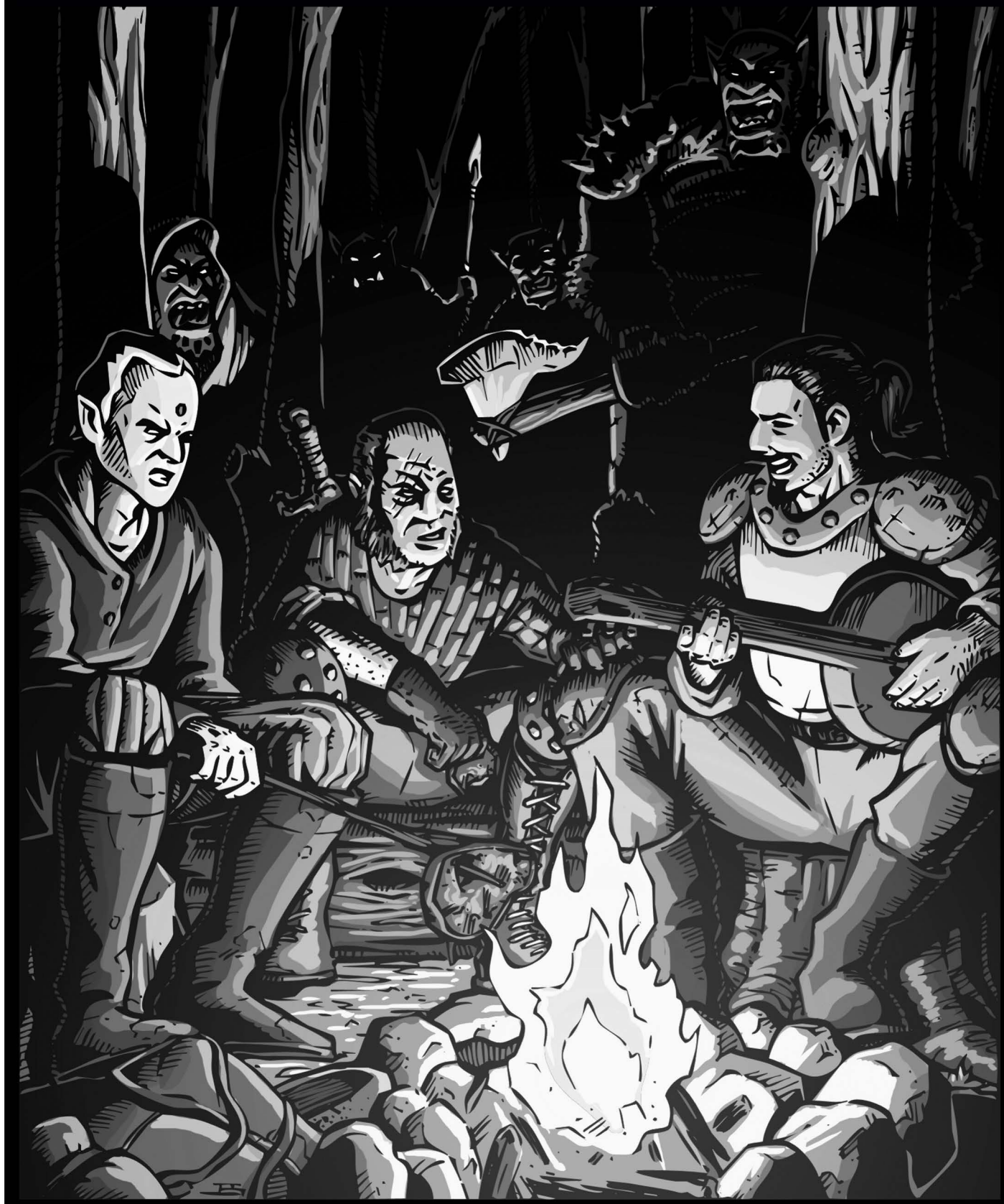


MORE MEANDERING MONSTERS

TUNNELS & TROLLS

PREVIEW TEASER EDITION



A MULTITUDE OF MENACING MONSTERS FOR YOUR T&T ROLEPLAYING GAME

MORE MEANDERING MONSTERS

“PREVIEW TEASER EDITION”

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D A R K S H A D E
P U B L I S H I N G

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PREVIEW TEASER EDITION

Unfortunately, my work on this monster tome has gone on a bit longer than I ever expected it to. Compared to other RPGs out there, I have always felt T&T has been weak not having a definitive monster catalog. The main dT&T rulebook has an excellent section on monsters and their descriptions, but no statistics and numbers to go with them. The Monster Rating (MR) system is a bit clunky and a tad abstract to maneuver for players that may be new to the game. While experienced GM's may have no problem at all assigning an MR to a particular monster she wants to use that will be a challenge to her players, sometimes having something that is a bit more fleshed out and ready to go is equally appealing.

So, herein is a quick look at what I have been working towards over the past few years: 12 of the over 60 monsters that I have planned for the full version of More Meandering Monsters. I have added a few other tidbits including an ode to a monster table from the 1st edition DMG of That Other Game that I was personally always fond of. Take a gander and let me know what you think. These entries are not completely edited yet so please forgive any errors in grammar and spelling. Send me note with your comments and thanks again for taking a look.

Jerry

ABOUT MEANDERING MONSTERS

Statistics that are listed for each monster should be familiar for all T&T rules editions. Here is a quick summary for the terminology used in Meandering Monsters.

MR: Monster Rating, also normally represents the monster's Hits (CON) and the standard AP award for defeating it

Combat Dice: The d6 plus adds to roll for the monster's damage/combat value.

STR: Attribute value for Strength and the base Saving Roll (SR) for anything strength related.

INT: Attribute value for Intelligence (Base SR for casting spells).

WIZ: Attribute value for Wizardry (Kremm Resistance/WIZ points).

CON: Attribute value for Constitution (Hits and base SR for endurance).

Armor: Hits of standard combat damage that can be absorbed each round. Any humanoid or intelligent monster could augment natural armor with worn armor.

Special Abilities: Traits/spells/powers that can be utilized; normally things that are innate or racial in nature.

Special Damage: Normally triggered by a specific number of spite damage that is rolled. "3/xxxxx" would mean that the listed special damage would be applied if 3 spite damage is rolled in a combat turn. This damage would replace the damage that the spite would have normally applied.

Special Defense: Similar to a Special Ability, but usually more specific to a combat related situation.

Special Hindrance: This represents a trait or quirk that would normally have a negative consequence for the monster if the applicable trigger should occur.

Size: General reference to a creature's size that will impact modifiers for ranged attacks (see the Appendix or Deluxe Tunnels & Trolls rulebook).

Appearing: In a standard meandering scenario, the number of this type of monster that could be encountered.

Loot Level: If encountered in its lair, the amount of treasure that may be there.

Alpha?: Whether or not there could be a more powerful version of this type of monster. If yes, relevant statistics are listed. Any monster can and should be changed/altere/powered up based on the needs of the GM. Monsters listed herein that are also playable kindred could be leveled up at the GM's discretion.

Ant, Giant

MR: 18

Combat Dice: 2d6 +9

STR: 18

INT: 4

WIZ: 5

CON: 18

Armor: *Exoskeleton (8 Hits)*

Special Abilities: *Swarm*

Special Damage: *Soldier: 2/Venomous Sting & Spray*

Special Defense: *Pheromones*

Special Hindrance: *Nil*

Size: *Small*

Appearing: *10-100 (25% Soldiers)*

Loot Level: *I, Apathetic*

Alpha?: *Yes, Soldier: 24 MR (3d6 + 12)*



Giant ants will be encountered in remote forests, mountains, and deserts where interaction with a species that would try to eradicate them would be limited. Each ant is about 2 feet in length and protected by a strong exoskeleton. Like their normal sized insect counterparts, giant ants live in colonies with a clearly defined social structure. Workers and soldiers will equally fight to defend the colony with vicious bites and the stingers (soldiers). Male drones and a female queen would be encountered in a nest but would not be active combatants. A combination of natural pheromones (chemical signals), touch, and sound allows the colony to communicate, protect, and act almost as a single entity.

Swarm: Sheer numbers can overwhelm stronger foes. Each individual gets an additional 1d6 combat dice if their numbers more than triple their foes.

Venomous Sting & Spray: The creature can inject or spray a venom into its foe. The sting inflicts an additional 2d6 damage to an opponent bypassing any armor worn with a value of 8 or less. If a sting attack is nullified by a high armor value, subsequent special damage will be applied as a venom spray dealing 1d6 damage also bypassing armor.

Pheromones: The creatures leave a scent trail to food sources for others to follow. If one is killed, a large amount is released as an alarm to frenzy those nearby to attack as well as attract more to the area. When the first creature is killed in combat, roll 3d6; this represents the number of reinforcements that will arrive in two combat turns (when away from the colony) to join the fray.

Bear, Brown

MR: 62

Combat Dice: 7d6 + 31

STR: 30

INT: 6

WIZ: 10

CON: 62

Armor: *Thick Fur (3 Hits)*

Special Abilities: *Adrenal Rage*

Special Damage: *2/Sharp Claws,
3/Bear Hug*

Special Defense: *Nil*

Special Hindrance: *Mother: Maternal Instinct*

Size: *Large*

Appearing: *1*

Loot Level: *I, Apathetic*

Alpha?: *Yes, Mother: 76 (8d6 +38)*



Brown bears, or grizzly bears can be found in most temperate regions preferring deep woods or mountainous areas. Normally solitary creatures, most bears avoid contact and conflict with larger species although females, who can care for a litter of 1-3 cubs (10 MR for each year in age) for up to 4 years, will be very aggressive in their defense. Brown bears are omnivores preferring fruits, nuts, and roots as their long and sharp claws are mostly utilized for digging. They are lazy carnivores, preferring to eat carrion and other animal sources like beehives, insects, and grubs while also chasing away wolves and other smaller predators to claim their kill.

Adrenal Rage: After being reduced to zero CON, the creature fights for one additional combat turn at full combat value.

Sharp Claws: The creature's long claws are able to penetrate armor and find flesh to rend where it is exposed. Roll 1d6 and apply directly to a single target as spite damage bypassing any armor and regardless of which side wins the turn.

Bear Hug: A combination of the creature's strength and size is used to overpower any combatant within melee range that is the same size (large) or smaller. Bypassing armor, this does an additional 2d6 crushing damage. The victim must make a *Level 2 Saving Roll versus CON* to be able to fight in the next combat turn.

Maternal Instinct: A female with cubs will attack anyone on site if they are seen near her cubs (if they were left alone) or come within 30 feet of her with her cubs.

Boar

MR: 32

Combat Dice: 4d6 +16

STR: 20

INT: 8

WIZ: 5

CON: 32

Armor: *Natural Hide (2 Hits)*

Special Abilities: *Adrenal Rage*

Special Damage: *2/Gore (Tusks)*

Special Defense: *Nil*

Special Hindrance: *Territorial*

Size: *Medium*

Appearing: *1-6*

Loot Level: *II, Ingester*

Alpha?: *No*



Omnivores and able to adapt most any environment, boars or wild hogs can be a dangerous foe, attacking with a vicious bite and able to penetrate most fleshy bits with its sharp tusks. Ferocious when defending its own territory, boars are also tenacious to the bitter end, able to fight for one more round before succumbing.

Adrenal Rage: After being reduced to zero CON, the creature fights for one additional combat turn at full combat value.

Gore (Tusks): The creature pierces the armor and flesh of the opponent with one of its tusks adding 1d6 damage that bypasses armor (the puncture reduces armor worn by 2 hits).

Territorial: The creature is blinded by rage and an innate passion to defend its home or perceived territory. If encountered in such an area, it will attack mercilessly and with no desire for its own well being or mind to retreat.

Cockatrice

MR: 44

Combat Dice: 5d6 + 22

STR: 12

INT: 16

WIZ: 30

CON: 44

Armor: *Nil*

Special Abilities: *Fly Me*

Special Damage: *1/Paralyzing Peck, 3/Medusa (Peck)*

Special Defense: *Immune: Petrification*

Special Hindrance: *Territorial*

Size: *Medium*

Appearing: *2-7*

Loot Level: *IV, Collector*

Alpha?: *No*

The cockatrice is the strange union of cock and serpent with dragon-like wings. It will utilize its flight to maneuver around opponents using sharp talons and beak in combat. The beak has the ability to paralyze or even turn to stone its foes when contacting bare flesh or penetrating light armor. They are able to control this ability and use it selectively. As carnivores, they tend to prey on smaller creatures like insects, lizards, and rabbits and would not want to turn them to stone.

A single male will set up a permanent lair in caves, caverns, or abandoned buildings. He attracts females to join his harem by showing off his collection of shiny trinkets like rings, gems, and coins. There is a 25% chance that each female in the group will be attending to a nest of 1-3 eggs. These eggs are prized by some for potential pets, magical research, or exotic eats. Fiercely territorial, the community will attack anything it perceives as a threat to the lair, no matter the size. Any hatchlings or young encountered would be an MR value of 16 with no special damage. Offspring will be forced out of the community once they reach maturity.



Fly Me: The creature can fly at will, provided their wings are not damaged or they are otherwise fatigued.

Paralyzing Peck: The creature's beak causes petrification; the target must make a *Level 2 Saving Roll versus CON* or will be unable to move for 1d6 combat turns.

Medusa (Peck): As the 9th level spell, turns flesh to un-living stone permanently. Target can attempt a *Level 3 Saving Roll versus LK* to avoid this. If successful, the target may only use half her normal combat adds in the following combat turn.

Immunity: Petrification: The creature cannot be turned to stone.

Territorial: The creature is blinded by rage and an innate passion to defend its home or perceived territory. If encountered in such an area, it will attack mercilessly and with no desire for its own well being or mind to retreat.



Creeping Crawler

MR: 62

Combat Dice: 7d6 +31

STR: 25

INT: 8

WIZ: 10

CON: 62

Armor: *Chitin Shell (10 Hits)*

Special Abilities: *Little Feets*

Special Damage: *2/Stinging Tentacles, 3/The Squeeze*

Special Defense: *Nil*

Special Hindrance: *Soft Belly*

Size: *Huge*

Appearing: *2-4*

Loot Level: *II, Ingester*

Alpha?: *Yes, Brood Leader: 82 (9d6 +41)*

Creeping Crawlers are large creatures that primarily dwell in underground caverns and tunnels. Its large snake like body is bordered by multiple rows of spindly legs that allow the it to move very quickly across most surfaces. The upper side of the its body and head are protected by a chitin shell. In combat, this provides an armor rating of 10. The fleshy underside of the crawler is not as well protected.

The Crawler's head features unusually large and segmented eyes perfectly suited for its life in the dark of its subterranean world. Its mouth is bordered by four stinging tentacles that help the creature sense movement both in the ground and above. They also secrete a slimy and caustic substance that can paralyze its prey when coming in contact with bare flesh. It is also known to damage armor and soak through standard clothing. Sharp mandibles flank the mouth which the Crawler uses to grab and guide its prey into its maw.

In combat, it will attempt to lash out and sting with its tentacles in order to incapacitate its opponent and attack with its mandibles. While its legs are perfect for propelling it quickly, they are not as much used when attacking since they are so short. However, if an opponent seems to be unaffected by its tentacles, it could use its legs to quickly wrap itself around and constrict the life out of her.

Delvers fighting a Crawler for the first time could be given a *Level 3 Saving Roll versus INT* to see the difference between the armored and unarmored portions of the body. Since they attack primarily with their heads, it may not be as noticeable until an attempt at constriction is made and the delver would come into contact with its underside (a *Level 1 Saving Roll versus INT*).

They may be found any environment but would be most common in temperate regions and areas with a lot of fauna.

While they are known to carve a tunnel to the surface and attack prey there, they are primarily scavengers that prefer to feast on dead bodies by dragging them back to their lair to feast upon in privacy and safety from other predators.

Both the tentacles and the mandibles of the monster are used when crafting new tunnels through its subterranean world. The tentacles secrete its slimy payload to help soften the soil and rock. The mandibles then lead the way carving the hole while its rows of legs will push back the dirt and debris. It is not uncommon in a Creeping Crawler lair to see large piles of sediment from this digging.

The body of a Creeping Crawler can be very valuable. Its chitin shell can be used to create armor and shields. The mandibles and legs are also utilized by some more primitive races for weapons like spear tips, arrow heads, and daggers. The gland in the body that creates the slimy paralyzing secretion can be harvested and used for both paralyzing potions as well as a mild acid.

Removing this gland intact from a Crawler carcass takes a certain amount of skill and experience. A person trying it for the first time would require a *Level 3 Saving Roll versus INT* to be successful. Any attempts after the first or under the direction of someone with experience would require a Level 1 attempt. A failed attempt will result in the gland being drained and ruined. A critical failure could result in the gland exploding and spraying a large amount of the substance in a 5 foot radius causing 2d6 damage to anyone within.

Little Feets: As the 3rd Level Spell, the creature is able to take advantage of confined spaces where it can move unhindered along walls and ceilings and can act twice in a combat turn.

Stinging Tentacles: The creature's tentacles are coated with a stinging and paralyzing secretion. The target takes 1d6 damage from contact with the toxin (bypassing armor) and also must make a *Level 2 Saving Roll versus CON* or be paralyzed and unable to move for 5 combat turns. *See page 16 for more information.*

The Squeeze: The creature will attempt to wrap its body around a single target and constrict with crushing damage (2d6 damage bypassing armor). An opposed STR roll with the creature can be attempted to break away from its grip each turn and would be the only action for that character. Others may aid in this attempt by using an action to add their STR to the roll. The creature may still attack other targets while constricting at half its normal combat adds.

Soft Belly: The creature's underside is not armored and gets no protection from attacks that successfully target it. A *Level 3 Saving Roll versus INT* can be asked for to see if a combatant notices this difference without any previous experience.

Croaker

MR: 57

Combat Dice: 6d6 +28

STR: 20

INT: 14

WIZ: 12

CON: 57

Armor: *Slimy Hide (2 Hits)*

Special Abilities: *Blindsight*

Special Damage: 2/*Sharp Claws*, 3/*Rending Bite*

Death Croaker: 3/*Venomous Bite*

Special Defense: *Nil*

Special Hindrance: *Nil*

Size: *Large*

Appearing: 4-16

Loot Level: *IV, Collector*

Alpha?: *Yes, Death Croaker: 75 (8d6 +37)*



Croakers subsist in a loose communal societies in freshwater coastal or wetland regions. They are omnivorous, but will always prefer meat over any other food source. Webbed appendages and night vision make them exceptional swimmers and night hunters. A language consisting of guttural sounds and inflections is almost impossible for an outsider to understand or have the ability to non-magically reproduce. Death Croakers are slightly larger in size and can inject a poisonous venom on its bite. There is normally only one in each such communal group.

Blindsight: Gives the creature night vision with a range of good vision up to 40' and fading out completely by 60'. Also, can see in complete darkness up to 20'.

Sharp Claws: The creature's long claws are able to penetrate armor and find flesh to rend where it is exposed. Roll 1d6 and apply directly to a single target as spite damage bypassing any armor and regardless of which side wins the turn.

Rending Bite: Pointed and serrated teeth are designed to rend and sever flesh and bone into smaller and more digestible chunks. Apply an additional 2d6 damage to a single target. Armor worn will reduce this damage, but also reduce the hits of the armor worn by half of the damage absorbed until repaired.

Venomous Bite (Croaker): Victim's DEX and SPD are reduced by half. Additional dosages require a successful *Level 2 Saving Roll versus CON* or totally paralyzed. If successful, reduce DEX and SPD by half again. *See page 16 for more information.*

Crocodile

MR: 44

Combat Dice: 5d6 + 22

STR: 26

INT: 10

WIZ: 5

CON: 44

Armor: *Scales (4 Hits)*

Special Abilities: *Cateyes,*

Down & Under, Silent Stalker

Special Damage: 2/*Locking Bite*

Special Defense: *Camouflage (Water), Olfaction*

Special Hindrance: *Clamped*

Size: *Large*

Appearing: 1-16

Loot Level: *II, Ingester*

Alpha?: *Yes, Giant: 68 (7d6 + 34)*



Crocodiles are large, cold blooded reptiles that inhabit coastal, marshy, and swampy freshwater regions possessing acute senses and predatory instincts. They are carnivores that feed mostly on fish, other reptiles, and mammals. They are also very intelligent animals, known for setting traps using sticks placed on their heads while mostly submerged to lure birds to them.

With eyes and nostrils located at the top of its head, crocodiles are able to traverse through water with its body almost totally hidden in the depths. A strong tail and webbed feet provide its underwater locomotion and particularly at night, they are known and feared as deadly stalkers. They have keen eyesight, even at night, and also have a very advanced sense of smell that allows them to detect most any prey or threat over land and water. It would be a very rare occurrence, undertaken by a very cautious and careful foe to surprise or ambush one.

When attacking larger prey, a crocodile may try to use its powerful jaws and sharp teeth to grab and hold its victim and then attempt to pull it into the depths of the water. Using its strength, it will hold its prey until it has been drowned. The body would then typically be stashed under a log or rock and eaten later once properly and thoroughly tenderized.

As strong and imposing as their jaws are in regards to their bite down force, the muscles used to open the jaw are alternatively very weak. Crocodiles can be mostly subdued if attackers are able to incapacitate, close, and tie its mouth shut. A series of saving throws should be required (short of casting a spell to likewise incapacitate) in order to accomplish this feat.

They are also not typically territorial and may be encountered in larger groups either basking in the sun on a coastal beach or dispersed in a wider wetland. They have been known to use a basic system of grunts and other guttural sounds to signal to each other distress, danger, mating calls, or oncoming prey. Examples of the this include:

- *Bellow*: a guttural and vibrating moan usually used by males to either announce their presence during mating season or otherwise exert dominance.
- *Chirp*: a light and high pitched pip from young hatchlings alerting the mother that they have emerged from their eggs. A more protracted and longer chirping is used by the young to alert others to an existing danger or attack.
- *Hissing*: a low and nasally coughing sound that is used to alert others to nearby threats

Crocodiles can live between 30 to 70 years. They reproduce by laying eggs in excavated holes or built up mounds and the female will actively and aggressively guard it them and her hatchlings.

Cateyes: As the 2nd Level Spell, gives the creature night vision. Does not grant vision in complete darkness and range of good vision is 40' which fades out completely by 60'.

Down & Under: If attacking from a body of water that is deeper than 5 feet, a creature with **Locking Bite** can pull its prey underwater to in an attempt to drown it. A *Level 1 Saving Roll versus CON* is required to not drown on the first turn, followed by an increasing Level required (Level 2, Level 3) for

each subsequent turn still underwater. See the ability **Locking Bite** for information on how the prey can attempt to break free.

Silent Stalker: The creature is agile and very nimble making it nearly impossible to hear when it is moving and actively trying to stay silent. A critical fail on a straight roll will negate.

Locking Bite: Sharp teeth and strong jaw muscles allow this creature to grab and hold its prey. Victim takes 1d6 +2 damage each turn (bypassing armor) in the grasp. Randomly determine where the victim is bitten (arm, leg, torso). If outnumbered, the creature may pull the victim Down and Under, or release to fight the

following turn. Breaking free could require an opposed STR roll; broken bones could occur after the 2nd turn in the grasp, a *2nd Level Saving Roll versus CON or LK* to avoid.

Camouflage (Water): The creature is able to blend into its identified surroundings to the point where they are very hard to find or discern even if someone is actively searching. A critical fail on a straight roll for the creature will reveal its presence. Otherwise, a *Level 3 Saving Roll versus INT or LK* would be required

Olfaction: A very good sense of smell allows the creature to detect most any other creature coming from long distances over land or water.

Clamped: The muscles that are used to open its mouth or jaws are quite weak and unable to break a strong binding.



Dung Beast

MR: 64

Combat Dice: 7d6 +32

STR: 32

INT: 8

WIZ: 10

CON: 64

Armor: *Rocky Hide (7 Hits)*

Special Abilities: *Contagion, ESP,*
Retching Odor

Special Damage: *2/Grasping Tentacles*

Special Defense: *Always Alert, Submerged*

Special Hindrance: *Nil*

Size: *Huge*

Appearing: *1-2*

Loot Level: *II, Ingestor*

Alpha?: *Yes, Mature: 90 (10d6 + 45)*

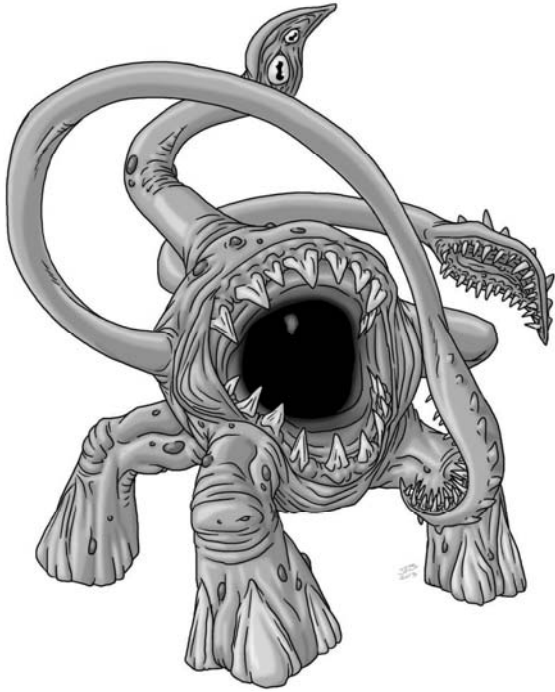
Dung beasts primarily feed off of excrement and waste produced by other living creatures. In many cases, these creatures represent a needed component of any dungeon or subterranean society. They have been known to act as guardians of a dungeon in return for easy feeding. Since the beast also enjoys fresh meat, they could also be encountered in places

where bodies need to disappear. City sewers, subterranean passages, and filthy bogs or swamps are likely places to find the creatures. They typically have three legs, two barbed tentacles, a stock off the top of its body with multiple eyeballs, and large central mouth surrounded by sharp serrated teeth.

Dung beasts never stop growing as long as they have a sustainable source of nourishment. Larger and more mature individuals have been seen with four tentacles and more rows of teeth in its central maw. They communicate with other creatures via ESP, consisting of basic rudimentary ideas and thoughts.

The first encounter with the dung beast may be a surprise as they typically try to submerge themselves in their surroundings with only the eye stock sticking out to survey and look for prey. The long tentacles are used to batter or grab and pull victims toward its grotesque mouth to be devoured. Its rock hard skin provides exceptional protection from most weapons and its odor can be disorienting when first encountered. Any attack from the dung beast could also expose the victim to potentially incapacitating diseases. Tentacles can be targeted and will become useless if suffering more than 13 points of damage (armor applicable).





Contagion: Make a *Level 3 Saving Roll versus CON* or become infected with a debilitating disease that could include vomiting/fever, and loss of attribute points until treated. The disease will be fatal if not treated in 1d6 days on a critical fail.

ESP: As the 5th Level Spell, detects the intentions or emotions of other creatures within 100 feet, at will.

Retching Odor: Make a *2nd Level Saving Roll versus CON* or lose half of your personal adds. Once a character successfully makes a *Level 1 Saving Roll versus CON* at the start of a subsequent round, personal adds are returned to normal.

Grasping Tentacles: Sharpened barbs on the creature's tentacles allow for the capture of nearby or escaping prey. Victim makes a *Level 2 Saving Roll versus DEX*; failure means that she either dropped her weapon(s) or her arms are in the grasp of the creature. An opposed roll versus the creature's STR can be attempted to break free. Every turn the victim is "in the grasp", she takes 1d6 crushing damage (bypassing armor) and must take at least half of the total damage distribution if on the losing side of the melee (armor applicable).

Always Alert: Creature can never be surprised or ambushed.

Submerged: Creature can remain totally submerged in its natural surroundings making it almost impossible to be detected. Creature can ambush if it does not roll a critical failure on a straight saving roll.

Elementals

Elementals are semi-sentient forces of nature that exist naturally on another plane of existence, believed to be hostile and unforgiving places where only this base element exists. They will normally appear in a delving realm by use of conjuring or summoning magic.

Possessing a very limited Intelligence, these creatures only wish to find a place where they can exist in the comfort of its own base element. They can also be quite aggressive and agitated in their fruitless pursuit to return to their previous existence. More often, they have been conjured and are being controlled by another and will be encountered performing the task it has been assigned to fulfill.

The 13th Level Spell "**Earth Air Fire and Water**" summons the desired elemental with an MR equal to the caster's total attributes (x2), so consider the Alpha version of the elementals those that are conjured by these more powerful wizards.

Elemental Regeneration (X): At the end of each combat turn, the creature will heal or recoup lost CON/MR equal to the number specified in parentheses provided it is directly in contact with a source element. *Elemental Regeneration will not continue once the creature is reduced to zero CON.*

Elemental Resistance: Elementals are magical in nature and being from another plane of existence, normal weapons have less affect on them in combat. Damage from non-enchanted weapons is reduced by half (weapon dice and personal adds). Temporary enchantments will also do reduced damage: *Vorpal Blade* would inflict normal damage (not x2) and *Whammy* would inflict damage x2 (not x3).

Elemental Hindrances: Elementals are magical creatures which is reflected by their high WIZ value (in regards to Kremm Resistance) and protection from physical attacks (Elemental Resistance). They are however highly susceptible to damage from their opposite element. Damage from spells or the spell-like affects from enchanted weapons do double (x2) the normal damage. *Alternatively, spells of the same element targeting the elemental will heal instead of damage.*

Elemental	Regenerative Element	Hindrance
Air	Wind	Fire
Earth	Clay, Dirt, Rock	Air
Fire	Natural Fire, Molten Lava	Water
Water	Rain, Fresh Water Sources	Earth

Elemental, Air

MR: 88

Combat Dice: 9d6 +44

STR: 25

INT: 10

WIZ: 30

CON: 88

Armor: *Nil*

Special Abilities:

Aerial Threat, Fly Me,

Elemental Regeneration (8)

Special Damage: 3/Whirlwind, 4/Vacuum,

Special Defense: *Elemental Resistance*

Special Hindrance: *Fire*

Size: *Huge*

Appearing: 1

Loot Level: 1, *Apathetic*

Alpha?: Yes, MR based on Conjurer's attributes



Air elementals will typically appear as a human like shape with a discernable eyes, mouth, and arm like extremities. If one attempts to talk or communicate, it will sound like a howling gust of wind and to most, incomprehensible. In combat, its primary attack is a concentrated force of air, sometimes in the physical form of a fist from one of its 'arms'.

Aerial Threat: If fighting an opponent in the air, the creature adds an additional 2d6 to its combat dice for that combat turn.

Fly Me: The creature can fly at will, provided their wings are not damaged or they are otherwise fatigued.

Whirlwind: After settling the damage/results of the combat turn, a whirlwind is generated by the creature reaching a height of 60' with a base diameter of 20' and expanding 30' at its height. Anyone within the 10' radius of the creature is hurled in the air and flung 10-60' away. Roll 1d6; the result x10 is the feet hurled in a random direction and xd6 the damage sustained (bypassing armor). *Example: a result of a '3': hurled 30' and take 3d6 damage.* Those 10-20' away must make a *Level 2 Saving Roll versus LK* to avoid the same result.

Vacuum: Similar to the 3rd Level Spell "Smog", the creature is able to remove all the breathable air in a 10' radius and can be placed anywhere by the creature within 50'. Those in the radius lose half their CON. The combat turn should be resolved as normal as the vacuum would have no affect on that outcome.

Elemental, Earth

MR: 88

Combat Dice: 9d6 +44

STR: 35

INT: 10

WIZ: 30

CON: 88

Armor: *Nil*

Special Abilities:

Hard Stuff/Slush Yuck,

Pass Stone, Elemental Regeneration (6),

Special Damage: 2/Stone Fist

Special Defense: *Elemental Resistance, Shrug It Off*

Special Hindrance: *Air*

Size: *Huge*

Appearing: 1

Loot Level: 1, *Apathetic*

Alpha?: Yes, MR based on Conjurer's attributes



Earth elementals will typically appear as a human like shape with a discernable eyes and mouth with thick arms and legs. If one attempts to talk or communicate, it will make a sound similar to grinding rocks and to most, incomprehensible. They move slowly, yet deliberately, and have the ability to move through the ground or stone at will. Powerful and indefatigable, earth elementals are able to ignore the effects of spells casted directly at them and simply attempt to batter their opponents in direct combat. They have also been known to turn an area of earth or rock into quicksand and then immediately back into solid ground to trap its foes

Hard Stuff/Slush Yuck: As the 3rd Level Spells, the creature can harden an area of semi-liquid mud or sand into a solid state or likewise transmute stone or dry sand/earth into a semi-liquid form resembling quicksand. Area of effect is 500 square feet originating from a spot the creature can touch and is permanent.

Pass Stone: The creature can freely move through hard ground or rock. In combat, this can be done at the end of a combat turn.

Stone Fist: Similar to the 5th Level Spell, d6 of damage is applied to single target bypassing armor.

Shrug It Off: As the 2nd Level Spell, the creature can attempt an *X Level Saving Roll versus WIZ* (X = Level of the Spell) to ignore its effects. A successful roll will drain 5 WIZ from the creature. WIZ will replenish as normal over time.

Elemental, Fire

MR: 88

Combat Dice: 9d6 +44

STR: 30

INT: 10

WIZ: 30

CON: 88

Armor: *Nil*

Special Abilities:

Conflagration, Fire At Will,

Elemental Regeneration (10)

Special Damage: 2/*Call Flame,*

3/Blasting Power

Special Defense: *Elemental Resistance*

Special Hindrance: *Water*

Size: *Huge*

Appearing: 1

Loot Level: *I, Apathetic*

Alpha?: Yes, MR based on Conjurer's attributes

Fire elementals may appear as an undulating and roaring mass of fire and flame, or in a more human like form with an amorphous head and arms blending into a fiery mass as its base. Any sound it makes if trying to communicate would be incomprehensible for most and would be comparable to flames licking and crackling as it engulfs pine needles. They will actively seek out and viciously attempt to destroy anything that is living unless otherwise controlled. Attacks are simply concentrated forces of magical fire that will always have a chance to catch fire to anything that is flammable. Fire elementals will alight wooden structures to create natural fires that it can use for regeneration.

Conflagration: Anything that is flammable will catch on fire after taking damage from this creature. A *Level 3 Saving Roll versus LK* will negate for the combat turn.

Fire At Will: Similar to the 4th Level Spell, creature can shoot a magical gout of flame at one target per combat turn for 4 turns. Range is 80' and deals 16 damage (armor applicable). A *Level 3 Saving Roll versus DEX* can be attempted to avoid. This can be done once per combat scene/encounter.

Call Flame: A gout of flame targets a single target within 10', dealing 1d6 damage bypassing armor.

Blasting Power: Similar to the 3rd Level Spell, a large ring of fire emits from the creature affecting anyone in the 20' radius, dealing 1d6 damage bypassing armor.



Elemental, Water

MR: 88

Combat Dice: 9d6 +44

STR: 35

INT: 10

WIZ: 30

CON: 88

Armor: *Nil*

Special Abilities:

Pooling, Elemental Regeneration (8)

Special Damage: 2/*Frozen Fist,*

3/Freeze Please

Special Defense: *Elemental Resistance*

Special Hindrance: *Earth, Out of Water*

Size: *Huge*

Appearing: 1

Loot Level: *I, Apathetic*

Alpha?: Yes, MR based on Conjurer's attributes

Water elementals will appear as a rolling wave, undulating and constantly in motion. Arm-like appendages will be seen to lash out at opponents and eerie orbs of soft light will be seen in its center mass acting as its eyes. The sound of water rushing and waves crashing is intensified and louder when the creature attempts to communicate, though almost certainly incomprehensible. In combat, they have the ability to freely transform some of its mass from water to ice, however they are weakened when too far away from a water source. In larger bodies of water, they can become almost impossible to target.

Pooling: The creature is able to attack and then disappear to the safety of the watery depths of large lakes or seas. Opponents only get half their combat adds when in combat in this environment.

Frozen Fist: Similar to the 5th Level Spell 'Stone Fist', 1d6 of damage is applied to a single target bypassing armor.

Freeze Please: Similar to the 3rd Level Spell, the creature is able to transform some of its essence into violent shards of ice showering down on any opponents in a 20' radius. Each suffer 1d6 damage bypassing armor from the cold and impact..

Out of Water: For every 100' away from a water source, the creature's MR is reduced by 10 (subtracting 1d6/-5 from combat dice and 10 from its CON).



APPENDIX

Loot Levels

Some monsters like to collect the glittery trinkets that their food and victims carry while other really could care less. Some see the value in them and guard them with their lives while others would not even think twice if they were removed from the nest or lair. Loot Levels can be used to randomly determine what the creature has that may be of interest to your players.

I. Apathetic: the monster does not pay any attention to the belongings of anything it slays. The items will not even be ingested; more than likely left behind where the body has been deposited. If encountered in its lair, items will be found on a body or prior remains that had been dragged back to the location.

II. Ingester: the monster will consume items that it either did not see or did not care enough to pick around. When encountered or defeated, the treasure very well may be in its own stomach or located in nearby piles of stool.

III. Utilitarian: the monster will keep items it can use and discard or leave behind anything it cannot use. If it is using a weapon and it finds a better one, it will leave the old one behind in favor of the new one. Some items could be used for different purposes in the monster's lair (a helmet for digging, a spear for supporting a structure).

IV. Collector: the monster puts value on certain things over others. For example, it may have a good amount of gems or coins because it likes shiny things, but little or nothing in regards to weapons or clothing. These items would more often than not appear in the monster's lair and it would try to take these items if ever forced to leave. Roll d6 to determine which categories to roll on for the monster's loot:

1-2: Silver and Gold only

3-4: Gems and Jewelry only

5-6: Weapons and Armor only

V: Packrat: the monster keeps anything and everything that it can find and will protect and defend it.

VI. Hoarder: the monster will have what could be a vast amount of items and will not only protect and defend it, but may well employ guards and set-up defenses to do so.

Loot Level	Silver	Gold	Gems	Jewelry	Weapons	Armor	Enchanted
I.	<u>7+</u> 2d6	<u>9+</u> 1d6	<u>11+</u> 1	<u>11+</u> 1	<u>11+</u> 1	<u>11+</u> 1	<u>11+</u> 1
II.	<u>5+</u> 6d6	<u>7+</u> 3d6	<u>9+</u> 1-3	<u>11+</u> 1-2	<u>11+</u> 1-2	<u>11+</u> 1-2	<u>11+</u> 1-2
III.	Nil	Nil	<u>11+</u> 1d6	<u>11+</u> 1-2	<u>5+</u> 1d6	<u>7+</u> 1-3	<u>9+</u> 1-2
IV. (see description)	<u>5+</u> 5d6 (x10)	<u>8+</u> 5d6 (x10)	<u>5+</u> 2d6	<u>8+</u> 1d6	<u>5+</u> 2d6	<u>8+</u> 1d6	Nil
V.	<u>5+</u> 3d6 (x100)	<u>7+</u> 2d6 (x100)	<u>8+</u> 3d6	<u>10+</u> 1d6	<u>7+</u> 1d6	<u>10+</u> 1-3	<u>8+</u> 1d6
VI.	<u>4+</u> 6d6 (x100)	<u>6+</u> 4d6 (x100)	<u>7+</u> 2d6 (x10)	<u>9+</u> 2d6	<u>6+</u> 2d6	<u>9+</u> 1d6	<u>7+</u> 2d6

Using the Loot Level Table:

1. This is only meant as a tool to randomly generate treasure for monsters or encounters that are not previously planned for.

1. Roll once (2d6) for each category with a value for the level

2. DARO is in affect; if you roll doubles, add and roll again

3. If the value rolled is equal to or greater than the listed target, that loot is present in the number range shown.

1-2 = d6/3; 1-3 = d6/2 (rounding up)

4. If the Loot Level for a monster is listed with a multiplier, roll that many times for each category. *Example: VI, Hoarder (x3)*

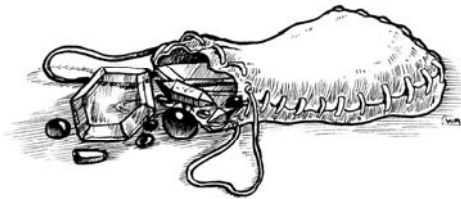


Gems

Use the tables to determine the type of gem found with its base value and its size for modifying to its final value. Large numbers of gems can be rolled in groups of five or ten.

d6	Gem Type	Base Value
1	Obsidian, Topaz	10 gp
2	Amber, Garnet	25 gp
3	Jade, Opal	50 gp
4	Amethyst, Pearl	100 gp
5	Ruby, Sapphire	200 gp
6	Diamond, Emerald	500 gp

2d6	Size	Modifier
2-7	Small	-
8-10	Medium	x3
11-12	Large	x5



Jewelry

First determine the base metal for the piece of jewelry followed by the type of jewelry and its value modifier. Roll an additional 2d6 to determine if the jewelry is set with gems, on a result of 7 or greater. You can then roll for individual gems using the gem tables.

d6	Base Metal	Base Value
1-3	Silver	50 GP
4-5	Gold	100 GP
6	Platinum	200 GP



d6	Jewelry Type	Modifier	With Gems (2d6: 7+)
1	Ring	-	1 Medium
2	Brooch	x2	1 Large
3	Bracelet	x3	1d6 Small
4	Necklace	x5	1 Medium, 1d6 Small
5	Circlet	x7	1 Large, 1d6 Small
6	Amulet	x10	1 Large, 2 Medium

Weapons and Armor

Use the following charts for quick generation of random common weapons and armor.

d6	Weapon	Examples
1	Dagger	Stiletto (2d6), Sax (2d6 +4)
2	Hafted	Hatchet (3d6), Cudgel (3d6)
3	Shafted	Spear (3d6), Quarterstaff (4d6)
4	Projectile	Bow (3d6), Blowpipe (1d6)
5	Sword	Long Sword (5d6), Sabre (4d6)
6	Unclassified	Whip (2d6), Blackjack (2d6)

d6	Armor	Examples
1	Head	Helm (3 Hits), Mail Hood (2 Hits)
2	Shield	Buckler (3 Hits), Tower (7 Hits)
3	Arm/Hand	Bracers/Gauntlets (1 Hit/each)
4	Leg/Foot	Greaves/Plated Boots (1 Hit/each)
5	Torso	Cuirass (6 Hits), Mail Shirt (4 Hits)
6	Full Suit	Leather (3 Hits), Scale (10 Hits)

Enchanted

First determine the type of magical item that is found. For weapons, armor, and jewelry, randomly determine the item using the tables above, then roll on the appropriate tables to determine the enchantment.

Potions in most cases should be considered as small glass vials with enough liquid to consume one dose. Where the potion is mimicking the effects of a spell, follow the rules of the spell as if it were cast successfully.

Optional Rule for Scrolls: As opposed to the way scrolls are explained in the dT&T rulebook, you can instead use the following rules. If the Rogue or Wizard simply wants to cast the spell from the scroll, whether she currently has it memorized or not, it can be so cast as long as the minimum requirements

d6	Type
1	Weapon
2	Armor
3	Jewelry
4	Potion
5	Scroll
6	Other

for INT (IQ) and DEX are met based on the Spell level. If this is done, the casting does not use any of the caster's Krenn (WIZ), however the spell will disappear from the scroll (used up). Otherwise, the caster may attempt to memorize the spell using the standard rules on pages 101-102 of the dT&T rulebook.

Abilities and bonuses are in effect when the item is worn, in hand, or being used in combat. Spell effects should be declared when spells are cast in the combat turn and do not require Kremm to be utilized.

Many items can be used 'X' times per day and do not need to be recharged. If the item has a number in parentheses instead, this represents the number of uses or charges that are stored. Each use burns one charge and when these are depleted, the item will no longer function unless it is replenished in some way.

d6	Weapon Table #1
1-4	+5 Combat Adds
5	+10 Combat Adds
6	+5 Combat Adds & Roll on Table #2



d6	Weapon Table #2	Uses
1	Knock-Knock (1st)	2x/day
2	Poor Baby (2nd), self or target	2x/day
3	Blindsight (3rd), self	2x/day
4	Healing Feeling (3rd), self or target	1x/day
5	Little Feets (3rd), self or target	1x/day
6	Whammy (3rd), self	1x/day

d6	Armor Table
1-3	+2 Hits to the base armor (+1 to each if a pair)
4	+3 Strength
5	+3 Dexterity
6	+5 Luck



d6	Jewelry Table #1
1-4	+2 to a random Attribute
5	+10 Wizardry
6	Roll on Table #2



d6	Jewelry Table #2	Uses
1	Cateyes (1st), self only	2x/day
2	Hidey Hole (2nd), self only	(2d6)
3	Blasting Power (3rd)	(2d6)
4	Dis-Spell (3rd)	(2d6)
5	Fly Me (3rd)	1x/day
6	Mirage (3rd)	1x/day

Potions that give a boost to an existing attribute will wear off after a certain time period; the attribute will return to its normal value. If a healing or kremm potion takes the value above its normal maximum, it will remain there until it is used and returns to normal. (Combat Turns = c.t.)

d6	Potions Table	Doses
1	Healing (+1d6 CON)	1
2	More Healing (+1d6 CON)	3
3	Power (+2d6 STR, 10 c.t.)	1
4	Kremm (+3d6 WIZ)	1
5	Influence (+2d6 CHA, 1 Hour)	1
6	Invisibility (Hidey Hole, 10 c.t.)	1

d6	Scrolls Table
1	<i>Oh There It Is (1st)</i>
2	<i>Take That You Fiend (1st)</i>
3	<i>Teacher (2nd)</i>
4	<i>Shrug It Off (2nd)</i>
5	<i>Dem Bones (3rd)</i>
6	<i>Slush-Yuck (3rd)</i>



d6	Other Table	Uses
1	Boom Bomb Bracelet	2d6
2	Boots of Speed (+5 SPD)	*
3	Wizard's Cloak (wizards only)	*
4	Bag of Amazing Space	*
5	Horn of Distracting	1x/day
6	Crystal Ball	1x/day

- **Boom Bomb Bracelet:** a gold bracelet with 2d6 small rubies; the gems may be removed and used as the 1st Level Spell.
- **Wizard's Cloak:** the garment grants a wizard 2 Hits of defense and +10 Kremm for casting spells (does not increase WIZ). A normal cloak when worn by other classes.
- **Bag of Amazing Space,** access to a pocket dimension where up to 10 items can be stored that would fit through the 5 inch opening of the bag. The owner can reach in and grab whichever item desired at any time.
- **Horn of Distracting,** similar to the 4th Level *Dastardly Distraction* Spell, but affects all spell casting (for 2 c.t.).
- **Crystal Ball,** as the 6th Level *Mystic Visions* spell, can see a vision of a person, item, or location where there is a previous knowledge or link to (lasts for 1 c.t.).

Size and Ranged Combat

Deluxe Tunnels & Trolls introduced rules on using a combination of target size and range for determining saving roll levels in missile combat.

The number listed in the table below is the Level Saving Roll required to hit the target at that range.

Target Size	Point Blank (0-5 yd)	Easy (6-50 yd)	Challenging (51-100 yd)	Difficult (101-150 yd)	Phenomenal (150 yd+)
IMMENSE (over 15 feet) dragon, barn	0	0	1	2	3
HUGE (10 - 15 feet) giant, ogre	0	1	2	3	4
LARGE (5 - 10 feet) troll, human	1	2	3	4	6
MEDIUM (2 - 5 feet) wolf, hobb	2	4	6	8	12
SMALL (8 inches - 2 feet) rabbit, rat	3	5	9	14	22
TINY (under 8 inches) fairy, coin	4	8	12	25	45

Adjusted MR Adventure Points

Standard awards for AP's associated with monster values is to simply use the MR value of the monster. In some cases, this value seems a bit low for the challenge that is experienced for the delvers. For each monster listed in the Monster grid, there is also an AP Award column which is a value that takes into consideration additional abilities of the creature.

- +10 points for each Special Ability that is a positive trait or ability (which helps or makes the monster more challenging in the encounter)
- +10 points for 5-9 points of Armor
- +20 points for 10+ points of Armor
- +20 points for regeneration
- +20 points if an ability that can cause instant death



Poisons and Venoms

Section 4.4 in the Deluxe Tunnels & Trolls rulebook is a wonderful resource for poisons, venoms, and toxins. Additional examples will be included in the upcoming [More Meandering Monsters](#).

Crawler Toxin: An acidic and paralyzing neurotoxin that damages any flesh it makes contact with and also can affects how the body is able to react and move. All victims take an immediate 1d6 damage that bypasses any armor from contact with the toxin. A *Level 2 Saving Roll versus CON* is required to avoid additional effects. If the saving roll fails, the victim's SPD and DEX are reduced to zero for 5 combat turns. The victim does remain conscious, horrifyingly aware of what may be to come while at the mercy of the ravenous creature.

Croaker Venom: A paralyzing neurotoxin that affects how the body is able to react and move. The victim's DEX and SPD are reduced by half (applying all necessary adjustments to combat adds). On any additional dosages received, the victim must make a *Level 2 Saving Roll versus CON* to avoid being totally incapacitated (reducing both SPD and DEX to zero) and losing consciousness. If the saving roll is successful, SPD and DEX are further reduced by another half.

Monster	MR/CON	Combat Dice	Armor	Size	Special	AP Award
Ant, Giant	18	2d6 +9	8	Small	Swarm Pheromones	48
Soldier	24	3d6 +12	8	Small	2/Venomous Sting & Spray	64
Bear, Brown	62	7d6 +31	3	Large	Adrenal Rage 2/Sharp Claws 3/Bear Hug	92
Mother	76	8d6 +38	3	Large	<i>Maternal Instinct</i>	106
Boar	32	4d6 +16	2	Medium	Adrenal Rage 2/Gore (Tusks) Territorial	52
Cockatrice	44	5d6 +22	Nil	Medium	Fly Me 1/Paralyzing Peck 3/Medusa Immune: Petrification Territorial	104
Creeping Crawler	62	7d6 +31	10	Huge	Little Feets 2/Stinging Tentacles 3/The Squeeze Soft Belly	112
Brood Leader	82	9d6 +41	10	Huge	*	132
Croaker	57	6d6 +28	2	Large	Blindsight 2/Sharp Claws 3/Rending Bite	87
Death Croaker	75	8d6 +37	2	Large	3/Venomous Bite	115
Crocodile	44	5d6 +22	4	Large	Cateyes Down & Under Silent Stalker 2/Locking Bite Camouflage (Water) Olfaction Clamped	104
Giant Crocodile	68	7d6 +34	4	Huge	*	128
Dung Beast	64	7d6 +32	7	Huge	Contagion ESP Retching Odor 2/Grasping Tentacles Always Alert Submerged	134
Mature	90	10d6 +45	7	Huge	*	160
Elementals	*	*	*	*	Elemental Regeneration Elemental Resistance	*
Air	88	9d6 +44	Nil	Huge	Aerial Threat Fly Me 3/Whirlwind 4/Vacuum Fire	158
Earth	88	9d6 +44	Nil	Huge	Hard Stuff/Slush Yuck Pass Stone 2/Stone Fist Shrug It Off Air	158
Fire	88	9d6 +44	Nil	Huge	Conflagration Fire At Will 2/Call Flame, 3/Blasting Power Water	158
Water	88	9d6 +44	Nil	Huge	Pooling 2/Frozen Fist 3/Freeze Please Earth Out of Water	148

CREDITS

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The Complete Monster List from More Meandering Monsters
(Coming Soon):

Ant, Giant	Lizard Man
Bear, Brown	Lycanthrope, Rat
Boar	Lycanthrope, Tiger
Cockatrice	Lycanthrope, Wolf
Creeping Crawler	Manticore
Croaker	Minotaur
Crocodile	Night Mare
Dung Beast	Nymph
Elemental, Air	Ogre
Elemental, Earth	Pegasus
Elemental, Fire	Satyr
Elemental, Water	Scorpion, Giant
Gargoyle	Skitaar
Giant, Cyclops	Snake, Giant
Giant, Ettin	Sphinx
Giant, Fire	Spider, Giant
Giant, Frost	Swamp Scad
Giant, Hill	Troll
Giant, Stone	Troll, Ice
Gnoll	Undead, Death Marshall
Goblin	Undead, Ghost
Griffin	Undead, Ghoull
Hag	Undead, Mummy
Harpy	Undead, Skeleton
Hellhound	Undead, Spectre
Hippogriff	Undead, Vampire
Hydra	Undead, Wight
Hyena	Undead, Zombie
Jinn, Djinni	Unicorn
Jinn, Ghul	Urook
Leprechaun	Urook, Dark
Lion	Wolf
Lizard, Giant	Yeti





D A R K S H A D E
P U B L I S H I N G