

AD&D MONSTERS: APSARA TO ZEBEZ

A Collection of 36 Foes, Fiends, and Friends

by Mark L. Chance



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Mark L. Chance
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Apsara

Frequency: Uncommon

No. Appearing: 40-400

Armor Class: 7

Move: 6"

Hit Dice: 1-4 hit points

% in Lair: 40%

Treasure Type: *Individuals J; O, Q (x5) in lair*

No. of Attacks: 1

Damage/Attack: 1-4

Special Attacks: Nil

Special Defenses: Nil

Magic Resistance: Standard

Intelligence: Low to Average

Alignment: Neutral (evil)

Size: S (2' tall)

Psionic Ability: Nil

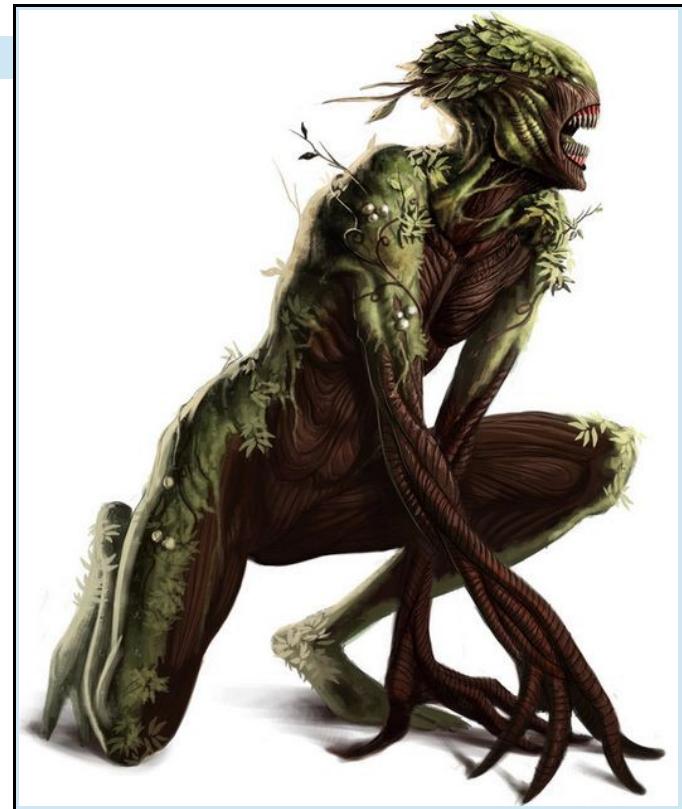
Attack/Defense Modes: Nil

Level/X.P. Value: I/7+1/hp

Guards: I/14+1/hp

Leaders: I/18+1/hp

Chief: II/28+2/hp



The society of the fey apsaras is tribal, built around warbands based on groups of families, which build their well-camouflaged lairs in the boughs of the highest trees. Stronger tribes tend to dominate weaker ones. Apsaras are found in the ancient forests of temperate to sub-arctic wildernesses. Apsaras are plant-like creatures, diminutive in size, with dark, woody hides, root-like fingers and feet, and large maws filled with toothy thorns. Their backs, shoulders, hips, and heads provide rich ground for mosses, small ferns, and various fungi. Apsaras have ultravision.

These creatures climb like monkeys, moving easily up and through the treetops of their forest environs. Apsaras are prodigious jumpers, able to leap 5 feet straight up and 15 feet forward with ease. Apsaras eschew the use of weapons, preferring to attack with their bites. While not especially vulnerable to fire, asaparas hate and fear open flames, and they fight less well in the presence of such, suffering a -1 penalty on to-hit rolls.

All apsaras are naturally *invisible to animals*, and they can *pass without trace* for up to 1 turn per day. For every 40 apsaras encountered, there will be a leader and two guards who fight as 1-1 Hit Die monsters, have 4 hit points each, armor class 6, and inflict 1-6 points of damage. A leader can use *barkskin* and *snare* once per day each as a 3rd-level druid. If more than 200 apsaras are encountered in their lair, there will be the following additional creatures there: 5-20 guards, which are treated as guards described above, females equal to 50% of the total number, young equal to 10% of the total number, and 30-300 sprouts. There will always be a chief, who fights as a 1+1 Hit Die monster, and has 6 hit points, armor class 5, and inflicts 2-7 points of damage. A chief can use *barkskin*, *snare*, and *pass plant* once per day each as a 9th-level druid.

Apsaras speak their own language, which is a debased form of the tongue of nymphs. They can speak with birds as well.

Bristle Worm, Giant

Frequency: Uncommon

No. Appearing: 1-3

Armor Class: 7

Move: 9"

Hit Dice: 5

% in Lair: 25%

Treasure Type: B

No. of Attacks: 1

Damage/Attack: 1-2

Special Attacks: Poison

Special Defenses: Bristles

Magic Resistance: Standard

Intelligence: Animal

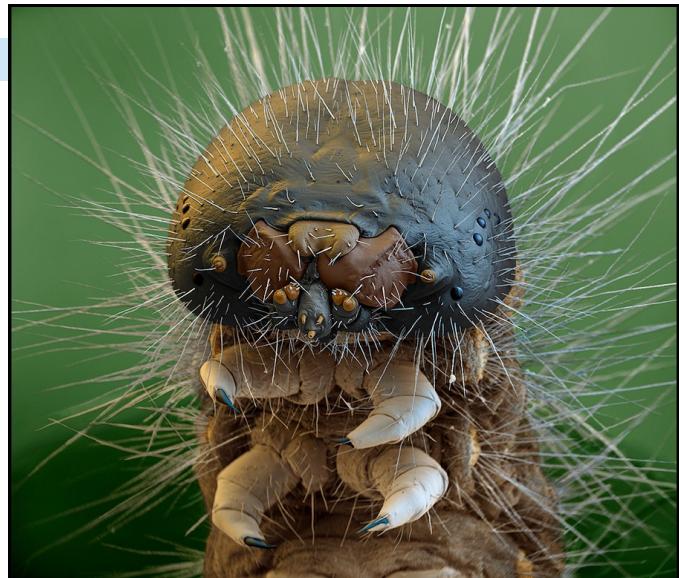
Alignment: Neutral

Size: M (5' long)

Psionic Ability: Nil

Attack/Defense Modes: Nil

Level/X.P. Value: IV/170+5/hp



Giant bristle worms resemble enormous caterpillars, tan to dark brown in coloration and covered in long, stiff bristles. These monsters are usually found in tropical to temperate forests. Giant bristle worms are scavengers that eat decaying plant matter and carrion, which they sometimes drag back to their nests to consume. They are not usually hostile, but their curious nature may lead them to injure a creature by accident.

The giant bristle worm's main defense are those long, stiff bristles. They are sharp, and each one is attached to a bump-like muscle that instinctively flexes when its bristle comes into contact with a relatively unyielding surface. A creature that touches or strikes in a giant bristle worm in melee, or that is bitten by a giant bristle, worm may be stabbed by one or more bristles. The chance to be stabbed by 0-3 bristles is 25% + the victim's Armor Class. Each bristle inflicts 1-3 points of damage.

If a giant bristle worms bristles are not enough to discourage an attacker, the creature bites. While the giant bristle worm's bite is rather weak, it packs a toxic punch. Creatures bitten must make a saving throw against poison or be subjected to painful swelling and delirium. These effects imposes a -2 penalty on attack rolls and a -4 penalty to both Intelligence and Wisdom for 2-8 hours.

Creeping Corpse

Frequency: Rare

No. Appearing: 1-2

Armor Class: 4

Move: 12"

Hit Dice: 7+2

% in Lair: 10%

Treasure Type: Nil

No. of Attacks: 3

Damage/Attack: 2-5/2-5/2-12

Special Attacks: See below

Special Defenses: See below

Magic Resistance: 75% for illusion/phantasm

spells only

Intelligence: Semi-

Alignment: Neutral evil

Size: L (about 10' long)

Psionic Ability: Nil

Attack/Defense Modes: Nil

Level/X.P. Value: VII/1425+10/hp

Creeping corpses are undead monsters nearly twice the size of a man. They move stealthily on all fours as they hunt for prey. Creeping corpses have powerful hind legs. Their forelegs are long, almost arm-like. Their paws have long, strong toes that end with thick talons. Creeping corpses most resemble humans in their skeletal faces, but their eyes burn with murderous intent. Creeping corpses hunt ruins, subterranean places, and the outskirts of civilized regions.

A creeping corpse surprises others on a 1-5. Its powerful hind legs enable it to leap 15' upwards and 40' to 60' forward, and a creeping corpse climbs with remarkable skill. It is also exceptionally alert, being surprised only on a 1. It attacks with claws and fangs. If it scores two claw hits against the same target in one melee round, a creeping corpse makes two additional rear claw attacks that inflict 2-8 points of damage each.

Shadows shift and grow to help conceal a creeping corpse. In shadowy conditions, such as those created by torch light in a dungeon, a creeping corpse has a +2 bonus to armor class (as if it had 50% concealment). Even *infravision* and *ultravision* do not negate this ability due to its magical nature. Bright light, such as created by a *light* spell, does not produce shadows that assist a creeping corpse.

Being undead monsters, creeping corpses cannot be affected by *charm* or *sleep* spells. Their keen senses make them unlikely to be fooled by illusions. Clerics find it difficult to turn creeping corpses. Treat them as part of the special category. Many scholars believe this trait points to an otherworldly origin for creeping corpses.



Dirdira

Frequency: Very rare

No. Appearing: 1-3

Armor Class: 3

Move: 9"

Hit Dice: 9

% in Lair: Nil

Treasure Type: Nil

No. of Attacks: 2

Damage/Attack: 3-12/3-12

Special Attacks: See below

Special Defenses: See below

Magic Resistance: Standard

Intelligence: Semi-

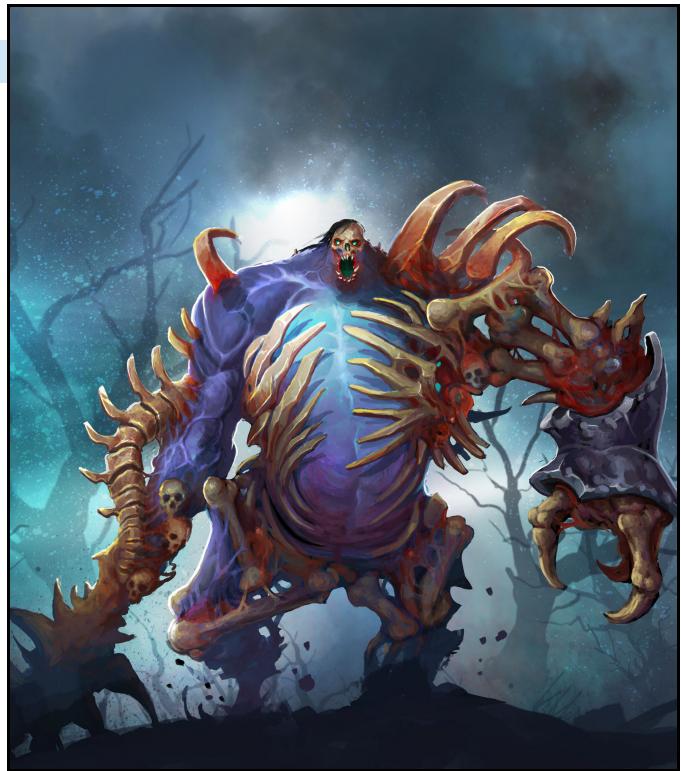
Alignment: Chaotic evil

Size: L (12' tall)

Psionic Ability: Nil

Attack/Defense Modes: Nil

Level/X.P. Value: VII/1600+12/hp



Dirdiras spontaneously form from the mangled corpses, gore, and terror of death left after a massacre. An unholy fusion of warped bone, rotted flesh, and necromantic energies form their bodies. Murderous rage drives these nearly mindless undead monsters to acts of mayhem and murder.

A dirdira almost always charges into battle with no provocation required, lashing out with its monstrous, bony hands. If a dirdira strikes its opponent with both hands, the monster does an additional 3-12 points of rending damage. The dirdira feeds on the pain inflicted by its rending attack. This has the effect of restoring the dirdira's lost hit points (if any), up to an amount equal to one-half the rending damage inflicted.

Most terrifying of all, once per day, a dirdira can vomit a cone of negative energy which extends 7" from the monster's mouth to a terminating diameter of 2" and which duplicates the effects of a *death spell* against creatures caught within the cone's area.

A dirdira is subject to all attack forms except those that only affect a living body, such as poisons or diseases. It is also immune *sleep* and *charm* spells. A cleric can turn a dirdira as if it were a mummy.

Eeyormancer

Frequency: Rare

No. Appearing: 1 (25% of 2-5)

Armor Class: 10

Move: 9"

Hit Dice: 3-12 (d4)

% in Lair: 80%

Treasure Type: A (1/2 coins), S, T

No. of Attacks: 1

Damage/Attack: *By weapon*

Special Attacks: See below

Special Defenses: See below

Magic Resistance: Standard

Intelligence: High to Genius

Alignment: Neutral (good)

Size: S (3' tall)

Psionic Ability: Nil

Attack/Defense Modes: Nil

Level/X.P. Value:

3 HD: IV/180+3/hp

4 HD: IV/215+4/hp

5 HD: V/280+5/hp

6 HD: V/475+6/hp

7 HD: VI/700+8/hp

8 HD: VII/1100+10/hp

9 HD: VII/1700+12/hp

10 HD: VII/2550+14/hp

11 HD: VIII/3700+16/hp

12 HD: IX/5150+18/hp



Eeyormancers are a race of humanoid donkeys with an innate affinity for wizardry. While they tend toward goodness, eeyormancers exhibit pessimism, gloominess, and anhedonia (an inability to feel pleasure). Usually solitary, eeyormancers live away from most other creatures, although they do tolerate the company of poohvians on occasion. Infrequently, a group of eeyormancers may be encountered, the creatures having gathered to be miserable and share spells and magical insights.

An eeyormancer casts spells as a magic-user of a level equal to the eeyormancer's Hit Dice. It keeps a spellbook and memorizes and learns spells just like a magic-user. It can even use most magic scrolls, wands, staves, and many other magic items as a magic-user. Treat an eeyormancer as a character when determining its available magic items (see pages 175-176, *Dungeon Masters Guide*). An eeyormancer with 11 Hit Dice may enchant items and scribe magic scrolls, and a 12-Hit Dice eeyormancer may construct a stronghold just like a magic-user. This monster even uses the same attack and saving throw matrices as magic-users.

Due to its melancholy nature, an eeyormancer gains a +2 on saving throws against magic that would affect its behavior or beliefs. An eeyormancer can harmlessly detach its tail and toss it up to 20 feet away. Creatures (other than eeyormancers) within 20 feet of the detached tail must make a saving throw versus spell or be stricken with *hopelessness* (as a symbol of *hopelessness*). The eeyormancer regrows its tail after one day.

Eneshilungu

Frequency: Very rare

No. Appearing: 3-6

Armor Class: 4

Move: 9"/15"

Hit Dice: 4+2

% in Lair: 30%

Treasure Type: D, T

No. of Attacks: 2

Damage/Attack: *By weapon/1-6*

Special Attacks: Poison, spells

Special Defenses: Nil

Magic Resistance: Standard

Intelligence: Exceptional

Alignment: Lawful evil

Size: M (about 6' tall)

Psionic Ability: Nil

Attack/Defense Modes: Nil

Level/X.P. Value: V/280+5/hp

Eneshilungues live in remote, tropical rain forests, worshiping cruel deities and preying especially on intelligent creatures unfortunate enough to live near the eneshilungues' lair, which is usually a cave accessible only by water. These insidious monsters have a humanoid's basic form, but with long tails used for balance and swimming and sinuous necks surmounted by heads like vipers. Coloration runs from pale yellows to deep greens. Eneshilungues dress in robes decorated with serpent motifs and feathers.

In melee combat, an eneshilungu attacks with a weapon and its fangs. Its bite is venomous, forcing a saving throw versus poison to avoid immediate unconsciousness followed by death by asphyxiation 2-5 melee rounds later.

An eneshilungu's main weapons, however, are its magical powers. This monster use *read magic* at will, which perhaps explains its ability to cast 1st- and 2nd-level magic-user spells from scrolls. An eneshilungu may also use these spells at will, once per day each, as an 8th-level caster: *animal summoning I, change self, hypnotism, pyrotechnics, spider climb, and sticks to snakes*.



Fen Fiend

Frequency: Rare

No. Appearing: 6-36

Armor Class: 5

Move: 9"/15"

Hit Dice: 3+1

% in Lair: 25%

Treasure Type: B

No. of Attacks: 2

Damage/Attack: 1-4/1-4

Special Attacks: See below

Special Defenses: Immune to cold and fire

Magic Resistance: Standard

Intelligence: Genius

Alignment: Lawful evil

Size: S (4' long)

Psionic Ability: Nil

Attack/Defense Modes: Nil

Level/X.P. Value: IV/175+4/hp

Leader: IV/245+5/hp

Chief: V/425+6/hp

Fen fiends, extremely intelligent bug-like monsters, inhabit all manner of marshlands regardless of climate. They live in highly structured hives that most often resemble enormous termite mounds, although fen fiends some of the time lair in abandoned structures or in caves. Fen fiends resemble a horrible hybrid of bat, spider, and crab. Their bulbous heads are covered in sac-like growths and have no fewer than a half dozen eyes.

A fen fiend attacks with its serrated claws. If both claws hit a target in a single melee round, a fen fiend's barbed proboscis jabs at the target, striking quickly enough to gain a +2 on the to-hit roll. If struck, the poor victim takes 1-4 points of damage and must make a saving throw versus poison or be injected with dozens of mite-sized fen fiend gametes. These gametes burrow through their host's tissues toward the brain. A *cure disease* spell kills the larvae; otherwise, the host dies in 1-3 turns. After the host dies, the gametes fuse to form pea-sized eggs, which the fen fiends then harvest and move to the hive's egg chamber.

If 12 or more fen fiends are encountered, there will be a leader with 4+1 Hit Dice, armor class 4, and a +1 damage bonus. If 24 or more are encountered, there will be the following additional fen fiends: a chief (5+1 Hit Dice, armor class 3, and a +2 damage bonus) and a sub-chief (as a leader above). If encountered in their lair, there will always be a chief and sub-chief. There will also be females equal 50% the number of males. These females guard the hive's egg chamber. Females are equal to males, but fight with a +1 to-hit bonus when defending the egg chamber. The egg chamber contains scores of eggs and dozens of larvae, the latter of which are cannibalistic. Larvae are equal to giant centipedes (to include the venomous bite).

Fen fiends communicate with each other telepathically out to a range of 12".



Gagamba

Frequency: Very rare

No. Appearing: 1-4

Armor Class: 10 or 3

Move: 12" or 18"

Hit Dice: 6+5

% in Lair: 25%

Treasure Type: F

No. of Attacks: 1 or 2

Damage/Attack: *By weapon* or 1-4/3-8

Special Attacks: See below

Special Defenses: See below

Magic Resistance: Standard

Intelligence: Exceptional

Alignment: Chaotic evil

Size: M (5' long)

Psionic Ability: Nil

Attack/Defense Modes: Nil

Level/X.P. Value: VII/1300+8/hp



Gagambas appear to be normal women during the day, but at night these undead terrors transform in order to hunt and feed. During this transformation, the creature's belly and hips transform into a giant wasp-like abdomen, complete with stinger, while its legs twist and change into insectoid limbs. The arms elongate, and the hands twist backward on the wrists while the fingers thicken and grow black talons. Dozens of needle-like teeth force their way from the monster's gums, dislodging its human teeth in the process, which are then swallowed and stored in a leathery throat sac.

In human form, a gagamba has armor class 10, a move of 12", and attacks once per round with a weapon. It has none of its special attacks (described in the next paragraph) and retains from its special defenses only its immunity to *charm* and *sleep*. As such, a gagamba seeks to avoid confrontation in its human form.

Once it has transformed, however, a gagamba becomes a fearsome foe. A gagamba moves quickly on all fours, and it can scuttle up walls and even across ceilings like a giant bug. It attacks with its fangs and stinger. A gagamba's bite drains 1 life energy level from the victim, complete with corresponding losses in Hit Dice, ability level, attack level, et cetera. Any victim of a sting must save versus poison or become paralyzed in a death-like coma for 2-5 days. If possible, a gagamba drags paralyzed victims back to its lair to feast on their blood at its leisure.

Sleep, *charm*, and *hold* spells do not affect a transformed gagamba. Neither do poison nor paralysis. A gagamba takes only one-half damage from fire and electricity attacks. Nonmagical weapons (except for daggers) cannot injure a gagamba, and, even if injured, a gagamba regenerates 3 hit points per melee round. A gagamba has the ability to summon 2-8 giant wasps to aid them. The wasps arrive in 2-12 melee rounds.

Gagambas abhor garlic and salt. They also avoid daggers, vinegar, and spices. Any of these items, strongly presented, will cause a gagamba to hesitate for 1-4 melee rounds before attacking. None of these items, except for daggers, can actually harm a gagamba.

Ghoul, Lyssan

Frequency: Very rare

No. Appearing: 1-4

Armor Class: 2

Move: 21"

Hit Dice: 6

% in Lair: 5%

Treasure Type: B, Q, R (see below)

No. of Attacks: 2

Damage/Attack: 1-6/1-6

Special Attacks: See below

Special Defenses: See below

Magic Resistance: Standard

Intelligence: Exceptional

Alignment: Chaotic evil

Size: M

Psionic Ability: Nil

Attack/Defense Modes: Nil

Level/X.P. Value: V/475+6/hp



Undead servants of Lyssa, lesser goddess of fury and violent madness, Lyssan ghouls in life were those who delighted in slaughter and revenge. Now touched by Lyssa, those people have become ravenous undead monsters that seek out regions wracked with disorder and violence in order to feast on the helpless, dying, and dead.

A Lyssan ghoul attacks with its fearsome claws. These attacks cause paralyzation (saving throw permitted), affecting all creatures including elves, but excluding lawful good clerics. Each Lyssan ghoul encountered is 50% likely to possess some sort of magical weapon or armor (but never a shield). This is in addition to any magic items randomly generated as part of the monster's treasure kept in its lair, which is usually a subterranean complex of caves or similar place. A Lyssan ghoul never uses any magical weapon it might have. Instead, it carries the weapon and draws additional power from the weapon's dweomer. The magical weapon's properties, including to-hit and damage bonuses, are transferred to the Lyssan ghoul's claw attacks so long as it carries the weapon somewhere on its body.

Once per day, a Lyssan ghoul may scream in rage, which has the same effect as a *symbol of discord* (saving throw versus spells with a -2 penalty resists and makes that creature immune to all Lyssan ghoul's screams for a day).

Since Lyssan ghouls are undead, they are immune to *sleep* and *charm* spells. They can be struck by any weapon, but weapons *blessed* by a lawful good cleric inflict double damage against Lyssan ghouls. Clerics may turn Lyssan ghouls as if they were vampires.

Gloom Hound

Frequency: Rare

No. Appearing: 2-8

Armor Class: 4

Move: 12"

Hit Dice: 4-7

% in Lair: 30%

Treasure Type: C

No. of Attacks: 1

Damage/Attack: 1-10

Special Attacks: See below

Special Defenses: See below

Magic Resistance: Standard

Intelligence: Low

Alignment: Chaotic evil

Size: M

Psionic Ability: Nil

Attack/Defense Modes: Nil

Level/X.P. Value:

3 HD: III/95+3/hp 6 HD: VI/450+6/hp

4 HD: IV/160+4/hp 7 HD: VI/725+8/hp

5 HD: V/250+5/hp



Gloom hounds are not normally from the material plane, but some few now dwell on it, having been brought along by various creatures who wished their evil service. Gloom hounds are dusty gray to lightless black in color. Their eyes are glowing orbs, and their fangs gleam like polished silver. Gloom hounds and hell hounds hate each other, and they will seek to destroy each other if given the opportunity.

A gloom hound attacks by biting, but at the same time it bites it also exhales coiling tendrils of utter darkness. These tendrils extend in a 1/2" wide, 1" long line of effect that runs from the gloom hound to (and probably past) the target of the hound's bite. The gloom hound's strange exhalations cause 1 hit point of damage per Hit Die the gloom hound possesses, but keep track of tendril damage separately from other damage. A saving throw versus breath weapon halves the tendril damage. If the tendril damage plus damage from other sources reduces a creature to 0 or fewer hit points, the creature is not rendered unconscious or killed. Instead, all tendril damage is removed, and the victim becomes insane (acting as affected by *confusion*) for 1-6 hours.

Gloom hounds move with great stealth, so they surprise opponents on a 1-4. They have keen hearing, and they are surprised only on a 1. Their exceptional sight allows them to locate *hidden* or *invisible* creatures 50% of the time. For these reasons, gloom hounds are favored as watch dogs by monsters.

Golem, Cairn

Frequency: Very rare

No. Appearing: 1

Armor Class: 4

Move: 9"

Hit Dice: 49 hit points (10+4 HD)

% in Lair: Nil

Treasure Type: Nil

No. of Attacks: 2

Damage/Attack: 2-16/1-8

Special Attacks: See below

Special Defenses: See below

Magic Resistance: See below

Intelligence: Semi-

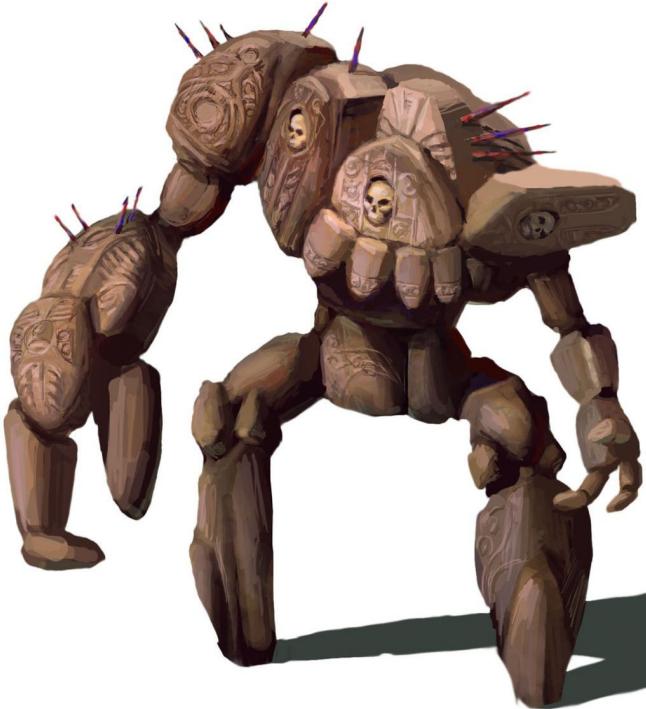
Alignment: Neutral evil

Size: L (12' tall)

Psionic Ability: Nil

Attack/Defense Modes: Nil

Level/X.P. Value: VIII/4136



Evil clerics or necromancers construct cairn golems from stones and defiled remains stolen from burial sites. The creation process invests a cairn golem with dim intelligence and an evil will, both bent into the service of the monster's creator. The cairn golem understands and obeys commands of modest complexity, and it has sufficient intelligent for some self-directed behavior.

A cairn golem attacks with two punishing strikes. The more powerful strike, delivered by its larger arm, can catch a man-sized or smaller creature with an attack roll that exceeds the score needed to hit by 4 or more points. The captured victim will have both arms pinned (35%), one arm pinned (50%), or neither arm pinned (15%). Once captured, the victim can free himself with a successful open doors check instead of an attack. While the cairn golem cannot use its larger limb for further attacks while it holds a victim, the cairn golem can crush the victim, automatically inflicting 2-16 points of damage once per round. The cairn golem's smaller limb inflicts 1-8 points of damage with successful attack. If the cairn golem aims this attack against a captured victim, it gains a +4 bonus to its attack roll.

A cairn golem's construction includes three humanoid skulls. The right-hand skull, the one nearest the oversized limb, casts *fear* once per day. The left-hand skull casts *slow* once per day. The central skull casts *poison* (the reverse of *neutralize poison*) once per day.

Weapons of +2 or greater enchantment are required to damage a cairn golem. It is affected by spells as if it were a stone golem: *rock to mud* slows it 50% for 2-12 melee rounds, *mud to rock* restores all damage suffered by it, and *stone to flesh* makes the golem vulnerable to normal attacks on the following melee round. A *cure* spell delivered to a cairn golem inflicts damage equal to the amount that it would heal (so *cure serious wounds* would cause 3-17 points of damage).

A cairn golem is constructed by means of a magical tome or by an evil cleric or evil magic-user of 16th or higher level, employing the following spells: *wish* or *resurrection*, *polymorph any object* or *animate object*, *geas* or *quest*, *fear*, *slow*, and *poison*. The cost in materials is 1,000 gold pieces per hit point, and it requires 2 months construction time.

Human, Estradan

Estradans, natives of an ancient kingdom built atop a coastal mountain range with climates ranging from tropical to sub-arctic, tend to have tan to olive skin tones, dark hair, and brown to black eyes. They engage in trade with foreign lands, the closest of which find themselves in a subservient position to the Estradan nation. Commoners most often farm and raise livestock, especially breeds hearty mountain goats and llamas.

Estradan society is highly regimented. Inhabitants are divided into three castes, commoners (including slaves), warriors, and a hereditary nobility at the top. The warriors and nobles serve the Estradan king, who is rumored to be a lich, doing with bloodthirsty religious devotion. Frequent human sacrifice, often on a massive scale, is a regular feature of Estradan public life.

Warriors: Estradan warriors typically wear reinforced leather armor and wield wooden shields. The fight with swords with heavy, curved blades as well as wickedly barbed javelins. A target hit by a javelin that inflicts 7 or more points of damage also lodges in the victim. Warriors usually attach strong cords to the javelins so that it can be jerked free from an impaled victim as an attack, inflicting another 2-9 points of damage if successful. For every 10 warriors encountered, there is an additional sergeant equivalent to a 2nd- to 4th-level fighter. For every 50 warriors encountered, there is a captain equivalent to a 5th- to 8th-level fighter.

Nobles: Estradan nobles typically wear thick, quilted robes, highly stylized breastplates, and decorative accessories of gold, jade, and exotic plumage. They fight with clubs made more deadly by embedded blades of sharpened flint. A noble often has 1-2 warrior guards and 2-5 commoner servants. For every 10 nobles, there is a higher-ranking noble priest with the Hit Dice, saving throws, and other abilities of a 3rd- to 5th-level cleric. For every 25 nobles encountered, there is an additional noble priest equal to a 5th- to 8th-level cleric.

Once per day, any Estradan noble can radiate a charismatic mien. This magical effect grants the noble an effective Charisma equal to 18 and generates 1-6 special points. For the cost of 2 special points, the noble can use *charm person* as a 1st-level magic-user. The charismatic mien lasts for 2-12 turns, or until the noble's special points have been expended.

	Commoner	Warrior	Noble
Frequency:	Common	Uncommon	Rare
No. Appearing:	30-300	10-100	3-30
Armor Class:	10	6	8
Move:	12"	12"	12"
Hit Dice:	1-4 hit points	2-7 hit points	1-6 hit points
% in Lair:	80%	40%	20%
Treasure Type:	J, K (x½)	L, M (B in lair)	M, N (F in lair)
No. of Attacks:	1	1	1
Damage/Attack:	1-3 (by weapon)	2-9 (by weapon)	1-8 (by weapon)
Special Attacks:	Nil	Javelins	Nil
Special Defenses:	Nil	Nil	Charismatic mien
Magic Resistance:	Standard	Standard	Standard
Intelligence:	Average	Average	Very
Size:	M	M	M
Alignment:	Lawful (non-good)	Lawful evil	Lawful evil
Psionic Ability:	Nil	Nil	Nil
Att./Def. Modes:	Nil	Nil	Nil
Level/X.P. Value:	I/5+1/hp	II/14+1/hp	II/30+1/hp



Idablesk

Frequency: Very rare

No. Appearing: 1

Armor Class: 1

Move: 15"

Hit Dice: 18

% in Lair: 40%

Treasure Type: E, Q (x5)

No. of Attacks: 1

Damage/Attack: 3-36

Special Attacks: See below

Special Defenses: See below

Magic Resistance: See below

Intelligence: Very

Alignment: Chaotic evil

Size: L (35' long)

Psionic Ability: Nil

Attack/Defense Modes: Nil

Level/X.P. Value: X/12,100+25/hp

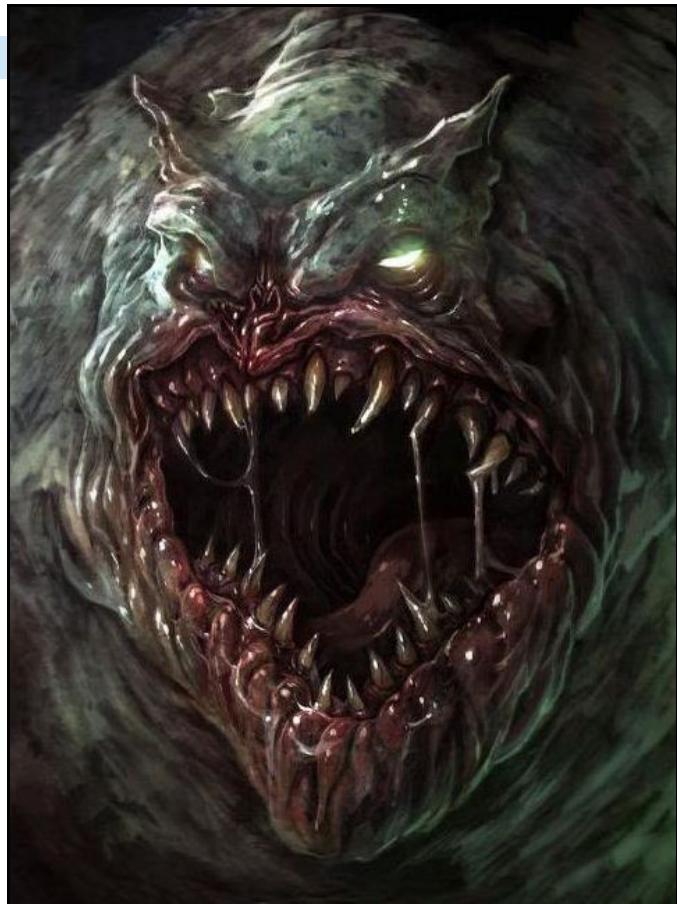
Deep underground in remote cave systems, living in utter darkness, lairs the idablesk. This monster resembles a mottled gray maggot of enormous proportions with nightmarish visage like some sort of demonic bat. Its huge maw, always dripping saliva, is full of vicious fangs. An idablesk moves with alarming speed, undulating its bulk via contractions of powerful muscles.

Since an idablesk senses vibrations within 6" of its body, it is difficult to surprise except at a greater range. It attacks with its bite, and any hit 20% over the required score (that is 4 or more over the required number) or a natural 20 in any event indicates that the target has been engulfed. An idablesk can swallow a creature as large as an ogre or umber hulk in one bite.

An idablesk gnaws on a creature so engulfed for 1-3 rounds (inflicting bite damage each round) before it swallows its prey. (The monster cannot use its bite attack while gnawing.) Once swallowed, powerful digestive enzymes and the grinding action of internal muscles inflict 2-24 points of acid damage and another 1-12 points of crushing per round. A swallowed creature can try to cut its way out of the idablesk's digestive tract. Its inner armor class is 4, but each round the creature is in the idablesk it must subtract a cumulative 1 from its damage.

Because of its size and structure, an idablesk is not affected by blunt weapons. Edged and piercing weapons affect it normally, but even then an idablesk regenerates 3 hit points per melee round until it is reduced to 18 or fewer hit points, at which time its incredible recuperative abilities shut down until the monster has more than 18 hit points.

Spells are dangerous to use against an idablesk. Should the monster make its saving throw against a spell, the magic rebounds toward the caster, leaving the idablesk completely unaffected. Treat the spell as a missed attack with a grenade-like missile, but roll 3d6 for distance in feet instead of 1d6, treating the caster as the target area. Apply the spell's effects as normal once the new target area is determined.



Jumbi

Frequency: Rare

No. Appearing: See below

Armor Class: 4

Move: 6"

Hit Dice: 1+1

% in Lair: Nil

Treasure Type: Nil

No. of Attacks: 1

Damage/Attack: 1-4

Special Attacks: Poison

Special Defenses: See below

Magic Resistance: See below

Intelligence: Semi-

Alignment: Same as creator

Size: S

Psionic Ability: Nil

Attack/Defense Modes: Nil

Level/X.P. Value: III/118+2



A jumbi is a doll, effigy, or similar figure into which an evil spellcaster has bound a minor wicked spirit. A jumbi serves its creator, obeying commands to the best of its ability. These monsters are most often created to serve as guards or assassins.

A jumbi attacks with a small weapon, such as a dagger. The dark magic that binds the spirit coats the jumbi's weapon with dangerous poison. A creature stabbed by a jumbi must make a saving throw versus poison or suffer an additional 1-8 points of damage each round for the next 1-4 rounds. The magic that envenoms the jumbi's weapon fades after it has poisoned one creature or when the jumbi is destroyed or stops functioning.

A jumbi isn't particularly fast, but it can climb walls like a thief with only a 10% of failure. A jumbi also moves with great stealth, enabling it to surprise enemies on a 1-5. If it attacks a surprised target and scores a hit, that target suffers a -2 penalty on the saving throw to resist the jumbi's poison.

Jumbies are not living creatures in any meaningful sense. They are immune to *charm* and *sleep*. Spells and effects that require a living target (such as poison or blood drain) do not affect jumbies. *Protection from evil* and related spells treat jumbies as if they were summoned monsters.

Tribal spellcasters, specifically witch doctors, create jumbiess. (See *Dungeon Masters Guide*, page 40, for information about witch doctors.) The witch doctors does this by using some of its "spell slots" to bind an evil spirit to a doll, effigy, or similar figure. "Spell slots" used to create a jumbi cannot be used to memorize spells. Every two full levels of "spell slots" creates one jumbi. Jumbies remain animated until destroyed or for one day, which ever occurs first.

For example, consider a kobold witch doctor that is a 3rd-level cleric/2nd-level magic-user. This witch doctor can cast two 1st-level and one 2nd-level cleric spells per day, in addition to two 1st-level magic-user spells per day. Knowing that enemies are near who must be punished, the witch doctor uses one 1st-level cleric spell, one 1st-level magic-user spell, and its one 2nd-level cleric spell to create jumbies. This equals four levels of "spell slots" used to create two jumbies.

Kaitangata

Frequency: Rare

No. Appearing: 1-8

Armor Class: 5

Move: 9"/27"

Hit Dice: 4+2

% in Fair: 10%

Treasure Type: O P R (50% coins)

No. of Attacks: 2 or 4

Damage/Attack: 1-6/1-6 or 1-6/1-6/1-8/1-8

Special Attacks: See below

Special Attacks: See below
Special Defenses: See below

Magic Resistance: Standard

Magic Resistance Intelligence: Low

Alignment: Neutral evil

Size: L (about 9' long)

Psionic Ability: Nil

1 Stone Ability: NH

Attack/Defence Modes: Nil
Level/X P Value: V/285±5/hp

Level/X.1. Value: $\sqrt{285} + 5/\text{hp}$



The horrifying kaitangatas lair in caves high up on rugged cliffs in tropical to temperate regions. On the ground, they scuttle about on all fours, but in the air they fly with speed and grace. They have vaguely humanoid heads, but ghastly, vertical mouths that run from chin down most of the length of their torsos. Long, irregular fangs line this fearsome orifice.

On the ground, a kaitangata attacks with two foreclaws, but when it swoops in through the air, it attacks with all four claws. If any two claws hit, the monster grapples its target, enveloping the hapless victim in its limbs and leathery wings. A kaitangata automatically bites a grappled target for 2-12 points of damage per round, and the victim asphyxiates in 3-6 rounds in any event unless the kaitangata is killed or otherwise forced to release its grip. Prey caught in a kaitangata's grip cannot fight unless the weapons used are both short and in hand at the time the creature falls upon it.

Kaitangatas fly with almost total silence, surprising foes on a 1-4 on a 1d6. They take half damage from fire.

Khünnok (Greater devil)

Frequency: Very rare

No. Appearing: 1 or 1-3

Armor Class: -3

Move: 18"

Hit Dice: 12+12

% in Lair: 65%

Treasure Type: G, W

No. of Attacks: 2

Damage/Attack: 5-14/5-14

Special Attacks: See below

Special Defenses: +2 or better weapon to hit

Magic Resistance: 60%

Intelligence: Exceptional

Alignment: Lawful evil

Size: L (8' tall)

Psionic Ability: 190

Attack/Defense Modes: A, C, D/F, G, H

Level/X.P. Value: VIII/5100+16/hp

Khünnoks serve Geryon, the gigantic arch-devil ruler of Stygia, the fifth plane of Hell. Seldom encountered far from their lord's huge castle unless on an diabolical mission, these greater devils appear as hairless dogs that have an emaciated humanoid's long-armed torso and an face rather than a canine neck and head.



A khünnok attacks with powerful slaps and punches. Any creature of lesser status than a greater devil struck by a khünnok must save versus paralyzation or be *stunned* for 1-6 rounds.

In addition to the powers and traits common to all greater devils, a khünnok can do any of the following at will, once per turn or melee round, as applicable: *blink* (as blink dog), cause *confusion* in a 20-foot radius, *detect magic*, *detect invisible*, or *gate* in 1-4 erinyes (70%) or another khünnok (30%), doing so with 65% chance of success. Once per day, a khünnok can project a *cone of cold*.

These creatures regenerate 2 hit points per melee round. All khünnoks have an effective strength of 18/95.

Lycanthrope, Wereviper

Frequency: Very rare

No. Appearing: 1-3

Armor Class: 5

Move: 12"

Hit Dice: 4+2

% in Lair: 15%

Treasure Type: B

No. of Attacks: 1

Damage/Attack: 1-3 or *by weapon*

Special Attacks: Poison

Special Defenses: Silver or +1 or better weapon to hit

Magic Resistance: Standard

Intelligence: Exceptional

Alignment: Lawful evil

Size: M or L

Psionic Ability: Nil

Attack/Defense Modes: Nil

Level/X.P. Value: V/285+5/hp



Like all lycanthropes, a wereviper is a human with the ability to assume animal form. During the hours of darkness, they most commonly change shape to their animal form. Werevipers are intelligent, clever, and devious creatures. They are able to take three forms: human, human-sized snake-like humanoid, or large venomous serpent. Werevipers use their human forms to insinuate themselves into communities, posing as dutiful members of society.

In hybrid and serpent forms, a wereviper attacks with a venomous bite (save versus poison or die). Consequently, humanoid creatures rarely live long enough to contract lycanthropy from a wereviper. A wereviper can *summon* and control snakes, doing so with 1-6 of the creatures.

Werevipers speak their own language as well as common.

Makhê (Demon of Battle)

Frequency: Very rare

No. Appearing: 1-4 or 1-10

Armor Class: -3

Move: 9"

Hit Dice: 10

% in Lair: 15%

Treasure Type: B

No. of Attacks: 6 plus 2 (see below)

Damage/Attack: 1d8/1d8/1d8/1d8/1d8/1d8 plus 1d6/1d6

Special Attacks: See below

Special Defenses: +2 or better weapon to hit

Magic Resistance: 75%

Intelligence: Very

Alignment: Chaotic evil

Size: M (6-1/2' tall)

Psionic Ability: 125

Attack/Defense Modes: A, E/F, G, H

Level/X.P. Value: VIII/4500+14/hp



Makhai (singular makhê) terrorize the lower planes, roaming across the hellscapes of the *Abyss*, *Tarterus*, *Hades*, and *Pandemonium* seeking to sate their endless lust for battle. These demons appear humanoid in basic form, but with bodies carved from basalt and riven to reveal blood that glows like molten rock. Makhai have six powerful arms, three on each side of their torsos, plus two smaller limbs that curl like the striking legs of a praying mantis. They also have four glowing eyes, two of them on the backs of their skulls (a feature that makes makhai almost impossible to backstab).

In combat, a makhê fights with six jagged pieces of abyssal stone. Foes struck by these weapons may suffer an additional effect based on how much damage the makhê inflicts (see table to the right). These effects are not cumulative, and saving throws apply as normal. Against foes to its rear, a makhê makes two additional attacks with its smaller arms. The spikes of the limbs inject a powerful toxin that causes a loss of 1-4 points of Dexterity for 7 rounds unless a saving throw versus poison is made. A makhê are surprised only on a 1.

It requires a +2 or better magic weapon to hit a makhê. Edged or piercing weapons that injure a makhê must make a saving throw versus magical fire or be destroyed. A makhê is immune to all fire-based attacks.

Like all demons, a makhê has these abilities: *darkness* (10-foot radius), *infravision*, and *teleport* (no error). A makhê may *gate* in a type III demon (50%), a type V demon (35%), or another makhê (15%), doing so with a 55% chance of success. Its other extraordinary abilities, any one of which it can perform as desired are *detect invisibility*, *detect magic*, *ESP*, *levitate* (as a 12th-level magic-user), and *shatter*.

Makulu

Frequency: Uncommon

No. Appearing: 2-20

Armor Class: 8

Move: 12" *12"

Hit Dice: 1-1

% in Lair: 40%

Treasure Type: J-N

No. of Attacks: 3

Damage/Attack: 1-2/1-2/1-3

Special Attacks: See below

Special Defenses: Surprised only on a 1

Magic Resistance: Standard

Intelligence: Animal

Alignment: Neutral

Size: S (2' long)

Psionic Ability: Nil

Attack/Defense Modes: Nil

Level/X.P. Value: III/57+1/hp



As with some other monsters, genetic experimentation by some insane wizard seems the most likely origin of the terrifying makulu, a monster which combines the form of a large domestic cat with traits of a spider. These creatures inhabit temperate forest regions, especially those near human habitation.

Makulues prey upon a variety of animals, including birds, rodents, lizards and snakes, and even small deer. Closer to human habitation, makulues hunt domestic animals as well, especially dogs.

A makulu is an ambush predator that surprises others on a 1-5 on a six-sided die. This creatures climbs well, and it can leap 5' upward and 15' to 25' ahead to attack. When leaping to attack, a makulu makes two additional claw attacks, each inflicting 1-3 points of damage. After its leap, a makulu attacks with its foreclaws and fangs, the latter packing deadly venom (save versus poison with a +1 bonus or die). Even when not leaping, a makulu that strikes with both foreclaws also rakes with the rear claws, each causing 1-3 points of damage.

Makulues prefer to lair in burrows or another similar underground space. The entrances to these lairs are carefully hidden, and the passages are covered with webs. Any creature with a 15 or greater Strength can break free from these webs in 1 melee round, a 14 Strength requires 2 melee rounds, et cetera.

Muskeg Hulk

Frequency: Rare

No. Appearing: 1-4

Armor Class: 4

Move: 6"/6" (6")

Hit Dice: 9+9

% in Lair: 25%

Treasure Type: G

No. of Attacks: 3

Damage/Attack: 3-12/3-12

Special Attacks: See below

Special Defenses: Nil

Magic Resistance: Standard

Intelligence: Low

Alignment: Chaotic evil

Size: L (7' tall, 4' wide)

Psionic Ability: Nil

Attack/Defense Modes: Nil

Level/X.P. Value: VII/2250+14/hp



Muskeg hulks are swamp-dwelling predators. Their thick, slimy hides are mottled green. They have thick carapaces on their heads and backs. Muskeg hulks have short legs and long, powerful arms that end in three-fingered hands. Each finger tapers to a hard spike. A muskeg hulk swims well, and it burrows through muck, mud, and loam with ease. Its three eyes glow with red malevolence.

Muskeg hulks prefer to attack by ambush, bursting from its hiding place to surprise others on a 1-4. It lashes out with its claws. If both claws hit a single opponent, the muskeg hulk draws its victim closer and vomits forth a disgusting mixture of muck, slime, and acid. The victim suffers 2-8 points of damage from the acid for 2-5 melee rounds, and must also make a saving throw versus breath weapon or rendered helpless from nausea for the same 2-5 rounds. Worse still, any intelligent creature which views the muskeg hulk's three eyes squarely must save versus magic or be *slowed* for 3-12 rounds.

These creatures speak their own language, which is distantly related to the tongue of umber hulks.

Necromagnon

Frequency: Very rare

No. Appearing: 5-60

Armor Class: 8

Move: 12"

Hit Dice: 2

% in Lair: 40%

Treasure Type: See below

No. of Attacks: 1

Damage/Attack: *By weapon type*

Special Attacks: Nil

Special Defenses: See below

Magic Resistance: Standard

Intelligence: Low to average

Alignment: Neutral evil

Size: M

Psionic Ability: Nil

Attack/Defense Modes: Nil

Level/X.P. Value: II/28+2/hp

Leader: III/85+4/hp

Subchief: III/130+5/hp

Chief: V/350+8/hp

Cleric: III/85+4/hp



Necromagnons are primitive humanoids who pay homage to death, bloodletting, and the undead. They are fierce and savage. Necromagnons resemble humans, but their features are more ape-like. Soft, dark hair almost like fur covers much a necromagnon's muscular body. These creatures live in remote jungle regions, especially those that are mountainous, where they dwell in crude villages or in caves.

For every 10 necromagnons, there is a leader who equal to a 3rd-level fighter. In their lair, there is always be a chief equal to a 5th-level fighter with 1-4 4th-level fighter subchiefs. For every 10 encountered, there is a cumulative 15% chance they have a shaman equal to a 3rd-level cleric. Leader figures are in addition to the number of necromagnons encountered. Necromagnons will be armed as follows: spear & stone axe (10%), stone axe (20%), club (50%), and spear (20%). Treat stone axes as battle axes and clubs as morning stars. Due to their strength, necromagnons add +1 to damage rolls.

In their lair, there will be female and young equal to 100% and 50% respectively of the number of males encountered. Females are equal to hogoblins, and young are equal to kobolds. There might be a chance necromagnons will have ivory tusks, gold nuggets, or uncut gems. Allow 5% for each per every 10 necromagnons. Ivory is valued at 1,000 gold pieces per tusk (2 men to carry each), and there can be 2-12 tusks. Gold nuggets are the size of 5 gold pieces, and there can be 2-80 of them. Uncut gems are base 10 gold piece value, and there can be 1-100 of them.

Necromagnons are immune to the special attacks of undead creatures (such as a ghoul's paralysis or a vampire's energy drain). Intelligent undead monsters sometimes set themselves as target's of devotion within a necromagnon lair.

Oevrumines "Lord of Mazes"

Demigod

Armor Class: 0

Move: 15"

Hit Points: 205

No. of Attacks: 3

Damage/Attack: 2-8/2-8/3-18

Special Attacks: See below

Special Defenses: See below

Magic Resistance: 50%

Size: L (12' tall)

Alignment: Chaotic evil

Worshiper's Align: Chaotic evil (minotaurs)

Symbol: Bull's head

Plane: Abyss

Cleric/Druid: 10th-level druid

Fighter: As 16+ HD monster

Magic-User/Illusionist: 8th-level illusionist

Thief/Assassin: Nil

Monk/Bard: Nil

Psionic Ability: VI

S: 20 **I:** 15 **W:** 15 **D:** 16 **C:** 19 **CH:** -1



Oevrumines, the brutal Lord of Mazes, rules over minotaurs from its vast network of labyrinths beneath the crumbling ruins of a titanic castle on some hellish level of the *Abyss*. This deity appears as an giant humanoid, powerfully muscled, its flesh warped and punctured by grotesque growths of bone that form spikes, claws, and horns.

In battle, Oevrumines attacks with mighty hoof stomps and a massive battle axe. The latter functions as a +3 magical weapon. Oevrumines also possesses the fabled *horn of Minos*, which, when blown by this deity, warps reality in a 100-foot radius, twisting and transforming the ground, plants, buildings, et cetera, into a most puzzling maze. Of course, Oevrumines never gets lost in any sort of maze.

Oevrumines has excellent senses. It tracks prey by scent with 85% accuracy, and he is surprised only on a 1, except within a maze, in which case Oevrumines cannot be surprised. This deity can be injured only by +1 or better weapons. Like all divine beings, it has the following special abilities, all of which function instantaneously and at will, but not continuously: *command* (no saving throw), *comprehend languages* (including the ability to speak or write the language as well), *detect alignment* with no error, *gate* (3-18 minotaurs), *geas* (with a range of 9"), *quest* (with a range of 9" and no saving throw), *teleport* with no error, and *true seeing*.

Minotaurs can be shamans of up to the 3rd level.

Ogre, Katian

Frequency: Uncommon

No. Appearing: 2-20

Armor Class: 4

Move: 9"

Hit Dice: 4+1

% in Lair: 20%

Treasure Type: Individuals M (x10); B, Q, S in lair

No. of Attacks: 3

Damage/Attack: 1-6/1-6/1-3 or by weapon/1-3

Special Attacks: Poison

Special Defenses: Nil

Magic Resistance: Standard

Intelligence: Low

Alignment: Neutral evil

Size: L (8'+ tall)

Psionic Ability: Nil

Attack/Defense Modes: Nil

Level/X.P. Value: V/280+5/hp

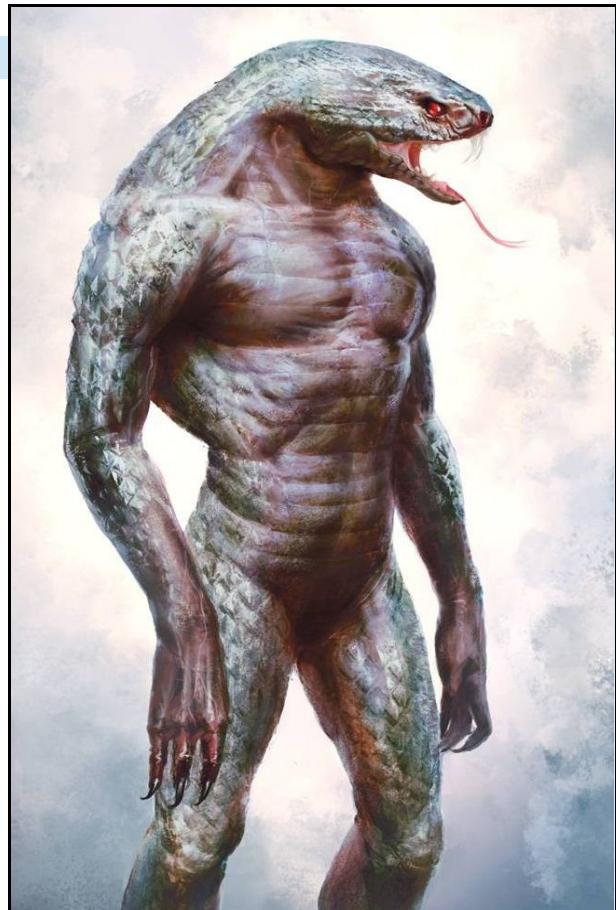
Katian ogres live in the deserts and badlands of Katia, a sun-parched expanse of wilderness separated from more hospitable, civilized coastal regions. Katian ogres are savage and violent. Their scaly hides tend toward bluish gray to dull silver. They have small, red eyes, prominent fangs, and four-fingered, clawed hands. Katian ogres usually eschew clothing, but some, especially leaders, adorn themselves with jewels.

In combat, a Katian ogre usually attacks with claw and fang. Only leader types are likely to use weapons, and even then, they still bite. If a Katian ogre uses a weapon, it gets a +2 to damage. Leader types have a +1 to-hit bonus and a +4 damage bonus when wielding weapons.

A Katian ogre's bite delivers a powerful toxin. A saving throw versus poison is needed to avoid collapsing into a coma-like unconsciousness after 1-4 melee rounds of pain and sluggishness (-2 to hit rolls and Dexterity during this time). Unconsciousness lasts for 1-6 hours. A Katian ogre can also spit its venom, spraying it up to 3" at a single creature. The victim must save versus poison to avoid being blinded and suffering a lesser degree of the aforementioned pain and sluggishness (-1 to hit rolls and Dexterity). The effects of sprayed venom last for 1-6 melee rounds.

If 11 or more Katian ogres are encountered, there will be a leader, who is armor class 2, has 30-33 hit points, attacks as a 7-Hit Dice monster, and possessing stronger venom (-1 on saving throws). If found in their lair, there will be 2-12 females who fight as normal Katian ogres, except their claws do 1-4 points of damage and they have no more than 6 hit points per Hit Die. There will also be 2-8 young and another 2-8 eggs. The young fight as goblins, attacking only with a venomous bite (+2 on saving throws to resist). The lair will be dominated by a chieftan, who is armor class 1, has 34-37 hit points, attacks as a 7-Hit Dice monster, and possessing even stronger venom (-2 on saving throws).

Katian ogres will take prisoners, using them as slaves (25%) or food (75%), so there is a 30% a Katian ogre lair will contain 2-8 slaves/prisoners. As Katian ogres are very fond of gnome, halfling, and human flesh, there is only a 10% chance that such creatures will be found alive in a lair. Katian ogres speak with their language as well as that of neutral evil, orcs, gnolls, and hill giants.



Pacuk

Frequency: Uncommon

No. Appearing: 2-20

Armor Class: 6

Move: 12"/6"

Hit Dice: 1

% in Lair: 20%

Treasure Type: C

No. of Attacks: 1

Damage/Attack: 2-5

Special Attacks: See below

Special Defenses: Nil

Magic Resistance: Standard

Intelligence: Low

Alignment: Neutral evil

Size: S (3' long)

Psionic Ability: Nil

Attack/Defense Modes: Nil

Level/X.P. Value: I/18+1/hp



Pacuks skulk about in subterranean spaces, whether natural or constructed, surviving as stealthy scavengers. These monsters resemble powerfully muscled, oversized albino mice. They are quite strong for their size (effective Strength 15).

A pacuk prefers to attack by ambush, which it is adept at doing since it surprises others on a 1-4 on a six-sided die. Any creature bitten by a pacuk has a 10% chance per wound inflicted of contracting a *serious disease*. If such infection is indicated, the victim is diseased unless a saving throw versus poison (-2 penalty) is successful.

More intelligent and with a decidedly evil disposition, pacuks sometimes train common giant rats. Roll 1d20. If the result is less than the number of pacuks encountered, add 5-50 giant rats. Pacuks also from time to time form pacts with ghouls.

Poohvian

Frequency: Uncommon

No. Appearing: 8-80

Armor Class: 6

Move: 9"

Hit Dice: 1-1

% in Lair: 40%

Treasure Type: *Individuals L, lair C*

No. of Attacks: 3

Damage/Attack: 1-2/1-2/1-4 or by weapon

Special Attacks: Hugs: 2-6

Special Defenses: Surprised only a 1

Magic Resistance: Standard

Intelligence: Low

Alignment: Neutral good

Size: S (4' tall)

Psionic Ability: Nil

Attack/Defense Modes: Nil

Level/X.P. Value: I/9+1/hp



Poohvians are good-natured, short humanoid bears who live in small tribal bands. Pastoral and gentle, poohvians cultivate berries, nuts, and fish in hatcheries, and they always keep honey bees. Poohvians prefer to live in hilly forests, making their homes out of well-constructed burrows or natural caves. Poohvians do not have infravision, but they have keen noses and sensitive ears.

For every 8 poohvians encountered, there will be a leader who has 8 hit points and attacks as 2 Hit Dice monster. If 40 or more poohvians are encountered, there will be the following additional figures: a sergeant and 1-4 guards, each having 10 hit points, armor class 5, and fighting as 2 Hit Dice monsters. There is a 25% chance that any force of poohvians encountered will have 2-8 giant bees who are friendly to the poohvians.

In a poohvian lair, there will be the following additional figures: a poohvian mayor and 2-8 bodyguards (9-14 hit points, armor class 4, fighting as 3 Hit Dice monsters), females and young equal to 80% and 65% respectively of the number of male poohvians encountered. A poohvian lair will be protected by 2-12 giant bees not less than 60% of the time. There is a 20% chance that 1-4 allied wereboars will be in a poohvian lair.

In combat, a poohvian can fight with claws and fangs. If both claw attacks hit, it also hugs for additional damage. Most of the time, however, poohvians fight with weapons, especially one-handed weapons backed up with a shield for additional defense.

The languages spoken by poohvians are their own and usually one or two other languages common to the region in which the poohvians live.

Quanillian Angler

Frequency: Very rare

No. Appearing: 1 (10% of 1-3)

Armor Class: 0

Move: 12"

Hit Dice: 35

% in Lair: Nil

Treasure Type: Nil

No. of Attacks: 1

Damage/Attack: 10-60

Special Attacks: See below

Special Defenses: See below

Magic Resistance: See below

Intelligence: Animal

Alignment: Neutral

Size: L (70'+ tall)

Psionic Ability: Nil

Attack/Defense Modes: Nil

Level/X.P. Value: X/20,000+35/hp



A Quanillian angler, found only in the remotest of tropical wildernesses and long rumored but only recently proved to exist by that far-travelling scholar Quanillius, is undoubtedly the largest land animal in existence. It looks much like an elephant, only several times larger and more massive, but with an enormous maw full of giant, backward curving tusks. Its prehensile trunk glows with a hypnotic light. A Quanillian angler spends much of its time resting, its huge legs planted firmly, its inconceivable bulk swaying gently. When it walks, the earth shakes.

Should it need to, a Quanillian angler stomps with a foot. It doesn't make a to-hit roll. Instead, pick a target to be the center of the stomp. Everything within 1" of the target, including the target itself, takes 10-60 points of damage. A saving throw versus breath weapon halves this damage. Any creature that suffers more than 50% of its current hit points from a single stomp must make a second saving throw versus death magic or be crushed to death.

When hungry or pestered, a Quanillian angler's trunk emits a hypnotic light. Creatures of less than semi-intelligence are attracted to the light (no saving throw). Creatures with greater intelligence can attempt a saving throw versus spell to avoid being drawn toward the light. The monster lures its prey into its maw via this glow. It then snaps its maw shut and swallows its prey. Powerful muscular contractions grind prey against the scores of fangs, inflicting 4-32 points of damage per round for 2-5 rounds before the monster swallows.

So massive is a Quanillian angler that normal weapons and most spells simply cannot affect it. Only siege weapons, attacks from suitably large and powerful monsters, and a few spells can hurt one of these beasts. Treat a Quanillian angler as a structure and interpret the Siege Attack Values table (*Dungeon Masters Guide*, page 109) when determining the effects of attacks against a Quanillian angler (so, for example, even a *disintegrate* spell inflicts only 2 hit points of damage to a Quanillian angler).

Rhinocer

Frequency: Uncommon

No. Appearing: 4-24

Armor Class: 5

Move: 12"

Hit Dice: 8+4

% in Lair: 15%

Treasure Type: Individuals L; Z in lair

No. of Attacks: 1

Damage/Attack: 2-8 or by weapon type

Special Attacks: Charge

Special Defenses: Nil

Magic Resistance: Standard

Intelligence: Low

Alignment: Neutral

Size: L (9' tall)

Psionic Ability: Nil

Attack/Defense Modes: Nil

Level/X.P. Value: VI/900+12/hp

Wooly Rhinocer: VII/1350+14/hp



Rhinocers, semi-nomadic plains dwellers, are ogre-sized, humanoid rhinoceroses. Aggressive, xenophobic, and herbivorous, rhinocers prefer to be left alone, and they usually have sufficient strength to painfully discourage trespassers and the curious.

A rhinocer usually charges into combat, using its horn as a weapon and inflicting double damage with a hit (4-16 points of damage). These creatures also use weapons, doing so with a +2 to-hit bonus and +4 damage bonus due to their size and strength.

If more than one-half the possible number are encountered, there will be females and young equal to 75% and 25% the total number. Females fight as males, and the young fight as bugbears.

In sub-arctic and arctic climates, one might encounter wooly rhinocers. Larger and more aggressive, a wooly rhinocer has 10+5 Hit Dice, is armor class 4, and inflicts 2-12 points of damage with its horn (or 4-24 points of damage if charging). They are +3 to-hit and +6 to damage when wielding weapons.

Rhinocers hate giant spiders, and they will attack them on sight if possible.

Sippra

Frequency: Very rare

No. Appearing: 1

Armor Class: 2

Move: 6"

Hit Dice: 13

% in Lair: Nil

Treasure Type: Nil

No. of Attacks: 4-7

Damage/Attack: 1-4 each

Special Attacks: See below

Special Defenses: See below

Magic Resistance: Standard

Intelligence: Non-

Alignment: Neutral

Size: L (20'-30' long)

Psionic Ability: Nil

Attack/Defense Modes: Nil

Level/X.P. Value: IX/5850+18/hp



If you've not seen this artist's wonderful work, [click here](#).

War is hell, and all too often war is most hellish for those least able to defend themselves. When those who engage in indiscriminate slaughter dispose of their victims in mass graves, the fabric of reality itself recoils from the injustice, rarely doing so with sufficient force to create a sippra from the buried corpses. A sippra's screams, howls, and cries are usually heard before the undead monster itself comes into view. Churning and twisting, dozens of dead bodies, mutilated and warped, meld together to form a sippra's bulk, which constantly puts forth cacophonous heads, withered arms, gory tentacles, and insect-like legs, all of which are attached to a noisome blob of rotting flesh.

A sippra's constant wailing and gibbering makes it almost impossible for the monster to surprise foes. Unfortunately, the mere sight of a sippra causes *fear* in creatures below 3rd level (or with fewer than 3 Hit Dice), forcing the affected creatures to flee in abject terror. Creatures with fewer than 7 levels or Hit Dice are permitted a save to resist this *fear*, and creatures with 7 or more levels or Hit Dice are immune to the sippra's *fear*.

In combat, a sippra attacks 4-7 times per melee round due to its constantly shifting form. These melee attacks can be made against multiple targets anywhere along the length of the monster's body without penalty since a sippra always has at least a few shrieking heads. While a sippra's attacks do not deal serious damage, its ghastly assortment of clawed hands, tentacles, and segmented legs pose a more existential threat. A living creature struck by a sippra must make a saving throw versus paralyzation or become partially stuck within the monster's putrid mass.

A stuck creature that does nothing else during a round can make an open doors check to free itself. Otherwise, the creature automatically suffers 4d4 points of damage as dozens of tiny appendages cut, jab, and tear. (*Nota Bene:* This damage is in addition to the sippra's normal melee attacks.) A creature that dies stuck partially within a sippra is absorbed completely by the monster in 1-4 melee rounds, at which time the victim's body is completely destroyed, and the sippra recovers 1-4 hit points per level or Hit Die possessed by the victim in life.

As a mindless undead creature, a sippra is immune to *sleep* and *charm* spells. Nonmagical weapons cannot harm a sippra. Clerics can turn a sippra as if it were a special undead creature.

Tiggeran

Frequency: Uncommon

No. Appearing: 5-50

Armor Class: 5

Move: 12"

Hit Dice: 1+1

% in Lair: 20%

Treasure Type: *Individuals L, M; D, Q, S in lair*

No. of Attacks: 3

Damage/Attack: 1-3/1-3/1-6 or by weapon

Special Attacks: Nil

Special Defenses: See below

Magic Resistance: Standard

Intelligence: Average

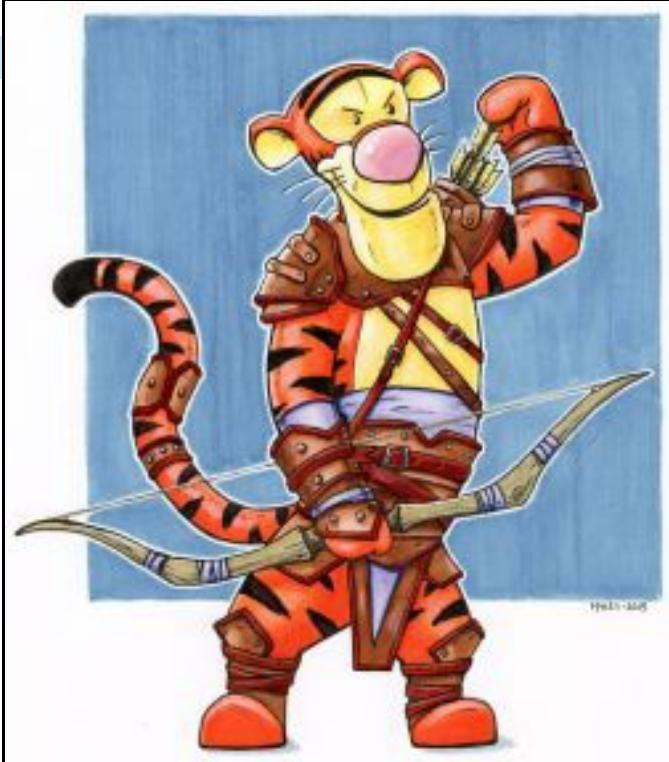
Alignment: Chaotic good

Size: M (5' tall)

Psionic Ability: Nil

Attack/Defense Modes: Nil

Level/X.P. Value: II/44+2/hp



Tiggerans range from subarctic to tropical regions, for they are highly adaptable and superb hunters. Freedom-loving, even frivolous at times, these humanoid tigers revel in physical challenges and feats of derring-do. Rambunctious, friendly, but thoughtlessly impulsive, tiggeran bands live mostly by hunting, foraging, and trading with nearby allies.

Tiggerans possess keen senses, including excellent hearing and infravision. As such, a tiggeran is surprised only on a 1. These creatures climb well, can leap 10' upwards and up to 30' ahead in attack. Due to their unusually springy muscles and bone structure, a tiggeran suffers half damage from falling (treat as 1d6 for every 20' of distance fallen). In combat, a tiggeran prefers to claw and fang for melee, but some, especially leaders, will use weapons when doing so provides an advantage. A tiggeran most often relies on a composite bow for ranged combat.

For every 5 tiggerans in a group, there is a sergeant and 2 assistants. These tiggerans have 9 hit points each and fight as 2 Hit Dice monsters. If more than 25 tiggerans are encountered, there will be a subchief (armor class 5, 16 hit points, +2 on damage, fighting as a 3 Hit Dice creature). In their lair, there will be a chief and 2-5 bodyguards. Tiggerans chiefs are armor class 2, 22 hit points, +3 on damage, and fight as 4 Hit Dice monsters. Their bodyguards are equal to subchiefs. There are also females and young equal to 100% and 75% respectively of the number of males.

Tiggerans usually lair in villages which are surrounded by wooden walls and overwatched by wooden guard towers. Their dwellings are usually mud, wood, and thatch. Tiggerans speak their own language in addition to their alignment tongue and one or two other languages common to their area. A tiggeran lair is 85% likely to include 4-16 war dogs.

Titan, Typhonic

Frequency: Very rare

No. Appearing: 1

Armor Class: -4

Move: 21"

Hit Dice: 25

% in Lair: 5%

Treasure Type: H (x2), Q (x10), R (x2)

No. of Attacks: 3

Damage/Attack: 3-10/3-10/3-30

Special Attacks: See below

Special Defenses: See below

Magic Resistance: 75%

Intelligence: Genius

Alignment: Lawful evil

Size: L (30' tall)

Psionic Ability: 151 to 200

Attack/Defense Modes: All/Special

Level/X.P. Value: X/31,200+35/hp

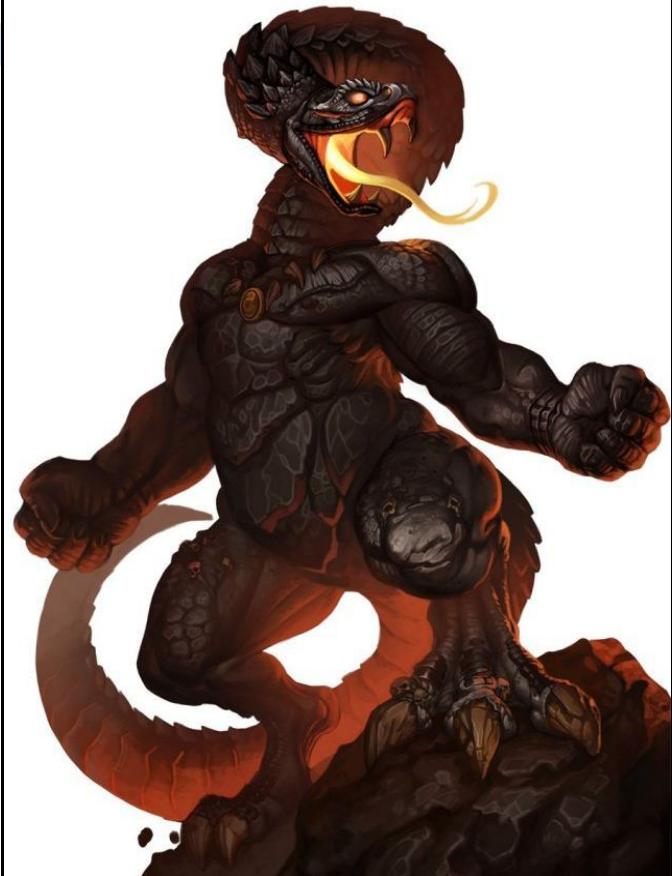
A typhonic titan (or, perhaps, *the* typhonic titan?) seldom dwells on the material plane, instead preferring the twisted hellscapes of the lower realms. Said to be the child of a primordial divine monster, a typhonic titan is a gigantic reptilian creature with nearly invulnerable scales, a powerful tail, and a neck and head resembling a monstrous pit viper. Its eyes and maw glow like a heated forge.

The mere sight of a typhonic titan induces terror in lesser creatures. All creatures under 3 Hit Dice, as well as all non-carnivorous creatures of any sort which are not trained for warfare or not fearless, flee in panic at fastest possible speed for 4-24 turns. Creatures with 4-8 Hit Dice must save versus magic or be paralyzed with fright (50%) or flee in panic as above (50%). Creatures with more than 8 Hit Dice are immune to the fear caused by seeing a typhonic titan.

In melee combat, a typhonic titan attacks with its claws and bite, the latter of which is venomous (save versus poison or die instantly). Instead of these attacks, a typhonic titan can breath a cone of fire, 9" long by 3" base diameter, that inflicts 80 points of damage (saving throw versus breath weapon halves this damage). A typhonic titan can uses its breath weapon every 1d4+4 melee rounds.

A typhonic titan can *levitate* at will. It becomes *invisible* and/or *ethereal* at will. It is always has *protection from good* that is treated as double strength against chaotic good creatures. A typhonic titan employs both cleric and magic-user spells of up to 7th and 9th levels, respectively. Roll 1d3 and 4 to the result to generate 5th to 7th level for a typhonic titan's cleric spell ability. To determine magic-user spell ability, roll 1d4 and add 5, yielding spell levels from 6th to 9th level. It can use 3 spells from each spell level. For example, a typhonic titan with the ability to use 5th-, 6th-, and 7th-level cleric spells (resulting from a 3 on the 1d3 roll) would have 9 cleric spells.

A typhonic titan is also psionic. Roll 2d6+6 for the number of psionic abilities at 10th-level mastery it possesses. Its psionic strength equals 1d100+150. Psionic attacks have no effect on a typhonic titan.



Ulephaunt

Frequency: Rare

No. Appearing: 1-8

Armor Class: -3

Move: 12"

Hit Dice: 10

% in Lair: Nil

Treasure Type: See below

No. of Attacks: 3

Damage/Attack: 2-8/2-8/by weapon type

Special Attacks: See below

Special Defenses: See below

Magic Resistance: 50%

Intelligence: Exceptional

Alignment: Any good

Size: L (11' tall)

Psionic Ability: Nil

Attack/Defense Modes: Nil

Level/X.P. Value: IX/6500+16/hp



Elephantine, benevolent, and wise, ulephaunts hail from the Outer Planes of Good. There they serve in the courts of various deities of good alignment, acting as ambassadors and record keepers, two positions for which ulephaunts are well-suited since they never forget anything they see, hear, or read. When on the material plane or any elemental plane, only an ulephaunt's material form can be destroyed. Should this happens, its spirit instantly returns to the court of the deity into whose service it has sworn itself.

In combat, an ulephaunt gores with its tusks and strikes with a melee weapon. An ulephaunt's weapon is always magical (randomly determine the type using Table III.G. Swords or Table III.H. Miscellaneous Weapons, pages 124-125, *Dungeon Masters Guide*, rerolling inappropriate results). Being as strong as a hill giant, an ulephaunt receives a +3 to-hit bonus and a +7 damage bonus when applicable. It is not an ulephaunt's physical prowess that poses the greatest threat to its enemies, however, for this creature commands impressive magical powers.

An ulephaunt has the following spell-like powers, usable one at a time, once per round, as a 10th-level caster: *detect evil*, *detect magic*, *dispel magic*, *etherealness*, *polymorph self*, *read magic*, *teleport without error*, and *tongues*. All ulephaunts are also magic-users of 10th-level ability, but armor does not restrict an ulephaunt's spell use. An ulephaunt learns and memorizes spells just like a magic-user, to include keeping a spellbook; however, an ulephaunt does not forget a memorized spell once it is cast. Due to its planar origins and powerful, good nature, an ulephaunt turns undead as a 7th-level cleric.

Only weapons with a +1 or better enchantment can harm an ulephaunt. Also, an ulephaunt is immune to disease, energy drain, petrification, poison, and gases. It takes only half damage from cold, electricity, and fire. Due to its supernatural senses, no evil creature can surprise an ulephaunt.

Vodamečka

Frequency: Rare

No. Appearing: 1-6

Armor Class: 4

Move: 6"/9"

Hit Dice: 10+5

% in Lair: 75%

Treasure Type: P, R

No. of Attacks: 4

Damage/Attack: 1-6/1-6/1-6/1-6

Special Attacks: Nil

Special Defenses: See below

Magic Resistance: Standard

Intelligence: Low

Alignment: Neutral evil

Size: L (12' long)

Psionic Ability: 177

Attack/Defense Modes: A, D/G

Level/X.P. Value: VII/1950+14/hp

The hulking, semi-aquatic vodamečkas live in deep, cold subterranean lakes. They have hairless, thick hides. Their eight stubby legs end in seemingly malformed paws sporting long, spike-like claws. Vodamečkas have no eyes. A tube-shaped proboscis grows from the centers of their lumpy faces. These monsters are omnivorous scavengers, but their evil dispositions and lust for fresh meat often motivate them to hunt and kill.

A vodamečka attacks with two pairs of claws that inflict 1-6 points of damage per hit. This creature is impervious to all cold-based attacks. Lacking visual capability, a vodamečka navigates by sonar, enabling it to move and fight even though it is completely blind, a condition that renders the monster immune to attacks or spells that require a sighted target (such as do many illusions).

While not especially bright, a vodamečka has psionic powers. It most likely has the following psionic disciplines (operating at 10th-level mastery): *body control, clairaudience, levitation, and suspend animation*.



Waybreaker Dvaar

Demigod

Armor Class: -3

Move: 18"/24"

Hit Points: 222

No. of Attacks: 2

Damage/Attack: 7-42/7-42

Special Attacks: See below

Special Defenses: See below

Magic Resistance: 35%

Size: L (48' tall)

Alignment: Chaotic neutral

Worshiper's Align: Explorers, heretics, and oathbreakers

Symbol: Broken chain

Plane: Pandemonium

Cleric/Druid: Nil

Fighter: 18th-level fighter

Magic-User/Illusionist: Nil

Thief/Assassin: Nil

Monk/Bard: Nil

Psionic Ability: VI

S: 25 **I:** 16 **W:** 16 **D:** 10 **C:** 23 **CH:** 19



This artist has some awesome work on-line. [Check it out.](#)

Waybreaker Dvaar, a demigod paid homage to by explorers, heretics, and oathbreakers, rules a mountainous land of jagged rocks, deep ravines, and howling winds. This deity appears as a gigantic, dark-humanoid with a monstrous, elephantine head and under-sized wings that nonetheless carry Dvaar swiftly through the air.

Dvaar fights with a two pairs of enormous spiked bracers. Once per day, Dvaar may stomp its left foot, causing an *earthquake*, as the spell cast by a 20th-level cleric. If Dvaar stomps its right foot, all magical effects that restrict movement or bar passage within a mile are immediately negated. This ability can be used once per day as well. The roar of his trunk is equal to a *horn of blasting*, usable once per turn.

Like all divine beings, Waybreaker Dvaar has the following special abilities, all of which function instantaneously and at will, but not continuously: *command* (no saving throw), *comprehend languages* (including the ability to speak or write the language as well), *detect alignment* with no error, *gate* (4-32 pandemonic gargoyles), *geas* (with a range of 9"), *quest* (with a range of 9" and no saving throw), *teleport* with no error, and *true seeing*.

Waybreaker Dvaar's main servants are pandemonic gargoyles. These creatures are much like normal gargoyles, but have no fewer than 6 hit points per Hit Die, are armor class 3, and have a +2 bonus on to-hit rolls. Pandemonic gargoyles are chaotic neutral. If propitiated appropriately, Dvaar may send a pandemonic gargoyle to assist one of its followers.

Xyl

Frequency: Rare

No. Appearing: 1-3

Armor Class: 5

Move: 9" (3")

Hit Dice: 6

% in Lair: 50%

Treasure Type: P, Q, X, Y

No. of Attacks: 2

Damage/Attack: 1-4/1-4

Special Attacks: Lignification, woodland stealth

Special Defenses: Nil

Magic Resistance: See below

Intelligence: High

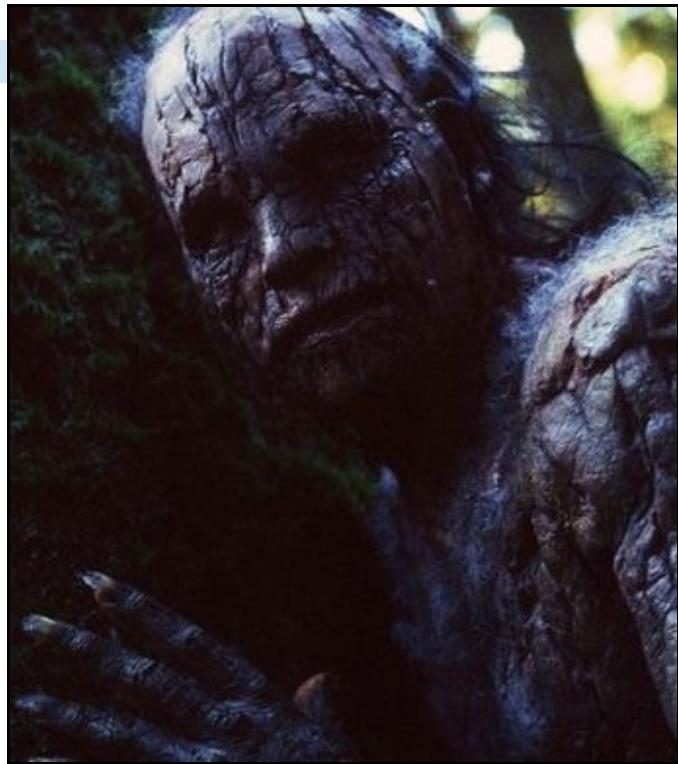
Alignment: Neutral evil

Size: M

Psionic Ability: Nil

Attack/Defense Modes: Nil

Level/X.P. Value: VI/550+6/hp



Xyls are hateful plant creatures of humanoid form and vicious temperament. They live in forested regions, and make their lairs in burrows dug beneath the largest trees in their territory. Rough bark covers a xyl's body. These monsters have sharp claws, and moss and fungus often grow on their hides.

In the forested areas, a xyl moves silently, surprising others on a 1-4. It can blend into vegetation so as to become *invisible*, but it cannot move while using this ability. A xyl attacks with its claws. Any living creature of flesh and blood injured by a xyl's claws must make a saving throw versus polymorph or start to lignify.

Lignification gradually transforms the affected creature into wood. This reduces the victim's Dexterity, Intelligence, and Wisdom by 2 points per melee round. When any one of these ability scores falls below half its original value, the victim also becomes *slowed*. Death occurs when any of the affected ability scores reaches 0. Any humanoid creature killed by lignification has a 25% chance to transform into a xyl after 2-5 days.

Spells that use acid, cold, electricity, or fire affect xyls normally. *Speak with plants* lets the caster communicate with xyls. The caster of *locate plants* negates the xyl's woodland stealth abilities for the duration of the spell for himself only. Targeting an area containing xyls with *plant growth* immediately removes all hit point damage suffered by xyls in the area. Furthermore, for the next 1-6 rounds, affected xyls inflict double damage with their claws. *Hold plant* and *charm plants* affect xyls as normal for a plant creature, and *anti-plant shell* keeps xyls at bay. Xyls are immune to all other spells.

Yowling Terror

Frequency: Very rare

No. Appearing: 1

Armor Class: -1

Move: 21"/15"

Hit Dice: 11

% in Lair: 60%

Treasure Type: H, S, T

No. of Attacks: 12

Damage/Attack: 1-6 (x8)/2-12 (x4)

Special Attacks: Yowl

Special Defenses: See below

Magic Resistance: Standard

Intelligence: Exceptional

Alignment: Chaotic evil

Size: L (40' long)

Psionic Ability: Nil

Attack/Defense Modes: Nil

Level/X.P. Value: VIII/5100+16/hp



Wicked and destructive, a yowling terror prefers to lair in, beneath, or near some vestige of civilization that it usually had a hand in destroying, whether that vestige be a ruined temple, an abandoned city, or a ravaged fortress. A yowling terror slithers quickly on its serpentine body, using its dozen arms to pull itself along. Eight of its arms are smaller than the other four. Its head, vaguely like a lizard's skull, has no eyes and is split by grinning jaws from which grow hundreds of small fangs.

This monster takes its name from its most potent weapon, a ghastly yowl with remarkable supernatural effects. It yowls only at night or in darkness, doing so once every 6-13 turns. The yowl is not much louder than a human's cry of pain, but it echoes and travels, moving around corners and through doors for up to 36" in all directions away from the terror.

Any living creature of better than semi-intelligence that hears the yowl must make a saving throw versus spell. If this saving throw fails, dread gnaws at the creature's mind, causing a -1 penalty to attack rolls and initiative checks. Each time within a day a creature hears a terror's yowl, it must make a saving throw (but no creature must make more than six saving throws to resist the yowl in a single day). Failing a second saving throw also causes subtle visual and auditory hallucinations that increase the odds the victim will be surprised by 1 in 6. A third failed saving throw adds paranoia and hallucinatory insanity to the victim's maladies (see pages 83-84, *Dungeon Masters Guide*). The yowl's effects last for 1-3 hours for each failed saving throw.

A yowling terror do not have a sense of sight, but they have such exceptional senses of hearing and smell that they can act as if sighted out to 8" away. Due to this ability, a yowling terror can *detect hidden* or *invisible* creatures within range.

A yowling terror speaks 2-5 languages.

Zebez

Frequency: Very rare

No. Appearing: 1-6

Armor Class: 6

Move: 3" (see below)

Hit Dice: 2

% in Lair: 90%

Treasure Type: B

No. of Attacks: 1

Damage/Attack: Paralysis

Special Attacks: See below

Special Defenses: Nil

Magic Resistance: Standard

Intelligence: Semi-

Alignment: Neutral

Size: S (about 3' diameter)

Psionic Ability: Nil

Attack/Defense Modes: Nil

Level/X.P. Value:



Dark, primordial forests and wooded swamps are home to zebez, bizarre creatures with radial symmetry, a ring of glossy black eyes, and a circular mouth ringed with inward curving fangs. They attach themselves to trees by means of thick secretions. Three tentacles end in organs shaped like fleshy flowers. Zebez move slowly whether climbing, crawling, or swimming.

A zebez has an amazingly acute sense of smell. It is able to *detect invisible* creatures, as well as those hidden by more mundane means, out to a 6" range. When it detects prey within range, its fleshy, flower-shaped organs create alluringly beautiful *illusions* of common but harmless flying insects or small birds that last for 2-5 melee rounds each. These *illusions*, up to three of them at a time, move 3" per melee round toward detected prey. Creatures seeing one of these *illusions* must make a saving throw versus spell or be *charmed* into following the image toward the zebez.

Once a creature is within 3" of a zebez, it spits a gob of toxic mucous as a ranged attack, doing so with remarkable accuracy (+2 to-hit bonus). A creature struck by this mucous make a saving throw versus paralyzation or become paralyzed for 3-8 hours. Despite the fearsome appearance of its fangs, a zebez's bite is weak, but not so weak it cannot kill and feed on a paralyzed victim.