripping morin suffer a -1 on their chance to hit for each creature. Thus, a warrior with three of the beasts clinging to him has a -3 modifier on his rolls to hit.

What makes the morin truly fearsome, however, is the swarm. Whenever eight or more morin are encountered, the creatures are swarming. A swarm will attack any living creature the size of a horse or less. The entire swarm attacks a single target. Instead of calculating each attack individually, a single roll is made for the entire swarm (THAC0 17 for their ferocity). The swarm attack causes 2 points of damage for each creature in the swarm. Thus, a swarm of 11 creatures causes 22 points of damage. If the target is not killed in the first attack, 2-12 morin cling to it. These creatures cause an automatic 4 points of damage per creature in subsequent rounds. Once the victim is slain the morin immediately begin burrowing, taking their prey with them.

Perhaps once in a score of years, the morin gather into a great swarm of 100 or more creatures. They are the stuff of terrifying tales when they appear. When this happens, there is little for normal folk to do but leave the



area. Such swarms eventually disintegrate through attrition and natural events.

Morin normally have a morale of 12. However, while swarming they never make morale checks.

Habitat/Society: The morin are burrowing pack creatures, living in colonies known as pods. During most of the day they live in colonies beneath the surface. These are collections of tunnels, dens, bolt holes, and storage chambers. On the surface, a morin colony looks very much like a prairie dog town—mounds built up around holes. One or two morin are always on watch, although they have few predators to fear.

The morin are exceptionally fast diggers, using this ability to hunt, lying in wait just below the surface. More often they rely on their speed to run down their prey.

The morin are adapted to life in the plains in other ways. They breed quickly, producing litters of two to five young every year. They drink little, getting most of their moisture from their kills. During times of drought the morin hibernate in large underground nests, sealed off from the surface. All the members of the pod hibernate in a single chamber. When the rains return, the morin surge forth and immediately swarm in search of food. The chance to encounter morin increases after a thunderstorm, making such times dangerous on the steppe.

Ecology: The morin are predators and scavengers. While they prefer to make their own kills, the pack will also scavenge carrion on the steppe. They normally hunt small mammals and antelope and only attack humans or larger targets when they are swarming. They are a plague on shepherds, since sheep are a favorite prey.

Naga, Dark



CLIMATE/TERRAIN:	Any except arctic/any land
FREQUENCY:	Very rare
ORGANIZATION:	Trios, pairs, alone or work with other lawful evil creatures
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Exceptional (16)
TREASURE:	S, T, W
ALIGNMENT:	Lawful evil
NO. APPEARING:	1-3 (usually 1)
ARMOR CLASS:	6
MOVEMENT:	13
HIT DICE:	9
THAC0:	13 (11 if 9-HD)
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1-4/2-8
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L (up to 12' long)
MORALE:	Champion (15)
XP VALUE:	4,000



Dark nagas are fey creatures who have human-like faces (with fanged mouths) on leathery, snake-like bodies. They usually work with other evil beings for mutual gain or survival. Dark nagas tend to be black, purplish-black, or very dark blue in hue, and their crested heads and smooth, almost invisible scales make them look like gigantic eels more than snakes.

Combat: Dark nagas have natural *ESP* powers (80' range), and use this ability constantly.

Dark nagas have a (non-poisonous) bite and a poisonous tail-sting; the barbed stinger does physical damage, and any struck being must save vs. poison or take 1-2 hp additional damage and fall into a drugged sleep (onset time 1 round, sleep lasts 2d4 rounds).

The most feared ability of dark nagas is their power to wield magic. A dark naga casts spells as a 6th level wizard (4,2,2), and employs verbal-only spells. It may learn these spells from dragons, phaerimm, or other creatures who can cast spells with but a word or thought (act-of-will spells, as opposed to spell-like natural powers, can easily be altered into verbal-release magics . . . but the devising of a verbal-only version of a spell that normally has somatic and material components is not nearly so simple a matter). It may devise new spells, or verbal-only spell versions, itself by means of experimentation. Either means of acquiring new magics is slow and expensive, and this can often force dark nagas into servitude to a stronger evil creature or anyone who hires them, or into the life of an adventurer.

Dark nagas are immune to the effects of all known (normal and magical) acids, venoms, and poisons. Some have been known to swallow poisons and act as a courier, spitting up the dangerous liquid when they deliver it to its destination. They can spit poison that they are so carrying up to 10' distant at any opponent; this requires a successful attack roll, and takes the place of their bite, though a naga can elect to bite and then release the poison as it does so, combining the damage.

In battle, a dark naga may use its sting and either a spell or a bite in the same round. If space permits, the naga can direct its sting and bite against the same foe, but it is quite intelligent enough to direct attacks at multiple opponents, even attacking foes in front of and behind it, simultaneously, if caught between them in a narrow passage.

Dark nagas cannot be mind-read; their *ESP* ability somehow renders them immune to the *ESP*-like probes of others. They are subject but resistant to *charm*, *sleep*, *hold* and similar enchantment/charm spells, receiving a +2 bonus to all saving throws against this school of magic.

Habitat/Society: Dark nagas lair in rocky places, such as caverns or ruins; they like to have a home where they can hide things (such as treasures and spellbooks), that has more than one entry or exit, and at least one place narrow enough that they can block it with their body, and singlehandedly fight off intruders. Dark nagas are fond of traps, and will devise these (or hire other creatures to install them) whenever possible.

Dark nagas tend to be loners, but can form stable family groups of two or three; they are bisexual, and give birth to a squirming mass of many wormlike young which they promptly abandon to fend for themselves. Intelligent enough to know they can prevail against few creatures in the Realms alone, dark nagas work with other evil creatures, such as orcs, hobgoblins, drow, phaerimm, beholders, and the like. They like to fill a "commander and magical strike force" role, perhaps in a sergeant-like intermediary rank, under a more powerful ruler—but they are wise enough to adopt the faith, beliefs, and rules of whatever group they join.

Ecology: Dark nagas do not willingly eat other dark nagas, but they will eat just about anything else, both alive and dead. They eat a few lichens and the occasional green plant, but their main diet is meat. They especially prize hot, still-fresh blood.

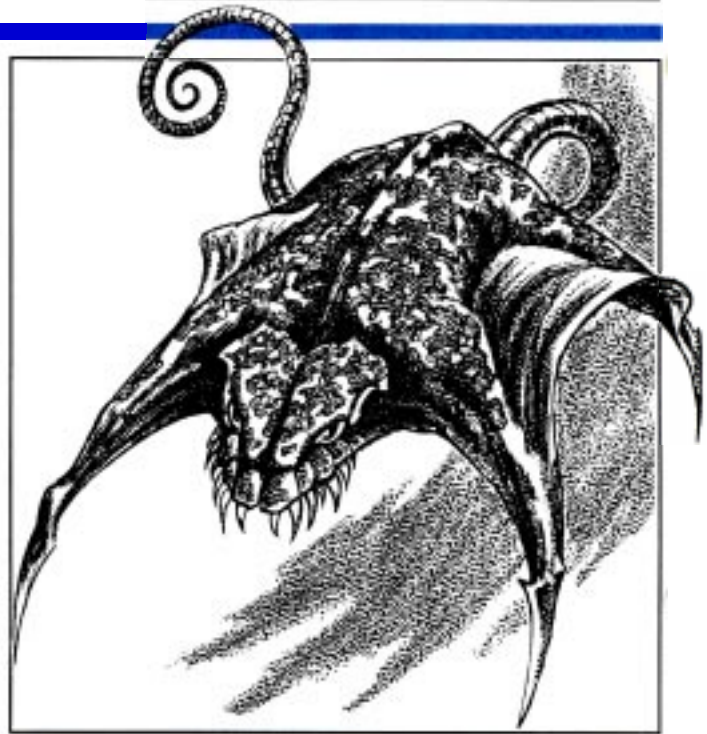
Dark nagas spend their lives outwardly working with, or serving, others. Whenever possible, however, they also pursue private goals, which may be as whimsical and odd as some human goals ("cover this desert valley with trees," for instance), but always include increasing their personal power by acquiring new spells and magical items. Dark nagas are quick to plunder fallen foe, swallowing items, scrolls, and spellbooks to spit forth later—for all dark nagas have a bag-like internal organ that they can use to carry things. This organ has thick, rubbery air-sac walls to protect the naga against sharp points and the like, but it also protects the cargo against digestive juices, and has the unusual side-effect of shielding magic from all detection spells.

Orpsu



CLIMATE/TERRAIN:	Temperate/any dry
FREQUENCY:	Rare
ORGANIZATION:	Hunting swarms
ACTIVITY CYCLE:	Nocturnal (subterranean: any)
DIET:	Carnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	Nil
ALIGNMENT:	Neutral evil
NO. APPEARING:	4-12 (usually 6 or 7)

ARMOR CLASS:	7
MOVEMENT:	2, Fl 14 (D)
HIT DICE:	1+6
THACO:	19
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	4-7/1-3
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	S (up to 2' "hornspan," 3' length)
MORALE:	Elite (13)
XP VALUE:	420



Orpsu, also known as "night stirges," are flying predators who feed on fresh blood. They are unrelated to the more common stirge, and do not grip victims to feed. An orpsu is a hairless, raitailed flying beast equipped with raking fangs and four bony, wing-like projecting "horns." Orpsu are mottled crimson, purple, mauve, or cinnamon-brown in hue, and have veined, leathery skin.

Orpsu are common in Kara-Tur and the steppes, plains, and deserts that lie west of the Eastern Realms.

Combat: Orpsu have 150' infravision, and hunt in darkness to avoid attacks from larger predators when flying in the open. Once per day, an orpsu can use a weak form of *hold monster* (as the fifth-level wizard spell, except that only a single living being within 60' can be attacked). If the target successfully saves (at +2) against this power, it is affected as if by a *slow* spell. Orpsu catch and overcome most of their prey by this means. They are relatively clumsy in flight, and usually swoop down on prey only after it has been *held* or *slowed*.

Orpsu have stout, razor-sharp fangs, but no lower jaws, and cannot bite, using their fangs instead to slash or rake. Orpsu also have prehensile tails, too weak to hold struggling prey or a weapon, but able to drag small objects or coil around a tree limb when the creature is at rest. Orpsu have no legs or feet, and can only move on the ground by clumsily undulating their bodies.

The most distinctive features of an orpsu are its razor-sharp, blade-like bone "horns," which project out of its body like two back-to-back crescents, the ends of one pair of horns curling forward on either side of the raking fangs, and the other two projecting backwards like wings on either side of the tail. An orpsu is at a disadvantage if knocked out of the air, and therefore instinctively swoops down to strike targets at an angle, as it passes—so only one side of its body menaces prey, and only one horn (either the front horn—or, if it misses, the angled, dragging rear horn) can strike an intended target per swoop (in addition to the orpsu's fangs). A horn attack does 1d4 + 3 damage.

Any wound caused by one continues to bleed (the victim losing 1 hp/round thereafter) until the wound is bound up (and the victim refrains from combat or other strenuous activity for at least 1 turn), or curative magic is applied.

Orpsu only attempt to drain blood from victims who are *held*, *asleep*, or who have collapsed. Up to a dozen soft, flexible white

tentacles emerge from slits in an orpsu's belly (into which they retract when not needed). Orpsu have no barbs or claws to grip victims, and instead glide down to a flapping halt above chosen prey, onto which they settle heavily. The tentacles penetrate the victim's skin, providing some holding power, and the orpsu usually wraps its tail around the victim's body, limb or extremity. On the round after settling, the orpsu's blood drain begins. It takes 1-2 hit points of blood per round, until the victim dies or the orpsu is knocked off (this is not difficult if the victim is conscious and able to move). A physical attack by another being usually causes a draining orpsu to bound into the air with a powerful coiling and whipping of its tail, and fly away. Orpsu have no known blood-satiation point. They remain alert when draining, and will abandon a victim rather than face certain death by remaining.

Orpsu fly by natural *levitation*, propelling themselves forward by flailing and wriggling their tails, and steering by angling the membrane "wings" of their horns as they tilt their bodies.

Habitat/Society: Orpsu lair in rocky places, such as caverns or ruins, and hunt in open, rolling scrubland or plains—or dwell and hunt entirely beneath the surface, in the endless caverns of the Underdark.

Orpsu emit no calls or noises, and can communicate only with others of their kind, employing a limited, 20'-range telepathy that is incomprehensible to other beings employing magic or natural powers to mentally eavesdrop. Their peculiar mental activity renders them immune to *charm*, *suggestion*, *domination*, and *hold* magic and similar mental powers and spells.

Orpsu live in mated pairs, producing litters of 1-4 live, instantly-active and hungry young (1-1 HD, attacks: 2-5/1-2) every three summers. Offspring remain with their parents to form a family "swarm," which grows with the passing years and litters until the swarm numbers more than a dozen—whereupon 1-3 of the oldest, original offspring form mated pairs and fly off to find new (orpsu-less) hunting territory, and there found a swarm of their own.

Ecology: Surface-dwelling orpsu prey on sheep, cattle, many small creatures (having a particular fondness for badgers, foxes, and otters), large birds, and men. Subterranean orpsu prefer the blood of drow and duergar to all else.

Peryton



CLIMATE/TERRAIN:	Any/Mountains
FREQUENCY:	Rare
ORGANIZATION:	Nest
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Average (10)
TREASURE:	B
ALIGNMENT:	Chaotic evil

NO. APPEARING:	2-8
ARMOR CLASS:	7
MOVEMENT:	12, Fl 21 (C)
HIT DICE:	4
THAC0:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	4-16
SPECIAL ATTACKS:	+2 to attack roll
SPECIAL DEFENSES:	+1 or better to hit
MAGIC RESISTANCE:	Nil
SIZE:	M (5' tall)
MORALE:	Champion (16)
XP VALUE:	270



High above the mountains and rocky hills of most lands flies a sharp-eyed monster known as the peryton. Intelligent, patient, and malevolent, it waits for prey whose heart it might pluck out.

The peryton resembles a giant, dark-green eagle, save that the head is that of a blue-black stag, its horns glittering black as obsidian, its eyes glowing a dull red-orange. The chest feathers of a male peryton are light blue; those of the female are drab brown. Perytons normally cast the shadows of adult human beings rather than those of their own forms.

A peryton chooses not to adorn itself with trinkets, nor arm itself with any weapons. Its language is a collection of roars and screeches, and always sounds as if the peryton were either injured or enraged. Some creatures with keen senses of smell claim that a peryton smells like a human, while others are filled with an unreasoning fear of the monster upon catching first scent.

Combat: A peryton is only secondarily interested in prey for food. Its main interest in humans and similar creatures is the prey's heart. It is unnaturally accurate in combat. In game terms, a peryton receives a +2 bonus to its attack roll.

It attacks with its sharp horns, as its claws are too weak to use in melee. When a peryton chooses a target for combat, it locks itself into a duel that almost always ends in either the peryton's death or that of its target. A peryton never switches targets in combat, no matter the tactical situation. On rare occasions, a peryton can be driven off, but it will stalk its prey to return at a later time.

Perytons are immune to all weapons but those of at least +1 enchantment.

Some perytons choose to swoop at a target. This attack form involves the peryton climbing several hundred feet and then

plunging at the target. This attack is made at an additional +2 bonus to the attack roll. If the attack succeeds, the peryton delivers double damage. This is an extreme maneuver, that the peryton will attempt only if a combat is going poorly, or it believes it has a chance to surprise its prey.

Another common tactic is for the peryton to grapple a human-sized target and then lift off with the prey in tow. The peryton climbs rapidly enough that most targets do not react until they are at least 100 feet in the air, facing a 10d6 plummet if they manage to escape the peryton's grasp.

Habitat/Society: Perytons lair in caves high upon cliffs or in mountain peaks. They dwell in nests of 2d4 creatures, each nest independent of any other, and no two nests within several miles of one another, excepting unusual circumstances (such as a dwarven community living in the mountains and providing plentiful prey).

Perytons sometimes take humans and similar creatures alive and hold them prisoner in their nests until needed as food (90% likely for nonhumans, 25% the case for humans) or for reproductive needs (see below). From these visitors, the peryton nests may have treasure scattered about. Also scattered about are unhatched eggs, numbering 1d4.

Ecology: The peryton is a predator, with no natural enemies (few could pierce its magically resistant skin). Its prey is humanoids, especially humans. A female peryton requires a fresh, beating heart to reproduce, and human hearts are the preferred type. Once a peryton has eaten a heart, its shadow changes into that of its normal form and the creature is fertile for 3d6 hours.

Unhatched peryton eggs can be sold for 10d12 gp apiece.

CLIMATE/TERRAIN:	Any/Land
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Nil
TREASURE:	Nil
ALIGNMENT:	Neutral

NO. APPEARING:	1
ARMOR CLASS:	Nil
MOVEMENT:	9
HIT DICE:	Nil
THACO:	Nil
NO. OF ATTACKS:	Nil
DAMAGE/ATTACK:	Nil
SPECIAL ATTACKS:	Fear
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	See below
SIZE:	Varies, usually M
MORALE:	Nil
XP VALUE:	Nil



Phantoms are images left behind by a particularly strong death trauma. A phantom is like a three-dimensional motion picture image filmed at the time of a character's death, in the area where he died.

The standard phantom may appear as almost anything. It often appears as the character who experienced the trauma—a transparent image re-enacting the death scene. Alternatively, it could represent that which was foremost on the victim's mind at the time of death, whether an attacker, or perhaps some goal left unfulfilled. A phantom is experienced in faded colors, and by all senses.

Combat: It is difficult to fight a phantom; they are merely images and have no power to directly cause harm. They cannot themselves be harmed. Swinging weapons or casting spells into the area of the image does not interfere with the projection, and it cannot be reasoned with. A phantom is not intelligent and does not exist for any purpose; tracking down the victim's killer or completing a quest does not get rid of the phantom.

Phantoms are often mistaken for ghosts, haunts, or groaning spirits, but they may not be turned as undead. Only the priest spell *remove curse*, cast at 12th level or higher, can dispel a phantom.

Although a phantom cannot directly harm a viewer, it is an essence of magic that calls up a superstitious awe in anyone who views it. The enchantment is such that the phantom affects both the mind and the senses of the observer. Creatures without minds (such as undead) are immune to the phantom's effects, as are those rare beings who are somehow unable to experience a phantom (since the phantom is present to all senses, blindness is not normally enough protection against one).

Characters witnessing a phantom must roll a successful saving throw vs. death magic, with a -2 penalty, or immediately panic and run away as per the effects of a *fear* spell. Particularly vivid phantoms may require those who fail this saving throw to make a system shock roll, with a +10% bonus to the roll. Failure on this roll results in death for the unfortunate viewer. Such a character can be raised normally, however.

There are other difficulties with the fear effect, of course, not

the least of which is that the cause of the phantom's death might still be around. Even after centuries, traps and undead monsters can be just as effective and deadly, and a panicked run is usually not the best position to take when encountering them.

Of course, a phantom may provide characters with important information, either forewarning careful characters of an upcoming danger, or illustrating what became of some item or person.

There is a slight chance that a character's death may engender a phantom. This chance should be minuscule to nonexistent for 0-level or very low-level characters or for those who were expecting to die, such as characters dying of natural causes or in war. However, characters of 4th level or above, dying suddenly or by surprise, might have a 1-2% chance. If those characters were on an important mission or task, or were subject to *geas* or *quest* spells, this chance might rise to 5-6% percent. The percentage chance for generating a phantom should never be higher than the level of the character at the time of death. (Therefore, characters killed by energy-draining undead rarely produce phantoms.) It is up to the DM to decide what the precise image presents.

A character who is murdered and generates a phantom may also return as a revenant.

There are nonstandard types of phantoms that affect only one of the senses. Often, these are purely visual images, but they can also manifest themselves as sounds (explosions, moaning, or quiet whispering) or smells. Most of these phantoms require saving throws, but the effects of failure may differ. A gloomy whispering of danger might produce despair (as per the *symbol* spells) effects. A foul stench might induce the retching effects of a ghost. Suffocating pressure, temperature extremes, the sounds of a swarm of bats, might all carry with them differing consequences of failing the saving throw.

Of greater concern, there are some phantoms that are actually evil, created when powerful evil creatures from other planes are "slain" (forced to return to their home planes) in the Prime Material plane. These phantoms appear as per the evil creature's will 35% of the time, and can seriously misinform or endanger those it meets. These phantoms can be detected with a *detect evil* spell; *dispel evil* can neutralize the phantom for a number of turns equal to the caster's level.

Plant, Carnivorous



	Retch Plant	Snapper-Saw	Thornslinger
CLIMATE/TERRAIN:	Any/ Warm land	Any/Land	Any/Land
FREQUENCY:	Rare	Very rare	Rare
ORGANIZATION:	Clusters	Solitary	Clusters
ACTIVITY CYCLE:	Any	Any	Any
DIET:	Nutrients	Carnivore	Carnivore
INTELLIGENCE:	Non- (0)	Non- (0)	Non- (0)
TREASURE:	Nil	Nil	Nil
ALIGNMENT:	Neutral	Neutral	Neutral
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NO. APPEARING:	2-20	1-2	3-12
ARMOR CLASS:	8	4/7/9	8
MOVEMENT:	0	0	0
HIT DICE:	5-8	5	4
THAC0:	5-6 HD: 15 7-8 HD: 13	15	See below
NO. OF ATTACKS:	See below	3-6	1 (Volley)
DAMAGE/ATTACK:	Nil	2-5	2-8
SPECIAL ATTACKS:	See below	Trapping	Nil
SPECIAL DEFENSES:	See below	Nil	Adhesive dew
MAGIC RESISTANCE:	Nil	Nil	Nil
SIZE:	H (20' tall)	H (15' radius)	M (4' radius)
MORALE:	Average (8-10)	Steady (11-12)	Average (8-10)
XP VALUE:	Variable	420	175

Retch Plant (Globe Palm)

The retch plant, or globe palm, appears to be a typical palm tree, except that each constantly has 1d4 +4 globe-like, coconut-sized fruit growing at its top. Each globe is membranous, taut, and blue, violet, or lilac in color.

Walking under a retch plant makes it 20% likely that one of its globes falls. If there is solid contact with a tree trunk—such as banging against, running into, or climbing it—1d4 + 1 of the noisome fruit plop down. Randomly choose the character(s) attacked; he is AC 10 against this attack. When the globes strike, they burst, and a nauseating fluid is splashed over a five-foot radius. Those who are between five and nine feet have a 25% chance of being splashed. The sticky, foul fluid causes creatures splashed to vomit and retch for the next three rounds. In addition to being nauseated, for six turns thereafter victims are at 50% of normal Strength. No saving throw is allowed against either effect of the fluid.

Creatures splashed must be washed in alcohol (wine, beer, brandy, etc.) or they are much more likely to attract carnivores in the area. This has the effect of doubling the normal frequency of encounter checks, as well as doubling the probabilities of actual encounters. The odor is discernible within a 50-foot radius and it persists for 1d4 hours unless removed as above.

Snapper-Saw (Forester's Bane)

The snapper-saw plant, or forester's bane, is a dark green, low-growing shrub. Broad, tough leaves with sinewy ribs extend five to seven feet from the central plant. The bushy center hides 1d4 + 2 purple stalks with saw-toothed edges.

When a creature steps on or near the tough leaves, these leaves snap shut around it, holding it fast. Trapping is automatic and subjects the victim to all the stalks, which immediately begin to saw away at the captured prey. On successive rounds the victim may make a strength check to pull away and escape further attacks.

In addition to the damage that the main plant can withstand, leaves can sustain 1d8 + 8 points of damage and stalks 1d8 + 16 points before being severed. Lost leaves and stalks grow back in 2d4 weeks unless the central plant is slain.

The bushy central plant grows luscious-smelling berries of white, greenish, golden, or bright yellow color. They are large, plump, and delicious, being very nutritious and rich in protein.

Thornslinger

Thornslingers are carnivorous, spidery-white plants with dew-covered, pale-yellow blossoms. They average about eight feet in diameter and lie very close to the ground.

Thornslingers attack living creatures by slinging 2d4 thorns at them. Each thorn has a range of 30 feet and causes 1 point of damage. Since the thorns are thrown in a spread pattern at the intended target, being hit by one or more thorns is automatic. Damage from the thorns, therefore, is always simply 2d4 points. Since the shower of thorns is their only means of defense, thornslingers are often found in out-of-the-way places, such as pits, inaccessible caves, and growing on brick or stone walls. They are always found in clusters of 3d4 plants, and all thornslingers have virtually inexhaustible supplies of thorns to hurl.

The central plant core of a thornslinger is covered by a strong adhesive dew. Character with less than 13 Strengths are held immobile until freed or digested. Characters with Strengths greater than or equal to 13 can break free in 1d4 rounds. Once a victim is caught, digestive juices cause 1d3 points of damage per round to him.

Thornslingers are not very flammable, but flame causes normal damage. Open flame is extinguished after one round and oil burns for only two rounds.

CLIMATE/TERRAIN:	Vine, Viper Tropical/Forests	Weed, Whip- Non-arctic/Dark	Weed, Wither- Non-arctic/Ruins
FREQUENCY:	Rare	Uncommon	Uncommon
ORGANIZATION:	Clusters	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any	Any
DIET:	Carnivore	Omnivore	Special
INTELLIGENCE:	Low (5-7)	Semi- (2-4)	Non- (0)
TREASURE:	Nil	Nil	Nil
ALIGNMENT:	Neutral	Neutral	Neutral
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NO. APPEARING:	1-10	1-2	1
ARMOR CLASS:	8	6/4	8
MOVEMENT:	3	3	0
HIT DICE:	4	4	3-6
THACO:	17	17	3-4 HD: 17 5-6 HD: 15
NO. OF ATTACKS:	1	L	Variable
DAMAGE/ATTACK:	1-4	1-10/1-10	Nil
SPECIAL ATTACKS:	Paralysis, constriction	Frenzy	Dexterity drain
SPECIAL DEFENSES:	See below	Nil	Smoke
MAGIC RESISTANCE:	Nil	Nil	Nil
SIZE:	L (20'-50' long)	Variable	Variable
MORALE:	Elite (13-14)	Average (8-10)	Average (8-10)
XP VALUE:	270	175	270

Viper Vine

Viper vines are thick (three inches in diameter), rope-like vines that are brownish green in color. They are a type of carnivorous plant indigenous to tropical forests, 90% indistinguishable from normal vines.

Viper vines hang from trees, trailing their ends on the ground to snare unwary animals. They have two forms of attack. The first is constriction as they wrap around their victim, much like snakes, causing 1d4 points of damage per round. A successful bend bars/lift gates roll is required to free oneself from the constriction.

The second attack is a paralyzing poison exuded from the skin onto the ensnared creature (successful saving throw vs. poison to avoid). Viper vines can control this poison, generally not using it until after having constricted their victim for 1d4 rounds. The paralysis lasts for 2d4 rounds.

Viper vines are immune to all blunt weapons.

Whipweed

A whipweed has two stalks, thin and whip-like with a few appendages that look like small leaves. When fully grown, the stalks are up to 15 feet long, though smaller specimens are just as common. The stalks are connected to a spheroidal base that contains a small brain and is equipped with eight small legs; the creature is thus capable of limited movement and can pull the root-like appendages up underneath itself to permit locomotion.

A whipweed attacks anything that moves within range of its stalks, each stalk hitting as a monster with 4 Hit Dice and capable of inflicting 1d10 points of damage. The stalks will attack two different victims if two are in range. Damage inflicted upon the stalks do not count toward the body's hit point total.

If the body is destroyed (reduced to 0 hit points or below) the whipweed dies but the stalks go into a mad frenzy for one round before they go inert. During this time they attack three times each and each attack inflicts double the normal damage if successful.

The whipweed hates sunlight, so it is usually found underground or in the heart of deep forest. It draws its sustenance from the remains of animal prey, though it has no mouth and its food appears to be absorbed by the stalks and transferred internally to the body.

Its need to embed its roots into the earth is not fully understood. It is certain that the creature can survive apparently indefinitely in rocky areas containing virtually no soil, and a small crevice in a rock appears to be quite sufficient to cater to its need to root from time to time.

This strange creature was originally named in the belief that was a plant; though it displays behavior that supports this theory, it also has many qualities that are not plant-like (though druidical spells relating to plants affect it).

Witherweed

This weed appears as a dried-out patch of grass or weeds approximately 20 feet square (3 Hit Dice). Weeds twice this size have been found, and larger ones are theoretically possible (possessing 4, 5, or even 6 Hit Dice).

The witherweed attacks with its many equally spaced fronds. An average specimen has 1d12 + 12 so positioned that at least one frond can attack each person confronting it. A frond hit drains 1d4 Dexterity points from its victim. A successful saving throw vs. poison cuts in half the number of points of Dexterity lost. Any victim drained of the maximum of 4 Dexterity points in a single hit also suffers a nervous seizure—total collapse for two rounds, followed by a further five rounds during which he attacks with a -2 penalty to his attack rolls and moves at 75% of his normal rate. He loses all Dexterity bonuses during this seven-round period.

A victim becomes incapacitated if his Dexterity is reduced below 3, and dies if it is reduced to 0 or below. Half of the Dexterity points lost are recovered by surviving victims naturally at the rate of 1 per day, but the remainder can only be regained by the casting of a *cure disease* spell on the victim.

The witherweed is dry and is therefore easily burned, but it produces a toxic smoke while burning. Anyone inhaling the smoke must roll a successful saving throw vs. poison or die in 1d4 rounds. The fire burns and the smoke streams forth for one round per square foot of vegetation. Only a strong wind blows the heavy, oily smoke away. Otherwise it forms a cloud of volume equal to nine times the area of the witherweed and takes at least four hours to dissipate.

Plant, Carnivorous



	Willow, Black
CLIMATE/TERRAIN:	Any/Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Low to Very (5-12)
TREASURE:	Incidental
ALIGNMENT:	Neutral evil

NO. APPEARING:	1
ARMOR CLASS:	2
MOVEMENT:	¼
HIT DICE:	12-19
THAC0:	12 HD: 9 13-14 HD: 7 15-19 HD: 5

NO. OF ATTACKS:	7-12
DAMAGE/ATTACK:	1-4
SPECIAL ATTACKS:	Drowsiness aura
SPECIAL DEFENSES:	Regeneration
MAGIC RESISTANCE:	Nil
SIZE:	L (6'-9' diam. trunk)
MORALE:	Fearless (19-20)
XP VALUE:	Variable

The black willow is a mobile, sentient tree of evil disposition. It is 90% unlikely that a creature will recognize a black willow as such, for they can alter their trunks and limbs to appear as normal trees of the various willow sorts. Sometimes they will have smooth trunks and broad, inviting limbs. Other times they will show safe-looking trunk cavities at their base or high on their upper trunk. Of course, treants can spot black willows instantly, but even druids cannot do so without magical aid (such as *locate plants*, for example).

Combat: A black willow's normal attack is with lashing, whip-like branches that cause 1d4 points of damage each, but it has two special attack forms, one of which is generally employed earlier. If a creature has climbed out of a safe-looking limb, the black willow generates an aura of drowsiness within a 20-foot radius, making tired creatures fall into natural sleep. No saving throw is granted for creatures that are already going to sleep (like travelers resting or adventurers camping for the night), but active creatures (like foraging animals and adventurers just passing through) get a saving throw vs. spell to avoid falling asleep. Note that no spell is actually cast, and no offensive action is taken by the black willow during this drowsiness attempt, so characters who save feel slightly tired and then press on. Creatures who fail the saving throw, or who are already tired, do not drop to the ground, but rather feel compelled to stop and rest for a while.

A hole then opens underneath such victims, and one or more of them are taken into a hollow limb. The limb then tilts to slide them into the trunk cavity. The trunk's safe-looking openings are also used to close and trap the victims in the digestive cavity of the trunk.

The stomach is coated with sticky, nonflammable sap. Digestive sap then oozes up from the roots, filling the cavity at a rate of one foot per ten rounds until the entire eight-foot cavity is filled. The juice is acidic and inflicts 1d4 points of damage per round un-



til death occurs. Complete digestion is indicated when the victim reaches -20 or more hit points; any attempt at resurrection is thereafter impossible.

Creatures trapped inside the stomach can employ only short, sharp weapons because of the confined space. It's impossible to cast spells from within a black willow, unless the caster is small sized or smaller. Maximum normal damage is only 1 point per round, but magical and Strength bonuses add to this. Therefore, rescue, if any, must usually come from outside.

A black willow regenerates at the rate of 1 point per turn and is immune to electrical attacks only if its roots are grounded firmly.

Habitat/Society: Although it usually inhabits areas where normal willows grow, the black willow can be found anywhere a tree is believable, including underground lakes, abandoned ruins, and so forth. A few black willows have been discovered by accident in the sacred groves of druids, but only if the druid has been lax in his duties or has remained away from his sanctum for a very long time (possibly adventuring).

Ecology: The black willow gets only a portion of its nourishment from sun, air, water, and earth. The monster is aggressively carnivorous, relishing elves, gnomes, and humans particularly. Treasure of any sort is sometimes found buried beneath this tree monster, along with bones and other immediately indigestible matter. Of course, this assumes victims have treasure that weak acid (+4 bonus to saving throws) could not digest. It also assumes the black willow has stayed in a locale for a period of weeks (very likely unless pickings have been poor recently). It is quite possible that the black willow is either a little-understood offshoot of the treants, or an evil perversion of the quickwood. Even druids are not sure one way or the other, and they spend many long hours debating such things whenever another black willow is sighted or suspected.

Ring-worm



CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Non (0)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1
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ARMOR CLASS:	2
MOVEMENT:	1
HIT DICE:	1 hp
THACO:	N/A
NO. OF ATTACKS:	Nil
DAMAGE/ATTACK:	Nil
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	T (1"-2" long)
MORALE:	Special
XP VALUE:	35



If a party of adventurers finds a ring-worm, they see a plain gold ring. It can be worn as a ring and radiates an aura of weak magic. If an *identify* spell is cast on the ring, it appears to be a *ring of protection +1*.

When worn, the ring-worm feeds on the magical energy used by the wearer. If a mage wears a ring-worm, he loses one spell level per day that he wears the ring. For example, he loses one spell level the first day, two spell levels the second day, and so on. The wizard simply forgets these spells immediately after memorizing them. The forgotten spells are randomly determined.

If the ring-worm is worn by a non-magic user or has consumed all of a wizard's spells, it then steals magic from any magic items the person is carrying. Because the magic items are weakened by magical energy draining, there is an increased chance that they fail to work. This chance is a cumulative 10% per day the ring-worm has been worn by the character.

When the wearer realizes that his magic is failing, he may realize his new "ring" is responsible. If another *detect magic* is used on the ring, it shows a stronger magical aura from the magical energy consumed by the worm.

If the victim attempts to remove the ring, he finds that it has bonded with his skin. Spells such as *remove curse*, *heal*, and all *cure* spells do not remove the ring-worm. Only a successful *dispel magic* spell allows the ring-worm to be removed. Consider the ring-worm to resist at 6th level, plus one level for every three spell levels or "pluses" drained.

After the worm is removed or killed, the victim's magic items return to normal in 1-6 turns. Spells may be memorized as usual the following day.

Combat: If the ring-worm is attacked with fire, it detaches itself and tries to escape. If a successful flame attack is made against the worm, it dies automatically. When the worm is not in the form of a ring, only bladed weapons enchanted to at least +2 or better can harm it.

Habitat/Society: A ring-worm finds a home where there is a food supply. For this reason, it prefers to live in the city where it might find many magic users in a relatively small area. Ring-worms are also found in areas where adventurers frequently can be found, such as dungeons or even taverns. Usually these worms found their homes when their previous "hosts" discovered the true nature of the worms.

A breeding pair of ring-worms can lay 10-50 eggs. When the eggs hatch, the worms scatter and live solitary lives. It is extremely unlikely that a character would ever find more than one ring-worm at a time.

Ecology: Because of the ring-worm's need for and attraction to magic, they are easily lured into traps. It has been rumored that some people have captured the worms for use against magical foes.

	Wood	Killer	Swamp	Dark
CLIMATE/TERRAIN:	Any forest	Any forest	Any swamp	Tropical/subtropical
FREQUENCY:	Uncommon	Uncommon	Rare	Rare
ORGANIZATION:	Pack	Pack	Pack	Solitary
ACTIVITY CYCLE:	Any	Any	Any	Night
DIET:	Omnivore	Omnivore	Omnivore	Carnivore
INTELLIGENCE:	Semi	Semi	Low	Semi
TREASURE:	Nil	Nil	Nil	J,K,L,M,N
ALIGNMENT:	Neutral	Neutral	Neutral	Neutral evil
NO. APPEARING:	10-100	4-40	1-12	1-6
ARMOR CLASS:	10	8	5	2
MOVEMENT:	15	15	12, Sw 9	12
HIT DICE:	1	3	4	8
THAC0:	19	17	17	13
NO. OF ATTACKS:	3	3	3	6
DAMAGE/ATTACK:	1-2/1-2/1-2	1-4/1-4/1-4	1-6/1-6/1-6	1-6/1-6/1-6/1-6/1-6/1-6
SPECIAL ATTACKS:	Nil	Nil	Nil	Disease
SPECIAL DEFENSES:	+2 or better weapon to hit			
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil
SIZE:	T (1' long)	T (1' long)	T (2' long)	S (3' long)
MORALE:	Average	Average	Elite	Champion
XP VALUE:	15	65	120	2,000

Rohches are the result of a horrid magical experiment, the cross-breeding of wolves and beetles. No two rohches look the same, although each is horrid and displays insect and animal features. Rohches have four to eight legs in addition to two claws, which extend from the creature's shoulders. A dark rohch has six claws which extend from various points on the creature's back.

The creatures have a mix of tough carapace covering their bodies. Tufts of fur jut from parts of their legs. Their heads appear wolf-like, with beetle pincers protruding from the lower jaw and a carapace covering the top of their skull.

Combat: Rohches are naturally vicious, attacking almost anything in sight that is the same size or smaller than themselves, or attacking humans and demi-humans in small numbers. The rohches attack simply for food, and they seem to frequently be hungry. They notice their prey through vibrations in the ground and by smell. Their keen wolflike senses are acute.

When encountered in numbers, rohches swarm over their victims, first attacking any exposed skin. Once a victim is dead, they take their time, burrowing beneath armor and under clothes to get at the flesh.

Rohches do not willingly leave a victim until it has been reduced to bones. After a pack of rohches has feasted, they do not eat again for two to six hours.

A chittering noise typically precedes rohches into battle. This noise is caused by their pincers rubbing together in excitement over the prospect of food.

Habitat/Society: For the most part, rohches are social creatures, living in packs and hunting together. There is a distinct social order among the creatures, with each rohch knowing what is expected of it.

They typically lair in burrows underground that had been occupied by rabbits or foxes the rohches swarmed. Large packs of rohches have been found in caves. Polished white skeletons are usually strewn throughout their homes.

Ecology: Rohches help keep the populations of rats and other small animals in check. However, they are a bane to livestock farms.

Because of their carapace and thick fur, they are able to withstand some extremes in climate. Some rohches have been found in the northern reaches. However, the majority of rohches prefer wooded temperate to tropical lands.

Rohches have many predators. Carnivorous apes and baboons seem especially fond of their flesh. And communities of gnomes have been known to hunt the creatures, using their carapaces for armor and their meat for food.

Wood: The most common form of rohch, the wood rohch is found in large packs, most frequently in temperate forests. They attack with two front claws and a pincer bite.

Killer: Also a fairly common rohch, the killer is more dangerous and deadly. It is larger, more vicious, and prefers the taste of human and demi-human flesh to other mammals. Its attack methods are similar to the wood rohch; however, their claws are larger and inflict more damage.

Swamp: These horrid rohches have adapted to marshes and swamps, preying on the animals and humans who cross their paths. They can stay submerged for up to five minutes at a time, surfacing to strike.

Dark: The most feared of the rohches is the dark, or death rohch, as some people have come to call them. These are the largest of the wolf-insect crossbreeds and the most horrid. Their large carapaces are thick. They have six claws instead of two, and their pincers are sharp. Victims bitten by a dark rohch's pincers must successfully save vs. poison or contract a debilitating disease within 1-4 rounds.

Sand Cat



CLIMATE/TERRAIN:	Desert or dry steppe
FREQUENCY:	Uncommon
ORGANIZATION:	Den
ACTIVITY CYCLE:	Night
DIET:	Carnivore
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1-4
ARMOR CLASS:	8
MOVEMENT:	15
HIT DICE:	1+1
THACO:	19
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1-4/ 1-3/ 1-3
SPECIAL ATTACKS:	Rear claws 1-2, surprise
SPECIAL DEFENSES:	Surprise
MAGIC RESISTANCE:	Nil
SIZE:	5 (2'-3')
MORALE:	Average (8- 10)
XP VALUE:	120

The sand cat is a small desert feline that preys on many of the small mammals of the desert and dry steppe regions. Slightly larger than a regular house cat, it is a sandy brown color. The ears are long and pointed, ending in a long, white tuft. The tip of the tail is a darker brown than the rest of the body.

Combat: Although the sand cat is a predator, its prey is not man or other humanoid creatures. It will not attack a person under normal circumstances. However, if forced to fight (cornered, etc.), it attacks savagely. The sand cat is a small and stealthy creature and so applies a -1 to all opponents' surprise rolls. At the same time, its keen senses make it very hard to surprise, giving it a +1 on all surprise rolls.

When the cat attacks, it springs toward its target. The sand cat can leap 5 feet upward and 10 feet forward, with a running start. It strikes with both front claws. If both of these hit, the rear claws automatically rake the victim for 1-2 points damage each. Thereafter it will bat and bite as much as possible.

The sand cat seldom fights to the death, instead trying to escape any opponent stronger than it. However, a mother will not abandon her young unless it is to lure an attacker away. If the sand cat is defending its young, it gains a +1 on its THACO and damage rolls.

Habitat/Society: The sand cat lives in a small family group called a den. Depending on the time of year, the den will have two to seven individuals: two adults and kittens. Sand cats mate for a single season and the male remains with the female until the young are grown, which takes about 10 months to a year.

The sand cat makes its lair in a small cave, sheltered overhang, or abandoned burrow. The latter is preferred if there is one available. The lair is normally occupied only while there are young to be raised. During this time, one adult always remains near the kittens.

Sand cats are very territorial. They hunt over a range of 5 to 10 square miles. They are nighttime predators and mostly bring down small mammals. They are seldom a threat to larger creatures.



Ecology: The sand cat is a natural force in the local ecology, keeping down the numbers of small vermin in a region. Unfortunately, the sand cat is also valued by humans. The kittens, if taken young enough, can be trained. Among the tribes of the desert and steppe, sand cats trained to hunt are the gifts of sheiks and khans. These animals can run down hares and other game for their masters. Others are sold to traders, who in turn sell the little cats in the cities. Here they are raised as pets—dangerous and savage little pets. A sand cat kitten is easily worth 500 to 2,000 gold pieces.

	FinheadsB	Bladebacks	Flyers	Hornheads
CLIMATE/TERRAIN:	Jungle	Jungle	Jungle/mountain	Jungle
FREQUENCY:	Very rare	Very rare	Very rare	Very rare
ORGANIZATION:	Community	Community	Community	Community
ACTIVITY CYCLE:	Day	Day	Day	Day
DIET:	Omnivore	Vegetarian	Carnivore	Vegetarian
INTELLIGENCE:	Very	Very	Very	Very
TREASURE:	Nil	Nil	Nil	Nil
ALIGNMENT:	Any	Any	Any	Any
NO. APPEARING:	1-6	1-4	2-8	1-2
ARMOR CLASS:	5	4	6	4
MOVEMENT:	12	4	6	Fl 24 (C) 10
HIT DICE:	2	2	2	4
THAC0:	19	19	19	17
NO. OF ATTACKS:	1 or 2	1 or 3	1 or 3	1 or 3
DAMAGE/ATTACK:	By weapon	By weapon	By weapon	By weapon
SPECIAL ATTACKS:	See below	See below	See below	See below
SPECIAL DEFENSES:	See below	See below	See below	See below
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil
SIZE:	M (5' tall)	L (7' tall)	S (3' tall)	L (10' tall)
MORALE:	Steady (12)	Steady (12)	Average (10)	Elite (14)
XP VALUE:	35	35	65	120

Saurials are intelligent bipedal lizards descended from creatures similar to dinosaurs. Saurials are not native to the Realms, but originate from an alternate Prime Material Plane. Most saurials now in the Realms were kidnapped from their homes and brought to the Realms as slaves by the evil god Moander. Upon Moander's death, these saurials elected to remain in the Realms and make it their home. They live in a single village in the Lost Vale in the Desertsouth Mountains east of Anauroch. They are still recovering physically and spiritually from the deprivations they suffered under Moander, so very few saurials travel far from the shelter of the Lost Vale, though this may change with the passing of the years and as their numbers increase.

There are many different races of saurials, but only finheads, bladebacks, flyers, and hornheads are currently in the Realms. These are the names provided by the natives of the Realms to these newcomers. The saurials' own names are a combination of noises and scents which do not translate well into mammalian speech.

All four races have brightly colored scales, sharp claws, and tails, but their body shapes otherwise vary considerably. A finhead is nearly human in shape, though shorter than most humans, with a tail just over half its body length and a pronounced fin on its head. A bladeback is taller and stockier with a series of large, sharp scales which extend from the top of its head, down its spine and along its nearly body-length tail. A flyer has a delicate frame, with smaller legs, a shorter tail and a flap of scale-covered flesh beneath each arm which serve as wings. So although ungainly on foot, a flyer is extremely graceful when airborne. A hornhead is a giant beast with a tail longer than its own body and sharp horns protruding both from its head and the great bony plate which protects its neck. All four of these races have scales of some shade of green and their back scales are mixed with yellow scales in patterns unique to each individual. Flyers sometimes feature a bolder red splotch around their necks. Only rarely is a pure white saurial born in each race.

All saurials have true *infravision*. They can detect heat wavelengths with their eyes, but they cannot see a cold object in the dark. Although they are not cold-blooded like true lizards, saurials are not as efficient at keeping their blood warm as are Realms mammals. If exposed too long to freezing air, saurials go into a torpor called cold sleep. They fall asleep and their breath-

ing slows until they may even appear dead. A saurial's ability to resist the cold sleep is based on its size. A 3-foot flyer succumbs to the cold sleep in 3 turns, while a 5-foot finhead succumbs in 5 turns, and so forth. If the saurial is bundled in insulating clothing, these times are doubled. A saurial in cold sleep returns to consciousness within an hour or two if it is brought to a warm place. A saurial left exposed to freezing weather for more than a day dies.

For daily activities saurials do not generally wear more than loin cloths and simple, loose cloaks as long as they are in a tropical climate. They do, however, wear ornate robes of fabric and animal hides for ceremonial occasions. They decorate their homes with wall hangings and floor coverings. Saurials are not comfortable in armor. To avoid the cold sleep saurials bundle up in colder regions. Tattoos are common, particularly among spellcasters, and depending on their race, saurial mages either carve special symbols into the bony plates of their body or tattoo them into their scales.

Saurials do not speak any Realms languages; indeed, to most humans they do not seem to speak at all, since their voices are pitched too high to be heard without magic. The emotions accompanying their words are emitted as scents that humans can often detect, so a human familiar with the saurials can often tell what one is feeling without knowing what one is saying. Saurials can hear human speech, but so far, none have learned the language, although many of their spellcasters can use magic to do so. One of their number, the paladin Dragonbait, understands Common because of his magical bond with the sellsword Alias of Westgate. The saurials' form of writing is to carve lines on sticks, which is used mostly for magic and important records.

Combat: Saurials, like humans, fight with a variety of weapons, mainly determined by their character class. For example, spellcasters use magic, fighters use blades and missile weapons, and clerics favor blunt weapons or magic. Saurial-crafted blades have shorter grips and favor barb-like tips. Humans not used to such weapons suffer a -1 attack penalty with saurial blades, and saurials suffer a -1 attack penalty with human weapons.

If unarmed and severely pressed, saurials resort to ancient modes of attack. Finheads claw with both hands (1d3/1d3) or use their thick tail as a whip (1d2). Bladebacks use both claws (1d4/

Saurial

1d4) and swing at any rear attacker with their razored tail (1d6). Flyers claw and bite (1d2/1d2,1d2). Hornheads either claw (1d4/1d4) and swing their tail (2d4) or charge with their horns (2d6).

Saurial Armor Class is as listed for each of the individual races, and is a result of their own thick natural hides. Saurial Armor Class can be improved by means of armor, though this is an alien concept to saurials, and such armor would need to be custom-made for the creatures. Saurial Armor Class would only be improved if the Armor Class would be higher than the saurial's natural Armor Class. So a finback in leather armor would gain no benefit. Exceptional saurials have the same limitations as their character class. Saurial mages do not wear armor, and saurial thieves would be limited to the protection of leather armor, which would be insufficient for their protection and as such not used.

Because of the nature of the saurial senses, all saurials receive a +2 saving throw bonus against sound-based attacks, such as a harpy's *charm* or a *shout* spell. They are more susceptible to gas-based attacks, including poison gas and *cloudkill* spells, and as such have a -2 penalty on all saving throws against these attack forms.

Habitat and Society: The adult saurials of the Lost Vale number 110 and consider themselves one tribe, although they are made up of different races. Leading and protecting this tribe are a hornhead wizard of 14th level named Grypht, Grypht's three apprentices, a bladeback priest of 7th level named Sweetleaf, who worships Chauntea in lieu of his own goddess of the harvest, and Sweetleaf's five acolytes. The renowned finhead paladin Dragonbait visits the valley as often as his adventures allow. The tribe's other adventurers were killed battling Moander in their original plane. The remaining members are villagers without adventuring skills. Most are farmers and hunters. There are weavers, carpenters, a stonemason, a blacksmith, and musicians among their numbers. Moander killed all their young but 20 more saurials have hatched since the evil god's death. The adults have worked hard to build their new village and to restore order, but they are still somber after their ordeal. They look for the next generation to bring joy back into their lives. The saurials harvest and gather enough food and keep warm and dry in small thatched huts, but they prefer solid single family dwellings of stone or wood. One by one, each family is building a home, and gradually adding extra rooms onto them.

This outpost is the sole known established domain of saurials in the Realms. However, once the gap between the Realms and the saurials' home plane has been breached, there is a chance that more saurials may appear in Faerun, or that adventurers from this dimension may find their way to the saurial homeworld.

Saurials live in mixed groups with little conflict among the races, unlike the mammals of the Realms, which seem to have different nations for elves, dwarves, and men. Saurials think of themselves as saurials first, and their sub-race second, and recognize that the other races of saurials have as much to contribute to their community as their own race, if not more. Saurial communities consist of all types of the various races, though there tends to be fewer of the larger hornheads and bladebacks because of the food limitations. Even communities with one race of saurials treat all other races as brethren. The Realms domain of the Lost Vale has primarily finbacks, but also has a large number of flyers, and a smattering of bladebacks and hornheads, including their leader, Grypht.

The listed statistics are for common saurials, but like the races

of the Realms, these creatures have a number of exceptional individuals whose abilities closely resemble those of exceptional fighters, priests, mages, and thieves. In random encounters outside the Lost Vale, for every ten "common" saurials encountered there is an individual of exceptional ability, either a fighter (40%), mage (40%), priest (10%), or thief (10%). These exceptional individuals are of levels 1-10. They are unarmored, but equipped with weapons according to the restrictions of their class. Saurial spell-casters may still cast their spells in this plane, and those who derive their abilities from gods may continue to do so if their god has a Realmsian equivalent.

Ecology: Saurials mate for life and can produce 1-2 eggs a year. Both male and female share the duties of keeping the eggs warm and safe, feeding the hatchlings, and training them. A saurial appears full grown within five years, but the experience that brings mental maturity takes as long to develop as it would in a human. Saurials live a very long time if in favorable conditions. Grypht is more than 200 years old, without the aid of magic. Hornheads and bladebacks require a lot of vegetation to survive, so they are careful to limit their numbers in small regions, while the Lost Vale's abundant wildlife can support many more finheads and flyers.

Finbacks: Finbacks tend to be alert, bright, active, curious, and emotional. They are good with their hands and have enough muscle for common work and defense. Exceptional finbacks are usually, though not always, fighters or fighter sub-classes. Finbacks tend to believe in ultimate concepts of good, evil, and truth, and see things in terms of black and white. They are enthusiastic about new tasks and adventures, and leap into dangerous situations before getting a full idea of what dangers await. Most saurials found outside the Lost Vale are likely to be finbacks.

Hornheads: Hornheads are large and powerful, and tend toward careful, rational planning and thought. While they are slow of speech and carefully choose their words, they are not slow of mind, and have an interest in the sciences and crafts such as blacksmithing and weapon-making. Exceptional individuals may be of any character class, but the most powerful hornhead in the Realms is a spell-caster.

Bladebacks: Bladebacks are social creatures, more than the other three races, and as such tend to congregate with other saurials more readily. They are the most straight-forward and trusting of the saurials, but understand saurial nature well enough to know what their comrades want. Bladebacks are slow to anger, but once riled are passionate fighters. They are slow to forgive slights and offenses, and have long memories. Within the saurial organization, bladebacks often rise to positions of power as leaders of the combined groups, or advisors to those leaders. Exceptional bladebacks are often priests.

Flyers: Flyers are nervous, noisy saurials, both irritable and irritating. They have the benefit of flight, and as such often flee rather than fight. Enthusiastic conversationalists, flyers natter on about whatever gossip comes to mind. Their role in the community is usually as scouts or messengers, but there have been flyer heroes in saurial history who have rescued their larger brethren on many occasions, as any flyer will repeatedly tell you. Exceptional flyers are usually fighters or thieves.

CLIMATE/TERRAIN:	Arctic glaciers
FREQUENCY:	Rare
ORGANIZATION:	Feudal hives
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	Nil (G)
ALIGNMENT:	Lawful neutral (good)
NO. APPEARING:	2-12 (2d6)
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ARMOR CLASS:	5 (4 with shield)
MOVEMENT:	6, Fl 18 (B)
HIT DICE:	1
THAC0:	19
NO. OF ATTACKS:	1 bite or weapon
DAMAGE/ATTACK:	1-4 or by weapon
SPECIAL ATTACKS:	Poison frost
SPECIAL DEFENSES:	Empathy
MAGIC RESISTANCE:	Nil
SIZE:	M (6' tall)
MORALE:	Fearless (19)
XP VALUE:	Drone: 15 Warrior: 270 Queen: 1,400



These creatures are a race of insect-humanoids that have adapted to arctic temperatures. Sha'az are enemies of the haun (q.v.)

Fluffy white down protects them from the icy weather. The down is thickest at the four hind leg extremities, which are also protected by dense felt-like growth. Although the sha'az torso and head are near-human, its six legs are more insect-like. The chest is rather broad, ending in a thin, muscular waist.

The creature's six legs allow it easy movement on the snow. It can hold on to sheer surfaces or slippery ice with its strong, retractile hooks at the leg extremities. The two front legs end in a series of smaller, prehensile hooks that enable the sha'az to manipulate objects or weapons. The sha'az often stands on its four hind legs, and keeps the rest of its body erect.

The sha'az warrior is male. It conceals four fragile, translucent wings in the white down of its back. These wings enable flight in all but extreme weather conditions.

Underneath the white down, a sha'az body is quite skinny, and partially covered with chitinous plates on the thorax, back, and shoulders. The remainder of the body displays wiry muscles under a thick gray skin, especially on the abdomen, neck, and legs. Its face displays near-human features: a mouth, a hooked nose, and deep set eyes, with a thick, white mane on the top of its head. Two large, serrated mandibles jut out of its cheeks.

Combat: Sha'az avoid combat if isolated. They prefer fighting in groups, especially when hunting. In the face of great danger, sha'az usually attempt to alert the rest of the hive.

Sha'az are advanced enough to use weapons and shields. They do not wear armor. Warriors commonly use spears, swords, nets, or bows. These warriors are capable of using their bows in mid-flight, with a -2 attack penalty in addition to other adjustments.

As an alternative to weapons, a sha'az warrior can bite a foe with its venomous mandibles. The poison causes the victim to freeze, inflicting 1-6 points of damage per round, until the victim successfully saves vs. poison. The victim is allowed one saving throw per round, with a cumulative -1 penalty each successive round. At 0 hit points, the victim is frozen and dies. The sha'az warrior can only use its venom once a day. Mandibles alone inflict 1-4 points of damage.

Each hive has a queen that fights like a 10 Hit Dice sha'az with 10th-level clerical spellcasting abilities. Her drone servants which

are the female Sha'az, are flightless and fight with a -2 attack penalty. The drones' mandibles are not poisoned. They fight only if no other choice is available, or if the queen is in some sort of danger. Drones are not normally armed.

For each ten sha'az warriors, one has a limited empathic ability which allows it to communicate with his queen, when it is away from the hive. It is a knight with maximum hit points. The ability can be used at will within 900 feet. Within a mile, the knight has a 10% chance of failure per round of usage, which increases another 1% for each extra mile of distance between the knight and his queen. The maximum chance of failure is limited to 90%, regardless of the distance. When failing an empathic roll, the knight loses its empathic ability for the remainder of the day.

Habitat/Society: Sha'az live in hives dug into arctic glaciers. A hive contains 30-60 sha'az (1d4+2×10). Half are hunter/warriors, while the remainder are drones that tend the hive and serve the queen. A queen lays eight-pound eggs that ensure the survival of the hive. She is the only sha'az capable of casting spells and of making magical objects. Sha'az are literate and use a combination of words, movements, and scents to communicate.

A queen lives several centuries. Occasionally, she engenders another queen who leaves when it is an adult so it may establish another hive. This new hive is a loyal vassal of the mother-queen. Social status among sha'az depends on how close to the mother-queen one's hive belongs. There can be many layers of mother-daughter allegiances among sha'az hives. When a queen dies, her drones ritually seal the entrance to her hive. Soon thereafter the mourning hive dies of asphyxiation. Its vassal hives, if any, then become vassals of the oldest related mother-queen.

Ecology: Sha'az hunt for food and feed on polar bear, whale, seal, deer, or haundar (q.v.). They also trade shell pieces with other races. Their enemies are the haun that prey on their eggs. The eggs contain a substance that alters resistance to psionic effects. Haun use it to help maintain control over their giant mounts, the haundars.

CLIMATE/TERRAIN:	Forest
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Water/moonlight
INTELLIGENCE:	Genius (17-18)
TREASURE:	None
ALIGNMENT:	Neutral
NO. APPEARING:	1
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ARMOR CLASS:	-10
MOVEMENT:	18
HIT DICE:	20
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THACO:	NA (see below)
NO. OF ATTACKS:	NA (see below)
DAMAGE/ATTACK:	NA (see below)
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SPECIAL ATTACKS:	None
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	90%
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SIZE:	M (5' long)
MORALE:	Unsteady (5-7)
XP VALUE:	1,000 or -1,000



The few travelers who have glimpsed these beautiful canines say that silver dogs seem more creatures of dream than truth. They appear to be large dogs with long, flowing hair the color of mercury or molten silver. Witnesses describe them as having a thin and elegant frame, manelike mantle, regal face, and piercing eyes.

Silver dogs have only appeared at night, when they shimmer darkly like the finest steel in starlight. Demihuman observers have said that silver dogs radiate no heat, and thus can only be seen with normal vision.

Combat: Silver dogs never attack; they always flee from combat. They are shy and elusive creatures who avoid any creatures they smell, see, or hear. Sadly for these retiring beasts, though, intelligent creatures who glimpse them often pursue them.

Because of the shadowy, metallic bodies of silver dogs, characters must make a Wisdom check to even glimpse a silver dog in the night-time forest. Those unlucky enough to see the creature, though, are overcome by the grace and beauty of the creature unless they make a successful save vs. spells. If the save fails, the character is so struck by the creature's elegance that he feels he must capture it. The character must pursue the silver dog for 1d10 + 4 rounds, seeking not to injure it, but to catch it alive and unharmed. All the while, the dog flees at its full rate, heading ever deeper into the forest. At the end of the character's monomaniacal desire to capture the dog, he may or may not continue the pursuit. Unfortunately, many such chases end with the character separated from his party and lost in deep woodlands.

In addition to silver dogs' 90% magic resistance, only certain *enchantment* and *charm* spells can affect them. The priest spells *command*, *remove fear*, *charm person* or *mammal*, *hold person*, *quest*, and *confusion* affect a silver dog normally. The wizard spells *friends*, *hypnotism*, *sleep*, *suggestion*, *charm monster*, *confusion*, *emotion*, *domination*, *hold monster*, *binding*, and *demand* also affect a silver dog normally. Other spells have no effect upon this odd beast.

If a silver dog is ever captured, whether by nets or spells, one of two things occurs. If the capturing character is any alignment but pure neutral, or if the character is of neutral alignment and means to harm the silver dog, the dog *disintegrates*, as per the wizard spell, and the character suffers a 1,000 XP loss. If the silver dog is captured by a character of neutral alignment who means the dog no harm, the character receives a *wish* and 1,000 XP. As soon as the *wish* is fulfilled, the silver dog disappears as per *teleport without error*. If ever a silver dog is cornered and slain, the slaying character suffers a loss of 1,000 XP.

Habitat/Society: According to some sources, silver dogs dwell in dens located in deepest woodlands. No silver dog pups have ever been discovered, nor any bones or droppings found about these dens. As far as is known, silver dogs are utterly solitary.

Ecology: Unlike other canines, silver dogs have only been witnessed drinking water and "consuming" moonlight. The beasts perform the latter process by standing upon lonely cliffs with head raised as if to howl at the moon. No sound is ever produced, however. Some speculate that the diet of the silver dog consists entirely of water and moonlight. Though this theory seems quite unlikely, it does explain why silver dogs emerge from their deep woodland homes and sometimes encounter adventurers.

Though unbiased observers hesitate to ascribe to silver dogs any contribution to forest ecology, druids consider silver dogs to be guardian spirits of the forest. According to druid lore, silver dogs are key to the balance of predator and prey in the woodlands. When silver dogs are plentiful, meaning one spotted by a druid every year, the forest thrives. When silver dogs are few, meaning one spotted by a druid every decade, the forest is threatened and begins to dwindle. Druids thus often pursue the dogs, wanting to be granted a *wish*. Typically, successful druids *wish* that a silver dog be sighted by a druid of this forest in every season of this decade.

CLIMATE/TERRAIN:	Plains
FREQUENCY:	Very rare
ORGANIZATION:	Solitary or flock
ACTIVITY CYCLE:	Diurnal
DIET:	Carnivore/scavenger
INTELLIGENCE:	Highly intelligent (13-14)
TREASURE:	Nil
ALIGNMENT:	Chaotic evil (see below)
NO. APPEARING:	1-6 or 4-400+
ARMOR CLASS:	7
MOVEMENT:	3, Fl 18 (B)
HIT DICE:	4hp
THAC0:	20
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-4
SPECIAL ATTACKS:	Alignment alteration
SPECIAL DEFENSES:	Immune to fire-based attacks
MAGIC RESISTANCE:	90%
SIZE:	T (1' wingspan)
MORALE:	Fanatic (17-18)
XP VALUE:	650



Originally from the Seventh Hell, this "bird" now makes its home in a number of grassy plains throughout the Prime Material Plane. Although everything about it indicates that it is a bird, there are some very unusual aspects of the creature that indicate something more sinister and alien.

Its mottled brown feathers offer excellent camouflage against the variegated grasses of most plains. When it flies, it is distinguished by its distinctive black wings and tail coverts. The coverts are presumed to be used for display during the courtship dance, though it has not been confirmed. Simpathetics are shy at all times and seemingly invisible during courtship.

The simpathetic has a dark yellow beak and legs. Reports of the bird when it first appeared indicated a much different creature. The feathers were described as a sooty gray-black and the beak and legs as blood-red. It seems that the simpathetic has rapidly evolved during the short time it has been on the Prime Material Plane.

Combat: The simpathetic has one physical attack. It attacks with its beak for 1-4 points of damage. It prefers to run through the tall grasses and hide rather than to attack, but both the male and female will attack to save their nestlings.

If an intruder comes too close to a nest of eggs or chicks, the parents scurry off in opposite directions. Each flails about, dragging one wing, chirping hideously, in an effort to draw attention away from the nest. These efforts are always effective against semi-intelligent or lower creatures. Of course, once a predator has been distracted far enough away from the nest, the simpathetic flies away, suddenly whole and sound again.

It is when the simpathetic performs its injured-wing routine in the presence of humans of good alignment and demihumans that the bird uses its attack. Humans of any good alignment who can see the bird flap about and hear its pitiful cry are attracted by the bird's plight. Characters of neutral alignment are immune to the simpathetic. Characters of evil alignment are also immune to the simpathetic, but are often on the lookout for such birds. Such characters must successfully save vs. spells with a -5 penalty or

they must stop to help the simpathetic.

If a character successfully saves vs. spells, he or she is forever immune to the simpathetic's charm. At no time in the future will he or she ever be inclined to help the "injured" bird.

Those who initially fail their saving throw stop whatever they doing and follow the bird. They try to catch the simpathetic and hold it on their lap for 1-4 rounds. Once the bird is caught it remains quietly in their hands.

Characters must successfully save vs. spells, again at the -5 penalty, for each round that the bird is to remain on the characters' lap. Each time the characters make an unsuccessful save vs. spells, they feel their alignment being sapped away. Each failed round causes the characters to move a bit closer toward evil.

For example, a lawful good paladin who has stopped to help a bird after an unsuccessful save vs. spells, rolls a four to indicate the number of rounds she will hold the bird. Her saving throws are unsuccessful in the first three rounds, but she is successful in the fourth round. She is now no longer lawful good, but instead has become lawful neutral. However, she can take some comfort in the fact that she will never fall for the simpathetic's ruse in the future. For the purpose of this alignment attack, alignment runs in order as follows: lawful good, chaotic good, neutral good, lawful neutral, chaotic neutral, true neutral, neutral evil, chaotic evil, lawful evil.

If characters successfully save vs. spells during the 1-4 rounds they are holding the bird, they suddenly realize the error and throw the bird from their lap. The characters are also immune to the bird's cries in future encounters. Thus, if the paladin in the above example had made a successful saving throw on her second round holding the bird, she would now be chaotic good as opposed to lawful neutral.

The simpathetic is 90% resistant to magical spells and magic-based attacks. It is immune to all fire-based attacks. Some sages think that this immunity must be a result of the species' origination point, the Seventh Hell. Yet other sages rationalize that the immunity is because the simpathetic is originally from the Elemental Plane of Fire.

Sympathetic

Very old rumors abound about the sympathetic having a third attack. This attack is the spitting of burning blood. However, no one in recent times has reported such an attack, and this rumor is believed to be nothing more than an old wives' tale.

Habitat/Society: Sympathetics typically form family groups that consist of two adult parents and 1-4 nestlings. These family groups are the core unit of sympathetic society. The sympathetics seem totally devoted to the raising of their chicks. They are excellent parents, readily feeding and protecting the chicks, even against terrible odds. One renowned ornithological sage noted in his observations a pair of sympathetics who decided to nest in a rocky incline, despite it being home to a red dragon. They valiantly raised their first clutch, driving the dragon away several times. Unfortunately, the dragon grew more skillful once the second clutch arrived. Mother and chicks were eaten shortly after the eggs hatched. The father flew away, chirping mournfully.

In the fall of each year, sympathetics come together in flocks as small as a few family groups to several hundred groups. It is at this time of year that the birds are most visible, for in flocks they tend to become quite noisy, chirping and crying day and night. The skies are filled with spectacular aerial displays, and only lately have sages begun to believe that these displays are messages acted out rather than simply good spirits.

It is a fact that sages have observed the flocking together of sympathetics in what can only be a prelude to migration, but no one knows where they migrate to. The birds simply gather, put on their aerial displays for a few days to a week, and then suddenly disappear. Sages have observed the birds during this flocking pattern, only to notice a sudden quiet fall on the flock in the deepest part of the night and to find the birds gone by morning. The assumption is that the birds use a means of planar travel to reach their destination. In the spring, the birds once again appear as suddenly as they disappeared. The aerial displays and noise recur for a few days and the birds then depart once more in their family units.

Sages have discovered only recently that the birds are quite intelligent. Sympathetics are capable of a contorted version of Common, which makes them quite difficult to converse with. But they do know and can speak fluently all avian and avianlike languages. It is also presumed that they can converse with creatures from the Planes of Hell.

There are a number of neutrally-aligned sages and wizards who have become interested in the sympathetics from a scientific standpoint. A few of these characters have even gone so far as to capture certain sympathetics and selectively breed them. Unfortunately, the sympathetics' loyalty to one mate has hampered these experiments. The experimenters have been forced to isolate from birth a selected pair in the hope they will bond only with each other when mature and thus become mates. These experiments are quite long-range in scope, however.

It is the sages' theory that the sympathetic is gradually evolving away from the truly evil creature it was in the Planes of Hell. They believe that, by selectively breeding the birds, they can speed evolution along. The result would be sympathetics that produce eggs that will teleport to planes other than the Seventh Hell. These sages hope to either develop strains of sympathetic eggs for every plane or an ultimate strain that will teleport the consumer to the plane of his choice. As a physical indicator of their success, they believe that the birds' plumage color will identify the progress. As such, they have been trying to breed light-colored birds to eventually produce white sympathetics.

Ecology: Located in grassy plains, the sympathetic is found in either family groups that consist of a male (cock) and female (hen)

plus 1-4 chicks, or flocks that consist of 4-400 or more family groups.

The sympathetic mates for life and does not take another mate even if one of the pair should die. It is believed that they live for about 20 years and that they mate when about five years old.

The creature raises three clutches of 1-4 eggs a year. Both parents care for the nestlings for two months, feeding the chicks bugs, small rodents and reptiles, and bits of carrion. At the end of two months, the nestlings are sent on their way. Usually they gather with other nestlings to form loose flocks. The young birds tend to remain in these flocks and wander. Pocket populations of the sympathetic are clearly attributable to the nestlings. Once mature, the birds pair off and disperse, leaving to form new family colonies. The actual mating selection has never been witnessed.

Sympathetics are hardy breeders and so have spread to new territories. They have done so easily because of their secretive nature and few predators. Red dragons have been known to eat whole flocks of the bird as an appetizer, though it is uncertain how the dragons catch the birds, as the birds are both immune to the red dragons' breath weapon and agile fliers. Only a few other animals actually hunt the creatures, most notably the leucrotta, but only where their territories interconnect.

Evil planar creatures trapped on the Prime Material Plane and characters of evil alignment who wish to journey to the planes hunt the sympathetic for its eggs. However, a number of evil creatures have died doing so. The eggs are only edible, and thus usable for teleportation, early in their gestation. If a baby sympathetic has begun to form within the egg, the results of swallowing the partially shaped creature are most undesirable. It is assumed that the planar energy within the egg is at an extremely concentrated state while the bird is forming, and some sages speculate that those creatures who swallow the contents of such an egg implode and are transported to an entirely empty void. Most intelligent creatures have learned to hold a light source behind the egg to check its contents.

Historical Note: The sympathetic was presumably on the verge of extinction when a mated pair was teleported into the Prime Material Plane by a mighty wizard. She had heard of an obscure legend that the creature's eggs could be eaten as a means of planar travel.

The wizard worked her spells and successfully brought the sympathetics to her homeland, but they were vile creatures who, according to records, hissed burning blood whenever she was near. However, her magics were strong enough to keep the birds captive. In due course, the female laid an egg. It was then that the wizard became greedy. Instead of performing experiments on the one egg, she cracked the egg and boldly swallowed it raw.

The wizard's assistant then witnessed an amazing sight. He said that he could actually see the egg slither down her throat and into her stomach, glowing dully beneath her robes. He then noticed the wizard's face, for she had the strangest expression he had ever seen. He expected her to be in pain, but her expression was one of utter amazement instead. Her body then imploded inward and he could see through the wizard and into a strange spatial dimension showing stars and nebulae. Then the wizard abruptly disappeared, leaving behind only the metal items she had worn, including her buttons, buckles, *ring of protection*, and *amulet of the planes*. Her assistant could only assume she had meant to use the amulet to come back from the planes.

The assistant never saw the wizard again. As a reward for freeing him of his apprenticeship, he let the two birds loose. The birds subsequently secured a new home in the wastelands surrounding the wizard's lair.

CLIMATE/TERRAIN:	Ponds, lakes
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Exceptional (16)
TREASURE:	F
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1-6
ARMOR CLASS:	0
MOVEMENT:	1, Sw 15
HIT DICE:	11
THAC0:	9
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	2-12/2-12
SPECIAL ATTACKS:	Energy drain, spells
SPECIAL DEFENSES:	+2 or better weapon to hit
MAGIC RESISTANCE:	25%
SIZE:	M (4'-7' long)
MORALE:	Fearless
XP VALUE:	15,000



One of the most powerful and feared forms of undead, skuz haunt still bodies of water and destroy all those foolish enough to fall into their grasp.

Skuz have a strong tie to the Negative Material Plane. They hate all life and attempt to drag any creatures within reach into their watery grave.

A skuz appears as a slimy coating on the water, similar to the algae growths on still ponds and lakes. A skuz is able to manipulate its slimy body, allowing it to take on humanoid and other forms, and making it easier to attract prey. Unlike many of the powerful undead, skuz operate in daylight as well as darkness.

Combat: Skuz attack by forming pseudo-arms from their slimy mass. In addition to causing physical damage, each touch of a skuz drains one life level from its victim. When a humanoid victim is weakened, the skuz pulls it beneath the water to drown it. When dead, the victim becomes a skuz. Humanoids who are killed by a skuz, but not drowned, do not become one of the undead.

Skuzs can use spell-like abilities at will, twice per day. These include *gaze reflection*, *suggestion*, *watery double*, *animate dead*, and *transmute dust to water*.

Skuzs can be hit only by +2 or better weapons. They are immune to all fire-based attacks and spells, and because of their malleable body they take half damage from magical edged weapons. *Lower water* causes 2d10 points of damage to a skuz, and *raise dead* instantly kills it. While skuzs can be turned as a "special" undead, they do not leave their pond or lake.

Skuz often lure victims to them by taking on the form of humans, usually children, and acting as if they are drowning. Skuz prefer not to attack until their prey is in the water, where the undead have the advantage.

Occasionally skuz work together to attract prey, using their spell-like abilities in concert, or appearing as a group of drowning people. In this instance each skuz attacks more viciously, wanting to be the one who brought the most victims to their doom.

Habitat/Society: Skuz occupy ponds, small lakes, and stagnant bodies of water, usually in temperate and tropical climates near hu-

man civilizations. Skuz avoid northern locations, where long, harsh winters freeze the water, restricting their movement. And they are rarely found in desolate areas where few humanoids could be found.

Although skuz are primarily solitary, one that has been successful in drowning humanoid victims has several skuz with it in the same body of water. However, if a pond or lake becomes too crowded with the undead, some opt to leave, crawling to another body of water where they have less competition when feeding.

Skuz are equally active during the day and evening. They have no need to sleep and they require no food, although the energy drained from victims invigorates them.

The body of water occupied by skuz is frequently devoid of all fish and plant life, as the undead do not want even simple creatures and organisms to live in their presence. Animals who come to the water to drink are quickly dispatched by the skuz. Their bodies are left to rot on the edge of the water and to act as a lure for larger creatures who would feast upon the remains.

Skuz take trophies from their humanoid victims such as armor, jewelry, coins, and other items that they pull to the bottom of their pond or lake. Usually the most respected skuz among a group of them is the one with the largest horde. This skuz often directs the actions of the others.

Ecology: The skuz, like many undead, serve no useful purpose in nature, killing without reason and destroying fish populations. Because of its attachment to the Negative Material Plane, it is not a normal part of the Realms.

Creatures close to nature shun bodies of water containing skuz. However, some creatures such as swanmays and centaurs band together to hunt the undead or to approach bands of adventurers, asking them to kill the skuz.

The slime of a dead skuz can be used as components in water-based spells, usually doubling the durations of those spells because of the skuz's magical and powerful nature.

Spider, Monkey



CLIMATE/TERRAIN:	Tropical rain forest, southern cities
FREQUENCY:	Rare
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Day
DIET:	Frugivore
INTELLIGENCE:	Average to high (8-14)
TREASURE:	Nil
ALIGNMENT:	Neutral good
NO. APPEARING:	20-60 (In wild)
ARMOR CLASS:	6
MOVEMENT:	18 (climb)
HIT DICE:	1 hp
THACO:	18
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1 point
SPECIAL ATTACKS:	Eyebite
SPECIAL DEFENSES:	None
MAGIC RESISTANCE:	Nil
SIZE:	T (1" long)
MORALE:	Fanatic
XP VALUE:	1



Though an ancient species in the Forgotten Realms, monkey spiders' tiny size and harmless nature have kept them unnoticed until now. Measuring only an inch from their simian noses to their prehensile tails, these gangly creatures have been swatted for years, mistaken as spiders. Eventually a southern sage who swatted one counted its limbs, discovering the breed.

But for their size, monkey spiders look exactly like monkeys. They are gaunt and fur-covered, with gangly limbs, a prehensile tail, and have strikingly human-like faces and hands. Because of their size, they look like spiders from any distance greater than two feet.

Combat: Though they are fierce combatants against creatures such as wasps and bees, monkey spiders avoid battling anything larger than they are. If forced to battle such creatures, though, a monkey spider tries to leap down and bite the eyes of its assailant. If successful, the monkey spider does not blind the character, but its saliva stings fiercely enough that the character must stop all action for one round to rub his eyes. In that time, the monkey spider makes an escape.

If a monkey spider cannot attack a character's eyes, it bites whatever is within reach causing 1 point of damage. The caustic saliva in the wound raises a small welt.

Monkey spiders can jump up to five feet upward or 10 feet down, and can climb anything a typical gray spider can climb.

Habitat/Society: In the wild, monkey spiders roam the jungles in tightly-knit family groups that number about 40. They consist of five families of eight members each. A male prime and a female prime, the oldest members of each gender, make decisions for the group. The male and female primes communicate these decisions through a complex language of sibilants, chirps, hoots, and gestures. Sages who study monkey spiders believe this language to be as sophisticated as Common.

As a family group moves through the jungle, the male prime releases a "long call," a cry that can reach 20 yards, to tell other monkey spider groups that a new family has entered the area.

Male primes of opposing groups avoid each other rather than fight. However, if forced into confrontation, male primes must fight to the death. These contests are usually quite lack-luster, though, because male primes are generally the oldest and feeblest members of their packs. Such battles often end in exhaustion, at which time the female primes bear up their counterparts and lead their family groups off in opposite directions.

Monkey spiders build no nests, sleeping upon most any broad leaf, and using a second leaf to provide protection from rain.

Ecology: As frugivores, monkey spiders spend most of their days questing for berries, dates, bananas, and other fruits as well as mounting occasional raids on honeycombs. Their chief natural enemies are all insect-eating birds, rain-forest ants, who are competitors for food, and rain-forest savages, who consider monkey spiders a delicacy when roasted until crunchy.

With their discovery, monkey spiders have found their way into southern cities in the Realms, becoming very handy familiars for wizards, or animal companions for rangers and druids. In addition to their native intellect, good alignment, and loyalty to friends, monkey spiders make good companions because of their ability to learn Common. The only problem is that monkey spiders must use their "long calls" to be heard at any distance.

The popularity of monkey spiders as companions has produced odd ramifications in some southern cities. In the regions of Samarach, Thindol, Lapaliya, Halruaa, Dambrath, and Estagund, filthy slave auctions of the tiny creatures have arisen in back alleys and even some market places. Some monkey spiders, once purchased, escape their masters. Rumors tell that in southern regions, escaped monkey spiders have united to form an underworld of powerful, though diminutive, despots. Purportedly, monkey spider spies listen in on every critical council and court, then relay their knowledge to monkey spider kings. These rulers in turn enlist the aid of human and demihuman sympathizers to exert their influence, even in the highest courts of the land.

CLIMATE/TERRAIN:	Any outside
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Low to average
TREASURE:	K
ALIGNMENT:	Chaotic neutral
NO. APPEARING:	1
<hr/>	
ARMOR CLASS:	2
MOVEMENT:	Fl 24
HIT DICE:	9-12
THAC0:	9-12 HD: 11 11-12 HD:9
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2-16
SPECIAL ATTACKS:	Whirlwind, lightning
SPECIAL DEFENSES:	+2 or better weapon to hit, special immunities and resistances
MAGIC RESISTANCE:	Nil
SIZE:	G (50' diameter)
MORALE:	Champion (15-16)
XP VALUE:	
9 Hit Dice:	6,000
10 Hit Dice:	7,000
11 Hit Dice:	8,000
12 Hit Dice:	9,000



The tempest is a living storm. It appears as a dark storm cloud of comparatively small size. Human or bestial features can often be seen in the roiling vapors of the tempest. Silver veins extend across the creature and carry the electrical impulses that give the storms life.

Tempests have no language that humans may learn. They can communicate with air and water elementals and with genie-kind, through subtle wind buffets, and splatterings of precipitation. A few, perhaps 10%, have learned to speak a few words of Common. Their voices are very soft and sibilant, with a hint of malice behind the words.

Combat: Tempests are very territorial and consider any violation of their airspace to be a direct challenge. They feed on moisture from animals and often hunt in and around their territories. They have a number of innate abilities that they can use to make life miserable for other creatures. Unless otherwise specified, all special abilities are used as if the tempest is a 9th-level wizard. A tempest may make two special attacks each round, one using its wind powers and one using its electrical powers.

Once per round, a tempest can use *wind wall* or *gust of wind*, or may attack with a strong wind buffet for 2-16 points of damage. Alternately, it may create or maintain a whirlwind. Such a whirlwind appears as a cone and may be as wide as 10 feet in diameter at the bottom, and as wide as 30 feet in diameter at the top. The whirlwind may be up to 50 feet high.

The tempest takes one full round to create the whirlwind. It automatically sweeps away and kills all creatures less than 2 Hit Dice in the area of its cone, and causes 2d6 points of damage to all creatures that it fails to kill outright.

Tempests may also use their powers over the air to batter down flying creatures, causing falling damage to those opponents who fail their saving throw vs. paralyzation.

A tempest can also cast a *lightning bolt* once per round. Only one victim may be targeted at a time. The *lightning bolt* causes one die of damage per Hit Die of the tempest. For example, a

lightning bolt from a tempest with 12 Hit Dice causes 12d6 points of damage. A victim of a lightning attack may make a saving throw vs. spells. If it is successful, the victim takes only half damage. The tempest's *lightning bolt* is like the 3rd-level wizard spell in other respects, having a length of 80 feet, setting fire to combustibles, melting metals, and shattering barriers. An exceptionally hungry or perturbed tempest sometimes uses its lightning to destroy an entire building to reach the creatures inside.

Tempests may also use a chilling wind to affect opponents, causing damage as a *chill touch* spell at the rate of 1-4 points of damage and the loss of one point of Strength. This attack must be made in place of either a wind or an electrical attack.

A tempest may also produce up to 20 gallons of rain per round if it is concentrating. While the precipitation is usually evenly distributed throughout its area, it may concentrate the fall to fill a hole, wash out a bridge, or otherwise harm its victims.

Tempests are immune to all wind, gas, and water attacks, and they take only half damage from electrical or cold-based attacks. They are immune to all weapons with less than a +2 magical enchantment.

Habitat/Society: There is much speculation about the origin of these beings, who are related to elementals and to genie-kind. Tempests are composed of all four basic elements which are fire, earth, air, and water; fire in the form of lightning, their silver "circulatory system," winds, and rain. They may be summoned accidentally when a spell-caster tries to call an elemental, especially one of air or water. At the DM's option, when a summoning is interfered with, the caster maybe given a 10%-50% chance to summon a tempest. These beings may also be attracted by a *weather summoning* spell, with a 1% (non-cumulative) chance of appearing per spell.

Some sages believe that these creatures are immature jann, or jann which have been injured in some way and cannot retain human form. Whatever their origin, they do apparently breed and reproduce as storms. Though male and female do not truly describe the different types of tempest, there are two genders of liv-

Tempest

ing storm. When living storms of different genders meet, they have a brief, tempestuous affair, causing a great conflagration which may last more than a week. Hurricanes or tornadoes are produced irregularly from the mass, to wreak havoc upon the surrounding area.

When the storm finally breaks, the two tempests leave the area, and the residue they leave behind forms 1-4 infant tempests. These infant storms, sometimes referred to as tantrums, often travel together until they reach maturity a year after their birth. The young storms have 6 Hit Dice, and can use only the *gust of wind* power, besides producing rain.

Most tempests quite naturally seem to have a very stormy disposition. Their hunger for animal life goes beyond their need for the moisture contained in animal bodies. Some sages speculate that their physical form and background, possibly some event in their history, causes them to hate animal life. It is quite possible that the electrical impulses that give animals their life causes pain to the tempests.

Tempests may be related to skriaxits, the living sandstorms of the eastern Realms (see FR10, *Old Empires*). No tempest has ever been known to encounter a skriaxit, and their relationship and possible interactions are completely unknown.

Ecology: Tempests feed on the moistures found in animal bodies. Though unable to cause harm to living creatures by draining their moisture, they hover close to the ground after a battle to suck the water from dead opponents. They may also be found scavenging after great battles between humans. By removing water from a corpse, they render it inviable for return to life via a *raise dead* spell, though resurrection and other magic will still work.

When a tempest is killed, a silver residue rains down from their form. If carefully gathered, this residue provides a mass of silver equivalent to 3-18 silver pieces. Though valuable as a precious metal, the silver may also be used as a component in making *wands of lightning* or as components in weather-related spells. Bits of the silver are also useful for making other weather or elemental related magical items.

Genie-kind and elementals are enemies of tempests and they often attack one another, though some genies, especially djinn and marids, keep tempests as pets, training them to guard or attack.

Tempests can be quite devastating to a local ecology if annoyed, and can cause great damage with wind, rain, and other attack forms. Living storms are never found inside buildings or underground.

Arctic Tempest: There is a variety of tempest that is only found in arctic and colder temperate zones. While they are similar to tempests in all other respects, their special powers differ. They cannot use the *whirlwind* or lightning bolt powers of the standard living storm. Instead they may either cause snow to fall or cast *ice storm* spells. The arctic tempest usually uses the hail form of the *ice storm* spell, but may use the sleet form as well. If it causes snow to fall, it may use that ability to cause 9d4 + 9 points of cold damage to anyone beneath it. Victims may make a saving throw vs. spells. If it is successful, the damage is reduced to half.

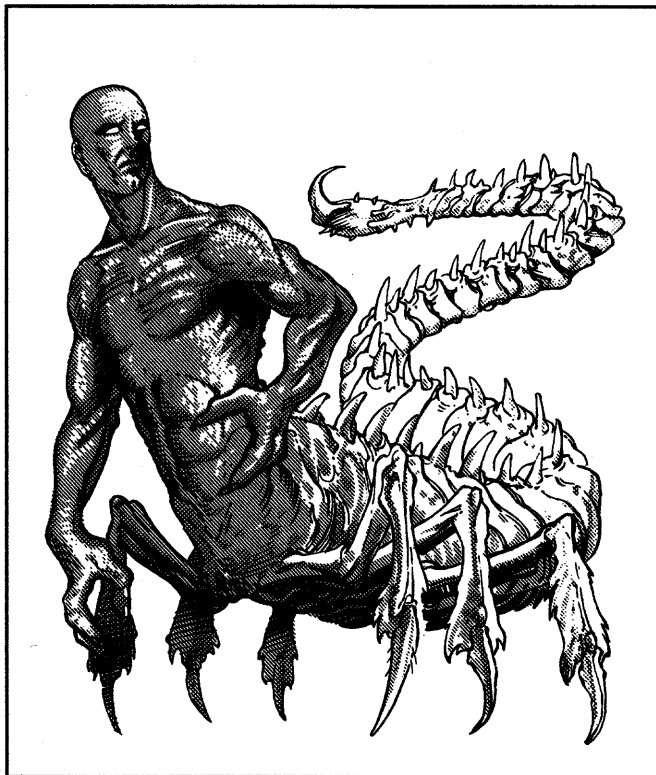
Like the standard tempest, the arctic variety may make only two special attacks per round, one using a wind power, such as *gust of wind* or *whirlwind*, and one using a cold-based power, such as *ice storm* or *cause snow*. It may also substitute an electrical attack for either of its normal attack forms, causing damage as a *shocking grasp* spell for 1d8 + 9 points of damage.

CLIMATE/TERRAIN:	Tropical or subtropical, desert or caves
FREQUENCY:	Rare
ORGANIZATION:	City
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	High to genius (13-18)
TREASURE TYPE:	Qx2 (F, Ux10)
ALIGNMENT:	Neutral evil
NO. APPEARING:	40-400

ARMOR CLASS:	5
MOVEMENT:	12
HIT DICE:	7+7 to 11+11
THAC0:	7 + 7 Hit Dice: 13 8+8 to 9+9 Hit Dice: 11 10 + 10 to 11 + 11 Hit Dice: 9
NO. OF ATTACKS:	3
DAMAGE/ATTACKS:	2-5/2-5/1-4, or by weapon and 2-5/1-4

SPECIAL ATTACKS:	Poison, possible spell use
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	20%

SIZE:	M (6' tall)		
MORALE:	Fanatic (18)		
XP VALUE:	5,000		
Squad leader:	6,000	Noble:	8,000
Squad spellcaster:	7,000	Sorcerer:	10,000
Swarm leader:	7,000	King or queen:	9,000
Swarm spellcaster:	9,000	High priest or priestess:	11,000



These horrors appear to be part human and part scorpion. They have dark-skinned human torsos. Bony plates cover their chest and stomach, and the ribs and backbone protrude from the body. The origin of these horrible creatures is unknown.

The torso is supported by a bony-plated insectoid body. This four-foot-long body is supported by six legs. The body rides two feet above the ground. Bony plate completely covers the legs, making them appear skeletal, but there are actually strong muscles inside. The protruding spine continues along the abdomen and extends behind it to form a tail ten feet long. The lower body, legs, and tail are all sand-colored, and blend in rather easily in a desert environment. Observers rarely see anything but the muscular human torso until the tlincallis are close.

They have hands with two thick fingers and a long thumb. These hands are often mistaken for scorpion-like claws. The heads of these creatures are hairless, and their faces appear handsome and noble, except for the red, glowing eyes that have no pupil.

Tlincalli communicate using an ancient variety of Undercommon, and 20% also speak the local dwarven or human language.

Combat: Tlincallis patrol their territory in squads of six warriors. A squad leader with 8 + 8 Hit Dice is also present, as is a spellcaster. Spellcasters have 8 + 8 Hit Dice and cast spells as a 4th-level priest or hishnashaper. Fully 50% carry a maca and bolas, while the others use only their natural weapons.

Tlincallis attack in an organized manner, directed by the squad leader. They usually throw bolas and use other long-range attacks before closing for melee. In close combat, they attack with maca, claw, and tail, or with tail and two claws. The tail can strike anywhere nearby, including in front of the creature. When not being used for attack, the tail sweeps the area behind the tlincalli, checking for obstacles and assailants. Anyone struck by the tail's spur must make a successful saving throw vs. poison or die

in 2-8 (2d4) rounds. Victims suffer weakness (-2 attack penalty), start to shake (-3 attack penalty and no dexterity bonus to AC), then convulse (AC10 and no attacks possible), and finally lose consciousness and die.

Patrols are more common near the tlincalli lair, and its main entrance is guarded by three squads of warriors. In addition, there is a swarm leader and a spellcaster, each with 9 + 9 Hit Dice. The spellcaster has spellcasting abilities equal to those of a 7th-level priest or hishnashaper. Those two individuals stay out of combat. The leader directs the squads and the spellcaster casts spells. During times of trouble, a swarm may be sent on regular patrol.

For every two swarms, there is a noble and a sorcerer. These individuals stay in or near the lair unless an army of tlincallis marches, at which time they lead two swarms. Nobles and sorcerers have 10 + 10 Hit Dice. Sorcerers have spellcasting abilities equal to 9th-level priests or 10th-level hishnashapers.

Finally, every lair has a king or queen, or both, with 11 + 11 Hit Dice. A high priest, also with 11 + 11 Hit Dice, aids these rulers with spellcasting abilities equal to a 14th-level hishnashaper or an 11th-level priest. These individuals always remain in the lair and fight only if directly threatened.

Habitat/Society: Tlincallis live under the sands of the northern desert in burrows connected by tunnels situated above underground cities. These cities often mirror the great human cities, with pits instead of buildings, and great hollows like inverted pyramids. Rumor states that they are more common the farther north one goes.

They often hold humans and dwarves as slaves, and use them to mine and create weaponry. A tlincalli's fingers are not very dexterous, but the creatures are still fine sculptors with hammer and chisel.

Tlincalli priests may serve the Maztican deities Zaltec, Plutoq, or Nula. See the *Maztica* Boxed Set for more information.

Ecology: Tlincallis are dangerous predators. They eat practically any meat, including carrion. No normal creatures prey on them.

CLIMATE/TERRAIN:	Damp subterranean
FREQUENCY:	Rare
ORGANIZATION:	Clan
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Average (8-10)
TREASURE TYPE:	A, D
ALIGNMENT:	Chaotic evil
NO. APPEARING:	10-80
<hr/>	
ARMOR CLASS:	4
MOVEMENT:	12, Sw 9
HIT DICE:	3+3
THACO:	17
NO. OF ATTACKS:	3 or 1
DAMAGE/ATTACKS:	1-3/1-3/2-7 or by weapon
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
<hr/>	
SIZE:	M (6'-7' tall)
MORALE:	Elite (14)
XP VALUE:	175



Tren are a crossbreed of troglodytes with the largest, strongest, vilest members of the lizard man race. They hate all warm-blooded creatures, but reserve special animosity for dwarves, who often come into conflict with them over subterranean water supplies.

Tren weigh an average of 220 pounds. Their skin consists of leathery scales, ranging from gray to green to brown in color. The skin of the males is generally spiky, while the females have smoother skin. Tren have only vestigial tails, useful while swimming, but good for little else. Tren wear simple belts and loin-cloths for clothing. Warriors carry leather shields. If they are without a shield, they are Armor Class 5. Warriors use the most sophisticated weapons they find. Steel short swords are a weapon of choice. Tren have infravision to 60 feet. They speak the languages of both lizard men and tregs, sometimes forming a unique hybrid language.

Combat: Tren are organized fighters, using ambushes, traps, and other tactical maneuvers to their advantage. Most tren share the troglodyte appreciation of steel and use whatever steel weapons they can. Those without steel weapons, though, are still formidable in close combat because of their three attacks.

Tren possess a chameleon-like ability to blend in with the background. When motionless against a stable background, tren are 90% invisible. They often attack from this concealment, losing their invisibility but giving opponents a -4 penalty to their saving throw vs. surprise. The tren then enters the melee.

Like their troglodyte ancestors, tren possess the ability to secrete an oil when excited, whose odor is most disgusting to humans, demi-humans, and humanoids. All within 10 feet of a tren secreting this oil must successfully save vs. poison. Those who fail lose 1d6 +1 points of Strength for 10 combat rounds.

Habitat/Society: Tren live in loose-knit clans, with each clan led by a chief, usually the biggest, smartest tren. Several sub-chiefs are also present, as well as a few shaman. As with most chaotic societies, leadership is by forceful example.

For every ten tren, there is one sub-chief with 4 +4 Hit Dice. For every twenty tren, there is one shaman (cleric) of levels 3, 4, and 5. Each clan is ruled by a tren with 6 + 6 Hit Dice. Female tren have 2 +2 Hit Dice, and won't fight, except to defend their home or young. Fully 40% of each clan are females and young. Young tren have 1 + 1 Hit Dice, but are noncombatant.

Tren value forged metal, a process they have never mastered. Steel is the preferred alloy, but others will suffice. Tren often mount ambushes on dwarven patrols or on travelers moving through any mountain passes near the tren's lair in order to gain more metal weapons. These will most likely soon be used against any dwarven encampments in the area.

Ecology: Tren are pure carnivores and prefer warm-blooded prey. Dwarves and humans are among their favorites, though they eat almost anything they can catch.





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