

THE MANUAL OF AURANIA.

BEING a compendium
of varied and misc.
monsters, dragons,
and character.

edited By: hugh k. singh
d. danial wagner
larrye. stehle

Introduction

While playing many games of Dungeons & Dragons at Aero Hobbies and environs, we came up with many, many types of new monsters, character types and treasures. Many of these were forgotten, perhaps deservedly so. Several were outright stolen and soon appeared in published form.

To prevent this from happening again, we began a collection of these figments of our imagination. A prime selection of the collection is here, provided for your use and (hopefully) reading pleasure. (For the true motive in writing this, see the foreword to Bored of the Rings - H.K.S.)

To give you some idea of where these ideas sprang from, Aurania is a universe of around ten or so dungeons (of which only three are commonly used) and even more players. Our particular interpretations of the rules are rather different, but this has been written to conform to most systems. Feel free to change or modify to fit your own system (you're going to anyway, so we might as well say you can).

Acknowledgements

Besides the editors, acknowledgements are due to the following people:

Gary Switzer

Dale Doane

Aimee Karklyn

And the rest of the group. Special thanks to Janine Goldfarb for the typewriter in an emergency situation and Larry Stehle (who typed this) for not making any mistakes in the table of contents or index.

Hugh K. Singh - Editor-in-chief & cover

D. Daniel Wagner - Main contributor

Larry E. Stehle - Typing & contribution

Beorning

LAW-NEUTRAL

Level	Exp. Points	Hit Dice	Damage	Add to Reaction	Supernormal		
					Hirelings	Armor Class	Load
1	0	2	1 Die	0	0	5	3000
2	2000	3	1 Die	+1	0	5	3000
3	4000	4	1 Die	+1	0	4	3000
4	8000	5	1+1	+1	1	4	3500
5	16000	6	1+1	+2	1	3	3500
6	32000	7+1	1+2	+2	2	3	4000
7	64000	8+2	2 Dice	+3	3	2	6000
8	100000	10	2 Dice	+4	5	2	8000
9	200000	11+2	2+1	+4	7	2+1	10000
10	300000	13	2+2	+5	10	2+2	12000
11	400000	14+2	3 Dice	+5	12	2+3	14000

A Beorning isn't a true were-bear, but is more of a shape-changer and thus may be hit with any weapon unlike a were-bear which can be hit with only a silver or magic weapon.

The add to reaction chart is used when rolling for the reaction of lawful, intelligent animals-monsters. No hostile reaction possible, but a low reaction doesn't leave open any more chance for defers.

A Beorning may hire such numbers of men and/or normal animals as his charisma permits. However, a "supernormal" hireling is other Beornings, were-bears, Pegasi, Hippogriffs, Griffons, ect. and may only hire as many as chart indicates at that level.

In his human form a Beorning may use such weapons as maces, axes, swords, bows, ect. However, he may use such magic weapons as follows: maces, axes, bows, swords (with low intelligence/ego and non-flaming) and spears.

May wear only leather armor as anything else will encumber his shape-changing.

He may speak to mammals & birds only up to 3rd level, to all animals from 4th level on and plants from 8th level on. He may also cure up to one die (no adds) of animals wounds per animal per day.

As for humans hirelings, a Beorn may hire only fighting men, some specialists and clerics. He may hire other Beorns (see "supernormal" hirelings). He may not hire men-at-arms. He may hire clerics but only hire a cleric as high as second level as anything hires requires a place of worship. Usually a Beorning hires other beornings, animals, lawful creatures, cooks as perhaps a cleric to act as veterinarian.

Cleric of Mitra

LAW

Most common type- goes up on 1500 point base like normal cleric.

May wear any armor but can only use "blunt" weapons.

Cure light & Serious Wounds works only on Men, Hobbits, Werebears, Dwarves (at -1 point) and some Genie type and ect. Doesn't work on Elfs, Sidhe, Leprechauns, ect. Bless works only on believers - Men, Hobbits only. Raise Dead works only on Men, Hobbits and Dwarves. Turn Sticks to Snakes is reversed to Turn Snakes to Sticks. May not speak to snakes and Snake Charm becomes Mammal Charm.

Patriarch may make Holy water at the rate of 10 vials per week. May also manufacture Clerical scrolls, Clerical staves, Potions of Healing and Helms of Law.

Cleric of Asgard

LAW-NEUTRAL

Two types, general information on both (Cleric of Thor, Odin) Cure Light & Serious Wounds spells doesn't add plus one per die. Cure Disease, Bless and Raise Dead only Work on all lawful characters/creatures that aren't mithradites. Turn Sticks to Snakes changes to Animate Oak Tree (like Ent but armor class 5, movement rate is 4 inches a turn, has 8 hit dice and does 2-16 points of damage).

Patriarch gains no "help from above" but instead doesn't have to "advertise" to get Dwarves and/or Elves as followers. Has no turn-away or disspell powers but undead of the type he might turn-away or disspell will not attack unless pressed and if he is able to disspell them, Ghouls touch will not paralyze him and Wights and Wraiths can't drain life levels from him (still do other damage). Uses Mistletoe as Holy Water and Scythes as druid.

Cleric of Thor

1500 point base like regular clerics, May use quarterstaff, hammers and scythes as weapons. Able to fully utilize the War Hammer +3. May wear armor, but only under robes - chainmail or leather only and no shields or helmets. May fight with the Fury of Thor every other turn fighting evil - moves up one chart and adds one point (+1) to damage. May not use Staffs of Withering. Insect Plague is replaced by Lightningbolt - 1 die per level.

Cleric of Odin

2500 point base like magic-users.

May use one magic spell for every clerical spell at level. For instance, a Village Priest gets two first level clerical spells and two first level magic spells, both magic and clerical. May not wear armor of any kind. May only use daggers, scythes and staffs as weapons. May use most wands and staves except for Staff of Wizardry.

Sidhe

LAW-NEUTRAL

The Sidhe are a type of Irish Elf, but many have unusual powers. They are both warriors and magic-users at once, although only fair at either. The most powerful of the Sidhe were once gods and had vast powers. They have the abilities much like Elves, but don't have "infravision", having only better than average night vision. However, they detect invisible objects automatically by sight and have full vision of such objects by use of a 1st level spell. They are little effected by age or disease.

Sidhe possess the spells of a magic-user one level below them, that is a 4th level Sidhe has 3 first level spells and 1 second level spell, as a regular conjurer would. Several spells are different, however, the main exceptions being:

1st level - Add "See Invisible"

2nd level - Add "Infravision" and Cure Light Wounds (Elven types only)

3rd level - Add Polymorph Self & Others and delete Fly, Fireball and Lightningbolt.

4th level - Add Fireball, Lightningbolt and Fly.

5th level - Add Control Weather

They combat as a fighting man does and use an 8-sided die minus one for their hit points (minimum of one point) or can use alternate hit dice system (old system). Use Fighting man column but ignore acs. Saving throws are the best of either fighting man or magic-user tables at that level.

Sidhe's prefer as weapons a spear, sword or knife. Don't wear plate or plate-mail for any reasons, standard mail being preferred.

Sidhe may use any magical item that either a magic-user or a fighter can use with the following exceptions:

Wands and staves of any sort, swords with high intelligence/ego..May use Staff of healing only.

Books operate as follows on Sidhe:

Manual of Puissant Skill at Arms: Fights one level up. No other good or harm.

Manual of Stealthy Pilfering: Lose 3500 experience points.

Manual of Golems: Not useable, no damage.

Book of Exhaulted Deeds: As magic-user

Book of Vile Darkness: As lawful Fighting-Man.

Book of Infinite Spells: Useable

Various Librams: As Magic-User of proper alignment.

Experience Points

1st - 0

2nd - 3000

3rd - 6000

4th -12000

5th -25000

6th -50000

7th 100000

8th 200000

9th 300000

SAMURAI - Fighter type

Levels, hit dice saving throws and fighting ability as per Fighting-Man.

Must have: 12 or greater for Strength
12 or greater for Intelligence
12 or greater for Wisdom
15 or greater for Dexterity
12 or greater for Constitution
Charisma isn't an important factor.

Weapons: Single edged swords, carries two
Single edged knife, carries one
Tusbo (mace), one-handed
Tusbo (mace), two-handed
Asymeterical Longbow (able to be shot from horse back)

Swords always act as two-handed swords (1-10 points damage, same pluses and minuses a two-handed sword would have) but are swung with one hand.

If Dexterity is 17-18 two (2) swords may be used at once.

If Strength is 17-18 two-handed mace be used.

Samurai won't wear armor heavier than lamar-armor, i.e. laquered leather with leather, bambo or metal plates attached to it. Armor class is equal to leather & shield, armor class 6. Samurai never carry a shield.

Lawful Samurai will not put up with a Ninja. To see one or find out about one is to attack (to the death of) one. If there is the slightest possibilty of a fight a Samurai must fight or be disgraced.

If he is disgraced, that is in an expedition if continually magiced to uselessness by Sleep, Hold Person, Webbed, ect. he will become more and more surly. A bad reaction from anyone in the party means they will have to fight the surly Samurai. This is called rage.

If the Samurai kills someone (thing) in a rage in his own party he is not responsdible for his actions (alignment doesn't change).

After killing someone (thing) in his own party he will feel miserable and make restitution. Also if he feels that he didn't fight enough he will fell disgraced after the expedition and go on a wilderness expedition alone. He won't take anybody with him. Only family or the most loyal of retainers will try to follow him. They may rescue him if he is in dire straights. Otherwise they just follow him.

He will not attack members of his own family the first time he goes into a rage. He must check twice on members of his own family.

If humiliated in any way he will revenge.

Combonation Characters: Fighter-Cleric

May use swords & arrows, however may not wear even leather armor. Goes up on the combination character chart (2500 point base).

Special Abilities of SAMURAI

If the Samurai decides to use option E, he must start it at level one; this is done by declaring himself and describing his heritage, his teachings, his teacher, his school, his grace, his successes, his victories, his followers, his treasures, his love life and how he plans to ruin his opponents love life.

This may take some time.

If this fails, his opponent gets a free attack of if it does work, the Samurai gets a free attack.

A Samurai must start this at first level and continue it to make it work. Saving throw as a Fear spell. He is immune to Fear spells while throwing his Fear Spell. In any case, +1 level vs. Fear Spells because of training.

- A Able to deflect arrows away from himself (2 arrows maximum)
- B Able to wrestle in armor without loss of power.
- C Able to swim in full armor with weapons
- D Able to fight two opponents at the same time. *3 or more - 6 opponents maximum
- E Able to strike fear into the hearts of men & women

Level	A	B	C	D	*	E
1st	20%	20%	10%	10%		5%
2nd	30%	25%	20%	20%		10%
3rd	40%	30%	30%	30%		15%
4th	50%	35%	40%	40%	10%	20%
5th	60%	40%	50%	50%	20%	25%
6th	70%	50%	60%	60%	30%	30%
7th	80%	60%	70%	70%	40%	35%
8th	90%	70%	80%	80%	50%	40%
9th	100%	80%	90%	90%	60%	45%
10th		90%	100%	100%	70%	50%
11th		100%			80%	55%
12th					90%	60%
13th					100%	65%
14th						ect.

Samurai may not be raised or wished back to life as it's against their beliefs and don't believe in Rings of Regeneration either, have absolutely no interest in them. Will not use either Horn of Help or any of the Horns of Valhalla.

Suggested Magic Sword Rolls: 1 2 3 Short sword

4 5 6 Long sword

7 8 9 Two-handed sword

0 Samurai sword - 1-3 short, 5-7 long, 8 scabbard

Samurai swords have unusual powers; will kill owner if he/she lies; can tell if owner is being lied to; will make owner wander for a set period of time; never let owner go hungry or thirsty; ect.

Samurai sword scabbards are sometimes more powerful than the swords themselves; Protector +1-3, will make a timid character fight, will charm humans or monsters, add or subtract from characters strength, ect. Scabbards really don't have any alignment. However they react differently to each Samurai. A +3 scabbard could be a -3 scabbard in the hands of another Samurai. A reaction roll is made to see if the scabbard likes/hates the Samurai who picks it up. To get rid of the scabbard a Remove Curse spell must be thrown. The scabbards saving throw is the same as the character its on.

No two scabbards with the same power may act together. A Samurai with a +3 scabbard and a +1 scabbard wouldn't be +4. The first scabbard picked up dominates the other if they have the same power.

SAMURAI continued

Otherwise the scabbards may act at the same time, i.e. one scabbard can tell if owner is being lied to and the other adds plus two (+2) to owners strength..

Basadae

NEUTRAL

Goes up on 3000 point chart. Hit dice, saving throws and fighting ability as per Fighter.

A Basadae is very ugly. Charisma is automatically 3 and may not be "wished" better or Basadae loses all powers..

Basadae can make food, water and/or wine for himself & up to 10 others. Can see invisible and can see in the dark (infravision). Can talk to animals with 5% chance per level of getting information from them and a 5% chance every two levels for them to work for the Basadae. However, he won't use them as cannon fodder except in extreme emergencies, i.e. life and death of party/Basadae.

Natural armor class is 5..

Leprechauns

LAW-NEUTRAL

Leprechauns are distant cousins to the Sidhe, Elves and Gnomes. The type we deal with here are the folk of Lupra, fairly serious and earthy types.

They fight moderately well, (as cleric or thief) and they have a fairly good saving throw (treat as cleric but with minus one (-1) point from the number they need to roll to save). They do possess magic, but not of the higher sort (spell progression as cleric). Magic-users spell table changes as follows:

1st level - Add Invisibility (for self or possessions only) and Detect Invisible.

2nd level - Add "Good Luck" (self)

3rd level - Delete Fireball & Lightning bolt. Add "Curse of Bad Luck" and "Good Luck" (others)

4th level - Add Fireball & Lightningbolt.

"Good Luck" is useable only once per spell, allows recipient to reroll any one die roll which directly concerns him/her.

"Curse of Bad Luck" is useable on any one opponent and causes him/her/it to reroll any saving throw it makes, any hit it makes and in general any good thing which happens to the unlucky recipient of this spell. Spell effects last all day and continues daily until saving throw is made or "Good Luck" spell is received.

Leprechauns wear only leather or similar armor (may be magical) and use mainly clubs or staves as weapons (fights +1 with a shillelagh and a shillelagh has same pluses & minuses as a mace and does damage like a mace).

May use the following wands, staves & rods only:

Any detection wands, Staff of Commanding, Snake Staff (use as shillelagh +1 without entanglement powers), Staff of Striking (as double ~~damage~~ shillelagh), Rod of Cancellation, Rod of Beguiling, and Rod of Rulership. .

May not use any miscellaneous item(s) that are limited to one class. Swords & Battle Axes are usually too big and clumsy to be useable and a Leprechaun may use any high-intelligence/ego swords anyway.

Because of their nimbleness & small size, Leprechauns are 5% harder to hit. Leprechauns have hit dice as clerics and experience points levels like a fighting man.

Books, Manuals and Librams affect like Sidhe (see Sidhe).

Shape-Shifter

LAW-NEUTRAL

Shape-Shifters are fighting men/women that can take the head & skin of a creature, tan it and wear it taking on that creature's characteristics and abilities, but not the hit dice. When wearing a skin of another creature the Shape-Shifter doesn't use weapons that are out of character, i.e. if wearing a Wyvern's skin he won't carry a +2 sword or a shield, ect. Magic-rings, however, still continue to work. Care must be taken when collecting skins; a Shape-Shifter may wear a Medusa skin and get a Medusa's powers, however these also work on the other members of the party.

A Shape-Shifter fights as the monster he is, however, he may lose fighting ability sometimes, if he wears a skin of a creature lower in level than the Shape-Shifter. He fights as a cleric in human form and may change to and from human form at will.

Different skins take longer or shorter time to tan. A Shape-Shifters skill to tan skins depends on his level. A 1st level Shape-Shifter can tan an Old Red Dragon skin, in time, let's say ten game years.

A Shape-Shifter must take care of what he wears, i.e. eventually he gets empathic with one skin if he wears it too long and takes on those characteristics, i.e. if a Shape-Shifter always wears a Balrog skin, he becomes, for all intents and purposes a Balrog in shape, thoughts and actions. Alternating skins every expedition stops this from happening.

A Shape-Shifter's "skins" are extra-susceptible to fire (-2 on saving throws) but are totally resistant (when worn) to Staffs of Withering. A skin tanned by a Shape-Shifter can't be withered.

A Shape-Shifter in certain shapes can carry an extra skin, i.e. a Shape-Shifter as an "Ogre" could carry an extra skin,* but a Wyvern can't as it has no hands for a sack and a back pack wouldn't fit. A Shape-Shifter is armor class 9 when changing into/out-of a shape; he wears no armor, but cloaks or bracers are O.K.** A Shape-Shifter can wear any skin except Undead or Troll skin, i.e. if you put on a Zombie's skin you become a mindless Zombie, under the control of the one who made the Zombie and a Troll's skin has to be killed continually, as it regenerates. Wearing Undead skin is the only time a Shape-Shifter loses his identity automatically upon putting the skin on.

The problem of Undead & Troll skin is being worked on by the National Shape-Shifter Union (NSSU) and when the two problems are worked out your descendants will be notified.

A Shape-Shifter must use a sacrificial arthane (special ceremonial weapon) to kill and skin anything he wishes to use. A 10th level Shape-Shifter may make the arthane, otherwise he must return to the ancestral home and "acquire" one, if the original is lost or destroyed.*** He starts out with one only.

A Shape-Shifter can tan a skin as per level, exceptions noted. Skins take 1 week per level of skin to tan. A 20th level Shape-Shifter still tans a 10th level skin in 10 weeks. Certain physical laws are relevant. A 10th level trying to tan a 20th skin would take 5 times as long to tan as he just doesn't have that much skill yet.

A Shape-Shifter has just one skin to start out with at 1st level (dog, cat, ect) and he fights a lycanthrope without giving lycanthrope disease. However, a lycanthrope when it is killed returns to human form and so the skin is unusable.

When tanning a skin a Shape-Shifter will be out for $\frac{1}{4}$ of that time.

Example of tanning: a 5th level Shape-Shifter tanning a 5th level skin takes 5 weeks. A 5th level tanning a 10th level skin takes 25 weeks. Formula:

y x z a a - Multiplier (constant) x - level of Shape-Shifter
10 - 5 = 5 . 5 z - Difference of x & y y - level of skin

*In a sack or back pack; size limitations in mind at all times.

**As per human-types.

***Referee to decide how he "acquires" it. Perhaps buy it at high cost, forge a new one at a great cost in time and money, earn it by some means to be decided, ect.

Shape-Shifter Experience Points

3000 point base. Hit dice as per Fighters. Saving throw and fighting ability like cleric, in human form only.

Ability Level - Tanning

1st level	Non-intelligent animals/insects
2nd level	Orcs and kin
3rd level	3 hit dice creatures
4th level	4 hit dice creatures
5th level	5 hit dice creatures and smaller dragon types*
6th level	6 hit dice creatures
7th level	7 hit dice creatures
8th level	8 hit dice creatures and Imps (Castles maybe built now)
9th level	9 hit dice creatures
10th level	10 hit dice creatures and up to Adult Dragons
11th level	11 hit dice creatures
12th level	12 hit dice creatures
13th level	13 hit dice creatures
14th level	14 hit dice creatures
15th level	15 hit dice creatures and Balrogs & Old Dragons
16th level	16 hit dice creatures
17th level	17 hit dice creatures
18th level	18 hit dice creatures
19th level	19 hit dice creatures
20th level	20 hit dice creatures and Very Old Dragons
25th level	25 hit dice creatures and class "C" Demons
30th level	30 hit dice creatures and class "B" Demons
35th level	35 hit dice creatures and class "A" Demons
40th level	40 hit dice creatures and Ancient Dragons

*I.e. Wyverns, Cockatrice, ect.

Lawful Random Reincarnation Chart

01	Your choice
02	Djinn
03-28	Human
29	Roc
30-39	Elf
40	Ent
41-50	Dwarf
51-52	Gryphon
53-58	Hobbit
59	Hippogriff
60-64	Gnome
65-66	Pegasus
67-72	Sidhe
73-75	Centaur
76-80	Leprechaun
81-83	Unicorn
84-88	Golden Dragon
89-93	Beorning
94	Reroll plus one (+1) pip to die
95-99	Change alignment
00	Dead, i.e. reached Nirvana

Neutral Random Reincarnation Chart

01	Your choice
02-27	Human
28	Minotaur
29-33	Elf
34	Chimera
35-44	Dwarf
45	Hydra*
46-49	Gnome
50	Genie type**
51-58	Leprechaun
59-63	Lycanthrope***
64-69	Ogre
70	Nixie (or Dryad if female)
71-75	Sidhe
76	Basadae
77-81	Giant****
82-	Pixie
83-86	Dragons*****
87-90	Centaur
91-92	Wyvern
93-95	Shape-Shifter
96	Griffon
97	Reroll plus 1 (+1) pip to die.
98-99	Change alignment, 50% chance each way
00	Dead, i.e. reached Nirvana

General Note: you may add or subtract one from each die roll, except to get 01 or 97.

*Roll for number of heads and if fire-breathing

**Roll for type from chart possibilities.

***Roll for type on a 12-sided die: 1-3 Bear, 4-7 Wolf, 8-9 Boar, 10-11 Tiger, 12 other.

****/*****Roll for type from possibilities

Giant Types

	Hit Dice	Armor Class	Number Appearing	Treasure
Uruk-Hai	3	4	30-300	D

Largest of the Orcs. Uruk-Hai are stronger and smarter than their Orc relatives and are able to operate in sunlight without difficulty.

Uruk-Hai are found in villages or cave complexes, possibly having a strong, leader/protector type. Roll for possibility like Orcs.*

Damage is done by weapon type. If magic weapon(s) or armor is in the treasure, the leader/protector will be using it is possible.

Uruk-Hai are in their lair 40% of the time. Movement is 9 inches a turn. Alignment is chaos.

Trollheimers	5	3	10-100	C
--------------	---	---	--------	---

Larger relative (of sorts) to the Ogres, a Trollheimer is much stronger and smarter, some Trollheimers are able to use magic.

For each 10 Trollheimers there is a 10% chance (non-cumulative) that one of the Trollheimers is a magic-user of from 1st-5th level ability (die 1-5 1st, 6-7 2nd, 8 3rd, 9 4th, and 10 5th level). Trollheimer magic-users cannot use wands or staves of any kind. If a magic item is in the treasure and is usable by a Trollheimer magic-user, then he will be carrying and using it.

Trollheimers do a 12-sided die of damage with a two-handed club they swing one-handed. Trollheimers are in their lair 35% of the time.

Movement is 9 inches a turn. Alignment is chaos.

Indigons	5+5	2	30-3000	G
----------	-----	---	---------	---

Small creatures standing four feet tall by four feet wide and blue in color, they have a very tough hide plus wear a plate armor of sorts that gives them a high armor class of 2. They also are terribly strong for their size, doing a 10-sided die of damage. They are armed with massive stone clubs, iron rods up to 13 feet long (if there is enough room to use it) and war hammers up to 400 pounds in weight.

Not very smart, in groups of 100 or more they start to migrate in a random direction, destroying anything or anyone in their path till stopped.

Movement is 6 inches a turn. Alignment is chaos.

4-Armed Horror	10	3	1-4	F
----------------	----	---	-----	---

This quadruple threat monster is usually utilized to guard large, "placed" treasures in dungeons.

They always have four magical weapons, all of which are chaotic. There are many combinations of weapons that are carried, all of which can be used simultaneously.

List of weapons: choose 4

Flaming sword +1, +2, +3

Life leveling draining sword +1

Poison dagger (death if saving throw missed, 2 dice damage if made)

Mace or axe +2

Whip of Cockatrice feathers

Shield +1-3

All Horrors carry several throwing weapons, all of which they throw at +1.

There is a 10% chance a Horror will have a sword with a purpose.

A Horror is fairly intelligent, having the intelligence of a Giant type or Ogre.

A Horror has more strength than a Ogre, doing a 10-sided die plus two (+2) of damage. A Horror also has a saving throw equal to a 13th level fighter.

Movement is 6 inches a turn. In lair 90% of the time. Alignment is chaos.

*If no leader/protector type, a Uruk-Hai "king" and 1-10 bodyguards who fight like Hill Giants.

Giant Class continued

	Hit Dice	Armor Class	Number Appearing	Treasure
Black Giants	13	2	1-6	5000gp+Type E

Lives in large caverns. Black Giants do damage like Cloud Giants. Subterranean in nature. Lair 30%. Alignment is chaos. Movement is 12 inches a turn.

"Grue"	15	4	1	F
--------	----	---	---	---

This huge monster is extremely ugly and all characters must make their saving throw against fear (use Dragon Breath table) or run off in a random direction in blind fear. However, as fighter types are known to be braver than magic-users, Fighters add plus one (+1) to their saving throw, magic-users must subtract one (-1) and clerics & all others are normal.

However, all characters must subtract an additional five points (-5) from their saving throw the first time they meet the creature. The character(s) who kill the "Grue" are proof against it's fear spell there-after. If the monster isn't defeated, all characters continue to subtract five (-5) points away from their saving throw, which must be made every turn fighting the "Grue".

The "Grue" has magic resistance equal to a Balrog. It also drains one life level per hit plus 2-20 points damage. A "Grue" always fights down one table from normal.

The "Grue" is followed by a black cloud of bad luck that nullifies the effects of a Good Luck Charm and the like.

"Grues" aren't very smart and rather lazy. Movement is 3 inches a turn. Lair 100%. Alignment is chaos.

Mara	16	2+2	1-4	D
------	----	-----	-----	---

Does 6-36 points damage when hitting. Mara's aren't very smart or bright but do have a very good sense of smell. Also have poor vision.

Mara's are immune to attacks with fire, cold, fear, and poison. Lighting however, lowers a Mara's saving throw by minus two (-2) as a Mara is susceptible to Lighting.

Mara's turn to stone if exposed to sunlight automatically or if exposed to the clerical Continual Light spell, must make their saving throw or be turned to stone.

Mara's may be found as bodyguards for chaotic Wizards or Evil High Priests.

Movement is 6 inches a turn. Alignment is chaos. Lair 70%.

Trolls

	Hit Dice	Armor Class	Number Appearing	Treasure
Cave Troll	6	3	3-18	E

Living deep in caves, a Cave Troll lives in Orc cave complexes as well. A Cave Troll does an 8-sided die +3 of damage swinging it's club one-handed or a 12-sided die of damage using it two-handed. Magic resistance equal to a 10th level Fighter. Movement is 6 inches a turn. Alignment is chaos.

Wood Troll	6+1	4	2-12	D
------------	-----	---	------	---

Found deep in forests, a Wood Troll does a 12-sided die of damage swinging it's two-handed axe. Magic resistance is normal. Movement is 6 inches a turn. Alignment is chaos.

Hill Troll	6+3	3	1-10	E
------------	-----	---	------	---

Living in hilly and mountainous regions, a Hill Troll is armed with a war hammer and possibly a shield (1 in 6 chance, unless one is in treasure, then automatically using it). The add of a shield puts a Hill Trolls armor class up from 4 (no shield) to 3 (with shield). A Hill Troll does a 8-sided die of damage when striking with it's war hammer. Magic resistance is normal. Movement is 12 inches a turn. Alignment is chaos.

Mountain Troll	6+4	3	2-12	E
----------------	-----	---	------	---

Living in mountainous regions, a Mountain Troll is armed with a massive two-handed sword, which it does a 12-sided die of damage with. Magic resistance equal to a 8th level Fighter. Movement is 9 inches a turn. Alignment is chaos.

River Troll	7+3	4	2-12	E
-------------	-----	---	------	---

Found in or near rivers and lakes, River Trolls are armed with a large two-handed trident, doing a 8-sided die plus two (+2) on land or a 12-sided die of damage under water. Lair and treasure are underwater. River Trolls live in fresh water only. Magic resistance normal except for attacks with fire, then they have minus two (-2) on their saving throw and suffer +2 extra points of damage from fire.

Movement on land is 6 inches a turn and in the water 14 inches a turn.

Grendel Troll	10	2	1-8	Dx2
---------------	----	---	-----	-----

Largest of the Trolls, a Grendel Troll is very strong and does damage as follows:
1 bite/2 claws* 3-18 bite/1-12 each claw * if both claws hit, bear hug for 2-24 points damage

Regenerate twice as fast as other Trolls. A Grendel Troll is a powerful foe to melee. Movement is 5 inches a turn. Alignment is chaos.

General Note on Trolls: do to the cold, wet and damp places Trolls live in attacks with cold have no effect on Trolls..

In the Wilderness 60% chance of local type Troll in region.

Note: Hill Trolls are found in mountainous regions 40% of the time, checking after rolling for Mountain Trolls.

Undead

	Hit Dice	Armor Class	Number Appearing	Treasure
Apparitions	2	5	1-6	B

Apparitions appear and act like big time undead (i.e. Spectres, Vampires, ect.) but are cowardly. They are very hard to tell from the real thing until you hit one. They will do damage to a character like the real thing until disbelieved, i.e. hit. Apparitions normally drain 1 life level every two hits plus a 6-sided die of damage.

They may turn invisible and give themselves "Evil Detects" if possible.

Alignment is neutral (die 1-3) or chaos (4-6). Can be in lair 30% of the time.

Turn-aways or dispells like undead they appear to be. May be hit with silver or magic weapons only. Movement is 18 inches a turn.

Nightmare	3	6	1-20	B*
-----------	---	---	------	----

Nightmares's are Wights that are dark black in color, thus being invisible in the dark. They also have Fear spell that affects all within 60 feet of the Nightmare(s).

Nightmare do a 6-sided die of damage plus one life level per hit. May be hit with silver or magic weapons only. Turn-aways or dispells like Wight.

Alignment is chaos. Movement is 12 inches a turn. Lair 60%. Alignment is chaos.

*Plus 20% chance for magic.

Phantoms	4-10	Varies	1-12	E
----------	------	--------	------	---

Phantoms are invisible and may attack while invisible. Armor class varies as to following abilities to see/detect a Phantom:

Armor Class: 2: If person has Detect Invisible or Witch Sight

Armor Class 6: If person has See Invisible Objects

Armor Class 2+6; If person has none of the above

Has a magic resistance of 5% per level. A Theurgist has a 20% chance of success, a Warlock has 40%.

Phantoms may transport a character to it's dimension when it hits, and will return the character a turn later, unharmed but without any magic weapons, armor, rings, or anything the character had on him/her that was magic at the time. That's how a Phantom get it's treasure. Other damage is done as follows:

4-5 hit dice, 1-8 points damage

6-7 hit dice, 1-10 points damage

8-9 hit dice, 2-16 points damage

10 hit dice, 2-20 points damage

All plus one life level. Phantoms may be struck with magic weapons only.

Phantoms are in their lair 100% of the time, but the treasure is in their dimension and can only be retrieved by an Invisible Stalker or a magic-user with Teleport, either spell or helm.

Movement is 9/18 (will only move 27" away from lair). Alignment is chaos.

Revenant	5	3	1-12	E
----------	---	---	------	---

Drains 2 points away from strength and constitution each hit plus a 6-sided die plus one (+1) of damage. Strength and constitution points return at the rate of one point per ten turns. However, for every 5 points lost from each, one point is permanently lost from strength and constitution.

Considered Undead and is turned-away or dispelled like Mummies. Revenant can't be killed by melee or magic and if all hit points are removed the Revenant disappears and returns in 5 turns. Can only be killed by clerical powers such as Dispell Evil and ect. May only be struck magic weapons.

Movement rate is 12 inches a turn. Alignment is chaos. Lair 60%.

Undead continued

	Hit Dice	Armor Class	Number Appearing	Treasure
Banshee	5	6	1	see below

Found near streams or other bodies of water, a Banshee causes a morale check with it's scream, which acts like a Fear spell.

If a Banshee is subdued or down to three or less hit points (it will, if die roll indicates) grants three wishes (it's treasure). To avoid this however, the Banshee will flee, trying to return to the water.

Besides the scream, a Banshee will attack, doing 2-20 points of damage.

Alignment is neutral. Movement is 6 inches a turn on land and 24 inches a turn in the water.

Fetch	6	2	1-6	E
-------	---	---	-----	---

Found only at night, a Fetch is like a Spectre, doing damage like a Spectre. May only be hit with a magic weapon. Turn-aways or disspells like a Spectre.

Alignment is chaos. Movement is 15/30. Lair 50%.

Crypt Keepers	7	3	1-12	see below
---------------	---	---	------	-----------

Crypt Keepers are used to guard Crypt, treasure or a certain room or hall from trespass.

Are immune to attacks with cold, paralizaton, fear, illusions, phantasmal forces, death ray and poison. Clerics have no turn-aways or disspells against them but Crypt Keepers can be destroyed by clerical Continual Light spell if they fail to make their saving throws against it, being turned to dust. If exposed to direct sunlight, they turn automatically, no saving throw allowed.

Crypt Keepers fight like a 7th level fighter and are usually armed with a pole weapon of some sort (Bill, Halberd, ect.). Do weapon damage plus three (+3).

Saving throw equal to a 7th level fighter.

Have no alignment. Movement is 9 inches a turn. Wear plate armor and a helmet. Neither weapons nor armor usable by any other character. Lair 100%.

Spriggans	8-15	2	1-6	B+E
-----------	------	---	-----	-----

Found in standing stones, hedges, magic circles and dungeons, Spriggans are ghostly giants.

Spriggans hit dice are rolled like for a Giant's, being from 8-15. Do damage like the giant they are, (Hill, Stone, ect.) plus one life level..May only be hit with silver or magic weapons.

Spriggans have turn-aways or disspells like Wight. They are chaotic in alignment, are in their lair 100% of the time and will move no more than 30" away from it. Movement is 15 inches a turn.

Ghosts	10	2+1	1-6	F
--------	----	-----	-----	---

A larger type of Nightmare, Ghosts are non-corpreal and white in color. They cast a Fear spell with a 100 foot range. Clerics have a plus two (+2) to their saving throw against the Fear spell. May only be hit with magic weapon.

Turn-aways or disspells like a Vampires. (Clerics vs. Undead chart) Does 2-24 points damage plus two life levels per hit. Movement is 15/30. Lair 25%.

Dragons

	Hit Dice	Armor Class	Number Appearing	Treasure
"Mottled"	5-7	2	1-4	See below

The "Mottled" Dragon is much like a cross between a Wyvern and a Dragon. It has a poison sting much like a Wyvern, (7 dice poison damage if saving throw isn't made, 2 dice if made) but it also has the power to spit venom in 5" x $\frac{1}{2}$ " line. As for it's bite, it does 3-24 points damage plus 3 dice poison damage if saving throw missed or 1 die if saving throw made) as it's bite is also poisonous.

If saving throw isn't made, (Breath weapon only) a character is dead, even if damage taken wasn't enough to kill him/her. However, application of a Neutralize Poison spell within one turn will save a character if damage wasn't enough to kill. During the turn before dead, a character is unable to fight or defend as the character is unconscious and in shock. Poison will corrode metal slowly and so must be cleaned off.

A "Mottled" Dragon never talks and is caught sleeping only 20% of the time, it is rarely found flying as it is subterranean in nature. It doesn't fight with claws.

Only up to 10% of damage from the creature (bite/sting/breath) may be cured by a Light or Serious Wounds spell. A Neutralize Poison spell is required.

Movement is 9/24. Alignment is chaos. The very blood of this foul creature is poison.

Treasure for "Mottled" Dragons:

Copper	Silver	Gold	Gems	Jewelry	Magic
2-16k	2-20k	2-20k	2-20	1-20	25% any 4 +
20%	40%	50%	30%	30%	1 Potion

Purple	7-9	2	1-4	H
--------	-----	---	-----	---

A Purple Dragon is a close relative of the Green Dragon, but breathes sleep (lotus) gas. This gas works in the following ways:

1. All those not making their saving throw, regardless of points against them fall asleep.
2. All those not overcome by the gas fight at half efficiency, due to the effect of the gas.

A Purple Dragon has no limit as to the number of times it can breath and will always do so if the die roll indicates.

All characters not killed or eaten will awaken in 24 hours and the others will return to full fighting efficiency when the gas wears off, again in 24 hours.

Purple Dragons are fairly rare. Movement is 9/24. Alignment is neutral (die 1-3) or chaos (die 4-6). Purple also have a extra 10% to the chance of being asleep. Damage (Bite/claw) is the same as for Green Dragons.

Perytons	9	3	1-4	E
----------	---	---	-----	---

A cross between a Wyvern and a Manticore, these creatures have the ability to shoot poison spikes. They have human-like thoughts, (and will fool characters into thinking them human) plus the shadow cast by a Peryton is human in shape.

A Peryton does 2-16 points damage with it's bite and 1-4 points damage with each claw. Spikes do 1-6 points damage plus 4 dice poison damage (saving throw not made) or 1 die poison damage (saving throw made).

Perytons will be found in their lair 25% of the time. Movement is 12/18. Alignment is chaos.

Dragons continued

	Hit Dice	Armor Class	Number Appearing	Treasure
Crimson	9-11	2	1-4	H

One of the two larger types of Red Dragons, a Crimson Dragon breathes at double breath value of it's age, i.e. a Red Dragon would breath say 44 points of flame damage while a Crimson Dragon of the same age would breath 88 points of flame damage.

All the other rules as per talking, sleeping, ect of a Red Dragon apply, but remember, if in a mated pair the female is attacked and the male isn't or vice versa, the dragon not attacked will defend it's mate at 4x times value..

Crimson Dragons are not easily told apart from a Red Dragon or Rak.

Alignment is chaos. Movement is 9/24. Crimson Dragon does 1-6 points damage with each claw and 3-30 with the bite. Tail may used for 1-8 points damage.

All attacks against a Crimson Dragon with flame/fire of any kind are minus two (-2) on damage and hitting chances.

3-Headed Terror	11-13	2	1-4	H
-----------------	-------	---	-----	---

A large and terrible creature, a 3-Headed Terror can fight with all three heads biting, 3-36 points damage each head, or two heads biting and one breathing or any combination.

Each head has a different ability:

Head #1 - Breathes Chlorine gas (5" x 4" cloud)

Head #2 - Poison Fangs (no known anti-toxin)

Head #3 - Spits Acid in a 6" x 1/2" line.

Value of Chlorine gas, acid and poison is figured by dragon's age. If saving throw against poison is made, only 1/4 of poison damage is taken.

Alignment is chaos. Movement is 6/18.

When rolling for age, solitary Terrors are never very young or young classes.

10% chance of talking but can't use magic. A least one head is always awake. In lair 70% of the time.

Dragon Worm	14-16	2+2	1-6	H
-------------	-------	-----	-----	---

Like a huge flying snake, a Dragon Worm can fly and has a poisonous breath weapon. It breathes a poison vapor cloud (6"x5") or can bite for 3-36 points damage. If a hit is made the Dragon Worm will try to throw coils around its victim, each being one hit. Each coil will do 1-10 points damage per turn of contraction. Poison breath damage value if figured by dragon age. It's bite is non-poisonous.

Dragon Worm have a good chance of talking (85%), but a poor one of using magic (20%). If it can use magic, it will just have an Invisibility spell, using it to attack with, remaining invisible till it attacks.

A Dragon Worm can breath 5 times a day..Also if a Dragon Worm gets three or more coils on a character, there is a 30% chance it will fly off, if it can, with its victim to its lair to kill and eat him.

Dragons Worms live in hill-mountainous regions, usually covered with a thick forest. Will be found flying 60% of the time, in lair 40%.

Movement is 6/26..Alignment is neutral (45%) or chaotic (55%).

Dragons continued

	Hit Dice	Armor Class	Number Appearing	Treasure
Ice Worm	18	4	1-6	D

Larger than a Purple Worm by far, the vagly reptilian Ice Worm lives in the cold, mountainous of the far north or south. The Ice Worm will try to lure its victim(s) by means of a hypnotic humming sound it gives off that affect all within hearing range (300 feet) and they must make a saving throw vs. Magic or walk toward the sounds origin. And when the victim(s) are looking right at the creatures eyes, treat as if Charm Person spell with minus two (-2) on saving throw. An Ice Worm will Charm and eat his victim(s) one with the others looking helplessly Charmed and unable to move or cry out for help.

If a Dragon Worm scores over 20% of the minimum total to hit, or 100% in any case, it indicates the Dragon Worm has swallowed it's victim and in 6 turns is dead and in 12 turns, irrecoverable and digested.*

Due to temperature of the Ice-Worm's body, cold attacks in any form have no effect whatsoever. However, flame or heat adds damage as follows below:

Flaming Sword: +2 to damage

Fire Elemental: +3 to damage

Fireballs - spell, wands or stave: +2 to each die of damage

If an Ice Worm is attacked with flame/heat add +2 to it's reaction on the first turn and on the second add +3 to see if the Worm retreats from the flame/heat and returns to it's lair or refuses to fight further.

An Ice Worm does 4-40 points damage with it's bite and may throw coils on its victim as well, doing 1-10 points per turn of constriction plus 1-8 points of cold damage per coil, due to the creatures sub-zero body temperature.

An Ice Worm(s) lair in a dungeon is easy to find as the area around it is very cold. Lair 60%.

Alignment is neutral (45%) or chaos (55%). Movement is 9 inches a turn. Ice Worms have no wings and so cannot fly.

Rak	18	2+2	1	2xH
-----	----	-----	---	-----

The second of the larger types of Red Dragons, this class has the ability to regenerate like a Troll and must be destroyed like a Troll..

A Rak does more damage when biting than a regular Red Dragon, 4-40 points of damage and does 1-8 points of damage with each claw. The tail may be used as well for 1-10 points damage.

Breath weapon like a normal Red Dragon. Hard to tell apart from a Red Dragon or a Crimson Dragon.

Alignment is chaos. Lair 15%. Movement is 9/24.

Ancient	2 x Maximum	2+4	1-2	2xF+H
---------	-------------	-----	-----	-------

When a Very Old Dragon is rolled, there is a 50% chance it is an Ancient Dragon, 200+ years old.

An Ancient Dragons breath weapon value is 7 per die. All damage from bite, claw and tail are doubled. Also an Ancient Dragon may breath on a 5 or better and in a life or death situation, i.e. last melee round before death.

Movement is 9/24..Lair 75%. Alignment ranges from law to chaos.

*Referee's option: any creature with 14 hit dice or more may swallow.

Demons

	Hit Dice	Armor Class	Number Appearing	Treasure
Imps	5	2	1-6	F

Smallest of the Demon class. They can detect invisible. Imps are armed with a trident +2, +3 vs. Pegasi, Hippogriffs, Rocs and Ents. Damage is done with any 8-sided die plus two or three, depending on what the Imp is fighting.

Imps have magic resistance equal to a Balrog and may throw a 3-die fireball. Lair 25%. Movement is 12/24. Alignment is chaos.

Salamanders	7	7	1-6	Fire oriented
-------------	---	---	-----	---------------

This creature resembles its name and lives in or near lava-pools, fire-pits, ect. Salamanders are continually immolated and any weapons with wood in them,, (spears, ect.) have a 10% chance per hit to catch fire. Also if striking a Salamander with a short weapon or hands causes 1-4 points of flame damage.

Salamanders do 1-8 points of damage biting or 1-4 points damage with each claw. Tail may constrict for 1-6 points of damage per melee round of constriction plus 1-4 points of fire damage.

Movement is 6 inches a turn. Alignment is neutral.(die 1-3) or chaos (4-6). Lair 100%.

Class "C" Demon 15	2+1	1-4*	F+H
--------------------	-----	------	-----

Smallest of the Demons of the Nether Depths.

Armed with a sword +1 and a whip. Damage is as follows:

Sword - 12-sided die plus one (+1) of damage

Whip - 6-sided die of damage (non-immolated) or 6-sided die plus 4-24 points of flame damage (immolated)

Can throw 8-die fireball and detect invisible.

Magic resistance is equal to a Balrog +5%, which is 80% resistance at 11th level..

A 12th level Magic-User has a 75% chance of resistance.

Alignment is chaos. Lair 60%. Movement is 9/18.

Class "B" Demon 20	2+2	1-3*	F+H
--------------------	-----	------	-----

Middle class Demon of the Nether Depths.

Armed with a sword +2 and a whip. Damage is as follows:

Sword - 2-20 points of damage

Whip - 6-sided die plus 5-30 points of flame damage.

Class "B" Demon always immolated. Can throw 10-die fireball and detect invisible. Can also summon up at will a Fire Elemental worth 12 hit dice. Demon need not maintain total attention on the elemental to control it.

Magic resistance equal to Class "C" Demon. Saving throw is 4 against all types of magic spells and 6 against all cleric spells.

Alignment is chaos. Lair 65%. Movement is 6/15.

Class "A" Demon 30	2+4	1*	2xF+H
--------------------	-----	----	-------

Largest of the Demons of the Nether Depths.

Armed with Sword +2 with one life level draining ability and a whip. Damage is as follows:

Sword - 2-24 points damage plus one life level

Whip - 6-sided die plus 6-36 points of flame damage

Class "A" Demons are always immolated. Can throw a 15-die fireball and detect invisible. Also able to summon up a Fire Elemental like a Class "B" Demon and a Wall of Fire at will.

*May be found with 1-8 attending Imps (50%) and/or 1-6 Balrogs (30%). The Imps and/or Balrog(s) will obey The Demons every command.

Weird Trips & Rip-Offs

	Hit Dice	Armor Class	Number Appearing	Treasure
Argopelters	1	6	1-6	Nil

These squirrel-like animals are the nuisance of the forests. Always hiding, Argopelters throw things (rocks, sticks, ect) at all who pass them, possibly hurting someone or knocking a character out. If that happens, the Argopelter(s) could run over and grab something away from the unconscious character and hide it.

Alignment is Neutral. Movement is 9 inches a turn. Lair 100%.

Flitterbicks	1	6	1-8	Nil
--------------	---	---	-----	-----

These flying squirrels aren't very smart and try to hit all those who pass by them. Flitterbicks moves too fast in the air to hit and when they strike a character they do a 6-sided die of damage and die from the impact.

Movement is 8 inches a turn on the ground and too fast to tell in the air. Alignment is neutral. Lair 100%.

Jub-Jub Birds	2	6	1-6	Nil
---------------	---	---	-----	-----

Found in forests, Jub-Jub Birds have glowing eyes and are able to speak to travelers. May give advice, but the truth or accuracy is checked by the referee rolling the reaction of the Jub-Jub Birds to see if it likes/hates character.

Movement is 6/48. Alignment is neutral. Lair 100%.

Runners	2	6/2*	10-100	Nil
---------	---	------	--------	-----

Literally piranhas with legs, once they score a hit their jaws lock and do a 4-sided die of damage per melee round till dead.

*Armor class vs, missiles due to the way they run, with bellies nearly touching the ground. May attack up to 4 to 1.

Movement is 24 inches a turn. Alignment is chaos.

Snarks	3	3	1	Nil
--------	---	---	---	-----

Found in forests, Snarks are reported to be good eating. In fact, eating a Snark's heart improves strength and constitution by one point. Snark's do a 8-sided die of damage when biting. There is a 10% chance a Snark is a Boojum (see Boojum).

Movement is 9 inches a turn. Alignment is chaos. Lair Nil.

"Nasties"	4	6	1-12	B
-----------	---	---	------	---

Also called Stranglers. These creatures are invisible until they attack and are masters of the low blow, the stab-in-the-back and the dry gulch. Usually try for the strangle hold, strangling like a 6 hit die creature (6 dice damage).

Movement is 15 inches a turn. Alignment is chaos. Lair 10%.

North-Hounds	4+1	4	2+24	Nil
--------------	-----	---	------	-----

these hounds project a paralysis spell (6"range) with minus one (+1) on saving throw for every 4 hounds. These monsters are telepathic in nature and the hound with the most hit points is the pack leader. Players with telepathy (helm or spell) may gain control of a pack by making his/her saving throw and killing the pack leader in melee. Anytime the controller-player is injured there is a 1 in 6 chance the largest remaining hound will challenge for supremacy.

North-Hounds do 1-6 points damage when biting or 1-3 points damage with each claw.

Movement is 15 inches a turn. Alignment is neutral (Die 1-3) or chaos (4-6). No lair.

Weird Trips & Rip-Offs continued

	Hit Dice	Armor Class	Number Appearing	Treasure
Tavashtri	4+3	4	1-4	C

A larger gargoyle, they have 4 arms and will usually go for the "bear" hug when they attack, doing 2-12 points of damage. Otherwise do 6-sided die die of damage with each claw, a 4-sided die die plus one (+1) of damage with it's horns and a 6-sided die plus one (+1) when biting.

Are always found as head of a group of gargoyles, as the gargoyle "king". Are also smart enough to use weapons.

Movement is 8/13. Alignment is chaos. Lair 25%.

Ravaging Fiends	5	5	2-12	D
-----------------	---	---	------	---

These reptilian creatures are human in shape and attack on the 10 hit dice monster chart with unlimited pushbacks due to strength of attack. Do an 8-sided die plus two (+2) of damage when attacking.

Movement is 18 inches a turn. Alignment is chaos. Lair 25%.

Boojum	6	5	1	Nil
--------	---	---	---	-----

Relative of the Snark (1 in 10 chance a Snark is a Boojum, see Snark) a Boojum is found in the forest and kills with a glance - saving throw for all levels is 20 on a 20-sided die. If saving throw isn't made, the character(s) fate is to "softly and suddenly vanish away".

Movement is 9 inches a turn. Alignment is chaos. No lair.

Catoblepas	6	3	1-6	Nil
------------	---	---	-----	-----

A Gnu-like beast covered with scales, a Catoblepas always travels with it's eyes down. Should a character look at it's eyes or the Catoblepas at the character straight in the eyes, a saving throw is made against death. If missed, the character is dead.

Are found in the open, no lair. Alignment is neutral. Movement is 6 inches a turn.

Gyraphont	6	2+2	1-4	F
-----------	---	-----	-----	---

A large lobster-like creature clad in scarlet chitin, with 27 limbs of which 10 are pinchers but only uses 4 of them at a time during melee. Has 9-13 eyes. Able to transport in and out of our dimension and uses that ability when attacking, reappearing to strike from it's dimension.

A Gyraphont does an 8-sided die of damage with each pincher and the points of damage taken from the character are added to the Gyraphonts hit points, i.e. a Gyraphont worth 25 hit points does 11 points to a character and is now worth 36 points. To kill one you must do more damage to it than it does to you.

Also a Gyraphont treasure treasure is in it's dimension and can only be recovered by an Invisible Stalker or a Magic-User with teleport (spell or helm).

Movement is 9 inches a turn. Alignment is neutral. Lair 90%.

Bandersnaches	7	4	1-6	E
---------------	---	---	-----	---

These reptilian creatures are found in the forest and can breathe 3 dice of Chlorine gas every turn if the die roll indicates (like dragon breathing). They can also bite for 1-8 points of damage. Claws do a 4-sided die of damage each.

Movement is 9 inches a turn. Alignment is chaos. Lair 50%.

Caecus	8	2	1-6	E
--------	---	---	-----	---

Caecus is a relative of the Gorgon but breathes 4 dice of fire instead of Flesh to Stone. May use a weapon.

Movement is 12 inches a turn. Alignment is chaos. Lair 50%.

Weird Trips & Rip-Offs continued

	Hit Dice	Armor Class	Number Appearing	Treasure
Firetrees	8	2	1-6	B

Chaotic Ents of a fungoid type. They shoot a stream of flaming liquid out to a maximum range of 8 inches. It lands in a pool 10 feet in diameter and does 8 dice of damage if saving throw is missed.

A target is selected and a die rolled, 1-2 direct hit, 3 over, 4 left, 5 short, 6 right - roll again- 1-4 $\frac{1}{2}$ " off, 5-6 10 feet off.

A Firetree can use it's flame 3 times a day. It also has Hill Giant strength. Movement is 8 inches a turn. Alignment is chaos. Lair 100%.

Jabberwock	8	5	1-6	Nil
------------	---	---	-----	-----

Found in forests & dungeons, a Jabberwock may bite and claw in the same melee round due to speed of its attack. Does 1-8 points of damage with its bite and 1-4 points damage with each claw.

Movement is 9 inches a turn. Alignment is chaos. No lair.

Lindorm	8	3	1	B*
---------	---	---	---	----

This large reptilian worm lives in or near old abandoned churches and if in the church is living up in church works, i.e. attic, ect.

Does 1-10 points damage when biting and may throw coils, each coil being another hit. Coils do 1-4 points damage per melee round of constriction.

Movement is 10 inches a turn. Alignment is neutral. Lair 100%.

*Plus 50% chance of clerical items in the treasure.

Nuckelavee	8	5	1-4	E+I
------------	---	---	-----	-----

A centaur-like sea monster that breathes a rotting disease like a Mummy. Often appears during storms at sea to attack ships passing it's lair. Can also hit for 1-10 points of damage. Movement in the water 20 inches a turn. Alignment is chaos. Lair 55% and underwater.

Toadstools	12/2*	6	1-4*	E
------------	-------	---	------	---

Each large Toadstool (* 1-4 in number) is surrounded by 3-18 smaller Toadstools, *each worth two hit dice.

Small Toadstools are armed with creseuted topped spears and only know one word- "barbque". Large Toadstools have Cloud Giant strength.

Movement is 9 inches a turn. Alignment is chaos. Lair 100%.

Floater	20/1*point each 7/9**	1-4	D
---------	-----------------------	-----	---

Floater are giant dandilions that launch 10-100 seed pods with a maximum range of 24" and can float around corners somewhat. If they hit they do a 6-sided die minus one (-1) of damage each.

* Each seed pod is worth one point each. **Denotes seed pods armor class which is 9. They can be hit as they come in.

Floater can't move. Alignment is chaos. Lair 100%.

Sphinx	17	3	1	E
--------	----	---	---	---

Found along roads or in dungeons, a Sphinx will ask each character a riddle if the character wishes to (riddle answering is on a voluntary basis) and if the answer is right, depending on how hard the riddle was the character will either get a random roll on a chart of his/her choice or a random item rolled by referee. If you fail to answer the riddle in a fair amount of time or give the wrong answer, the Sphinx gets a free strike on the character.

Sphinx does 2-20 points of damage when hitting. Movement is 12/30. Alignment is neutral. Lair 100%.

Class "A" Demon continued

Magic resistance is equal to a Balrog + 10%, which is 85% at 11th level. A 12th level Magic-User would have a 80% chance of resistance.

Alignment is chaos. Movement is 6/15. Lair 75%.

	Hit Dice	Armor Class	Number Appearing	Treasure
Named Demon	60-100	2+5-8	1**	Referee Option

Largest possible type of Demon. Has all the powers of a Class "A" Demon and more. Only one to a dungeon. Guards treasure of impossible value, a very high level chaotic Wizard or Evil High Priest or the Devil.

**Is found with 2-16 attending Imps, 1-8 Balrogs and 1-3 Class "C" Demons, all who will obey him without question.

