

AD&D MONSTERS II: ALP TO XANA

A Dozen New Monsters Inspired by Folklore & Myth

by Mark L. Chance



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Mark L. Chance
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Alp

Frequency: Very rare

No. Appearing: 1

Armor Class: 4

Move: 9"

Hit Dice: 3+3

% in Lair: 10%

Treasure Type: C

No. of Attacks: 1

Damage/Attack: 1-4

Special Attacks: See below

Special Defenses: Hit only by silver or +1 or better weapons, plus see below

Magic Resistance: 15%

Intelligence: Average

Alignment: Lawful evil

Size: S (4' tall)

Psionic Ability: Nil

Attack/Defense Modes: Nil

Level/X.P. Value: V/275+4/hp



The alp is a type of imp that preys on people while they sleep, sapping their victims of energy while infecting their slumbering thoughts with horrible

nightmares. In its natural form, an imp resembles a skeletal humanoid, its greyish skin taut over its bones. Its has a lipless mouth and lidless eyes. Unlike imps, an alp collects treasure, usually from its victims, which it hides in its lair, an out-of-the-way place most often somewhere within a human community. Unlike that other type of imp, the alp does not show any inclination to serve clerics or magic-users of any alignment.

An alp uses *polymorph self* and *spider climb* at will, but this devilish creature can only *polymorph* into small creatures. It can also *detect good* and *detect magic*. At night, an alp becomes *invisible* at will. An alp's magical powers are usable no matter its current form. In its natural form, an alp attacks with its claws, raking with both hands at once. An alp regenerates 1 hit point per melee round, but only at night or in total darkness. It is immune to cold, fire, and electricity. When determining which spells are effective against it, an alp is treated as a 9 Hit Dice monster.

When an alp finds a sleeping victim, it becomes *ethereal* and sits on the victim's chest throughout the night, feeding on the victim's life force. The victim experiences horrifying nightmares, but, unless he makes a saving throw versus death magic with a -2 penalty, cannot wake up on his own until dawn approaches and the alp departs. The victim permanently loses 1 point of Constitution. If his Constitution is reduced to 0, he dies in his sleep.

Evil clerics and magic-users often covet the corpses of an alp's victims. If such a dead body is targeted by *animate dead*, the resulting zombie has maximum hit points and does not always strike last.

Beithir

Frequency: Rare

No. Appearing: 1-3

Armor Class: 3

Move: 9"

Hit Dice: 5+3

% in Lair: Nil

Treasure Type: Nil

No. of Attacks: 1

Damage/Attack: 1-6

Special Attacks: Poison

Special Defenses: See below

Magic Resistance: Standard

Intelligence: Non-

Alignment: Neutral

Size: L

Psionic Ability: Nil

Attack/Defense Modes: Nil

Level/X.P. Value: V/425+6/hp

Care must be taken when fighting giant snakes, and not only because such animals tend to be dangerous. Should a giant snake be beheaded, and the head not be moved a sufficient distance from the body or be buried and blessed, the snake's decapitated body may animate, slither, and rejoin its head. The resulting monster is a beithir, a type of undead serpent. Aggressive and restless, a beithir does not stay in one place for long, and it is very likely to attack any living creature it comes across.

A beithir attacks with its bite, which delivers a dose of fatal venom (save versus poison or die). *Sleep*, *charm*, *hold*, and *electricity*-based spells do not affect a beithir. A beithir's body generates powerful electrical charges. When struck by a slashing or piercing weapon, this electricity discharges like a bolt of lightning. Creatures within 2" of a beithir when it discharges lightning must make a saving throw versus breath weapon to avoid taking 2-12 points of electricity damage.

Holy water vials score 2-8 hit points damage for each one that strike a beithir. A cleric can turn a beithir as if it were a wraith.



Ceasg

Frequency: Very rare

No. Appearing: 1

Armor Class: 5

Move: 3"/21"

Hit Dice: 6

% in Lair: 5%

Treasure Type: A

No. of Attacks: 1

Damage/Attack: 1-6

Special Attacks: See below

Special Defenses: See below

Magic Resistance: Standard

Intelligence: Very

Alignment: Neutral

Size: M

Psionic Ability: Nil

Attack/Defense Modes: Nil

Level/X.P. Value: V/450+6/hp

The fabled ceasg, also known as maiden of the sea, resembles a mermaid. It is found only in murky, cold seas and oceans, near rocky coasts and among forests of kelp. Elusive and solitary, a ceasg avoids contact with other creatures, especially surface dwellers. A ceasg speaks merman, locathah, tritons, and sea elves, and *speaks with animals* that live in the ocean.



If forced to fight, a ceasg attacks with a powerful tail slap. A maiden of the sea, however, seldom has to fight. Her mere words act as *suggestion* (cast by 6th-level magic-user). At will, she can *polymorph* into water. In the sea, this causes her to become *invisible*, and she flows rapidly like a current, swimming with a 42" movement rate. Once per day, she can call upon sea creatures to aid her, bringing 15-21 Hit Dice of creatures of the following types: giant crocodiles, dolphins, giant octopuses, sharks, giant sea snakes, and a giant sea turtles. These helpers arrive in 1-6 melee rounds and aid the ceasg to the best of their ability without hesitation. Also once per day, she can *control currents* (as the 5th-level druid spell *control winds*, but affecting ocean currents) as she were a 9th-level caster.

Many creatures desire to capture a ceasg, for, if she is caught, she can be forced to grant three *wishes*. The third *wish* always results in her vanishing from captivity and returning to the sea. No ceasg easily forgives being captured and forced to grant these *wishes*. Being extremely long-lived and patient, a maiden of the sea might plot her revenge for decades.

Girtablilu

Frequency: Uncommon

No. Appearing: 4-60

Armor Class: 7

Move: 12"

Hit Dice: 1+1

% in Lair: 20%

Treasure Type: O, P, Q

No. of Attacks: 4

Damage/Attack: 1-3/1-3/1-4/1-6

Special Attacks: Poison

Special Defenses: See below

Magic Resistance: Standard

Intelligence: Low

Alignment: Lawful evil

Size: S (about 3' long)

Psionic Ability: Nil

Attack/Defense Modes: Nil

Level/X.P. Value: III/81+2/hp



A horrid blend of scorpion and goblin, girtablilues are minor devils rarely encountered on the Prime Material Plane but disturbingly common on the infernal planes. These monsters scuttle about on eight insectile legs, occasionally using their long, thin arms to pull themselves along. Girtablilues have two heads, one at the end of their arching tail that resembles too closely an armless, twisted humanoid torso. This head has no eyes or ears, and a large stinger protrudes from its grimacing mouth. The other head has small eyes, large ears, and a narrow mouth full of rasping fangs. Coloration ranges from brilliant red to rusty brown to black.

A girtablilu attacks with its clawed fingers, its bite, and its stinger. The latter attack forces a saving throw versus poison to avoid immediate unconsciousness followed by death in 2-5 melee rounds.

Being a very minor sort of fiend, a girtablilu has only some of the standard diabolical powers common to devils. It can use *know alignment* at will. It takes half damage from electricity and gases, and it is invulnerable to fire. A girtablilu communicates via telepathy, making it able to understand and converse with any intelligent creature.

While girtablilues can be found through the lower planes, they are especially numerous in the infernal realm of Maglubiyet, the Mighty One, Lord of the Depths and Darkness, the greatest of the gods of goblins and hobgoblins.

Meireule "Lord of Misrule"

Demigod

Armor Class: 1

Move: 15"

Hit Points: 95

No. of Attacks: 3/2

Damage/Attack: By weapon type

Special Attacks: See below

Special Defenses: Immune to enchantment/charm, and see below

Magic Resistance: 35%

Size: M (5-1/2' tall)

Alignment: Chaotic neutral

Worshiper's Align: Any chaotic, plus revelers, children, lunatics, and entertainers

Symbol: Six-pointed star with a heart in its center

Plane: Prime Material Plane

Cleric/Druid: Nil

Fighter: 7th-level fighter

Magic-User/Illusionist: 10th-level illusionist

Thief/Assassin: 8th-level thief

Monk/Bard: 13th-level bard

Psionic Ability: IV

S: 16 **I:** 19 **W:** 12 **D:** 19 **C:** 18 **CH:** 20

Meireule, the Lord of Misrule, is a minor deity concerned with festivals, revels, the rowdier side of childhood, and overthrowing the established social order in favor of whimsy and anarchy. He appears as an outrageously dressed man with a large nose, neatly trimmed mustache and beard, and invariably carrying a ridiculously slender staff and a rapier.

In battle, Meireule fights with his staff or his rapier. The former strikes as a +3 *quarterstaff*. On any hit, the target must make a saving throw versus spell or be struck silly (as *confusion*, but treating results of 61 or better as "reduced to helpless laughter for 1 round"). This silliness lasts for 5-10 melee rounds. His blade strikes a +3 *long sword*. On any hit, the target must make a saving throw versus spell or pass out in a drunken stupor from which he cannot be stirred for 2-5 hours. Lawful creatures suffer a -4 penalty on their saving throws to resist not only Meireule's weapons but also any of his spells.

Furthermore, no mortal that has consumed alcohol within the past hour can attempt to harm Meireule in any way (no saving throw permitted, but this effect is negated if Meireule attacks the drinker). Of course, Meireule, while not objecting to a light-hearted brawl, prefers to not engage in combat. He enjoys using his illusionist, thief, and bard abilities to sow confusion and merriment.

Like all divine beings, Meireule 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*.



Nuckelavee

Frequency: Rare

No. Appearing: 1-4

Armor Class: 4

Move: 15"/9"

Hit Dice: 4+4

% in Lair: 5%

Treasure Type: D, I, T

No. of Attacks: 4

Damage/Attack: 1-8/1-8/1-3/*by weapon type*

Special Attacks: See below

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

Magic Resistance: Standard

Intelligence: High

Alignment: Neutral evil

Size: L (6'-7' at shoulder)

Psionic Ability: Nil

Attack/Defense Modes: Nil

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

The nuckelavee is a horse-like monster that combines equine and human elements. It has a man's torso attached to a horse's back as if it were a rider, but the torso has no legs. Its hooves have fin-like growths. The nuckelavee has two heads, one humanoid, the other equine. This latter head has an enormous gaping mouth that exudes a smelly toxic vapor, and its eyes like a burning green flame. The nuckelavee has no skin. Black blood courses through yellow veins, and the pale sinews and powerful muscles visibly pulsate.



The nuckelavee's breath wilts plants and sickens animals. It uses this breath weapon up to four times per day, each exhalation covering a cone 1/2" in diameter at its equine mouth, 6" in length, and having a 2" end diameter. Normal plants caught in this area wilt and die in 2-5 melee rounds (no saving throw). Plant creatures are permitted a saving throw versus breath weapon to avoid the same fate. Animals caught by the breath weapon that fail their saving throws contract a chronic, terminal disease of the brain and nervous system that kills in 1-12 hours. Food and water caught in the nuckelavee's exhalation is corrupted (as the reverse of *purify food & drink*).

In combat, a nuckelavee strikes with its hooves and bites with its equine maw while its humanoid torso wields a weapon. When applicable, the humanoid torso counts as a mounted fighter. It can wield a missile weapon, such as a bow, and fight with this weapon at range while its equine parts engage in melee combat. Once per day each, a nuckelavee can use *cause blindness*, *curse*, and *protection from good* (the reverse of *cure blindness*, *bless*, and *protection from evil*, respectively).

Nuckelavees are active only during summer months. The rest of the time, they retreat to their lairs in sea caves, waiting for the time when they can again venture forth to spread disease. They cannot tolerate fresh water and refuse to cross or swim in rivers, streams, lakes, and so forth. Despite its appearance, nuckelavees are not undead, but are vicious and wicked fey creatures.

Scucca

Frequency: Very rare

No. Appearing: 1

Armor Class: 4

Move: 18"

Hit Dice: 4+1

% in Lair: Nil

Treasure Type: Nil

No. of Attacks: 1

Damage/Attack: 2-12

Special Attacks: Doom howl

Special Defenses: Immune to *sleep* and *hold*

Magic Resistance: Standard

Intelligence: Average

Alignment: Neutral evil

Size: L (6' long)

Psionic Ability: Nil

Attack/Defense Modes: Nil

Level/X.P. Value: IV/205+5/hp



An enormous hound with grizzled fur and red eyes, glowing and feral, a scucca is a supernatural creature seldom encountered anywhere except in chilly moors and highlands, and even then, not encountered often.

The first thing a scucca does in combat is unleash an unearthly howl that can be felt all the way down to the bones. It howl is usable once per hour. All creatures within 12" that hear this howl must make a saving throw versus death magic. Those that fail are *doomed*.

Doomed creatures suffer a -2 penalty on to-hit rolls, damage rolls, saving throws, and ability score checks. Worst of all, a *doomed* victim's wounds do not heal naturally, and even magical healing only restores 1 hit point per spell level. Should the *doomed* creature contract a disease, the condition will always be chronic and severe or terminal (85% or 15%, respectively; see *Dungeon Masters Guide*, pages 13-14). After it howls, a scucca usually flees if it can. If forced to fight, it attacks with its powerful jaws.

The *doom* affecting a scucca's victim is permanent, but it can be lifted by *remove curse* cast by a good cleric of at least 10th level.

Stoor Wyrm

Frequency: Unique
No. Appearing: 1
Armor Class: 5
Move: 24"/48"
Hit Dice: 300 hit points
% in Lair: 5%
Treasure Type: 100% H, R, S, T
No. of Attacks: 1
Damage/Attack: 5-50
Special Attacks: See below
Special Defenses: See below
Magic Resistance: Standard
Intelligence: Exceptional
Alignment: Neutral evil
Size: L (360' long)
Psionic Ability: Nil
Attack/Defense Modes: Nil
Level/X.P. Value: X/38,300



The stoor wyrm, for there is only one, is an enormous sea serpent created by malevolent powers to terrorize coastal regions, especially the rulers of those regions. The stoor wyrm threatens such regions with destruction if its wicked demands aren't met. This usually involves sacrificing people to it, especially if those people are young and innocent. Its lair is deep beneath the icy waves of an arctic ocean in a lightless cavern.

The stoor wyrm attacks as a 16+ Hit Dice monster, using its incredibly long, prehensile forked tongue, which it uses like tongs or scissors. Stretching up to 40 feet, the tongue snaps shut with terrifying force, inflicting 5-50 points of damage. A successful attack with a natural 18 or 19 on the die crushes and renders useless a randomly determined extremity (arm, leg, neck, tail, tentacle, et cetera). A natural 20 forces a saving throw versus paralysis to avoid being snipped in half, which probably results in instant death. Even if this saving throw succeeds, the victim still loses a randomly determined extremity. Against structures and ships, the stoor wyrm's attacks inflict 5-15 points of structural damage per melee round.

As if this weren't terrifying enough, the stoor wyrm has other powers as well. It can cast *move earth* once per hour. Once per day, the stoor wyrm may shake its body, simultaneously causing an *earthquake* and bringing into effect a double-strength *control weather*. Three times per day, the stoor wyrm can exhale a cloud of putrid vapors. This cloud is 10" long, 8" wide, and 6" high. All living things within the cloud must make a saving throw versus breath weapon or die instantly. Those that survive are affected as if caught in a *stinking cloud*.

Only +1 or better magical weapons can hurt the stoor wyrm, and even then, if those weapons are not giant-sized, they inflict only minimum damage. The stoor wyrm is immune to cold, electricity, poison, death magic, any type of paralysis (including magical *hold*, *charm*, *sleep*, and the effects of a weather). No matter how badly it is injured, it recovers all lost hit points in a single day of rest.

Tales claim that the fabled *Orcadian Tome* tells how even a brave-hearted hero armed only with peat and a torch can slay the stoor wyrm.

Villr

Frequency: Very rare

No. Appearing: 1-3

Armor Class: 5

Move: 15"

Hit Dice: 4

% in Lair: 20%

Treasure Type:

No. of Attacks: 1 or 3

Damage/Attack: 2-8 or 1-3/1-3/2-5

Special Attacks: See below

Special Defenses: Immune to *charm*, *hold*, and *sleep* magic

Magic Resistance: Standard

Intelligence: Average

Alignment: Chaotic evil

Size: M (5' tall)

Psionic Ability: Nil

Attack/Defense Modes: Nil

Level/X.P. Value: IV/185+4/hp

In many places, poaching is a serious crime, one punishable by mutilation and even death. The circumstances of the poaching are often not a concern. Even a poor man who is just trying to feed his family caught hunting in the wrong place may face severe consequences. Rarely, the guilty party may not rest easy in death. Instead, he returns as an undead villr, a type of vengeful spirit embodied in a monstrous form. A villr resembles a cross between man, deer, and unnatural beast. It walks hunched forward, its arms longer than its legs, some of time moving on all fours. It paw-like hands end in claws. Its blunt face, a combination of goat and man, is topped by a spread of barbed antlers, and its narrow mouth is full of fangs. Most of its body is hairless, its flesh pocked with sores and cuts, but a thick mane of dark fur grows on its back.

A villr may attack with either its antlers or with its claws and fangs. When a villr charges, it uses its antlers, which inflict double damage (4-16 points) with a successful to-hit roll while charging. The victim of an antler attack must make a saving throw versus polymorph or suffer as each round for 1-6 melee rounds the victim's body erupts with horn-like growths. A successful save renders the victim immune to that villr's antlers. Otherwise, the failed save results in 1-3 points of damage and reduces Dexterity and Charisma by 1 point each per round. Damage caused by these eruptions heals only by natural means, and the lost Dexterity and Charisma is regained at a rate of 1 point each per day of rest.

The villr's claws and fangs are filthy and carry contagion. A claw or fang wound imposes a 10+1% per point of damage suffered chance to contract a chronic, severe (75%) or terminal (25%) skin disease. Each day, this disease has a 25% to cause a permanent loss of 1 point of Charisma. Terminal cases are fatal in 1-12 weeks. See *Dungeon Masters Guide*, pages 13-14, for more information about diseases.

Once per day, a villr can call a pack of 4-16 savage dogs (treat as wild dogs, *Monster Manual*, page 29). The dogs arrive in 2-8 melee rounds. A villr can track as a ranger. Clerics can turn a villr as if it were a ghast.



Vodnik

Frequency: Rare

No. Appearing: 1-4

Armor Class: 7

Move: 12"/12"

Hit Dice: 2

% in Lair: 75%

Treasure Type: O, P, R

No. of Attacks: up to 4

Damage/Attack: Drowning

Special Attacks: See below

Special Defenses: +1 or better weapon to hit, plus see below

Magic Resistance: Standard

Intelligence: Average to high

Alignment: Neutral (good or evil)

Size: S or M

Psionic Ability: Nil

Attack/Defense Modes: Nil

Level/X.P. Value: III/89+2/hp

When a man or boy falls into a lake or pond and drowns, his spirit might become a vodnik. Vodnici (plural of vodnik) have gills, webbed fingers, and algae-green skin. Their overall dress and appearance is weird, sometimes even resembling a vagrant, consisting of patchy shirts, coat-tails, odd hats, and speckled ribbons. No matter how long it stays out of water, a vodnik remains dripping wet.

Good vodnici guard their lakes or ponds against evil, and keep an eye on those who swim, fish, or boat on their waters. Evil vodnici, in contrast, delight in drowning trespassers.

In combat, a vodnik calls up four watery tentacles that attack creatures within 2" of the vodnik. These tentacles strike as monsters with 6 Hit Dice. Any creature struck by a tentacle must make a saving throw versus paralyzation (with a penalty equal to the number of tentacles that hit after the first) or be dragged into the water. A watery tentacle has 6 hit points. Edged and piercing weapons do but 1 point of damage to a tentacle, whereas blunt weapons inflict normal damage. A tentacle that takes 6 or more points of damage is disrupted, but it reforms at full hit points after 2 melee rounds.

The soul of anyone drowned by a vodnik enters the vodnik's pond or lake, remaining trapped there until the vodnik catches the soul in a porcelain lid-covered tea cups. Vodnici consider their cups as their most valuable treasures, and even a good-aligned vodnik is loathe to part with one. When the lid of such a cup is removed, the soul within (in a form of a bubble) will escape and be liberated. Until then, no magic, not even *resurrection* or *wish* can restore the drowned victim to life.

Except for fish, which vodnici can command at will, do not have servants. Good-aligned clerics can turn evil vodnici as if they were ghouls, and evil-aligned clerics can turn good vodnici the same way. Vodnici are immune to *sleep*, *hold*, and *charm*.



Wittewijvan

Frequency: Very rare

No. Appearing: 1-6

Armor Class: 0

Move: 12"

Hit Dice: 9

% in Lair: 75%

Treasure Type: E, S

No. of Attacks: 1

Damage/Attack: 1-6

Special Attacks: See below

Special Defenses: See below

Magic Resistance: See below

Intelligence: High

Alignment: Any

Size: M

Psionic Ability: Nil

Attack/Defense Modes: Nil

Level/X.P. Value: VII/2000+12/hp

Rarely, the spirits of powerful female clerics survive after death as wittewijven. In life, a wittewijven was a feared or respected leader. After being properly buried and honored, the cleric's spirit returns to guard or even rule over the community. These creatures appear as ghostly women, pale of skin and hair, dressed in long, white gowns or robes that fade into mist near where their feet should be. Wittewijven travel by flying.



A wittewijven is incorporeal and *ethereal*. As such, they can only be affected by attacks and spells that can reach into the Ethereal Plane. Even then, a wittewijven can be struck only by silver or magical weapons. She attacks with a chilling touch that ignores nonmagical armor and inflicts 1-6 points of damage with a successful to-hit roll. The victim must make a saving throw versus death magic or suffer a 35% reduction in Strength (round up).

The mere sight of a wittewijven causes any intelligent, mortal creature to flee in panic for 2-12 turns unless a saving throw versus magic is made. Creatures with more than 6 levels or Hit Dice get a +2 bonus on this saving throw. A wittewijven was a cleric of at least 9th level in life, and she retains the appropriate spell ability. Her spells affect both the Ethereal and Prime Material Planes.

A wittewijven can be turned by a cleric as if she were an creature of the special category, except when the wittewijven is in her lair, in which case she cannot be turned at all.

Xana

Frequency: Rare
No. Appearing: 1
Armor Class: 8
Move: 9"/18"
Hit Dice: 7
% in Lair: 95%
Treasure Type: A, 100% S
No. of Attacks: 1
Damage/Attack: 1-4
Special Attacks: Magic
Special Defenses: Nil
Magic Resistance: Standard
Intelligence: Very
Alignment: Any non-evil
Size: S (4' tall)
Psionic Ability: Nil
Attack/Defense Modes: Nil
Level/X.P. Value: VI/525+8/hp

The xana is always female. She is a fey creature of extraordinary beauty who lives in springs, rivers, waterfalls, and forested places with pure water. Small and slender with long blonde or light brown hair, a xana is a benevolent nature spirit seldom encountered away from her lair.

A xana prefers to avoid combat, but, if forced to defend herself, strikes with a dagger made of water that inflicts 1-4 points of damage. Her voice is equal to a *hypnotism* spell cast by a 7th-level illusionist. Once per day each, a xana can use *animal summoning I*, *entangle*, *hallucinatory terrain*, and *know alignment* (all as if cast by a 7th-level character). Also once per day, she can sing for 1 turn, after which she can cast *heal*, affecting everyone who listened to her song, but this ability does not work on evil-aligned creatures. Against those creatures, instead of *heal*, her song causes permanent *insanity* (no saving throw).

Once per week, a xana can fill a vial or flask with pure water from her lair and transform that water into any type of magical potion, elixir, or philter. She always has a few such creations on hand in her lair, and good-aligned creatures with pure hearts and noble motives can convince her to surrender a few of her enchanted liquids.

Xana speak the secret language of druids as well as the tongues of elves, gnomes, halflings, leprechauns, nixies, sprites, pixies, nymphs, dryads, and brownies.

