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MONSTER MANUSCRIPT™

AN ADVENTURER'S GUIDE TO FANTASTIC CREATURES

Written by Don Wellman



A guide book for over a hundred fantasy creatures including many new monsters in addition to your all time favorites, with complete descriptions, statistics, and painting instructions.

WELCOME TO THE MONSTER MANUSCRIPT

Monsters abide here...lots of them. Fantasy gaming is an exercise in imaginative adventure, full of incredible exploits and great feats of derring-do. It's a chance to, for a while, transcend the boundaries of time and space and become a resident of another world, another time. Still, it wouldn't be nearly as much fun to be a fantasy character if it were not for the diverse varieties of the strange beings around making life anything but dull for a bold adventurer. In a word, monsters make things happen. That fact is the inspiration for the MONSTER MANUSCRIPT collection of fantasy miniatures.

This book contains notes on all of the creatures which will be included in the MONSTER MANUSCRIPT series. Some will be familiar to you immediately. Others, we hope, will be pleasant surprises. In either case, I have attempted to offer a fresh, new way of looking at these creatures. Think you know all there is to know about unicorns? You may be in for a big surprise. And if your characters seem to be getting a little too cocky, wait until they meet the yag-nesh or the magical woodwending.

The MONSTER MANUSCRIPT series was conceived to satisfy the need for more monster types as expressed by gamers who have written to Grenadier. As is our policy, we've listened to you and have created a collection of creatures sure to satisfy every fantasy-lover.

The creature descriptions and gaming stats included in the MONSTER MANUSCRIPT are my perspectives. They are provided as merely food for thought. If you like them the way I've presented them — great! If not, feel free to change them however you see fit; adapt them to your own fantasy world. I tend to believe that the word, "Official", is one which has been used too much in the gaming industry over the years. Imagination is what fantasy is all about, so why place unnecessary restrictions on it? Fantasy and science fiction fans have to be some of the most creative and intelligent people anywhere, so utilize your abilities, don't be afraid to try something a little different just because it's not labeled "Official". If you've got a yearning for Lawful Good troll warriors, go for it!

We hope you'll enjoy the MONSTER MANUSCRIPT collection and that you'll let us know what you think of it, what you like, what you don't like. Grenadier's MONSTER MANUSCRIPT series will consist of twelve boxed sets to be released at the rate of one every month through 1986 and 1987. In addition, you'll want to watch for our exciting new BATTLE LORDS series for fantasy armies, as well as fantastic new releases in our popular FANTASY LORDS and DRAGON LORDS lines. If you love fantasy, you're going to love what we've got in store for you.

But for now, belt on your sword and tread cautiously into a realm where things are not always what they seem and death lurks in every shadow. Join me in a walk through the misty realm of the MONSTER MANUSCRIPT.

—Don Wellman



ANUBAJI

ARMOR CLASS: 5
MOVE: 12"
ATTACK: 1 weapon
HIT POINTS: 2D6 + 2
DAMAGE: by weapon or 1D8
MAGIC: Priestesses may use magic-user spells up to 4th level. High Priestesses use magic-user spells up to 7th level.
ALIGNMENT: Lawful Evil
INTELLIGENCE: High



The Anubaji are a cruel vicious race who consider themselves superior to nearly all other forms of life. These aloof creatures are basically humanoid in appearance with the grinning, red-eyed heads of jackals, a feature which best reflects the innate savagery of the Anubaji culture. The jackal-men are the undisputed masters of the trackless desert wastes in which they prowl. Their keen senses and extraordinary fighting ability have made them feared wherever their name is whispered.

Anubaji are deadly fighters with a savage thirst for blood which rivals that of even the cruellest of orcs. However, their exceptional intelligence and inhuman cunning have taught the jackal-men that the best way to totally defeat an enemy is slavery. To this end, the Anubaji have entered into the market of buying and selling flesh, whether it be human, elf, dwarf, or other race. Many slaves are taken to the underground cities of the jackal-men some to be used as personal servants, others as laborers building the immense, subterranean pyramids which are the primary buildings in the cities of the Anubaji.

The jackal-men claim to be the direct descendants of Anu the Night-hound, a lesser Lord of the Darkness. Due to lack of evidence, this claim has never been disproved. The fierce, hyena-faced Knolls also insist that they are the children of the Night-hound, a fact which greatly disturbs the haughty Anubaji and has been the basis for a great number of Anubaji raids into the wild forest lands of the Knolls.

Anubaji warriors are adept in the use of short swords, spears, and composite bows. Any force of jackal-men encountered will be at least 25% female, there being no discrimination concerning sex where bloodshed is concerned. The Priesthood, on the other hand, consists totally of female Anubaji. The Handmaids of Anu, as the priestesses are called, are powerful magic-users and their temples are best left alone by foolhardy adventurers. In fact, any confrontation with the Anubaji is best avoided.

APE, CRYPT

ARMOR CLASS: 4
ATTACK: claw/claw/bite
MOVE: 12"
HIT POINTS: 5D8 + 4
DAMAGE: 1D6/1D6/1D8 plus poison
SPECIAL ATTACK: Howl—When the crypt ape gives voice to this bone-chilling sound, all characters within 50 yards of the creature must roll their Wisdom x 5 or less on D100. Any character who fails this roll will become disoriented and panic-stricken, usually ending in a fatal mad dash into the crypt ape's bone-crushing embrace.



SPECIAL NOTE: Clerics may turn crypt apes using the same values given for turning ghouls. However, a -2 modifier must be applied to the roll because of the crypt ape's bestial intelligence. A paladin's Holy Sword inflicts double damage on these monsters.
ALIGNMENT: Chaotic Evil
INTELLIGENCE: Low

The crypt ape is an especially horrifying type of undead creature which makes its home among the ruins of long-dead cities and deserted temples. These shambling monsters are said to be the transformed souls of bestial humans who consumed the flesh of other sentient beings during their lifetimes. For this transgression, they are doomed to spend eternity as crypt apes, feeding on the dead. However, they will not refuse warm flesh if it presents itself to them, such as in the form of foolhardy adventurers. Evil cults will often erect their temples near a crypt ape lair as a method of disposing of sacrificial remains.

Crypt apes stand about 6 feet tall when erect and weigh approximately 500 to 800 lbs. Their flesh is a purplish shade of grey and their bodies are covered with a thick, mangy pelt of filthy, yellowed fur. Twin yellow canines jut from a crypt ape's upper lip and their massive hands sport razor-sharp talons. Due to the unsanitary nature of the crypt ape's environment, the saliva as well as the grimy claws of the creature are extremely toxic. Adventurers bitten or clawed by the beast must Save vs. Poison or be stricken with paralysis within a matter of minutes. However, adventurers may avoid encountering a roving crypt ape since the overpowering carrion stench of the beast usually precedes it by at least a hundred yards. It is also some small comfort to know that crypt apes are solitary creatures and no more than two will be encountered at any given time. Once a crypt ape has made a kill, it will drag the corpse into the depths of its lair, ignoring all other potential prey.

BANSHEE

ARMOR CLASS: 1
MOVE: 18"
ATTACK: touch
HIT POINTS: 6D8
DAMAGE: 1D6
SPECIAL ATTACK: Death Song — Victim must make a Saving Roll of INTELLIGENCE x 3 on D100 or become mesmerized by the early strains of the Death Song. Any character thus mesmerized will follow the banshee mindlessly wherever she leads. The Death Song continues for 1D20 hours, regardless of the result of the Saving Roll. As the wailing song reaches its ear-splitting climax, the chosen victim of the banshee must Save vs. Magic or be stricken dead on the spot! If the character succeeds in this roll, the banshee's spell is broken and she flees, shrieking in rage.
SPECIAL VULNERABILITY: 1) Cold Iron — Weapons made of this substance do double hit point damage to the banshee. 2) Banishing Spells — The banshee is invulnerable to all magic-based attacks, except the most powerful spells of banishment. 3) Church Bells — The sound of ringing church bells of any Good-aligned holy order will send the banshee fleeing in utter terror.
ALIGNMENT: Chaotic Evil
INTELLIGENCE: Exceptional

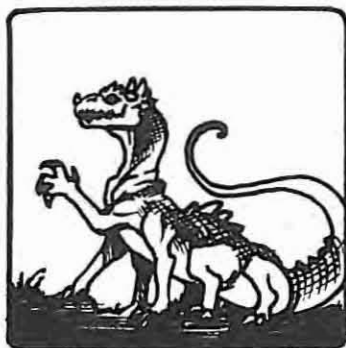


The banshee are the malevolent spirits of dark elf women who, through some unearthly power, are allowed to remain in the corporeal realm and continue to serve Evil long after their deaths. They wander through desolate areas such as marshes, forests, and deserted habitations in search of their mortal prey. When a banshee has focused her attention on an unwary victim, she begins her horrifying Death Song, softly at first, but building in intensity as she relentlessly dogs the poor unfortunate's footsteps. The banshee's persistence, if she is not thwarted in some way, results in the death of the object of her attention. Momentarily satisfied, she then moves on in search of other prey. However, if the banshee is destroyed, her spirit is banished to whatever nether-realm those of the dark elven race.

Banshee appear as beautiful elven women in flowing white gowns spattered with blood. They are surrounded with a nimbus of glowing, green light and their eyes burn like smoldering embers.

BASILISK

ARMOR CLASS: 5
 MOVE: 6"
 ATTACKS: claw/claw/bite
 HIT POINTS: 5D6 + 3
 DAMAGE: 1D4/1D4/1D6
 SPECIAL ATTACK: Gaze — Victim is turned to stone unless a successful Save vs. Petrification roll is made
 ALIGNMENT: Chaotic Neutral
 INTELLIGENCE: Low



Big, stupid, and ugly are the three words which best describe this reptilian beast. Though they bear some passing resemblance to dragons, basilisks are, in truth, a degenerate form of lizard, blessed with a nasty temper and the magical ability to turn flesh into solid stone. All the basilisk need do is force its victim to look directly into the creature's eyes. Within seconds, the hapless victim is transformed into a remarkably lifelike statue.

Basilisks are a sickly shade of green with bright yellow underbellies. Their deadly eyes are yellow-green with pupils which never seem to focus on any particular object. They are solitary beasts and live primarily by preying on the livestock of helpless farmers. Basilisks are often kept as watchdogs and pets by the Medusae since they are among the few creatures the Snake Daughters cannot turn to stone.

BEETLE GIANT

ARMOR CLASS: 3
 MOVE: 9"
 ATTACK: bite
 HIT POINTS: 2D8 to 10D8
 DAMAGE: 2D6
 ALIGNMENT: Neutral
 INTELLIGENCE: Virtually none



Giant Beetles are typical insects which, via magical or natural means, have grown to colossal proportions. They are often used as effective guards by secretive wizards and, in some societies, are prized as pets and food animals. In the wild, giant beetles are likely to be voracious ravagers of farm and forest lands. In any case, these chitin-armored monsters are formidable foes and caution should be used when encountering them.

BLINC DOGS

ARMOR CLASS: 7 (If you can hit one)
 MOVE: 12"
 ATTACK: bite
 HIT POINTS: 4D6
 DAMAGE: 1D4
 ALIGNMENT: Chaotic Good
 INTELLIGENCE: Average



These small, intelligent canines are imbued with the natural ability to teleport themselves. This feat is accomplished by the dog "blinking" into the astral Wind Between Worlds, then re-entering the Material Plane where he chooses. Blinc dogs are happy-go-lucky creatures and love to play, particularly with children. Since blinc dogs are also capable of teleporting objects up to the size of an average human adult along with them, the sight of a child playing with the golden, laughing dogs is enough to make any mother's blood run cold. However, there has never been an instance of a blinc dog not bringing a child back to where the dog originally found him.

Blinc dogs have shining golden fur and eyes of bright blue. Their form of communication is a series of laughing barks which, to human ears sound like genuine mirth. Blinc dog packs usually contain no more than six mated pairs and they are often found baiting some poor creature (such as a red dragon) by blinking in and out of its field of vision. To the blinc dogs, wearing a savage beast down into a state of utter exhaustion is incredible fun!

BOGLE

ARMOR CLASS: 8
 MOVE: 6" ground/15" flight
 ATTACKS: fist/claw/bite
 HIT POINTS: 1D6
 DAMAGE: 1D4/1D6/1D6
 MAGIC SPELL: Fear (natural ability — unlimited use)
 ALIGNMENT: Chaotic Evil



Bogles are bestial, fur-covered goblinoids with batlike wings and wild saucer eyes. They are the result of the goblin High Priesthood's attempts to create a superior breed of goblin. What they got was a peculiar strain of mischievous, blue-furred imps with a penchant for unchecked mayhem and absolutely no desires for conquest. It was not long before the bogles proved to be a genuine threat to the goblin kingdoms. To preserve the already-haphazard state of goblin civilization, the bogles were driven from the goblin caves and loosed upon an unsuspecting world to wreak havoc in their own, inimitable fashion.

These horrifying creatures have made a never-ending game out of terror. It would seem that the sole driving force in a bogle's life is to create as much fear in the world as bogle-ly possible. During the daylight hours, bogles hide from the sun in caves and abandoned dwellings. Night, however, is the bogle's domain. They will swoop down from the night sky, in groups ranging from six to twenty strong, upon human, elfen, halfling, or orc habitations, particularly isolated dwellings such as farms and small settlements. They then go about their fiendish business of clawing and sniffing around doors, peering through windows with their luminous, yellow eyes, and physically assaulting anyone unfortunate enough to get caught outside. This reign of terror continues incessantly until the first rays of dawn touch the sky. At this time, the bogles will retreat to their lair, often returning night after night until their victims flee or the bogles tire of the game and go in search of new sport.

Bogles are despised by virtually every other race. They hold a deep-seated enmity for their parent race, the goblins, and will go out of their way to attack them. Evil wizards sometimes form unholy alliances with bogles and use them to further their own diabolical aims.

BORER SERPENT

ARMOR CLASS: 2

MOVE: 6"

ATTACK: claw/claw/bite

HIT POINTS: 6DB + 10

DAMAGE: 2D6/2D6/1D10

SPECIAL ATTACK: Tail Bore — The borer serpent can strike with its tail and "drill" into an opponent, causing

3D6 hit points damage

ALIGNMENT: Chaotic Neutral

INTELLIGENCE: Animal



The borer serpent is a Chaos creature ideally suited for life underground. These reptilian carnivores are unique because of the unusual adaptations they have evolved for subterranean existence. The creatures are basically serpentine in form, but possessing a humanoid torso which frequently causes them to be mistaken for lamiae or snake clansmen. Their powerful arms end in wide, clawlike members formed of amazingly hard bone. With these "spades" the borer serpent can tunnel through earth at an incredible rate of 30 feet per minute. For boring through stone, the serpent reverses itself and drills into the rock with its iron-hard tail. A borer serpent drills through stone at a rate of three feet per minute. Amazingly enough, the tail and spade-claws of the borer serpent retain their hardness despite constant use. If a serpent's tail or claw is severed, the creature has the ability to regenerate a full-sized replacement after resting for 12 hours.

Borer serpents will feed on any type of flesh, including the occasional dwarf or halfling. They are nearly blind, but possess extremely sensitive heat and motion-detection organs in small pits on their snouts. Borer serpents are the natural enemies of monitor hulks and juggernauts.

BRAIN EATER

ARMOR CLASS: 7

MOVE: 15"

ATTACK: claw (4 attacks)

HIT POINTS: 4D8

DAMAGE: 1D4 each claw

SPECIAL ATTACK: Brain Drain —

Character must roll the sum of his

Intelligence plus his Wisdom,

divided by 2, times 5 on D100. If he

succeeds, the brain eater will

disengage itself and scamper off in

search of less formidable prey. If the

character fails, the brain eater

drains away all of his memories and

learned skills, "wiping the slate

clean", so to speak. The victim must

then roll his Strength x 5 on D100 in

an effort to dislodge the hungry

brain eater. Failing this, the hapless character lapses into a pathetic

vegetative state.

ALIGNMENT: Chaotic Evil

INTELLIGENCE: Very



The brain eater is a particularly bizarre form of subterranean animal life. Despite its name, the brain eater's dietary habits are not as grisly as might be believed. The brain eater feeds on brain waves, the actual emanations given off by the functions of a living brain. The creature usually fastens its sharp claws into the ceiling of a low tunnel and waits with inhuman patience for its prey. When the brain eater's victim passes beneath it, the monster drops onto the poor unfortunate's shoulders, grasping cruelly with its claws. Specialized nodes in the brain eater's head are then extended and fasten upon the victim's head. A brief contact will deprive the victim of all his memories, including any specialized skills such as magic spells and weapons mastery. Longer contact turns the victim into a vegetable, living and

breathing, but bereft of all cerebral activity. This side effect of the brain eater's exclusive appetite makes this dangerous creature a favored pet with ogres, cave trolls, and other cannibalistic races since the brain eater can earn its keep by providing fresh meat for the table.

CAROC (CROCODILE MAN)

ARMOR CLASS: 4

MOVE: 12" land/18" water

ATTACK: bite/tail lash or by weapon

HIT POINTS: 2D8 + 3

DAMAGE: 1D8/2D6 or by weapon

type

SPELLS: (Priests only) Hold Person

Resist Fire, Glyph of Warding, Create

Flood, Summon 1D6 Water

Elementals, Entangle, Summon

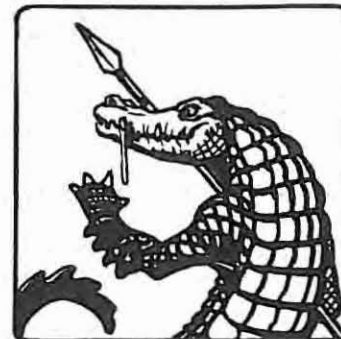
1D10 Giant Crocodiles,

Hallucinatory Terrain, Confusion,

Charm

ALIGNMENT: Neutral

INTELLIGENCE: Average



Carocs possess manlike bodies with the heads and tails of crocodiles. Their skin also resembles that of their reptilian namesakes. The carocs are the remnants of a human cult who worshiped Groakhoken the Crocodile God. Through arcane means, they transformed themselves into hideous half-human, half-reptile creatures to gain favor with their deity.

Carocs dwell in elaborate cities buried beneath swamps or dug into riverbanks. They are accomplished metalworkers and have a deep appreciation of fine gems. Adventurers may find great stores of wealth in caroc treasures. Unfortunately, the crocodile men are deadly fighters as well. Their thirst for blood rivals that of true crocodiles. They are excellent swimmers and in combat will attempt to drag their foes into deep water.

Carocs keep giant crocodiles as pets and guardians for their holy temples. They are natural enemies of lizard men, who strongly resent the incursion of carocs into lizard man territories.

CARRION CREEPER

ARMOR CLASS: 6

MOVE: 12"

ATTACK: tentacles

HIT POINTS: 3D8

DAMAGE: 1D6 plus paralysis

SPECIAL ATTACK: Tentacle Venom —

Save vs. Paralysis or be eaten

SPECIAL VULNERABILITY: Carrion

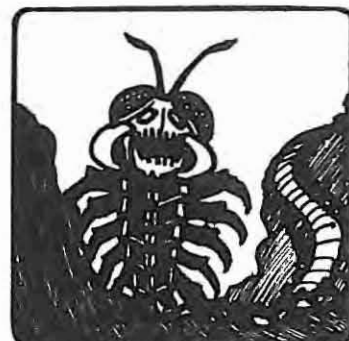
creepers suffer double damage

from all fire-based attacks and will

flee from high-intensity light

ALIGNMENT: Neutral

INTELLIGENCE: Non-existent



The carrion creeper is a degenerate form of giant centipede which dwells in dark, damp subterranean passages, particularly those beneath crypts and charnel pits. The creeper's primary source of sustenance, as its name suggests, is the flesh of the dead. A carrion creeper can strip a corpse to the bone in a matter of seconds. This does not mean this slimy monstrosity will refuse warm flesh when it is offered. Carrion creepers are adept hunters and will welcome a hot meal if it is offered.

The facial tentacles of the carrion creeper are covered with minute spines which secrete a venom which affects the nervous system and induces paralysis. Thus, it is wise to avoid head-on confrontation with a carrion creeper. This is easily accomplished since the creatures pallid flesh exudes an overpowering charnel stench which can be detected for several hundred yards.

COATYL

ARMOR CLASS 5
 MOVE 6" ground/24" flight
 ATTACK tail/bite
 HIT POINTS 10D8
 DAMAGE 1D8/1D4
 SPECIAL ATTACKS 1.) Hypnotic Stare — Coatyl can mesmerize 1D4 individuals with their glittering red eyes. Once hypnotized, the victims become responsive only to the voice of the feathered serpent. Characters succeeding in a Save vs. Magic roll can resist the coatyl's stare. 2.) Constriction — Does 1D8 hit points damage. Character may break the coatyl's embrace by rolling their Strength times 5 on D100. 3.) Breath Weapon — Lightning.
 MAGIC As 7th cleric, 6th Level, magic-user, and 7th Level Illusionist.
 ALIGNMENT Neutral Good
 INTELLIGENCE High



The coatyl, also called "heaven serpents", are the messengers of Sst'hara the Serpent Mother. They are able to travel as they wish amongst the myriad realms of the cosmos. However, they seem to prefer worlds with vast regions of thick, humid jungle. The coatyl are very powerful creatures with a natural mastery of the arcane arts. For this reason, they are worshiped as gods by some isolated jungle civilizations, appearing at times in their natural serpentine forms and at others, in the shapes of beautiful, godlike humans with shining golden skin.

The scales of these flying serpents are deep gold in color, their wing and tail feathers white with brilliant flashes of brighter gold. The jewel-like eyes of the coatyl are ruby red. Because of their high intelligence, coatyl are likely to communicate with wandering adventurers and, if they deem it worthy of their attention, may assist the adventurers in whatever mission they are currently undertaking. But beware! A coatyl angered is not a pleasant scene. It would be better to clasp a cobra to your breast than to arouse the wrath of one of the feathered serpents!

COCKATRICE

ARMOR CLASS 6
 MOVE 6" ground/12" flight
 ATTACK claw/peck/bite
 HIT POINTS 4D8
 DAMAGE 1D4/1D4/1D6 plus poison
 SPECIAL ATTACKS 1.) Death Gance or Bite Venom — Save vs. Death Spell/Poison or die instantly. 2.) Death Cloud — Creates a cone of toxic gas 6 feet long and 3 feet wide at its end. Save vs. Breath Weapon or instantaneous death.
 ALIGNMENT Neutral
 INTELLIGENCE Animal



If agonizing death were to assume a fleshly form, the end result would, in all probability, be a cockatrice. A product of dark sorcery, the cockatrice is the most venomous of all creatures. A single glimpse into the acid-green eyes of this horrid monster causes instantaneous death, as does the choking cloud of gas exhaled by the cockatrice. As if these charming features didn't make this creature toxic enough, the three-inch, needle-sharp fangs concealed in the cockatrice's beak can deliver enough venom to kill anything short of a full-grown dragon. Even in death, the cockatrice is dangerous. Its blood possesses the peculiar ability to crawl up any weapon and poison the holder.

Fortunately, the cockatrice only inhabits desolate arid climes, such as deserts and alkali flats where they spend much of their time in deep burrows living on ground-dwelling rodents and reptiles. The scales of this venomous creature are an eye-hurting shade of chartreuse with a single, bright yellow stripe running down each side of the beast. The long, serpentine neck of the cockatrice is pink, as is the monster's head, which sports a ruff of oily, black feathers, a brilliant yellow beak, and a striking red comb. This curious (and sickening) display of colors seems to project a clear warning — Keep your distance!

DEATH WITCH

ARMOR CLASS 3
 MOVE 12" walking/18" flying (as raven)
 ATTACK claw/claw
 HIT POINTS 6D8 + 6
 DAMAGE 1D6/1D6
 SPECIAL ATTACK Fatal Kiss — drains 1D10 hit points from victim per round until all hit points are expended. No saving throw can free a character from the kiss of the death witch.
 SPECIAL DEFENSE/VULNERABILITY Death witches are immune to all attacks by normal weapons, as well as magic spells below fifth level. Magic weapons and weapons forged of silver do normal damage. Death witches cannot tolerate bright light.
 SPELLS Charm, Darkness, Fear, Shapeshift (raven form), Animate Dead, Anti-Magic Shell, Death Spell, Guards and Wards, Geas, Invisibility, Teleport, Shield, Sleep, Dispel Magic.
 SPECIAL NOTE Male player characters may fall in love with the beautiful death witch. If the character successfully rolls the average of his Charisma and his Comeliness, multiplied by 5, on D100, the witch reciprocates his love.
 ALIGNMENT Chaotic Evil or (if in love) Chaotic Neutral
 INTELLIGENCE Exceptional



Possessed of a dark, fatal beauty, the death witch is a psychic vampire who gains sustenance from raw emotions, particularly fear. In addition, death witches are also powerful magic-users who dabble in only the darkest arcane practices, particularly necromancy. The majority of these creatures are practitioners of blackest evil, caring nothing for their victims. These black-hearted beauties drain the living souls from men with a dreaded kiss from which there is no escape. The victim's fear is like heady wine to the death witch, who will maintain her fatal kiss until her unfortunate victim is no more than an empty, soulless husk. Most death witches also drain the blood from their victims as a fitting dessert for their ghoulish feast.

However, not all death witches are wholly evil. Some, after tasting a morsel of deep, abiding love directed towards them by an intended victim, have abandoned their darker dietary habits in favor of feasting on the purer emotions of love and tenderness. These emotions, while not always as intense as the baser element of fear, have proven equally satisfying. However, this condition places a heavy burden on the object of the death witch's affection. He must remain ever attentive to the emotional needs of his dark lady, lest she be forced to slip back into old habits, an excellent reason for keeping the spark of romance ever burning.

Death witches appear as human women of intense beauty with long, black tresses, ruby lips, fair skin, and piercing eyes of darkest black. They seem to prefer black velvet gowns cut to accentuate their feminine attributes, making it easier to seduce their prey. Death witches only leave their shadowy lairs during the darkest hours of night. During the daylight hours, they rest, often guarded by strong, handsome men under a Charm spell, or by undead servants. Death Witches also possess the power to transform themselves into large ravens. They are mortal enemies of the night hags who are envious of the beauty of the death witches.

DJINNI

ARMOR CLASS: 5
 MOVE: 12" ground/24" air
 ATTACK: hands
 HIT POINTS: 7D8 + 7
 DAMAGE: 1D10
 SPELLS: Invisibility, Create Whirlwind, Assume Gaseous Form, Control Winds, Summon 1D10 Air Elementals, Create Food/Water/Wine/Soft Goods, Illusion.
 SPECIAL DEFENSE: Djinn can only be hit by magic spells or magic weapons.
 ALIGNMENT: Chaotic Good
 INTELLIGENCE: High



The djinn are high-spirited creatures from the Elemental Realm of Air, servants to the immortal Lord of Winds. It is perhaps due to this servitude that these powerful beings are frequently summoned from their home plane to become the servants of mages on the earthly realms. Still, it takes an accomplished sorcerer to summon and control one of the ethereal djinn. The creatures are very clever and will go to great lengths to free themselves from their earthly servitude while adhering to the conditions of their forced indenture. Once summoned, a djinni is bound to an object such as a bottle, an oil lamp, or a staff. When the djinn is bound, it must do the will of its master by performing up to seven magical services each day. However, if the djinni's master loses count and demands an eighth mystic deed, the creature is freed and returns to its home realm.

However, not all djinn are unhappy with their earthly sojourn, particularly those whose binding vessels fall into the hands of traveling adventurers. The free-spirited life of an adventurer suits well the nature of the djinn and the djinni who finds himself in such a lifestyle will frequently remind his master not to make the eighth wish which will send the air creature back to the Realm of Air. The djinn are the mortal enemies of the efrit.

DRAGON HOUND

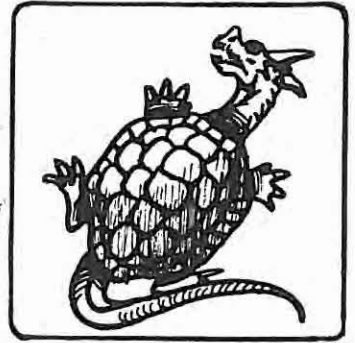
ARMOR CLASS: 6
 MOVE: 18"
 ATTACK: claw/claw/bite
 HIT POINTS: 5D8 + 3
 DAMAGE: 1D6/1D6/1D8
 ALIGNMENT: Neutral
 INTELLIGENCE: Animal



Dragon hounds are ferocious giant lizards which resemble lean dragons and have the natural ability to follow the trail of any warm-blooded creature over virtually any terrain. Once on the scent, these monstrous saurian hunters will follow a trail for days without resting. Even the barrier of water does not deter the bloodthirsty dragon hound. Because of this ability dragon hounds are frequently domesticated by dragonmen for retrieving escaped slaves. In addition to their uncanny olfactory abilities, dragon hounds are fierce fighters and are extremely hard to kill.

DRAGON TURTLE

ARMOR CLASS: 1
 MOVE: 3" land/12" water
 ATTACK: claw/claw/bite
 HIT POINTS: 8D8 - 14D8
 DAMAGE: 1D10/1D10/3D6
 SPECIAL ATTACKS: 1) Breath Weapon — scalding steam causes 1D10 hit points of damage. 2) Swamping — the dragon turtle creates a giant wave by "sounding" near a swimmer or water vessel. This will capsize most boats and cause 3D6 hit points of drowning damage to anyone caught in the wave.
 ALIGNMENT: Neutral Evil
 INTELLIGENCE: Average



The dragon turtle is a product of sorcery gone awry, the curious combination of dragon and water-dwelling turtle. Dragon turtles may be found in any large body of fresh water. This is unfortunate because wherever they make their homes, dragon turtles become a deadly menace, capsizing boats, devouring swimmers, and frightening off entire schools of fish. Because of the violent, destructive nature of these monsters, wandering adventurers can frequently make extra money by ridding lakes and rivers of these predacious beasts.

DRYAD

ARMOR CLASS: 9
 MOVE: 18"
 ATTACK: staff or bow
 HIT POINTS: 1D8 + 6
 DAMAGE: 1D6 + 1 or 1D6
 MAGIC: Charm, Call Woodland Beings, Plant Growth, Hallucinatory Forest, Plant Door, Confusion, Animal Summoning, Healing, Summon Will-o-the-Wisp.
 SPECIAL VULNERABILITY: Dryads are susceptible to fire and suffer double damage from all fire-based attacks and magic spells.
 ALIGNMENT: Neutral Good
 INTELLIGENCE: High



The dryads are the beautiful and secretive guardians of the forests. They are shy and are seldom seen by outsiders. Occasionally, however, they will present themselves to a party of travelers and ask for news of the outside world in order to determine if their forests are in danger. They must gain information in this fashion because they are mystically bound to their home forests and are unable to leave them. However, a dryad may teleport between any two points in her forest by using trees for a focus. In addition, she knows every inch of her domain and is aware of any intrusion of her territory.

Despite their solitary nature, dryads are friendly with elves, centaurs, unicorns, and all other forest creatures. They are also rather affectionate towards halflings and will tolerate dwarves if they do not harm the trees. Dryads appear as beautiful elven women with fair skin of palest green and large almond-shaped eyes. Their hair ranges from sunny gold to silver-white to earthy shades of brown and is worn long and flowing, often with wildflowers woven into it. Dryads speak all languages of the forest folk, including the secret language of plants.



EFRITI

ARMOR CLASS 2
MOVE 9" walking/24" flying
ATTACK hands
HIT POINTS 8D8
DAMAGE 2D8 + 4
MAGIC Affect Fires, Burning Hands, Fireball, Create Hard Goods, Wall of Fire, Dimension Door, Incendiary Cloud, Fire Storm, Summon 1D10 Fire Elementals, Pyrotechnics, Produce Fire, Illusion, Assume Gaseous Form
SPECIAL DEFENSE/VULNERABILITY Efriti suffer no damage from fire-based attacks, but receive double damage from water-based attacks
ALIGNMENT Lawful Evil
INTELLIGENCE Exceptional



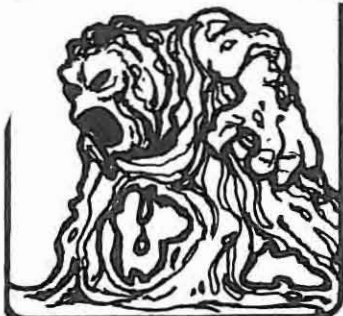
The efriti are the agents of The High Flame Lord, ruler of the Elemental Realm of Fire. They are violent and mean-spirited creatures who have nothing but contempt for anyone whom they consider to be a "lesser being". Their appearance is somewhat demonic with brick-red skins, horns on their heads, and sharp teeth and claws. This diabolical image is enhanced by the rolling clouds of black smoke and great goutts of flame which churn around an efriti's powerful form. Efriti are extremely fond of great, roaring fires and thus have become accomplished arsonists in their far-ranging journeys through the cosmos.

Efriti may be summoned to the Material Realm for use as servants but it requires an immensely powerful sorcerer to accomplish such a feat, let alone control the efriti once it arrives. Such endeavors usually end in tragedy and most mages content themselves with summoning the more even-tempered djinni. If controlled, an efriti can be forced to grant three wishes. However, the creature will inevitably try to cause its master as much grief as possible by subjecting the requests to the widest possible interpretations and, when the third wish has been granted, the freed efriti will more than likely turn on its former master and attempt to wreak as much havoc as possible. The efriti are the sworn enemies of the djinn.

ELEMENTALS

EARTH ELEMENTALS appear as shambling manlike forms of earth and stone. Their ponderous feet must remain in constant contact with the ground or they will return to the Realm of Primal Earth.

ARMOR CLASS 2
MOVE 6"
ATTACK fists
HIT POINTS 10D8 + 6
DAMAGE 4D10



WATER ELEMENTALS may manifest as great waves or as beautiful maidens formed of water with a fountain rising where the legs would be. They cannot venture more than thirty feet from a ready source of water.

ARMOR CLASS 2
MOVE 6" land/24" water
ATTACK engulf
HIT POINTS 10D8 + 6
DAMAGE 4D6 + 6



FIRE ELEMENTALS appear as roaring pillars of flame. They possess the ability to move across land and fly through the air, but are unable to cross water.

ARMOR CLASS 2
MOVE 12" land or air
ATTACK flame
HIT POINTS 10D8 + 6
DAMAGE 4D8



AIR ELEMENTALS, when seen, take on the shape of whirling masses of wind and vapor. They can only travel through their own element.

ARMOR CLASS 2
MOVE 18"
ATTACK wind
HIT POINTS 10D8 + 6
DAMAGE 3D8



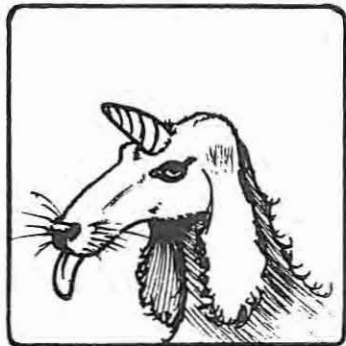
ALIGNMENT and INTELLIGENCE All elementals are of Neutral alignment and Low intelligence.

Elementals are the primary servants of the individual powers which rule the four basic elemental realms of the cosmos — Earth, Air, Fire, and Water. They are frequently summoned to the Material Realm by mages to carry out various tasks. However, each individual elemental is required to obey only the first command given to it upon its arrival in the Material Realm. Once the specific task is completed, the elemental returns to its home realm. For instance, if an earth elemental were summoned and commanded to "Demolish that door!", it would carry out its command until the indicated obstacle was destroyed, then it would return to the Realm of Primal Earth. On the other hand, if a fire elemental were commanded to "Keep that fire burning.", it would do so forever or until it was dismissed by its conjurer.

Elementals may return to their home realms by the above mentioned methods or by being commanded to attack an elemental from a different elemental realm. When this occurs, both elementals return to their home realms.

ELVEN HOUND

ARMOR CLASS 3
MOVE 24"
ATTACK body slam/bite
HIT POINTS 3D8 + 3
DAMAGE 1D6 plus knockdown/1D6
MAGIC Teleport (alone or with one person), Telepathy, Charm, Light
ALIGNMENT Chaotic Good
INTELLIGENCE High



The elven hounds are the trusted companions of the noble high elves. They are extremely intelligent and possess amazing abilities of teleportation and telepathy, the latter of which they use to communicate with their elvish masters. These graceful and beautiful creatures are bonded at birth, each to an individual elf whom they recognize by an inherent ability the high elves call d'estallar, or "soul touch". Elf and hound are, from that moment, inseparable, forming a

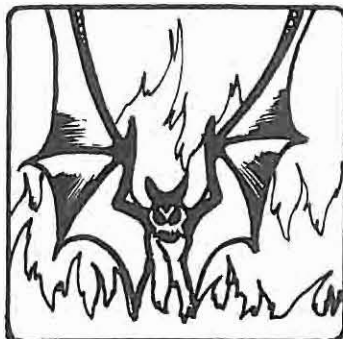
relationship which, in intensity, is surpassed only by the elvish "pair-bonding" between elf men and women. This devotion between elf and hound is a life-long relationship.

Elven hounds are silvery-white in coloration, with bright violet eyes and a single, silver horn spiraling from their foreheads. The hounds of the high elves are exceedingly fast and able to run to earth most swift-footed prey. They are excellent trackers and are often able to follow a trail that is weeks old. Elven hounds are highly sought after as curiosities by unscrupulous traders who are willing to pay small fortunes for one of the creatures, despite the fact that elven hounds perish quickly when separated from their masters.

These intelligent creatures will communicate readily with all elves (with the exception of the dark race) as well as halflings, whose gentle-hearted company the elven hounds find quite enjoyable. They will approach humans and dwarves warily, but are nothing but vicious to orcs and goblins.

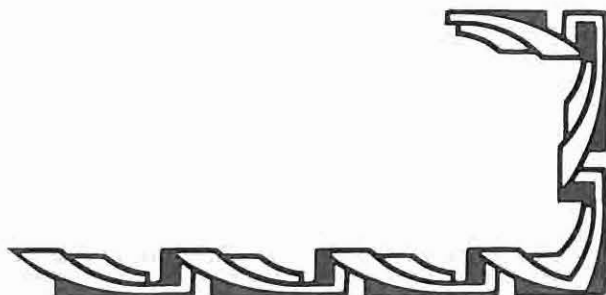
FIRE BAT

ARMOR CLASS: 8
MOVE: 6" ground/24" flying
ATTACK: claw/bite
HIT POINTS: 2D6 + 6
DAMAGE: 1D6/1D4
SPECIAL ATTACKS: 1.) Flaming Skin — Coming into physical contact with a fire bat causes an immediate 1D6 hit points of damage. Claw and bite attacks, however, do only normal damage unless the fire bat lands on the character. 2.) Eye Beams — Projects twin, ruby-red beams approximately one-quarter of an inch thick and fifty feet long, doing 1D10 hit points of damage. This attack is a tremendous drain of heat energy and the fire bat can only use it once before re-charging in a heat source no smaller than a large campfire. 3.) Thermal Wave — Being "looked at" by a fire bat does 1D4 — 2 hit points of damage.
SPECIAL DEFENSE: Fire bats are immune to heat-based attacks, but suffer damage from cold-based attacks.
ALIGNMENT: Neutral
INTELLIGENCE: Animal



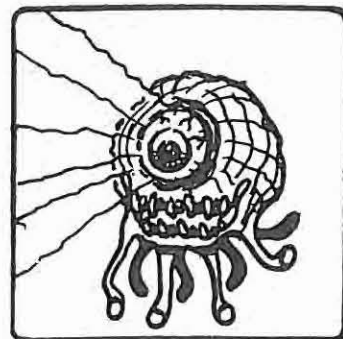
Fire bats are a marvel of natural adaptation to a hostile environment. They are ideally suited for existence within the hellish infernos found inside the craters of active volcanoes. In intense heat which would incinerate most living creatures, fire bats thrive, totally oblivious to the high temperatures.

The unique metabolism of the fire bats has also given them the ability to absorb heat of any kind, store it in their bodies, and release it at any given time. This released heat usually manifests in any of three forms. The first is the fire bat's ability to release heat through the pores of its skin in the form of blazing flames. Fire bats flying through the night sky have often been mistaken for falling stars or the flames from nocturnal dragons. The fire bat also has the ability to project beams of concentrated heat from its eyes. Finally, the fire bat generates waves of heat in varying degrees from its throat and analyzes the thermal currents to locate potential prey, enemies, and obstacles since these unique creatures are extremely near-sighted. This ability is very similar to the echo-location systems used by most bats. However, being "examined" by a fire bat can be a unique, not to mention painful, experience.



FLOATING EYE

ARMOR CLASS: 7
MOVE: 3" floating
ATTACK: See Special
HIT POINTS: 4D8 + 6
SPECIAL ATTACKS: 1.) Nerve Poison — A potent neuro-toxin is injected into the victim via specialized spines in the floating eye's tentacles. Victim must Save vs. Paralysis or become paralyzed within 1D10 rounds. 2.) Blood Drain — Once a floating eye has wrapped its tentacles around its prey, it drains the body fluid from its victim, causing a loss of 1D6 hit points per round until body is totally drained.
ALIGNMENT: Neutral Evil
INTELLIGENCE: Semi-Intelligent

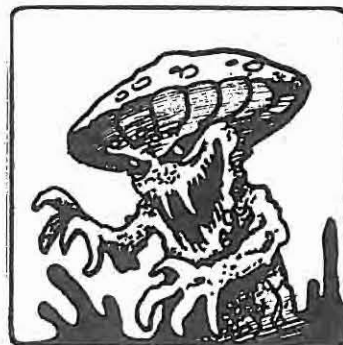


The floating eye (also known as "The Orb of Chaos") is a particularly loathsome monstrosity which floats upon the air currents like some grotesque balloon, trailing a writhing mass of blood-red tentacles behind it. It is said in legends that the earth itself cannot abide the touch of these creatures and hence, the floating eyes must remain airborne, forever denied the land. This premise is somewhat substantiated by the well-known fact that floating eyes never descend to the ground.

Floating eyes are, thankfully, rarely, if ever, encountered. However, an occasional party of adventurers may find themselves facing one of these drifting monsters. Such confrontations are best avoided since the floating eye is an efficient predator which will eagerly pursue any juicy morsel which has the ill fortune to cross its path. Floating eyes attack by wrapping their ropelike tentacles around their prey and draining it of all body fluids via tiny, hollow spines which cover the tentacles.

FUNGOID

ARMOR CLASS: 9
MOVE: 6"
ATTACK: hands
HIT POINTS: 5D8
DAMAGE: 1D8
SPECIAL ATTACK: Toxic Spore Cloud — Creates a cloud of poisonous spores 15 feet in diameter. Those caught within the cloud must Save vs. Poison or suffer 1D10 hit points damage per melee round until dead or out of the cloud's range.
SPECIAL VULNERABILITY: Fungoids are extremely sensitive to light and will flee from any source of bright light.
ALIGNMENT: Neutral
INTELLIGENCE: Low



The fungoids are a race bred by the black mystic arts of the underground-dwelling dark elves. They are mobile fungi with limited intelligence and resemble giant walking mushrooms. Despite their ungainly appearance, however, the fungoids are dangerous fighters, particularly because of their inability to feel pain. The mushroom men were originally created to guard the entrance tunnels leading to the dark elves' underground kingdoms. However, the fungoids reproduced rapidly and migrated to other subterranean locales. This led the dark elves to cast a second wave of spells upon their mutated mushrooms, this time limiting the fungoids' production of fertile spores to a brief time period once every ten years. In the interim, the fungoids produce a non-fertile spore which is highly toxic to most humanoids. Because of this, dwarves frequently send out raiding parties to destroy the fungus men.

Fungoids are slate grey on their "heads", turning to dingy white on their lower bodies. They possess no vocal cords and attack silently, a condition which adventurers find extremely unnerving.

GARGOYLE

ARMOR CLASS: 4
MOVE: 9" ground/15" flying
ATTACK: claw/claw/bite
HIT POINTS: 5D8
DAMAGE: 1D6/1D6/1D4
ALIGNMENT: Chaotic Neutral to
Chaotic Evil
INTELLIGENCE: Average

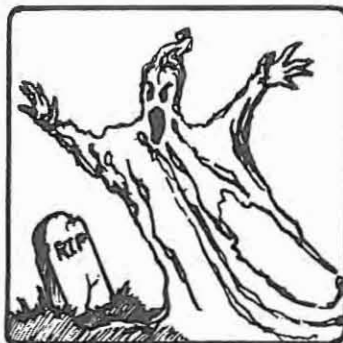


Gargoyles are a race of creatures which inhabit deep caverns and isolated mountain ranges. They are cursed with the essence of Chaos, hence they reproduce in a wide variety of shapes and sizes. Gargoyles are covered with a thick hide of tough, grey flesh, giving them the appearance of carved stone. This rocklike skin, combined with the gargoyle's ability to remain absolutely motionless for days at a time, has often caused the creatures to be mistaken for grotesque statues, a condition which has gained some gargoyles employment as guards.

Despite their rather demonic appearance, not all gargoyles are evil. In fact, the majority of gargoyles are quite even-tempered and may even be persuaded to assist a party of adventurers. Still, some 40% prefer to serve evil. Because of this fact, it is advised that all gargoyles be avoided when possible. These creatures are extremely powerful and are dangerous foes when angered.

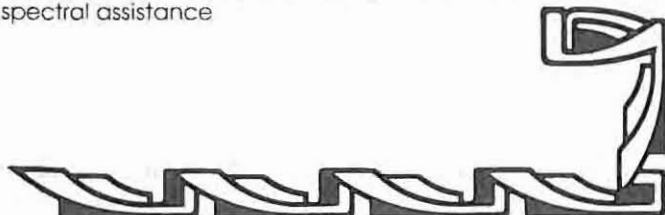
GHOST

ARMOR CLASS: Intangible
MOVE: 9"
ATTACK: See Special
HIT POINTS: See below
SPECIAL ATTACK: Chilling Touch — The touch of a ghost can cause an intense feeling of bone-deep cold, a condition which usually serves to demoralize a living being
SPECIAL VULNERABILITY: Ghosts cannot be harmed by physical means. They can, however, be driven away by a cleric's invocation of a Good-aligned deity (GM's discretion).
SPELLS: Darkness, Create Cold, Demoralize
ALIGNMENT: Any
INTELLIGENCE: Average to High



Ghosts are spirits of the dead bound to the Material Realm for one reason or another. Among the circumstances which force these restless souls to haunt the land of the living are violent death, intense love, unfinished business, and failure to acknowledge death. Some spirits may be driven to violence by an intense jealousy toward those living, but most are content to remain close to the trappings of life, no longer able to touch them.

Some ghosts are eager to communicate with the living and may prove to be a valuable source of information to adventurers. However, such encounters are disturbing at best and characters may wish to reconsider before seeking spectral assistance.



GHOUL

ARMOR CLASS: 6
MOVE: 9"
ATTACK: claw/claw/bite
HIT POINTS: 1D8 + 6
DAMAGE: 1D4/1D4/1D6
(Save vs. Poison)
SPECIAL ATTACK: Ghoul Howl — All within hearing must roll their Wisdom x 5 on D100 or become paralyzed with fear
ALIGNMENT: Chaotic Evil
INTELLIGENCE: Low



Ghouls are loathsome, bestial humanoids who dwell in labyrinthine tunnels beneath charnel pits and graveyards, feeding on the remains of the dead. However, they are not opposed to waylaying a solitary victim to obtain some warm flesh for their putrid bellies. Ghouls are terrified of bright light and will flee from it. They may also be driven away by clerics.

Ghouls are particularly nasty fighters, especially if cornered. Their doglike fangs and razor-sharp claws are extremely toxic due to the unsanitary nature of the ghouls' living habits. Great caution should be used when encountering these vile creatures.

Ghouls are typically pale, dirty white in color, with blazing red eyes and long, yellowed fangs. They are frequently allied with dark mages and evil witches.

GHOUL, CHAOS

ARMOR CLASS: 4
MOVE: 15"
ATTACK: claw/claw/bite
HIT POINTS: 3D8 + 8
DAMAGE: 1D4/1D4/1D6 plus poison
SPECIAL ATTACKS: 1) Chilling Touch — Victim becomes paralyzed unless Saving Roll is made successfully. 2) Breath Weapon — Putrid Gas. Failed Saving Roll causes victim to cease all action due to uncontrollable shaking and severe nausea and vomiting. 3) Mesmerizing Gaze — As Charm Person spell.
MAGIC: (10% chance of encountering a Chaos Ghoul with magical ability) Darkness, Invisibility, Sleep, Steal Strength, Fear, Web, Blink, Hold Person, Suggestion, Demoralize, Confusion, Animate Dead, Death Spell, Unholy Word
ALIGNMENT: Chaotic Evil



INTELLIGENCE: Average to High

The Chaos Ghouls are the horrid progeny of ghouls and members (or victims) of particularly evil Chaos cults. Among the non-ghoul parents of these vile half-breeds are humans, orcs, half-orcs, goblins, and dark elves. Several decades of inbreeding have, more or less, created some degree of consistency in the racial characteristics of the Chaos Ghouls, granting them an impressive assortment of traits inherited from their various parent races.

Chaos Ghouls have a much higher degree of intelligence than common ghouls, making them very cunning and capable of incredibly diabolical plots. This intelligence has enabled some Chaos Ghouls to become masters of dark magic. The half-ghouls have a greater tolerance for light, though it is somewhat painful to their eyes. Lightbursts and similar magical attacks drive Chaos Ghouls into a killing frenzy. Chaos Ghouls also possess powerful infravision as well as keen senses of hearing and smell. Half-ghouls prefer the taste of fresh meat and will frequently go hunting for prey in the slimy back-alleys in larger cities.

Chaos Ghouls are not likely to be encountered in wilderness areas preferring to dwell in underground tunnels and sewer systems beneath cities. Such habitations afford them a limitless variety of food sources, breeding stock, and sacrifices for the Lords of Chaos. Half-ghouls will often be found in the company of common ghouls.

GOBLIN, DREAD

ARMOR CLASS 4
MOVE 6"
ATTACK by weapon
HIT POINTS 2D8
DAMAGE by weapon type
MAGIC Open to all Cleric, Magic User, and Illusionist lists
ALIGNMENT Chaotic Evil
INTELLIGENCE High



The race of dread goblins constitutes the ruling class of goblin society. They are acknowledged as the parent race of all goblin tribes. Thus, the lesser races, including the powerful hobgoblins and the bestial bugbears, bow to the authority of the dread goblins.

The dread goblins are a squat, powerful race, not so large as the hobgoblins but larger than the lesser goblins which are most frequently encountered. Their skin is mottled grey and their yellow eyes gleam with diabolical intelligence. Dread goblins are adept fighters as well as accomplished magic users. Warrior-mages are not uncommon among the dread goblin clans.

Since they view themselves as the favored children of Kadj the Goblin-Mother, the dread goblins have assigned themselves the task of improving the goblin race as well as promoting the spread of goblinkind. Their manipulations have produced such diverse racial types as the hobgoblins, the bugbears, the bogles, and the despised man-goblin hybrids.

HARPY, SIREN

ARMOR CLASS 8
MOVE 6" ground/15" flying
ATTACK claw/claw or by weapon
HIT POINTS 3D8
DAMAGE 1D4/1D4 or by weapon type
SPECIAL ATTACK Harpy talons are so coated with filth, any character struck by them must Save vs. Poison or become violently ill for 1D10 days.
MAGIC Charm Male Humanoids, Shapeshift (human woman).
ALIGNMENT Chaotic Evil
INTELLIGENCE Average



This particular strain of the foul vulture-women consider themselves superior to their less-fortunate sisters due to the fact that they possess arms and hands in addition to their powerful wings. They are also somewhat more intelligent than the lesser harpies and they have the ability to transform themselves into beautiful women for short periods of time, much like the serpentine medusae. Still, the evil nature of these disgusting creatures, as well as their blood-thirstiness, is equal to that of their lesser sisters.

Siren harpies lure their male victims by assuming their human forms and singing seductively to their intended prey. A siren harpy will often keep a man as her lover for a time, but when she tires of him, he will meet the same fate as her previous victims — violent death at the harpy's talons. Siren harpies are vain creatures and will savagely attack any beautiful woman.

HELSTEED

ARMOR CLASS 3
MOVE 15" ground/36" flying
ATTACK bite/hoot/hoot
HIT POINTS 6D6 + 6
DAMAGE 1D8/1D10/1D10
ALIGNMENT Chaotic Evil
INTELLIGENCE Average to High



Helsteeds are creatures from the Realms of Chaos, resembling gaunt, black horses with wild manes, catlike green eyes, and deadly fangs. They are vicious beasts with violent tempers and an overpowering hunger for raw flesh. However, helsteeds readily ally themselves with other evil beings, allowing themselves to be used as mounts for anti-paladins, evil sorcerers, vampires, and other Servants of Darkness. They are particularly identified with the dread Doom Riders, the cruel Hel-knights from the Abyss.

Unless restrained by a forceful rider, a helsteed will, without hesitation, attack any source of living flesh. They seem particularly fond of elf and halfling meat and will only eat dwarves and orcs if no other food is available. Helsteeds possess the natural ability to cast a Glamour upon themselves and appear as normal horses. Once an unwary individual climbs upon the back of what appears to be a lost mount, the helsteed casts a Hold Person spell on its victim and gallops away with him to devour at its leisure. Pegasi and unicorns, as well as griffons and hippogriffs, hate helsteeds and attack them on sight.

HOUD OF CHAOS

ARMOR CLASS 2
MOVE 12"
ATTACK bite
HIT POINTS 6D8
DAMAGE 1D10
SPECIAL ATTACK Breath Weapon — Hellfire, 2D6 hit points damage
SPECIAL VULNERABILITY Hounds of Chaos flee from all religious talismans of Good alignment and suffer double damage from a paladin's holy sword.
MAGIC Charm, Darkness, Teleport, Stinking Cloud, Dimension Door
ALIGNMENT Lawful Evil
INTELLIGENCE High



These monstrous canines are the guardians of the nether-realms. They are quite intelligent, immensely powerful, and altogether evil. They resemble huge, black mastiffs with glowing red eyes. Chaos hounds exist for the sole purpose of promoting evil and destroying all that is good. In addition to prowling the Stygian pathways of the Dark Kingdoms, the Hounds of Chaos also roam freely upon the Material Realms, often in the company of evil wizards and anti-paladins.

RHINSHASA



SEE PAGE 19 UNDER RAKSHASA

IMP

ARMOR CLASS: 3
 MOVE: 6" ground/18" flight
 ATTACK: claw/claw/bite or knife attack
 HIT POINTS: 1D8
 DAMAGE: 1D4/1D4/1D4 or 1D6
 SPECIAL DEFENSE: Imps are immune to all attacks by normal weapons and to all fire-based attacks
 SPECIAL VULNERABILITY: Imps receive normal damage from all magic weapons and double damage from a paladin's holy sword. They also fear Good-aligned clerics and religious symbols
 MAGIC: Invisibility, Blink, Confusion, Illusion
 ALIGNMENT: Lawful Evil
 INTELLIGENCE: High



Imps are small, mischievous demons from the Abyss whose sole objective in the Material Realms is the propagation of pain and suffering. Their cruel and sometimes violent pranks are frequently visited upon the young and those too weak to defend themselves. A severely wounded warrior might find himself under attack by several imps armed with tiny, razor-edged knives. An old woman may be pushed down a flight of steps by small, invisible creatures who giggle maniacally as she falls. Imps generally prefer to steer clear of strong individuals, particularly those with magical weapons or potent spells.

Imps are used by evil beings as servants and spies. Their abilities, combined with their diabolical natures make them quite adept at learning secrets and causing trouble in the interest of furthering the cause of evil.

INCUBUS

ARMOR CLASS: 2
 MOVE: 12" ground/18" flight
 ATTACK: per weapon
 HIT POINTS: 6D8 + 3
 DAMAGE: by weapon type
 SPECIAL VULNERABILITY: All Good-aligned religious items (holy water, symbols, charms, church bells, etc.) have a 75% chance of driving away the incubus
 SPECIAL DEFENSE: Incubi can only be harmed by magic weapons or weapons with a "to hit" bonus greater than +1
 MAGIC: Charm Female Humanoid, Teleport, Invisibility, Dreamsend, Mind Probe, Polymorph Self, Stinking Cloud, Fireball, Wall of Fire, Hold Person, Dimension Door
 ALIGNMENT: Chaotic Evil
 INTELLIGENCE: High



Incubi are handsome male demons from the Abyss. They are expert in the finer arts of sowing discord and seducing innocent women. Once an incubus has set his sights on a particular female, he haunts her sleep by inducing dreams of strange romantic interludes with a fantasy lover he has plucked from the depths of her subconscious. He will then appear to her in a fleshly illusion of this form in order to beget a half-demon child which he will return to claim upon its birth a mere six months later. Unfortunately, the birthing of this creature usually results in the death or, at the very least, total insanity of the mother.

In their natural form, incubi appear as muscular men with brick-red skin and glowing yellow eyes. They are adept fighters and are capable of using any weapon. Holy water and Good-aligned religious symbols are the bane of the incubi and are usually sufficient to force the creatures to lose interest in their intended brides.



IRON BULL

ARMOR CLASS: 2
 MOVE: 12"
 ATTACK: gore/trample
 HIT POINTS: 6D8 + 12
 DAMAGE: 2D6/1D20
 SPECIAL ATTACK: Breath paralyzes
 Save vs. Paralyzation
 ALIGNMENT: Neutral
 INTELLIGENCE: Animal



Iron bulls are monstrous bovines touched with the essence of pure Chaos. Despite their name, these lumbering monsters are not covered with iron, but rather with thick, tough plates of hide which have the appearance, as well as durability of black iron.

Iron bulls are vile-tempered beasts and they will attack anything that moves. The concept of an iron bull charging a full-grown red dragon is an interesting one. Unfortunately, iron bulls seem to prefer to roam isolated areas such as wide valleys and craggy mountain trails. These monsters are extremely territorial and deal with interlopers in a deadly fashion. Iron bulls possess the ability to breathe a noxious gas which totally robs its victim of all motor function. The poor unfortunate then becomes a meal for the iron bull, which, despite its herbivorous appearance, is quite a connoisseur of raw flesh.

Iron bulls reproduce by mating with normal cows. Their progeny are always male and the calf's mother is usually the little monster's first taste of meat. For this reason, cattle farmers frequently seek out adventurers to hunt down and kill iron bulls.

JUGGERNAUT

ARMOR CLASS: -2 body/6 underbelly
 MOVE: 15"
 ATTACK: claw/claw/bite
 HIT POINTS: 8D8 + 4
 DAMAGE: 1D10/1D10/2D6
 ALIGNMENT: Chaotic Neutral
 INTELLIGENCE: Animal



These armored monsters are the descendants of Chaos-altered glyptodonts. They are rampant, indiscriminate carnivores which will feed on any type of meat they can catch. In pursuit, a juggernaut can lope across cleared ground at the speed of a good horse. A juggernaut after prey aptly lives up to its name, bashing down obstacles and uprooting trees with its blunt snout and armored bulk. These monsters are also excellent burrowers, tearing through earth at a rate of 50 feet per minute.

Halflings are particularly afraid of juggernauts since the voracious beasts seem to have a strong liking for the flesh of the Shire Folk. Halflings call the monsters "bullroarers" because of the juggernaut's deafening bellow it gives voice to when on the hunt. Because of the danger posed by juggernauts to halfling towns, the Shire Folk have become adept in the art of devising "bullroarer killers" which frequently make use of sharp iron spikes tipped with nightshade, positioned in such a fashion that when the juggernaut starts digging into a halfling burrow, its massive bulk drives the deadly spikes into its tender underbelly.

Halfling legends tell of a shire hero named Dombros

Brackenberry who slew a juggernaut single-handed by clambering atop the rampaging monster's armored back and driving a pruning hook through its eye into its tiny brain. This feat has never been repeated and earned Dombros the honorary title of "Bullroarer's Bane". Halflings may enlist the aid of adventurers to help rid them of a juggernaut or two, offering them the opportunity to become shire legends.

KI-RIN

ARMOR CLASS: 5
 MOVE: 24" ground/48" flight
 ATTACK: hoof/hoof/horn
 HIT POINTS: 12D8 + 7
 DAMAGE: 1D10/1D10/1D20
 MAGIC: All Cleric and Illusionist spells, Charm, Create Water/Food/Soft Goods, Invisibility, Teleport, Hold Person/Monster, Dimension Door, Mindspeak, Legend Lore
 ALIGNMENT: Lawful Good
 INTELLIGENCE: Genius



The noble Ki-rin are a race of beautiful horselike creatures whose shining, golden hooves possess the magical ability to walk on air. It is said that this power was given to the gentle Ki-rin because of the creatures' desire never to harm any living thing, even the tiniest blade of grass. Therefore, the hooves of the Ki-rin never touch the ground. However, if the threat is great enough, the Ki-rin will enter into conflict with the Powers of Darkness, but only with great remorse.

Ki-rin will occasionally appear to beings whom they judge to be of good intent, particularly lone travelers, wandering clerics, and questing paladins. They have also been known to aid travelers lost in the wilderness and to assist innocents in escaping from the clutches of evil creatures. Usually, however, the Ki-rin prefer to conceal themselves from mortal eyes and are seldom seen.

KLYNOPS

ARMOR CLASS: 4
 MOVE: 9"
 ATTACK: fist or claw or club
 HIT POINTS: 5D8
 DAMAGE: 1D10 or 2D6 or 2D6 + 3
 SPECIAL VULNERABILITY: Because of the klynops' extremely poor depth perception, characters receive a "to hit" bonus of +1 when attacking.
 ALIGNMENT: Chaotic Evil
 INTELLIGENCE: Low



The klynops is a particularly loathsome breed of ogre. The creature's beastlike appearance, combined with its single eye, suggests that the klynops is cursed with the taint of Chaos. Klynops are solitary carnivores and are found primarily on uninhabited islands or in isolated wilderness areas.

Klynops are extremely stupid and thus, are easily confused. This fact, combined with the creatures' obvious lack of depth perception, give a smarter, quicker being a distinct advantage over the lumbering klynops. However, it should be stressed that these ogre-creatures are extremely dangerous and adventurers would do well to steer clear of them. They possess extremely keen senses of hearing and smell and are excellent trackers. This ability, combined with powerful arms, sharp talons, and strong, fanged jaws make the klynops a monster to be reckoned with.

KNOLL

ARMOR CLASS: 5
 MOVE: 9"
 ATTACK: by weapon
 HIT POINTS: 2D8
 DAMAGE: by weapon type
 MAGIC: Knoll shamans progress as human magic-users
 ALIGNMENT: Chaotic Neutral (inclination toward evil)
 INTELLIGENCE: Average



Knolls are a bestial, chaotic race which seems to be a grotesque mingling of the characteristics of hyenas and humans. They are an uncouth, barbaric breed and delight in bloody, unchecked slaughter. Most knoll armor and weaponry consists of spoils gained from such battles. Knolls believe that when they die, their souls are sent to Graaka, a nether-realm where they will fight for all eternity to curry favor with their god, Anu the Night-hound. The knolls believe that they are the true descendants of Anu, a belief which the Anubaji jackal-men claim to be utter blasphemy. For this reason, a state of war exists between the two races and knolls will retreat from a battle with another race if they discover an opportunity to spill Anubaj blood.

The knolls are a nomadic culture and prefer the freedom of the sprawling wilderness. They will readily hire out as mercenaries if the price is right and there is much fighting to be done. Knoll females, if not nursing cubs, fight alongside their men and are said to rival them for sheer ferocity.

Unlike the haughty Anubaji, knolls will, if it is in their interest, ally themselves with other races, particularly orcs, humans, goblins, and, though they find it distasteful, dark elves.

Knolls are fervent believers in the survival of the fittest, with the strongest males always assuming the positions of tribal leaders. This philosophy has been the basis for many tribal wars and has succeeded in forming stronger tribes.

KOBOLD

ARMOR CLASS: 7
 MOVE: 6"
 ATTACK: claw/claw/bite or by weapon
 HIT POINTS: 1D4
 DAMAGE: 1D4/1D4/1D4 or by weapon type
 MAGIC: Kobold shamans may use magic as 5th level magic-users
 ALIGNMENT: Chaotic Evil
 INTELLIGENCE: Average



Kobolds are a race of halfling-sized beings which inhabit winding tunnels deep beneath the earth. They are vile-tempered little creatures who feel nothing but hatred for any race which is not kobold. They despise goblins, dwarves, and gnomes because these races vie for the same living space as the kobolds. Humans, elves, and orcs are hated because of their larger size and halflings are killed by kobolds on sight simply because they are not touchy about their short stature. The kobold blacklist reads on interminably.

Despite the fact that kobold behavior is dominated by unreasoning hatred, other races have little to fear from these scaly, red-skinned little monsters. Kobolds never attack unless there are sufficient numbers of them to tilt the odds of winning a battle overwhelmingly in their favor. This facet of the kobold psyche should not be construed as sheer cowardice, rather, it is an effective defense mechanism for insuring the survival of a race which seems to have been

created for the sole purpose of being bullied by larger beings.

Kobolds are often taken as slaves by meaner races such as orcs and goblins. In light of this condition, it is not surprising that when kobolds find themselves on the winning side in a fight, they battle with an intense fury rivalled only by that of berserk demons

LICHE

ARMOR CLASS 0

MOVE 12"

ATTACK: claw

HIT POINTS: 10D8 + 20

DAMAGE 1D10

SPECIAL ATTACKS: 1.) Chilling Touch

— Causes 2D6 hit points damage

2.) Icy Breath — Create a cone of

chilling mist five meters long and 12

meters wide. Characters within this

cloud must Save vs. Paralysis or

become unable to move for 1D20

turns. 3.) Fear Gaze — Victim must

roll his Wisdom x 5 on D100 or

become completely overcome by

fear, running aimlessly away from

the liche's lair.

MAGIC: As 15+ level cleric or 20+ level magic user. GMs should tailor the

individual liche's spell capabilities to match the creature's dark nature

Example: Liches never use Light or Healing spells

ALIGNMENT: Neutral Evil



INTELLIGENCE: Genius

Undead creatures of darkest intent, liches are the animated remains of the most powerful clerics and sorcerors who, upon sensing the advent of their deaths, undergo a dark, unholy ritual in a final effort to achieve life eternal. This necromantic spell, if successful, results in the caster being transformed into a hideous, skeletal creature possessing all of the dark magic he possessed in life.

Liches are extremely powerful beings, often commanding great hordes of lesser undead types such as skeletons, ghouls, and wraiths. The horrifying Undead Legion is commanded solely by the sinister Liche King of Khomar -101th.

Liches, like most undead beings, are ruled by the hideous Thog, Lord of the Shadowlands. Among the subjects of the Death Lord, the liches are favored because they are so successful at providing him with new subjects. In return for such servitude, a liche is provided with an abundance of the darkest arcane lore, making the creature even more powerful. Some living mages are seduced by the promises offered by a liche's evil knowledge. Unfortunately, liche magic corrupts and most mages' attempts at gaining it end in tragedy.

LIZARD MAN

ARMOR CLASS: 5 plus any added

MOVE: 6" land/12" swimming

ATTACK: per weapon type

HIT POINTS: 2D8

DAMAGE: per weapon

MAGIC: (Priestesses only) As 10th

Level magic-user

ALIGNMENT: Neutral

INTELLIGENCE: Average



Lizard men are the intelligent, humanoid descendants of dinosaurs. They may be encountered in great numbers in marshland areas. Tribes of lizard men are somewhat primitive in nature, manufacturing crude tools, weaponry, and body adornment, all displaying a distinct, nonhuman style inimitable by other races.

Despite their reptilian appearance, lizard men are warm-blooded creatures. However, like most reptiles, they are egg-layers and the position of sissish cho' or "Guardian of the Waiting Young" is an exalted one in a lizard man tribe. Lizard

men are carnivores, feeding on virtually any type of flesh, even that of sapient beings in times of poor hunting.

Lizard men are a somewhat xenophobic race, preferring to isolate themselves deep in their swamps. They do, however, occasionally venture out of their territories to trade or, in the case of more adventurous individuals, hire themselves out as mercenaries. Lizard man warriors are deadly fighters, aided in no small part by a sinuous, alien grace which affords them an edge over most unprepared opponents. The tribes of lizard men also contain adept magic-users in the form of the Daughters of the Lizard King, the lizard man priestesses.

Lizard men will, as a rule, leave wandering adventurers alone, if they present no threat and they do not venture close to a lizard man village.

MANTICORE

ARMOR CLASS: 4

MOVE: 12" ground/18" flight

ATTACK: claw/claw/bite

HIT POINT: 8D8

DAMAGE: 1D4/1D4/1D8

SPECIAL ATTACK: Tail — The

manticore's barbed tail hits for 2D6

hit points of damage. Victim must

then Save vs. Poison or collapse

within 1D10 rounds.

ALIGNMENT: Chaotic Evil

INTELLIGENCE: Low



The manticore is a slovenly, unkempt beast which inhabits smelly bone-littered caves. They are extremely dangerous and always hungry, considering human flesh to be a delicacy most pleasing to the manticore palate. For this reason, manticores are often known to swoop down upon unsuspecting victims (young maidens seem to be preferred) and bear them away to their lairs to devour. This part of the manticore's behavior usually assists sword-swinging adventurers in finding honest work.

Manticores are notoriously dull-witted and are frequently confounded by even the simplest of riddles. A conversation with a manticore is an exasperating experience since the creatures comprehend little besides the most fundamental concepts of bloody mayhem. They are accomplished liars and should never be relied upon to tell anything even vaguely resembling the truth. Occasionally a manticore may decide to aid an adventuring party for his own reasons, but these episodes are few and far between and usually occur without the manticore's realization that he is being helpful.

MEDUSA

ARMOR CLASS: 5

MOVE: 9"

ATTACK: constrict

HIT POINTS: 8D8

DAMAGE: 2D6

SPECIAL ATTACKS: 1.) Gaze —

Characters which are tricked into

looking into the medusa's eyes must

Save vs. Petrification or be turned to

stone. 2.) Snake bite — The medusa

may choose to attack with her

snaky tresses. If she hits, her victim

must Save vs. Poison or die an

excruciating death.

MAGIC: Charm Male Humanoid,

Shapechange (humanoid female),

Illusion, Suggestion

ALIGNMENT: Chaotic Evil



INTELLIGENCE: High

Medusae are a form of lamia with the unique power to transform living flesh to stone with a single glance. Like most types of lamiae, medusae have the upper bodies of shapely, young women with the serpentine bodies of great constrictors growing where their legs should be. The main difference between the medusae and their serpent-sisters is the coiling mass of venomous snakes which sprouts from their heads in

place of hair.

Medusae are accomplished shapechangers, often taking the forms of beautiful women to seduce handsome male adventurers. In this form, they are unable to use their powers of paralyzation and the medusa's victim may spend many days of uninterrupted bliss with his new-found lady love. Unfortunately, the outcome is always the same: the medusa, unable to control her natural instincts eventually reverts back to her true form and turns her poor lover into an incredibly lifelike statue. It is this tragic facet of the medusa's existence that makes the creatures so insanely jealous of normal women.

MIDNIGHT STALKER

ARMOR CLASS: 0

MOVE: 12"

ATTACK: sword/sword

HIT POINTS: 6D8

DAMAGE: 1D8 + 3/1D8 + 3

MAGIC ITEMS: Nightblades — During daylight and early evening, these swords act as normal broadswords, though they are lighter and can be swung much easier. However, from midnight until dawn, they glow with life and become +3 swords.

Nightblades are sentient and will attempt to take over the mind of their bearer. If a character is unable to roll his Wisdom x 3 on D100, he becomes an indiscriminate killer, slaying until the first rays of dawn streak the sky. This will happen each night the character is in possession of the swords.

ALIGNMENT: Lawful Evil



INTELLIGENCE: High

The midnight stalker is a particularly deadly type of undead creature whose origins and motivations are shrouded in mystery. Some suggest that they are some form of demon, others insist that they are the vengeful shades of thwarted assassins. Whatever the truth, the stalkers always manifest themselves as gaunt, humanoid figures swathed in tattered robes and bearing a nasty pair of strange, glowing blue swords. When they appear, they are always alone. No two stalkers have ever been seen at the same time. The bloody killing spree of a midnight stalker begins at the stroke of midnight and ends at cock crow.

The stalkers are powerful creatures of dark magic. The glowing red eyes which blaze from their dead, pallid faces have the ability to transform a brave man into a quivering lump of flesh. They are swordsmen without equal and the night of the stalker never ends without those unholy blades tasting blood. Midnight stalkers are sometimes summoned by powerful necromancers and put under a geas to hunt down and kill particularly adept assassins and thieves. Ninja warriors are a common target for the hunting stalker. However, the stalker's intended victim can fight back. Stalkers can be killed by fire or by magic weapons. They are susceptible to bright light and, if a person can trick a stalker into chasing him in circles until sunrise, the first rays of the dawn will destroy the monster.

MINOTAUR

ARMOR CLASS: 5 plus any added

MOVE: 12"

ATTACK: by weapon

HIT POINTS: 7D8

DAMAGE: per weapon type

SPECIAL ATTACK: 1.) Head Butt — Causes 2D6 Damage. 2.) Stomp — Causes 2D6 hit points damage to prone opponents or low obstacles. 3.) Bellow — All within 100 meters must roll Intelligence x 5 on D100 or become demoralized, dropping weapons and fleeing.

ALIGNMENT: Chaotic Good

INTELLIGENCE: Low to Average



Long believed to be a savage race, the minotaurs are, in truth, among the most even-tempered of creatures. The most common image of the cruel, bloodthirsty man-bull is most likely based on poor creatures driven to madness in labyrinthine prisons, or upon muddled accounts of rampaging bulls. Whatever their source, these falsehoods have lowered the minotaur to the status of "monster" and have made the race victim to cruel persecution. Thus, these bovine titans have chosen to isolate themselves from most other races, establishing villages on windswept islands and within deep forests.

Despite their placid nature, an enraged minotaur is a force to be reckoned with. In battle, a minotaur becomes an unstoppable juggernaut of rock-hard muscle and deadly steel. Minotaur warriors prefer great axes, heavy longswords and massive mauls, since these weapons make the best use of the minotaur's powerful arms and shoulders. Even female minotaurs may be found on a battlefield when the cause is deemed worthy. Few sights can stir so much fear in an advancing army as that of an approaching wall of armed minotaurs.

Minotaurs enjoy the company of other races, that is, when the shadow of their undesired reputation has not preceded them. They are great aficionados of elvish music and bardic lore, particularly since the man-bulls are not musically-inclined and have terrible voices. Minotaurs are also friendly with halflings, centaurs, dryads, and merfolk. They will also readily accept the company of humans and dwarves.

Minotaurs will often be encountered by adventurers as wandering fighters or, more frequently, in some cruel official's dungeon or menagerie, suffering the most unbearable torments. Sometimes, because of their great strength and fighting prowess, minotaurs are forced to fight in arenas.

MONITOR HULK

ARMOR CLASS: 3

MOVE: 6"

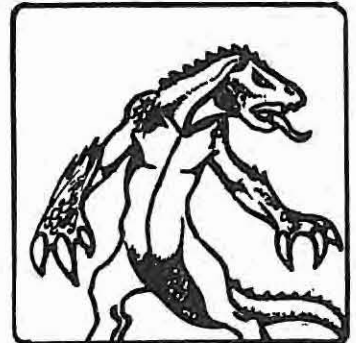
ATTACK: claw/claw/bite

HIT POINTS: 8D8

DAMAGE: 1D6/1D6/1D8

ALIGNMENT: Chaotic Evil

INTELLIGENCE: Low



Monitor hulks are squat, powerful reptilians which inhabit deep, subterranean passages. They are voracious predators, feeding on all varieties of underground life, including unwary adventuring parties. They particularly enjoy the flavor of dwarf flesh and will go to great lengths to seek out dwarven cities in hopes of pouncing on a solitary victim. Because of this, dwarves frequently form large parties to hunt monitor hulks.

Monitor hulks are tough customers, being covered in chitinous armor and possessing iron-hard claws which can tunnel through solid rock at a rate of six feet per minute. However, a dead monitor hulk can be a source of instant fortune since the monsters have the peculiar habit of swallowing precious stones and retaining them in a specialized gizzard. Unfortunately, the monitor hulk's internal organs smell abominably and the sturdy fellow who decides to slice one open had best be prepared for several bouts with nausea.

MUMMY

ARMOR CLASS 3

MOVE 4"

ATTACK arm smash

HIT POINTS 7D8

SPECIAL ATTACKS. 1) Strangle — Mummy grips the victim's throat in an unbreakable hold, causing 1D6 hit point damage per round. 2) Fear Stench — The horrid reek of the mummy causes paralyzing fear unless all characters successfully Save vs. Magic.

SPECIAL DEFENSE Mummies can be slowed or stopped momentarily by normal weapons, but can only be killed by magic weapons, fire, or weapons forged of pure silver.

ALIGNMENT Lawful Neutral or (more frequently) Lawful Evil

INTELLIGENCE High



Mummies are the corporeal remains of important people, curiously preserved by secret rituals known only to select individuals of certain cultures. Great rulers, heroes, and wizards are frequent recipients of the mummification process. Once the ritual has been performed on the corpse, the soul of the deceased may be called back to the Material Realm to inhabit its corporeal shell. Some individuals thus summoned resent being locked inside a dried, mute form and thus go on an insane rampage, lashing out indiscriminately. Some mummies, particularly those of ambitious tyrants and studious mages actually welcome their transition into immortality, seeing it as an opportunity to achieve the goals they could not accomplish in life. The notorious Serpent Queen, Princess Chushella, ruled her kingdom for over a thousand years of blood and terror after her resurrection until her reign was ended permanently by a well-placed torch.

Mummies are often encountered as guardians of ancient tombs, frequently being awakened by the mere presence of interlopers. Despite their slow-moving walk, mummies are extremely intelligent and make dangerous foes. These undead creatures are best avoided.

NAGA

ARMOR CLASS 4

MOVE 15"

ATTACK constrict/bite

HIT POINTS 10D8 + 10

DAMAGE 3D6/1D4

SPECIAL ATTACK Venom — Naga can deliver venom to an opponent via two methods — injecting it with a bite or by spitting a stream of poison which can extend for 6 meters. In either case, the target must Save vs. Poison or become incapacitated within 1D6 rounds.

MAGIC Charm, Heal, Remove Poison, Cure Disease, Shopeshift (human form), Illusion, Sleep. Other spells from all spell lists may be assigned as depending upon the magical strength desired, and alignment of naga desired. The naga are very powerful and very magical.

ALIGNMENT Lawful Good or Lawful Evil

INTELLIGENCE Near-genius



The naga are a magical race of great serpents with the heads of humans. They inhabit ruined temples and abandoned cities in jungle areas. They are quite intelligent and possess a cosmic wisdom of incredible depth. They enjoy conversation with other intelligent beings, particularly discussions of philosophy. Unfortunately, certain naga have allowed themselves to be seduced by the dark power offered by evil entities. These naga consider themselves to be superior to all other forms of life and have determined that all lesser creatures must either be enslaved or slaughtered. For this reason, a fierce state of war exists between the Naga of Light and the rebel Black Naga.

NIGHT HAG

ARMOR CLASS 9

MOVE 9"

ATTACK claw

HIT POINTS 5D8

DAMAGE 1D10

MAGIC Fear, Send Nightmare, Dimension Door, Charm, Soul Trap, Hold Person, Confusion, Invisibility, Summon Hound of Chaos, Summon 1D6 Chaos Creatures (GM discretion), Cacodemon, Stinking Cloud, Suggestion, Darkness.

SPECIAL VULNERABILITY Night hags can only be harmed by magic weapons or spells. Sprinkling one with holy water or touching her with a Good-aligned holy symbol will cause the creature to writhe in pain and flee. Night hags can also be sent back to their home realm by striking them with cold iron or ringing church bells.

ALIGNMENT Lawful Evil



INTELLIGENCE Average

These hideous beings are spirit creatures of blackest evil which venture nightly from their home realm of The Abyss to prowl the Material Realm in search of blood. They resemble ugly, wizened old women with sharp teeth and claws and eyes which burn like red embers. The flesh of the night hags is deep indigo.

It is the purpose of the night hags to create as much evil in the Material Realm as they can with their dark powers. Their methods range from visiting terrifying nightmares upon unsuspecting sleepers to savage bloodshed, which is always a part of the night hag's nocturnal activities.

The most powerful night hag is the horrifying Black Annis, the Queen of Hags. Few ever survive a confrontation with this creature. Night hags are occasionally accompanied on their nights of terror by one or more hounds of Chaos. The hags are mortal enemies of the beautiful death witches and those under the protection of a death witch have little to fear from the predations of the night hags.

NIGHTSCREECHER

ARMOR CLASS 6

MOVE 12" ground/18" flight

ATTACK claw/claw/bite

HIT POINTS 2D8

DAMAGE 1D4/1D4/1D4

SPECIAL ATTACKS 1) Toxins — The fangs and claws of nightscreechers are coated with a variety of poisonous substances. Characters struck by a nightscreecher must Save vs. Poison or become incapacitated with fever in 24 hours. If the character is not healed within a week, he will die. 2) Nightscreech — The shrill hunting cry of the nightscreecher causes anyone hearing it to freeze with fear. Characters must Save vs. Magic or become paralyzed, waiting for the claws of the nightscreecher to strike.

ALIGNMENT Neutral Evil



INTELLIGENCE Average to High

These savage, winged creatures appear to be the results of some horrid mingling of the characteristics of humans and monstrous vampire bats. Nightscreechers dwell in caverns dug in cliff faces or in subterranean cities abandoned by other races. There is documentation of incidents where large flocks of nightscreechers have attacked dwarvish, goblin, and kobold cities in attempts to drive out the inhabitants. Nightscreechers seem to prefer to attack in large number, employing near-human cunning combined with animal ferocity.

Nightscreechers are exclusively carnivorous and are excellent hunters. They locate their prey using a highly advanced form of infravision and pinpoint its movements with a specialized form of echo-location. The man-bats swoop down from the night sky and grab their prey in strong, sharp talons, bearing it back to their lair to devour.

The lairs of nightscreechers are filthy, reeking of carrion and excrement, the cavern floors littered with the bones and belongings of their past victims. Such places are almost always teeming with diseases and adventurers would be well-advised to avoid entering nightscreecher caves in search of treasure.

NIXIE

ARMOR CLASS: 7
 MOVE: 12" land/24" water
 ATTACK: by weapon
 HIT POINTS: 1D4
 DAMAGE: per weapon type
 MAGIC: Summon 1D20 Water Elementals, Create Waterspout, Summon Water Creatures, Shapechange (any water creature), Charm, Sleep, Water Breathing, Water Living (adapts a surface dweller for life underwater — permanently), Protection From Evil, Plant Growth (water plants), Hold Person
 ALIGNMENT: Neutral Good
 INTELLIGENCE: Average



Nixies are beautiful creatures which dwell in crystal cities at the bottom of rivers and large lakes. These water sprites lead a happy, carefree existence and are occasionally mischievous toward unsuspecting travelers who wander near the nixies' water home. Nixies frequently enjoy the company of land dwellers, particularly humans, that is, if they sense the human means them no harm. If all goes well, a surface-dweller may be allowed to visit a nixie kingdom. This is accomplished by the visitor merely being in the presence of a nixie at all times during his sojourn in the watery world. Occasionally, true love blossoms as a result of such meetings. If the land dweller is willing to leave the surface world behind and live with the nixies forever, a spell is cast upon him or her, which will allow the nixie's lover to breathe underwater.

Nixies are peaceful beings and never enter into conflicts unless their homes are threatened. Even then, they decline to involve themselves any further than the casting of powerful spells. Life is too important to the nixies to risk it frivolously.

NYMPH

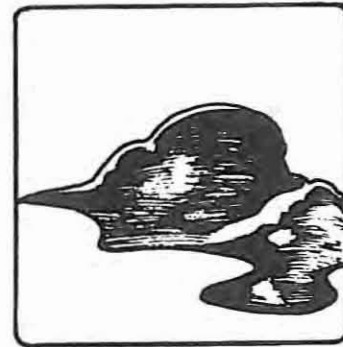
ARMOR CLASS: 9
 MOVE: 12"
 ATTACK: none
 HIT POINTS: 2D8
 MAGIC (SPECIAL) — Charm Spell This spell works only on male humanoids and is cast continuously without the nymph's knowledge. Any male character who spies a nymph must Save vs. Magic or fall tragically in love with the creature. If this happens, the afflicted character will become unable to think of anything besides finding his lady love. All concern for his personal safety and survival will cease. This spell can be broken if the character's companions can get him away from the nymph's forest.
 MAGIC: Charm, Hold Person, Confusion, Illusion, Shapechange (bird form), False Trail, Suggestion, Heal, Purify Food/Water, Call Woodland Beings, Summon Animals, Blink, Invisibility
 ALIGNMENT: Neutral Good
 INTELLIGENCE: Average



Nymphs are beautiful, enchanting spirit maidens who dwell in peaceful woodlands. Like their sister race, the dryads, nymphs are always female and are gentle defenders of the forests. Nymphs prefer to spend their time dancing gracefully beside crystal-clear springs or in sun-dappled forest glens. Occasionally, a male traveler will catch one of these entrancing creatures unawares. Few men come away from such an encounter unchanged, for the nymph, upon discovering that she is being watched, will disappear into the forest. From that moment on, the unfortunate soul who has witnessed the nymph's dance will forever be tortured by the pangs of unrequited love. Some individuals thus stricken have been known to wander the forest night unto starvation in hopes of a second glimpse of the radiant creature who has unknowingly stolen his heart.

OCHRE JELLY

ARMOR CLASS: 9
 MOVE: 3"
 ATTACK: engulf
 HIT POINTS: 6D8
 DAMAGE: 2D6
 ALIGNMENT: Neutral
 INTELLIGENCE: Nil



A bloated, pulsating blob of primordial slime, the ochre jelly is not native to the Material Realm. Rather, they are most likely pests which were banished from another dimension. Ochre jellies have virtually no noticeable intelligence and live only to eat, which they do continuously. The diet of the ochre jelly consists of any organic matter with no exceptions. The creature feeds by enveloping its prey within its heaving mass and absorbing it directly into its cells using its acidic body fluids to break food down into its various nutrients.

An ochre jelly is a slow-moving creature which moves about by forming pseudopods from its body mass and using them to drag its bulk along the ground. Ochre jellies, though devoid of thought, make formidable opponents and great caution should be used when dealing with them. An ochre jelly can only be destroyed by freezing, burning, or immersing the monster in acid.

OGRE

ARMOR CLASS: 5
 MOVE: 9"
 ATTACK: fist or weapon
 HIT POINTS: 4D8
 DAMAGE: 1D8 or by weapon type
 ALIGNMENT: Chaotic Evil
 INTELLIGENCE: Low



Ogres are great hulking humanoids which inhabit the fringes of civilized areas, primarily caves, thick forests, and abandoned structures. These brutish monsters are servants of Chaos, a fact which is evidenced by their evil natures and their general disregard for life.

Despite a rather limited intelligence, an ogre can be a cunning foe, particularly if the creature's activities involve murder, kidnapping, or general destruction. An ogre on the rampage is definitely an enemy to be reckoned with. Ogres will eat virtually anything, but they prefer to gorge themselves on raw meat. Cannibalism is an integral part of ogrish culture since ogres believe that by eating the flesh of sapient beings, the abilities of that race will manifest themselves in future generations of ogres.

Ogres brew a potent beverage which they use to incapacitate their victims. No one knows the exact ingredients of these ogre draughts, but when consumed by any humanoid, this concoction causes instantaneous sleep. The unfortunate victim usually wakes up in an ogre den, about to be the main course for dinner. Ogres have been caught trying to pollute water supplies with ogre draughts in efforts to obtain large quantities of fresh meat.

OGRE MAGE

ARMOR CLASS 4
MOVE 9"
ATTACK hand or weapon
HIT POINTS 6D8
DAMAGE 1D10 or by weapon type
MAGIC As Level 20 magic-user or higher
ALIGNMENT Lawful Evil
INTELLIGENCE High



The race of ogre magi are so dissimilar from their brutish cousins that they might well be considered a separate breed entirely. These creatures are powerful Chaos mages who dwell in great castles on lonely, deserted islands or high atop isolated mountains. Occasionally, an ogre mage will use his power to set himself up as lord over a small kingdom, the inhabitants of which becoming little more than slaves subject to the ogre's every whim.

Ogre magi differ greatly from their lesser cousins in appearance. Instead of the dirty brown hide of normal ogres, the skin tones of the magi range from green and blue to orange. Their hair is brightly colored, usually in a shade which clashes violently with the creature's skin color. The ogre magi are cruel, amoral beings who serve only the Lords of Darkness. Their castles are usually filled with large amounts of treasure and magic items, which the monsters collect from those less able to defend their possessions. Many a brave adventurer has been lured into an ogre mage's castle by the sweet promise of untold wealth.

OWLBEAST

ARMOR CLASS 5
MOVE 12"
ATTACK claw/claw/bite
HIT POINTS 6D8
DAMAGE 1D6/1D6/1D10
SPECIAL ATTACK 1.) Death Hug — Character caught in an owlbeast's grip must roll his Strength x 5 on D100 in an attempt to break free. If he fails he must take 1D8 hit points of damage per round he remains in the owlbeast's grip
ALIGNMENT: Chaotic Evil
INTELLIGENCE Low



The owlbeast is a terrifying creature of Chaos which inhabits dark caverns and thick forest areas. Owlbeasts are voracious predators and feed almost exclusively on raw flesh. At a glance, it is not difficult to see that this monstrous beast is a most efficient killing machine. Its birdlike head is armed with a great, hooklike beak, lined with sharp fangs. The powerfully muscled body is similar to that of a monstrous badger or great bear. The owlbeast's forelegs are immensely strong and end in razor-sharp claws which can be used to disembowel an opponent or dig through soft earth at a rate of three feet per minute. The owlbeast can also "hug" an opponent in a near-unbearable grip with its forelegs.

Owlbeasts are strictly nocturnal creatures and are often encountered when they come charging into the campsite of some unfortunate band of adventurers. They fear fire and can usually be driven away momentarily with a blazing torch. Of course, it takes more than a little fire to discourage a hungry owlbeast when he's on the trail of fresh meat!

PEGASUS

ARMOR CLASS 7
MOVE 24" ground/48" flight
ATTACK hoof/hoof/bite
HIT POINTS 3D8
DAMAGE 1D10/1D10/1D4
ALIGNMENT Chaotic Good
INTELLIGENCE High

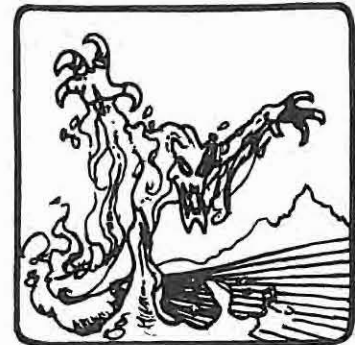


These magnificent winged creatures symbolize the true spirit of freedom. In the wild, the powerful wings of the pegasi carry the great wind horses gracefully through the skies, soaring amongst towering mountain peaks and riding the air currents like beautiful white birds. Pegasi make their homes in secluded valleys high in the mountains, far from the intrusion of those who would seek to enslave the winged horses. Because of their exceptional intelligence and their amazing abilities, the pegasi are greatly sought after by unscrupulous hunters and traders for sale as oddities and aerial mounts. A captured pegasus may command a price as high as 2000 gold pieces, despite the fact that a pegasus in captivity soon loses all will to live and dies quickly.

However, certain pegasi enjoy the company of other races and may ally themselves with humans, elves, half-elves, and halflings of Good alignment. Such pegasi are valued greatly as mounts by paladins, rangers, and mages. Pegasi despise evil and will usually attack creatures of such alignment on sight. They are particularly ill-disposed toward harpies and helsteeds.

PHANTOM SLAYER

ARMOR CLASS 0
MOVE 12"
ATTACK claw/claw/bite
HIT POINTS 11D8
DAMAGE 1D6/1D6/1D8
SPECIAL ATTACK: Grip of Fear — The phantom slayer may attempt to kill the character by ripping the character's heart from his body. If the character can successfully roll his Strength x 3 on D100, he can thwart this attack but must still take 1D6 x 3 hit points damage from the ghost's sharp talons.
MAGIC: Create Cold, Illusion, Darkness, Fear
ALIGNMENT: Lawful Evil
INTELLIGENCE: Average

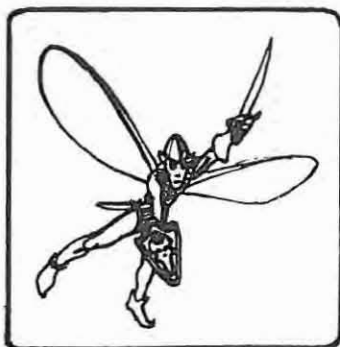


These evil ghosts are believed to be the earthbound spirits of those who, in their last moments of life, were gripped by emotions of fierce anger and hatred. For this reason, they are sometimes called "anger shades". Like most ghosts, phantom slayers usually haunt a particular place, often a site where great suffering has taken place or the very spot where the spirit's body died. Intruders into the territory are not welcome and are usually subject to the slayer's wrath.

The phantom slayer will start his attack by creating an endless parade of the most horrifying illusions. The ghost will continue this attack until its victim (or victims) is completely petrified with fear. At this point, the slayer attacks physically, rending its victim with sharp claws and teeth which it never possessed in life. The slayer will slash wildly at its victim until the victim dies or the ghost is driven away. Phantom slayers cannot bear the touch of cold iron and will flee if attacked with this element. Phantom slayers may also be "turned" by clerics in the same fashion as other ghosts.

PIXIES

ARMOR CLASS 6
MOVE 6" ground/18" flight
ATTACK sword or bow
HIT POINTS 1D4
DAMAGE 1D4 or 1D4 - 1
MAGIC: Sleep, Charm, Polymorph
Self, Invisibility, Confusion, Talk To
Animals, Illusion, Know Alignment
ALIGNMENT: Chaotic Good
INTELLIGENCE: Average



Pixies are benign, diminutive woodfolk who dwell primarily in enchanted forests. These shy, secretive folk have been known to become quite mischievous at times, visiting harmless pranks on those who unwittingly wander into the pixies' forests.

Pixies are particularly friendly towards elves, halflings, dryads, and nymphs. They will occasionally tolerate humans and dwarves, if the individuals in question are judged to be good in heart. From time to time, certain individual pixies may succumb to wanderlust and accompany adventurers in their travels. A pixie can be a very useful friend for a party of adventurers to have. They make excellent scouts and their magical powers are quite helpful in foiling pursuers. However, pixies talk constantly and having one along on an adventure can often be an exasperating experience.

PLAGUE GHOUL

ARMOR CLASS 6
MOVE 9"
ATTACK claw/claw
SPECIAL ATTACK: Plague Spread —
Any character making physical
contact with a plague ghoule or
anything touched by a plague
ghoul (weapons, clothing, treasure,
etc.) must Save vs. Poison or be
stricken by 1D6 debilitating diseases
(GM's choice). These diseases are
usually communicable and may be
spread by the character if he is not
cured quickly.
ALIGNMENT: Chaotic Evil
INTELLIGENCE: Low



Plague ghouls are not truly ghouls, though they bear a certain resemblance to that cursed race. They are, in fact, a race of humans who have been mutated by exposure to the essence of pure Chaos. It is probable that the horrid transformation of these humans was generated by the Chaos emanations which pulse from the diabolical gzlrag or "Chaos stones" which were most likely planted near human villages by evil servants of the Chaos Lords.

The influence of Chaos created a race of ghoule-like creatures similar in most aspects to true ghouls, but possessing certain traits not shared by that other race. Plague ghouls are extremely sensitive to sunlight. The rays of the sun cause the slimy flesh of these creatures to fall off in great chunks and can cause permanent blindness within minutes. For this reason, the plague ghouls have made their homes in the sewers beneath large cities, venturing out only at night. Life in the sewers has made the plague ghouls carriers of a multitude of diseases. Thanks to the taint of Chaos in them, these creatures suffer no ill effects from the diseases. However, contact with a plague ghoule usually results in severe illness for most races. The great, running sores on the bodies of the ghouls, as well as their very breaths fairly seethe with a multitude of viruses and bacteria.

Because of the bordering of their habitat with that of civilized races, the plague ghouls have evolved into a race of cannibals, venturing at night from their dank lairs in search of prey. For this reason, as well as the vile diseases the plague

carriers sow in their wake, war has been declared upon the plague ghouls. Unfortunately, fighting these creatures is touchy business. Not only are they fierce fighters when cornered, but great care must be taken to avoid being touched by a plague ghoule or splashed by its blood. Any weapons used on a plague ghoule must be burned immediately. Encounters with these creatures keep clerics and healers quite busy. The plague ghouls, aware of their battle with the other races, have developed the practice of tainting food and water supplies to weaken their adversaries, thus making it easier for the ghouls to procure meat for their larders.

POLAR WYRM

ARMOR CLASS 2
MOVE 12"
ATTACK bite
HIT POINTS 9D8
DAMAGE 1D8 plus 1D6 cold
damage
SPECIAL ATTACKS 1) Breath
Weapon — Freezing Mist 2) Icy Skin
— The scales of the polar wurm are
extremely cold and cause 1D6 hit
points of frostbite damage if
touched with unprotected flesh
SPECIAL DEFENSE/VULNERABILITY
Polar wyrms are immune to the
effects of all cold-based attacks,
but they receive double damage
from fire-based attacks
ALIGNMENT: Chaotic Neutral
INTELLIGENCE: Low



Polar wyrms are great, legless dragons which inhabit frozen wasteland areas. Like frost dragons, the polar wyrms are covered with a thick pelt of snow-white fur. The luxurious texture of this fur entices many hunters into the frozen lands in search of wyrms. An undamaged wurm skin commands a high price in civilized areas and is usually fated to be the coat of some rich noble's wife.

Polar wyrms possess only a fraction of the intelligence and abilities of their greater cousins. In fact, most true dragons refuse to acknowledge any kinship to the creatures. A polar wurm is an exceptional hunter in open country, but most of the creatures prefer to lie in wait in ice caves. Travelers, seeking shelter from the harsh elements, are frequently drawn to such caverns, where the polar wurm is waiting to give them a "chilly" reception. The wurm uses its freezing breath to immobilize its victim, then devours its fresh-frozen meal at its leisure.

PSYCLOPS

ARMOR CLASS 9
MOVE 9"
ATTACK none
HIT POINTS 4D8
PSIONIC ABILITIES: Psyclops are
masters of all psionic disciplines
ALIGNMENT: Neutral Evil
INTELLIGENCE: Exceptional



The psyclops is a rare form of humanoid possessed of extraordinary psionic powers. They resemble large humans with a single eye in the middle of their foreheads and a huge, exposed brain which pulses with psionic energy. Psyclops are evil creatures which first drain their victims of all mental activity, sending the poor unfortunate into a coma. If, at this point, the psyclops can be slain, the victim's mental energy will return to his body and he will recover. However, if the psyclops is allowed to continue uninterrupted, it will use its sharp fangs to devour the victim's living brain.

Psyclops are particularly fond of the brains of elves because of the complexity of elvish thought processes, a delicacy to be savored.

QUAGMAR

ARMOR CLASS 2
MOVE 9"
ATTACK: claw/claw/bite
HIT POINTS 8D8 + 6
DAMAGE 1D10/1D10/1D8
SPECIAL ATTACK 1.) Acid — The hands of the quagmar secrete a caustic fluid which causes 1D8 hit points damage upon contact with exposed skin. 2.) Fear Aura — The very sight of the quagmar can cause a paralyzing fear to freeze a character in his tracks. A successful Save vs. Magic roll frees the character from the effects of the swamp ogre's strange aura
ALIGNMENT Neutral



INTELLIGENCE: Low

The quagmar, or "swamp ogre" is a vicious monster which roams the fetid depths of dark bogs and twisted swamplands. It is a strange creature, seeming a monstrous mixture of animal and plant life. The quagmar's body is formed of clumps of slimy vegetation, while its gruesome, fanged face and clawed feet and hands resemble those of an ogre. The quagmar is a solitary hunter and the chilling sound of its low, mournful hunting cry is a clear indication that departing the swamp with all haste is a very healthy idea.

QUARRL

ARMOR CLASS 6
MOVE 9"
ATTACK: by weapon
HIT POINTS 2D8 + 4
DAMAGE: per weapon type
MAGIC: (magic users only) As 6th to 10th level magic user
ALIGNMENT: Lawful Evil
INTELLIGENCE: Average to High



The quarrl are hideous warriors from the Chaos Realms. They are deadly fighters and possess an inbred desire for conquest. Quarrl resemble undead creatures, though in truth they are living beings. This fact has proved the undoing of many unfortunate clerics who have attempted to "turn" quarrl warriors. The quarrl worship the horrid mummy god, Thog, Chaos Lord of the Undead. It is said that the quarrl were once normal humans, but their worship of Thog twisted and corrupted them into the forms they now wear.

Quarrl seek the destruction of all that is good and lawful. They attack savagely and without quarter, often mounted upon the backs of helsteeds and accompanied by chaos ghouls and hounds of Chaos. It is the hope of these evil creatures to facilitate the conquest of the Material Realms by the Dark Lords of Chaos.

The weaponry and adornments of the quarrl display a distinctly inhuman intelligence. The quarrl prefer weapons with jagged edges of razor-sharpness, particularly great swords and battle axes. Torture is also an intricate part of the quarrl art of warfare. Captives of these Chaos creatures often find themselves wishing for death early in their incarceration. Unfortunately, the quarrl take perverse pleasure in prolonging the agony of their victims for as long as possible.

Though all quarrl are trained as warriors, some become accomplished magic users as well. There will usually be one quarrl magic user in any force of more than fifty warriors.

QUERELON

ARMOR CLASS 7
MOVE 9"
ATTACK: by weapon
HIT POINTS 2D8
DAMAGE: per weapon type
SPECIAL ATTACK: 1.) Horn Attack — Querelons may attack with their horns for 1D8 hit points damage
MAGIC: As 5th to 10th Level druid
ALIGNMENT Lawful Good
INTELLIGENCE: High



The querelons are a race of creatures with the bodies of humans and the heads of unicorns. They are the Guardians of the Deepwoods, protecting the hidden citadels of the ancient Treelords. Querelons are peaceful by nature and do not provoke easily. However, if the Treelord citadels are threatened, these gentle beings become fierce fighters and prove themselves extremely adept in the arts of war.

It has been suggested that the querelons might, in some way, be distant cousins to the mighty minotaurs. This has yet to be proven. Querelons range in color from pure white to silver-grey, and even black. Their spiral horns are pearlescent grey and the eyes of the unicorn folk display a wide variety of jewel-like colors.

Querelons normally shun contact with other races, except for occasional councils with the elves. However, if it is in the interest of querelons, warriors of the unicorn folk may ally themselves with adventurers in endeavors of mutual concern.

RAKSHASA

ARMOR CLASS -2
MOVE: 18"
ATTACK: claw/claw/bite
HIT POINTS: 6D8 + 6
DAMAGE: 1D6/1D6/1D6
SPECIAL ATTACK: Natural Weapons — In addition to its fangs and claws, a rakshasa, depending on its chosen form, may possess additional weapons which must have hit point damage values assigned to them. For example, a rhinshas will have a horn which goes for 2D6 points damage and hooves which can stomp, causing 1D10 hit points damage. For the most part, the damage value of a rakshasa's natural weaponry will be somewhat greater than that of its natural animal counterpart
MAGIC: Mindprobe, Illusion, Shapechange, Charm, Fear, Suggestion, Confusion
ALIGNMENT: Lawful Evil



INTELLIGENCE: Exceptional

In the dark Realms of Chaos, there dwells a race of sinister, shapechanging demon-spirits with a bestial hunger for the flesh of intelligent beings. Upon arriving in the Material Realm, these beings, called rakshasa, will assume a powerful humanoid form with the head of some savage animal. The tiger rakshasa is a common form, as is the elephant hybrid, the wolfhead, and the brutish rhino form, or rhinshasa. Masters of sowing discord, the savage rakshasa have sparked bloody genocidal wars between humans and the normally peaceful Rhuu tigermen, as well as the wolfish gwynaarl. The more blood spilled, the better the rakshasa like it.

Rakshasa are masterful illusionists. One of these demons may attract a victim by utilizing a Mindprobe spell and assuming the form of a person who is trusted by the intended prey, usually that of a sweetheart or a close family member. Once enticed into a secluded area by the demon, the hapless victim is allowed to see the true form of the creature he or she has followed — just before the bloodthirsty rakshasa rends them to shreds with savage teeth and claws.

Rakshasa cannot be harmed by normal weapons. However, magic weapons, depending on their potency, can wound



and eventually slay one of these shapechangers. They are also affected by magic spells and may be banished to their home realm by high-powered clerics of Good alignment. For this reason, rakshasa tend to stay far away from such holy men.

RUSTER BEAST

ARMOR CLASS: 2
MOVE: 12"
ATTACK: claw/claw
HIT POINTS: 4D8
DAMAGE: 1D4/1D4
SPECIAL ATTACK: Rust Fluid — A ruster beast may spray a cloud of this substance at a party of adventurers. Seconds after contact, all iron within the mist cloud becomes useless rust. Any attack on a ruster beast with an iron weapon will turn the weapon to rust due to the rust fluid seeping through the creature's thick scales.
ALIGNMENT: Neutral
INTELLIGENCE: Animal



The ruster beast is an ungainly, almost comical creature which possess the unique ability to consume iron in seemingly impossible quantities. The monster accomplishes this dietary feat by first turning the iron (or alloy thereof) into soft, flaky rust. The unique metabolic system of the ruster beast produces a chemical secretion which has the alchemical property of hastening the natural oxidation process of iron. This chemical is secreted through the scales of the ruster beast and may also be sprayed through the flexible tendrils which wave constantly about the head of the creature. Seconds after contact with the rust-inducing fluid, any iron is reduced to useless rust, now edible to the ruster beast.

Dwarves hunt and kill ruster beasts because of the disastrous effects of the monsters' appetites on dwarvish craftsmanship. A ruster beast may attack a party of adventurers, not for blood, but rather the enticing bits of iron such folk carry around with them. Ill fortune is having a horde of angry goblins behind you and a ruster beast in front of you. Ruster beasts prefer dank, subterranean passages and are (thankfully!) solitary nuisances.

SATYR

ARMOR CLASS: 7
MOVE: 18"
ATTACK: head butt or staff
HIT POINTS: 1D8
DAMAGE: 1D6 or 1D6 + 2
MAGIC ITEM: Satyr Pipe — By playing certain melodies, these magical instruments may cast the following spells: Charm, Sleep, Dance, Dreamsend, Fairy Fire, Dancing Lights, Protection From Evil, Confusion, Fog, Summon Forest
Animals
ALIGNMENT: Chaotic Good
INTELLIGENCE: Average



The satyrs are a race of gentle, good-natured woodfolk. They are shy creatures, cautious of any interlopers in their forests. It is commonly believed that satyrs are exclusively male creatures. This notion is patently false and was probably originated in the same cesspool which declared that minotaurs are savage, bloodthirsty flesh-eaters. Never the less, female satyrs do exist. After all, did they not, where would little satyrs come from? Hmm.

Another popular misconception about these delightful hoofed creatures is their near-uncontrollable lust for human lovers. This may be wishful thinking on the part of some lecherous "scholar". Although there are accounts recorded by elves of marriages between humans and satyrs, such matings are extremely rare and are definitely not the result of satyr lechery.

Though leery of outsiders, satyrs are quite friendly with

centaurs, dryads, minotaurs, and nymphs. They are also fond of woodwending and will occasionally communicate with wood elves (satyrs are frightened of high elves). Humans are greeted with great caution and then, only after they have earned the trust of the hoofed folk.

Satyrs are the keepers of the secrets of constructing the famed magic pipes with which their race is so closely identified. These wondrous items are highly sought after, particularly by evil beings. Perhaps it is this fact which causes such distrust of other races in the satyrs.

SHADOW

ARMOR CLASS: -3
MOVE: 12"
ATTACK: no physical
HIT POINTS: 6D8
SPECIAL ATTACKS: 1) Touch of the Shadowlands — Character touched by the shadow must Save vs Paralysis or become paralyzed for 2D10 rounds. 2) Folds of Shadow — The character caught in the folds of the shadow's essence must Save vs Magic or lose 1D6 points of Strength per round he is held by the shadow. Once free, he must make a second such saving roll to determine if there is any permanent sight loss.
MAGIC: Fear, Dimension Door (one-way to the Shadowlands)
SPECIAL DEFENSE/VULNERABILITY: A shadow can only be harmed by a magic weapon of +2 value or greater. If a shadow takes more than half its hit points in damage, it will flee back to the Shadowlands via its dimensional travel ability. A paladin's holy sword destroys a shadow upon a successful hit. Clerics may banish these undead creatures, particularly through the use of Good-aligned holy items.
ALIGNMENT: Lawful Evil

INTELLIGENCE: Average



These particularly malevolent undead appear to be disembodied shadows, given life of their own by some dark magic. They are useful servants of Evil, particularly as spies for dark Thog, Undead Lord of the Shadowlands.

Shadows attack by two methods. Their touch can cause a victim to become paralyzed with intense cold, the cold breath of the Shadowlands. They also attack by engulfing a victim in their own dark shapes, draining strength and inflicting blindness. If a person is fortunate enough to escape the shadow's clutches, he will recover his strength with rest. However, the effects of blindness caused by being forced to peer into the stygian folds of a shadow's shroud are often permanent but may be healed by the curative powers of a cleric, regardless of alignment.

SNAKE CLANSMAN

ARMOR CLASS: 3
MOVE: 9"
ATTACK: claw/claw/bite or weapon
HIT POINTS: 6D8
DAMAGE: 1D4/1D4/1D6 or per weapon type
SPECIAL ATTACK: 1) Venom — The fangs of a snake clansman are filled with a potent venom which paralyzes within seconds and kills in a matter of minutes. Characters either bitten or struck by the weapons (The snakesmen hold their weapons in their mouths to coat them with venom) of snake clansmen must Save vs. Poison or die from this toxin. 2) Death Mist — The snakesmen can exhale a cloud of poison which burns like acid upon contact with skin and causes blindness. The effects of this attack serve only to disorient a victim of the snake clansmen and last only about one hour. A successful Save vs. Poison roll negates the effects of this attack.
MAGIC: As 5th Level and higher magic user, depending on the creature's station within the clan.
ALIGNMENT: Chaotic Evil



INTELLIGENCE: Average to High

The unholy Clan of the Snake is a particularly loathsome Chaos cult comprised solely of evil half-man/half-serpent creatures. These snake clansmen resemble twisted lamiae

with the fanged heads of great vipers. It is believed that the snake clansmen were once normal humans whose all-consuming worship of the Viper King, Yyg-cho, corrupted them into the horrid forms they now wear.

The snake clansmen dwell in great caverns deep beneath the earth, usually under abandoned Chaos temples in dense jungle areas. These vile monsters slither at night from their subterranean lairs to find and kidnap living victims to use in their unholy Chaos rites. Since the snake clansmen are reportedly capable of mating with humans, it can be surmised that those not sacrificed to the Viper King are subjected to repulsive matings with the snake creatures to further propagate this corrupt Chaos race.

The caverns of the Clan of the Snake are frequently guarded by giant vipers which the snake creatures breed like livestock in great pits. Interlopers in the snakeman tunnels can usually look forward to being thrown to these monstrous serpents. Snake clansmen, being the type of monsters they are, are at war with virtually every other race with the exception of the lamiae and the Black Nagas. Their temples are greatly sought after by the coatl and the Nagas of Light, those two races eager to destroy the snakemen wherever they can find them. Snake clansmen temples are frequently scattered with precious gems, however such treasures are usually cursed and adventurers would do well to seek their fortunes elsewhere.

SPIDRON

ARMOR CLASS: 4

MOVE: 18"

ATTACK: claw/claw or by weapon

HIT POINTS: 7D8

DAMAGE: 1D8/1D8 or per weapon type

SPECIAL ATTACKS: 1.) Web — The spidron can shoot a stream of webbing with amazing accuracy. The target must roll his Dexterity x 3 or less on D100 or become entangled in a tough, sticky web which effectively prohibits any further action until it is removed. 2.) Jumping Attack — The spidron can jump straight up into the air and land directly atop an opponent. The target must roll his Dexterity x 5 or less on D100 or become trapped beneath the spider-centaur's bulk. All "To Hit" rolls against the spidron are halved while the creature is using this attack.

ALIGNMENT: Neutral (tendency toward Good)

INTELLIGENCE: Average



The spidron are a warrior race of fierce spider-centaurs, possessing the bodies of enormous hunting spiders attached to a human torso. These formidable fighters call themselves the Children of Straegal, Mistress-Queen of Spiders. The spidron must truly be favored of that many-legged Lord of the Balance to have been gifted with so many abilities.

A spidron warrior possesses a speed unparalleled by most creatures. The man spider's eight powerful legs can travel across ground at a remarkable pace, leap thirty feet or more into the air, and can climb seemingly smooth perpendicular surfaces with apparent ease. Spidrons also have an amazing sense of balance which allows them to traverse tightropes and the like with an air of confidence. These beings can discharge a thin, strong webbing from spinnerets located in their abdomens. This silken, seemingly fragile webbing is sturdy enough to bear many times the weight of a full-grown spidron. Spidrons possess extremely acute senses. The eyes of a spider-centaur are unbelievably sharp and, due to an advanced form of light-enhancing ocular organ, can see equally well in darkness or daylight. The sensitive hairs on the legs of a spidron are capable of detecting vibrations in the ground or shifts in air-flow patterns, making it extremely difficult to sneak up on a spidron. This ability has led to the belief that the spider folk have eyes in the backs of their human heads.

Spidrons employ all manner of weapons. They disdain the use of armor because it interferes with free movement. The spider folk have a deep-seated fear of fire due to their fear that a stray spark might ignite one of their furry legs. For this reason, the spidron are unable to work metals and are forced to trade with the mountain dwarf clans which inhabit the same windswept mountain ranges as the spider-centaurs. It is generally customary for the dwarves to deliver their trade goods to the spidron villages, since the spider folk are extremely leery of the great fiery furnaces of the dwarves.

Spidrons have a natural sense of adventure and may, from time to time, journey forth from their mountains in search of excitement. Other races are somewhat of an attraction to the spidron mind and the spider-centaurs will readily join an adventuring party, particularly if it is formed of representatives of various races. Traveling with a spidron is an adventure in itself with the creature's demeanor vacillating constantly between periods of endless questioning about the outside world, as well as commentaries on the journey itself, and serious periods of silent brooding. The mental workings of the spidron race continue to be one of greatest enigmas in the history of civilization. Spidrons are extremely interested in magic items and collect them when possible.

STONE TANGLER

ARMOR CLASS: 2

MOVE: 3"

ATTACK: tentacle/bite

HIT POINTS: 10D8

DAMAGE: 1D4/2D6

SPECIAL ATTACK: Tentacle Venom —

The tentacles of the stone tangler secrete a poison which causes instantaneous paralysis when it comes in contact with skin. Characters "roped" by the tangler must Save vs. Poison or become paralyzed for 2D10 rounds, usually long enough for the stone tangler to enjoy a little snack.

ALIGNMENT: Chaotic Evil

INTELLIGENCE: Low



The stone tangler is a voracious monster which stalks most subterranean passages. Tanglers catch their prey using powerful, whiplike tentacles which can lash out and snare potential prey in the blink of an eye. Once the creature has made a capture, the stone tangler drags the hapless victim into its gaping, fang-lined maw.

The stone tangler usually conceals itself from its prey by lying perfectly motionless. Its unmoving bulk has the appearance of a large stone or stalagmite. By the time the tangler's intended meal notices something strange about the "rock", the monster usually has it bound in one or more of its tough, sticky tentacles. It has been suggested that the stone tanglers are creations of the otherworldly race known as the Yag-nesh. This theory has been suggested due to the presence of tanglers in Yag-nesh cities, as well as the physical similarities between the stone tanglers and the Yag-nesh.

SUCCUBUS

ARMOR CLASS: 0

MOVE: 9" walking/18" flight

ATTACK: claw/claw

HIT POINTS: 6D8 + 6

DAMAGE: 1D6/1D6

SPECIAL ATTACK: Fatal Kiss — Drains all life from victim, leaving a lifeless, soulless husk. If an enthralled character can roll his Wisdom x 3 or less on D100, he can break the succubus' spell and avoid her unholy kiss.

SPECIAL DEFENSE: Only weapons of +2 or better magic value value can harm a succubus.

SPECIAL VULNERABILITIES: Succubi can be banished with clerical holy symbols of Good deities. Likewise,



sprinkling a succubus with holy water causes damage to the creature like acid. Invoking the name of a Good deity will drive away a succubus if the character successfully rolls his Wisdom x 5 or less on D100. A paladin's holy sword does double damage to a she-demon.

MAGIC: Charm Human Male, Illusion, Dreamsend, Suggestion, Dimensional Door (to and from Abyss), Mindprobe, Unholy Word, Invisibility, Teleport, Emotional Manipulation, Fireball, Glamour (limited Shapechange).
ALIGNMENT: Chaotic Evil
INTELLIGENCE: High

The succubi are beautiful female demons from the abyss, drawn to the Material Realm by their insatiable lust for human men. They are crafty creatures, wise in the arts of seduction. The succubi take great joy in disrupting harmonious love relationships between men and women.

The succubus uses a variety of tactics to entice her victims. The simplest is to appear in all her dark splendor to a solitary traveler. Succubi often tempt Good clerics this way but the invoking of a deity or the presentation of a holy symbol is usually sufficient to discourage the temptresses. The second manner in which succubi attempt to seduce men is by haunting their victim's sleep through the use of a Dreamsend spell. If all goes according to the she-creature's plan, the man becomes obsessed with a hauntingly beautiful dream-lover whose form the succubus will finally appear to him in. If all other efforts prove fruitless, the succubus will use her spell of Mindprobe to draw a vision of her victim's love interest from his mind. The creature will then cast a Glamour upon herself to assume the form of the poor fellow's lady-love. Only the great batlike wings which jut from the succubus' shoulders spoil this otherwise perfect deception.

Once a succubus has ensnared a victim, she hastens to conceive a child which she will bear in the Abyss. The half-demon, which is always female, becomes trained in the dual arts of warfare and seduction in preparation for the Final War when the Dark Lords of Chaos invade the Material Realm. Once the conception has been completed, the succubus will drain the life-essence from her doomed lover with a final passionate kiss. Occasionally, however, the succubus may fall in some semblance of love with her human victim. In such cases, the creature will return to her lover as the mood suits her, usually until she tires of him or he is driven insane.

TALOS

ARMOR CLASS: 3
MOVE: 6"
ATTACK: hands or weapon
HIT POINTS: 100
DAMAGE: 2D20 (either attack)
SPECIAL DEFENSE: Normal weapons do half their hit point damage to a talos. Magical weapons temporarily lose their special properties when used against a bronze golem, but still cause the full damage they would as normal weapons.
ALIGNMENT: Neutral
INTELLIGENCE: nil



A warrior formed of living bronze, the talos is the creation of potent magicks known only by the dwarven smith-mages. No other race possesses this secret of awakening the slumbering life force present in pure metal. Talos are usually created as tireless guardians for the legendary treasure chambers of the dwarves. However, a few smith-mages have at times been persuaded to forge these bronze golems for certain mages and rulers, usually for a fee of astronomical proportions.

Despite their often handsome, humanish appearance, talos are non-intelligent, subject only to the commands of their rightful masters. It is, therefore, pointless to attempt negotiation with these mute sentries. In spite of this lack of intelligence, a talos is the perfect guardian. Once given an instruction, the bronze golem will not deviate from its appointed task. These constructs are also difficult to destroy, taking minimal damage from normal weapon attacks and being totally impervious to fire. They are magic-resistant as far as spells go and due to the magical nature of their creation,

negate most of the properties of enchanted weaponry. Talos are, however, extremely susceptible to acid damage.

TRICKSTER

ARMOR CLASS: 6
MOVE: 12"
ATTACK: claw/claw/bite
HIT POINTS: 5D8
DAMAGE: 1D6/1D6/1D6
MAGIC: Mindprobe
ALIGNMENT: Chaotic Evil
INTELLIGENCE: High



The origins of the trickster or "shaper devil" are unclear. What is known is that these murderous beasts have extraordinarily mutable flesh which they can physically shape into any form they choose. A favorite ploy of the trickster is to assume the form of a trusted friend to deceive and devour unwitting individuals. It is believed that the monster possesses a specialized Mindprobe ability which it employs to sift through the thoughts of an intended victim and find a form which the hapless prey will trust and follow to a secluded area in which the trickster will attack its victim with razor-sharp teeth and claws.

Tricksters eat only the flesh of sentient beings, apparently because creatures of less intelligence are infinitely harder to deceive and deception is the trickster's stock in trade. Some forms used by these monsters include children, pets, harmless clerics, and innocent maidens.

TROG

ARMOR CLASS: 5
MOVE: 9" land/18" swimming
ATTACK: claw/bite or one weapon
HIT POINTS: 4D8
DAMAGE: 1D4/1D6 or per weapon type
SPECIAL VULNERABILITY: Troggs are subject to severe dehydration. A trog may safely be away from water for 1D8 hours. Once this time limit has expired, the creature will weaken and it will die within 1D4 hours if it cannot reach some form of moisture. Fire is harmful to trogs and fire-based attacks do double normal damage to them.
ALIGNMENT: Chaotic Evil
INTELLIGENCE: Low



The trogs are a warlike race of amphibious reptilians which live in great underground lakes and rivers. These scaly creatures are sometimes mistaken for lizard men, but a closer look (definitely not advised!) will reveal the trog's froglike mouth, filled with rows of sharp teeth, and the telltale "fin" which runs from the crown of the creature's head to a spot between its shoulder blades.

Troggs have an inbred hatred for all other forms of intelligent life, thus they are constantly at war with other races. They are crude but efficient fighters and are usually armed with weapons captured from their enemies or primitive axes, spears, and clubs. They are voracious carnivores and a battlefield victory for them usually results in a grisly trog banquet.

Troggs are equally at home on the land or in the water. Their powerful lungs give them the ability to remain underwater for extended periods often lasting twenty to thirty minutes. Troggs never venture far from water because their scaly bodies must be kept moist. These reptilian monsters dehydrate quickly and will usually die if denied water for more than a few hours.

Trog grotoos are dangerous places and the adventurer who finds himself in one had better be at the peak of his abilities. These caverns have little to offer in the way of

treasure and are usually guarded by giant monitor lizards which the trolgs keep as pets. Trog caves are also riddled with various types of traps, all of them fatal. If an interloper manages to evade both traps and lizards, he must still survive a confrontation with the trolgs. Such a situation can get extremely sticky since an average trog clan consists of approximately twenty strong males, fifty females, and a small army of scuttling trog young — all warriors, all dangerous!

TROLL

ARMOR CLASS 2

MOVE 9"

ATTACK hand/hand or by weapon

HIT POINTS 8D8 + 6 DAMAGE

2D6/2D6 or per weapon type

ATTACK BONUS Because of their great size and strength, trolls gain a damage bonus of +1D8.
SPECIAL VULNERABILITY Common trolls are sensitive to sunlight which causes blindness and paralysis until nightfall.

SPECIAL DEFENSE Trolls regenerate hit point damage at a rate of 1D4 hit points per round. However, damage done by fire, acid, or magic weapons of +3 value or greater is permanent. Evil commanders who find their troll recruits too unruly frequently rid themselves of the monsters by "firing" them.

ALIGNMENT (very) Chaotic Evil

INTELLIGENCE Low (Average for battle trolls)



Massive, hulking creatures of Darkness, trolls exhibit a propensity for rampant evil which supersedes that of most other evil races. They are masters of wanton bloodshed and savage destruction, experiencing perverse glee at their ability to wreak massive carnage on innocents.

Trolls are notoriously stupid, an attribute which helps to balance their destructive tendencies and makes them somewhat vulnerable to cunning attacks by crafty fighters such as rangers, elves, and halflings. These monsters are strict meat-eaters, preferring to consume their prey while it is still "drippin' n' twitchin'". They are not overly particular about the kind of flesh they devour and have been known, during lean times, to feast on weeks-old carrion. Evil armies often utilize trolls as effective "shock troops", despite their brutal unruliness. Still, properly motivated, a troll can be an effective piece of siege machinery, breaking down obstacles and lowering morale. The gruesome sight of a troll feasting on the remains of fallen comrades has driven many staunch fighters to desertion.

While most trolls are brutish, animalistic monsters, there has arisen a superior breed known as battle trolls. These trolls, unlike their relatives, prefer the use of armor and crudely-forged weaponry to bare hands and heavy clubs. They are smarter than average trolls and are unaffected by sunlight. Battle trolls are eagerly sought after as recruits for evil armies.

TROLL, SEA

ARMOR CLASS 5

MOVE: 6" land/18" swimming

ATTACK by weapon

HIT POINTS 2D8 + 4 DAMAGE per

weapon type

ALIGNMENT Chaotic Neutral

INTELLIGENCE Average



The sea trolls are misnamed for they are not truly trolls at all, but rather orcs amazingly adapted for life in the sea. Sea trolls are covered with sleek, moist skin similar to that of whales and

dolphins. Beneath this skin lies a thick layer of fat which protects the creatures from the numbing cold of the sea's depths. Their hands and feet are webbed, making them extremely graceful in the water, and a pronounced dorsal fin rises from the crown of the head and extends back to the base of the spine, further streamlining these aquatic goblinoids. Sea trolls possess both gills and lungs, enabling them to breathe both in and out of the water and their round, fishlike eyes are protected by nictating membranes.

Sea trolls establish no homes in the ocean itself. Rather, they prefer to dwell on great city-ships which they construct from giant clam shells, gas-filled kelp bladders, and a peculiar type of coral growth which becomes buoyant when freed from the ocean floor. The floating villages of the sea trolls allow the creatures free access to the world both above and below the waves.

Unlike their orcs ancestors, the sea trolls, having been freed from a life spent in darkness, have lost the cruelty and thirst for blood which is the driving force of true orcs. They are still, however, capable warriors and should not be considered lightly. For weaponry, sea trolls prefer tridents, barbed harpoons, and curved swords fashioned from hardened manta tails and studded with shark teeth. They wear no armor save for a few random-placed bits of shell and jewelry.

Sea trolls are tolerant of most races, but will attack sea elves on sight. It would appear that old prejudices die hard. Some sea trolls may turn pirate, sailing with human buccaneers or terrorizing the seas on their own. Such rogues usually have great stores of treasure stashed somewhere.

UMBER RIPPER

ARMOR CLASS 6

MOVE: 36"

ATTACK: claw/claw/bite

HIT POINTS 1D8 DAMAGE

1D4/1D4/1D6

SPECIAL ATTACK Because of its speed, the umber ripper may make two complete attack sequences per round.

SPECIAL DEFENSE Another benefit which the umber ripper receives from its superior speed and agility is that the creature is difficult to hit. All "To hit" rolls against an umber ripper are halved and any damage the monster receives will likewise be halved since the best anyone attacking a ripper can hope for is to strike the creature a glancing blow.

ALIGNMENT Chaotic Neutral

INTELLIGENCE Low



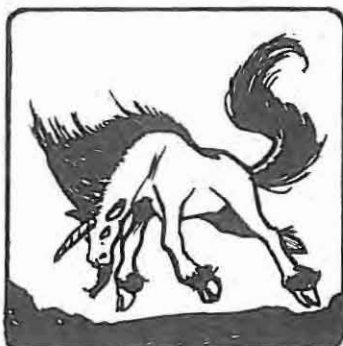
The umber ripper is a savage little beast which appears much like a ball of fur with bandy legs and long, spindly arms attached. The ripper has a mean disposition combined with razor-sharp fangs and claws which the creature readily uses with bestial delight. The umber ripper is extremely quick and its favorite tactic is to dash within slashing range of a foe, deliver a few bloody strokes, and run to a safe distance before its bewildered victim can lay a weapon on it.

It is not uncommon for umber rippers to travel in packs, usually numbering from two to six monsters. A pack of these nasty little slashers can make things quite uncomfortable for the average adventuring party. UMBER rippers are usually encountered in highland hill country where the creatures dig their burrows.



UNICORN

ARMOR CLASS: 0
MOVE: 24"
ATTACK: hoof/hoof/horn
HIT POINTS: 7D8 + 12
DAMAGE: 1D10/1D10/1D10
MAGIC: Heal, Cure Disease, Purify Water/Food, Light, Mindtouch, Mindspeech, Fear (only against evil creatures), False trail, Illusion, Protection From Evil, Resurrect Dead, Neutralize Poison, Regenerate, Holy Word, Gate (to Realm of Light), Control Weather, Teleport, Shield, Sleep
ALIGNMENT: Lawful Good
INTELLIGENCE: Genius



The unicorns are the sacred creatures of Ashaar the Lightbringer, one of the most powerful of the Lords of the Light. These strikingly beautiful equine creatures live in the emerald depths of enchanted forests and possess many of the traits attributed to their master — compassion, wisdom, and love for all life. Unicorns are secretive and thus are seldom seen. Occasionally, a forest traveler may catch a fleeting glimpse of one of the shining white creatures, a moment which will remain ever fresh in his memory.

Many misconceptions about unicorns have arisen over the centuries and the true nature of these magical beings seems to cry out for clarification. First, despite the formidable, curled horn on the forehead of the unicorn, these creatures are not warlike. They will attack, but only if the lives of innocents are threatened and there is no other recourse. The shedding of blood causes great remorse in the heart of a unicorn. It should also be stated that unicorns have no preoccupation with virgins. A unicorn is as apt to be drawn to the sobbing of a heartbroken tavern wench as it is to be lured into a glade by the singing of a white-gowned princess of uncompromised purity. The unicorn is a mender of hearts, not a judge of moral character.

Occasionally, a unicorn will appear from seemingly nowhere to aid travelers in the wilderness. Unicorn assistance may range from a simple, but substantial bit of sage advice to showing the safest path and even the routing of pursuers. Unicorns are kind toward most races, but are particularly fond of elves. Dark Folk fear the unicorns because of the purifying light they represent, which is the bane of all the goblin-folk.

URSON

ARMOUR CLASS: 3
MOVE: 6"
ATTACK: slap/slap or weapon
ATTACK BONUS: Because of their great size and strength, urson gain a damage bonus of + 1D4 when using their favored weapons (clubs, spears, axes, staves)
ALIGNMENT: Neutral Good
INTELLIGENCE: Average



The urson are large, friendly bear-people who live in forested wilderness areas. They are an easygoing race, but like most cultures, they can become fierce warriors when threatened. The urson lifestyle is quite similar to that of the northern barbarian tribes. The chief of an urson clan is usually the strongest male of the tribe. However, there is a rough equality between the sexes in urson culture and it is not a thing unheard of for a particularly powerful female to be chief of an urson clan.

Urson are gregarious beings and live in extended family groups numbering from five to twenty individuals. The bear folk wear little in the way of clothing, preferring simple

breechcloths and weapons harnesses or more frequently, nothing, save random bits of jewelry. They are crude weapons-makers and favor heavy war clubs and spears. The urson are also adept masters of the art of hand-to-hand combat.

The bear folk, being as large as they are, have little fear of other races. They are friendly toward elves, even if they do find the Fair Folk a bit snooty. Dwarves, humans, and halflings are always welcome in an urson camp and are frequently treated to great feast and enormous tankards of potent urson beer. The urson are staunch allies of the gwynnaarl wolf-folk and will not allow their guests to malign them in any way. The bear-people have a distrust of magic and those who wield it. Dark Folk such as goblins and orcs are not tolerated and the urson have an ongoing feud with the knoll tribes.

Urson with a touch of wanderlust occasionally become adventurers but their insatiable curiosity and often childlike innocence frequently get them, as well as their companions into trouble. Nevertheless, an urson on your side is as dependable as the sunrise and is a great comfort to have guarding your back.

VAMPIRE

ARMOR CLASS: 0
MOVE: 12" walking/24" bat or mist form
ATTACK: hands or weapon
HIT POINTS: 9D8 DAMAGE: 1D8 or per weapon type
ATTACK BONUS: Due to their unearthly strength and prowess, vampires gain a bonus of 1D6 on all "to hit" and damage rolls
SPECIAL ATTACK: 1) Blood Drain — The vampire's bite is treated as a normal attack, doing 1D4 hit points damage. The accompanying draining of blood saps life energy from the victim at a rate equivalent to 1D6 hit points per round that the vampire feeds. A vampire may choose to take only a portion of its victim's blood, leaving the poor unfortunate alive but enthralled to the creature. 2) Touch — The touch of a vampire causes a numbing chill to spread throughout a character's body. All "to hit" rolls by the victim are halved while fighting the vampire unless a successful Save vs. Magic roll can be made.
MAGIC: Assume Bat/Wolf/Mist Form, Charm, Suggestion, Hold Person, Darkness, Create Cold, Dreamsend (often nightmares), Unholy Word, Summon 1D100 Rats/1D10 Dire Wolves, Create Fog
ALIGNMENT: Chaotic Evil



INTELLIGENCE: Exceptional

Night-stalking creatures who subsist on the blood of the living, the vampires are the nobility of the undead. True vampires are the animated corpses of former humans who, by being a vampire's victim or by powerful necromancy, have been resurrected and transformed into nocturnal drinkers of blood. With the transformation from human to vampire comes incredible strength, formidable powers, and certain limitations which have become the focal points for vampire folklore throughout the centuries.

Upon awakening, the vampire is possessed of extraordinary strength, roughly equivalent to that of ten strong men. The powers of the creature include the ability to climb sheer walls like a fly, a mesmerizing gaze, and the power to transform itself into a large wolf, a bat, or a cloud of mist. Vampires are impervious to all attacks by normal weapons and while magical weapons can hurt one of the undead, the vampire quickly regenerates all wounds and can only be slain by driving a wooden stake through its heart (The vampire will turn into mist and drift away before you get close enough with one of those!). However, legends speak of a great sword called Nightslayer which has the inherent ability to kill vampires. This weapon was seized by the Vampire Lords long ago and, according to the legend, lies slumbering somewhere, waiting to be reclaimed.

Vampires must drink their fill of blood at least once every 72 hours. The blood, despite many claims to the contrary, can be that of any warm-blooded creature, even elves, dwarves, and (Yecch!) orcs. Vampires are repelled by the holy symbols

of any Good-aligned deity and also have a strong aversion to fire, certain herbs like garlic, running water, and mirrors, in which vampires cast no reflection. Sunlight causes them excruciating pain, so they must spend their daylight hours reposing in some dark place where they are free from intrusion.

Victims who have been drained of blood by a vampire will themselves become vampires, rising from the grave two days after their deaths and often becoming slaves or cohorts of the vampire who killed them. Only humans or human-hybrids such as half-elves and half-orcs are subject to this unholy resurrection, due to some strange, selective nature of the vampiric element which is transmitted by the monster's bite. While most vampires are creatures of darkest evil, a small majority exist who, due to some inner aversion to their condition, have managed to fight off the more animalistic tendencies of the vampire's nature. These tortured souls often become wandering adventurers, slaking their unholy thirst on the blood of animals. Some even become vampire hunters themselves, perhaps seeking vengeance on the monsters who made them what they are.

VELANMORG (VAMPIRE ELF)

ARMOR CLASS 2
MOVE 15" walking/24" flying
ATTACK: claw/claw/bite or by weapon
HIT POINTS 8D8 DAMAGE

1D6/1D6/1D6 + 4
SPECIAL ATTACKS: 1) Energy Drain — Anyone (regardless of race) within six feet of a vampire elf must Save vs. Magic or lose 1D6 points of Strength per round. 2) Blood Drain — Because of the nature of the wound inflicted by the velanmorg's fangs, any elf in the monster's clutches lose 2D6 hit points per round until dead. The victim of the elven vampire's bite does not rise as another velanmorg.
SPECIAL DEFENSE: Velanmorg are immune to damage by normal weapons. They can be harmed, but not killed, by magic weapons and spells. Cold-based attacks have no effect on the vampire elf. Silver weapons cause mortal damage to the velanmorg and a thrust through the creature's heart will turn it to black dust.
MAGIC: Charm Elf, Shadowform, Darkness, Create Cold, Unholy Word, Flight, Move Through Solid Objects, Hold Person, Fear, Teleport.
ALIGNMENT: Chaotic Evil



The insidious velanmorg are the undead products of dark elf necromancy. These creatures are a breed apart from the true vampires. Nonetheless, the velanmorg are worthy equals to their human counterparts in their deadliness and their unholy thirst for blood. The elven vampire is created by dark elf sorcery through an evil ritual in which a captive elf is sacrificed to the Lords of Darkness and resurrected as a undead drinker of blood with glossy black skin, dead-white hair, fiery red eyes, and needle-sharp fangs. The evil dark elves create these monsters to wreak vengeance on the elven clans who exiled them. Therefore, they prefer to make velanmorg out of any race of elf other than their own. This, to the dark elves, is the sweetest of ironies.

Velanmorg possess five times the strength of normal elves. They feed solely on the blood of elves but will attack and kill any other creature who gets in their way. The elven vampire is less delicate in its feeding habits than the true vampire. A velanmorg rips out its victim's throat with its fangs and greedily gulps the precious life-fluid as it pumps from the jagged wound. The monster's sharp claws hold its struggling prey securely while the vampire feeds.

The vampire elves are not shapechangers. However, they are endowed with certain other abilities, seemingly in compensation. Velanmorg can walk through solid objects and can assume an intangible shadow-form. They can glide through the night sky like horrid birds-of-prey. They are susceptible to sunlight, which will kill them and turn them to dust if they are exposed to its life-giving rays. They fear all elvish holy symbols

and can only be slain with weapons made of silver (the element of purity) or by forcing one to eat three rowan berries. Elven clerics can reverse the effects of the velanmorg creation spell with a special Raise Dead spell known only by the elven high priests.

WEREBOAR

ARMOR CLASS 3
MOVE 9"
ATTACK: fist/fist or by weapon
HIT POINTS 6D8
DAMAGE 1D10/1D10 or per weapon type
SPECIAL ATTACK: Charge Attack — A wereboar may prefer to fight with its head and tusks, ramming an opponent with its rock-hard skull, causing 1D8 points damage, then ripping upward with its tusks for an extra 1D6 hit points damage.
ATTACK BONUS: Due to its incredible strength and berserk nature, a wereboar gains a +2 damage bonus when striking with a weapon.
The only weapons a wereboar may use in its bestial state are axes, maces, and clubs. Characters attacking a wereboar gain a +4 bonus on all "to hit" and damage rolls because of the creature's berserk nature.
ALIGNMENT: Chaotic Neutral



INTELLIGENCE: Low (best form)

The wereboars are the tragic progeny of the recipients of a cruel curse laid by a vengeful wizard. As the tale goes, a wandering wizard observed a group of loutish mercenaries making merry in a usually quiet backwoods inn. As may be expected, their behavior was indicative of that displayed by similar warriors who had been too long on the battlefield. When these individuals had finally succeeded in making a shambles of the inn, the wizard stood and said, "If it is your wish to act like wild boars among men, so be it! But know that in recompense for your actions, your descendants shall ever bear the mark of your boorishness." And with that, the curse was laid.

Since then, the wereboar curse has surfaced in many places. In human form, a wereboar appears as a stocky, powerful human, usually with small eyes and an abundance of bristly body hair. However, when seized by rage, these poor, tortured souls are transformed into half-human/half-porcine creatures possessed of immense strength and berserker fury. The bestial wereboar lashes out at anything in its path, sometime using weapons, but most frequently relying on its enormous hands and its four-inch tusks. Individuals stricken with the curse of the wereboar are usually found employed as mercenaries.

WEREJACKAL

ARMOR CLASS 5
MOVE 12"
ATTACK: claw/bite
HIT POINTS 3D8
DAMAGE 1D4/1D6
MAGIC: Shapechange (human, jackal, or man-jackal)
ALIGNMENT: Chaotic Evil
INTELLIGENCE: High



Werejackals are sneaky, treacherous shapechangers who can assume the forms of humans, jackals, or, most frequently, a human-jackal hybrid. They are scavengers, usually feeding on carrion. It is not uncommon to spot werejackals skulking about in the aftermath of a battle. These monsters are cowardly by nature but if given the opportunity, they will stalk and attempt to slay any creature they perceive as being weaker than they. Lost children are a favorite prey of these evil man-beasts.

Werejackals usually lair near human habitations. They are nocturnal creatures and are seldom seen in daylight. A pack of true jackals may live amongst a family of werejackals, acting as guardians and hunting partners for the detestable monsters. In their human form, were jackals resemble lean, crafty men and women.

WERERAT

ARMOR CLASS: 6 plus any added
MOVE: 9" ATTACK: claw/bite or
weapon
HIT POINTS: 5D8
DAMAGE: 1D4/1D6 or per weapon
type
MAGIC: Shapechange (human
form), Charm Person, Hold Person,
Summon 1D20 rats
ALIGNMENT: Chaotic Evil
INTELLIGENCE: Average



Wererats are the descendants of a cult of Chaos worshippers who, over the years, have evolved into a culture of hideous half-human/half-rat monsters. Wererats are wholly evil, believing that they are the future of the human race and that all normal humans must be enslaved or destroyed.

Wererats are masters of trickery and deception, possessing the ability to transform themselves into handsome men and beautiful women and insinuate themselves into human society. A wererat thus disguised will attempt to gain the confidence of a particular human or small group of humans, usually of the opposite sex. Eventually the creature infects all of its new-found "friends" with the wererat virus by biting them, turning them into wererats within seven days.

Wererats usually inhabit human dwellings or abandoned structures and underground tunnels. In their human forms, they are polished and sophisticated, but in their true shapes, they are cruel, dirty and animalistic. Wererats employ all manner of weaponry and armor and are deadly fighters. Wererat colonies are believed to hold great caches of treasure.

WIGHT

ARMOR CLASS: 4
MOVE: 9"
ATTACK: claw/claw/bite
HIT POINTS: 4D8
DAMAGE: 1D4/1D4/1D4
SPECIAL ATTACKS: 1) Gaze — The mad, yellow eyes of a wight can mesmerize a person if they fail to make a Save vs. Magic roll. 2) Gibbering — If a character remains in the presence of a wight for longer than five minutes, the creature will begin to intensify its insane mouthings in attempts to drive the character mad. Characters successfully rolling their Wisdom x 5 or less on D100 are immune to this attack. Those failing will begin to ramble and act like a wight, losing all sense of who they are until they are taken from the wight's barrow. 3) Touch — from them and channeled to Thog. This draining causes 1D4 points of hit point loss for each round the wight is in physical contact with them.
SPECIAL DEFENSE/VULNERABILITY: Wights are subject only to attacks by magical and silver weapons. They are immune to cold-based attacks and shun light in any form. Wights are also repelled by holy symbols.
MAGIC: Fear, Confusion, Darkness, Create Cold
ALIGNMENT: Chaotic Evil
INTELLIGENCE: Low



Wights are insane undead creatures which inhabit tombs and barrows, particularly those of kings and great heroes. They spend the majority of their time muttering to themselves about the worthlessness of riches and the fleeting mortality of flesh and bone. When not whispering thusly in their scratchy, hoarse voices, they gibber incessantly, a sound which is

guaranteed to raise gooseflesh on even the most stout-hearted listener.

Wights are somewhat timid for undead creatures, usually fleeing into the shadows when someone enters their chosen crypt. They fear light and hiss violently when it strikes their wide, staring eyes. It is believed that wights are created from the spirits of dead madmen by Thog, Lord of the Undead. Though it is easy to pity these pathetic, twisted creatures, adventurers should take note that though a muttering wight may seem harmless, these creatures have considerable strength and may attack with teeth and claws without provocation.

WITCH-QUEEN

ARMOR CLASS: 10
MOVE: 12"
ATTACK: by weapon
HIT POINTS: 1D6 + 2
DAMAGE: per weapon type
MAGIC: Witch-queens are magic-users of extremely high level. GM discretion should be used to determine individual abilities for each witch-queen.
ALIGNMENT: Chaotic Neutral
INTELLIGENCE: High to Genius



The Order of the Witch-Queens is comprised of powerful, barbarian sorceri who dwell in isolated wilderness areas such as swamps, forests, and jungles. The sole driving force of these formidable magic-users is the acquisition of power. They are known to manipulate kingdoms as well as individuals to achieve this end. The witch-queens are noted for their savage, exotic beauty, a trait which they find quite useful in bending the wills of powerful men as well as seducing strong warriors into aiding them in their dark machinations.

Though these magic-users prefer to live a somewhat reclusive existence, occasionally a witch-queen will be encountered in the court of some powerful ruler, concealing her plottings in the disguise of a favored paramour. In such instances, the poor ruler is usually little more than a puppet, witch-queen being the true power upon the throne. Witch-queens employ a number of hirelings to aid them in their never-ending quests for ultimate power. Among these are undead warriors, bound demons, assassins, and monsters of all types. They also have a penchant for keeping venomous snakes as pets. Witch-queens seem to have a weakness for strong, handsome warriors, particularly brawny barbarian-types. This chink in the witch-queen's sorcerous armor often proves her undoing as she attempts to woo the warrior into becoming her consort. Witch-queens are avid collectors of magical artifacts.

WOLF WOMAN

ARMOR CLASS: 4
MOVE: 12"
ATTACK: claw/claw/bite
HIT POINTS: 3D8
DAMAGE: 1D6/1D6/1D8
MAGIC: Charm, Shapechange (maiden or snow wolf), Suggestion
ALIGNMENT: Neutral Evil
INTELLIGENCE: High



The fabled wolf women are bloodthirsty shapeshifters who prowl the forested hill country of untamed northlands. These creatures feature greatly in the legends of many barbarian tribes. The favored prey of a wolf woman is a strong warrior

walking alone through the forest. She will use her shapchanging ability to appear as a comely maiden in need of assistance. Using her feminine wiles, the creature will lead the warrior to her abode, usually a small hut or cave hidden deep in the woods. Once there, she will demurely thank him for his help and slide into his arms as a gesture of gratitude. When the wolf woman has the hapless man firmly in her embrace, she assumes her true form and attacks savagely with teeth and claws.

While wolf women do prefer men as their prey, they have been known to attack women and children from time to time. In addition to their ability to change themselves into human maidens, they also possess the power to assume the forms of great, white snow wolves. Wolf women are resistant to normal weapons and can only be hurt by weapons of a magical nature. Silver has no effect on these shapechangers. The blood-chilling howl of the wolf women is a sound which stirs fear in the north country.

WOODWENDLING

ARMOR CLASS: 7

MOVE: 24"

ATTACK: staff

HIT POINTS: 2D8 DAMAGE: 1D6

MAGIC: Invisibility, Blink, Charm, and

Know Alignment plus all druid spells

ALIGNMENT: Chaotic Good

INTELLIGENCE: Exceptional



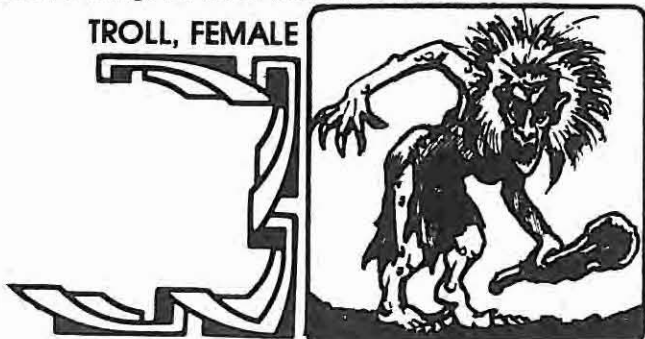
The delightful woodwendlings are a race of small beings who serve as caretakers for the forests of the Treelords. They appear to be a combination of halfling and forest gnome, with a bit of leprechaun thrown in for good measure. In truth, these merry creatures are of the fey folk. Woodwendlings have round, happy faces and large, pointed ears. Their bare feet seem to be several sizes too large for them, but they are blessed with a dexterity which defies all logic. A vestigial pair of horns protruding from the curly hair on their foreheads and their short, tufted tails betray their fey heritage.

Woodwendlings dress in simple tunics and breeches in various shades of green, brown, and russet. They are also fond of tall, peaked caps. Few male woodwendlings are ever seen without a long-stemmed pipe firmly clenched in their teeth, filling the forest air with the pleasant aroma of woodwendling pipeleaf.

Woodwendlings are magical by nature and use no weapons save their short walking staves. If their forest is attacked, the strategy of the woodwendlings is to distract and delay until stronger help can arrive in the form of sturdy centaurs or noble querelons.

Woodwendlings are friendly and talkative to outsiders, provided that they present no threat to the forest. Adventurers may wish to have one of the woodfolk join their party, but the woodwendlings will never leave their forests.

TROLL, FEMALE



SEE PAGE 23 UNDER TROLL

WRAITH

ARMOR CLASS: 0

MOVE: 24"

ATTACK: touch

HIT POINTS: 6D8

DAMAGE: 1D6 plus Paralyzation

MAGIC: Fear, Darkness, Create Cold,

Hold Person, Dimension Door

SPECIAL DEFENSE/VULNERABILITY:

Wraiths are immune to all normal weapon and cold-based attacks because of their ethereal substance. Weapons forged of silver as well as enchanted weapons do full damage. When a wraith's hit points reach zero, the creature fades into the Realm of Shadow.

ALIGNMENT: Lawful Evil

INTELLIGENCE: Average



Wraiths are a powerful form of undead which exist simultaneously in the Material Realm and Realm of Shadows. They are the servants of Thog, Lord of the Undead and appear as robed spectres with blazing eyes. In addition to their other supernatural abilities, wraiths possess the power to transport people into the Shadowlands by enfolded them within their black robes, there to serve evil Thog. The only chance these poor unfortunates have is to elude Thog's undead servants and reach the Black Gate Between Worlds.

Wraiths may be encountered literally anywhere — dark city streets, lonely country roads, subterranean tunnels, or desolate wastelands. Once a wraith has selected a new slave to send to its master, it will hound this individual until it succeeds or it is driven away. Wraiths fear sunlight, silver, and Good clerics, as well as the talismans they bear.

XULLARG

ARMOR CLASS: 4

MOVE: 12"

ATTACK: claw/claw/bite

HIT POINTS: 6D8

DAMAGE: 1D6/1D6/1D6

ALIGNMENT: Chaotic Evil

INTELLIGENCE: Low



The xullarg or "false harlequin" is a maniacal killing beast brought to the Material Realm by the yag-nesh. These monsters comprehend only insane slaughter, the bloodier, the better.

The xullarg has a pair of drooping appendages which hang from the top of its head. The purpose of these curious antennae is the duplication of sounds. The xullarg uses this ability to lure its victims with the sounds of laughing children, a maiden's song, a frightened lamb, or any of a limitless variety. Many xullarg have discovered their physical similarity to capering jesters and use the sound of tinkling bells to complete the illusion of a harmless fool. This strategy has earned them the name, "false harlequin".

The coloring of these otherworldly creatures only adds to their harlequin image. Xullarg are lemon-yellow with random, diamond-shaped blotches of blue-grey scattered over their hunched bodies. Their claws are crimson and a black "mask" surrounds their glaring, red eyes. The xullarg's fang-lined mouth is set in a maniacal grin and the sound of this monster's crazed laughter in a twilight wood is enough to make one's flesh crawl.

XURG

ARMOR CLASS: 5
MOVE: 9" land/24" swimming
ATTACK: claw/claw or by weapon
HIT POINTS: 4D8
DAMAGE: 1D4/1D4 or per weapon type
MAGIC: Water-Breathing, Create Storm, Create Whirlpool.
ALIGNMENT: Chaotic Evil
INTELLIGENCE: Average



The evil xurg are cruel fish-creatures which the yag-nesh use to terrorize the seas. These scaly humanoids have been known to sink ships, drive away fish, and raid coastal villages. Captives of the xurg are treated with a Water-Breathing spell and taken to xurg cities hidden deep in crevasses in the ocean floor. The captives live out the remainder of their lives as slaves to the men-fish. Female captives, however, are given the extreme honor of becoming brides to the hideous monsters. The xurg are a race of males and they are able to breed with most humanoid races, particularly humans, sea elves, merfolk, and sea trolls. Most women are driven insane by the xurg courtship ritual.

The xurg are grey-green with round, yellow eyes and bright red gills. Their bellies are dead-white and some older xurg may have purple lateral stripes on their backs. The xurg employ tridents, harpoons, and cutlasses forged of some unearthly material which resists the ravages of sea water. It is presumed that this strange, pearlescent material is created for the xurg by the yag-nesh.

YAG-NESH

ARMOR CLASS: -1
MOVE: 9"
ATTACK: up to three tentacles
HIT POINTS: 10D8
DAMAGE: 1D6 per tentacle
SPECIAL ATTACK: Chanting — The unearthly voices of the yag-nesh can cause a character to go insane. If any character who hears the song of the yag-nesh fails to roll his Wisdom x 3 or less on D100, he loses his sanity and becomes a servant of the Elder Beings.
MAGIC: The yag-nesh are given unlimited use of all magic-user and illusionist spells. These creatures are very powerful.
ALIGNMENT: Lawful Neutral



INTELLIGENCE: Genius

The sinister yag-nesh are a race of Elder Beings from another dimension, possessed of inhuman intelligence and a burning desire to overthrow the existing powers of both Good and Evil in the Material Realm and set their race up as the absolute rulers of this dimension. The ghostly, extra-planar monsters are extremely patient and their dark machinations progress slowly.

The yag-nesh appear to be great, slimy lumps of pinkish-colored protoplasm with numerous waving tentacles and great, yellow lamp-like eyes. The sight of one of these hideous creatures, combined with the droning chants which issue from their gaping mouths, often drive anyone who encounters yag-nesh into screaming insanity.

The yag-nesh are extremely adept at manipulating the powers of magic which exist on the Material Realm. Using these powers, the yag-nesh have created natural disasters, destroyed kingdoms, and unleashed horrid creatures like the yagoths, the xullarg, and the xurg upon the Material Realm. It is not known where the yag-nesh base their operations, but sorcerous orders like the witch-queens, as well as many of the holy orders, are searching for the yag-nesh to destroy them and the threat they pose.

YAGOTH

ARMOR CLASS: 2
MOVE: 9"
ATTACK: 3 tentacles/claw
HIT POINTS: 6D8
DAMAGE: 1D4 each/1D6
SPECIAL ATTACK: Tentacle Venom — The victim of a yagoth's tentacle attack must Save vs. Paralysis or become paralyzed for 1D10 hours
ALIGNMENT: Neutral
INTELLIGENCE: Low



Yagoths are the prime servitor race of the yag-nesh, created from chunks of yag-nesh protoplasm and shaped and given life by powerful magic. The yagoths are responsible for seeing to it that the will of their masters is carried out. They are cruel taskmasters and to fail a yagoth is to be the creature's next meal.

The tentacles of the yagoth secrete a potent neuro-toxin which paralyzes the victim for several hours, usually long enough for the poor unfortunate to know the horror of being eaten alive by a yagoth. Yagoths fear magic more than anything except their masters. They have no defense against magical attacks and a successful Dispel Magic spell will reduce them to their original, protoplasmic forms.

YETI

ARMOR CLASS: 5
MOVE: 18"
ATTACK: hand/hand
HIT POINTS: 5D8
DAMAGE: 1D8/1D8
SPECIAL ATTACKS: 1.) Yeti Howl — This mournful wail has the same effect as a Fear spell if the character fails to roll his Wisdom x 5 or less on D100
2.) A yeti may attempt to crush an opponent in its long, powerful arms, doing 1D10 hit points of damage per round unless the character can break the hold by rolling his Strength x 5 or less on D100
Forest yeti will use this attack only to subdue. Snow yeti will attempt to bite with their ivory fangs for an additional 1D6 hit points damage
ALIGNMENT: Neutral
INTELLIGENCE: Low



The yeti, or "snow apes" as they are sometimes called, are large, furry anthropoids which live in remote wilderness areas. These creatures feature greatly in the folklore of barbarian tribes, usually as monstrous, hulking "demon-things" which prowl the lonesome pathways in search of human flesh to devour. Unfortunately, this legend has its basis in fact. The savage, white-furred snow yeti is a cannibalistic hunter who haunts the snow-covered reaches of high-mountain passes. These mean-tempered creatures are extremely dangerous and will attack without provocation.

The lowland or "forest" yeti, on the other hand, is quite the contrast to its savage cousin. These shy, gentle creatures live in thick forests and usually shun contact with other races. Occasionally, however, overwhelming curiosity may coax one of these timid giants from its place of concealment to get a closer look at a surprised traveler. The forest yeti are usually covered in shaggy black, brown, or reddish fur and there are accounts of golden-furred yeti in deep jungle areas.

The eyes of the yeti betray the creature's almost-human intelligence. In the snow yeti, this intelligence manifests itself in a glare of crazed bloodlust, but in the gentle, brown eyes of the forest yeti, there shines the childlike innocence of a creature totally bereft of the heavy burdens of civilization. The yeti speak a complex language of clicks, hoots, and guttural "words", leaving no doubts as to their intelligence.

Adventurers traveling in high, mountainous country may be set upon by bands of snow yeti numbering from one to ten savage, screaming anthropoids, eager to invite them for "dinner". As can be expected, forest yeti are quite different in their treatment of outsiders. If the adventurers can gain the trust of the yeti, they may have the opportunity to visit a yeti village, sometimes leaving with one of the hairy creatures following the party like a stray dog.

Captured yeti are popular in civilized areas as sideshow attractions or as arena fighters. Snow apes adapt quite readily to this latter lifestyle, but forest yeti require considerable goading to get them to fight. Such deplorable treatment of these timid creatures might be the basis for a daring rescue by good-hearted adventurers.

ZEGUMBWAI (ZEBRA-CENTAUR)

ARMOR CLASS: 5
MOVE: 24"
ATTACK: hooves or weapon
HIT POINTS: 4D8
DAMAGE: 1D6/1D6 or per weapon type
ALIGNMENT: Chaotic Neutral
INTELLIGENCE: Average



The zegumbwai are a curious race of man-beasts, similar in most aspects to the centaurs which inhabit more temperate regions. These zebra-centaurs roam free across the open savannah land and the less dense jungle areas of tropical lands. They are somewhat darker in disposition than their rowdy cousins. A zegumbwai warrior is a stern-visaged creature, distrustful of other races.

Zegumbwai have the torsos of the fierce black tribesmen which share their territory, attached to the bodies of swift-running zebras. The equine body is striped white and black, a characteristic which makes the zegumbwai appear to be a tall man striding through the tall grass of the plain. The human portion of the zebra-centaur varies in coloration from a mahogany shade to deep blue-black. The zegumbwai also have a narrow strip of course mane which runs from the crown of the head to the spot where the human body is joined to the equine body. This mane is striped similar to the zebra body.

Zegumbwai are fond of ornamentation, wearing great, gaudy pieces of jewelry. Such items make useful gifts when adventurers are traveling through zegumbwai territory. The zebra-centaurs are fierce warriors, fighting with short assegai spears, simi shortswords, khobkerri throwing clubs, and great, curved daggers. They wear no armor, carrying only a shield fashioned from hardened lion or rhino hide for defense.

The zegumbwai are a harsh folk and outsiders are usually captured and subjected to grueling tests to determine if they are worthy enough to walk on zegumbwai land.

ZOMBIE

ARMOR CLASS: 8
MOVE: 6"
ATTACK: hands or weapon
HIT POINTS: 3D8
DAMAGE: 1D6 or per weapon type
SPECIAL VULNERABILITY: Zombies may be "turned" by clerics and they tend to shy away from a paladin's holy sword.
ALIGNMENT: Neutral
INTELLIGENCE: nil



Zombies are animated corpses, brought to life by necromantic spells. The majority of zombies encountered are the remains of humans, primarily because human corpses are easier to obtain than those of other races. However, if a suitable body can be found, a powerful necromancer can create a zombie elf, dwarf, orc, halfling, etc.

The zombie-creation spell involves calling the spirit of a dead individual back from the afterlife and forcing it to re-occupy the mortal shell it once wore. Although the spirit is cognizant of its new undead status, the creation spell prohibits the zombie from acting of its own volition, subject solely to the will of its master.

Zombies are often created as laborers. The fact that these ghastly undead require no food or sleep makes them efficient, if undesirable, slaves. They are also useful as tireless guardians for the abodes of sorcerers and the like. Witch-queens are known to enjoy animating the corpses of their lovers and hirelings so that they may serve their mistresses in death as they did in life.

Fighting zombies is tricky business, not to mention quite messy. A zombie given the order to attack will flail about with a weapon or its putrid hands at anything in front of it. Combine this wild, reckless fighting style with the fact that most necromancers raise whole armies of these undead creatures, and you're in a battle with an unstoppable force that feels no pain, no matter how much damage you inflict on it! Zombies can be dealt with in two ways. They can be hacked into gory, animate pieces which still attempt to carry out the commands of their master (Not a pretty sight!), or they can be destroyed by stuffing their mouths with salt. This is not an easy task. However, if the zombie is destroyed, the spirit departs the body to either return to the afterlife or, in some cases, remain in the Material Realm as ghosts or, in the case of more vengeance-minded shades, phantom slayers. Such persistent spirits seldom bode well for the necromancer who bound them into a prison of decaying flesh.

ORC ZOMBIE



NOTES ON COLORATION — A PAINTING GUIDE

This section is intended to offer suggestions for painting many of the monsters in the Grenadier MONSTER MANUSCRIPT collection. They are just that, suggestions — nothing more. Many of the creatures have notes on coloration included in the monster descriptions. Therefore, it would be redundant to reprint them in this section.

As I attempted to stress in the foreward to this book, the most important key to the myriad realms of fantasy is imagination. The same holds true for painting fantasy miniatures. Regardless of my perception of a certain creature, your own creativity is the element which will gain you the most satisfaction when it comes to painting miniatures — utilize it! There is nothing quite so stimulating as seeing a lifeless metal figure take on the semblance of life as you paint it. It becomes a process of creation, of breathing life into what once was lifeless. Your imagination is your greatest asset. Don't sell your own creativity short by assuming that the suggestions listed here are iron-clad. Let yourself explore. Most of all, have fun.

ANUBAJI: Sleek, black flesh with red eyes. Garments will tend to use a variety of colors. Adornments are usually gold.

APE, CRYPT: See monster description.

BANSHEE: See monster description.

BASILISK: See monster description.

BETLE, GIANT: Primarily glossy black with various markings. Check any book on insects for more suggestions.

BLINDDOGS: See monster description.

BOGLE: See monster description.

BORER SERPENT: Brick-red scales, yellow eyes, and shiny, black claws and tail tip.

BRAIN EATER: Pink flesh, white claws. "Brain" is grey with veins of red and blue.

CAROC: Scales are grey-green, drybrushed lightly with light brown. Eyes are yellow with round, black pupils. Teeth are ivory and claws are black.

CARRION CREEPER: Entire body is grey-white, dry-brushed with a sickly light-green. Eyes are ruby-red and tentacles are pink.

COATL: See monster description.

COCATRICE: See monster description.

DEATH WITCH: See monster description.

DJINNI: Flesh, green, or brown skin. Grey, high lighted with white where ethereal.

DRAGON HOUND: Dark green scales with yellow highlights and faint, black stripes. Light grey belly and white claws and teeth. Eyes are bright green.

DRAGON TURTLE: Muddy brown all over, highlighted with dark green. Eyes are yellow and claws are dull black.

DRYAD: See creature description.

EFRITI: Brick-red skin, black horns and claws, white teeth, and blazing orange eyes with yellow pupils. Drybrush lightly with black for a sooty look.

ELEMENTAL, AIR: Light grey, highlighted with white and light blue.

ELEMENTAL, EARTH: Earth brown all over, highlighted with lighter shade of brown.

ELEMENTAL, FIRE: Fiery orange with scattered "flames" of yellow.

ELEMENTAL, WATER: Sea green with a wash of deep blue in recessed areas. White for eyes, hair and sea foam.

ELVEN HOUND: See creature description.

FIRE BAT: Black flesh (where exposed), red fur with orange flames, tinged with streaks of yellow. Ruby-red eyes.

FLOATING EYE: Grey-white eyeball with blood-red iris and tentacles.

FUNGOID: See monster description.

GARGOYLE: Stone grey with shining black eyes. White pupils in eyes.

GHOST: White with grey shading and black-rimmed eyes.

GHOUL: See monster description.

GHOUL, CHAOS: Similar to ghoul except eyes are yellow with catlike pupils.

GOBLIN, DREAD: See monster description.

HARPY, SIREN: Dark grey feathers. Light tan human parts, washed heavily with black wash for a dirty appearance. Claws are filthy yellow and eyes are yellow-green.

HELSTEED: Black skin, red eyes, and yellow fangs. Hooves are glossy black. Doom Riders wear glossy black armor, trimmed with silver and scarlet. Their flesh is dead-white and their eyes blaze red. Doom Rider weapons are also glossy obsidian with silver runes.

HOUND OF CHAOS: See monster description.

IMP: Red skin with bright green eyes and white fangs and black claws.

INCUBUS: See monster description. Incubus clothing will tend to be black with crimson adornments.

IRON BULL: Black iron (gunmetal) scales with black horns and fiery-red eyes. Yellowed fangs.

JUGGERNAUT: Light grey with darker grey scales on head, neck, and legs. White claws and yellow eyes.

KI-RIN: Sky-blue face, dark blue mane, orange back "scales", white legs, and golden horn and hooves. Eyes are sapphire blue and the entire creature should be drybrushed lightly with golden highlights.

KLYNOPS: Dirty flesh color on head and torso with mangy grey fur on legs and head. Yellow fangs and claws. White, bloodshot eyes with red iris.

KNOLL: Dirty-brown fur with yellow eyes and white fangs.

KOBOLDS: Brick-red skin and yellow eyes.

LICHE: Black garments with pale ivory on bone areas. Deep purple nimbus and glowing red eyes.

LIZARD MAN: Olive green or tan bodies with light grey undersides. Dark green or black spines on back, shiny black claws.

MANTICORE: Red-brown body with darker red-brown or black mane. Yellowed or brownish flesh on face, yellowed fangs, and yellow or green catlike eyes. Stinger tail and claws are glossy black and wings are dull black with reddish highlights on upper limbs.

MEDUSA: Human flesh is pale greenish-ivory. Serpent body is grey or tan with black markings and a light grey underbelly. Serpent hair is dark green and eyes are red.

MIDNIGHT STALKER: Black robes, dead-white flesh, blazing yellow eyes. Swords are dull black with bright blue edges.

MINOTAUR: Brown or red-brown bodies, darker on heads. Deep brown eyes grey or ivory horns.

MONITOR HULK: Slate-grey body, lighter grey underbelly, black claws, and shiny, black eyes.

MUMMY: Tan wrappings, ivory bone areas. Eyes are black sockets with glowing white pupils. Wash liberally with black wash.

NAGA: Golden-tan head with gold eyes. Snake body is tan or grey, with gold highlights. Underbelly is grey-white.

NIGHT HAG: Indigo skin, yellow eyes, white claws. Wears black garments.

NIGHTSCREECHER: Black wing membranes, grey fur, pale grey-white skin, and red eyes.

NIXIE: Sea-green skin, silver-white hair, emerald eyes.

NYMPH: Pale flesh-toned skin, golden hair, dark brown eyes, garments are shining white.

OCHRE JELLY: Pale orange-yellow coated with clear gloss for that "slimy" look.

OGRE: Dirty tan flesh color with black hair. Eyes are black with white pupils and are rimmed with red. Clothing will be brown or grey and the entire figure should be covered liberally with black wash for a filthy appearance. Teeth and claws should be yellowed.

OGRE MAGE: See monster description.

OWLBEAST: Dark brown fur, lighter brown face. Orange beak and yellow eyes. Claws are glossy black.

PEGASUS: White bodies with white, silver-tinged wings. Deep blue eyes and grey hooves.

PHANTOM SLAYER: White with deep purple nimbus. Claws are silver and eyes are angry, blazing crimson.

PIXIE: Skin is pale flesh tone, eyes are blue or lavender. Wings are white-grey, tinged with silver and clothing tends to be yellow and bright green. Pixie weapons and armor are silver.

PLAGUE GHOUL: Pallid dead-white flesh with patches of dirty grey hair. The plague ghoul should be covered with numerous yellow-brown scabs and red, running sores. Eyes are red and fangs and claws are yellowed.

POLAR WYRM: Pale blue flesh and white fur. Eyes are silvery blue.

PSYCLOPS: Dirty tan flesh, yellow fangs, red iris on white eyeball. Claws are black and brain is grey, veined with purple.

QUAGMAR: Dark green, highlighted with lighter green, yellow, and brown. Eyes are shiny black and teeth and claws are ivory-colored.

QUARRL: Pale, dead-white flesh with dull, black hair and blazing, red eyes. Arm and leg wrappings are grey and other clothing is black and crimson.

QUERELON: White flesh, lavender eyes, and grey horn. Weapons and armor are silver or gold and clothing is usually any shade of green.

RAKSHASA: Coloration should be similar to that of the animal form the rakshasa assumes.

RUSTER BEAST: Pale yellow body with rust-colored scales on back. Claws are grey and eyes are shiny black.

SATYR: Human parts are tanned flesh-colored. Hair on head is dark brown, auburn, or blond. The lower body of the satyr is usually covered with a darker shade of the hair color. Satyr horns are glossy black or grey.

SHADOW: Pure black with glowing, pinpoint yellow eyes.

SNAKE CLANSMAN: See any book on reptiles for coloration ideas. Weapons will be of iron or bronze.

SPIDRON: Spider bodies are brown, red-brown, dark grey, or black, highlighted with a lighter color. Human torsos are dark red-brown and the eyes are shiny, black orbs with white pupils. Legs are tipped with glossy black claws.

STONE TANGLER: Grey or brown, resembling stone. Eyes are light grey.

SUCCUBUS: White, brick-red, or satiny black flesh. Hair is blonde, silver, white, or black. Horns are ivory or grey. Eye color is usually green, red, yellow, or black. Succubus wings are leathery black.

TALOS: Bronze colored.

TRICKSTER: Human portion as normal human. Monster parts are dark brown with streaks of green, umber, and black.

TROG: Dark green or tan body. Spines on crest are red. Eyes are yellow, claws are black, and teeth are white.

TROLL: Olive green drybrushed heavily with grey. Fangs are yellow and eyes are black with yellow irises.

SEA TROLL: Skin is velvety brown. Eyes are yellow.

UMBER RIPPER: Fur is reddish-brown, eyes are red, and teeth are white. Claws are glossy black.

UNICORN: Shining white body; silver-white mane, tail, and fetlocks, and silver hooves. Horn is golden and eyes are bright blue, green, or lavender.

URSON: Brown fur, white teeth, and dark brown or amber eyes.

VAMPIRE: Dead-white flesh, shadowed eyes with blazing red or dark black pupils. Hair is usually black, blonde, or white. Clothing is usually black, crimson, or dark burgundy.

VELANMORG: See monster description.

WEREBOAR: Black, grey, or red-brown hair. Eyes are red.

WEREJACKAL: Fur and flesh are dirty tan. Eyes are yellow, claws are black, and fangs are white.

WERERAT: Fur is dirty grey, eyes are red, teeth are yellow, and tail is pink or flesh-colored. Exposed skin is ruddy flesh-colored.

WIGHT: Indigo skin, black hair and clothes, yellow eyes. Claws and teeth are bone-white.

WITCH-QUEEN: Colors vary. Paint as any beautiful woman with shimmering eye-shadow, lip rouge, kohled eyelashes, and painted nails. Check out any fantasy comic or cover art for inspiration.

WOLF WOMAN: Pale or white flesh. Amber eyes and white teeth. Hair color may be black, blonde, or white.

WOODWENDLING: Skin is flesh-colored. Hair is dark brown or red. Horns are shiny white or grey and the tuft on the tip of the tail is black or black-brown. See creature description for clothing colors.

WRAITH: See monster description.

XULLARG: See monster description.

XURG: See monster description.

YAG-NESH: See monster description.

YAGOTH: Range in color from brick-red to grey and black. Eyes are white with a black iris. The tentacles of the yagoth are slimy grey.

ZOMBIE: Pale yellow-white flesh with black eye sockets. A single, white glimmer can usually be seen in the center of the zombie's staring eye sockets.

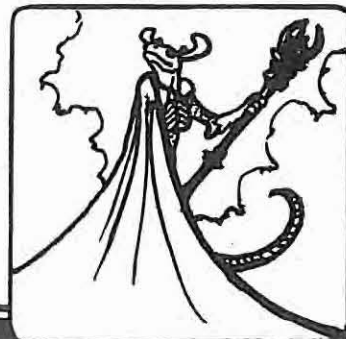
A NOTE ON CREATING IMPRESSIVE UNDEAD

Undead, particularly the ethereal varieties, pose a special problem when painting. I have found that a good-looking nexus of light can be created by first painting the figure in the color you wish the nexus to be. For example, when painting a phantom slayer, paint the entire figure a deep shade of purple, then drybrush the figure generously with white. When you finish, you should have a spectral figure with inner shadows of deep purple.

Now we'll do the slayer's eyes. First paint the eye sockets black for a nice shadowed look (For creatures such as vampires and banshees, dark grey looks good). When the black is dry, dot in those blazing, red eyes. Paint the claws silver, and you've got an undead creature that looks as good as anything you've seen in two-dimensional fantasy art.

This technique works well with any spectral undead. While you're at it, why don't you try developing your own techniques. I think you'll be pleasantly surprised at the results. Have fun.

LIZARDMAN PRIESTESS



SEE PAGE 13 UNDER LIZARD MAN

BONUS MONSTER SECTION

The Undead Legion of Khomar-Iolth

Possibly the most terrifying encounter any sturdy adventuring party could come across in their travels would have to be an unfortunate confrontation with a veritable army of the risen dead. Silent, relentless, and without any trace of emotion, the dread Undead Legion is a force which threatens not only an adventurer's physical well-being, but also his very sanity and yes, even his soul.

Throughout the centuries, necromancers have awakened the dead for use as unresisting slaves and guardians for great treasures, often raising them in efforts to fathom the mysteries of death and the realms beyond. However, there exists no account more terrifying, no legend more disturbing than the tales surrounding the unholy crusade waged by the blasphemous Undead Legion of Khomar-Iolth against the world of the living.

The Undead Legion — A Brief History

The original Undead Legion was raised from the sinister crypts of the black city of Khomar-Iolth by an up-and-coming necromancer named Nammuz Kheleb. This small army of skeletal warriors consisted of the remains of the Royal Guardsmen of Khomar-Iolth and was used primarily as a demoralizing element in the dark city's bid to conquer all of Neberon. Aided by Shag' zuhl, the Chaos Lord of Primal Evil, Nammuz Kheleb and the dark mages of Khomar-Iolth waged a successful campaign until the appearance of the Dragon Lords.

Realizing that the Dragon Lords spelled utter defeat for the forces of darkness, Shag' zuhl fled back to the Abyss, leaving Khomar-Iolth to be reduced to rubble and Nammuz Kheleb to be magically imprisoned beneath the city's ruins. The first Undead Legion had crumbled to dust.

Helpless in the dark confines of his dungeon, Nammuz Kheleb cried out to the Lords of Chaos, demanding vengeance against the Dragon Lords as well as Shag' zuhl. It was Thog, Mummy-lord of the Undead and Master of the Shadowlands who answered the master necromancer's call. Thog granted Nammuz Kheleb great power over the undead and arranged for a second-class mage named Vadros to enter Khomar-Iolth and free the necromancer.

Using Vadros as his pawn and the focus of his new power, Nammuz Kheleb raised a new, more powerful army of undead to ravage Neberon. Attended by his Royal Guard as well as his dark elven paramour, Lady Nahghir, Nammuz Kheleb directs his unholy army from his horrid Palace of Skulls, buried far beneath the ruins of Khomar-Iolth. His goal — complete domination of Neberon.

Formation of The Undead Legion

For the most part, the Undead Legion is comprised of skeleton warriors, cruelly raised from their graves. From all evidence, these mute bones have not forgotten the fighting skills they learned in life. Their tactics rely heavily on fear and surprise to win victories against the armies of the living.

Typical Legion strategy is to allow the skeleton army to advance slowly, accompanied by a somber dirge played on horn and drum. The skeletal army attempts to demoralize its enemy by making certain that its opposition realizes that they are not fighting creatures of flesh and blood.

A typical battle situation progresses something like this: Thick, black clouds blot out the sun, due to the magicks of Nammuz Kheleb. The loping ghouls which act as scouts for the Legion give voice to their hunting howl. The skeleton cavalry advances in tight formation, stirrup to stirrup. In the distance can be seen the lumbering forms of the war mammoths, the howdahs on their backs fairly bristling with undead archers and multitudes of skeleton infantry marching around their massive legs. Directly behind the cavalry units roll the deadly war chariots, awaiting the moment when the cavalry will veer away and allow them to wreak bloody ruin

upon the defenders' front lines.

The skeletons are supported from above by Vadros, mounted on Nithgaub, the Death Dragon. Often the Army of Bones is strengthened further by the assistance of vampire and mummy commanders, wraiths, and the mysterious, robed Death Giants.

GAMING STATS FOR THE UNDEAD LEGION

Cavalry Units:

The cavalry of the Undead Legion is, like the rest of the Legion, comprised of a motley assortment of varying cultures, ranging from armored knights to dead barbarian plains riders and even skeletal centaurs. The sight of the skeleton cavalry riding on a roiling cloud of dust is one which weakens even the bravest heart.

ARMOR CLASS: 7 (plus any additional), HITS TO KILL: 2D8, Base THACO: 19, MOVE 24", ATTACK/DAMAGE: per weapon.

War Chariot:

ARMOR CLASS: driver—7, horses—5 each, chariot—8; HTK: driver—1D8, horses—2D8 each, chariot—50 hit points, chariot wheels—15 hit points each (Note: To eliminate the War Chariot, only one of these elements must be destroyed.); Base THACO: 19, MOVE: 24"; ATTACKS: trample/impact & wheels/wheel blades; DAMAGE: 2D6/3D6/1D8.

War Mammoth:

ARMOR CLASS: 3, HTK: 12D8, Base THACO: 9, MOVE: 12", ATTACKS: tusk/tusk/trample, DAMAGE: 2D6/2D6/3D10.

Death Dragon:

ARMOR CLASS: 0, HTK: 150, Base THACO: 5, MOVE: 15" ground/18" flight, ATTACKS: claw/claw/bite, DAMAGE 1D8/1D8/2D6.

SPECIAL ATTACK: Breath Weapon — Black Flame. Target must Save vs. Magic or become transformed into a skeletal minion of Nammuz Kheleb.

Trundagon the Death Giant:

It should be stated that Trundagon is not a true Death Giant (or true giant, for that matter). Death Giants are mysterious, robed skeletal giants which wander the desolate wastelands of Neberon. Trundagon, on the other hand, is (or was) a colossal being from another dimension who was stranded and subsequently died on Neberon.

ARMOR CLASS: 1, HTK: 120, Base THACO: 5, MOVE: 20", ATTACKS: axe or sword/stomp, DAMAGE: 1D10 or 2D6/2D10. SPECIAL ATTACK: Missile Throw — As large catapult (See below).

Siege Machinery:

Dart Thrower — Range: short range — 11"/long range — 32", DAMAGE: 2D6, MOVE (by crew): 6".

Catapult — Range (minimum): 18", Range: short range—24"/long range—36", DAMAGE: 4D6, MOVE (by crew): 4".

SPECIAL MISSILE: Globes of Obsidian Death — These shiny, black orbs, when fired into a mass of living beings, break upon impact and release a thick, impenetrable cloud of inky, black gas extending 20 feet in every direction. Those caught within the cloud must Save vs. Magic or become transformed into skeletal warriors.

A Note About Transformed Characters:

Those poor unfortunates who are turned into skeletons by either the Death Globes or the breath of the Death Dragon immediately lose all of their own will and become slaves of the necromancers. They will immediately turn upon and attack former comrades. Only Devine intervention can reverse the transformation process.





DRAGON LORDS™

contents of set #1501



MM8
Borer Serpent



MM1
Ape, Crypt



MM6B
Blinc Dog



MM9
Brain Eater



MM4
Basilisk



MM7
Bogle



MM6A
Blinc Dog



MM5
Beetle, Giant



MM3
Banshee



MM2
Anubaji

TERONUS

The Ultimate Dragon

The reigning queen of the dragons of Neberon possessed of ancient wisdom and awesome power, this titanic matriarch rules her scaly subjects from the near mythical Cavern of Crystal Ages, her subterranean stronghold hidden far beneath Neberon's northern pole.

Our special edition dragon, when assembled, stands over 6" high and is over 8" in length. Assembly instructions included.

