

TUNNELS & TROLLS



MONSTRUM CODEX

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A Tunnels & Trolls™ Collection of Monsters

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www.fierdragon.com



PUBLISHER: Fiery Dragon Productions, Inc.

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Some monsters have previously appeared in issues of *The Hobbit Hole* magazine and *Dungeonier Digest*, others come from *Ironfang's Bestiary* compiled by Gimor Ironfang (a.k.a. Kurt Romig).

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Printed in Canada

TABLE OF CONTENTS

INTRODUCTION

Monster Rating.....	5
Special Damage.....	5
Special Abilities.....	5

MONSTERS

Armor, Animated.....	6
Bakukko.....	6
Banshee.....	7
Bapomoz.....	7
Basilisk.....	8
Bear, Khazan.....	8
Bigfoot.....	9
Blurring Blearrggh.....	9
Bone Horror, The.....	10
Cockatrice.....	10
Crabby.....	11
Crowette.....	11
Demond.....	12
Devil Boots.....	12
Dolphinea or Mer-Folk.....	13
Dust Bunny.....	14
Ettin.....	14
Eye of Doom.....	14
Eyesaur.....	15
Flame Seeker.....	16
Gargoyle, Demon.....	16
Ghost Knight.....	16
Giant, Surturian.....	17
Goblin, Commander.....	18
Golem, Clay.....	18
Golem, Cloth.....	19
Golem, Flesh.....	19
Golem, Iron.....	20
Golem, Stone.....	20
Golem, Wax.....	21
Gorovan san Guldûr.....	21
Gremlin, Fire.....	22
Griffin.....	23
Harvestmen.....	23

Hellblade Serpent.....	24
Helric.....	24
Hissers.....	25
Hollow Man.....	25
Janocs.....	26
Jub-Jub Bird.....	26
Kuda.....	27
Lamia.....	27
Loup Garou.....	28
Manananggal.....	28
Maniacal Slicer.....	29
Manticore, Jharkorian.....	29
Manticore, Yridian.....	30
Monopod.....	31
Muckra.....	32
Nightstrider.....	32
Ogre, Dark – Forgeblind Punisher.....	33
Otgan.....	33
Poltergeist.....	34
Queen of the Spiders.....	34
Sewer Alligator.....	35
Shooting Flies.....	35
Skeleton.....	36
Skullbomb.....	36
Slef.....	37
Smudgebrow Orcs.....	37
Snake, Flame.....	38
Sphinx, Lotus Blossom.....	38
Talktipus.....	39
Tharp.....	39
Tree Shadow.....	40
Troll.....	40
Tunnel Jelly.....	41
Uglies.....	41
Vulkar Hookclaw.....	42
Wraith.....	42
Xothror.....	43
Zokka.....	44
Zombie.....	44
Zombie, Aquazombie.....	45

The Monstrum Codex

The following is a collection of fearsome foes, fully compatible for use with the Tunnels & Trolls™ 7th Edition Rules.

Monster Rating

As noted in the main T&T Rulebook, monsters are given a Monster Rating (MR), which determines how many Dice and Adds they have in combat, as well as their CON and WIZ scores.

Combat Dice = MR/10 (round down) +1

Combat Adds = MR/2 (round up)

Thus, a monster with an MR of 19 gets 2 Dice + 10 Adds. The number of Dice never changes, but the number of Adds does, based on the monster's current MR.

A monster's MR also serves as its CON score, indicating how much damage a creature can take. The same monster used in the example above would have an effective CON of 19, thus being able to withstand 19 points of damage before falling. Damage is taken directly off a creature's MR, reducing the number of Adds it gets in combat.

A monster's WIZ score equals its MR divided by 10 (round up). For our sample MR 19 monster, then, the WIZ score would be 2—it is unaffected by spells cast by wizards with a WIZ score below 2.

Remember that the Combat Adds and WIZ score of a monster will change during combat, for they are based on the monster's *current* MR.

Special Damage

Spite Damage, the default "Special Damage," deals 1 point of unpreventable damage for every natural "6" rolled during combat.

Each other form of Special Damage comes with a trigger that must be activated during the combat roll. The triggers are based on the number of 6s rolled in combat. For example, Animated Armor (next page) has a Special Damage notation of "5/*Breaker Breaker*." This means that on any combat roll that results in at least five natural 6s, the Animated Armor invokes a *Breaker Breaker* spell on each creature that fought it in melee during that round.

All such spell effects are assumed to have been cast at the lowest possible level, and they cost the creature no WIZ to invoke. As with *Spite Damage*, all Special Damage is dealt directly to the target's CON—or MR—despite armor protection, where appropriate.

Special Abilities

Other Special Abilities can be given to creatures at the GM's discretion. A tough hide or scales that absorb hits like armor can be added. High INT and WIZ scores may allow some monsters to cast spells. Some monsters may be under the influence of constant spells like *Cateyes* or *Little Feets*. These abilities are natural, and do not cost any personal WIZ to maintain.

Armor, Animated (är'mēr, än'ē-mā'tīd)

MR: 55 (typically found on dungeon level 1)

Combat Dice: 6D6 +28

Special Damage: 5/*Breaker Breaker* – deals blows that shatter enemies' weapons and armor

Special Abilities: *Dis-Spell* – negates up to Level 3 magic in a 3-ft. diameter



This "monster" is a full suit of armor, magically animated by a powerful wizard to act as a bodyguard or sentinel. The spell used to enchant it is very complex, known only to a few chosen mages (Level 10 magic or higher).

It is usually armed with pole-arms or two-handed swords, but otherwise always carries a tower shield. A tough enemy to defeat, it can absorb up to 40 points of damage

per combat round, plus another 12 when using a shield.

Animated Armor is immune to all kinds of illusions, mind-affecting spells, and poisons, and constantly negates up to Level 3 magic in a 3-foot diameter around it.

When reduced to an MR of 0, both the Animated Armor and its weapons and shield shatter into pieces that quickly rust, becoming useless.

Bakukko (bā'kōō'kō)

MR: 700 (typically found on dungeon level 10)

Combat Dice: 71D6 +350

Special Damage: 15/*Smog*

Special Abilities: *Shield Me* – absorbs up to 70 points of spell damage



A Bakukko is a demon evoked by sorcerers to achieve difficult tasks. It can communicate telepathically and appears as a 9-foot-tall humanoid creature with a scaly hide—which absorbs 20 points of damage per combat turn—four legs, four arms with black claws, and a big, flat head with three jet-black eyes, but no mouth, nose, or ears.

A Bakukko must comply with its summoner's requests, but after completing its task is freed from any obligation to the evoker.

Bakukko are all very formidable enemies, able to kill an entire party with little effort; they are immune to

illusions, poisons, and spells up to Level 5. Non-magical weapons inflict only one-quarter damage against Bakukko.

To fight one, delvers must adopt very smart tactics, the best of which is to use a *Banishing* spell against it—consider it as a Level 7 demon.

Seven days after its summoning, a Bakukko is forced to return to its infernal dimension even if it hasn't completed the assigned task. It cannot return to Trollworld for the next 7 years, 7 months, and 7 days.

Banshee (*bǎn'shē*)

MR: 210 (typically found on dungeon level 3)

Combat Dice: 22D6 +105

Special Damage: 9/*Death Spell* #9 – death wail

Special Abilities: Banshees can fly

A Banshee, also called a *Ba'an Sídh*e (by Elves) or a "Moaning Spirits," is a female spirit that announces death and disgrace. An omen of ill luck, it is thought to be the restless soul of a murdered woman (which explains why male Banshees do not exist).

A Banshee appears as a pale, ghostly woman with emaciated hands and a gaunt visage, usually floating a few inches above the ground.



Due to its incorporeal nature, a Banshee is immune to any non-magical forms of damage, so delvers can hit it only with spells or enchanted weapons.

A Banshee's greatest weapon is its terrible, mournful wail, capable of killing anyone who hears it.

Bapomoz (*bǎ'pō'mōz*)

MR: *See below*

(typically found on dungeon level 1)

Combat Dice: *See below*

Special Damage: *See below*

Special Abilities: *ESP* – can read thoughts

This quite peculiar kindred is similar to small gnomes—each about 3 feet tall—but with canine heads, rat-like tails, and thick fur.

Bapomoz have the astounding ability of *ESP* (per spell), which they can use at will without spending *WIZ* points; they live in underground labyrinths of rock and stone, isolated from other races.

Bapomoz form clans of 100 to 200 beings that are equally divided into three main kinds:

Rakamar: MR 22, Combat Dice 3D6+11. They have black fur and wear a quilted silk-cotton armor that absorbs 6 points of damage per



combat round. They are considered Warriors.

Sulejmar: MR 11, Combat Dice 2D6+6, INT 10, DEX 10, WIZ 20. They have white fur and are Mages, capable of casting all Level 1 spells.

Tsabassmar: MR 16, Combat Dice 2D6+8, INT 10, DEX 10, WIZ 14. They have gray fur and are considered Rogues, capable of casting one Level 1 spell, randomly chosen.

The GM should create one Paragon leader for each tribe.

Basilisk (*bās'ē-lisk*)

MR: 78 (typically found on dungeon level 3)

Combat Dice: 8D6 +39

Special Damage: 4/*Medusa* – petrifying gaze

Special Abilities: *Healing Feeling* (self only) – immunity to poisons

The Basilisk is the King of Serpents, a strange, lethal creature with a glance capable of turning enemies into stone. It is a lizard about 3 feet long, with a tail similar to a snake, a beak like a cockerel, and a bony "crown" for a crest.

Sages and naturalists believe a Basilisk is born from the egg of a serpent hatched by a cockerel.

Basilisks search for prey in ruins and subterranean complexes, and are often kept as pets by Medusa because of their immunity to magic and petrifying attacks.



A Basilisk

can compel other lizards not

to attack it—a powerful one (MR 250 or more) can even force them to turn against delvers.

This strange creature is tightly linked to Alchemy: Its ashes are believed to convert silver into gold. However, this transmutation has never been fully accomplished, even though Alchemists keep trying their secret experiments.

Bear, Khazan (*bâr, kă'zăn*)

MR: 400 (typically found on dungeon level 3)

Combat Dice: 41D6 +200

Special Damage: Blood Drain

Special Abilities: Tough Hide – absorbs 8 hits per turn

Appearing: 1 or 2 (as a mated pair)

Size 2/3, **Weight** x2, **STR** 5D6, **CON** 6D6, **INT** 4D6, **LK** 3D6, **DEX** 3D6

Armor Hits 8

This creature is a greenish-brown color, ideal for hiding in its woodland territory. This adaptation is not so much defensive as offensive: it allows the beast to approach its prey unseen.

Khazan Bear claws are much like a normal bear's, but its bite is far different. Once it fastens onto a victim, it starts sucking blood like a



vampire bat; it can drain up to three human-sized victims before being sated.

The first hit scored by a Khazan Bear against an opponent is made normally; thereafter, it automatically does 1D6 points of CON damage each turn. This CON damage is in addition to other damage it may deal or receive, regardless of its dice roll in comparison with that of its opponent. The drain takes place at the same time in each combat, regardless of who wins.

Bigfoot (*big'fōōt'*)

MR: 42 (typically found on dungeon level 1)

Combat Dice: 5D6 +21

Special Abilities: Tough Hide – takes 6 hits per round



Bigfoot, also known as Sasquatch, is a bipedal creature similar to an ape-like man, measuring from 7 to 9 feet tall.

Bigfoot live in wild lands, in the depths of forests or the vicinity of the highest mountain peaks, and seldom wander underground, though their lairs are always located in caverns or similar grottoes.

Well known for its ferocity, this wild creature demonstrates only animal intelligence; it seems to understand

only brute force, although its race has developed a language—a strange, low, guttural one, vaguely similar to that of gorillas.

While an omnivorous creature, and a known human eater, the Bigfoot seems to prefer the delicate flesh of Elves.

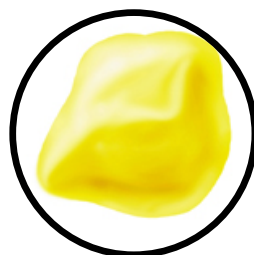
Blurring Blearrggh (*blûr'ring blîr'rg*)

MR: 32 (typically found on dungeon level 1)

Combat Dice: 4D6 +16

Special Damage: 2/*Glue You* – slime impedes movements

Special Abilities: Blobby Consistency – can only be harmed by spells or fire



This creature is an oddly shaped gelatinous sphere of slimy, yellow-greenish substance, roughly 2 feet in diameter. Whether it is a living creature or not is unknown.

The monster typically adheres to walls, ceilings, and furniture—as well as to any delver foolish enough to touch it, for quickly holds fast to weapons, armors, hair, clothes, etc., slowing a victims' speed and also mucking them up. Removing the mess left by a Blurring Blearrggh is a long and repugnant activity.

Due to its slimy nature, the Blearrggh is immune to ordinary damage. Weapons literally pass

through it without harming it, so only spells and fire are effective against this monster.

The GM is free to create bigger (and stickier) Blearrgghs by simply doubling (or trebling, quadrupling, etc.) their dimension and MR.

NOTE: This creature's Special Damage occurs when at least one-half of its combat dice get 6s, so adjust the chance accordingly when improving the MR.

Bone Horror, The (*bōn hô'rēr, thē*)

MR: 144

Combat Dice: 15D6 +72

Special Damage: 2 points of *Spite Damage* for every 6 rolled

Special Abilities: Tracking talent (15), and see below



STR 51, **WIZ** 16, **AP Award** 250

The unearthly shape of this 8-foot-tall creature is comprised of six skeletal bodies. Its central column is made of ribcages that terminate in a clutch of arms and hands. It also has six legs and six snapping skull heads quivering at the end of its long, yellowed spines.

When this monster is wounded, parts of its body fall off, making it smaller. When its MR is reduced to 72, the bits and pieces that have

fallen off begin to reform—out of sight—and return 2 turns later as a second creature with an MR of 72, effectively restoring the Bone Horror's MR to its original level.

Once awakened, this monster will track delvers until either it or they are destroyed and dismembered. It uses its phenomenal STR to smash through doors—sometimes walls—to get to its quarry; yet despite its many legs, it always moves at only half the speed of the delvers.

Cockatrice (*kōk'ē-trīs*)

MR: 65

Combat Dice: 7D6 +33

Special Abilities: *Medusa* – the number of 1s rolled in combat determines the Level of the SR required to avoid being affected by it



CON 80, **WIZ** 10

Armor Hits 4

The Cockatrice is a hideous magical experiment gone horribly wrong, a disgusting draconic rooster. It is greatly feared due to its ability to turn victims into inanimate stone.

This monster is adapted from European mythology and is alluded to in several Medieval bestiaries as a legendary magical creature. According to most texts, the only creature immune to its petrifying glance is the weasel.

Many accounts also state that the Cockatrice can fly by using the dragon-like wings attached to its back; that it will die instantly upon hearing a rooster's crow; and that the power of this monster's stare is effective even after its death. But nothing of this has ever been conclusively proven. Despite that fact, alchemists have been known to have secret uses for it.

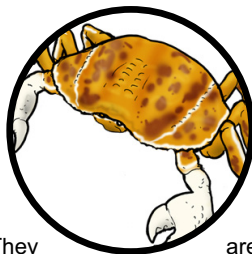
Crabby (*krāb'ē*)

MR: 18 (typically found on dungeon level 1)

Combat Dice: 2D6 +9

Special Damage: 2 points of *Spite Damage* for every 6 rolled

Special Abilities: Carapace – takes 2 hits per round



A Crabby is a giant crab, capable of living on both fresh and salt water; therefore, it can be found anywhere where there is water.

This grotesque animal is generally about 3 feet in diameter, but bigger specimens are known to exist.

Crabbies are carnivorous, and will not hesitate to attack delvers for

food. They are also edible; their meat is very tasty and very well paid for by gourmands.

The GM should add 6 points to the creature's MR for every 1-foot increase in diameter.

Crowette (*krō'ēt*)

MR: 7 (typically found on dungeon level 1)

Combat Dice: 1D6 +4

Special Damage: 3 points of *Spite Damage* for every 6 rolled – throws brass feathers

Special Abilities: Crowettes can fly



Crowettes, also known as "Brass Crows," are wicked mutations of crows, created by magical means and secret enchantments cast upon living birds. They are identical to normal crows, except for the fact that their feathers are made of magically sharpened brass, which they can throw at enemies.

A powerful magic illusion is posed on these birds, making their plumage seems indistinguishable from that of a normal crow.

Crowettes can shoot one enemy per combat turn with their brass feathers, to a maximum of 12 combat turns' worth of feathers. After this happens, they desolately fall to the ground, dying in a few moments.

Brass feathers hurled by a Crowette have an effective range of 120 feet; they always strike an intended target within this range on a successful SR of 5 or more.

Brass feathers that don't hit a target can be recovered and used as throwing weapons using the stats below.

Brass Feathers: 1D6 Damage, STR 2, DEX 15, Weight 2, One-Handed, Range 15 yards.

Demon (dē'mēnd)

MR: 400 (typically found on dungeon level 4)

Combat Dice: 41D6 +200

Special Abilities: Demons can fly; strike fear into their opponents; and possess the powers called *Constriction* and *Push*



The Demon is not really a demon—as it may seem—but a lesser devil. It is man-sized, with huge black bat wings that enable it to fly. It has flesh-colored skin, red body hair, translucent pink eyes, three fingers and toes, sharp claws, short horns, and a long, pointed tail. This monster very rarely employs weapons, but when it does, it prefers to use pole-arms. (If so, it usually carries a magical pole-arm.) It usually fights with its extremely sharp claws, flying around while attacking in order to confuse its opponents.

It also possesses the powers of *Constriction* and *Push*. *Constriction* is the power to strangulate a victim without actually touching them,

simply by meaningfully clenching a fist at the intended target. *Push* is the power to throw a victim 10 feet away with a simple gesture of an index finger. Both special powers can be used thrice a day and require a L2-SR on LK to avoid.

A Demon can also strike fear into its opponents: This requires a L3-SR on INT to resist.

The Demon is a carnivore, killing and living off creatures that are weaker than itself. It hates Elves, and will attack them on sight.

Devil Boots (dēv'ēl bōōts)

MR: 300

Combat Dice: 31D6+150

Special Damage: 6/*Crushing Death*

This "creature" is a huge, heavy pair of armored boots, ranging in size, but typically around 9 feet tall. The boots are possessed by demons, and attempt to trample to death any creature in their path. Powerful sorcerers and demons use them to guard their lairs, and to seek out and destroy their enemies.



Crushing Death: During combat, if the GM rolls six 6s for the Devil Boots' attack, the delver taking the most damage is trampled to death.

Dolphinea or Mer-Folk (döl'finā'ä, or mër-fōk)

MR: 40-90

Combat Dice: 5D6 to 10D6 plus 20 to 45

Height x1, **Weight** x1, **STR** x1,
CON x3/2, **INT** x1, **WIZ** x, **LK** x2,
DEX x1, **CHR** x3, **SPD*** x3

*Speed doubles underwater.

Dolphinea is what Mer-Folk call themselves. They have an elfin torso and a fish-like tail; they live in various shallow, warmer salt-water areas; and they maintain kingdoms much as surface-dwellers do. Often,

the most daring ones will act as guides for surface-dwellers' ships, through their territories and nearby regions. At 6th Level, they can assume the form of a land-dwelling elf for 1D3 days; doing so costs 10 WIZ.



Dust Bunny (düst bün'ë)

MR: 4-24

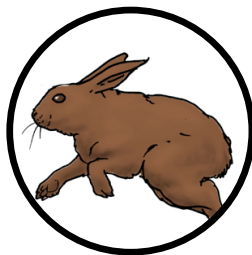
Combat Dice: 1D6 to 3D6 plus 2 to 12.

Appearing: 3-18

CON 2-12, **WIZ** 1-6

A grayish-brown bunny about the size of the terran Belgian hare, the Dust Bunny a peaceful herbivore that, if startled or attacked, teleports away in a dust cloud.

To avoid being caught in the dust cloud, anyone within 10 feet of a Dust Bunny must make a *L3-SR* on *LK*, or the dust gets everywhere, requiring a number of turns equal to the amount with which the SR was missed to clean up properly. If not properly cleaned, the affected target's CHA will be reduced by 75% due to the "Pigpen effect." (The GM is encouraged to come up with situational penalties for affected delvers.)



Some effects of Dust Bunny dust, as noted by the famed Ironfang, include watery/itching eyes, minor damage to weapons and armor (as the dust appears to be slightly corrosive), befouled rations, and reduced Combat Adds due to incessant sneezing.

Ettin (ēt'tin)

MR: 350 (typically found on dungeon level 3)

Combat Dice: 36D6 +175

Special Damage: 3 points of *Spite Damage* for every 6 rolled (stomping)



An Ettin is three-headed giant more brutal and ferocious than its one-headed cousin. It has a WIZ of 1, being unable to either understand or use Kremm, but its imposing figure and its brute force more than compensate for this flaw.

Ettins are 10 to 15 feet tall and ruthless in combat, charging toward their victims and hitting hard with fists, rocks, trees, and anything else they can find.

Ettins are regarded as strange even by normal Giants, and very often conduct solitary lives, amassing great treasure, just for the pleasure

of collecting riches—just as Dragons have been known to do.

A strange type of Ettin called a Jotunn, which is a more savage fighter, has third arm protruding from the chest. The GM can assign an MR of up to 600 to a Jotunn. Quite obviously, Jotunns hoard the greatest treasures among Ettins, but many delvers have met a horrible death while trying to take hold of those hidden fortunes.

Eye of Doom (ī ōv dōōm)

Appearing: 1 (very rarely 2)

STR x1, **CON** x30, **INT** x3, **WIZ** x25, **LK** x3, **DEX** x1/2, **CHR** x1, **SPD** x2

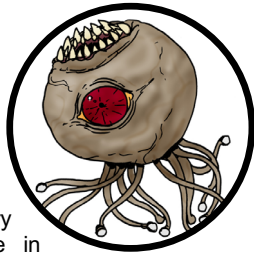
Armor Hits: Equals CON – stops magic and weapons

Eyestalk Targeting: Max. number of targets equal to DEX

Bite: Equivalent to best hafted weapon STR/DEX combo

Level: Base 5th Level, plus Levels based on INT stat

The Eye of Doom is a hideous abomination: a gigantic chitin-plated orb, as big as 12 feet in diameter, with a large central eye, a gaping maw filled with razor-sharp teeth, and a dozen flexible eyestalks ranging from 18 to 24 inches in length.



Although not very formidable in melee, the Eye more than compensates with its extremely potent magical ability: Each of its eyestalks is able to project a beam of magical energy. When opened, the central eye creates an area of Anti-Magic in a 90° arc, extending up to 100 feet. Moreover, an Eye of Doom has 360° vision, with acuity equal to a *Cateyes* spell.

The Eye of Doom deliberately avoids melee combat; instead, it seeks out situations where it can use its magical abilities from a

Eye of Doom (Continued)

distance. Treat the Eye of Doom as a *Specialist Wizard* that knows only those spells that are biologically tied to its eyes.

Central Eye: *Dis-Spell*—0 WIZ, at Level effect; range 50 ft. + 5 ft. per level

Eyestalks: cast at minimum Level only

- 1) *Befuddle* (6 WIZ)
- 2) *Death Spell* #9 (46 WIZ)
- 3) *Glue You* (4 WIZ)
- 4) *Hellbomb Burst* (50 WIZ)
- 5) *Medusa* (33 WIZ)
- 6) *Oh, Go Away* (3 WIZ)
- 7) *Poor Baby* (2:1 ratio, no other limits)
- 8) *Rock-a-Bye* (6 WIZ)
- 9) *Spirit Mastery* (4 WIZ)
- 10) *Take That, You Fiend!* (3 WIZ)

11) *Unlucky Bees* (4 WIZ)

12) *Upsidaisy* (5 WIZ; weight allowed = STR x 100 w.u.)

Sample Eye of Doom

STR 17, CON 210, INT 24, WIZ 275, LK 36, DEX 8, CHR 5, SPD 16
Combat Adds: +32

Armor Hits: 210 points

Attacks: Ranged, 8 eyestalks per round; Melee Bite, 5D+2 (as heavy mace)

Central Eye: *Dis-Spell* effective at 7th Level or lower, range 85 ft.

OGA/Befuddle: 65 > INT+LK+CHR

TTYF: 24 damage

RaB/SM: 335 > INT+CHR+WIZ

Upsi: 1700 w.u.

(This monster is modeled after the miniature made by Grenadier during the 1980's.)

Eyesaur (ī'sôr')

MR: 150 (typically found on dungeon level 1)

Combat Dice: 16D6 +75

Special Abilities: Can eat almost anything; regenerates 5D6 per turn

Appearing: 2-12



This voracious meat-eating monster hunts its prey night and day. It rarely stops to rest, and will change its hunting habits if need be. It eats almost anything available. In fact, Eyesaurs have been known to attack one another, and some eyewitness accounts indicate that these beasts will even attack parts of their own bodies if removed from any possible food source.

Unfortunately, the Eyesaur is quite fond of human flesh, going to great lengths to hunt and consume it. Having a very resilient constitution, the Eyesaur regenerates as noted above. Many delvers have been certain of slaying an Eyesaur they have encountered, only to have it rise up from near death, fully healed and ready to attack again.

Flame Seeker (*flām sē'kēr*)

MR: 100 (typically found on dungeon level 1)

Combat Dice: 11D6 +50

Appearing: 2-12

These cunning nocturnal carnivores always attack a party's torchbearers first, extinguishing the light, which can blind them.

Because each group uses different tactics on its victims, they are considered very dangerous.



Gargoyle, Demon (*gär'goil', dē'mēn*)

MR: Equal to the party's total STR+CON

Combat Dice: Based on MR

Special Damage: Corrosive Saliva – each point of *Spite Damage* also reduces party's armor and/or weapon adds by 1

Armor Hits: 20% of the party's total armor protection (magic items and spells not included)

AP Award: MR + 100 points



Ghost Knight (*gōst nīt*)

MR: 300

Combat Dice: 31D6 +150

AP Award: 300 points

This translucent being is 10 feet tall, and seems solid enough to stop delvers from continuing on their way. Beneath its billowing, mist-like garments, a faint trace of ancient armor can be seen.

Only magic weapons and spells can harm a Ghost Knight. Initially, it will not move to engage enemies; however, if it suffers 50 points of damage, it returns the favor and attacks. Even then, though, it will

not move from the point where it makes its stand.

During encounters, it has been known to fall into extended monologues—so delvers might have to listen to it utter some phrases from their favorite Monty Python film, including "It's only a flesh wound"; "I've had worse"; and "Come on, I'll have your knee caps!"



Giant, Surturian (jī'ēnt sūr'tûr'ē-ēn)

Surturian Giants are immune to normal fire, and only take half-damage from magical fire, including Dragonfire. Cold-based spells inflict double damage.

Surturian Giant Warrior

STR x7, **CON** x12, **INT** x1, **WIZ** x1,
LK x1, **DEX** x3/4, **CHR** x1, **SPD** x3/4

MR 140, **CON** 120, **WIZ** 10

Armor Hits: 60

Number Appearing: 3D6

Surturian Warriors usually wield great-swords that add 8 Dice in combat, and most also carry either several throwing rocks (6 Dice) or a great crossbow (10 Dice).

Surturian Giant Shamaness

STR x5, **CON** x10, **INT** x2, **WIZ** x3,
LK x3/2, **DEX** x1, **CHR** x1, **SPD** x1

MR 100, **CON** 100, **WIZ** 45

Armor Hits: 30

Number Appearing: 1-2

Spells: A Shamaness casts fire-based spells as a *Specialist Wizard*, but is prohibited from casting any water or cold spells; other spells are as normal for a wizard. She typically has the equivalent of a *Staff Ordinaire*; a *Staff Deluxe* would almost certainly be found only among the mightiest of clans, and would be heavily weighted towards fire-based magic.



The Fire Giant is a wicked creature, some 15 to 20 feet in height. Its skin is ash-black, shot through with ripples of reddish-orange, looking much like cooling lava. Males are almost always warriors, typically wearing thick plate armor. The rare female shamaness wears less armor.



Goblin Commander (*gōb'lin kē-măn'dēr*)

MR: 18

Combat Dice: 2D6 +9

Special Abilities: Goblin Command talent (13)

STR 12, **CON** 18, **INT** 11, **WIZ** 12,
LK 15, **DEX** 16, **CHR** 8, **SPD** 14

Armor Hits: 10 (Cuirass [5 x 2])

AP Award: 32

Level 1 Warrior

Attack: 3D+12

Weapons: Gladius (3D+2), Light
Self Bow (3D; range 70 yds), 12
arrows

Treasure: 4 sp



This often paranoid and always cowardly creature is considered to be the "leader" of the goblin guards. Frequently he will be heard yelling, "That's *Commander* to you, you scum!"

Golem, Clay (*gō'lēm, klā*)

MR: 80

Combat Dice: 9D6 +40

Special Abilities: Immune to non-magical blunt weapons; magical blunt weapons are only half as effective; *Little Feets* spell (8 WIZ)

STR 40, **CON** 160, **WIZ** 15

Armor Hits: 10



Like most golems, Clay Golems are mindless automatons, immune to any spell that affects mental or physical functions.

They are created by a Wizard to carry on daily jobs and scare off adventurers that wander into their property. A Clay Golem is fashioned in a distorted humanoid form, and moves clumsily.

Golems are also known to attack all creatures that come near them, and can even turn against their creators.

If a Clay Golem is subjected to Dragonfire, it turns into a Stone Golem and acquires all of the Stone Golems' characteristics, including MR, Special Abilities, and stats.

Golem, Cloth (*gō'lēm, klōth*)

MR: 300 (typically found on dungeon level 4)

Combat Dice: 31D6 +150

Special Damage: Fists/Weapon

Special Abilities: Burns slowly, does damage double that of a torch (4D6) when it hits; if it gets soaking wet, can pull other beings against its body and suffocate them

Appearing: 1-4



This creature's accidental origin has been recorded as follows: "One day, Lotza Lint, the ugly and absent-minded wizard's apprentice of Clarence, was washing his master's clothes. When he finished, he couldn't find a basket in which to put the clean clothes, so he just stuck them in an unused golem mold.

"Later, Clarence saw them and, thinking they were a golem that he had forgotten to make, performed the necessary spells, thus making the first Cloth Golem.

"The wizard didn't know what to do with the golem, so he told it to go change the oil in the castle's lanterns.

"When it came back from the appointed task, forgetting that golems don't smoke, Clarence offered it a cigarette. The golem caught on quick—Get it? It *caught on!*—and only after two days were Clarence and Lotza finally able to put out the flame.

"Clarence was overjoyed: he now had a golem to heat his castle!"

Golem, Flesh (*gō'lēm, flēsh*)

MR: 60

Combat Dice: 7D6 +30

Special Abilities: Immune to non-magical weapons, and to *Blasting Power* and *Freeze-Pleeze*

STR 30, **CON** 120, **WIZ** 5

Armor Hits: 5



Flesh Golems are mindless automatons, immune to any spell that affects mental or physical functions.

A Flesh Golem is fashioned from a collection of several humanoid body parts, stitched together into a horrific mockery of life.

Golem, Iron (*gō'lēm, ī'ēm*)

MR: 120

Combat Dice: 13D6 +60

Special Abilities: Immune to all weapons, except for magical blunt weapons; *Resist Magic* (10 WIZ), which triggers automatically whenever an Iron Golem would be affected by a spell; *Smog* (10 WIZ)



STR 60, **CON** 240, **WIZ** 100

Armor Hits: 30

Iron Golems are mindless automatons, immune to any spell that affects mental or physical functions.

An Iron Golem is often fashioned as if it were wearing an ornate suit of armor, and sometimes wields a sword or trident. A golem so armed

adds twice the normal dice/adds for such a weapon to its combat ability.

Golem, Stone (*gō'lēm, stōn*)

MR: 100

Combat Dice: 11D6 +50

Special Abilities: Immune to all non-magical weapons and to *Blasting Power* and *Freeze Pleeze*; a *Slush-Yuck* does 4D6 damage to it on the first combat turn and 2D6 on the second; a *Hard Stuff* spell restores 4D6 CON



STR 45, **CON** 200, **WIZ** 25

Armor Hits: 20

Stone Golems are mindless automatons, immune to any spell that affects mental or physical functions.

A Stone Golem is fashioned from hewn stone, and can be found ranging from barely finished to extremely ornate.

Golem, Wax (*gō'lēm, wāks*)

MR: 300 (typically found on dungeon level 4)

Combat Dice: 31D6+150

Special Abilities: See below



Appearing: 1-4

This creature's origin has been recorded as follows: "A wizard's henchman by the name of Max Fritzson, while his master was away, neglected the task of melting the wax out of a golem mold and pouring the iron into it. When the wizard returned and cast the proper spells on the mold, out stepped the first Wax Golem.

"At first, the wizard was very angry, but it wasn't very long before he discovered several benefits to his new creation.

"First, if the golem accidentally melted, it would simply reform back into its original shape—unless it had also been consumed in the fire.

"Second, non-flaming weapons used to attack it become either temporarily or permanently stuck in it. So a full frontal assault may definitely be out.

"And third, if missile weapons are used against it, they do no damage to it because of the absorbing power of wax."

A Wax Golem is immune to fire damage, unless it takes at least 50 extra fire damage after it is defeated, in which case it is destroyed.

A cold-based spell slows its movement by half, and any hit for 5 or more Spite Damage thereafter shatters it permanently.

An attacker's weapon is temporarily stuck after it attacks; the owner must take 1 combat turn to pry it loose with a *L3-SR* on *STR*. A failed SR means the weapon is stuck for the remainder of the combat. (Flaming weapons do not get stuck, for they simply melt the wax.)

Gorovan san Guldûr (*gô'rō'văn sãn gōōl'dûr*) (*Adventuring undead thingy*)

MR: 104

Combat Dice: 11D6 +52

Special Abilities: See below

Special Damage: Each point of *Spite Damage* also destroys 1 point of armor or shield protection. (With the same freedom that delvers allocate normal hits, they can allocate armor to be damaged.)



AP Award: 150 points

Gorovan is a gaunt, semi-skeletal figure seemingly held together by thin sheets of skin tightly stretched

over ancient bones. He wears only the tatters of a gray robe and a wide, black leather belt. His eye

Gorovan (Continued)

sockets hold only glowing points of red light, and his long wisps of white hair dance in an unfelt breeze.

Having seen Orcs fully clothed in flesh, Gorovan is keen to change his look. He was once human, so he prefers male human body parts, but will settle for anything fleshy.

Gorovan's original skeletal limbs have monstrous talons—it's with these that he literally flays the armor from his foes.

If at any time Gorovan should roll six 6s, he rips off one or both limbs from a random delver and quickly replaces his own with the stolen limb. If he rolls eight 6s, one of the delvers literally loses his head!

To determine which limbs have been appropriated, roll one die and compare the result with the following list:

- | | |
|---------------|---------------|
| 1 = Right arm | 4 = Right leg |
| 2 = Left arm | 5 = Left leg |
| 3 = Both arms | 6 = Both legs |

Even if Gorovan is defeated, a lost limb cannot be re-attached without powerful magical aid. Delvers who lose a limb reduce their STR and DEX by 25% (round down) per limb—i.e., a 50% reduction if both limbs are lost.

Decapitated characters obviously die; a brief ceremony should be held for them... followed by a frantic division of that character's treasure share.

Gremlin, Fire (*grēm'līn, fīr*)

MR: 20 (typically found on dungeon level 1)

Combat Dice: 3D6 +10

Special Damage: See below

Special Abilities: In *Flame On* state, may use *Pyrotechnics* at will

Appearing: 2-200

This creature is a magical variety of the common Gremlin. However, its magical power is not limited just to spells: it has the unique ability to "Flame On."

The Fire Gremlin can *flame on* for a total of 10 combat rounds per day. Its fire is magical in nature, and no heat can be felt beyond 2 feet from it. However, within 2 feet of the Fire Gremlin, there is intense heat, hot enough to have a chance of melting any non-magical metallic weapons



with which it comes into contact (before damage is dealt).

For every hit on the Fire Gremlin, the wielder of any non-magical metallic weapon must make a *L3-SR on LK* to avoid having his or her weapon melt.

Note: 1 in 6 Gremlins is of a highly magical nature, acting as a Level 3 Wizard.

Griffin (grīfēn)

MR: 175 (typically found on dungeon level 3)

Combat Dice: 18D6 +88

Special Damage: 6/*Vorpal Blade* – sword-like talons

Special Abilities: Griffons can fly

The Griffin, or "Lion Eagle," is a beast of legend. It has an eagle's head, feathered wings, and talons as forelegs, but a lion's body and hind end. For its reputation as a symbol of power and majesty that combines the qualities of the "king of the beasts" (the lion) and the "queen of the skies" (the eagle), it often appears in royal heraldic seals and banners.

The Griffin is a wild, vicious beast, ever ready to attack potential prey



or to engage any opponent in battle. Fond of horseflesh, it is nonetheless happy to devour a human knight on occasion.

Griffin whelps are a rare, highly sought-after prize by adventurers and hunters, for nobles or knights who wish to train them as flying mounts will pay very high prices.

Harvestmen (hār'vist' mēn)

MR: 200 (typically found on dungeon level 2)

Combat Dice: 21D6 +100

Special Damage: Poison Bite (4D6 hits) – make a L2-SR on LK to avoid

Special Abilities: *Wall of Web* – a wall of web between monster and foe; it can be safely cut or burned, but a L3-SR on LK is required to walk or climb through it, or else the delver is stuck and helpless for 3D6 hours.



Harvestmen are the result of an unholy union between a spider demon and his high priestess, and they despise all life in the world. Neither completely arachnid nor human in form, they are a mal-proportioned, malformed mix of spider and human parts, with elongated, spidery fingers for legs. A Harvestman's standard attack is to bound in great leaps after a

victim, grab it, and crush it. A hit by this beast means it has successfully squeezed its victim; anything less, and it merely knocked its foe to the ground.

Each group of 10 Harvestmen or more will have a Harvest Mother, an egg-producing monster (Combat Dice 41D6+200), and every lair will have 1-3 egg sacs hanging about.

Hellblade Serpent (*hě'l'blād sūr'pēnt*)

MR: 150 (typically found on dungeon level 1)

Combat Dice: 16D6 +75

Special Damage: 6/decapitation – the delver taking the most hits in combat is decapitated by the creature's Hellblade scales

Special Abilities: *Second Sight* (always active)



This terrifying Naga-spawn stands 8 to 10 feet tall when coiled and rearing up; it is much like a Naga in form, but with a more physically powerful body and amazingly quick movement. It is unable to speak, and has just one large cyclopean eye.

Some Hellblade Serpents have been reported to have wings, and others are able to cast spells; yet others reputedly have the natural ability to teleport or to become invisible at will.

A Hellblade Serpent takes double damage from all fire-based attacks, and it is usually encountered in all regions of the Underworld.

These creatures are sometimes used as guardians in the lairs of Demons and Dark Magicians.

Helric (*hě'l'rik*)

MR: 200 (typically found on dungeon level 1)

Combat Dice: 21D6 +100

Special Abilities: Can mimic a cry of distress of a person or animal

Appearing: 1-6



The Helrics were the creation of a necromancer called Frifon, and their purpose was to fight against the invading gnome armies during the Second War of the Goblin Hills, north of Khazan.

Unfortunately for Frifon, the vicious creatures proved quite impossible to control; in fact, they soon rebelled, eventually killing him. Once they were freed, they scattered across the countryside, creating havoc and terror among the rural villages and farms.

One of this predator's unique tactics is to mimic the distress cry of a person or animal to draw unsuspecting prey into a deadly ambush. Many a novice warrior has rushed to death in this fashion.

The terror reign of the Helrics only lasted some thirty years, mostly because to their relative infertility and their short life spans. Indeed, it can be said that more Helrics die of old age than by a blade.

Hissers (*hīz'sēr*)

MR: 40-140

Combat Dice: 5D6 to 15D6 plus 20 to 70

Special Abilities: Ambush Bite (5D+8) – can be used only from surprise, dealing extra damage in that first combat turn

Height x4/3, **Weight** x4/3, **STR** x3,

CON x4, **INT** x2, **WIZ** x1/10, **LK**

x3/4, **DEX** x1, **CHR** x2, **SPD*** x2

Armor Hits: 4 (thick hide)

*Speed doubles underwater

The dreaded "Crocodile Folk" of many brackish marshes, Hissers tend to be sluggish in cooler temperatures, so they tend to stick

to swamps and riverbanks in warmer regions. Rather ornery and perverse things, they would usually rather eat anything they might otherwise have to converse with. Hissers are always Warriors, though sometimes a wizard of other reptilian intelligence may dominate them.



Hollow Man (*hōl'ō mǎn*)

MR: 10 per WIZ points

Special Damage: Slime – to avoid, make a L1-SR on SPD or LK; on the 1st round, the slime causes 1D3 damage to CON as it seeps around any armor, and the delver loses 1D3 WIZ points permanently; on the 2nd round, and every round thereafter, it does 1D6 CON damage plus 1D3 WIZ drain

Special Abilities: Not harmed by weapons, but harmed normally by fire or electricity; each 6 rolled by an attacker causes 3 points of damage to the attacker, regardless of the delver's armor

CON = WIZ, **WIZ** min. 1

Armor Hits: Special

These horrible beings were once wizards that misused their *Yerafrawg* and *Imafrawg* spells once too often, leaving them cursed by the Goddess of Magic. Still retaining a vaguely humanoid form, they are made up entirely of

colorless goo, and are apparently completely devoid of sentience.

Yet they retain an undying hunger for WIZ points—preferably those of a Wizard just before he or she casts a spell.

When Hollow Men attack, they prefer to do from above, using the element of surprise.



Janocs (*yă'nōks*)

MR: 300 (typically found on dungeon level 3)

Combat Dice: 31D6 +150

Special Abilities: Telepathy; can learn spells up to Level 8 (as a Wizard)

Appearing: 1-4

Janocs are large, yet very graceful, and do not favor killing; they are said to admire nature and its beauty very deeply. Yet don't allow their peacefulness to fool you, for they are very powerful and swift, and also highly skilled in the magical arts of self-defense.

Janocs live in the deepest jungles, and their diet consists primarily of fruits and vegetables; they rarely eat meat. A Janoc has two horns on its head, and its skin is tough and grayish-brown (though often with reddish tones on its back). The serpent part of an adult Janoc's body measures about 50 feet, and its upper body is roughly troll-sized.



Janocs have the ability to speak, but rarely do so because they can communicate telepathically.

All female Janocs wear a black hood around their head and face, and they lay about three eggs every 5 years. Once the young are hatched out of their eggs, they begin to discover their supernatural powers, which get stronger as they age.

Normally, male Janocs teach their young to defend themselves physically, while females teach their young to use their magical powers.

Jub-Jub Bird (*jōōb jōōb būrd*)

MR: 25 – 150 (roll 1D6 x 25) per head

Special Abilities: *Little Feets* (2 WIZ), *Befuddle* (5 WIZ), *Wink-Wing* (7 WIZ); all as cast by a 4th Level Specialist Wizard

WIZ 3–15 (10% MR rule) per head,
SPD 3D6+18

Armor Hits: 1-6 points (1 per 25 MR) per head

This creature looks like a giant, comical two-headed pheasant, with unruly purple and green plumage, gawky movements, vestigial wings, and bugged-out eyes. Yet it can be a formidable opponent—a fierce,



very fast predator. One head can fight while the other casts spells.

(This monster is modeled after the miniature made by Ral Partha during the 1980's. A more current option would be to use a *Doduo* from the *Pokemon* toy collection.)

Kuda (kōō'dā)

MR: 40-90

Combat Dice: 5D6 to 10D6 plus 20 to 45

STR x2, **CON** x3/2, **INT** x3/4, **WIZ** x1/10, **LK** x3/4, **DEX** x1, **CHR** x2, **SPD** x2*

* Speed doubles underwater.

Their name a reduction of the unwieldy moniker "Barracuda Men," these humanoid amphibians are always as hungry as they are cunning. They possess a keen sense of smell and hearing.



Sometimes, clans of Kuda enslave other kindred, but often they just eat them.

When Kuda come ashore, surface-dwellers do well to take flight, although, fortunately, Kuda can only be 1D3 days away from salt water.

Lamia (lā'mē-ē)

MR: 80 (typically found on dungeon level 1)

Combat Dice: 9D6 +40

Special Damage: 2 points of *Spite Damage* for every 6 rolled (bloody ferocity)

Special Abilities: See below

Lamias appear as luscious maidens, but with bloody eyes and sharp teeth. They eat human flesh and drink the blood of their victims, delighting in inflicting pain.

Solitary creatures that haunt dungeons and ruins, they often try to trick or ambush adventurers in order to devour them. Since they have little use for magical weapons, armors, or any other enchanted items, it is often possible to find rich treasures scattered in their lairs.

Some Lamias have magical abilities and can cast up to 5th Level spells. When they do, they always use an evil magical staff to decrease casting costs. Such Lamia spell-casters have a WIZ score equal to



their MR. They avoid using spells that can destroy the body of enemies, unless fighting for their lives. These sorcerous Lamias are quite rare, and can be encountered in dungeons up to level 3. They can have a MR of up to 140.

Lamias with more than one head also exist. These vicious creatures are even more sadistic than "normal" Lamias. They typically have three heads, with a MR of 35 each. They are not capable of casting spells, but can attack up to three different enemies per combat turn, using one head for each.

Loup-Garou (*lōō'gē-rōō*)

MR: 40 (typically found on dungeon level 1)

Combat Dice: 5D6 +20

Special Abilities: Per character type

Loup-Garou are wolves affected by lycanthropy, able to transform at will into humanoid forms. Some can change into Humans or Dwarves or Elves or Trolls, etc., but an individual Loup-Garou can change into only one of these races. They can speak fluently the language of the race into which they may change.

Loup-Garou are extremely intelligent and wicked creatures, and many are quite effective spell-casters. But all the abilities related to their humanoid forms, including speech and spell-casting, can only be used when they assume these forms.



Magic and spells are not effective against these creatures while in their animal form, and they can only be harmed by silver weapons in their humanoid form.

Note: Since an individual Loup-Garou might take any humanoid form, the GM is encouraged to create character attributes for each such shapeshifter in its bipedal form; in general, its INT should be no less than 16.

Manananggal (*mā'nē'nān'gāl*)

MR: 340 (typically found on dungeon level 5)

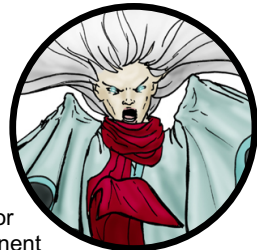
Combat Dice: 35D6 +170

Special Damage: 8/*Mind Pox* – terror freezes the delvers

Special Abilities: Upper torso can fly; see below

This rare type of Vampire appears as an old, yet beautiful woman that can separate its upper torso from its lower one to fly off with bat-like wings in search of prey. It sucks the blood of its victims using an elongated proboscis-like tongue. A Manananggal's upper body has its full MR and capabilities; its lower torso, left behind, is completely helpless.

Smearing a substantial amount of salt or crushed garlic on the separated lower body is fatal to the Manananggal, but it is best to burn it



as well for a permanent result. This is the safest way to kill it, although the same result is won by slaying its upper torso or the monster as a whole.

After the lower body "dies," the upper one follows 1D6 hours later, wildly seeking revenge during this time.

If a Manananggal sucks all the blood of a victim, he or she rises the following night as a ghoul—and the Manananggal's slave—with MR equal to its STR+WIZ.

Maniacal Slicer (*mē-nī'ē-kēl slī'sēr*)

MR: 220

Combat Dice: 23D6 +110

Special Damage: Dismemberment – see below



This frightening Hellspawn, a Painmonger, feeds off its own pain, being constantly in turmoil and extreme agony. It is a tortured soul that has developed into a monster capable of rending apart most delvers who cross its path.

The Maniacal Slicer stands about 16 to 18 feet tall, heavily muscled, with huge, razor-sharp knives literally attached to its arms and legs.

If the Slicer rolls six 6s during any combat turn, the delver taking the most damage loses a random limb:

- | | |
|---------------|---------------|
| 1 = Right arm | 4 = Right leg |
| 2 = Left arm | 5 = Left leg |
| 3 = Both arms | 6 = Both legs |

The Slicer's main weakness is light; it abhors light of all kinds, and it is destroyed by natural sunlight.

These horrors are encountered in the deepest, darkest levels of the Underworld.

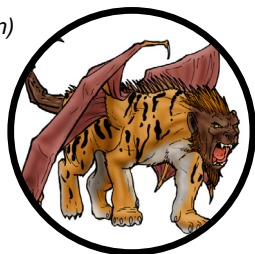
Manticore, Jharkorian (*mān'tī-kôr, jār'kôr'ē-ēn*)

MR: 500

Combat Dice: 51D6 +250

Special Attacks: Overpower, sting – see below

Special Abilities: Immune to all poisons except Dragon Venom



CON 500, **WIZ** 50, **INT** 25 (5% MR)

Armor Hits: 25 (5% MR)

This creature, also called n'Tukele, is the largest, most intelligent, and most dangerous type of Manticore.

It typically shuns underground sites, preferring dismal ruins, remote caves, or an *M'bele* tree lair in the Jharkorian forests. It hunts on the savannah, but rarely dwells there, and also avoids deep jungles.

The n'Tukele has the body and coloration of a great tiger (which it has hunted to near extinction) with a humanoid head, typically dark brown, crowned with a leonine mane. Great draconic wings sprout

from its shoulders. It has a stinger for a tail, like that of a giant scorpion, and perfect night vision.

In combat, the Manticore attempts to overpower and sting its most powerful foes, while clawing, biting, and buffeting all other opponents. However, it does not inflict Spite Damage—instead, count all 6s rolled toward the level of its *Overpower* attack, and 1s for the level of its *Stinger* attack (see below).

Manticore, Jharkorian

(Continued)

Overpower: The Manticore selects a victim it believes to be physically weak. The chosen opponent must make a *SR on STR*, with a level equal to the number of 6s rolled by the Manticore, or be knocked down and pinned. A pinned delver cannot act in any subsequent turn until it rolls a successful *L5-SR on STR* to escape from the monster's clutches. Each additional delver who assists reduces the requisite *SR* by 1 level, to a minimum of L1, but thereby forfeits all combat adds for the next round.

The Jharkorian Manticore can pin only one victim at a time, and it loses 50 combat adds while it pins a foe.

Stinger: The Manticore selects a victim it believes to be its most dangerous current foe. The chosen opponent must make a *SR on DEX*

or *LK* (player's choice), with a level equal to the number of 1s rolled by the Manticore, or be struck by the stinger. The creature struck takes Spite Damage equal to the level of the *SR*. Worse, at the start of each subsequent round, the victim loses 1 CON permanently (a victim stung twice would lose 2 CON each turn, one struck three times loses 3 CON per turn, and so on).

Note: When flying, the Jharkorian Manticore's carrying capacity is 600 pounds.

5 WIZ: 15 mvt for 10 min.

13 WIZ: 30 mvt for 10 min.; or 15 mvt for 30 min.

21 WIZ: 60 mvt for 10 min.; or 30 mvt for 30 min.; or 15 mvt for 90 min.

(This monster is modeled after the manticore miniature from Citadel's *RuneQuest* line of the mid-1980s.)

Manticore, Yridian (*măn'tī-kôr, ĭ-rĭd'ē-ăn*)

MR: 300

Combat Dice: 31D6 +150

Special Attacks: Overpower, quills – see below

CON 300, WIZ 30, INT 15 (5% MR)

Armor Hits: 15 (5% MR)

Also called the Barbed Manticore, this creature is still a dangerous foe, although it is one of the smaller of the Manticore species. It is usually found in the savannahs of Yrid, hunting in a small pride—a single mature male with 2 or 3 females and a similar number of young, with several cubs in the spring. A solitary male is rarely encountered.

This Manticore has the body and coloration of a savannah lion, with a

humanoid

head, and the males have a leonine mane. Great, dark, leathery wings sprout from its shoulders, and its tail is covered with hundreds of barbed quills. The Manticore has perfect night vision. Cunning pack hunters, the females and young will use airborne hit-and-run tactics and feints to separate a single victim that the male can then ambush.



Manticore, Yridian (Continued)

In combat, the Manticore attempts to overpower and sting its most powerful foes, while clawing, biting, and buffeting all other opponents. However, it does not inflict Spite Damage—instead, count all 6s rolled toward the level of its *Overpower* attack, and 1s for the level of its *Stinger* attack (see below).

Overpower: The Manticore selects a victim it believes to be physically weak. The chosen opponent must make a *SR on STR*, with a level equal to the number of 6s rolled by the Manticore, or be knocked down and pinned. A pinned delver cannot act in any subsequent turn until it rolls a successful *L3-SR on STR* to escape from the monster's clutches. Each additional delver who assists reduces the requisite SR by 1 level, to a minimum of L1, but thereby forfeits all combat adds for the next round.

The Yridian Manticore can pin only one victim at a time, and it loses 30 combat adds while it pins a foe.

Stinger: The Yridian Manticore flails its tail wildly in combat. For each "1" rolled by the Manticore, it may hit any opponent with a quill, dealing 1 point of Spite Damage. It may spread its quills among its melee enemies freely. For each quill stuck in a foe, that enemy subtracts 1 combat add until the quill is removed; each quill can be removed safely with a 5-point *Poor Baby*; otherwise, it must be pulled out, doing 1 point of damage each.

Note: When flying, the Yridian Manticore's carrying capacity is 450 pounds.

7 WIZ: 45 mvt for 10 min.

(This monster is modeled after the "sitting manticore" miniature from Ral Partha in the late-1980s.)

Monopod (*mõn'õ'põd*)

MR: 16 (typically found on dungeon level 1)

Combat Dice: 2D6+8

Monopods live in subterranean complexes in tribes of hundreds of individuals. They conduct simple lives, cultivating large mushrooms and edible fungus for food.

Little creatures, they stand about 4 feet tall, and have a single, large foot extending from a thick leg in the middle of their abdomen; still, they can leap with amazing agility. Monopods dislike direct light; it is said that, if exposed to sunlight or strong lights, they will lie on their backs and extend their gigantic feet



to protect themselves from the illumination under the shade of their single, large foot. They are a territorial race that rarely leaves its homeland, but when attacked they fight to the death to protect themselves from their foes. After all, they often can win simply by their great strength of numbers.

Muckra (mūk'rā)

MR: varies

Called "Slime-Kin" by humans and others—Muckra being the name they give themselves—these semi-humanoids are composed entirely of algae and other vegetation, and seemingly share a hive mind or a single intelligence. Ape scholars who have studied them believe they come from large masses that separate into individual beings, which later rejoin with others to share individual experiences.

Other kin invite Muckra hives to live near them, for they often act as sages since they are all Wizards. Often, they act as spies or rangers in the swampy wildernesses around them, but since Hissers, crocodiles, and other predators don't feed on them, they pay the Muckra no mind. Muckra do worry about bigger herbivores though: their bodies can "die," and once this happens they must be within a day's travel from

their
hive, or
will
otherwise
remain
incorporeal

spirits at the place their body "died" until someone fashions them a new body. Also, they are not affected by charm or sleep spells.

Muckra individuals know all spells, but are only able to cast them when their attributes are ready (see below). Height and Weight are calculated by MR, and they can move 120 points of their attributes per day as the player or GM sees fit, but must leave a minimum of 3 points in each stat. For every 1,000 APs, individual Muckras gain 10 more points into their "stat pool." Also, a Muckra can regain 1 CON point per turn by absorbing water and sunlight.



Nightstrider (nī't'strī'dēr)

MR: 50 (typically found on dungeon level 1)

Combat Dice: 6D6+25

Special Abilities: Heightened senses

Appearing: 10-60

These beasts stand only 1 foot tall, but you cannot downplay how dangerous they really are. They roam the land in huge packs and can exceed speeds of 80 mph.

If you are their intended victim, you either fight or die. Running away is not an option when facing these voracious predators.

The hearing and sense of smell of these "land piranhas" are so good

that they more than compensate for the creatures' poor eyesight.



Ogre, Dark – Forgeblind Punisher

(ō'gēr, dārk - fōrjblīnd pūn'ish'ēr)

MR: 400

Combat Dice: 41D6+200

Special Damage: 6 points of *Spite Damage* for every 6 rolled (spiked plates)

These huge, powerful creatures are found wandering the upper realms of the Underworld. Heavily armored, they carry huge, heavy stone hammers that deal damage in gross amounts. Hellish creations of the demon princes, they stand about 20 feet tall and will, without question, attempt to destroy any creature they meet.

They are blind—metal plates are bolted over their eyes—but can see perfectly well by some unknown means.

Forgeblind Punishers are unable to speak; their minds are little more than mush, enabling them to fight and eat, but do little else. They are unable to perform magic.



Otgan (ōt'gän)

MR: 40-90

Combat Dice: 5D6 to 10D6 plus 20 to 45

Height x1, **Weight** x1, **STR** x1, **CON** x4, **INT** x1, **WIZ** x1, **LK** x1, **DEX** x1, **CHR** x1, **SPD*** x1.

Racial Weapon: Claws-and-grapple (5D+5)

*Speed doubles underwater.

Often called "Otter-kin," Otgans are humanoids that have a passing resemblance to otters: their body hair is thick, oily, and short, and they have webbed fingers and toes that end in claw-like nails.

They avoid built-up areas, for the fish and mollusks there "taste funny" to them, according to most accounts. Most live in communities at the deltas of rivers in floating "huts" that resemble beaver dams.

A large number of Otgan live in deep kelp forests, only coming out to weather seasonal large storms closer to the land.

Most are hunters (either Citizens or Warriors). However, some do become Rogues or Wizards if they have some contact with less rustic kin such as the Elves and Dwarves of Fel Sharas, or the Mer-Folk of the deeper waters.



Poltergeist (*pōl'tēr-gīst*)

MR: 120 (typically found on dungeon level 2)

Combat Dice: 13D6+60

Special Damage: 4/*Unlucky Bees* – animates objects to attack enemies

Special Abilities: *Hidey Hole* – self only, until the Poltergeist is damaged for the first time during combat



A Poltergeist, or "Noisy Ghost," is a boisterous, vicious specter that can only be damaged by magic (i.e., by spells or enchanted weapons). It is invisible when manifesting for the first time, and likes to threaten adventurers in a menacing, ghostly voice.

Because the Poltergeist remains invisible until damaged, it is impossible to determine its position, so attacks directed against it until it is revealed are reduced to one quarter of their total effect. However,

once it suffers its first point of damage, it becomes fully visible and can be hit without penalty.

After one combat turn, it animates all of the items in a given room, throwing at the delvers anything that can be found lying around.

This ghost is the spirit of an assassinated person, and it protects the place where his or her murder was committed by hurling its wrath at any mortals wandering about.

Queen of the Spiders (*kwēn ōv thē spīdērs*)

MR: 180

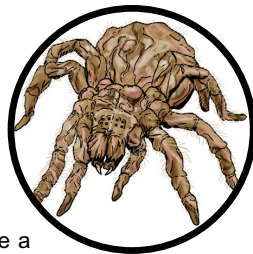
Combat Dice: 19+90

Special Damage: Poison – see below

AP Award: 200 points.

"Queen of the Spiders" is something of a misnomer, for this is a species of giant spider. Yet it is among the most formidable of all arachnids, and can move with equal ease along floors, ceilings, or walls.

Any creature taking Spite Damage from the spider must make a *L2-SR on CON* to avoid being poisoned. Poisoned delvers lose 1 CON and 1 DEX per turn until they collapse (DEX 0) or pass out (CON 0). Characters with CON scores of 8 or less die quickly if reduced to CON 0; the rest tend to drift in and out of consciousness until healed.



All victims may make a

L2-SR on CON each turn after initial poisoning to shake off the effect before losing attribute points. If the Queen of Spiders is reduced to MR of 90 or less, it attempts to flee. Characters wishing to stop it must make at least one *L1-SR on SPD* among them.

If the spider is defeated, a suitably talented character (Apothecary, Alchemist, etc.) can extract from it 2D6 doses of the creature's poison for later use.

Sewer Alligator (*sōō'ēr āl'ī-gā'tēr*)

MR: 60 (typically found on dungeon level 1)

Combat Dice: 7D6 +30

Special Damage: 4/*Vorpal Blade* (teeth)

Special Abilities: Scaly Hide – takes 3 hits per combat round



No one knows how or when these great Alligators were thrown in the sewers, but they are perhaps the wildest of urban predators.

Somewhat bigger than their wild counterparts, they grow to be as much as 21 feet long and 1,600 pounds in weight.

Sewer Alligators can see perfectly in the dark, a mutation probably the result of the peculiar environment in which they grow.

Silent and vicious, these predators haunt city sewers, feeding on giant rats, hobos, city patrols, and sewer workers.

The population of Sewer Alligators grows quickly, and quite often city councils are forced to send delvers into the sewers to hunt down and exterminate them.

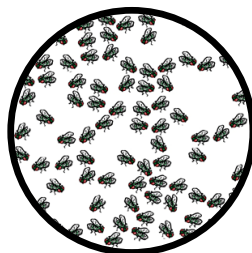
Shooting Flies (*shōō'ing flīz*)

MR: 8 (typically found on dungeon level 1)

Combat Dice: 1D6 +4

Special Damage: 1/*Little Feets*

Special Abilities: Shooting flies can fly (er, go figure)



Imagine a loud, noisy swarm of big, nasty, biting blackflies. Disgusting, isn't it? It could be a lot worse, though—those flies might be coming directly for you.

Shooting Flies always attack in a swarm, and the bigger the swarm, the larger the area it can attack (the MR given above is for a medium-sized swarm with a radius of about 2 feet; for each 1-foot increase to the radius, add 4 to the swarm's MR).

The flies can attack all enemies in their area at once, and creatures within the swarm cannot cast spells.

It is quite difficult to defend against the swarm, since weapons are almost totally ineffective against a multitude of these nasty insects.

To hit a swarm of Shooting Flies effectively, a delver must roll a successful *L3-SR on DEX* or a *L5-SR on LK* (player's choice). If the roll is failed, the delver can still swing his or her weapon... but without inflicting any actual damage as a result.

Skeleton (skěll'i-tn)

MR: 15-100 (plus weapon, if applicable)

Special Abilities: Immune to death magic, poison, cold, charm, sleep, mind control; missile weapons are useless against it; edged weapons do only half damage; blunt weapons do double damage; Holy Water does 2D6 damage



STR 1/2 MR, **CON** 15-100, **INT** 1-6,
WIZ 1-6

Armor Hits: By armor type

Animated skeletons are the most common type of the lesser undead, but this does not mean that they are not dangerous opponents. They often display a cunning that belies their "mindless undead" reputation.

Humanoid skeletons often wield weapons and employ shields of all types, and those that are bound to a powerful Wizard often appear in complete suits of armor—despite lacking any musculature to support the weight.

Skullbomb (skül'böm)

MR: 5 (typically found on dungeon level 1)

Combat Dice: 1D6 +3

Special Damage: 1/Call Flame

Special Abilities: Skullbombs can fly; also, see below



Skullbombs are animated skulls imbued with dark magic, a sort of golem or homunculus created by warlocks and necromancers to protect their lairs.

Capable of flying, they hover around a chosen prey trying to bite it or shower it with fire. Hitting one of these flying horrors is not easy since they are constantly moving around: A delver must make a successful *L1-SR on DEX* to hit one.

However, sometimes it is better not to strike a Skullbomb, since when reduced to MR 0, it detonates, duplicating the effects of a *Hellbomb Burst* in a 3-foot radius, inflicting 50 points of magical fire damage to

everyone caught in the area. The GM should note that this explosion can provoke a chain reaction blast if other Skullbombs are caught in the burst—a very nasty situation that could potentially devastate an entire group of delvers if taking place in close combat.

The best tactic against these horrors is to shoot them from a distance, using spells or missile weapons—but remember that an attacker must make a *L1-SR on DEX* to hit one.

Slef (*slěf*)

MR: 40-90

Combat Dice: 5D6 to 10D6 plus 20 to 45

Height x1, **Weight** x1, **STR** x1,
CON x1, **INT** x1, **WIZ** x1, **LK** x1,
DEX x1, **CHR** x2, **SPD*** x2

*Speed doubles underwater.

Known as "Salamander Men" to the rest of the world, these amphibious humanoids dwell only in the most isolated streams and underwater river systems. They are distrustful of all other intelligent species, but will sometimes take up adventuring if their family requires them to for some reason.



Slef prefer fresh water—although they can remain in salt water for up to 12 days—and are quite knowledgeable regarding various underground or aquatic dwellers, especially Hissers.

Slef society is as advanced as any land-dwelling culture. A Slef may pursue any character class.

Smudgebrow Orcs (*smŭj'brou ôr'ks*)

MR: 64

Combat Adds: 7D6 +32

STR 36, **CON** 24, **INT** 8, **WIZ** 17,
LK 15, **DEX** 13, **CHR** 9, **SPD** 16
AP Award: 68 points

Level 3 Warrior

Attack: 4D+38

Talents: Drinking (28), Spotting Sneaky Delvers (12), Unarmed Combat (42)

Armor: 22 (Cuirboille [6x2], heater shield with ram's head motif [5 x 2])

Weapons: Two-Handed Broadsword (5D+2), Dirk (2D+1)

Treasure: 30 sp, ivory ram's head pendant on a chain

Like most Orcs, the Smudgebrow are pale, broad-shouldered, and hairless. They also have dark markings on their foreheads, hence their name.



They are usually guards in old dungeons; most know only a few words of the Common tongue and don't like the way it fits in their mouths ("No speak, you-man!"). Conversely, they do enjoy the way people who speak it *do* fit in their mouths... when properly diced and cooked.

Although quite fierce when faced individually, a Smudgebrow Orc tends to run for backup when it encounters a party of delvers—bad news for the delvers, as their Orc kin will have plenty of time to get ready for the fight.

Snake, Flame (*snāk, flām*)

MR: 10-60

Combat Dice: 2D6 to 7D6 plus 5 to 30

Special Abilities: See below

Appearing: 1 (rarely 1 plus 2D6 young)

CON 10-60, **WIZ** 15-90 (150% MR)

Armor: 5-30 (50% MR)

Flame Snakes look like a hooded viper or cobra, ranging from pinkish orange to greenish gray-brown, a red diamond pattern on their hooded heads. The largest ever reported was just short of 6 feet.

Flame Snakes cast spells as a Wizard of a level equal to MR/10 (round down), but can cast only the

following spells: *Call Flame* (Level 1; 7 WIZ); *Blasting Power* (Level 3; 9 WIZ); and *Resist Magic* (Level 5; 10 WIZ).

(In Egyptian mythology, the Flame Snake was a minion of Apep, King of the Serpents.)



Sphinx, Lotus Blossom (*sfīngks, lō'tēs blōs'ēm*)

MR: 250

Combat Dice: 26D6 +125

Special Abilities: *Rock-a-Bye* (pollen expelled from the tail, centered on the sphinx with a radius of 10 ft.; 11 WIZ; effectiveness of 125)

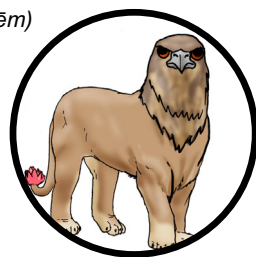
CON 125 (50% MR), **INT** 25 (10% MR), **WIZ** 50 (20% MR)

Armor Hits: 12 (5% MR)

The Lotus Blossom Sphinx is a wingless male sphinx, about 8 feet long and standing about 3 to 4 feet at the shoulders. As is typical for a male sphinx, it has the body of a desert lion and the head of a great hawk, but its tail ends not in a tuft of hair, but rather in a beautiful magenta lotus blossom.

A solitary, spiteful beast by nature, only during the spring mating season can this creature be negotiated with. At that time, it is willing to trade riddles and/or treasure to learn the location of a Gynosphinx.

(The sphinx comes from Egyptian mythology, but this particular one is modeled after a sphinx miniature from the mid-1980's.)



Talktipus (tôk'tî-pēs)

MR: 80-140

Combat Dice: 9D6 to 15D6 plus 40 to 70

Height x1, **Weight** x1, **STR** x2,
CON x3/2, **INT** x2, **WIZ** x2, **LK** x1,
DEX x1, **CHR** x2, **SPD*** x1

*Speed doubles underwater.

These humanoid creatures, also known as 'Pus-Heads' or "deep dwellers," have eight octopus-like tentacles, complete with suckers. Like squids, they can spit out black ink clouds at their attackers, and when angered their foreheads turn red.

By dwelling deeper than most other aquatic species, these generally peaceful beings avoid the hazards of the seas—like shark packs and Kuda bands.

The Talktipus are generally quite civilized, traveling to the surface regularly to interact with coastal communities and other sea dwellers. Their Wizards have their

own branch of the Wizard's Guild, and interact with other aquatic magic-wielding beings unknown to the rest of the world.

They prefer to "wrestle" opponents, for each of their tentacles can act as a 1D6 weapon, but they can also use the weapons and armor of various land-dwelling cultures (though they favor spears, tridents, and the like). Their ink spit can either cloud the water around them or blind a land-based opponent during the missile phase of a combat turn.

A Talktipus can stay away from salt water for only 2D6 days at a time. One can pursue any character class.



Tharp (thārp)

MR: 75 (typically found on dungeon level 1)

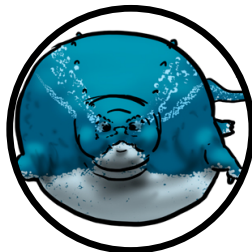
Combat Dice: 8D6 +38

Special Abilities: Tharps can levitate

Appearing: 10-60

These small, intelligent creatures are communal, sometimes attacking in groups of up to 50 individuals or more. Their most unusual quality is their ability to "balloon" up and float

through the air, sometimes reaching altitudes of up to 200 feet.



Tree Shadow (*trē shād'ō*)

MR: 300 (typically found on dungeon level 3)

Combat Dice: 31D6 +150

Special Damage: *Constriction* (see below)

Special Abilities: Half damage from cold and fire; minimum damage from all other types of damaging spells



Appearing: 1

Tree Shadows are ancient, nasty, carnivorous trees; they do not move, being found only rooted in dark forests. Their roots, which extend outward for hundreds of yards, warp the ground to form paths leading straight to them; however, the area immediately surrounding them is always grassy and smooth, with a pleasant air, suggesting a perfect campsite. But woe betide the unwary party of delvers venturing close, for a Tree Shadow will attack as soon as it senses that prey is within reach.

A Tree Shadow's attack is quite simple: Each of its 31 branches simply strikes relentlessly at its targets. However, it does have

some special means of catching and devouring its prey.

Constriction: When the Tree Shadow hits, one branch entangles a victim, doing 5 CON damage each round and holding the victim immobile (though still able to fight) until chopped off. For each branch holding a victim, the Tree Shadow has its Combat Dice reduced by 1. After being entwined by at least 5 branches, a victim must make a *L5-SR on STR* or be tightly held, unable to move or fight. The level of the SR increases for each branch beyond 5, so that the SR level is equal to the number of constricting branches.

Troll (*trōl*)

MR: 110

Combat Dice: 12D6 +55

Special Abilities: Thick hide – absorbs first 6 hits per combat turn; Regeneration – when not in combat, trolls recover 5 MR per 10 minutes' rest

Trolls are very, very slow, so delvers can often use SRs on DEX and SPD when coming up with combat tactics to achieve good results.

Trolls not only move slowly, they think slowly, and they won't take orders from anyone—nor will they reveal to anyone any potentially



useful information they might possess. Death and destruction are the only things that Trolls truly enjoy giving.

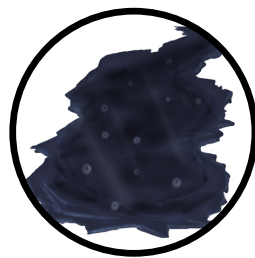
Tunnel Jelly (tūn'ēl jēl'ē)

MR: 200

Combat Dice: 21D6 +100

AP Award: 200 points

This creature is an ectoplasmic undead entity; it cannot be harmed by edged or pointed weapons, but bludgeoning weapons (including sling stones) inflict half damage (halve the dice total before adding personal and weapon adds). Magical attacks score normal damage against it.



Characters that are sucked inside the jelly immediately begin to suffocate, taking 1 hit per combat turn until dead.

Uglies (or Henchmen) (ŭg'lēs ôr hēnch'mēn)

MR: 10 (typically found on dungeon level 1)

Combat Dice: 2D6 +5

Appearing: 1

Uglies have a fondness for shiny baubles, trinkets, and similar objects, so they always have a small cache of "valuables" hidden away.

Usually low in intelligence, though maliciously cunning, they are also hideously grotesque, invoking revulsion or pity in those they encounter. They tend to be very short (like 3'2") or very tall (say, 7'9"), or, if of more normal sizes, they are almost invariably hunchbacked, clubfooted, or similarly disfigured.

Because of their incredibly resilient constitutions, they are generally able to withstand severe physical hardship.

When acting as servants, there is a 50% chance of Uglies performing their assigned tasks erroneously, but this probability is halved when



they are supervised by someone of at least average intelligence.

Well treated, they remain highly loyal; if badly mistreated, however, they will seek an opportunity to ingeniously arrange their master's painful demise (with the GM's kind assistance on devising devilish means for player termination).

Uglies are impervious to verbal abuse due to their stupidity, but they deplore beatings and are terrified of fire. They may be hired for a mere pittance—room, board, and an occasional small animal to torture since they are highly predisposed to sadism.

More intelligent Uglies may be Level 1 Wizards.

Vulkar Hookclaw (vũl'kār hōōk' klō)

MR: 84

Combat Adds: 9D6 +42

STR 51, **CON** 30, **INT** 12, **WIZ** 16,
LK 14, **DEX** 10, **CHR** 15, **SPD** 13
AP Award: 93 points

Level 5 Warrior

Attack: 4+51

Talents: Hunting (15), Intimidation (52), Ivory Carving (12), Leadership (21), Wrestling (54)

Armor: 30 (chain mail [12x2], buckler [3 x 2])

Weapons: Broad Axe (4D), Boar Spear (4D+2), Crossbow (5D; range 100 yds), 12 bolts



Treasure: Assorted jewelry; *Buckskin Boots* made from the hide of an enchanted buck (+2 SPD when worn).

Half orc and half ogre, a Vulkar is all nasty. Massive, brutal, and cunning, it is undisputed leader of the Blood Rams, charged with the protection of Orcish treasure vaults.

Wraith (rāth)

MR: 20-120

Combat Dice: 3D6 to 13D6 plus 10 to 60

Special Attacks: See below

Special Abilities: Immune to all non-magical weapons; magic weapons are only 50% effective and never get personal adds when used; immune to death magics, poison, cold, charm, sleep, holds, mind control, etc.



CON 20-120, **INT** 15, **WIZ** 15

Wraiths appear as black, misty ghosts, generally manifesting from the waist up, with glowing yellow-green eyes. They are incorporeal, and can pass through matter at will. Somewhat susceptible to fire, they fear it, so a torch can be used as a weapon against them for 2D+6 damage in combat (plus personal adds). In addition, the combat total acts as on *Oh, Go Away!* spell on the wraiths attacked. Holy Water does 2D6 of damage to them.

A wraith attacks a single target in combat; armor is useless against it. Damage is divided evenly among STR, CON, and WIZ; each point of WIZ drained restores 1 point of the wraith's CON (or adds 1 to the MR if its CON is full). If STR or CON is reduced to 0, the victim turns into a MR 20 wraith the next round. CON loss must be healed magically, but STR and WIZ can be recovered normally.

Xothror (*zōt'rôr*)

MR: 600 (typically found on dungeon level 4)

Combat Dice: 61D6 +300

Special Damage: 10/*Tail Spines* – see below

Special Abilities: Aura of Evil, Breath Weapon, Create Fire, Darkness, Immunity to Fire, Poison, See in Darkness – see below



Appearing: 1

A Xothror is a terrifying sight: It has the body of a huge lion, and atop that, rather like a centaur, the torso and forelimbs of a large, well-muscled humanoid. It has two 4-foot-long tails, each with a large, serrated spine on its tip.

It also has huge bat-like wings on its lion body, but it cannot fly; instead, it springs with its muscular hind legs using his wings to glide distances of up to 50 yards at a time. Sometimes it uses its leaping ability to pounce on victims from high above.

Its vaguely bat-like head, and especially its fanged jaws, are rather large in proportion to its body in order to house its unique tongue, which is long and forked, with the head of a poisonous serpent at the end of each strand. While chewing, a Xothror rolls its tongue up, setting it at the back of its throat, and when ready to swallow, it shoots its tongue out of its mouth allowing the food to slide down its throat.

On all fours, a Xothror is an imposing 8 to 9 feet tall. Rearing on its hindmost legs, though, it is nearly 11 feet tall; this is its attack stance, giving good balance and stability, yet allowing it to use both pairs of forward limbs to attack.

Tail Spines: A Xothror's powerful tail spines can sever an opponent's limb. Any target that suffers Spite

Damage from the Xothror must make *L2-SR on DEX* to avoid losing an arm (1-3) or leg (4-6).

Aura of Evil: So powerful is a Xothror's evil that good creatures simply cannot willingly come within 20 feet of it without first making a *L4-SR on WIZ*.

Breath Weapon: A Xothror can breathe nauseating vapors from its nostrils that cause exposed skin to swell almost immediately, creating huge bulges and grotesque growths. A successful *L2-SR on LK* is required to avoid this effect. One hour after being exposed to the vapors, the affected victim dies; within a day, the victim rises to serve the Xothror as an undead creature.

Create Fire: A Xothror can create normal (non-magical) fire at will with a touch.

Darkness: A Xothror can create normal (non-magical) darkness in a 10-foot radius at will.

Poison: Each combat turn, a Xothror can bite up to two enemies in melee with its snake tongue. A bite from one of the snakes on a Xothror's tongue can cause a victim to die in 4D6 hours; a *L3-SR on LK* resists this effect.

Zokka (zô'kă)

MR: 100 (typically found on dungeon level 2)

Combat Dice: 11D6 +50

Special Abilities: See below

Appearing: 2-5

Size 1/3, **Weight** 1/10, **STR** 3D6,

CON 3D6, **INT** 3D6/2, **LK** 3D6,

DEX: 3d6

Armor Hits: 6

These primitive lizard-like creatures are the size of large dogs. They are omnivorous, but prefer meat. They are cunning pack hunters, and will hide among mudbanks and mire vegetation to ambush their prey by jumping quickly out at them.

Zokka can create minor illusions—a purely defensive mechanism to disguise themselves from larger predators. In addition, they can use a *Hidey Hole* spell at will to hide themselves when ambushing prey.

Zokka inhabit only swampy areas, and are often found in groups of 2-5 individuals. Adult Zokka are innately wary of humans and most other humanoid folk, and avoid them at all costs. However, younger Zokka are

attracted to the presence of mental powers in humanoids, and so can be easily captured by them.

If serving a telepathically endowed master, a Zokka will allow that master to utilize its own illusory power—and by establishing a link with a Zokka (implying a normal master-pet relationship), the owner increases his or her own mental powers and reduces by half the cost to cast an *ESP* spell.

In combat, a mind-linked Zokka suffers the same amount of damage as its master. If the Zokka dies, the master falls unconscious, takes 2D6 points of damage, and loses 1D6 WIZ permanently.

The average lifespan of a Zokka is 20-30 years, and a mated pair will have from 3-5 eggs or 2-3 young.



Zombie (zôm'bē)

MR: 25-150

Combat Dice: 3D6 to 16D6 plus 13 to 75

CON 50+MR, **WIZ** 0, **INT** 1-6

These rotting, putrescent risen dead retain only a glimmer of their living intellect, and so can follow only simple commands.

Unlike skeletons, they do not wear armor or use weapons, but attack

only with their bare hands—with the help of their unnatural strength.



Zombie, Aquazombie (zõm'bē, äk'wē'zõm'bē)

MR: 100 (typically found on dungeon level 1)

Combat Dice: 11D6 +50

Special Damage: 4/*Slime Touch* – make L2-SR on INT to avoid becoming an Aquazombie

Appearing: 4-40



Also known as the "Walking Wet," these creatures are not true undead, but unfortunates "touched" by the Slime God; humanoid hosts are possessed by sentient slime, turning into symbiotic creatures with an alien intelligence.

In any combat round during which an Aquazombie scores four or more 6s, one victim in melee with it (GM's choice, or random) must make a L2-SR on INT to avoid becoming an Aquazombie. This slime possession takes a number of weeks equal to 1/2 the victim's CON.

Both *Healing Feeling* and *Curses Foiled* are necessary for a cure, and must be applied within 3 days; the victim retains its self-will up to the point of complete takeover, and then becomes more slime than human(oid).

Aquazombies tend to live in leper-like colonies.