

BURROWING HIVE

FREQUENCY: *Rare*

NO. APPEARING: 1

ARMOR CLASS: 3

MOVE: 1"

HIT DICE: 5

% IN LAIR: 100%

TREASURE TYPE: Nil

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 1-8 (bite)

SPECIAL ATTACKS: Insect Plague

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

INTELLIGENCE: Semi

ALIGNMENT: Neutral

SIZE: S

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil

A burrowing hive is a semi-intelligent insect about three feet long. Sinus-like cavities in its exoskeleton are inhabited by myriads of small, biting, gnats; their activities are directed by the hive.

The hive is a predatory creature, moving slowly from place to place in search of food. It will often remain for months in a single area where there is an ample source of prey, such as a dungeon complex or a village with herds of cattle.

When the burrowing hive causes its gnats to swarm, they issue forth in a cloud, 60' in diameter, which moves at a rate of 9". Any creature caught within the swarm will suffer the effects of being bitten. The hive will direct the gnats to either bite or to feed. If the gnats are directed to bite, every creature caught within the swarm must make a saving throw vs. paralysis or be paralyzed for 2-7 rounds from the poisonous bites.

If the hive directs the swarm to feed, on the other hand, the swarm will inflict 1hp damage per round to any creature within, as small pieces of flesh are cut away and brought back to the hive. The slithering hive can produce a near endless supply of these gnats and so attacking the cloud often has little effect other than buying a round or two of time before the hive belches forth another cloud.

If the burrowing hive is killed, the gnats will die within 1-6 rounds, and they will not attack to feed during this time, only inflicting their paralyzing bites. When the hive itself is dead, the swarm will remain stationary.

CHITTERLING

FREQUENCY: *Rare*
NO. APPEARING: 4-40
ARMOR CLASS: 7
MOVE: 18"
HIT DICE: 2
% IN LAIR: 15%
TREASURE TYPE: Nil
NO. OF ATTACKS: 3
DAMAGE/ATTACK: By weapon or
1-3/1-3/1-6
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: See below
INTELLIGENCE: Low
ALIGNMENT: Chaotic evil
SIZE: S
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil



Chitterlings are the magical creations of the thord, used to gather victims for feeding. While of low intelligence, they are possessed of an animal cunning that makes packs of chitterlings quite dangerous. Their quick speed allows them to easily ambush small groups, and with infravision of 60', they can home in on a target in complete darkness.

While used for hunting in small packs of 6-10, groups as large as 40 have been used to protect members of depopulated thord tributes. When protecting a thord, chitterlings are singular in their devotion, using their speed to attempt to misdirect attacks away from the thord. The thord receives a -1 AC for every 10 chitterlings involved in the combat.

Created by magic, these creatures are immune to mind effecting spells and illusion including (but not limited to): command, charm person/monster, friends. These child-sized creatures seek out easy prey, stalking humanoids of less than 1 HD (0 level commoners). Such targets, upon hearing the childlike laughter of the Chitterling, must make a saving throw versus spells as fear invades their every fiber. Those who fail their save are treated as if under the influence of a Slow spell.

Description: Chitterlings resemble young children with razor-like teeth and eyes that faintly glow in darkness. They dress in dark, ragged, clothing and can easily be confused for ordinary street urchins

ELF

The Blight

FREQUENCY: *Very Rare*

NO. APPEARING: 5-50

ARMOR CLASS: 6

MOVE: 15"

HIT DICE: 2

% IN LAIR: 25%

TREASURE TYPE: Individuals N, Q

NO. OF ATTACKS: 1

DAMAGE/ATTACK: By weapon type

SPECIAL ATTACKS: 5th level Magic Missile 2/day

SPECIAL DEFENSES: Blind - immune to illusion
and visual effect spells.

MAGIC RESISTANCE: 90% to charm and sleep,

INTELLIGENCE: Average and up

ALIGNMENT: Chaotic Evil

SIZE: M (6 1/2' tall)

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil

Followers of the dark god, the "Creeping Blight", the elves known only as the Blight are subterranean dwellers who long ago gave up their eyesight to the darkness below. Believed by most, until recently, to be mere rumor, these foul creatures have slowly been spreading deep beneath the realms of Cadmain. Using a number of burrowing and earth controlling insects, the Blight slowly spread underfoot.

While most among the Blight are not magic-users, they do have the innate ability to cast Magic Missile twice per day. This ability is generally the first line of attack amongst the blight, weakening their foes for melee. These creatures fight to the death and never ask for quarter. It is unknown if the Blight even recognize the common tongue of men or elves or if they merely speak some other, more arcane language.

Description: The Blight wear their pallid skin as if it is an ill-fitting suit. Loose skin hangs off their near skeletal frames while their eyeless faces are dominated by the raw holes that serve as their nostrils.



ELF

The Wyld

FREQUENCY: *Uncommon/Rare*

NO. APPEARING: 10-100/1-4

ARMOR CLASS: 6

MOVE: 15"

HIT DICE: 2+2

% IN LAIR: 50%

TREASURE TYPE: Individuals N, Q

NO. OF ATTACKS: 1

DAMAGE/ATTACK: By weapon type

SPECIAL ATTACKS: Nil

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: 90% to charm and sleep,

INTELLIGENCE: High and up

ALIGNMENT: Neutral

SIZE: M (6' tall)

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil



Wyld elves are rabidly xenophobic and normally kill non-elves on sight (at least within the confines of their forest homeland). Within the confines of the woods, they are fairly plentiful, but it is almost unheard of to find them in the outside world. When venturing outside of their territory, they normally travel in groups of up to 4, known as "hunt"s.

Skilled trackers and archers, wyld elves have earned their reputation for ferocity in combat. Normally attacking from ambush, their familiarity with the forests allows them to surprise on a 1-4 in 6. While shortbows are the favored weapon of the tribes, it is not unheard of for captured longbows, or even crossbows, to be used as part of an ambush attack prior to melee. In addition, they can innately track as an 8th level Ranger.

Description: Wyld elves look much like their Sylvanian, kin save for that they cover themselves with white and black body paint.

GAR, Monstrous

FREQUENCY: *Very Rare*

NO. APPEARING: 1-3

ARMOR CLASS: 3

MOVE: 60"

HIT DICE: 12

% IN LAIR: Nil

TREASURE TYPE: Nil

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 8-32

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

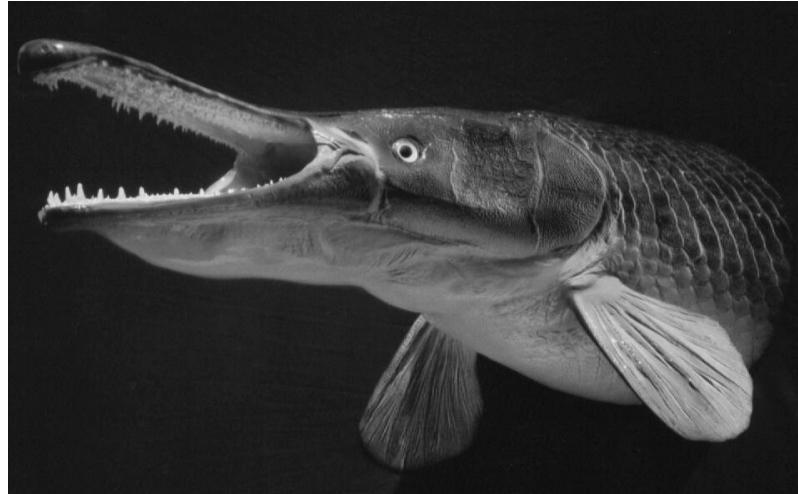
INTELLIGENCE: Animal

ALIGNMENT: Neutral

SIZE: L (20'-50' long)

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil



Unlike their smaller relatives, monstrous gar tend to be aggressive hunters. They inhabit only large, deep lakes and rivers. They are capable of swallowing prey whole, and any hit of 20 indicates they have done so. Note that a small giant gar can swallow an elf or dwarf whole. If a creature is swallowed whole there is a 5% chance/melee round that it will die. A creature so swallowed must have a sharp-edged weapon in hand to have any chance of cutting its way out. The swallowed creature must be able to inflict damage equal to 25% of the fish's total hit points to get free. Attacks which pierce the gar can hit the creature swallowed whole (assume 20% chance), and this will cause appropriate damage to both the gar and the creature swallowed

ICHTHYIAN

FREQUENCY: *Uncommon*
NO. APPEARING: 20-80
ARMOR CLASS: 5
MOVE: 12"/24" (swimming)
HIT DICE: 2+2
% IN LAIR: 25%
TREASURE TYPE: Individuals N; I,
O, P, Q (X 10), X, Y in lair
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-8/1-8
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: Immune to metal and stone weapons
MAGIC RESISTANCE: Standard
INTELLIGENCE: High
ALIGNMENT: Chaotic Evil
SIZE: M
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil



Ichthyians are the fish-men of the Dark Light Marsh.

Ichthyians are predatory in the extreme, and they pose a constant threat to all living things because they kill for sport and pleasure as well as for food. These creatures abhor salt water. They dislike light, and bright light (such as that created by a light spell) is harmful to their eyes, as will be discussed hereafter.

A band of ichthyians will always be led by a chieftain. He will have 1 lieutenant for every 10 members of the group. The chieftain will have 4 hit dice +4 hit points, and his lieutenants will each have 3 hit dice +3 hit points. All are in addition to the group.

If ichthyians are encountered in their lair there will be the following additional ichthyian:
1 baron (6 hit dice +6 hit points)
9 guards (3 hit dice +3 hit points)
30 — 1 20 females (2 hit dice)
10-40 hatchlings (1 hit die)
50 — 200 eggs

Also, there is a 10% chance per 10 male ichthyian that there will be a cleric (evil) and 1-4 assistant priestesses, for the religious life of these creatures is dominated by the females. If a cleric is with the group in the lair, she will be of 5th to 8th level ability, and her lesser clerics will be 3rd or 4th level.

Ichthyians speak their own tongue.

Description: A typical ichthyian is greenish grey on the back shading to a yellowish white on the belly. The fins are black. The great staring eyes are deep, shining black. Females are indistinguishable from males, except that they are slightly smaller. Hatchlings are light colored, but they darken and attain full growth approximately 1-2 months after hatching.

ROCKROACH

FREQUENCY: *Very Rare*
NO. APPEARING: 6-24
ARMOR CLASS: 5
MOVE: 12"/24" (tunneling)
HIT DICE: 2
% IN LAIR: Nil
TREASURE TYPE: See below
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-6
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: Immune to metal and stone weapons
MAGIC RESISTANCE: Standard
INTELLIGENCE: Animal
ALIGNMENT: Neutral
SIZE: S
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil



Rockroaches are a form of vermin used by the followers of the Creeping Blight.

These creatures have no fear of humans and will approach parties of adventurers in the hopes of being fed. If they are given a 100gp worth of gems they will feed and then depart. However, if they are attacked, or not given food, they will become angry and attack. When a rockroach begins to vibrate, all the stone in a 50' radius around the creature turns gelatinous to a depth of about one foot. It is quite difficult to move in the gelatinous mud; in order to manage a successful melee attack a character must make a successful save vs. Wands at a bonus of +4. Missile attacks and spell casting are not affected.

If the stone of a ceiling is affected by a rockroach's vibration, it will begin to drip blobs of gelatinous rock (with the same weight and density as solid rock). Any creature other than a rockroach has a 10% chance, per round, of being hit by a falling blob of rock, which will inflict 2-8 points of damage and can incase limbs in stone..

When a roachroach dies, the gelatinous stone will instantly become normal stone again, possibly entombing the party's feet, or equipment they have dropped, in as much as a foot of solid rock.

Rockroaches eat gems, and there is a 75% chance that a rockroache's innards will contain a 10-60gp gem.

Description: Rockroaches are about two feet long, with segmented chitin armor over an insect-like body. Many have described them as giant, stone, cockroaches.

THORD

FREQUENCY: *Rare*
NO. APPEARING: 1-12
ARMOR CLASS: 6
MOVE: 12"
HIT DICE: 3
% IN LAIR: 20%
TREASURE TYPE: B, Q, R, S, T
NO. OF ATTACKS: 3
DAMAGE/ATTACK: 1-3/1-3/1-6
SPECIAL ATTACKS: Paralyzation
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: Standard
INTELLIGENCE: High
ALIGNMENT: Chaotic evil
SIZE: M
PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil



Thord are "undead," once human creatures which feed on the released life energy of humans and other intelligent races. Thord attack by striking out with their claws and biting with their long fangs. Their touch causes humans — including dwarves, gnomes, half-elves, and halflings, but excluding elves — to become rigid (paralysis) unless a saving throw versus paralyzation is successful. Any human killed by a thord attack may become a thord if there is room in the tribute. To avoid this fate the victim must be blessed (or blessed and then resurrected). Thord tributes always attack without fear.

These creatures are subject to all attack forms except sleep and charm spells. They can be turned by clerics as if *Shadows*. The magic circle of protection from evil actually keeps these monsters completely at bay

The thord are a little known, and far more organized, relation of the ghoul. Traveling in groups of twelve, known as a "Tribute", the thord devour life energy during elaborate feast rituals that are dedicated to an unknown god. Should a tribute's number fall under twelve, the thord will slowly look for cunning individuals to refill their ranks. This process of selection is slow and methodical, often taking up to a year. During that time, the remaining thord often split up, making finding and slaying the remaining members of the tribute very difficult.

In addition, the thord also create servitors — Chitterlings — through an unknown ritual process. Unless feeding, an individual thord will be accompanied by 6-10 Chitterlings. That number increases if members of the tribute are slain.

VEGEMEN

FREQUENCY: *Very Rare*

NO. APPEARING: 1-3

ARMOR CLASS: 3

MOVE: 60"

HIT DICE: 12

% IN LAIR: Nil

TREASURE TYPE: Nil

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 8-32

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

INTELLIGENCE: Animal

ALIGNMENT: Neutral

SIZE: L (20'-50' long)

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil



Vegemen are vegetable creatures of low intelligence. They organize themselves into regional bands and live by scavenging and hunting. Meat forms their diet and they will eat it no matter what its condition.

Vegemen vary in color and size. Usually their colors will be similar to their normal surroundings. When encountered in areas that match their coloration, they will blend into the background, surprising 50% of the time. They have 1-4 hit dice, although leaders will have more. The composition of a force will be 1 hit die 50%; 2 hit dice 25%; 3 hit dice 15%; and 4 hit dice 10%. Those with 1 hit die will be 2' tall. One-half foot is added for every hit die over 1.

For every 50 vegemen there will be 1 sub-chief of 5 hit dice and 2-5 bodyguards of 3 hit dice each. Every band will have a leader of 6 hit dice. He will have 2-8 bodyguards of 4 hit dice each.

Attacks from piercing weapons such as arrows and spears do only 1 point of damage to vegemen. Electrical attacks do no damage. Fire and cold do normal damage. Vegemen are immune to all charm/enchantment spells except those that affect plants.

Vegemen villages are usually found in warm, swampy, areas although some may be found in dark forests. They form bands near their main food supply and are usually well-organized in the defense of this food supply.

Vegemen worship an entity known as "The Heap", a bipedal creature of rotting vegetation. Little more is known, although the vegemen have been known to construct idols and graven likenesses of their arboreal deity.

Description: Vegemen are short bipedal creatures with sharp thorn-like claws. Their shoulders, abdomens, and limbs are fringed with leaf-like tendrils. They eat carrion and meat.