All the Worlds' Monsters

edited by Jeff Pimper & Steve Perrin
ALL THE WORLDS’ MONSTERS

This book is an encyclopedia of the strange, the bizarre, and the deadly. It contains complete statistics for 265 monstrous and dangerous creatures, created by dungeon masters across the United States and Canada. Each monster is rated for hit dice, armor class, movement, whether and how well it swims and flies, its intelligence range, dexterity, alignment, normal habitat, the probability of it being present in its lair, by a die roll for number present, the probability of the presence of treasure and its type, how it attacks, and a description of general appearance and special characteristics. Here’s a description, for instance, of a critter you really could run into:

BEAR, KODIAK

Description:
The largest of the bears, the Kodiak is so ferocious that it will fight at full efficiency so long as it has one-fourth of its hit points left.
The Kodiak is a solitary animal; if more than one is found, they will be either a mated pair or a female with cubs. If the cubs are attacked, the female fights at +2.
There is only a 50% chance that the bear will hug when it hits a victim with both paws. The hug begins on the next melee turn and the bear will continue to hug the victim until he dies, loses consciousness, or until the bear is killed.

A standard fantasy role-playing game reference, ALL THE WORLDS’ MONSTERS is now in its third printing. A companion volume, ALL THE WORLDS’ MONSTERS II has been published in similar format and is available at most hobby dealers and game stores. A third ATWM volume will appear soon. The ATWM books are incompatible with RuneQuest.
Editors Steve Perrin and Jeff Pimper are well-known to San Francisco area gamers. Mr. Perrin is a co-author of RuneQuest.

CHAOSIUM

Box 6302, Albany CA 94706

The Chaosium publishes many different games and game play-aids. The well-known RuneQuest series includes RuneQuest, Cults of Prax, Apple Lane, Snakewright, Balastor’s Barracks, Trolls & Trollkin, Militia & Mercenaries, and Scorpion Men & Broos. Authentic Thaumaturgy brings a fresh look at FRP magic. Many board games are also available. Write for free, illustrated catalog.
INTRODUCTION

This is the third printing of the endless book. We originally conceived it to include every monster created by players to add to games such as Dungeons & Dragons, Tunnels & Trolls, and the Arduin Grimoire. We rapidly realized we couldn’t do it. Based on the constant increase in new customers for these games, as observed in the hobby shops we frequent, there may be over 500,000 people now playing these and other role-playing games. At least 50,000 of these players are Dungeon Masters, Referees, etc., and every one of them has invented at least one new monster with which to scare the gold-lust out of their players’ characters.

There is no way we can publish one catalog of 50,000 monsters. Instead we used every monster from those players we contacted. Even then, we have had to cut and, sometimes, combine entries. This printing also corrects the typos and exclusions of the first edition.

Limited as it is, this still is an endless book. The second volume is now out, and at last the third is nearing production (early 1980). We always are looking for more monsters. We do not promise to print every—or even any—monster you submit, but printed monsters get credit toward the price of the book, which can’t hurt.

We thank our contributors, without whom we would have nothing to say. Also, special thanks go to George Barr for his gorgeous cover, and to Cora Healy, Carol Rode, and J. Steve Reichmuth, who provided many of the interior illustrations. The other two illustrators deserve thanks for more than artwork. To Luise Perrin and Chris Lofthus, our long-suffering wives, thanks beyond thanks.

Thanks, too, to Dave Hargrave and Paul Jaquays who gave us permission to use their copyrighted material, only to have it dropped out of the first volume on the grounds that we had space only for heretofore non-published critters. We heartily recommend both Dave’s Arduin Grimoire, Welcome to Skull Tower, and Runes of Doom (available from Grimoire Games, 2428 Ellsworth (203), Berkeley, CA 94704) and Paul’s now metamorphosed Dungeoneer magazine (available from Judges’ Guild, 1165 N. University, Decatur IL 62526). Monsters from these volumes appear in future volumes of ATWM.

Finally, we thank our publishers, Greg Stafford and Tadashf Ehara of The Chaosium, who took an immense load onto their shoulders to get this book into your hands.

Some parting questions: what do you want to see in the next volume?—special types of monsters?—tough monsters?—small monsters?—already published monsters?—your monsters? Let us know. We want to hear from you.

Until next time, remember—a full monster is a happy monster.

Steve Perrin
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347 Michell St.
Livermore CA 94550
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**MONSTER LEVEL CHART**

### HENDERSON MONSTER CREATION TABLE

**CREATORS & NUMBER CREATED**

- Scott Arquette (1), Tony Ayres (1), C. Bigglestone & D. Hargrave (1), C. Bigglestone & D. Pierson (1), C. Bigglestone (22), Randy Boucher (1), Chuck Cady (24), Sean Cleary (4), Steve Davies (7), Giselle/Blakewell, al. (1), Dave Hargrave (35), Hilda Hamfink (8), Owen Hamfink (8), Roger Harvey (2), Steve Henderson (18), Brad Hinkel (1), Richard Harvey (4), Jerry Jackson (4), K. Jones (8), Steve Levin (1), Charlie Luce (4), Cary Martin (2), Steve Marsh (15), Scott McCartney (12), Dennis O'Brien (4), Ken Pick & Glenn Blacow (1), Steve Perrin (12), Dan Pierson (28), Jeff Pimmer (1), Ken Pick (4), Wayne Shaw (17), Stewart Spade (2), Mark Swanson (5).

There are 265 entries and 113 cross-references.

### INTERPRETING THE MONSTER ENTRIES

The first line of each entry tells what the monster is and under what circumstances it is found. This is followed by the name of the person who submitted the creature. This is the one who actually developed the specifications, not necessarily the one who invented it. Original sources are credited in the description of the monster.

Ranges of numbers are used, where possible, expressed as die rolls. The notation used is (number of dice) ‘D’ (type of dice) (+ or -) (adds) where “number of dice” can be a single number or a range of numbers in parentheses. For instance, the Air Squid can have from 6-12 eight-sided hit dice and, after the dice are rolled, 1 is added to the total.

Armor class is a single number, a single number with additions, or given as a range of armor classes. The monster may be encountered in these areas.

“Lair” tells where the monster is typically found. Due to limitations on the system we used, we had to compress some locations. So “cities” includes ruins, “dungeons” and “mountains” include caverns. “Rivers” and “seas” mean “found along” as well as “in,” so non-aquatic monsters may be encountered in these areas.

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

Next follows the monster’s attacks. The damage done is as a die roll range and is the amount done per attack; thus the Air Squid has 12 tentacle attacks which do 1D8 each. In some cases the monster has several attacks. Exactly which ones it uses and how many it uses per turn is up to the Dungeon Master. In some cases there is a further explanation of the attacks in the narrative description.

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

There is an index of all the monsters in the front of this book, including cross-references to aid you in finding the desired beast. Additional volumes published will include a comprehensive index of all preceding volumes.
AIR SQUID

TYPE: GIANT ANIMAL

CREATED BY: DAVE HARGRAVE

HIT ARMOR
DICE CLASS MOVE FLY SWIM RANGE RANGE
(6-12)D8+1 7 12 2D6 1D6+6

ALIGNMENT: CHAOTIC, NEUTRAL

FOUND IN: OUTDOORS, WATER, AIR

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

ATTACKS:
12 TENTACLES, 1D8 OF CONSTRINGITION
1 BEAK, 1D10

DESCRIPTION:
GIANT, HELIUM-FILLED SQUIDS WHICH "SWIM" THROUGH THE AIR. USUALLY SKY-BLUE IN COLOR WITH GREAT DULL-WHITE EYES, 35 TO 75 FEET LONG. THEIR LAIRS ARE ON MOUNTAINPEAKS.

*****

AIRFANG

TYPE: MISCELLANEOUS

CREATED BY: STEVE HENDERSUN

HIT ARMOR
DICE CLASS MOVE FLY SWIM RANGE RANGE
(8-12)D8 2+4 24 1D4 1D3+15

ALIGNMENT: HUNGRY

FOUND IN: OUTDOORS, WATER, AIR

NUMBER PROBABILITY OF TREASURE AND TYPE
WANDERING 3D6

ATTACKS:
1 BITE, 3D4
1 TENTACLE, 3D4

DESCRIPTION:
A TINY METALLIC SCALED CREATURE THAT TRAVELS IN SMALL FLOCKS. IT TENDS TO SCAVENGE BUT IT WILL OCCASIONALLY HUNT IF HUNGRY ENOUGH. IT IS MOSTLY MOUTH, TENTACLE, AND WINGS. IT LATCHES ON WITH ITS MOUTH AND THEN BITES REPEATEDLY.
ANT MAN
TYPE: ALIEN
CREATED BY: DAN PIERSUN
HIT ARMOR DICE CLASS MOVE FLY SWIM RANGE RANGE
(1-14)d6 2 6 2d6+6 3d6
ALIGNMENT: NEUTRAL
FOUND IN: DUNGEONS, OUTDOORS, RIVERS, SWAMPS, CITIES
LAIRES (10%) NUMBER PROBABILITY OF TREASURE AND TYPE
WANDERING 200d20 100% B
ATTACKS:
2 "HANDS", 1d10 
2 STINGS, 1d6 PLUS 4d6 POISON
1 BITE, 2d6 (HIT -2)
DESCRIPTION:
EIGHT FOOT TALL, FOUR-ARMED INTELLIGENT INSECT. THE UPPER TWO ARMS END IN STINGERS, THE LOWER TWO IN "HANDS". IT HAS LOBSTER LIKE MANDIBLES AND ITS BODY IS COVERED WITH CHITIN.
IMMUNE TO MENTAL SPELLS, IT CONSIDERS HUMANS AND THE LIKE TO BE UNINTELLIGENT FOOD ANIMALS. IT IS THE DOMINANT LIFE FORM ON ITS HOME PLANET.
FROM "KAVIN'S WORLD" BY DAVID MASON

ANT, GIANT
TYPE: GIANT INSECT
CREATED BY: CHUCK CADY
HIT ARMOR DICE CLASS MOVE FLY SWIM RANGE RANGE
(1-27)d8 2 6 1d4 2d6+6
ALIGNMENT: ANY, HUNGRY
FOUND IN: DUNGEONS, OUTDOORS, RIVERS, SWAMPS, CITIES
LAIRES (80%) NUMBER PROBABILITY OF TREASURE AND TYPE
WANDERING 3d20 80% C
ATTACKS:
1 BITE, 1d6 PLUS (# OF HIT DICE)D3 ACID
DESCRIPTION:
THE GENERIC DESCRIPTION OF THE GIANT ANTS.
ITS ARMOR CLASS IS 3 PLUS ONE THIRD OF THE NUMBER OF ITS HIT DICE, FRACTIONS ARE ROUNDED UP GIVING A RANGE OF 2 TO -6.

APE, DESERT
TYPE: ANIMAL
CREATED BY: DAVE HARGRAVE
HIT ARMOR DICE CLASS MOVE FLY SWIM RANGE RANGE
(4-8)d8+1 4 10 2d6 2d6+6
ALIGNMENT: CHAOTIC, NEUTRAL
FOUND IN: DUNGEONS, OPEN, DESERTS
LAIRES (40%) NUMBER PROBABILITY OF TREASURE AND TYPE
WANDERING 2d10 20% C
ATTACKS:
1 CLUB, 1d8
1 VISUAL, HYPNOSIS
DESCRIPTION:
THREE-EYED APES. THE THIRD EYE IS HYPNOTIC, THERE IS A 30% CHANCE THAT AN APE WILL LIE WHEN SPOKEN TO VIA A SPEAK TO ANIMALS.

APE, SNAKE
TYPE: MISCELLANEOUS
CREATED BY: DAVE HARGRAVE
HIT ARMOR DICE CLASS MOVE FLY SWIM RANGE RANGE
(5-7)d8+1 6-7 8 6 2d4 1d6+12
ALIGNMENT: CHAOTIC
FOUND IN: DUNGEONS, OPEN, WOODS, WATER
LAIRES (30%) NUMBER PROBABILITY OF TREASURE AND TYPE
WANDERING 2d10 80% B
APE, SNAKE

ATTACKS:
- 4 ARMS; 1D10, 2D8, OR 2D10 DEPENDING ON SIZE
- 1 BEAK; 1D8, 2D8, OR 2D8 DEPENDING ON SIZE
- 1-4 CONSTRUCTIONS; DOUBLE REGULAR DAMAGE

DESCRIPTION:
AN ANTHROPOID-GASTROPOD MUTATION SPAWNED IN THE VATS OF CHAOS. ALSO KNOWN AS AN OCTORILLA.

IF A SUCKER-LINED ARM HITS TWICE IN A ROW OR TWO ARMS HIT IN ONE MELEE TURN, CONSTRUCTION TAKES PLACE AND WILL CONTINUE UNTIL THE VICTIM IS DEAD OR THE SNAKE APE IS KILLED.

NOTE: MUST CHECK TO SEE WHETHER THE CONSTRUCTION CAN GET THROUGH PLATE ARMOR EACH TURN; OTHERWISE THERE IS NO NEED TO MAKE HIT PROBABILITY BEFORE DOING DAMAGE - EVEN VS. MAGIC CHAIN OR LEATHER.

ARCEEL

TYPE: GIANT ANIMAL

CREATED BY: STEVE HENDERSON

ATTACKS:
- 1 LIGHTNING BOLT, 4D6

DESCRIPTION:
REPULSIVE MAN-SIZED ELECTRIC EEL. ITS ARMOR CLASS IS HIGH DUE TO ITS RUBBERY SKIN. IT MUST TOUCH ITS VICTIM TO DO THE DAMAGE. IT IS IMMUNE TO LIGHTNING AND FIRE.
ALL THE WORLDS' MONSTERS

BAGDA AND FALLOWMAN TYPE: DEMI-GOD
CREATED BY: CLINT BIGGLESTONE

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

ALIGNMENT: NEUTRAL
FOUND IN: ANYWHERE

WANDERING NUMBER PROBABILITY OF TREASURE AND TYPE

ATTACKS:
1 SWORD, 3D8 PLUS 1D6 OFF CONSTITUTION

DESCRIPTION:
TWO HORSEMEN, RIDING HORSES OF THE EINHERIAR, WHO ALWAYS APPEAR TOGETHER WHEN SUMMONED. THEIR EYES, HAIR, COWLED CLOAKS, SWORDS, AND HORSES ARE ALL COLORED BLACK. THEY ARE EINHERIAR OF THE HERLA-TING AND FIGHT AS TWENTIETH LEVEL LORDS WITH 18(00) STRENGTH. THEY ARE IMMUNE TO FEAR, CHARMS, HOLDING, AND CONFUSION AND THEY HAVE NATURAL TRUE SIGHT. WEAPONS MUST BE MAGICAL TO HIT THEM.
THEIR FATHERS ARE TOLL AND MELIMBOR, RESPECTIVELY.
FROM "MOON OF GOMRATH" BY ALAN GARNER.

*****

BANSHEE TYPE: UNDEAD
CREATED BY: STEVE DAVIES

HIT Armor IQ DEXT.
DICE CLASS MOVE FLY SWIM RANGE RANGE
5D8 0 9 12 3D6 4D6

ALIGNMENT: NEUTRAL
FOUND IN: ANYWHERE

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

ATTACKS:
1 CLAW, 1D8 PLUS PARALYSIS
1 SCREAM, FEAR
BANSHEE

DESCRIPTION:
A NON-CORPoreal ENTITY WHO LIVES IN DUNGEONS OR FORSAKEN PLACES, THOUGH IT IS KNOWN TO WANDER AT NIGHT. CREATURES HAVING LESS THAN FOUR HIT DICE MUST MAKE A SAVING THROW AGAINST FEAR (SAVE 11 ON 1D20), IF THEY FAIL THEIR SAVE THEY RESPOND AS TO A FEAR SPELL. THE BANSHEE CAN ONLY BE HURT BY MAGIC WEAPONS AND SPELLS.

****

BASIC

CREATED BY: DAN PIERSUN

HIT DICE CLASS MOVE FLY SWIM RANGE RANGE
1D8 4 12 1D6+12 3D6

ALIGNMENT: NEUTRAL

FOUND IN: ANYWHERE

LAIR (80%) 5D12

WANDERING 1D10 25%

ATTACKS:
1-2 WEAPONS, SEE WEAPONEER

DESCRIPTION:
PALLID AND PEARLY, DRAGON-LIKE, ALIEN RACE, USUALLY FOUND TRAVELLING WITH MISCELLANEOUS MUTATED HUMAN GUARDS AND SLAVES. BASED ON "THE DRAGON MASTERS" BY JACK VANCE.

BATARANG

TYPE: ANIMAL

CREATED BY: HILDA HANNIFEN

HIT DICE CLASS MOVE FLY SWIM RANGE RANGE
1D6 2+2 12 1D6 2D6+6

ALIGNMENT: CHAOTIC

FOUND IN: DUNGEONS, MOUNTAINS, AIR

LAIR (40%) 1D6 60% C

WANDERING 1D6

ATTACKS:
1 VOICE, AS "FEAR SPELL"
2 CLAWS, 1D4

DESCRIPTION:
A BLACK, MONKEY-SIZED, BAT-WINGED CREATURE. ITS BODY IS COVERED WITH FUR AND IT HAS HANDS ON THE ENDS OF ITS WINGS. IN THE AIR ITS ARMOR CLASS IS 1, BUT ON THE GROUND ITS ARMOR CLASS IS REDUCED TO 6. WHEN IT ATTACKS, IT SPECIFICALLY GOES FOR THE HEAD OF ITS VICTIM. IF THE VICTIM DOES NOT HAVE SOME SORT OF HELMET, HIS ARMOR CLASS AGAINST THIS ATTACK IS 9.

WHEN FOUND IN ITS LAIR, THERE IS A 50% CHANCE THAT THERE WILL BE 1D3 BABY BATARANGS, WHICH CAN BE CAPTURED AND TRAINED TO SERVE.

*****

BATTLER

TYPE: GIANT ANIMAL

CREATED BY: STEVE PERRIN

HIT DICE CLASS MOVE FLY SWIM RANGE RANGE
(10-13)D6 2+2 12 1D6 2D6+6

ALIGNMENT: HUNGRY

FOUND IN: DUNGEONS, OPEN, WOODS, RIVERS

LAIR (20%) 1D4 20% A

WANDERING 1
BATTLER

ATTACKS:

2 FEET, 4D6
2 TRUNKS, 1D4 CONSTRUCTION
1 HORN, 1D12

DESCRIPTION:

FIFTEEN FEET TALL AT THE SHOULDER, THIS BEAST
RESEMBLES AN ELEPHANT WITH SIX LEGS. IT CAN FIGHT
WITH THE TWO FORWARD ONES. IF A TRUNK HITS,
THERE IS A 50% CHANCE THAT ONE OF THE VICTIM'S
ARMS WILL BE PINNED. THE BATTER WILL TRY TO IM-
PALE ANYONE IT CATCHES WITH ITS TRUNK ON THE HORN
ON ITS HEAD. IT IS HIGHLY CARNIVOROUS. THE
TREASURE IS FROM ITS PAST VICTIMS. UP TO FOUR
OPPONENTS CAN BE ENGAGED AT ONCE.

FROM "ESCAPE ORBIT" BY JAMES WHITE.

****

BEAR

CREATED BY: CHUCK CODY

TYPE: ANIMAL

HIT DICE CLASS MOVE FLY SWIM RANGE RANGE
(5-9)D8 5 8 4 1D8 2D6+6

ALIGNMENT: ANY, HUNGRY

FOUND IN: DUNGEONS, OPEN, WOODS, MOUNTAINS, RIVERS, SWAMPS

NUMBER PROBABILITY OF TREASURE AND TYPE

LAIR (10%) 1D4
WANDERING 1D4

ATTACKS:

DEPENDS ON TYPE (SEE BELOW)

DESCRIPTION:

ANY LARGE, Omnivorous BEAR, Usually WEIGHING IN AT
ABOUT 800 POUNDS. IN A LAIR, THE LARGEST WILL
BE THE MOTHER BEAR, THE REST WILL BE HER CUBS. IF
THE CUBS ARE ATTACKED, SHE FIGHTS AT +2 UNTIL SHE
IS KILLED. SMALL CUBS (LESS THAN SEVENTEEN
POINTS) MAY BE TAMED AND USED LIKE GUARD DOGS.

WHEN FOUND WANDERING, A SOLITARY BEAR WILL BE A
MALE AND HAS A +1 ATTACK. IF THERE ARE MORE THAN

ONE, THEN THE GROUP WILL EITHER BE A MOTHER BEAR
WITH HER CUBS OR A PROWLING GROUP OF BEARS LOOKING
FOR FOOD. BEARS ARE NOT SOCIAL ANIMALS AND DO NOT
WORK WELL TOGETHER.

THE SPECIFICATIONS VARY DEPENDING ON WHAT TYPE THE
BEAR IS:

BLACK OR BROWN BEAR:

5D8+6 HIT DICE
ARMOR CLASS 5
1 BITE, 2D6
2 CLAWS, 1D8
1 HUG, 3D6 (IF BOTH CLAWS HIT)

GRIZZLY BEAR:

7D8+7 HIT DICE
ARMOR CLASS 4
1 BITE, 2D8
2 CLAWS, 1D10
1 HUG, 3D10 (IF BOTH CLAWS HIT)

POLAR BEAR:

9D8+9 HIT DICE
ARMOR CLASS 3
1 BITE, 3D6
2 CLAWS, 2D6
1 HUG, 3D12 (IF BOTH CLAWS HIT)

****

BEAR, KODIAK

CREATED BY: CHUCK CODY

TYPE: ANIMAL

HIT DICE CLASS MOVE FLY SWIM RANGE RANGE
(1-14)D10+9 2 10 2D4 2D6+6

ALIGNMENT: ANY, HUNGRY

FOUND IN: DUNGEONS, WOODS, MOUNTAINS

NUMBER PROBABILITY OF TREASURE AND TYPE

LAIR (5%) 1D4
WANDERING 1D4

ATTACKS:

1 BITE, 3D6
2 CLAWS, 2D6
1 HUG, 4D10 (IF BOTH CLAWS HIT THE SAME TARGET)
**BEAR, KODIAK**

**DESCRIPTION:**

The largest of the bears, the kodiak is so ferocious that it will fight at full efficiency so long as it has one fourth of its hit points left.

The kodiak is a solitary animal. If more than one is found they will either be a mated pair or a female with cubs. If the cubs are attacked, the female fights at +2.

There is only a 50% chance that the bear will hug when it hits a victim with both paws. The hug begins on the next melee turn and the bear will continue to hug the victim until he dies, loses consciousness, or the bear is killed.

**BEE, KILLER**

**TYPE: INSECT**

**CREATED BY:** K. Jones

<table>
<thead>
<tr>
<th>Hit Points</th>
<th>Armor Class</th>
<th>Move</th>
<th>Fly</th>
<th>Swim</th>
<th>Range</th>
<th>Range</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>0</td>
<td>1</td>
<td>48</td>
<td>0</td>
<td>1D6+12</td>
<td></td>
</tr>
</tbody>
</table>

**FOUND IN:** Dungeons, Open, Woods, Swamps, Air

**Lair (20%)**

**NUMBER PROBABILITY OF TREASURE AND TYPE**

**Wandering**

1D4

**ATTACKS:**

1 Sting, 1 Point, plus 5% chance per sting of anaphylactic shock (see below)

**DESCRIPTION:**

A small bee which is highly aggressive and has a powerful venom. In case of shock, the victim must save vs. poison at -2 or die. Its armor class while on the ground is nine.

---

**BEETLE, GIANT STAG**

**TYPE: GIANT INSECT**

**CREATED BY:** Clint Bigglestone

<table>
<thead>
<tr>
<th>Hit Dice</th>
<th>Armor Class</th>
<th>Move</th>
<th>Fly</th>
<th>Swim</th>
<th>Range</th>
<th>Range</th>
</tr>
</thead>
<tbody>
<tr>
<td>8D8</td>
<td>3</td>
<td>6</td>
<td>1D3</td>
<td>2D6+6</td>
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<td></td>
</tr>
</tbody>
</table>

**ALIGNMENT:** Hungry

**FOUND IN:** Dungeons, Outdoors, Rivers, Swamps

**Lair (10%)**

**NUMBER PROBABILITY OF TREASURE AND TYPE**

**Wandering**

1D4

**ATTACKS:**

1 Bite, 3D10

**DESCRIPTION:**

A giant beetle, usually blue-black in color. It is seven to nine feet long with mandibles making up about two thirds of its length.

---

**BEETLE, GRINDER**

**TYPE: GIANT INSECT**

**CREATED BY:** Scott Mc Cartney

<table>
<thead>
<tr>
<th>Hit Dice</th>
<th>Armor Class</th>
<th>Move</th>
<th>Fly</th>
<th>Swim</th>
<th>Range</th>
<th>Range</th>
</tr>
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<tbody>
<tr>
<td>8D8</td>
<td>2</td>
<td>6</td>
<td>1</td>
<td>1D4+2</td>
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<td></td>
</tr>
</tbody>
</table>

**ALIGNMENT:** Any, Hungry

**FOUND IN:** Woods, Deserts, Air

**Wandering**

1D12

**ATTACKS:**

1 Mandible, 4D10

**DESCRIPTION:**

A large beetle about twenty-five feet long and twelve feet wide. It will not attack unless provoked or it encounters something edible.
### Behinder

**Type:** Miscellaneous  
**Created By:** Steve Henderson  
**HIT ARMOR DEX**  
- Hit: D8+6  
- Armor: 2  
- IQ: 20  
- DEX: 10  
**Class Move Fly Swim Range Range**  
- Class: 2  
- Move: 18  
- Fly: 18  
- Swim: 10  
- Range: 10  
**Alignment:** Hungry  
**Found In:** Dungeons, Outdoors, Rivers, Swamps, Cities  
**Lair (5%)**  
- Number: 1  
- Probability of Treasure and Type: 100% A  
**Wandering**  
- Number: 1  
**Description:**  
An indescribibly hideous creature. It is sensitive to ESP and telepathy and will not attack a party which is using either.  
It always attacks the last in line. The sight of the beast paralyzes or (if save vs. spells made) slows for one full turn. It will try to spirit away the last in line before anyone notices. It has the power to place the suggestion "fall behind" in its intended victim's mind (save vs. spell). It "hides in shadows" and "moves silently" like a master thief.  
From "Desrick on Yandro" by Manly Wade Wellman.

### Blast Puppy

**Type:** Animal  
**Created By:** Steve Perrin  
**HIT ARMOR DEX**  
- Hit: D8  
- Armor: 2+1  
- IQ: 10  
- DEX: 12  
**Class Move Fly Swim Range Range**  
- Class: 1  
- Move: 1D6  
- Fly: 2D6+6  
- Swim: 2D6+6  
**Alignment:** Hungry  
**Found In:** Dungeons, Outdoors, Rivers, Swamps, Cities  
**Lair (20%)**  
- Number: 1D4  
- Probability of Treasure and Type: 25% C  
**Wandering**  
- Number: 1  
**Description:**  
Huge, red amoeba-like creature from outer space. Cold immobilizes it as "damage" accumulates, but it regenerates three points per melee turn as it thaws. Other than that, it can only be affected by words of power, disintegrate, swords of cold, and holy swords.  
Based on the movie "The Blob".
ALL THE WORLDS' MONSTERS

BLOOD MOLD
TYPE: CLEAN-UP CREW
CREATED BY: HILDA HANNIFEN

<table>
<thead>
<tr>
<th>HIT</th>
<th>ARMOR</th>
<th>DICE CLASS</th>
<th>MOVE</th>
<th>FLY</th>
<th>SWIM</th>
<th>RANGE</th>
<th>RANGE</th>
</tr>
</thead>
<tbody>
<tr>
<td>8D8</td>
<td>7</td>
<td>8</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
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</tbody>
</table>

ALIGNMENT: HUNGRY
FOUND IN: DUNGEONS

LAIR (100%) 1 80% SEE BELOW

ATTACKS:
1 TOUCH, 2D8 PLUS SEE BELOW

DESCRIPTION:
A RED BLACK SUBSTANCE THAT LOOKS LIKE STICKY BREAD DOUGH. IT ENTERS THE BODY OF ANYONE TOUCHING IT AND DOES 2D8 POINTS OF DAMAGE PER MELEE TURN AFTER THE TURN IN WHICH IT ENTERS. THE DAMAGE DONE REPRESENTS THE PART OF THE VICTIM WHICH IS TURNED INTO BLOOD MOLD (A LA A GREEN SLIME). THOSE FAILING TO MAKE THEIR SAVING THROWS DIE INSTANTLY, OTHERWISE THEY TRANSFORM.

THE ONLY THINGS WHICH CAN AFFECT THE BLOOD MOLD ARE "FINGER OF DEATH" AND "DEATH" SPELLS (FOR WHICH IT GETS NO SAVE) AND MAGIC EDGED WEAPONS. THE MOLD CAN BE DEHYDRATED, IN WHICH CASE IT TURNS INTO A VERY FINELY GRANULATED RED POWDER WHICH IS EASILY DISTURBED AND STICKS TO ANYTHING MOIST OR GREASY. CONTACT WITH ANY FORM OF MOISTURE (SWEAT, STEAM, ETC.) WILL CAUSE THE POWDER TO BECOME LIVING BLOOD MOLD AGAIN. A "CURE DISEASE" WILL SLOW THE PROGRESS OF THE MOLD FOR TEN MINUTES.

THE BLOOD MOLD HAS NO TREASURE OF ITS OWN, BUT IT IS OFTEN USED BY OTHERS TO GUARD THEIR TREASURES.

BLOOD WORM
TYPE: ANIMAL
CREATED BY: DAVE HARGRAVE

<table>
<thead>
<tr>
<th>HIT</th>
<th>ARMOR</th>
<th>DICE CLASS</th>
<th>MOVE</th>
<th>FLY</th>
<th>SWIM</th>
<th>RANGE</th>
<th>RANGE</th>
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</thead>
<tbody>
<tr>
<td>(2-5)D8</td>
<td>7</td>
<td>3</td>
<td>6</td>
<td>1D6</td>
<td>2D6+12</td>
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</table>

ALIGNMENT: HUNGRY
FOUND IN: DUNGEONS, WATER, CITIES

LAIR (100%) 1D20 100% C WITH 3*SP AND 2*CP

ATTACKS:
1 SUCTION, 1 ENERGY LEVEL

DESCRIPTION:
NEARLY INVISIBLE, TRANSPARENT WORM FOUND IN WATER. WILL DRAIN 1 LEVEL PER MELEE TURN IF IT CAN ATTACH ITSELF TO A VICTIM (REGULAR HIT PROBABILITY). THERE IS A 5% CHANCE PER MELEE TURN OF FINDING ITS LOCATION ON THE VICTIM.

BLOODBOUNCER
TYPE: MISCELLANEOUS
CREATED BY: WAYNE SHAW

<table>
<thead>
<tr>
<th>HIT</th>
<th>ARMOR</th>
<th>DICE CLASS</th>
<th>MOVE</th>
<th>FLY</th>
<th>SWIM</th>
<th>RANGE</th>
<th>RANGE</th>
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<tbody>
<tr>
<td>1D4</td>
<td>7</td>
<td>18</td>
<td>1D6</td>
<td>4D6+8</td>
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</table>

ALIGNMENT: HUNGRY
FOUND IN: OPEN, MOUNTAINS

LAIR (25%) 2D10 100% B
WANDERING 2D10

ATTACKS:
2 BITES, 1D6

DESCRIPTION:
THIS THING CAN BEST BE DESCRIBED AS AN INSANE STIRGE AND A TRIBBLE, AND A SUPERBALL. IT DRINKS BLOOD AND WHEN IT HAS DONE EIGHT POINTS OF DAMAGE IT SPLITS IN TWO.

BLOODGRASS
TYPE: PLANT
CREATED BY: DAVE HARGRAVE

<table>
<thead>
<tr>
<th>HIT</th>
<th>ARMOR</th>
<th>DICE CLASS</th>
<th>MOVE</th>
<th>FLY</th>
<th>SWIM</th>
<th>RANGE</th>
<th>RANGE</th>
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<tbody>
<tr>
<td>(1-10)D8+1</td>
<td>6</td>
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</table>

ALIGNMENT: HUNGRY
FOUND IN: DUNGEONS, WATER, CITIES
ALL THE WORLDS' MONSTERS

BLOODGRASS

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

NUMBER PROBABILITY OF TREASURE AND TYPE
LAIR (100%) 1 100% A TIMES NUMBER OF DICE

ATTACKS:
1 SNAKE, ENERGY DRAIN

DESCRIPTION:
LOOKS LIKE THREE TO TWELVE INCH LONG STRANDS OF GRASS, FOUND IN PATCHES THREE TO THIRTY FEET IN DIAMETER. IT TWINES ABOUT THE FEET OF ANYONE STANDING STILL ON IT (STRENGTH 12 AND BELOW CANNOT BREAK FREE) AND SUCK VICTIM'S BLOOD AND ONE ENERGY LEVEL PER MELEE TURN. TREASURE IS AMONGST ITS ROOTS AND CONSISTS OF THAT BORN BY WHOEVER HAS BEEN SUCKED DOWN BEFORE.

BLOSSOMS OF PRIMORDIAL LIFE

TYPE: ENCHANTED PLANT

CREATED BY: DAN PIERSUN

HIT ARMOR
DICE CLASS MOVE FLY SWIM RANGE RANGE
1OD6 0 -4 1 1 18

ALIGNMENT: CHAOTIC, NEUTRAL
FIND IN: WOODS, SWAMPS

NUMBER PROBABILITY OF TREASURE AND TYPE
LAIR (40%) 1D100
WANDERING 1D100

ATTACKS:
1-2 WEAPONS, BY WEAPON TYPE PLUS 2D6
2 CLAWS, 1D8
1 BITE, 2D6

DESCRIPTION:
ENORMOUS FLOWERS WITH FLUTED BRONZE STEMS AND GREAT, LEANING, BEASTLIKE BLOSSOMS WITH CARMINE THROATS. THEY GROW IN CLUSTERS WITH AN OPEN SPACE (GEOMETRIC IN SHAPE) AT THE CENTER. EACH FLOWER HAS FOUR LONG, THIN, BRONZE TENDRILS AT THE POINT WHERE THE STEM MEETS THE GROUND. WHEN SOMEONE WALKS INTO THE CENTER OF A CLUSTER, THESE TENDRILS GRAB HIS LEGS, HITTING AS IF THE TARGET WAS ARMOR CLASS NINE. THE TENDRILS HAVE 12 HIT POINTS EACH AND CAN ONLY BE HIT BY +3 OR BETTER EDGED WEAPONS.

AFTER GRABBING THEIR VICTIM, THE TENDRILS BEND TO HIS FEET (IN 1-3 MELEE TURNS) AND MOVE SLOWLY UP HIS BODY (4-6 MELEE TURNS), COVERING HIM WITH THEIR CLOTHES. THE VICTIM'S CHANCE TO BREAK AWAY IS (STRENGTH/10)% AS THE NECTAR TOUCHES A PART OF THE BODY, IT PERMANENTLY BECOMES AS A PART OF A GREAT APE (NO SAVE). IF IT REACHES THE HEAD, THE MIND CHANGES (INTELLIGENCE 1D4, ETC.). A FULL WISH WILL REVERSE THE CHANGE.

SUGGESTED BY A MAL DWYB STORY BY CLARK ASHTON SMITH.

BLUE HORROR

TYPE: VANCE DRAGON

CREATED BY: DAN PIERSUN

HIT ARMOR
DICE CLASS MOVE FLY SWIM RANGE RANGE
7D8 0 18 1D6+12 1D6+14

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

NUMBER PROBABILITY OF TREASURE AND TYPE
LAIR (40%) 1D100
WANDERING 1D100

ATTACKS:
1-2 WEAPONS, BY WEAPON TYPE PLUS 2D6
2 CLAWS, 1D8
1 BITE, 2D6

DESCRIPTION:
"POISONOUS" BLUE IN COLOR. USUALLY LAIRS WITH OTHER VANCE DRAGONS AND USUALLY HAS A HUMAN MASTER (WHO HAS THE TREASURE). PREFERS TO USE AXES, MACES, AND CUTFASSES.

WHEN STRUCK BY A NORMAL WEAPON, THERE IS A 20% CHANCE THE WEAPON WILL BREAK; 20% FOR +1 WEAPONS, AND 10% FOR +2 WEAPONS. A WEAPON WHICH BREAKS DOES NO DAMAGE.

BASED ON "THE DRAGON MASTERS" BY JACK VANCE.
BLUE POOL HORROR
TYPE: CLEAN-UP CREW
CREATED BY: CLINT BIGGLESTONE
HIT ARMOR
DICE CLASS MOVE FLY SWIM RANGE RANGE
(7-8)D8 7 0 0 18
ALIGNMENT: HUNGRY
FOUND IN: DUNGEONS, OUTDOORS, SWAMPS, CITIES
LAIR (5%) 1 100% C
WANDERING 1
ATTACKS:
1 PSEUDOPOD, 1D5+4 ACID
DESCRIPTION:
GENETIC EXPERIMENT GONE WRONG. A BIG BLUE PUDDLE WHICH LOOKS LIKE A CALM POOL. IT HAS NO VISIBLE ORGANS, IT SENSES BY BODY HEAT. ANYONE KILLED BY IT, ADDING TO ITS DICE. IT IS IMMUNE TO EVERYTHING SAVE COLD AND FIRE (FROM WHICH IT ONLY TAKES HALF DAMAGE). IT CAN SHOOT ITS PSEUDOPOD UP TO FIFTEEN FEET. ITS ACID EATS EVERYTHING BUT STONE.

BROWN ICH
TYPE: CLEAN-UP CREW
CREATED BY: DENNIS O'BRIEN
HIT ARMOR
DICE CLASS MOVE FLY SWIM RANGE RANGE
7D8 4 0 0 0
ALIGNMENT: NONE
FOUND IN: DUNGEONS
LAIR (100%) 1 30% C
WANDERING 1D10
ATTACKS:
1 TOUCH, 2D6
DESCRIPTION:
LOOKS LIKE A BROWN BLOB WHICH LIES ACROSS DUNGEON CORRIDORS. ITS TOUCH DISSOLVES METAL BUT NOT WOOD OR STONE. IF STABBED, IT WILL CRAWL UP THE WEAPON AND ATTACK THE ONE HOLDING IT. IT IS VULNERABLE TO BOTH FIRE AND COLD (+1 FOR EACH DIE OF DAMAGE).

BLUTSCHINK
TYPE: ANIMAL
CREATED BY: KEN PICK
HIT ARMOR
DICE CLASS MOVE FLY SWIM RANGE RANGE
6D8 5 9 6 1D6 2D6
ALIGNMENT: HUNGRY
FOUND IN: DUNGEONS, WOODS, RIVERS, SWAMPS
LAIR (20%) 1D10 20% C
WANDERING 1D10
ATTACKS:
2 CLAWS, 1D9; IF BOTH HIT, HUGS FOR AN EXTRA 2D8
1 BITE, 2D4: PLUS 2D8 BLOOD DRAIN PER MELEE TURN;
40% CHANCE ON BITE ONLY, 70% CHANCE
IF ONE CLAW HITS AND IT BITES, 100%
IF HUG AND BITE

ALL THE WORLDS' MONSTERS
# Carnivorous Typo

**Type:** Animal  
**Created by:** Mark Swanson

<table>
<thead>
<tr>
<th>Hit Dice</th>
<th>Armor</th>
<th>IQ</th>
<th>Dexterity</th>
</tr>
</thead>
<tbody>
<tr>
<td>3d6</td>
<td>5</td>
<td>12</td>
<td>30</td>
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</table>

**Alignment:** Any  
**Found in:** Dungeons, outdoors, rivers, swamps, cities

<table>
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<tr>
<th>Lair (50%)</th>
<th>Wanderming</th>
<th>Number Probability of Treasure and Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>1d2</td>
<td>1d2</td>
<td>(50%)</td>
</tr>
</tbody>
</table>

**Attacks:**
- 1 Bite, 1d4 Continuous

**Description:**

The favorite pet of magic hating men and monsters, the Typo is two feet across with white and black swirls in its fur. It does not fly, it leaps. It has long limbs with which it can pin the arms of any human with strength 10 or less. It also has a long blood sucking tongue.

Its basic armor class is 5, but against magic weapons, missiles, or spells its armor class is zero. Its saving throw against spells is that of a tenth level fighting man and if it makes its save the spell is reflected back on the caster (no save). When it bites, its jaws lock (doing 10d6); then on every subsequent melee turn its tongue does 1d4 damage by draining blood. If the victim of a bite is a magic user, he must make a save vs. "Death" or he will lose one life level due to the blood drain.

When in battle it will attack magic users first, then clerics. It usually attacks the one with the highest level.

Any magic user who throws a spell in the presence of the Typo has a (spell level)/(mu level +3) chance of scrambling the spell. The spell will not work but he loses the appropriate number of spell points (or the use of the spell depending on what magic system is used).
ALL THE WORLDS' MONSTERS

CAT, CARRION  TYPE: ANIMAL
CREATED BY: STEVE PERRIN
HIT ARMOR
DICE CLASS MOVE FLY SWIM RANGE RANGE
1D4 0 18 1D6+4 18
ALIGNMENT: HUNGRY
FOUND IN: DUNGEONS, OUTDOORS, RIVERS, SWAMPS, CITIES
LAIR (60%) 1D20 50% C
WANDERING 1D8
ATTACKS:
2 CLAWS, 1D3 PLUS DISEASE
1 BITE, 1D4 PLUS DISEASE
DESCRIPTION:
A SCRUFFY LOOKING ALLEY CAT WHICH HATES WATER AND LOVES GARBAGE. ITS HIGH ARMOR CLASS IS DUE TO ITS EXTREME AGILITY, SO SUBTRACT 1 FROM WHAT IS NEEDED TO HIT IT FOR EVERY DEXTERITY POINT ITS OPPONENT HAS OVER TWELVE.

*****

CENTIPEDE, COPPER  TYPE: ENCHANTED MONSTER
CREATED BY: DAN PIERSEN
HIT ARMOR
DICE CLASS MOVE FLY SWIM RANGE RANGE
1D4 0 18 1D6+4 18
ALIGNMENT: CHAOTIC
FOUND IN: DUNGEONS, OUTDOORS
LAIR (50%) 1D4 100% D
WANDERING 1D3
ATTACKS:
2 PINCERS, 5D6 PLUS 2D6 POISON
1 BITE, 3D10
1 STING, 1D6 PLUS 5D6 POISON
DESCRIPTION:
A TWENTY FOOT LONG CENTIPEDE, COPPER WITH GEMS OF BRIGHTNESS FOR EYES. IT HAS TWO PINCERS IN FRONT AND A STING IN ITS TAIL. IT IS USUALLY FOUND UNDER THE GROUND. IT FEARS FIRE AND/OR STONE MONSTERS.

*****

CENTIPEDE, GIANT  TYPE: GIANT ARTHROPOD
CREATED BY: CHUCK CADY
HIT ARMOR
DICE CLASS MOVE FLY SWIM RANGE RANGE
1D4 (1-27)D6 2 8 1D4 2D6+6
ALIGNMENT: HUNGRY
FOUND IN: DUNGEONS, OUTDOORS, RIVERS, SWAMPS
WANDERING 1D4
ATTACKS:
1-14 ATTACKS, 1D6
DESCRIPTION:

*****

CHAMELEON, GIANT  TYPE: GIANT ANIMAL
CREATED BY: STEVE DAVIES
HIT ARMOR
DICE CLASS MOVE FLY SWIM RANGE RANGE
1D4 1D4 1D4
ALIGNMENT: HUNGRY
FOUND IN: DUNGEONS, WOODS
LAIR (25%) 1D6 50% 1
WANDERING 1D4
ATTACKS:
2 PINCERS, 5D6 PLUS 2D6 POISON
1 BITE, 3D10
1 STING, 1D6 PLUS 5D6 POISON
DESCRIPTION:
A TWENTY FOOT LONG CENTIPEDE, COPPER WITH GEMS OF BRIGHTNESS FOR EYES. IT HAS TWO PINCERS IN FRONT AND A STING IN ITS TAIL. IT IS USUALLY FOUND UNDER THE GROUND. IT FEARS FIRE AND/OR STONE MONSTERS.
CHAMELEON, GIANT

ATTACKS:
1 BITE, 1D8
2 CLAWS, 1D3

DESCRIPTION:
A GIANT CHAMELEON, ABOUT SIXTEEN FEET LONG. IT HAS SUCKERED FEET WHICH ALLOW IT TO CRAWL ALONG CEILINGS AS WELL AS FLOORS. ITS EYES CAN MOVE INDEPENDENTLY, SO IT IS VERY HARD TO SURPRISE (1 CHANCE IN 6).

IT ATTACKS BY SHOOTING FORTH ITS TONGUE UP TO TWENTY FEET (THE TONGUE IS VERY STICKY) AND PULLING ITS VICTIM'S IN TO BE BITTEN AND CLAWED.

THE CHAMELEON IS ABLE TO CHANGE ITS COLOR TO FIT ITS SURROUNDINGS SO THEY ARE VERY HARD TO SEE (TREAT AS INVISIBLE). IT USUALLY ATTACKS ITSELF TO A TREE OR THE CEILING AND THEN GRABS UNWARY VICTIMS WITH ITS TONGUE AS THEY PASS BELOW.

CHUNCHUN

CREATED BY: KEN PICK

HIT ARMOR
DICE CLASS MOVE FLY SWIM RANGE RANGE
4D8 4 24 1D6+12 2D6+6

ALIGNMENT: CHAOTIC, EVIL
FOUND IN: ANYWHERE

NUMBER PROBABILITY OF TREASURE AND TYPE
LAI8 (5%) 1D3 100% 1D6 ITEMS, NO WEAPONS
WANDERING 1D3

ATTACKS:
1 SPELLCAST
1 BITE (AS A LAST RESORT), 2D8

DESCRIPTION:
USES ANY OF THE ATTACK SPELLS AVAILABLE TO AN ELEVENTH LEVEL WIZARD WITH THE SAME SAVING THROWS REQUIRED. THE CHUNCHUN IS THE FAMILIAR OF A BRUJO (A CHILEAN WITCH) AND IS VISIBLE ONLY TO MAGIC USERS AS A HUGE HUMAN HEAD WITH WING-EARS. ITS CRY IS "TUE"; ELVES OR ANYONE WITH EQUIVALENT
COACHMAN OF DEATH TYPE: UNDEAD
CREATED BY: ROGER HARVEY

HIT ARMOR IQ DEXT.
DICE CLASS MOVE FLY SWIM RANGE RANGE
10D8+1 2+2 24 0 1D10+10 1D2

ALIGNMENT: CHAOTIC-EVIL
FOUND IN: OUTDOORS, CITIES

ATTACKS:
1 TOUCH, 1D6 PLUS SAVE VS. MAGIC OR TURN TO ZOMBIE
1 GLARE, SAVE VS. FEAR

DESCRIPTION:
AN UNDEAD HUMAN WEARING A BLACK, MONK-LIKE ROBE.
HIS FACE AND HANDS ARE LUMINOUS AND HIS EYES GLOW RED.
HE APPEARS DRIVING A COACH DRAWN BY SIX HORSES.
HIS TASK IS TO TAKE AWAY ONE MEMBER OF THE PARTY IN THE COACH AFTER TURNING HIM INTO A ZOMBIE.

HIS TREASURE IS THE ROBE OF FEAR THAT HE WEARS.
THE WEARER GAINS A FEAR SPELL IN HIS GAZE AND TURNS CHAOTIC-EVIL IN ALIGNMENT.

HE CANNOT FLY, BUT HE CAN HOVER OVER HIS VICTIM IF NEED BE.

COACHMAN OF DEATH'S HORSE TYPE: UNDEAD
CREATED BY: ROGER HARVEY

HIT ARMOR IQ DEXT.
DICE CLASS MOVE FLY SWIM RANGE RANGE
5D8+1 2 12 24 1D6+6 1D6+6

ALIGNMENT: CHAOTIC-EVIL
FOUND IN: OUTDOORS, CITIES, AIR

ATTACKS:
2 HOVES, 1D10
1 BREATHE, 1D4 PLUS PARALYZE

COACHMAN OF DEATH'S HORSE
DESCRIPTION:
ALWAYS FOUND DRAWING THE COACH C: THE COACHMAN OF DEATH. A JET BLACK PEGASUS WITH GLOWING RED EYES AND FLARING NOSE RILS THAT BREATHE A PARALYZING GAS UP TO SIX INCHES.

*****
CORRABIUS TYPE: ANIMAL
CREATED BY: SCOTT ARQUETTE

HIT ARMOR IQ DEXT.
DICE CLASS MOVE FLY SWIM RANGE RANGE
7D8 3 9 30 3D6 2D6+6

ALIGNMENT: NEUTRAL
FOUND IN: DUNGEONS, OPEN, WOODS, MOUNTAINS, CITIES, AIR

ATTACKS:
1 BITE, 1D8 PLUS 1D6 POISON
2 CLAWS, 1D6

DESCRIPTION:
ITS BODY IS COVERED WITH SCALES. IT IS QUITE INTELLIGENT, AND DUE TO ITS GREAT MUTABILITY, CAPABLE OF CROSSBREEDING WITH HUMANS, PRODUCING WERE-CORRABI.

THE OFFSPRING OF THE WERE-CORRABI, OR HUMAN OR CORRABI MATING WITH WERES, ARE EMPATHIC CORRABI - FRIENDS OF ANY ALIGNMENT.

ITS BITE IS EXTREMELY POISONOUS. IF A SAVE IS NOT MADE AND THE VICTIM HAS HITPOINTS REMAINING HE MUST MAKE A SAVE -2 VS. PARALYSIS OR BE PARALYZED.
CRAB, GIANT ALASKAN KING

TYPE: GIANT ARTHROPOD

CREATED BY: DENNIS O'BRIEN

HIT ARMOR
DICE CLASS MOVE FLY SWIM RANGE RANGE
4D8 2 1 3D6

ALIGNMENT: HUNGRY

FOUND IN: SEAS

WANDERING: 2D6

ATTACKS:

2 PINCERS, 2D6

DESCRIPTION:

A VERY LARGE CRAB, WITH LEGS EXTENDING ABOUT TWENTY FEET ACROSS. ANY VICTIM GRABBED BY ONE OF ITS PINCERS WILL BE CRUSHED AND THEN EATEN.

CRAWLER

TYPE: GIANT ARTHROPOD

CREATED BY: STEVE MARSH

HIT ARMOR
DICE CLASS MOVE FLY SWIM RANGE RANGE
4D8 4 1D4 1D6

ALIGNMENT: NEUTRAL

FOUND IN: SEAS

LAIR (60%) 2D6 100% ROLL FOR TYPE

WANDERING: 1D6

ATTACKS:

1 BITE, 1D8
2 LEGS, 1D4 PLUS KNocks VICTIM DOWN (20%)

DESCRIPTION:

RESEMBLES A MILIPede WITH ONE HUNDRED LEGS (ONLY THE FRONT TWO ARE USED FOR FIGHTING). THE LEGS ARE THREE TO FOUR FEET LONG.

ITS HIDE CAN BE MADE INTO GOOD ARMOR. THE CRAWLER'S TREASURE LIES HIDDEN WITHIN ITS VERY NARROW TUNNELS.

CROCOTTA

TYPE: ANIMAL

CREATED BY: STEVE DAVIES

HIT ARMOR
DICE CLASS MOVE FLY SWIM RANGE RANGE
1D8 -6 24 1D6 4D6+6

ALIGNMENT: NEUTRAL

FOUND IN: DUNGEONS, OPEN, WOODS, MOUNTAINS

LAIR (40%) 1D8 80% ROLL FOR TYPE

WANDERING: 1D4

ATTACKS:

1 BITE 4D10 PLUS 1D6 POISON
2 CLAWS, 1D8

DESCRIPTION:

THE CROCOTTA APPEARS AS A LARGE LION. IT HAS A VENOMOUS MOUTH WITH STRONG JAWS; IT CAN SNAP IN TWO ANY NON-MAGICAL WEAPON IT IS ABLE TO CATCH IN ITS JAWS, MAGICAL WEAPONS GET A SAVING THROW. IT CAN ALSO TEAR ARMOR APART IN THREE BITES AND SHIELDS IN TWO. MAGICAL ITEMS GET A SAVING THROW, SAVE MEANS THAT THE BITE ONLY DOES HALF DAMAGE, SO EVEN MAGICAL +3 ARMOR LASTS THROUGH ONLY AT MOST SIX BITES.

THE CROCOTTA’S STOMACH CONTAINS AN ALMOST UNIVERSAL SOLVENT, THE LINING OF THE STOMACH BEING ONE OF THE FEW THINGS THAT IT DOESN'T AFFECT.

CRUMBLER

TYPE: CLEAN-UP CREW

CREATED BY: DAVE HARGRAVE

HIT ARMOR
DICE CLASS MOVE FLY SWIM RANGE RANGE
(1-3)D6 2 6 1D3 2D6+6

ALIGNMENT: HUNGRY

FOUND IN: DUNGEONS

WANDERING: 1

ATTACKS:

1 SONIC; 2D6+1 FOR A RADIUS OF THIRTY FEET, OR 5D6 IN A DIRECTIONAL BEAM
### Crumbler

**Description:**
Looks like a pile of sand and moves by “flowing.” They are scavengers and love flesh which has been turned to rock. Medusae often keep them for janitorial service. Immune to fire, cold, paralysis or emotional/mental spells.

---

### Culverin

**Attacks:**
1. Spit (stone), 1D6
2. Claws, 1D3

**Description:**
An animated stovepipe. There is a 25% chance that the stone spit by the animal will hit the head of its target and knock him unconscious. From “Desrick on Yandro” by Manly Wade Wellman.

---

### Crystalloid

**Type:** Alien

**Created by:** Dave Hargrave

**Hit Armor Dice Class Move Fly Swim Range Range**

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<th>10-18</th>
<th>2</th>
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<td>Lair (20%)</td>
<td>1D4</td>
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<tr>
<td>Wandering</td>
<td>1D4</td>
<td>20%</td>
<td>F</td>
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**Attacks:**
1. Blow, 3D6

**Description:**
Crystalline humanoid. Invulnerable to fire, cold stoning and reverse stoning. Lightning will reflect off his facets in a random direction. He will always tell the absolute truth, as he sees it.

---

### Cyclops

**Type:** True Giant

**Created by:** Wayne Shaw

**Hit Armor Dice Class Move Fly Swim Range Range**

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<th>12D8</th>
<th>3</th>
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<td>Found In:</td>
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<tr>
<td>Lair (35%)</td>
<td>1D6</td>
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<td>G + 5000 GP Each</td>
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<tr>
<td>Wandering</td>
<td>1D6</td>
<td>40% B + 5000 GP Each</td>
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**Attacks:**
1. Club (or fist), 5D12

**Description:**
This is a tall, strong, one-eyed giant. He hits at -2 because of his lack of depth perception and he is very susceptible to having his eye put out.
DAUGHTER OF KALI
TYPE: HUMANOID
CREATED BY: MARK SWANSON

HIT DICE CLASS MOVE FLY SWIM RANGE RANGE
ARMOR 6D8 2 9 2D6+1 1D6+9

ALIGNMENT: CHAOTIC
FOUND IN: DUNGEONS, OUTDOORS, CITIES

NUMBER PROBABILITY OF TREASURE AND TYPE
WANDERING 1D6 100% D / 2

ATTACKS:
2 SWORDS, 1D6

DESCRIPTION:
APPEARS AS A BEAUTIFUL, RED-SKINNED HUMAN WOMAN WITH FOUR ARMS. SHE HAS 1D6+11 STRENGTH AND A 2D6+3 CONSTITUTION. THERE IS A 30% CHANCE THAT SHE WILL HAVE MAGICAL ARMOR (OVER AND ABOVE HER NATURAL ARMOR CLASS OF 2) AND A 40% CHANCE THAT SHE WILL CARRY A MAGICAL WEAPON.

THE BEST DESCRIPTION OF HER ALIGNMENT IS "PROBLEMD". SHE CAN OFTEN BE APPEASED BY A GIFT OF FRESHLY SPILED BLOOD IF PRESENTED POLITELY. IF APPEASED OR OVERAWED BY A FIGHTER, SHE WILL ACCOMPANY HIM UNTIL SHE IS SURE OF HIS BRAVERY. ONCE SHE IS SURE SHE WILL TAKE HIM AS A LOVER UNTIL SHE GETS PREGNANT. SHE WILL THEN DESERT HIM TO BEAR THE CHILD IN PRIVATE. THE CHILD WILL ALWAYS BE ANOTHER DAUGHTER OF KALI.

THE DAUGHTER OF KALI IS NEVER FOUND NEAR RUNNING WATER AND SHE CAN ONLY CROSS SUCH AT NIGHT.

*****

DAUGHTER OF KALI, ELDER
TYPE: HUMANOID
CREATED BY: MARK SWANSON

HIT DICE CLASS MOVE FLY SWIM RANGE RANGE
ARMOR (8-10)D8 2 12 2D6+4 1D6+12

ALIGNMENT: CHAOTIC
FOUND IN: DUNGEONS, OUTDOORS, CITIES

NUMBER PROBABILITY OF TREASURE AND TYPE
WANDERING 1 100% D
DAUGHTER OF KALI, ELDER

ATTACKS:
2 SWORDS, 1D8
2 DAGGERS, 1D4

DESCRIPTION:
A LARGER, MORE POWERFUL DAUGHTER OF KALI (WHICH SEE FOR GENERAL DESCRIPTION). THE ELDER DAUGHTER HAS SIX ARMS AND VERY OFTEN FIGHTS WITH TWO-HANDED SWORDS OR USES BOWS. THERE IS AN 80% CHANCE THAT SHE WILL HAVE A MAGIC WEAPON AND A 50% CHANCE FOR MAGIC ARMOR. USUALLY SHE SPENDS ANY COINS IN HER TREASURE FOR GEMS AND JEWELS.

IF SHE MAKES HER SAVE AGAINST "CHARM", "HOLD", ETC., THE SPELL IS TURNED BACK UPON ITS CASTER.

SHE ALWAYS BEARS TWIN CHILDREN, BOTH ELDER DAUGHTERS OF KALI. WHEN STILL NURSING, SHE WILL FIGHT ANY INTRUDERS TO THE DEATH AND DO DOUBLE DAMAGE.

THERE IS A 50% CHANCE THAT SHE WILL BE ACCOMPANIED BY 1D6 (JUNIOR) DAUGHTERS OF KALI.

IF PRESSED OR ON THE VERGE OF DEATH, THE ELDER DAUGHTER CAN LOOSE A PLAGUE OF "QUICK SMALLPOX", THIS KILLS IN 1D6 MELEE BOUNDS AND VICTIMS MUST SAVE VS. CURING SPELLS AND EQUIPMENT. PERSONS WITHIN TEN FEET OF THE ELDER DAUGHTER, A VICTIM OF THE POX, OR THE BODY OF A VICTIM LESS THAN TWO WEEKS OLD WILL CATCH THE DISEASE UNLESS THEY ROLL 4 BELOW THEIR CONSTITUTION OR LESS ON 1D20. IF THEY CATCH THE POX, ANOTHER ROLL MUST BE MADE TO SEE IF THEY SURVIVE IT. ANYONE WHO HAS SURVIVED THE POX WILL BECOME IMMUNE TO IT FOR THE REST OF HIS LIFE. THOSE WHO DO NOT DIE WILL BE HELPLESS, MAGICLESS, AND INFECTIOUS FOR TWO WEEKS (AS AFTER A "RAISED DEAD"). ALL DAUGHTERS OF KALI DIE WHEN EXPOSED TO THE POX.

DEATH ANGEL

NUMBER PROBABILITY OF TREASURE AND TYPE
LAIR (10%) 1D4 50% SEE BELOW
WANDERING 1D2 50% SEE BELOW

ATTACKS:
2-4 LIGHTNING BOLTS, (# OF HIT DICE)D8 DAMAGE

DESCRIPTION:
A SUB-AQUATIC CREATURE RESEMBLING A LARGE BLACK JELLYFISH. IT ATTACKS USING ELECTRICITY. THE NUMBER AND AMOUNT OF ATTACKS DEPEND ON THE SIZE AND NUMBER OF HIT DICE OF THE CREATURE. THE TREASURE IS INSIDE OF IT IN THE FORM OF LARGE PEARL-LIKE STONES FOUND IN THE DIGESTIVE AREA. THESE VARY IN SIZE AND NUMBER:
NUMBER OF STONES IS 4(# OF ATTACKS) + 10D6+10D6

ONLY FOUND UNDER WATER, NEVER NEAR THE SURFACE.

FROM "WICKER WONDERLAND" BY KIETH LAUMER.

DEATHWING

TYPE: ANIMAL

CREATED BY: STEVE HENDERSON

HIT DICE ARMOR IQ DEXT
CLASS MOVE FLY SWIM RANGE RANGE
(5-7)D8 3 6 18 1D4 1D6+12

ALIGNMENT: HUNGRY

FOUND IN: DUNGEONS, MOUNTAINS

NUMBER PROBABILITY OF TREASURE AND TYPE
LAIR (30%) 1D4 40% B
WANDERING 1D4 10% B

ATTACKS:
1 STING, 1D12 PLUS 6D8 POISON
1 BITE, 4D6 PLUS 8D10 POISON

DESCRIPTION:
A MAN-SIZED CROCODILE WITH WINGS, FANGS, AND A STINGER TAIL. IT IS CAPABLE OF CLOAKING ITSELF TO LOOK LIKE A ROCK, TREE STUMP, BUMP OR WALL, ETC. IT USES CLAIRVOYANCE WHEN OPERATING IN THE DARK AND IT CAN DIMENSION WALK AS THE PSIONIC POWER. IT IS IMMUNE TO WANDS AND STAVES.
DEMON, CLASS I ICE
TYPE: DEMON
CREATED BY: C. BIGGLESTONE & S. PERRIN

HIT ARMOR IQ DEXT.
DICE CLASS MOVE FLY SWIM RANGE RANGE
5D10 4+2 12 18 1D6+12

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

NUMBER PROBABILITY OF TREASURE AND TYPE
LAIR (50%) 1D3 75% REFEREE OPTION
WANDERING 1 50% REFEREE OPTION

ATTACKS:
1 TOUCH, 3D6
1 SPELL

DESCRIPTION:
APPEARS AS AN ICE WHITE, HUMAN MAGE IN ROBES OF ARMOR CLASS 4. IT IS A NECROMANCER AND HAS THE FOLLOWING SPELLS:

FIRST LEVEL:
- COLD SLEEP, READ MAGIC, READ LANGUAGES, ICE MISSILE.

SECOND LEVEL:
- ICE WEB, PHANTASMAL FORCES, ESP, KNOCK.

THIRD LEVEL:
- COLDSPHERE, COLD CONE, ICE LANCE.

FOURTH LEVEL:
- DIMENSION DOOR, WALL OF ICE, ICE STORM.

FIFTH LEVEL:
- TELEKINESIS, GATE OTHER ICE DEMONS (50% I, 30% II, 19%, III, 1% Ymir).

IT IS 60% MAGIC RESISTANT AND CAN ONLY BE HIT BY MAGIC WEAPONS.

NOTE: DAMAGE DONE BY ITS TOUCH CAN BE USED BY THE DEMON TO REGENERATE ITSELF BACK UP TO ITS MAXIMUM HITPOINT VALUE (50).

THERE IS A 50% CHANCE PER ITEM THAT IT WILL HAVE A RING ON EITHER HAND, A WAND, A DAGGER OF COLD, OR A MISCELLANEOUS MAGIC ITEM. THESE ITEMS WILL ONLY BE ONES USEABLE BY THE DEMON.
DEMON, CLASS III ICE  TYPE: DEMON
CREATED BY: C. BIGGLESTONE & S. PERRIN

<table>
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<tr>
<th>DICE</th>
<th>CLASS</th>
<th>MOVE</th>
<th>FLY</th>
<th>SWIM</th>
<th>RANGE</th>
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<td>16</td>
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ALIGNMENT: CHAOTIC, EVIL, CHAOTIC-EVIL
FOUND IN: ANYWHERE

LAIR (70%)  NUMBER  PROBABILITY OF TREASURE AND TYPE
WANDERING | 1  |

ATTACKS:
1 STAFF, 8D6+3 COLD
1 MIST, DEXTERITY LOSS

DESCRIPTION:
ROUGHLY MANLIKE (BUT TEN FEET TALL) CLOUD OF ICY MIST. THE EFFECT OF THE MIST IS FELT WITHIN FIVE FEET OF THE DEMON; IF SAVED VS. POISON NOT MADE, LOSE THREE POINTS OF DEXTERITY PER MELEE ROUND. IF SAVED IS MADE, THEN LOSE ONLY ONE POINT.

THE DEMON IS IMMUNE TO NORMAL WEAPONS AND MAGIC. A NINTH LEVEL PATRIARCH HAS A 5% CHANCE OF DISPELLING IT, WITH A 5% INCREASE PER LEVEL FOR THOSE OVER NINE, UP TO A MAXIMUM OF 50% MAGIC WEAPONS DO ONLY HALF DAMAGE EXCEPT FOR FIRE WEAPONS WHICH ARE HALF PLUS THREE POINTS. FIRE MAGIC DOES ONE EXTRA POINT DAMAGE PER DIE. NORMAL FIRE IS EXTINGUISHED BY THE MIST CLOUD.

THE DEMON HAS FOUR EVIL CLERICAL SPELLS FROM EACH CLERICAL SPELL TABLE, WHICH IT CAN USE THE NUMBER OF TIMES EQUAL TO THE REVERSE OF THE LEVEL (I.E. KILL FULLY ONCE, CAUSE LIGHT WOUNDS SEVEN TIMES, ETC.) A DAY. IT ALSO HAS A +3 STAFF OF STRIKING. THE GLARE FROM ITS ICY BODY GIVES IT THE +6 TO ITS ARMOR CLASS. IT CAN TRAVEL WITH WIND-WALK, AN ICY GUST THAT ACTS LIKE THE WOUND MADE BY A CLASS II ICE DEMON TO THOSE TOUCHED. ANY DAMAGE IT DOES CAN BE USED BY THE DEMON TO REGENERATE ITSELF BACK UP TO A MAXIMUM OF 120 HIT POINTS.

IT HAS A 75% CHANCE OF GATING IN OTHER ICE DEMONS (25% CLASS I, 35% CLASS II, 25% CLASS III, AND 15% YMR).

DEMON, GREATER  TYPE: DEMON
CREATED BY: WAYNE SHAW

<table>
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<tr>
<th>DICE</th>
<th>CLASS</th>
<th>MOVE</th>
<th>FLY</th>
<th>SWIM</th>
<th>RANGE</th>
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<td>30D8</td>
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</table>

ALIGNMENT: CHAOTIC
FOUND IN: ANYWHERE

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

ATTACKS:
1 TOUCH, 12D6

DESCRIPTION:
GENERALLY APPEARS AS A VERY UNIMPRESSIVE HUMAN AND USUALLY FOUND IN RUINS AND SUCH. IT CAN TELEPORT AND GATE AT WILL. IT CAN ALTER THE TEMPERATURE ONE DEGREE UPWARD OR DOWNWARD PER MELEE TURN, IN-CREASES IN A GEOMETRICAL PROGRESSION (2, 4, 8, 16, ETC.) COMPLETELY IMMUNE TO TEMPERATURE BASED WEAPONS. IT CAN SUMMON RANDOM CHAOTIC MONSTERS AT WILL. IT HAS THE POWERS OF A 30TH LEVEL MAGIC USER. SPELLS HAVE A 5% CHANCE OF AFFECTING IT AT TWELFTH LEVEL, VARYING UP FROM THERE. IT REGENERATES FIVE POINTS PER MELEE ROUND, EVEN IF KILLED BY ACID. REGENERATION CAN BE PREVENTED BY A CLERICAL OR PALADINIC DISPELLER. THE PER CENT OF SUCCESS IS BASED ON THE RATIO OF THE DISPELLER’S LEVEL TO THE DEMON’S.

DEMON, LESSER  TYPE: DEMON
CREATED BY: WAYNE SHAW

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<th>DICE</th>
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ALIGNMENT: CHAOTIC
FOUND IN: ANYWHERE

LAIR (20%)  NUMBER  PROBABILITY OF TREASURE AND TYPE
WANDERING | 1D2  |

PAGE 21
DEMON, LESSER

ATTACKS:
1 TOUCH, 6D6
1 +5 UNHOLY SWORD, 4D10

DESCRIPTION:
GENERALLY APPEARS AS AN EIGHT FOOT TALL, MUSCULAR HUMANOID WITH GLOWING RED EYES. IT CAN TELEPORT AND GAINlette AT WILL. IT IS COMPLETELY IMMUNE TO HEAT AND COLD. IT HAS THE SPELL USE OF A FIFTEENTH LEVEL MAGE, AND A "CONVINCING" SPELL THAT WORKS SOMEWHAT LIKE A SUGGESTION—UNLESS A SAVE IS MADE, THE VICTIM WILL BELIEVE ANYTHING THE DEMON SAYS. IT REGENERATES FOUR POINTS PER MELEE TURN, EVEN COMING BACK FROM DEATH BY ACID. HOWEVER, IF ITS BODY IS BATHED IN HOLY WATER, IT WILL STAY DEAD. MAGIC HAS A 5% CHANCE AT LEVEL 10.

DEMON, SERPENT (LESSER) TYPE: DEMON

ATTACKS:
1 BITE 3D10
3 TALON STRIKES 5D8
1 BREATH (SEE BELOW)

DESCRIPTION:
LOOKS LIKE A LARGE, RED DRAGON WITH GOLDEN TALONS AND WINGS. IT HAS THREE DIFFERENT BREATH ATTACKS, BUT CAN ONLY USE ONE AT A TIME. THEY ARE:
1. 16" BY 3' FOOT CONE OF FEAR, 5" LONG
2. 6" DIAMETER MISMA OF DISEASE, UP TO 4" AWAY
3. 16 MEELE TURNS OF PANIC, UP TO 3" AWAY
IT CAN GATE DEMONS OF UP TO FIFTH LEVEL. IT CAN BE SUBDUED AND WILL FAITHFULLY SERVE WHOEVER SUCCESSFULLY DOES.

DEMON, SERPENT KING (LEVEL VI) TYPE: DEMON

ATTACKS:
1 BITE, 3D10
3 TALON STRIKES, 5D8
1 BREATH (SEE BELOW)

DESCRIPTION:
LOOKS LIKE A LARGE, RED DRAGON WITH GOLDEN TALONS AND WINGS. IT HAS THREE DIFFERENT BREATH ATTACKS, BUT CAN ONLY USE ONE AT A TIME. THEY ARE:
1. 16" BY 3' FOOT CONE OF FEAR, 5" LONG
2. 6" DIAMETER MISMA OF DISEASE, UP TO 4" AWAY
3. 16 MEELE TURNS OF PANIC, UP TO 3" AWAY
IT CAN GATE DEMONS OF UP TO FIFTH LEVEL. IT CAN BE SUBDUED AND WILL FAITHFULLY SERVE WHOEVER SUCCESSFULLY DOES.
DEMUN, TWELFTH PLANE

ATTACKS:
2 CLAWS, 1D10
1 BITE, 1D12
1 WEAPON, BY WEAPON TYPE PLUS 1D10

DESCRIPTION:
A TALL, REPTILIAN, HUMANOID WITH TENDRILS GROWING OUT OF THE MUSTACHE POSITION. IT CAN BE SUMMONED (AFTER A LONG (SEVERAL DAYS) BUT SAFE "CONTACT HIGHER PLANE" SPELL) BY EXCHANGE OF 700 GP WEIGHT OF IRON (ABOUT 500 GP WORTH) FOR ITS SERVICE FOR ONE YEAR. THE CONTRACT IS IN THE NATURE OF A SERVANT, NOT A SLAVE. THE DEMON IS ABSOLUTELY LOGICAL. IT WILL ARGUE AND PROTEST UNREASONABLE ORDERS AND CAN GO HOME IF THE ORDERS ARE TRULY OUTRAGEOUS. IT WILL FOLLOW REASONABLE COMMANDS TO THE LETTER AND IS NOT BEYOND RATIONALIZING THEM TO THE MOST FORTUNATE INTERPRETATION FOR ITSELF. IT IS NOT ABSOLUTELY TRUTHFUL IF LOGIC DICTATES A LIE IS A BETTER IDEA.

A REGULAR WEAPON WILL BREAK IN ITS HANDS UPON USE, BUT A MASSIVE CLUB OR WEAPON OF +3 POTENCY OR BETTER WILL HOLD TOGETHER. IF A SHIELD IS USED, ITS BASIC ARMOR CLASS BECOMES 2+1. ITS DEXTERITY WILL ALSO ADD TO ITS ARMOR CLASS. THE TENDRILS AROUND ITS MOUTH DETECT EMOTION AND CAN BE USED TO DETECT LIES FROM LIVING CREATURES AND DETECT THE PRESENCE OF ENEMIES. VULNERABLE TO ANY ATTACK.

IT IS COLD-BLOODED AND REPTILIAN SO IT GOES TORPID IN TEMPERATURES BELOW FIFTY DEGREES FAHRENHEIT AND WILL FREEZE IF THE TEMPERATURE GETS BELOW THIRTY-TWO DEGREES. IT HAS -1 SAVE VS. ALL COLD AND COLD ATTACKS AND ALSO TAKES +1 DAMAGE FROM THEM. IT WILL EAT ANYTHING BUT ANOTHER OF ITS KIND, THOUGH IT IS GIVEN TO FOOD FADS IF CAREFULLY REASONED.

IT IS OFTEN FASCINATED WITH THE ILLLOGICALITY OF HUMANS.

FROM "THE FALLIBLE FIEND" BY L. SPRAGUE DE CAMPA

DOROHIME

ATTACKS:
2 BLOWS, 1D8 PER LEVEL (HIT POINT)
1 BALL OF FIRE, 1D8 PER LEVEL (NOT MAGICAL)

DESCRIPTION:
ONE OF THE "PETTY" DEVILS. IT RESEMBLES A JELLYFISH WITH TWO LARGE Sucker-TIPPED ARMS LIKE A SQUID'S; A RING OF EYES ALL AROUND THE BODY; AND A TUBULAR MOUTH. OFTEN USED TO GUARD THE TREASURE AND DWELLINGS OF DEMONS AND DEVILS.

IT ATTACKS BY: A TENTACLE BLOW OR BLOW FROM A HELD WEAPON, OR SPITS A BALL OF NON-MAGICAL FIRE. THE BALL OF FIRE HAS ONLY A 10% CHANCE OF HITTING THE FIRST TIME IT IS SPIT. THERE AFTER IT HAS THE REGULAR HIT PROBABILITIES.

WHEN KILLED THE DOROHIME EXPLODES INTO A BALL OF NON-MAGICAL FIRE, 5-25 FEET IN RADIUS (DEPENDING ON ITS SIZE). THE BALL DOES 1D8 PER LEVEL OF FIRE DAMAGE.

FROM "RAIDEEN", A TELEVISION CARTOON SERIES.

*****

DRAGON, CHROME

ATTACKS:
2 BLOWS, 1D8 PER LEVEL (HIT POINT)
1 BALL OF FIRE, 1D8 PER LEVEL (NOT MAGICAL)

DESCRIPTION:
ONE OF THE "PETTY" DEVILS. IT RESEMBLES A JELLYFISH WITH TWO LARGE Sucker-TIPPED ARMS LIKE A SQUID'S; A RING OF EYES ALL AROUND THE BODY; AND A TUBULAR MOUTH. OFTEN USED TO GUARD THE TREASURE AND DWELLINGS OF DEMONS AND DEVILS.

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WHEN KILLED THE DOROHIME EXPLODES INTO A BALL OF NON-MAGICAL FIRE, 5-25 FEET IN RADIUS (DEPENDING ON ITS SIZE). THE BALL DOES 1D8 PER LEVEL OF FIRE DAMAGE.

FROM "RAIDEEN", A TELEVISION CARTOON SERIES.
ALL THE WORLDS' MONSTERS

DRAGON, CHROME

CREATED BY: STEWART SPADA

NUMBER PROBABILITY OF TREASURE AND TYPE
LAIR (85%) 1D4 95% I OR BETTER + TECHNO.
WANDERING 1D4 30% TECHNOLOGICAL

ATTACKS:
1 BITE, 6D8
2 FORELIMBS, 4D8 PLUS 1D8 PER CLAW
3 BREATHS, "FLESH TO STONE" OR "CLOUDKILL!!" (SEE BELOW)

DESCRIPTION:
A VERY SHINY DRAGON WITH A HIGHLY POLISHED BODY.
LOOKING AT IT IN THE PRESENCE OF ANY BRIGHT LIGHT SOURCE (I.E. CLERICAL LIGHT, DAYLIGHT, ETC.)
BLINDS THE VIEWERS. THOSE NOT BLINDED STILL FIGHT AT -3 (AS THE LIGHT DIMS THEY WILL SLOWLY REGAIN
REMAIN USUAL ATTACK ABILITY).

ITS NORMAL BREATH IS "SMOG" WHICH CAUSES IRRITATION TO THE EYES, NOSE AND THROAT OF THOSE WHO IN-
HALE IT; IT ALSO CAUSES SLEEPINESS.

IT CAN INSTANTANEOUSLY TURN ITSELF INTO ANY MECH-
ANIZED ITEM (ROBOT, TANK, AIRPLANE, ETC.) WITH THE
APPROPRIATE ATTACKS. IT CAN SWITCH FORM FROM ONE
MACHINE TO ANOTHER AS IT DESIRES WITHOUT PASSING
THROUGH ITS DRAGON FORM. A "STEPHANSONLOCK" OR A
"JOEBLOCK" (HIGH LEVEL SPELLS INCREASING THE FRI-
CTION BETWEEN METAL PARTS, CAUSING THEM TO BECOME
IMMUNE) FORCES THE DRAGON TO RESUME ITS NORMAL
DRAGON SHAPE, BUT THESE SPELLS DO NOT DO THE DRAG-
ON ANY DAMAGE.

THERE IS A 90% CHANCE THAT THE DRAGON CAN TALK; A
15% CHANCE THAT IT WILL BE ASLEEP; AND AN 85%
CHANCE THAT IT WILL KNOW SPELLS OF UP TO SIXTH
LEVEL. ITS FAVORITE SPELLS ARE "STONE-FLESH",
"PASS-WALL", "WALL OF FIRE", "SLOW", "INVISIBILITY",
"VENTRALIGUOUS", AND "CHARM PERSON". VERY
OFTEN IT WILL KEEP CHARMED HUMANS AROUND AS WINDOW
DRESSING FOR ITS MECHANICAL FORMS.

THERE IS ONLY A ONE THIRD CHANCE OF IT BEING
NEUTRAL, OTHERWISE IT WILL BE CHAOTIC.

DRAGON, CRYSTAL

TYPE: DRAGON

CREATED BY: DAVE HARGRAVE

NUMBER PROBABILITY OF TREASURE AND TYPE
LAIR (35%) 2D4 50% H + 2
WANDERING 1D4

ATTACKS:
2 CLAWS, 1D4
1 BITE, 4D6
1 LASAR BEAM, 1D6 (ONCE A DAY)
1 BREATH, 1D6 FIRE (SEE BELOW)

DESCRIPTION:
AN AVERAGED SIZED DRAGON, SHINY RED IN COLOR. IT
IS IMMUNE TO FIRE, COLD, AND ALL FORMS OF PSIONIC
ATTACKS. IT HAS A 25% CHANCE OF BEING ABLE TO
TALK, A 15% CHANCE THAT IT WILL BE ASLEEP WHEN
FOUND, AND A 25% CHANCE THAT IT IS MAGIC RESIS-
TANT. IF IT CAN TALK, IT CAN USE ONE SPELL PER
HIT DICE PER DAY PLUS IT HAS A HOLD MONSTER SPELL.

ITS BREATH IS A TYPE OF FIRE THAT BURNS FOR 204
TURNS, DOING 1D8 DAMAGE PER MELEE TURN. THERE IS
A 10% CHANCE PER MELEE TURN OF PUTTING THE FIRE
OUT.

ITS LAIR MAY BE UNDERWATER.
**DRAGON, ROCK**

**ATTACKS:**
- 1 BREATH, (9-12)D8 depending on size, LAVA
- 2 CLAWS, 1D8

**DESCRIPTION:**
WINGLESS DRAGON BASED ON SILICON. THREE TIMES A DAY IT CAN SPIT A FIVE FOOT WIDE LINE OF LAVA UP TO SIXTY FEET. THERE IS A 50% CHANCE THAT IT CAN SPEAK AND A 50% CHANCE THAT IT WILL BE ASLEEP WHEN ENCOUNTERED. THERE IS A 25% CHANCE THAT IT CAN USE MAGIC UP TO FOURTH LEVEL, FOUR SPELLS FROM EACH LEVEL. IN ALL OTHER WAYS IT IS LIKE THE REST OF THE DRAGONS.

---

**DRAGON, WIND**

**TYPE:** DRAGON

**CREATED BY:** CLINT BIGGLESTONE

**HIT ARMOR**

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<th>HIT</th>
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<tr>
<td>(10-13)D8</td>
<td>2+2</td>
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**IQ**

12

**DEXT. RANGE**

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<th>MOVE</th>
<th>FLY</th>
<th>SWIM</th>
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<td>1D6+12</td>
<td>1D6+14</td>
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**ALIQUENT:** LAWFUL

**FOUND IN:** MOUNTAINS, AIR

**LAIR (35%)**

1D3 100% H

**WANDERING 1D3**

1 5% H

**ATTACKS:**
- 1 BREATH, "MASS CHARM" CLOUD (30 BY 50 FEET)
- 1 BREATH, INTEGRATE CLOUD (5 BY 60 FEET)
- 2 CLAWS, 1D12
- 1 BITE, 4D12

**DESCRIPTION:**
A LARGE DRAGON WHOSE COLOR SHIFTS FROM DARK GREY TO SKY BLUE, SEEMINGLY AT RANDOM. EACH BREATH ATTACK CAN BE USED THREE TIMES A DAY. THERE IS AN 85% CHANCE THAT IT TALKS, 10% CHANCE THAT IT WILL BE ASLEEP, AND A 75% CHANCE THAT IT CAN USE MAGIC (TWO SPELLS EACH, FIRST THRU SIXTH LEVEL). IT ALSO CAN USE "CONTROL WEATHER" ONCE A DAY WHETHER OR NOT IT CAN USE MAGIC.
ALL THE WORLDS' MONSTERS

EARTH MOLE
TYPE: DEMON, MINOR
CREATED BY: STEVE HENDERSON

HIT ARMOR
DICE CLASS MOVE FLY SWIM RANGE RANGE
(8-12)D8 4+3 3 1D6 1D3+9

ALIGNMENT: CHAOTIC
FOUND IN: DUNGEONS

LAIR (90%)
NUMBER PROBABILITY OF TREASURE AND TYPE
WANDERING 2D6 30% 0

ATTACKS:
2 PINCHERS, 1D12 PLUS ONE ENERGY LEVEL
1 GAZE, PARALYSIS IN A CONE (THREE TIMES A DAY)

DESCRIPTION:
A MINOR SORT OF EARTH DEMON. IT LOOKS LIKE AN
ALBINO MOLE WITH PINCHERS AND A SINGLE BIG EYE.

EBON DOOM
TYPE: DEMON
CREATED BY: CHUCK CODY

HIT ARMOR
DICE CLASS MOVE FLY SWIM RANGE RANGE
(10-17)D10 -1 10 0 2D6+8

ALIGNMENT: CHAOTIC-EVIL
FOUND IN: DUNGEONS, OUTDOORS, RIVERS, SWAMPS, CITIES
WANDERING 1

ATTACKS:
1 ATTACK, VARIES (SEE BELOW)

DESCRIPTION:
A DEAMON OF THE OUTER DARKNESS, IT RESEMBLES A
FLAT BLACK, MINDLESS ENERGY FIELD.

FOR ITS ATTACKS, ROLL A FOUR SIDED DIE:
1 - 2D8 PLUS BLINDNESS FOR 7 DAYS
2 - 2D8 PLUS INSANITY FOR 14 DAYS
3 - 1 ENERGY LEVEL PLUS COMA FOR 21 DAYS
4 - DEATH, SAVE AND LOSE 80% OF HIT POINTS
ALL THE WORLDS' MONSTERS

EBON DOOM

IF THE FIRST THREE ARE SAVED, THE EFFECT LASTS THAT MANY TURNS INSTEAD OF DAYS.

*****

ELEMENTAL, COLD

TYPE: ELEMENTAL

CREATED BY: DAN PIERSON

HIT ARMOR IQ DEXT.
DICE CLASS MOVE FLY SWIM RANGE RANGE

(6-18)D8 2 12 24 1D6+14 1D6+14

ALIGNMENT: ANY

FOUND IN: ANYWHERE

WANDERING: 1

ATTACKS:

1 ATTACK, 2D6 PLUS 1D8 VS. NON-COLD DWELLING OR USING CREATURES

DESCRIPTION:

IMMUNE TO WEAPONS BELOW +2. IT WILL PUT OUT ALL FIRES BELOW GREATER ELEMENTAL STRENGTH. LESSER FIRES WILL DISAPPEAR IN PANIC AT THE SIGHT OF THE COLD ELEMENTAL UNLESS PREVENTED BY MIGHTY (NINTH LEVEL) SORCERY. IT WILL CANCEL OUT A GREATER FIRE ELEMENTAL; BOTH WILL DISAPPEAR TO FIGHT IT OUT ON THEIR OWN PLAN, DOING 3D8 POINTS OF DAMAGE EACH (FIRE AND COLD) TO ALL IN A TEN FOOT RADIUS (NO SAVE). THE COLD ELEMENTAL CAN CROSS WATER.

*****

ELEMENTAL, DEATH

TYPE: ELEMENTAL

CREATED BY: MARK SWANSON

HIT ARMOR IQ DEXT.
DICE CLASS MOVE FLY SWIM RANGE RANGE

(6-12)D8 2 9 2D6 2D6+6

ALIGNMENT: CHAOTIC-EVIL

FOUND IN: DUNGEONS, CITIES

LAIR (50%) 100% A
def moulds

WANDERING: 1

ATTACKS:

3 BITES, 2D6-2D12 DEPENDING ON SIZE PLUS POISON AND DEATH

DESCRIPTION:

A FORM OF ELEMENTAL WHICH OPERATES THROUGH A HOST CREATURE. THE HOST CREATURE WILL RESEMBLE A NORMAL MEMBER OF ITS TYPE BUT WILL HAVE THREE SNAKE-LIKE HEADS. THE ELEMENTAL INCREASES THE HIT POINTS AND ARMOR CLASS OF ITS HOST. THE BASIC ARMOR CLASS IS 3 MINUS 1 FOR EACH HIT DIE THE ELEMENTAL HAS. THERE IS A TWO THIRDS CHANCE THAT AN ELEMENTAL IN ITS LAIR WILL HAVE HIGH LEVEL UNDEAD OF SOME KIND AS ASSISTANTS, SUCH UNDEAD CANNOT BE TURNED WHILE THE ELEMENTAL IS PRESENT.

WHEN A VICTIM IS FIRST BITTEN BY THE ELEMENTAL HE MUST MAKE A SAVING THROW AGAINST "DEATH" THEN ON THIS AND ON EVERY OTHER BITE A SAVE AGAINST POISON.

THE ELEMENTAL HAS THE SAME SAVING THROWS AS A (HIT DICE)+4 LEVEL FIGHTING MAN. IF THE SPELL WAS ONE WHICH ATTACKS ITS NATURE OR MIND ("POLYMORPH", "CHARM", ETC.) AND THE ELEMENTAL MAKES HIS SAVE, THEN THE CASTER MUST MAKE A SAVE AGAINST A "DEATH SPELL" OR DIE.

IT WILL VERY OFTEN HAVE LAWFUL WEAPONS OR MAGIC ITEMS IN ITS TREASURE. IT LIKES TO COLLECT THEM AND IF THEY HAVE ANY INTELLIGENCE THEY MAY GO MAD.

WHEN ITS PHYSICAL FORM IS KILLED, THE DEATH ELEMENTAL WILL SEEK A NEW HOST. AT THIS TIME A "DISPEL EVIL" CAN PERMANENTLY DESTROY IT. IT GETS THE SAME SAVING THROW AS ABOVE LESS 1 FOR EACH LEVEL THE CLERIC IS ABOVE EIGHTH. IF IT MAKES ITS SAVE, THE CLERIC MUST SAVE VS. DEATH OR DIE. PERSONS TOUCHING THE REMAINS OF A DEAD DEATH ELEMENTAL ARE PRONE TO BEING TAKEN OVER AS ITS NEW HOST. THEY MUST MAKE A SAVE VS. DEATH TO AVOID BECOMING ITS NEW HOST (CLERICS, GOOD LAWFUL RELICS, NON-HUMANS, ETC. GET SAVING BONUSES).

ONCE A DAY, IN EXTREME EMERGENCY, THE ELEMENTAL CAN TELEPORT ITSELF AND ITS HOST OUT OF DANGER. THIS IS USUALLY ONLY DONE TO GET AWAY WITH A NEW HOST.
ALL THE WORLDS' MONSTERS

ELEMENTAL, WOOD
TYPE: ELEMENTAL
CREATED BY: CHUCK CADY

HIT ARMOR
DICE CLASS MOVE FLY SWIM RANGE RANGE
(a-b)10 2 12 2D6 2D6+6

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

WANDERING 1
ATTACKS:
1 TOUCH, 3D6

DESCRIPTION:
THE WOOD ELEMENTAL CAN ONLY BE CONJURED FROM WOODEN OBJECTS. IT HAS THE SAME POWER TO ANIMATE AS AN ENT. WEAPONS MUST BE +2 OR BETTER TO HIT THE WOOD ELEMENTAL. IT IS IMMUNE TO FEAR, RESISTANT TO COLD; FIRE DOES HALF AGAIN DAMAGE, AND LIGHTNING DOES DOUBLE DAMAGE.

EZWAL
TYPE: ALIEN
CREATED BY: C. BIGGLESTONE & D. PIERSUN

HIT ARMOR
DICE CLASS MOVE FLY SWIM RANGE RANGE
(10-12)10 4 15 1D6+10 1D6+23

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

LAIR (15%) 1D6 100% B + 15% GEMS AND JEWELS
WANDERING 1D4 20% B

ATTACKS:
4 CLAWS, 5D6
1 BITE, 2D10

DESCRIPTION:
TELEPATHIC, 1500-2000 POUND, FURRY BLUE CARNIVORES WITH SIX LEGS AND EFFECTIVE CLAWS AND TEETH. USUALLY FOUND IN THE WILDERNESS AND OCCASIONALLY UNDERGROUND. VERY FAST WITH GIANT STRENGTH. DOES NOT LIKE MACHINERY, DOES LIKE OTHER EZWALS. BASED ON "WAR WITH THE RULL" BY A. E. VAN VogT.

EVIL SHARK
TYPE: UNDEAD
CREATED BY: STEVE MARSH

HIT ARMOR
DICE CLASS MOVE FLY SWIM RANGE RANGE
3D8 7 24 1D6+6 2D6+6

ALIGNMENT: EVIL
FOUND IN: SEAS

WANDERING 4D3 50% 1 CLERICAL MAGIC ITEM
ATTACKS:
2 BITES, 1D3+1 (AS KNIVES)
1 SPELL, EVIL CLERICAL

DESCRIPTION:
THE SHARK-SHAPED GHOST OF A LOW LEVEL, EVIL CLERICAL. IT HAS 1-3 SPELLS OF FIRST AND SECOND LEVEL.
FALCON, FIRE  TYPE: ANIMAL
CREATED BY: RICHARD HARVEY

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ALIGNMENT: NEUTRAL
FOUND IN: OUTDOORS, WATER, CITIES, AIR

LAIR (5%) 1D2 100%  A
WANDERING 1D2

ATTACKS:
1 BEAK, 1D4
2 CLAWS, 1D4 PLUS 1D4 FIRE

DESCRIPTION:
A GIANT FALCON WITH BURNING CLAWS. IT CANNOT BE TAMED AS A MOUNT BUT IT CAN BE USED AS A HUNTING BIRD. IT IS VERY FIERCE WHEN PROTECTING ITS YOUNG. IT AVOIDS LARGE PARTIES BUT WILL ATTACK SMALL ONES. IT IS IMMUNE TO FIRE AND LIGHTNING.

FEAR STALKER  TYPE: TRUE GIANT
CREATED BY: SCOTT MC CARTNEY

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ALIGNMENT: LAWFUL-EVIL
FOUND IN: DESERTS

LAIR (5%) 1D2 26% G
WANDERING 1D3

ATTACKS:
2 CLAWS, 1D8
1 BITE, 2D6
1 PSIONIC, "FEAR"

DESCRIPTION:
A GIANT, TWENTY-FIVE FOOT TALL, BIPEDAL REPTILE WITH A LARGE THREE-EYED HEAD. IT IS MORE INTELLI-
FEAR STALKER

GENT than mankind and humans are its favorite food.

The Stalker only attacks at night. Its "Fear" spell causes fear, uneasiness, and eventually the victim will flee blindly. It can also cause the shadows to move and assume fearful shapes. This power can be used by the Stalker to disguise its location. When the victim flees, there is a 90% chance that the shadows will cause him to flee right into the "arms" of the Stalker.

The Stalker is 50% magic resistant.

****

FIENK TYPE: VANCE DRAGON

CREATE BY: DAN PIERSON

HIT ARMOR IQ DEXT.
DICE CLASS MOVE FLY SWIM RANGE RANGE
9D8 0 12 1D6+8 1D6+8

ALIGNMENT: NEUTRAL
FOUND IN: DUNGEONS, OUTDOORS, RIVERS, SWAMPS, CITIES
LAIR (40%) NUMBER PROBABILITY OF TREASURE AND TYPE
WANDERING 5D12 100% A

ATTACKS:
1-2 Weapons, by weapon type plus 4D6
1 Bite, 3D6
1 Tail, 3D6

DESCRIPTION:
Blackish green in color. Lairs with other Vance dragons and normally has a human master. Prefers to use cutlasses, knives, axes and broadswords.

When struck there is a 45% chance that normal weapons will break; 30% for +1 weapons; and a 15% chance for +2 weapons. A weapon that breaks when striking the Fiend does no damage.

Based on "The Dragon Masters" by Jack Vance.

FIORN, SON OF DUNARTH TYPE: DEMI-GOD

CREATEBY: CLINT BIGGLESTONE

HIT ARMOR IQ DEXT.
DICE CLASS MOVE FLY SWIM RANGE RANGE
20D8 2+8 12 1D6+12 1D6+12

ALIGNMENT: NEUTRAL
FOUND IN: ANYWHERE
WANDERING 1 NUMBER PROBABILITY OF TREASURE AND TYPE

ATTACKS:
1 Flail, 7D4 plus 6D6 Lightning
ALL THE WORLDS' MONSTERS

FIORN, SON OF DUNARTH

DESCRIPTION:
A HORSEMAN, RIDING A HORSE OF THE EINHERIAR, WHO APPEARS WHEN SUMMONED. HE CARRIES A BLACK ROUND SHIELD WHICH HAS FIVE GOLD CIRCLES AND RIVETS OF WHITE BRONZE. HE WEARS A TUNIC OF BLACK HAIR AND CARRIES AN IRON FLAIL OF SEVEN CHAINS WITH SEVEN SPIKED KNOBS PER CHAIN. HIS HORSE IS BLACK WITH A GOLDEN MANE. HE IS AN EINHERIAR OF THE HERLATHING AND HE FIGHTS AS A TWENTIETH LEVEL LORD WITH 16(9-00) STRENGTH. HE IS IMMUNE TO FEAR, CHARMS, HOLDING, AND CONFUSION, AND HE HAS NATURAL TRUE SIGHT. WEAPONS MUST BE MAGICAL TO HIT HIM.

FROM "MOON OF GOMRATH" BY ALAN GARNER.

FLAT

TYPE: MISCELLANEOUS
CREATE BY: STEVE HENDERSON

HIT ARMOR IQ DEXT.
(6-10)D8 7 3 1D6 1D6+12

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

ATTACKS:
1 CONSTRUCTION, 1D6 PLUS SMOTHERS VICTIM IN 1D4+1 MELEE TURNS

DESCRIPTION:
A CHAMELEON-LIKE BLANKET ON THE GROUND, TAKING ON THE CONTOURS AND COLORATION OF WHATSOEVER IT COVERS. WHEN SOMEONE STEPS ON IT, IT ENFOLDS HIM AND TRIES TO SMOTHER HIM.

THE VICTIM HAS 1/12 CHANCE PER STRENGTH LEVEL PER TURN OF TEARING FREE. FIRST LEVEL IS OGRE (OR 16(9-00)) STRENGTH. A HILL GIANT HAS LEVEL TWO, ETC.

FROM "DESRICK ON YANDRU" BY MANLY WADE WELLMAN.

FURR FLYER

TYPE: MISCELLANEOUS
CREATE BY: BRAD HINKEL

HIT ARMOR IQ DEXT.
2D6 6 18 1D6 2D6+6

ALIGNMENT: EVIL, NEUTRAL
FIND IN: DUNGEONS, MOUNTAINS, DESERTS, AIR

ATTACKS:
1 +1 CLAW, 1D6+1
FURRED FLYER

DESCRIPTION:
A large ball of fur topped by three wings, each of which has a three-clawed hand. Its primary sense organ is its fur, which is very sensitive to motion. It is very strong, hence its +1 hit and damage and it is 25% magic resistant. It detects the use of magic or psionic energy in its immediate area.

The Furred Flyer is a silicon based form of life and is only found in areas where there is silicon in mineral form which it consumes for food.

*****

FURRED ONE
TYPE: MISCELLANEOUS

CREATED BY: BRAD HINKEL

HIT ARMOR IQ DEXT
DICE CLASS MOVE FLY SWIM RANGE RANGE
(5-10)D6 8 15 1D6 2D6+6

ALIGNMENT: EVIL, NEUTRAL

FOUND IN: DUNGEONS, MOUNTAINS, DESERTS

LAIR (50%) 1D8 75% E

WANDERING 1D2

ATTACKS:
3 +3 CLAWS, 1D6+3 OR BY WEAPON TYPE (+3)

DESCRIPTION:
Appears as a large ball of fur surrounded by six mechanical looking arms. Its only sense is via its fur, which is very sensitive. It detects motion with its fur better than humans do with their eyes. It can also detect magical and psionic energy, making it 50% resistant to these form of attacks. It stands on three of its legs.

The Furred One is amazingly strong, hence its +3 hit and +3 damage. It usually attacks with three weapons; any one-handed weapons or with stones to bash with. A Furred One will only rarely use missile weapons, though if needed it will throw a stone or spear.

*****

FURRED ONE

THE FURRED ONE IS A SILICON BASED FORM OF LIFE AND IS ONLY FOUND IN AREAS WHERE THERE IS SILICON IN MINERAL FORM WHICH IT CONSUMES FOR FOOD.

FURY
TYPE: DEMON

CREATED BY: DAVE HARGRAVE

HIT ARMOR IQ DEXT
DICE CLASS MOVE FLY SWIM RANGE RANGE
(4-6)D8+1 4 8 12 3D6 1D6+12

ALIGNMENT: CHAOTIC

FOUND IN: ANYWHERE

LAIR (30%) 2D10 100% C +1500GP EACH

WANDERING 1D10 50% C

ATTACKS:
1 CLAW 1D6
1 SCAVAGE, 1D3 PER TAIL

DESCRIPTION:
Looks like a gargoyle, but attacks elves on sight. The first attack will be an attempt to clamp its lower legs onto the victim. If successful, a 3-5 tailed Scourge will automatically hit; each tail of the Scourge has a 25% chance of striking with no effect. The Claws need the usual numbers to hit.
ALL THE WORLDS' MONSTERS

GARANHIR

TYPE: GOD

CREATED BY: CLINT BIGGLESSTONE

HIT ARMOR IQ DEXT
50D10 2+8 24 1D6+18 1D6+18

ALIGNMENT: NEUTRAL

FOUND IN: ANYWHERE

NUMBER PROBABILITY OF TREASURE AND TYPE

WANDERING

ATTACKS:

2 HANDS 50D10
1 SET OF ANTLERS, 5D12
1 FEAR SPELL
1 CONFUSION SPELL

DESCRIPTION:

A SEVEN FOOT TALL, DARK-EYED, RED-HAIRED MAN, USUALLY NUDE, WITH THE ANTLERS OF A STAG. HE IS THE LEADER OF THE HURLATHING. HE IS IMMUNE TO CHARMS, HOLDS, FEAR, AND CONFUSION AND RESISTS OTHER MAGE MAGIC LIKE A BALROG. HE IS COMPLETELY IMMUNE TO ALL CLERICAL AND DRUIDICAL SPELLS. HE MAY ONLY BE HIT BY MAGICAL WEAPONS. HE HAS NATURAL TRUE SIGHT, SEES INVISIBLE, AND RECOGNIZES MOST MAGIC AT A GLANCE. HIS FEAR AND CONFUSION SPELLS ARE NATURAL POWERS AND MUST BE SAID AT -6. HE APPEARS WHEREVER SUMMONED.

ALSO NAMED "GORLASSAR".

FROM "MOON OF GOMRATH" BY ALAN GARNER.

*****

GARGOYLE, STONE

TYPE: ENCHANTED MONSTER

CREATED BY: DAN PIERSUN

HIT ARMOR IQ DEXT
4D8 1 9 15 1D6+6 1D6+12

ALIGNMENT: CHAOTIC

FOUND IN: DUNGEONS, CITIES

NUMBER PROBABILITY OF TREASURE AND TYPE

LAIR (80%) 4D20 80% A
WANDERING 1D20 50% A
ALL THE WORLDS' MONSTERS

GARGOYLE, STONE
ATTACKS:
2 CLAWS, 1D6
1 BITE, 2D6
1 HORN, 2D4
DESCRIPTION:
SIMILAR TO A NORMAL GARGOYLE, BUT IMPERVIOUS TO FIRE, COLD, AND FEAR. ITS MIND IS COMPLETELY BLANK WHEN IT IS NOT MOVING.

GATHERER ABOVE TYPE: MISCELLANEOUS
CREATED BY: STEVE HENDERSUN
ATTACKS:
2 TENTACLES, 4D6
DESCRIPTION:
A VERY LARGE FLYING BEAST. OFTEN RIDDEN BY ORCS, TROLLS, AND THE LIKE. IT LOOKS LIKE A BALLOONED CIGAR WITH LARGE WHITE EYES AND DANGLING TENTACLES. IT IS IMMUNE TO CHARMS, HOLDS, AND PSIONIC ATTACKS.

GELEATINOUS BLUE HORROR TYPE: CLEAN-UP CREW
CREATED BY: H. HANNIFEN & D. PIERSUN
ATTACKS:
2 BLOWS, 2D6
1 BREATH, BLACK SLEEP (SEE BELOW)
DESCRIPTION:
OLDER BROTHER TO THE DJINN. A MALE (75%) OR FEMALE (25%) OF EXCEEDINGLY GOOD LOOKS. IT HAS +3 SAVES VS. MAGIC, BUT IS -1 VS. CLERICAL SPELLS. IT CAN POLYMORPH AT WILL OR TAKE ASTRAL FORM.
ALL THE WORLDS' MONSTERS

GENIE!

Can only be hit by magic weapons. It dislikes clerics and efreetts.

It can use five spells of up to fifth level, three times a day. Black sleep is a sort of super sleep spell, capable of affecting any one target regardless of its level (saving throw vs. magic applicable).

*****

GETEIT CHEMOSIT

Type: Robot

Created by: Scott Mc Cartney

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<td>18</td>
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Alignment: Lawful-Evil

Found in: Dungeons, outdoors, cities

Wandering: 1D8

Attacks:

1 Force Axe, 2D10 plus automatic critical hit

Description:

A large, black automaton; seven to eight feet in height with a totally featureless head except for three yellow eyes set in an isosceles triangle.

Its force axe treats all non-magically armored targets as armor class 9. Magical armor acts as AC 9 plus whatever plusses the armor has. Non-magical weapons do only half damage to the geteit chemosit and it is immune to all vorpal attacks except a "mace of battering" which will stun it 1D10 melee turns. It is also immune to psionic attacks and it 50% magic resistant.

Any victim killed by a geteit chemosit will have his brain removed and destroyed, making resurrection impossible.

Also called a "brain stealer".

From "Pastel City" by M. John Harrison.

GHOST, SILVER

Type: Undead

Created by: Jerry Jacks

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<td>D6</td>
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<td>8</td>
<td>3D6 1D6+12</td>
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Alignment: Lawful-Evil

Found in: Anywhere

Lair (90%): 1D6 75% C

Wandering: 1D6 50% C

Attacks:

2 "bare hands", 1D6 plus 1 life energy

Description:

A ghost wearing a silver sheet. Any life energies it drains are transferred to itself, restoring all of its hit points. If it already has all of its hit points, then the drain is wasted and does not affect the ghost.

*****

GHOUl, COLONY

Type: Humanoid

Created by: Steve Marsh

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<th>Dext.</th>
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<td>10</td>
<td>1D6 1D6+3</td>
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Alignment: Evil

Found in: Dungeons

Wandering: Number probability of treasure and type

Number of Magic Pearls

Attacks:

1 Touch, Paralyze

Description:

A cold, rubbery creature with long limbs. It travels with a warlock wraith as his servant. If either the wraith or his servants are in danger of losing their life, the wraith will give "knowledge of life level increase" or some of the magic pearls he always carries.
ALL THE WORLDS' MONSTERS

GHoul, Colony

The Wraith has at least five spells of either a Mage or an evil high priest (Referee's choice).

The Ghoul has strength 1D3+15 instead of the usual 3D6.

*****

GHoul, Gillbering

Type: Humanoid

Created by: Steve Marsh

Hit  IQ  Dext.
DICE  CLASS  MOVE  FLY  SWIM  RANGE  RANGE
(2-8)D8  6   10  3D6  3D6

Alignment: Chaotic

Found in: Dungeons

Wandering: 1

Attacks:
1 Bite, 1D4 plus 1-4 depending on size
2 Claws, 1D2+1 - 1D4+2 depending on size
1 Touch Paralyze 1-20 turns depending on size
1 Dagger, 1D4 plus life drain

Description:
A High Level Ghoul. Its favorite victims are clerics and is as a seventh level monster in resisting their spells. It is rubbery and very strong. It cannot wear magic or silver or iron. These items cause it pain and can be used to subdue it. It will serve if subdued.

Smaller Gillbering Ghoul are slower and have an armor class of seven.

*****

GIANT, Hell

Type: True Giant

Created by: Clint Bigglestone

Hit  IQ  Dext.
DICE  CLASS  MOVE  FLY  SWIM  RANGE  RANGE
15D10  2+2  15  24  1D6+6  1D6+12

Alignment: Chaotic

Found in: Dungeons, Deserts, Cities

Giant, Hell

Number  Probability of Treasure and Type
Lair (50%)  1D4  50% H
Wandering  1D4

Attacks:
1 Flaming weapon, double weapon type plus 50% fire
1 spell (see below)

Description:
A fifteen foot tall, flaming, hideous winged giant. Spawn of a fire elemental mating with a balrog. It may use one of the following spells per turn: Fireball, Wall of Fire, Cone of Fire, or Fire Lance. cold does +1 damage to it. It resists magic like a balrog. It hates fire giants and will attack them on sight.

*****

GLTh

Type: Humanoid

Created by: Stewart Levin

Hit  IQ  Dext.
DICE  CLASS  MOVE  FLY  SWIM  RANGE  RANGE
4D8  6  12  18  2D6+8  1D4+16

Alignment: Evil

Found in: Dungeons, Open, Woods, Deserts, Swamps

Laft (30%)  1D3  90% A plus 10% technological
Wandering  1D10  50% A

Attacks:
2 Heavy Weapons, by weapon type
1 Visual, Hypnosis (see below)

Description:
Six feet tall, tough scaly skin, no visible nose or ears (just holes in both places). Dull lashless eyes. Its strength is 18(94)*.

The eyes are its main weapon in that if a victim looks into them, he is automatically hypnotised and will approach the glith unless the hypnotism is broken by a loud noise or by damage occurring to the victim. If the hypnotism is broken, the glith still gets the first attack on the victim. If it
GLITH

HITS, THEN THE DAMAGE IS CRITICAL. THE CHANCES OF LOOKING INTO A GLITH'S EYES ARE:
- FIGHTERS - 1/2;
- CLERICS - 1/3;
- MAGES - 1/6.
(This pertains to all subclasses also)
CHARACTERS MUST TEST EACH MELEE TURN. IF A CHARACTER IS ONCE CAUGHT AND SUCCESSFULLY BREAKS THE HYPNOSIS, HE WILL NOT LOOK INTO THE GLITH'S EYES AGAIN.

BASED ON "HIERO'S JOURNEY" BY STERLING E. LANIER

GOBLIN, GLASS

TYPE: HUMANOID
CREATED BY: SEAN CLEARY

ALIGNMENT: NEUTRAL
FIND IN: DUNGEONS, DESERTS, SWAMPS, CITIES

NUMBER PROBABILITY OF TREASURE AND TYPE
LAIR (15%) 10D20 50% SEE BELOW
WANDERING 20D20 10% SEE BELOW

ATTACKS:
1 WEAPON, BY WEAPON TYPE

DESCRIPTION:
LOOKS LIKE A GOBLIN MADE OF GLASS, BUT THE "GLASS" IS RIGID ENOUGH TO RESIST PENETRATION AND FLEXIBLE ENOUGH TO RESIST BLOWS. ONLY A CRITICAL WOUND CAN HURT IT, IN WHICH CASE IT SHATTERS COMPLETELY.

FOR CRITICAL WOUND TABLES, CONSIDER THAT ITS ARMOR CLASS IS TEN MINUS ITS MONSTER LEVEL. THE "GLASS" IS FLEXIBLE ENOUGH SO THAT THE GOBLIN IS QUITE SUPPLE IN ITS MOVEMENTS.

IT CARRIES FIVE TWO HANDED SWORDS AND A PAIR OF "GLASS" BOWS WITH A QUIVER OF ARROWS FOR EACH.

THERE IS A 5% CHANCE PER STRIKE OF THE SWORD SHATTERING.

ITS TREASURE CONSISTS OF A BAG OF VERY SPECIAL SAND (SEE BELOW). ADDITIONALLY IT MAY HAVE TYPE 1 TREASURE. IF THERE IS ANY MAGIC IN THE TREASURE THERE IS AN 80% CHANCE THAT IT WILL HAVE 1D4 FIRE BALL WANDS.

GOBLIN, GLASS

THE GOBLIN IS VERY SILENT AND VERY GOOD AT HIDING IN SHADOWS SINCE IT IS NEARLY INVISIBLE.

ITS STRONGEST MOTIVE IS SEX. IT BREEDS BY FORMING A CIRCLE WITH THREE OTHERS. THEY BEGIN A CHANT, AT THE HIGH POINT THEY EACH FIRE THEIR FIREBALL WANDS AT A BAG OF SPECIAL SAND IN THE CENTER OF THE CIRCLE. THE SAND FUSES INTO NEW GOBLINS.

THEY SPEND A GOOD DEAL OF THEIR TIME ACQUIRING THIS SPECIAL SAND AND THE FIRE BALL WANDS THEY NEED FOR THIS PROCESS, THOUGH THEY WILL USE THE WANDS IN BATTLE IF NEEDED. OFTEN FOUND WITH FIRE BREATHING CREATURES WHICH AID THEM IN REPRODUCING.

THERE IS THE SAME CHANCE FOR HIGHER LEVEL NON-GLASS GOBLINS (MAGIC USERS AND FIRE ORIENTED MONSTERS) AS THAT FOR A BANDIT HOARD.

GOLEM, DIAMOND

TYPE: ENCHANTED MONSTER
CREATED BY: WAYNE SHAW

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

NUMBER PROBABILITY OF TREASURE AND TYPE
WANDERING 1

ATTACKS:
1 FIST (CLUB), 5D12

DESCRIPTION:
THIS GOLEM CAN ONLY BE HURT BY +4 WEAPONS. DARKNESS SLOWS IT 50% AND DOES 3D6 DAMAGE, LIGHT REPAIRS IT. IT CAN EMANATE A BLINDING FLASH OF LIGHT ONCE PER FULL TURN.
ALL THE WORLDS’ MONSTERS

GOLEM, DUST
TYPE: ENCHANTED MONSTER
CREATED BY: JERRY JACKS
HIT ARMOR POINTS CLASS MOVE FLY SWIM RANGE RANGE
10 DEXT 10 DEXT
20 2+2 4 1D8 1D6+12
ALIGNMENT: NEUTRAL
FOUND IN: DUNGEONS, OUTDOORS, CITIES
ATTACKS:
2 PUNCHES, 1D10
DESCRIPTION:
THIS GOLEM BEGINS AS A COLUMN OF DUST IN A MANLIKE SHAPE. ONCE HE BEGINS TO FIGHT HE CHANGES INTO OTHER TYPES OF GOLEMS, GAINING ALL THE ABILITIES OF THE NEW TYPE. ON THE SECOND MELEE TURN HE BECOMES A FLESH GOLEM, ON THE THIRD A STONE GOLEM, ON THE FOURTH AND SUBSEQUENT TURNS HE BECOMES AN IRON GOLEM. IF KILLED HE REVERTS TO HIS DUST GOLEM FORM.

****

GOLEM, GLASS
TYPE: ENCHANTED MONSTER
CREATED BY: WAYNE SHAW
HIT ARMOR POINTS CLASS MOVE FLY SWIM RANGE RANGE
70 3 5 10D6 2D4+6
ALIGNMENT: LAWFUL, CHAOTIC, NEUTRAL
FOUND IN: DUNGEONS, OUTDOORS, RIVERS, SWAMPS, CITIES
ATTACKS:
1 HAND (CLUB), 3D10
DESCRIPTION:
THIS TYPE OF GOLEM CAN BE HIT BY +1 BLUNT WEAPONS, OR +2 SHARP WEAPONS; COLD AND FIRE WILL CAUSE DAMAGE IF THROWN AT THE SAME TIME. PYROTECHNICS

GOLEM, GLASS
TYPE: ENCHANTED MONSTER
CREATED BY: JERRY JACKS
REPAIR IT. IT CAN TURN INVISIBLE AND ATTACK FOR THREE MELEE TURNS OUT OF EACH FULL TURN BEFORE BECOMING VISIBLE AGAIN. ON ANY TURN IN WHICH IT IS INJURED, ANYONE WITHIN TWO INCHES HAS TO SAVE VS. DRAGON BREATH OR SUFFER 2D8 DAMAGE.

*****

GOLEM, GOLD
TYPE: ENCHANTED MONSTER
CREATED BY: JERRY JACKS
HIT ARMOR POINTS CLASS MOVE FLY SWIM RANGE RANGE
10 DEXT 10 DEXT
6D6 2 4 1D8 1D6+12
ALIGNMENT: NEUTRAL
FOUND IN: DUNGEONS, CITIES
ATTACKS:
2 PUNCHES, 3D10 PLUS 2D10 (SECOND TURN) PLUS 1D10 (THIRD TURN)
DESCRIPTION:
A GOLEM OF MOLten GOLD. EACH OF ITS PUNCHES LAYS MOLten GOLD ON THE VICTIM WHICH DOES FURTHER DAMAGE ON THE NEXT TWO MELEE TURNS.
"COLD" SLOWS IT; ALL ENERGY SPELLS RESTORE IT; "FIRE" SPELLS INCREASE ITS TEMPERATURE FOR 1D8 TURNS CAUSING IT TO HIT FOR DOUBLE DAMAGE. ALL OTHER SPELLS HAVE NO EFFECT.
ANY WEAPONS WHICH HIT IT BECOME COVERED WITH A LAYER OF MOLten GOLD WHICH INCREASES THE WEIGHT OF THE WEAPON. THE INCREASED WEIGHT CAUSES WHOEVER WEAVS THE WEAPON TO BE "SLOWED" BY LOSING 1D6 FROM HIS DEXTERITY AS LONG AS THE LAYER OF GOLD REMAINS ON THE WEAPON.

PAGE 38
GOLEM, GREEN SLIME  TYPE: ENCHANTED MONSTER
CREATED BY: DAVE HARGRAVE
HIT  ARMOR  IQ  DEXT.
POINTS CLASS MOVE FLY SWIM RANGE RANGE
64  2  6  0  2D6+6
ALIGNMENT: ANY
FOUTD IN: DUNGEONS, OUTDOORS, SWAMPS, CITIES
LAI (50%)  1D10  100% A
WANDERING  1D4
ATTACKS:
1 HIT, 2D12 PLUS CONTINUOUS GREEN SLIME DAMAGE ON ALL FOLLOWING TURNS

DESCRIPTION:
A SPECIALY PROTECTED AND ENSORCELLED GREEN SLIME. IT IS IMPERVIOUS TO CUTS OR CHOPS AND TAKES HALF DAMAGE FROM FIRE, COLD, AND LIGHTNING. DISINTEGRATE REGENERATES ITS DAMAGE, FLESH TO STONE SLOWS IT FOR ONE MELEE TURN PER CASTER'S LEVEL. ANYONE HIT HAS GREEN SLIME ON THEM (USE “BLACKMOOR” HIT LOCATION TABLE TO FIND WHERE IT LANDED). STRICTLY USED AS A TREASURE GUARD OR WANDERING PATROL. AS EOR IT WILL BE “PROGRAMMED” AS IT HAS NO INTELLIGENCE OF ITS OWN.

GOLEM, ICE  TYPE: ENCHANTED MONSTER
CREATED BY: STEVE HENDERSON
HIT  ARMOR  IQ  DEXT.
POINTS CLASS MOVE FLY SWIM RANGE RANGE
70  2+2 8  0  2D6
ALIGNMENT: NEUTRAL
FOUTD IN: ANYWHERE
WANDERING  1
ATTACKS:
1 BLOW, 3D12
1 BREATH, 8D6 COLD IN A SPHERE WITH A 5' RADIUS

DESCRIPTION:
A GOLEM MADE OF ICE WHICH CAN ONLY BE HIT BY MAGIC WEAPONS OF +3 OR BETTER. ALL WEAPONS SAVVE THOSE OF COLD OR FIRE FREEZE WHEN THEY FIRST TOUCH THE GOLEM. THERE IS A 25% CHANCE PER BLOW THAT A FROZEN WEAPON WILL SHATTER. THE WEAPON STAYS FROZEN FOR ONE HOUR. FIRE SLOWS THE ICE GOLEM, COLD REGENERATES ITS DAMAGE.

GOLEM, QUICKSILVER  TYPE: ENCHANTED MONSTER
CREATED BY: WAYNE SHAW
HIT  ARMOR  IQ  DEXT.
POINTS CLASS MOVE FLY SWIM RANGE RANGE
55  3  7  1D3  2D6+6
ALIGNMENT: LAWFUL CHAOTIC NEUTRAL
FOUTD IN: DUNGEONS, OUTDOORS, RIVERS, SWAMPS, CITIES
WANDERING  1
ATTACKS:
1 CLUB (FIST), 4D6

DESCRIPTION:
AFFECTED BY +2 BLUNT WEAPONS. COLD SLOWS HIS MOVEMENT 50%. HEAT IMMOBILIZES HIM FOR ONE TURN. DAMAGE DONE TO HIM CAN BE REPAIRED WITH A SLOW SPELL. HE CAN DOUBLE HASTE HIMSELF FOR THREE MELEE TURNS OUT OF EVERY FULL TURN.

GOLEM, RADIIUM  TYPE: ENCHANTED MONSTER
CREATED BY: DAN PIERSUN
HIT  ARMOR  IQ  DEXT.
POINTS CLASS MOVE FLY SWIM RANGE RANGE
60  2  6  1D4  1D6+6
ALIGNMENT: NEUTRAL
FOUTD IN: ANYWHERE
### ALL THE WORLDS' MONSTERS

#### GOLEM, RADIUM

<table>
<thead>
<tr>
<th>WANDERING</th>
<th>NUMBER</th>
<th>PROBABILITY OF TREASURE AND TYPE</th>
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<tr>
<td>1D4</td>
<td>95%</td>
<td>OR BETTER</td>
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#### GOLEM, TAR

**DESCRIPTION:**

An eight foot tall golem made of tar with a thin non-tar crust over its entire body. Its hands and feet are solid lumps. Its crust is usually covered with dust, painted, or otherwise disguised.

**ATTACKS:**

- **1 HIT, 2D8 PLUS 3D8 RADIATION**

**DESCRIPTION:**

Glowing green golem. Affected only by +2 magic weapons. Cold slows 50% for 3 melee rounds. Radiation restores damage. Fire either has no effect or if greater than golem's hit points has a 10% chance of destroying him, doing 2D100 points of poison damage to all within a sixty foot radius.

- **POISON DAMAGE:**
  - Does automatic 2D6 points of poison damage to all within 15 feet. Can breathe a one inch square of radium gas three times a day, doing 1D6 points of radiation damage. Poison damage done by the golem will continue to do 2D4 points/slow/full turn until cure disease, neutralize poison, and regenerate are done.

- **THE GOLEM WILL NOT BLOW UP, POWERFUL SPELLS USED TO CREATE IT PREVENT THIS FROM HAPPENING.**

- **MANUALS OF RADIUM GOLEMS ARE USEABLE ONLY BY THOSE WHO CAN ALREADY USE NINTH LEVEL SPELLS AND DO NOT PROVIDE THE NEEDED AMOUNT OF RADIUM (ABOUT 400 TO 600 POUNDS ARE NEEDED, ONE HIT POINT PER TEN POUNDS).***

---

#### GOLEM, TAR

**TYPE:** ENCHANTED MONSTER

**CREATED BY:** HILDA HANNIFEN

<table>
<thead>
<tr>
<th>HIT POINTS</th>
<th>CLASS</th>
<th>MOVE</th>
<th>FLY</th>
<th>SWIM</th>
<th>RANGE</th>
<th>RANGE</th>
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<tr>
<td>45</td>
<td>7</td>
<td>4</td>
<td>9</td>
<td>1D4+8</td>
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</table>

**ALIGNMENT:** CHAOTIC, NEUTRAL

**FOUND IN:** ANYWHERE

**LAIR:** (95%) 1D4 95% I OR BETTER

**WANDERING:** 1D2 30% I

**ATTACKS:**

- **2 HANDS, 2D6**
- **1 HUG, STICKS TO ITS BODY (SEE BELOW)**

---

**NOTES:**

- Cold of forty points or less slows the tar golem. For every ten points over 40, the golem will stop for one melee turn and will take full damage. Fire cancels the effects of cold on the golem.

- The golem is immune to all other magical and clerical spells.

- There is a 15% chance that a being with storm giant strength can remove a stuck weapon, melting the golem will also release the weapons, but there is a 60% chance that the golem will restore 1-45 points. Weapons that have been removed have a 30% chance of sticking again unless properly cleaned.

- If the golem gets a hit, the victim must make a saving throw, based on his dexterity, or he will be pulled in and hugged to the golem's body, where he will stick. A golem can automatically hit any victim stuck to its body, or it can ignore him and try to hit someone else. Victims stuck to its body suffer 1D6 suffocation damage per turn.
ALL THE WORLDS' MONSTERS

GOLEM, TAR

There is a 50% chance that the victim can pull free, losing only some skin, but there is a 10% chance that pulling free will tear off more than the surface flesh.

Golem, Wood

Type: Enchanted Monster

Created by: Wayne Shaw

Hit Points: 45
Armor Class: 7
Move: 7
Fly: 7
Swim: 103
Range: 2d6+6

Alignment: Lawful Chaotic Neutral

Found in: Dungeons, Outdoors, Rivers, Swamps, Cities

Description:

A winged man with thievish capabilities. Its favorite form of attack is to jump on passersby from above. It has the ability of a tenth level thief. It is usually chaotic (75%).

The gondor has a slight telepathic ability which works only on fighters. This ability lets it anticipate the fighter's attack and so when facing a fighter its Armor Class is 2. All other attacks are as against Armor Class 9. The telepathy also gives them +6 attack probability when attacking any fighter, normal when attacking non-fighters.

Goo Tree

Type: Plant

Created by: K. Jones

Hit Points: 6d8
Armor Class: 7
Move: 0
Fly: 0
Swim: 0
Range: 1d6+12

Found in: Open, Woods

Attacks:

1-20 branches (see below)

Description:

A twenty-five foot tall tree with 10-20 independently mobile branches, each tipped with a huge spathulate leaf covered with a spicy aromatic goo which is incredibly sticky. Anyone hit by one of them becomes attached and is immediately hoisted twenty feet into the air. Here the goo continues to spread about the victim with a cumulative 8% chance per melee round. Only a remove curse or ammonia can remove the victim from the tree's clutches. If the victim is armed, he can still fight the tree, but he hits at -4.

From "SYMBIOTICA" by Eric Frank Russell.
**Gremlin, Gnarled**

**Type:** Humanoid

**Created by:** Steve Marsh

<table>
<thead>
<tr>
<th>Hit</th>
<th>Armor</th>
<th>IQ</th>
<th>Dext</th>
</tr>
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<tbody>
<tr>
<td>(4-12)D6</td>
<td>1</td>
<td>12</td>
<td>16</td>
</tr>
</tbody>
</table>

**Alignment:** Chaotic

**Found in:** Dungeons, seas

**Lair:** (50%) 40D10 100% Magic

**Wandering:** 40D10 100% Magic

**Attacks:**
- 6 clubs, 4 points
- 2 knives, 1D3+1
- 1 touch, 1D10 plus one life energy
- 1 psychic, 100 psionic points

**Description:**

Found deep underground in the area about the sunless sea. It is blind but it "sees" with sonar. It attacks demons and elder gods on "sight". It fears the light. It cannot speak, but all gremlins are connected with a sort of mass-mind. It has grey, raspy, sharklike skin and seven limbs, three arms and four legs. It can regenerate up to ten points per melee turn.

Its treasure consists of magic pearls which it gathers from the sunless sea. If mounted on a staff, the pearl turns it into a staff of wizardry with fifty charges.

**Fangron**

**Type:** Giant Animal

**Created by:** Scott Mc Cartney

<table>
<thead>
<tr>
<th>Hit</th>
<th>Armor</th>
<th>IQ</th>
<th>Dext</th>
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<tbody>
<tr>
<td>(2-10)D6+2</td>
<td>2</td>
<td>5</td>
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</table>

**Alignment:** Hungry

**Found in:** Anywhere

**Lair:** (20%) 1D3 100% C + 2000GP each

**Wandering:** 1

**Attacks:**
- 6 tentacles, (2-5)D6 depending on size
- 1 smoke, obscures victim's vision

**Description:**

Giant octopus capable of walking on two specially adapted tentacles and fights with the other six. Can "swim" through the earth at two inches per turn.
ALL THE WORLDS' MONSTERS

HAIRY HOWLER
TYPE: GIANT-TYPE

CREATED BY: SCOTT MC CARTNEY

HIT DICE CLASS MOVE FLY SWIM RANGE RANGE
ARMOR 4D8 6 12 3 2D6 3D6

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

LAIR (30%) 10D20 25% A*2
WANDERING 10D6 5% A

ATTACKS:
2 CLAWS, 1D4 OR 1 WEAPON, BY WEAPON TYPE
1 BITE, 1D3 PLUS 25% CHANCE THAT IT IS DISEASED

DESCRIPTION:
A NINE FOOT TALL CROSS BETWEEN A MAN AND A BABOON.
IT IS COVERED WITH FILTH AND OCCASIONALY THE CARRIER OF DISEASES. ITS FAVORITE FOOD IS HUMAN FLESH AND ITS FAVORITE WEAPON IS A GIANT MEAT CLEAVER; IF USED THE CLEAVER HAS +4 HIT AND +5 DAMAGE DUE TO THE HOWLER'S IMMENSE STRENGTH.
FROM "HERO'S JOURNEY" BY STERLING LANIER.

*****

HEAVY TROOPER
TYPE: HUMAN

CREATED BY: DAN PIERSON

HIT DICE CLASS MOVE FLY SWIM RANGE RANGE
ARMOR 5D8 0 9 1D6+7 1D6+10

ALIGNMENT: NEUTRAL
FOUND IN: ANYWHERE

LAIR (40%) 20D10
WANDERING 4D6

ATTACKS:
1 SWORD, 1D6 + 1D10
1 KICK, 1D8
1 PISTOL (SEE BELOW)
ALL THE WORLDS' MONSTERS

HEAVY TROOPER

DESCRIPTION:
A LARGE AND HEAVY SET HUMANOID. HE WEARS BLACK AND BLUE SCALE ARMOR WITH A BLACK CAPE AND BOOTS.

HE CARRIES A BASIC HEAVY TROOPER PISTOL WHICH FIRES TWENTY EXPLOSIVE BULLETS, DOING 4D6 DAMAGE EACH. IT HAS 2/3 THE RANGE AND ACCURACY OF AN ARQUEBUS.

BASED ON "THE DRAGON MASTERS" BY JACK VANCE.

HELL FLOWER

NUMBER PROBABILITY OF TREASURE AND TYPE
LAIR (100%) 1D4 80% 1
ATTACKS:
1 ENERGY DRAIN OF 1 LIFE LEVEL PER MELEE ROUND

DESCRIPTION:
LARGE RED AND PURPLE BLOSSOM ON A LONG (TWO FEET PER HIT DIE) PURPLE-BROWN STEM.

IT WILL ATTEMPT TO ATTACH ITSELF TO A VICTIM AND ENTWINE AROUND ITS VICTIM. TO BREAK FREE, THE VICTIM MUST SAVE VS. A SEVENTH LEVEL SPELL FROM A CASTER LEVEL EQUAL TO THE FLOWER'S HIT DICE WITH A -2 CHANCE TO SAVE PER TURN IT IS ATTACHED. THE VICTIM MUST THEN MAKE A SUCCESSFUL OPENING ROLL.

THE FLOWER DRAINS ONE LIFE LEVEL PER TURN IT IS ATTACHED AFTER THE FIRST. FOR EVERY LIFE LEVEL DRAINED, THE FLOWER WILL GROW ONE DIE. WHEN IT REACHES THIRTEEN DICE, IT WILL SPLIT INTO A SEVEN DIE FLOWER AND A SIX DIE FLOWER; THE SEVEN DIE FLOWER WILL REMAIN ATTACHED.

THE CHANCE OF PULLING THE FLOWER OUT OF THE GROUND IS 1/8 TIMES THE LEVEL OF GIANT STRENGTH (17=90%=1). THERE WILL 100-400% OF THE FLOWERS LEVEL IN MONSTERS ATTACHED TO THE ROOT. THEY WILL BE FREE AND CAN ATTACK SEPARATELY.

BASED ON A CONAN STORY BY ROBERT E. HOWARD.

HEFFALUMP

TYPE: CLEAN-UP CREW

created by: STEVE HENDERSON

hit armor
DICE CLASS MOVE FLY SWIM RANGE RANGE
(9-12)D6 2+4 3 1D3+6 1D3+9

alignment: neutral

found in: Dungeons

number probability of treasure and type
wandering 1D3

attacks:
2 tentacles, 8D10
1 bite, 1D12

description:
AN ELEPHANT-SIZED CREATURE BUILT LIKE A CENTIPEDE WITH ROUGH GREY SKIN. IT IS A SCAVENGER BUT IS WILLING TO FIGHT. IT IS IMMUNE TO LIGHTNING, FIRE, AND SPOKEN SPELLS.

HORNED BELLOWER

TYPE: ANIMAL

created by: STEVE HENDERSON

hit armor
DICE CLASS MOVE FLY SWIM RANGE RANGE
12D8 2+7 9 1D3+6 1D3+9

alignment: chaotic

found in: Dungeons, Open, Woods, Deserts, Rivers, Swamps

number probability of treasure and type
lair (25%) 1D3 100% A

wandering 1D3
ALL THE WORLDS' MONSTERS

HORNED BELLOWER

ATTACKS:
1 HORN, 4D6 VORPAL
1 BELLOW, 2D6

DESCRIPTION:
A MAN-SIZED, ONE-HORNE D TRICERATOPS. IT IS IMMUNE TO COLD AND REGENERATES LIKE A TROLL. IT CAN DETECT TREASURE AND WILL SEEK IT OUT.

HORSE OF THE EINHERIAR TYPE: ELEMENTAL

CREATED BY: CLINT BIGGLESTONE

HIT ARMOR IQ DEXT
1D10 2+4 18 30 1D6+4 1D6+14

ALIGNMENT: NEUTRAL

ATTACKS:
1 BITE, 1D12
2 HOOVES, 4D8

DESCRIPTION:
A POWERFULL HORSE RIDEN BY GODS AND DEMI-GODS. IT IS ACTUALLY A WIND ELEMENTAL IN THE SHAPE OF A HORSE. IT CAN ONLY BE HIT BY MAGICAL +2 WEAPONS OR BETTER AND IS IMMUNE TO CHARMS, HOLDING, FEAR, AND CONFUSION. IT ALSO HAS TRUE SIGHT.

FROM "MOON OF GOMRATH" BY ALAN GARNER.

HOUND, DEATH TYPE: ANIMAL

ATTACKS:
1 BITE, 1D6

DESCRIPTION:
A LARGE, WIRE-HAIRED MASTIFF WHICH IS USUALLY RABID AND ATTACKS LIKE A BESERKER WOLF WITH +2 HIT PROBABILITY. IT IS INTENSELY LOYAL TO ITS MASTER. ITS "HAIR" IS REALLY METALLIC WIRE.

THE NEUTRAL SPECIES OF DEATH HOUND LOOKS VERY SIMILAR TO THE CHAOTIC BUT IS NEVER RABID. THIS SPECIES ARE CALLED "HADES" HOUNDS. THE LAWFUL TYPES ARE LIGHTLY COLORED AND CALLED "KILL" HOUNDS.

HOUND, HADES TYPE: ANIMAL

CREATED BY: WAYNE SHAW

HIT ARMOR IQ DEXT
1D8 2 12 1D6+12

ALIGNMENT: CHAOTIC

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

LAIR (40%) 2D3 100% E

WANDERING 2D3

ATTACKS:
3 BITES, 2D4
3 BREATHS, SAME NUMBER OF HIT POINTS AS THE HOUND, HALF THAT AMOUNT IF SAVING THROW MADE

DESCRIPTION:
LOOKS LIKE AN EXCEPTIONALLY LARGE, THREE-HEADED HELL HOUND. THE LEFT HEAD BREATHES CHLORINE GAS, THE CENTER FIRE, AND THE RIGHT ACID.

ALSO CALLED CERBERUS HOUND.
<table>
<thead>
<tr>
<th>NAME</th>
<th>TYPE</th>
<th>CREATED BY</th>
<th>HIT ARMOR</th>
<th>DICE CLASS</th>
<th>MOVE</th>
<th>FLY</th>
<th>SWIM</th>
<th>RANGE</th>
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<tr>
<td><strong>Hound, Night</strong></td>
<td>Animal</td>
<td>Dave Hargrave</td>
<td>5D8+1</td>
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<td>2D6</td>
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<td><strong>Alignment:</strong></td>
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<td><strong>Found In:</strong></td>
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<tr>
<td><strong>Lair:</strong></td>
<td>(15%)</td>
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<td>6D20</td>
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<td><strong>Wandering:</strong></td>
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<td><strong>Attacks:</strong></td>
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<td>1 Bite, 1D8</td>
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<td><strong>Description:</strong></td>
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<td>Black hound (as in Greyhound) with red eyes; impervious to fire and fear. Hunts down to kill all lawful beings. Based on &quot;The Night Land&quot; by William Hope Hodgson.</td>
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| **Hound, North**      | Animal     | Chuck Cady          | (1-4)D8+4 | 4          | 14   | 2D4 | 2D6+6|       |       |
| **Alignment:**        | Chaotic-Evil|                    |           |            |      |     |      |       |       |
| **Found In:**         | Dungeons, Outdoors, Rivers, Swamps, Cities       |                     |           |            |      |     |      |       |       |
| **Lair:**             | (30%)      |                     | 20D6      |            |      |     |      |       |       |
| **Wandering:**        | 2D8        |                     |           |            |      |     |      |       |       |
| **Attacks:**          |            |                     | 1 Bite, 1D6 |           |      |     |      |       |       |
| **2 Claws, 1D6**      |            |                     | 1 Breath, 4D6 Fire (three times a day) |           |      |     |      |       |       |
| **2 Spells, "Fear" and "Paralysis"** |            |                     | A hell hound with the special powers of a phase spider. It can become ethereal at will, but must become material in order to breathe its fiery breath. The maximum range of the breath is twenty feet. |           |      |     |      |       |       |

| **Hound, Rock**       | Animal     | Clint Biglestone    | (3-7)D6   | 4          | 12   | 1D4 | 2D6+6|       |       |
| **Alignment:**        | Chaotic, Neutral |                  |           |            |      |     |      |       |       |
| **Found In:**         | Dungeons, Open, Woods, Deserts, Rivers, Swamps, Cities |                     |           |            |      |     |      |       |       |
HOUND, ROCK

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

ATTACKS:
1 BREATH, "FLESH TO STONE"
1 BITE, 1D6

DESCRIPTION:
Looks like a Hell Hound in form, but a deep slate-grey in color. It can detect hidden and invisible objects like a Hell Hound. Usually found as the companion of a Stone Giant. It does not like the cold. It eats stoned people and monsters.

HUMBABA

TYPE: MISCELLANEOUS

CREATED BY: KEN PICK

NUMBER  PROBABILITY OF TREASURE AND TYPE
LAIR (80%)  1D4  100% G
WANDERING  1D3

ATTACKS:
1-2 +4 WEAPONS, BY WEAPON TYPE +6
1 +4 STING, 1D8 PLUS 1D8 POISON
1 VOICE, SAVE VS. FEAR

DESCRIPTION:
Guardian of the Gods' Cedar Trees. Also called Man-Scorpions or Scorpio-Centaurs. Human from the waist up, a giant Scorpion below. The tail is six to nine feet long. It resists magic as an eighteenth level wizard.

From an Assyrian Myth.
ICE MAN

TYPE: HUMANOID

CREATED BY: DAN PIERSON

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

ALIGNMENT: LAWFUL, CHAOTIC, NEUTRAL

FOUND IN: DUNGEONS, MOUNTAINS

LAIR (25%) 1D8 100% E MAGIC, C NON-MAGIC
WANDERING 1D8

ATTACKS:
2 ICE LANCES, 2D6
1 SPELL

DESCRIPTION:

FACETED, CRYSTALINE MAN OR WOMAN. IMMUNE TO COLD. ALL FIRE WEAPONS AND SPELLS HAVE ONLY HALF EFFECT. HE HAS THE ABILITY TO PUT OUT ALL NORMAL FIRES AND 50% OF ALL MAGIC FIRES BY JUST THINKING ABOUT IT, THIS INCLUDES FLAMING WEAPONS.

HE CAN USE THE FOLLOWING SPELLS: WALL OF ICE, ICE STORM, CONE OF COLD, SPHERE OF COLD, LIGHT, AND CHARM COLD DWELLING MONSTER (+4). HE IS VULNERABLE TO CHARM PERSON. SOME MAY HAVE OTHER MAGE POWERS, BUT NO FIRE RELATED SPELLS.

THE ICE MAN IS A KIND OF FREE-WILLED COLD ELEMENTAL.

*****

ICE WOLF

TYPE: ENCHANTED MONSTER

CREATED BY: WAYNE SHAW

HIT DICE ARMOR CLASS MOVE FLY SWIM RANGE IQ DEXT.
6D8 3 30 2D6 1D8+12

ALIGNMENT: NEUTRAL

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

WANDERING 1
ICE WOLF

ATTACKS:
1 BITE, 2D10
2 CLAWS, 1D10

DESCRIPTION:
A COLD OR ICE ELEMENTAL IN THE FORM OF A WOLF. THE GENERAL CHARACTERISTICS FOR ELEMENTALS APPLY. USUALLY FOUND IN RUINS.

ICE WORM
TYPE: ENCHANTED MONSTER

CREATED BY: DAN PIERSON

HIT DICE ARMOR IQ DEXT
8D6 0 8 24 1D4+1 1D6+10

ALIGNMENT: NEUTRAL, HUNGRY
FOUND IN: DUNGEONS, MOUNTAINS, AIR

ATTACKS:
1 BITE, 2D4 PLUS 4D6 COLD

DESCRIPTION:
TRANSPARENT, WINGED WORM, ABOUT SIX FEET LONG WITH A LAMPREY LIKE MOUTH. OFTEN KEPT AS A PET/WATCH BEAST BY ICE MEN. ITS FRIGID BREATH CONSTANTLY DOES 4D6 IN COLD DAMAGE IN A SIX BY THREE FOOT CONE. VERY VULNERABLE TO FIRE.

ICE GRUNT
TYPE: MISCELLANEOUS

CREATED BY: STEVE HENDERSON

HIT DICE ARMOR IQ DEXT
(13-15)D6 2+2 1 1D3+9 1D3+15

ALIGNMENT: NEUTRAL
FOUND IN: DUNGEONS, MOUNTAINS

ATTACKS:
1 BITE, 1D4
1 BREATH, (# OF HIT DICE)D6 COLD IN A 90’ X 30’ CONE

DESCRIPTION:
LOOKS SOMETHING LIKE A FURRY WHITE BOULDER WITH STUBBY LEGS. WHEN STILL IT CAN LOOK EXACTLY LIKE A SNOW COVERED BOULDER. IT IS IMMUNE TO COLD AND TO ALL MAGICAL DEVICES. THE ICEGRUNT IS ONLY FOUND IN VERY COLD PLACES.

ICHEHORN
TYPE: GIANT ANIMAL

CREATED BY: STEVE HENDERSON

HIT DICE ARMOR IQ DEXT
(5-7)D6 2+7 3 1D4 2D6+6

ALIGNMENT: CHAOTIC
FOUND IN: DUNGEONS, MOUNTAINS

ATTACKS:
3 HORNS, 3D4 PLUS 3D6 COLD
4 FEET, 3D4 PLUS (# OF HIT DICE)D6 FLAME

DESCRIPTION:
A BRUTAL, WARTY CREATURE OF ABOUT FOUR TONS MASS. IT LOOKS SOMETHING LIKE A LOW SLUNG ELEPHANT WITH EIGHT STUBBY LEGS. IT IS ONLY FOUND IN VERY COLD PLACES.

IT TURNS SPELLS AS A RING. ANYONE STRIKING IT MUST SAVE VS. MAGIC OR THE APPENDAGE USED TO STRIKE WILL WITHER.
**JAMANT**

**TYPE:** ANIMAL

**CREATED BY:** RICHARD HARVEY

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**ALIGNMENT:** NEUTRAL HUNGRY

**FOUND IN:** OPEN, WOODS, DESERTS

**LAIR:** (25%) 2D6

**WANDERING:** 2D6

**ATTACKS:**
1. BITE, 1D10
2. HOOVES, 1D8

**DESCRIPTION:**
The Jamant has the head of a lion and the body of a horse. It is very fond of elvish flesh. It is among the most loyal of mounts when tamed but it must be captured very young. It is only rarely found in deserts.

---

**JUBAL CAIN**

**TYPE:** MISCELLANEOUS

**CREATED BY:** STEVE MARSH

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**ALIGNMENT:** NEUTRAL HUNGRY

**FOUND IN:** OPEN, DESERTS, SWAMPS, AIR

**LAIR:** (5%) 2D6

**WANDERING:** 1

**ATTACKS:**
1. TONGUE, 2D8 CONSTRUCTION

**DESCRIPTION:**
Looks like an aerial serpent but can also "shape-change" itself into a flat clothlike being, ten by thirty feet by one inch thick. Sort of like a flying table cloth. It attacks from the air with...
ALL THE WORLDS' MONSTERS

JUBAL CAIN

IT'S SIXTY INCH LONG TONGUE. THE TONGUE HAS GIANT STRENGTH. IT HATES DWARVES, BUT IT WILL SERVE EVEN A DWARF IF SUBDUED. IT WILL EAT ANYTHING. IT USUALLY ATTACKS BY SURPRISE.

****

JUGGER

TYPE: VANCE DRAGON

CREATED BY: DAN PIERSIN

HIT ARMOR 1Q DEXT.

DICE CLASS MOVE FLY SWIM RANGE RANGE

1D6 0 8 1D6+6 1D6+4

ALIGNMENT: NEUTRAL

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

NUMBER PROBABILITY OF TREASURE AND TYPE

LAIR (40%) 4D10 70% A

WANDERING 1D8

ATTACKS:

1-2 WEAPONS, BY WEAPON TYPE PLUS 6D6
1 BITE, 6D6

DESCRIPTION:

LARGE, GREY, SLOW MOVING VANCE DRAGON. USUALLY LAIRS WITH OTHER VANCE DRAGONS AND THEIR HUMAN MASTERS (WHO HAVE THE TREASURE). USES WEAPONS LIKE THE GREATSWORD AND ONE-HANDED MAUL.

WHEN STRUCK BY A NORMAL WEAPON, THERE IS A 60% CHANCE THAT THE WEAPON WILL BREAK, 40% FOR +1 WEAPONS, AND 20% FOR +2 WEAPONS.

BASED ON "THE DRAGON MASTERS" BY JACK VANCE.
ALL THE WORLDS' MONSTERS

KILL-KILL
TYPE: ANIMAL
CREATED BY: DAVE HARGRAVE

HIT ARMOR DICE CLASS MOVE FLY SWIM RANGE RANGE
1D4 7 8 1D6 1D6+12

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

LAIR (40%) 10D20 50% B
WANDERING 10D20

ATTACKS:
1 BITE, 1 POINT

DESCRIPTION:
LITTLE, GREEN-FURRED, RAT-LIKE MAMMAL WHICH RUNS IN A PACK LIKE PIRANHAS, ATTACKING ALL IN SIGHT REGARDLESS OF THEIR SIZE. IMMUNE TO ALL MENTAL AND EMOTIONAL SPELLS AND POWERS.

*****

KILLWING
TYPE: ANIMAL
CREATED BY: CLINT BIGGLESTONE

HIT ARMOR DICE CLASS MOVE FLY SWIM RANGE RANGE
1D8 6 1 15 1D6 1D6+12

ALIGNMENT: HUNGRY
FIND IN: ANYWHERE

LAIR (35%) 1D4 60% A
WANDERING 3D4

ATTACKS:
1 SONIC, 2D6 AT TEN FEET, 1D6+3 AT TWENTY,
1D6 AT THIRTY, 1D3 AT FORTY
1 BITE, 1D3 PLUS 50% CHANCE THAT IT IS RABID

DESCRIPTION:
A BAT-LIKE CRITTER WHO HUNTS WITH MICROWAVE SOUND. ITS PROBABILITY OF HITTING IS THAT OF A BASIC FIGHTER WITH A HEAVY CROSSBOW. IT HAS NO EYES, IT USES INSTEAD ITS MOTHLIKE ANTENNA. IT HAS A
KILLWING

THREE FOOT WINGSPEAD. SONIC WEAPONS CAN CONFUSE AND KILL IT.

KITTEN

TYPE: ANIMAL

CREATED BY: SEAN CLEARY

HIT ARMOR DICE CLASS MOVE FLY SWIM RANGÉ RANGE
1D4 4 7 10 1D4+7 12

ALIGNMENT: NEUTRAL

FOUND IN: DUNGEONS, OPEN, WOODS, DESERTS, SWAMPS, AIR

LAIR (5%) 100D20 5% C, NO MAGIC
WANDERING 10D20

ATTACKS:

2-3 BITES, 1D2 (-1 VS. CHAIN)
2 REAR CLAWS, 1D3-1 (-1 VS. PLATE)
2 FRONT CLAWS, 1D3-1 (+1 VS. AC9)
1 SHOCK, DOUBLES ALL OTHER HITS

DESCRIPTION:

A CROSS BETWEEN A BOBCAT AND A HAWK. IT HAS A FEATHERED AND PURRED BODY WITH THE WINGS AND TAIL OF A HAWK AND THE MAIN BODY OF A BOBCAT. ITS WING SPAN IS ABOUT THREE TO FOUR FEET.

IT ATTACKS FIRST WITH A DIVE, AND WILL CLIMB IF A SEVEN OR BETTER IS ROLLED ON 2D6. THE SHOCK ATTACK IS WHEN IT DIVES INTO SOMEONE. ITS DIVING SPEED IS 24 INCHES.

IF IT DOES NOT CLIMB AFTER A DIVE, IT WILL ATTACK WITH ITS CLAWS AND TEETH. THE SHOCK DAMAGE IS COMPUTED BEFORE DEDUCTING FOR ARMOR.

GENERALLY IT IS +2 ON MORALE, AND THE MEMBERS OF A FLOCK MAY NOT ALL FOLLOW THE SAME LINE OF ACTION, THOUGH THEY TEND TO KEEP TOGETHER AS A FLOCK.

KOBOLD

TYPE: HUMANOID

CREATED BY: GILESPIE/BLACOW/ET AL

HIT ARMOR DICE CLASS MOVE FLY SWIM RANGE RANGE
1D4 2 9 1D6+12 1D6+12

ALIGNMENT: CHAOTIC, NEUTRAL

FOUND IN: ANYWHERE

LAIR (10%) NUMBER PROBABILITY OF TREASURE AND TYPE
100D6 20% C / 2
WANDERING 3D20 5% C / 4

1-2 WEAPONS, BY WEAPON TYPE PLUS STRENGTH BONUS

CHAOTICS HAVE 7D6 POISONED BLADES
1 BITE, 1D6 PLUS POISON

DESCRIPTION:

THE GILESPIE-BLACOW-SLIMAX KOBOLD EDITED BY SEAN CLEARY.

ITS STRENGTH IS 18+ AND IT USES WEAPONS APPROPRIATE TO ITS STRENGTH (TWO HANDED SWORD, FLAIL, BATTLE AX, WAR HAMMER, ETC., THE HEAVIER THE BETTER). ALL OF ITS CHARACTERISTICS ARE ROLLED +5.

IT HAS TWICE THE NORMAL CHANCE OF POSSESSING A MAGICAL WEAPON, OFTEN WITH STRANGE COMBINATIONS OF PLUSES. ANY NON-KOBOLD PICKING UP ITS MAGIC WEAPON WILL TAKE 1D6 POINTS OF DAMAGE AND WILL TAKE THE SIDE OF ANY KOBOLDS HIS PARTY MEETS.
LEMING, GIANT
TYPE: ANIMAL
CREATED BY: SCOTT MC CARTNEY
HIT DICE CLASS MOVE FLY SWIM RANGE RANGE
ARMOR 3D8+1 6 12 4 1 10D4+8
IQ DEXT.
ALIGNMENT: ANY, HUNGRY
FOUND IN: ANYWHERE
WANDERING NUMBER PROBABILITY OF TREASURE AND TYPE
ATTACKS:
1 BITE 2D4 PLUS "DEATH WISH" POISON (SEE BELOW)
2 CLAWS, 1D4
DESCRIPTION:
AN OVERGROWN LEMMING. WHEN ENCOUNTERED, THERE IS A
50% CHANCE THAT THE LEMMING IS BEING DRIVEN BY A
DEATH WISH. WHEN DRIVEN, IT ATTACKS AT +2 DUE TO
ITS FEROCITY AND ITS BITE CONTAINS A POISON WHICH
WILL IMPART THE DEATH WISH TO ITS VICTIM.
CREATURES DRIVEN BY "DEATH WISH" ALWAYS FIGHT UN-
TIL DEATH, NEVER RETREATING. IF UNABLE TO FIGHT,
THE VICTIM WILL ATTEMPT TO DO AWAY WITH HIMSELF IN
SOME OTHER WAY SUCH AS JUMPING OFF A CLIFF, BEAT-
TING ITS HEAD AGAINST A WALL, ETC. A "NEUTRALIZE
POISON" WILL COUNTERACT THE "DEATH WISH".

LEMURE
TYPE: UNDEAD
CREATED BY: STEVE DAVIES
HIT DICE CLASS MOVE FLY SWIM RANGE RANGE
ARMOR 8D8 2 12 3D6 3D6
IQ DEXT.
ALIGNMENT: EVIL
FOUND IN: DUNGEONS, CITIES
LAIR (50%) NUMBER PROBABILITY OF TREASURE AND TYPE
WANDERING 1D6 50% E
ATTACKS:
1 TOUCH, 1D8 PLUS ONE POINT FROM CONSTITUTION
LEMURE

DESCRIPTION:
A HUMAN-SHAPED UNDEAD MONSTER. IT HAS LEPROSUS GREEN SKIN THAT APPEARS TO BE SLOUGHING OFF, AND GLOWING RED EYES.

ALL CREATURES UNDER FOUR HIT DICE WHO SEE ONE MUST SAVE VS. FEAR OR RUN AWAY IN TERROR AND REVULSION. THE LEMURE HAS THE POWER TO CONFUSE ANY ONE OPPONENT THAT IT CHOOSES AT A TIME. ANY HIT BY A LEMURE CAUSES *PERMANENT* LOSS OF ONE POINT FROM ITS VICTIM'S CONSTITUTION.

IT HAS THE POWER TO USE THE "MAGIC JAR" SPELL, SO ITS BODY WILL OFTEN BE FOUND LYING IN A HEAP AND BE MISTAKEN FOR A MOULDERING CORPSE.

THE LEMURE IS ONLY EFECTED BY MAGIC ATTACKS AND SILVER WEAPONS.

LIFECLOAK

DESCRIPTION:
THIS THING APPEARS AS A SHINY WHITE CLOAK THAT FLIES. IF THE VICTIM MAKES HIS SAVE VS. LIFEDRAIN, THERE IS A 10% CHANCE OF THE CLOAK GOING SYMBIOTIC, IN WHICH CASE THE CLOAK GIVES ITS OWNER THE FOLLOWING POWERS: FLIGHT, +1 STRENGTH, +1 INTELLIGENCE, +1 CONSTITUTION, +4 ARMOR CLASS, TELEPATHY, DETECT MAGIC, AND STRENGTH AND SPEED DOUBLED. D1D10 TURNS ONCE A DAY.

THE CLOAK HAS AN INTELLIGENCE AND AN EGO OF 2D6. THE CLOAK/OWNER RELATIONSHIP IS ANALOGOUS TO THE SWORD/OWNER RELATIONSHIP.

IF SOMEONE IS WEARING A LIFECLOAK AND IS ATTACKED BY ANOTHER CLOAK, THERE IS A 10% CHANCE THAT HIS CLOAK WILL GO FERAL AGAIN.

IF TWO CLOAKS ATTACK AT THE SAME TIME, THEY WILL DO AN ADDITIONAL 2D8 DAMAGE, PLUS THE LIFE DRAINS.

ONE OUT OF EVERY HUNDRED EXPERIENCE POINTS GAINED BY A LIFECLOAK WEARER WILL GO TO THE CLOAK, NOT THE WEARER.

LION, SILICON

DESCRIPTION:
A LION-BEAR-CENTAUR. WHEN FOUND IN ITS LAIR, ONE THIRD OF THE ANIMALS WILL BE YOUNG CUBS. ITS CHANCE OF HUGGING IS THE SAME AS A WEREBEAR'S.
LION, SILICON
ALIGNMENT: HUNGRY
FOUND IN: DUNGEONS, OUTDOORS, RIVERS, SWAMPS, CITIES
LAIR (15%) 1D6+7 50% C
WANDERING 1D6
ATTACKS:
2 CLAWS, 1D6
1 BITE, 1D12
DESCRIPTION:
A STONE LION WITH PLEXIGLASS FOR. IT COMES FROM AN ALIEN DIMENSION. IT LIKES STONE GIANTS, BUT IT HATES ROCK OR STONE DRAGONS. USUALLY WARY, IT IS VICIOUS DURING ITS MATING SEASON.
IT IS IMPERVIOUS TO "FLESH-STONE". "STONE-FLESH" TURNS IT INTO A REGULAR LION.
OFTEN FOUND AS THE PET OF A MEDUSA AND EATS HER VICTIMS.

LIZARD, GIANT
ITS BASIC ARMOR CLASS IS 3 PLUS ONE THIRD OF THE NUMBER OF ITS HIT DICE. FRACTIONS ARE ROUNDED UP GIVING A RANGE OF 2 TO -6.

LIZARD, LASH
TYPE: GIANT ANIMAL
CREATED BY: DAVE HARGRAVE

LIZARD, GIANT
TYPE: GIANT ANIMAL
CREATED BY: CHUCK CADY

LIZARD, GIANT
TYPE: GIANT ANIMAL
CREATED BY: DAN PIERSON

LONG-HORNED MURDERER
TYPE: VANCE DRAGON
CREATED BY: DAN PIERSON

THE GENERIC DESCRIPTION OF THE VARIOUS FORMS OF GIANT LIZARDS.
ITS BITE MAY BE POISONOUS, DEPENDING ON THE TYPE OF LIZARD IT IS.
ALL THE WORLDS' MONSTERS

LONG-HORNED MURDERER

ATTACKS:
1-2 WEAPONS, BY WEAPON TYPE PLUS 1D10
1 HORN, 3D8 (WILL IMPALE VICTIM IF IT GETS 2 OVER
WHAT NEEDED TO HIT OR BETTER THAN 17)
1 BITE, 1D12

DESCRIPTION:
GREY BROWN WITH STEEL TIPPED HОРNS, USЕS А LANCE,
SWORD, AND/OR CUTLASS. USUALLY LAIRS WITH OTHER
VANCE DRAGONS AND THEIR HUMAN MASTERS (WHO HAVE
THE TREASURE).
BASED ON "THE DRAGON MASTERS" BY JACK VANCE.

LUNQLICKER

THE LUNQLICKER IS ONLY FOUND DEEP DOWN IN DUN-
GEONS.

ATTACKS: 1 BEAK, 5D8

DESCRIPTION:
A LARGE FLIGHTLESS WATERBIRD WHICH CAN BE UP
TO TWENTY FEET IN LENGTH. IT IS VERY SHY AND RARE
AND IT WILL NOT ATTACK UNLESS PROVOKED, CORNERED,
OR ITS YOUNG IS ENDANGERED. A LAIR WILL USUALLY
BE TWO ADULTS AND SOME CHICKS.
FROM "Hiero's Journey" BY STERLING LANIER.
MAGGOT, MIND
TYPE: ANIMAL
CREATED BY: SCOTT MC CARTNEY

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

ALIGNMENT: EVIL
FIND IN: DUNGEONS, MOUNTAINS

WANDERING NUMBER 1D100

PROBABILITY OF TREASURE AND TYPE

ATTACKS:
1 MOUTH (SEE BELOW)

DESCRIPTION:
A SMALL GREY MAGGOT, LESS THAN ONE HALF INCH LONG. IT CLINGS TO THE CEILING OF DUNGEONS AND CAVES WITH A 20% OF BEING DETECTED. IF NOT DETECTED, IT WILL DROP INTO ANY CREATURE PASSING UNDER IT AND WORK ITS WAY TO HIS HEAD AND BITE INTO THE SKULL. AS THE BITE IS ANESTHETIC, THERE IS ONLY A 50% CHANCE THAT THE VICTIM WILL FEEL IT. IN TWO FULL TURNS, THE MAGGOT WILL BURROW THROUGH THE SKULL AND INTO THE BRAIN.

ONCE IN THE BRAIN, THE MAGGOT WILL DevOUR ONE POINT OF INTELLIGENCE PER TURN. THERE IS ONLY A 10% CHANCE THAT THE MAGGOT WILL BE DETECTED ONCE IT BEGINS TO CONSUME THE BRAIN. UNTIL THE VICTIM LOSES SIX INTELLIGENCE POINTS, HE WILL NOT NOTICE ANYTHING. THE INTELLIGENCE LOSS IS PERMANENT. IF HIS IQ REACHES ZERO, THE VICTIM WILL DIE.

IF DETECTED, A "DISPEL EVIL" FOLLOWED BY A "REMOVE CURSE" IS THE ONLY WAY TO KILL THE MAGGOT.

*****

MANTA
TYPE: MISCELLANEOUS
CREATED BY: WAYNE SHAW

HIT ARMOR IQ DEXT.
DICE CLASS MOVE FLY SWIM RANGE RANGE
(4-6)D6 0 30 300 4D4 3D6+18

ALIGNMENT: NEUTRAL
FIND IN: ANYWHERE
MANTA

NUMBER PROBABILITY OF TREASURE AND TYPE
Lair (15%) 1D10 100% B
Wandering 1D10

ATTACKS:
1 Tail lash per hit die; 1D6, 1D10, or 1D12 depending on size

DESCRIPTION:
An intelligent fungoid creature resembling a mushroom at rest or moving slowly (on foot). When it speeds up, it assumes a manta-ray shape and almost supernormal speed. A five hit die manta has +36 dexterity and a six die manta has +54. They prefer swampy areas.

Based on "Omnivore" by Piers Anthony.

MEKHAR

TYPE: ALIEN

CREATED BY: CARY MARTIN

HIT ARMOR
DICE CLASS MOVE FLY SWIM RANGE RANGE
5D8 6 14 1D6+12 1D6+14

ALIGNMENT: CHAOTIC, NEUTRAL
FIND IN: ANYWHERE

NLAIR (15%) 1D4+4 20% D
WANDERING 1D4

ATTACKS:
2 Claws, 1D6 or
2 Weapons by weapon type (not both)
2 Feet, 1D6
1 Whip, 1D4

DESCRIPTION:
Of its own level for "Move Silently" and "Hide in Shadows". It does not have a tail.

From "Hunters of the Red Moon" by Marion Zimmer Bradley.

MINOGON

TYPE: MISCELLANEOUS

CREATED BY: STEVE PERRIN

HIT ARMOR
DICE CLASS MOVE FLY SWIM RANGE RANGE
5D6 6 14 1D6+6 2D6+6

ALIGNMENT: CHAOTIC, NEUTRAL
FIND IN: DUNGEONS, CITIES

LAIR (50%) 1D6 100% E
WANDERING 1D4

ATTACKS:
1 Butt, 2D8
1 Bite, 1D3 plus stoning
1 Weapon, 1D10

DESCRIPTION:
A minotaur-gorgon crossbreed. It charges like a minotaur. It does not have a stoning breathe, but its saliva will stone anyone who does not make his save. Its weapon is usually a great ax which hits and does damage like a halberd.

MOLE MAN

TYPE: HUMANOID

CREATED BY: DAVE HARGRAVE

HIT ARMOR
DICE CLASS MOVE FLY SWIM RANGE RANGE
(4-6)D8+1 3 6 3D6 2D6+6

ALIGNMENT: LAWFUL, NEUTRAL
FIND IN: DUNGEONS, OPEN, MOUNTAINS

LAIR (35%) 3D20 100% B + 2000 GP + 5000 SP
WANDERING 1D12 25% B
MOLE MAN

ATTACKS:
- 2 CLAWS, 2D6

DESCRIPTION:
SEVEN FOOT TALL, BUG-EYED, AND FANGED. THEY HAVE LONG SCIMITAR SHAPED CLAWS CAPABLE OF CUTTING THROUGH STEEL OR STONE. BLACK, WARTY SKIN, CAN MOVE SILENTLY THROUGH THE EARTH AT THIRTY FEET A TURN, HAVE LITTLE TO DO WITH HUMANITY, THOUGH BASICALLY LAWFUL OR FRIENDLY NEUTRAL.

MORSE

CREATED BY: SCOTT MC CARTNEY

ATTACKS:
- 2 HOVES, 1D8
- 1 SET OF ANTLERS, 1D10

DESCRIPTION:
A VERY LARGE MUTATED CROSS BETWEEN A HORSE AND A MOOSE. ITS ANTLERS DROP OFF EACH FALL AND REGROW EACH SPRING. THE MORSE IS EASILY DOMESTICATED BUT IT MUST BE ASSIGNED A MASTER WHEN IT IS STILL YOUNG AND WILL NOT SERVE ANY OTHER. IT IS INTELLIGENT ENOUGH TO BE ABLE TO COMMUNICATE WITH THOSE WHO HAVE A SMALL AMOUNT OF TELEPATHIC ABILITY, THOUGH ONLY SIMPLE THOUGHTS, CONCEPTS, AND ORDERS CAN BE UNDERSTOOD. THE MORSE MAKES AN EXCELLENT WAR MOUNT, ESPECIALLY FOR ONE WHO CAN TELEPATHICALLY DIRECT ITS COMBATS.

FROM "HIERO'S JOURNEY" BY STERLING LANIER.
NERVE-FIgHER

TYPE: MISCELLANEOUS

CREATED BY: CLINT BIGGLESTONE

HIT ARMOR IQ DEXT.
DICE CLASS MOVE FLY SWIM RANGE RANGE
1D6 2+6 9 1D8 1D6+18

ALIGNMENT: CHAOTIC

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

NUMBER PROBABILITY OF TREASURE AND TYPE
LAIR (55%) 1D6 100% H
WANDERING 1D4

ATTACKS:
1 BREATH, 18D6, NERVE GAS IN A TWENTY BY SIXTY FOOT CLOUD
1 VISUAL, 1D6 LIFE LEVEL DRAIN
4 HORNS, 8010
2 CLAWS, 304 PLUS 6D6 LIGHTNING IF BOTH HIT

DESCRIPTION:
A VERY RARE WANDERER, TOTALLY INDESCRIPTABLE, BUT IT IS ABOUT GORILLA-SIZED. EACH CHARACTER HAS A 5% PER WISDOM POINT CHANCE OF NOT LOOKING INTO ITS EYES; IF HE DOES, HE SUFFERS A 1-3 LIFE LEVEL DRAIN.

IT IS IMMUNE TO ALL CHARMS AND HOLDS. IF IT KILLS SOMETHING FOR FOOD (PREFERABLY BY COOKING IT WITH THE LIGHTNING) IT WILL DIMENSION DOOR AWAY IN GREAT HOPS OF 560 FEET AND GO HOME TO EAT.

NIGHTGAUNT

TYPE: ENCHANTED MONSTER

CREATED BY: K. JONES

HIT ARMOR IQ DEXT.
DICE CLASS MOVE FLY SWIM RANGE RANGE
4D6 1 3 24 2D6 10D6+14

ALIGNMENT: CHAOTIC, NEUTRAL

FOUND IN: DUNGEONS, MOUNTAINS

NUMBER PROBABILITY OF TREASURE AND TYPE
LAIR (40%) 2D6
WANDERING 1D6

ATTACKS:
1 DISARM/CAPTURE, 5% CHANCE
NIGHTGAUNT

DESCRIPTION:

It resembles a black, skin-covered, winged, tailless, eyeless skeletal monkey; but it is very strong (1D6+12). While possessing no treasure of its own, it is often set to guard places that the gods wish left alone (such as sacred mountains).

It prefers the dark and, if in the wilderness, will not venture out before dusk or after dawn. Often found in mountain caverns.

Its language is occasionally known by a ghoul which can command the nightgaunt’s aid.

The nightgaunt’s chief goal is to carry people off to be dumped at random or into the great abyss. Victims are tickled unmercifully to prevent struggling. The victims must be rescued within 2-3 melee rounds of capture or the nightgaunt will win free and fly off with him. There is a 30% chance of an unarmed victim escaping by himself if only one nightgaunt is holding him. If two or more, there is only a 1% chance.

From “Dream Quest of Unknown Kadath” by H. P. Lovecraft.

NIGHTSTALKER

DESCRIPTION:

Looks like a five foot tall, black velvet baboon who walks upright. This animal blends into shadow like a twelfth level thief and moves absolutely quietly. It is intelligent enough to follow a party and attack at the best opportunity (like at night or right after a battle). There is a 25% chance that this animal’s bite will infect the victim and cause his death in 1D6+4 days unless a “Cure Disease” is done.

NYARLATHOTEP

TYPE: GOD

CREATED BY: K. JONES

HIT ARMOR IQ DEXT.
DICE CLASS MOVE FLY SWIM RANGE RANGE
100D8 -20 100 100 10 50 50

ALIGNMENT: CHAOTIC, CHAOTIC-EVIL
FOUND IN: DUNGEONS

ATTACKS:

As whatever he appears as (see below)

DESCRIPTION:

This god glories in appearing as some ordinary monster, fighting as that creature, and spontaneously regenerating every time he is “killed” (i.e., the ordinary monster would die). After a while he will get bored and leave. The party will gain the experience points normally given for fighting the monster he was imitating.

Nyarlathotep may be induced to aid a party, but he is more likely to send the petitioners to his ultimate master, Azathoth, as an offering.
ALL THE WORLDS' MONSTERS

**OLOG-HAI**

**TYPE:** GIANT-TYPE

**CREATED BY:** KEN PICK

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<tr>
<th>Hit</th>
<th>Armor</th>
<th>Move</th>
<th>Fly</th>
<th>Swim</th>
<th>IQ</th>
<th>DEXT</th>
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<tr>
<td>8D8+3</td>
<td>3 12</td>
<td>2D6</td>
<td>2D6</td>
<td>2D6+6</td>
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**ALIGNMENT:** CHAOTIC, EVIL, CHAOTIC-EVIL

**FOUND IN:** DUNGEONS, WOODS, MOUNTAINS, CITIES

**LAIR (50%)**

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<tr>
<th>Number</th>
<th>Probability of Treasure and Type</th>
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<tr>
<td>1D8</td>
<td>100% D</td>
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**WANDERING**

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<th>Number</th>
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<tr>
<td>1D8</td>
<td>50% 100-800 GP EACH</td>
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**ATTACKS:**

1. WAR HAMMER, 2D8

**DESCRIPTION:**

OLOG-HAI MEANS "GREAT TROLL". IT APPEARS AS A LARGE, HUSKY TROLL CARRYING A LARGE WAR HAMMER AND SHIELD. IT REGENERATES AS A VAMPIRE AND IMMUNE TO SUNLIGHT. IT HAS HILL GIANT STRENGTH. IF DISARMED, IT ATTACKS AS A TROLL WITH +1 HIT AND DAMAGE.

SOMETIMES (20%) FOUND COMMANDING A BAND OF TEN OR MORE TROLLS, ONE OLOG PER BAND.

FROM "LORD OF THE RINGS" BY J. R. R. TOLKEIN.

*****

**ORGONE DRAINER**

**TYPE:** DRAGON

**CREATED BY:** STEVE MARSH

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<td>3D8</td>
<td>2 24</td>
<td>3D6</td>
<td>2D6</td>
<td>2D6+6</td>
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**ALIGNMENT:** NEUTRAL

**FOUND IN:** SEAS

**WANDERING**

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<th>Number</th>
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<td>60% H / 2</td>
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**ATTACKS:**

1. TONGUE, 1D6 PLUS ENERGY DRAIN EVERY OTHER HIT

ORGONE DRAINER
ORGONE DRAINER

DESCRIPTION:
Looks like a small black dragon. Its tongue hits like a spear. The energy loss only occurs after the same victim has been hit twice. Found in medium seaweed (twenty feet long, five foot visibility).

****

ORGGOYLE

TYPE: HUMANOID

CREATED BY: DAVE HARGRAVE

ATTACKS:
1 JAVELIN, 2D6
1 SHORTSWORD, 1D6 + 1D10
1 CLAW, 1D6
1 BITE, 1D6
1 HORN, 1D6

DESCRIPTION:
GRED-GARGOYLE CROSSBREED. Looks like a larger, chunkier, less reptilian gargoyle. It will often hover and throw javelins, then dive to the attack with shortsword, claws, teeth and horn. The horn will impale the victim on a 1/6 chance, doing double damage, but the orggoyle will be helpless for one turn until it can pull the horn out.

****

OWL, GOLDEN

TYPE: GIANT ANIMAL

CREATED BY: DAVE HARGRAVE

ATTACKS:
1 BEAK, 1D6

DESCRIPTION:
GIANT GOLDEN OWL. Quite intelligent. Favorite food is kobold or goblin meat, but have been known to eat a kobbit or hobbit by mistake. Electrical charge through claws is entirely when they wish it, for the number of their hit dice times a day. Dislike sun- and wind-devils and are the arch enemies of orcs. Immune to emotional or mental spells.
ALL THE WORLDS' MONSTERS

PANTHER

CREATED BY: CHARLIE LUCE

TYPE: ANIMAL

HIT DICE
8D8

ARMOR
0

IQ
16

DEXT.

MOVE

FLY

SWIM

RANGE

RANGE

8D8

0

16

2D6+6

3D4+8

ALIGNMENT: ANY, HUNGRY

FOUND IN: DUNGEONS, OUTDOORS, CITIES

LAIR (30%)

NUMBER

304

PROBABILITY OF TREASURE AND TYPE

100%

E

WANDERING

204

10%

C

ATTACKS:

1 BITE: 2D6

2 CLAWS: 1D6

1 BREATH, FOUR TIMES A DAY (SEE BELOW)

DESCRIPTION:

SIMILAR TO A LEOPARD, THIS FELINE IS THE SAME
SIZE AS A LARGE TIGER. IT IS THE HEREDITARY ENEMY
OF THE DRAGONS, EVEN THOSE OF THE SAME ALIGNMENT.
DO NOT NORMALLY GET ALONG. THE PANTHER IS IMMUNE
to DRAGON BREATH ATTACKS EXCEPT THOSE WHO DO
DIRECT DAMAGE. ITS SAVING THROW AGAINST THESE
BREATHS IS 6 AND IF NOT MADE IT ONLY TAKES HALF
DAMAGE OTHERWISE THE BREATH HAS NO EFFECT.

THE PANTHER HAS ITS OWN BREATH WEAPON TO WHICH
DRAGONS ARE IMMUNE. THE EFFECT UPON CREATURES
OTHER THAN DRAGONS DEPENDS ON THEIR LEVEL:

LEVEL

EFFECT

DURATION

1-3

HOLD MONSTER

24 HOURS

4-6

SLEEP

6 HOURS

7-9

STUN

1D6 FULL Turns

10-15

CONFUSION

2D4 MELEE rounds

16 UP

CONFUSION

1D4 MELEE rounds

THE ALIGNMENT OF THE PANTHER CAN BE DETERMINED
FROM THE COLOR OF ITS FUR:

LAWFUL - WHITE, TAWNY, SPOTTED

NEUTRAL - BROWN, GREY, BLUE

CHAOTIC - BLACK, GREEN
PEGESONE

TYPE: MISCELLANEOUS

CREATED BY: RANDY BOUCHER

HIT DICE CLASS MOVE FLY SWIM RANGE RANGE
ARMOR 20D8 -8 24 18 36

ALIGNMENT: NONE

FIND IN: DUNGEONS, MOUNTAINS, CITIES

NUMBER PROBABILITY OF TREASURE AND TYPE
LAIR (5%) 1 100% H
WANDERING 1 10% 1D6 GEMS AND 1D6 JEWELS

ATTACKS:
2 CLAWS 1D10+10 PLUS DEATH BY SQUEEZING
4 TENDRILS, 1D10+10 PLUS LIMB SEVER

DESCRIPTION:

EIGHTEEN FEET TALL IT HAS EIGHTEEN EYES RINGING WHAT WOULD BE CALLED ITS WAIST. IT HAS SIX FEET WITH SIX CLAWS EACH AND THERE IS A FOREST OF TENDRILS ABOUT ITS MOUTH, WHICH IS AT THE TOP OF ITS HEAD. FROM A DISTANCE THE TENDRILS LOOK LIKE HAIR. THE TENDRILS ARE AS STRONG AS STEEL WIRES AND ARE CAPABLE OF LASHING OUT AT LIGHTNING SPEED.

THE PEGASONE CAN CONTROL TIME (SEVEN SECONDS FORWARD OR BACK) AND CAN USE THIS CONTROL TO LOOK AHEAD TO SEE WHERE ITS VICTIM WILL BE WHEN ITS STRIKE HITS HOME. ONLY THOSE HAVING A DEXTERITY OF 15 OR BETTER HAVE A CHANCE OF AVOIDING THE STRIKE OF EITHER CLAW OR TENDRIL, 5% PER POINT OF DEXTERITY ABOVE 14. WHEN A CLAW HITS, THERE IS A 50% CHANCE THAT IT WILL SQUEEZE THE VICTIM AND KILL HIM.

VERY YOUNG PEGASONES CAN BE CAUGHT AND TAMMED TO BE USED AS MOUNTS, GIVING UP TO TEN RIDERS AND THEIR EQUIPMENT ITS ARMOR CLASS OF -8, WHICH IS SO HIGH DUE TO ITS TIME CONTROL ABILITY. A TAMMED PEGASONE WILL BE A MULE AND UNABLE TO REPRODUCE ITSELF.

THE PEGASONE IS IMMUNE TO ALL FORMS OF SPELLS, ANY MAGICAL ATTACKS ADD TO ITS HIT POINTS.

FROM "OVERLORDS OF WAR" BY GERHARD KLIEN.

ALL THE WORLDS' MONSTERS

PHANFASM

TYPE: SPIRIT

CREATED BY: DAN PIERSON

HIT DICE CLASS MOVE FLY SWIM RANGE RANGE
ARMOR (13-16)D8 0 15 15 1D6+17 1D6+12

ALIGNMENT: CHAOTIC- EVIL

FIND IN: DUNGEONS, MOUNTAINS

NUMBER PROBABILITY OF TREASURE AND TYPE
LAIR (50%) 1D100 60% A+2
WANDERING 1D20

ATTACKS:
2 PUNCHES, 2D6 OR AS SHAPED-CHANGED

DESCRIPTION:

USUALLY APPEARS AS A HAIRY, APE-LIKE BEING WITH THE HEAD OF A BIRD OR BEAST. IT HAS HILL GIANT STRENGTH, VAMPIRE REGENERATION, AND PERMANENT SHAPE CHANGE. IT IS IMMUNE TO ALL WEAPONS BELOW +2.

EVERY PHANFASM IS ABLE TO USE 5 (+1 FOR EVERY HIT DIE OVER 13) SPELLS FROM EACH ILLUSIONIST LEVEL WITHOUT REGARD TO SPELL POINTS.

HATES ALL NON-PHANFASMS, BUT IT WILL SOMETIMES ENLIST IN STRONGLY EVIL FORCES (75% CHANCE THAT IT WILL TURN ON ITS ALLIES AFTER THEIR MAIN GOAL HAS BEEN ACCOMPLISHED). FEARS ALL TRUE-SEEERS.

TAKEN FROM "THE EMERALD CITY OF OZ" BY L. FRANK BAUM.

*****

PHASE WING

TYPE: ENCHANTED MONSTER

CREATED BY: CHUCK CADY

HIT DICE CLASS MOVE FLY SWIM RANGE RANGE
ARMOR (1-16)D6+4 6 12 24 2D4 2D6+6

ALIGNMENT: CHAOTIC- EVIL

FIND IN: ANYWHERE

NUMBER PROBABILITY OF TREASURE AND TYPE
LAIR (40%) 2D4 25% C
WANDERING 2D6

PAGE 66
ALL THE WORLDS' MONSTERS

PHASE WING

ATTACKS:
1 Sonic Blast, [ (# of hit dice) + 2] x D4
1 Beak, 1D8
2 Talons, 1D8

DESCRIPTION:
A KILL WING WITH PHASE SPIDER POWERS. ITS BEAK AND TALONS HIT AT +2. IT NORMALLY EXISTS ON THE ETHERIAL PLANE, BUT ITS POWERS WORK EQUALLY WELL IN THE "REAL" WORLD AS ON THE ETHERIAL.

ITS BASIC ARMOR CLASS IS 7 TO WHICH IS ADDED ONE FOURTH OF THE NUMBER OF ITS HIT DICE, FRACTIONS ARE ROUNDED UP GIVING A RANGE OF 6 TO 3.

PHOENIX

Patriarch's "Raise Dead Fully". A PHOENIX WHICH IS VERY NEAR DEATH MAY FLAME ITSELF BY STRIKING SPARKS FROM ITS BEAK. PHOENIXES WHO DIE BY FREEZING MAY NOT BE RAISED BY BURNING.

THE PHOENIX CAN ONLY BE STRUCK BY MAGICAL WEAPONS.

PHOTUID

TYPE: MISCELLANEOUS

CREATED BY: WAYNE SHAW

HIT ARMOR
DICE CLASS MOVE FLY SWIM RANGE RANGE
1D8 8 8 1D3 2D6

FOUND IN: AIR

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

ATTACKS:
2 Tentacles, 1D12
1 Sunbeam, 1D100

DESCRIPTION:
A FLOATING, DIRIGIBLE-LIKE CREATURE, CAPABLE OF FOCUSING THE SUN'S RAYS AS A WEAPON. THIS ABILITY ONLY WORKS ON BRIGHT, SUNLIGHT DAYS; ANY OVERCAST WILL LIMIT ITS USE. THE PHOTUID CAN REGENERATE 1 HIT POINT PER MELEE TURN, EVEN VS. FIRE OR ACID, BUT THE REGENERATION STOPS IF IT IS KILLED.

THE PHOTUID IS FILLED WITH A LIGHT GAS SO IT FLOATS IN THE AIR AND ITS ACTUAL MOVEMENT IS DEPENDENT ON THE SPEED AND DIRECTION OF THE WIND.

BASED ON "MIDWORLD" BY ALAN DEAN FOSTER.

PLINK PLANT

TYPE: PLANT

CREATED BY: STEVE PERRIN

HIT ARMOR
DICE CLASS MOVE FLY SWIM RANGE RANGE
1D8 8 0 1 18

FOUND IN: DUNGEONS, OUTDOORS, RIVERS, SWAMPS, CITIES
PLINK PLANT

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

ATTACKS:
1 SEED POD, 1D6; DEATH (SEE BELOW)

DESCRIPTION:
LOOKS LIKE MANY OTHER PLANTS. IT DETECTS BODY
WARMTH WITHIN SIXTY FEET. EACH PLANT RELEASES A
POD WHICH HITS LIKE A HEAVY CROSSBOW FIRED BY A
CHAMPION.

IF THE POD HITS, IT WILL TRY TO PENETRATE ARMOR
LIKE A TWO DIE MONSTER. IF IT PENETRATES, A CURE
DISEASE MUST BE DONE IMMEDIATELY OR THE VICTIM
SYSTEM FROM THE POD WILL KILL THE VICTIM IN 1D6+1
MELEE TURNS. THE VICTIM PASSES OUT IMMEDIATELY.

THE PLANT MAY HAVE MORE THAN ONE POD, BUT IT ONLY
FIRES ONE PER TARGET.

PRAYING MANTIS  TYPE: GIANT INSECT

CREATED BY: CLINT BIGGELSTONE

HIT ARMOR
(8-15)D6  2  8  20  1D3  1D6+14

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

ATTACKS:
2 PAPS, 2D6
1 BITE, 3D6 (IF BOTH PAPS HIT - SEE BELOW)

DESCRIPTION:
A GIANT PRAYING MANTIS. IF BOTH PAPS (CLAWS) HIT,
THEN THE VICTIM MUST MAKE A DEXTERITY ROLL (5%
CHANCE PER POINT OF DEXTERITY) OR BE BROUGHT TO
THE MANTIS' HEAD FOR A BITE.
Quelt

Hit Armor
Dice Class Move Fly Swim Range Range
3d6 3 3 2d6 2d6

Alignment: Neutral
Found In: Dungeons, Outdoors, Rivers, Swamps, Cities

Lair (100%) 2 100% A

Attacks:
1. Lightning Bolt, (6-8)d6

Description:
Helmet sized and shaped beasts that change color to match their surroundings. They have retractable eyestalks, claws, legs, etc. They will set up opposite each other along a corridor, in a room, etc. Anyone passing between them will be struck by the lightning bolt which passes from one to the other.
THIS IS A "FILL IN YOUR OWN VALUES" MONSTER WHICH CAN APPEAR WHENEVER THE DUNGEON MASTER NEEDS SOME EXTRA MUSCLE. IT CAN BE ANY TYPE OF MONSTER OR MAN.

ITS ARMOR CLASS EQUALS 3 MINUS THE DUNGEON LEVEL ON WHICH IT APPEARS.

ITS HIT DICE RANGE IS (DUNGEON LEVEL) + 5 + (A RANDOM NUMBER) WHERE THE RANDOM NUMBER RANGES FROM 1 TO (DUNGEON LEVEL)-1.

IT HAS 2 + [(DUNGEON LEVEL)-1] / 2 ATTACKS. EACH ATTACK IS WORTH [(DUNGEON LEVEL) / 2]D6 + 6 POINTS. THESE ATTACKS CAN HIT ANYTHING, EVEN MAGICAL ARMOR. EACH ATTACK HAS A HIT BONUS OF 1D3 AND A DAMAGE BONUS OF 1D4.

IT MAY HAVE A BREATH WEAPON OF ACID, FIRE, COLD, SOUND, POISON, OR ANYTHING ELSE. IF IT HAS A BREATH WEAPON, IT CAN USE IT 4 + (RANDOM NUMBER) TIMES A DAY WHERE THE RANDOM NUMBER RANGES FROM 1 TO [(DUNGEON LEVEL) / 2]. THE DAMAGE DONE BY THE BREATH IS [5 + (RANDOM NUMBER)]D6 WHERE THE RANDOM NUMBER RANGE IS FROM 1 TO ONE HALF THE DUNGEON LEVEL.

THERE IS A 50% CHANCE THAT IT CAN REGENERATE 3 + (RANDOM NUMBER) POINTS AFTER 1D3-1 MELEETurns, WHERE THE RANDOM NUMBER IS THE SAME AS ABOVE. THERE IS ALSO A 50% CHANCE THAT IT WILL HAVE 1D5 EXTRAORDINARY POWERS.

IF ITS INTELLIGENCE IS 12 OR MORE, THEN IT WILL USE MAGIC AS A MAGE OF LEVEL 5 + (RANDOM NUMBER), WHERE THE RANDOM NUMBER IS GENERATED AS ABOVE.

IT IS ALSO 50% PROOF AGAINST HOSTILE MAGIC, WHERE N IS CALCULATED AS 1D50 + 16 + (DUNGEON LEVEL)x2.
RAZORTONGUE
TYPE: ANIMAL
CREATED BY: CLINT BIGGLESTONE

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<th>IQ</th>
<th>DEX</th>
<th>DICE</th>
<th>CLASS</th>
<th>MOVE</th>
<th>FLY</th>
<th>SWIM</th>
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<td>14D6</td>
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<td>6</td>
<td>1D4</td>
<td>1D4+12</td>
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ALIGNMENT: HUNGRY
FOUND IN: DUNGEONS, MOUNTAINS

NUMBER PROBABILITY OF TREASURE AND TYPE
Lair (35%) 1D2 25% I
Wandering 1D2

ATTACKS:
1 Tongue, 6D6
1 Breath, 6D6 cold in a 10 by 10 foot cloud
2 Claws, 4D6
1 "Polymorph Any Object" Spell

DESCRIPTION:
Looks like a gorilla-sized, koala-bear with steel hard fur. It is carnivorous. Its tongue has a ten foot reach. It can breathe cold three times a day and use its polymorph spell once a day (to change a live prey to a dead steak). It is immune to all fear spells and is only found in cold places.

 REMORA, GIANT
TYPE: SWIMMER
CREATED BY: STEVE DAVIES

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ALIGNMENT: NEUTRAL, HUNGRY
FOUND IN: SEAS

NUMBER PROBABILITY OF TREASURE AND TYPE
Lair (30%) 1D4 40% A(3)
Wandering 1D3

ATTACKS:
1 Bite, 1D12

DESCRIPTION:
A twenty foot long, slender fish with a sucker on top of its head. It latches onto the bottom of a passing ship, gnawing through in 1D4+7 turns. Due to the drag caused by its large body, the ship is slowed about twenty inches per turn for each Remora which is attached.

The Remora will only attack large ships. If the Remora is attacked, there is a 10% cumulative chance per attack that it will let go.

RHOON
TYPE: ALIEN
CREATED BY: OWEN HANNIFEN

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<td>1D4+12</td>
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ALIGNMENT: HUNGRY
FOUND IN: DUNGEONS, OPEN, MOUNTAINS, AIR

NUMBER PROBABILITY OF TREASURE AND TYPE
Lair (50%) 1D4 100% A (TECHNOLOGICAL)
Wandering 1D2 75% B

ATTACKS:
2 Claws, 3D4
1 Bite, 3D10
3 Missiles per day, 6D5, explosion with ten foot radius
5 Magic Missiles 3 times per day, 1D6+1

DESCRIPTION:
A native of Quoppina, this metallo-organic predator flies on two sets of rotors which fold back when not in use. It is forty feet long with a six foot head. When it stoops (attacks from the air), those of five hit dice and below must save vs. fear. In all respects it is a member of the dragon class with two equivalent breath attacks (the missiles).

A wizard lock has a 2% per level chance of jamming a vital part and dealing it a critical hit.

From "Retief's War" by Keith Laumer.
SANDWORLD VAMPIRE

TYPE: HUMANOID

CREATED BY: CARY MARTIN

HIT ARMOR DICE CLASS MOVE FLY SWIM RANGE RANGE
4D8 7 16 1D4+1 1D4+14

ALIGNMENT: HUNGRY

FOUND IN: DESERTS, CITIES

NUMBER PROBABILITY OF TREASURE AND TYPE
LAIR (20%) 10D10 10% 1
WANDERING 5D4

ATTACKS:
- 2 HANDS, 1D4 PLUS STRENGTH BONUS OR
- 2 CLUBS, 1D8 PLUS STRENGTH BONUS (NOT BOTH)

DESCRIPTION:
TALL PALE HUMANOID WITH LONG TEETH. IT WILL ATTEMPT TO SUBDU AND CARRY OFF PEOPLE SO AS TO DRAIN ALL FLUIDS FROM THEIR BODIES. IT IS FROM A PLANET MORE WATER-HUNGRY THAN ARRAKIS ("DUNE"). IT IS USUALLY FOUND IN VERY DRY PLACES.

THE SANDWORLD VAMPIRE IS NOT UNDEAD. IT MAY HAVE TECHNOLOGICAL ITEMS IN ITS TREASURE, BUT WILL NOT KNOW HOW TO USE THEM.

IF ITS DEXTERITY IS BETTER THAN SIXTEEN, THEN IT GETS FOUR ATTACKS PER TURN. ITS STRENGTH IS 18 PLUS A PERCENTILE ROLL.

FROM "SANDWORLD" BY RICHARD LUPOFF.

SCORPION, GIANT

TYPE: GIANT ARTHROPOD

CREATED BY: DENNIS O'BRIEN

HIT ARMOR DICE CLASS MOVE FLY SWIM RANGE RANGE
(4-8)D8 4 9 1 3D6

ALIGNMENT: HUNGRY

FOUND IN: DESERTS

WANDERING NUMBER PROBABILITY OF TREASURE AND TYPE
2D6

* * * * *
SCORPION, GIANT

ATTACKS:
- 2 PINCERS, 1D10
- 1 STING, 1D4 PLUS POISON (SEE BELOW)

DESCRIPTION:
A TEN FOOT LONG SCORPION. UNEASY IN LARGE GROUPS, THE SCORPIONS HAVE BEEN KNOWN TO OCCASIONALLY ATTACK EACH OTHER. IF THE VICTIM OF ITS STING DOES NOT MAKE HIS SAVE VS. POISON, HE WILL DIE.

THIS SCORPION IS NOCTURNAL AND USUALLY HIDES UNDER ROCKS OR IN CAVES DURING THE DAY. IT IS FOUND IN HOT AREAS. IT HAS A -3 SAVING THROW VS. COLD AND ALSO TAKES +3 DAMAGE FROM COLD ATTACKS.

SCORPION, WHIP

TYPE: GIANT ARTHROPOD

CREATED BY: STEWART SPADA

ATTACKS:
- 2 CLAWS, 2D12
- 1 TAIL, 3D6
- 1 ACID SPRAY, 5D8 (THREE TIMES A DAY)

DESCRIPTION:
A LARGE SCORPION, ABOUT SIX INCHES HIGH, SIX FEET LONG, AND WITH A NINE FOOT LONG TAIL. THE TAIL IS USED AS A FLAIL AND CAN SHOOT AN ACID SPRAY UP TO SIXTY FEET AWAY. IT IS BROWN OR BLACK IN COLOR AND VERY HARD TO SEE IN DIMLY LIT DUNGEON AREAS.

SCREAMER

TYPE: UNDEAD

CREATED BY: DAVE HARGRAVE

ATTACKS:
- 1 VOICE, PARALYSIS-FEAR

DESCRIPTION:
WRAITH-LIKE BEING THAT MOANS AND WAILS. DOES NOT STEAL LIFE ENERGIES, BUT CAUSES SAVE VS. PARALYSIS TO BE MADE THEN SAVE VS. FEAR. OFTEN A GUARDIAN FOR A TREASURE.

SCREECHWHIP

TYPE: MISCELLANEOUS

CREATED BY: STEVE HENDERSON

ATTACKS:
- 2 TENTACLES, 4D6
- 1 SONIC, DISRUPTS VICTIM'S BALANCE (INNER EAR)

DESCRIPTION:
A MANSIZED CREATURE WITH POWERFUL TENTACLES. IT CAN USE THEM FOR CLIMBING. IT SCREAMS CONTINUALLY. THOSE WHO HEAR IT MUST MAKE A SAVE VS. MAGIC OR BECOME DIZZY AND UNBALANCED. IT COMMUNICATES...
ALL THE WORLDS' MONSTERS

**Screechwhip**

With its fellow kind via modulated sound waves, it is immune to stoning.

**Shade**

*Type: Miscellaneous*

*Created by: Clint Bigglestone*

<table>
<thead>
<tr>
<th>Hit</th>
<th>Armor</th>
<th>Class Move Fly Swim Range</th>
<th>IQ</th>
<th>Dext</th>
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<tr>
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<td>4</td>
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<td>2D6+6</td>
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</table>

*Alignment: Chaotic, Evil, Chaotic-Evil*

*Found in: Dungeons, Cities*

*Wandering: 1D6*

*Attacks:*

1 Touch, 1D6 plus 1 energy level

**Description:**

The animated shadow of an evil man. It is immune to all clerical and magical spells except dispel evil (must make its save or be destroyed), holy water (same effect as dispel evil), clerical light (it takes 1D6 damage), or magical weapons (half damage). It is not undead.

**Shadow, Silver**

*Type: Energy Being*

*Created by: Jerry Jacks*

<table>
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<tr>
<th>Hit</th>
<th>Armor</th>
<th>Class Move Fly Swim Range</th>
<th>IQ</th>
<th>Dext</th>
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<tr>
<td>6D6</td>
<td>2</td>
<td>15</td>
<td>3D6</td>
<td>2D6+12</td>
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</tbody>
</table>

*Alignment: Lawful-Evil, Neutral*

*Found in: Anywhere*

*Wandering: 1D6*

*Attacks:*

2 Touches, 2D6 plus 1 energy drain

**Shadow, Silver**

*Type: Miscellaneous*

*Created by: Jerry Jacks*

*Description:*

A living shadow, made of silver which always appears as a human male or female. The shadow is always flat with no thickness (a two dimensional creature a la "Flatworld").

It is immune to all clerical spells except permanent light (which does 3D3 damage) and holy water, which does 1D6 damage by shorting part of its energy out. Only magic weapons can hit it, but they do only half damage plus any +'s the weapon has.

Magic spells (except "dispel") rebound on the caster. "Dispel" will work if the shadow fails to make its saving throw (lowest possible), else it has no effect.

**Shaggy**

*Type: Miscellaneous*

*Created by: Dave Hargrave*

<table>
<thead>
<tr>
<th>Hit</th>
<th>Armor</th>
<th>Class Move Fly Swim Range</th>
<th>IQ</th>
<th>Dext</th>
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<tbody>
<tr>
<td>(2-3)D6+1</td>
<td>6</td>
<td>6</td>
<td>1D6</td>
<td>2D6+6</td>
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</tbody>
</table>

*Alignment: Hungry*

*Found in: Dungeons, Outdoors, Rivers, Swamps, Cities*

*Wandering: 1D10*

*Attacks:*

1 Suck, Energy Level

*Description:*

Looks like a huge tribble. Usually pale purple in color. It has no discernable head, eyes, feet, etc. It "coos" nicely (like a tribble). It secretes an extremely sticky adhesive on its bottom and will attach itself to its victim, then it will suck out a life level each melee turn like a stinger.
SHAGGY BEAST
TYPE: ANIMAL
CREATED BY: STEVE DAVIES

**HIT** | **ARMOR** | **IQ** | **DEXT** | **DICE CLASS** | **MOVE** | **FLY** | **SWIM** | **RANGE** | **RANGE**
--- | --- | --- | --- | --- | --- | --- | --- | --- | ---
1D6 | 4 | 9 | 1D6 | 2D6+6

ALIGNMENT: CHAOTIC
FOUND IN: OPEN, WOODS, MOUNTAINS

**ATTACKS:**
1 BITE, 2D6 POISON
2 HOoves 1D8
1 TAIL 1D8 POISON
1 BREATH 1D6 FIRE
1 TOUCH OF ITS FUR, DEATH (SEE BELOW)

DESCRIPTION:
Looks like a large bull but with a snake's head, green fur, and a snake-headed tail. Its fur is armed with stingers whose sting is deadly (save vs. poison or death in two turns). It only breathes if it is angry.

SHOCKBONES
TYPE: MISCELLANEOUS
CREATED BY: DAVE HARGRAVE

**HIT** | **ARMOR** | **IQ** | **DEXT** | **DICE CLASS** | **MOVE** | **FLY** | **SWIM** | **RANGE** | **RANGE**
--- | --- | --- | --- | --- | --- | --- | --- | --- | ---
1D8+2 | 6 | 12 | 0 | 1D4+15

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

**ATTACKS:**
2 HANDS, 1D6
1 BITE, 1D8 (ONLY IF BOTH HANDS HIT)
1 SELF DESTRUCT, 2D10

DESCRIPTION:
An electrically activated, non-magical skeleton. Clerics have no effect on it. It glows with an electrical aura. If "programmed" to do so, it will self destruct. It is an alien device.
Also called "lightning bones" for obvious reasons.

SHREW, GIANT
TYPE: ANIMAL
CREATED BY: CHUCK CADY

**HIT** | **ARMOR** | **IQ** | **DEXT** | **DICE CLASS** | **MOVE** | **FLY** | **SWIM** | **RANGE** | **RANGE**
--- | --- | --- | --- | --- | --- | --- | --- | --- | ---
1D8 | 6 | 16 | 1D6 | 2D6+6

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

**ATTACKS:**
1 BITE, 1D4

DESCRIPTION:
The Shrew is always hungry and will attack anything at anytime. It is completely fear proof. There is a 10% chance that it is rabid and if so it attacks at +2.
The victim of a rabid bite must make a save vs. physical attack or he will become helpless and bedridden in 203 days with death following in 1D4 days. Rabies can be cured by a "Cure Disease" spell.

SKIN
TYPE: UNDEAD
CREATED BY: HILDA HANNIFEN

**HIT** | **ARMOR** | **IQ** | **DEXT** | **DICE CLASS** | **MOVE** | **FLY** | **SWIM** | **RANGE** | **RANGE**
--- | --- | --- | --- | --- | --- | --- | --- | --- | ---
2D6+1 | 6 | 9 | 1D4 | 3D6
SKIN

ALIGNMENT: CHAOTIC
FOUND IN: DUNGEONS, CITIES
LAIR (20%) 6D6 20% D OR MAGIC WEAPONS
WANDERING 6D6 20% D

ATTACKS:
1 SWORD, 1D8 (SEE BELOW)

DESCRIPTION:
A BONELESS UNDEAD WHICH FIGHTS WITH A SWORD AND SHIELD. THERE IS A 20% CHANCE THAT EACH SKIN WILL HAVE A +1 CHAOTIC SWORD WHICH DRAINS ONE LIFE ENERGY IF IT HITS WITH AN 18 OR HIGHER. ANY ENERGY DRAINED ADDS 1D6 TO THE HIT POINTS OF THE SKIN, TO A MAXIMUM OF 17 POINTS.

BEING BONELESS, THE SKIN IS A SAC OF ECTOPLASM. IT ALWAYS MOVES "HASTED" UNTIL IT SUFFERS A LOSS OF EIGHT POINTS, THEN IT REVERTS TO NORMAL SPEED. IF IT REGAINS ENOUGH POINTS TO BE WITHIN SEVEN OF ITS STARTING HIT POINTS, IT RESUMES BEING "HASTED" AGAIN.

THOSE KILLED BY A SKIN BECOME SKINS IF THEIR DEATH WAS DUE TO AN ENERGY DRAIN. A CLERIC CAN ATTEMPT TO TURN A SKIN AS IF IT WAS A WIGHT.

SKORPOON

TYPE: ANIMAL
CREATED BY: DAVE HARGRAVE

HIT DICE CLASS MOVE FLY SWIM RANGE RANGE
IQ DEXT 4D8 4 15 2D6+6 2D6+6

ALIGNMENT: CHAOTIC
FOUND IN: DUNGEONS, OUTDOORS, RIVERS, SWAMPS, CITIES
LAIR (40%) 3D12 100% D
WANDERING 2D6

ATTACKS:
2 CLAWS 2D8
1 STINGER 1D6 PLUS 4D6 POISON
1 BITE 1D8
**SLIME-MOLD, VELVET**

**TYPE:** CLEAN-UP CREW

**CREATED BY:** Scott Mc Cartney

**ATTACKS:**
- 1-8 Pseudopods, 2D4 Poison
- 1 "Paralysis" Spell, 2D6 Creatures within 100 Feet

**DESCRIPTION:**
A huge, forty to fifty foot, oblong mass of purple velvet-like slime-mold. It will have 2D6 twenty foot long Pseudopods, but can only use 1D8 per turn in melee. The Pseudopods glow with an orange light at the end.

When a victim is killed or paralyzed by the Slime-Mold it will crawl over and devour him, consuming any organic material. Even grass in the area of the victim will be consumed. The Slime-Mold ingests about the weight of 200 GP each melee turn.

The Slime-Mold only takes half damage from cold attacks, but fire and lightning do double damage. It is immune to all other forms of magic from 'Hieru's Journey' by Sterling Lanier.

**SLITH**

**TYPE:** MISCELLANEOUS

**CREATED BY:** Steve Marsh

**ATTACKS:**
- 1 Blood Drain, 2D4 per Melee Round

**DESCRIPTION:**
Wax-white blossom on a vine-like stem. There is a triple row of fangs in the blossom.

It exudes a narcotic perfume which affects everyone within a ten foot radius. They must make a save vs. poison or fall asleep. The saving throw must be made once every minute; it starts at +2 and decreases by one each time the throw is repeated.

The stem has enough mobility to enable the blossom to reach the victim and proceed the blood drain.

The plant has a great affinity for blood (in any form) and is repelled by undead (no blood).

Based on "Thonger of Lemuria" by Lin Carter.

**SLUG, MOUTHING**

**TYPE:** PLANT

**CREATED BY:** Dan Pierson

**ATTACKS:**
- 1 Bite, 1D6 plus Blood Drain
- 1 Constriction, 2D6

**DESCRIPTION:**
A large (eight to ten feet long) slug-like creature. It can almost stand erect. Its mouth is halfway down its body and has large teeth and an expandable jaw (like a snake). Its favorite mode of attack is to rear up, fasten its teeth on the victim then enfold and crush him. It is pale green in color with a yellow underbelly.
### Slug, Moutning

It is very quiet for its size and usually gains surprise on its victims. If it fails to surprise them, they can usually run away from it. It has very poor eyesight and does not communicate much with others. It will eat almost anything.

#### Snapper, Giant

**Type:** Giant Animal

**Created by:** Chuck Cady

<table>
<thead>
<tr>
<th>Hit DICE</th>
<th>Armor</th>
<th>Move</th>
<th>Fly</th>
<th>Swim</th>
<th>Range</th>
<th>Range</th>
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<tr>
<td>(1-27)D8</td>
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<td>6</td>
<td>3</td>
<td>2D4</td>
<td>2D6+6</td>
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**Alignment:** Any, Hungry

**Found in:** Anywhere

**Lair:** 1D4, 60% A*2

**Wandering:** 1D2

**Attacks:**
1. Bite, (# of Hit Dice)D2 plus 1 Constriction, (see below)
2. Claws, 1D4

**Description:**

The generic description of the giant snakes.

Its basic armor class is 3 plus one third of the number of its hit dice, fractions are rounded up giving a range of 2 to -6.

### Spinx

**Type:** Miscellaneous

**Created by:** Charlie Luce

<table>
<thead>
<tr>
<th>Hit DICE</th>
<th>Armor</th>
<th>Move</th>
<th>Fly</th>
<th>Swim</th>
<th>Range</th>
<th>Range</th>
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<tbody>
<tr>
<td>6D8</td>
<td>6</td>
<td>12</td>
<td>30</td>
<td>3D6</td>
<td>20D+6</td>
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**Alignment:** Neutral

**Found in:** Mountains, Deserts

**Lair:** 1D6, 100% D

**Wandering:** 2D4

**Attacks:**
1. Bite, 1D6
2. Claws, 1D4

**Description:**

This creature is the neutral counterpart of the lammasu. With a human-like face and a lion's body, the female of the species is always winged, but the males only rarely (about 1 chance in 64). The sphinx will either be a fifth level mage or cleric depending on which is higher, its intelligence or its wisdom (roll 3D6 for each); if both are equal, then a male will be mage and a female will be a cleric. If the "singer" class is used, the sphinx will be one if its charisma is at least two points higher than any of its other characteristics. Its behavior ranges from reclusive to curious and friendly, or enigmatic to hostile. Winged males breed true. The sphinxes are matriarchal.
ALL THE WORLDS' MONSTERS

SPIDER
TYPE: GIANT ARTHROPOD
CREATED BY: CHUCK CADY
HIT ARMOR DICE CLASS MOVE FLY SWIM RANGE RANGE
IQ 2 9 1D4 2D6+6
DEXT.
ALIGNMENT: ANY, HUNGRY
FOUND IN: DUNGEONS, OUTDOORS, RIVERS, SWAMPS, CITIES
NUMBER PROBABILITY OF TREASURE AND TYPE
LAIR (50%) 1D10 30% A
WANDERING 1D4
ATTACKS:
1 BITE, 1D6 PLUS (# OF HIT DICE)D4 POISON
DESCRIPTION:
A GENERIC DESCRIPTION OF ANY FORM OF GIANT SPIDER.
ITS BASIC ARMOR CLASS IS 3 TO WHICH IS ADDED ONE
THIRD OF THE NUMBER OF ITS HIT DICE, FRACTIONS ARE
ROUNDED UP GIVING A RANGE OF 2 TO -6.

*****

SPIDER DRAGON
TYPE: VANCE DRAGON
CREATED BY: DAN PIERSON
HIT ARMOR DICE CLASS MOVE FLY SWIM RANGE RANGE
IQ 4 24 1D6+10 1D6+12
DEXT.
ALIGNMENT: NEUTRAL, HUNGRY
FOUND IN: DUNGEONS, OUTDOORS, RIVERS, SWAMPS, CITIES
NUMBER PROBABILITY OF TREASURE AND TYPE
LAIR (40%) 1D100
WANDERING 2D12
ATTACKS:
2 CLAWS, 1D3
1 BITE, 1D6
DESCRIPTION:
IT CAN HAVE VARIOUS COLORS, FREQUENTLY WITH FANCY
RIDING TRAPPINGS. IT USUALLY LAIRS WITH OTHER
VANCE DRAGONS AND HUMAN MASTERS. MAINLY USED AS A
RIDING BEAST.

*****

SPIDER DRAGON
BASED ON "THE DRAGON MASTERS" BY JACK VANCE.

*****

SPIDER, GREEN FANG
TYPE: GIANT ARTHROPOD
CREATED BY: CLINT BIGGLESTONE
HIT ARMOR DICE CLASS MOVE FLY SWIM RANGE RANGE
IQ 5D6 2+ 15 1D4 1D6+12
DEXT.
ALIGNMENT: HUNGRY
FOUND IN: DUNGEONS, OPEN, WOODS, MOUNTAINS, CITIES
NUMBER PROBABILITY OF TREASURE AND TYPE
LAIR (75%) 3D6 50% B
WANDERING 2D4
ATTACKS:
1 WEB, A CONE 30 FEET LONG, 20 FEET WIDE AT END
1 BITE, 3D6 PLUS INJECTS GREEN SLIME
DESCRIPTION:
A MAN-SIZED, DARK-BROWN SPIDER WITH LIVE COLONIES
OF GREEN SLIME ON ITS FANGS. WHEN THEY BITE, SOME
OF THE SLIME IS INJECTED INTO THE VICTIM, WHO SUFFERS
1D10 DAMAGE PER TURN UNTIL BOTH A "CURE DIS-
EASE" AND A "CURE WOUNDS" IS DONE. THE WEB IS NOT
STICKY. THE SPIDER IS IMMUNE TO LIGHTNING AND TO
GREEN SLIME (ON WHICH IT FEEDS). THERE IS A TRAP-
DOOR VARIETY WHICH IS THE ONLY KIND FOUND IN
DUNGEONS.

ALSO CALLED A "GREENFANG"

*****

STARLING
TYPE: SWIMMER
CREATED BY: WAYNE SHAW
HIT ARMOR DICE CLASS MOVE FLY SWIM RANGE RANGE
IQ 10D8 2-6 3 4 1D3 1D6+6
DEXT.
ALIGNMENT: HUNGRY
FOUND IN: ANYWHERE
NUMBER PROBABILITY OF TREASURE AND TYPE
LAIR (75%) 1D3 100% B
WANDERING 1D3
ALL THE WORLDS' MONSTERS

STARLING

ATTACKS:

7 TENTACLES:
1. - 1D6 PLUS ATTACHES FOR BLOODSUCC
2. - 1D6 CONSTRUCTION
3. - 1D6 PLUS POISON SPINES
4. - PETRIFICATION
5. - 6D6 COLD DAMAGE
6. - 6D6 FIRE DAMAGE
7. - SQUIRTS INK

DESCRIPTION:
GIANT MUTANT STARFISH. THIS CREATURE PREFERS WATER, BUT ARE QUITE CAPABLE OF OPERATING IN EVEN DRY CLIMES. THE TENTACLES ARE TEN FEET LONG.

TENTACLE TWO CAN EXTEND UP TO 100 FEET.
TENTACLE THREE CAN THROW ITS SPINES WITH A -2 HIT PROBABILITY.

THE ARMOR CLASSES ARE: BODY - AC 2, TENTACLES - 4, AND UNDER BODY - 6.

IF THE STARLING CRAWLS OVER A VICTIM OR DRAGS HIM UNDER IT, IT WILL SWALLOW HIM IN 1-3 MELEE TURNS.

STINGWING

TYPE: GIANT INSECT

ATTACKS:

1 JAW, 1D3
1 STING, 1DZ PLUS ACID INJECTION

DESCRIPTION:
3 TO 5 FOOT LONG, NEARLY TRANSPARENT DRAGOFLY. HAS LONG WHIP-LIKE TAIL STING. IF HIT BY THE

STING, SAVE VS. POISON MUST BE MADE OR WILL DISOLVE INTO MUSH. SAVE GIVES 4D6 ACID DAMAGE.

****

STONE GNOME

TYPE: ELEMENTAL

CREATED BY: HILDA HANNIFEN

ATTACKS:

2 FISTS, 2D10
1 SPELL (SEE BELOW)

DESCRIPTION:
A FREE-SPIRITED ELEMENTAL WHICH LOOKS LIKE A SHORT STONE HUMAN, AND CAN HAVE ANY OF THE COLORS NORMALLY OCCURRING IN ROCKS. FOND OF VOLCANOES.

ONLY BLUNT MAGIC WEAPONS CAN HIT IT. "MUD TO ROCK" COMPLETELY RESTORES ANY DAMAGE IT HAS TAKEN (IT IS LIKELY TO HAVE A RING OF "MUD TO ROCK").

IT CAN CONTROL ANY CREATURE WITH AN AFFINITY FOR THE EARTH AND IT CAN USE THE FOLLOWING SPELLS: "ROCK TO MUD", "HALLUCINATORY TERRAIN", "WALL OF STONE", "GROWTH/PLANTS", "ROCK TO LAVA", "EARTHQUAKE", "FLESH TO STONE", "MOVE EARTH", AND "REVERSE GRAVITY".

IT LIKES TO WEAR JEWELRY AND ITS BODY IS OFTEN STUDDED WITH GEMS.
STORMQUILL
TYPE: ENCHANTED MONSTER
CREATED BY: CLINT BIGGLESTONE
HIT ARMOR DICE CLASS MOVE FLY SWIM RANGE RANGE
(15-18)D6 2+3 6 1D4+3 1D4+12
ALIGNMENT: CHAOTIC
FOUND IN: DUNGEONS, MOUNTAINS
LAIR (50%) NUMBER PROBABILITY OF TREASURE AND TYPE
WANDERING 1D4+1 35% E
ATTACKS:
1 BITE, 5D6
1-4 QUILLS, (SEE BELOW)
1 TAIL, 4D10
DESCRIPTION:
LOOKS LIKE A GORILLA-SIZED ANKLIOSAURUS. IT HAS TWELVE QUILLS ON THE CLUB-LIKE END OF ITS TAIL WHICH IT THROWS WITH A FLIP OF THE TAIL. THE QUILLS BECOME 1D8 LIGHTNING BOLTS OR ICE-LANCES (SIX OF EACH), WHICH HIT WITH THE SAME CHANCE AS A HEAVY CORSSBOW BOLT FIRED BY A CHAMPION. THE CLUB TAIL ONLY HITS IF ALL THE QUILLS ARE GONE. IT IS MAINLY FOUND IN STORMY AREAS.

STRIDING MURDERER
TYPE: VANCE DRAGON
CREATED BY: DAN PIERSUN
HIT ARMOR DICE CLASS MOVE FLY SWIM RANGE RANGE
8D6 4 24 1D6+8 1D6+9
ALIGNMENT: NEUTRAL
FOUND IN: DUNGEONS, OUTDOORS, RIVERS, SWAMPS, CITIES
LAIR (100%) NUMBER PROBABILITY OF TREASURE AND TYPE
WANDERING 1D20 60% E, ONLY 2 MAGIC
ATTACKS:
1-2 WEAPONS, BY WEAPON TYPE PLUS 1D10
1 BITE, 1D12
DESCRIPTION:
GREY-BROWN IN COLOR, USUALLY LAIRS WITH OTHER VANCE DRAGONS AND THEIR HUMAN MASTERS. USES AXES, SWORDS, MACES, KNIVES, AND CUTLASSES.
FROM "THE DRAGON MASTERS" BY JACK VANCE.

STUN CONE
TYPE: PLANT
CREATED BY: DAN PIERSUN
HIT ARMOR DICE CLASS MOVE FLY SWIM RANGE RANGE
8D6 4 24 1D6+7
FOUND IN: DUNGEONS, OPEN, WOODS, MOUNTAINS, RIVERS, SWAMPS, CITIES
LAIR (100%) NUMBER PROBABILITY OF TREASURE AND TYPE
WANDERING 1D20 60% E, ONLY 2 MAGIC
DESCRIPTION:
LOOKS LIKE A TEN FOOT DIAMETER, GREEN PINECONE. IT SHOOTS UP TO 36 SEEDED PSEEDS WITH THE RANGE AND EFFECT OF A LIGHT CROSSBOW. THEN THE PODS HIT, THEY RELEASE A NARCOTIC POLLEN CLOTH WITH A 5 FOOT RADIUS. SAVE VS. POISON MUST BE MADE OR THE VICTIM WILL SLEEP FOR TWO HOURS. THE CONE THEN EXTENDS ITS TENDRILS (IT HAS SIX, EACH 50 FEET LONG) AND DRAWS THE SLEEPING VICTIM INTO ITSELF. WHERE HE IS DISSOLVED AT A RATE OF 2D8 POINTS PER MELEE TURN. THE CONE IS VERY VULNERABLE TO FIRE.

SUN DEVIL
TYPE: ANIMAL
CREATED BY: DAVE HARGRAVE
HIT ARMOR DICE CLASS MOVE FLY SWIM RANGE RANGE
(3-4)D6+2 6 18 2D6 2D6+6
ALIGNMENT: CHAOTIC
FOUND IN: ANYWHERE
LAIR (50%) NUMBER PROBABILITY OF TREASURE AND TYPE
WANDERING 1D6 75% C + 10% EXTRA GOLD
ALL THE WORLDS' MONSTERS

SUN DEVIL

ATTACKS:
1 BITE, 1D8 PLUS FIRE VENOM
2 CLAWS, 1D4

DESCRIPTION:
RED HOT METALLIC WINGED LIZARD. ABOUT EIGHT FEET LONG WITH AN EIGHT AND A HALF FOOT WINGSPEAR. USUALLY A BRIGHT METALLIC COLOR.
ITS BITE INJECTS A VENOM, CAUSING THE VICTIM TO BURST INTO FLAME THREE MELEE TURNS LATER DOING THE NUMBER OF HIT DICE OF THE SUN DEVIL IN DAMAGE EVERY TURN UNLESS A CURE DISEASE IS DONE.
IMMUNE TO FIRE. IT WILL ATTACK WIND DEVILS ON SIGHT.

SWAMP SLIME

TYPE: CLEAN-UP CREW

CREATED BY: DAVE HARGRAVE

ATTACKS:
1 TOUCH, 8D6 OF ACID

DESCRIPTION:
LOOKS LIKE REGULAR GOOEY MUD OR GROUND. ONE TYPE LOOKS LIKE SPANISH MOSS. WILL DISSOLVE FLESH (INGESTING IT AT THE SAME TIME) AT THE ABOVE RATE AND WILL CORRODE METAL RAPIDLY. IMMUNE TO FIRE, LIGHTNING, PARALYSIS, AND MENTAL OR EMOTIONAL SPELLS AND POWERS. VERY SUSCEPTIBLE TO COLD (+1 ON EVERY DIE).

SYLPH

TYPE: ELEMENTAL

CREATED BY: HILDA HANNIFEN

HIT ARMOR I Q DEXT.
DICE CLASS MOVE FLY SWIM RANGE RANGE
6D6+3 7 18 36 1D6+12 3D6+18

ALIGNMENT: CHAOTIC

FOUND IN: OPEN, WOODS, AIR

NUMBER PROBABILITY OF TREASURE AND TYPE
LAIR (65%) 3D6
WANDERING 3D6 65% 1D2 SCROLLS

ATTACKS:
3 BLOWS, 1D6
1 SPELL (SEE BELOW)

DESCRIPTION:
A TRANSPARENT, ILL-DEFINED, HUMAN-SHAPED, FREE-WILLED ELEMENTAL IN A CONSTANT STATE OF INTERNAL FLUX. IT CAN FORM INTO A WHIRLWIND. WHEN FIGHTING FROM THE AIR IT HAS +3 HIT AND +3 DAMAGE. ONLY MAGIC WEAPONS CAN HIT THE SYLPH, BUT THEY ONLY DO ONE THIRD NORMAL DAMAGE.
THE SYLPH CAN COMMAND ONE OR MORE TYPES OF CLOUDS. IT CAN SEE INVISIBLE AND BECOME INVISIBLE; IT CAN EVEN ATTACK WHILE INVISIBLE. IT IS ONLY AFFECTED BY "CONTROL WEATHER" AND "FIRE" SPELLS. IT IS ALWAYS "HASTED".
IT CAN USE THE FOLLOWING SPELLS:
- DARKNESS, PHANTASMAL FORCES, HURRICANE WIND (TEN TURNS, 1D4 POINTS PER TURN, 30% CHANCE VICTIM KNOCKED OVER DOING 6D4 DAMAGE, ONE HUNDRED FOOT RADIUS), CONTROL WEATHER, AND READ MAGIC.
ALL THE WORLDS' MONSTERS

TELIK

TYPE: ALIEN

CREATED BY: K. PICK & G. BLACOW

HIT DICE ARMOR
1D6+3 1G

DICE CLASS MOVE FLY SWIM RANGE RANGE
6 12 3D6 2D6

ALIGNMENT: NEUTRAL

FOUND IN: ANYWHERE

NUMBER

PROBABILITY OF TREASURE AND TYPE

LAIR (30%) 40D10 100% A-ONLY FIGHTER USE MAGIC

WANDERING 40D10 100% MAGIC WEAPONS

ATTACKS:
1-2 WEAPONS, BY WEAPON TYPE (SEE BELOW)

DESCRIPTION:

NATIVE OF THE PLANET TELKO. LOOKS LIKE A FOUR FOOT TALL, GREEN-SKINNED, FOUR-ARMED GORILLA-FOOTED, PORKY PIG. IT IS ALWAYS A FIGHTER, AND GROOVES ON VIOLENCE.

TREAT AS BANDITS FOR HIGHER-LEVELS. HIGHER-LEVELS WILL HAVE MAGICAL WEAPONS AT 5% PER LEVEL.

IT REGENERATES ONE POINT PER MELEE TURN, BUT WILL NOT REGENERATE FROM DEATH.

IT WILL TAKE PRISONERS IF POSSIBLE. THEY WILL BE HELD UNDER TEMPLE ARREST IN ITS LAIR AND STUFFED WITH TELK FOOD, WHICH CAUSES A WEIGHT GAIN OF 10 GP EQUIVALENT PER DAY AND SCURVY IN A MONTH.

FAVORITE WEAPONS:

1 ATTACK PER TURN:

EGGBEATER--OVER FIVE FEET LONG WITH FOUR EDGED BLADES, REQUIRES FOUR ARMS TO OPERATE. DOES 1D4 HITS, 1D4 POINTS PER HIT.

SCISSORS--FOUR FOOT LONG BLADES, REQUIRES FOUR ARMS TO OPERATE. DOES 1D12 DAMAGE AND HAS A 5% CHANCE OF SEVERING A LIMB.

PIPE--SMOKE CAUSES NAUSEA FOR 1D20 MELEE TURNS. A TELK WITH A PIPE IS IMMUNE TO POISON.

GIANT SPOON--USED TO THROW ACID, AS A GIANT SLUG BUT HALF THE RANGE.
**TELK**

2 ATTACKS PER TURN:
- SPIKED TENNIS BALL--HITS AS A SLING, DAMAGE AS A MACE, OFTEN POISONED. HAS A SIX INCH RANGE.
- TIDDLYWINKS--RAZOR-EDGED, POISONED, EQUIVALENT TO A POISONED SHURIKEN. STICKS IN SOFT GROUND AS A CALTROP-IF BAREFOOT, DEXTERITY ROLL CHANCE OF AVOIDANCE.
- THREE INCH RANGE.
- BEER BOTTLE--HAS DAGGER IN THE CORK, FERMENTATION PRESSURE FIRES THE CORK AS A LIGHT CROSSBOW WITH ONE HALF THE RANGE.
- NORMAL DAGGERS AND SHORTSWORDS.

THE TELK FORCE MIX IS IN UNITS OF THIRTY (POSSIBLY EXTENDED FAMILIES) LED BY A FOURTH LEVEL SUB CHIEF AND ARMED HOMOGENEously (ROLL D8 FOR WEAPON TYPE). TELKS FIFTH LEVEL AND ABOVE ARE ARMED WITH FAVORITE PERSONAL WEAPONS (ROLL D8). THERE ARE NO TELK MAGIC-USERS OR CLERICS.

FOUND VERY OFTEN NEAR INTER-UNIVERSE CONNECTIONS.

FROM "EARTHMAN'S BURDEN" BY POUL ANDERSON AND GORDON DICKSON.

****

**TERMAGANT**  TYPE: VANCE DRAGON

CREATED BY: DAN PIERSUN

<table>
<thead>
<tr>
<th>HITS</th>
<th>ARMOR</th>
<th>CLASS</th>
<th>MOVE</th>
<th>FLY</th>
<th>SWIM</th>
<th>RANGE</th>
<th>RANGE</th>
</tr>
</thead>
<tbody>
<tr>
<td>3D6</td>
<td>0</td>
<td>16</td>
<td>1D6+10</td>
<td>1D6+12</td>
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</table>

ALIGNMENT: NEUTRAL

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

LAIR (4D6) 1D20 100% A

ATTACKS:
- 1-2 WEAPONS, BY WEAPON TYPE
- 2 CLAWS, 1D6
- 1 BITE, 1D6

DESCRIPTION:
- RUST RED IN COLOR. USUALLY LAIRS WITH OTHER VANCE DRAGONS AND HUMAN MASTERS (WHO HAVE THE TREASURE).

USING SCIMITARS, DAGGERS, LANCES, MACES AND CUTLASSES.

BASED ON "THE DRAGUN MASTERS" BY JACK VANCE.

*****

**THREE HORSEMEN OF DONN**  TYPE: DEMI-GOD

CREATED BY: CLINT BIGGLESTONE

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<tr>
<th>HITS</th>
<th>ARMOR</th>
<th>CLASS</th>
<th>MOVE</th>
<th>FLY</th>
<th>SWIM</th>
<th>RANGE</th>
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<tbody>
<tr>
<td>20D8</td>
<td>2+8</td>
<td>12</td>
<td>1D6+12</td>
<td>1D6+12</td>
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</tbody>
</table>

ALIGNMENT: NEUTRAL

FOUND IN: ANYWHERE

ATTACKS:
- 1 SPEAR, 4D4+6 PLUS 6D6 FIRE

DESCRIPTION:
- THREE HORSEMEN, RIDING HORSES OF THE EINHERIAR, WHO APPEAR TOGETHER WHEN SUMMONED. THEIR TUNICS, CLOAKS, EYES, HAIR, SHIELDS, SPEARS, HORSES, AND HARNESSING ARE ALL FLAME RED. THEY ARE EINHERIAR OF THE HERALTHING AND THEY FIGHT AS TWENTIETH LEVEL LORDS WITH 18(00) STRENGTH. THEY ARE IMMUNE TO FEAR CHARMS, HOLDING, AND CONFUSION. THEY CAN ONLY BE HIT BY MAGICAL WEAPONS. THEY HAVE NATURAL TRUE SIGHT.

FROM "MOON OF GOMRATH" BY ALAN GARNER.

*****

**THREE SONS OF ARGATRON**  TYPE: DEMI-GOD

CREATED BY: CLINT BIGGLESTONE

<table>
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<tr>
<th>HITS</th>
<th>ARMOR</th>
<th>CLASS</th>
<th>MOVE</th>
<th>FLY</th>
<th>SWIM</th>
<th>RANGE</th>
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<tbody>
<tr>
<td>20D8</td>
<td>2+8</td>
<td>12</td>
<td>1D6+12</td>
<td>1D6+12</td>
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</tbody>
</table>

ALIGNMENT: NEUTRAL

FOUND IN: ANYWHERE

ATTACKS:

DESCRIPTION:
- THREE HORSEMEN, RIDING HORSES OF THE EINHERIAR, WHO APPEAR TOGETHER WHEN SUMMONED. THEIR TUNICS, CLOAKS, EYES, HAIR, SHIELDS, SPEARS, HORSES, AND HARNESSING ARE ALL FLAME RED. THEY ARE EINHERIAR OF THE HERALTHING AND THEY FIGHT AS TWENTIETH LEVEL LORDS WITH 18(00) STRENGTH. THEY ARE IMMUNE TO FEAR CHARMS, HOLDING, AND CONFUSION. THEY CAN ONLY BE HIT BY MAGICAL WEAPONS. THEY HAVE NATURAL TRUE SIGHT.

FROM "MOON OF GOMRATH" BY ALAN GARNER.
THREE SONS OF ARGATRON

ATTACKS:
1 WHIP, 2D12 PLUS 6D6 COLD

DESCRIPTION:
THREE HORSEMEN, RIDING HORSES OF THE EINHERIAR, WHO APPEAR WHEN SUMMONED. THEY HAVE WHITE CLOAKS WITH GOLDEN CLASPS, WHITE WHIPS AND HORSES, AND TIGHTLY-CURLED GOLD HAIR. THEY ARE EINHERIAR OF THE HERALTHING AND FIGHT AS TWENTIETH LEVEL LORDS WITH 18(00) STRENGTH. THEY ARE IMMUNE TO FEAR, CHARMS, HOLDING, AND CONFUSION AND THEY HAVE NATURAL TRUE SIGHT. ONLY MAGICAL WEAPONS CAN HIT THEM.

FROM "MOON OF GOMRATH" BY ALAN GARNER.

****

THREE SONS OF ORMAR

TYPE: DEMI-GOD

CREATED BY: CLINT BIGGLESTONE

ATTACKS:
1 JAVELIN, 2D10 PLUS 1D6 OFF STRENGTH

DESCRIPTION:
THREE HORSEMEN, RIDING HORSES OF THE EINHERIAR, WHO APPEAR TOGETHER WHEN SUMMONED. THEY HAVE BLUE CLOAKS, YELLOW HAIR, FIVE BARBED JAVELINS, SILVER SHIELDS WITH FIFTY KNOBS OF BURNED GOLD AND BOSSES OF PRECIOUS STONES, AND GOLD HORSES WITH HOOVES OF POLISHED BRASS. THEY ARE EINHERIAR OF THE HERALTHING AND FIGHT AS TWENTIETH LEVEL LORDS WITH 18(00) STRENGTH. THEY ARE IMMUNE TO FEAR, CHARMS, HOLDING, AND CONFUSION AND THEY HAVE NATURAL TRUE SIGHT. WEAPONS MUST BE MAGICAL TO HIT THEM.

FROM "MOON OF GOMRATH" BY ALAN GARNER.
TIGER
IF CAUGHT YOUNG ENOUGH (EIGHTEEN OR LESS POINTS), TIGERS CAN BE TAMED AND USED AS GUARD AND HUNTING ANIMALS.

TIGER OF RIGHTEOUS WRATH TYPE: ENCHANTED MONSTER
CREATED BY: CLINT BIGGLESTONE

ATTACKS:
2 CLAWS, 2D8
1 BITE, 3D10

DESCRIPTION:
A HUGE LIQUID SILVER COLORED TIGER OF HIGHLY LAWFUL DISPOSITION. IT IS IMMUNE TO FEAR, CHARM, HOLD, AND CONFUSION; OTHERWISE IT RESISTS MAGIC LIKE A BALROG AND IT REGENERATES LIKE A VAMPIRE. FOUND IN LAWFUL TEMPLES, SHRINES, ETC. OR WITH LAWFUL DEMI-GODS.

TIGER, BLINK SABER TOOTH
ATTACKS:
1 BITE, (1-2)D10 (SEE BELOW)
2 CLAWS, 1D8

DESCRIPTION:
A SABER TOOTH WITH A BLINK DOG'S SPECIAL POWERS. IT CAN TELEPORT AND STRIKE IN THE SAME MELEE TURN. ITS MOUTH HAS TWO HUGE FANGS WHICH HIT FOR 1D10 EACH. ON ANY BITE, THERE IS A 75% CHANCE THAT BOTH FANGS WILL HIT.

TIGER, ICE
TYPE: ANIMAL
CREATED BY: CHUCK CADY

ATTACKS:
1 BITE, 1D10+3
2 CLAWS, 1D6+3
1 BREATH, 6D6 COLD (THREE TIMES A DAY)

DESCRIPTION:
A VERY COLD TIGER WHICH IS ITSELF 75% COLD PROOF. ALL OF ITS ATTACKS ARE AT +1. IN SNOW ITS ARMOR CLASS IS 4.
TIGER, SABER TOOTH
TYPE: ANIMAL

CREATED BY: CHUCK CADY

HIT DICE CLASS MOVE FLY SWIM RANGE RANGE
(9-12)D6+8 3 16 1D6+6 2D6+6

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

ATTACKS:
2 CLAWS, 1D10+4
1 BITE, (1-2)D10 (SEE BELOW)

DESCRIPTION:
THE PREHISTORIC ANCESTOR OF THE BIG CATS OF TODAY.
IT IS VERY RARE AND IF IT ATTACKS, IT DOES SO BY SURPRISE. IT HAS TWO ENORMOUS FANGS WHICH HIT FOR 1D10 EACH. THERE IS A 75% CHANCE THAT BOTH WILL HIT WHEN IT BITES (DOING 2D10), ELSE ONLY ONE HITS (FOR 1D10).

******

TOAD, GIANT
TYPE: GIANT ANIMAL

CREATED BY: CHUCK CADY

HIT DICE CLASS MOVE FLY SWIM RANGE RANGE
(1-7)D8 2 6 16 1D4 2D6+6

ALIGNMENT: ANY, HUNGRY
FOUND IN: DUNGEONS, OUTDOORS

WANDERING 1D2

ATTACKS:
1 TONGUE, (# OF HIT DICE) D4 CONSTRUCTION

DESCRIPTION:
THE GENERIC DESCRIPTION OF THE GIANT TOADS.

ITS BASIC ARMOR CLASS IS 3 PLUS ONE THIRD OF THE NUMBER OF ITS HIT DICE, FRACTIONS ARE ROUNDED UP GIVING A RANGE OF 2 TO -6.

TOAD, SPITTING
TYPE: GIANT ANIMAL

CREATED BY: DAN PIERSON

HIT DICE CLASS MOVE FLY SWIM RANGE RANGE
6D8 4 9 24 1D4 1D6+12

ALIGNMENT: HUNGRY
FOUND IN: ANYWHERE

WANDERING 2D6

ATTACKS:
2 CLAWS, 2D4 PLUS 2D8 POISON
1 SPIT, 4D8 POISON (SPITS AS A GIANT SLUG)

DESCRIPTION:
TEN FOOT LONG, PURPLE-GREEN, MOTTLED TOAD. ITS SKIN IS POISONOUS, DOING 2D8 TO ANYONE WHO TOUCHES IT. VERY AFRAID OF PURPLE WORMS.

******

TORTISE, GIANT
TYPE: GIANT ANIMAL

CREATED BY: RICHARD HARVEY

HIT DICE CLASS MOVE FLY SWIM RANGE RANGE
10D8 -2 6 2D6 1D6+1

ALIGNMENT: NEUTRAL
FOUND IN: OPEN, WOODS, DESERTS

WANDERING 1D2

ATTACKS:
1 BITE, 2D12
2 CLAWS, 1D8
TORTISE, GIANT

DESCRIPTION:
The giant tortoise will not attack unless provoked. Once subdued, it makes an excellent, though slow, beast of burden. The shell of the tortoise is about ten feet in diameter and can be used as a small boat if unbroken. The tortoise can go two weeks without food or water.

TRACKER

DESCRIPTION:
TALL, SKINNY MAN WITH LONG ARMS. TRACKS AS A RANGER + 20%. ONLY 1/6 CHANCE OF CATCHING ONE BY SURPRISE.

BASIC HEAT GUN:
HALF THE RANGE AND ACCURACY OF AN ARQUEBUS. DOES 150% DAMAGE AGAINST METAL ARMOR. IT HAS ENOUGH ENERGY FOR 100 SHOTS, ONE PER MELEE TURN. DAMAGE IS AS FOLLOWS:

<table>
<thead>
<tr>
<th>RANGE</th>
<th>TRAINED</th>
<th>UNTRAINED</th>
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</thead>
<tbody>
<tr>
<td>0-10'</td>
<td>4D8</td>
<td>1D8</td>
</tr>
<tr>
<td>10-20'</td>
<td>2D10</td>
<td>1D4</td>
</tr>
<tr>
<td>20-40'</td>
<td>2D6</td>
<td>1D4</td>
</tr>
<tr>
<td>40-60'</td>
<td>2D6</td>
<td>1D4</td>
</tr>
<tr>
<td>60-90'</td>
<td>1D10</td>
<td>1D4</td>
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</table>

BASED ON "THE DRAGON MASTERS" BY JACK VANCE.

TRIFFID

DESCRIPTION:
AN INTELLIGENT SIGHTLESS PLANT. IT LOOKS LIKE A SIX FOOT TALL STALK WITH A FLOWER ON TOP. THE WHIP IS HIDDEN IN THE FLOWER AND HITS LIKE A BLOW FROM A TENTH LEVEL LORD. IT WALKS ON ITS SHORT ROOTS AND COMMUNICATES BY BEATING THEM ON THE GROUND.

FROM "DAY OF THE TRIFFIDS" BY JOHN WYNDHAM.

TROG

DESCRIPTION:
TROLL-OGRE CROSSBREED. REGENERATES AT ONE HALF THE SPEED OF A TROLL.
TROLL, FIRE
TYPE: ENCHANTED MONSTER
CREATED BY: DAN PIERSUN

<table>
<thead>
<tr>
<th>HIT</th>
<th>DICE</th>
<th>CLASS</th>
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<th>FLY</th>
<th>SWIM</th>
<th>RANGE</th>
<th>RANGE</th>
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<tbody>
<tr>
<td></td>
<td>6D8+3</td>
<td>4</td>
<td>12</td>
<td>1D6</td>
<td>1D6+12</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

ALIGNMENT: CHAOTIC
FOUND IN: DUNGEONS, MOUNTAINS

HIT ARMUR
IQ  DEXT.
4   12

ATTACKS:
2 CLAWS, 1D4 VS. FIRE DWELLERS, 1D8 OTHERWISE
1 BITE, 1D8 VS. FIRE DWELLERS, 1D12 OTHERWISE

DESCRIPTION:
GLORIUS RED TROLL. IT IS VERY HOT (RED HOT IRON TEMPERATURE). IMMUNE TO FIRE AND HEAT DAMAGE. IT REGENERATES AS A NORMAL TROLL, BUT FIRE AND COLD DAMAGE IS REGENERABLE ALSO. IT FEARS COLD.

*****

TROLL, GEKKO
TYPE: GIANT-TYPE
CREATED BY: STEVE PERRIN

<table>
<thead>
<tr>
<th>HIT</th>
<th>DICE</th>
<th>CLASS</th>
<th>MOVE</th>
<th>FLY</th>
<th>SWIM</th>
<th>RANGE</th>
<th>RANGE</th>
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<tbody>
<tr>
<td></td>
<td>4D8+1</td>
<td>4</td>
<td>12</td>
<td>2D6</td>
<td>2D6+6</td>
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</table>

ALIGNMENT: CHAOTIC
FOUND IN: ANYWHERE

ATTACKS:
2 CLAWS, 1D3
1 BITE, 1D6

DESCRIPTION:
A BASIC TROLL ONLY SMALLER, WITH SUCKER PADS ON ITS HANDS AND FEET, WHICH ALLOW IT TO AGILELY CLIMB UP WALLS WITH NO FEAR OF FALLING. ITS USUAL FORM OF ATTACK IS TO CLING TO THE CEILING AND FALL UPON ITS VICTIM.
### UNALHIT

**Type:** Demon

**Created By:** Steve Marsh

<table>
<thead>
<tr>
<th>Hit Dice</th>
<th>Armor</th>
<th>Class</th>
<th>Move</th>
<th>Fly</th>
<th>Swim</th>
<th>Range</th>
<th>IQ</th>
<th>Dext.</th>
<th>Range</th>
<th>Range</th>
</tr>
</thead>
<tbody>
<tr>
<td>(4-40)d8</td>
<td>9</td>
<td>36</td>
<td>3d6</td>
<td>1d6</td>
<td>1d6</td>
<td></td>
<td>1</td>
<td></td>
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</table>

**Alignment:** Chaotic

**Found In:** Dungeons

**Lair:** (50%) 100

**Wandering:** 100

**Number:**

**Probability of Treasure and Type:**

- 1-3: Twelfth Level Types
- 1-6: Ninth Level
- 1-12: Fifth Level
- 20-100: First Level
- 1-12: Servants
- 1-12: Sappers (50%)
- 2-5: Purple Worms (25%)
- 1-4: Magic Users (10%)
- 1: Anti-Cleric (Sixth-Ninth Level) or a Vampire

**Description:**

A six legged demon that resembles a hairy octopus. Its eyes are on stalks and it has good vision. It hatches from an egg. +1 Constitution and Wisdom, but -1 Dexterity and Charisma.

It will serve those who can subdue it or in order to protect its eggs.

In wandering groups or protecting eggs there will be:

- 1-3: Twelfth Level Types
- 1-6: Ninth Level
- 1-12: Fifth Level
- 20-100: First Level
- 1-12: Servants
- 1-12: Sappers (50%)
- 2-5: Purple Worms (25%)
- 1-4: Magic Users (10%)
- 1: Anti-Cleric (Sixth-Ninth Level) or a Vampire

### UNDINE

**Type:** Elemental

**Created By:** Hilda Hannifen

<table>
<thead>
<tr>
<th>Hit Dice</th>
<th>Armor</th>
<th>Class</th>
<th>Move</th>
<th>Fly</th>
<th>Swim</th>
<th>Range</th>
<th>IQ</th>
<th>Dext.</th>
<th>Range</th>
</tr>
</thead>
<tbody>
<tr>
<td>7d8+3</td>
<td>7</td>
<td>12</td>
<td>24</td>
<td>1d6</td>
<td>1d6</td>
<td>1d12+12</td>
<td>1d12+12</td>
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</table>

**Alignment:** Chaotic

**Found In:** Dungeons, Rivers, Seas
**UNDINE**

| LAIR (65%) | 3D4 | 60% D * 2 |
| WANDERING | 3D4 | 40% D * 2 |

**ATTACKS:**
- 2 BLOWS, 2D6
- 1 SPELL (SEE BELOW)

**DESCRIPTION:**
A free-willed water elemental. It appears as oily water or as a human with plastic flesh which flows and recloses around any damage. It is always "hasted" and only magic weapons +2 or better can hit the undine and it only takes half normal damage.

It can control any creature with an affinity for water (crocodiles, fish, etc.). Only "Fire", "Cold", "Part Water" and "Lower Water" spells can affect it.

It can use "Create Water" (8000 cubic feet), "Raise Water" and "Rain" (blinds victims ten melee turns) spells.

**UPAS TREE**

**TYPE:** PLANT

**UPAS TREE**

<table>
<thead>
<tr>
<th>Created By: K. Jones</th>
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**HIT DICE** | ARMOR | IQ | DEXT. |
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<tbody>
<tr>
<td>6D8</td>
<td>5</td>
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**Alignment:** Hungry

**Found In:** Open, Woods

<table>
<thead>
<tr>
<th>LAIR (100%)</th>
<th>NUMBER</th>
<th>PROBABILITY OF TREASURE AND TYPE</th>
</tr>
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<tbody>
<tr>
<td>1D4</td>
<td>80%</td>
<td>B</td>
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</table>

**ATTACKS:**
- 1 SLEEP GAS, SAVE VS. POISON OR FALL ASLEEP
- 2-6 BRANCHES, 1D6

**DESCRIPTION:**
This tree is usually in forest areas (especially poor soil areas), in clearings or scattered, away somewhat from other trees.
VALKYRIE

TYPE: DEMI-GOD

CREATED BY: CHUCK CADY

HIT ARMOR
DICE CLASS MOVE FLY SWIM RANGE RANGE
6D10 4+2 8 15 2D6+6 1D6+14

ALIGNMENT: LAWFUL-GOOD

FOUND IN: DUNGEONS, OPEN WOODS, MOUNTAINS, RIVERS, SEAS, CITIES, AIR

NUMBER PROBABILITY OF TREASURE AND TYPE
WANDERING 1D6 100% MAGIC SWORD

ATTACKS:
1 +2 SWORD, 1D8

DESCRIPTION:
THE VALKYRIE APPEARS AS A HUMAN MAIDEN OF UNEARTHLY BEAUTY, DRESSED IN CHAIN MAIL AND SHIELD WITH A WINGED HELM AND A MAGIC SWORD. HER ARMOR CLASS IS +2 DUE TO HER DEXTERITY AND SHE ATTACKS AT +3 HIT PLUS +0 DAMAGE SO THAT HER TOTAL ATTACK IS +5 HIT FOR 1D8+3 DAMAGE.

THE TOUCH OF ANY VALKYRIE WILL DISRUPT UNDEAD; SHE ONLY HAS TO TOUCH IT IT IS NOT NECESSARY FOR HER TO STRIKE IT AS IN COMBAT.

SHE HAS THE POWER OF FLIGHT. SHE HAS A NATURAL "CHARM": HUMAN MALES SAVE AT -2, FEMALES AT +2;
UP TO THIRTY DICE OF HUMANS CAN BE CHARMED. SHE CAN GO ETHERIAL AND SHE CAN SLEEP UP TO SEVENTY-FIVE DICE WORTH OF VERTIBRATES. SHE ALSO HAS THE "GATE" POWER: 20% TO GATE IN AN ELDIL, 30% TO GATE IN AN AESIR.

******

VAMPIRE, SNOW

TYPE: UNDEAD

CREATED BY: WAYNE SHAW

HIT ARMOR
DICE CLASS MOVE FLY SWIM RANGE RANGE
8D8 2 16 2D6+6 2D6+12

ALIGNMENT: CHAOTIC, LAWFUL-EVIL

FOUND IN: DUNGEONS, OPEN EVIL WOODS, MOUNTAINS, WATER, CITIES
ALL THE WORLDS’ MONSTERS

VAMPIRE, SNOW

ATTACKS:
1 BITE, 1D10 PLUS TWO LIFE LEVELS (SEE BELOW)

DESCRIPTION:
THIS UNDEAD IS INTIMATELY CONNECTED TO COLD, AND
THOUGH IT CANNOT POLYMORPH TO A BAT, IT CAN CON-
TROL WEATHER. INSTEAD OF TURNING INTO A MIST, IT
TURNS INTO A CLOUD OF ICE CRYSTALS. NEVER FOUND
IN DESERTS, PREFERS MOUNTAINS AND OTHER COLD
PLACES.

WHEN IT BITES, IT DRAINS TWO LIFE LEVELS. ADDI-
TIONALLY THE VICTIM MUST MAKE A SAVING THROW; IF
HE FAILS HE TAKES 2D6 ADDITIONAL COLD DAMAGE. FOR
EVERY LEVEL DRAINED, THE VICTIM LOSES ONE POINT
EACH FROM HIS STRENGTH AND HIS SAVING THROW VS.
FIRE, BUT HE GAINS ONE POINT TO HIS SAVING THROW
VS. COLD. THIS EFFECT LastS 2D4 DAYS.

****

VANCE GIANT

CREATED BY: DAN PIERSON

ATTACKS:
1 WEAPON, BY WEAPON TYPE PLUS 5D6

DESCRIPTION:
RED AND BROWN SCALE-ARMORED, TWELVE FOOT TALL MAN.
CAN USE A SWORD, MACE, CHEST PROJECTOR, AND A
BLAST CANNON (SEE WEAPONER). THE CHEST PROJECTOR
HAS ONE SHOT, 7D6 IN A TEN BY THREE FOOT CONE.

BASED ON “THE DRAGON MASTERS” BY JACK VANCE.
VOLTREE

LAIRED (100%) 1D6 30% MAPSBMAGIC,50% 100D10 GP

ATTACKS:
1 ELECTRIC SHOCK, 10D8, AS A LIGHTNING BOLT

DESCRIPTION:
RESEMBLES A LARGE, SILVERY-GREEN WILLOW WITH LONG DANGLING LEAVES EXTENDING TO WITHIN FOUR FEET OF THE GROUND. THERE IS A 90% CHANCE THAT ANYONE OVER FOUR FEET TALL PASSING BENEATH IT WILL TOUCH ONE OR MORE LEAVES, THUS COMPLETING THE CIRCUIT AND DISCHARGING THE EQUIVALENT OF A TEN DIE LIGHTNING BOLT THROUGH HIM.

FROM "SYMBIOTICA" BY ERIC FRANK RUSSELL.

VORD

CREATED BY: DAVE HARORAVE

DESCRIPTION:
GIANT FALCON, ARCH ENEMY OF THE GOLDEN OWLS. IT IS NIGHT BLACK WITH BRIGHT GREEN EYES, BEAK, AND CLAWS. THE CLAWS ARE HOLLOW WITH PARALYSIS VENOM, GOOD ONCE AN HOUR. 4TH LEVEL AND BELOW HAVE NO SAVE, THOUGH A NEUTRALIZE POISON WILL WORK. SAVING THROW VS. POISON FOR ALL OTHERS. THE VORD CANNOT BE PARALYZED.

VUUN

CREATED BY: SCOTT MC CARTNEY

DESCRIPTION:
A huge mammalian with a fifty foot wingspan, similar to a bat except for a great beak and rending talons. It is highly intelligent and even though it has a high magic resistance (75%), it does not use magic. It is however telepathic and psionic. Although basically neutral-good, it reacts highly unfavorable to any intruders without a very good reason for being there.

The Vuun is extremely rare. There are only about one hundred of them left and they all reside in a single colony in a network of caves and tunnels in the wall of a volcanic crater.

The Vuun has four psionic attack and defense modes and 150 psionic strength points.

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ALL THE WORLDS' MONSTERS

WAR WHEEL
CREATED BY: DAVE HARGRAVE
TYPE: MISCELLANEOUS

<table>
<thead>
<tr>
<th>HIT DICE</th>
<th>ARMOR CLASS</th>
<th>MOVE</th>
<th>FLY</th>
<th>SWIM</th>
<th>RANGE</th>
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ALIGNMENT: LAWFUL, CHAOTIC, NEUTRAL

FOUND IN: DUNGEONS, OPEN, DESERTS, CITIES

ATTACKS:
- 2 TENTACLES: 1D8-2D6 DEPENDING ON SIZE
- 1 CRUSH: 2D12-3D12 DEPENDING ON SIZE, PLUS ABSORB

TARGET OVER ONE FULL TURN

DESCRIPTION:
A FIVE TO EIGHT FEET HIGH AND TWO TO FOUR FEET THICK, WHEEL SHAPED BEAST WITH FOUR EYES ON EACH SIDE. IT WEIGHS 550 - 1500 POUNDS DEPENDING ON ITS HIT DICE.

IT ONLY TAKES HALF DAMAGE FROM NON-MAGICAL WEAPONS. A DOWNEO TARGET IS SAT UPON AND ABSORBED OVER A TEN MINUTE PERIOD, THOUGH THE CRUSHING ACTION WILL HAVE KILLED HIM IN A MUCH SHORTER TIME. THOUGH SOME CAN GET UP TO TWENTY-FOUR INCHES A TURN FOR SHORT SPURTS (1D10 MELEE TURNS), MOST MOVE FROM FIFTEEN TO EIGHTEEN INCHES.

ALSO CALLED "MILL WHEEL", "CHASER", OR "GRINDSTONE".

MOUND WIGHT

WATER SUCKER
CREATED BY: STEVE PERRIN
TYPE: ANIMAL

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ALIGNMENT: HUNGRY

FOUND IN: DUNGEONS, OPEN, DESERTS

LAIR (50%) 4D6
WANDERING 4D6

NUMBER 70% PROBABILTY OF TREASURE AND TYPE B
ALL THE WORLDS' MONSTERS

WATER SUCKER

ATTACKS:

1 BITE 1D3
1 SUCK 1 CONSTITUTION POINT PER MELEE TURN

DESCRIPTION:

INHABITANT OF EXTREMELY DRY AREAS, SUCKS WATER OUT OF ITS VICTIMS AS A STIROE SUCKS BLOOD. IF ALL THE WATER IS SUCKED OUT, THE VICTIM DIES AND CAN ONLY BE RESURRECTED AT LOWEST POSSIBLE CHANCE. ONCE THE VICTIM'S CONSTITUTION FALLS BELOW THREE, HE IS COMPLETELY HELPLESS NO MATTER WHAT HE IS.

ABOUT THE SIZE OF AN ARMADILLO, IT CAN MOVE ON ANY VERTICAL OR HORIZONTAL SURFACE. ONCE IT HAS SCORED A BITE, IT BEGINS TO SUCK WATER EVERY TURN THEREAFTER WITH NO NEED FOR A FURTHER STRIKE.

****

WEAKLING

TYPE: HUMANOID

CREATED BY: SEAN CLEARY

HIT ARMOR
DICE CLASS MOVE FLY SWIM RANGE RANGE
(1-15) 9 12 9 9 18 18

ALIGNMENT: NEUTRAL
FOUND IN: DUNGEONS

WEAKLING

TRIGGER AT WILL. ITS FAVORITE IS A PIT-TRAP; IT SITS ON THE WALL UNTIL SOMEONE ENTERS ITS ROOM AND THEN OPENS THE PIT BENEATH THEM.

IT BUNGLES MAGIC, I.E. ANY MAGIC CAST AGAINST IT WORKS AGAINST THE CASTER. A TENTH LEVEL MAGIC CAN THROW A FIRST LEVEL SPELL WITH ONLY A 25% CHANCE OF THE SPELL COMING BACK AT HIM AND ANOTHER 25% CHANCE THAT THE SPELL WILL BE DISPELLED. A TWENTIETH LEVEL WOULD HAVE TWICE THE CHANCE OF SUCCESS (12.5% RETURN, 12.5% DISPELLED). THE FORMULA IS:

EXPONENT = (LEVEL / 10) + 1
BUNGLE = 1 / (2 ** EXPONENT)

WHERE "**" MEANS "RAISED TO THE POWER OF"


NATURAL MAGIC (I.E. BREATH WEAPONS, ETC.) ARE UN-AFFECTED BY THE WEAKLING BUNGLE.

THE WEAKLING CAN USE MAGICAL ITEMS IF HE HAS THEM, BUT HE IS USUALLY GUARDING NON-MAGICAL TREASURE.

THE WEAKLING HAS ONLY ONE HALF OF ITS ORIGINAL LEVEL IN HIT POINTS, AND ITS STRENGTH IS NEVER GREATER THAN FOUR. HOWEVER, ITS DEXTERITY IS 18(00).

****

WEAPONEER

TYPE: HUMAN

CREATED BY: DAN PIERSUN

HIT ARMOR
DICE CLASS MOVE FLY SWIM RANGE RANGE
3D8 9 12 1D6+12 1D8+10

ALIGNMENT: NEUTRAL
FOUND IN: ANYWHERE

EXTREMELY FOND OF TRAPS, IF FOUND ALONE THERE WILL BE AT LEAST ONE TRAP IN THE AREA WHICH IT CAN
WEAPONER

ATTACKS:
MISCELLANEOUS WEAPONS, NORMALLY SEMI-PORTABLE ON
THREE WHEELED CARTS (SEE BELOW).

DESCRIPTION:
NORMAL MEN IN YELLOW-GREEN SMOKS.

FAVORITE WEAPONS:
NEURAL FLUX GENERATOR;
GREY MACHINE WITH A PAIR OF BLACK GLOBES.
GENERATES A 100 FOOT DIAMETER FIELD WITH A
FIVE FOOT SAFETY ZONE IN THE MIDDLE. RE-
QUIRES SAVE VS. PARALYSIS. IT CAN BE
CARRIED BY A HEAVY TROOPER.
MORTAR (50-500 FOOT RANGE--NOTE MINIMUM):
HITS ON 10 IF WEAPONER HAS TIME TO AIM
CAREFULLY, IF HURRIED IT HITS ON 15. A NON-
WEAPONER CAN USE IT, BUT IT ONLY HITS ON
19. IF IT MISSES, SHIFT THE POINT OF IMPACT
TEN FEET PER POINT MISSED IN A RANDOM
DIRECTION. THE MORTAR SHELLS CAN CONTAIN
GAS (SLEEP, CLOUDKILL, ETC.) OR EXPLOSIVES
(10D10 POINTS WITH A TWENTY FOOT RADIUS).
BLAST CANNON;
FIFTY SHOTS, 8D6 PLUS SAVE VS. DISINTEGRATE.
HAS THE RANGE AND ACCURACY OF AN ARQUEBUS
AND HAS THE SAME WEIGHT AS 5000 GP.

BASED ON "THE DRAGON MASTERS" BY JACK VANCE.

WEASEL, GIANT

DESCRIPTION:
The generic description of the giant weasels.
It starts to drain blood on the turn after it
bites. It fastens itself to the victim and will
drain blood every turn thereafter until either the
weasel or the victim is dead.

Its basic armor class is 3 plus one third of the
number of its hit dice, fractions are rounded up
giving a range of 2 to -6.

WEEM

TYPE: ALIEN

CREATED BY: OWEN HANNIFEN

HIT ARMOR DICE CLASS MOVE FLY SWIM RANGE RANGE
10 2 6 2D4 2D6+6

ALIGNMENT: HUNGRY

FOUND IN: DUNGEONS, OUTDOORS, CITIES

LAIR (50%) 10D10 100% D PLUS 50% TECHNOLOGICAL
WANDERING 1D20 40% B

ATTACKS:
1 CLAW, 3D6

DESCRIPTION:
A small (three to four feet), chitinous being with
a huge right claw. The claw attacks as a great-
sword. It is somewhat intelligent, but not very.
It cannot swim and will quickly drown if immersed
in any liquid.

The weem can be played as a fighter, but it uses
no armor or weapons. At third level it will gain
the ability to use a shield.

It eats metal, and if it kills a character, it
will happily eat the armor and leave the body for
revival. It normally attacks people wearing plate
armor first and rejects leather or cloth. If a
magic weapon is eaten, there is a 75% chance that
the weem will take on the weapon's characteristics
(all of them).

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DESCRIPTION:
"The generic description of the giant weasels.
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CREATED BY: OWEN HANNIFEN

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10 2 6 2D4 2D6+6

ALIGNMENT: HUNGRY

FOUND IN: DUNGEONS, OUTDOORS, CITIES

LAIR (50%) 10D10 100% D PLUS 50% TECHNOLOGICAL
WANDERING 1D20 40% B

ATTACKS:
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ALL THE WORLDS' MONSTERS

WEEM
FROM "RETEF'S WAR" BY KEITH LAUMER.

*****

WERE EAGLE TYPE: LYCANTHROPE
CREATED BY: CHARLIE LUCE

HIT ARMOR
DICE CLASS MOVE FLY SWIM RANGE RANGE
6D8 3 3 48 3D6 2D6+8

ALIGNMENT: ANY
FOUND IN: WOODS, MOUNTAINS, CITIES
LAIR (40%) 3D4 80% G TREASURE, D MAGIC
WANDERING 2D4 5% D

ATTACKS:
1 BITE 1D4
2 TALONS, 1D6

DESCRIPTION:
A LARGE (BUT NOT GIANT-SIZED) AVIAN LYCANTHROPE, WITH THE GENERAL ABILITIES OF THAT TYPE. LAIR GROUPS ARE TYPICALLY SEVERAL PAIRS NESTING IN THE SAME VICINITY.

*****

WERE HELLHOUND TYPE: LYCANTHROPE
CREATED BY: SEAN CLEARY

HIT ARMOR
DICE CLASS MOVE FLY SWIM RANGE RANGE
4D6+4 0 12 4 18 18

ALIGNMENT: CHAOTIC, NEUTRAL
FOUND IN: DUNGEONS, OUTDOORS, SWAMPS, CITIES
LAIR (50%) 1D10 100% ROLL FOR TYPE
WANDERING 1 100% ROLL FOR TYPE

ATTACKS:
2 PSEUDOPODS, 2D10 (SEE BELOW)
1 PRESENCE (POISONOUS ODOR, SEE BELOW)

DESCRIPTION:
TENDS TO LOOK LIKE OTHER WERETYPES BUT HAS A COLOR TINT MORE TOWARD THE BREATH TYPES. IT CAN ONLY BE HURT BY SILVER WEAPONS AND MAGIC. IT GETS AN AUTOMATIC SAVE VS. ALL FLAME TYPE ATTACKS AND IT ONLY TAKES HALF DAMAGE FROM WEAPONS NOT SPECIFICALLY MADE TO FIGHT IT.

THERE IS A 25% CHANCE THAT IT CAN USE MAGIC IN ITS HUMAN FORM. ONE THIRD OF THE MAGIC USERS WILL BE PRIESTS OF ROOFDRAG.

WILL ONLY BARELY TOLERATE A WERECOLD-CAT IF UNITED IN SOME COMMON CAUSE AND ONLY THEN UNTIL THE GOAL IS ACCOMPLISHED.

WILL ONLY HAVE SCROLLS IN ITS TREASURE IF IT IS A MAGIC USER.

*****

WERE-ROT TYPE: LYCANTHROPE
CREATED BY: TONY AYRES

HIT ARMOR
DICE CLASS MOVE FLY SWIM RANGE RANGE
(3-9)D8 4 15 2D6+6 2D6+6

ALIGNMENT: CHAOTIC, NEUTRAL
FOUND IN: DUNGEONS
LAIR (15%) 5D6 50% G TREASURE, D MAGIC
WANDERING 1D10 15% D

ATTACKS:
1 BITE 2D4
1 BREATH, # OF REMAINING HIT POINTS OF FIRE

DESCRIPTION:
APPEARS AS A BEAUTIFUL MAN OR WOMAN WITH 18+ CHARISMA. WHEN APPROACHED, IT BECOMES A HUGE PILE OF SLIMY FILTH WITH TWO PSEUDOPODS. EACH PSEUDOPOD STRIKES AS A +10 SWORD. IT EXUDES A POISONOUS SMELL THAT PENETRATES THE SKIN AND DOES THE FOLLOWING:

RANGE: 0-10' 11-25' 26-50' 51-75' 76-100'
DAMAGE: 1D20 1D10 1D6 1D6 1D4
ALL THE WORLDS' MONSTERS

WERE, ANTI TYPE: LYCANTHROPE

CREATED BY: CHUCK CADY

ALIGNMENT: LAWFUL, CHAOTIC, NEUTRAL

HIT ARMOR

IQ DEXT.

DICE CLASS MOVE FLY SWIM RANGE RANGE

(6-8)D8 4 12 3D6 2D6+6

WHERE DIT GO

ATTACKS:

2 HANDS, PICKPOCKET

DESCRIPTION:

AN INVISIBLE CREATURE WHO IS ATTRACTED TO THE BE-

LONGINGS OF A PARTY. INSTEAD OF DOING DAMAGE WHEN

IT HITS, IT STEALS SOMETHING (RANDOM ROLL). IT

WILL CONTINUE TO ATTACK UNTIL IT HAS TAKEN 50%

DAMAGE. THEN IT WILL RETREAT TO ITS LAIR. ITS

ARMOR CLASS IS 2 IF IT CANNOT BE SEEN, BUT THOSE

WHO CAN SEE INVISIBLE HIT IT AS IF IT WAS AC 6.

ANY TREASURE IT STEALS BECOMES INVISIBLE. ALL

OF ITS TREASURE BECOMES VISIBLE AGAIN WHEN IT IS

KILLED.

****

WIGHT, MOUND TYPE: UNDEAD

CREATED BY: DAN PIERSUN

ALIGNMENT: LAWFUL-EVIL

HIT ARMOR

IQ DEXT.

DICE CLASS MOVE FLY SWIM RANGE RANGE

1D6 0 9 1D4+14 1D4+14

WHERE DIT GO

ATTACKS:

2 WEAPONS (SEE BELOW)

DESCRIPTION:

TALL PALE WIGHT IN PALE PLATE ARMOR. WITH 1D4+14

STRENGTH. FOUND ONLY IN OR NEAR ITS MOUND.

FIGHTS AS A TENTH LEVEL LORD. USES MAGIC AS A

NECROMANCER WEARS +1 TO +6 EVIL (OR CHAOTIC)

PLATE (ADDED TO ITS ARMOR CLASS). USES A +3

GREATSWORD (10% PARALYZE BY TOUCH) OR A HAND OF

PARALIZATION AND GLOVES OF STRIKING. THE SWORD

AND GLOVES WILL CHANNEL THE LIFE DRAINING ABILITY

OF THE USER. THERE IS A 10% CHANCE OF 1-2 RINGS,

A 10% CHANCE OF MISCELLANEOUS MAGIC, PLUS CHECK

ITS TREASURE FOR USEABLE ITEMS.
WIGHT, MOUND

CLERICAL DISPEL/TURN WILL NOT WORK IN ITS LAIR. A NINTH LEVEL PATRIARCH NEEDS AN ELEVEN OUTSIDE OF THE LAIR. IT CANNOT BE CONTROLLED, CHARMED, HELD, ETC. IN ITS LAIR. IT FEARS ELVES AND WILL TRY TO KILL THEM FIRST. IT WILL ATTEMPT TO PARALYZE MEN, DWARVES, OR HOBBITS AND STORE THEM IN THE LAIR.

****

WIND DEVIL TYPE: ANIMAL

CREATED BY: DAVE HARGRAVE

HIT

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<th>HIT DICE</th>
<th>ARMOR</th>
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ALIGNMENT: NEUTRAL

FOUND IN: ANYWHERE

LAIR (50%) NUMBER PROBABILITY OF TREASURE AND TYPE

WANDERING 106 75% C + 10% EXTRA GEMS

ATTACKS:

1 BREATH, 1D10 PLUS FROST VENOM
2 CLAWS, 1D4

DESCRIPTION:

LOOKS LIKE A GOLD OR SILVER VERSION OF A SUN DEVIL, OF WHOM IT IS A MUTUAL ENEMY. IT WILL ATTACK A SUN DEVIL ON SIGHT. IMMUNE TO COLD.

WHEN IT BITES, IT INJECTS A VENOM INTO ITS VICTIM. IF A CURE DISEASE IS NOT DONE WITHIN THREE MELEE TURNS, THE VICTIM WILL TAKE THE NUMBER OF THE WIND DEVIL'S HIT DICE IN COLD DAMAGE EACH TURN, FREEZING SOLID AS SOON AS HE HAS LOST ALL HIS POINTS. ONCE FROZEN, THE DAMAGE IS NOT REGENERABLE.

****

WIND WITCH TYPE: ENCHANTED MONSTER

CREATED BY: JEFF PIMPER

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ALIGNMENT: CHAOTIC-EVIL

FOUND IN: DUNGEONS, CITIES

LAIR (90%) NUMBER PROBABILITY OF TREASURE AND TYPE

WANDERING 106 20% SEE BELOW

1 BREATH, HURRICANE FORCE WIND (SEE BELOW)
1 BITE, 1D10 (AS A LAST RESORT ONLY)

DESCRIPTION:

HUMAN SHAPED AND SIZED BUT WITH A CROCODILE-LIKE HEAD. IT DOES NOT FLY AS MUCH AS IT WALKS IN THE AIR. USUALLY FOUND AS A GUARD OF A HIGH LEVEL PERSON OR CREATURE OR USED BY THEM TO "RUN INTERFERENCE" DURING AN ATTACK.

THE WITCH ATTACKS BY USING ITS BREATH TO BLOW OPPONENTS AWAY. HOBBIT-SIZED CAN BE BLOWN AS MUCH AS ONE HUNDRED FEET, DWARF-SIZED FOR FIFTY FEET, UNARMORED MEN FOR TWENTY-FIVE, MAN-SIZED AND ABOVE GET A SAVING THROW VS WIND FORCE. THE PROBABILITY OF A person OR CREATURE REMAINING ON HIS FEET IS 5% FOR EVERY TWENTY-FIVE POUNDS OF WEIGHT (BOTH THE PERSON AND WHAT HE CARRIES). PLUS 5% FOR EVERY STRENGTH POINT ABOVE 14 (MAX. OF 20%), MINUS 10% FOR VOLUMINOUS ROBES, CAPES, AND CLOAKS.

IF THE PERSON STAYS ON HIS FEET, THERE IS A 5% CHANCE PER STRENGTH POINT OF HIS BEING ABLE TO ADVANCE FIVE FEET PER MELEE TURN INTO THE FACE OF THE WIND UNTIL HE CLOSES WITH THE WITCH AND STRIKES. THE SAVING THROW MUST BE MADE EACH TURN AS MUST THE ROLL TO SEE IF HE CAN ADVANCE.

IF SOMEONE GETS CLOSE ENOUGH TO THE WITCH TO STRIKE IT, THE WITCH WILL TRY TO FLEE, UNLESS CORNERED. IT WILL ONLY STAND AND FIGHT IF IT CANNOT GET AWAY.

FROM THE FILM "JACK THE GIANT KILLER".

****

WITCH TREE TYPE: PLANT

CREATED BY: STEVE DAVIES

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ALIGNMENT: HUNGRY

FOUND IN: WOODS
WITCH TREE

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

ATTACKS:
(# OF HIT DICE) BRANCHES, 1D10

DESCRIPTION:
APPEARS AS AN ORDINARY TREE UNTIL IT ATTACKS, THEN ITS BRANCHES MOVE RAPIDLY AND ITS MAW OPENS UP AT THE BASE OF THE BRANCHES.
WHENEVER ANYONE COMES WITHIN TEN FEET OF THE TREE, THE BRANCHES ATTEMPT TO GRAB HIM. THERE IS A 2/3 CHANCE THAT THE VICTIM WILL BE SURPRISED AND NOT ABLE TO STRUGGLE; IF THERE IS A STRUGGLE, EACH BRANCH HAS 1D6 HIT POINTS. ONCE A VICTIM IS CAPTURED, THE BRANCH WILL LIFT HIM INTO THE MAW IN 1D3 MELEE TURNS. AFTER 2D4 FULL TURNS, THE VICTIM WILL BE DIGESTED AND IRRECOVERABLE.
WHEN MORE THAN ONE TREE OCCURS, THEY WILL BE SCATTERED ABOUT, NEVER NEXT TO EACH OTHER. ITS TREASURE (IF ANY) WILL BE UNDERGROUND AMONG ITS ROOT NETWORK.

WOLF, DIRE
TYPE: ANIMAL

CREATED BY: STEVE PERRIN

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

ALIGNMENT: HUNGRY
FOUND IN: DUNGEONS, OPEN, WOODS, MOUNTAINS, RIVERS, SWAMPS

LAIR (30%) 2D10 25% B

ATTACKS:
1 BITE, 1D8

DESCRIPTION:
A PREHISTORIC WOLF. IT CAN BE TAMED AND BECOMES A FAITHFUL COMPANION.

WORM, BLIGHT
TYPE: GIANT ANIMAL

CREATED BY: STEVE HENDERSON

HIT ARMOR DICE CLASS MOVE FLY SWIM RANGE RANGE
IQ DEXT. 18-24)D8 2+3 6 18 1D4+2 1D3+12

ALIGNMENT: CHAOTIC
FOUND IN: MOUNTAINS, WATER

LAIR (40%) 3D10

ATTACKS:
1 TENTACLE, 3D4
1 BITE, 1D4 PLUS 4D6 POISON
3 CONSTRUCTIONS, 3D4 PLUS 8D6 COLD

DESCRIPTION:
A HIDEOUS CREATURE, LIKE A LONG, PALID BLUE WORM. IT IS ONLY FOUND IN VERY COLD WATER.
NORMAL WEAPONS AUTOMATICALLY FREEZE AND SHATTER WHEN THEY STRIKE IT. MAGICAL WEAPONS MUST MAKE A
WORM, BLIGHT

SAVING THROW UNLESS THEY ARE WEAPONS OF COLD OR FIRE.

THE WORM RUNS TO ABOUT SIX TONS OF MASS, BUT IT IS VERY LONG AND CAN CONSTRICT UP TO THREE PEOPLE AT ONCE. IT CAN HASTE ITSELF ONCE A DAY FOR TEN MINUTES. IT IS ABLE TO SENSE THOUGHTS BY ESP, USING THIS MEANS TO FIND ITS FOOD.

IT IS IMMUNE TO FEAR, NORMAL WEAPONS, AND SPOKEN SPELLS.

WORM, SAND

TYPE: GIANT ANIMAL

CREATED BY: DENNIS O'BRIEN

DICE ARMOR IQ DEXT.
10D8 0 24 3 3D6

ALIGNMENT: HUNGRY

FOUND IN: DESERTS

WANDERING NUMBER PROBABILITY OF TREASURE AND TYPE
1 1D10

ATTACKS:

1 BITE, 10D8

DESCRIPTION:

ONE HUNDRED TO TWO HUNDRED METERS LONG, THIS WORM LIVES WITHIN THE SAND OF DRY DESERTS. IT IS FIVE TO TEN METERS IN DIAMETER AND SANDY GREY IN COLOR. WATER ACTS AS A POISON TO THE WORM. IT HAS VERY ACUTE HEARING, IT CAN HEAR THINGS SEVERAL MILES AWAY. IF ATTACKS FROM BELOW THE SURFACE OF THE SAND, CREATING A WHIRLPOOL AND SUCKING ITS VICTIM DOWN BENEATH THE SAND AND THERE CONSUMING HIM.

THERE IS A SPECIAL CLAWED ROD THAT CAN BE USED BY THOSE WITH THE PROPER SKILLS TO ENABLE THEM TO USE THE SANDWORM AS A MOUNT.

FROM "DUNE" BY FRANK HERBERT.

WORM, MIND

TYPE: MISCELLANEOUS

CREATED BY: DAVE HARGRAVE

DICE ARMOR IQ DEXT.
10D8 0 24 3 3D6

ALIGNMENT: HUNGRY

FOUND IN: ANYWHERE

LAIR (100%) 1D10 100% GEMS OR COINS--ANY KIND

ATTACKS:

1 SPECIAL, EATS BRAIN (SEE BELOW)

DESCRIPTION:

A SMALL WORM WHICH CAN APPEAR TO ALL THE SENSES AS ANYTHING OF SIMILAR SIZE (COINS, GEMS, ETC.). NORMALLY IT IS ONE INCH LONG AND NEARLY TRANSPARENT, EXCEPT WHEN IT IS FEEDING, THEN IT HAS A DARK GREENISH BLUE COLOR.

IT WILL BE PICKED UP AS PART OF LOOT AND, WHEN THE ONE WHO PICKED IT UP IS ASLEEP, IT ANESTHETIZES A SPOT IN THE BODY AND BORES INTO THE BRAIN OVER A ONE HOUR PERIOD. IT WILL EAT THE BRAIN AND GROW TO FILL THE CRANIAL CAVITY. IT TAKES OVER THE FUNCTIONS OF ALL AREAS IT EATS AND THE VICTIM FEELS NO PAIN. HE JUST ACTS IRREGULARLY ON OCCASION. ONCE THE TOTAL BRAIN IS EATEN, BOTH THE WORM AND THE VICTIM DIE.

WHILE INGESTING THE BRAIN, THE WORM REPRODUCES ITSELF AND SENDS LITTLE (MICROSCOPIC) WORMLETS OUT THROUGH THE VICTIM'S ELIMINATION SYSTEM.
WORM, SENTIENT

DESCRIPTION:

A PALE, BLIND WORM WHO WORKS WITH WORMEN.
FOUND IN DEEP CAVERNS.

WORM, WHITE

TYPE: GIANT ANIMAL

CREATED BY: STEVE MARSH

HIT ARMOR DICE CLASS MOVE FLY SWIM RANGE RANGE
(5-8)D6 6 6 1D4 2D6

ALIGNMENT: HUNGRY
FOUND IN: DUNGEONS, MOUNTAINS

WRAITH, SILVER

TYPE: UNDEAD

CREATED BY: JERRY JACKS

HIT ARMOR DICE CLASS MOVE FLY SWIM RANGE RANGE
12D6 2+2 8 3D6 2D6+12

ALIGNMENT: LAWFUL-EVIL
FOUND IN: ANYWHERE

ATTACKS:

1 WEAPON, BY WEAPON TYPE + 2D8 PLUS 1D4 LIFE ENERGIS (SEE BELOW)

DESCRIPTION:

A SILVER COLORED WRAITH, LARGER THAN THE USUAL WRAITH. IT USUALLY CARRIES A SWORD BUT MAY USE ANOTHER WEAPON IF IT DESIRES; ANY WEAPON IT HAS IS ALWAYS LIFE DRAINING, 1D4 LEVELS PER HIT. WHEN THE WRAITH IS REDUCED TO ZERO POINTS OR BELOW, ITS WEAPON WILL TRANSFER ONE LIFE ENERGY TO THE WRAITH AND RESTORE ALL OF ITS HIT POINTS.
WUMBLUM
TYPE: ALIEN
CREATED BY: OWEN HANNIFEN
HIT ARMOR DICE CLASS MOVE FLY SWIM RANGE RANGE
10 2 4-6 D8 7 3D6 2D6
ALIGNMENT: LAWFUL, NEUTRAL
FOUND IN: DUNGEONS, OUTDOORS, CITIES
NUMBER PROBABILITY OF TREASURE AND TYPE
LAIR (95%) 1D10 100% B
WANDERING 1 100% A
ATTACKS:
1 STRIKE, 1D8
2 SETS OF WHEELS (FRONT AND BACK), 4D10
DESCRIPTION:
THIS IS THE QUOPPINA EQUIVALENT OF A TRUCK. IT IS
NINE FEET WIDE AND FOUR FEET HIGH WITH GREAT HEAVY
WHEELS. IF ATTACKED, IT CHARGES AT DOUBLE SPEED
FOR HALF A MILE, THEN SLOWS TO REGULAR SPEED OF
SEVEN INCHES. IF IT HITS, IT WILL CRUSH WITH ONE
OR BOTH SETS OF WHEELS (45% RIGHT SET, 45% LEFT
SET, 10% BOTH SETS).
THE WUMBLUM CANNOT SWIM AND WILL QUICKLY DROWN
IF IMMERSED IN ANY LIQUID.
DO TO THE NATURE OF ITS LOCOMOTION, THE WUMBLUM
CAN ONLY MOVE FOUR INCHES IN HILLY TERRAIN.
IF THE WUMBLUM IS NOT HOSTILE, IT MAY OFFER TO
CARRY A PARTY FOR 1D10 GP EACH.
FROM "RETIEF'S WAR" BY KIETH LAUMER.

WYVERGON
TYPE: DRAGONKIND
CREATED BY: DAVE HARGRAVE (AG 1)
HIT ARMOR DICE CLASS MOVE FLY SWIM RANGE RANGE
10 2 7-8 D8+1 10 2D6 2D6+6
ALIGNMENT: CHAOTIC
FOUND IN: DUNGEONS, OUTDOORS, RIVERS, SWAMPS, CITIES
LAIR (55%) 1D6 100% E + 1000 PLATINUM
WANDERING 1D4 40% E
ATTACKS:
1 BITE, 2D8
1 BUTT, 2D6
1 STING, 1D6 PLUS (# OF HIT DICE) D6 POISON
1 BREATH, TURN TO STONE
DESCRIPTION:
WYVERN-GORCUN CROSSBREED. LOOKS LIKE A SCALEY
CHUNKY, HORNED, WINGLESS WYVERN. USUALLY SILVER
COLORED. IT WILL OFTEN COMBINE A BUTT AND STING
ATTACK. THOSE WITH A DEXTERITY OVER 13 WILL
ATTACK TWO OPPONENTS AT ONCE. USUAL PATTERN OF
ATTACK IS ONE BREATH, THEN 1/3 CHANCE OF A BITE OR
2/3 CHANCE OF A BUTT-STING. IT WILL EAT ANY
VICTIM TURNED TO STONE. IT CAN BREATHE INTO THE
ETHEREAL AND ASTRAL PLANES.
ALL THE WORLDS' MONSTERS

X-RAY BEAST

TYPE: ANIMAL

CREATED BY: DAVE HAROY

HIT DICE CLASS MOVE FLY SWIM RANGE RANGE
(4-6)D8 4 204 2D6+6

ALIGNMENT: CHAOTIC, NEUTRAL

NUMBER PROBABILITY OF TREASURE AND TYPE
LAIR (30%) 1D6 75%
ATTACKS:
1 X-RAY, 3D6 RADIATION DAMAGE

DESCRIPTION:
LARGE GREY HIPPO-SIZED AND SHAPED, ONE-EYED BEAST. EYE EMITS X-RAYS FOR A RANGE OF TWENTY FEET. CAN SEE THROUGH TEN FOOT WALLS. IMMUNE TO FIRE.

YMIR, PRINCE OF ICE DEMONS

TYPE: DEMON

CREATED BY: STEVE PERRIN

HIT DICE CLASS MOVE FLY SWIM RANGE RANGE
20D12 2+6 18 18 20

ALIGNMENT: CHAOTIC, EVIL, CHAOTIC-EVIL

LAIR (100%) 1
ATTACKS:
1 HAMMER, 8D6 PLUS 8D6 COLD
1 TOUCH, 8D6 COLD

DESCRIPTION:
YMIR, PRINCE OF ICE DEMONS

There is a 50% chance that fire magic will rebound and fully affect its caster. There is a 50% chance that flaming weapons will go out when they strike him, doing no damage; otherwise they act as they do to a Class III ice demon. His spells are those of a twentieth level mage. Dispel evil has a 1% chance per level of caster of working.

YMIR likes to travel with his court. When he appears, he is likely to gate in two Class III ice demons, six Class II ice demons and four Class I ice demons.

He has the same glare properties and regeneration abilities of the rest of the ice demons, though his limit is 240 hit points.

ZANTH

| TYPE: ANIMAL |

| CREATED BY: DAVE HARGRAVE |

| HIT ARMOR DICE CLASS MOVE FLY SWIM RANGE RANGE |
| (4-7)D8+1 6 12 1D8 2D6+6 |

| ALIGNMENT: HUNGRY |

| FOUND IN: DUNGEONS, OUTDOORS, RIVERS, SWAMPS, CITIES |

| LAIR (20%) NUMBER PROBABILITY OF TREASURE AND TYPE |
| 2D10 75% C |

| WANDERING 1D8 |

| ATTACKS: |
| 1 BITE, 1D12 |

<p>| DESCRIPTION: |
| SIX LEGGED WOLF-KOMODO-LIZARD. |</p>
<table>
<thead>
<tr>
<th>Monster Level Chart</th>
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<tbody>
<tr>
<td><strong>LEVEL 1</strong></td>
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<tr>
<td>Demon, Serpent (Lesser)</td>
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<tr>
<td>Goblin, Glass</td>
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<td>Kill-Kill</td>
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<td>Maggot, Mind</td>
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<td>Pink Plant</td>
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<td>Weakling</td>
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<td>Worm, Mind</td>
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<tr>
<td><strong>LEVEL 2</strong></td>
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<tr>
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<td>Hydra, Fire Breathing</td>
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<td>LEVEL 10</td>
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</table>

**HOW TO USE THE MONSTER LEVEL TABLE**

Determining where a monster appears in a dungeon is up to the individual Dungeon Master. However, the following table can be used as a rule of thumb for those who insist that high level monsters should be on low levels of dungeons.

**THE MONSTER LEVEL TABLE**

<table>
<thead>
<tr>
<th>Dungeon</th>
<th>Level</th>
<th>Die Roll</th>
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<td>18</td>
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</tbody>
</table>

Once you find the correct level, simply establish how many monsters are in the level and roll dice or use other random determinations to decide which monster actually appears.

Note that several monsters appear more than once on the Monster Level Chart. Use the lower range of hit dice for those monsters which appear on the higher (closer to the surface) levels of the dungeon.
## The Henderson Monster Creation Table

<table>
<thead>
<tr>
<th>I Size of Monster</th>
<th>II Looks</th>
<th>III Intelligence</th>
<th>IV Alignment</th>
<th>V Hit Dice</th>
<th>VI Armor Class</th>
<th>VII Dexterity Range</th>
<th>VIII Speed</th>
<th>IX Number of Types of Attacks</th>
<th>X Types of Attack</th>
<th>XI Number of Detects</th>
<th>XII Special Abilities(%)</th>
<th>XIII Special Abilities</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 Tiny</td>
<td>1 Indescrivable</td>
<td>01-50 Dumb</td>
<td>01-10 Law</td>
<td>01-05 1 Die</td>
<td>01-40 Dimension Door</td>
<td>1 3-6</td>
<td>01-05 Immobile</td>
<td>01-66 Physical</td>
<td>01-65 1 Dice</td>
<td>01-50 I Airspeed</td>
<td>01-10</td>
<td>01-10</td>
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<tr>
<td>02-15 Small</td>
<td>02-10 7-9</td>
<td>51-60 3-6</td>
<td>11-75 Chaos</td>
<td>01-25 15 &quot;turn</td>
<td>01-40 Teleport</td>
<td>0-19 &quot;turn</td>
<td>01-09 Bane</td>
<td>01-65 2</td>
<td>01-65 1</td>
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<td>16-35 Man-sized</td>
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<td>61-70 7-9</td>
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<td>41-60 Wind Walk</td>
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### Notes
- The % dye to roll abilities, then flesh out details. Can you fill in the monsters in this book who were "fair" on this table? On the back a similar tabulars. Why not publish it in Volume II of ALL THE SORCERER' WORLDS?!