

MONSTER FILE NUMBER ONE



MONSTER FILE

The inhabitants herein
were conceived and
created by
DANA & RHONDA SCHAEFER

This world so vast, so variously foul --
Who can have made its ugliness? In what
Revolting fancy were the Forms begot
Of all these monsters?
Huxley -- Leda

and illustrated by
DAVID STEPHENS / DON SMITH / SAM KIRKMAN

. . . some stupendous
And tremendous (Heaven defend us!)
Monstr'-inform'-ingens-horrend-ous
Demoniaco-seraphic
Penman's latest piece of graphic.
Browning -- Waring

EDITORIAL STAFF

Ben Ezzell Mary Ezzell Carl Ferrell

Let these describe the undescribable.
Byron -- Childe Harold

Cover Design By

Elizabeth Ford

And such designs of such a mind are made.
Anonymous -- The Conspirators

Here is the whole set! A character dead at every word.
Sheridan -- School For Scandal

THE DRAGON TREE

118 Sayles Blvd. Abilene, Texas 79605

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PICK A CARD

AND

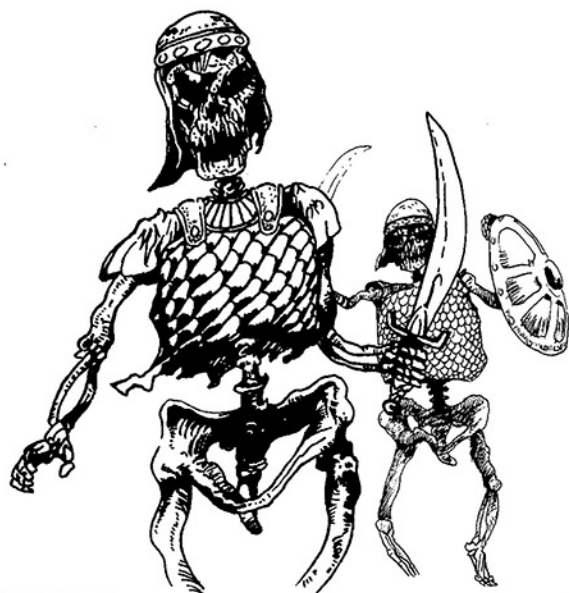
ROLL FOR INITIATIVE



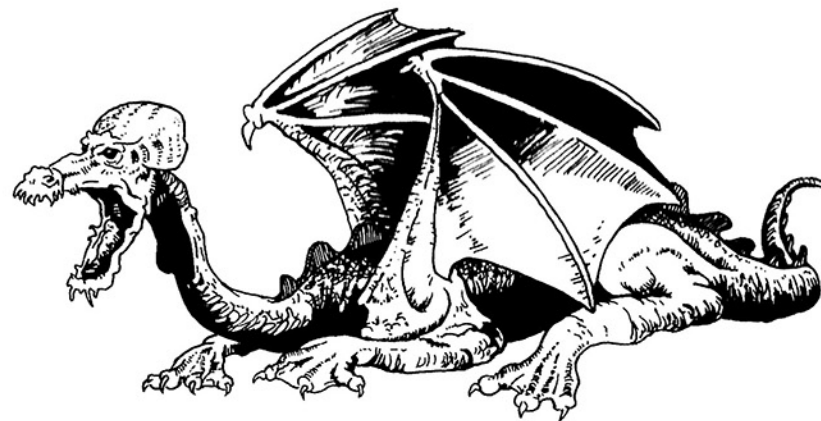
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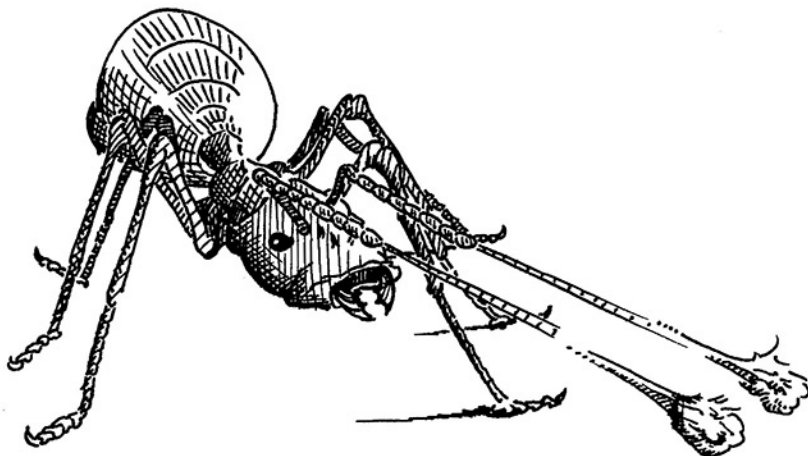


To prepare cards for file - cut carefully on marked lines.
(Use #2 blade or equivalent)



His face
Deep scars of thunder had intrenched, and care
Sat on his faded cheek, but under brows

Of dauntless courage, and considerate pride
Waiting revenge.
Milton -- PARADISE LOST



MONSTER FILE NUMBER ONE THE DRAGON TREE
DRAGON / RAINBOW ML 20

AC 0 HD 19 ATTK 3 Claws (2) 1d4 / Bite 5d6 or Special
 ALIGN LG-NN MOVE 9/24 INTELLIGENT (18+) #APP 1 SIZE L

Has breath weapons of all dragon types

A Rainbow Dragon is usually found in high mountains or in a dungeon. He will appear slate grey until one melee round before using his breath weapon; then he will turn the appropriate color. This color will last one round after he uses the breath weapon -- thus two intervening melee rounds must pass before another type of breath weapon can be used. Each breath weapon may be used only 3 times per day. (See standard references for breath weapon types - DM's option)

Rainbow Dragons speak all languages, and are never found sleeping. They can use up to 6th level player-character spells, as well as Dragon Spells from the Dragon Tree Spell Book. (If of lawful or good alignment, they can use clerical spells; otherwise use only M-U spells or 'Dragon Spells')

Other things are all very well in their way, but give me Blood!
 DAVID COPPERFIELD, Mr. Waterbrook

MONSTER FILE NUMBER ONE THE DRAGON TREE
DRACULA KING OF VAMPIRES ML 15

AC -2 HD 12 (96HTK) ATTK 4+1d6 + Drain two life levels
 ALIGN CE MOVE 12/18 INTELLIGENT (18) #APP Unique SIZE M

In sunlight or running water he is -3 to attack and -3 on all Saves

Dracula is a 12th level MU. All vampires reverence him as their king and protect his life at all cost. He is similar to other vampires except as follows:

His strength is 18(00), and he is 100% magic resistant.

He can shape change to any of the following at will: Bat, Rat, Wolf, Fog. (Stats remain the same)

He can do any of the following at will: Spider Climb, Telekinesis, Generate Fog 30' radius, telepathy with animals.

He has a 35% chance to overcome any religious symbol or mirror presented against him. Sunlight and running water cause him pain (save -3) and he tries to avoid them, but they will not kill him.

He carries: Amulet of Etherealness that allows travel between worlds.

MONSTER FILE NUMBER ONE THE DRAGON TREE
CHILDREN OF THE DRAGON TEETH ML 3

AC 2 HD 5 ATTK 1d6 + Weapons
 ALIGN -- MOVE 6 INTELLIGENT (6+2d6) #APP -- SIZE M

Born, as the name implies, from the teeth of dragons, these beings appear as skeletons in full armour carrying weapons. They fight as fifth level fighters. Not being undead, they are not turned by clerics.

Only an MU of fifth level or higher can produce these beings -- one Child per dragontooth. The teeth may come from any type of dragon, but the Children's alignment is that of the MU producing them.

Please note -- dragons do not part with their teeth readily, but a slain dragon may have 45-95 teeth (45+5d10).

MONSTER FILE NUMBER ONE THE DRAGON TREE
ELECTROANT ML 10

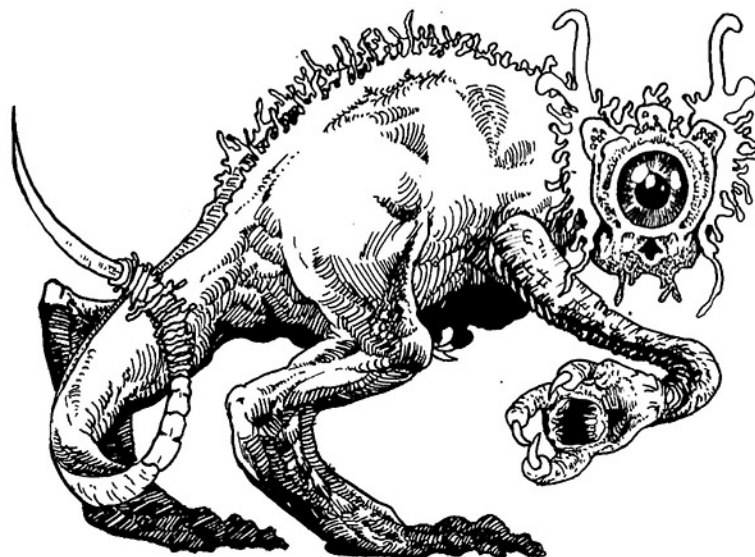
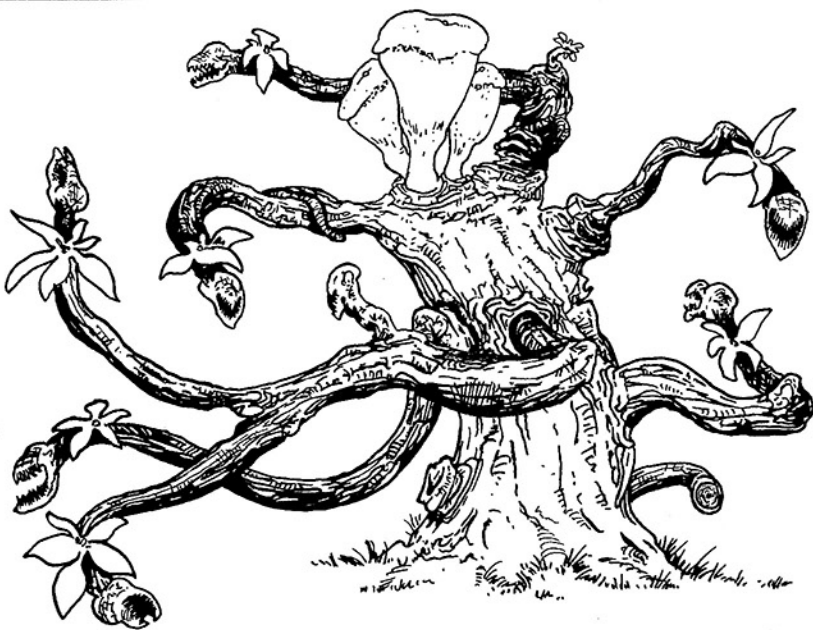
AC 3 HD 3d6 ATTK 5 Bite 1d10 + 1d4 ACID / Special (4)
 ALIGN NN MOVE 9 INTELLIGENT (1d4) #APP 1-100 SIZE M
 Special Attacks (4) Electrical Blasts 1d10 each

A man-sized ant with two rod-like antennae, which are normally carried upright. When leveled at a target, these antenna can fire electrical charges. Each antenna can fire twice per melee round (1d10 damage per charge).

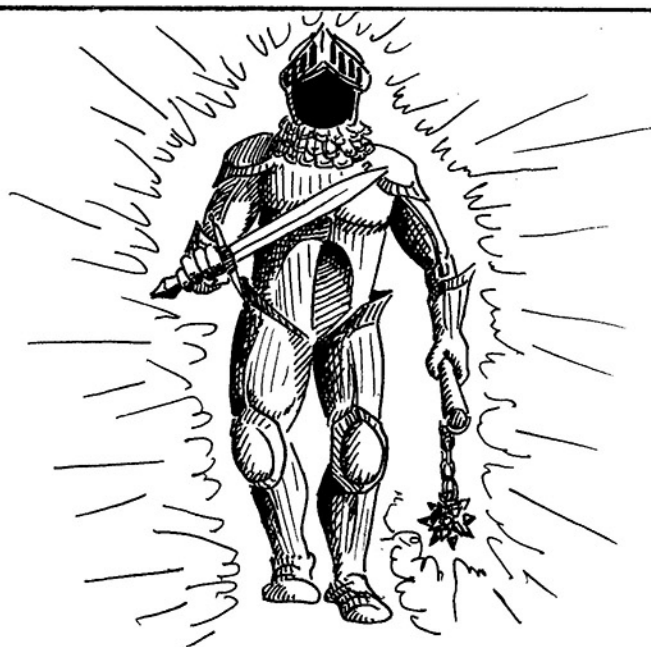
These creatures are similar in mentality to army ants, and once they have engaged an enemy they never retreat.

Special note -- these ants are the favorite food of the Niggyasob, and wherever they are, there is a 50% chance that he will be also. (See Niggyasob card)

This many-headed monster.
Massinger — The Roman Actor



My heart
Is true as steel.
Shakespeare -- MIDSUMMER NIGHT'S DREAM



Swings the scaly horror of his folded tail.
Milton -- On the Morning of Christ's Nativity

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THE DRAGON TREE

PLANT MEN ML 4+

AC 7 HD 4 ATTK 3 Talons (2) 1d10 each / Tail* 1d10

ALIGN CE MOVE 36 INTELLIGENT (6+1d6) #APP 10-30 SIZE M

* TAIL HAS 20% CHANCE OF AUTOMATIC KILL BY CRITICAL TO HEAD

This creature looks rather like a human-sized kangaroo with a single large eye and a pointed tail. His skin is ghoulish blue and his blue hair moves with a life of its own. He moves by jumping like a kangaroo on his powerful hind legs.

His eye is white, with a white ring around it; his only other facial feature is a round hole just below the eye. Each of his arms moves like an elephant's trunk, and ends in a 3-fingered hand with long claws.

His favorite attack is to leap over his victim and slash with his tail -- which has a hard, sharp tip. The tail is extremely accurate and whenever it hits there is a 20% chance that the victim will be killed by a critical head injury.

He eats anything, including carrion. Close examination will discover a mouth in the palm of each hand (the throat runs through the arm). The mobile hairs -- which resemble spaghetti -- are his ears.

Their fatal hands
No second stroke intend.
Milton -- PARADISE LOST

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THE DRAGON TREE

ELECTROMAGNETIC MONSTER ML 7

AC Variable HD 4d6 ATTK (1) by Weapon Type

ALIGN CE MOVE 18 INTELLIGENT (3d6) #APP 1-2 SIZE Varies

An intelligent form of electromagnetic energy. This creature inhabits metal objects (such as armour and weapons) in the same manner that the soul inhabits a body. He is able to animate the objects, causing them to appear to act by themselves.

This evil creature lives on the energy produced by other creatures in combat. Normal damage has no effect on him -- if the object he is using is sufficiently damaged (monster HP), he will move to some other object.

Ball Lightning traps the monster (for the duration of the spell) if a To Hit roll is made (if the roll is failed, then the ball forms somewhere else, with no effect on the monster). Any round when the object takes damage from normal lightning, there is a 50% chance that the monster will flee the area because of the pain it causes him (10 miles). Dispell Evil will also cause him to flee the area (10 miles).

A Protect from Evil spell will keep the monster from inhabiting the wearer's armour. Only magical objects with IQ and Ego have a saving throw against being possessed.

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THE DRAGON TREE

CALOT TREE ML 7

AC 3 HD Special ATTK (Special) 1 Bite per jaw 1d6 - 3d6

ALIGN CE MOVE 0 Unintelligent (2) #APP 1-100 SIZE S

Carnivorous plant about the size of a sagebrush. The branches are extremely tough and pliable. Each branch ends in a set of strong jaws capable of seizing and holding a large beast while the other branches devour it.

The bush has 10-30 branches (or more). Each branch is treated as an individual having 1d6 to 6d6 HTK and a bite that depends on the size of the branch.

Only when all branches have been killed will the tree be dead.

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THE DRAGON TREE

DRAGON-MAN ML 11

AC 2 HD 8 ATTK 3 Claws (2) 1d6 / Bite 1d10 or Breath Weapon 6d6

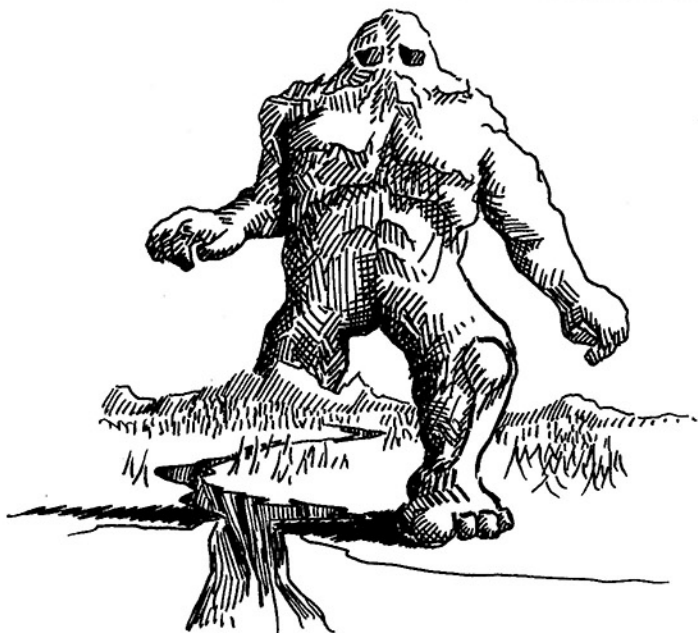
ALIGN -- MOVE 6/18 INTELLIGENT (12+1d6) #APP 1-2 SIZE L

Special Attacks -- Can use weapons or magic

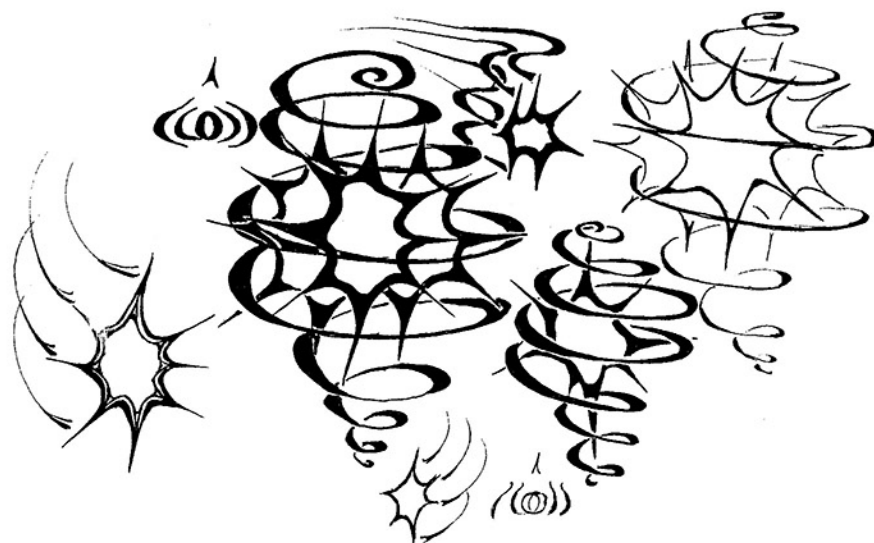
These 9'-tall humanoid creatures have green reptilian skin, long tails and huge dragon-like wings. They prefer warm, humid places. They can use all magic and all weapons suited to their size.

Cold does double damage. But if frozen quickly (killed by cold in 1 melee round), they enter a kind of suspended animation: if thawed, they will revive in 1-4 melee rounds.

Despite their names, Dragon-men have no affinity to real dragons. They are the artificial creation of Ganedroquyne. After he built them (one mated pair) and used 'Raise Dead Fully' to resurrect them, they escaped and killed their creator.



and Nature breeds,
Perverse, all monstrous, all prodigious things,
Abominable, inutterable, and worse
Milton -- PARADISE LOST



Or whispering with white lips, "The foe! They come! they come!"
Byron -- CHILDE HAROLD'S PILGRIMAGE

MONSTER FILE NUMBER ONE THE DRAGON TREE

S A N D M I R K S ML 8+

AC 8 HD 1 (1 HP) ATTK Bite 1d3 + Special
ALIGN CE MOVE 12 INTELLIGENT (1d8) #APP 100-1000 SIZE S

Large nocturnal rat-like creatures which travel in large packs. Their main weapon is their chittering voice which produces unreasoning fear in their victims. When a victim runs from them they follow him until he drops from exhaustion, then attack. They are devout cowards and will always attempt to stay out of strike range unless the victim appears helpless.

Anyone hearing their chittering must save vs fear (at -3). If he does not make the save, fear overcomes him and he must run until he either outruns the Sand Mirks or collapses (save on constitution every round after the 6th).

The Mirks dislike light but cannot be driven off by it.

Only Direwolves are unaffected by their chittering and can drive them off by attacking them.

SAND MIRKS WILL NOT ATTACK A FRESH, AWAKE AND ALERT VICTIM

VICTIMS MUST BE EXHAUSTED OR ASLEEP

The other shape, Or substance might be call'd that shadow seem'd,
If shape it might be call'd that shape had none For each seem'd either
Distinguishable in member, joint, or limb, Milton -- PARADISE LOST.

MONSTER FILE NUMBER ONE THE DRAGON TREE

S L I V E Y T O V E S ML 5+

AC 0 HD 3d10 ATTK None
ALIGN CN MOVE 30 UNINTELLIGENT #APP 10d6 SIZE M

Slivey Toves are always found in large grassy plots (wabs) where they will be observed gyreing and gimballing in the sunlight (which causes the light to appear very brillig). Any person seeing them from nearer than 30' must save vs confusion (every round, at -4), or be unable to take any methodical action.

Their appearance is very indistinct due to their rapid and irregular movements which confuse the observer, as do the brillig reflections from their angular reflective integument. Any attack made against a Slivey Tove requires a second Save VS Confusion before the attack can be made. If the save is successful, any attack is made at -4 to hit, -2 to damage. If the save is unsuccessful, roll percentage for the attack results:

- 01-05 Attack inflicts critical injury on attacker
- 06-35 Attack inflicts non-critical injury on attacker
- 36-70 Attack strikes other member of party
- 71-95 Attack fails totally
- 96-00 Attack strikes intended target

Slivey Toves have no known purpose or intelligence and will never make any attack nor return any attack.

MONSTER FILE NUMBER ONE THE DRAGON TREE

ELEMENTAL LORD GOBE - RULER OF EARTH ELEMENTALS ML 15

AC 0 HD 32 ATTK 10d6 / Earthquake
ALIGN NN MOVE 6 INTELLIGENT (12+1d6) #APP Unique SIZE L

Gobe looks like a very large earth elemental. He appears only rarely, when great damage has been done to the earth, or is about to be. He may also appear (his decision) on request of an earth elemental (but there had best be a good and sufficient reason).

Gobe can at will cause an earthquake to open fissures that may (50% chance) swallow 1-4 of his enemies if they fail to save on dexterity. When this happens everyone in the vicinity falls down (no save).

Such an earthquake can be disastrous underground, since it may cause ceilings and walls to collapse. But that does not harm Gobe, for he simply fades back into the earth.

If a person does a great service for Gobe or for one of his subjects, Gobe may (DM option) give the person the services of a gnome-like figure who dwells in a brazier filled with earth. The figure can cast all earth-related spells (Rock to Mud, Stone Shape, etc). It will remain in his service until it has cast seven spells, plus one additional spell for each three levels the person has attained.

He can free any of his subjects (earth elementals) from any type of control.

MONSTER FILE NUMBER ONE THE DRAGON TREE

M A N F L O W E R ML 1+

AC 8 HD 2d6 ATTK Bite 2d6
ALIGN CE MOVE 1 INTELLIGENT (4+1d6) #APP 1-1000 SIZE S

A creeper or vine whose blooms have eyes, hands and a mouth to catch prey. Usually just a nuisance, they may become dangerous if a large number attack a small party. They may move 10' from their point of attachment.



The Editors are not responsible for death or injury to Player-Characters
As a result of the actions of the creatures herein detailed.



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THE DRAGON TREE

DRAGONWEETS (PRIESTS) ML 10

AC 6 HD (Special) ATTK 3 Bite 1d8 / Claws (2) 1d6
 ALIGN NN MOVE 12/80 INTELLIGENT (12+1d6) #APP 1-2 SIZE M

These creatures are roughly humanoid except for their reptilian heads and scaly skin. Their skin, like that of a chameleon, changes color to match their surroundings and is usually mottled. Generally they keep to themselves in their own cities, which are located deep in forests.

They are all Cleric-MU's, but use no weapons except their talons and fangs. They progress by levels as humans do, and use spells appropriate to their level.

Dragonnewt Priests travel accompanied by 5-10 Dragonnewt Soldiers, and ride great demi-birds -- for birds' stats see cards for Dragonnewt Soldiers.

All Dragonnewts are friends of dragons and will never harm them.

What act,
 that roars so loud, and thunders in the index?
 Shakespeare -- HAMLET

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THE DRAGON TREE

BANTH ML 15

AC 3 HD 12 ATTK 1/6+1 Bite 5d10 or Claws 1d6 + Tail 1d4 + Special
 ALIGN NN (Hungry) Unintelligent (1-3) #APP 1-5 SIZE L
 Special attack - Loud Roar / Save VS Paralyzation

The Bantth is a giant eight-legged cat (15' at shoulders) with protruding green eyes that glow in the dark. He is almost hairless except for his tawney yellow mane. His mouth reaches back to a point far behind his tiny ears, and his enormous jaws are equipped with rows of needle-sharp teeth.

His powerful tail strikes like a whip for 1d4 damage. His roar is so wierd that even intelligent creatures who hear it must save vs paralyzation or be unable to move for 2 melee rounds.

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THE DRAGON TREE

DRAGONWEETS (SOLDIERS) ML 1-10

AC 6/2 HD (Special) ATTK 3 Bite 1d10 / Claws (2) 1d6 or Weapons
 ALIGN NN MOVE 12/80 INTELLIGENT (3d6) #APP Any SIZE M

These creatures are roughly humanoid except for their reptilian heads and scaly skin. Their deep indigo skin is covered with fine but tough scales. They can wear any type of armour and use any type of weapon.

When accompanying priests of their race, there will usually be 5 to 10 soldiers. Like the priests, Dragonnewt soldiers are friends of dragons and will never harm them in any way. (See DRAGONNEWT PRIESTS)

The Dragonnewt soldiers ride great demi-birds (coriches) that resemble huge ostriches with condor-type wings. When ridden, these birds run for 1/2 turn (6), then glide for 1 1/2 turns (80). The birds have one attack per melee round, which may be either a bite (1d10) or kick (1d6). They are AC6 and 10 HD. The birds can be controlled only by the Dragonnewts, and if riderless they will fight independently for the Dragonnewt side.

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THE DRAGON TREE

MAN TREE ML 12

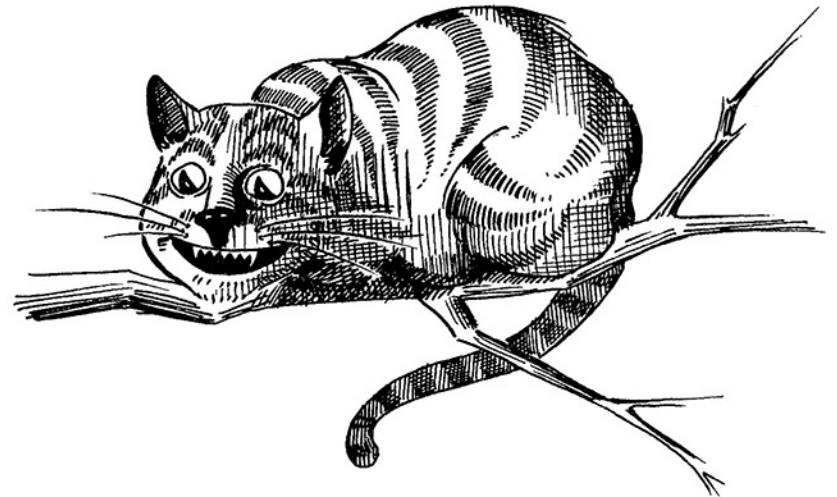
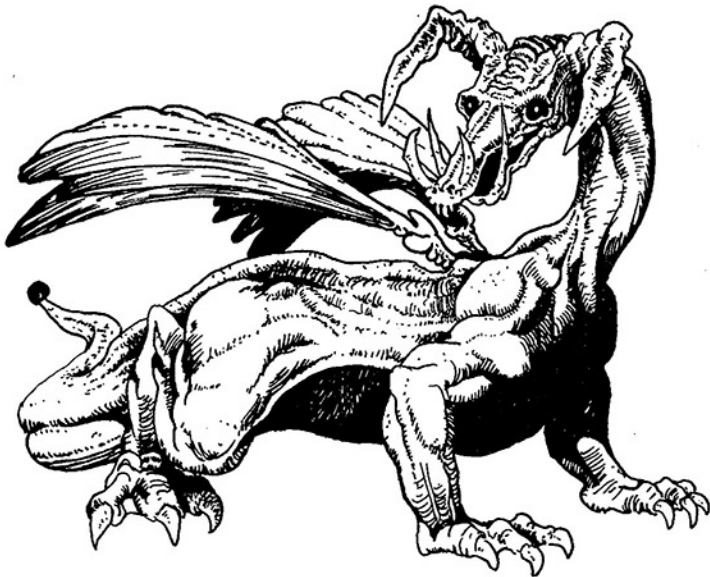
AC 4 HD 12d6 ATTK (MULTIPLE) Constriction 3d6 / Bite (1) 1d10
 ALIGN CE MOVE 0 INTELLIGENT (3d6) #APP1-100 SIZE L

A large, intelligent carnivorous tree with mobile limbs. Each tree has 20+1d10 limbs that try to grab people. Each limb must roll to hit. If it hits, it does 3d6 constriction damage that round and for each round thereafter.

At the end of the central stem is a huge blossom containing a many-toothed mouth (bite 1d10) and two lidless eyes. Any hit on this flower (2% chance) is an automatic kill as this is the most direct route to the brain.



A very gentle beast, and of a good conscience.
Shakespeare -- MIDSUMMER NIGHT'S DREAM



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THE DRAGON TREE

THARK ML 10+

AC 5 HD 8d6 ATTK 4 Claws 1d6 or by Weapon Type

ALIGN LE-LN MOVE 12 INTELLIGENT 3d6 #APP 1-100 SIZE L

A Thark appears to be a reptile with the torso of a man -- except that on top of his shoulders grows another waist and the top part of another body: thus giving the creature 4 arms and 2 legs. Tusks grow from his lower jaw.

Most Tharks are fighters (2% are clerics -- no other classes). They easily use weapons and armour, handling a two-handed sword as though it were a normal sword.

After fighting for 2 melee rounds a Thark develops blood-lust. On round 3 he will be +1 to hit; on round 4, +2; on round 5, +3, etc; up to a maximum of +10 on round 8. When at a +10 to hit, he is also +3 to damage.

Any sign or kindness or affection is considered weakness by Tharks, but fighting prowess is highly respected and honoured. If the leader of a group is killed in single combat, the killer becomes the new leader, no matter who or what he is.

Female Tharks are always clerics and healing competent.

The fatal facility of the octosyllabic verse.
Byron -- THE CORSAIR

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THE DRAGON TREE

CHESHIRE CAT ML 1

AC 4 HD 4 ATTK (2) Claws 1d4 each + magic

ALIGN -- MOVE Infinite INTELLIGENT (18+) #APP Unique SIZE S

The Cheshire cat looks as though he stepped out of ALICE IN WONDERLAND (and, perhaps, he did). He is not dangerous unless attacked. He is fascinated by adventurers and will follow them around asking inane questions and being a general bother. If he is asked any question, he will answer in a way that will be of no use to the inquirer. He prefers to give answers that contain alliterative P's or inane rhymes.

The Cat has two unique powers. First -- Body Part Teleportation. He can teleport any body part (leg, tail, eye, etc) to any location or locations (100% accurate). His favorite practice is to teleport his eyes (and perhaps grin) to some place from which he can watch a party that he is not sure about. Since his eyes reflect light, this can be quite eerie.

Second -- Pinstripes. He can cause his stripes to lift off his body and pin a person to a wall. (He can send out up to 4 stripes per melee round. All 4 can pin the same person, or each can pin a different person. A separate To Hit roll is required for each stripe. If a stripe misses, it will hang in the air and next round he can roll to hit again or do anything else he likes with it.

After a person is pinned, the Cat will simply fade away, leaving him to his fate. Each stripe must be removed separately -- treat as an iron bar.) He has 10 stripes.

The Cat will not attack unless attacked -- but then he can use ANY magic he likes. Water will repel him but he is fond of cream.

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THE DRAGON TREE

WINDRIDERS ML 3+

AC 9 HD 1d6/Level ATTK Special/Magic/Weapon Type

ALIGN LN MOVE 6/12 INTELLIGENT 10+1d8 #APP 1-5 SIZE M

These rare flying creatures look like nude angels with beautiful white feathered wings -- and they all have a charisma of 18. 90% of all Windriders encountered are female.

They are MU's, and are the only creatures able to conjure Sylphs. (This is like conjuring elementals [at performance level 6], except that a Sylph comes instead, and once the Sylph is present the Windrider need not concentrate. See card for Sylphs)

Windriders tend to be pacifists, but will fight if threatened. They use only light-weight weapons, as heavy ones would weigh them down.

If a Windrider likes a person, the rider may lend him a Sylph (see card).

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THE DRAGON TREE

DRAGON / LASER RAY ML 13

AC 6 HD 6d6 ATTK 6 Claws (2) 1d4 / Bite 1d10 / Laser Ray (3) 1d20*

ALIGN NN MOVE 6/24 INTELLIGENT (8+1d6) #APP 1-2 SIZE L

*Laser Ray has 20% automatic kill

This creature looks like a small dragon with leather skin instead of scales, but in fact it is an extraterrestrial species. It draws its power from sunlight (and is never found in caves or dark places). No other light can power it.

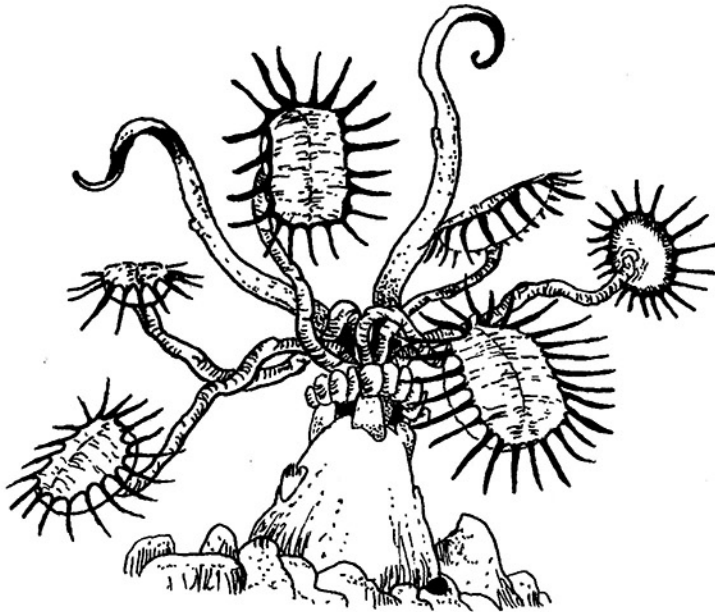
It can swoop down using claws, bite and lasers all at once. It can fire laser beams from both eyes and tail. (It can fire when out of sunlight for only an hour, and then its power fades)

It can carry a rider indefinitely, stopping to rest only at night.

There is a reaper whose name is Death
Longfellow -- The Reaper and the Flowers



The Angel of Death has been abroad throughout the land;
You may almost hear the beating of his wings.
John Bright - speech



MONSTER FILE NUMBER ONE

THE DRAGON TREE

ENERGY MONSTER

ML 8

AC Special HD 6d10 ATTK Special

ALIGN Any MOVE 24 INTELLIGENT (3d6) #APP 1-2 SIZE L

This creature or creation (origin is not known) appears as a glowing outline able to change size and shape at will. (In fact it is composed entirely of a stabilized form of energy) Weapons or other solid objects simply pass through it.

It attacks by touch. The damage done is determined by the power the creature wishes to funnel into the attack. (The amount of damage done to the target will also be subtracted from the creature's total HTK's -- eg, if 10 hit points damage are done to the target, the creature also loses 10 hit points)

It absorbs energy from any type of energy attack or weapon (fireball, lightning bolt, laser, etc) -- which restores that many lost hit points. It is immune to all other spells, and its intelligence is so alien that psi powers and mental powers are useless against it.

There are only two ways to kill this monster. One way is to drain its hit points -- but very few Energy Monsters are dumb enough to go on attacking after their hit points get low. The other way is to overload it to the point of explosion. When the energy absorbed and not re-emitted totals 10 times its original HTK, there is a 10% chance per point of overload that the creature will explode. This explosion will do 1d20 damage to all within 60'.

We will now discuss in a little more detail
the Struggle for Existence.
Darwin -- THE ORIGIN OF SPECIES

MONSTER FILE NUMBER ONE

THE DRAGON TREE

FIGEROA'S FRANTIC FUNGI

ML 8 - 15

AC 10 HD(1HP) ATTK Special

ALIGN NN MOVE 0 NON-INTELLIGENT #APP 1-20 SIZE S

This soft, shapeless yellow-green fungus grows anywhere normal fungi grow. It produces soft orange spore caps which look like mushrooms (1/2" to 2" diameter).

These spore caps will explode at any touch or loud sound, covering every person within a 50' radius with spores.

Each and every round that the spores are in contact with any living being, the victim must save vs poison or the fungus will grow and spread over his body, killing him that same round by suffocation and destruction of vital organs.

If an attempt is made to remove or destroy the spores, roll percentile dice to determine what portion of the spores are removed each melee round. One spore remaining is sufficient to kill the victim if he fails his save.

If not in contact with some food source, the spores will die within 24 hours. No new spores will be formed until new caps appear -- for caps to appear on a freshly killed victim takes 1 week.

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THE DRAGON TREE

DEATH ANGEL

ML 13

AC 4 HD 7 ATTK (Special) Scythe 1d12 + Save (-3) VS Death (Poison)

ALIGN NN MOVE 12/20 INTELLIGENT (19+) #APP Unique SIZE M

Skeletal form in a black hooded monk's robe with a belt made of silver rope. Anyone seeing him must save (-3) vs fear. He carries a gold scythe and a silver hour-glass filled with gold sand.

He can become ethereal at will, and is 95% magic resistant.

He carries:

Scythe is +5, worth 10,000 gp.

Robe is Robe of Flight. (If worn by mortal will also inflict wearer with 1-12 plagues, no save. Each plague has a 20% chance for contagion per melee round for each potential victim within 30')

Hour-glass lets the Angel time-jump up to one hour, and act to change events during that hour. (Mortals can use it only to observe those events, not to change them)

Belt has no powers except that if worn by a mortal it will act like a necklace of strangulation (strength 28).

the blunt monster with uncounted heads.
Shakespeare -- KING HENRY IV

MONSTER FILE NUMBER ONE

THE DRAGON TREE

VENUS MANTRAP

ML 20+

AC 3/2 HD Special ATTK 1 Pod (Acid) 3d6 or Bite 1d12 (see note)

ALIGN NN (HUNGRY) MOVE 0 UNINTELLIGENT #APP 1-10 SIZE L

*** 10+2d10 PODS per PLANT -- 1 ATTACK per POD ***

A giant, genetically-altered Venus fly-trap -- usually fills an entire room. It has 10-30 pods which bite like mouths, and each pod is large enough to enclose a bear-sized creature. The pods can move quickly and can strike anywhere in the room.

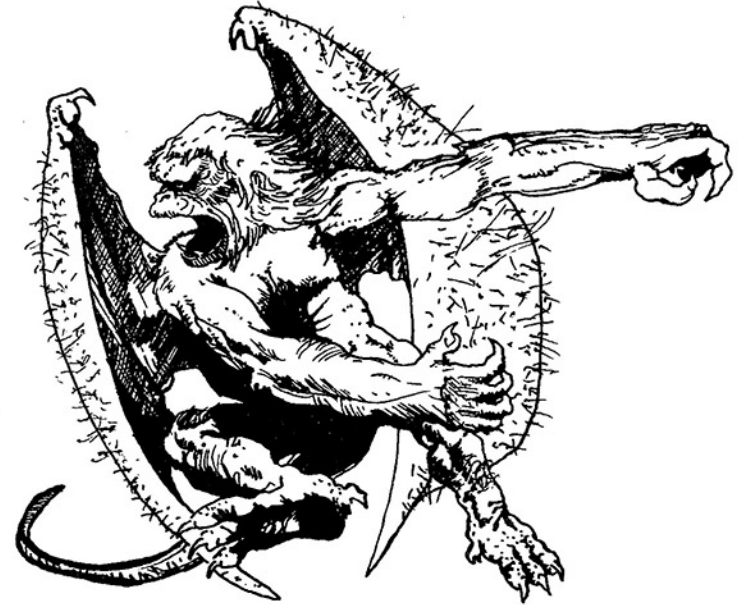
The pods usually bite for 1d12 damage. On a roll of 15 or better, the victim is 'swallowed' and trapped inside the pod, where he will take 3-18 points of damage per round from digestive acid. A victim trapped in a pod cannot free himself and is totally helpless -- unless rescued he will die.

The only way to defeat this plant is to attack the individual pods, which have 1d8 HTK each. When that much damage has been done to a pod, it is severed from the main plant and will release its victims.

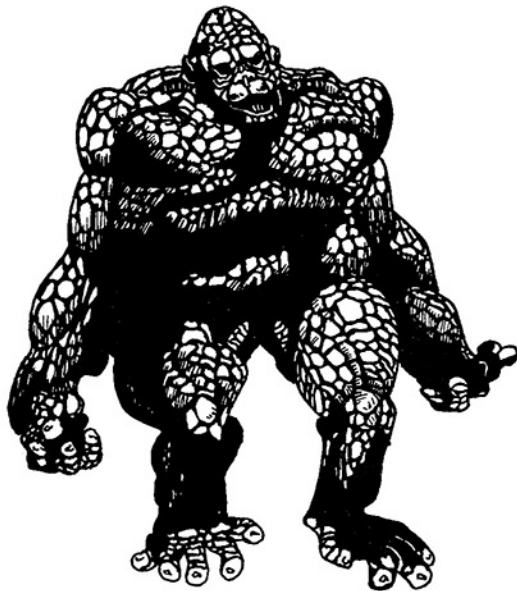
Individual pods may be polymorphed, but the plant as a whole is immune. Both plant and pods are too dumb to be charmed. The main stalk is so large that it has 10,000 HTK.

*** PODS ARE AC 3 / 1d8 HTK ---- STALK IS AC 2 / 10,000 HTK***

WORSE
Than fables yet have feigned, or fear conceived,
Gorgons and Hydras, and Chimaeras dire.
Milton -- PARADISE LOST



Additions to Monster File #1 will appear in selected modules
published by Dragon Tree Press



MONSTER FILE NUMBER ONE

THE DRAGON TREE

A P E / W I N G E DML 11

AC 7/? HD 8 ATTK 3+1 Claws (2) 1d8 / Bite 1d10 / Hug^ 3d6 / Special
 ALIGN CE MOVE 6/24 INTELLIGENT (6+1d6) #APP 1-100 SIZE L

Hug only if both claws hit / Also by weapon type

An African gorilla with a long prehensile tail and large bat-like wings. A creation of evil magic users, he is intelligent and capable of using suitable weapons. He has a basic AC of 7 but may wear armour also. (Plate armour or split mail would prevent flight, and no armour protects the wings) Ground movement is 6, aerial movement is 24.

MONSTER FILE NUMBER ONE

THE DRAGON TREE

L A V A M O N S T E RML 8

AC 7 HD 5d6 ATTK 2/1 Hands (2) 1d10 each / Lava Bomb 3d10
 ALIGN -- MOVE 9 INTELLIGENT (6+1d6) #APP 1 SIZE L

A mass of living lava. It usually rises up out of a lava pool, occasionally from a fissure in rock. It can throw parts of its body -- when they hit any solid object, they explode and start fires. When it is hiding in a lava pool, it is absolutely undetectable.

Any cuts or punctures immediately close (no damage done). Only +2 or better magic weapons can hit it without melting. It is impervious to any form of heat including laser beams and lightning bolts. Cold does only 1/2 damage until 1/2 of its hit points are gone -- after that cold does double damage.

When dead it congeals into black rock.

Demoniac frenzy, moping melancholy,
 And moon-struck madness.
 Milton -- PARADISE LOST

MONSTER FILE NUMBER ONE

THE DRAGON TREE

W I N D W A L K E RML 9+

AC 8 HD 8 ATTK 1 3d6 by Hurricane (area effect)
 ALIGN NN MOVE 15/30 INTELLIGENT (12+1d6) #APP 1-3 SIZE M

Appears to be a man with wind howling around him at all times. He frequents storms and windy places, and is sometimes seen skimming wave tops during gales -- and he often walks on the wind.

He can at will make a local hurricane which does 3-18 damage to all in a 500' radius. He is immune to all weather spells.

5% of all Windwalkers are MU's. These can do all weather spells at 10th level performance. Their hurricanes damage all in a 1 mile radius. MU's do not differ from other Windwalkers except by their performance.

MONSTER FILE NUMBER ONE

THE DRAGON TREE

A P E / R O C KML 9

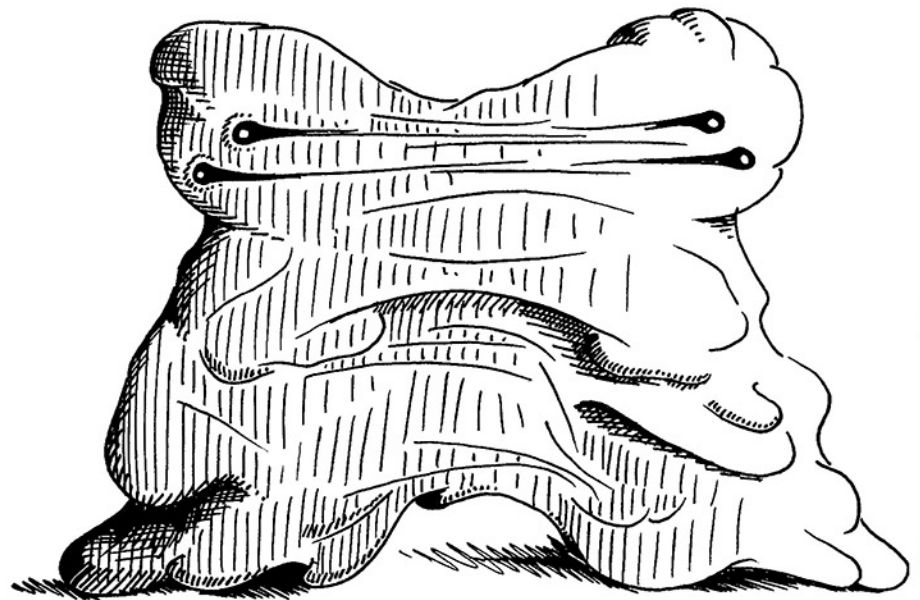
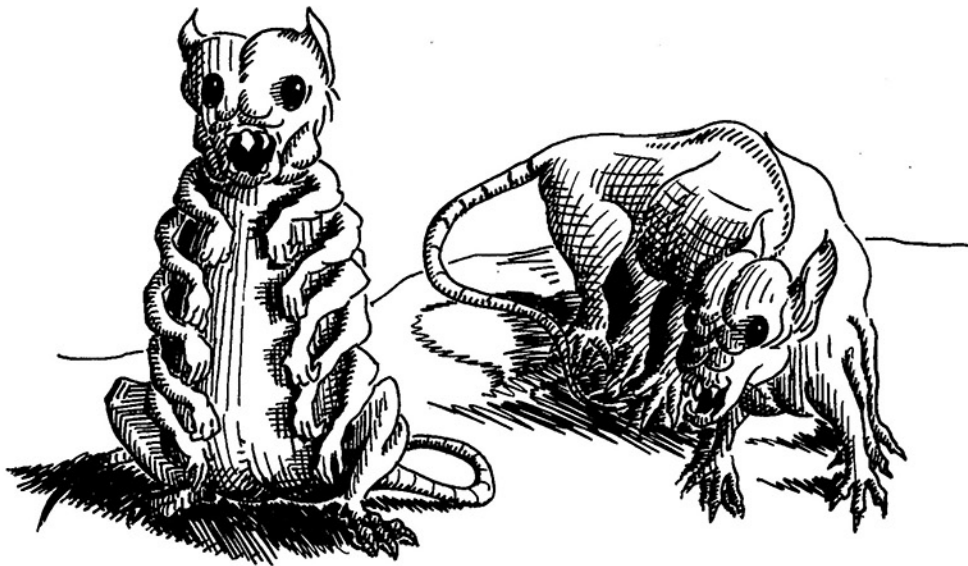
AC 2 HD 5d10 ATTK 1-2 Bite (1) 1d10 / Fists (2) 3d10 / Special*
 ALIGN NN MOVE 9 INTELLIGENT (6+1d6) #APP 1-2 SIZE L

*Can throw rocks 2d10 damage / 1 attack per round

This creature looks like a large ape (6'-8' tall), but it is actually a form of Stone Golem. Fire, cold and normal edged weapons have no effect on it. Magical (+1 or better) edged weapons do normal damage. Rock to Mud will affect it, and Rock to Flesh will turn it into a normal ape. This creature's tremendous strength (Str 24) enables it to smash regular wood doors with one blow.



What thou art is mine;
Our state cannot be sever'd, we are one,
One flesh; to lose thee were to lose myself.
Milton --- PARADISE LOST



Believe me, a thousand friends suffice thee not;
In a single enemy thou hast more than enough.
Ali Ben Abou Taleb

I am the daughter of Earth and Water
And the nursling of the Sky.
Shelly --- The Cloud

MONSTER FILE NUMBER ONE

THE DRAGON TREE

ENIGMA (S) ML 20+

AC -7 HD 12 ATTK Special

ALIGN NN MOVE 20 GOD-LIKE INTELLIGENCE #APP 1 SIZE M-L

An Enigma is a created being. He can only be created by the gods and only when a majority of the greater gods work in concert. He has no will of his own, but follows the will of the gods who created him.

An Enigma may change size from man-sized to 50' tall. He appears as a bald, man-shaped form. His head is half white, half black, vertically divided. The chest is likewise but reversed, and the arms contrast the chest. Below the waist is a grey garment of indeterminate material. The legs match the corresponding arms. When he speaks it sounds like a hundred voices synchronized.

An Enigma can cast all spells and fight with all weapons, both at 20th level ability.

Due to his connection with the gods, the Enigma can use any power of his creating gods from his white hand and its opposite power (if any) from his black hand. (He can use a different power each round if he likes, but can never use more than one per round)

Due to his unique structure (a combination of matter and anti-matter, energy and anti-energy), he can use the following powers at will. (These powers are completely under his control, and he can touch things and people without harming them if he chooses)

- 1) Disintegrate any object touched.
- 2) Cell Disruption -- Enigma must roll to hit; victim must save vs death; if save is made, victim is incapacitated for 20 melee rounds.

An Enigma always refers to himself as 'WE'

Whence and what are thou, execrable shape?
Milton -- PARADISE LOST

MONSTER FILE NUMBER ONE

THE DRAGON TREE

GLOOP ML 1+

AC -9 HD 1d6 - 1d20 ATTK 1d6 + SMOTHER IN 3 MELEE ROUNDS

ALIGN Any MOVE 6/100 INTELLIGENT (6+1d4) #APP -- SIZE S-M

A glob of translucent white material with two black 'eyes'. A Gloop is almost infinitely stretchable, and can assume any shape and size. Normally it walks at movement rate 6; but by keeping one part of its body in place and stretching, then pulling the rest of its body after it, it can move up to 100' per melee round. It can split into several individuals, whose total HTK's will be the same as the parent's.

Its attack is to smother a victim by enveloping him. (Enveloping takes 1 melee round -- smothering takes 3) If the Gloop tries to move before the victim is dead, the victim will be freed. Or the victim may be cut out by giving the Gloop damage equal to 75% of its normal HTK.

The Gloop's extremely high AC is due to its lightning speed and dexterity (dex 50), which allow it to stretch out of the way of danger. If it is slowed (by Slow spell, cold, or cold spells, etc) it has AC 8. It regenerates cuts immediately, but suffers permanent damage from fire or acid.

It is thought that originally there was only one Gloop created by a magician named Lum but that it split into smaller individuals after passing through a magic grate. Smaller versions are called Gleeps.

MONSTER FILE NUMBER ONE

THE DRAGON TREE

SYLPHS ML 12+

AC 2 HD 10 ATTK Special

ALIGN Special MOVE 18 INTELLIGENT (3d6) #APP 1-2 SIZE M

A Sylph is a cross between a water elemental and an air elemental, and looks like a large cloud of dense fog. She never appears unless conjured by a Windrider (see card).

A Sylph can fly against moderately strong winds, and can seep through any opening no matter how small.

Her only attack is to settle over an enemy, which immobilizes him by confusion and lack of visibility. She may be attacked by normal weapons or by magic -- but if she is killed, she will deliberately condense in the lungs of the person under her and drown him for revenge.

At the request of a Windrider a Sylph will serve other creatures for one battle, but then she will return to her home plane (which is the conjunction of the Air and the Water planes).

Chief monster that has plagued the nations yet.
Cowper -- Table Talk

MONSTER FILE NUMBER ONE

THE DRAGON TREE

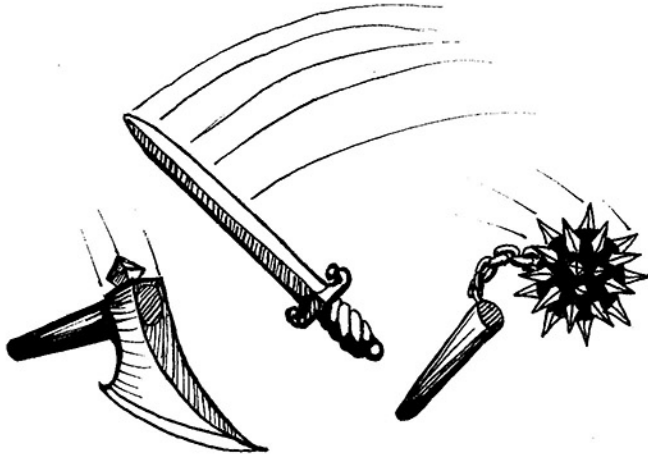
ULSIO ML 4+

AC 6 HD 5d6 ATTK 1 Bite 2d6

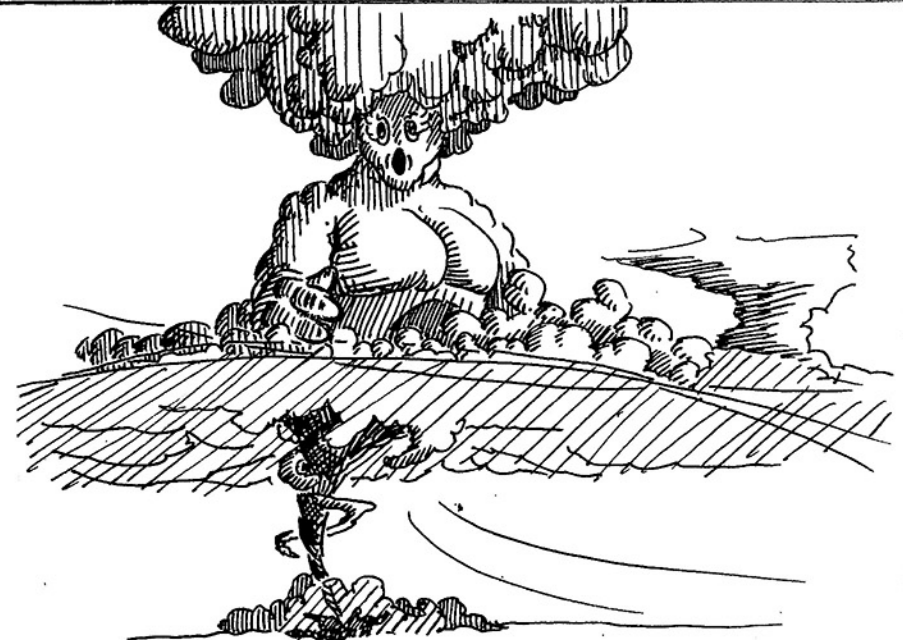
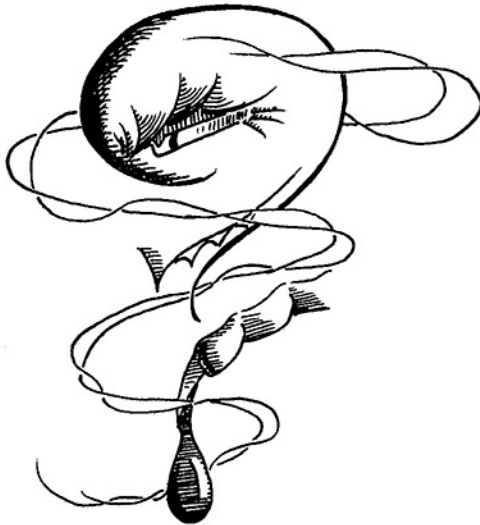
ALIGN CE MOVE 18 LOW INTELLIGENCE (1d3) #APP 1-100 SIZE S

A many-legged Martian rat, standing about knee-high to a human, completely hairless and repulsive. The skin looks like that of a newborn mouse. It has five spade-like teeth set in a bone structure that protrudes from the flesh.

It burrows underground, and a man could conceivably crawl through its tunnels.



Complicated monsters, head and tail,
 Scorpion and asp, and Amphisbaena dire,
 Cerastes horned, Hydrus, and Ellops drear.
 Milton -- PARADISE LOST



MONSTER FILE NUMBER ONE

THE DRAGON TREE

C A L O T ML 7

AC 3 HD 3d10 ATTK Bite 2d10 + 1d8 / Melee round attached
 ALIGN L- MOVE 48 INTELLIGENT (6+1d2) #APP 1-10 SIZE M

Hairless dog-like creature about the size of a shetland pony. It has ten short legs and a froggish head with three rows of long, sharp tusks. It runs extremely fast but cannot jump or fly. It is often found in packs.

It attacks by biting and holding on until its prey is killed.

These are popular hunting animals. They are lawful in that they faithfully serve their masters, but the masters may be of any alignment.

MONSTER FILE NUMBER ONE

THE DRAGON TREE

F L E A S - F E E G H O O T ' S ML 1+

AC -2 HD (1 HP) ATTK1 Bite 1d3 or by Weapon Type (+4)
 ALIGN NN MOVE 1/6 INTELLIGENT (16) #APP 1-100 SIZE S

These look like ordinary fleas -- but they are intelligent and have a strength of 18(00) and the power to carry and use normal-sized weapons. Unless the weapons are examined very closely, they will appear to be "dancing weapons". (They strike as 6 HD monsters)

The fleas' favorite tactic is for 3 or 4 fleas to attack the party with weapons, while the rest secretly board the party. If a person attacks a flea, every flea on that person will bite him.

Whenever a flea is held or charmed so that he cannot move, he becomes AC 7.

A faultless monster which the world ne'er saw.
 Sheffield -- Essay on Poetry

MONSTER FILE NUMBER ONE

THE DRAGON TREE

ELEMENTAL LORD PARALOA - RULER OF AIR ELEMENTALS ML 15

AC 0 HD 32 ATTK 4d8 / Air Magic
 ALIGN NN MOVE 72 INTELLIGENT (12+1d6) #APP Unique SIZE L

Paraloea is a free-willed air elemental. He will appear only if the air should be in some way threatened, or at the request of an air elemental (but there had best be good and sufficient reason).

Paraloea can release any air elemental from any type of control. He can also create a whirlwind twice the size of a regular air elemental (sweeps away all beings 4 HD or less). He is only affected by magic weapons.

If Paraloea takes a liking to someone or if someone does him a great favor, he may give the person a brazier filled with swirling fog. In the brazier lives a figure which looks like a miniature sylph. It can cast seven air-related spells plus one air spell for each three levels of the recipient.

MONSTER FILE NUMBER ONE

THE DRAGON TREE

N I G Y Y S O B ML 5+

AC 2 HD 6d6 ATTK Special - CREATES MAGICAL TRAPS / by Weapon Type
 ALIGN NN MOVE 18 INTELLIGENT (6+1d6) #APP 1-10 SIZE L

This creature has chameleon-like powers so advanced that it can look like anything it desires. Thus no person (including people with true sight), has ever seen what one actually looks like.

The monster can teleport at will. He can use any weapon (if he takes a suitable shape). He can magically create any type of trap.

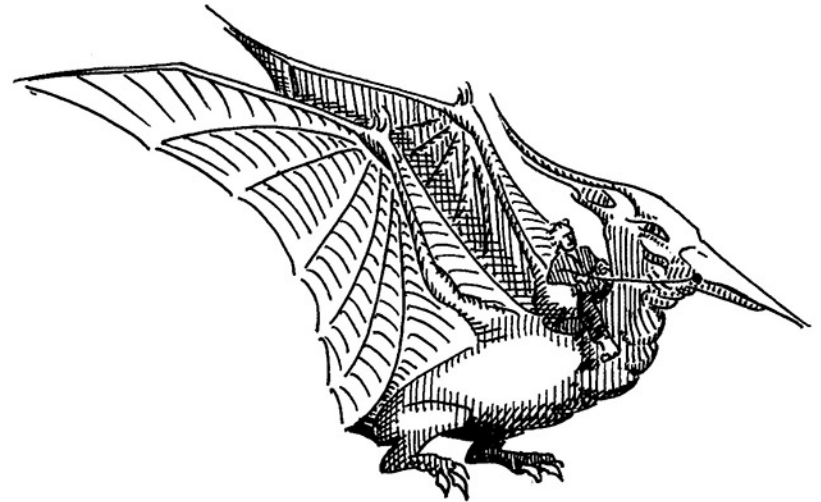
This creature is also known as the "Now I've Got You, You S.O.B."

Note -- The NigyysoB is very fond of eating Electroants and can often (50%) be found in the vicinity of these delectable creatures.

An harmless flaming meteor shone for hair,
And fell adown his shoulders with loose care.
Cowley — DAVIDEIS



. . . . But do you smell scorching?
Not a singe for my sins.
.C. Fry - The Lady's Not For Burning



When fishes flew and forests walked
And figs grew upon thorn,
Some moment when the moon was blood
Then surely I was born.

MONSTER FILE NUMBER ONE

THE DRAGON TREE

T A Z ML 8+

AC 2 HD 3 ATTK 3 Bite 1d10 / Claws (2) 1d6 each
ALIGN NN MOVE 18 INTELLIGENT (low / 4) #APP 1-5 SIZE S

A Taz is a green 4'-tall humanoid reptile, semi-intelligent. His skin looks like a cross between reptilian scales and leather. He cannot speak. He is good-natured (unless attacked or mistreated), and is extremely susceptible to human female beauty (+20% to reaction roll).

He is extremely strong (str 22), of low intelligence and wisdom (int 4, wis 4), but has good dexterity (16) and constitution (16) and moderate charisma (11).

He can use simple weapons, but prefers talons and fangs.

If well-treated he becomes fanatically loyal to those who befriend him. He can carry out simple commands, and makes an excellent body-guard. If anyone mistreats him he will attack them viciously unless stopped by someone he is loyal to.

MONSTER FILE NUMBER ONE

THE DRAGON TREE

ELEMENTAL LORD DJIN - RULER OF FIRE ELEMENTALS

ML 15

AC 0 HD 32 ATTK 8d6 / Wall of Fire
ALIGN NN MOVE 24 INTELLIGENT (12+1d6) #APP Unique SIZE L

Djin is a free-willed fire elemental. He will appear only on request of another fire elemental (and there had best be a good and sufficient reason).

He can free any fire elemental from any type of control. He can also at will create a Wall of Fire (8d6) or manipulate any other fire or fires within 300'.

If a person does a great service for Djin or for one of his subjects (DM's option), Djin may give the person the services of a salamander who will fight for 9 battles or cast up to 9 fire-related spells. The salamander must be kept in a hot place when not working. If it is not treated correctly, it will return to Djin.

Things are seldom what they seem,
Skim milk masquerades as cream.
H. M. S. PINAFORE

MONSTER FILE NUMBER ONE

THE DRAGON TREE

P T E R O D A C T Y L ML 6+

AC 5 HD 4d6 ATTK 3 Claws (2) 1d6 each / Bite 1d10
ALIGN NN MOVE 3/36 V-LOW INTELLIGENCE (1) #APP 3-6 SIZE L

A flying dinosaur about the size of an elephant. He is usually found in the mountains, never in caverns. Like normal reptiles, he cannot stand extreme cold (+1 to each dice of cold damage).

If he can be captured and tamed, he makes an excellent mount -- except that he insists on migrating to a warm climate for the winter, and he eats half his body weight in fresh meat every week (1-2 oxen).

MONSTER FILE NUMBER ONE

THE DRAGON TREE

A D A P T O I D ML 10

AC 5 HD 6 ATTK 1 DAMAGE Bite (1) 1d10 + Acid (1d10)
ALIGN NN (Vicious) MOVE 12 INTELLIGENT (12+1d6) #APP 1 SIZE M

This reptilian monster is fast, vicious and hard to kill -- for he adapts perfectly to any environment in one round. Only the first attack of any kind will cause damage. After the first attack, the Adaptoid has adapted to counter that type of attack. (This is in conjunction with any other type of adaptation already accomplished)

The Adaptoid has powerful back legs, small front legs and heavy jaws that deliver a crushing bite. It is both vicious and intelligent and will use its brains to trap victims.

The monster is filled with a type of molecular acid for blood, so anything that cuts him must save vs acid at -5 or be destroyed. The Adaptoid also has a refined type of acid in its mouth. When he bites someone, the person takes 1d10 damage from his teeth plus another 1d10 damage from the acid.



A being, erect upon two legs, and bearing all the outward
semblance of a man, and not of a monster.
Dickens — BUZFUZ



MONSTER FILE NUMBER ONE

THE DRAGON TREE

A P T ML 9

AC 3 HD 10d6 ATTK Bite 3d10 + Weapons^ (+8 due to strength)
ALIGN NN MOVE 18 INTELLIGENT (4+1d4) #APP 1-10 SIZE L

Use of weapons requires a minimum intelligence of 6

This creature is the size of a hippopotamus. He is covered with fur, normally a soft tan or brown for camouflage. His large head has a tremendous mouth with a pair of downward-growing tusks.

The eyes reach from the top of the head to the lower jaw. They are like insects' eyes, having thousands of facets, each facet with an independent lid. The Apt can see in almost total darkness or in brightest light.

The Apt has a pair of arms extending from the shoulders, and can use weapons if his IQ is 6 or greater.

MONSTER FILE NUMBER ONE

THE DRAGON TREE

ELEMENTAL LORD NECKSA - RULER OF WATER ELEMENTALS ML 15

AC 0 HD 32 ATTK 6d10 / Water Magic
ALIGN NN MOVE 12/36 INTELLIGENT (12+1d6) #APP Unique SIZE L

Necksa is a free-willed water elemental. He will appear only when there is a serious threat to a large body of water, or at the request of a water elemental (but there had best be a good and sufficient reason).

He can free any of his subjects from any form of control.

Anyone doing a service for Necksa may receive the services of an Undine who will fight for 9 battles or cast up to seven water-related spells. (She must be kept in a very damp, humid area. For every 10 minutes she spends in dry air she takes 1 point of damage. If anyone lets an Undine die, Necksa is 50% likely to attack the person if there is water nearby to allow him access.

MONSTER FILE NUMBER ONE

THE DRAGON TREE

O R L U K ML 8+

AC 2 HD 10d6 ATTK 5 Claws (4) 1d8 / Bite 1d12
ALIGN NN MOVE 18 LOW INTELLIGENCE (1d3) #APP 1-10 SIZE L

An Orluk is a giant cat (elephant-sized) with yellow and black striped fur and no tail. They are often found hunting in packs. Despite their bulk Orluks can move quite fast, and they can see in almost total darkness. They are omnivores and are not vicious (unless hungry).

Note -- Orluks are extremely fond of catnip. If catnip is thrown near an Orluk he will probably (80%) stop ANY activity to roll in it. (All in a 20' radius must save on dexterity or take 1d20 damage per round from being rolled on) At DM's option, an Orluk also has 20% per round to smell catnip in a person's pack and attempt to claw the pack off to get it.

Tell us, pray, what devil
This melancholy is, which can transform
Men into monsters.
Ford -- The Lady's Trial

MONSTER FILE NUMBER ONE

THE DRAGON TREE

H U L K ML 20

AC -8 HD 20 ATTK 2 Fists 10d10 each
ALIGN Angry MOVE 20 INTELLIGENT (3+1d4) #APP 1 SIZE M-L

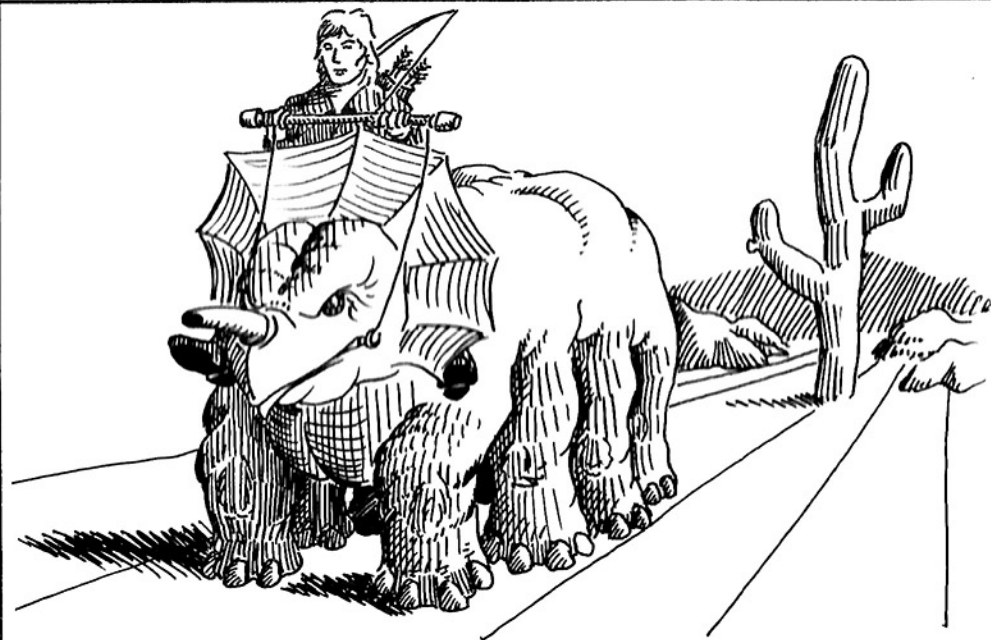
Usually encountered as a normal man in tattered clothing who is willing to join party. He seems mild-mannered but secretive, and if given a choice will avoid combat and flee.

On receiving 4 or more points of damage he changes into an 8'-tall green-skinned man with the stats given above. (The transformation takes 1 melee round)

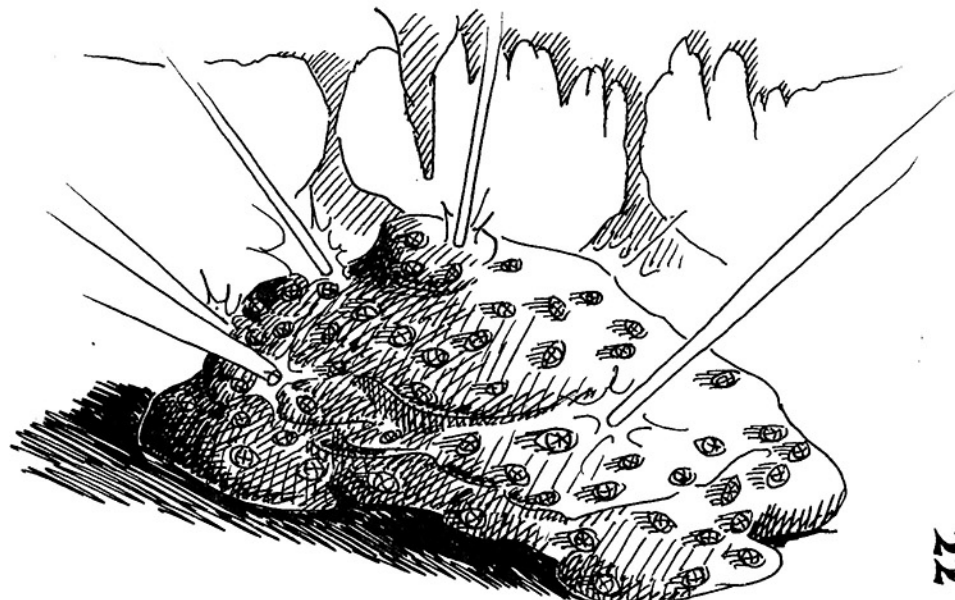
In Hulk form he is a true berserker, attacking both friend and foe -- but usually (75%) whoever or whatever hurt him last. He shuns weapons -- except to break them -- and usually attacks with his fists (can use both fists in each melee round). He can also throw heavy objects for 5d10 points. He has Strength 100, Dexterity 18, Constitution 18 -- and can do virtually anything the DM would like him to do.

This form will last as long as he is being physically attacked, and for 1d10 melee rounds after attacks on him cease. Then he will change back into a human. (This change takes 3 melee rounds) After changing back he will not remember anything that happened while he was in Hulk form.

The horn, the horn, the lusty horn
Is not a thing to laugh to scorn.
Shakespeare -- AS YOU LIKE IT



What are these, that look not like creatures o' the earth
And yet are on 't?
Shakespeare -- MACBETH



MONSTER FILE NUMBER ONE

THE DRAGON TREE

OCTONOCEROS

ML 6+

AC 2 HD 5d10 ATTK 2/3 Charge 4d10 + Bite 1d10 / Energy Rock (3) 1d8

ALIGN NN MOVE 12/24 INTELLIGENT 6+1d6 #APP 1-3 SIZE L

This creature resembles an eight-legged rhinoceros with a ring of bony plate flaring out from his neck. The single horn on his nose is a hollow cylinder. He is usually found eating rocks (can chew AC 2 as though it were AC 9).

In fact this creature lives on nuclear material he finds in the rocks. He can fire 'energy rocks' -- actually unstable nuclear material -- through his hollow horn. (Range 50'. He can fire 3 per melee round at 3 different targets if he chooses. These 'rocks' explode on impact for 1d8 damage to whatever they hit, plus 2 points impact damage.)

His normal movement is 12, but he can charge for one turn at 24, doing 4d10 damage. His bite does 1d10.

A tamed Octonoceros makes a good mount, and any person riding behind the ring on his neck has the benefit of both AC 2 and her own AC before a hit is taken (separate rolls). Also, tamed ones can deliver (expel without firing) 10 energy rocks per day for its owner.

I am a part of all that I have met.
Tennyson -- ULYSSES

MONSTER FILE NUMBER ONE

THE DRAGON TREE

MAGLUB OF 1000 EYES

ML 20

AC 6 HD 12 ATTK(1d10) EYE BEAMS 3d10 each

ALIGN NN MOVE 6/12/18 NON-INTELLIGENT #APP 1 SIZE L

This looks like a brownish-black pudding which has 'eyes' all over it -- the 'eyes' appear to be made of a clear crystalline substance. It can divide at will into as many as 12 LHD creatures (exactly like their parent), and these can recombine to form one creature again. This strange creature is made of pollution and powered by bright light.

It feeds on pollution to increase its body size: for each 1000 gp weight consumed, increase monster by 1HD. (It only eats meat that has been dead for at least 3 days)

Bright light gives it power to move, and it stores light-power to shoot out of its 'eyes' for 3d10 laser-type damage each. (1d10 'eyes' can shoot each round -- in fact they are focuses for the light-energy) Each 'eye' can fire only 5 times without a one-hour recharge of bright light. (Roll 1d10. That many eyes will shoot for 5 rounds. Then they will be exhausted and another 1d10 eyes will begin to shoot.)

It can function out of bright light for only 24 hours; after that it goes into hibernation and revives only if exposed to bright light again. After 24 hours of darkness its energy reserves are exhausted and it cannot fire its 'eye'-beams without a one-hour recharge.

It can only be destroyed by injecting oxygen into it and then igniting. (Under water it is invulnerable)

MONSTER FILE NUMBER ONE

THE DRAGON TREE

APE / MARTIAN

ML 15

AC 6 HD 10 ATTK Special: 4 Claws 1d10 each / Bite 1d20* / Hug 3d10**

ALIGN NN MOVE 12/18~ INTELLIGENT (6+1d2) #APP 1-10 SIZE L

*only if 2 claws hit **only if 4 claws hit ~12 on 2 feet / 18 on 4 feet

The Martian ape is 12-15' tall and resembles a hairless white African ape. His only hair is a bristle-like ridge on the top of its skull. He has an intermediary set of limbs halfway down the trunk that may be used either for arms or legs. (When he uses them for legs he can move at rate 18)

Unlike African apes, these are fiercely aggressive, attacking on sight anything not of their own species. Since they have an excellent sense of smell, disguises or illusions must have an olfactory element to have any chance of success against them.

Each round he has 4 attacks with his claws. Any round when he hits with 2 claws, he may bite also. Any round when he hits with 4 claws he may hug also.

MONSTER FILE NUMBER ONE

THE DRAGON TREE

DJINN (GENIE)

ML 15

AC 9 HD 10d10 ATTK Special

ALIGN Any MOVE Special INTELLIGENT (12+1d6) #APP 1 SIZE L

Usually found confined to some object such as a lamp or ring. A Djinn can cast spells as a MU of like level, and can use weapons as a fighter of like level. He can teleport at will, 100% accurate.

Being strict segregationists, no Djinni will serve a party to which another Djinn is attached.

Djinni may be of any alignment.

THE HANDBOOK OF TRAPS AND TRICKS



THE DRAGON TREE

The HANDBOOK OF TRAPS AND TRICKS describes over 100 traps in a standard format, ready to play. The traps are of all types of construction: magical, mechanical or techno; simple, skilled or super-complex.

No 'Instant-Killer' type traps are included. Escape is possible from all of these traps, but it requires brains, not 'Monte-Haul' hardware.

The editors believe that there are two legitimate purposes which a trap can serve in the game: it can be a time-pressure emergency, as exciting as a melee; or it can serve as a rest from urgency, allowing players to take their time to solve a puzzle or to interact with each other in an interesting situation. Most of the traps in the handbook are of the non-urgency sort. A table of urgency factors is included for adding danger if the DM wishes, but the traps are sufficiently interesting without it.

A 'Time/Total' chart is provided for ready reference to help adjust danger and playing time to the strength of the party, so most traps are suitable for most levels.

There is a section of cursed artifacts as well.

The HANDBOOK also includes tables for: insane actions, chronic insanities, phobias/philiias, trick effects, trap detection, and combining monsters with traps.

HANDBOOK OF TRAPS AND TRICKS - Stock # 81-002 - ISBN 0-940918-01-3 - 104 Pages - \$9.50

The DRAGON TREE SPELL BOOK contains over 200 spells in standard format, and includes two new types of spells.

Zero Level Spells are household and industrial spells, and even a first level character may know several of them. They include 'Bait', 'Clamp', 'Knot', 'Sharpen', 'True Track', and 'Spank'.

Dragon Spells are strange and powerful magicks normally known only to dragons, such as 'Time Stop', 'Body Part Teleportation', 'Shadow-walking', and 'Animate Treasure'.

Player's spells range from 1st to 10th level spells and include such spells as 'Lycanthrope Power', 'Murphey's Law', 'Time Rewind' and 'Attack Other Planes'.

The section on Impromptu Spells gives rules and percentages for refereeing spells made up on the spur-of-the-moment.

The Spell Book also explains the magic systems often used by players, including two new systems: Percentage-and-Fumble, and Local Mana. Checklist outlines are provided to aid the DM who wishes to construct his own magic system. The Spell Book has two indexes, one alphabetical and the other listing the spells by class and level.

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