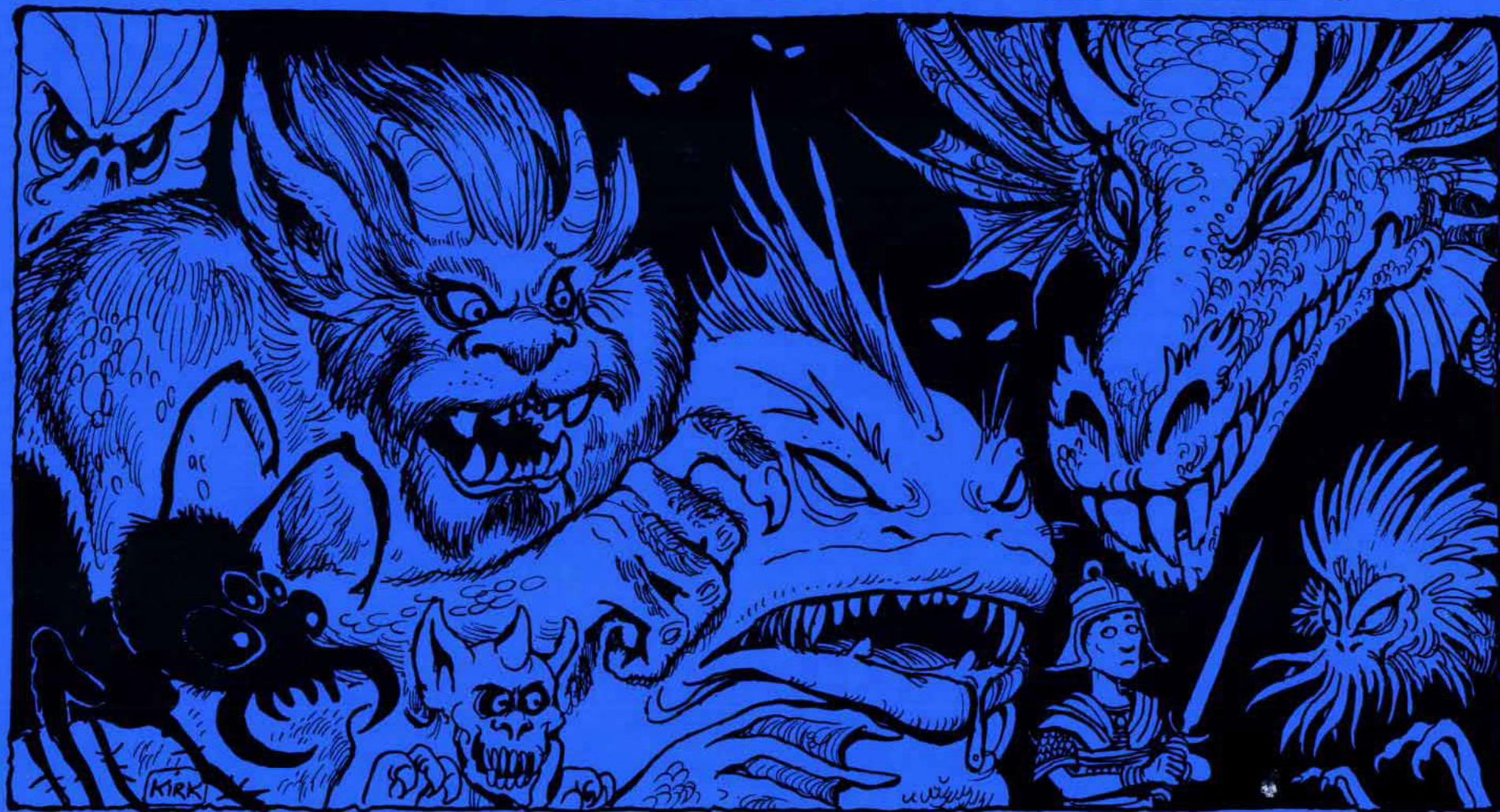


ALL THE WORLDS' MONSTERS

Volume
Two



Edited by Jeff Pimper & Steve Perrin

ALL THE WORLDS' MONSTERS II

In its third printing, volume II of the ALL THE WORLDS' MONSTERS series contains 243 creatures from literature, fantasy, and nightmare. Included is a conversion article by Ken St. Andre for TUNNELS & TROLLS, and Steve Perrin's historic "Conventions." Created by 54 DMs from across North America, each monster is rated for hit dice, armor class, movement, whether or how well it swims and flies, its intelligence range, dexterity, alignment, normal habitat, the average times it's found in its lair, the die roll for the number present of the type, any probable treasure and type, how the being attacks, and a description of general appearance and special characteristics. Here's some data about the nasty-thinking little fellow at the right:

IMP

2 claws, 1D4 to 1D10 depending on size. A small demon found almost anywhere, and is constantly causing trouble. It has normal magic resistance.

TYPE SPELLS

- A "Sleep" and "Charm Person"
- B "Magic Missile" and "Web"
- C "Pyrotechnics" and "Mirror Image"
- D 3D8 Fireball, "Sleep," "Magic Missile," and "Gate" in 1D4 type A imps or 1 Type I demon
- E 4D8 Lightning, "Invisibility," "Slow," and "Gate" in 1D4 type B imps or 1D2 type I demons
- F 5d8 "Cold," "Hold Person," "Dispel Magic" and "Gate" in 1D6 type B imps plus 1D4 type A imps or 1D4 type I demons
- G 7D8 Fireball, "Fear," "Ice Storm," "Protection from Normal Missiles," and "Gate" in 1D2 or 1D4 type I demons, 1 type II, and 1 type III....

A standard fantasy role-playing reference, companion ALL THE WORLDS' MONSTERS I and III are published in similar format and are available at most hobby stores or by mail from Chaosium. Though directly incompatible with RUNEQUEST, volume III includes a RUNEQUEST conversion procedure.

Editors Jeff Pimper and Steve Perrin are well-known San Francisco Bay area gamers. Mr. Perrin is a co-author of RUNEQUEST, also published by Chaosium.

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ALL THE WORLDS'

MONSTERS

VOLUME 2

Edited by Jeff Pimper & Steve Perrin

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To all of you coming to this volume of ATWM from the first one, thank you.
For those of you entering this book for the first time, thank you as well. You'll find an explanation of how to use the information in this book on the following page.

While most of this book comes from individually submitted monsters, several have appeared first in one of the three sources just below.

THE DUNGEONEER (now available from Judges Guild, Box 773, Decatur IL 62525) provided a number of goodies for this collection. Every monster whose creator has the letters DUN and a number after his name was taken from that number issue of THE DUNGEONEER. Each issue has been full of monsters, mini-dungeons, and articles and stories of high quality as Paul Jaquays' amateur publication; now that Judges Guild has begun presenting it, we are sure that level will continue.

Dave Hargrave, author of the outstanding ARDUIN TRILOGY, is much in evidence in this volume. Many of his monsters we did not have room for before, and there is now a heavy sampling of the ARDUIN GRIMOIRE, the first volume in the series. This is a rich book, full of rules interpretations, added tables, new character classes—a hundred pages of items sprucing up any campaign. It and its sisters WELCOME TO SKULL TOWER and RUNES OF DOOM are available from Grimoire Games, 2428 Ellsworth, 102, Berkeley CA 94704. Write for details. Any monster with an AG after Dave's name is a Grimoire monster.

A final published source is the brain child of Lee Gold and her husband Barry. ALARUMS & EXCURSIONS magazine has been delighting fantasy role-players since its first issue. It is large, monthly, and full of articles and assorted natterings from some very talented people (it is beside the point that your editors have been contributors!). A sample copy can be had from Lee at 3965 Alla Road, Los Angeles CA 90066; write her for details. Monsters with the letters A&E and a number after the contributor's name were taken from the pages of that issue of A&E.

You have by now enjoyed Tim Kirk's cover, depicting the plight of those who meddle in the dungeons of users of this book. Sherry Kramer, a very talented lady, has spruced up the interior of this issue no end. Everyone else has improved tremendously over their already excellent work, and we are pleased to keep up the Chaosium tradition of quality artwork in every product.

This book contains two major extras with the monsters. Ken St. Andre explains how to convert our statistics to TUNNELS & TROLLS. Steve Perrin's CONVENTIONS have been used entirely or in part by fantasy role-players in the San Francisco bay area and beyond since they debuted at DUNDRACON I in March 1976. They are revised and expanded here for all those who want to know how people fight these monsters. While the ideas start from D&D™, much of the material can be used with any system.

Our list of thank yous resembles the last volume: Tim Kirk, Carol Rode, Sherry Kramer, Cora Healy, and Steve Reichmuth for illoes, our wives Luise Perrin and Chris Lofthus for illoes and patience, Greg Stafford and Tadashi Ehara for rushing us into production, all of the contributors without whom we would have been at a loss for words, and to Messrs. G. and A. for reasons about which we would be more explicit if their lawyers weren't watching.

We can use new monsters—especially of the unusual and less murderous sort. See the submission form in the back of this book.

Until next time, remember—save the sword and spoil the monster!

Steve Perrin
372 Adams Street
Oakland CA 94610

Jeff Pimper
347 Michell Street
Livermore CA 94550

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CREATOR CREDITS

A. Arocho & P. Jaquays (1), C. Bigglestone & D. Hargrave (1), C. Bigglestone & P. Savoy (22), Clint Bigglestone (14), Glenn Blacow (11), Chuck Cady (3), Sean Cleary (1), J. Davis (1), Skip Davis (10), Merle Davenport (1), Steve Davies (2), Lee Gold (7), Dave Hargrave (35), Roger Harvey (1), Mark Hendricks (1), Steve Henderson (14), Brad Hinkel (4), Bryan Hinkel (1), R. Hollander (3), W. Ives (1), Bruce Jaquays (1), Jerry Jacks (1), Paul Jaquays (5), Terry Jackson (4), K. Jones (2), M. Kramer (2), Stewart Levin (2), Charlie Luce (5), Cary Martin (1), David Marbry (1), Steve Marsh (8), Scott McCartney (6), Mark Norton (5), Kaj & Cecil Nurse (2), Dennis O'Brien (1), C. Pettus (2), Steve Perrin (4), Dan Pierson (10), Jeff Pimper (12), Ken Pick (2), S. Rose & K. Pick (1), L. Schoen (1), R. Schwall (2), N. Shapiro (6), Wayne Shaw (10), Tom Siterlet (1), Stewart Spada (1), Anders Swenson (2), Mark Swanson (1), Glen Taylor (2), C. Ulrich (2), Jim Ward (4). —243 entries.

HOW TO INTERPRET THE MONSTER ENTRIES

The first line of each entry tells what the monster is and under what encounter table it is found. This is followed by the name of the person who submitted the monster. The name given is the person who actually developed the specifications for the monster, not necessarily the person who invented it. The original source is credited in the narrative description of the monster.

Ranges of numbers are, wherever possible, expressed as die rolls. The notation used for die rolls: (Number of dice) "D" (type of dice) (+ or -) (adds), where "number of dice" can be a single number or a range of numbers in parentheses. An example of this is the AIR SHARK. It can have from 3 to 24 eight-sided dice and after the dice are rolled 1 is added to the total.

Armor class is expressed as a single number, a single number with additions or as a range of armor classes. See, for example, the AGARRETT, AIR SHARK, or CARP KING. The movement speeds are in units which depend on the map and time scale you use. The IQ and dexterity ranges are given as die rolls.

"Found In" tells where the monster is typically found. Due to limitations on the system we used, we had to compress some of the locations. So "Cities" include ruins, "Dungeons" and "Mountains" include caverns, "Rivers" and "Seas" mean 'found along' as well as 'found in', so non-aquatic monsters may be encountered in these areas.

"Lair" tells what percent of the time the monster is found in its lair, how many are found (as a die range), the probability that it has treasure and what type of treasure. The same information is then given for wandering monsters. If a monster always wanders, then there is no lair entry and vice versa.

Next follows the monster's attacks. The damage done is given as a die roll range and is the amount done per attack so the AGARRETT has 4 claw attacks which do 1D3 each. In some cases the monster has several attacks. Exactly which ones it uses and how many it uses per turn is up to the DM. In some cases there is a further explanation of the attacks in the narrative description on the monster. Often the number of attacks and the damage they do is variable, depending on the size or number of hit dice the monster has. See AIR SHARK.

Finally there follows a description of the monster: what it looks like, what its habits are, and any special immunities or vulnerabilities it may have. Also included will be any other names it may be known by and in some cases what book or film suggested it.

There is an index of all the monsters in the front of the book, including cross references to aid you in finding things. There is a comprehensive index to the first two volumes of the *All the Worlds' Monsters* series in the back.

THE PERRIN CONVENTIONS

Many thanks to Steve Henderson, Clint Bigglestone, Nicolai Shapero, Jerry Jacks, Michael McNeil, Owen and Hilda Hannifan, Dave Hargrave, Dan Pierson, and the many contributors to *Alarums & Excursions*: may your characters have close shaves and your dungeons be hairy.

SEQUENCE OF PLAY—Melee Round

In a melee round, (which takes up 10 seconds), each character can perform one or more of the functions below, unless he is busy bleeding his life away and is no longer interested. The functions below are listed in the order to be followed, even if some of them can be thought to be simultaneous. For those wishing to subdivide movement into seconds, the approximate seconds within the round during which the action may occur are shown in italics after the description of the action.

Anyone attempting to use missile or spell when meleed cannot use them, and will strike last in that melee round (see the description of combat for the usual strike order) if he manages (via a dexterity roll) to get a hand weapon free. Otherwise, he will have no strike at all for that round, and must take the punishment if his armor fails.

ORDER OF ACTION

- (1). Monster Motivation. The DM determines what his monster will do in the coming round. *No melee time (MT) spent.*
- (2). Declaration of Intent. Players declare their character(s)'s intentions for the coming round, including specific target and the nature of missile or spell. Target can be "first one to come through the door," "the last one in line," etc. Once declared, the character may follow through or abort, but not change his target or objective. But alternate targets can be chosen as a contingency plan. *No melee time (MT) spent.*
- (3). Preparation. The undertaking of something to be completed by the next round or of the end of the current one. Involves complicated procedures such as finding a special item in a full pack, changing dissimilar weapons, pouring oil in front of the character to make a barricade, etc. It should be an activity which will last the whole turn. A DM can vary the speed of completion because of various characteristics. *MT: 10 seconds base.*
- (4). Missile Fire from Prepared Weapons. This refers to crossbows, guns, bows, wands, spells, etc., which already have been aimed. Missile weapons can be fired at this time only if the same target was fired at previously or if the character has prepared (see 3. above) opportunity fire for a specific area, such as a doorway or corner. *MT: 2nd second.*
- (5). Movement Up To 30'. If characters meet within this space, missile fire or spells at one of them after this phase may hit the other, unless their sizes are disparate. *MT: 2nd-5th second.*
- (6). "At Hand" Missile Fire. At-hand missile weapons which were not already aimed may be fired at an obvious target. The intention to fire at an obvious target must have been declared during the Declaration of Intent. *MT: 6th second.*
- (7). Movement Up To 30'. More movement available for those not already engaged in melee. *MT: 6th-9th seconds.*
- (8). Melee Resolution. Fought out for all who came next to an enemy after the first movement (see 5.). Those who came next to an enemy during the second movement (see 7.) do not have time to strike a blow for this turn, must take any fire from at-hand missiles (see 6.), but prevent even a prepared missile (see 4.) from being used on them next turn. *MT: 4th-9th seconds.*

(9.) Spells and New Missile Fire. This can be done by unengaged characters who have not moved more than one 30' movement phase. *MT: 7th-10th seconds.*

(10). Bookkeeping. Take this time to add points regenerated, subtract spell points, updating the character for the next round.

NOTES

MOVEMENT—from the basic "armored man moves 60 feet." The phases of a character who can move 120' (12") can be done as two movement phases of 60' (6") each. The derivations and possibilities are obvious.

PREPARATION TIME—time required for complex tasks can be based on a dexterity roll. For every 10% of a roll better than the needed dexterity, a character completes the task one second earlier. *Example: a character with a dexterity of 12 rolls a 23. He needed 60, bettering the roll be 37%, or three increments of 10%. His task could be done within 7 seconds instead of 10, leaving him free to meet an attack. If he was spreading oil of Slipperiness in front of himself and an enemy came next to him on the second move phase, that's one enemy down. The dexterity roll would not work on anything which takes a set period of time, like gathering energies for a spell. If the character had rolled an 83, that would put him 2 increments of 10% over what he needed. The task goes 2 seconds into the next round.*

MISSILE FIRE—a wand or staff takes a certain time to be ready for another burst, so only one charge could be expended a melee round. Missile weapons have other limits, which follow.

Heavy Crossbow: one shot per two melee rounds, always to be fired in the same missile phase the first one was, unless purposefully delayed. Cannot move.

Longbow, Composite Bow, Light Crossbow: two shots per melee round. First either at Prepared or Ready phase (assuming either applies), and then at the New Missile Fire phase. If moving, forsake one shot for every 30' or fraction thereof moved.

Short Bow, Modern Gun: three shots per melee round if Prepared for the first one and there is no movement. Lose one shot per round for every 30' or fraction thereof moved. Thus a user of such a weapon could fire a Prepared shot, then run 60' in that round. The same applies to the user of a wand or staff or a Prepared spell or device.

Early Gunpowder Gun: one shot per three to six melee rounds, depending on just how ancient the piece is. No movement allowed by firer in a round in which the piece fires.

DEXTERITY—the term "dexterity roll" appears throughout these conventions. The ability to do many things, especially combat and magic, as well as complex actions such as changing weapons, turning and firing, opening a box and jumping back, closing a door quickly, etc., depends on a combination of dexterity and experience. Success in the percentile dice roll depends on the following: the basic dexterity roll is a simple roll of 5% per point of dexterity. A dexterity of 3 always has a 15% chance of succeeding; a dexterity of 18 always has a 10% chance (91-00) of muffing it.

OPTIONAL RULE

The type of armor worn can decrease the effectiveness of dexterity. For plate, subtract 2 from the dexterity bonus; for mail, subtract 1 from the dexterity bonus; for bare skin, add 1 to the dexterity bonus. This could be offset by experience.

COMBAT

(1). First strike in any situation, whether melee combat, spell casting, or whatever depends on who has the highest dexterity. This does not apply to surprise situations, unless it is mutual surprise. Hasted or sped conditions do count. Haste doubles dexterity in this connection. (Wayne Shaw Option: once the first strike dexterity is determined, all haste bonuses, etc., are figured, roll 2D6 for each character and add the result to the dexterity. This will give a little variety to just who gets to strike first.) (Further Modification: a character with a long weapon or a long reach and a dexterity of at least half of his opponent's will have first strike.

(2). When a character takes more than 10% damage, and each time he takes damage thereafter, the percentage of hit points he has left shall be found and percentile dice rolled. If the percentage or less is not rolled, the character is knocked back (if less than 50% down) or knocked down (if 50% or more damaged). If not knocked down, roll again to see if the character is knocked back.

Knocked Back: a character must make his dexterity roll in order to get in a blow if he has the lesser dexterity and therefore must strike after being hit, or retain his place of first strike on the next round if he has the higher dexterity.

Knocked Down: a character gets no strike on that turn (if he has the lesser dexterity) and must make his percentage to get a strike on the next turn. If he does get a strike, it will be the last one of the turn. If left alone, he can regain his feet on making a percentage roll, but if pressed he will stay down, defending himself as best he can, continuing to get in the last shot.

Remember: a character must make his percentage every time he takes damage, after the initial 10% damage is taken.

(3). One-to-one combat cannot be broken off unless an opponent has been knocked back or down, or the higher dexterity fighter makes a dexterity roll. If the higher dexterity fighter makes his roll, the lower dexterity fighter may pursue, getting first shot, if he makes his own dexterity roll.

(4). A combined strength, dexterity, and level score of 30 is necessary to allow a character the use of two weapons in melee combat (and strength and dexterity must each at least be 11). Anyone using two weapons without the necessary total will add the difference between the necessary total and his total to the number needed to hit his opponent. A dexterity roll must be achieved to use the second weapon in any melee round.

(5). When using two weapons, the first weapon strikes according to the wielder's dexterity, and the second weapon as if his dexterity were halved. **EXAMPLE:** a character with a dexterity of 16 is fighting someone with dexterity 12. The 16-man will get his first weapon in first, then the 12-man will strike with his, and then the 16-man will get in with his second weapon as if his dexterity were 8.

(6). A two-weapon man may up his armor class by one by using one weapon as a shield in man-to-man combat. Despite any pluses on the weapon, it acts as a simple shield. Of course, if used as a shield, the second weapon cannot be used to strike.

— Steve Perrin
Oakland, California
November, 1977

HOW TO CONVERT ATWM STATS TO THE TUNNELS & TROLLS SYSTEM

ALL THE WORLDS' MONSTERS 1 is beautifully done and should be a boon to all dungeon masters everywhere. But despite what it says in the introduction, the book is not cast in a form of any use to TUNNELS & TROLLS players. The following article is meant to solve that problem.

There are two basic monster types in ATWM. Type 1 is dangerous because they fight with weapons or spells and are generally intelligent—these are such creatures as trolls or evil magicians. Type 2 is the essence of bestial fury, all claws and paws and fangs and stingers. We must consider the two types separately. Type 1 creatures can be thought of as characters and played as such; type 2 can be handled easily enough by the monster rating system.

Type 1 creatures either use spells or weapons. The spells they can use are enumerated in the description of each monster in ATWM. In the T&T universe, the only thing that can stop a spell is a stronger counter-spell, such as Protective Pentagram. If the monster is magical, I'm afraid T&T characters will just have to take it on the chin, and hope their own wizards can quickly knock it out.

To figure how many T&T hits it will take to slay a Type 1 monster, multiply the maximum hit dice allowed by the number of sides on the die and divide the whole thing by 4. Thus a Blue Horror is rated as 7D8 in possible hits. For T&T games, it would have 7x8 divided by 4=14 Constitution points. In other words, 14 hits would kill it.

For Type 1 monsters that use weapons, it works a bit differently. First of all, the DM must arm his creature with an appropriate weapon or two from the T&T weapons tables. That automatically will give it a certain number of dice to use in combat. Then the DM must figure out how many personal adds the creature gets from excess strength, luck, and dexterity. Since strength and luck are not used in most systems, we need instead a simple formula for computing total adds. And we have one. It is the same formula given in the paragraph above. Combat adds are exactly equal to the Constitution rating.

Fortunately there are far more Type 2 (simple beast) monsters than Type 1 things.

Type 2 monsters require a little more math, but they are easier and faster to deal with, since in T&T the monster rating tells the DM everything he/she needs to know (how many hits the monster can take before dying and how many dice and adds it gets). The procedure is to multiply the number of attack dice the monster is listed for times the number sides and take a total. For example, the Air Squid has (6-12)D8+1 and 1D10 which equal 12x8 + 1x10 equals 96+10 equals monster rating of 106. That monster rating is worth 11 dice and 53 adds in combat. Simple, right? $Mnd \times Ds = MR$ (maximum number of attack dice times the number of sides of those dice equals monster rating). I'll give more examples later.

When there is a chance that a T&T character may or may not have to fight any given monster on a specific combat turn, the character will make a saving roll based on his luck to decide if he is in combat or not. The level of saving roll the character

needs depends on the dexterity of the monster according to the following formula. *Maximum monster dexterity divided by 4 equals character saving roll level.* Example: the Air Squid has a maximum dexterity of 12, divided by 4 equals 3. To totally avoid an attacking squid's tentacles, a T&T character would need to make his 3rd level saving roll (30 minus luck attribute on 2 dice). It is usual to allow characters making their saving rolls to inflict hits on the monster without suffering any themselves.

The number of monsters you must cope with in any given situation will be given by the appropriate range in ATWM for either Wandering Monsters, or those found in their lair. For T&T players who don't have the multi-sided dice, I recommend you acquire two 20-sided dice numbered 0-9 for probability dice and lots of ordinary 6-sided dice which you need for regular T&T. Then let D4, D6, and D8 all equal 1D6. D10 and D12 can be simulated closely enough by rolling 2D6. D20 is D20 (or you might try 4D6-4). D100 = 2D20, using one of the dice for the tens column and the other for the ones column.

The above formulas given for figuring monster ratings should be counted as creating first level monsters. For each tougher level of monster you wish to create, just double the previous level's monster rating. Third level Air Squid would have a rating of 424. You should be able to see how I reached that figure. You probably won't want to create any 10th level monsters unless you are going to have to deal with very high-level wizards.

Monsters often have treasure in their lairs or on their persons. ATWM gives you a treasure class and probability. T&T DMs can ignore those ratings. If you think the monster should have treasure to dispose of, then create it quickly by using the random treasure generator.

To show how well the conversion scheme works, I'm going to give some examples, taken from monsters on pp. 44-48 of ATWM1.

(1). THE HEFFALUMP. Beast. Type 2.

MR=172 (2x8x10 for tentacles + 1x12 for bits = 172)

Adds=86. Total Combat Strength: 18D6+86 adds.

(hereafter D6 will just be called dice)

Saving roll to avoid combat: 3rd level.

Description: elephant-sized with tentacles, immune to fire, lightning, and any spell that would change its shape or attributes.

(2). THE HELLFLOWER. A magic plant. Type 1.

Saving roll to avoid being caught by one=3rd level.

(13 divided by 4=3)

Description: If caught, your constitution drops 1 point for each turn you remain caught. The chance of pulling the flower out of the ground or stone in which it grows is $1/8 \times$ your strength expressed as a percentage and rolled on 2D20 (i.e., with a Str. of 16, there is a 2% chance of uprooting one; Str. of 40 gives you a 5% chance; automatic success for anything with a strength or monster rating greater than 800.) Ignore the idea of monsters clinging to the roots—that's dumb anyway. To get free of one, you should probably use fire or counter magic.

(3). THE HORNED BELLOWER. Beast. Type 2.

MR=60 (a vorpal spell in T&T doubles the effectiveness of a blade and thus enhances the monster rating).

Adds=30. Total combat strength: 7 dice + 30 adds.

Saving roll to evade in combat=3rd level.

Description: Its bellow counts toward weakening you in combat and therefore has been included in the monster rating.

(4). HORSE OF THE EINHERIAR. Elemental. Type 2.

MR=44.

Adds=22. Total combat strength: 5 dice + 22 adds.

Saving roll to avoid in combat=5th level.

(6+14)/=5.

Description: An air elemental in the shape of a horse, it is immune to all non-magical weapons, and also to all shape and attribute-changing spells.

(5). NORTH HOUND. Beast. Type 2.

MR=20.

Adds=10. Total combat strength=3 dice +10 adds.

Description: The north hound is a dog-like animal which also uses 2 psionic spells constantly: Fear and Paralysis. To avoid being subject to these spells, make a 4th level saving roll or higher for each one on first encounter. Fear halves your combat total for lack of coordination in weapons play. Paralysis leaves you unable to move or defend.

(6). THE HUMBABA. Scorpion Man. Type 1.

Arm him with 1 pole weapon or two hafted weapons of your choice.

Adds=20.

Saving rolls: Make a 4th level saving roll each combat turn to avoid the poisonous sting tail. If you are hit and you are wearing chain mail, ring mail, or plate armor, make a 3rd level saving roll to see if your armor was penetrated and you must take full poison hits. If not wearing some form of full metallic armor and you are hit, you must take 80 poison hits on Con.—almost always fatal. Make a 4th level saving roll each combat turn to see if Humbaba's great roaring voice inspired you with fear. If you miss the saving roll, halve your combat total for piss-poor fearful fighting.

Description: Being a guardian creature of the gods, the Humbaba is impervious to any spell you cast at him, and will negate or dispell anything you use on yourself or your weapons. Aside from that, it knows no offensive spells.

(7). THE ICE PERSON. Humanoid. Type 1.

Arm it with 2 ice lances worth 2 dice each. It knows one spell (DM's choice). Choose any spell from the T&T spellbook, but the Ice Person must have the natural strength required to use that spell.

Adds: Since the type is specifically humanoid, generate the character as a normal T&T human, and figure adds from strength, luck, and dexterity.

Description: Ice People have the powers described as relates to fires. Ignore limitations as to spells possible, except that the Ice person wouldn't use flame spells. Since this is a fully intelligent humanoid creature, a spell used by it against you cannot be avoided, only negated by higher magic.

So much for my examples. The hundreds of monsters in ATWM have lots of clever powers invested in them by their creators. Converting them to be useful in a T&T format may require a bit of imaginative extrapolation or hedging on your part, but it should be worth it to get something new. I'm going to do it for my dungeon Gristlegrim as soon as I can.

—Ken St. Andre

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ALL THE WORLDS' MONSTERS



AGARRETT

TYPE: HUMANOID

CREATED BY: TOM SITERLET (DUN 4)

HIT	ARMOR					
DICE	CLASS	MOVE	FLY	SWIM	IQ	DEXT.
8D8	5	9	24		1D6+6	RANGE
						2D6+6

ALIGNMENT: CHAOTIC
 FOUND IN: DUNGEONS, SWAMPS, CITIES

LAIR (10%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1D4	100% B
	1D4	

ATTACKS:

4 CLAWS, 1D3
 1 TONGUE (SEE BELOW)
 1 HORN, 1D4

DESCRIPTION:

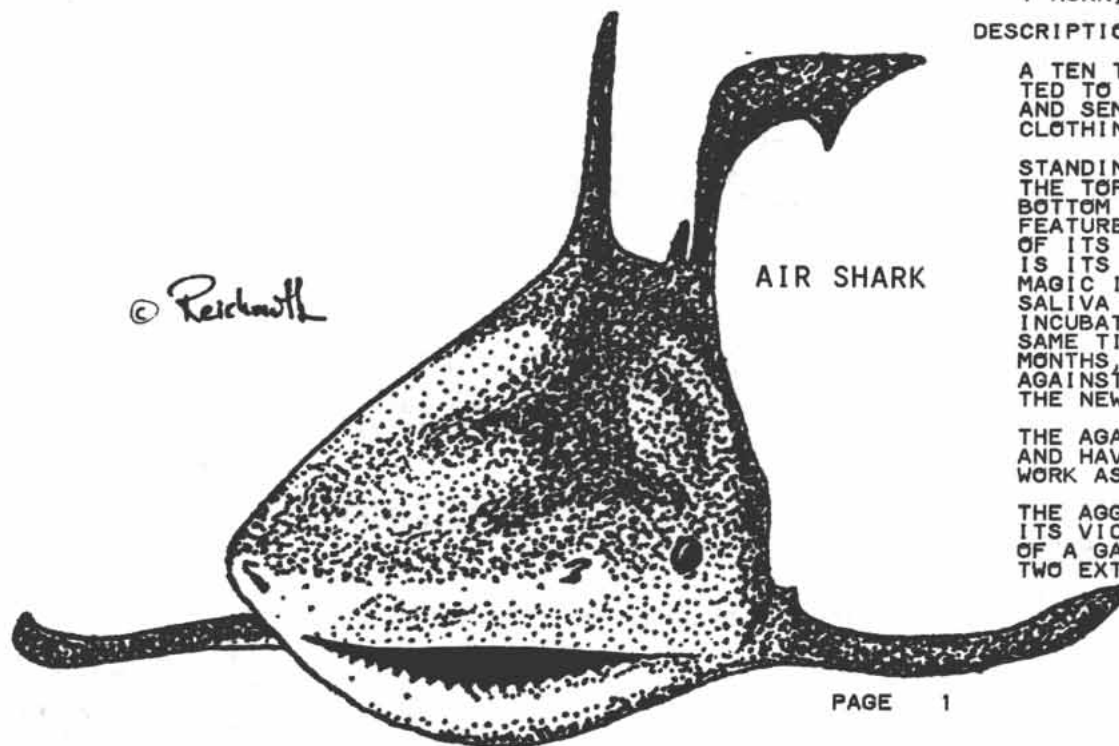
A TEN TO TWELVE FOOT TALL MUTANT, DISTANTLY RELATED TO THE GOBLINS. ITS HOME IS ANYWHERE SECLUDED AND SEMI-DARK AND QUIET. ITS NEST IS MADE OF THE CLOTHING AND FUR OF ITS VICTIMS.

STANDING ON TWO LEGS, THE AGARRET HAS FOUR ARMS; THE TOP TWO HAVING SIX CLAWED FINGERS AND THE BOTTOM TWO HAVE FIVE. THE HEAD HAS CAT-LIKE FEATURES, LARGE SAD EYES AND A HORN IN THE CENTER OF ITS FOREHEAD. ITS LIZARD-LIKE, FORKED TONGUE IS ITS REPRODUCTIVE ORGAN. IF A SAVING THROW VS. MAGIC IS NOT MADE WHEN STRUCK BY THE TONGUE, THE SALIVA WILL TURN THE VICTIM INTO A ZOMBIE-LIKE INCUBATOR FOR ITS YOUNG, WHICH ARE INSERTED AT THE SAME TIME AS THE STRIKE. AFTER THREE AND A HALF MONTHS, THE VICTIM MUST MAKE A SAVING THROW AGAINST BEING CHARMED AND SUBSEQUENTLY EATEN BY THE NEWLY HATCHED AGARRETT.

THE AGARRETT'S WINGS ENABLE IT TO FLY AS A DRAGON AND HAVE TWENTY TO FIFTY LASHES AT THE TIPS WHICH WORK AS WHIPS.

THE AGGARRET WILL TRY TO CAPTURE AND FLY OFF WITH ITS VICTIM. OTHERWISE, TREAT ITS ATTACK AS THAT OF A GARGOYLE WITH A LICK INSTEAD OF A BITE AND TWO EXTRA ARMS.

AIR SHARK



ALL THE WORLDS' MONSTERS

AIR SHARK

TYPE: FLYER

CREATED BY: DAVE HARGRAVE (AG 1)

HIT	ARMOR		IQ	DEXT.
DICE	CLASS	MOVE FLY SWIM	RANGE	RANGE
(3-24)D8+1	5+2	36	1D4	1D5+13

ALIGNMENT: HUNGRY
 FOUND IN: OPEN, MOUNTAINS, DESERTS, AIR

WANDERING NUMBER PROBABILITY OF TREASURE AND TYPE
 1D20

ATTACKS:

1 BITE, [(# HITDICE)/3]D10
 1 SKIN SCRAPE, 1D[(# HITDICE)/2]

DESCRIPTION:

LOOKS LIKE AN ORDINARY SHARK BUT IT HAS A HYDROGEN GAS FILLED BLADDER AND IT SWIMS THROUGH THE AIR INSTEAD OF THROUGH WATER. ITS SKIN IS VERY ROUGH AND IS USED BY THE SHARK AS A WEAPON AS IT CLOSES AND SCRAPES ITSELF ALONG THE VICTIM.

THE SHARK IS VERY DUMB AND WILL CONTINUE TO FIGHT UNTIL KILLED. IS IT 100% FEAR PROOF AND WILL ATTACK ANYTHING IT SEES. ANY ONE THE SAME SIZE AS THE SHARK OR SMALLER WILL BE BOWLED OVER BY ITS CHARGE.

THE HYDROGEN BLADDER MAKES THE SHARK VERY SUSCEPTIBLE TO FIRE. IF IT IS SUCCESSFULLY ATTACKED WITH FLAME, THERE IS A CHANCE THAT THE HYDROGEN WILL EXPLODE DOING (# HIT DICE)D6 DAMAGE TO ALL THOSE WITHIN (# HIT DICE) * 5 FEET.

AKADUS

TYPE: ROBOT

CREATED BY: WAYNE SHAW

HIT	ARMOR		IQ	DEXT.
DICE	CLASS	MOVE FLY SWIM	RANGE	RANGE
1D4	6	4	1D2	1D6+8

ALIGNMENT: HUNGRY
 FOUND IN: DUNGEONS, OPEN, WOODS, DESERTS, RIVERS, SWAMPS, CITIES

WANDERING NUMBER PROBABILITY OF TREASURE AND TYPE
 10D100

AKADUS

ATTACKS:

1 BITE, 1D8

DESCRIPTION:

AN INSECT-LIKE CREATURE, ABOUT THE SIZE OF A GERMAN SHEPARD. IF UNDER ATTACK, A SWARM OF AKADI CAN DOUBLE ITS NUMBER IN TWENTY-FOUR HOURS. THEY FOLLOW THEIR PREY DILIGENTLY UNTIL THE SWARM IS DESTROYED OR THE PREY CONSUMED.

USUALLY FOUND IN REASONABLY WARM PLACES. SWARMS FOUND IN DUNGEONS ARE GENERALLY SMALL.

BASED ON "MIDWORLD" BY ALAN DEAN FOSTER.

ALACORN

TYPE: ANIMAL

CREATED BY: CHARLIE LUCE

HIT	ARMOR		IQ	DEXT.
DICE	CLASS	MOVE FLY SWIM	RANGE	RANGE
3D8+2	4	24 48	2D6+6	2D6+8

ALIGNMENT: LAWFUL
 FOUND IN: OPEN, WOODS

WANDERING NUMBER PROBABILITY OF TREASURE AND TYPE
 1D6 5% B

ATTACKS:

1 HORN, 2D8
 2 HOOFES, 1D8

DESCRIPTION:

A MAGICALLY PRODUCED UNICORN-PEGASUS CROSSBREED. IT "DETECTS ENEMIES" AT 120 FEET AND "RESISTS MAGIC" AS A SIXTH LEVEL MAGE. IT HAS ALL OF THE THE UNICORN'S SPECIAL ABILITIES SAVE THAT OF TELEPORTATION.

THE ALACORN WILL ONLY SERVE THOSE WHO ARE CHASTE (I.E., MATE ONLY WITH A LAWFULLY MARRIED PARTNER OR A VOWED LOVER), AND PREFER TO ASSOCIATE ONLY WITH LAWFUL AND NEUTRAL-GOOD TYPES.

ALL THE WORLDS' MONSTERS

AMANGA

TYPE: ANIMAL

CREATED BY: STEWART SPADA

HIT	ARMOR		IQ	DEXT.
DICE	CLASS	MOVE FLY SWIM	RANGE	RANGE
5D8	3	20	3D6	3D4

ALIGNMENT: NONE
 FOUND IN: DUNGEONS, OPEN, WOODS

LAIR (20%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	4D5 2D6	15% D

ATTACKS:

2 HOoves, 1D8
 1 BITE, 2D4
 1 MENTAL WAVE, 5D4 (SEE BELOW)

DESCRIPTION:

THIS ANIMAL APPEARS AS A HORSE WHICH CAN BE OF VARYING HEIGHT AND COLOR. IT CAN TALK, EITHER ITS OWN LANGUAGE OR COMMON. IT CAN BE SUBDUED AND WILL MAKE A LOYAL MOUNT IF TREATED WELL AND GIVEN A FAIR SHARE OF ANY TREASURE FOUND.

THE MENTAL WAVE CAN BE USED TWICE A DAY AND HAS THE SAME RANGE AND DIRECTION AS A MIND PLAYER'S PSI WAVE, BUT IT IS *NOT* A PSI ATTACK.

ANASWAMI

TYPE: SPIRIT

CREATED BY: GLEN TAYLOR (DUN 3)

HIT	ARMOR		IQ	DEXT.
DICE	CLASS	MOVE FLY SWIM	RANGE	RANGE
10D8	-1	15	1D6+12	2D6+6

ALIGNMENT: CHAOTIC-EVIL
 FOUND IN: ANYWHERE

WANDERING	NUMBER	PROBABILITY OF TREASURE AND TYPE
	1	100% F

ATTACKS:

1 TOUCH, 2D6
 1 "ANIMATE OBJECT" (SEE BELOW)

ANASWAMI

DESCRIPTION:

A NEARLY INVISIBLE, MALEVOLENT SPIRIT, HOSTILE TO ALL LIFE. IT EXTENDS INTO BOTH THE ASTRAL AND ETHEREAL PLANES.

IT MAY ANIMATE ONE NON-MAGICAL OBJECT, INCLUDING WEAPONS AND ARMOR, AND MAKE IT DO ITS BIDDING.

THERE IS A 20% CHANCE THAT IT HAS 1D6 PSIONIC ABILITIES.

APE, MAN-EATING

TYPE: ANIMAL

CREATED BY: GLENN BLACOW (A&E 13)

HIT	ARMOR		IQ	DEXT.
DICE	CLASS	MOVE FLY SWIM	RANGE	RANGE
6D8	5	9	1D6	2D6+6

ALIGNMENT: NEUTRAL
 FOUND IN: DUNGEONS, WOODS

LAIR (20%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1D10 1D10	100% A

ATTACKS:

1 CLUB, 1D10

DESCRIPTION:

A GIANT APE WITH A TASTE FOR HUMAN FLESH AND HUMAN FEMALES. IF ITS INTELLIGENCE IS THREE OR ABOVE, IT MAY USE WEAPONS OTHER THAN A CLUB AT +2 DAMAGE AND IT MAY WEAR ARMOR.

APE, SNOW

TYPE: ANIMAL

CREATED BY: DAVE HARGRAVE

HIT	ARMOR		IQ	DEXT.
DICE	CLASS	MOVE FLY SWIM	RANGE	RANGE
(5-7)D8+1	3	7	2D6	1D6+12

ALIGNMENT: CHAOTIC
 FOUND IN: DUNGEONS, MOUNTAINS

ALL THE WORLDS' MONSTERS

APE, SNOW

LAIR (45%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	2D10 1D6	75% C + 1500GP EACH

ATTACKS:

- 1 BITE, 1D10
- 2 CLAWS, 1D6
- 1 HUG, 3D6 PLUS 1 POINT OF CONSTITUTION (FREEZE)

DESCRIPTION:

LARGE APES, LOOKING SOMETHING LIKE YETIS.

IT HUGS ON A ROLL OF 18+ FOR AT LEAST ONE CLAW AND IT ONLY BITE AT THIS TIME. IF ALL THE VICTIM'S CONSTITUTION GOES AWAY, THE VICTIM DIES AND MUST MAKE RESURRECTION AT ONLY A 10% CHANCE. LOSS OF CONSTITUTION WILL REMAIN AS LONG AS THE VICTIM IS IN A COLD AREA. THE VICTIM CAN REGAIN ONE POINT PER HOUR THAT HE REMAINS WARM.

AQUAZOMBIE

TYPE: HUMANOID

CREATED BY: PAUL JAQUAYS (DUN 5)

HIT	ARMOR		IQ	DEXT.
DICE	CLASS	MOVE FLY SWIM	RANGE	RANGE
2D8	6	9	2D6+2	1D10+6

ALIGNMENT: CHAOTIC, NEUTRAL
FOUND IN: DUNGEONS, WATER

LAIR (40%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	4D10 2D10	100% E

ATTACKS:

- 1 TOUCH, 1D4 PLUS INFECTION (SEE BELOW) OR
- 1 WEAPON, BY WEAPON TYPE

DESCRIPTION:

NOT A TRUE UNDEAD, THE AQUAZOMBIE IS THE VICTIM OF CONTACT WITH THE SLIME GOD, BECOMING INFECTED BY AN ALIEN SLIME RACE. THE SLIME RACE IS UNINTELLIGENT WITHOUT A HOST.

THE VICTIM OF THE AQUAZOMBIE'S TOUCH MUST MAKE HIS SAVING THROW VS. MAGIC (AT -3) OR BECOME INFECTED

AQUAZOMBIE

BY THE SLIME, EVENTUALLY BECOMING AN AQUAZOMBIE HIMSELF. THE SLIME WILL TAKE HIM OVER IN (ONE HALF HIS CONSTITUTION) WEEKS. A "CURE DISEASE" AND A "REMOVE CURSE" DONE WITHIN THREE DAYS WILL AFFECT A CURE.

THE VICTIM RETAINS HIS CHARACTER UP UNTIL THE TIME OF COMPLETE TAKEOVER, AT WHICH TIME HE BECOMES A PUDDLE OF NON-INTELLIGENT SLIME. INTELLIGENT VICTIMS TEND TO LIVE IN LEPER-LIKE COLONIES.

ALSO KNOWN AS "THE WALKING WET".

ARCHGHOUL

TYPE: MISCELLANEOUS

CREATED BY: GLENN BLACOW (A&E 12)

HIT	ARMOR		IQ	DEXT.
DICE	CLASS	MOVE FLY SWIM	RANGE	RANGE
(4-6)D8	2	12	2D6+6	2D6+6

ALIGNMENT: CHAOTIC, NEUTRAL
FOUND IN: DUNGEONS, OUTDOORS

LAIR (20%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	10D10 2D10	100% E

ATTACKS:

- 1 SCREAM, PARALYSIS (SEE BELOW)
- 1 BITE, 1D8
- 1 WEAPON, BY WEAPON TYPE +2

DESCRIPTION:

LOOKS MUCH LIKE A HAIRLESS BABOON WITH LEPEROUS WHITE FLESH. THE SPEED GIVEN IS FOR ARCHGHOULS MOVING ON ALL FOURS, IF IT MOVES USING ONLY ITS LEGS THEN ITS SPEED IS HALVED.

THE ARCHGHOUL'S SCREAM HAS A 30% CHANCE OF CAUSING PARALYSIS IN THE VICTIM WHICH LASTS THREE MELEE ROUNDS. WEREWOLVES AND ELVES ARE IMMUNE TO THIS EFFECT AND ELVES CAN COMPLETELY NEGATE IT BY TOUCHING ANY PARALYZED VICTIM.

FOR EACH TWENTY ARCHGHOULS, THERE IS A COMMANDER WHO RANGES FROM LEVEL 7 TO LEVEL 9 AND WHO HAS MAGIC SPELLS EQUAL TO A FIFTH LEVEL MAGE. THE COMMANDER ALSO HAS A 5% CHANCE PER LEVEL OF HAVING A MAGIC WEAPON OR RING, BUT NOT MAGIC ARMOR.

ALL THE WORLDS' MONSTERS

ARCHGHOUL

FOR EACH 100 ARCHGHOULS, THERE IS AN ARCHGHOUL LORD WHO HAS TEN TO TWELVE HIT DICE AND A 5% CHANCE PER LEVEL OF HAVING A MAGIC WEAPON, A RING, AND A STAFF OR WAND OR ROD. HE ALSO HAS THE MAGIC ABILITIES OF A FIFTH LEVEL MAGE AND HE HITS FOR +1 DAMAGE.

THE ARCHGHOUL KING HAS FIFTEEN HIT DICE, USES MAGIC AS AN EIGHTEENTH LEVEL MAGE, HITS FOR +6 DAMAGE, AND ALWAYS WEARS TWO MAGIC RINGS. IF HE IS FOUND IN HIS LAIR, THE KING WILL HAVE HIS OWN PERSONAL TREASURE (WHICH IS TYPE G) IN ADDITION TO THE TREASURE NORMALLY FOUND THERE.

ARCHGHOULS AND WEREWOLVES ALWAYS ATTACK EACH OTHER ON SIGHT.

AURORA ENERGY MONSTER

TYPE: ENERGY BEING

CREATED BY: JIM WARD (DUN 4)

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
10D8	9	24			0	2D6+6

ALIGNMENT: NONE
FOUND IN: DUNGEONS

WANDERING	NUMBER	PROBABILITY OF TREASURE AND TYPE
	1	

ATTACKS:

REFLECTS ALL ATTACKS UPON ATTACKER

DESCRIPTION:

IN ITS NORMAL SHAPE THIS CREATURE APPEARS TO BE A FIFTEEN FOOT RADIUS GOLD COLORED CLOUD OF GAS IN CONSTANT MOTION. IN BATTLE IT ASSUMES THE SHAPE OF THE LAST CREATURE WHO ATTACKED IT.

ALL FORMS OF ATTACK MADE ON IT ARE REFLECTED BACK ON THE ATTACKER, DOING THE DAMAGE TO HIM NOT THE MONSTER. THIS INCLUDES SPELLS, MISSILES, AND SWORD THRUSTS.

IT IS MINDLESS AND THERE IS A 25% CHANCE THAT IT WILL FOLLOW A PARTY AND WALK ALONG WITH IT FOR 10100 MELEE TURNS, CHANGING INTO THE DIFFERENT PARTY MEMBERS IN A RANDOM MANNER.

AXEBEAK

TYPE: ANIMAL

CREATED BY: GLENN BLACOW (A&E 12)

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
3D8	7	15			1D3	2D6+6

ALIGNMENT: HUNGRY
FOUND IN: ANYWHERE

LAIR (20%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	2D10	100% C + 10% CHANCE, 1D3 GEMS
	2D10	10% 10% CHANCE OF 1D3 GEMS

ATTACKS:

1 SLASH, 1D10

DESCRIPTION:

A LARGE, FLIGHTLESS, CARNIVEROUS BIRD WITH A SHARP AXE-LIKE BEAK WHICH IT USES FOR ATTACK. THE AXE-BEAK IS UNINTELLIGENT, LITTLE MORE THAN A WALKING APPETITE.

THE AXEBEAK'S GEMS WILL ALWAYS BE FOUND IN ITS CROP. LIKE SEED EATING BIRDS, IT USES THE GEMS TO AID IT IN DIGESTING ITS FOOD.

ALL THE WORLDS' MONSTERS



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Boulane

BANSHEE

TYPE: ENCHANTED MONSTER

CREATED BY: WAYNE SHAW

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
4D8	0	14	28		2D4+10	1D6+6

ALIGNMENT: NEUTRAL
FOUND IN: ANYWHERE

LAIR (85%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1	100% G

ATTACKS:

1 SCREAM, FEAR AND DEATH (SEE BELOW)

DESCRIPTION:

A SEMI-MATERIAL, FEMALE-LIKE SPIRIT. IT CANNOT BE HIT BY NON-MAGICAL WEAPONS. IF GIVEN A MAGICAL ITEM, IT GENERALLY CAN GIVE SOME SORT OF HELPFUL INFORMATION.

EVERY PERSON HEARING ITS SCREAM MUST MAKE A SAVING THROW VS. MAGIC. IF HE FAILS, THE EFFECT IS AS A FEAR SPELL AND A SECOND SAVE VS. MAGIC MUST BE MADE. IF THE SECOND THROW FAILS ALSO, THE PERSON DIES.

BARGHEST

TYPE: UNDEAD

CREATED BY: C. PETTUS (A&E 21)

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
4D8+1	4	12			2D6	2D6+6

ALIGNMENT: CHAOTIC
FOUND IN: ANYWHERE

LAIR (20%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1D4	100% C

ATTACKS:

1 BITE, 2D8
OR

2 CLAWS, 1D6 PLUS 1 SHRIEK (SEE BELOW)

ALL THE WORLDS' MONSTERS

BARGHEST

DESCRIPTION:

A LARGE SPECTRAL HOUND WITH THE SAME RESISTANCE TO WEAPONS AND CLERICAL DISPEL AS A WRAITH. IT MAY BECOME INVISIBLE, AND ONLY WHILE INVISIBLE WILL IT SHRIEK.

ALL THOSE HEARING THE SHRIEK MUST MAKE A SAVING THROW OR BE PARALYZED WITH FEAR FOR 2D6 TURNS.

BARLUK

TYPE: ANIMAL

CREATED BY: GLENN BLACOW (A&E 15)

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
4D8	7	9			1D4	1D6+6

ALIGNMENT: HUNGRY
FOUND IN: DUNGEONS

LAIR (60%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1D3	100% A
	1D3	

ATTACKS:

1 GAZE, "FLESH TO STONE"
1 TOUCH, DISEASED (SEE BELOW)

DESCRIPTION:

A GREEN SLIMY LIZARD, FIVE TO EIGHT FEET LONG AND CAPABLE OF WALKING ON THE WALLS AND CEILINGS OF TUNNELS AND CAVES.

ITS TOUCH SPREADS A SPECIAL DISEASE, THE VICTIM MUST SAVE VS. MAGIC ELSE TOTAL PUTRIFICATION AND COMPLETELY IRREVOCABLE DEATH WILL OCCUR WITHIN FIVE MINUTES. IF THE SAVING THROW IS MADE, THEN A "CURE DISEASE" MUST BE DONE WITHIN TEN MINUTES OR THE VICTIM WILL SLOWLY ROT TO DEATH IN TWENTY-FOUR HOURS.

BEETLE, FIRE

TYPE: INSECT

CREATED BY: STEVE HENDERSON

HIT POINTS	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
1	9	6	18		0	18

ALIGNMENT: HUNGRY
FOUND IN: ANYWHERE

WANDERING	NUMBER	PROBABILITY OF TREASURE AND TYPE
	100D50	

ATTACKS:

1 BITE, 1 POINT

DESCRIPTION:

A TINY, MINDLESS, WHITE HOT BEETLE WHICH IS IMMUNE TO FIRE, FEAR, CONFUSION, AND ALL OTHER SPELLS ACTING ON THE BRAIN. IT ATTACKS IN GROUPS OF TEN, SO THAT IF A GROUP HITS, IT DOES TEN POINTS OF DAMAGE (UNLESS IT HAS LOST ONE OR MORE OF ITS MEMBERS). THE GROUP HITS LIKE A HEAVY CROSSBOW BOLT FIRED BY A FIRST LEVEL FIGHTER WITH AVERAGE DEXTERITY.

BIONIC BAT

TYPE: ROBOT

CREATED BY: DAN PIERSON

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
14D8	-2		36		1D6+7	1D6+10

ALIGNMENT: NEUTRAL
FOUND IN: ANYWHERE

LAIR (20%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1D20	100% A
	1D3	100% A

ATTACKS:

2 LASERS, 6D10 (1-6 TARGETS)
2 LIGHTNING BOLTS, 10D60

DESCRIPTION:

A METAL BAT WITH A TWENTY FOOT WINGSPREAD. IT HAS TWO LASERS, TWO ELECTRICAL GUNS, AND TWO GAS VENTS

ALL THE WORLDS' MONSTERS

BIONIC BAT

(TEN USES EACH) CONTAINING "SLEEP", "CLOUDKILL" OR HALLUCINOGENICS (ONLY ONLY TYPE PER VENT). IT ALSO HAS "INFRAVISION", "DETECT INVISIBLE" (RADAR), RADIO, AND X-RAY VISION. IT CANNOT LAND. IT IS IMMUNE TO LIGHTNING, FIRE AND COLD.

BASED ON A ROGER DEAN ILLUSTRATION.

BIONIC PALADIN

TYPE: ROBOT

CREATED BY: DAN PIERSON

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
10D8	0	12			1D4+13	1D4+14

ALIGNMENT: NEUTRAL
FOUND IN: ANYWHERE

WANDERING	NUMBER	PROBABILITY OF TREASURE AND TYPE
	1	

ATTACKS:

2 WEAPONS, 3D8 PLUS DAMAGE (SEE BELOW)

DESCRIPTION:

HE HAS STONE GOLEM STRENGTH AND IS HASTED AT WILL. HE HAS INFRAVISION, X-RAY VISION, DETECT INVISIBLE (RADAR) AND RADIO. HE IS LIGHTNING RESISTANT +4 (DOUBLE RING) AND FIRE AND COLD RESISTANT +2 (NORMAL RING).

HIS WEAPONS ARE:

LANCE - FIRES 8D6 LIGHTNING BOLTS (48 CHARGES); VIBRO-POINT, HITS +3 WITH DOUBLE DAMAGE
SWORD - CHARGED VIBRO-BLADE, HITS +4, DAMAGE 3D6. OPTIONAL ELECTRICAL DAMAGE OF 4D6 (24 CHARGES).

HIS RECHARGER PACK WILL RECHARGE THE SWORD OR LANCE AT A RATE OF ONE CHARGE PER HOUR AND HE MUST USE THE PACK HIMSELF FOR THREE HOURS IN EVERY TWENTY-FOUR.

BASED ON A ROGER DEAN ILLUSTRATION.

BIONIC UNICORN

TYPE: ROBOT

CREATED BY: DAN PIERSON

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
8D8	4	30		4	1D6+6	1D4+14

ALIGNMENT: NEUTRAL
FOUND IN: ANYWHERE

LAIR (40%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1D4	

ATTACKS:

2 HOOFES, 2D8
1 HORN, 3D6 PLUS LIGHTNING (SEE BELOW)

DESCRIPTION:

IT HAS FLESH GOLEM STRENGTH, INFRAVISION, DETECT INVISIBLE (RADAR), AND A BUILT IN RADIO. IT IS RESISTANT TO LIGHTNING, FIRE, AND COLD (+2). IT HAS TEN TIMES THE ENDURANCE OF A NORMAL HORSE. USUALLY (90%) FOUND AS THE MOUNT OF A BIONIC PALADIN. IT WILL HASTE ITSELF AT ITS RIDERS COMMAND, BUT ITS ENDURANCE IS REDUCED TO 25%.

IT CAN FIRE A 6D6 LIGHTNING BOLT FROM ITS HORN UP TO TWENTY-FOUR TIMES A DAY.

BASED ON A ROGER DEAN ILLUSTRATION.

BLACK DEATH

TYPE: ENCHANTED MONSTER

CREATED BY: C. BIGGLESTONE & P. SAVOY

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
14D8	2+4	15			1D4	1D6+18

ALIGNMENT: HUNGRY
FOUND IN: ANYWHERE

LAIR (30%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1	85% A

ALL THE WORLDS' MONSTERS

BLACK DEATH

ATTACKS:

- 1 WEB, AS A GIANT SPIDER
- 1 BREATH, 4D6 POISON GAS
- 4 FEET, 4D4
- 1 BITE, 4D10
- 2 TENTACLES, 4D6

DESCRIPTION:

AN ELEPHANT-SIZED HORROR. IT LOOKS LIKE A CROSS BETWEEN A SPIDER, A BEAR, AND A SQUID AND IS, IN FACT, AN ESCAPED GENETIC EXPERIMENT. IT IS MATTE BLACK IN COLOR, EVEN TO ITS EYES (I.E. THEY DON'T SHINE) AND IT USUALLY HIDES IN SHADOWS.

THE BLACK DEATH SEES AND MAY STRIKE INTO BOTH THE ASTRAL AND ETHERIAL PLANES. IT HAS TRUE SIGHT, SEES INVISIBLE, AND HUNTS WITH "FIND THE PATH". IT IS IMMUNE TO "COLD" AND "CONFUSION".

BLOODROSE

TYPE: PLANT

CREATED BY: CLINT BIGGLESTONE

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
(7-14)D8	4	0			0	3D6

ALIGNMENT: HUNGRY
FOUND IN: WOODS, SWAMPS

LAIR (100%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
	1	30% D

ATTACKS:

- 1 PSIONIC (SEE BELOW)
- 1 THORN, 3D4 (SEE BELOW)
- 3-5 BRANCHES, 4D6
- 1 LIGHT RAY IN A CONE 60 FEET LONG BY 20 FEET WIDE (CAUSES BLINDNESS)

DESCRIPTION:

A "ROSE TREE" AS MANY FEET TALL AS IT HAS HIT DICE. IT IS IMMUNE TO COLD. THE PLANT WILL KILL ANYTHING IT CAN REACH TO USE FOR FERTILIZER.

IT HAS ALL PSIONIC ATTACKS AND DEFENSES AND 190 PSIONIC STRENGTH POINTS, BUT IT WILL ONLY PSIONIC-

BLOODROSE

ALLY ATTACK THOSE USING PSIONIC POWERS OR SPELLS. THE THORN HAS A FORTY FOOT RANGE AND CONTAINS A SEED WHICH WILL EVENTUALLY SPROUT FROM A DEAD BODY. IT CAN FIRE ONE THORN PER MELEE TURN.

BLOODSCREAM

TYPE: ENCHANTED MONSTER

CREATED BY: CLINT BIGGLESTONE

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
5D8	3	3			1D4	1D6+12

ALIGNMENT: HUNGRY
FOUND IN: DUNGEONS, WOODS, MOUNTAINS, CITIES

LAIR (50%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1D4+1	25% F
	1D4+1	

ATTACKS:

- 5 QUILLS, 1D6
- 1 VISUAL, "FEEBLEMIND"
- 1 SONIC BLAST (SEE BELOW)
- 1 TAIL, 1D10

DESCRIPTION:

A GERMAN SHEPARD SIZED STORMQUILL (Q.V.) WITH TWENTY QUILLS.

ANY INTELLIGENT THING LOOKING INTO ITS EYES MUST MAKE ITS SAVE VS. WANDS OR BECOME FEEBLE MINDED.

THE BLOODSCREAM'S SONIC BLAST PROJECTS OUT FROM ITS MOUTH IN A TWENTY FOOT BY FIVE FOOT CONE AND KILLS BY INSTANTLY COAGULATING THE BLOOD OF ANYTHING WHICH (A) HAS BLOOD, AND (B) FAILS TO SAVE VS. DRAGON BREATH. IF THE SAVE IS MADE, THE VIC-STILL TAKES 4D6 DAMAGE.

ALL THE WORLDS' MONSTERS

BLUE CRUSHER

TYPE: GIANT INSECT

CREATED BY: DAVE HARGRAVE (AG 1)

HIT	ARMOR		IQ	DEXT.
DICE	CLASS	MOVE FLY SWIM	RANGE	RANGE
(4-8)D8+1	2	10	0	2D6+6

ALIGNMENT: HUNGRY
 FOUND IN: DUNGEONS, OUTDOORS, RIVERS, SWAMPS

LAIR (10%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1D8 1D4	100% A

ATTACKS:

- 1 STAB, (1-2)D12 DEPENDING ON SIZE
 1 CRUSH, 2D12 TO 6D10 DEPENDING ON SIZE

DESCRIPTION:

GIANT RHINOCEROS BEETLE. HAS A LOUD BELLOW (ALL LEVEL TWO AND BELOW MUST SAVE VS. FEAR). EXUDES A THIRTY FOOT DIAMETER CLOUD OF STINK GAS; ALL THIRD LEVEL AND BELOW MUST SAVE VS. POISON OR FLEE, FOURTH AND FIFTH LEVEL ARE -1 ON ATTACK IF SAVE NOT MADE. THERE IS A 20% CHANCE THAT LIGHTNING WILL BOUNCE OFF ITS CHITON.

BLUE MOON

TYPE: MISCELLANEOUS

CREATED BY: DAVE HARGRAVE

HIT	ARMOR		IQ	DEXT.
DICE	CLASS	MOVE FLY SWIM	RANGE	RANGE
(2-4)D8	0	9	1D6	2D6+6

ALIGNMENT: CHAOTIC, NEUTRAL
 FOUND IN: DUNGEONS, OUTDOORS, RIVERS, SWAMPS, CITIES, AIR

LAIR (100%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
	1D8+1	50% A

ATTACKS:

- 1 TOUCH, 2D4 PLUS ANESTHETIZES LIKE GELATINOUS CUBE

BLUE MOON

DESCRIPTION:

GLOWING, BLUE GLOBE ABOUT SIX FEET IN DIAMETER. NEVER SEEN IN DAYLIGHT (THOUGH THEY CAN STAND A CONTINUAL LIGHT SPELL) AND ALWAYS HOVERING OVER GRAVES AND OTHER BURYING AREAS. TREASURE WOULD BE IN THE GRAVES, NOT ACTUALLY BELONGING TO THE BLUE MOONS. VAMPIRES OCCASIONALLY USE THEM AS AN "EARLY WARNING" SYSTEM. IMMUNE TO PARALYSIS, FIRE, AND LIGHTNING.

BOBALYNX

TYPE: ANIMAL

CREATED BY: TERRY JACKSON

HIT	ARMOR		IQ	DEXT.
DICE	CLASS	MOVE FLY SWIM	RANGE	RANGE
3D8	4	18 24	2D6	2D6+6

ALIGNMENT: NONE
 FOUND IN: DUNGEONS, OPEN, WOODS

LAIR (10%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1D3 1	

ATTACKS:

- 1 BITE, 4D6
 4 CLAWS, 6D8

DESCRIPTION:

A SMALL MOUNTAIN LION WHICH CAN FLY, THOUGH IT DOES NOT HAVE WINGS. IT IS EXTREMELY SHY AND NERVOUS; IF SURPRISED THERE IS A 90% CHANCE THAT IT WILL FLEE BY RUNNING THROUGH THE PARTY, DOING AS MUCH DAMAGE AS IT CAN IN ONE PASS. THERE WILL BE ONLY ONE ATTACK IF ENCOUNTERED IN THE OPEN. IF TRAPPED IN A CAVE, THE BOBALYNX WILL FIGHT TO THE DEATH.

NO MATTER WHERE FOUND, AN ATTACKING BOBALYNX WILL BE IN A PANIC STATE. ALL SUGGESTIVE SPELLS ARE REDUCED IN EFFECTIVENESS BY 50% ("CHARM", "SLEEP", ETC.). WHEN IT MAKES ITS PASS, IT WILL ATTACK THE LARGEST MEMBER OF A PARTY, TREAT A MOUNTED PERSON AND HIS MOUNT AS ONE CREATURE WHEN DETERMINING THE LARGEST. IT STRIKES TWICE PER MELEE TURN WITH EACH CLAW.

ALL THE WORLDS' MONSTERS

BOMB MONSTER

TYPE: MISCELLANEOUS

CREATED BY: JIM WARD (DUN 4)

HIT	ARMOR								
DICE	CLASS	MOVE	FLY	SWIM	RANGE	IQ	DEXT.		
5D8	9		21		1D6		2D6+6		

ALIGNMENT: HUNGRY
FOUND IN: DUNGEONSWANDERING NUMBER PROBABILITY OF TREASURE AND TYPE
1

ATTACKS:

1 EXPLOSION, 10D8 (SEE BELOW)

DESCRIPTION:

A RADIOACTIVE CREATURE WITH A HIGHLY UNSTABLE NATURE. IT RESEMBLES A BOWLING BALL WITH TINY WINGS UNDERNEATH.

IT PURPOSELY TRIES TO TOUCH OR BE TOUCHED BY ANY LIVING THING THAT COMES NEAR IT. WHEN TOUCHED, IT EXPLODES DOING 10D8 DAMAGE TO ANYONE WITHIN FIVE FEET. IN TWO MELEE TURNS, THE FRAGMENTS OF THE CREATURE REFORM AND IT WILL PROCEED TO EAT THOSE WHO WERE KILLED BY THE BLAST.

IT IS ONLY VULNERABLE WHILE IT IS REFORMING. IF 25% OR MORE OF ITS BODY IS PREVENTED FROM REJOINING THE REST, IT WILL DIE. TO DETERMINE THE SIZE OF THE PIECES: EACH PIECE WILL BE EQUAL (1D20)% OF THE MONSTERS TOTAL HIT POINTS; REPEATEDLY ROLL A D20 FOR EACH PIECE UNTIL A TOTAL OF 100% IS REACHED.

THE MONSTER EATS ANY TYPE OF PROTEIN MATTER.

BOOGIE MAN

TYPE: UNDEAD

CREATED BY: DAVE HARGRAVE (AG 1)

HIT	ARMOR								
DICE	CLASS	MOVE	FLY	SWIM	RANGE	IQ	DEXT.		
(8-12)D8+1	2+4	9	27		2D6		20		

ALIGNMENT: CHAOTIC
FOUND IN: ANYWHEREWANDERING NUMBER PROBABILITY OF TREASURE AND TYPE
1

LAIR (100%)

BOOGIE MAN

ATTACKS:

2 KICKS, 1D12 TO 2D8 DEPENDING ON SIZE + SPECIAL
2 HORNS, 1D8 TO 1D12 DEPENDING ON SIZE + SPECIAL
1 BITE, 2D8 TO 2D12 DEPENDING ON SIZE + SPECIAL

DESCRIPTION:

A SHADOWY, SEMI-WINGED, HORNED AND FANGED NIGHTMARE. IT IS COMPLETELY IMMUNE TO FEAR, PARALYSIS, CONFUSION, AND ACID. EVEN THOUGH IT IS A TYPE OF UNDEAD, IT CANNOT BE TURNED BY CLERICS.

ONLY MAGIC OR TECHNOLOGICAL ENERGY WEAPONS CAN HIT IT. CLERICAL "LIGHT" BURNS IT, DOING 1D6 PER TWO CLERICAL LEVELS. IT CAN REGENERATE ALL BUT THE LIGHT DAMAGE AT SIX POINTS PER TURN. IT HAS THE ABILITY TO PASS THROUGH SOLID OBJECTS AND TO USE UP TO THIRD LEVEL MAGIC.

EVERY HIT DONE BY THE BOOGIE MAN DRAINS 1D4 POINTS OF ITS VICTIMS STRENGTH IN ADDITION TO THE OTHER DAMAGE IT DOES. IF THE VICTIM LOSES ALL OF HIS STRENGTH POINTS, HE DIES AND BECOMES A SHADOW UNDER THE MONSTER'S CONTROL.

BOULANE

TYPE: GOD

CREATED BY: TERRY JACKSON

HIT	ARMOR								
DICE	CLASS	MOVE	FLY	SWIM	RANGE	IQ	DEXT.		
6D6	-3	12		18		18	18		

ALIGNMENT: NONE
FOUND IN: WATERWANDERING NUMBER PROBABILITY OF TREASURE AND TYPE
1

ATTACKS:

1 GESTURE, DEATH (SEE BELOW)

DESCRIPTION:

BOULANE (BOO-LAHNEE) IS THE BASUTO GOD OF WATER. HE APPEARS AS A HUMAN IN HIGHLY REFLECTIVE, FULL PLATE ARMOR. THE LIGHT REFLECTING OFF HIS ARMOR CAUSES BLINDNESS FOR 1D6 TURNS.

ALL THE WORLDS' MONSTERS

BOULANE

BOULANE KILLS BY MERELY POINTING HIS FINGER AT THE INTENDED VICTIM, WHO IMMEDIATELY DIES FROM DEHYDRATION (NO SAVE). HE CARRIES NO WEAPONS.

BOULANE IS IMMUNE TO ALL MAGICAL AND CLERICAL SPELLS, BUT HE CAN BE HARMED BY PHYSICAL ATTACK.

BUFFER

TYPE: ANIMAL

CREATED BY: SCOTT MC CARTNEY

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
6D8	5	12		3	1D2	1D10

ALIGNMENT: HUNGRY
FOUND IN: OPEN, WOODS

WANDERING	NUMBER	PROBABILITY OF TREASURE AND TYPE
	50D20	

ATTACKS:

1 RAM, 5D8

DESCRIPTION:

A GIANT BOVINE SIMILAR TO A HUGE BISON. IT ONLY OCCURS IN A HUGE MIGRATORY HERD, WHICH RUNS OVER ANYTHING IN ITS PATH. THE BUFFER HERD TRAVELS SLOWLY, CONSUMING ALL PLANTS EXCEPT THE LARGEST TREES, LEAVING BEHIND A DESOLATE WASTE COVERED WITH DUNG.

FROM "HIERO'S JOURNEY" BY STERLING LANIER.

BUNNY, VORPAL

TYPE: ANIMAL

CREATED BY: PAUL JAQUAYS (DUN 4)

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
3D8	0	12	20		1D6	1D6+12

ALIGNMENT: HUNGRY
FOUND IN: DUNGEONS, WOODS

LAIR (60%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1D4	100% E
	1D4	

BUNNY, VORPAL

ATTACKS:

1 BITE (+2 HIT), 1D6 VORPAL

DESCRIPTION:

THE VORPAL BUNNY APPEARS TO BE A SMALL WHITE RABBIT. WHEN APPROACHED, IT LEAPS TO THE ATTACK. ITS SPEED AND DEXTERITY GIVE IT ITS HIGH ARMOR CLASS.

IN ALL RESPECTS IT ATTACKS AS A VORPAL BLADE, +2 HIT AND SEVER THE VICTIM'S HEAD. IT IS 60% MAGIC RESISTANT (MAINLY DUE TO ITS SPEED).

ANYONE ENCOUNTERING A VORPAL BUNNY WILL BECOME PARANOID OF BUNNIES, MICE, TEDDY BEARS, SPARROWS, ETC. FOR THE REST OF THEIR PLAYER CAREERS.

FROM THE FILM "MONTY PYTHON AND THE HOLY GRAIL".

BUTTERFLY, NYOSAN

TYPE: INSECT

CREATED BY: LEE GOLD (A&E 13)

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
(8-10)D8	6+3	1	12		1D6	1D6+16

ALIGNMENT: HUNGRY
FOUND IN: ANYWHERE

WANDERING	NUMBER	PROBABILITY OF TREASURE AND TYPE
	1D4	

ATTACKS:

1 BITE, 1D6 PLUS 2D12 POISON

DESCRIPTION:

A LARGE BUTTERFLY WITH A THREE FOOT WINGSPAN AND 15+ STRENGTH. IT IS NORMALLY ARMOR CLASS 6, BUT ITS DEXTERITY IMPROVES IT TO 3 OR BETTER. THERE IS A HYPNOTIC PATTERN ON ITS WINGS WHICH TENDS TO MESMERIZE ITS VICTIMS (AS A CHARM). ITS POISON IS CORROSIVE AND EATS THROUGH METAL AND WEAKENS IT.

ALL THE WORLDS' MONSTERS

C

CARBUNCLE



CARBUNCLE

TYPE: ANIMAL

CREATED BY: STEVE DAVIES

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
15D8	-12	24	32		5D4	4D6

ALIGNMENT: CHAOTIC, NEUTRAL
 FOUND IN: WOODS, MOUNTAINS, AIR

LAIR (20%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1D6 1D3	10% A

ATTACKS:

1 BITE, 3D10
 2 CLAWS, 1D10

DESCRIPTION:

A SMALL, DOG-LIKE ANIMAL WHICH CAN FLY. IT IS VERY ELUSIVE. THERE IS A SHINING RED STONE IN ITS FOREHEAD WHICH IS WORTH 1D10*10,000 GP. THE GREAT VALUE OF THIS STONE IS DUE TO THE FACT THAT IT ACTS AS A DOUBLE LUCKSTONE (10D4% ON LUCK, 5D2% ON SAVING THROWS).

THE CARBUNCLE IS 90% MAGIC RESISTANT AND IMMUNE TO PSIONIC ATTACKS. IT WOULD RATHER RUN THAN FIGHT.

CARP KING

TYPE: ANIMAL

CREATED BY: STEVE MARSH

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
(2-6)D8	7-2			24	3D6	2D6+6

ALIGNMENT: NEUTRAL
 FOUND IN: SEAS

WANDERING	NUMBER	PROBABILITY OF TREASURE AND TYPE
	3D4	80% SEE BELOW

ATTACKS:

1 BITE, (NUMBER OF HIT DICE) POINTS

ALL THE WORLDS' MONSTERS

CARP KING

DESCRIPTION:

AN INTELLIGENT SPECIES OF FISH. ITS ARMOR CLASS IS SIX PLUS THE NUMBER OF ITS HIT DICE. IT IS USUALLY FOUND IN SCHOOLS NUMBERING:
(NINE - NUMBER-OF-HITDICE)D4

IF IT IS FRIENDLY (REACTION ROLL), IT WILL TRY TO AID A PARTY, ELSE IT WILL ATTEMPT TO DRIVE THEM OFF.

ITS TREASURE IS A HELM OF TELEPATHY WHICH IT USES FOR COMMUNICATION WITH OTHER BEINGS.

CARP KING (SMALL)

TYPE: ANIMAL

CREATED BY: STEVE MARSH

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
2D6	7			24	3D6	2D6+6

ALIGNMENT: NEUTRAL
FOUND IN: SEAS

WANDERING	NUMBER	PROBABILITY OF TREASURE AND TYPE
	2D12+9	80% SEE BELOW

ATTACKS:

1 BITE, 1D3

DESCRIPTION:

AN INTELLIGENT SPECIES OF FISH. IF IT IS FRIENDLY (REACTION ROLL) IT WILL AID A PARTY, ELSE IT WILL ATTEMPT TO DRIVE THEM OFF.

CLANPER

TYPE: CLEAN-UP CREW

CREATED BY: STEVE MARSH

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
12D6	6	24			1D4	2D6

ALIGNMENT: HUNGRY
FOUND IN: DUNGEONS

CLANPER

WANDERING	NUMBER	PROBABILITY OF TREASURE AND TYPE
	1	

ATTACKS:

40-60 TENTACLES 1D4 PLUS GRIP IF THEY HIT

DESCRIPTION:

SIMILAR TO A PURPLE WORM, IT IS BLIND AND EATS ANYTHING. A DISTANT RELATIVE OF THE MOTTLED WORM, IT IS PURPLE IN COLOR AND ABOUT THE SAME SIZE AS A SMALL PURPLE WORM. ITS TENTACLES ARE TWENTY FEET LONG.

THOSE IT GRIPS IT DRAGS INTO ITS MAW AND CONSUMES JUST LIKE A PURPLE WORM DOES.

COCKROACH THAT ATE CINCINATTI

TYPE: GIANT INSECT

CREATED BY: K. JONES

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
20D8	2	12	60		12	18

ALIGNMENT: NEUTRAL
FOUND IN: CITIES

LAIR (40%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1	50% D

ATTACKS:

1 BITE, 3D12
6 CLAWS, 1D6

DESCRIPTION:

A *H-U-G-E* COCKROACH. USUALLY FOUND IN CINCINNATI OR ANY CITY OR OTHER AREA WITH LOTS OF EDIBLES. MAY ALSO BE FOUND IN THE BASEMENT OF THE EL CORTEZ HOTEL IN SAN DIEGO.

FROM THE SONG "THE COCKROACH THAT ATE CINCINATTI".

ALL THE WORLDS' MONSTERS

COLDTUSK

TYPE: ANIMAL

CREATED BY: STEVE HENDERSON

HIT DICE (5-7)D8	ARMOR CLASS 5	MOVE FLY SWIM 12	IQ RANGE 1D3+6	DEXT. RANGE 1D3+9
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ALIGNMENT: CHAOTIC
FOUND IN: DUNGEONS, MOUNTAINS

LAIR (40%) WANDERING	NUMBER 1D3 1D3	PROBABILITY OF TREASURE AND TYPE 40% D 10% D
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ATTACKS:

- 1 TENTACLE, 8D10
- 2 TUSKS, 4D6 PLUS 6D6 COLD
- 1 QUILL, 1D12

DESCRIPTION:

LOOKS SOMETHING LIKE A SPINY WHARTHOG WITH A TENTACLE INSTEAD OF A NOSE. THE TENTACLE STRIKES LIKE A WHIP. IF AN ATTACKER DOES NOT MAKE HIS DEXTERITY ROLL WHEN STRIKING THE COLDTUSK, A QUILL IS TAKEN IN HIS ARM (NOT IF USING A LONG WEAPON).

THE COLDTUSK IS IMMUNE TO COLD AND LIGHTNING. THE VICTIM OF ITS TUSK MUST MAKE HIS SAVING THROW VS. A WAND TO PREVENT COLD DAMAGE.

THE COLDTUSK IS ONLY FOUND IN VERY COLD PLACES.

CONEHEAD

TYPE: HUMANOID

CREATED BY: DAVE HARGRAVE

HIT DICE (1-4)D8	ARMOR CLASS 6	MOVE FLY SWIM 9	IQ RANGE 0	DEXT. RANGE 1D6+12
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ALIGNMENT: CHAOTIC, NEUTRAL
FOUND IN: ANYWHERE

WANDERING	NUMBER 30D10	PROBABILITY OF TREASURE AND TYPE
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ATTACKS:

- 1 BITE, 1D4
- 2 CLAWS, 1D3; PLUS 1D6 POISON PER HIT DIE

CONEHEAD

DESCRIPTION:

GENETICALLY ALTERED CONE-HEADED HUMANS, SEEMINGLY MINDLESS. ATTACK WITHOUT REGARD TO DANGER. CANIBALS. TOTALLY RESISTANT TO ANY SPELL AFFECTING EMOTION OR THOUGHT.

COYOTE

TYPE: ANIMAL

CREATED BY: CHUCK CADY

HIT DICE 2D8+4	ARMOR CLASS 6	MOVE FLY SWIM 14	IQ RANGE 1D6	DEXT. RANGE 2D6+6
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ALIGNMENT: ANY, HUNGRY
FOUND IN: DUNGEONS, OUTDOORS, RIVERS, SWAMPS, CITIES

LAIR (25%) WANDERING	NUMBER 3D4 2D4	PROBABILITY OF TREASURE AND TYPE
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ATTACKS:

- 1 BITE, 1D6

DESCRIPTION:

A GERMAN SHEPARD SIZED CANINE. IT IS ALMOST ALWAYS FOUND IN A PACK AND THERE IS A 10% CHANCE THAT THE ENTIRE PACK WILL BE RABID AND IF SO, THEN THE INDIVIDUAL COYOTES ATTACK AT +2. NOTE: IF THE PACK IS NOT RABID, THEN NONE OF ITS INDIVIDUAL MEMBERS CAN BE RABID.

THE VICTIM OF A RABID BITE WHO DOES NOT MAKE HIS SAVE VS. PHYSICAL ATTACK WILL BECOME BEDRIDDEN IN 2D3 DAYS AND DIE 1D4 DAYS LATER. A "CURE DISEASE" CAN BE USED TO CURE HIM OF THE RABIES.

CRACKLEPAW

TYPE: ANIMAL

CREATED BY: C. BIGGLESTONE & P. SAVOY

HIT DICE 4D8	ARMOR CLASS 3	MOVE FLY SWIM 12	IQ RANGE 1D4+12	DEXT. RANGE 1D6+14
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ALIGNMENT: NEUTRAL
FOUND IN: ANYWHERE

ALL THE WORLDS' MONSTERS

CRACKLEPAW

LAIR (35%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	2D8	100% VARIABLE
	2D4	65% VARIABLE

ATTACKS:

4 HORNS, 1D4
OR
2 TAILS, 1D8
OR
2 PAWS, 1D4 PLUS 1D8 LIGHTNING

DESCRIPTION:

LOOKS LIKE A NINTY POUND, HORNED PACKRAT WITH TWO TAILS. IT IS ENDLESSLY FASCINATED BY MANUFACTURED OBJECTS, ESPECIALLY IF THEY ARE BRIGHT AND/OR PRETTY. LIKE A PACKRAT, IT WILL TAKE SUCH ITEMS FROM A PARTY AND LEAVE SOME OTHER ITEM IN TRADE. ITS LAIR WILL BE FULL OF SUCH STUFF.

THE CRACKLEPAW IS IMMUNE TO LIGHTNING AND IT MAY "DIMENSION DOOR" THREE TIMES A DAY. IT DOES NOT WALK, IT MOVES BY A SERIES OF TWO INCH LONG JUMPS, SIX PER MELEE TURN.

CYBERSCORP

TYPE: ROBOT

CREATED BY: WAYNE SHAW

HIT	ARMOR		IQ	DEXT.
DICE	CLASS	MOVE FLY SWIM	RANGE	RANGE
10D8	-6	10	3D4+2	3D4+12

ALIGNMENT: NEUTRAL
FOUND IN: DUNGEONS, OUTDOORS, RIVERS, SWAMPS, CITIES

LAIR (20%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1D3	100% D
	1D3	

ATTACKS:

2 CLAWS, 2D8
1 STING, 4D6 (HALVED IF SAVE VS. MAGIC MADE)

DESCRIPTION:

A LARGE, ROBOTIC SCORPION WITH A FORCE LASH FOR A TAIL. DESIGNED TO FIGHT SHEEM BATTLE SPIDERS, AND THE TAIL SWITCHES TO POSITRONS WHEN IT ENCOUNTERS ONE.

CYBORG

TYPE: ROBOT

CREATED BY: WAYNE SHAW

HIT	ARMOR		IQ	DEXT.
DICE	CLASS	MOVE FLY SWIM	RANGE	RANGE
5D8+1	2	27	3D6	18

ALIGNMENT: LAWFUL, CHAOTIC, NEUTRAL
FOUND IN: ANYWHERE

LAIR (15%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1D10	100% A
	1D10	

ATTACKS:

1 FIST, 1D6, PLUS BONUS
1 WEAPON, BY WEAPON TYPE, PLUS BONUS

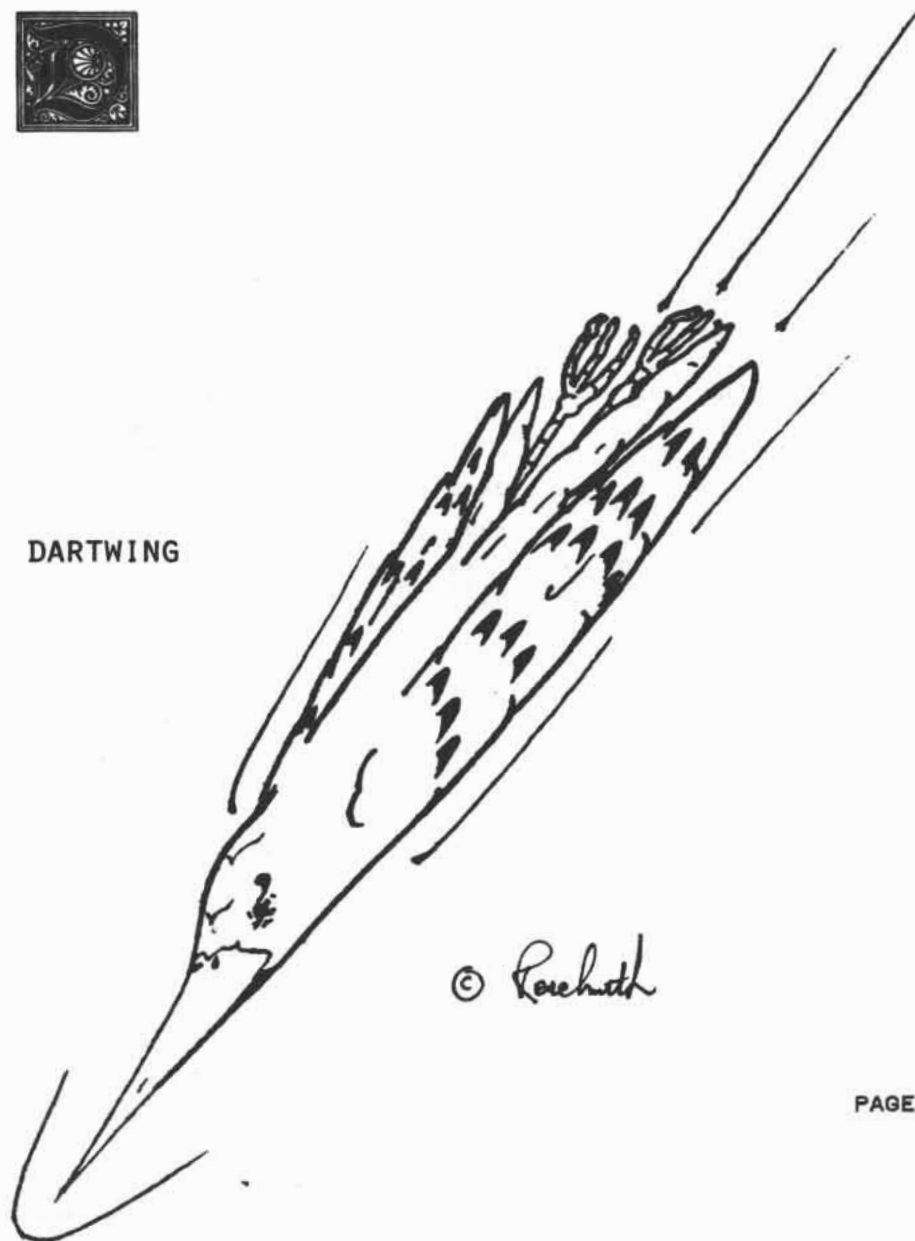
DESCRIPTION:

A MAN OR HUMANOID TYPE WHO HAS HAD MUCH OF HIS BODY REPLACED WITH MACHINERY. HE MOVES AT TRIPLE SPEED (SO HE GETS THREE ATTACKS PER MELEE TURN). HE ALSO HAS 18(00) STRENGTH AND DEXTERITY. HE IS EQUIPPED AS FOLLOWS: 50% BARE HANDED, 40% CONVENTIONAL WEAPONS, 10% LASAR PISTOL AND FORCE SWORD.

ALL THE WORLDS' MONSTERS



DARTWING



DAEMON

TYPE: UNDEAD

CREATED BY: WAYNE SHAW

HIT	ARMOR					
DICE	CLASS	MOVE	FLY	SWIM	IQ	DEXT.
1D8	4	12			RANGE	RANGE
					3D6	3D6

ALIGNMENT: LAWFUL, CHAOTIC, NEUTRAL
 FOUND IN: DUNGEONS, OUTDOORS, RIVERS, SWAMPS, CITIES

LAIR (50%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1D6	100% A
	1D6	

ATTACKS:

1 TOUCH (SEE BELOW)

DESCRIPTION:

FOUND ANYWHERE HUMANS ARE, THIS IS THE SPIRIT OF A PERSON WHO HAS "UNFINISHED BUSINESS" FOR ONE REASON OR ANOTHER. IT USUALLY APPEARS AS A HUMANOID OUTLINE OF DIFFERENT COLORS DEPENDING ON ITS ALIGNMENT AND PERSONALITY.

WHEN THE DAEMON HITS, THE VICTIM MUST MAKE HIS SAVE VS. MAGIC. IF HE FAILS, THE DAEMON POSSESSES HIM. IT GROWS ONE HIT DIE PER DAY AND ITS ABILITY TO CONTROL THE PERSON IS THE PERCENTAGE OF ONE HALF OF ITS LEVEL DIVIDED BY THE LEVEL OF THE PERSON POSSESSED. WHEN IN A BODY, A CLERIC CAN AFFECT IT AS AN APPROPRIATE LEVEL OF UNDEAD, BUT IT GETS A SAVING THROW AND THE CLERIC CAN ONLY TRY ONCE A DAY.

DARK MAGE

TYPE: HUMANOID

CREATED BY: S. ROSE & K. PICK

HIT	ARMOR					
DICE	CLASS	MOVE	FLY	SWIM	IQ	DEXT.
7D8	4	12	12		RANGE	RANGE
					3D6	2D6+6

ALIGNMENT: CHAOTIC, NEUTRAL
 FOUND IN: ANYWHERE

LAIR (50%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1D5	100% F
	1D5	

ALL THE WORLDS' MONSTERS

DARK MAGE

ATTACKS:

DARK HUMANOID WITH LARGE, OVERSIZED HANDS AND NO VISIBLE WINGS. IT FLYS AS A FLYING SPELL. IMMUNE TO ALL MAGICAL WEAPONS AND A 100% PERFECT SPELL REFLECTOR.

DARKNESS MONSTER

TYPE: ANIMAL

CREATED BY: JIM WARD (DUN 1)

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
10D8	3	18			1D4	1D6+6

ALIGNMENT: HUNGRY
FOUND IN: DUNGEONS

LAIR (5%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1	100% E

ATTACKS:

2 PAWS, 8D8

DESCRIPTION:

AS LONG AS IT IS ALIVE THIS MONSTER ABSORBS ALL LIGHT TO A RADIUS OF FIFTEEN FEET IN ALL DIRECTIONS, NO MATTER WHAT THE LIGHT SOURCE. ANYONE WITHIN THIS CIRCLE OF DARKNESS WILL BE BLINDED UNTIL HE REGAINS THE LIGHT.

THE MONSTER STANDS NINE FEET TALL AND HAS SIX LARGE LEGS AND TWO HAIRY ARMS WITH PAWS. ITS JAWS HAVE THREE SETS OF FANGS BUT IT NEVER USES THEM IN BATTLE.

THE DARKNESS IS GENERATED BY FOUR TENTACLES WHICH ALSO ALLOW THE MONSTER TO SEE WITHIN THE DARKNESS.

IT IS REPTILIAN IN NATURE, THUS IT GIVES OFF NO BODY HEAT AND CANNOT BE SEEN VIA INFRAVISION. IT IS COMPLETELY IMMUNE TO ILLUSIONS AND PHANTASMAL FORCES.

DARTWING

TYPE: INSECT

CREATED BY: C. BIGGLESTONE & P. SAVOY

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
1D8	8	1	36		1D3	1D8+18

ALIGNMENT: HUNGRY
FOUND IN: OPEN, WOODS, MOUNTAINS

LAIR (5%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1D100	1D100

ATTACKS:

1 DIVE, 1D8

DESCRIPTION:

A SMALL, HUMMING-BIRD SIZED FLYING CREATURE. IT CAN LOCK ITS BODY INTO A DART-LIKE SHAPE AND THEN DIVE DOWN ONTO ITS VICTIMS. THE SHOCK OF ITS STRIKE KILLS THE DARTWING, BUT EVEN PLATE ARMOR WILL BE PENETRATED.

THE DARTWING HAS NO MIND OF ITS OWN, BUT THE ENTIRE SWARM OPERATES WITH A HIVE-MIND. IT WILL NOT ATTACK UNLESS ITS HIVE OR THE FLOWERS IT FEEDS ON ARE DISTURBED; THEN 1D20 WILL ATTACK PER MELEE ROUND UNTIL ALL THE DARTWINGS OR ALL THE VICTIMS ARE DEAD.

THE DARTWING IS IMMUNE TO "FEAR", "CHARM" AND "HOLD" SPELLS.

DEADEYE

TYPE: DEMON, MINOR

CREATED BY: C. BIGGLESTONE & P. SAVOY

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
10D8	2+2	9			1D4+8	1D6+12

ALIGNMENT: CHAOTIC
FOUND IN: ANYWHERE

WANDERING	NUMBER	PROBABILITY OF TREASURE AND TYPE
	1	100% VARIABLE

ALL THE WORLDS' MONSTERS

DEADEYE

ATTACKS:

2 TUSKS, 8D6
1 GAZE, "DEATH" (SEE BELOW)

DESCRIPTION:

A MANSIZED, SHAMBLINGLY-UPRIGHT, GIANT HOG. IT IS OFTEN USED TO GUARD CHAOTIC TEMPLES AND SHRINES.

ITS GAZE IS AS A CHAOTIC "FINGER OF DEATH", IF THE VICTIM MAKES HIS SAVING THROW HE ONLY TAKES 4D6 DAMAGE.

THE DEADEYE IS IMMUNE TO "FEAR", "CHARMING" AND "HOLDING" SPELLS, "CONFUSION", AND TO NORMAL WEAPONS.

DEATH DWARF

TYPE: HUMANOID

CREATED BY: JEFF PIMPER

HIT	ARMOR						
DICE	CLASS	MOVE	FLY	SWIM	RANGE	DEXT.	
4D8	4	9			2D6	2D6+6	

ALIGNMENT: CHAOTIC-EVIL
FOUND IN: ANYWHERE

	NUMBER	PROBABILITY OF TREASURE AND TYPE	
LAIR (20%)	10D10	100%	B
WANDERING	2D20	50%	C

ATTACKS:

1 WEAPON, BY WEAPON TYPE

DESCRIPTION:

A SMALL (WAIST-HIGH), HAIRLESS, AND VERY STRONG (2D6+6) HUMANOID WITH GREEN WARTY SKIN, GLOWING RED EYES AND THE STRONG SMELL OF IODINE. ITS ARMS ARE VERY LONG, THE KNUCKLES ALMOST TOUCHING THE GROUND. IT IS ONE OF THE ANTI-LIFE SPECIES, SO IT SUBSISTS ON ALL THAT IS POISONOUS TO NORMAL FORMS OF LIFE AND CONVERSELY, NORMAL-LIFE FOOD IS DEADLY POISONOUS TO IT.

THE DEATH DWARF IS VERY INIMICAL TO ALL OTHER FORMS OF SENTIENT LIFE.

FROM "WARRIOR AT WORLD'S END" BY LIN CARTER.

DEMON OF SLEEP AND NIGHTMARE

TYPE: DEMON

CREATED BY: N. SHAPIRO (A&E 17)

HIT	ARMOR					
DICE	CLASS	MOVE	FLY	SWIM	RANGE	DEXT.
12D8	2	12			1D6+6	1D6+6

ALIGNMENT: CHAOTIC
FOUND IN: DUNGEONS, OUTDOORS, RIVERS, SWAMPS, CITIES

WANDERING	NUMBER	PROBABILITY OF TREASURE AND TYPE
	1	

ATTACKS:

1 TOUCH, SLEEP AND "DEATH DREAM"
1 FLAIL, 2D8 PLUS AUTOMATIC CRITICAL HIT

DESCRIPTION:

WHEN THIS DEMON TOUCHES SOMEONE, THE VICTIM FALLS ASLEEP IF HE FAILS TO MAKE HIS SAVE VS. MAGIC. FOR EACH FULL ROUND THAT HE IS ASLEEP, THERE IS A CUMULATIVE ONE-SIXTH CHANCE THAT HE WILL BEGIN TO DREAM A NIGHTMARE. FOR EACH MELEE TURN OF NIGHTMARE THE DREAMER MUST MAKE HIS CONSTITUTION ROLL (5% PER POINT OF CONSTITUTION) OR DIE, IF HE MAKES HIS SAVING ROLL THEN HE WILL SUFFER A LOSS OF ONE POINT FROM HIS CONSTITUTION. THIS LOSS LASTS FOR ONE HOUR AFTER THE DREAMER WAKES. A SLEEPING VICTIM MAY BE AWAKENED BY SHAKING HIM, THE CHANCE OF SUCCESS IS 5% PER CONSTITUTION POINT. IF HE IS DREAMING, THE CHANCE IS HALVED.

THE DEMON'S ARMOR CLASS VARIES ACCORDING TO WHO IS ATTACKING IT. IT IS:

2+10 (-8) VS. ALL MAGIC WEAPONS
2+12 (-10) VS. BLADED STEEL (ONLY HALF DAMAGE)
2+8 (-6) VS. BLUNT STEEL
2+4 (-2) VS. BLADED SILVER
2 VS. BLUNT SILVER

NO OTHER CLASSES OF WEAPONS WILL AFFECT IT. IT IS ALSO IMMUNE TO ALL FORMS OF MAGIC.

ALL THE WORLDS' MONSTERS

DEMON OF SLEEP ETC. CLASS 2 TYPE: DEMON

CREATED BY: N. SHAPIRO (A&E 17)

HIT	ARMOR		IQ	DEXT.
DICE	CLASS	MOVE FLY SWIM	RANGE	RANGE
14D8	2+2	18	1D6+12	1D6+12

ALIGNMENT: CHAOTIC
FOUND IN: DUNGEONS, OUTDOORS, RIVERS, SWAMPS, CITIES

WANDERING NUMBER 1 PROBABILITY OF TREASURE AND TYPE

ATTACKS:

- 1 TOUCH, SLEEP AND "DEATH DREAM"
- 1 GAZE, SLEEP AND "DEATH DREAM"
- 1 +2 FLAIL, 2D8+4 PLUS A PERRIN CRITICAL HIT

DESCRIPTION:

SEE CLASS 1 FOR DESCRIPTION OF THE DEATH DREAM.
ITS GAZE HAS A 90% CHANCE OF CAUSING THE DREAM ALSO.

ITS ARMOR CLASS VARIES ACCORDING TO WHAT IT IS BEING ATTACK WITH. IT IS:

- 2+12 (-10) VS. ALL MAGIC WEAPONS
- 2+14 (-12) VS. BLADED STEEL
- 2+10 (-8) VS. BLUNT STEEL
- 2+6 (-4) VS. BLADED SILVER
- 2+2 (0) VS. BLUNT SILVER

NO OTHER WEAPON CLASSES CAN AFFECT IT. IT IS ALSO IMMUNE TO ALL FORMS OF MAGIC.

IF IT GETS A REGULAR CRITICAL HIT, THEN THE HIT IS COUNTED AS TWO CRITICAL HITS (ON THE PERRIN CRITICAL HIT TABLE) AND DOES DOUBLE DAMAGE.

DEMON, RAINBOW (LESSER) TYPE: DEMON

CREATED BY: STEVE MARSH

HIT	ARMOR		IQ	DEXT.
DICE	CLASS	MOVE FLY SWIM	RANGE	RANGE
16D10	9	3 12	2D6+6	2D6+6

ALIGNMENT: CHAOTIC
FOUND IN: DUNGEONS

DEMON, RAINBOW (LESSER)

LAIR (50%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1D4	90% ROLL FOR TYPE
	1D4	90% ROLL FOR TYPE

ATTACKS:

1-6 ARMS, 7D6

DESCRIPTION:

RESEMBLES AN OCTOPUS. IT CAN ONLY USE SIX ARMS IN THE ATTACK. EACH ARM IS LIKE A PRISMATIC WALL, BUT THEY HARDEN AND STRIKE LIKE STORM GIANTS. IT IS ONLY FOUND IN DEEP DUNGEONS, IN DARKNESS.

IT CAN FLASH A SPHERE OF BRILLIANCE, THREE INCHES IN DIAMETER. IT CANNOT GATE IN OTHER DEMONS, BUT CAN BE GATED IN BY THEM. A PATRIARCH CAN CONTROL A LESSER RAINBOW DEMON.

DEMON, TYPE A TYPE: DEMON

CREATED BY: CARY MARTIN (A&E 14)

HIT	ARMOR		IQ	DEXT.
DICE	CLASS	MOVE FLY SWIM	RANGE	RANGE
7D8	2+2	9	2D6+6	2D6+6

ALIGNMENT: CHAOTIC
FOUND IN: ANYWHERE

LAIR (40%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1D3	100% B
	1	

ATTACKS:

- 2 +2 SWORDS, 1D8+2
- 2 TENTACLES, 1D4 PLUS LIFE DRAIN
- 1 SPELL (SEE BELOW)

DESCRIPTION:

THIS DEMON APPEARS AS AN EIGHT FOOT TALL HUMANOID WITH SHINY BLACK SCALES INSTEAD OF SKIN. IT WIELDS TWO CHAOTIC SWORDS (+2 HIT, +2 DAMAGE) AND HAS A TENTACLE BELOW EACH ARM. ITS STRENGTH IS 17.

ALL THE WORLDS' MONSTERS

DEMON, TYPE A

IT CAN USE THE FOLLOWING SPELLS:
FLY, DARKNESS (THREE FOOT RADIUS), SEE INVISI-
BLE, AND COMMAND UNDEAD AS A SEVENTH LEVEL
EVIL CLERIC.
IT IS 40% RESISTANT TO ALL FORMS OF MAGIC.

DEODANTH

TYPE: HUMANOID

CREATED BY: DAVE HARGRAVE (AG 1)

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
(4-9)D8+1	2	18			3D6	1D4+16

ALIGNMENT: CHAOTIC
FOUND IN: DUNGEONS, OUTDOORS, RIVERS, SWAMPS, CITIES

LAIR (20%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1D20 1D6	100% E PLUS 2*GP 50% E

ATTACKS:

1 BITE, 1D4-1D12 DEPENDING ON SIZE
2 CLAWS, 1D8-3D6 DEPENDING ON SIZE
1 CHARM PERSON SPELL

DESCRIPTION:

A HUMANOID, EBON-SKINNED, SIX TO SEVEN FOOT TALL, VAMPIRE-CANNIBAL WITH RED EYES. IT IS 50% MAGIC RESISTANT VS. ELEVENTH LEVEL MAGES, LIKE UNTO A BALROG. IT CANNOT BE LIFE DRAINED. IT WILL ATTACK AN ELF ON SIGHT. IT CAN JUMP UP TO TWENTY FEET VERTICALLY AND FORTY FEET HORIZONTALLY AS WELL AS ITS REGULAR MOVE. ITS BITE HAS A 20% CHANCE OF ALSO DRAINING AN ENERGY LEVEL FROM ITS VICTIM.

FROM "THE DYING EARTH" BY JACK VANCE.

DILLEMMA

TYPE: ANIMAL

CREATED BY: R. HOLLANDER (A&E 19)

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
3D8	3	12			2D6	2D6+6

DILLEMMA

ALIGNMENT: HUNGRY
FOUND IN: DUNGEONS, WOODS, SWAMPS

LAIR (50%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1D4 1D4	100% A(1)

ATTACKS:

2 HORNS, 1D8 (SEE BELOW)

DESCRIPTION:

LOOKS LIKE AN APE WITH A GOAT'S HEAD. IT WILL ATTACK INTELLIGENT HUMANIDS SENSELESSLY AND WILL FIGHT TO THE DEATH. IT IS TOTALLY IMMUNE TO ALL FORMS OF MAGIC, ALL MAGIC WEAPONS STRIKE IT AS IF THEY WERE NON-MAGICAL.

IF THE DILLEMMA STRIKES WITH A 20 (ON A D20), THE VICTIM IS CAUGHT ON THE DILLEMMA'S HORNS AND WILL SUFFER DOUBLE DAMAGE. ONCE CAUGHT, THERE IS ONLY A 50% CHANCE ON EACH FOLLOWING MELEE TURN THAT HE WILL GET FREE AND ON EACH TURN THAT HE FAILS TO WIN FREE HE WILL TAKE ANOTHER 1D8 DAMAGE.

DOG, DEMON

TYPE: DEMON

CREATED BY: C. BIGGLESTONE & D. HARGRAVE

HIT POINTS	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
80	4	12			3D6	2D6+6

ALIGNMENT: CHAOTIC, NEUTRAL
FOUND IN: DUNGEONS, OUTDOORS, RIVERS, SWAMPS, CITIES

LAIR (20%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1D3 1	100% F OR G OR H

ATTACKS:

3 BITES, 1D10
1 SPIT, 3D6 FIRE
1 SPIT, 3D6 ACID
1 SPIT, 3D6 POISON
3 SPELLS, ONE PER HEAD

ALL THE WORLDS' MONSTERS

DOG, DEMON

DESCRIPTION:

LOOKS LIKE CERBERUS. IT IS AT PERPETUAL WAR WITH ALL OTHER DEMONS. IT IS OFTEN A PATRON WHO CAN BE CALLED UPON BY KOBOLDS AND HOBGOBLINS.

ITS HOWL CONFUSES CREATURES OF THREE DICE AND BELOW. FOUR DIE CREATURES MUST SAVE VS. FEAR.

EACH HEAD HAS ONE FIRST LEVEL SPELL.

DOOMGUARD

TYPE: ENCHANTED MONSTER

CREATED BY: DAVE HARGRAVE (AG 1)

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
(1-24)D8+1	2+4	6			0	0

ALIGNMENT: NONE
FOUND IN: DUNGEONS, CITIES

WANDERING	NUMBER	PROBABILITY OF TREASURE AND TYPE
	1D100	

ATTACKS:

1 WEAPON, BY WEAPON TYPE PLUS 1D10 STRENGTH POINTS

DESCRIPTION:

A MAGICALLY ANIMATED SUIT OF DULL BLACK PLATE ARMOR. ITS DEXTERITY IS ALWAYS EQUAL TO THAT OF ITS MOST DEXTEROUS OPPONENT.

THE DOOMGUARD IS COMPLETELY IMMUNE TO FIRE, LIGHTNING, FEAR, PARALYSIS, CONFUSION, AND ALL CHARMS. "COLD" DOES HALF DAMAGE AND SLOWS IT DOWN. THE DOOMGUARD CAN TELEPORT AT WILL.

THE ONLY WAY TO "KILL" THE DOOMGUARD IS TO DISMEMBER IT. IT WILL CONTINUE TO FIGHT AT FULL EFFECTIVENESS UNTIL "KILLED".

WHEN SUCCESSFULLY STRUCK BY AN ENEMY, THE DOOMGUARD DIVIDES ITSELF INTO TWO NEW DOOMGUARDS, EACH OF WHICH HAS THE SAME NUMBER OF HIT POINTS AS THEIR PARENT DOOMGUARD HAD REMAINING AFTER IT WAS STRUCK.

DOTTLE

TYPE: ANIMAL

CREATED BY: SCOTT MC CARTNEY

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
2D8+1	6	12		2	3	1D6+8

ALIGNMENT: ANY
FOUND IN: OUTDOORS, RIVERS

LAIR (15%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	2D10 2D8	

ATTACKS:

2 HOoves, 1D4

DESCRIPTION:

A SIX-LEGGED BEAST, SLIGHTLY SMALLER THAN A HORSE. THE DOTTLE IS INOFFENSIVE AND MAKES A GOOD MOUNT ONCE CAPTURED. IT CANNOT BE BATTLE TRAINED AND WILL PANIC AND RUN IF FACED WITH A BATTLE SITUATION. IT RESEMBLES A DOG MORE THAN ANYTHING ELSE AND IS QUITE AFFECTIONATE AND CURIOUS ABOUT MAN. A HERD WILL OFTEN GATHER TO WATCH A PARTY JUST TO SEE WHAT THEY ARE GOING TO DO.

DRACONETTE

TYPE: DRAGONKIND

CREATED BY: BRUCE JAQUAYS (DUN 2)

HIT POINTS	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
0	-1+5		18		2D6+6	1D6+12

ALIGNMENT: NONE
FOUND IN: DUNGEONS, CITIES

LAIR (60%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1D6 1D6	100% H / 1000

ATTACKS:

2 CLAWS, 1 POINT
1 BITE, SEE BELOW
1 BREATH, SEE BELOW

ALL THE WORLDS' MONSTERS

DRACONETTE

DESCRIPTION:

A MINIATURE DRAGON CREATED BY A MAGIC USER AS A PET, LIKE A HOMUNCULOUS, BUT USING DRAGON BLOOD INSTEAD OF HUMAN. IT IS VERY LOYAL TO ITS CREATOR UNLESS MISTREATED.

IT GETS ITS +5 ARMOR CLASS DUE TO ITS QUICKNESS AND AGILITY.

IT WILL USUALLY FLEE RATHER THAN FIGHT UNLESS ITS MASTER IS UNDER ATTACK OR ITS LAIR OR FAMILY IS IN DANGER. ITS LAIR IS USUALLY A SMALL HOLE, HIGH UP IN A WALL AND ITS TREASURE CONSISTS OF SMALL ITEMS THAT IT CAN CARRY.

STATISTICS:

TYPE	HIT DIE	BITE	ASLEEP	TALKS
BLACK	1D4	1D2	10%	8%
BLUE	1D6	1D3	6%	14%
BRASS	1D4	1D2	16%	7%
BRONZE	1D6	1D3	6%	13%
COPPER	1D4	1D3	10%	10%
GOLD	1D8	1D4	2%	20%
GREEN	1D4	1D3	8%	11%
RED	1D8	1D4	4%	17%
SILVER	1D8	1D4	3%	16%
WHITE	1D4	1D2	12%	5%

TYPE BREATH WEAPON(S)

BLACK	- 1D4 ACID IN A 12" BY 1/2" LINE
BLUE	- 1D6 LIGHTNING IN AN 18" BY 6" LINE
BRASS	- 1D4 "SLEEP" IN A 12" BY 4" CLOUD OR "FEAR" IN A 12" BY 8" CLOUD
BRONZE	- 1D6 LIGHTNING IN AN 18" BY 6" LINE OR "REPULSION" IN A 6" BY 6" CLOUD
COPPER	- 1D2 ACID IN A 12" BY 6" LINE OR "SLOW" IN A 12" BY 12" CLOUD
GOLD	- 1D8 FIRE IN AN 18" BY 12" CLOUD OR CHLORINE GAS IN AN 18" BY 12" CLOUD
GREEN	- 1D4 CHLORINE GAS IN A 12" BY 8" CLOUD
RED	- 1D8 FIRE IN AN 18" BY 12" CONE
SILVER	- 1D8 COLD IN A 12" BY 6" CLOUD OR "FEAR" IN A 12" BY 8" CLOUD
WHITE	- 1D4 COLD IN A 12" BY 6" CONE

DRAGON, CINNAMON/SAPPHIRE

TYPE: DRAGON

CREATED BY: CHARLIE LUCE (A&E 14)

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
(9-12)D8	2+1	9	24		2D6+6	2D6+6

ALIGNMENT: NEUTRAL
FOUND IN: DUNGEONS, MOUNTAINS

LAIR (60%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1D4 1D4	100% H

ATTACKS:

- 1 BITE, 3D10
- 2 CLAWS, 1D4
- 1 BREATH, "POLYMORPH" IN A 7" BY 2" CONE

DESCRIPTION:

THIS TYPE OF DRAGON IS ONLY FOUND IN VERY COLD REGIONS. IT WILL BE FOUND ASLEEP 20% OF THE TIME, IT HAS A 85% CHANCE OF BEING ABLE TO TALK, AND THERE IS A 75% CHANCE THAT IT CAN USE MAGIC UP TO FIFTH LEVEL.

ITS BREATH IS A MAGICAL SPELL, SO IT IS SAVED AGAINST AS MAGIC, NOT DRAGON BREATH. THIS DRAGON HAS BEEN KNOWN TO INHALE ITS OWN BREATH IN ORDER TO POLYMORPH ITSELF IN TO WHAT EVER IT WISHES. THE POLYMORPH WILL LAST AS LONG AS THE DRAGON WILLS IT TO, BUT NEVER MORE THAN TWELVE HOURS.

DRAGON, MAHOGANY/DIAMOND

TYPE: DRAGON

CREATED BY: CHARLIE LUCE (A&E 14)

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
18D8	2+3	9	24		2D6+6	2D6+6

ALIGNMENT: NEUTRAL
FOUND IN: DUNGEONS, WOODS, MOUNTAINS

LAIR (60%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	2 2	100% H

ALL THE WORLDS' MONSTERS

DRAGON, MAHOGANY/DIAMOND

ATTACKS:

- 1 BITE, 7D6
 2 CLAWS, 1D4
 1 BREATH, "LIGHTNING" IN A 10" BY 1/2" LINE
 OR "SLEEP" IN A 7" BY 2" CONE
 OR "BLINDNESS" IN A 3" BY 3" CLOUD

DESCRIPTION:

THIS TYPE OF DRAGON IS ALWAYS FOUND AS A MATED PAIR. THEY WILL BE THE KING AND QUEEN OF ALL THE LUCE NEUTRAL DRAGONS IN THE AREA AND THEIR LAIR WILL ALWAYS BE ON A HILL IN A FOREST. THE TWO WILL BE GUARDED BY MATED PAIRS OF LARGE DRAGONS, ONE PAIR FROM EACH OF THE TYPES OF LUCE NEUTRAL DRAGONS.

THE MAHOGONY/DIAMOND DRAGON CAN USE ITS BREATH WEAPON SIX TIMES A DAY AND CAN POLYMORPH ITSELF FREELY.

ITS AIM IS TO PRESERVE THE BALANCE BETWEEN LAW AND CHAOS. WHENEVER THERE IS DANGER THAT EITHER LAW OR CHAOS IS ABOUT TO TRIUMPH, THE LUCE NEUTRAL DRAGONS WILL APPEAR AND FIGHT UNTIL THE BALANCE IS ONCE AGAIN RESTORED.

THIS TYPE OF DRAGON IS NEVER FOUND ASLEEP AND IT CAN ALWAYS TALK AND USE MAGIC (UP TO EIGHTH LEVEL SPELLS).

DRAGON, RUSSET/EMERALD

TYPE: DRAGON

CREATED BY: CHARLIE LUCE (A&E 14)

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
(10-12)D8	2+1	9	24		2D6+6	2D6+6

ALIGNMENT: NEUTRAL
 FOUND IN: DUNGEONS, WOODS, MOUNTAINS

LAIR (60%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1D4	100% H
	1D4	

ATTACKS:

- 1 BITE, 3D12
 2 CLAWS, 1D4
 1 BREATH, "FLESH TO STONE", IN AN 8" BY 1/2" LINE

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DRAGON, RUSSET/EMERALD

DESCRIPTION:

THIS TYPE OF DRAGON IS USUALLY FOUND IN WOODED HILLY AREAS. WHEN ENCOUNTERED THERE IS A 10% CHANCE THAT IT WILL BE ASLEEP, A 90% CHANCE THAT IT CAN TALK, AND AN 85% CHANCE THAT IT CAN USE MAGIC UP TO SIXTH LEVEL.

ITS BREATH IS A FORM OF SPELL, SO IT IS SAVED AGAINST AS IF IT WAS MAGIC, NOT DRAGON BREATH.

DRAGON, UMBER/RUBY

TYPE: DRAGON

CREATED BY: CHARLIE LUCE (A&E 14)

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
(11-13)D8	2+1	9	24		2D6+6	2D6+6

ALIGNMENT: NEUTRAL
 FOUND IN: DUNGEONS, MOUNTAINS

LAIR (60%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1D4	100% H
	1D4	

ATTACKS:

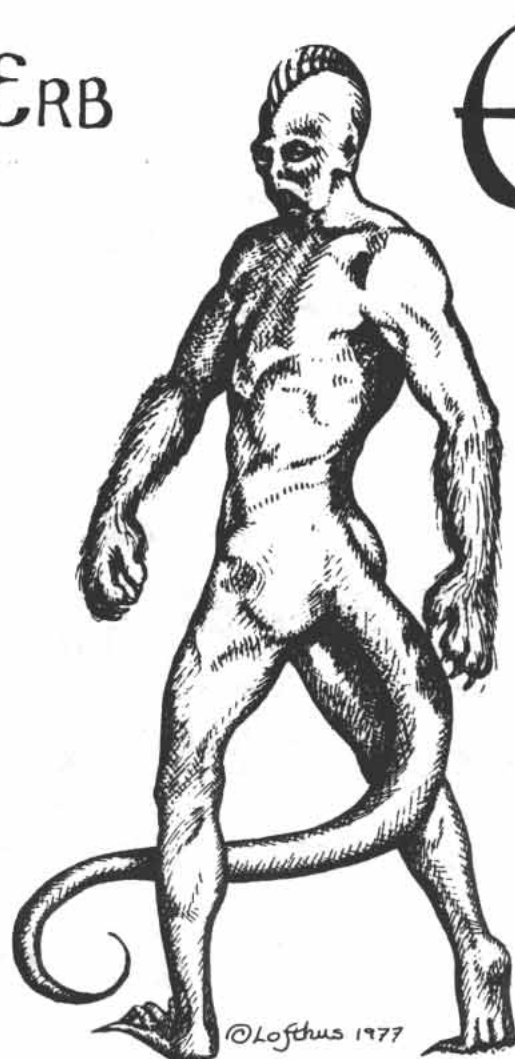
- 1 BITE, 4D10
 2 CLAWS, 1D4
 1 BREATH, "DEATH RAY" IN A 9" BY 1/2" LINE

DESCRIPTION:

THIS TYPE OF DRAGON IS USUALLY FOUND IN CAVERNS AND VALLEYS. WHEN ENCOUNTERED THERE IS A 5% CHANCE THAT IT WILL BE ASLEEP, A 95% CHANCE THAT IT CAN TALK, AND A 95% CHANCE THAT IT CAN USE MAGIC UP TO SEVENTH LEVEL.

ALL THE WORLDS' MONSTERS

ERB



EEL, ELECTRIC

TYPE: ANIMAL

CREATED BY: LEE GOLD (A&E 1)

HIT DICE (3-4)D8	ARMOR CLASS 5	MOVE FLY SWIM 6	IQ RANGE 2D6	DEXT. RANGE 2D6+6
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ALIGNMENT: NONE
FOUND IN: WATER

WANDERING NUMBER 1D6 PROBABILITY OF TREASURE AND TYPE

ATTACKS:

- 1 BITE, 1D6
- 1 ELECTRIC SHOCK, 1D4 PLUS PARALYSIS

DESCRIPTION:

THE ELECTRIC EEL RANGES FROM ABOUT ONE TO THREE FEET IN LENGTH AND IS ABOUT AS BIG AROUND AS A HUMAN ARM. DURING EACH MELEE TURN, WHICH ATTACK IT USES IS DETERMINED BY ROLLING 2D6; IF THE RESULT IS 2-8 THEN IT WILL BITE, ELSE IT WILL USE ITS SHOCK.

EIDAR

TYPE: ANIMAL

CREATED BY: STEVE HENDERSON

HIT DICE (13-15)D8	ARMOR CLASS 2+3	MOVE FLY SWIM 9	IQ RANGE 1D3+9	DEXT. RANGE 1D3+12
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ALIGNMENT: NEUTRAL
FOUND IN: OPEN, WOODS, DESERTS, RIVERS, SWAMPS

WANDERING NUMBER 10D10 PROBABILITY OF TREASURE AND TYPE

ATTACKS:

- 2 HORNS, 4D6

DESCRIPTION:

A LARGE, GRAZING BEAST THAT TRAVELS IN HERDS. IT IS A HOT COUNTRY CREATURE. IT IS COMPLETELY FEARLESS, IMMUNE TO CONFUSION, AND NATURALLY SEES INVISIBLE. IT MAKES SUPERB EATING.

ALL THE WORLDS' MONSTERS

_DILA

TYPE: GOD

CREATED BY: CHUCK CADY

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
(1-8)D8+8	4	15	25		2D6+6	2D6+6

ALIGNMENT: LAWFUL
FOUND IN: ANYWHERE

LAIR (10%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1D6	100% ROLL FOR TYPE

ATTACKS:

4-7 LIGHTNING BOLTS, (NUMBER OF HIT DICE)D6
2 ATTACKS (+2, +2), (NUMBER OF HIT DICE)D6

DESCRIPTION:

A GODLING OF PURE ENERGY AND HIGHLY LAWFUL. THE NUMBER OF LIGHTNING BOLTS IT CAN THROW IS ONE HALF OF THE NUMBER OF ITS HIT DICE PLUS THREE.

IT HAS THE SAME NUMBER OF POWERS AS IT HAS HIT DICE. THE POSSIBLE POWERS IT CAN HAVE ARE: CLAIRVOYANCE, ETHERIALNESS, CAUSE FEAR, TELEKINESIS (50,000 GP IN WEIGHT), DISPEL MAGIC, INVISIBILITY, TELEPORT, SEE INVISIBLE, FLY, ESP/TELEPATHY, CAST ILLUSION, AND/OR CAST FULL DAY-LIGHT.

ITS BASE ARMOR CLASS IS FIVE TO WHICH IS ADDED THE NUMBER OF HIT DICE IT HAS.

FROM "THAT HIDEOUS STRENGTH" BY C. S. LEWIS.

ELEMENTAL, COLD

TYPE: ELEMENTAL

CREATED BY: CHUCK CADY

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
(8-16)D8	2	12	18		2D6	2D6+6

ALIGNMENT: ANY
FOUND IN: ANYWHERE

WANDERING	NUMBER	PROBABILITY OF TREASURE AND TYPE
	1	

ELEMENTAL, COLD

ATTACKS:

1 TOUCH, 3D8 COLD

DESCRIPTION:

AN ELEMENTAL OF LOW INTELLIGENCE. IT CAN APPEAR WHEREVER SUMMONED. IT CAN ONLY BE HIT BY WEAPONS WHICH ARE +2 OR BETTER. IMMUNE TO COLD, FIRE DOES DOUBLE DAMAGE.

ELEPHANT-FLY

TYPE: ANIMAL

CREATED BY: DAN PIERSON

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
3D8	5	2	24		1D6	1D6+12

ALIGNMENT: CHAOTIC, NEUTRAL, HUNGRY
FOUND IN: WOODS, SWAMPS, CITIES

LAIR (20%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1D12	20% 1, ONLY 25% GEMS-JEWELS 10% 1 / 4

ATTACKS:

2 CLAWS, 1D4
2 TUSKS, 1D8
1 TRUNK, 1D3 PLUS 6D6 POISON

DESCRIPTION:

TWO TO THREE FOOT LONG, FLYING, TWO-LEGGED, RED ELEPHANTS, WITH DRAGON FLY LIKE WINGS AND A TRUNK ENDING IN A DOUBLE STING. VERY CARNIVOROUS.

IT IS VERY HARD TO TRAIN, BUT SOME CHAOTIC RELIGIOUS ORDERS DO CAPTURE AND TRAIN THEM.

BASED ON A ROGER DEAN ILLUSTRATION.

ALL THE WORLDS' MONSTERS

ELEPHANT, FLYING

TYPE: ANIMAL

CREATED BY: DAN PIERSON

HIT	ARMOR	MOVE	FLY	SWIM	IQ	DEXT.
DICE	CLASS				RANGE	RANGE
7D8	4	1	18		1D6+5	1D6+10

ALIGNMENT: NEUTRAL, HUNGRY
 FOUND IN: WOODS, SWAMPS, AIR

WANDERING	NUMBER	PROBABILITY OF TREASURE AND TYPE
	4D4	

ATTACKS:

2 FEET, 1D6 CLAW OR 2D6 STOMP
 2 TUSKS, 3D6 (HITS -2)
 1 TRUNK, 2D8 (IF HIT +3 THEN WILL THROW VICTIM
 TEN TO FORTY FEET)

DESCRIPTION:

FOUR LEGGED GREY ELEPHANT WITH HUGE ORANGE AND
 MAGENTA BUTTERFLY WINGS. IT IS ABOUT THE SAME
 SIZE AS A REGULAR ELEPHANT. OMNIVEROUS. CANNOT
 BE TRAINED, BUT CAN SOMETIMES BE ALLIED.

BASED ON AN ILLUSTRATION BY ROGER DEAN.

EMERALD Ooze

TYPE: CLEAN-UP CREW

CREATED BY: DAVE HARGRAVE (AG 1)

HIT	ARMOR	MOVE	FLY	SWIM	IQ	DEXT.
DICE	CLASS				RANGE	RANGE
(8-16)D8+1	2+4	12			0	1D3+9

ALIGNMENT: HUNGRY
 FOUND IN: DUNGEONS, SWAMPS, CITIES

WANDERING	NUMBER	PROBABILITY OF TREASURE AND TYPE
	1D4	

ATTACKS:

1D8 PSEUDOPODS, 4D10 PLUS SPECIAL

DESCRIPTION:

A HUGE, PULSING LIQUID EMERALD. ITS DIAMETER IS
 (# HIT DICE) * 3 FEET.

EMERALD Ooze

THE Ooze IS IMMUNE TO CHOPS/CUTS, LIGHTNING, FEAR,
 CONFUSION, AND PARALYSIS. IT IS 50% MAGIC RESIS-
 TANT AND ONLY TAKES HALF DAMAGE FROM *ALL* TECH-
 NOLOGICAL WEAPONS.

ANYONE HIT BY A PSEUDOPOD TAKES THE 4D10 DAMAGE,
 PLUS THAT MUCH OF HIS BODY IS ALSO TURNED TO Ooze.
 THE NEXT MELEE TURN, ANY PART OF HIS BODY WHICH
 HAS BECOME Ooze WILL ALSO ATTACK HIM.

ERB

TYPE: DEMON

CREATED BY: STEVE HENDERSON

HIT	ARMOR	MOVE	FLY	SWIM	IQ	DEXT.
DICE	CLASS				RANGE	RANGE
(8-12)D8	2+2	12			3D6	1D6+12

ALIGNMENT: CHAOTIC
 FOUND IN: ANYWHERE

LAIR (10%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1D4	100% G
	1D4	50% G

ATTACKS:

2 PAWS, 2D6
 1 BITE, 1D10
 1 HUG, 3D6 (IF BOTH PAWS HIT)

DESCRIPTION:

MAN/LIZARD/BEAR/DEMON CROSSBREED. IT HUGS LIKE A
 WEREBEAR. IT IS 75% MAGIC RESISTANT VS. WIZARDS
 OF ELEVENTH LEVEL.

FROM "THE DYING EARTH" BY JACK VANCE.

ALL THE WORLDS' MONSTERS



FIRE NEWT



FALCON, GIANT HUNTING

TYPE: ANIMAL

CREATED BY: N. SHAPIRO

HIT DICE 28D8	ARMOR CLASS 2	MOVE 526	FLY 526	SWIM	IQ RANGE 1D6+12	DEXT. RANGE 1D6+18
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ALIGNMENT: ANY
FOUND IN: OUTDOORS, WATER, AIR

LAIR (35%) WANDERING	NUMBER 2 1	PROBABILITY OF TREASURE AND TYPE 100% A * 3
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ATTACKS:

1 STOOP (DIVE), 1D6+18
1 BEAK, 3D8
2 TALONS, 4D6

DESCRIPTION:

A GIANT, POWERFUL FALCON. ITS CRUISING SPEED IS 120 MPH AND ITS CRUISING ALTITUDE IS 8000 FEET. ITS MAXIMUM DIVE SPEED IS 460 MPH; ITS MAXIMUM ALTITUDE IS 16000 FEET. ITS CRUISING RANGE IS 300 MILES; AT TOP SPEED ITS RANGE IS 140 MILES.

FIGHTER IN MIRROR ARMOR

TYPE: HUMAN

CREATED BY: LEE GOLD (A&E 12)

HIT DICE (1-10)D8	ARMOR CLASS 2	MOVE 12	FLY	SWIM	IQ RANGE 3D6	DEXT. RANGE 2D6+6
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ALIGNMENT: ANY
FOUND IN: ANYWHERE

LAIR (15%) WANDERING	NUMBER 3D6 3D6	PROBABILITY OF TREASURE AND TYPE 100% A
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ATTACKS:

1 WEAPON, BY WEAPON TYPE

DESCRIPTION:

A NORMAL HUMAN FIGHTER WEARING MIRROR ARMOR. THE ARMOR IS ALIGNED AND REFLECTS CLERICAL OR MAGIC SPELLS. CHAOTIC MAGIC VS. LAWFUL ARMOR (OR LAWFUL

ALL THE WORLDS' MONSTERS

FIGHTER IN MIRROR ARMOR

MAGIC VS. CHAOTIC ARMOR) IS 50% REFLECTED BACK ON THE CASTER. NEUTRAL MAGIC IS 30% REFLECTED.

MAGIC WEAPONS ARE ALSO SUBJECT TO MIRROR ACTION. THE MAGICAL DAMAGE DONE BY ANY HIT MAY BE REFLECTED BACK ON THE STRIKER.

WHEN DONNING MIRROR ARMOR OF THE OPPOSITE ALIGNMENT, THE HUMAN TAKES NORMAL ALIGNMENT DAMAGE. IF HE SURVIVES, THE ARMOR WILL CHANGE TO CONFORM TO THE ALIGNMENT OF THE WEARER.

FIRE NEWT

TYPE: DRAGONKIND

CREATED BY: STEVE PERRIN

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
6D6	2+1	3			1D6+14	3D6

ALIGNMENT: LAWFUL
FOUND IN: DUNGEONS, WOODS, RIVERS, SWAMPS, CITIES

LAIR (50%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1D6 1D4	100% A 20% A

ATTACKS:

2 CLAWS, 1D2
1 BREATH, 4D6 FIRE DAMAGE

DESCRIPTION:

A LARGE TRACHODON-LOOKING AMPHIBIAN. THE DEGENERATE MEMBER OF A ONCE MIGHTY RACE. IT HAS LOST ALL MAGICAL ABILITIES DUE TO THE DEGENERACY OF ITS FORELIMBS. IMMUNE TO WANDS, STAVES, AND STONING.

FIRECLAW

TYPE: CLEAN-UP CREW

CREATED BY: STEVE HENDERSON

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
12D6	3	1			1D4	1D4+12

ALIGNMENT: NEUTRAL
FOUND IN: DUNGEONS

FIRECLAW

WANDERING	NUMBER	PROBABILITY OF TREASURE AND TYPE
	1	

ATTACKS:

2 CLAWS, 4D6 PLUS 8D10 HEAT

DESCRIPTION:

A LARGER THAN MAN-SIZED SCAVENGER WITH TWO LARGE CLAWS THAT GLOW WHITE HOT. IT REGENERATES AT ONE POINT PER TURN, EVEN INCLUDING DAMAGE FROM FIRE AND ACID. IT MUST BE KILLED LIKE A VAMPIRE.

FIRESTRIDER

TYPE: HUMANOID

CREATED BY: C. BIGGLESTONE & P. SAVOY

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
(9-12)D8	4	12			1D4+6	1D4+14

ALIGNMENT: HUNGRY
FOUND IN: DUNGEONS, OPEN, WOODS, DESERTS, WATER, CITIES

LAIR (20%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1D4 1D2	60% H 10% H

ATTACKS:

1 BREATH, (# HIT DICE)D6 FIRE IN A 1' X 60' LINE
2 CLAWED HANDS, 4D4 PLUS 4D6 FIRE
1 FLAMING WEAPON, BY WEAPON TYPE

DESCRIPTION:

A GORILLA-SIZED REPTILLIAN HUMANOID, BURNT ORANGE IN COLOR. IT ALWAYS MOVES AS IF IT IS WEARING BOOTS OF TRAVELLING AND LEAPING. IT CAN USE ITS FIRE BREATH UP TO THREE TIMES A DAY.

THE FIRESTRIDER IS IMMUNE TO FIRE AND PSIONIC ATTACKS AND IT REGENERATES LIKE A TROLL SAVE FOR DAMAGE DUE TO COLD OR ACID.

ALL THE WORLDS' MONSTERS

FLAILSPIKE

TYPE: ENCHANTED MONSTER

CREATED BY: C. BIGGLESTONE & P. SAVOY

HIT	ARMOR		IQ	DEXT.
DICE	CLASS	MOVE FLY SWIM	RANGE	RANGE
5D8	5	9	1D2+2	1D8+16

ALIGNMENT: HUNGRY
 FOUND IN: DUNGEONS, WOODS, SWAMPS

	NUMBER	PROBABILITY OF TREASURE AND TYPE
LAIR (35%)	1D4	25% F
WANDERING	1D2	

ATTACKS:

2 SPIKED TENTACLES, 1D10
 1 BITE, 4D4 PLUS DISEASE
 1 SPELL, "PASSWALL", THREE TIMES A DAY

DESCRIPTION:

A SHAMBLING, RUBBERY-GREEN HUMANOID THING WHICH IS SEVEN TO EIGHT FEET TALL. IF BOTH TENTACLES HIT THE BEAST'S OGRE STRENGTH WILL BE USED TO PULL THE VICTIM IN TO ITS MOUTH FOR AN AUTOMATIC BITE. THE BITE HAS A 10% CHANCE OF BEING DISEASED (USE THE "ARDUIN GRIMOIRE" DISEASE TABLE).

THE FLAILSPIKE IS IMMUNE TO "CONFUSION" AND "FEAR".

FLAILTAIL

TYPE: MISCELLANEOUS

CREATED BY: STEVE HENDERSON

HIT	ARMOR		IQ	DEXT.
DICE	CLASS	MOVE FLY SWIM	RANGE	RANGE
7D8	2+9	12	1D4	1D9+3

ALIGNMENT: CHAOTIC
 FOUND IN: DUNGEONS

	NUMBER	PROBABILITY OF TREASURE AND TYPE
LAIR (30%)	1D2	30% I
WANDERING	1D2	10% I

ATTACKS:

2 TAILS, 8D6
 1 PSIONIC - PSYCHIC CRUSH

FLAILTAIL

DESCRIPTION:

LARGE, UNINTELLIGENT CREATURE THAT BACKS INTO BATTLE. ITS ARMOR CLASS IS DUE TO ITS MASSIVE BUTTOCKS. IT IS IMMUNE TO PSIONICS AND STONING.

FLAMEBEAR

TYPE: ANIMAL

CREATED BY: CLINT BIGGLESTONE

HIT	ARMOR		IQ	DEXT.
DICE	CLASS	MOVE FLY SWIM	RANGE	RANGE
6D8	2+1	12	2D8+8	1D4+15

ALIGNMENT: LAWFUL
 FOUND IN: DUNGEONS, OUTDOORS, RIVERS, SWAMPS, CITIES

	NUMBER	PROBABILITY OF TREASURE AND TYPE
LAIR (30%)	2D8	100% A
WANDERING	1D4	30% A

ATTACKS:

1 BREATH, 1D10 FIRE
 2 CLAWS, 4D8
 1 BITE, 6D6

DESCRIPTION:

A HIDEOUS, DWARF-SIZED, BEAR-SHAPED CREATURE. ENTIRELY PEACEFUL UNLESS ATTACKED. IT IS COMPLETELY IMMUNE TO FIRE, WANDS, STAVES, AND STONING AND CAN WALK THROUGH WALLS USING PHASE-DOOR AS OFTEN AS IT WISHES.

FLAMEQUILL

TYPE: ANIMAL

CREATED BY: STEVE PERRIN

HIT	ARMOR		IQ	DEXT.
DICE	CLASS	MOVE FLY SWIM	RANGE	RANGE
10D8	2+2	9	1D3	2D6+6

ALIGNMENT: HUNGRY
 FOUND IN: OPEN, WOODS, RIVERS, SWAMPS, CITIES

	NUMBER	PROBABILITY OF TREASURE AND TYPE
LAIR (25%)	1D4	30% B
WANDERING	1D2	

ALL THE WORLDS' MONSTERS

FLAMEQUILL

ATTACKS:

3 QUILLS, 1D10 FIREBALL

DESCRIPTION:

A LARGE, ELEPHANTINE SCAVENGER THAT LOOKS LIKE AN OVERGROWN PORCUPINE. IT PREFERS TO BURN ITS FOOD, THEN GUM IT. IT IS IMMUNE TO STONING AND SPOKEN SPELLS.

FLAUNTFIRE

TYPE: HUMANOID

CREATED BY: C. BIGGLESTONE & P. SAVOY

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
7D8	6	12			1	1D4+12

ALIGNMENT: NONE
FOUND IN: ANYWHERE

LAIR (15%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1D6+2	100% D
	1D6+2	5% 1D3 ITEMS

ATTACKS:

1 BITE, 1D8
2 FLAMING "SWORDS", 4D6 (2D6 IF SAVED AGAINST)

DESCRIPTION:

A SEVEN FOOT TALL, GREY SKINNED, FURLESS APE. ITS "SWORDS" ARE THREE FOOT LONG FLAMES WHICH THE CREATURE CAN CREATE AT WILL. THEY ARE SAVED AGAINST AS IF THEY WERE DRAGON BREATH.

IT IS IMMUNE TO FIRE BUT SCARED OF COLD.

FOIL MONSTER

TYPE: CLEAN-UP CREW

CREATED BY: MARK NORTON (DUN 2)

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
4D8	3	6			1D4	2D6+6

ALIGNMENT: HUNGRY
FOUND IN: DUNGEONS

FOIL MONSTER

LAIR (60%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1D20	100% VARIABLE
	1D10	100% VARIABLE

ATTACKS:

1 BITE, 1D18

DESCRIPTION:

HIGHLY VORACIOUS, THIS CREATURE EATS ANYTHING AND AS A RESULT VARIOUS OBJECTS WILL BE FOUND IN ITS GULLET (ITS TREASURE). THE TREASURE WILL BE SIMILAR TO THAT OF A GELATINOUS CUBE.

USUALLY THE FOIL MONSTER IS MADE OUT OF TIN, BUT THERE IS A 20% CHANCE THAT IT WILL BE MADE OF COPPER OR SILVER. IN ANY CASE IT WILL WEIGH APPROXIMATELY THE SAME AS 500 GP AND ITS BODY CAN BE SOLD AS THAT WEIGHT OF METAL.

FOULMOUTH

TYPE: MISCELLANEOUS

CREATED BY: C. BIGGLESTONE & P. SAVOY

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
(11-16)D8	2+1	6			1D4+4	1D8+10

ALIGNMENT: HUNGRY
FOUND IN: DUNGEONS, OPEN, WOODS, WATER, CITIES

LAIR (10%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1D3	25% B
	1D3	

ATTACKS:

2 PAWS, 6D4
1 BREATH, FIFTEEN FOOT RADIUS CLOUD OF MIASMA

DESCRIPTION:

A GORILLA-SIZED FRIGHT WHICH LOOKS LIKE AN UPRIGHT AARDVARK WITH ADVANCED LEPROSY.

ALL SMELLING ITS BREATH MUST MAKE THEIR CONSTITUTION ROLL OR FAINT FOR 1D4 FULL TURNS. THOSE WHO MAKE THEIR SAVE FIGHT AT -2 FOR 1D4 FULL TURNS.

THE FOULMOUTH IS IMMUNE TO ALL CLERICAL SPELLS.

ALL THE WORLDS' MONSTERS

FOULMOUTH

IT IS A EATER OF CARRION, BUT IT IS NOT ABOVE
CREATING SOME ON ITS OWN.

FREEZETUSK

TYPE: ANIMAL

CREATED BY: CLINT BIGGLESTONE

HIT	ARMOR						
DICE	CLASS	MOVE	FLY	SWIM	RANGE	IQ	DEXT.
11D8	2+3	6			1D6		2D6+6

ALIGNMENT: HUNGRY
FOUND IN: DUNGEONS, OUTDOORS, RIVERS, SWAMPS, CITIES

LAIR (25%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	2D4 1D4	75% C

ATTACKS:

2 TUSKS, 3D6
2 HORNS, 1D12
1 BREATH, 3D6 COLD IN A CONE

DESCRIPTION:

A SMALL WALRUS WITH HORNS, TUSKS AND LEGS. IT IS
IMMUNE TO CONFUSION, WANDS, STAVES, AND COLD.

FROSTWIND

TYPE: ENCHANTED MONSTER

CREATED BY: STEVE HENDERSON

HIT	ARMOR						
DICE	CLASS	MOVE	FLY	SWIM	RANGE	IQ	DEXT.
(20-60)D8	2+6	48			1D3+15		1D6+30

ALIGNMENT: NEUTRAL
FOUND IN: DUNGEONS, MOUNTAINS

LAIR (100%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
	1	100% REFEREE OPTION

ATTACKS:

1 COLD WIND, 10D4

FROSTWIND

DESCRIPTION:

A MEDIUM SIZED WHIRLWIND OF COLD. IT FEEDS ON
COLD SPELLS AND IS IMMUNE TO MAGIC SAVE FIRE
SPELLS. IT CARRIES ITS TREASURE WITHIN A VORTEX
INSIDE ITSELF. IT WILL TRADE FOR COLD RELATED
ITEMS. IT CAN CREATE A TRIPLE-VALUED, DJINN
WHIRLWIND.

WHEN KILLED THE FROSTWIND'S TREASURE DROPS OUT OF
ITS BODY. ANYONE BENEATH IT MAY BE HURT BY THE
FALLING ITEMS.

FURIDELL

TYPE: ALIEN

CREATED BY: STEVE HENDERSON

HIT	ARMOR						
DICE	CLASS	MOVE	FLY	SWIM	RANGE	IQ	DEXT.
(13-15)D8	6	12			1D3+15		1D3+9

ALIGNMENT: NEUTRAL
FOUND IN: ANYWHERE

LAIR (75%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1D6 1D6	100% ROLL FOR TYPE 100% ROLL FOR TYPE

ATTACKS:

1-2 SPIKES, 8D6 PLUS SEE BELOW
2 CLAWS, 1D3

DESCRIPTION:

A SMALL INVADER FROM ANOTHER DIMENSION. IT LOOKS
SOMETHING LIKE A BEAVER WITH A SPIKED TAIL, WEIGH-
ING ABOUT FORTY POUNDS. IT HAS PSIONIC POWERS,
USUALLY INCLUDING ALL ATTACK AND DEFENSE MODES,
WITH A STRENGTH OF ABOUT 150 POINTS. IT HAS 6-12
PSIONIC POWERS, RANDOMLY CHOSEN. IT ALSO OFTEN
HAS TECHNOLOGICAL ITEMS.

ITS HANDS CAN HOLD DAGGERS BUT NOT SWORDS. IT HAS
ARTIFICIALLY MUTATED ITS BODY TO BE ABLE TO CHARGE
ITS SPIKES WITH ANY OF THE FOLLOWING: "FIRE",
"COLD", "LIGHTNING", "DISINTEGRATION", "DEATH",
AND "FLESH-TO-STONE". DUE TO ITS BIOLOGICAL MAS-
TERY, IT IS IMMUNE TO NORMAL WEAPONS.

ALL THE WORLDS' MONSTERS

FURIDELL

VERY OFTEN THE FURIDELL WILL BE ACCOMPANIED BY OTHER CREATURES WHICH IT HAS UNDER ITS PSIONIC CONTROL. IT WILL USE THESE CREATURES AS "CANNON FODDER" TO SOFTEN A PARTY UP BEFORE IT CLOSES TO DO BATTLE ITSELF. USUALLY THE FODDER CREATURES ARE A MIXTURE OF SEVERAL DIFFERENT TYPES.

FURY

TYPE: ENCHANTED MONSTER

CREATED BY: WAYNE SHAW

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
6D8+1	-2	20	40		2D6+6	1D6+12

ALIGNMENT: NEUTRAL
FOUND IN: ANYWHERE

LAIR (10%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1D4	100% B

ATTACKS:

2 CLAWS, 1D8
1 GAZE, SAVE VS. MAGIC OR FLESH ROTTED FROM BONES

DESCRIPTION:

APPEARS AS A DEMONIC FEMALE WITH BRONZE WINGS AND CLAWS. SHE CAN TURN INVISIBLE OR POLYMORPH INTO A HUMANOID FEMALE. OFTEN USED AS A PUNISHER BY DEMI-GODS AND SUCH. SHE HAS THE SENSING ABILITY OF AN ONYX DOG. ONCE SHE IS ATTACKED, SHE NEVER STOPS FIGHTING UNTIL EITHER SHE OR HER OPPONENT IS SLAIN.

FUZZY

TYPE: ENCHANTED MONSTER

CREATED BY: PAUL JAQUAYS (DUN 2)

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
2D8	7		3		2D6	2D6

ALIGNMENT: CHAOTIC
FOUND IN: ANYWHERE

FUZZY

LAIR (60%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	4D6	100% D

ATTACKS:

1 PSIONIC, "MIND BLAST"
2 STINGS, 2D6 PLUS PARALYZATION (SEE BELOW) OR
3 CONSTRICTIONS, 1D3 PER TURN AFTER HIT OR
3 WEAPONS, BY WEAPON TYPE

DESCRIPTION:

A LESS IMPOSING MEMBER OF THE BEHOLDER CLASS. IT HAS THE SAME SPHERICAL BODY AND CENTRAL EYE BUT NOT THE TEN OTHER EYES. ITS BODY IS FURRY AND HAS THREE PREHENSILE TENTACLES WHICH DANGLE BENEATH AS IT HOVERS. THE BODY IS ONE TO TWO FEET IN DIAMETER AND THE TENTACLES ARE USUALLY THREE TO FOUR FEET LONG, THOUGH THEY MAY BE WITHDRAWN INTO THE BODY OR EXTENDED UP TO TEN FEET AS THEY STING.

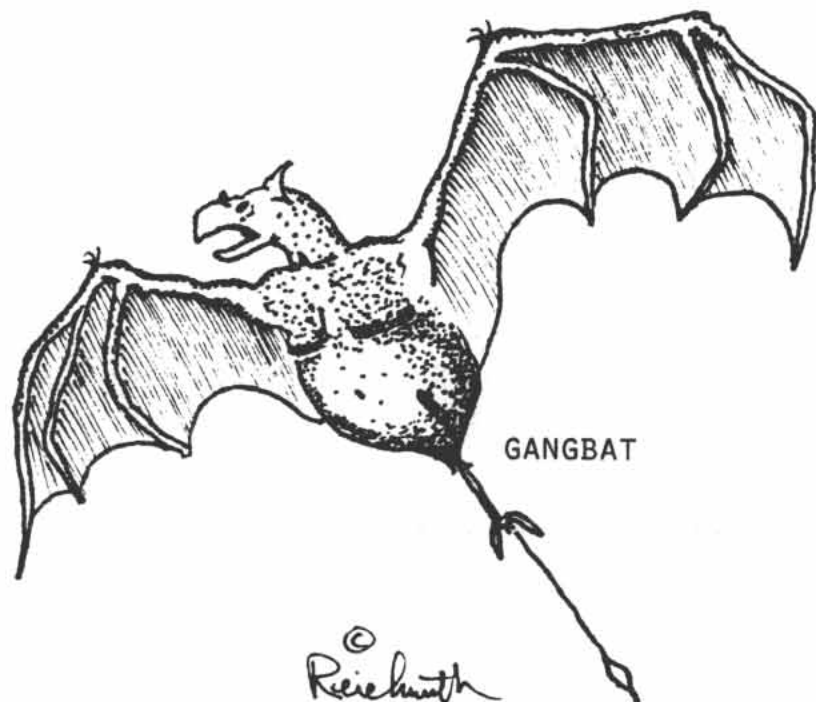
THE STING IS SIMILAR TO AN ELECTRIC EEL SHOCK PLUS, IF A SAVING THROW IS NOT MADE, THE VICTIM IS PARALYZED FOR THE SAME NUMBER OF TURNS AS HIT POINTS TAKEN. AFTER IT HITS IT CAN CONSTRICT DOING AN AUTOMATIC 1D3 PER MELEE TURN. THE STING CAN ONLY BE USED TWICE A DAY.

A LIVE FUZZY CAN REGENERATE TENTACLE HITS AS A TROLL. THE TENTACLES HAVE ONE HIT POINT EACH.

IF IT USES A WEAPON, IT ATTACKS AS A THIRD LEVEL FIGHTER WITH -1 HIT PROBABILITY. THE FUZZY CAN COMBINE ITS VARIOUS FORMS OF ATTACK, USING EACH TENTACLE FOR A DIFFERENT ONE.

THE FUZZY HAS FIFTY PSIONIC STRENGTH POINTS BUT MAY ONLY USE "MIND BLAST" AND "THOUGHT SHIELD".

ALL THE WORLDS' MONSTERS



GANGBAT

GANGBAT

TYPE: ANIMAL

CREATED BY: GLENN BLACOW (A&E 12)

HIT DICE 1D2	ARMOR CLASS 9	MOVE FLY 30	SWIM	IQ RANGE 1D6	DEXT. RANGE 2D6+6
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ALIGNMENT: HUNGRY
FOUND IN: ANYWHERE

LAIR (25%) WANDERING	NUMBER 40D20 40D20	PROBABILITY OF TREASURE AND TYPE
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ATTACKS:

1 BITE, 1D3

DESCRIPTION:

A SMALL, FLYING ANIMAL, SIMILAR TO A BAT. IT ALWAYS ATTACKS AS PART OF A HORDE.

GERD

TYPE: ANIMAL

CREATED BY: SCOTT MC CARTNEY

HIT DICE 4D8+1	ARMOR CLASS 6	MOVE FLY 6	SWIM 1	IQ RANGE 6	DEXT. RANGE 1D3+8
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ALIGNMENT: ANY
FOUND IN: OUTDOORS, RIVERS

LAIR (15%) WANDERING	NUMBER 2D8 1D10	PROBABILITY OF TREASURE AND TYPE
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ATTACKS:

2 HOoves, 1D6
2 HORNS, 1D4

DESCRIPTION:

A SIX-LEGGED BEAST, LARGER THAN A HORSE AND RESEMBLING A DOG. IT IS HALF AGAIN AS BIG AS A DOTTLER. IT HAS A MASSIVE, DOUBLE HORN PROTRUDING FROM ITS HEAD. THE GERD IS QUITE RARE AND WHEN TAMED, IT IS LOYAL TO THE DEATH.

ALL THE WORLDS' MONSTERS

GHOST CRAB

TYPE: UNDEAD

CREATED BY: DAVE HARGRAVE (AG 1)

HIT	ARMOR				IQ	DEXT.
DICE	CLASS	MOVE	FLY	SWIM	RANGE	RANGE
(5-9)D8+1	2+2	10		15	1D4	1D3+17

ALIGNMENT: HUNGRY
 FOUND IN: DESERTS, SEAS

WANDERING NUMBER PROBABILITY OF TREASURE AND TYPE
 1D4

ATTACKS:

2 CLAWS, 4D6 TO 4D10 DEPENDING ON SIZE
 PLUS 1 LIFE-LEVEL DRAIN
 1 BITE, 3D6 TO 4D8 DEPENDING ON SIZE
 PLUS 1 LIFE-LEVEL DRAIN

DESCRIPTION:

A GIANT, TRANSLUCENT CRAB WITH HUGE SERRATED CLAWS AND A GRINNING BEFANGED MOUTH. IT IS FOUND IN SUNKEN CITIES, DRIED UP SEA BEDS, SALTON SEAS, ETC.

ITS HAS +5 SAVING THROWS AGAINST ALL FORMS OF CLERICAL MAGIC AND IT COMPLETELY IMMUNE TO FEAR, CONFUSION, AND PARALYSIS. IT CAN ONLY BE HIT BY MAGICAL WEAPONS.

THE DAMAGE DONE BY ITS BITE REPRESENTS THE AMOUNT OF THE VICTIM WHICH IS EATEN BY THE CRAB. IT ONLY BITES IF ONE OF MORE OF ITS CLAWS HITS AND THE VICTIM IS UNABLE TO ESCAPE ITS GRASP.

GHOSTLY HOWLER

TYPE: ANIMAL

CREATED BY: C. BIGGLESTONE & P. SAVOY

HIT	ARMOR				IQ	DEXT.
DICE	CLASS	MOVE	FLY	SWIM	RANGE	RANGE
12D6+1	4	15			1D4	1D4+14

ALIGNMENT: HUNGRY
 FOUND IN: ANYWHERE

WANDERING NUMBER PROBABILITY OF TREASURE AND TYPE
 1D2

GHOSTLY HOWLER

ATTACKS:

1 BITE, 8D8
 1 SONIC, DEAFENS

DESCRIPTION:

A MANSIZED BULLDOG WITH SABRE-LIKE FANGS. IT TRAVELS IN THE ETHERIAL, ENTERING THE NORMAL PLANE TO ATTACK.

THE DEAFENING EFFECT OF ITS HOWL HAS A FORTY FOOT RADIUS AND LASTS 2D10 MELEE ROUNDS, 1D10 ROUNDS IF A SAVE VS. WANDS IS MADE. WHEN IT HOWLS IN THE ETHERIAL PLANE, THE SOUND MAY BE HEARD AS MUCH AS A HALF A MILE AWAY, BUT IT DOES NOT HAVE THE DEAFENING EFFECT.

THE GHOSTLY HUNTER IS IMMUNE TO LIGHTNING AND SONIC ATTACKS.

GHOSTSHARK

TYPE: ENCHANTED MONSTER

CREATED BY: C. BIGGLESTONE & P. SAVOY

HIT	ARMOR				IQ	DEXT.
DICE	CLASS	MOVE	FLY	SWIM	RANGE	RANGE
(5-7)D8	4			15	1	1D6+10

ALIGNMENT: HUNGRY
 FOUND IN: ANYWHERE

WANDERING NUMBER PROBABILITY OF TREASURE AND TYPE
 1

ATTACKS:

1 BITE, 4D10

DESCRIPTION:

A SHARK WHICH "SWIMS" ON THE ETHERIAL PLANE BUT CAN BITE INTO NORMAL SPACE. IT CAN ONLY BE STRUCK BY AN ETHERIAL ATTACKER. THE SHARK IS TOO DUMB TO TRY TO ESCAPE WHEN ATTACKED, BUT IT IS USUALLY CONTENT WITH A SINGLE MAN-SIZED KILL.

EVERY TIME IT BITES THERE IS A 5% CHANCE THAT 1D4 ADDITIONAL GHOSTSHARKS WILL BE ATTRACTED TO THE SCENE OF BATTLE.

ALL THE WORLDS' MONSTERS

GLITCH

TYPE: MISCELLANEOUS

CREATED BY: C. PETTUS (A&E 18)

HIT	ARMOR		IQ	DEXT.
DICE	CLASS	MOVE FLY SWIM	RANGE	RANGE
1D8+4	9	12	2D6+6	2D6+6

ALIGNMENT: NONE
 FOUND IN: DUNGEONS

WANDERING NUMBER PROBABILITY OF TREASURE AND TYPE
 1

DESCRIPTION:

APPEARS AS A ONE INCH DIAMETER BALL OF FUR, SIMILAR TO A TRIBBLE. THE GLITCH IS COMPLETELY PACIFISTIC BUT FASCINATED BY COMBAT. IF ANY FIGHTING BREAKS OUT WITHIN THIRTY FEET OF A GLITCH, EACH COMBATANT MUST MAKE A SAVING THROW VS. MAGIC, OR STOP FIGHTING (NEITHER WEAPONS NOR SPELLS MAY BE USED). THIS EFFECT CONTINUES UNTIL EITHER THE FIGHT OR THE GLITCH MOVES AWAY.

WHEN OBSERVING A BATTLE, THE GLITCH TRYs TO "HIDE IN SHADOWS" (65% CHANCE OF SUCCESS). IF ATTACKED THE GLITCH WILL TELEPORT AWAY, EXACTLY AS A BLINK DOG BLINKS DOES.

GODSTALKER

TYPE: ANIMAL

CREATED BY: C. BIGGLESTONE & P. SAVOY

HIT	ARMOR		IQ	DEXT.
DICE	CLASS	MOVE FLY SWIM	RANGE	RANGE
(13-16)D8	5	9	1D4+6	1D6+12

ALIGNMENT: HUNGRY
 FOUND IN: DUNGEONS, OPEN, WOODS, DESERTS, WATER, CITIES

LAIR (40%) NUMBER PROBABILITY OF TREASURE AND TYPE
 WANDERING 1 75% H

ATTACKS:

1 TONGUE, 4D4 PLUS 8D6 ACID
 2 CLAWS, 5D6

GODSTALKER

DESCRIPTION:

A THIRTY FOOT LONG, HIDEOUS SNAKE WITH TWO FRONT LEGS, EACH TERMINATING IN FIVE LARGE SHARP CLAWS. THE TONGUE IS HOLLOW AND WHEN IT STRIKES IT INJECTS THE ACID INTO THE VICTIM'S BODY. ITS FAVORITE FOOD IS THE FLESH OF HORSES, MULES, AND CATTLE, BUT IT IS MOST WILLING TO TRY THE FLESH OF MEN OR DRAGONS.

THE GODSTALKER IS IMMUNE TO STONING, FIRE AND LIGHTNING AND IT HAS VAMPIRE-LIKE REGENERATION. IT IS NEVER FOUND IN COLD AREAS.

GOLCÖDULUS

TYPE: ANIMAL

CREATED BY: KAJ & CECIL NURSE (DUN 4)

HIT	ARMOR		IQ	DEXT.
DICE	CLASS	MOVE FLY SWIM	RANGE	RANGE
2D8	4	18	2D6	2D6+6

ALIGNMENT: CHAOTIC
 FOUND IN: DUNGEONS

WANDERING NUMBER PROBABILITY OF TREASURE AND TYPE
 10D6

ATTACKS:

1 BITE, 1D6
 1 BREATH, 1D6 ACID AND FIRE
 1D4 TAIL WHIPS, 1D4

DESCRIPTION:

A DOG-LIKE CREATURE WITH A LARGE HEAD AND MOUTH PACKED WITH TEETH; A SHORT, MUSCULAR BODY AND A LONG WHIP-LIKE TAIL. IT IS THE PET OF THE ONDOCULI WITH 1D6 ACCOMPANYING EACH ONDOCULUS. CLERICAL TYPES CAN SUMMON UP LARGE NUMBERS OF THEM IF IN TROUBLE. THE GOLCÖDULUS HAS A KEEN SENSE OF SMELL AND IS VERY DIFFICULT TO SURPRISE OR ESCAPE FROM.

ITS BREATH IS A COMBINATION OF ACID AND FIRE. THE COMBINATION CAUSES THE ARMOR CLASS OF THE VICTIM OF THE BREATH TO BE LOWERED BY TWO CLASSES WHEN RESOLVING THE OUTCOME OF BEING BREATHED UPON. THE BREATH TAKES THE FORM OF A CONE, THREE FEET LONG AND WIDE AT THE BASE AND IS ONLY BE USEABLE IN

ALL THE WORLDS' MONSTERS

GOLCÖDULUS

MELEE. A FAVORITE TACTIC IS TO SIEZE HOLD OF A PERSON AND THEN BREATHE THROUGH ITS TEETH FOR AN AUTOMATIC BREATH HIT. THE VICTIM'S SAVING THROW IS LESS THAN OR EQUAL TO HIS STRENGTH TO PREVENT THE GOLCÖDULUS FROM HANGING ON AFTER IT BITES.

THE TAIL CAN HIT 1D4 TIMES PER TURN, BUT CANNOT HIT SOMEONE WHO IS HELD IN THE GOLCÖDULUS' JAWS.

THE LARGER, MORE INTELLIGENT MEMBERS OF THIS SPECIES CAN WALK PARTIALLY UPRIGHT ON TWO LEGS AND SPEAK A ROUGH FORM OF ONDOCÖLUM.

GOLDSHELL

TYPE: ANIMAL

CREATED BY: STEVE HENDERSON

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
(16-20)D8	2+8	12			1D4	1D3+12

ALIGNMENT: NEUTRAL
FOUND IN: DUNGEONS

WANDERING	NUMBER	PROBABILITY OF TREASURE AND TYPE
	1	

ATTACKS:

3 CLAWS, 1D10
1 TUSK, 3D4
5 PINCERS, 4D6

DESCRIPTION:

A SHELLED ANIMAL, RATHER LIKE AN ARMADILLO WITH EXTRA LEGS AND PINCERS. FOR ALL OF THAT IT IS VERY BEAUTIFUL AND GRACEFUL, WITH A GOLDEN SHEEN COVERING ITS SHELL. IT NORMALLY DWELLS ON THE ETHEREAL PLANE, MOVING 24 INCHES PER TURN THERE. IT IS IMMUNE TO COLD.

ONCE IT DETECTS A VICTIM, IT WILL FOLLOW HIM UNTIL IT GETS A CHANCE TO SLAY HIM FOR FOOD. IT IS CARNIVOROUS AND ITS FAVORITE PREY IS THE PHASE SPIDER.

THE HIT DIE RANGE GIVEN IS TYPICAL, BUT LARGER SPECIMENS CAN OCCUR.

GOLEM, DUST

TYPE: ENCHANTED MONSTER

CREATED BY: JERRY JACKS

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
6D8	2+2	4			1D8	3D6

ALIGNMENT: CHAOTIC, NEUTRAL
FOUND IN: DUNGEONS, OUTDOORS, RIVERS, SWAMPS, CITIES

LAIR (10%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1	10% A

ATTACKS:

1 PUNCH, 4D10

DESCRIPTION:

LIES IN AN AREA AS A DUST HEAP UNTIL THE AREA IS ENTERED, THEN IT FORMS INTO A VAGUELY MANSHAPED COLUMN OF DUST. COLD CAN SLOW IT, BUT FIRE RE-STORES IT. HOWEVER, FIRE MAKES IT MORE SOLID AND GLASSY AND REDUCES ITS ARMOR CLASS TO 2. IT TAKES THREE MELEE TURNS TO FORM INTO A COLUMN, BUT IT IS COMPLETELY INVULNERABLE WHILE DOING SO.

GOLEM, GARLIC BREAD

TYPE: ENCHANTED MONSTER

CREATED BY: ANDERS SWENSON

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
6D8	4	6			0	2D6+6

ALIGNMENT: ANY
FOUND IN: DUNGEONS, CITIES

LAIR (40%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1D4	100% A

ATTACKS:

1 BITE, 1D6
1 GARLIC BREATHE, 4D6 POISON

DESCRIPTION:

LOOKS LIKE A MAN-SHAPED LOAF OF GARLIC BREAD. IT IS IMMUNE TO ALL MAGIC. FIRE INCREASES THE DAMAGE

ALL THE WORLDS' MONSTERS

GOLEM, GARLIC BREAD

OF ITS BITE BY 1D4. IT CAN ONLY BE STRUCK BY AN EDGED WEAPON OF +1 OR BETTER. ITS VICTIMS WILL STINK OF GARLIC. THE GARLIC BREAD GOLEM IS USUALLY FOUND CARRYING A SACK FILLED WITH STARDUST POTATOES (Q.V.) WHICH IT USES AS MISSILES.

MAINLY FOUND IN PIZZERIAS.

GOLEM, WAX

TYPE: ENCHANTED MONSTER

CREATED BY: MERLE DAVENPORT (DUN 1)

HIT POINTS	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
75	7	8			1D4	1D6+6

ALIGNMENT: ANY
FOUND IN: DUNGEONS, CITIES

LAIR (25%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1D4	1D4

ATTACKS:

1 HIT, 2D6 OR BY WEAPON TYPE

DESCRIPTION:

IF A WAX GOLEM IS MELTED, IT WILL REFORM BACK INTO ITS ORIGINAL SHAPE UNLESS ALSO BURNED. NON-FLAME WEAPONS HAVE A 10% CHANCE OF GETTING TEMPORARILY STUCK IN ITS BODY WHEN THEY HIT AND A 5% CHANCE OF GETTING STUCK PERMANENTLY. FLAMING WEAPONS HAVE A 5% CHANCE OF GETTING TEMPORARILY STUCK AND THERE IS A 5% CHANCE THAT ITS FLAME WILL BE SMOTHERED BY MELTED WAX. THE GOLEM CANNOT BE KILLED BY HACKING OR CUTTING, ONLY MAIMED.

THERE IS ONLY A 5% CHANCE THAT A HIT BY A MISSILE WILL DO ANY DAMAGE TO THE GOLEM DUE TO THE ABSORPTIVE POWERS OF THE WAX.

A "COLD" SPELL INCREASES THE GOLEM'S ARMOR CLASS TO ZERO AND SLOWS ITS MOVEMENT TO FOUR INCHES, HOWEVER A SOLID BLOW TO THE GOLEM IN THIS STATE WILL SHATTER AND KILL IT.

GOLEM, WOOD

TYPE: ENCHANTED MONSTER

CREATED BY: GLEN TAYLOR (DUN 3)

HIT POINTS	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
50	1	9			1D4	1D6+6

ALIGNMENT: NEUTRAL
FOUND IN: DUNGEONS, OPEN, WOODS, RIVERS, SWAMPS, CITIES

LAIR (10%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1D3	1D3

ATTACKS:

1 WEAPON, BY WEAPON TYPE +4 DAMAGE

DESCRIPTION:

CREATED BY ELEVENTH LEVEL OR HIGHER DRUIDS. IT MUST BE CONSTRUCTED OF WOOD THAT HAS DIED A NATURAL DEATH (NOT BY FIRE, DISEASE, OR BEING CHOPPED DOWN). IT TAKES 1D4+4 WEEKS TO CONSTRUCT.

IT CAN USE ANY WEAPON USEABLE BY A DRUID. FIRE DOES DOUBLE DAMAGE BUT THE GOLEM CAN RECEIVE FIRE RESISTANCE FROM POTIONS OR SPELLS. COLD ACTS AS A "SLOW" SPELL. LIGHTNING HAS A 20% CHANCE OF KILLING IT, ELSE IT HAS NO EFFECT.

THERE IS A 30% CHANCE THAT THE GOLEM WILL FLEE IF FIRE IS USED AGAINST IT. THIS IS TESTED EACH MELEE ROUND AFTER THE FIRST USE OF FIRE.

THE GOLEM IS IMMUNE TO NON-MAGICAL WEAPONS.

GRABTUSK

TYPE: ANIMAL

CREATED BY: STEVE HENDERSON

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
(7-9)D8	6	9	15		1D3	1D4+14

ALIGNMENT: CHAOTIC
FOUND IN: OPEN, WOODS, MOUNTAINS

LAIR (5%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1D3	100% D

ALL THE WORLDS' MONSTERS

GRABTUSK

ATTACKS:

2 TENTACLES, 4D6
1 TUSK, 4D6
2 BITES, 3D4

DESCRIPTION:

A VERY LARGE, TWO-HEADED, FLYING CREATURE. IT LIKES TO PICK UP CREATURES WITH A TENTACLE AND IMPALE THEM ON ITS CENTRAL TUSK TO MAKE SURE THAT THEY ARE DEAD. IT IS IMMUNE TO FEAR, STONING, AND TO ALL SPOKEN SPELLS.

GRAZAN

TYPE: ANIMAL

CREATED BY: ROGER HARVEY

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
4D8+1	4	6	12		1D6+6	1D6+3

ALIGNMENT: NEUTRAL
FOUND IN: MOUNTAINS, AIR

LAIR (5%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1D10 1D4	100% C 25% 1D8 GP EACH

ATTACKS:

1 PECK, 1D4
2 CLAWS, 1D3

DESCRIPTION:

SIX TO SEVEN FEET TALL, THE GRAZAN HAS THE HEAD OF A BIRD, A HUMANOID BODY WITH TALONED BIRD FEET, AND BAT-LIKE WINGS WHICH HAVE A SIX FOOT WING-SPREAD.

GREMLIN

TYPE: HUMANOID

CREATED BY: R. SCHWALL

HIT POINTS	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
1	9		12		20	20

GREMLIN

ALIGNMENT: NEUTRAL
FOUND IN: ANYWHERE

WANDERING NUMBER
1D100

PROBABILITY OF TREASURE AND TYPE

DESCRIPTION:

THE GREMLIN HAS A MAGICAL ABILITY TO STAY OUT OF SIGHT AND TO RENDER MECHANISMS INOPERATIVE. IF THE DAMAGE IS DISCOVERED BEFORE THE DEVICE IS OPERATED, IT MAY BE REPAIRED. THE ONLY WAY TO GET RID OF THE GREMLINS IS TO THROW THE DEVICE AWAY, BUT OTHER, NEARBY MACHINERY MAY HAVE BEEN ALREADY INFESTED WITH THEM.

GREY HORROR

TYPE: GIANT INSECT

CREATED BY: DAVE HARGRAVE (AG 1)

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
(3-8)D8+1	5-3	24			1D6	1D6+15

ALIGNMENT: HUNGRY
FOUND IN: DUNGEONS, WOODS, DESERTS, SWAMPS

LAIR (95%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	2D12 2D12	

ATTACKS:

2 CLAWS, 1D8 TO 3D6 DEPENDING ON SIZE
1 BITE, 1D4 TO 1D12 DEPENDING ON SIZE
1 STING, 1D3 TO 1D8 DEPENDING ON SIZE
PLUS (# HIT DICE)D6 VENOM

DESCRIPTION:

A CROSS BETWEEN A GIANT SCORPION AND A SPIGA (GIANT SPIDER). IT IS (# HIT DICE) * 3 FEET LONG AND THE COLOR OF GREY GUN METAL.

THE HORROR IS COMPLETELY IMMUNE TO VENOM AND POISON AND ONLY TAKES HALF DAMAGE FROM ACID, FIRE, AND COLD.

HOBBIT SIZED VICTIMS OF ITS VENOM WILL DISSOLVE AT 3D6 PER TURN (NO SAVE). MAN SIZED AND LARGER WILL BE PARALYZED.

ALL THE WORLDS' MONSTERS

GRIFFOPOTOMUS

TYPE: FLYER

CREATED BY: C. ULRICH (A&E 16)

HIT	ARMOR		IQ	DEXT.
DICE	CLASS	MOVE FLY SWIM	RANGE	RANGE
5D8+2	4	12 15	1D6+6	2D6+6

ALIGNMENT: NEUTRAL
 FOUND IN: DUNGEONS, RIVERS, AIR

WANDERING	NUMBER	PROBABILITY OF TREASURE AND TYPE
	2D8	

ATTACKS:

1 BITE, 2D6
 2 CLAWS, 1D6

DESCRIPTION:

A HIPPOPOTAMUS WITH EAGLE-LIKE WINGS AND CLAWS. IT IS A VERY FIERCE FIGHTER, THOUGH IT USUALLY WILL NOT ATTACK UNLESS PROVOKED. IT IS A VEGETARIAN.

GRIFYLISK

TYPE: ANIMAL

CREATED BY: DAVE HARGRAVE

HIT	ARMOR		IQ	DEXT.
DICE	CLASS	MOVE FLY SWIM	RANGE	RANGE
5D8+2	4	10 18	2D6	2D6+6

ALIGNMENT: CHAOTIC
 FOUND IN: ANYWHERE

LAIR (25%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	2D6 1D6	100% F

ATTACKS:

1 BITE, 2D4 PLUS STONING
 2 CLAWS, 2D6 PLUS STONING
 1 GAZE, STONING

DESCRIPTION:

A GRIFFON WITH A BASILISK HEAD.

GROANER

TYPE: HUMANOID

CREATED BY: DAVE HARGRAVE

HIT	ARMOR		IQ	DEXT.
DICE	CLASS	MOVE FLY SWIM	RANGE	RANGE
1D4	6	6	3D6	3D6

ALIGNMENT: NEUTRAL
 FOUND IN: DUNGEONS, OUTDOORS, RIVERS, SWAMPS, CITIES

LAIR (30%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1D12 1D6	100% D 20% D

ATTACKS:

1 BITE, 1D3
 1 MOAN, SYMPATHY (SEE BELOW)

DESCRIPTION:

WAILING, GROANING, MOANING, DIRTY, DISHEVELED-LOOKING HUMANOID, RESEMBLING VERY SMALL HOBBITS. VERY SMELLY. THEIR SELF-PITYING WAIL CAUSES ALL OF FOUR DICE TO LESS TO BECOME SORRY FOR THEM. FEED THEM, AND GIVE THEM MONEY OR LITTLE GADGETS. ALL ABOVE FOURTH LEVEL GET A SAVING THROW VS. THE WAIL, THOUGH THEY ARE STILL SYMPATHETIC. IF THEY FEEL THAT THEY HAVE FOUND A SOFT TOUCH, THEY WILL HANG AROUND A PARTY WITHOUT CONTRIBUTING ANYTHING, SOMEWHAT LIKE A DENEBIAN SLIME DEVIL.

GROND

TYPE: ANIMAL

CREATED BY: DAVE HARGRAVE

HIT	ARMOR		IQ	DEXT.
DICE	CLASS	MOVE FLY SWIM	RANGE	RANGE
(3-5)D8+1	7	6	2D6	2D6+6

ALIGNMENT: LAWFUL, NEUTRAL
 FOUND IN: DUNGEONS, OUTDOORS, RIVERS, SWAMPS, CITIES

LAIR (40%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1D12 1D6	100% B

ATTACKS:

10 QUILLS, 1D3 PLUS 3D6 POISON

ALL THE WORLDS' MONSTERS

GROND

DESCRIPTION:

SIX FOOT TALL, ERECT, BADGER-LOOKING BEAST WITH 120-180 PORCUPINE-LIKE QUILLS ON ITS BACK. OMNI-VOROUS AND FRIENDLY IF NOT PROVOKED. IT WILL FIRE QUILLS IN BUNCHES OF TEN TO A RANGE OF SIXTY FEET.

GRUBBER

TYPE: INSECT

CREATED BY: LEE GOLD (A&E 13)

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
7D8	3	6			1D6	2D6+6

ALIGNMENT: HUNGRY
FOUND IN: DUNGEONS, WOODS, RIVERS, SWAMPS, CITIES

WANDERING NUMBER PROBABILITY OF TREASURE AND TYPE
2D6

ATTACKS:

2 CLAWS, 1D8, +1 HIT PROBABILITY

DESCRIPTION:

THE CATERPILLER FORM OF THE NYOSAN BUTTERFLY. IT EATS ANYTHING ORGANIC AND CAN OPEN ARMOR WITH ITS CLAWS. THE GRUBBER IS DEAD WHITE IN COLOR WITH LOATHSOME GREEN BANDS AT ITS BODY JOINTS.

OCCASIONALLY FOUND WITH RUST MONSTERS.

GRULD

TYPE: HUMANOID

CREATED BY: SKIP DAVIS

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
(1-10)D8	3	6			3D6	2D6+6

ALIGNMENT: CHAOTIC-EVIL
FOUND IN: DUNGEONS, OPEN, WOODS, SWAMPS, CITIES

LAIR (25%) NUMBER PROBABILITY OF TREASURE AND TYPE
WANDERING 3D100 65% D
6D4 45% 1D6 GP EACH

GRULD

ATTACKS:

1 WEAPON, BY WEAPON TYPE

DESCRIPTION:

A THREE FOOT TALL HUMANOID WITH ALLIGATOR-LIKE SKIN. ITS SKIN HAS THE COLOR AND SMELL OF MILDEWED LEATHER, BUT IS VERY HARD. THE HEAD HAS TWO TUSKS PROJECTING FROM THE MOUTH, OVER THE NOSE AND THEN MERGING INTO ONE FLAT, BONY SKULL CAP WHICH PROJECTS DOWN OVER THE BACK AND SIDES OF THE HEAD, FINALLY JOINING WITH THE COLLAR BONES. THIS SKULL CAP FORMATION PREVENTS THE GRULD FROM EVER TURNING ITS HEAD, BUT IT IS AS STRONG AS A STEEL FIGHTING HELM. THE GRULD'S MOUTH IS HINGED BELOW THE TUSK FORMATION.

THE GRULD'S ARMS ARE FIVE INCHES FROM SHOULDER TO ELBOW AND TEN INCHES FROM ELBOW TO THE HAND. THE ELBOW IS A UNIVERSAL BALL-JOINT, SO THE GRULD CAN STRIKE WITH IT IN ANY DIRECTION, EVEN SPINNING IT LIKE A WINDMILL.

THE GRULD IS DRIVEN BESERK BY THE SIGHT OF BLOOD, WILL IMMEDIATELY ATTACK ANYTHING THAT IS BLEEDING, EVEN ONE OF ITS OWN GROUP.

ITS FAVORITE WEAPONS ARE AXES AND SAW-TOOTHED SCIMITARS AND IT USUALLY CARRIES A SHIELD. DUE TO ITS NATURAL ARMOR CLASS OF 3 AND ITS SKULL CAP, THE GRULD NEVER WEAR ARMOR.

GUTORBYN

TYPE: ANIMAL

CREATED BY: DAN PIERSON

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
3D8	6	2	24		1D4	1D6+10

ALIGNMENT: NEUTRAL, HUNGRY
FOUND IN: MOUNTAINS, AIR

LAIR (15%) NUMBER PROBABILITY OF TREASURE AND TYPE
WANDERING 2D15
1D10

ALL THE WORLDS' MONSTERS

GUTORRBYN

ATTACKS:

2 CLAWS, 1D3
 1 BITE, 2D12
 2 TALONS, 1D6; IF HITS +2 WITH BOTH WILL PICK UP VICTIM

DESCRIPTION:

MAN-SIZED, BAT-WINGED, FURRY HORROR WITH A FORKED TAIL AND LONG HEAD WITH A DOUBLE ROW OF TEETH. THE CLAWS ARE HALFWAY UP THE WINGS.

IT WILL ATTEMPT TO CARRY ITS VICTIM TO ITS LAIR AND EAT HIM OR FEED HIM TO ITS YOUNG. ON A MIGRATION (NUMBERING 10D10), IT WILL CARRY ITS VICTIM TO A NEARBY HIGH PLACE TO CONSUME HIM.

IT FEARS VIOLENT STORMS AND EXCESSIVE WARMTH. IT LIKES COLD AND MEAT.

FROM "ICEWORLD" BY ALAN DEAN FOSTER.

GYRAPHONT

TYPE: MISCELLANEOUS

CREATED BY: JEFF PIMPER

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
10D10	3+3	10			2D6	1D6+14

ALIGNMENT: CHAOTIC
 FOUND IN: ANYWHERE

LAIR (5%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1D2 1	5% H

ATTACKS:

4 LARGE PINNERS, 4D6
 6 MEDIUM PINNERS, 2D8
 10 SMALL PINNERS, 1D10

DESCRIPTION:

A SPECIES OF LOBSTER-GHOUL WHICH DWELLS IN TOMBS AND DEVOURS THE SOULS OF ITS VICTIMS. IT IS AT LEAST TEN FEET TALL, COVERED IN RED CHITINOUS ARMOR THAT GLOWS IN THE DARK AND HAS 27 LIMBS WHICH END IN SHARP, POWERFUL PINNERS. IT HAS FROM

GYRAPHONT

NINE TO THIRTEEN EYES SO THAT IT CAN SEE IN ALL DIRECTIONS AND ATTACK SEVERAL TARGETS AT ONCE.

THE GYRAPHONT HAS THE ABILITY TO "DIMENSION DOOR" ITSELF AND ANYTHING IT TOUCHES TO ANY PLACE THAT IT IS FAMILIAR WITH, WITH 100% ACCURACY.

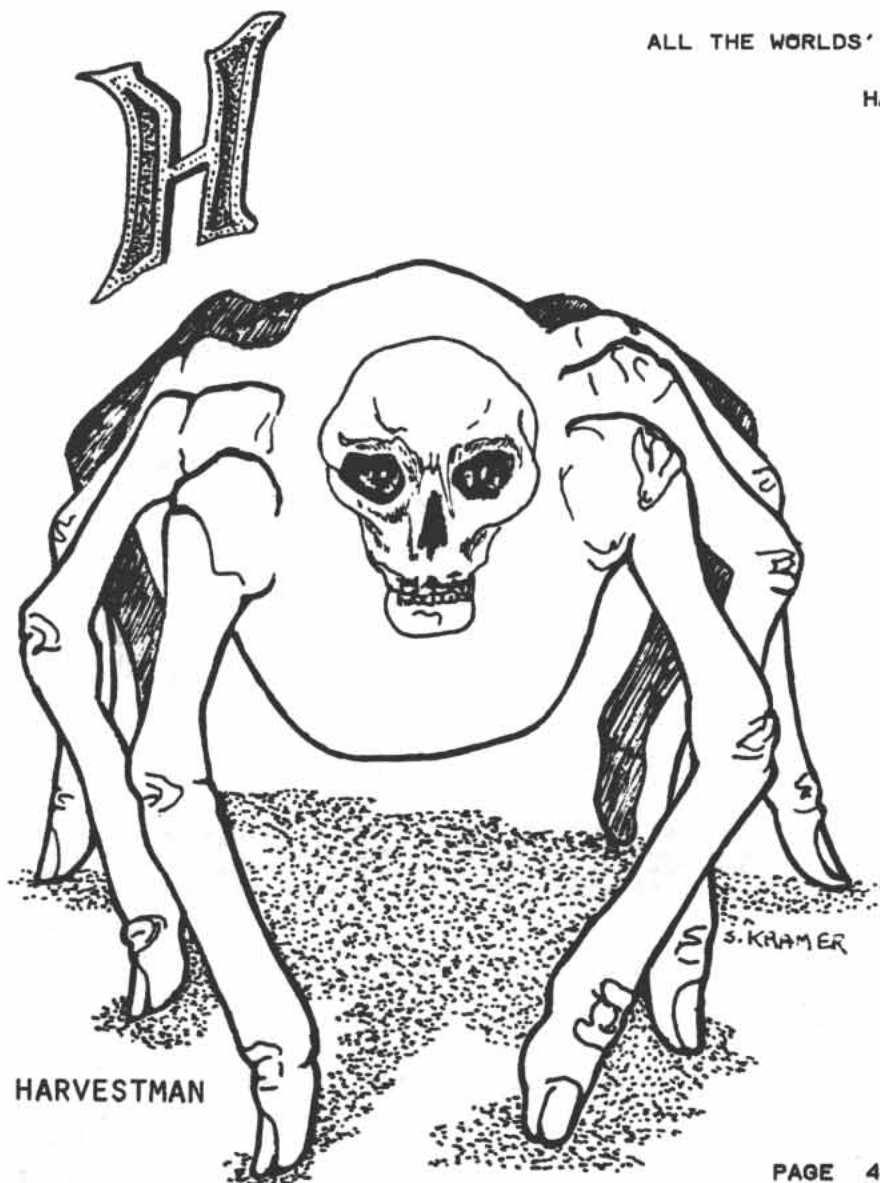
THE GYRAPHONT IS IMMUNE TO "FIRE", "COLD", AND "LIGHTNING" SPELLS. ITS SAVING THROW AGAINST "CHARM" IS BASED ON THE CASTER'S LEVEL: THE CASTER ROLLS 1D100 AND ADDS TWICE HIS LEVEL. IF THE TOTAL EXCEEDS 100, THEN THE GYRAPHONT IS "SUBDUED". IF THE TOTAL IS LESS THAN 100, THE GYRAPHONT WILL IMMEDIATELY TRY TO TOUCH THE CASTER AND "DIMENSION DOOR" ITSELF AND THE VICTIM AWAY SO THAT IT CAN KILL HIM AT ITS LEISURE. IF IT IS SUCCESSFULLY CHARMED, THE GYRAPHONT BECOMES PERMANENTLY SUBDUED FOR AS LONG AS THE MAGE LIVES. IMMEDIATELY UPON THE MAGE'S DEATH (PERMANENT OR NOT) THE GYRAPHONT GOES BACK TO ITS WILD STATE AND MUST BE SUBDUED ALL OVER AGAIN.

A MAGE WHO HAS A GYRAPHONT IS IN CONSTANT MENTAL CONTACT WITH IT; NO MATTER WHERE HE IS, THE MAGE CAN CALL THE GYRAPHONT TO HIM VIA ITS "DIMENSION DOOR".

FROM "WARRIOR OF WORLD'S END" BY LIN CARTER.



ALL THE WORLDS' MONSTERS



HARVESTMAN

HARVESTMAN

TYPE: DEMON

CREATED BY: A. ARCHO & P. JAQUAYS (DUN 5)

HIT	ARMOR	MOVE	FLY	SWIM	IQ	DEXT.
DICE	CLASS				RANGE	RANGE
4D8+2	6+2	12			2D6+6	16

ALIGNMENT: CHAOTIC-EVIL
 FOUND IN: DUNGEONS, DESERTS, SWAMPS, CITIES

LAIR (60%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	2D20 1D20	100% B

ATTACKS:

- 1 CRUSH, 2D6 (SEE BELOW)
- 2 "FINGERS", 1D4 (SEE BELOW)
- 1 BITE, 1D3 PLUS 4D8 POISON
- 1 WEB, COVERS 1/2" X 1/2" X 1" AREA (AS THE SPELL)

DESCRIPTION:

THE PRODUCT OF THE UNHOLY UNION OF A SPIDER DEMON AND HIS HIGH PRIESTESS. IT RESEMBLES A GIANT SPIDER WITH LEGS SHAPED LIKE HUMAN FINGERS AND A SKULL'S FACE. IT DISPISES ALL FORMS OF LIFE OTHER THAN ITS OWN.

ITS STANDARD ATTACK IS TO BOUND AFTER ITS VICTIM IN GREAT LEAPS, GRAB HIM AND THEN CRUSH HIM. A HIT OF 17 OR BETTER MEANS THAT THE HARVESTMAN WAS SUCCESSFUL. ANY HIT LESS THAN 17 MEANS THAT THE VICTIM HAS BEEN KNOCKED DOWN; IF A KNOCKED DOWN VICTIM IS HIT AGAIN THE NEXT MELEE ROUND, THEN THE HARVESTMAN CAN BEGIN ITS CRUSH. TO BREAK THE CRUSH, THE VICTIM MUST ROLL BELOW HIS STRENGTH MINUS TEN ON 1D20 OR SUFFER ANOTHER ROUND OF CRUSHING. CRUSHED VICTIMS MAY NOT RETURN ATTACK.

THE HARVESTMAN'S BASIC ARMOR CLASS IS 6, WHICH IS RAISED TO 4 WHEN IT IS IN MOTION (DUE TO ITS HIGH DEXTERITY).

EACH GROUP OF MORE THAN TEN WILL HAVE A HARVEST MOTHER. SHE IS AN EIGHT HIT DICE, EGG-PRODUCING, HARVESTMAN. EVERY LAIR WILL HAVE 1D3 EGG SACS HANGING ABOUT.

ALL THE WORLDS' MONSTERS

HELL MAIDEN

TYPE: HUMAN

CREATED BY: DAVE HARGRAVE (AG 1)

HIT DICE (5-8)D8+1	ARMOR CLASS 4	MOVE FLY SWIM 9	IQ RANGE 3D6	DEXT. RANGE 1D6+13
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ALIGNMENT: CHAOTIC
FOUND IN: ANYWHERE

LAIR (90%) WANDERING	NUMBER 1D12 1D12	PROBABILITY OF TREASURE AND TYPE
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ATTACKS:

1 WEAPON, BY WEAPON TYPE PLUS 1D6 (FOR STRENGTH)

DESCRIPTION:

A WARRIOR WOMAN WITH A VOLUPTUOUS BODY BUT A BARE SKULL FOR A HEAD. SHE WEARS CHAIN MAIL AND USES A LANCE AND EITHER A SWORD OR AN AXE. SHE IS ALWAYS FOUND RIDING A HELL HORSE, BUT SHE IS *NOT* UNDEAD.

THE HELL MAIDEN IS IMMUNE TO PARALYSIS, FEAR, CONFUSION, SLEEP, CHARMS, AND LIFE-LEVEL DRAINS. SHE CAN ONLY BE HIT BY SILVER OR MAGICAL WEAPONS OR BY TECHNOLOGICAL ENERGY WEAPONS.

THE HELL MAIDEN IS CANNIBALISTIC AND WILL EAT HER VICTIMS. SHE FIGHTS AS IF BERSERK, SHRIEKING AND GIBBERING, BUT SHE DOES NOT GET BERSERKER HIT BONUS.

HELL STAR

TYPE: ALIEN

CREATED BY: DAVE HARGRAVE (AG 1)

HIT DICE 12D8+1	ARMOR CLASS 2+5	MOVE FLY SWIM 24	IQ RANGE 2D6+6	DEXT. RANGE 0
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ALIGNMENT: CHAOTIC, NEUTRAL
FOUND IN: DUNGEONS, OPEN, WOODS, DESERTS, SWAMPS, CITIES

WANDERING	NUMBER 1D4	PROBABILITY OF TREASURE AND TYPE
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HELL STAR

ATTACKS:

1 ENVELOPMENT, 3 LIFE ENERGIES FIRST TURN
1 LIFE ENERGY ON SUBSEQUENT TURNS

DESCRIPTION:

A HIGHLY INTELLIGENT ALIEN FORM OF LIFE WHICH LOOKS LIKE A TEN FOOT DIAMETER BLUE-WHITE BALL OF LIGHT, MUCH LIKE A STAR. IT IS ALMOST TOO BRIGHT TO LOOK AT AND THOSE ENVELOPED BY IT WILL BE BLINDED WHILE ENVELOPED AND FOR 1D4 FULL TURNS AFTER IT RELEASES THEM.

DUE TO THE NATURE OF ITS ATTACK, THE HELL STAR DOES NOT HAVE TO "HIT" IN ORDER TO ENVELOPE ITS VICTIM. ANYTHING WHICH CAN'T RUN FASTER THAN IT CAN FLY IS AUTOMATICALLY ENVELOPED WHEN THE HELL STAR CATCHES UP WITH IT.

HELLCAT

TYPE: ENCHANTED MONSTER

CREATED BY: STEWART LEVIN (A&E 14)

HIT DICE 10D12	ARMOR CLASS 0	MOVE FLY SWIM 20	IQ RANGE 1D6+12	DEXT. RANGE 1D6+12
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ALIGNMENT: CHAOTIC
FOUND IN: DUNGEONS, OPEN, WOODS, SWAMPS

LAIR (10%) WANDERING	NUMBER 1D12 1D12	PROBABILITY OF TREASURE AND TYPE 100% A
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ATTACKS:

2 CLAWS, 1D8
1 BITE, 1D12

DESCRIPTION:

A PANTHER-SIZED AND -SHAPED CREATURE. IT SPEAKS IN A HIGH AND SHRILL TONE. IT IS 15% RESISTANT TO SPELLS OF FIRST LEVEL AND HAS A NATURAL 18(95) STRENGTH.

THE HELLCAT IS IMMUNE TO ALL WANDS, STAVES, AND SPELLS SAVE FOR "WEB", WHICH WILL HOLD IT FOR ONE MELEE ROUND. IT REGENERATES 10 HIT POINTS PER

ALL THE WORLDS' MONSTERS

HELLCAT

THE HELLCAT REGENERATES TEN POINTS EVERY SIX MELEE ROUNDS AND, WHEN KILLED, IT RESUMES FIGHTING WHEN IT HAS REGENERATED TWENTY POINTS. A HELLCAT IS ONLY PERMANENTLY KILLED BY A +5 HOLY SWORD, A SILVER SWORD INTENDED FOR HELLCATS (COST=10,000 GP PLUS MONTHS TO CONSTRUCT), WHEN IT IS DECAPITATED AND THE BODY FROZEN, OR IF THE TOTAL DAMAGE IT TAKES IS GREATER THAN TWICE ITS ORIGINAL HIT POINTS.

FROM "GUNS OF AVALON" BY ROGER ZELAZNY.

HELLSHREW

TYPE: ANIMAL

CREATED BY: CLINT BIGGLESTONE

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
3D8	5	24			1D4	1D6+18

ALIGNMENT: HUNGRY
FOUND IN: DUNGEONS, OPEN, WOODS, CITIES

LAIR (50%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	3D8 3D12	15% C

ATTACKS:

1 BITE, 1D8
2 CLAWS, 2D4

DESCRIPTION:

A TWENTY TO TWENTY-FIVE POUND SHREW OF EVIL, ANGRY DISPOSITION. IT WILL EAT ANYTHING.

HELLTIDE

TYPE: INSECT

CREATED BY: DAVE HARGRAVE (AG 1)

HIT POINTS	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
1	8	6			1D4	1D4+14

ALIGNMENT: HUNGRY
FOUND IN: DUNGEONS, OUTDOORS, RIVERS, SWAMPS

WANDERING	NUMBER	PROBABILITY OF TREASURE AND TYPE
	100D100	

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HELLTIDE

ATTACKS:

1 BITE, 1 POINT
1 STING, 1 POINT

DESCRIPTION:

A SWARM OF BRIGHT GREEN ARMY ANTS NUMBERING IN THE THOUSANDS. THE ANTS ARE THREE TO NINE INCHES LONG AND ABSOLUTELY FEARLESS. THEY SWARM OVER THEIR VICTIMS, CONCENTRATING ON THE EYES, EARS, AND MOUTH. THE SWARMS DEVOURS TEN POUNDS OF FLESH PER TURN PER THOUSAND ANTS. THE TIDE CAN BE DETECTED IN ADVANCE OF ITS APPEARANCE BY THE SOUND IT MAKES, LIKE GENTLE WHISPERING.

THE HELLTIDE ANTS ARE ALSO IMMUNE TO "SLEEP" AND CHARMS IN ADDITION TO "FEAR".

HIGH HUNTER

TYPE: MISCELLANEOUS

CREATED BY: STEVE HENDERSON

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
(2-4)D8	8		18		1D6	1D3+9

ALIGNMENT: NEUTRAL
FOUND IN: OUTDOORS, WATER, AIR

WANDERING	NUMBER	PROBABILITY OF TREASURE AND TYPE
	1	

ATTACKS:

1-3 QUILLS, 4D8

DESCRIPTION:

A HUGE AIR-DWELLING CREATURE. IT HUNTS BY DROPPING QUILLS FROM HIGH ABOVE. IT IS MUCH HUNTED BY DRAGONS AS FOOD, ITS MAIN DEFENSE BEING THAT IT CAN CLIMB FASTER. CLOSE UP IT CAN FIRE ITS QUILLS. IT IS IMMUNE TO COLD AND STONING.

AFTER STRIKING, THE QUILLS INFLATE WITH A GAS WHICH IS LIGHTER THAN AIR. THE VICTIM THEN FLOATS UP TO THE HIGH HUNTER TO EAT AT ITS LIESURE.

ALL THE WORLDS' MONSTERS

HOPPER

TYPE: ANIMAL

CREATED BY: JEFF PIMPER

HIT	ARMOR		IQ	DEXT.
DICE	CLASS	MOVE FLY SWIM	RANGE	RANGE
2D6	9+4	20	1D6+4	2D6+10

ALIGNMENT: NEUTRAL
FOUND IN: OPEN

LAIR (5%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	3D10 1D20	100% MISCELLANEOUS ITEMS

ATTACKS:

2 CLAWS, 1D4
1 KICK, 1D8

DESCRIPTION:

A SKINNY MAMMAL WITH LONG, DOUBLE-KNEED LEGS; A BALD HEAD; AND HUGE GOBLIN-LIKE EYES AND EARS. IT IS ABOUT THE SIZE OF A GERMAN SHEPARD. ITS LONG LEGS ENABLE IT TO HOP ABOUT AT HIGH SPEED AND ITS DEXTERITY MAKES IT VERY HARD TO HIT.

MORE OF A NUISANCE THAN ANYTHING ELSE, THE HOPPER WILL NOT FIGHT UNLESS CORNERED OR HUNTING. IT PREYS ON CATTLE AND OTHER SUCH BOVINES. WHEN IT DISCOVERS A PARTY OF HUMANS, IT WILL ATTEMPT TO STEAL WHATEVER IT CAN; FOOD, TOOLS, AND BRIGHT THINGS ARE ITS FAVORITE TARGETS. THE HOPPER WILL GET A RUNNING START AND THEN STREAK THRU THE PARTY GRABBING WHATEVER IT CAN. ITS LAIR IS FILLED WITH SUCH ITEMS; MAINLY USELESS ITEMS BUT OCCASIONALLY GEMS OR JEWELS.

FROM "BARBARIAN OF WORLD'S END" BY LIN CARTER.

HORNED TUSKER

TYPE: ANIMAL

CREATED BY: CLINT BIGGLESTONE

HIT	ARMOR		IQ	DEXT.
DICE	CLASS	MOVE FLY SWIM	RANGE	RANGE
11D8	+2+3	6	1D6	3D6

ALIGNMENT: HUNGRY
FOUND IN: DUNGEONS, OUTDOORS, RIVERS, SWAMPS, CITIES

HORNED TUSKER

LAIR (20%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	3D10 1D20	50% B

ATTACKS:

2 TUSKS, 3D6
2 HORNS, 4D6

DESCRIPTION:

A SMALL PIG-LOOKING THING, ABOUT NINETY POUNDS ON THE AVERAGE. IT SECRETES A GREASY SUBSTANCE WHICH MAKES IT IMMUNE TO FIRE. ALSO IT IS TOO DUMB TO KNOW FEAR.

HORSE, GHOST

TYPE: DEMON

CREATED BY: SCOTT MC CARTNEY

HIT	ARMOR		IQ	DEXT.
DICE	CLASS	MOVE FLY SWIM	RANGE	RANGE
15D8	-4	12	20	1D6+18

ALIGNMENT: EVIL, NEUTRAL
FOUND IN: DUNGEONS, OPEN, DESERTS, SWAMPS

LAIR (20%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1D3 1	80% G 50% D

ATTACKS:

2 HOoves, 4D6
1 BITE, 2D4
1 PSIONIC, ALL FORMS WITH 250 STRENGTH POINTS
1 NEIGH (SEE BELOW)
1 GAZE (SEE BELOW)

DESCRIPTION:

A RATHER RARE DEMON WHICH LOOKS LIKE A HUGE, SHAGGY HORSE. IT IS *NOT* A GHOST. IT TOWERS TEN FEET TALL, FIFTEEN WHEN REARING, AND IS VERY INTELLIGENT, FAST AND STRONG. NO MATTER WHAT ITS ALIGNMENT IS, IT IS ALWAYS VERY EVIL.

THE GHOST HORSE IS 75% MAGIC RESISTANT AND CAN ONLY BE HIT BY +3 WEAPONS. ANY WHO HEAR ITS NEIGH MUST SAVE VS. MAGIC OR THEY ARE AFFECTED IN THE FOLLOWING MANNER: LEVELS 1-6 DIE, 7-9 PERMA-

ALL THE WORLDS' MONSTERS

HORSE, GHOST

NENTLY INSANE, 10-12 PARALYZED, 13-15 STUNNED 1D10 MELEE TURNS. CREATURES MUST SAVE VS. MAGIC OR MEET THE HORSE'S GAZE, WHICH IS A "CHARM" WHICH ONLY THOSE OF TWELFTH LEVEL OR ABOVE CAN SAVE AGAINST.

IT READS, DETECTS, AND DISPELS MAGIC; READS LANGUAGES; DETECTS INVISIBLE; AND CAN USE ALL SYMBOLS OF POWER. IT HAS A 75% CHANCE OF GATEING IN A TYPE 3 (50%) OR TYPE 4 DEMON. IT CAN BECOME IN VISIBLE AND ATTACK WHEN DESIRED.

FROM "THE HORSE OF THE INVISIBLE" BY WILLIAM HOPE HODSON AS ADAPTED FOR THE TELEVISION SERIES "RIVALS OF SHERLOCK HOLMES".

HORSE, HELL

TYPE: UNDEAD

CREATED BY: DAVE HARGRAVE (AG 1)

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
(6-10)D8+1	3	18	24		1D6	1D5+11

ALIGNMENT: CHAOTIC
FOUND IN: ANYWHERE

LAIR (95%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	3D6 2D8	

ATTACKS:

2 HOOFES, 1D10 TO 3D6 DEPENDING ON SIZE
1 BITE, 1D6 TO 1D12 DEPENDING ON SIZE

DESCRIPTION:

A HUGE SKELETON HORSE WITH CAT-LIKE FANGS AND FLAMING GREEN EYES. THEY ARE OFTEN USED AS MOUNTS BY HUMANOID UNDEAD, IN WHICH CASE THERE WILL BE ONE HELL HORSE FOR EACH RIDER.

THE HELL HORSE HAS +4 SAVING THROWS AGAINST CLERICAL "TURN AWAY". ONLY SILVER AND MAGICAL WEAPONS CAN HIT IT. IT IS IMMUNE TO PARALYSIS, FEAR, SLEEP, AND LIFE-LEVEL DRAIN.

THE HELL HORSE HATES DWARVES AND WILL ATTACK THEM ON SIGHT.

HUMTONGUE

TYPE: ANIMAL

CREATED BY: CLINT BIGGLESTONE

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
15D8	2+3	12			1D6+12	1D6+12

ALIGNMENT: HUNGRY
FOUND IN: DUNGEONS, OUTDOORS, RIVERS, SWAMPS, CITIES

LAIR (45%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1D12 1D4	100% H + F 20% PORTABLE

ATTACKS:

1 VISUAL, STONING
4 PAWS, 4D8
1 SONIC, 3D4; A CONE, TWENTY BY SIXTY FEET AT END
1 TONGUE, 3D6 PLUS TWO ENERGY LEVELS

DESCRIPTION:

A BEAUTIFUL, SIX LEGGED CREATURE WHO REARS UP ON ITS HIND LEGS AND STRIKES WITH THE OTHER FOUR. IT COMMUNICATES VIA MODULATED SONIC BEAMS.

IF SAVE VS. MAGIC IS MADE VERSUS THE ENERGY LEVEL DRAIN, ONLY ONE LEVEL IS LOST.

IT IS IMMUNE TO CLERICAL SPELLS AND STORED MAGIC IN WANDS OR STAVES.

ALL THE WORLDS' MONSTERS



IBATHENE

TYPE: DRAGONKIND

CREATED BY: DAVE HARGRAVE (AG 1)

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
(30-50)D8+1	1	24		12	1D3	1D4+8

ALIGNMENT: CHAOTIC, NEUTRAL
 FOUND IN: WOODS, RIVERS, SWAMPS

LAIR (60%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1D6	100% F+2*GOLD+4 WEAPONS/ARMOR
	1D2	50% GEMS AND JEWELS

ATTACKS:

- 1 TONGUE, (1-2)D12 DEPENDING ON SIZE PLUS GRABS VICTIM
- 1 BITE, (6-8)D10 DEPENDING ON SIZE
- 2 CLAWS, 3D12-5D10 DEPENDING ON SIZE OR
- 1 TAIL, (4-6)D12 DEPENDING ON SIZE (NOT BOTH)

DESCRIPTION:

HUGE REPTILIAN MUTANT. IT HAS BRIGHT GREEN SCALES AND A RED BELLY (ARMOR CLASS 2). IT HAS A SINGLE RED EYE ON AN EYESTALK (ARMOR CLASS 3). ITS FRONT FEET ARE NEARLY HAND-LIKE. ITS TONGUE IS THIRTY TO FORTY FEET LONG AND IS PREHENSILE AND VERY STICKY. IT IS IMMUNE TO FIRE AND TOO DUMB TO BE AFFECTED BY FEAR, CONFUSION, OR OTHER "PHOBIC" SPELLS.

THE TONGUE IS STRONG ENOUGH TO LIFT A FULLY BARDED HEAVY WARHORSE AND WHIP IT TO ITS MOUTH ONE TURN AFTER CONTACT. A CLAW CAN GRAB SIX MEN AT ONCE.

IT HATES DRAGONS AND WILL ATTACK THEM ON SIGHT. SINCE DRAGONS ARE A VENGEFUL LOT, THE JUNGLE TERROR IS VERY RARE. ITS LAIR WILL ONLY BE IN THE FOREST.

THE IBATHENE, OR THUNDERLIZARD, COMES IN TWO TYPES: THE "JUNGLE TERROR", WHICH IS 60 TO 90 FEET LONG AND ONLY LAIRS IN JUNGLES; AND THE "SWAMP TERROR" WHICH CAN GET UP TO 120 FEET LONG AND ONLY LAIRS IN SWAMPS. BOTH CAN BE MISTAKEN FOR BRONTOSAURI AT A DISTANCE.

IT IS SO DUMB THAT IT WILL SOMETIMES FIGHT ON 1D20 TURNS AFTER IT HAS BEEN KILLED BECAUSE IT DOES NOT REALIZE THAT IT IS DEAD.

ALL THE WORLDS' MONSTERS

IBEM

TYPE: MISCELLANEOUS

ICERUNNER

CREATED BY: MARK NORTON (DUN 3)

HIT	ARMOR		IQ	DEXT.
DICE	CLASS	MOVE FLY SWIM	RANGE	RANGE
3D8-1	7	4	1D4	2D6+6

ALIGNMENT: HUNGRY
 FOUND IN: DUNGEONS, SWAMPS

LAIR (40%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1D10	
	1D6	

ATTACKS:

8 TENTACLES, 1D6
 4 BITES, 1D4

DESCRIPTION:

A MONSTER OF MANY ARMS, EYES, AND MOUTHS. IT IS ESSENTIALLY BOX SHAPED WITH ONE EYE, TWO TENTACLES AND ONE MOUTH ON EACH SIDE. IT WILL ATTACK A MAXIMUM OF THREE TIMES FROM ANY GIVEN SIDE AND WILL NOT BITE UNTIL ITS PREY IS ENSNARED IN ITS TENTACLES.

ICERUNNER

TYPE: ALIEN

CREATED BY: CLINT BIGGLESTONE

HIT	ARMOR		IQ	DEXT.
DICE	CLASS	MOVE FLY SWIM	RANGE	RANGE
(7-11)D8	5	15	3D6	3D6

ALIGNMENT: LAWFUL, NEUTRAL
 FOUND IN: DUNGEONS, MOUNTAINS, DESERTS

ATTACKS:

1 BREATH, (# OF ITS OWN REMAINING HIT POINTS)
 2 CLAWED HANDS, 1D8
 OR
 1-2 WEAPONS, BY WEAPON TYPE

DESCRIPTION:

A HUMANOID FELINE ALIEN. IT IS NON-TECHNOLOGICAL. IT ENTERED OUR WORLD VIA A "GATE". THE ICERUNNER IS VERY "HUMAN" IN ITS CHARACTERISTICS AND THOUGHT PROCESSES AND USUALLY TRAVELS IN SMALL CLAN GROUPS OF FIFTEEN TO FIFTY BEINGS.

THE ICERUNNER IS ONLY FOUND IN COLD CLIMES AND USUALLY AVOIDS A PARTY IF IT KNOWS THAT THEY ARE EQUIPPED WITH FIERY WEAPONS.

WHERE IT IS FOUND, HOW MANY IS FOUND, AND WHAT TYPE OF TREASURE IT CARRIES IS VARIABLE AND UP TO THE DUNGEONMASTER.

IMP

TYPE: DEMON, MINOR

CREATED BY: MARK NORTON (DUN 4)

HIT	ARMOR		IQ	DEXT.
DICE	CLASS	MOVE FLY SWIM	RANGE	RANGE
(1-7)D8	9-5	8 8	3D6	2D6+6

ALIGNMENT: CHAOTIC-EVIL
 FOUND IN: ANYWHERE

LAIR (40%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1D10	
	1D6	

ATTACKS:

1 SPELL (SEE BELOW)

DESCRIPTION:

2 CLAWS, 1D4 TO 1D10 DEPENDING ON SIZE

A SMALL DEMON WHICH CAN BE FOUND ALMOST ANYWHERE AND IS CONSTANTLY GETTING INTO THINGS CAUSING TROUBLE. IT HAS NORMAL MAGIC RESISTANCE.

STATISTICS:

TYPE	HIT DICE	CLAWS	HEIGHT	ARMOR CLASS	SPEED
A	1D8	1D4	3'	9	8
B	2D8	1D6	3'	9	8
C	3D8	1D6	4'	8	6
D	4D8	1D6	4'	8	6
E	5D8	1D8	5'	7	5
F	6D8	1D8	5'	6	5
G	7D8	1D10	5'	5	5

TYPE SPELLS

ALL THE WORLDS' MONSTERS

IMP

- A "SLEEP" AND "CHARM PERSON"
 B "MAGIC MISSILE" AND "WEB"
 C "PYROTECHNICS" AND "MIRROR IMAGE"
 D 3D8 FIREBALL, "SLEEP", "MAGIC MISSILE" AND
 "GATE" IN 1D4 TYPE A IMPS OR 1 TYPE I DEMON
 E 4D8 LIGHTNING, "INVISIBILITY", "SLOW" AND
 "GATE" IN 1D4 TYPE B IMPS OR 1D2 TYPE I
 DEMONS
 F 5D8 "COLD", "HOLD PERSON", "DISPEL MAGIC"
 AND "GATE" IN 1D6 TYPE B IMPS PLUS 1D4 TYPE
 A IMPS, OR 1D4 TYPE I DEMONS
 G 7D8 FIREBALL, "FEAR", "ICE STORM", "PROTEC-
 TION FROM NORMAL MISSILES" AND "GATE" IN 1D2
 TYPE D IMPS, 1D4 TYPE B, AND 1D10 TYPE A;
 OR 1D4 TYPE I DEMONS, 1 TYPE II, AND 1
 TYPE III

INDIGON

TYPE: HUMANOID

CREATED BY: JEFF PIMPER

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
3D8	3	9			3D6	2D6+6

ALIGNMENT: CHAOTIC
 FOUND IN: DUNGEONS, OPEN, WOODS, MOUNTAINS, RIVERS,
 SWAMPS, CITIES

LAIR (5%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	100D100	100% A
	50D100	50% A

ATTACKS:

1 WEAPON, BY WEAPON TYPE + 3D6

DESCRIPTION:

A FOUR FOOT TALL BY FOUR FOOT WIDE, MANLIKE CREA-
 TURE. THE INDIGON IS VERY FEARSOME LOOKING, WITH
 HUGE SHOULDERS AND ARMS, GIVING IT STONE GIANT
 STRENGTH. IT USUALLY WEARS PLATE ARMOR, BUT CAR-
 RIES NO SHIELD. ITS FAVORITE WEAPONS ARE TREE
 BRANCHES (USED AS CLUBS), IRON BARS (UP TO THIR-
 TEEN FEET LONG) AND WAR HAMMARS (WEIGHING UP TO
 FOUR HUNDRED POUNDS).

THE HANDS OF THE INDIGON HAVE FOUR-FINGERS. IT
 DOES NOT WEAR A HELMET BECAUSE THERE ARE TWO HORNS
 GROWING FROM ITS HEAD. ITS EYES ARE THE SIZE OF

INDIGON

A MAN'S FIST; IT HAS NO NOSE AND NO EXTERNAL GENI-
 TAL ORGANS. ITS SKIN IS A DEEP BLUE AND AS TOUGH
 AS LEATHER ARMOR. THE INDIGON USUALLY WEIGHS
 ABOUT FIVE HUNDRED POUNDS.

THE INDIGON IS A MIGRATORY CREATURE; MUCH LIKE THE
 DRIVER ANT IT DESTROYS OR CONSUMES EVERYTHING IN
 ITS PATH. THE INDIGON HERD WILL LAY SIEGE TO ANY
 CITIES IT ENCOUNTERS AND NOT LEAVE UNTIL EITHER
 THE CITY FALLS OR THE HERD HAS BEEN DECIMATED.

FROM "WARRIOR OF WORLD'S END" BY LIN CARTER.

ALL THE WORLDS' MONSTERS



KALIDAH

TYPE: ANIMAL

CREATED BY: GLENN BLACOW (A&E 13)

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
8D8	4	12			1D6+6	2D6+6

ALIGNMENT: NEUTRAL
 FOUND IN: DUNGEONS, WOODS

LAIR (35%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1D6	100% B

ATTACKS:

1 BITE, 1D10
 2 CLAWS, 1D6
 1 HUG, 2D10 (IF A CLAW HITS WITH 18+)

DESCRIPTION:

A ANIMAL WITH A BEAR-LIKE BODY AND A TIGER-LIKE HEAD. IT LOVES TO FIGHT BUT WILL NOT ATTACK ANY CREATURE WEAKER IN FIGHTING ABILITY THAN A FOURTH LEVEL FIGHTER.

IN A GROUP, ANY KALIDAHS WITH LESS THAN 20 HIT POINTS ARE CONSIDERED TO BE CUBS. IF THE CUBS ARE ATTACKED, THE ADULTS ATTACK AT +3 FOR THREE TURNS.

FROM THE OZ BOOKS BY L. FRANK BAUM.

KILMAR

TYPE: MISCELLANEOUS

CREATED BY: BRAD HINKEL

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
2D8	6		48		4D6	4D6

ALIGNMENT: CHAOTIC, NEUTRAL
 FOUND IN: OPEN, WOODS, AIR

WANDERING	NUMBER	PROBABILITY OF TREASURE AND TYPE
	1	

ATTACKS:

1 PSIONIC ATTACK OR
 1 HEAT BEAM, 10D6 OR
 1 LIGHT BEAM, 1D6 PLUS BLINDED 1D20 MELEE TURNS

ALL THE WORLDS' MONSTERS

KILMAR

DESCRIPTION:

A SMALL, THREE INCH DIAMETER BALL COVERED WITH TWO FOOT LONG GRASS-GREEN HAIR. ITS BASIC ARMOR CLASS IS 6 BUT IT CAN SURROUND ITSELF WITH A 25 HIT POINT FORCE FIELD WHICH IS ARMOR CLASS 2. IT HAS 2D6 MINOR PSIONIC ABILITIES, 1D6 MAJOR ABILITIES, AND 1D4 PSIONIC ATTACKS AND DEFENSES.

IT IS GENERALLY A SHY CREATURE BUT IF IT IS EVER AIDED BY SOMEONE, IT WILL FEEL INDEBTED TO HIM UNTIL IT AIDS HIM IN A LIKE WAY.

KRISST-HAADIN

TYPE: HUMANOID

CREATED BY: SKIP DAVIS

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
(3-12)D8	3	6			2D6	3D6

ALIGNMENT: NEUTRAL
FOUND IN: DUNGEONS, OPEN, WOODS, DESERTS, CITIES

LAIR (40%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	3D10 1D10	60% A 15% A

ATTACKS:

2 CLAWS, 1D6 AND 1 BITE, 2D4
OR
1 WEAPON, BY WEAPON TYPE
1 TAIL, 2D8

DESCRIPTION:

A REPTILE-MAN, STANDING CLOSE TO SEVEN FEET TALL. IT IS ALWAYS A FIGHTING MAN, BUT IT STARTS OUT AT FIRST LEVEL WITH THREE HIT DICE AND IT GETS TWO ADDED TO ITS HIT POINTS FOR EVERY LEVEL ABOVE TEN.

THE KRISST-HAADIN WEARS NO ARMOR EXCEPT FOR A FORM OF TAIL ARMOR WITH SPIKES AND RAZOR SHARP FLANGES. IF WORN, THE TAIL ARMOR RAISES THE DAMAGE DONE BY A TAIL SWIPE TO 3D8. IT MAY BE FOUND CARRYING A LARGE SHIELD.

ITS USUAL WEAPON IS A TWO-HANDED SWORD WHICH IT CAN SWING WITH ONE HAND, THOUGH IT USUALLY USES BOTH. IT ALSO CARRIES A HEAVY THROWING AX.

KRISST-HAADIN

FROM "DOOMFARERS OF CORAMONDE" BY BRIAN DALEY.

KROAN

TYPE: ANIMAL

CREATED BY: DAVE HARGRAVE

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
(3-7)D8+1	6	7			1D6	2D6+6

ALIGNMENT: HUNGRY
FOUND IN: DUNGEONS, DESERTS

LAIR (40%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	3D10 1D8	75% B

ATTACKS:

1 BITE, 1D8
1 TOUCH, STUN

DESCRIPTION:

ELECTRIC KOMODO DRAGON. STUN LASTS 5 MINUTES IF SAVE VS. SPELL IS NOT MADE, ONE MINUTE IF MADE. THE SHOCK FROM A 7D8+1 KROAN WILL KILL IF NO SAVE IS MADE, ELSE DAMAGE IS 1D12. THE TOUCH CAN BE TRANSMITTED BY A METAL WEAPON HITTING THE KROAN.

ALL THE WORLDS' MONSTERS



LAMIA

TYPE: DRAGONKIND

CREATED BY: KEN PICK (A&E 15)

HIT	ARMOR					
DICE	CLASS	MOVE	FLY	SWIM	IQ	DEXT.
3D8+3	7	9			RANGE	RANGE
					1D6+2	1D6+2

ALIGNMENT: CHAOTIC, NEUTRAL
 FOUND IN: DUNGEONS, DESERTS

LAIR (50%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	2D10	100% E
	2D10	

ATTACKS:

1 WEAPON, BY WEAPON TYPE
 1 TAIL, 2D4
 1 BITE, 1D3 PLUS 1D6 BLOOD DRAIN
 1 GLANCE, PARALYSIS

DESCRIPTION:

A HALF-WOMAN, HALF-GIANT SNAKE. IT IS USUALLY (80%) CHAOTIC. NEUTRAL SPECIMENS ARE OCCASIONALLY FOUND AS EXOTIC DANCERS.

LERT

TYPE: ANIMAL

CREATED BY: GLENN BLACOW (A&E 13)

HIT	ARMOR					
DICE	CLASS	MOVE	FLY	SWIM	IQ	DEXT.
1D8	9	15			RANGE	RANGE
					2D6+6	2D6+6

ALIGNMENT: LAWFUL
 FOUND IN: DUNGEONS

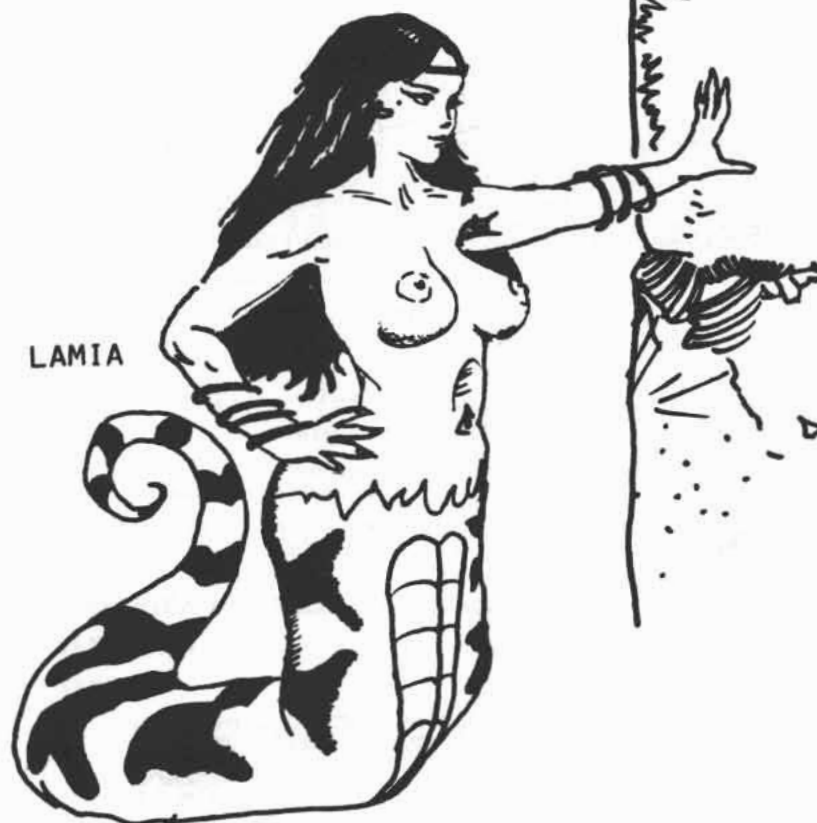
WANDERING	NUMBER	PROBABILITY OF TREASURE AND TYPE
	1	

ATTACKS:

1 BITE, 1D6

DESCRIPTION:

A DOG-LIKE ANIMAL WITH A LONG, POINTED NOSE, LARGE UPRIGHT EARS, AND KEEN EYES. IT HAS BROWN FUR WITH BLACK STRIPES AND A LONG BUSHY TAIL. IT WILL ACCEPT LAWFULS AND NEUTRALS AS FRIENDS, BUT IT HATES CHAOTICS INTENSELY.



LAMIA

©Reinhuth

ALL THE WORLDS' MONSTERS

LERT

IF A LERT JOINS A PARTY, THERE IS ONLY A 5% CHANCE THAT THE PARTY WILL BE SURPRISED. THE LERT WILL REFUSE TO ENTER DOORS BEHIND WHICH ARE LIFE-DRAINING UNDEAD AND WILL BARK FURIOUSLY IF THE ROOM CONTAINS REALLY NASTY MONSTERS (TROLLS, HOB-GOBLINS, ETC.). THE LERT WILL ONLY MELEE THOSE CREATURES THAT IT HAS A CHANCE OF HARMING.

THE LERT IS FOUND ONLY AND RANDOMLY IN DUNGEONS. IT WILL NEITHER GO BELOW THIRD LEVEL NOR LEAVE THE DUNGEON.

"HE WHO KEEPS A LERT SELDOM GETS SURPRISED."
FROM AN OLD DUNGEON FARER'S PROVERB.

LIFELASHER

TYPE: CLEAN-UP CREW

CREATED BY: STEVE HENDERSON

HIT DICE (16-20)D8	ARMOR CLASS 8	MOVE FLY SWIM 9	IQ RANGE 1D3	DEXT. RANGE 1D3+15
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ALIGNMENT: CHAOTIC
FOUND IN: DUNGEONS, WOODS, MOUNTAINS

LAIR (25%) WANDERING	NUMBER 1D6 1D6	PROBABILITY OF TREASURE AND TYPE 100% B
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ATTACKS:

1 TENTACLE, 4D6 PLUS 1D6 ENERGY LEVELS

DESCRIPTION:

AN UNINTELLIGENT, BLOCKY LOOKING CREATURE WITH POISONOUS GREEN LOOKING SKIN AND A SINGLE LONG TENTACLE COVERED WITH SUCKERS. IF THE VICTIM MAKES A SAVE VS. MAGIC AFTER BEING HIT BY THE TENTACLE, HE ONLY LOSES HALF THE ENERGY LEVELS (FRACTIONS ROUNDED DOWN). THE LIFELASHER CAN TELEPATHICALLY SENSE THE APPROACH OF FOES.

THE HIT DIE RANGE GIVEN IS TYPICAL, THOUGH EVEN LARGER SPECIMENS HAVE BEEN FOUND.

LION, NEMEAN

TYPE: ENCHANTED MONSTER

CREATED BY: M. KRAMER (A&E 14)

HIT DICE (5-9)D8	ARMOR CLASS 2	MOVE FLY SWIM 12	IQ RANGE 2D6	DEXT. RANGE 2D6+6
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ALIGNMENT: HUNGRY
FOUND IN: DUNGEONS, OPEN, WOODS, DESERTS, RIVERS, SWAMPS

LAIR (35%) WANDERING	NUMBER 1D8 1D8	PROBABILITY OF TREASURE AND TYPE 100% B
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ATTACKS:

1 BITE, 2D6
2 CLAWS, 2D6

DESCRIPTION:

LOOKS LIKE A LARGE LION AND RESISTS MAGICAL ATTACKS AS AN ELEVENTH LEVEL MAGE.

IF A LARGE GROUP IS ENCOUNTERED IT WILL BE A PRIDE WITH 1 LARGE MALE [9D8], 1D4 FEMALES [(7-9)D8], AND THE REST WILL BE CUBS [(5-7)D8]. IF THE CUBS ARE ATTACKED, THE FEMALES WILL ATTACK AND FIGHT A TRIPLE VALUE (ATTACK AND DAMAGE) FOR THREE TURNS AND THEREAFTER AT HALF VALUE. IF THE FEMALES ARE ATTACKED, THE MALE WILL ATTACK AT DOUBLE VALUE FOR SIX TURNS AND THEN AT NORMAL VALUE THEREAFTER. IF ALL THE ADULTS ARE KILLED, THE ELDEST CUB WILL ATTACK AND FIGHT AS A BESERKER UNTIL KILLED. ONCE ALL THE ADULTS AND THE ELDEST CUB ARE DEAD, THE REMAINING CUBS BECOME SUBDUED.

SUBDUED NEMEAN LION CUBS CAN BE TRAINED WITH A 40% CHANCE OF SUCCESS AND A COST OF 10,000 GP PLUS TWO MONTHS OF EFFORT.

LIZARD, GIANT

TYPE: GIANT ANIMAL

CREATED BY: SCOTT MC CARTNEY

HIT DICE 4D8	ARMOR CLASS 4	MOVE FLY SWIM 12 3	IQ RANGE 1D6	DEXT. RANGE 3D5
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ALIGNMENT: HUNGRY
FOUND IN: DUNGEONS, OUTDOORS, RIVERS, SWAMPS, CITIES

ALL THE WORLDS' MONSTERS

LIZARD, GIANT

LAIR (25%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	2D4 1D6	10% 1

ATTACKS:

2 CLAWS, 1D6
1 BITE, 1D8

DESCRIPTION:

A LARGE LIZARD, FIFTEEN FEET LONG AND SEVEN FEET TALL AT THE SHOULDER. IT CAN COME IN ALMOST ANY REPTILIAN COLOR. IT IS EASILY DOMESTICATED AND CAN BE BATTLE TRAINED IF CAPTURED YOUNG.

LOCUST

TYPE: INSECT

CREATED BY: LEE GOLD (A&E 12)

HIT	ARMOR						
POINTS	CLASS	MOVE	FLY	SWIM	RANGE	IQ	DEXT.
1	9		12		1		1D6

ALIGNMENT: HUNGRY
FOUND IN: ANYWHERE

WANDERING	NUMBER	PROBABILITY OF TREASURE AND TYPE
	20D20	

DESCRIPTION:

A GRASSHOPPER LIKE INSECT WHICH ALWAYS OCCURS IN LARGE SWARMS. THE LOCUST CANNOT HARM ANY LIVING ANIMAL BUT IT WILL CONSUME ANY NON-METALLIC EQUIPMENT THAT IT CAN REACH.

THE LOCUST CAN BE DRIVEN OFF BY LARGE VOLUMES OF SMOKE. ANY ATTEMPT TO STRIKE THE LOCUST SWARM WITH ANY WEAPON HAS A 10% OF HITTING ANOTHER MEMBER OF THE PARTY.

HORSES AND SIMILIAR ANIMALS WILL PANIC AND TRY TO RUN AWAY IF ATTACKED BY A LOCUST SWARM.

LOTUS, GOLD/YELLOW

TYPE: PLANT

CREATED BY: GLENN BLACOW (A&E 12)

HIT	ARMOR						
POINTS	CLASS	MOVE	FLY	SWIM	RANGE	IQ	DEXT.
0					0		0

ALIGNMENT: NONE

DESCRIPTION:

THESE TWO PLANTS ARE IDENTICAL TO ALL BUT TRAINED BOTANISTS OR SAGES. THE GOLD BLOSSOMS ARE VALUABLE, WORTH (LEVEL WHERE FOUND)*5000 GP EACH. AN ALCHEMIST CAN USE THE GOLD BLOSSOMS TO MAKE A PORTION OF "EXTRA HEALING" WHICH COSTS 1000 GP PER DOSE TO PURCHASE.

THE YELLOW LOTUS IS USELESS. ITS MERE TOUCH RESULTS IN CHEMICAL PARALYSIS. PICKING OR OTHERWISE DISTURBING THE BLOSSOM CAUSES IT TO RELEASE A POLLEN WHICH HAS THE SAME EFFECT.

LUNG DRAGON

TYPE: MISCELLANEOUS

CREATED BY: SKIP DAVIS

HIT	ARMOR						
DICE	CLASS	MOVE	FLY	SWIM	RANGE	IQ	DEXT.
(12-17)D10	9	0			1D4		1D4

ALIGNMENT: NONE
FOUND IN: DUNGEONS

LAIR (100%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
	1	85% GEMS

DESCRIPTION:

A CREATURE CONSISTING OF A SMALL HEAD AND A LARGE GROUP OF AIR SACS, AND JUST ENOUGH OTHER BODY ORGANS TO KEEP IT ALIVE. ALL IT CAN DO IS TO BREATHE. IT FEEDS BY INHALING METAL; ITEMS OF JEWELRY THAT IT INHALES WILL BE DISSOLVED, THE METAL BEING DIGESTED AND THE GEMS WILL REMAIN IN ITS BODY.

ITS ONLY FORM OF ATTACK IS TO INHALE. THE PROBABILITY OF BEING SUCKED INTO THE LUNG DRAGON IS 150% MINUS 10% FOR EVERY TEN FEET OF DISTANCE FROM THE DRAGON TO THE VICTIM AND MINUS 10% FOR EVERY STRENGTH POINT THE VICTIM HAS OVER THIRTEEN. ONCE

ALL THE WORLDS' MONSTERS

LUNG DRAGON

INHALED, THE VICTIM IS DISSOLVED BY THE CAUSTIC FLUIDS WITHIN THE DRAGON WITHIN TEN MELEE TURNS.

LURKER

TYPE: ANIMAL

CREATED BY: DAVE HARGRAVE

HIT DICE (4-6)D8+1	ARMOR CLASS 4	MOVE FLY SWIM 8	IQ RANGE 2D6	DEXT. RANGE 1D6+12
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ALIGNMENT: CHAOTIC
FOUND IN: DUNGEONS, OUTDOORS, RIVERS, SWAMPS, CITIES

LAIR (65%) WANDERING	NUMBER 1D10 1D6	PROBABILITY OF TREASURE AND TYPE 100% C
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ATTACKS:

1 BITE, 1D8
2 CLAWS, 1D4

DESCRIPTION:

HAIRY, BLACK, GORILLA-LIKE BEAST. SEVEN TO EIGHT FEET TALL, WITH THREE GREEN EYES THAT LET IT DISAPPEAR INTO SHADOWS OR DARKNESS. GEKKO-LIZARD LIKE PADS ON ITS TOES AND FINGERS ALLOW IT TO CLIMB SHEER WALLS. THERE IS A 5% CHANCE PER LEVEL OF VIEWER OF SEEING IT WHEN HIDDEN IN SHADOWS.

LURKER ABOVE, BELOW & SIDEWAYS TYPE: MISCELLANEOUS

CREATED BY: STEWART LEVIN

HIT DICE 11D8	ARMOR CLASS 2	MOVE FLY SWIM 16 32	IQ RANGE 18	DEXT. RANGE 1D6+13
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ALIGNMENT: EVIL, HUNGRY
FOUND IN: DUNGEONS, SWAMPS, CITIES

LAIR (100%)	NUMBER 1D5	PROBABILITY OF TREASURE AND TYPE 100% A*2
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ATTACKS:

2 WINGS, ENFOLDMENT (SEE BELOW)
1 MASS CHARM (SEE BELOW)

LURKER ABOVE, BELOW & SIDEWAYS

DESCRIPTION:

LOOKS LIKE A HUGE, JET BLACK MANTA RAY. IT HAS 17 BRIGHT ORANGE EYES SPACED AROUND ITS BODY AND IS PROPELLED BY A NATURAL ANTI-GRAVITY DEVICE. IT HAS TWO WINGS, TWENTY FEET WIDE, WITH WHICH IT CAN ENFOLD 1-3 VICTIMS (1-2 IN A HALLWAY). IT CAN SHRINK IN SIZE TO ENABLE IT TO FLY IN A HALLWAY.

IT CAN GO ASTRAL OR ETHEREAL AT WILL AND IS IMMUNE TO ALL SLEEP AND CHARM SPELLS AND TO ALL NON-MAGICAL FIRES. IT IS 50% RESISTANT TO ALL OTHER MAGIC SPELLS AND WEAPONS. IMMUNE TO PSIONIC ATTACKS. WERE-TYPES, NO MATTER WHAT LEVEL, WILL RUN UPON SIGHTING A LURKER.

ENFOLDED VICTIMS LOSE ONE LEVEL, ONE HIT DIE, AND ONE PLUS FROM EACH MAGIC ITEM CARRIED PER MELEE ROUND. MAGIC ITEMS WHICH HAVE NO PLUSSES ARE AUTOMATICALLY DESTROYED AFTER ONE MELEE TURN OF ENFOLDMENT. AN ENVELOPED PERSON CANNOT MOVE OR FIGHT, NEITHER CAN HE USE MAGIC.

THE LURKER GAINS ONE HIT DIE FOR EACH ONE ABSORBED FROM ITS VICTIMS AND IT GETS ONE PLUS TO ITS ARMOR CLASS FOR EACH PLUS ABSORBED FROM A WEAPON OR PIECE OF ARMOR.

IF TWO LURKERS ARE FOUND, THEY WILL BE A MATED PAIR AND IF ONE IS ATTACKED, THE OTHER WILL ATTACK AT TRIPLE VALUE.

IF A LURKER CHASES A PARTY OUT OF ITS LAIR IT WILL PURSUE UNTIL BADLY HURT. IT WILL THEN TRY TO RETURN TO THE LAIR TO RECOVER.

LURKERS CANNOT BE POLYMORPHED OR SHAPED-CHANGED TO ANY OTHER FORM.

THE LURKER IS MULTI-DIRECTIONAL AND CAN CHANGE ITS DIRECTION AND SPEED IN AN INSTANT.

IT WILL ALWAYS ATTACK THE MEMBER OF THE PARTY WITH THE HIGHEST LIFE LEVEL.

THE MASS ENSLAVEMENT SPELL AFFECTS UP TO 30 LEVELS AS A MASS CHARM. VICTIMS SUFFER A TOTAL LOSS OF MOTOR CONTROL SO THEY CANNOT MOVE OR SPEAK. THE SPELL LASTS ONE HOUR.

ALL THE WORLDS' MONSTERS



MORGHOU

MAGEBANE

TYPE: ENCHANTED MONSTER

CREATED BY: C. BIGGLESTONE & P. SAVOY

HIT	ARMOR					
DICE	CLASS	MOVE	FLY	SWIM	IQ	DEXT.
(2-21)D8	4	9			RANGE	RANGE
					1D8+10	1D6+10

ALIGNMENT: HUNGRY
 FOUND IN: DUNGEONS, OPEN, WOODS, DESERTS, WATER, CITIES

LAIR (10%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1	100% C + E
	1	20% C + E

ATTACKS:

2 TENTACLES, 1D8

DESCRIPTION:

NORMALLY A FIVE TO SIX FOOT DIAMETER, SILVERY BLOB WHICH MAY TAKE THE SHAPE OF ANYTHING MANSIZED. IT EATS SPELL POINTS. WHEN A SPELL IS USED ON IT, ROLL PERCENTAGE DICE. THE RESULT IS THE PERCENTAGE OF THE CASTER'S SPELL POINTS WHICH TAKEN BY THE CREATURE. THE MAGEBANE GAINS ONE HIT POINT FOR EVERY SPELL POINT EATEN.

THE MAGEBANE WILL TRY TO ENTICE SPELL-FIRE AT ITSELF AND WILL AVOID, IF POSSIBLE, ACTUAL PHYSICAL CONTACT.

THE MAGEBANE IS IMMUNE TO FIRE AND LIGHTNING OF NON-SPOKEN SPELL ORIGIN. IT IS SLOWED BY COLD OF NON-SPOKEN ORIGIN. WHEN IN ITS NORMAL FORM (A BLOB), EDGED WEAPONS ONLY DO HALF DAMAGE.

MAGIC ABSORBER, 1ST CLASS

TYPE: ENCHANTED MONSTER

CREATED BY: N. SHAPIRO (A&E 12)

HIT	ARMOR					
DICE	CLASS	MOVE	FLY	SWIM	IQ	DEXT.
(1-10)D8	3	4			RANGE	RANGE
					0	3D6

ALIGNMENT: NONE
 FOUND IN: DUNGEONS

LAIR (20%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1D10	100% A
	1D10	

ALL THE WORLDS' MONSTERS

MAGIC ABSORBER, 1ST CLASS

ATTACKS:

- 1 BLOW, SEE BELOW
1 EXPLOSION, 10D6 IN A 5' RADIUS BALL (SEE BELOW)

DESCRIPTION:

APPEARS AS A COLORED GLOBE OF LIGHT, ABOUT FOUR FEET IN DIAMETER. ITS ARMOR CLASS AGAINST MAGIC WEAPONS IS 9.

HITS UPON THE ABSORBER BY MAGIC SPELLS OR WEAPONS ARE ADDED TO ITS HIT POINTS. FOR EVERY FIVE HIT POINTS IT GAINS, IT GOES UP ONE LEVEL IN HIT DICE. WHEN THE ABSORBER REACHES 175 POINTS, IT EXPLODES DOING 10D6 DAMAGE TO ALL THOSE WITHIN FIVE FEET.

NORMAL WEAPONS INJURE THE ABSORBER IN THE USUAL MANNER

THE COLOR OF THE ABSORBER AND WHAT DAMAGE IT DOES IS DEPENDENT ON ITS HIT DICE LEVEL:

HIT DICE	COLOR	# ATTACKS	DAMAGE
1	DEEP RED	1	1D4
2	LIGHT RED	1	1D6
3	ORANGE	1	1D8
4	YELLOW	2	1D10
5	GREEN	2	1D12
6	BLUE-GREEN	2	2D6
7	BLUE	2	2D8
8	BLUE-WHITE	2	3D6
9	WHITE	3	1D20
10	BLACK	4	2D20 + SPECIAL

THE SPECIAL DAMAGE IS MAGICAL. THE VICTIM OF THE ATTACK MUST MAKE A SAVE VS. SPELLS OR HE WILL BE STUNNED FOR 1D4 FULL TURNS.

MELTER

TYPE: ANIMAL

CREATED BY: CLINT BIGGLESTONE

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
15D8	2+1	15			1D6+9	2D6+12

ALIGNMENT: NEUTRAL
FOUND IN: DUNGEONS, MOUNTAINS

LAIR (35%)	NUMBER	PROBABILITY OF TREASURE	AND TYPE
WANDERING	1D4	100% H	PORTABLE
	1D4	50%	

MELTER

ATTACKS:

- 1 MASS CHARM SPELL, THREE TIMES A DAY
4 PINCERS, 4D8
3 TUSKS, 3D6
1 BREATH, FIVE TIMES A DAY, 10D12 ACID IN A ONE BY SIXTY FOOT LINE

DESCRIPTION:

LIKE SOME INCREDIBLE, ELEPHANT-SIZED, INTELLIGENT, COMBINATION OF A CRAB AND A HOG. IT IS IMMUNE TO CONFUSION AND STONING.

MENDER ALLEN

TYPE: ANIMAL

CREATED BY: STEVE MARSH

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
4D8	4			3	1D4	3D6

ALIGNMENT: HUNGRY
FOUND IN: SEAS

WANDERING	NUMBER	PROBABILITY OF TREASURE	AND TYPE
	1D6		

ATTACKS:

- 4 ARMS, 2D8 CRUSH

DESCRIPTION:

A FOUR-ARMED STARFISH. IT IS OMNIVOROUS AND IS USUALLY FOUND EITHER EATING OR PURSUING SOMETHING TO EAT. WHEN IT CATCHES SOMETHING, IT ATTACHES ITSELF AND CONSUMES IT. IT CAN REGENERATE ONE POINT PER MELEE TURN.

MIND DRAIN

TYPE: ENCHANTED MONSTER

CREATED BY: WAYNE SHAW

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
6D8	5	10			3D4	2D4+10

ALIGNMENT: CHAOTIC
FOUND IN: DUNGEONS, OUTDOORS, RIVERS, SWAMPS, CITIES

ALL THE WORLDS' MONSTERS

MIND DRAIN

LAIR (40%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1D20	100% E
	1D20	

ATTACKS:

1 TOUCH, 1D6 PLUS ONE INTELLIGENCE POINT.

DESCRIPTION:

THIS CREATURE IS RELATED TO THE SHADOWS AND LOOKS LIKE AN ELECTRICAL SHADOW. WHEN IT DRAINS INTELLIGENCE, IT ALSO DRAINS SPELL ENERGY, THE PERCENTAGE BEING ONE OVER THE INTELLIGENCE OF THE PERSON BEING DRAINED. IF THE INTELLIGENCE OF ITS VICTIM REACHES ZERO, THE PERSON BECOMES A MIND DRAIN HIMSELF. THE INTELLIGENCE, BUT NOT THE SPELL ENERGY, RETURNS IN 2D4 FULL TURNS.

MIRROR MAN

TYPE: ENCHANTED MONSTER

CREATED BY: PAUL JAQUAYS (DUN 4)

HIT	ARMOR		IQ	DEXT.
DICE	CLASS	MOVE FLY SWIM	RANGE	RANGE
4D8	0	9	1D4	3D6

ALIGNMENT: CHAOTIC
FOUND IN: DUNGEONS, CITIES

LAIR (20%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1D10	100% A
	1D6	

ATTACKS:

2 +2 CLAWS, 2D8 OR 1 WEAPON, BY WEAPON TYPE
1 HEAT BALL, 1D8 (SEE BELOW)

DESCRIPTION:

A LIVING, WALKING, MAN-SHAPED MIRROR. ANY LIGHT STRIKING IT WILL BE INTENSIFIED AND REFLECTED BACK, BLINDING ITS VICTIMS.

AFTER BEING EXPOSED TO LIGHT FOR FIVE MELEE TURNS, IT MAY FIRE ONE HEAT BALL PER MELEE TURN UNTIL FIVE TURNS AFTER THE LIGHT HAS BEEN EXTINGUISHED. DIRECT SUNLIGHT OR INTENSE LIGHT FOR ONE FULL TURN WILL CAUSE THE MIRROR MAN TO EXPLODE INTO A 10D8 FIREBALL.

MIRROR MAN

THE MIRROR MAN IS SEMI-INTELLIGENT AND WILL ATTACK BRIGHT LIGHT SOURCES AS A BESERKER, ABSORBING AS MUCH POWER AS POSSIBLE BEFORE EXPLODING AND DESTROYING ITS FOES. WHEN IN MELEE IT WILL USE ITS RAZOR SHARP CLAWS, THOUGH IT MAY CARRY A WEAPON.

BLOWS WHICH HIT WITH A 14 OR GREATER WILL CAUSE FROM 25% TO 75% OF THE CREATURE TO SHATTER. IF THE HEAD OR CHEST IS STRUCK, THE MIRROR MAN WILL INSTANTLY DIE. 50% DESTRUCTION WILL CAUSE ITS DEATH IN FIVE MELEE TURNS. DEAD CREATURES STILL ABSORB LIGHT AND OVERLOAD ON SUNLIGHT, BUT WILL EXPLODE AT ONLY HALF DAMAGE (5D8).

MIST LEOPARD

TYPE: ANIMAL

CREATED BY: WAYNE SHAW

HIT	ARMOR		IQ	DEXT.
DICE	CLASS	MOVE FLY SWIM	RANGE	RANGE
6D8	4	12 24	3D6	2D6+12

ALIGNMENT: CHAOTIC, NEUTRAL
FOUND IN: WOODS, MOUNTAINS, SWAMPS, AIR

LAIR (10%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1D4	100% D
	1D4	

ATTACKS:

2 CLAWS, 1D6
1 BITE, 1D10

DESCRIPTION:

A LARGE, HAZY LEOPARD. IT CAN SUMMON MIST TO CLOAK ITSELF, AND A WEAPON MUST BE +1 OR BETTER TO HIT IT. IT IS -2 VS. FIRE HOWEVER.

MOBIL DIS SWARM

TYPE: MISCELLANEOUS

CREATED BY: JIM WARD (DUN 3)

HIT	ARMOR		IQ	DEXT.
DICE	CLASS	MOVE FLY SWIM	RANGE	RANGE
10D8	9	9	1D4	1D6+6

ALIGNMENT: HUNGRY
FOUND IN: DUNGEONS, DESERTS, AIR

ALL THE WORLDS' MONSTERS

MOBIL DIS SWARM

WANDERING NUMBER 1 PROBABILITY OF TREASURE AND TYPE

ATTACKS:

1 ATTACK, 6D8

DESCRIPTION:

A SWARM OF ONE QUARTER INCH LONG STOMACHS WITH EIGHT TINY LEGS AND HALF INCH LONG FANGS. THE MEMBERS OF THE SWARM NUMBER IN THE BILLIONS, THEY NEVER APPEAR ALONE.

THE ENTIRE SWARM HAS 10D8 HIT POINTS COLLECTIVELY, AND ATTACKS AS A UNIT DOING 6D8. ONLY COLD, HEAT, OR A SPECIAL CHEMICAL CALLED "MOBIL DIS SALT" CAN AFFECT THEM (THE SALT REPELS THE SWARM).

THEY ATTACK BY SWARMING OVER THEIR VICTIM AND THEY WILL NOT LEAVE UNTIL HE IS COMPLETELY CONSUMED OR THE SWARM IS KILLED.

THE SWARM TRAVELS AS A GLOBE WITH A THREE FOOT DIAMETER AND WILL SENSE ANYTHING LIVING WITHIN SIXTY FEET.

MOCKER

TYPE: ANIMAL

CREATED BY: C. BIGGLESTONE & P. SAVOY

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
6D8	3	9			1D4+9	1D6+15

ALIGNMENT: HUNGRY
FOUND IN: DUNGEONS, OPEN, WOODS, DESERTS, WATER, CITIES

LAIR (20%)	NUMBER	PROBABILITY OF TREASURE	AND TYPE
WANDERING	2D4 1D4	75% 10%	E E

ATTACKS:

2 PAWS, 2D10
1 BITE, 3D6

MOCKER

DESCRIPTION:

A FIVE FOOT TALL, UPRIGHT, BADGER-CROCODILE. IT IS TELEPATHIC ENOUGH TO "READ" A SELECTED VICTIM AND MENTALLY INSULT THEM SO AS TO GOAD THEM INTO A RASH ATTACK. IT IS NEVER FOUND IN COLD AREAS.

THE MOCKER HAS A PERMANENT "MINDBLANK" IN OPERATION.

ANYONE BITTEN BY THE MOCKER MUST MAKE A DEXTERITY ROLL OR THE MOCKER WILL HOLD ON AND AUTOMATICALLY BITE HIM EACH FOLLOWING MELEE TURN.

MORGHOUL

TYPE: UNDEAD

CREATED BY: DAVE HARGRAVE (AG 1)

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
(3-5)D8+1	3	9	12		1D4	1D4+17

ALIGNMENT: CHAOTIC
FOUND IN: ANYWHERE

LAIR (85%)	NUMBER	PROBABILITY OF TREASURE	AND TYPE
WANDERING	2D12 2D12		

ATTACKS:

2 CLAWS, 1D8 TO 1D12 DEPENDING ON SIZE + SPECIAL
1 BITE, 1D6 TO 1D10 DEPENDING ON SIZE + SPECIAL

DESCRIPTION:

A SHADOWY GREEN-YELLOW, MAN-LIKE SHAPE THAT SMELLS OF ROTTEN FLESH. IT IS A CROSS BETWEEN A GHOUL AND A SHADOW.

ALL HIT BY THE MORGHOUL BECOME PARALYZED AND START TO ROT AWAY AT A RATE OF 1 HIT POINT PER TURN. THOSE BITTEN ROT 1D20 POINTS IMMEDIATELY AND THEN 1 POINT PER TURN AFTERWARDS.

THE MORGHOUL HAS +3 SAVING THROWS AGAINST CLERICAL "TURN AWAY". IT IS IMMUNE TO FEAR AND PARALYSIS AND TAKES ONLY HALF DAMAGE FROM ACID, POISON, OR VENOM. HOLY WATER "BURNS" THE MORGHOUL FOR 1D10 POINTS PER VIAL.

ALL THE WORLDS' MONSTERS

MOTH, BLOOD

TYPE: MISCELLANEOUS

CREATED BY: M. KRAMER (A&E 14)

HIT	ARMOR					
DICE	CLASS	MOVE	FLY	SWIM	RANGE	DEXT.
6D8	5	12	18		1D6+12	2D6+6

ALIGNMENT: CHAOTIC-EVIL
 FOUND IN: ANYWHERE

LAIR (5%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1	100% I

ATTACKS:

2 CLAWS, 2D6
 1 PROBOSCUS, 1D4 PLUS 1D12 BLOOD DRAIN PER ROUND
 1 SPELL (SEE BELOW)

DESCRIPTION:

THE BLOOD MOTH APPEARS, AT FIRST, AS A BEAUTIFUL HUMAN FEMALE, WHO TRIES TO SEDUCE ANY HUMAN MALES IN THE PARTY. ONCE THE HUMAN MALE HAS BEGUN FOREPLAY THE MOTH ASSUMES ITS TRUE SHAPE (A GIANT MOTH) AND IT BEGINS ITS ATTACK. IF THE MOTH HITS WITH ITS PROBOSCUS, THE PROBOSCUS WILL PENETRATE THE VICTIM AND THE MOTH WILL DRAIN 1D12 POINTS OF BLOOD PER MELEE ROUND UNTIL EITHER THE VICTIM OR THE MOTH IS KILLED, OR THE PROBOSCUS IS SEVERED. THE REMAINS OF THE PROBOSCUS MUST BE REMOVED FROM THE VICTIM OR IT WILL BECOME INFECTED AND CAUSE DISEASE.

THE BLOOD MOTH CAN USE THE FOLLOWING SPELLS:
 CHARM PERSON, HOLD PERSON, SUGGEST, ESP,
 SHAPE CHANGE (TO ANY HUMANOID FEMALE)

IT IS IMMUNE TO COLD; LIGHTNING DOES ONLY HALF DAMAGE; AND FIRE DOES 1/4 EXTRA DAMAGE. ALL OTHER SPELLS ARE EFFECTIVE. THE MOTH IS ALSO IMMUNE TO ALL NON-MAGICAL WEAPONS.

MUDSLINGER

TYPE: MISCELLANEOUS

CREATED BY: BYRAN HINKEL

HIT	ARMOR					
DICE	CLASS	MOVE	FLY	SWIM	RANGE	DEXT.
2D8	5	0			1	2D6

MUDSLINGER

ALIGNMENT: HUNGRY
 FOUND IN: DUNGEONS

LAIR (100%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
	1D8+2	5% SEE BELOW

ATTACKS:

2 MUD MISSILES, SEE BELOW

DESCRIPTION:

LOOKS LIKE A LARGE POOL OF MUD WITH TWO ARMLIKE EXTENSIONS. ONCE EACH MELEE TURN, EACH ARM CAN THROW A MUD BALL WHICH HITS ALL TARGETS AS IF THEY WERE ARMOR CLASS 9. AFTER FOUR HITS THERE IS A 50% CHANCE PER HIT OF CAUSING BLINDNESS IN THE VICTIM FOR 1D6 TURNS. AFTER FIFTEEN HITS THERE IS 50% CHANCE THAT THE VICTIM WILL SUFFOCATE UNDER THE ACCUMULATED MUD. THE MUDSLINGER NEVER RUNS OUT OF MUD.

THE MUDSLINGER IS ONLY AFFECTED BY STEEL WEAPONS (WHICH DO ONLY HALF DAMAGE) AND HEAT. IT IS COMPLETELY IMMUNE TO ALL FORMS OF MISSILES.

THERE IS A SMALL CHANCE THAT THERE WILL BE THE BODY OF A FORMER VICTIM BURIED BENEATH THE MUDSLINGER. ANY TREASURE FOUND WILL HAVE BELONGED TO THIS FORMER VICTIM.

ALL THE WORLDS' MONSTERS



NARAL

TYPE: GIANT INSECT

CREATED BY: SKIP DAVIS

HIT	ARMOR						
DICE	CLASS	MOVE	FLY	SWIM	IQ	DEXT.	
6D8	3	6	24		RANGE	RANGE	
					1D6+4	3D4	

ALIGNMENT: NONE

FOUND IN: OPEN, WOODS, RIVERS, SEAS, CITIES

LAIR (25%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	10D100	10% B
	1D12	5% B

ATTACKS:

- 1 BITE, 2D4
- 1 WING BUFFET, 2D10
- 1 CLAW, 1D4
- 1 STING, 1D4 PLUS 6D6 POISON

DESCRIPTION:

THE NARAL LOOKS MOST LIKE A TEN FOOT LONG BUMBLE BEE AND ITS LAIR CONSISTS OF A HUGE HONEY COMB. IT IS MUCH SOUGHT AFTER AS A FLYING MOUNT BY THE PEOPLE OF "THE CITY OF CHAOS" AS IT MAKES A VERY STABLE RIDING PLATFORM. IT IS CARNIVOROUS AND FAVORS ELVEN FLESH OVER ALL OTHER KINDS.

NAZGUL

TYPE: UNDEAD

CREATED BY: N. SHAPIRO (A&E 12)

HIT	ARMOR						
DICE	CLASS	MOVE	FLY	SWIM	IQ	DEXT.	
12D8	2+5	18	24		RANGE	RANGE	
					2D6+6	1D3+15	

ALIGNMENT: CHAOTIC

FOUND IN: ANYWHERE

LAIR (20%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1D3	100% F
	1D3	

ATTACKS:

- 2 BLOWS, 2D6 PLUS 1D6 LIFE ENERGIES, IF SAVE VS. WANDS THEN ONLY 1D3 ENERGIES

ALL THE WORLDS' MONSTERS

NAZGUL

DESCRIPTION:

A LARGE, BLACK CLOAKED, HUMAN SHAPED UNDEAD. OFTEN FOUND RIDING A HUGE, PTERADACTYL SHAPED BEAST OR A HUGE BLACK HORSE WHICH IS REALLY AN ELEMENTAL.

THE NAZGUL ARE VERY MAGICAL. ANY HIT UPON THEM CAUSES THE STRIKER TO TAKE 1D4 DAMAGE HIMSELF. IF A NAZGUL IS KILLED, ALL THOSE WHO TOUCHED HIM IN THAT MELEE ROUND TAKE AN ADDITIONAL 2D4 DAMAGE.

NAZGULS CAN BE TURNED BY PATRIARCHS:

PATRIARCH'S LEVEL	ROLL ON 2D6	# TURNED
7 - 15	11 - 12	1D3
16 - 21	9 - 12	1D4
22 - 28	7 - 12	1D6
29+	2 - 12	1D10

NON-PALADINS NEED AT LEAST A +4 WEAPON TO HIT A NAZGUL. PALADINS DO DOUBLE DAMAGE WITH NORMAL WEAPONS, QUADRUPLE DAMAGE WITH MAGIC WEAPONS, AND EIGHT-FOLD DAMAGE WITH HOLY WEAPONS. GIVEN A CHOICE, THE NAZGUL WILL ATTACK ANY PALADINS IN A PARTY FIRST.

CHARACTERS KILLED BY A NAZGUL CAN ONLY BE RESURRECTED BY A "RAISE DEAD FULLY" WHICH ACTS UPON THEM AS A NORMAL "RAISE DEAD".

NIGHT CRAWLER

TYPE: GIANT INSECT

CREATED BY: DAVE HARGRAVE

HIT	ARMOR	MOVE	FLY	SWIM	IQ	DEXT.
DICE	CLASS				RANGE	RANGE
(3-8)D8+1	4-5	12			1D6	2D6+6

ALIGNMENT: CHAOTIC, NEUTRAL
FOUND IN: DUNGEONS, OUTDOORS, RIVERS, SWAMPS, CITIES

LAIR (30%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	2D12 1D6	100% E+2*SP+1 MAGIC WEAPON

ATTACKS:

- 1 BITE, 1D4 TO 1D12 DEPENDING ON SIZE
- 2 CLAWS, 1D8 TO 3D6 DEPENDING ON SIZE
- 1 STING, 1D3 TO 2D4 DEPENDING ON SIZE, PLUS 1D8 PER HIT DIE OF BEAST POISON AND PARALYSIS

NIGHT CRAWLER

DESCRIPTION:

MUTATED CROSS BETWEEN A SPIGA AND A SCORPION. POISON WILL PARALYZE ALL EXCEPT HOBBITS, WHICH WILL DISSOLVE IF SAVE VS. POISON IS NOT MADE; IF MADE, IT WILL DO AN ADDITIONAL 3D6 DAMAGE PER MELEE TURN. ALL EATEN BY THIS THING ARE DIGESTED IN ONE TO FIVE MINUTES, DEPENDING ON SIZE. THESE ARE ONLY NEUTRAL 10% OF THE TIME, THE REST OF THE TIME THEY ARE CHAOTIC.

NIGHTSEEKER

TYPE: DRAGONKIND

CREATED BY: STEVE HENDERSON

HIT	ARMOR	MOVE	FLY	SWIM	IQ	DEXT.
DICE	CLASS				RANGE	RANGE
(16-32)D8	2+1	12			1D4	1D4+12

ALIGNMENT: HUNGRY
FOUND IN: DUNGEONS, MOUNTAINS, CITIES

LAIR (30%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1D3 1D3	50% C 10% C

ATTACKS:

5 BITES, 3D4 PLUS POISON

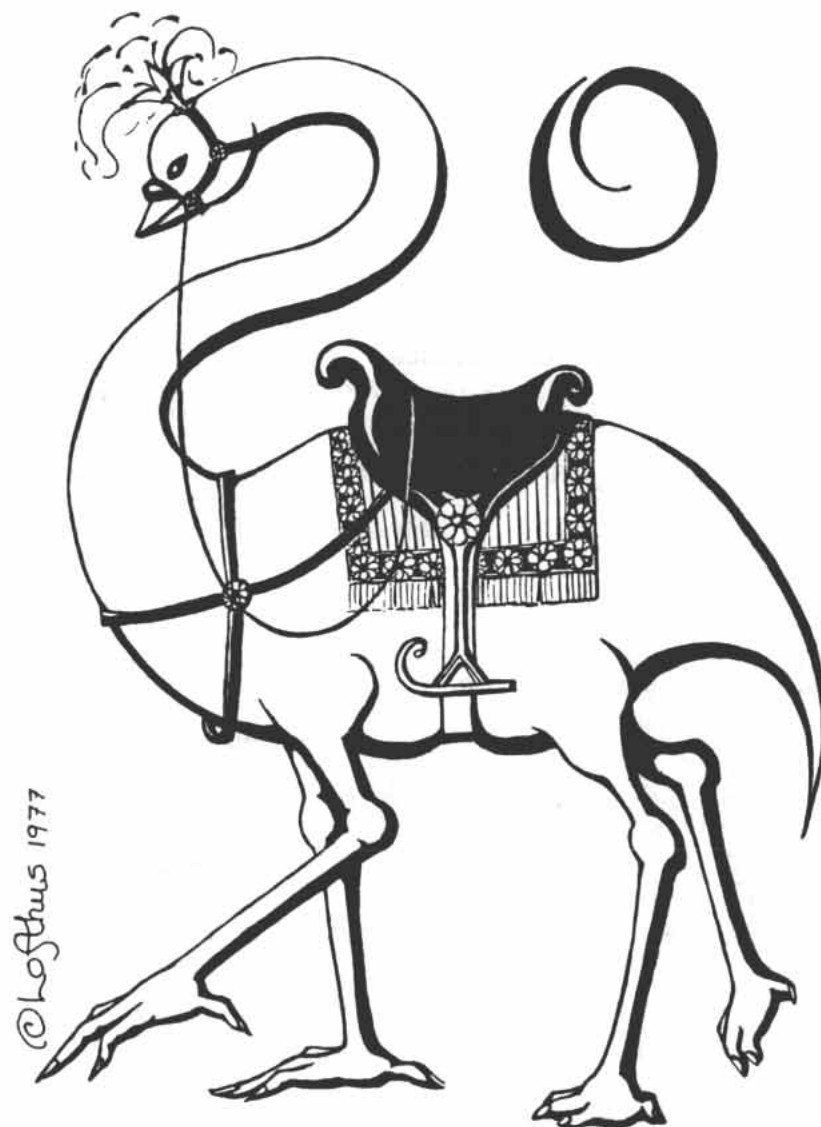
DESCRIPTION:

AN ELEPHANT-SIZED CREATURE BUILT SOMEWHAT LIKE A HYDRA BUT WITH POWERFUL LEGS. IT ALWAYS HAS FIVE HEADS.

IF SAVE VS. POISON IS MISSED, THE BITE INJECTS A POTION THAT WILL MELT PROTOPLASM INTO MUSH WHICH IS THEN SUCKED UP. A VICTIM WHO HAS ALREADY TAKEN THREE BITES GETS NO FURTHER SAVING THROWS. THE NIGHTSEEKER CAN SUCK UP A HUMAN-SIZED MASS IN ONE MELEE TURN.

IT OPERATES IN DARKNESS BY CLAIRVOYANCE. IT IS IMMUNE TO LIGHTNING. OFTEN FOUND IN RUINS AS OPPOSED TO OCCUPIED CITIES.

ALL THE WORLDS' MONSTERS



ORNITHOHIPPIUS

OLAB

TYPE: HUMANOID

CREATED BY: JEFF PIMPER

HIT DICE (3-7)D8	ARMOR CLASS 7+1	MOVE 9	FLY	SWIM	IQ RANGE 2D4	DEXT. RANGE 2D6+6
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ALIGNMENT: CHAOTIC, HUNGRY
FOUND IN: RIVERS, SWAMPS

LAIR (5%) WANDERING	NUMBER 20D20 4D10	PROBABILITY OF TREASURE AND TYPE 5% A
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ATTACKS:

- 1 CLUB, 1D8+2
- 1 THROWING DISC, 2D12 (SEE BELOW)

DESCRIPTION:

A RACE OF REPTILE MEN. FROM THE WAIST UP, THE OLAB IS MANSIZED AND SHAPED, BUT ITS LEGS ARE LONG AND STORKLIKE. ITS HEAD HAS A FEATHERY CREST AND ITS NECK IS WATTLED.

THE OLAB IS SOULESS AND, WHILE FIGHTING, ALMOST MINDLESS, SO IT IS IMMUNE TO ALL FORMS OF MENTAL ATTACK UNLESS SURPRISED. NORMAL WEAPONS ONLY DO HALF DAMAGE TO THE OLAB. A MAGIC WEAPON DOES HALF DAMAGE PLUS WHAT EVER DAMAGE BONUSES IT HAS. THE OLAB ALWAYS FIGHTS AS IF BESERK.

THE OLAB'S CLUB HAS A SLIT WHICH RUNS FROM THE TIP (OR FIGHTING END) DOWN ABOUT ONE THIRD OF ITS LENGTH. THE OLAB FITS THE DISC INTO THE SLIT AND THEN USES THE CLUB TO HURL THE DISC AT THE ENEMY. THE ACCURACY OF THE DISC IS THE SAME AS THAT OF A HEAVY CROSSBOW FIRED BY A FIGHTER WHO IS TWO LEVELS HIGHER THAN THE OLAB HAS HIT DICE.

FROM "SAILOR ON THE SEAS OF FATE" (AN ELRIC STORY) BY MICHAEL MOORCOCK.

ONDOCUS

TYPE: HUMANOID

CREATED BY: KAJ & CECIL NURSE (DUN 4)

HIT DICE 3D8	ARMOR CLASS 7	MOVE 9	FLY	SWIM	IQ RANGE 2D6+6	DEXT. RANGE 2D6+6
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ALL THE WORLDS' MONSTERS

ONDŌCULUS

ALIGNMENT: CHAOTIC
FOUND IN: DUNGEONS

LAIR (50%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	10D4	100% D
	5D4	75% D

ATTACKS:

1 WEAPON, BY WEAPON TYPE

DESCRIPTION:

ONE OF A DREADED, UNDERGROUND RACE WHICH IS RARELY EVER SEEN BY PEOPLE. HE RESEMBLES A SLIM MAN WITH TWO BALD HEADS, THREE LEGS, AND FOUR ARMS. HIS LIMBS HAVE TWO MORE JOINTS THAN THOSE OF MEN WHICH GIVES HIM MORE MOBILITY.

HE CAN USE TWO WEAPONS AT ONCE OR USE ONE WEAPON AND FIRE A BOW WHILE IN MELEE. HE RARELY USES A SWORD, USUALLY PREFERRING AXES AND WARHAMMERS. IF HE DOES HAVE A SWORD, THEN ANYONE HIT BY THE SWORD WHO SUFFERS THREE OR MORE POINTS OF DAMAGE WILL BE TURNED TO STONE. IF TAKEN AWAY FROM THE ONDŌCULUS THE SWORD WILL RETAIN ITS STONING POWERS FOR ONE MONTH AND THEN REVERT TO A NORMAL, NON-MAGICAL WEAPON.

THERE IS A 5% CHANCE THAT THE ONDŌCULUS IS A CLERIC (UP TO EIGHTH LEVEL) WHO CAN CAST SPELLS WHILE IN MELEE.

THE ONDŌCULUS IS VERY PHILOSOPHICAL. HE CAN BE DISTRACTED BY A PHILOSOPHICAL DISCUSSION WHICH ALLOWS HIS OPPONENT A FREE SHOT BEFORE THE MELEE STARTS.

ORNITHŌIPPUS

TYPE: ANIMAL

CREATED BY: JEFF PIMPER

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
4D6	8	24			1D6	2D6+6

ALIGNMENT: NEUTRAL
FOUND IN: OPEN, WOODS, DESERTS, SWAMPS

WANDERING	NUMBER	PROBABILITY OF TREASURE AND TYPE
	4D8	

ORNITHŌIPPUS

ATTACKS:

1 BITE, 2D4
2 CLAWS, 3D6

DESCRIPTION:

A HUGE BIRD RESEMBLING AN OSTRICH BUT WITH FOUR LEGS AND NO WINGS. IT IS QUITE BEAUTIFUL TO LOOK AT, WITH SNOWY WHITE FEATHERS AND A LONG SWAN-LIKE NECK.

THE ORNITH IS USUALLY DOCILE, QUITE OFTEN USED AS AS A RIDING BEAST OR BEAST OF BURDEN. THE TAME ORNITH WILL NOT EVER ATTACK, BUT IF PROVOKED THE WILD ONES WILL FIGHT USING THEIR HUGE SHARPLY CLAWED FRONT FEET. A WILD ORNITH CANNOT BE TAMED, ONLY THOSE CAPTURED AS CHICKS OR HATCHED IN CAPTIVITY ARE TAMEABLE.

THE MEAT OF THE ORNITH IS QUITE STRINGY AND TOUGH, BUT THERE ARE SOME EXCELLENT DISHES MADE OF IT.

FROM "WARRIOR OF WORLD'S END" BY LIN CARTER.

ALL THE WORLDS' MONSTERS



PENGAREAN

TYPE: HUMANOID

CREATED BY: SKIP DAVIS

HIT DICE (1-8)D4-1	ARMOR CLASS 6	MOVE 6	FLY 36	SWIM	IQ RANGE 3D6	DEXT. RANGE 1D10+14
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ALIGNMENT: CHAOTIC
 FOUND IN: DUNGEONS, OPEN, WOODS, DESERTS, SEAS, CITIES

LAIR (25%) WANDERING	NUMBER 2D3 1D2	PROBABILITY OF TREASURE AND TYPE 50% A(3) BUT NO COINS 25% 1
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ATTACKS:

- 1 CLAW, 2D4
 2 WEAPONS, BY WEAPON TYPE

DESCRIPTION:

A THIRTY INCH TALL, WINGED HUMANOID WITH FEATHERS. ITS WINGSPREAD CAN REACH UP TO EIGHT FEET. IT HAS AMBER OWL-LIKE EYES, AND ITS FEATHERS RANGE IN COLOR FROM RUST TO BLACK. ITS HEAD IS SMALL AND IT HAS A BEAK INSTEAD OF A MOUTH.

IT OFTEN CARRIES A TWO FOOT LONG BLOW GUN WITH POISONED DARTS. THE BLOW GUN ALSO HAS A FIVE INCH LONG STEEL EDGE ALONG BOTH ENDS WHICH HITS AS A HAND AX AND DOES DAMAGE AS A DAGGER.

MORE OF A PEST THAN ANYTHING ELSE, THE PENGAREAN LOVES TO SWOOP DOWN AND FRIGHTEN CREATURES BEING USED AS MOUNTS, HOPING TO SEE THE RIDER THROWN TO THE GROUND.

PERYTON

TYPE: ANIMAL

CREATED BY: KEN PICK

HIT DICE 2D8	ARMOR CLASS 6	MOVE 6	FLY 30	SWIM	IQ RANGE 1D6	DEXT. RANGE 2D6+6
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ALIGNMENT: CHAOTIC, CHAOTIC-EVIL
 FOUND IN: OPEN, WOODS

LAIR (20%) WANDERING	NUMBER 5D10 5D10	PROBABILITY OF TREASURE AND TYPE 20% B
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PSEUDOWOMAN

ALL THE WORLDS' MONSTERS

PERYTON

ATTACKS:

2 ANTLERS, 2D6
2 TALONS (ONLY IF FLYING), 1D8

DESCRIPTION:

AN ATLANTIAN BIRD OF PREY. IT IS A LARGE BIRD WITH THE HEAD AND ANTLERS OF A DEER. IT CASTS A HUMANOID SHADOW. IT IS CAMOUFLAGE GREEN IN COLOR; TREAT AS AN ELVEN CLOAK IF AGAINST WOODSY BACK-GROUND. IT ATTACKS ANY AND ALL MAN-TYPES ON SIGHT, EACH ONE PICKING A TARGET AND FIGHTING TO THE DEATH.

FROM A GRECO-ROMAN MYTH.

PHELESION

TYPE: ANIMAL

CREATED BY: SKIP DAVIS

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
(4-6)D8+1	6	9			3D6	1D8+16

ALIGNMENT: NEUTRAL
FOUND IN: DUNGEONS, OPEN, WOODS, MOUNTAINS, SWAMPS, CITIES

LAIR (50%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	2D3+3 1D8+1	35% 6 10% B

ATTACKS:

1 WEAPON, BY WEAPON TYPE
OR
1 BITE, 1D8 AND 2 CLAWS, 1D6

DESCRIPTION:

A SIX FOOT TALL CAT WITH A DOMED FOREHEAD AND PAWS WITH OPPOSITE THUMBS. ITS FAVORITE WEAPONS ARE SCIMITARS, RAZOR-EDGED BOOMERANGS, AND COMPOSITE BOWS. IT HAS SOFT FUR, WHICH CAN HAVE ANY OF THE USUAL CAT MARKINGS, AND A LONG TAIL. IT STANDS ON ITS TWO HIND LEGS AND IS AMAZINGLY AGILE.

THE PHELESION IS BASICALLY A NEUTRAL CREATURE, BUT ONCE IT HAS GIVEN ITS WORD, IT WILL TRY TO FULFILL ITS PROMISES EVEN IF IT HAS TO DIE IN THE ATTEMPT.

PHRAINT

TYPE: ALIEN

CREATED BY: DAVE HARGRAVE (AG 1)

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
(1-12)D8+1	2	9			2D6+6	1D8+16

ALIGNMENT: NEUTRAL
FOUND IN: ANYWHERE

LAIR (40%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	4D10 2D10	100% F 50% F

ATTACKS:

1 CLAW, 1D4-1D10 DEPENDING ON SIZE
1 JAVELIN, 1D8
1 WEAPON, 1D8 OR BY WEAPON TYPE
1 STING, 1D3 PLUS 1D6+1 POISON
1 BITE, 1D4-1D8 DEPENDING ON SIZE

DESCRIPTION:

STRICTLY LOGICAL, ANT-LIKE INSECTS, BUT WITH ONLY TWO ARMS AND TWO LEGS. IT LOOKS LIKE A CROSS BETWEEN A MANTIS AND AN ANT. IT CAN LEAP FIFTEEN TO THIRTY FEET, THROW ITS JAVELIN WHILE IN THE AIR, AND LAND WITH ITS WEAPON READY FOR BATTLE.

POISON IVY HEDGE

TYPE: PLANT

CREATED BY: LEE GOLD (A&E 7)

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
10D8	9	1			2D6	1D6+6

ALIGNMENT: NEUTRAL
FOUND IN: OPEN, WOODS, RIVERS, SWAMPS, CITIES

LAIR (50%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1	100% B

ATTACKS:

1 TOUCH, 1D6 POISON PLUS ITCHING (SEE BELOW)

ALL THE WORLDS' MONSTERS

POISON IVY HEDGE

DESCRIPTION:

A MOBILE HEDGE. ANY TREASURE IS CONTAINED WITHIN ITSELF. ITS TOUCH NOT ONLY CAUSES POISON DAMAGE BUT ALSO CAUSES SEVERE ITCHING, WHICH LASTS TWO HOURS AND REDUCES ALL THE VICTIM'S ATTACKS BY -2. IF THE PLANT IS BURNED, THE SMOKE CAUSES 2D6 OF POISON DAMAGE AND THREE HOURS OF ITCHING. THERE IS *NO* SAVING THROW AGAINST THE ITCHING.

PSEUDOWOMAN

TYPE: HUMANOID

CREATED BY: JEFF PIMPER

HIT	ARMOR		IQ	DEXT.
DICE	CLASS	MOVE FLY SWIM	RANGE	RANGE
1D6	9	12	3D6	3D6

ALIGNMENT: ANY
FOUND IN: DUNGEONS, OPEN, WOODS, MOUNTAINS, WATER, CITIES

LAIR (20%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	5D4 1D4	10% A

DESCRIPTION:

AN INTELLIGENT PLANT WITH THE FORM OF A HUMAN FEMALE. SHE HAS EXTRAORDINARY BEAUTY AND IS HIGHLY SEDUCTIVE. SINCE SHE IS A PLANT, SHE CANNOT BEAR YOUNG, BUT THE PSEUDOWOMEN ARE HIGHLY PRIZED AS WIVES FOR HUMAN MALES. THEY ARE VERY OFTEN PURCHASED AS LIFE COMPANIONS BY CLERICS WHO HAVE SWORN A VOW OF CHASTITY, THOUGH THEY ARE COMPLETELY ABLE TO PERFORM THE SEX ACT.

THE PSEUDOWOMAN IS COLD BLOODED, SO SHE RADIATES NO INFRARED. SHE IS A VEGETARIAN, THOUGH SHE CAN CONSUME SOUPS AND FERMENTED BEVERAGES (WITHOUT GETTING INTOXICATED). SHE IS IMMUNE TO ALL DISEASES AND POISONS WHICH AFFECT WARM BLOODED CREATURES. TO ALL OUTWARD APPEARANCES SHE IS A HUMAN FEMALE, IT IS ONLY WHEN ONE TOUCHES HER THAT HE REALIZES THAT SHE IS NOT HUMAN.

FROM "WARRIOR OF WORLD'S END" BY LIN CARTER.

PYBRA

TYPE: ANIMAL

CREATED BY: DAVE HARGRAVE

HIT	ARMOR		IQ	DEXT.
DICE	CLASS	MOVE FLY SWIM	RANGE	RANGE
(2-8)D8+1	4	6	1D6	2D6+6

ALIGNMENT: HUNGRY
FOUND IN: DUNGEONS, OUTDOORS, RIVERS, SWAMPS, CITIES

LAIR (30%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1D6 1D4	70% C + 4*COPPER

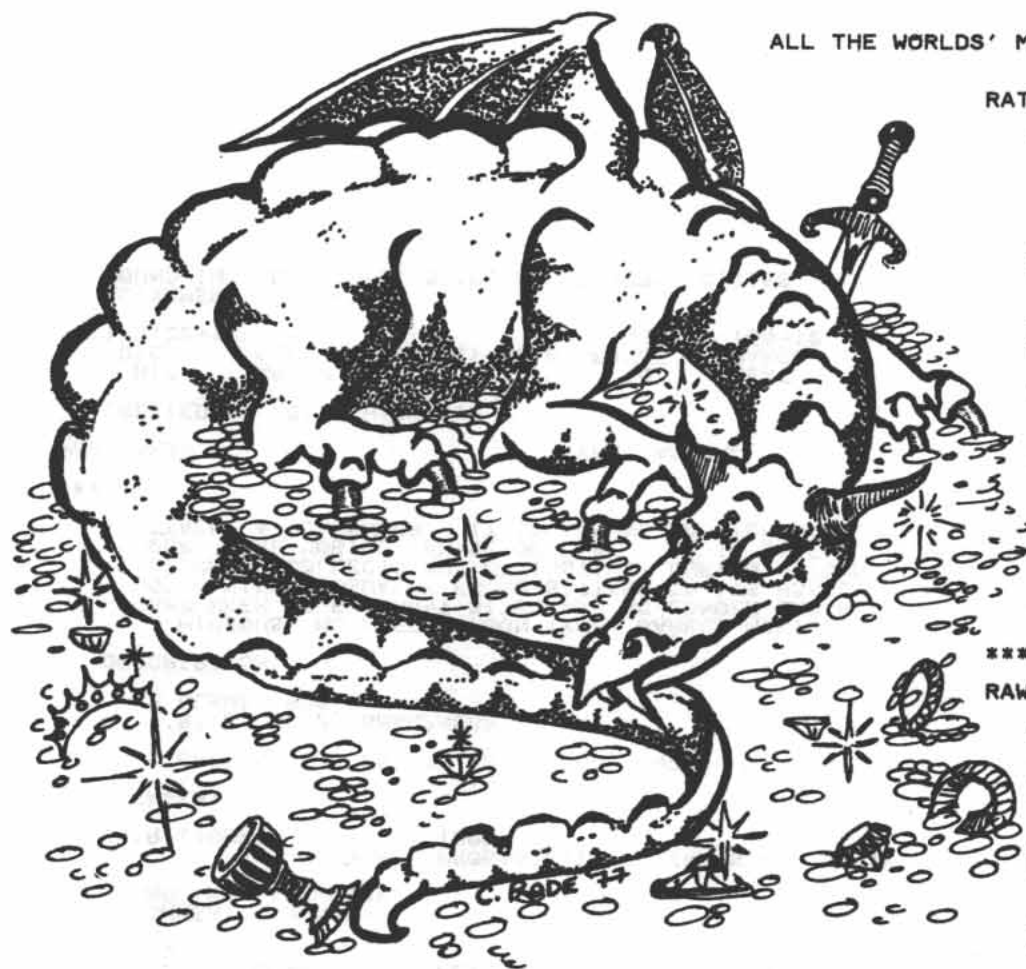
ATTACKS:

1 BITE, 1D3 PLUS 3D6 POISON
1 CONSTRICTION, 1D6
1 STING, 1D3 PLUS 3D6 POISON
1 SPIT, 1D6+1 POISON

DESCRIPTION:

COBRA-PYTHON CROSSBREED. IT CAN SPIT UP TO TWENTY FEET AND COVER A TWO AND A HALF FOOT SQUARE AREA. AT TEN FEET IT CAN COVER A SEVEN AND A HALF FOOT SQUARE AREA.

ALL THE WORLDS' MONSTERS



RAZOR MOUTH



RAT, GIANT

TYPE: ANIMAL

CREATED BY: DENNIS O'BRIEN

HIT DICE 2D8	ARMOR CLASS 7	MOVE 12	FLY	SWIM	IQ RANGE 1	DEXT. RANGE 3D6
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ALIGNMENT: HUNGRY
FOUND IN: WOODS, SWAMPS, CITIES

LAIR (50%) WANDERING	NUMBER 3D10 1D6	PROBABILITY OF TREASURE AND TYPE 65% A 10% C
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ATTACKS:

1 BITE, 1D3 PLUS DISEASE (SEE BELOW)

DESCRIPTION:

SIX FEET LONG AND TWO FEET HIGH, THIS RAT HAS A 5% CHANCE OF BEING RABID. THE VICTIM OF A RABID BITE WILL DIE HORRIBLY IN TWO WEEKS UNLESS HE RECEIVES A "CURE DISEASE" SPELL. THE CHANCE OF SUCCESS OF THE CURE SPELL DECREASES 10% FOR EVERY DAY THAT PASSES BETWEEN THE TIME HE WAS BITTEN AND THE CURE WAS PERFORMED, SO AFTER TEN DAYS THERE IS NO HOPE.

RAW'YAS

TYPE: ANIMAL

CREATED BY: R. SCHWALL

HIT POINTS 1	ARMOR CLASS 9	MOVE 6	FLY	SWIM	IQ RANGE 50	DEXT. RANGE 1D6+2
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ALIGNMENT: LAWFUL, NEUTRAL
FOUND IN: DUNGEONS

LAIR (30%) WANDERING	NUMBER 25D100 25D100	PROBABILITY OF TREASURE AND TYPE 100% 1D10 MECHANICAL DEVICES
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ATTACKS:

1 "ELECTRONIC CHARM" (SEE BELOW)

DESCRIPTION:

AN ANT-SIZED CRITTER WITH AN ELECTRO-MOTIVE-FORCE SENSE/SEND ABILITY. IT ACCOMPANIES GREATER MONSTERS WHEN THEY ATTACK ANTI-MAGIC USERS (TECHNOS)

ALL THE WORLDS' MONSTERS

RAW'YAS

AND SCROUNGE TECHNOLOGICAL TREASURE. ITS LAIR IS PROTECTED BY TECHNOLOGICAL DEVICES SET UP SO AS TO BE USEABLE BY SUCH A SMALL CREATURE.

ITS ATTACK CONSISTS OF MENTALLY ACTIVATING ANY ELECTRONIC MACHINERY IN THE AREA AND DIRECTING THE MACHINE TO ATTACK THE INTENDED VICTIMS.

RAZOR MOUTH

TYPE: DRAGONKIND

CREATED BY: CLINT BIGGLESTONE

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
22D8	2+3	1			1D4	2D8+6

ALIGNMENT: HUNGRY
FOUND IN: ANYWHERE

LAIR (100%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
	1	100% H

ATTACKS:

- 1 BREATH, 8D6 POISON GAS CLOUD, TWENTY BY FORTY FEET
- 1 BITE, 1D12, SHARPNESS
- 2 CLAWS, 6D6

DESCRIPTION:

A HIDEOUS, MUTATED DRAGON-TYPE, BARELY MOBILE, SHRUNKEN TO ELEPHANT-SIZED AND NO LONGER CAPABLE OF FLYING. USUALLY FOUND SITTING ON ITS HOARD, WHICH IT COLLECTS OUT OF INSTINCT DURING A YOUNGER, MORE MOBILE, PHASE OF LIFE. IT IS ESSENTIALLY A SCAVENGER. IT IS IMMUNE TO LIGHTNING.

RED MAMBA

TYPE: ANIMAL

CREATED BY: DAVE HARGRAVE

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
(1-3)D8+1	6	7			1D6	1D6+12

ALIGNMENT: HUNGRY
FOUND IN: DUNGEONS, OUTDOORS, RIVERS, CITIES

RED MAMBA

LAIR (50%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1D12 1D6	50% C - 50% GEMS + 25% MAGIC

ATTACKS:

- 1 BITE, 1D3-1D6 DEPENDING ON SIZE, PLUS TWICE ITS HIT DICE IN POISON

DESCRIPTION:

A VERY FAST, MUTATED MAMBA. +1 ARMOR CLASS AND SPEED FOR EVERY HIT DIE IT HAS OVER ONE.

ALSO CALLED A RED ROCKET.

RUSTLANCE

TYPE: ANIMAL

CREATED BY: C. BIGGLESTONE & P. SAVOY

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
6D8	3	9			1D2	1D6+18

ALIGNMENT: HUNGRY
FOUND IN: DUNGEONS, OPEN, WOODS, MOUNTAINS, WATER, CITIES

LAIR (30%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1D6 1D3	40% D (NO IRON)

ATTACKS:

- 1 HORN, 4D8 PLUS RUSTING

DESCRIPTION:

A SIX FOOT LONG SNAKE WITH A SINGLE HORN GROWING OUT OF ITS FOREHEAD. ITS FAVORITE FOOD IS RUSTY, ONCE MAGICAL, STEEL BUT IT WILL EAT ANY FORM OF FERROUS OXIDE.

ALL THE WORLDS' MONSTERS



SAURAIG

TYPE: HUMANOID

CREATED BY: DAVE HARGRAVE (AG 1)

HIT	ARMOR				
DICE	CLASS	MOVE	FLY	SWIM	IQ
(1-8)D8+1	6	6		9	RANGE
					3D6
					DEXT.
					RANGE
					1D6+7

ALIGNMENT: NEUTRAL
 FOUND IN: DUNGEONS, OPEN, DESERTS, SWAMPS, CITIES

LAIR (25%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	10D8	100% D + 1000 SP
	2D10	50% D

ATTACKS:

2 CLAWS, 1D4-1D12 DEPENDING ON SIZE
 1 CLUB, 1D8 PLUS 1D4-1D8 DEPENDING ON SIZE
 1 TAIL, (1-2)D8 DEPENDING ON SIZE (SWAMPS ONLY)

DESCRIPTION:

A TAN COLORED, TAILLESS REPTILE MAN FOUND IN DESERTS, OR A GREEN, TAILED REPTILE MAN FOUND IN SWAMPS.

HE ONLY TAKES HALF DAMAGE FROM FIRE, BUT HE TAKES FULL DAMAGE FROM COLD AND IS ALSO SLOWED. HE USES AN OBSIDIAN CLUB WHICH HITS LIKE A MACE AND ALSO HAS SPEARS AND/OR JAVELINES WITH SPEAR THROWERS.

"SLOW" SPELLS AS SUCH HAVE NO EFFECT, BUT HE HAS A -2 SAVING THROW VS. "SLEEP".

SCOURGETAIL

TYPE: GIANT ANIMAL

CREATED BY: C. BIGGLESTONE & P. SAVOY

HIT	ARMOR				
DICE	CLASS	MOVE	FLY	SWIM	IQ
(17-22)D8	2+1	12			RANGE
					1D6+12
					DEXT.
					RANGE
					1D4+10

ALIGNMENT: HUNGRY
 FOUND IN: DUNGEONS, OUTDOORS, SWAMPS, CITIES

LAIR (25%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1D2	75% C, NO MAGIC
	1	20% C, NO MAGIC

ATTACKS:

6 TAILS, 1D12
 1 BREATH, 8D8 LIGHTNING

ALL THE WORLDS' MONSTERS

SCOURGETAIL

DESCRIPTION:

LOOKS LIKE A GORILLA-SIZED ARMADILLO WITH A CAT-6-SIX-TAILS FOR A TAIL. ITS FRONT PAWS MAY BE USED AS HANDS. IS IT ONLY RARELY FOUND IN DUNGEONS.

IT IS IMMUNE TO COLD AND SONIC ATTACKS. IT TURNS SPELLS LIKE A RING OF SPELL TURNING. ITS LIGHTNING MAY BE USED THREE TIMES A DAY.

THE SCOURGETAIL DISDAINS MAGIC, BUT THERE IS A 15% THAT IT WILL HAVE 1D3 MINOR TECHNOLOGICAL ITEMS.

SCREAMING MEEMIE

TYPE: HUMANOID

CREATED BY: TERRY JACKSON

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
3D6	3	9			2D6	2D6

ALIGNMENT: NEUTRAL, HUNGRY
FOUND IN: OPEN, WOODS

LAIR (30%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1D3+1 1D6	30% C 50% A, B, C

ATTACKS:

- 1 SCREAM, 3D6 PLUS DEAFNESS
- 2 PAWS, 2D10
- 1 BITE, 2D10
- 1 HUG, 4D10 (IF BOTH PAWS HIT)

DESCRIPTION:

APE-LIKE IN APPEARANCE, THE SCREAMING MEEMIE IS BETWEEN SEVEN AND EIGHT FEET TALL WHEN ADULT. ITS FUR IS A VIVID PINK (IN ADULTS) OR MOTTLED BROWN AND PINK (JUVENILES). THE MEEMIE WILL NOT ATTACK UNLESS PROVOKED OR UNLESS IT IS IN ITS LAIR AND ITS YOUNG ARE PRESENT.

THE MEEMIE'S FIRST ATTACK IS ALWAYS AN EAR SHATTERING SCREAM WHICH CAUSES DEAFNESS FOR 3D10 TURNS AND THEN 50% HEARING LOSS FOR ANOTHER 2D10 TURNS. IF THE VICTIMS DO NOT TURN AWAY, THE MEEMIE WILL THEN CLOSE FOR PHYSICAL VIOLENCE.

SCREAMING MEEMIE

THOSE WHO ARE DEAFENED CANNOT CO-ORDINATE THEIR ATTACKS UNLESS THEY HAVE ESP. REGARDLESS OF THEIR PHYSICAL CHARACTERISTICS, ANYONE WHO IS STRUCK BY THE MEEMIE'S PAW HAS A 70% CHANCE OF BEING KNOCKED DOWN.

THE JUVENILE MEEMIE IS VERY FRIENDLY AND PLAYFUL. ITS FAVORITE GAME IS "TAG, YOU'RE IT". IT IS ALSO VERY NOISY, MAKING IT IMPOSSIBLE FOR A PARTY TO SURPRISE ANYTHING IF THERE IS A MEEMIE "PLAYING" IN THE AREA.

WHEN ENCOUNTERED IN ITS LAIR, THERE WILL ALWAYS BE ONE ADULT AND 1D3 YOUNG. THE ADULT WILL *ALWAYS* ATTACK.

SCRUBBING BUBBLE

TYPE: MISCELLANEOUS

CREATED BY: SKIP DAVIS

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
(1-2)D3	0	24			3D4	1D8+10

ALIGNMENT: NEUTRAL
FOUND IN: DUNGEONS, CITIES

LAIR (100%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
	12D12	35% I

ATTACKS:

- 1 ATTACK (PER 12 BUBBLES), 1D4 ABRASION

DESCRIPTION:

A ROUND WHITE BUBBLE, TWO INCHES HIGH AND ONE AND A HALF INCHES AROUND. USUALLY FOUND NEAR A MIRROR OR OTHER SHINY ITEM WHICH IT MAINTAINS AT A PRISTINE CLEANLINESS. IT LIVES IN A NEARBY HOLE IN THE WALL AND ITS TREASURE CONTAINS ONLY VERY SMALL ITEMS (GEMS, RINGS, COINS, ETC.).

THE BUBBLE ONLY LEAVES ITS HOLE WHEN THE ITEM IT MAINTAINS IS DIRTIED. IT THEN ATTACKS EVERYTHING IN SIGHT AND SCRUBS THEM SPOTLESS. IT DOES NOT LIKE THE SMELL OF SOAP AND SO WILL AVOID A FRESHLY BATHED PERSON OR CREATURE.

ALL THE WORLDS' MONSTERS

SCRUBBLE

TYPE: MISCELLANEOUS

CREATED BY: SKIP DAVIS

HIT DICE (4-9)D8+1	ARMOR CLASS 2	MOVE 18	FLY	SWIM 6	IQ RANGE 3D4	DEXT. RANGE 2D6+5
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ALIGNMENT: CHAOTIC
 FOUND IN: DUNGEONS, OPEN, WOODS, MOUNTAINS, CITIES

LAIR (10%) WANDERING	NUMBER 1 1D6	PROBABILITY OF TREASURE AND TYPE 5% 30% E
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ATTACKS:

1 ATTACK, 5D6 ABRASION

DESCRIPTION:

A GIANT FORM OF INSANE SCRUBBING BUBBLE. IT IS EIGHT FEET HIGH AND 6 FEET WIDE. ITS TREASURE IS STORED INSIDE ITS BODY, UNDER THE CROWN OF ITS BUBBLE. LAIR TREASURE IS ALWAYS VERY WELL HIDDEN.

SCUMSNAIL

TYPE: MISCELLANEOUS

CREATED BY: STEVE HENDERSON

HIT DICE 13D8	ARMOR CLASS 9	MOVE 3	FLY	SWIM	IQ RANGE 1D3+6	DEXT. RANGE 1D3+15
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ALIGNMENT: CHAOTIC
 FOUND IN: DUNGEONS, SWAMPS

LAIR (95%) WANDERING	NUMBER 1 1	PROBABILITY OF TREASURE AND TYPE 100% C
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ATTACKS:

4 TENTACLES, 4D6 PLUS DISEASE

DESCRIPTION:

A HIDEOUS MISSHAPEN MONSTER. IT LAIRS ONLY IN SWAMPS AND IS ALWAYS SURROUNDED BY AN INSECT PLAGUE. IT IS LARGER THAN MANSIZED. IT COMMUNICATES WITH ITS FELLOW KIND BY ESP. IT IS IMMUNE TO WANDS AND STAVES AND CAN TURN SPELLS AS A RING OF "SPELL TURNING".

SENTIENT MIST

TYPE: MISCELLANEOUS

CREATED BY: K. JONES (A&E 19)

HIT DICE (8-10)D8	ARMOR CLASS 4	MOVE 24	FLY	SWIM	IQ RANGE 1D6+12	DEXT. RANGE 1D6+12
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ALIGNMENT: EVIL
 FOUND IN: DUNGEONS, CITIES

LAIR (100%)	NUMBER 1	PROBABILITY OF TREASURE AND TYPE 80% A
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ATTACKS:

1 STRANGLE, 1D8

DESCRIPTION:

AN INTELLIGENT FOG FOUND ONLY IN ENCLOSED PLACES.

THE MIST FIGHTS AS A TENTH LEVEL LORD AND MAY ATTACK SEVERAL TARGETS AT ONCE; UP TO EIGHT TARGETS WITH NO PENALTY AND THEN A CUMULATIVE -1 HIT PROBABILITY FOR EACH ADDITIONAL THREE TARGETS. IT CAN ONLY ATTACK EACH MEMBER OF THE PARTY ONCE, BUT IT ATTACKS ALL TARGETS AS IF THEY WERE ARMOR CLASS NINE.

WHEN IT HITS A VICTIM IT DOES AN IMMEDIATE 1D8 POINTS OF DAMAGE. IT ALSO ATTACHES ITSELF TO THE VICTIM FOR:
 (NUMBER ROLLED) - (NUMBER NEEDED TO HIT)
 ADDITIONAL TURNS, DOING AN ADDITIONAL 1D8 PER TURN UNTIL EITHER THE VICTIM OR THE MIST IS KILLED.

BECAUSE IT OBSTRUCTS THE VIEW OF ALL IN THE AREA, ANY ATTACK ROLLED AGAINST IT WHICH MISSES BY TWO OR MORE, OR A 1 IS ROLLED IN ANY CASE, HAS A 30% CHANCE OF HITTING ANOTHER MEMBER OF THE PARTY.

SHEEM BATTLE SPIDER

TYPE: ROBOT

CREATED BY: N. SHAPIRO

HIT DICE (8-15)D8	ARMOR CLASS 3	MOVE 10	FLY	SWIM	IQ RANGE 20	DEXT. RANGE 2D6+8
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ALIGNMENT: ANY
 FOUND IN: OUTDOORS, RIVERS, SWAMPS, CITIES

ALL THE WORLDS' MONSTERS

SHEEM BATTLE SPIDER

LAIR (10%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1	100% H / 4

ATTACKS:

1-2 HEAT RAYS (SEE BELOW)
0-6 CLAWS (SEE BELOW)

DESCRIPTION:

A MILITARY ROBOT. BEING MECHANICAL IT IS IMMUNE TO CHARMS, SLEEP, PHANTASMAL FORCES, PARALYSIS, ESP, AND TELEPATHY. IT TAKE HALF DAMAGE FROM FIRE OR NONE AT ALL IF IT MAKES ITS SAVE. IF IT MAKES ITS SAVE VS. LIGHTNING, THE LIGHTNING BOLT ENERGY IS STORED AND USED TO REPAIR DAMAGE.

THE HEAT CANNON TREATS ALL TARGETS AS ARMOR CLASS 9. IT HAS A RANGE OF NINE INCHES. IF THE VICTIM MAKES HIS SAVE VS. MAGIC, HE ONLY TAKES HALF OF THE DAMAGE.

STATISTICS:

MARK	HIT DICE	ARMOR CLASS	HEAT RAY DAMAGE	CLAWS	DAMAGE
1	8D8	3	6D6	NONE	
2	9D8	2	8D6	NONE	
3	10D8	2	9D6	NONE	
4	10D8	2	9D6	2	2D6
5	12D8	0	10D6	2	2D6
6	15D8	-2	(1D12+6)D6	6	2D8

MARK	HOW OFTEN CANNON FIRES
1	ONCE PER MELEE TURN
2	TWICE FIRST MELEE TURN, THEN ONCE PER TURN
3	THREE TIMES EVERY TWO MELEE TURNS
4	TWICE PER MELEE TURN
5	TWICE PER MELEE TURN
6	TWICE PER MELEE TURN

SHIFTER

TYPE: ANIMAL

CREATED BY: C. BIGGLESTONE & P. SAVOY

HIT DICE	ARMOR CLASS	MOVE FLY SWIM	IQ RANGE	DEXT. RANGE
4D8	5	9	1D4+2	1D4+14

ALIGNMENT: CHAOTIC
FOUND IN: WOODS

SHIFTER

LAIR (50%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	2D6	25% D
	2D6	5% D

ATTACKS:

2 PAWS, 1D8
1 BITE, 1D10

DESCRIPTION:

A HAIRY, MANSIZED APE. IT IS COMPLETELY IMMUNE TO MAGIC WEAPONS AND ONLY HAS ONE SPOT ON ITS BODY WHICH IS VULNERABLE TO NORMAL WEAPONS. THE VULNERABLE SPOT IS DIFFERENT FOR EACH SHIFTER - ROLL ON A CRITICAL HIT CHART TO FIND OUT WHERE.

SHOVEL MOUTH

TYPE: GIANT ANIMAL

CREATED BY: SCOTT MC CARTNEY

HIT DICE	ARMOR CLASS	MOVE FLY SWIM	IQ RANGE	DEXT. RANGE
10D8	3	6	1D6+2	1D4+6

ALIGNMENT: NEUTRAL
FOUND IN: OPEN, MOUNTAINS, DESERTS, SWAMPS

LAIR (15%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1D4	50% A*2
	1D2	50% A

ATTACKS:

1 BITE, 3D10
2 CLAWS, 1D6
1 TAIL, 1D12

DESCRIPTION:

A HUGE, TWELVE-LEGGED, GREY REPTILE. IT IS NOT HOSTILE AND WILL NOT ATTACK UNLESS PROVOKED. IT IS CAPABLE OF SWALLOWING A HEAVY HORSE WHOLE. ITS TREASURE IS CARRIED IN ITS STOMACH (SO NOTHING DIGESTIBLE WILL BE FOUND), HOWEVER ANY KIND OF TREASURE MAY BE FOUND IN ITS LAIR.

ALL THE WORLDS' MONSTERS

SICKLETAIL

TYPE: ANIMAL

CREATED BY: CLINT BIGGLESTONE

HIT	ARMOR		IQ	DEXT.
DICE	CLASS	MOVE FLY SWIM	RANGE	RANGE
1D8	5	24	1D4+2	1D3+15

ALIGNMENT: NEUTRAL
 FOUND IN: DUNGEONS, OPEN, WOODS, WATER, CITIES

WANDERING NUMBER PROBABILITY OF TREASURE AND TYPE
 2D8

ATTACKS:

1 TAIL, 1D8 (VORPAL)

DESCRIPTION:

LOOKS LIKE A RAT-KANGAROO WITH A FLAT, EDGED TAIL. IT MAY BOUND AS HIGH AS FIVE OR SIX FEET BEFORE STRIKING. THE SICKLETAIL IS A VERY CURIOUS HERBIVORE WHICH USUALLY (95%) WON'T ATTACK FIRST.

IT IS NEVER FOUND IN SNOW OR DESERT AREAS.

SKULL WARRIOR

TYPE: ENCHANTED MONSTER

CREATED BY: GLENN BLACOW (A&E 13)

HIT	ARMOR		IQ	DEXT.
DICE	CLASS	MOVE FLY SWIM	RANGE	RANGE
(7-15)D8	2	12	3D6	1D6+12

ALIGNMENT: CHAOTIC
 FOUND IN: DUNGEONS

WANDERING NUMBER PROBABILITY OF TREASURE AND TYPE
 1D8

ATTACKS:

1 SWORD, 1D8

DESCRIPTION:

THE SKELETON OF A GREAT AND SKILLFUL WARRIOR, ANIMATED BY BLACK MAGIC TO RETAIN HIS ORIGINAL SKILL AT ARMS AND BOUND TO PROTECT SOME PERSON OR THING. ITS ARMOR CLASS, HIT DICE, AND WEAPONS ARE ALL VARIABLE FROM THE BASE GIVEN. IT CAN ALSO ASSUME A GASEOUS FORM LIKE A VAMPIRE.

SKULL WARRIOR

CLERICS CAN TURN SEVEN TO NINE HIT DIE SKULL WARRIORS AS VAMPIRES, TEN TO TWELVE HIT DIE ONES ARE TURNED BY PATRIARCHS AT 9+, THOSE ABOVE TWELVE ARE TURNED AT 11+.

SKULLPLANE

TYPE: UNDEAD

CREATED BY: DAN PIERSON

HIT	ARMOR		IQ	DEXT.
DICE	CLASS	MOVE FLY SWIM	RANGE	RANGE
(11-14)D8	2	48	1	1D6+8

ALIGNMENT: CHAOTIC
 FOUND IN: OUTDOORS, WATER, AIR

WANDERING NUMBER PROBABILITY OF TREASURE AND TYPE
 1

ATTACKS:

1 RAM, 8D10 (KAMIKAZE) OR 4D10 (TELEPORTER)

DESCRIPTION:

BONE/METALLIC UNDEAD WITH A SKULL IN FRONT AND A WING WITH INSET RAMJETS IN THE REAR. IT WILL DIVE STRAIGHT AT ITS VICTIM AND RAM INTO HIM WITH ITS BEAK.

WHEN A NORMAL SKULLPLANE RAMS, IT IS DESTROYED. HOWEVER, 10% OF THEM HAVE THE ABILITY TO TELEPORT UP TO 2000 FEET IN THE AIR AT THE INSTANT THEIR BEAK FIRST TOUCHES THE GROUND. THIS RARER TYPE DOES LESS DAMAGE WHEN IT RAMS.

BASED ON AN ILLUSTRATION BY ROGER DEAN.

SLESSZOYD

TYPE: MISCELLANEOUS

CREATED BY: STEVE MARSH

HIT	ARMOR		IQ	DEXT.
DICE	CLASS	MOVE FLY SWIM	RANGE	RANGE
1D4	9	4	1D4	0

ALIGNMENT: NEUTRAL
 FOUND IN: DUNGEONS

ALL THE WORLDS' MONSTERS

SLESSZOYD

WANDERING NUMBER PROBABILITY OF TREASURE AND TYPE
 2

ATTACKS:

EATS BRAIN

DESCRIPTION:

A MATED PAIR OF TWO THREE INCH LONG WORMS. THEY ARE FOUND AS EGGS IN FOODSTUFFS. IF EATEN, THEY WILL HATCH OUT IN THE VICTIM'S STOMACH AND GROW IN THE STOMACH FOR THREE WEEKS UNTIL THEY REACH A LENGTH OF THREE INCHES. THEY THEN MATE, THE MALE DIEING SHORTLY AFTERWARDS. THE FEMALE LAYS HER EGGS WHICH ARE EXCRETED BY THE VICTIM. THE FEMALE WORM THEN WORKS ITS WAY TO THE VICTIM'S BRAIN AND PROCEEDS TO EAT IT.

THE VICTIM WILL DIE IN TWELVE WEEKS, BUT WHILE THE WORMS ARE PRESENT (FROM HATCHING TO DEATH), THE VICTIM GAINS THE CAPABILITIES OF A MINDFLAYER. HOWEVER THE VICTIM'S INTELLIGENCE IS REDUCED BY ONE PER CENT PER DAY THAT THE WORM IS EATING HIS BRAIN.

A "CURE DISEASE" WILL GET RID OF THE WORMS. A "CURE SERIOUS WOUNDS" WILL RESTORE THE VICTIM'S INTELLIGENCE.

SLOB BLUB CLICK CLICK

TYPE: CLEAN-UP CREW

CREATED BY: SKIP DAVIS

HIT	ARMOR		IQ	DEXT.
DICE	CLASS	MOVE FLY SWIM	RANGE	RANGE
(5-7)D8+1	2	3	1D4	2D6

ALIGNMENT: NEUTRAL
 FOUND IN: DUNGEONS, CITIES

WANDERING NUMBER PROBABILITY OF TREASURE AND TYPE
 1

ATTACKS:

8 TENTACLES, 2D4
 2 PINCERS, 2D6

SLOB BLUB CLICK CLICK

DESCRIPTION:

A PERMANENTLY INVISIBLE MONSTER WITH NO BODY HEAT, SO INFRA-VISION IS USELESS. THE ONLY WAY TO DETECT ITS PRESENCE IS FROM THE "SLOB BLUB CLICK CLICK" SOUND IT MAKES AS IT MOVES.

IT IS AN EXCELLENT TRACKER AND WILL TRAIL A PARTY FOR DAYS UNTIL IT CAN CATCH ONE FOR FOOD.

IT IS 95% RESISTANT TO ALL FORMS OF MAGIC, REGARDLESS OF LEVEL, AND COMPLETELY IMMUNE TO NORMAL WEAPONS AND ALL FORMS OF FLAME.

SMOKE CREATURE

TYPE: ENCHANTED MONSTER

CREATED BY: MARK NORTON (DUN 3)

HIT	ARMOR		IQ	DEXT.
DICE	CLASS	MOVE FLY SWIM	RANGE	RANGE
2D8	7	18	2D6	2D6+6

ALIGNMENT: CHAOTIC
 FOUND IN: DUNGEONS, WOODS, CITIES, AIR

LAIR (20%) NUMBER PROBABILITY OF TREASURE AND TYPE
 WANDERING 1D100
 2D20

ATTACKS:

1 SMOTHER, 1D6 SUFFOCATION

DESCRIPTION:

MADE OF PURE, LIVING SMOKE. ONLY A MAGIC WEAPON CAN HURT IT SINCE BOTH THE WEAPON AND THE CREATURE ARE SOLID ON THE SAME PLANE.

IT WILL TRY TO ENGULF ITS VICTIM WHO WILL DIE FROM SMOKE INHALATION.

ALL THE WORLDS' MONSTERS

SNIG

TYPE: ANIMAL

CREATED BY: C. BIGGLESTONE & P. SAVOY

HIT	ARMOR		IQ	DEXT.
DICE	CLASS	MOVE FLY SWIM	RANGE	RANGE
8D8	4	9	1D4	1D6+8

ALIGNMENT: HUNGRY
 FOUND IN: DUNGEONS, OPEN, WOODS, DESERTS, WATER, CITIES

LAIR (50%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1D3 1D3	15% C

ATTACKS:

2 TUSKS, 2D8
 OR
 1 BITE, 1D10
 PLUS
 1 STING, 1D4 PLUS 8D6 VENOM

DESCRIPTION:

AN EIGHT FOOT LONG HAIRY PIG (FRONT) SNAKE (REAR). IT IS USUALLY FOUND IN ITS LAIR UNLESS IT IS HUNTING FOR FOOD. ITS FAVORITE MEALS ARE HOBBITS, KOBOLDS, AND OTHER SMALL BEINGS. IT IS NEVER FOUND IN COLD AREAS.

THE SNIG IS IMMUNE TO "FEAR", "CHARM", "HOLD", AND "CONFUSION" SPELLS.

SNOW TREE

TYPE: ENCHANTED PLANT

CREATED BY: DAN PIERSON

HIT	ARMOR		IQ	DEXT.
POINTS	CLASS	MOVE FLY SWIM	RANGE	RANGE
20	6	0	0	0

FOUND IN: DUNGEONS, OPEN, WOODS, RIVERS, SWAMPS, CITIES

LAIR (100%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
	10D10	20% A

DESCRIPTION:

THREE TO TEN FOOT TALL, WHITE FUNGOID DWARF TREES. IT APPEARS TO BE MADE OF FINE CRYSTALS.

SNOW TREE

ANY LIVING THING TOUCHING IT IS TURNED TO STONE. IF IT IS SMASHED, THE PIECES WILL FLY IN ALL DIRECTIONS; ANYONE WITHIN TWENTY FEET HAS A 25% CHANCE OF BEING TOUCHED BY A FLYING PIECE AND BEING STONED.

SPARKFLAIL

TYPE: ANIMAL

CREATED BY: C. BIGGLESTONE & P. SAVOY

HIT	ARMOR		IQ	DEXT.
DICE	CLASS	MOVE FLY SWIM	RANGE	RANGE
(6-9)D8	2	12	1D4+4	1D4+16

ALIGNMENT: HUNGRY
 FOUND IN: DUNGEONS, OPEN, WOODS, MOUNTAINS

LAIR (25%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1D8 1D4	40% D

ATTACKS:

1 TENTACLE, 6D6 PLUS 8D6 LIGHTNING
 OR DRAINS 1D4 LIFE ENERGIES
 2 HOoves, 2D12

DESCRIPTION:

A RHINO-SIZED WARTHOG WITH A SIX TO NINE FOOT LONG TENTACLE INSTEAD OF A NOSE. EACH OF THE TENTACLE'S SPECIAL ATTACKS CAN BE USED ONCE A DAY.

THE SPARKFLAIL IS IMMUNE TO COLD AND SONIC ATTACKS AND IT HAS TROLL-LIKE REGENERATION.

THE SPARKFLAIL IS A VEGETARIAN, BUT IT IS EASILY ENRAGED AND WILL ATTACK FIERCLY.

SPELL SUCKER

TYPE: ENCHANTED MONSTER

CREATED BY: DAN PIERSON

HIT	ARMOR		IQ	DEXT.
DICE	CLASS	MOVE FLY SWIM	RANGE	RANGE
10D8	-2	12 12 12	3	9

ALIGNMENT: NEUTRAL, HUNGRY
 FOUND IN: ANYWHERE

ALL THE WORLDS' MONSTERS

SPELL SUCKER

WANDERING NUMBER 1 PROBABILITY OF TREASURE AND TYPE

DESCRIPTION:

SPONGEY, OFF-WHITE, SPIDER-CRAB. IT WILL DRAIN 1D10 SPELL POINTS PER MELEE TURN FROM EVERYONE WITHIN A TEN FOOT RADIUS. NO ONE WITHIN THIRTY FEET CAN USE ANY SPELLS. IT IS IMMUNE TO ALL MAGIC, INCLUDING MAGIC WEAPONS (WHICH DO NEGATIVE "DAMAGE"). IT CAN BE HARMED BY NORMAL ATTACKS. IT CANNOT SURVIVE IN AREAS WHICH ARE MAGICALLY DEAD (I.E. MAGIC DOES NOT WORK). IT REGENERATES ONE HIT POINT FOR EVERY THREE SPELL POINTS DRAINED AND KEPT. IT TRANSFERS 50% OF ALL THE SPELL POINTS THAT IT DRAINS TO THE MAGE WHO CREATED IT UNLESS IT HAS BROKEN FREE OF HIM.

THE SPELL SUCKER IS CREATED BY A MAGE FOR A SPECIFIC MISSION. ONCE IT HAS COMPLETED ITS MISSION, IT IS FREE. A FREE SPELL SUCKER USUALLY SEEKS TO FIND A HOME FOR ITSELF UNDERGROUND. IT IS ATTRACTED TO STRONG SOURCES OF SPELL ENERGY UNLESS OTHERWISE COMMANDED.

SPHINX, ANTHRO

TYPE: ANIMAL

CREATED BY: JEFF PIMPER

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
8D10	4+2	12	24		3D6	2D6+6

ALIGNMENT: LAWFUL
FOUND IN: ANYWHERE

LAIR (30%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1	20% C

ATTACKS:

2 PAWS, 4D6

DESCRIPTION:

THREE TIMES THE SIZE OF A NORMAL LION, THE ANTHRO-SPHINX IS AN ARTIFICIALLY CREATED BEING WHICH RESEMBLES THE EGYPTIAN SPHINX. THE ANTHROSPHINX HAS SOME OF THE EXTERNAL CHARACTERISTICS OF SEX; EITHER MALE (ANDROSPHINX) OR FEMALE (GYNOSPHINX).

SPHINX, ANTHRO

HOWEVER IT HAS NO GENITALS, SO IT IS COMPLETELY STERILE. THE BODY OF THE ANTHROSPHINX IS ABOUT FIFTEEN FEET LONG AND IT HAS A THIRTY-TWO FOOT WINGSPREAD. ITS HEAD IS AS BIG AS A BARREL WITH A BROAD-CHEEKED, FLAT FACE. IT HAS HUGE GREEN EYES WHICH SEEM TO GLOW AND HAVE SLITTED PUPILS. ITS NOSE IS BLUNT AND FLAT BUT DOES NOT HAVE WHISKERS. ITS MOUTH IS FILLED WITH FANGS BUT IT DOES NOT USE THEM IN ATTACK.

THE ANTHROSPHINX HAS RETRACTABLE CLAWS, BUT IT USUALLY ATTACKS BY HITTING WITH ITS PAWS AS IT HAS FROST GIANT STRENGTH. ITS WINGS ARE CAPABLE OF CARRYING IT AND UP TO THREE PASSENGERS FOR GREAT DISTANCES. IT CAN ALSO ATTACK FROM THE AIR, EITHER WITH ITS PAWS OR BY DROPPING BOULDERS.

THE ANTHROSPHINX IS ALMOST ALWAYS FOUND AS THE "PET" OF A VERY HIGH LEVEL MAGIC USER OR TECHNO WHO HAS THE ABILITY TO ARTIFICIALLY CREATE LIFE. WHILE ARTIFICIALLY CREATED, THE ANTHROSPHINX IS NOT AN ENCHANTED CREATURE, ITS CONTINUED EXISTENCE IS NOT DEPENDENT ON THE MAINTAINANCE OF THE SPELLS (OR CHEMISTRY) USED TO CREATE IT. IT WILL REMAIN LOYAL TO ITS CREATOR UNTIL EITHER OF THEM DIES. IF THE MASTER DIES, THE ANTHROSPHINX BECOMES A FREE AND INDEPENDANT CREATURE.

FROM "IMMORTAL OF WORLD'S END" BY LIN CARTER.

SPIDER, GIANT SEA

TYPE: GIANT ARTHROPOD

CREATED BY: STEVE MARSH

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
(4-9)D8	6			12	2D6	3D6

ALIGNMENT: NEUTRAL
FOUND IN: SEAS

LAIR (20%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	2	4D6-1

ATTACKS:

1 BITE, 1D8 + 1D4 POISON

ALL THE WORLDS' MONSTERS

SPIDER, GIANT SEA

DESCRIPTION:

A GIANT SEA SPIDER WHICH LIVES IN A HOLLOW SPHERE FILLED WITH AIR. THE LARGER THE SPIDER, THE DEEPER IT IS FOUND AND THE THICKER THE SEAWEED IN ITS AREA.

SPIGA

TYPE: GIANT ARTHROPOD

CREATED BY: DAVE HARGRAVE (AG 1)

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
(1-12)D6	3	10			1D6	2D6+6

ALIGNMENT: HUNGRY
FOUND IN: DUNGEONS, OUTDOORS, RIVERS, SWAMPS, CITIES

LAIR (40%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1D4	100% B + 50% EXTRA MAGIC
	1D2	

ATTACKS:

- 1 BITE, 2D6
- 1 WEB, CATCHES VICTIM
- 1 SPIT, ACID, (NUMBER OF HIT DICE)D6

DESCRIPTION:

GIANT ARMORED SPIDER. 50% MAGIC RESISTANT VS. 11TH LEVEL MAGE SPELLS. ITS WEB HAS A RANGE OF THIRTY FEET. IT CAN SPIT UP TO SIXTY FEET. THE LARGER ONES ARE ARMOR CLASS 2.

SUGGESTED BY THE FILM "GODZILLA'S REVENGE".

SPINY SLAYER

TYPE: ENCHANTED MONSTER

CREATED BY: CLINT BIGGLESTONE

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
(5-7)D6	3	9	10		1D6+7	1D6+8

ALIGNMENT: CHAOTIC
FOUND IN: WOODS, MOUNTAINS, AIR

SPINY SLAYER

LAIR (30%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	2D4	25% C
	1D4+1	

ATTACKS:

- 2 CLAWS, 1D12
- 2 PINCERS, 2D6
- 2 QUILLS, 1D6 PLUS 8D8 POISON
- 1 PSIONIC (SEE BELOW)

DESCRIPTION:

A GORILLA-SIZED, FOUR-ARMED, TWO-LEGGED BEAR WITH PINCERS ON THE LOWER ARMS, WINGS, AND A PORCUPINE-LIKE TAIL HAVING 6D10 QUILLS. TWO QUILLS CAN BE "SHOT" PER MELEE TURN AND THEY HAVE A RANGE OF TWENTY FEET.

THE SLAYER'S PSIONIC POWER IS "1D INSINUATION" FOR 1D20+90 PSIONIC STRENGTH POINTS. THIS POWER WILL ONLY BE USED AGAINST OTHER PSIONICS. ITS PSIONIC DEFENSE IS "TOWER OF IRON WILL".

THE SLAYER IS IMMUNE TO FEAR AND CONFUSION.

STARDUST POTATO

TYPE: MISCELLANEOUS

CREATED BY: ANDERS SWENSON

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
1D8	3	12			3D6	18

ALIGNMENT: HUNGRY
FOUND IN: ANYWHERE

WANDERING	NUMBER	PROBABILITY OF TREASURE AND TYPE
	2D6	

ATTACKS:

- 1 BITE, 1D6

DESCRIPTION:

A SMALL, BOILED POTATO WHOSE MOVE IS A BOUNCE WITH A "DULL, SICKENING THUD". IT WILL EITHER TRAVEL IN CLOUDS OF 2-12 OR IS CARRIED IN A SACK BY A GARLIC BREAD GOLEM. IT *ALWAYS* HITS WHEN IT STRIKES. STARDUST POTATOES IN A SACK WILL NOT

ALL THE WORLDS' MONSTERS

STARDUST POTATO

BITE A HAND WHICH REACHES INTO THE SACK AND GRASPS ONE OF THEIR NUMBER.

STEELY

TYPE: ENCHANTED MONSTER

CREATED BY: PAUL JAQUAYS (DUN 2)

HIT	ARMOR						
DICE	CLASS	MOVE	FLY	SWIM	RANGE	IQ	DEXT.
2D8	0	3			2D6		2D6

ALIGNMENT: CHAOTIC
FOUND IN: ANYWHERE

LAIR (60%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	4D6	100% D
	4D6	

ATTACKS:

- 1 PSIONIC, "MIND BLAST"
- 2 STINGS, 2D6 PLUS PARALYZATION (SEE BELOW) OR
- 3 CONSTRICTIONS, 1D3 PER TURN AFTER HIT OR
- 3 WEAPONS, BY WEAPON TYPE

DESCRIPTION:

A LESS IMPOSING MEMBER OF THE BEHOLDER CLASS. IT HAS THE SAME SPHERICAL BODY AND CENTRAL EYE BUT NOT THE TEN OTHER EYES. ITS BODY IS ARMORED AND HAS THREE PREHENSILE TENTACLES WHICH DANGLE BENEATH AS IT HOVERS. THE BODY IS ONE TO TWO FEET IN DIAMETER AND THE TENTACLES ARE USUALLY THREE TO FOUR FEET LONG, THOUGH THEY MAY BE WITHDRAWN INTO THE BODY OR EXTENDED UP TO TEN FEET AS THEY STING.

THE STING IS SIMILAR TO AN ELECTRIC EEL SHOCK PLUS IF A SAVING THROW IS NOT MADE, THE VICTIM IS PARALYZED FOR THE SAME NUMBER OF TURNS AS HIT POINTS TAKEN. AFTER IT HITS IT CAN CONSTRICT DOING AN AUTOMATIC 1D3 PER MELEE TURN. THE STING CAN ONLY BE USED TWICE A DAY.

A LIVE STEELY CAN REGENERATE TENTACLE HITS AS A TROLL. THE TENTACLES HAVE TWO HIT POINTS EACH.

IF IT USES A WEAPON, IT ATTACKS AS A THIRD LEVEL FIGHTER WITH -1 HIT PROBABILITY. THE STEELY CAN COMBINE ITS VARIOUS FORMS OF ATTACK, USING EACH TENTACLE FOR A DIFFERENT ONE.

STEELY

THE STEELY HAS FIFTY PSIONIC STRENGTH POINTS BUT MAY ONLY USE "MIND BLAST" AND "THOUGHT SHIELD".

STINGWING

TYPE: ANIMAL

CREATED BY: J. DAVIS (A&E 12)

HIT	ARMOR						
POINTS	CLASS	MOVE	FLY	SWIM	RANGE	IQ	DEXT.
1	9	36			1D6		1D6+12

ALIGNMENT: HUNGRY
FOUND IN: OUTDOORS, RIVERS, SWAMPS

LAIR (25%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	6D6	100% 1D6 GEMS (SEE BELOW)
	6D6	

ATTACKS:

- 1 BITE, POISONOUS, FATAL IF NOT SAVED (SEE BELOW)

DESCRIPTION:

A SMALL FLYING ANIMAL WITH BATLIKE WINGS, SHARP TALONS, AND A PIRAHNA-LIKE DISPOSITION. IT WILL ALWAYS ATTACK. 10% OF THE TIME THE STINGWING SWARM WILL BE EXTRA LARGE, NUMBERING 20D10.

THE STINGWING'S BITE IS FATAL IF THE VICTIM DOES NOT MAKE BOTH OF TWO SAVING THROWS VS. POISON. IF HE SUCCEEDS, THEN HE MUST MAKE A THIRD SAVING THROW VS. POISON. IF HE SUCCEEDS THIS TIME HE ONLY TAKES 3D6 DAMAGE FROM THE POISON; IF HE FAILS THEN HE TAKES 6D6 DAMAGE. THE POISON IS ALSO HIGHLY CORROSIVE TOWARD ANYTHING FERROUS.

STRANGE LITTLE MAN

TYPE: MISCELLANEOUS

CREATED BY: JEFF PIMPER

HIT	ARMOR						
DICE	CLASS	MOVE	FLY	SWIM	RANGE	IQ	DEXT.
2D10	3	12			2D6		2D6+6

ALIGNMENT: HUNGRY
FOUND IN: DUNGEONS, MOUNTAINS

LAIR (100%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
	3D6	30% A

ALL THE WORLDS' MONSTERS

STRANGE LITTLE MAN

ATTACKS:

1 SMOTHER, DEATH IN 2D6 MELEE TURNS (SEE BELOW)

DESCRIPTION:

A FORM OF SENTIENT MINERAL LIFE, THE "STRANGE LITTLE MAN" LOOKS LIKE A SMALL, HUNCH-BACKED GNOME WITH GLITTERING BLACK SKIN, LONG POINTED EARS, AND A HUGE NOSE. HE RESEMBLES MORE THAN ANYTHING ELSE A SMALL GOLEM MADE OF COAL.

HIS BODY IS REALLY A COLONY OF SENTIENT DUST PARTICLES. HE ATTACKS BY TURNING PART OF HIS BODY (USUALLY AN ARM) INTO A CLOUD OF MICROSCOPIC PARTICLES WHICH SURROUNDS THE INTENDED VICTIM. THE PARTICLES THEN ENTER THE VICTIM'S RESPIRATORY TRACT, COATING THE LUNGS. THE VICTIM QUICKLY SMOTHERS.

THE "LITTLE MAN" HAS THE ABILITY TO "MOVE EARTH". WHEN ESCAPING OR CARRYING OFF A VICTIM, HE CAN CAUSE THE EARTH TO OPEN UP FOR HIM, SWALLOWING UP HIMSELF AND ANYTHING HE IS CARRYING.

THE "LITTLE MAN" IS IMMUNE TO "FLESH-TO-STONE", BUT VERY SUCEPTIBLE TO "STONE-TO-FLESH". HE IS IMMUNE TO "COLD" BUT "FIRE" WILL CAUSE HIS BODY TO FUSE INTO A SOLID MASS. DUE TO HIS COMPLETELY ALIEN MENTALITY HE IS IMMUNE TO "CHARM" "FEAR", AND "HOLDING". LIGHTNING SCATTERS HIS PARTICLES, BUT THEY WILL REFORM IN 3D4 MELEE ROUNDS. "ROCK TO MUD" WILL CAUSE HIM TO BECOME SOLID AND TO ASSUME ALL THE CHARACTERISTICS OF A MUD GOLEM, BUT WITH NO INCREASE IN HIT POINTS. DRUIDICAL MAGIC HAS DOUBLE EFFECT, ALL OTHERS ONLY HALF.

THE "LITTLE MAN" CAN USE HIS PARTICLE ABILITY TO PASS THROUGH ANY OPENING, NO MATTER HOW SMALL. HE CANNOT PASS THROUGH FLUID OR FLAME.

FROM "BARBARIAN OF WORLD'S END" BY LIN CARTER.

SWAMP THING

TYPE: GIANT-TYPE

CREATED BY: DAVE HARGRAVE

HIT	ARMOR		IQ	DEXT.
DICE	CLASS	MOVE FLY SWIM	RANGE	RANGE
(6-8)D8	6	6	0	1D6+12

SWAMP THING

ALIGNMENT: HUNGRY
FOUND IN: DUNGEONS, SWAMPS

LAIR (10%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1D8+1 1D6	

ATTACKS:

1 HUG, 2D6 PLUS 4D6 ACID

DESCRIPTION:

AN EIGHT FOOT TALL, VAGUELY MAN-SHAPED MESS WHICH LOOKS AND SMELLS LIKE MUCK. IT SECRETES AN ACID THAT PERMEATES ITS WHOLE BODY, SO EVEN A TOUCH WILL CAUSE ACID DAMAGE (MONKS, BEWARE). IT HAS NO BONES TO BREAK, NO REAL SKIN TO BRUISE, NO NERVOUS SYSTEM TO JANGLE, SO NORMAL WEAPONS HAVE NO EFFECT, ALL CUTS AND GASHES JUST SEALING CLOSED BEHIND THE WEAPON. IT IS ALSO IMMUNE TO PARALYSIS; ONLY MAGIC WEAPONS OR SPELLS MAY HARM IT; AND NO STRENGTH BONUS WILL HELP. IT WILL ONLY TAKE REGULAR DAMAGE.

ALL THE WORLDS' MONSTERS



TRIVERN

TATE

TYPE: ANIMAL

CREATED BY: GLENN BLACOW (A&E 13)

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
1D4	9	15			3D4	2D6+6

ALIGNMENT: NEUTRAL
FOUND IN: DUNGEONS

LAIR (25%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1	100% JEWELLED COLOR

ATTACKS:

1 BITE, 1D2

DESCRIPTION:

A SMALL, MONKEY-LIKE CREATURE WITH LONG WHITE, SILKY HAIR. IT IS TYPICALLY THE PET OF A HIGH LEVEL MAGE (5% FOR EVERY LEVEL ABOVE EIGHTH, MINUS 5% FOR EVERY POINT OF CHARISMA BELOW TWELVE). IT HAS A SPECIAL TELEPORT SPELL IN THAT IT CAN TELEPORT TWELVE MAN-SIZED BEINGS TO ANY PLACE THAT THE TATE HAS BEEN WITH PERFECT ACCURACY, OR TO ANY PLACE THE BEINGS HAVE BEEN (BUT NOT THE TATE) WITH THE NORMAL ERROR, OR IT CAN DIMENSION DOOR TO ANY PLACE NEITHER HAVE BEEN UP TO THIRTY-SIX INCHES AWAY.

IF FOUND WANDERING AND THE TATE IS SURPRISED OR FRIGHTENED BY THE PARTY (OR MONSTERS), THE TATE WILL THROW THEM AWAY BY TELEPORTING THEM TO SOME OTHER PLACE IN THE DUNGEON, USUALLY A LOWER LEVEL.

"HE WHO HAS A TATES IS SOON LOST" FROM AN OLD DUNGEON FARER'S PROVERB.

TENG SWARM

TYPE: INSECT

CREATED BY: DAVE HARGRAVE (AG 1)

HIT POINTS	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
1	3	2	36		0	36

ALIGNMENT: HUNGRY
FOUND IN: ANYWHERE

ALL THE WORLDS' MONSTERS

TENG SWARM

LAIR (50%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	50D20 10D20	100% B

ATTACKS:

1 SELF, 1D61

DESCRIPTION:

A SWARM OF INSECTS WHICH HITS LIKE A SWARM OF CROSSBOW BOLTS, THEN PASSES ON; UNLESS IN DEFENSE IF THEIR LAIR, IN WHICH CASE THEY WILL REMAIN IN THE AREA. THEY HIT LIKE A FIRST LEVEL FIGHTER'S LIGHT CROSSBOW BOLT. ROLL FOR THE PER CENT OF THE TENGs WHICH WILL ACTUALLY INTERSECT THE AREA OCCUPIED BY THE BODY OF THE VICTIM. THEY ARE EATERS OF CARRION.

TERMITE, GIANT

TYPE: GIANT INSECT

CREATED BY: GLENN BLACOW (A&E 12)

HIT	ARMOR		IQ	DEXT.
DICE	CLASS	MOVE FLY SWIM	RANGE	RANGE
3D8	8	9	1D6	2D6+6

ALIGNMENT: HUNGRY
FOUND IN: DUNGEONS, WOODS, SWAMPS

LAIR (35%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	10D10 1D10	100% D

ATTACKS:

1 SQUIRT, "WEB" OR "GREEN SLIME"

DESCRIPTION:

A GIANT FORM OF THE TROPICAL "SQUIRT GUN" TERMITE. ONE SIXTH OF THEM SQUIRT GREEN SLIME INSTEAD OF STICKY WEB.

THE TERMITE HITS AS A 3D8-1 MONSTER. A HIT WITH A 20 ON 1D20 HITS THE VICTIM'S FACE. THE STICKY WEB WILL BLIND AND SUFFOCATE THE VICTIM IN 1D2+2 MELEE ROUNDS IF NOT REMOVED WITH OIL.

ONLY ONE FOURTH OF THE TERMITES ARE SOLDIERS AND ABLE TO ATTACK. THE REST WILL BE 1D8 WORKERS WITH

TERMITE, GIANT

ARMOR CLASS 9. THE SOLDIER TERMITES ARE THREE TO FOUR FEET LONG, THE WORKERS ABOUT TWO FEET. THE USUAL SOLDIER CAN ONLY SQUIRT ONCE, BUT VERY LARGE ONES CAN SQUIRT UP TO THREE TIMES.

THAYKHAY

TYPE: MISCELLANEOUS

CREATED BY: W. IVES (A&E 18)

HIT	ARMOR		IQ	DEXT.
DICE	CLASS	MOVE FLY SWIM	RANGE	RANGE
6D8	2+3	15	2D6+6	2D6+6

ALIGNMENT: HUNGRY
FOUND IN: ANYWHERE

LAIR (30%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	3D4 3D4	100% F

ATTACKS:

2 CLAWS, 1D8
1 HUG, 2D10 POISON (SEE BELOW)

DESCRIPTION:

RESEMBLES AN ARMORED BEAR WITH A ROUNDED SKULL. A VOLATILE POISONOUS ACID LEAKS FROM BETWEEN ITS ARMOR PLATES, ANY METAL STRIKING IT WILL DISSOLVE OR CORRODE IN [20 - (DAMAGE INFLICTED)] MELEE TURNS. ENCHANTED OBJECTS HAVE A 90% CHANCE OF NOT BEING AFFECTED BY THE ACID.

THE THAYKHAY ONLY HUGS AFTER GETTING A HIT WITH A CLAW WHICH STRUCK WITH 19 OR BETTER ON 1D20.

THERMITE

TYPE: GIANT INSECT

CREATED BY: DAVE HARGRAVE (AG 1)

HIT	ARMOR		IQ	DEXT.
DICE	CLASS	MOVE FLY SWIM	RANGE	RANGE
(5-9)D8+1	3-2	9	1D6	1D5+11

ALIGNMENT: HUNGRY
FOUND IN: DUNGEONS, WOODS, MOUNTAINS, CITIES

ALL THE WORLDS' MONSTERS

THERMITE

LAIR (50%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	3D12	
	3D12	

ATTACKS:

- 1 BITE, 3D6 TO 3D12 DEPENDING ON SIZE
PLUS 1D12 FIRE
1 TOUCH, 1D8 FIRE

DESCRIPTION:

A HUGE, WARRIOR TERMITE WHICH GLOWS RED HOT WITH A REDDISH YELLOW COLOR. A MERE TOUCH ANYWHERE ON ITS BODY CAUSES HEAT DAMAGE.

THE THERMITE IS IMMUNE TO LIGHTNING AND FIRE, BUT COLD DOES DOUBLE DAMAGE.

THE THERMITE IS ABLE TO BORE ITS WAY THROUGH ROCK AT ONE INCH PER TURN.

THUNDERBUNNY

TYPE: ANIMAL

CREATED BY: DAVE HARGRAVE (AG 1)

HIT	ARMOR	MOVE	FLY	SWIM	IQ	DEXT.
DICE	CLASS				RANGE	RANGE
(1-2)D4+1	6	28			2D6	1D5+13

ALIGNMENT: HUNGRY
FOUND IN: OPEN, WOODS, SWAMPS

LAIR (100%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
	100D100	

ATTACKS:

- 2 KICKS, 1 POINT
1 BITE, 1D3 PLUS DISEASE (SEE BELOW)

DESCRIPTION:

AN INSANE FORM OF JACK RABBIT WHICH ALWAYS IS FOUND AS PART OF A HUGE HERD. THE THUNDERBUNNY FOAMS AT THE MOUTH, AND THIS FOAM CARRIES A DISEASE WHICH IS TRANSMITTED TO ITS VICTIMS. ANYONE CATCHING THE DISEASE WILL BEGIN TO FEEL DIZZY IN 1D3 TURNS AND SUFFER FROM BLURRED VISION. IF NOT IMMEDIATELY CURED, THE VICTIM WILL LOSE THREE POINTS FROM EACH OF HIS ATTRIBUTES WITH NO SAVING

THUNDERBUNNY

THROW. IF ANY OF THE ATTRIBUTES GOES TO ZERO, THE VICTIM CEASES TO BE AN EFFECTIVE AND EITHER DIES, BECOMES COMATOSE, OR USELESS:

STRENGTH OR CONSTITUTION	- DEATH
INTELLIGENCE OR WISDOM	- COMA
DEXTERITY OR CHARISM	- USELESS

THE SOUND OF THE HERD'S PASSING IS LIKE THAT OF DISTANT THUNDER.

THE BUNNY ROARS IN COMBAT AND IS IMMUNE TO FEAR AND CONFUSION.

TIGER, FLAME

TYPE: ENCHANTED MONSTER

CREATED BY: CLINT BIGGLESTONE

HIT	ARMOR	MOVE	FLY	SWIM	IQ	DEXT.
DICE	CLASS				RANGE	RANGE
(4-6)D8	4	12			1D12+3	1D6+12

ALIGNMENT: CHAOTIC
FOUND IN: DUNGEONS, OUTDOORS, RIVERS, SWAMPS, CITIES

WANDERING	NUMBER	PROBABILITY OF TREASURE AND TYPE
	1D2	

ATTACKS:

- 2 CLAWS, 1D4 PLUS 1D4+5 FIRE
1 BITE, 2D6 PLUS 1D4+5 FIRE

DESCRIPTION:

AN ELEMENTAL THAT CAN BE SUMMONED. IT LOOKS LIKE A GREAT, BURNING TYGER. IT CAN LEAP UP TO FORTY FEET IN ADDITION TO ITS REGULAR MOVEMENT.

IT IS IMMUNE TO FIRE, FEAR, CONFUSION, AND SONICS. IT IS ALSO IMMUNE TO NON-MAGICAL WEAPONS AND 50% RESISTANT TO MAGIC FROM AN ELEVENTH LEVEL MAGE. HOWEVER, COLD DOES +3 DAMAGE.

ESPECIALLY FOND OF HORSE FLESH. IT DISLIKES ALL COLD CREATURES.

ALL THE WORLDS' MONSTERS

TIGER, ICE

TYPE: ANIMAL

CREATED BY: STEVE PERRIN

HIT	ARMOR		IQ	DEXT.
DICE	CLASS	MOVE FLY SWIM	RANGE	RANGE
6D8	4	12	1D8	2D6+6

ALIGNMENT: CHAOTIC, NEUTRAL
 FOUND IN: DUNGEONS, MOUNTAINS

	NUMBER	PROBABILITY OF TREASURE AND TYPE
LAIR (30%)	1D6	50% C
WANDERING	1D4	

ATTACKS:

2 CLAWS, 1D4
 1 BITE, 2D6
 1 BREATH, 6D6 COLD

DESCRIPTION:

A GIANT, SNOW WHITE TIGER. IT IS 75% PROOF VS. ANY COLD USED AGAINST IT. IT IS A MUTUAL ENEMY IF THE ICE DRAGON. IT ALSO HATES HELLHOUNDS AND FLAME TIGERS. OFTEN THE PET OF A FROST (80%) OR A STORM (20%) GIANT.

TIGERMAN, KARJIXIAN

TYPE: HUMANOID

CREATED BY: JEFF PIMPER

HIT	ARMOR		IQ	DEXT.
DICE	CLASS	MOVE FLY SWIM	RANGE	RANGE
4D10	3+2	9	3D6	2D6+6

ALIGNMENT: ANY
 FOUND IN: ANYWHERE

	NUMBER	PROBABILITY OF TREASURE AND TYPE
LAIR (20%)	1D8	70% D
WANDERING	3D6	10% A

ATTACKS:

2 CLAWS, 3D6 AND 1 BITE, 2D4
 OR
 1 WEAPON, BY WEAPON TYPE

TIGERMAN, KARJIXIAN

DESCRIPTION:

A HUMANOID EVOLVED FROM THE TIGERS. HE IS ABOUT SEVEN FEET TALL, WITH TAWNY FUR WITH REDDISH BROWN STRIPES. THE KARJIXIAN TIGERMAN IS ALMOST ALWAYS A FIGHTER, THOUGH CLERICS HAVE BEEN KNOWN TO OCCUR.

PRINCIPALLY A MEAT EATER, THE TIGERMAN WILL EAT VEGETABLES (ESPECIALLY IF THEY ARE COOKED) AND HE IS VERY FOUND OF STRONG ALCOHOLIC BEVERAGES.

THE TIGERMAN'S PAW HAS AN OPPOSABLE THUMB, SO HE IS FULLY CAPABLE OF USING ALMOST ANYTHING A MAN CAN USE. HOWEVER HIS PAWS ARE QUITE LARGE AND THE "FINGERS" VERY THICK, SO HE IS UNABLE TO USE ITEMS WHICH REQUIRE SMALL HANDS AND/OR FINGERS.

FROM "ENCHANTRESS OF WORLD'S END" BY LIN CARTER.

TIMEWASP

TYPE: GIANT INSECT

CREATED BY: C. BIGGLESTONE & P. SAVOY

HIT	ARMOR		IQ	DEXT.
DICE	CLASS	MOVE FLY SWIM	RANGE	RANGE
(11-18)D8	3	6 36	1D4	1D10+10

ALIGNMENT: HUNGRY
 FOUND IN: OPEN, WOODS, DESERTS, WATER, CITIES

	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1	

ATTACKS:

1 SPELL, "TIMESTOP", THREE TIMES A DAY
 1 STING, 1D8 PLUS 8D10 PARALYZING POISON

DESCRIPTION:

A GIANT HUNTING WASP FOUND ONLY ABOVE GROUND AND NEVER IN COLD AREAS. IT HUNTS DRAGONS TO FEED TO ITS YOUNG; IT PARALYZES THE DRAGON WITH ITS STING AND THEN LAYS ITS EGG IN THE DRAGON'S ABDOMEN. DRAGONS STUNG BY THE TIMEWASP GET *NO* SAVING THROW AND ARE AUTOMATICALLY PARALYZED.

THE TIMEWASP IS IMMUNE TO STONING AND TO ALL "CHARM" AND "HOLD" SPELLS.

ALL THE WORLDS' MONSTERS

TRIMOUTH

TYPE: ANIMAL

CREATED BY: C. BIGGLESTONE & P. SAVOY

HIT	ARMOR		IQ	DEXT.
DICE	CLASS	MOVE FLY SWIM	RANGE	RANGE
(12-15)D8	2+3	9	1D6+12	1D6+16

ALIGNMENT: NEUTRAL
 FOUND IN: OUTDOORS, WATER

LAIR (25%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	2D4 1D4	30% H

ATTACKS:

1 BREATH, 4D8 COLD IN A CONE (LIKE MAGE SPELL)
 1 BREATH, 3D10 SONIC IN A 60' X 30' CONE
 1 BREATH, 6D6 ACID IN A 1' BY 60' LINE
 3 BITES, 4D8

DESCRIPTION:

A HORSE-SIZED, THREE-HEADED HOUND WITH MITHRIL-HARD FUR. IT ONLY FOUND ABOVE GROUND AND PREFERENCES COOL CLIMES. THE TRIMOUTH IS HIGHLY INTELLIGENT BUT INTENSELY LOGICAL (LIKE MR. SPOCK ON "STAR TREK").

THE TRIMOUTH IS IMMUNE TO DEVICE SPELLS AND TO ALL CLERICAL MAGIC.

TRIVERN

TYPE: DRAGONKIND

CREATED BY: DAVE HARGRAVE (AG 1)

HIT	ARMOR		IQ	DEXT.
DICE	CLASS	MOVE FLY SWIM	RANGE	RANGE
(9-12)D8	2	12	2D6	1D6+9

ALIGNMENT: CHAOTIC
 FOUND IN: DUNGEONS, OPEN, MOUNTAINS, DESERTS, SEAS, CITIES, AIR

LAIR (75%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1D6 1D6	

ATTACKS:

3 BITES, 4D6
 1 KICK, 3D6 (EVERY OTHER TURN)
 3 STINGS, 1D4 PLUS 8D6 VENOM

TRIVERN

DESCRIPTION:

A BRIGHT BLUE, THREE-HEADED WYVERN WITH THREE STINGERED TAILS. EACH HEAD CONTROLS ONE OF THE TAILS. FOR EACH THIRD OF ITS HIT POINTS LOST, ONE HEAD DIES AND THE TAIL IT CONTROLS CEASES TO FUNCTION.

NON-EDGED WEAPONS, BOTH NORMAL AND MAGIC, DO ONLY HALF DAMAGE TO THE TRIVERN.

TROLL, ICE

TYPE: HUMANOID

CREATED BY: BRAD HINKEL

HIT	ARMOR		IQ	DEXT.
DICE	CLASS	MOVE FLY SWIM	RANGE	RANGE
8D8	2	9	2D8	3D8

ALIGNMENT: CHAOTIC
 FOUND IN: DUNGEONS, MOUNTAINS

LAIR (50%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1D10 1D4	100% E 15% E / 2

ATTACKS:

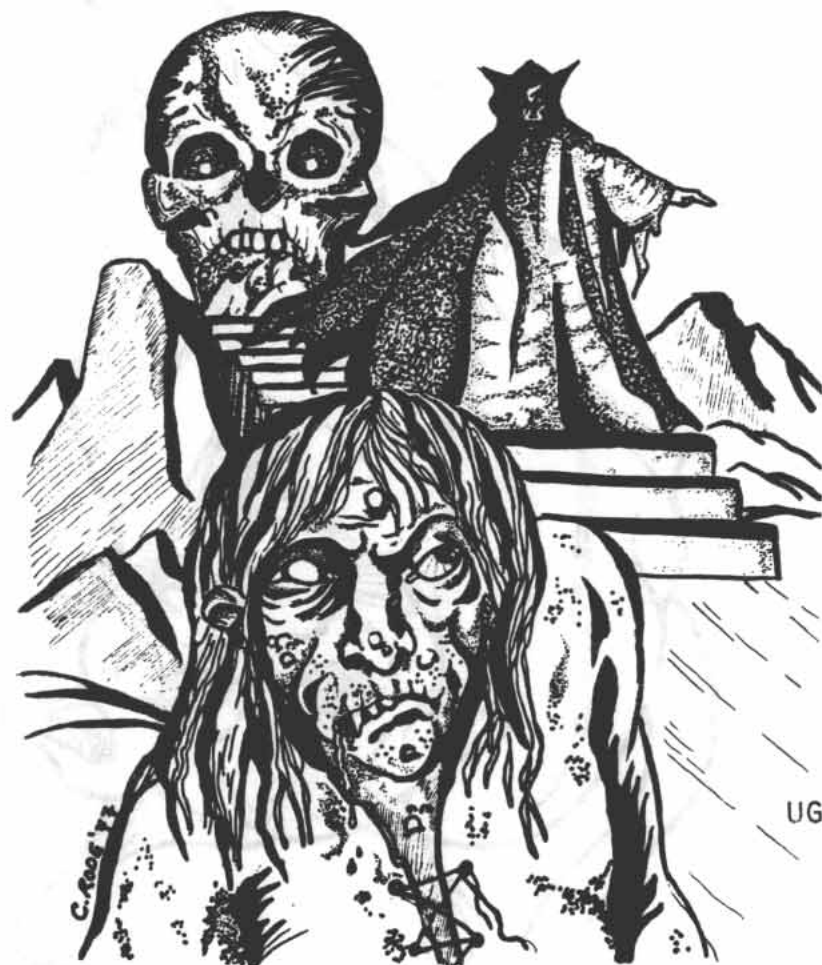
1 +2 TWO-HANDED SPEAR, 2D6

DESCRIPTION:

ONLY FOUND IN COLD REGIONS. THE ICE TROLL IS IMMUNE TO ALL COLD ATTACKS. ITS SAVING THROW VS. FIRE ATTACKS IS AT -2; FIRE BALLS GET +1 TO EACH DIE OF DAMAGE AND ALL OTHER FIRE ATTACKS DO +2 DAMAGE.

ALL THE WORLDS' MONSTERS

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UGLY

TYPE: HUMAN

CREATED BY: MARK HENDRICKS (DUN 1)

HIT DICE (3-5)D8	ARMOR CLASS 7-9	MOVE 9	FLY	SWIM	IQ RANGE 1D8	DEXT. RANGE 2D6+6
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ALIGNMENT: CHAOTIC
FOUND IN: ANYWHERE

LAIR (50%) WANDERING	NUMBER 1	PROBABILITY OF TREASURE AND TYPE 100% BRIGHT THINGS
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DESCRIPTION:

THE CHAOTIC ASSISTANT OF EVIL MAGIC USERS (ALCHEMIST 50%, MAGIC-USER 30%, OTHERS 20%). HE MAY BE HIRED FOR THE MERE PITTANCE OF ROOM, BOARD, AND AN OCCASIONAL SMALL ANIMAL TO TORTURE (HE IS VERY SADISTIC). EXTREMELY LOW IN INTELLIGENCE, hideously GROTESQUE, AND WILL BE EITHER 3'2", 7'9", OR 5'1" IN HEIGHT AND WILL ALWAYS HAVE A HUNCHED BACK. ITS CONSTITUTION IS 1D4+4

THERE IS A 50% CHANCE THAT THOSE SEEING HIM WILL FEEL PITY OR REVULSION AND ACT ACCORDINGLY.

HE ACTS AS A SIXTH LEVEL THIEF AND A FIFTH LEVEL ASSASSIN. HOWEVER THERE IS A 50% CHANCE THAT HE WILL PERFORM AN ASSIGNED TASK ERRONEOUSLY AND A 30% POSSIBILITY OF A PARTIAL ERROR. THESE PROBABILITIES ARE HALVED WHEN HE IS SUPERVISED BY SOMEONE OF INTELLIGENCE.

IF WELL TREATED HE WILL BE LOYAL (+4). IF BADLY MISTREATED HIS LOYALTY IMMEDIATELY DROPS TO -3 AND AT THE NEXT CHANCE HE WILL TRY TO KILL HIS MASTER MOST PAINFULLY.

HE IS IMMUNE TO VERBAL ABUSE, DEPLORES BEATINGS, AND DEATHLY AFRAID OF FIRE.

HE WILL HAVE A SMALL TREASURE OF SHINY BAUBLES AND COINS OF LITTLE WORTH.

UGLY

ALL THE WORLDS' MONSTERS



VADER

VADER

TYPE: ANIMAL

CREATED BY: L. SCHÖEN (A&E 13)

HIT DICE (10-15)D8	ARMOR CLASS 0	MOVE 10	FLY	SWIM	IQ RANGE 1D6+12	DEXT. RANGE 2D6+6
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ALIGNMENT: CHAOTIC-EVIL
FOUND IN: DUNGEONS

WANDERING NUMBER PROBABILITY OF TREASURE AND TYPE
1

ATTACKS:

1 BITE, 3D10

DESCRIPTION:

APPEARS TO BE A BIG, BLUE PANTHER WITH ANTENNAE BEHIND ITS EARS. IT CAN TELEPATHICALLY MONITOR MORE THAN ONE PARTY AT ONCE. IT SENSES LIVING BEINGS WITHIN FIFTY FEET.

IT RESISTS MAGIC AS A SEVENTEENTH LEVEL MAGE AND IS POWERFUL ENOUGH TO BEND BALROGS TO ITS WILL. ILLUSIONARY SPELLS HAVE NO EFFECT ON THE VADER.

THE VADER CAN TRANSMUTE ITS ATOMIC COMPONENTS AND CONTROL ANY SUBSTANCE AROUND IT TO WHICH IT HAS TURNED. E.G. THE VADER CAN CHANGE TO OXYGEN, ABSORB ENOUGH OXYGEN FROM THE AIR TO DOUBLE ITS MASS AND HIT DICE, AND THEN CHANGE BACK TO FLESH.

VAMPIRE VINE

TYPE: PLANT

CREATED BY: DAN PIERSON

HIT DICE 4D8	ARMOR CLASS 6	MOVE 0	FLY	SWIM	IQ RANGE 0	DEXT. RANGE 1D6+3
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ALIGNMENT: HUNGRY
FOUND IN: DUNGEONS, WOODS, SWAMPS

LAIR (100%) NUMBER PROBABILITY OF TREASURE AND TYPE
6D100

ATTACKS:

1 BLOOD DRAIN, 1D4 PER TURN

ALL THE WORLDS' MONSTERS

VAMPIRE VINE

DESCRIPTION:

PURPLISH GREEN VINES THAT GROW IN CLUSTERS OF SIX OR MORE (ABOUT SIX FOR EVERY TEN FOOT SQUARE). THEY ARE IMMUNE TO BLUNT WEAPONS. WILL BEND AWAY FROM FIRE.

VAMPIRE, GOLDEN

TYPE: UNDEAD

CREATED BY: WAYNE SHAW

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
(7-9)D6	2	12			3D6	2D6+12

ALIGNMENT: CHAOTIC, LAWFUL-EVIL
 FOUND IN: DUNGEONS, OUTDOORS, CITIES

LAIR (15%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1D6	100% F

ATTACKS:

- 1 BITE, 1D10 PLUS DOUBLE LIFE DRAIN
- 1 VISUAL, CHARM PERSON WHOEVER LOOKS INTO ITS EYES

DESCRIPTION:

A BLONDE VAMPIRE THAT DIFFERS IN SEVERAL RESPECTS FROM A REGULAR VAMPIRE: HE IS NOT BOTHERED BY SUNLIGHT; HE POLYMORPHS INTO A WOLF INSTEAD OF A BAT (MOVEMENT INCREASES TO 15); AND INSTEAD OF TURNING INTO A MIST, HE TURNS ETHEREAL. HE IS, HOWEVER, SUSCEPTIBLE TO GOLD WEAPONS, TAKING HALF DAMAGE FROM THEM.

VOGALMANN

TYPE: HUMANOID

CREATED BY: SKIP DAVIS

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
(1-15)D6-1	9	12	24		3D6	1D12+12

ALIGNMENT: NEUTRAL
 FOUND IN: MOUNTAINS, SEAS, CITIES

VOGALMANN

LAIR (20%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	10D10 2D12	60% D PLUS 40% EXTRA GOLD 20% I

ATTACKS:

1 WEAPON, BY WEAPON TYPE

DESCRIPTION:

A FIVE FOOT TALL, WINGED HUMANOID WITH BLUE SKIN. ITS WING SPAN REACHES UP TO FORTY FEET. HE OFTEN CARRIES A SMALL (TWO FEET), LIGHT METAL JAVELIN WHICH HAS A POISONED TIP (1D6) AND A POISONED RAPIER. 10% OF THEM CARRY FIRE STICKS; A HOLLOW TUBE WITH TEN CHARGES OF 4D6 FIRE BALLS. THERE IS ALSO A CHANCE THAT THEY WILL BE CARRYING A SELF-IGNITING FLASK OF OIL.

THE VOGALMANN HAS A +3 HIT PROBABILITY WITH ALL MISSILES AND A +2 WITH ITS RAPIER. DUE TO ITS HOLLOW BONE STRUCTURE, BLUNT WEAPONS DO DOUBLE DAMAGE TO THE VOGALMANN.

THE USUAL VOGALMANN ATTACK IS TO DIVE DOWN UPON THE INTENDED VICTIM, GAINING +1 TO THE DAMAGE IT DOES FOR EVERY TEN FEET OF DIVE. IT BELIEVES ALL NON-WINGED CREATURES TO BE INFERIOR, BUT IT WILL AVOID ATTACKING WINGED CREATURES UNLESS PROVOKED.

ALL THE WORLDS' MONSTERS



WYVERWRAITH

WAFFLEBANGER

TYPE: MISCELLANEOUS

CREATED BY: TERRY JACKSON

HIT DICE 2D6	ARMOR CLASS 4	MOVE 6	FLY	SWIM	IQ RANGE 1D3+15	DEXT. RANGE 18
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ALIGNMENT: CHAOTIC
FOUND IN: DUNGEONS

WANDERING NUMBER 1D6 PROBABILITY OF TREASURE AND TYPE

ATTACKS:

4 "WAFFLES" (SEE BELOW)

DESCRIPTION:

A THIRTY INCH HIGH, MULTI-LEGGED, TWO-ARMED CONE. IT IS ALWAYS FOUND PATROLLING THE CORRIDORS IN THE UPPER LEVELS OF DUNGEONS. IT HAS A SINGLE EYE ON A STALK PROJECTING OUT OF THE TOP OF ITS CONICAL BODY.

THE WAFFLEBANGER ATTACKS ANYONE ON SIGHT. ITS ATTACK CONSISTS OF HURLING OVERDONE WAFFLES WHICH HIT AS A +2 HEAVY CROSSBOW BOLT FIRED BY A SECOND LEVEL FIGHTING MAN.

THE WAFFLEBANGER CANNOT BE CHARMED, BUT ALL OTHER TYPES OF MAGIC CAN AFFECT IT.

WALL OF DARKNESS

TYPE: CLEAN-UP CREW

CREATED BY: SEAN CLEARY

HIT POINTS 8575	ARMOR CLASS -26	MOVE 3	FLY	SWIM	IQ RANGE 1	DEXT. RANGE 0
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ALIGNMENT: HUNGRY
FOUND IN: DUNGEONS

WANDERING NUMBER 1 PROBABILITY OF TREASURE AND TYPE

ATTACKS:

1 CONTACT, INSTANT ORGANIC DESTRUCTION

ALL THE WORLDS' MONSTERS

WALL OF DARKNESS

DESCRIPTION:

A SHEER, STRAIGHT, LIGHT ABSORBING, BLACK WALL. IT IS ONLY FOUND IN CORRIDORS AND ITS EDGES CONTACT THE WALLS, FLOOR, AND CEILING. ITS THICKNESS VARIES FOR ONE TO THIRTY FEET, DEPENDING ON ITS AGE. IT WILL NEVER ENTER A ROOM, BUT IT CAN PASS THROUGH DOORS IN CORRIDORS. IT IS JUST SMART ENOUGH TO KNOW TO TURN AROUND WHEN IT REACHES A DEAD END. IT IS VERY QUIET.

ALL ORGANIC MATTER TOUCHING IT IS INSTANTLY DESTROYED. WEAPONS, ARMOR, ETC. MUST MAKE A SAVING THROW OR BE DESTROYED ALSO.

THE WALL IS COMPLETELY INVULNERABLE AND CANNOT BE HARMED IN ANY WAY.

IT CANNOT BE SLEPT, DOES NOT SEE, AND CANNOT FALL INTO PITS IN THE FLOOR. IT CAN BE AFFECTED BY A "CHARM MONSTER" BUT ANY COMMAND MUST BE REPEATED FOR AT LEAST THREE MELEE TURNS BEFORE THERE IS ANY CHANCE THAT IT WILL UNDERSTAND THEM (10% PLUS 5% EVERY ADDITIONAL THREE ROUNDS). IT CAN BE ORDERED TO GO THROUGH ROOMS, BUT IT FEELS PAIN DOING SO AND WILL BALK AT THE ORDER. IT GETS A FIRST LEVEL SAVING THROW EVERYTIME A COMMAND IS ISSUED. THE MAGIC USER MUST BE ABLE TO MAKE MENTAL CONTACT WITH THE WALL IN ORDER TO GIVE IT ANY COMMANDS.

THE WALL IS IMMUNE TO:
"SHAPE CHANGE", "HASTE" OR "SLOW", "WEB",
"FEAR", "CONFUSION", "PASS WALL", "DISINTEGRATE", "REPULSION", "POWER" WORDS AND SYMBOLS,
"MIND BLANK", PSIONIC ATTACK SPELLS AND "MAZE".

WANDERING MINSTREL EYE TYPE: MISCELLANEOUS

CREATED BY: R. HOLLANDER (A&E 19)

HIT	ARMOR	MOVE	FLY	SWIM	IQ	DEXT.
DICE	CLASS				RANGE	RANGE
5D8	3		12		1D6+12	3D6

ALIGNMENT: NEUTRAL
FOUND IN: DUNGEONS

WANDERING	NUMBER	PROBABILITY OF TREASURE AND TYPE
	1	

WANDERING MINSTREL EYE

DESCRIPTION:

A HUGE EYE WHICH FLOATS TWO FEET OFF THE GROUND. IT IS INOFFENSIVE AND CANNOT MAKE ANY FORM OF ATTACK. IT ANNOUNCES ITS PRESENCE BY SINGING "A WANDERING MINSTREL EYE" IN COMMON.

IT IS CONSIDERED VERY BAD FROM (I.E. CHAOTIC) TO ATTACK ONE, HOWEVER IT IS EASILY CONFUSED WITH THE "WANDERING MONSTER EYE" (Q.V.).

WANDERING MONSTER EYE TYPE: MISCELLANEOUS

CREATED BY: R. HOLLANDER (A&E 19)

HIT	ARMOR	MOVE	FLY	SWIM	IQ	DEXT.
DICE	CLASS				RANGE	RANGE
5D8	3		12		1D6+12	3D6

ALIGNMENT: CHAOTIC
FOUND IN: DUNGEONS

WANDERING	NUMBER	PROBABILITY OF TREASURE AND TYPE
	1	20% 1D6 JEWELS

ATTACKS:

1 STRIKE, 1D8

DESCRIPTION:

A HUGE EYE WHICH FLOATS TWO FEET OFF THE GROUND.

THIS TYPE OF "EYE" IS ALWAYS HOSTILE AND ANNOUNCES ITS PRESENCE BY HUMMING THE TUNE OF THE WANDERING MINSTREL EYE (Q.V.). IF IT DETERMINES THAT THERE IS AT LEAST ONE LAWFUL MEMBER IN THE PARTY, IT WILL IMMEDIATELY ATTACK, STRIKING WITH ITS WHIP-LIKE NERVE GANGLIA.

WATCHER TYPE: ENCHANTED MONSTER

CREATED BY: DAVID MARBRY (DUN 3)

HIT	ARMOR	MOVE	FLY	SWIM	IQ	DEXT.
DICE	CLASS				RANGE	RANGE
6D8	3	12			3D6	2D6+6

ALIGNMENT: LAWFUL
FOUND IN: DUNGEONS, CITIES, AIR

ALL THE WORLDS' MONSTERS

WATCHER

WANDERING NUMBER PROBABILITY OF TREASURE AND TYPE
1

ATTACKS:

1 MIND TOUCH (SEE BELOW)

DESCRIPTION:

A FOUR AND A HALF FOOT TALL, VAGUELY HUMAN-SHAPED, ENCHANTED CREATURE. IT HAS LEATHERY WINGS BUT THEY ARE TOO SMALL TO ENABLE IT TO FLY. ITS BODY IS THIN WITH A SICKLY PALE LOOK. IT HAS LONG, SKINNY FINGERS ON DELICATELY BONED HANDS. ITS HEAD IS BALD WITH NO EARS AND IT DOES NOT HAVE A VOICE.

IT IS INTENSELY LOYAL TO HE WHO CONJURED IT (HENCE ITS LAWFUL ALIGNMENT), BUT ITS MASTER CAN HIMSELF BE OF ANY ALIGNMENT. IT IS HIGHLY PROTECTIVE OF ITS MASTER AND WILL SPRING TO HIS AID AT THE FIRST SIGN OF DANGER.

THE WATCHER ATTACKS MENTALLY. THE PROBABILITY OF A SUCCESSFUL "TOUCH" IS BASED ON THE VICTIM'S INTELLIGENCE: 18 = 5%, 17-13 = 30%, 12-9 = 50%, 8-4 = 80%, AND 3 = 95%. ONCE IT HAS "TOUCHED" THE VICTIM IT IS IMPOSSIBLE FOR THE VICTIM TO BREAK AWAY. ON THE MELEE TURN FOLLOWING THE TOUCH ROLL 1D20. IF THE RESULT IS:

- 1-10 = VICTIM RECEIVES 1D8 POINTS BRAIN DAMAGE
- 11-16 = VICTIM IS STUNNED 1D6 TURNS
- 17-19 = VICTIM GOES INSANE FOR 1D8 TURNS
- 20 = VICTIM SUFFERS A DRAIN OF 1 LEVEL

IF IT HAS NO MASTER IT WILL WANDER, FREQUENTING DUNGEONS AND RUINS IN SEARCH OF ONE. IT AVOIDS CIVILIZATION FOR CROWDS FRIGHTEN IT. THE WATCHER WILL NOT ATTACK WHEN ALONE UNLESS PROVOKED, IN WHICH CASE IT WILL FIGHT UNTIL THE DEATH.

ITS TELEPATHIC POWERS ARE EXTREMELY ACCURATE AND HAVE A RANGE OF 240 FEET.

IT CAN ONLY BE HIT BY MAGICAL WEAPONS.

WEREOFX

TYPE: LYCANTHROPE

CREATED BY: LEE GOLD (A&E 7)

HIT	ARMOR						
DICE	CLASS	MOVE	FLY	SWIM	IQ	DEXT.	
3D8	6	12		6	RANGE	RANGE	
					1D6+12	2D6+6	

ALIGNMENT: CHAOTIC, NEUTRAL
FOUND IN: ANYWHERE

	NUMBER	PROBABILITY OF TREASURE AND TYPE
LAIR (15%)	2D10	100% C
WANDERING	2D10	

ATTACKS:

- 1 BITE, 1D4
- 4 SPELLS; "CHARM PERSON", "PHANTASMAL FORCES", "LIGHT", AND "SLEEP"

DESCRIPTION:

FROM JAPANESE LEGEND, THE WEREOFX IS ONLY VERY RARELY LAWFUL AND IF SO IT WILL BE A MESSENGER OF THE GOD "IMARI KAMI".

THE VICTIM OF A WEREOFX DOES NOT BECOME A WEREOFX HIMSELF.

WHIP

TYPE: MISCELLANEOUS

CREATED BY: BRAD HINKEL

HIT	ARMOR						
DICE	CLASS	MOVE	FLY	SWIM	IQ	DEXT.	
8D8	4	6			RANGE	RANGE	
					1D8	2D6+6	

ALIGNMENT: CHAOTIC-EVIL
FOUND IN: DUNGEONS, WOODS

	NUMBER	PROBABILITY OF TREASURE AND TYPE
LAIR (50%)	1D6	100% F
WANDERING	1D6	

ATTACKS:

- 1 BITE, 1D20
- 2 WHIPS, 1D12

ALL THE WORLDS' MONSTERS

WHIP

DESCRIPTION:

A DISTANT RELATIVE OF THE ROPER, THE WHIP IS ABLE TO DISGUISE ITSELF AS A PILLAR OR A TREE. EVEN IN THE DENSEST FOREST OR TIGHTEST DUNGEONS, IT IS ABLE TO USE ITS WHIPS UP TO THEIR FULL RANGE OF TEN FEET. IF THE WHIP SCORES OVER 20% (+4) OF THE MINIMUM TOTAL TO HIT, OR 100% IN ANY CASE, THE VICTIM WILL BE ENCOILED IN THE WHIP-LIKE ARM. HE MUST MAKE A SAVING THROW VS. DRAGON BREATH OR HE WILL BE DRAWN TO THE WHIP'S MOUTH AT THIRTY INCHES PER TURN.

WHITE HORROR

TYPE: PLANT

CREATED BY: CLINT BIGGLESTONE

HIT	ARMOR		IQ	DEXT.
DICE	CLASS	MOVE FLY SWIM	RANGE	RANGE
(5-7)D8	3	9	0	2D6+6

ALIGNMENT: HUNGRY
FOUND IN: DUNGEONS, WOODS, CITIES

WANDERING NUMBER PROBABILITY OF TREASURE AND TYPE
1

ATTACKS:

1D3 PSEUDOPODS, 3D4 FLESH DISSOLVE

DESCRIPTION:

A FIVE TO TEN FOOT DIAMETER, UNICELLULAR, WHITE PLANT WITH A TAN NUCLEUS. IT FEEDS ON ANIMALS. IT TRIES TO ENGULF ITS PREY WITH 1D3 PSEUDOPODS. IT SENSES ITS PREY VIA INFRARED WAVES. IT HATES DIRECT SUNLIGHT, SO IT IS USUALLY ONLY MOBILE DURING TWILIGHT AND NIGHT HOURS. IT IS IMMUNE TO LIGHTNING AND ALL SAVE FLAMING WEAPONS. IT IS SLOWED BY COLD AND TAKES DOUBLE DAMAGE FROM ACID AND FIRE.

WHITE ICHOR

TYPE: CLEAN-UP CREW

CREATED BY: WAYNE SHAW

HIT	ARMOR		IQ	DEXT.
DICE	CLASS	MOVE FLY SWIM	RANGE	RANGE
6D8	2	9	2D4+1	1D6+12

ALIGNMENT: CHAOTIC
FOUND IN: ANYWHERE

WANDERING NUMBER PROBABILITY OF TREASURE AND TYPE
1

ATTACKS:

1 TOUCH, DOES 50% OF THE VICTIM'S HIT POINTS IN DAMAGE CONTINUOUSLY

DESCRIPTION:

THIS AMOEBA-LIKE HIVE ENTITY CAN TAKE ON A HUMANOID FORM, AND THROW PART OF ITS BODY AT ENEMIES, STARTING TO ABSORB THEM. IT IS QUITE INTELLIGENT, AND IN GAMES WHERE PSIONICS ARE USED, IT HAS A PSIONIC POTENTIAL AND 6 MU ABILITIES. IT IS SUBJECT TO ALL TYPES OF SPELLS.

WHOOSH

TYPE: GIANT ARTHROPOD

CREATED BY: C. BIGGLESTONE & P. SAVOY

HIT	ARMOR		IQ	DEXT.
DICE	CLASS	MOVE FLY SWIM	RANGE	RANGE
4D8	2	24	1D4	1D6+24

ALIGNMENT: HUNGRY
FOUND IN: WATER

LAIR (20%) NUMBER PROBABILITY OF TREASURE AND TYPE
WANDERING 1D6+6 15% D
1D4+4

ATTACKS:

1 PINCHER, 8D8

DESCRIPTION:

A SIXTY POUND CRAB THAT IS FOUND ON LAND NEXT TO WATER. IT IS VERY FAST; IT DASHES IN, MAKES A STRIKE AT ITS VICTIM, AND THEN DASHES OUT AGAIN. IT WILL REPEATEDLY ATTACK UNTIL THE TARGET IS

ALL THE WORLDS' MONSTERS

WHOOOSH

DEAD. IT WILL ATTACK AT LEAST THREE TIMES BEFORE GIVING UP AND RUNNING AWAY, EVEN IF BADLY HURT.

THE WHOOOSH IS IMMUNE TO STONING.

WIRETREE

TYPE: PLANT

CREATED BY: C. BIGGLESTONE & P. SAVOY

HIT	ARMOR								
DICE	CLASS	MOVE	FLY	SWIM	RANGE	DEXT.			
(11-30)D8	5	0			0	RANGE			1D6+12

ALIGNMENT: HUNGRY
FOUND IN: WOODS, MOUNTAINS

	NUMBER	PROBABILITY OF TREASURE AND TYPE
LAIR (100%)	1	30% D

ATTACKS:

3D4 WIRE-THIN BRANCHES, 1D8
1 SONIC (SEE BELOW)

DESCRIPTION:

A TREE WITH VERY THIN BRANCHES, AS MANY FEET TALL AS IT HAS HIT DICE. IT SENSES ITS TARGETS BY INFRARED WAVES. IT HAS TWO TENTACLE-LIKE BRANCHES WHICH ARE USED TO TRANSPORT ITS DEAD VICTIMS TO THE DIGESTION CHAMBER WHICH OPENS AT THE TOP OF THE TRUNK.

IT HITS WITH THE SAME PROBABILITIES AS A VETERAN FIGHTER, BUT *ALL* HITS ARE CRITICAL. ITS SONIC ATTACK IS A SINGLE-TARGET "COAGULATE BLOOD". THE VICTIM MUST MAKE HIS SAVE VS. WANDS OR SUFFER INSTANT DEATH. IF SAVED THEN HE TAKES 4D6 DAMAGE. THE TREE ONLY USES ITS SONIC ATTACK AGAINST THOSE WHO HAVE BLOOD. THE SONIC ATTACK HAS A RANGE OF FIFTEEN FEET.

WORM, BLIND

TYPE: MISCELLANEOUS

CREATED BY: STEVE MARSH

HIT	ARMOR								
DICE	CLASS	MOVE	FLY	SWIM	RANGE	DEXT.			
5D8	9-1	10			1D4	RANGE			1D6

ALIGNMENT: LAWFUL-EVIL
FOUND IN: DUNGEONS

WANDERING	NUMBER	PROBABILITY OF TREASURE AND TYPE
	18D5	50% MAGIC PEARLS

ATTACKS:

1 ATTACK, 2D10
1 BITE, 1D3+1 PLUS 1D6 GHOUL-LIKE POISON
1 CONSTRICTION, 1D6 PER TURN

DESCRIPTION:

A COLD, WHITE, SIX TO TWELVE FOOT LONG WORM. IT USUALLY TRAVELS IN A PACK AND COMMUNICATES WITH ITS FELLOW WITH MEWING CRIES. ALWAYS FOUND IN DARKNESS, DEEP UNDER THE EARTH.

IT IS THE MORTAL ENEMY OF THE COLONY GHOULS AND IS IN CONSTANT WAR WITH THEM. ITS TREASURE CONSISTS OF THE MAGIC PEARLS IT HAS REMOVED FROM THE GHOULS THAT IT HAS KILLED, THOUGH IT CANNOT USE THEIR POWERS.

WORM, GLOW

TYPE: ANIMAL

CREATED BY: STEVE DAVIES

HIT	ARMOR								
DICE	CLASS	MOVE	FLY	SWIM	RANGE	DEXT.			
3D8	7	3			1D4	RANGE			3D6

ALIGNMENT: HUNGRY
FOUND IN: WOODS

LAIR (30%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	2D10 1D10	75% I

ATTACKS:

1 BITE, 1D8
1 ODOR EMISSION, FEAR, IN 3" X 3" CLOUD
1 SPIT, IMMOBILITY 1D4 TURNS (STICKY) IN 3" LINE

ALL THE WORLDS' MONSTERS

WORM, GLOW

DESCRIPTION:

A GLOWING GREEN WORM, ABOUT TEN FEET LONG. A SAVING THROW IS ALLOWED AGAINST ITS ODOR. USUALLY FOUND IN TREES, IT TRIES TO IMMOBILIZE ITS VICTIMS WITH ITS STICKY SPIT AND THEN DROP DOWN TO KILL AND EAT THEM.

WORM, SAND

TYPE: MISCELLANEOUS

CREATED BY: BRAD HINKEL

HIT	ARMOR						
DICE	CLASS	MOVE	FLY	SWIM	RANGE	DEXT.	
12D8	6	9			1D6	RANGE	2D6

ALIGNMENT: CHAOTIC, NEUTRAL
FOUND IN: DESERTS, SEAS

LAIR (25%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1D4	100% D
	1	

ATTACKS:

- 1 BITE, 3D6
- 1 FIERY SPIT, (1-6)D6 IN A BALL
- 1 TOUCH, 1D6 FIRE

DESCRIPTION:

SMALLER THAN A PURPLE WORM, THE SAND WORM LIVES IN SANDY DESERTS AND IS OCCASIONALLY FOUND IN THE SAND OF BEACHES. THERE IS ONLY A 10% CHANCE THAT IT WILL BE CHAOTIC, IT IS USUALLY NEUTRAL. ITS FAVORITE FOOD IS THE FLESH OF HOBBITS AND IT ALSO FAVORS THE TASTE OF DWARVEN FLESH.

THE USUAL ATTACK BY A SAND WORM BEGINS WITH IT SPITTING A BALL OF ITS FIERY SALIVA. IT MUST PREPARE THIS BALL, GETTING 1D6 (UP TO A MAXIMUM OF SIX) FOR EACH MELEE TURN SPENT IN PREPARATION. IT THEN CLOSES WITH ITS INTENDED VICTIMS. THE SKIN OF THE SAND WORM IS VERY HOT, THE MERE TOUCH OF IT DOES HEAT DAMAGE. IF THE WORM SCORES MORE THAN 20% (+4) OF THE TOTAL NEEDED TO HIT (OR 100% IN ANY CASE) WHEN BITING A HOBBIT OR DWARF, IT WILL SWALLOW THE VICTIM WHOLE.

WYVERWRAITH

TYPE: UNDEAD

CREATED BY: STEVE PERRIN

HIT	ARMOR						
DICE	CLASS	MOVE	FLY	SWIM	RANGE	DEXT.	
9D8+1	2	8	24	1	2D6	RANGE	2D6+6

ALIGNMENT: CHAOTIC
FOUND IN: ANYWHERE

LAIR (45%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1D6	100% A
	1D4	

ATTACKS:

- 1 BITE, 1D8 PLUS 1 ENERGY LEVEL
- OR
- 1 STING, 1D6 PLUS 9D6 POISON AND 1 ENERGY LEVEL

DESCRIPTION:

AN UNDEAD WYVERN, GHOSTLY WHITE WITH SILVER EYES. CERLICS CAN TURN IT AS A VAMPIRE.

BASED ON DAVE HARGRAVES WRAITH WYVERNS (BUT NAS-TIER).

ALL THE WORLDS' MONSTERS

XIMCHAK

TYPE: HUMANOID

CREATED BY: JEFF PIMPER

HIT	ARMOR		IQ	DEXT.
DICE	CLASS	MOVE FLY SWIM	RANGE	RANGE
(2-14)D10	5	9	2D6+3	3D6

ALIGNMENT: CHAOTIC
 FOUND IN: ANYWHERE

LAIR (5%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	30D20	100% B
	20D20	80% B

ATTACKS:

1 WEAPON, BY WEAPON TYPE

DESCRIPTION:

A SMALL, DWARF-SIZED HUMANOID WITH VERY DARK BROWN SKIN, LONG BLACK HAIR, AND GLOWING RED EYES. HIS NORMAL STRENGTH IS 2D6+6. WHEN FOUND OUT OF DOORS HE WILL BE PART OF A LARGE, RAVENING HORDE; THEIR ONLY DESIRE IS FOR RAPINE AND PILLAGE. THE XIMCHAK IS ALWAYS A FIGHTER, HE FEELS THAT MAGIC IS FOR WEAKLINGS ONLY; HOWEVER, HE WILL USE MAGIC WEAPONS AND ARMOR IF HE CAN GET THEM.

LIKE ORCS, THE XIMCHAK ARE DIVIDED UP INTO SEVERAL CLANS, NINE TO BE EXACT. UNLIKE ORCS, THE CLANS ARE NOT NECESSARILY MUTUALLY HOSTILE AND HAVE BEEN KNOWN TO WORK QUITE WELL TOGETHER AGAINST A COMMON ENEMY. ONCE THE ENEMY IS DEFEATED, THE CLANS OFTEN FALL OUT AND FIGHT EACH OTHER FOR THE SPOILS. THE NINE CLANS ARE: THE URZIKS, THE KAZOOLI, THE GURZI, THE ROOXAS, THE THARRADS, THE FARTHAS, THE HOY, THE GURKOES, AND THE GARRS. EACH CLAN IS MADE UP OF SEVERAL TRIBES. EACH TRIBE AND CLAN HAS ITS OWN CHIEF AND THE ENTIRE HORDE IS LEAD BY A WAR LORD. EACH LEADER GAINS HIS POSITION VIA TRIAL BY COMBAT.

NORMAL XIMCHAK FIGHTERS ARE FIRST OR SECOND LEVEL, TRIBAL CHIEFS ARE THIRD OR FOURTH LEVEL. CLAN CHIEFS ARE FIFTH THRU SEVENTH LEVEL. THE HORDE WARLORD ARE EIGHTH THRU ELEVENTH LEVEL. SEVERAL HORDES CAN BE RULED TOGETHER BY A KING WHO WILL BE TWELFTH LEVEL OR ABOVE.

FROM "BARBARIAN OF WORLD'S END" BY LIN CARTER.



XIMCHAK

ALL THE WORLDS' MONSTERS

YELLOW DOOR CREATURE

TYPE: ENERGY BEING

CREATED BY: MARK SWANSON

HIT	ARMOR	MOVE	FLY	SWIM	IQ	DEXT.
DICE	CLASS				RANGE	RANGE
9D6	-25	0			0	0

ALIGNMENT: HUNGRY
 FOUND IN: DUNGEONS

WANDERING NUMBER PROBABILITY OF TREASURE AND TYPE
 1

DESCRIPTION:

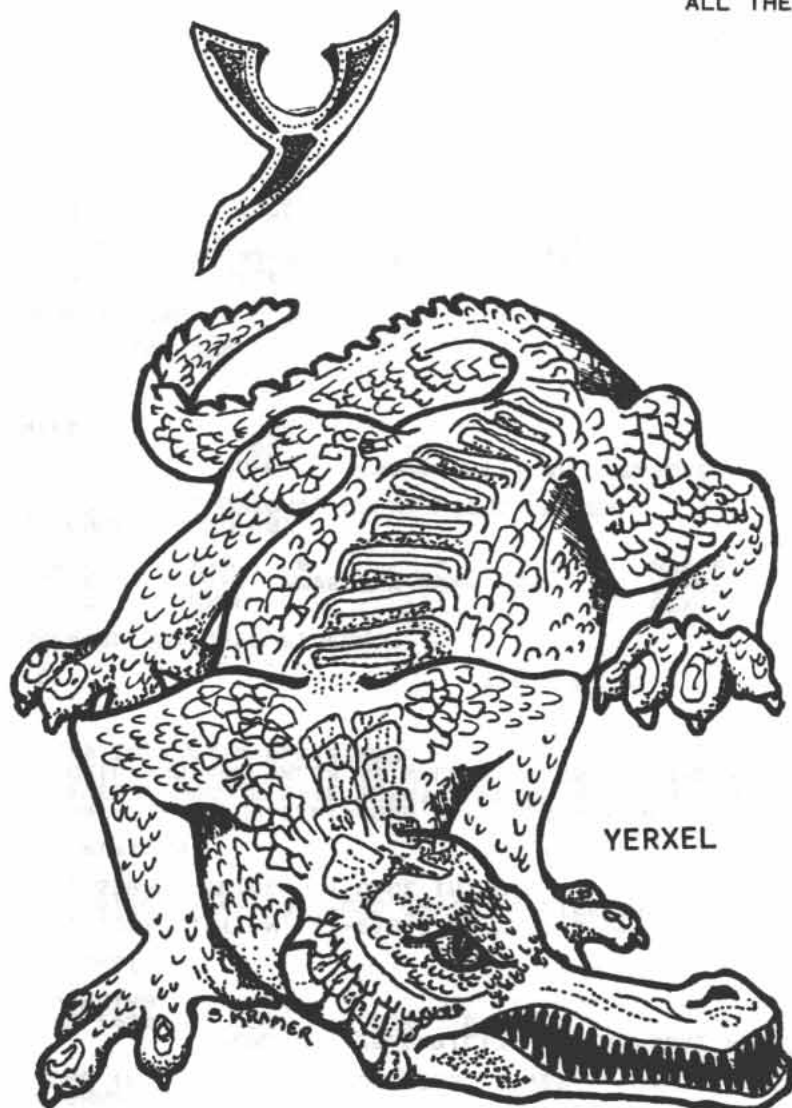
AN ANIMATED "DIMENSION DOOR" WHICH FEEDS ON MAGICAL EQUIPMENT AND ENERGY. IT CAN ONLY BE HIT BY LIGHTNING BOLTS, NO OTHER PHYSICAL OR MAGICAL ATTACKS CAN HURT IT. A "DISPEL MAGIC" WILL FORCE IT TO LEAVE, BUT IF IT MAKES ITS SAVING THROW, THE CASTER MUST SAVE VS. "FEEBLEMIND".

THE CREATURE APPEARS IN DUNGEONS, EITHER ATTACHING ITSELF TO THE WALLS TO BLOCK A DOOR OR CORRIDOR OR FLATTENING ITSELF ALONG A WALL. "PASS WALL", "DIMENSION DOOR", AND "TELEPORT" SPELLS USED WITHIN THIRTY FEET OF THE CREATURE HAVE A ONE THIRD CHANCE OF GOING ASTRAY. IT CAN ALSO "WIZARD LOCK" ANY ONE DOOR WITHIN THIRTY FEET OF ITSELF.

IF KILLED, IT DUMPS A "DUSTBALL" OF 9D6 DAMAGE. THE DUSTBALL HAS A RANGE OF 350 FEET.

EACH PERSON WHO PASSES THROUGH THE "YELLOW DOOR" HAS A 50% CHANCE THAT HE WILL LOSE THE USE OF ONE RANDOMLY DETERMINED SPELL FOR ONE WEEK. HE ALSO HAS A ONE THIRD CHANCE OF LOSING ONE + FROM A WEAPON OR PIECE OF ARMOR (RANDOMLY DETERMINED) OR ONE MINOR MAGICAL DEVICE. MAJOR ARTIFACTS, PERSONALITY WEAPONS WITH EGOS ABOVE 6, AND HOLY RELICS ARE NORMALLY IMMUNE. HOWEVER THERE ARE CERTAIN "GOURMET" YELLOW DOOR CREATURES WHO CONFINE THEIR DIETS TO SUCH THINGS.

THERE ARE AMULETS WHICH CAN BE USED TO SUMMON A YELLOW DOOR CREATURE, THOUGH THEY ARE QUITE RARE.



ALL THE WORLDS' MONSTERS

YELLOW PERIL

TYPE: GIANT ARTHROPOD

CREATED BY: DAVE HARGRAVE (AG 1)

HIT	ARMOR		IQ	DEXT.
DICE	CLASS	MOVE FLY SWIM	RANGE	RANGE
(3-7)D8+1	6-4	15	1D6	1D6+16

ALIGNMENT: HUNGRY
 FOUND IN: DUNGEONS, OUTDOORS, RIVERS, SWAMPS, CITIES

LAIR (20%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1D20 1D6	50% D

ATTACKS:

- 1 CONSTRICTION, (1-2)D10 DEPENDING ON SIZE
- 1 BITE, 1D4-1D8, PLUS TWICE HITDICE IN VENOM
- 1 SPRAY, TWICE HIT DICE IN ACID

DESCRIPTION:

BRIGHT YELLOW CENTIPEDE WITH BLACK FANGS AND GREEN EYES. SMELLS LIKE BURNT ALMONDS AND CAN RUN ALONG CEILINGS AND WALLS AS WELL AS FLOORS. THE PERIL IS 100% ACID RESISTANT.

YERXEL

TYPE: REPTILE

CREATED BY: JEFF PIMPER

HIT	ARMOR		IQ	DEXT.
DICE	CLASS	MOVE FLY SWIM	RANGE	RANGE
2D10	8+2	8 4	1D4	2D6+6

ALIGNMENT: HUNGRY
 FOUND IN: DUNGEONS, OPEN, WOODS, WATER

LAIR (10%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	5D6 3D8	

ATTACKS:

- 1 BITE, 2D6

DESCRIPTION:

A SMALL ALLIGATOR-LIKE ANIMAL WITH WHITE SCALY SKIN. IT HAS A LONG SNOUT AND IS BUILT CLOSE TO THE GROUND. IT HAS THE STRONG SMELL OF IODINE. THE YERXEL ALWAYS HUNTS IN PACKS WHICH WILL ATTACK ANYTHING THEY ENCOUNTER.

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YERXEL

FROM "WARRIOR AT WORLD'S END" BY LIN CARTER.

YETI

TYPE: GIANT-TYPE

CREATED BY: DAVE HARGRAVE

HIT	ARMOR		IQ	DEXT.
DICE	CLASS	MOVE FLY SWIM	RANGE	RANGE
(4-6)D8+2	3	9	1D6+12	2D6+6

ALIGNMENT: NEUTRAL
 FOUND IN: DUNGEONS, MOUNTAINS

LAIR (40%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1D10 1D6	100% E 30% E

ATTACKS:

- 1 BLOW, 1D10
- 1 SPELL, FIRST OR SECOND LEVEL ONLY

DESCRIPTION:

EIGHT TO NINE FEET TALL WITH WHITE HAIR. THE YETI IS VERY INTELLIGENT. HE ATTACKS LIKE AN OGRE AND IS IMMUNE TO COLD AND FEAR.

ALL THE WORLDS' MONSTERS

ZAPPER



ZAPPER

TYPE: ENCHANTED MONSTER

CREATED BY: MARK NORTON (DUN 4)

HIT DICE (5-10)D8	ARMOR CLASS 2	MOVE 100	FLY 100	SWIM 100	IQ RANGE 1D4	DEXT. RANGE 1D4+15
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ALIGNMENT: NEUTRAL
FOUND IN: DUNGEONS, CITIES, AIR

WANDERING	NUMBER 1D10	PROBABILITY OF TREASURE AND TYPE
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ATTACKS:

1 ATTACK, ((NUMBER OF HITDICE)-4)D8 LIGHTNING

DESCRIPTION:

A LIVING LIGHTNING BOLT WHICH IS ATTRACTED TO METAL AND TRY TO DESTROY IT. MAGICAL ITEMS GET A SAVING THROW VS. THE LIGHTNING EFFECT.

ZENIA

TYPE: HUMANOID

CREATED BY: C. ULRICH (A&E 16)

HIT DICE 2D8+1	ARMOR CLASS 5	MOVE 9	FLY 9	SWIM 9	IQ RANGE 2D6+6	DEXT. RANGE 2D6+6
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ALIGNMENT: NEUTRAL
FOUND IN: DUNGEONS, OUTDOORS, RIVERS, SWAMPS

LAIR (75%)	NUMBER 1D4	PROBABILITY OF TREASURE AND TYPE
WANDERING	1D4	100% C

ATTACKS:

1 STRIKE, 1D8

DESCRIPTION:

A TRANSPARENT CREATURE THAT CAN ASSUME HUMAN SHAPE AT WILL AND WEAR HUMAN CLOTHING. ANYONE KILLED BY A ZENIA BECOMES PART OF IT AND CANNOT BE RESURRECTED.

FROM "E-MAN" COMICS, NUMBER 7.

MONSTERS BY TYPE

ALIEN

Furidell - Hell Star - Icerunner - Phraint.

ANIMAL

Alacorn - Amanga - Ape, Man-Eating - Ape, Snow - Axebeak - Barluk - Bobalynx - Buffer - Bunny, Vorpel - Carbuncle - Carp King - Carp King (small) - Coldtusk - Coyote - Cracklepaw - Darkness Monster - Dilemma - Dottle - Eel, Electric - Eider - Elephant-Fly - Elephant, Flying - Falcon, Giant Hunting - Flamebear - Flamequill - Freeze Tusk - Gangbat - Gerd - Ghostly Howler - Godstalker - Golcodulus - Goldshell - Grabtusk - Grazan - Grifylisk - Grond - Guttorbyn - Hellshrew - Hopper - Horned Tusker - Humtongue - Kalidah - Kroan - Lert - Lurker - Melder - Mender Allen - Mist Leopard - Mock - Ornithohippus - Peryton - Phelusion - Pybra - Rat, Giant - Raw' Yas - Red Mamba - Rustance - Shifter - Sickletail - Snig - Sparkflail - Sphinx, Anthro - Stingwing - Tate - Thunderbunny - Tiger, Ice - Trimouth - Vader - Worm, Glow

CLEAN-UP CREW

Clanper - Emerald Ooze - Fireclaw - Foil Monster - Lifelasher - Slob Blub Click Click - Wall of Darkness - White Ichor

DEMON

Demon of Sleep & Nightmare - Demon of Sleep, etc. (class 2) - Demon, Rainbow (lesser) - Demon, Type A - Dog, Demon - Erb - Harvestman - Horse, Ghost

DEMON, MINOR

Deadeye - Imp

DRAGON

Dragon, Cinnamon/Sapphire - Dragon, Mahogany/Diamond - Dragon, Russet/Emerald - Dragon, Umber/Ruby

DRAGONKIND

Draconette - Fire Newt - Ibathe - Lamia - Nightseeker - Razor Mouth - Trivern

ELEMENTAL

Elemental, Cold

ENCHANTED MONSTER

Banshee - Black Death - Bloodscream - Doomguard - Flailspike - Frostwind - Fury - Fuzzy - Ghostshark - Golem, Dust - Golem, Garlic Bread - Golem, Wax - Golem, Wood - Hellcat - Lion, Nemean - Magebane - Magic Absorber (1st class) - Mind Drain - Mirror Man - Skull Warrior - Smoke Creature - Spell Sucker - Spiny Slayer - Steely - Tiger, Flame - Watcher - Zapper

ENCHANTED PLANT

Snow Tree

ENERGY BEING

Aurora Energy Monster - Yellow Door Creature.

FLYER

Agarrett - Air Shark - Alacorn - Banshee - Beetle, Fire - Bionic Bat - Bionic Paladin - Bionic Unicorn - Blue Moon - Bobalynx - Bomb Monster - Boogie Man - Bunny, Vorpel - Butterfly, Nyosan - Carbuncle - Cockroach That Ate Cincinnati - Dark Mage - Dartwing - Demon, Rainbow (lesser) - Demon, Type A - Draconette - Dragon, Cinnamon/Sapphire - Dragon, Mahogany/Diamond - Dragon, Umber/Ruby - Eldila - Elemental, Cold - Elephant-Fly - Elephant, Flying - Falcon, Giant Hunting - Frostwind - Fury - Fuzzy - Gangbat - Ghostshark - Grabtusk - Grazan - Gremlin - Griffopotomus - Grifylisk - Guttorbyn - Hell Maiden - Hell Star - High Hunter - Horse, Hell - Imp - Kilmar - Locust - Lurker Above, Below & Sideways - Mist Leopard - Mobil Dis Swarm - Morghoul - Moth, Blood - Mudslinger - Pengarean - Peryton - Phraint - Skullplane - Smoke Creature - Spell Sucker - Sphinx, Anthro - Spiny Slayer - Steely - Stingwing - Teng Swarm - Timewasp - Trivern - Vogalman - Wandering Minstrel Eye - Wandering Monster Eye - Watcher - Wyverwraith - Zapper

GIANT ANIMAL

Lizard, Giant - Scourgetail - Shovel Mouth

GIANT ARTHROPOD

Spider, Giant Sea - Spiga - Whoosh - Yellow Peril

GIANT INSECT

Blue Crusher - Cockroach That Ate Cincinnati - Gray Horror - Naral - Night Crawler - Thermite, Giant - Termite - Timewasp

GIANT-TYPE

Swamp Thing - Yeti

GOD

Boulane - Eldila

HUMAN

Fighter in Mirror Armor - Hell Maiden - Ugly

HUMANOID

Agarrett - Aquazombie - Conehead - Dark Mage - Death Dwarf - Deodanth - Firestrider - Flauntfire - Gremlin - Groaner - Gruld - Indigon - Krist-Haadin - Olab - Ondoculus - Pengarean - Pseudowoman - Saurag - Screaming Meemie - Tigerman, Karjixian - Troll, Ice - Vogalman - Ximchak - Zenia

INSECT

Beetle, Fire - Butterfly, Nyosan - Dartwing - Grubber - Helltide - Locust - Teng Swarm

LYCANTHROPE

Werewolf

MISCELLANEOUS

Archgoul - Blue Moon - Bomb Monster - Flailtail - Foulmouth - Glitch - Gyraphont - High Hunter - Ibem - Kilmar - Lung Dragon - Lurker Above, Below & Sideways - Mobil Dis Swarm - Moth, Blood - Mudslinger - Scrubbing Bubble - Scrubbe - Scumsnail - Sentient Mist - Slesszoyd - Stardust Potato - Strange Little Man - Thaykhay - Wafflebanger - Wandering Minstrel Eye - Wandering Monster Eye - Whip - Worm, Blind - Worm, Sand

PLANT

Bloodrose - Lotus, Gold/Yellow - Poison Ivy Hedge - Vampire Vine - White Horror - Wiretree

REPTILE

Yerxel

ROBOT

Akadus - Bionic Bat - Bionic Paladin - Bionic Unicorn - Cyberscorp - Cyborg - Sheem Battle Spider

SPIRIT

Anaswami

SWIMMER

Bionic Unicorn - Boulane - Buffer - Carp King - Carp King (small) - Dottle - Eel, Electric - Gerd - Ghost Crab - Ghostshark - Ibathe - Lizard, Giant - Lurker Above, Below & Sideways - Mender Allen - Saurag - Scrubbe - Spell Sucker - Spider - Giant Sea - Werewolf - Wyverwraith - Yerxel

UNDEAD

Barghest - Boogie Man - Daemon - Ghost Crab - Horse, Hell - Morghoul - Nazgul - Skullplane - Vampire, Golden - Wyverwraith



MONSTER LEVEL

CHART

LEVEL 1

Beetle, Fire - Gangbat - Glitch - Gremlin - Helltide - Imp - Lert - Locust - Pseudowoman - Raw' Yas - Slesszoyd - Tate

LEVEL 2

Akadus - Conehead - Daemon - Eldila - Fuzzy - Groaner - Imp - Pengarean - Red Mamba - Saurig - Sickletail - Smoke Creature - Teng Swarm - Yexxel

LEVEL 3

Aquazombie - Axebeak - Conehead - Coyote - Doomguard - Draconette - Eldila - Fighter in Mirror Armor - Golcodulus - Grond - Gruld - Ibem - Imp - Lamia - Magebane - Magic Absorber (1st class) - Mudslinger - Ondoculus - Pengarean - Phraint - Pybra - Red Mamba - Saurig - Scrubbing Bubble - Spiga - Stardust Potato - Termite - Giant - Ugly - Wafflebanger - Ximchak - Zenia

LEVEL 4

Barluk - Bobalynx - Conehead - Doomguard - Eldila - Fighter in Mirror Armor - Grey Horror - Grond - Gruld - Hellshrew - Imp - Kroan - Magebane - Magic Absorber (1st class) - Night Crawler - Pengarean - Phraint - Pybra - Red Mamba - Saurig - Scrubbing Bubble - Spiga - Strange Little Man - Ugly - Werewolf - Yellow Peril

LEVEL 5

Barghest - Blue Moon - Bomb Monster - Conehead - Death Dwarf - Dilemma - Doomguard - Eldila - Fighter in Mirror Armor - Grey Horror - Grond - Gruld - Harvestman - Imp - Indigon - Krisst-Haadin - Kroan - Lizard, Giant - Lurker - Magebane - Magic Absorber (1st class) - Morghoul - Night Crawler - Pengarean - Phraint - Pybra - Saurig - Snow Tree - Spiga - Steely - Tiger, Flame - Ugly - Vampire Vine - Worm, Blind - Ximchak - Yellow Peril

LEVEL 6

Archghoul - Blue Crusher - Blue Moon - Bunny, Vorpel - Coldtusk - Cracklepaw - Deodanth -

Doomguard - Eldila - Fighter in Mirror Armor - Flailspike - Foil Monster - Ghostshark - Grey Horror - Griffopotomus - Grifylisk - Gruld - Hell Maiden - Imp - Krisst-Haadin - Kroan - Lurker - Magebane - Magic Absorber (1st class) - Morghoul - Night Crawler - Phraint - Pybra - Saurig - Scrubbing Bubble - Spiga - Tiger, Flame - Ximchak - Yellow Peril - Yeti

LEVEL 7

Amanga - Ape, Man-Eating - Ape, Snow - Archghoul - Banthe - Bloodscream - Blue Crusher - Blue Moon - Coldtusk - Cyborg - Deodanth - Doomguard - Eldila - Fighter in Mirror Armor - Ghostshark - Golem, Garlic Bread - Grey Horror - Gruld - Hell Maiden - Imp - Krisst-Haadin - Kroan - Lion, Nemean - Lurker - Magebane - Magic Absorber (1st class) - Mind Drain - Mirror Man - Morghoul - Moth, Blood - Night Crawler - Phraint - Pybra - Saurig - Scrubbing Bubble - Slob Blub Click Click - Spiga - Swamp Thing - Thermite - Tiger, Flame - Tiger, Ice - Tigerman, Karjixian - Wandering Minstrel Eye - Wandering Monster Eye - White Horror - Ximchak - Yellow Peril - Yeti - Zapper

LEVEL 8

Ape, Snow - Archghoul - Blue Crusher - Coldtusk - Dark Mage - Deodanth - Doomguard - Eldila - Fighter in Mirror Armor - Fire Newt - Flamebear - Flauntfire - Ghostshark - Golem, Dust - Grey Horror - Gruld - Hell Maiden - Horse, Hell - Ice-runner - Krisst-Haadin - Kroan - Lion, Nemean - Magebane - Magic Absorber (1st class) - Mock - Night Crawler - Phraint - Pybra - Rustlance - Saurig - Scrubbing Bubble - Slob Blub Click Click - Sparkflail - Spiga - Swamp Thing - Thaykhay - Thermite - Watcher - White Horror - White Ichor - Ximchak - Yellow Peril - Yeti - Zapper

LEVEL 9

Agarrett - Ape, Snow - Bionic Unicorn - Blue Crusher - But-

terfly, Nyosan - Demon, Type A - Deodanth - Doomguard - Eldila - Fighter in Mirror Armor - Flailtail - Fury - Grey Horror - Grubber - Gruld - Hell Maiden - Horse, Hell - Ice-runner - Kalidah - Krisst-Haadin - Lion, Nemean - Magebane - Magic Absorber (1st class) - Night Crawler - Phraint - Pybra - Saurig - Scrubbing Bubble - Sentient Mist - Skull Warrior - Slob Blub Click Click - Snig - Sparkflail - Spiga - Swamp Thing - Thermite - Vampire, Golden - Whip - White Horror - Zapper

LEVEL 10

Aurora Energy Monster - Blue Crusher - Boogie Man - Butterfly, Nyosan - Deodanth - Doomguard - Elemental, Cold - Emerald Ooze - Erb - Fighter in Mirror Armor - Firestrider - Ghostly Howler - Gruld - Horse, Hell - Ice-runner - Krisst-Haadin - Lion, Nemean - Magebane - Magic Absorber (1st class) - Mobil Dis Swarm - Phraint - Scrubbing Bubble - Sentient Mist - Skull Warrior - Sparkflail - Spiga - Thermite - Troll, Ice - Vampire, Golden - Ximchak - Zapper

LEVEL 11

Boogie Man - Butterfly, Nyosan - Deodanth - Doomguard - Dragon, Cinnamon/Sapphire - Elemental, Cold - Emerald Ooze - Erb - Fighter in Mirror Armor - Firestrider - Gruld - Horse, Hell - Ice-runner - Krisst-Haadin - Lion, Nemean - Magebane - Magic Absorber (1st class) - Phraint - Scrubbing Bubble - Sentient Mist - Skull Warrior - Sparkflail - Sphinx, Anthro - Spiga - Thermite - Trivern - Vampire, Golden - Wyverwraith - Ximchak - Zapper

LEVEL 12

Boogie Man - Darkness Monster - Deadeye - Doomguard - Dragon, Cinnamon/Sapphire - Dragon, Russet/Emerald - Elemental, Cold - Emerald Ooze - Erb - Fighter in Mirror Armor - Firestrider - Gruld - Horse, Hell - Ice-runner - Krisst-Haadin - Magebane - Magic Absorber (1st class) - Phraint - Skull Warrior - Spiga - Trivern - Ximchak - Zapper

LEVEL 13

Anaswami - Bionic Bat - Bionic Paladin - Black Death - Boogie Man - Clanper - Cyberscorp - Demon of Sleep and Nightmare - Demon of Sleep, etc. (2nd class) - Demon, Rainbow (lesser) - Dog, Demon - Doomguard - Dragon, Cinnamon/Sapphire - Dragon, Mahogany/Diamond - Dragon, Russet/Emerald - Dragon, Umber/Ruby - Elemental, Cold - Emerald Ooze - Erb - Fireclaw - Firestrider - Foulmouth - Freezetusk - Frost

Wind - Furidell - Godstalker - Goldshell - Golem, Wax - Golem, Wood - Gyraphont - Hell Star - Hellcat - Horned Tusker - Horse, Ghost - Humtongue - Krisst-Haadin - Lifelasher - Lung Dragon - Lurker Above, Below & Sideways - Magebane - Melter - Nazgul - Nightseeker - Phraint - Razor Mouth - Scourgetail - Scumsnail - Skull Warrior - Spell Sucker - Spiga - Trivern - Vader - Wall of Darkness - Ximchak - Yellow Door Creature

HOW TO USE THE MONSTER LEVEL TABLE

Determining where a monster appears in a dungeon is up to the individual Dungeon Master. However, the following table can be used as a rule of thumb for those who insist that high level monsters should be on low levels of dungeons.

THE MONSTER LEVEL TABLE

Dungeon Level	1	2	3	4	5	6	7	8	9	10
1	1	1	1	2	2	3	3	4	4	5
2	1	1	2	2	3	3	4	4	5	5
3	1	2	2	3	3	4	4	5	5	6
4	2	2	3	3	4	4	5	5	6	6
5	2	3	3	4	4	5	5	6	6	7
6	3	3	4	4	5	5	6	6	7	7
7	3	4	4	5	5	6	6	7	7	8
8	4	4	5	5	6	6	7	7	8	8
9	4	5	5	6	6	7	7	8	8	9
10	5	5	6	6	7	7	8	8	9	9
11	5	6	6	7	7	8	8	9	9	10
12	6	6	7	7	8	8	9	9	10	10
13	6	7	7	8	8	9	9	10	10	11
14	7	7	8	8	9	9	10	10	11	11
15	7	8	8	9	9	10	10	11	11	12
16	8	8	9	9	10	10	11	11	12	12
17	8	9	9	10	10	11	11	12	12	13
18	9	9	10	10	11	11	12	12	13	13

Once you find the correct level, simply establish how many monsters are in the level and roll dice or use other random determinations to decide which monster actually appears.

Note that several monsters appear more than once on the Monster Level Chart. Use the lower range of hit dice for those monsters appearing on the higher (closer to the surface) levels of the dungeon.

CUMULATIVE INDEX TO "ALL THE WORLDS' MONSTERS"

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OFFICIAL ATWM MONSTER SHEET

Submit your monsters now! ATWM is the largest group gaming project ever undertaken, and you can be part of it. We need every kind of critter—the easy and cute ones as much as your favorite horrifying hulks, to allow every sort of role-playing encounter. Cleverness and ingenuity definitely count. For each monster we select, you'll receive credit toward your copies of the ATWM(s) in which your entry or entries are published. You retain all subsequent rights to your creations. Impress your grandmother and get your name in print!

Name _____

Address _____

City _____ State _____ zip _____



HOW TO FILL OUT THE MONSTER CATALOG CODING SHEET

NAME — type or print the full name of your monster.

TYPE — use the same categories as are in the Monsters by Type chart in the back of this book.

ALIGNMENTS — you may use any combination of Law, Chaos, Good, Evil, Neutral, Hungry, etc., or none. List combinations with a hyphen ("Law-Good") and alternatives with a comma ("Any, Hungry").

DICE — express as number of dice and type of dice, with the addition of any points called for (3D8+2, for example). If a monster has a specific number of points, instead of hit dice, list the points only.

ARMOR CLASS — express in the usual 9 thru -8 range with pluses or minuses.

WALK — ground speed. **FLY** — flying speed. **SWIM** — swimming speed. Leave any of the above blank if they do not apply.

I.Q. — the intelligence of the monster should be expressed as a dice roll. For instance, a really dumb monster might be 1D3 for a range of 1-3, a very smart monster might be 1D6+14 for a range of 15-20, and a barely self-aware monster might be simply 1D1 or just 1.

NAME _____ TYPE _____ ALIGNMENTS _____

DICE _____ ARMOR CLASS _____ WALK _____ / FLY _____ / SWIM _____ / IQ _____ DEXT _____

FOUND IN _____

% IN LAIR _____ # IN LAIR _____ PROB. OF TREASURE _____ TREASURE TYPE _____

WANDERING _____ PROB. OF TREASURE _____ TREASURE TYPE _____ CREATOR _____

ATTACKS: # _____ TYPE _____ PHYSICAL DAMAGE _____ SPECIAL DAMAGE _____

_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

DESCRIPTION: _____

DEXT — the dexterity of the monster, also to be expressed as a die roll. The usual monster has a dexterity of 2D6+6, which is based on the theory that a slow monster is a dead monster.

FOUND IN — if found anywhere, merely enter that fact. If not found in dungeons, be sure to note that in this space.

% IN LAIR, IN LAIR, PROB. OF TREASURE, and TREASURE TYPE — this is the usual information found in the monsters and treasures sections of any of the books.

WANDERING — describe how many would be found wandering about the corridors or the open plains, instead of in the tribal lair.

PROB. OF TREASURE and TREASURE TYPE — How likely is it that the wanderers have any treasure, and if so, what kind?

CREATOR

ATTACKS and DESCRIPTION — be as specific as possible. Attach another sheet of paper for your description if there is not enough room for the description or attacks.

SEND ALL MONSTER SHEETS TO STEVE PERRIN, C/O THE CHAOSIUM, BOX 6302, ALBANY CA 94706