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

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

**TYPE SPELLS**

A "Sleep" and "Charm Person"

B "Magic Missile" and "Web"

C "Pyrotechnics" and "Mirror Image"

D 3D8 Fireball, "Sleep," "Magic Missile," and "Gate" in 1D4 type A

E 4D8 Lightning, "Invisibility," "Slow," and "Gate" in 1D4 type B

F 5D8 "Cold," "Hold Person," "Dispel Magic" and "Gate" in 1D6 type B

G 7D8 Fireball, "Fear," "Ice Storm," "Protection from Normal Missiles," and "Gate" in 1D2 or 1D4 type I demons, 1 type II, and 1 type III....

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

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

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The Chaosium publishes many different games and game play-aids. The well-known RuneQuest series includes RuneQuest, Cults of Prax, FOES, Apple Lane, Snakepipe Hollow, Balestor's Barracks, Trolls & Trollkin, Militia & Mercenaries, and Scorpion Men & Broos. Authentic Thaumaturgy brings a fresh look at FRP magic. Perilous Encounters offers quick FRP massed battles. Many board games are available. Write for free, illustrated catalog.
To all of you coming to this volume of ATWM from the first one, thank you.

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

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

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

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

A final published source is the brain child of Lee Gold and her husband Barry. ALARUMS & EXCURSIONS magazine has been delighting fantasy role-players since its first issue. It is large, monthly, and full of articles and assorted natterings from some very talented people (it is beside the point that your editors have been contributors!). A sample copy can be had from Lee at 3995 Alle Road, Los Angeles CA 90065; write her for details. Monsters with the letters A&E and a number after the contributor's name were taken from the pages of that issue of A&E.

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

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

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

We can use new monsters—especially of the unusual and less murderous sort. See the submission form in the back of this book. Until next time, remember—save the sword and spoil the monster!

Steve Perrin
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R. Schwall (2), N. Shapiro (6), Wayne Shaw (10), Tom Sitterlet (1), Stewart Spada (1), Anders Swenson (2), Mark Swanson (1), Glen Taylor (2), C. Ulrich (2), Jim Ward (4). — 243 entries.

HOW TO INTERPRET THE MONSTER ENTRIES

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

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

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

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

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

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

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

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

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

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

Notes

MOVEMENT—from the basic "armed man moves 60 feet." The phases of a character who can move 120' (12') can be done as two movement phases of 60' (6') each. The derivations and possibilities are obvious. The shorter phase is the second one. MT: 10th second base.

Missile Fire: A wand or some other target is fired at an obvious target. The second attack point is one second after the first.

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

Longbow, Composite Bow, Light Crossbow: Two shots per melee round. First either at Prepared or Ready phase (assuming either applied), and then at the New Missile Fire phase. Movement allowed by firer in a round in which the piece fires. One shot per round for every 30' or fraction thereof moved. Thus a user of such a weapon could fire a Prepared shot, then run 60' in that round. The same applies to the user of a wand or staff. MT: 2nd second.

Short Bow, Modern Guns: Three shots per melee round if Prepared for the first one and there is no movement. Lose one shot per round for every 30' or fraction thereof moved. Thus a user of such a weapon could fire a Prepared shot, then run 60' in that round. The same applies to the user of a wand or staff. MT: 2nd second.

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

Dexterity—the term "dexterity roll" appears throughout these conventions. It is a measure of combat skill. It is determined by the character's total dexterity bonus, combat and magic, as well as complex actions such as changing weapons, turning and firing, opening a box and jumping back, closing a door quickly, etc., and depends on a combination of dexterity and experience. Success in the percentile dice roll depends on the following: the basic dexterity roll is a simple roll of 5% per point of dexterity. A dexterity of 3 always has a 15% chance of succeeding; a dexterity of 18 always has a 10% chance (91-00) of muffering it.

OPTIONAL RULE

The type of armor worn can decrease the effectiveness of dexterity. For plate, subtract 2 from the dexterity bonus; for mail subtract 1, for leather subtract 0.5, for cloth subtract 1 to the dexterity bonus. This could be offset by experience.

COMBAT

(1.) First strike in any situation, whether melee combat, spell casting, or whatever depends on who has the highest dexterity. This does not apply to surprise situations, unless it is mutual surprise. Hasted or speed conditions do count. Haste doubles dexterity in this connection. (Wayne Shaw Option: once the first strike dexterity is determined, all hit points are figured, roll 2d6 for each character and add the result to the dexterity. This will give a little variety to just who gets to strike first.) Further Modification: a character with a long weapon or a long ranged weapon has a 50% chance of being at least half of his opponent's will have first strike.

(2.) When a character takes more than 10% damage, and each time he takes damage thereafter, the percentage of hit points he is left with is reduced by 30% of the total damage. A character taking more than 10% damage, and each time he takes damage thereafter, the percentage of hit points he is left with is reduced by 30% of the total damage. A character taking more than 10% damage, and each time he takes damage thereafter, the percentage of hit points he is left with is reduced by 30% of the total damage.

Knocked Back: A character must make his damage roll in order to get in a blow if he has the lesser dexterity and therefore must strike after being hit, or retain his place of first strike on the next round if he has the higher dexterity. Knocked Down: A character gets no strike on that turn if he has the lesser dexterity and must make his percentage to get a strike on the next turn. If he does get a strike, it will be the last one of the round. If left alone, he can regain his feet on making a percentage roll, but if pressed he will stay down, defending himself as best he can, continuing to get in the last shot.

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

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

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

When using two weapons, the first weapon strikes according to the wielder's dexterity, and the second weapon as if his dexterity were halved. EXAMPLE: a character with a dexterity of 18 is fighting someone with dexterity of 10. The 16-man will get his first weapon in first, then the 12-man will strike with his, and then the 16-man will get in with his second weapon as if his dexterity were 8.

A two-weapon man may use his armor class by one by using one weapon as a shield in two-weapon combat. Despite any pluses on the weapon, it acts as a simple shield. Of course, if used as a shield, the second weapon cannot be used to strike.
HOW TO CONVERT ATWM STATS TO THE TUNNELS & TROLLS SYSTEM

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

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

Type 1 creatures either use spells or weapons. The spells they can use are enumerated in the description of each monster in ATWM. In the T&T universe, the only thing that can tell the DM everything he/she needs to know (how many hits the monster can take before &ins and how many hits it will take to catch) is the monster rating system.

Type 2 monsters require a little more math, but they are strong in a different way. Fortunately there are far more Type 2 (simple monsters are listed in the paragraph above). Combat adds are exactly equal to the Constitution rating.

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

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

When there is a chance that a T&T character may or may not have to fight any given monster on a specific combat turn, the character will make a saving roll based on his luck to decide if he is in combat or not. The level of saving roll the character needs depends on the dexterity of the monster according to the following formula. Monster monster dexterity divided by 4 equals character saving roll level. Example: The Air Squid has a maximum dexterity of 12, divided by 4 equals 3. To totally avoid an attacking squid’s tentacles, a T&T character would need to make his 3rd level saving roll (30 minus luck attribute on 2 dice). It is usual to allow characters making their saving rolls to inflict hits on the monster without suffering any themselves.

The number of monsters you must cope with in any given situation will be given by the appropriate range in ATWM for either Wandering Monsters, or those found in their lair. For T&T players who don’t have the multi-sided dice, I recommend you acquire two 20-sided dice numbered 0-9 for probability dice and lots of ordinary 6-sided dice which you can simulate closely enough by rolling 20D6. D100 = 2020. You won’t want to make any saving rolls or to avoid combat unless you are going to simulate the probability of combat by rolling 2D6, D20 or (you might try 4D64). D100 = 2D20, using one of the dice for the tens column and the other for the ones column.

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

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

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

(1). THE HEFFALUMP. Beast. Type 2.
MR=172 (2xdx10 for tentacles = 1x12 for bite = 172)
Add=66. Total Combat Strength: 16D6+66 adds.
Saving roll to avoid combat: 3rd level. Description: elephant-sized with tentacles, immune to fire, lighting, and any spell that would change its shape or attributes.

(2). THE HELLOWFLOWER. A magic plant. Type 1.
Saving roll to avoid being caught by one-3rd level.
(13 divided by 4=3)
Description: If caught, your constitution drops 1 point for each turn you remain caught. The chance of pulling the flower out of the ground or stone in which it grows is 1/6 x your strength expressed as a percentage and rolled on D20 (i.e., with a Str. of 16, the chance of a random one; Str. of 40 gives you a 5% chance; automatic success for anything with a strength vs. monster rating greater than 800). Ignore the idea of monsters clinging to the roots—that’s dumb anyway. To get free of one, you should probably use fire or counter magic.

(3). THE HORNGED BELLOWER. Beast. Type 2.
MR=60 (1 vorpal spell in T&T doubles the effectiveness of a blade and thus enhances the monster rating).
Add=30. Total combat strength: 4 dice + 30 adds.
Saving roll to evade in combat=3rd level. Description: Its bellow can cause severe damage to anything in combat and therefore has been included in the monster rating.

MR=44.
Add=22. Total combat strength: 5 dice + 22 adds.
Saving roll to avoid in combat=6th level.

(5). NORTH HOUND. Beast. Type 2.
MR=20.
Add=10. Total combat strength=3 dice +10 adds.

(6). THE HUMBAAS. Scorpion Man, Type 1.
Arm him with 1 pole weapon or two hooked weapons.
Add=20. Saving roll: Make a 4th level saving roll each combat turn to avoid the pole weapon. Otherwise you are wearing chain mail, ring mail, or plate armor, make a 3rd level saving roll to see if your armor was penetrated and you hit. If not, you have full strength, full dexterity, and full armor, but you are hit, you must take 50 poison hits on Con—almost always fatal. Make a 4th level saving roll each combat turn to see if Humbaas has any way to voice inspired you with fear. If you miss the saving roll, halve your combat chance for fear poor fearful weapons.

Description: Being a guardian creature of the gods, the Humbaas is impervious to any spell you cast at him, and you will never destroy any spell that you use on yourself or your weapons. Avoid from that, it knows no offensive spells.

(7). THE ICE PERSON. Humanooid. Type 1.
Arm it with 2 ice lances worth 2 dice each. It knows one spell (D&M’s chains). Choose any spell from the spellbook, but the Ice Person must have the natural strength required to use it.
Add=31. Since this is a specifically humanoid, generate the character as a normal T&T human, and figure adds from strength, luck, and dexterity. Description: Ice People have the powers described as relates to fires. Ignore limitations as to spells possible, except that this Ice Person is a high powered ice creature, this is a fully intelligent humanoid creature, a spell used by it against you cannot be avoided, only negated by higher magic.

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

—Ken St. Andre
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<tr>
<td>Swamp Terror (see I Bathene)</td>
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<table>
<thead>
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<td>Tater</td>
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<td>Teng Swarm</td>
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<tr>
<td>Termite, Giant</td>
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<tr>
<td>Termite, Jungle and Swamp (see I Bathene)</td>
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<td>Thaykhay</td>
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<td>Thunderbunny</td>
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<tr>
<td>Thunderlizard (see I Bathene)</td>
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<td>Tin Foil Monster (see Foil Monster)</td>
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<tr>
<td>Trinquem</td>
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<td>Troll Ice</td>
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<td>Type A Demon (see Demon)</td>
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<td>Ugly</td>
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<td>Umber Dragon (see Dragon)</td>
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<td>Unicorn, Bionic (see Bionic)</td>
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<td>Vadar</td>
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<td>Vampire Vine</td>
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<td>Vampire, Golden</td>
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<td>Vorpal Bunny (see Bunny)</td>
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<td>Waffelbanger</td>
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<td>Walking Wet (see Aquazombie)</td>
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<td>Wall of Darkness</td>
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<td>Wandering Minstrel Eye</td>
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<td>Wandering Monster Eye</td>
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<td>Wax Golem (see Golem)</td>
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<td>Wood Golem (see Golem)</td>
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<td>Yellow Door Creature</td>
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<td>Yellow Lotus (see Lotus)</td>
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<td>Yellow Peril</td>
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<td>Zapper</td>
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<td>Zenia</td>
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</tbody>
</table>
# All the World's Monsters

## Agarrett

**Type:** Humanoid

**Created by:** Tom Siterlet (Dun 4)

<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>
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<tbody>
<tr>
<td>8D6</td>
<td>5</td>
<td>9</td>
<td>24</td>
<td>1D6+6</td>
<td>1D6+6</td>
<td>2D6+6</td>
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</table>

**Alignment:** Chaotic

**Found In:** Dungeons, Swamps, Cities

<table>
<thead>
<tr>
<th>Lair (10%)</th>
<th>Number</th>
<th>Probability of Treasure and Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>1D4</td>
<td>100%</td>
<td>B</td>
</tr>
</tbody>
</table>

**Wandering:** 1D4

**Attacks:**

- 4 Claws, 1D3
- 1 Tongue (see below)
- 1 Horn, 1D4

**Description:**

A ten to twelve foot tall mutant, distantly related to the goblins. Its home is anywhere secluded and semi-dark and quiet. Its nest is made of clothing and fur of its victims.

Standing on two legs, the Agarrett has four arms; the top two having six clawed fingers and the bottom two have five. The head has cat-like features, large sad eyes and a horn in the center of its forehead. Its lizard-like, forked tongue is its reproductive organ. If a saving throw vs. magic is not made when struck by the tongue, the saliva will turn the victim into a zombie-like incubator for its young, which are inserted at the same time as the strike. After three and a half months, the victim must make a saving throw against being charmed and subsequently eaten by the newly hatched Agarrett.

The Agarrett's wings enable it to fly as a dragon and have twenty to fifty lashes at the tips which work as whips.

The Agarrett will try to capture and fly off with its victim. Otherwise, treat its attack as that of a gargoyle with a lick instead of a bite and two extra arms.
AIR SHARK
TYPE: FLYER
CREATED BY: DAVE HARGRAVE (AQ 1)

<table>
<thead>
<tr>
<th>HIT</th>
<th>Armor 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>(3-24)D8+1</td>
<td>5+2</td>
<td>36</td>
<td>104</td>
<td>1D5+13</td>
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</table>

ALIGNMENT: HUNGRY
FOUND IN: OPEN, MOUNTAINS, DESERTS, AIR
NUMBER: 1D20
PROBABILITY OF TREASURE AND TYPE: WANDERING
ATTACKS:
1 BITE, [(# HITDICE)/3]D10
1 SKIN SCRAPE, 1D[(# HITDICE)/2]

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

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

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

AKADUS
TYPE: ROBOT
CREATED BY: WAYNE SHAW

<table>
<thead>
<tr>
<th>HIT</th>
<th>Armor Dice</th>
<th>Class</th>
<th>Move</th>
<th>Fly</th>
<th>Swim</th>
<th>Range</th>
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<tbody>
<tr>
<td>1D4</td>
<td>6</td>
<td>4</td>
<td>1D2</td>
<td>1D6+8</td>
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</tbody>
</table>

ALIGNMENT: HUNGRY
FOUND IN: DUNGEONS, OPEN, WOODS, DESERTS, RIVERS, SWAMPS, CITIES
NUMBER: 1D100
PROBABILITY OF TREASURE AND TYPE: WANDERING

ATTACKS:
1 BITE, 1D6
2 HORN, 2D6

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

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

BASED ON "MIDWORLD" BY ALAN DEAN FOSTER.

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

THE ALACORN WILL ONLY SERVE THOSE WHO ARE CHASTE (I.E., MATE ONLY WITH A LAWFULLY MARRIED PARTNER OR A VOWED LOVER) AND PREFER TO ASSOCIATE ONLY WITH LAWFULL AND NEUTRAL-GOOD TYPES.
AMANQA
CREATED BY: STEWART SPADA
TYPE: ANIMAL
HIT DICE CLASS MOVE FLY SWIM RANGE RANGE
ARMOR 5D8 3 20
IQ 3D6
DEXT. 3D4
ALIGNMENT: NONE
FOUND IN: DUNGEONS, OPEN, WOODS
NUMBER PROBABILITY OF TREASURE AND TYPE
LAIR (20%) 4D6 15% D
WANDERING 2D6
ATTACKS:
2 HOVES, 1D8
1 BITE, 2D6
1 MENTAL WAVE, 5D4 (SEE BELOW)
DESCRIPTION:
THIS ANIMAL APPEARS AS A HORSE WHICH CAN BE OF
VARYING HEIGHT AND COLOR. IT CAN TALK, EITHER
ITS OWN LANGUAGE OR COMMON. IT CAN BE SUBDUEED
AND WILL MAKE A LOYAL MOUNT IF TREATED WELL AND
GIVEN A FAIR SHARE OF ANY TREASURE FOUND.
THE MENTAL WAVE CAN BE USED TWICE A DAY AND HAS
THE SAME RANGE AND DIRECTION AS A MIND FLAYER'S
PSI WAVE, BUT IT IS *NOT* A PSI ATTACK.

ANASWAMI
CREATED BY: STEWART SPADA
TYPE: SPIRIT
HIT DICE CLASS MOVE FLY SWIM RANGE RANGE
ARMOR 5D8 3 20
IQ 3D6
DEXT. 3D4
ALIGNMENT: NEUTRAL
FOUND IN: DUNGEONS, WOODS
NUMBER PROBABILITY OF TREASURE AND TYPE
LAIR (20%) 1D10 100% A
WANDERING 1D10
ATTACKS:
1 CLUB, 1D10
DESCRIPTION:
A NEARLY INVISIBLE, MALEVOLENT SPIRIT, HOSTILE TO
ALL LIFE. IT EXTENDS INTO BOTH THE ASTRAL AND
ETHEREAL PLANES.
IT MAY ANIMATE ONE NON-MAGICAL OBJECT, INCLUDING
WEAPONS AND ARMOR, AND MAKE IT DO ITS BIDDING.
THERE IS A 20% CHANCE THAT IT HAS 1D6 PSIONIC
ABILITIES.

APE, MAN-EATING
CREATED BY: STEWART SPADA
TYPE: ANIMAL
HIT DICE CLASS MOVE FLY SWIM RANGE RANGE
ARMOR 5D8 3 20
IQ 3D6
DEXT. 3D4
ALIGNMENT: CHAOTIC-NEUTRAL
FOUND IN: DUNGEONS, MOUNTAINS
NUMBER PROBABILITY OF TREASURE AND TYPE
WANDERING 1 100% F
ATTACKS:
1 TOUCH, 2D6
1 "ANIMATE OBJECT" (SEE BELOW)

APE, SNOW
CREATED BY: STEWART SPADA
TYPE: ANIMAL
HIT DICE CLASS MOVE FLY SWIM RANGE RANGE
ARMOR 5D8 3 20
IQ 3D6
DEXT. 3D4
ALIGNMENT: CHAOTIC-NEUTRAL
FOUND IN: DUNGEONS, MOUNTAINS
APE, SNOW

**NUMBER PROBABILITY OF TREASURE AND TYPE**

| LAIR (45%) | 2D10 | 75% C + 1500gp each |
| WANDERING | 1D6  | |

**ATTACKS:**

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

**DESCRIPTION:**

LARGE APES, LOOKING SOMETHING LIKE YETIS.

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

****

**AQUAZOMBIE**

**TYPE: HUMANOID**

**CREATED BY:** PAUL JAQUAYS (DUN 5)

**HIT DICE ARMOR CLASS MOVE FLY SWIM RANGE RANGE**

| 2D6  | 6  | 9  | 2D6+2 | 1D10+6 |

**ALIGNMENT:** CHAOTIC, NEUTRAL

**FOUND IN:** DUNGEONS, WATER

**NUMBER PROBABILITY OF TREASURE AND TYPE**

| LAIR (40%) | 4D10 | 100% E |
| WANDERING | 2D10  | |

**ATTACKS:**

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

**DESCRIPTION:**

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

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

---

**AQUAZOMBIE**

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

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

ALSO KNOWN AS “THE WALKING WET”.

****

**ARCHGHOUL**

**TYPE: MISCELLANEOUS**

**CREATED BY:** GLENN BLACOW (A&E 12)

**HIT DICE ARMOR CLASS MOVE FLY SWIM RANGE RANGE**

| (4-6)D6 | 2 | 12 |
| 2D6+6   | 2D6+6 |

**ALIGNMENT:** CHAOTIC, NEUTRAL

**FOUND IN:** DUNGEONS, OUTDOORS

**NUMBER PROBABILITY OF TREASURE AND TYPE**

| LAIR (20%) | 10D10 | 100% E |
| WANDERING | 2D10  | |

**ATTACKS:**

1. SCREAM PARALYSIS (SEE BELOW)
1. BITE, 1D6
1. WEAPON, BY WEAPON TYPE +2

**DESCRIPTION:**

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

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

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

ARCHGHOUL

For each 100 Archgholus, there is an Archghol Lord who has ten to twelve hit dice and a 5% chance per level of having a magic weapon, a ring, and a staff or wand or rod. He also has the magic abilities of a fifth level mage and he hits for +1 damage.

The Archghol Lord has fifteen hit dice, uses magic as an eighteenth level mage, hits for +6 damage, and always wears two magic rings. If he is found in his Lair, the King will have his own personal treasure (which is type 9) in addition to the treasure normally found there.

Archgholus and Werewolves always attack each other on sight.

*****

AUORR8 ENERGY MONSTER TYPE: ENERGY BEING

Created by: Jim Ward (DUN 4)

<table>
<thead>
<tr>
<th>Hit Dice</th>
<th>Class</th>
<th>Move</th>
<th>Fly</th>
<th>Swim</th>
<th>Range</th>
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<tbody>
<tr>
<td>1D8</td>
<td>9</td>
<td>24</td>
<td>0</td>
<td>2D6+6</td>
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</table>

Alignment: None

Found in: Dungeons

Wandering 1

Attacks: Reflects all attacks upon attacker

Description:

In its normal shape this creature appears to be a fifteen foot radius gold colored cloud of gas in constant motion. In battle it assumes the shape of the last creature who attacked it.

All forms of attack made on it are reflected back on the attacker, doing the damage to him not the monster. This includes spells, missiles, and sword thrusts.

It is mindless and there is a 25% chance that it will follow a party and walk along with it for 1D100 melee turns changing into the different party members in a random manner.

AXEBEAK TYPE: ANIMAL

Created by: Glenn Blacow (A& 12)

<table>
<thead>
<tr>
<th>Hit Dice</th>
<th>Armor</th>
<th>IQ</th>
<th>Dext.</th>
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<tbody>
<tr>
<td>3D8</td>
<td>7</td>
<td>15</td>
<td>1D3</td>
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</table>

Alignment: Hungry

Found in: Anywhere

Lair (20%) 2D10 100% C + 10% chance, 1D3 gems

Wandering 2D10 10% 10% chance of 1D3 gems

Attacks: 1 Slash, 1D10

Description:

A large, flightless, carnivorous bird with a sharp axe-like beak which it uses for attack. The axe-beak is unintelligent, little more than a walking appetite.

The axebeak's gems will always be found in its crop. Like seed eating birds, it uses the gems to aid it in digesting its food.
### Banshee

**Type:** Enchanted Monster  
**Created by:** Wayne Shaw

<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>
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<tr>
<td>4D8+1</td>
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<td>14</td>
<td>28</td>
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<td>2D4+10</td>
<td>1D6+6</td>
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</table>

**Alignment:** Neutral  
**Found In:** Anywhere

- **Lair (85%):** 1  
- **Number Probability of Treasure and Type:** 100%

**Wandering:** 1

**Attacks:**
1. Scream, Fear and Death (see below)

**Description:**
A semi-material, female-like spirit. It cannot be hit by non-magical weapons. If given a magical item, it generally can give some sort of helpful information.  
Every person hearing its scream must make a saving throw vs. magic. If he fails, the effect is as a fear spell and a second save vs. magic must be made. If the second throw fails also, the person dies.

### Barghest

**Type:** Undead  
**Created by:** C. Pettus (A&E 21)

<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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<tbody>
<tr>
<td>4D8+1</td>
<td>4</td>
<td>12</td>
<td></td>
<td></td>
<td>2D6</td>
<td>2D6+6</td>
</tr>
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</table>

**Alignment:** Chaotic  
**Found In:** Anywhere

- **Lair (20%):** 1D4  
- **Number Probability of Treasure and Type:** 100%

**Wandering:** 1D4

**Attacks:**
1. Bite, 2D6  
2. Claws, 1D6 plus 1 shriek (see below)
BARGHEST

DESCRIPTION:
A LARGE SPECTRAL HOUND WITH THE SAME RESISTANCE TO WEAPONS AND CLERICAL DISPEL AS A WRAITH. IT MAY BECOME INVISIBLE, AND ONLY WHILE INVISIBLE WILL IT SHRIEK.
ALL THOSE HEARING THE SHRIEK MUST MAKE A SAVING THROW OR BE PARALYZED WITH FEAR FOR 2D6 TURNS.

BARLUK

TYPE: ANIMAL

CREATED BY: GLENN BLACOW (AGE 15)

<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>RANGE</th>
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<tr>
<td>4D8</td>
<td>7</td>
<td>9</td>
<td>1D4</td>
<td>1D6+6</td>
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ALIGNMENT: HUNGRY

FOUND IN: DUNGEONS

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

DESCRIPTION:
A GREEN SLIMY LIZARD, FIVE TO EIGHT FEET LONG AND CAPABLE OF WALKING ON THE WALLS AND CEILINGS OF TUNNELS AND CAVES.
ITS TOUCH SPREADS A SPECIAL DISEASE, THE VICTIM MUST SAVE VS. MAGIC ELSE TOTAL PUTRIFICATION AND COMPLETELY IRREMOVABLE DEATH WILL OCCUR WITHIN FIVE MINUTES. IF THE SAVING THROW IS MADE, THEN A "CURE DISEASE" MUST BE DONE WITHIN TEN MINUTES OR THE VICTIM WILL SLOWLY ROT TO DEATH IN TWENTY-FOUR HOURS.

BEETLE, FIRE

TYPE: INSECT

CREATED BY: STEVE HENDERSON

<table>
<thead>
<tr>
<th>HIT POINTS</th>
<th>ARMOR DICE</th>
<th>CLASS</th>
<th>MOVE</th>
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<td>1</td>
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<td>18</td>
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<td>10</td>
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</table>

ALIGNMENT: HUNGRY

FOUND IN: ANYWHERE

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

ATTACKS:
1 BITE, 1 POINT

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

BIONIC BAT

TYPE: ROBOT

CREATED BY: DAN PIERSON

<table>
<thead>
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<th>CLASS</th>
<th>MOVE</th>
<th>FLY</th>
<th>SWIM</th>
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<td>36</td>
<td>1D6+7</td>
<td>1D6+10</td>
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ALIGNMENT: NEUTRAL

FOUND IN: ANYWHERE

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

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

DESCRIPTION:
A METAL BAT WITH A TWENTY FOOT WINGSPEAD. IT HAS TWO LASERS, TWO ELECTRICAL GUNS, AND TWO GAS VENTS.
BIONIC BAT
(TEN USES EACH) CONTAINING "SLEEP", "CLOUDKILL"
OR HALLUCINOGENICS (ONLY ONLY TYPE PER VENT). IT
ALSO HAS "INFRAVISION", "DETECT INVISIBLE" (RA-
DAR) RADIO, AND X-RAY 'VISION. IT CANNOT LAND.
IT IS IMMUNE TO LIGHTNING, FIRE AND COLD.
BASED ON A ROGER DEAN ILLUSTRATION.

*****

BIONIC PALADIN
CREATED BY: DAN PIERSON

<table>
<thead>
<tr>
<th>HIT</th>
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<th>IQ</th>
<th>DEXT</th>
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<td>1D4+13</td>
<td>1D4+14</td>
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</table>

ALIGNMENT: NEUTRAL
FIND IN: ANYWHERE

ATTACKS:
2 WEAPONS, 3D8 PLUS DAMAGE (SEE BELOW)

DESCRIPTION:
HE HAS STONE GOLEM STRENGTH AND IS HASTED AT WILL.
HE HAS INFRAVISION, X-RAY VISION, DETECT INVISIBLE
(RADAR) AND RADIO. HE IS LIGHTNING RESISTANT +4
(DOUBLE RING) AND FIRE AND COLD RESISTANT +2 (NOR-
MAL RING).

HIS WEAPONS ARE:
LANCE - FIRES 8D6 LIGHTNING BOLTS (48 CHARGES):
SWORD - CHARGED VIBRO-BLADE. HITS +4, DAMAGE
3D6. OPTIONAL ELECTRICAL DAMAGE OF 4D6
(24 CHARGES).

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

BIONIC UNICORN
TYPE: ROBOT
CREATED BY: DAN PIERSON

<table>
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<th>HIT</th>
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<td>4</td>
<td>30</td>
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<td>1D4+14</td>
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ALIGNMENT: NEUTRAL
FIND IN: ANYWHERE

LAIR (40%)
ATTACKS:
2 HOOVES, 2D8
1 HORN, 3D6 PLUS LIGHTNING (SEE BELOW)

DESCRIPTION:
IT HAS FLESH GOLEM STRENGTH, INFRAVISION, DETECT.
INVISIBLE (RADAR) AND A BUILT IN RADIO. IT IS
RESISTANT TO LIGHTNING, FIRE, AND COLD (+2). IT
HAS TEN TIMES THE ENDURANCE OF A NORMAL HORSE.
USUALLY (90%) FOUND AS THE MOUNT OF A BIONIC PAL-
ADIN. IT WILL HASTE ITSELF AT ITS RIDERS COMMAND,
BUT ITS ENDURANCE IS REDUCED TO 25%.
IT CAN FIRE A 6D6 LIGHTNING BOLT FROM ITS HORN UP
TO TWENTY-FOUR TIMES A DAY.
BASED ON A ROGER DEAN ILLUSTRATION.

*****

BLACK DEATH
TYPE: ENCHANTED MONSTER
CREATED BY: C. BIGGLESTONE & P. SAVOY

<table>
<thead>
<tr>
<th>HIT</th>
<th>ARMOR</th>
<th>IQ</th>
<th>DEXT</th>
<th>DICE CLASS MOVE FLY SWIM RANGE RANGE</th>
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<td>14D6</td>
<td>2+4</td>
<td>15</td>
<td>1D4</td>
<td>1D6+18</td>
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</table>

ALIGNMENT: HUNGRY
FIND IN: ANYWHERE

LAIR (30%)
ATTACKS:
2 WANDERING, 85% A

BASED ON A ROGER DEAN ILLUSTRATION.
ALL THE WORLDS’ MONSTERS

BLACK DEATH

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

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

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

BLOODROSE

CREATED BY: CLINT BIGGLESTONE
HIT DICE Armor IQ DEX
(7-14) D8 4 0 0 3D6

ALIGNMENT: HUNGRY

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

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

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

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

BLOODSCREAM

CREATED BY: CLINT BIGGLESTONE
HIT DICE Armor IQ DEX
5D8 3 3 1D4 1D6+12

ALIGNMENT: HUNGRY

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

ATTACKS:
5 QUILLS, 1D6
1 VISUAL, “FEEBLEMIND”
1 SONIC BLAST (SEE BELOW)
1 TAIL, 1D10

DESCRIPTION:
A GERMAN SHEPARD SIZED STORMGUARD (Q.V.) WITH TWENTY QUILLS.

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

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

BLUE CRUSHER

TYPE: GIANT INSECT

CREATED BY: DAVE HARGRAVE (A8 1)

HIT DICE ARMOR IQ DEXT. RANGE
(4-8)D6+1 2 10 0 2D6+6

ALIGNMENT: HUNGRY

FOUND IN: DUNGEONS, OUTDOORS, RIVERS, SWAMPS

LAIR (10%) 1D6 100% A

WANDERING 1D4

ATTACKS:

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

DESCRIPTION:

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

BLUE MOON

TYPE: MISCELLANEOUS

CREATED BY: DAVE HARGRAVE

HIT DICE ARMOR IQ DEXT.
(2-4)D6 0 9 1D6 2D6+6

ALIGNMENT: CHAOTIC, NEUTRAL

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

LAIR (100%) 1D6+1 50% A

ATTACKS:

1 TOUCH, 2D4 PLUS ANESTHETIZES LIKE GELATINOUS CUBE

BLUE MOON

DESCRIPTION:

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

*****

BOBALYNX

TYPE: ANIMAL

CREATED BY: TERRY JACKSON

HIT DICE ARMOR IQ DEXT.
3D6 18 24 2D6 2D6+6

ALIGNMENT: NEUTRAL

FOUND IN: DUNGEONS, OPEN, WOODS

LAIR (10%) 1D3

ATTACKS:

1 BITE, 4D6
4 CLAWS, 6D8

DESCRIPTION:

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

NO MATTER WHERE FOUND, AN ATTACKING BOBALYNX WILL BE IN A PANIC STATE. ALL SUGGESTIVE SPELLS ARE REDUCED IN EFFECTIVENESS BY 50% ("CHARM", "SLEEP", ETC.); WHEN IT MAKES ITS PASS, IT WILL ATTACK THE LARGEST MEMBER OF A PARTY, TREAT A MOUNTED PERSON AND HIS MOUNT AS ONE CREATURE WHEN DETERMINING THE LARGEST. IT STRIKES TWICE PER MELEE TURN WITH EACH CLAW.
BOMB MONSTER
CREATED BY: JIM WARD (DUN 4)

ATTACKS:
1 EXPLOSION, 10D8 (SEE BELOW)

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

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

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

THE MONSTER EATS ANY TYPE OF PROTEIN MATTER.

BOOGE MAN
CREATED BY: DAVE HARGRAVE (AB 1)

ATTACKS:
2 KICKS, 1D12 TO 2D8 DE pending ON SIZE + SPECIAL
2 HORNS, 1D6 TO 1D12 DE pending ON SIZE + SPECIAL
1 BITE, 2D6 TO 2D12 DE pending ON SIZE + SPECIAL

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

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

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

BOULANE
CREATED BY: TERRY JACKSON

ATTACKS:
1 GESTURE, DEATH (SEE BELOW)

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

Boulane kills by merely pointing his finger at the intended victim, who immediately dies from dehydration (no save). He carries no weapons.

Boulane is immune to all magical and clerical spells, but he can be harmed by physical attack.

*Buffer*

**Type:** Animal  
**Created by:** Scott Mc Cartney  
**Hit Armor:**  
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<td>5</td>
<td>12</td>
<td>3</td>
<td>1d2</td>
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<td></td>
<td>1d10</td>
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**Alignment:** Hungry  
**Found in:** Open, Woods

**Wandering:**  
**Number:** 5d0  
**Probability of treasure and type:**

*Butterfly, Nyosan*  
**Type:** Insect  
**Created by:** Lee Gold (A&G 13)  
**Hit Armor:**  
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<th>Dexterity</th>
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<td>6+3</td>
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<td>1d6+16</td>
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**Alignment:** Hungry  
**Found in:** Anywhere

**Wandering:**  
**Number:** 1d4  
**Probability of treasure and type:**

---

**Bunny, Vorpal**

**Type:** Animal  
**Created by:** Paul Jaquays (Dun 4)  
**Hit Armor:**  
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<th>Armor</th>
<th>IQ</th>
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<td>1d6+12</td>
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**Alignment:** Hungry  
**Found in:** Dungeons, Woods

**Lair (60%):**  
**Wandering:**  
**Number:** 1d4  
**Probability of treasure and type:**

---

**Attacks:**

1. Bite (+2 hit), 1d6 Vorpal

**Description:**

The Vorpal Bunny appears to be a small white rabbit. When approached, it leaps to the attack. Its speed and dexterity give it its high armor class.

In all respects it attacks as a Vorpal Blade, +2 hit and sever the victim's head. It is 60% magic resistant (mainly due to its speed).

Anyone encountering a Vorpal Bunny will become paranoid of bunnies, mice, teddy bears, sparrows, etc. For the rest of their player careers.

From the film "Monty Python and the Holy Grail."
CARBUNCLE

TYPE: ANIMAL

CREATED BY: STEVE DAVIES

HIT ARMOR DICE CLASS MOVE FLY SWIM RANGE RANGE
12 24 32 504 4D6

ALIGNMENT: CHAOTIC NEUTRAL

FOUND IN: WOODS, MOUNTAINS, AIR

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

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

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

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

CARP KING

TYPE: ANIMAL

CREATED BY: STEVE MARSH

HIT ARMOR DICE CLASS MOVE FLY SWIM RANGE RANGE
12 24 32 504 4D6

ALIGNMENT: NEUTRAL

FOUND IN: SEAS

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

ATTACKS:
1 BITE, (NUMBER OF HIT DICE) POINTS
**CARP KING**

**DESCRIPTION:**

AN INTELLIGENT SPECIES OF FISH. ITS ARMOR CLASS IS SIX PLUS THE NUMBER OF ITS HIT DICE. IT IS USUALLY FOUND IN SCHOOLS NUMBERING:

\[(\text{九} - \text{NUMBER-OF-HITDICE})/4\]

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

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

**CARP KING (SMALL)**

**TYPE:** ANIMAL

**CREATED BY:** STEVE MARSH

<table>
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<th>ARMOR CLASS MOVE</th>
<th>FLY</th>
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**ALIGNMENT:** NEUTRAL

**FOUND IN:** SEAS

**NUMBER PROBABILITY OF TREASURE AND TYPE**

WANDERING 2D12+9 80% SEE BELOW

**ATTACKS:**

1 BITE, 1D3

**DESCRIPTION:**

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

*****

**CLANPER**

**TYPE:** CLEAN-UP CREW

**CREATED BY:** STEVE MARSH

<table>
<thead>
<tr>
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<th>ARMOR CLASS MOVE</th>
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<th>SWIM</th>
<th>RANGE</th>
<th>RANGE</th>
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<td>20</td>
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<td>2D6+6</td>
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**ALIGNMENT:** HUNGRY

**FOUND IN:** DUNGEONS

**NUMBER PROBABILITY OF TREASURE AND TYPE**

WANDERING 1

**ATTACKS:**

40-60 TENTACLES 1D4 PLUS GRIP IF THEY HIT

**DESCRIPTION:**

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

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

*****

**COCKROACH THAT ATE CINCINATTI**

**TYPE:** GIANT INSECT

**CREATED BY:** K. JONES

<table>
<thead>
<tr>
<th>HIT DICE</th>
<th>ARMOR CLASS MOVE</th>
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<th>SWIM</th>
<th>RANGE</th>
<th>RANGE</th>
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<td>12</td>
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**ALIGNMENT:** NEUTRAL

**FOUND IN:** CITIES

**NUMBER PROBABILITY OF TREASURE AND TYPE**

LAIR (40%) 1 50% D

WANDERING 1

**ATTACKS:**

1 BITE, 3D12

6 CLAWS, 1D6

**DESCRIPTION:**

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

FROM THE SONG "THE COCKROACH THAT ATE CINCINNATTI".

ALL THE WORLDS' MONSTERS
### Coldtusk
**Type:** Animal

**Created By:** Steve Henderson

<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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<tbody>
<tr>
<td>(5-7)d8</td>
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<td>0</td>
<td>1D6+9</td>
<td>1D3+6</td>
<td>1D3+9</td>
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**Alignment:** Chaotic

**Found In:** Dungeons, Mountains

<table>
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<tr>
<th>Lair (40%)</th>
<th>Number</th>
<th>Probability of Treasure and Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>1D3</td>
<td>40%</td>
<td>D</td>
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</table>

**Wandering:** 1D3 10%

**Attacks:**
- 1 Tentacle, 6d10
- 2 Tusks, 4d6 plus 6d6 cold
- 1 Quill, 1d12

**Description:**
Looks something like a spiny warthog with a tentacle instead of a nose. The tentacle strikes like a whip. If an attacker does not make his Dexterity roll when striking the Coldtusk, a quill is taken in his arm (not if using a local weapon).

The Coldtusk is immune to cold and lightning. The victim of its tusk must make his saving throw vs. a wand to prevent cold damage.

The Coldtusk is only found in very cold places.

### Conehead
**Type:** Humanoid

**Created By:** Dave Hargrave

<table>
<thead>
<tr>
<th>Hit Dice</th>
<th>Armor Class</th>
<th>Move</th>
<th>Fly</th>
<th>Swim</th>
<th>Range</th>
</tr>
</thead>
<tbody>
<tr>
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<td>6</td>
<td>0</td>
<td>1D6+12</td>
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**Alignment:** Chaotic, Neutral

**Found In:** Anywhere

<table>
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<th>Probability of Treasure and Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>3d6</td>
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</tbody>
</table>

**Wandering:** 30d10

**Attacks:**
- 1 Bite, 1d6

**Description:**
Genetically altered cone-headed humans, seemingly mindless. Attack without regard to danger. Cannibals, totally resistant to any spell affecting emotion or thought.

### Coyote
**Type:** Animal

**Created By:** Chuck Cady

<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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<tr>
<td>2d8-4</td>
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<td>14</td>
<td>1d6</td>
<td>2d6+6</td>
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**Alignment:** Any Hungry

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

<table>
<thead>
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<th>Number</th>
<th>Probability of Treasure and Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>2d4</td>
<td></td>
</tr>
</tbody>
</table>

**Wandering:** 2d4

**Attacks:**
- 1 Bite, 1d6

**Description:**
A German Shepard sized canine. It is almost always found in a pack and there is a 10% chance that the entire pack will be rabid and if so, then the individual coyotes attack at +2. Note: if the pack is not rabid, then none of its individual members can be rabid.

The victim of a rabid bite who does not make his save vs. physical attack will become bedridden in 203 days and die 104 days later. A "cure disease" can be used to cure him of the rabies.

### Cracklepaw
**Type:** Animal

**Created By:** C. Bigglestone & P. Savoy

<table>
<thead>
<tr>
<th>Hit Dice</th>
<th>Armor Class</th>
<th>Move</th>
<th>Fly</th>
<th>Swim</th>
<th>Range</th>
</tr>
</thead>
<tbody>
<tr>
<td>4d6</td>
<td>3</td>
<td>12</td>
<td>1d4+12</td>
<td>1d6+14</td>
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</tr>
</tbody>
</table>

**Alignment:** Neutral

**Found In:** Anywhere
CRACKLEPAW

NUMBER PROBABILITY OF TREASURE AND TYPE

LAIR (35%) 208 100% VARIABLE
WANDERING 204 65% VARIABLE

ATTACKS:

- 4 HORNs, 1D4
- 2 TAILS, 1D8
- 2 PAWS, 1D4 PLUS 1D8 LIGHTNING

DESCRIPTION:

Looks like a ninety pound, horned packrat with two tails. It is endlessly fascinated by manufactured objects, especially if they are bright and/or pretty. Like a packrat, it will take such items from a party and leave some other item in trade. Its lair will be full of such stuff.

The cracklepaw is immune to lightning and it may "dimension door" three times a day. It does not walk. It moves by a series of two inch long jumps, six per melee turn.

*****

CYBERSCORP

TYPE: ROBOT

CREATED BY: WAYNE SHAW

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

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

LAIR (20%) 1D3 100% D
WANDERING 1D3

ATTACKS:

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

DESCRIPTION:

A large, robotic scorpion with a force lash for a tail. Designed to fight sheem battle spiders, and the tail switches to positrons when it encounters one.

CYBORG

TYPE: ROBOT

CREATED BY: WAYNE SHAW

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

ALIGNMENT: LAWFUL, CHAOTIC, NEUTRAL
FOUND IN: ANYWHERE

LAIR (15%) 1D10 100% A
WANDERING 1D10

ATTACKS:

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

DESCRIPTION:

A man or humanoid type who has had much of his body replaced with machinery. He moves at triple speed (so he gets three attacks per melee turn). He also has 18(00) strength and dexterity. He is equipped as follows: 50% bare handed, 40% conventional weapons, 10% laser pistol and force sword.
# All the World's Monsters

## Daemon

**Type:** Undead  
**Created by:** Wayne Shaw

<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>
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</thead>
<tbody>
<tr>
<td>1d6</td>
<td>4</td>
<td>12</td>
<td>12</td>
<td>3d6</td>
<td>3d6</td>
<td>3d6</td>
</tr>
</tbody>
</table>

**Alignment:** Lawful, Chaotic, Neutral  
**Found in:** Dungeons, Outdoors, Rivers, Swamps, Cities

**Lair (50%)**  
1d6 100% A

**Wandering**  
1d6

**Attacks:**
- 1 Touch (see below)

**Description:**

- Found anywhere humans are, this is the spirit of a person who has "unfinished business" for one reason or another. It usually appears as a humanoid outline of different colors depending on its alignment and personality.

- When the daemon hits, the victim must make his save vs. magic. If he fails, the daemon possesses him. It grows one hit die per day and its ability to control the person is the percentage of one half of its level divided by the level of the person possessed. When in a body, a cleric can affect it as an appropriate level of undead, but it gets a saving throw and the cleric can only try once a day.

## Dark Mage

**Type:** Humanoid  
**Created by:** S. Rose & K. Pick

<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>
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<tbody>
<tr>
<td>7d8</td>
<td>4</td>
<td>12</td>
<td>12</td>
<td>3d6</td>
<td>3d6+6</td>
<td>3d6+6</td>
</tr>
</tbody>
</table>

**Alignment:** Chaotic, Neutral  
**Found in:** Anywhere

**Lair (50%)**  
1d6 100% F

**Wandering**  
1d6
ALL THE WORLDS' MONSTERS

DARK MAGE

ATTACKS:

- Dark humanoid with large, oversized hands and no visible wings. It flies as a flying spell, immune to all magical weapons and a 100% perfect spell reflector.

DARKNESS MONSTER

TYPE: ANIMAL

CREATED BY: JIM WARD (DUN 1)

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

ALIGNMENT: HUNGRY

FOUND IN: DUNGEONS

LAIR (5%) 1 100% E

WANDERING 1

ATTACKS:

2 PAWS, 8D8

DESCRIPTION:

As long as it is alive this monster absorbs all light to a radius of fifteen feet in all directions, no matter what the light source. Anyone within this circle of darkness will be blinded until he regains the light.

The monster stands nine feet tall and has six large legs and two hairy arms with paws. Its jaws have three sets of fangs but it never uses them in battle.

The darkness is generated by four tentacles which also allow the monster to see within the darkness.

It is reptilian in nature, thus it gives off body heat and cannot be seen via infravision. It is completely immune to illusions and phantasmal forces.

DARTWING

TYPE: INSECT

CREATED BY: C. BIGGLESTONE & P. SAVOY

HIT DICE CLASS MOVE FLY SWIM RANGE RANGE
10D8 8 1 35 1D3 1D6+6

ALIGNMENT: HUNGRY

FOUND IN: OPEN, WOODS, MOUNTAINS

LAIR (50%) 1D100

WANDERING 1D100

ATTACKS:

1 DIVE, 1D8

DESCRIPTION:

A small, humming-bird sized flying creature. It can lock its body into a dart-like shape and then dive down onto its victims. The shock of its strike kills the dartwing, but even plate armor will be penetrated.

The dartwing has no mind of its own, but the entire swarm operates with a hive-mind. It will not attack unless its hive or the flowers it feeds on are disturbed; then 1D20 will attack per melee round until all the dartwings or all the victims are dead.

The dartwing is immune to "fear", "charm" and "hold" spells.

DEADEYE

TYPE: DEMON, MINOR

CREATED BY: C. BIGGLESTONE & P. SAVOY

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

ALIGNMENT: CHAOTIC

FOUND IN: ANYWHERE

WANDERING 1 100% VARIABLE

PAGE 18
DEADEYE

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

DESCRIPTION:
A MANSIZED, SHAMBLINGLY-UPRIGHT, GIANT HOG. IT IS
OFTEN USED TO GUARD CHAOTIC TEMPLES AND SHRINES.
ITS GAZE IS AS A CHAOTIC "FINGER OF DEATH". IF THE
VICTIM MAKES HIS SAVING THROW HE ONLY TAKES 4D6
DAMAGE.

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

DEMON OF SLEEP AND NIGHTMARE

TYPE: DEMON

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

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

ALIGNMENT: CHAOTIC

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

WANDERING NUMBER PROBABILITY OF TREASURE AND TYPE
1

ATTACKS:
1 TOUCH, SLEEP AND "DEATH DREAM"
1 FLAIL: 2D6 PLUS AUTOMATIC CRITICAL HIT

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

THE DEMON'S ARMOR CLASS VARIES ACCORDING TO WHO IS
ATTACKING IT. IT IS:
2+10 (-8) VS. ALL MAGIC WEAPONS
2+12 (-10) VS. BLADED STEEL (ONLY HALF DAMAGE)
2+8 (-6) VS. BLUNT STEEL
2+4 (-2) VS. BLADED SILVER
2 VS. BLUNT SILVER

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

DEATH DWARF

TYPE: HUMANOID

CREATED BY: JEFF PIMPER

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

ALIGNMENT: CHAOTIC-EVIL

FOUND IN: ANYWHERE

LAIR (20%) 10D10 100% B
WANDERING 2D20 50% C

ATTACKS:
1 WEAPON, BY WEAPON TYPE

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

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

FROM "WARRIOR AT WORLD'S END" BY LIN CARTER.
DEMON OF SLEEP ETC. CLASS 2  TYPE: DEMON
CREATED BY: N. SHAPIRO (A&E 17)
HIT ARMOR IQ DEXT.
DICE CLASS MOVE FLY SWIM RANGE RANGE
14D8 2+2 18 1D6+12 1D6+12
ALIGNMENT: CHAOTIC
FOUND IN: DUNGEONS, OUTDOORS, RIVERS, SWAMPS, CITIES
WANDERING NUMBER PROBABILITY OF TREASURE AND TYPE
ATTACKS:
1 TOUCH, SLEEP AND "DEATH DREAM"
1 GAZE, SLEEP AND "DEATH DREAM"
1+2 FLAIL, 2D6+4 PLUS A PERRIN CRITICAL HIT
DESCRIPTION:
SEE CLASS 1 FOR DESCRIPTION OF THE DEATH DREAM.
ITS GAZE HAS A 90% CHANCE OF CAUSING THE DREAM
ALSO.
ITS ARMOR CLASS VARIES ACCORDING TO WHAT IT IS
BEING ATTACK WITH. IT IS:
2+12 (-10) VS. ALL MAGIC WEAPONS
2+14 (-12) VS. BLADED STEEL
2+10 (-8) VS. BLUNT STEEL
2+8 (-4) VS. BLADED SILVER
2+2 (0) VS. BLUNT SILVER
NO OTHER WEAPON CLASSES CAN AFFECT IT. IT IS ALSO
IMMUNE TO ALL FORMS OF MAGIC.
IF IT GETS A REGULAR CRITICAL HIT, THEN THE HIT IS
IS COUNTED AS TWO CRITICAL HITS (ON THE PERRIN
CRITICAL HIT TABLE) AND DOES DOUBLE DAMAGE.

DEMON, RAINBOW (LESSER)  TYPE: DEMON
CREATED BY: STEVE MARSH
HIT ARMOR IQ DEXT.
DICE CLASS MOVE FLY SWIM RANGE RANGE
16D10 2+2 9 1D6+6 1D6+6
ALIGNMENT: CHAOTIC
FOUND IN: DUNGEONS
DEMON, RAINBOW (LESSER)
NUMBER PROBABILITY OF TREASURE AND TYPE
LAIR (50%) 104 90% ROLL FOR TYPE
WANDERING 1D4 90% ROLL FOR TYPE
ATTACKS:
1-6 ARMS, 7D6
DESCRIPTION:
RESEMBLES AN OCTOPUS. IT CAN ONLY USE SIX ARMS IN
THE ATTACK. EACH ARM IS LIKE A PRISMATIC WALL,
BUT THEY HARDEN AND STRIKE LIKE STORM GIANTS. IT
IS ONLY FOUND IN DEEP DUNGEONS, IN DARKNESS.
IT CAN FLASH A SPHERE OF BRILLIANCE, THREE INCHES
IN DIAMETER. IT CANNOT GATE IN OTHER DEMONS, BUT
CAN BE GATED IN BY THEM. A PATRIARCH CAN CONTROL
A LESSER RAINBOW DEMON.

DEMON, TYPE A  TYPE: DEMON
CREATED BY: CARY MARTIN (A&E 14)
HIT ARMOR IQ DEXT.
DICE CLASS MOVE FLY SWIM RANGE RANGE
7D6 2+2 9 2D6+6 2D6+6
ALIGNMENT: CHAOTIC
FOUND IN: ANYWHERE
LAIR (40%) 103 100% B
WANDERING 1
ATTACKS:
2+2 SWORDS, 1D6+2
2 TENTACLES, 1D4 PLUS LIFE DRAIN
1 SPELL (SEE BELOW)
DESCRIPTION:
THIS DEMON APPEARS AS AN EIGHT FOOT TALL HUMANOID
WITH SHINY BLACK SCALES INSTEAD OF SKIN. IT WIELDS
TWO CHAOTIC SWORDS (+2 HIT -2 DAMAGE) AND HAS A
TENTACLE BELOW EACH ARM. ITS STRENGTH IS 17.
DEMON, TYPE A

IT CAN USE THE FOLLOWING SPELLS:
FLY, DARKNESS (THREE FOOT RADIUS), SEE INVISI-
BLE, AND COMMAND UNDEAD AS A SEVENTH LEVEL
EVIL CLERIC.

IT IS 40% RESISTANT TO ALL FORMS OF MAGIC.

******

DEODANTH TYPE: HUMANOID
CREATED BY: DAVE HARQRAVE (AG 1)

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

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

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

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

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

FROM "THE DYING EARTH" BY JACK VANCE.

******

DILEMMA

ALIGNMENT: HUNGRY
FOUND IN: DUNGEONS, WOODS, SWAMPS

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

ATTACKS:
2 HORNS, 1D8 (SEE BELOW)

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

IF THE DILEMMA STRIKES WITH A 20% ON A D20, THE
VICTIM IS CAUGHT ON THE DILEMMA'S HORNS AND WILL
SUFFER DOUBLE DAMAGE. ONCE CAUGHT THERE IS ONLY
A 50% CHANCE ON EACH FOLLOWING MELEE TURN THAT HE
WILL GET FREE AND ON EACH TURN THAT HE FAILS TO
WIN FREE HE WILL TAKE ANOTHER 1D6 DAMAGE.

******

DBO, DEMON

CREATED BY: C. BIGGLESTONE & D. HARQRAVE

HIT ARMOR
POINTS CLASS MOVE FLY SWIM RANGE RANGE
80 4 12
DICE CLASS MOVE FLY SWIM RANGE RANGE
3D6 1D4+6

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

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

ATTACKS:
3 BITE, 1D10
1 SPIT, 3D6 FIRE
1 SPIT, 3D6 ACID
1 SPIT, 3D6 POISON
3 SPELLS, ONE PER HEAD

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**DOG, DEMON**

**DESCRIPTION:**

Looks like Cerberus. It is at perpetual war with all other demons. It is often a patron who can be called upon by kobolds and goblins.

Its howl confuses creatures of three dice and below. Four die creatures must save vs. fear.

Each head has one first level spell.

----

**DOOMGUARD**

**TYPE:** ENCHANTED MONSTER

**CREATED BY:** DAVE HARDRAVE (AQ 1)

**HIT Armor**

<table>
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<tr>
<th>HIT</th>
<th>Armor</th>
<th>IQ</th>
<th>DEXT.</th>
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<tbody>
<tr>
<td>(1-24)D8+1</td>
<td>2+4</td>
<td>6</td>
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**ALIGNMENT:** NONE

**FOUND IN:** DUNGEONS, CITIES

**WANDERING** 1D100

**ATTACKS:**

1 weapon, by weapon type plus 1D10 strength points

**DESCRIPTION:**

A magically animated suit of dull black plate armor. Its dexterity is always equal to that of its most dextrous opponent.

The Doomguard is completely immune to fire, lightning, fear, paralysis, confusion, and all charms. "Cold" does half damage and slows it down.

The only way to "kill" the Doomguard is to dismember it. It will continue to fight at full effectiveness until "killed".

When successfully struck by an enemy, the Doomguard divides itself into two new Doomguards, each of which has the same number of hit points as their parent Doomguard had remaining after it was struck.

**DOTTLE**

**TYPE:** ANIMAL

**CREATED BY:** SCOTT MC CARTNEY

**HIT Armor**

<table>
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<tr>
<th>HIT</th>
<th>Armor</th>
<th>IQ</th>
<th>DEXT.</th>
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</thead>
<tbody>
<tr>
<td>D6+1</td>
<td>6</td>
<td>12</td>
<td>2</td>
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**ALIGNMENT:** ANY

**FOUND IN:** OUTDOORS, RIVERS

**LAIR** (15%) 20%

**WANDERING** 2D8

**ATTACKS:**

2 hooves, 1D4

**DESCRIPTION:**

Looks like Cerberus. It is at perpetual war with all other demons. It is often a patron who can be called upon by kobolds and goblins.

Its howl confuses creatures of three dice and below. Four die creatures must save vs. fear.

Each head has one first level spell.

---

**DRAGONETTE**

**TYPE:** DRAGONKIND

**CREATED BY:** BRUCE JAQUAYS (DUN 2)

**HIT Armor**

<table>
<thead>
<tr>
<th>HIT</th>
<th>Armor</th>
<th>IQ</th>
<th>DEXT.</th>
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<tr>
<td>0</td>
<td>-1+5</td>
<td>16</td>
<td>2D6+6</td>
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</table>

**ALIGNMENT:** NONE

**FOUND IN:** DUNGEONS, CITIES

**LAIR** (20%) 1D6 100% H / 1000

**WANDERING** 1D8

**ATTACKS:**

2 claws, 1 point
1 bite, see below
1 breath, see below
DRACONETTE

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

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

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

STATISTICS:

<table>
<thead>
<tr>
<th>TYPE</th>
<th>HIT</th>
<th>DICE</th>
<th>BITE</th>
<th>ASLEEP</th>
<th>TALKS</th>
</tr>
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<tbody>
<tr>
<td>BLACK</td>
<td>1D4</td>
<td>1D2</td>
<td>10%</td>
<td>8%</td>
<td></td>
</tr>
<tr>
<td>BLUE</td>
<td>1D6</td>
<td>1D3</td>
<td>6%</td>
<td>14%</td>
<td></td>
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<tr>
<td>BRASS</td>
<td>1D4</td>
<td>1D2</td>
<td>18%</td>
<td>7%</td>
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<tr>
<td>BRONZE</td>
<td>1D6</td>
<td>1D3</td>
<td>6%</td>
<td>13%</td>
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<tr>
<td>COPPER</td>
<td>1D4</td>
<td>1D3</td>
<td>10%</td>
<td>10%</td>
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<tr>
<td>GOLD</td>
<td>1D6</td>
<td>1D4</td>
<td>23%</td>
<td>20%</td>
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<tr>
<td>GREEN</td>
<td>1D6</td>
<td>1D4</td>
<td>6%</td>
<td>11%</td>
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</tr>
<tr>
<td>RED</td>
<td>1D6</td>
<td>1D4</td>
<td>4%</td>
<td>17%</td>
<td></td>
</tr>
<tr>
<td>SILVER</td>
<td>1D6</td>
<td>1D4</td>
<td>13%</td>
<td>16%</td>
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<tr>
<td>WHITE</td>
<td>1D4</td>
<td>1D2</td>
<td>12%</td>
<td>5%</td>
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</tbody>
</table>

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

****

DRAGON, CINNAMON/SAPPHIRE

TYPE: DRAGON
CREATED BY: CHARLIE LUCE (AGE 14)

HIT  ARMOR  DICE  CLASS  MOVES  FLY  SWIM  RANGE  RANGE
(9-12)D6  2+1  9  24  2D8+8  2D8+8

ALIGNMENT: NEUTRAL
FOUND IN: DUNGEONS, MOUNTAINS

NUMBER  PROBABILITY OF TREASURE AND TYPE
LAIR (60%)  1D4  100% H
WANDERING  2

ATTACKS:
1 BITE, 3D10
2 CLAW, 1D4
1 BREATH, "POLYMORPH" IN A 7" BY 2" CONE

DESCRIPTION:
THIS TYPE OF DRAGON IS ONLY FOUND IN VERY COLD REGIONS. IT WILL BE FOUND ASLEEP 20% OF THE TIME, IT HAS A 65% CHANCE OF BEING ABLE TO TALK AND THERE IS A 75% CHANCE THAT IT CAN USE MAGIC UP TO FIFTH LEVEL.

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

****

DRAGON, MAHOGANY/DIAMOND

TYPE: DRAGON
CREATED BY: CHARLIE LUCE (AGE 14)

HIT  ARMOR  DICE  CLASS  MOVES  FLY  SWIM  RANGE  RANGE
(9-12)D6  2+1  9  24  2D8+8  2D8+8

ALIGNMENT: NEUTRAL
FOUND IN: DUNGEONS, WOODS, MOUNTAINS

NUMBER  PROBABILITY OF TREASURE AND TYPE
LAIR (60%)  1D4  100% H
WANDERING  2
ALL THE WORLDS' MONSTERS

DRAGON, MAHOGANY/DIAMOND

ATTACKS:
1. BITE, 7D6
2. CLAWS, 1D4
3. BREATH, "LIGHTNING" IN A 10" BY 1/2" LINE OR "SLEEP" IN A 7" BY 2" CONE OR "BLINDNESS" IN A 3" BY 9" CLOUD

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

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

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

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

DRAGON, RUSSET/EMERALD

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

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

DRAGON, UMBER/RUBY

DESCRIPTION:
THIS TYPE OF DRAGON IS USUALLY FOUND IN CAVERNS AND VALLEYS. WHEN ENCOUNTERED THERE IS A 5% CHANCE THAT IS WILL BE ASLEEP, A 95% CHANCE THAT IT CAN TALK, AND A 95% CHANCE THAT IT CAN USE MAGIC UP TO SEVENTH LEVEL.
EEL, ELECTRIC
TYPE: ANIMAL
CREATED BY: LEE GOLD (A&F 1)

<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>(3-4D6)</td>
<td>5</td>
<td>6</td>
<td>2D6</td>
<td>2D6+6</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

ALIGNMENT: NONE
FOUND IN: WATER
WANDERING NUMBER PROBABILITY OF TREASURE AND TYPE
ATTACKS: 1D6
1 BITE, 1D6
1 ELECTRIC SHOCK, 1D4 PLUS PARALYSIS

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

*****

EIDAR
TYPE: ANIMAL
CREATED BY: STEVE HENDERSON

<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>(13-15)D6</td>
<td>2+3</td>
<td>9</td>
<td>10D+9</td>
<td>10D+12</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

ALIGNMENT: NEUTRAL
FOUND IN: OPEN, WOODS, DESERTS, RIVERS, SWAMPS
WANDERING NUMBER PROBABILITY OF TREASURE AND TYPE
ATTACKS: 1D10
2 HORN, 4D6

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

**TYPE:** GOD

created by: chuck cady

- **hit**
  - dice: (1-6)d6+8
  - class: 4
  - move: 15
  - fly: 25
  - swim: 2d6+8
  - range: 2d6+8

- **armor**
  - range: 1

- **iq**
  - range: 4

- **dext.**
  - range: 1

alignment: lawful

found in: anywhere

lair (10%) number probability of treasure and type

- wandering: 1d6 100% roll for type

attacks:

- 4-7 lightning bolts, (number of hit dice)d6
- 2 attacks (+2, +2), (number of hit dice)d6

description:

a godling of pure energy and highly lawful. the number of lightning bolts it can throw is one half of the number of its hit dice plus three.

it has the same number of powers as it has hit dice, the possible powers it can have are: clairvoyance, etherealness, cause fear, telekinesis (50,000 gp in weight), dispel magic, invisibility, teleport, see invisible, fly, esp/telepathy, cast illusion, and/or cast full daylight.

its base armor class is five to which is added the number of hit dice it has.

from "that hideous strength" by c. s. lewis.

****

**ELEMENTAL, COLD**

**type:** elemental

created by: chuck cady

- **hit**
  - dice: (6-18)d6
  - class: 2
  - move: 12
  - fly: 16
  - swim: 2d6
  - range: 2d6+6

alignment: any

found in: anywhere

wandering number probability of treasure and type

- wandering: 1d6 100% roll for type

attacks:

- 1 touch, 3d6 cold

description:

an elemental of low intelligence. it can appear wherever summoned. it can only be hit by weapons which are +2 or better. immune to cold, fire does double damage.

****

**ELEPHANT-FLY**

**type:** animal

created by: dan pierson

- **hit**
  - dice: 3d8
  - class: 5
  - move: 24
  - fly: 1d6+12

alignment: chaotic, neutral, hungry

found in: woods, swamps, cities

lair (20%) number probability of treasure and type

- wandering: 1d12 10% 1, only 25% gems-jewels

attacks:

- 2 claws, 1d4
- 2 tusks, 1d6
- 1 trunk, 1d3 plus 6d6 poison

description:

two to three foot long, flying, two-legged, red elephants, with dragon fly like wings and a trunk ending in a double sting. very carnivorous.

it is very hard to train, but some chaotic religious orders do capture and train them.

based on a roger dean illustration.
ELEPHANT, FLYING

TYPE: ANIMAL

CREATED BY: DAN PIERSUN

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

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

NUMBER PROBABILITY OF TREASURE AND TYPE
WANDERING 4D4

ATTACKS:
2 FEET, 10D CLAW OR 2D STOMP
2 TUSKS, 3D6 (HITS -2)
1 TRUNK: 2D8 (IF HIT +3 THEN WILL THROW VICTIM TEN TO FORTY FEET)

DESCRIPTION:
FOUR LEGGED GREY ELEPHANT WITH HUGE ORANGE AND MAGENTA BUTTERFLY WINGS. IT IS ABOUT THE SAME SIZE AS A REGULAR ELEPHANT. OMNIVEROUS. CANNOT BE TRAINED, BUT CAN SOMETIMES BE ALLIED.
BASED ON AN ILLUSTRATION BY ROGER DEAN.

EMERALD Ooze

TYPE: CLEAN-UP CREW

CREATED BY: DAVE HARGRAVE (AG 1)

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

ALIGNMENT: HUNGRY
FIND IN: DUNGEONS, SWAMPS, CITIES

NUMBER PROBABILITY OF TREASURE AND TYPE
WANDERING 1D4

ATTACKS:
1D6 PSEUDOPODS, 4D10 PLUS SPECIAL

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

EMERALD Ooze

THE OOZE IS IMMUNE TO CHOPS/CUTS, LIGHTNING, FEAR, CONFUSION, AND PARALYSIS. IT IS 50% MAGIC RESISTANT AND ONLY TAKES HALF DAMAGE FROM *ALL* TECHNOLOGICAL WEAPONS.

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

***

ERB

TYPE: DEMON

CREATED BY: STEVE HENDERSON

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

ALIGNMENT: CHAOTIC
FIND IN: ANYWHERE

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

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

DESCRIPTION:
A MAN/LIZARD/BEAR/DEMON CROSSBREED. IT HUGS LIKE A WEREBEAR. IT IS 75% MAGIC RESISTANT VS. WIZARDS OF ELEVENTH LEVEL.
FROM "THE DYING EARTH" BY JACK VANCE.
FALCON, GIANT HUNTING
TYPE: ANIMAL
CREATED BY: N. SHAPIRO

<table>
<thead>
<tr>
<th>HIT</th>
<th>ARMOR</th>
</tr>
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<tbody>
<tr>
<td>DICE</td>
<td>CLASS</td>
</tr>
<tr>
<td>2D6</td>
<td>2</td>
</tr>
</tbody>
</table>

ALIGNMENT: ANY
FOUND IN: OUTDOORS, WATER, AIR

LAIR (35%) 2 100% A * 3
WANDERING 1

ATTACKS:
1. STEEP (DIVE), 1D6+18
2. BEAK, 3D8
2. TALONS, 4D6

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

*****

FIGHTER IN MIRROR ARMOR
TYPE: HUMAN
CREATED BY: LEE GOLD (A&E 12)

<table>
<thead>
<tr>
<th>HIT</th>
<th>ARMOR</th>
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<tbody>
<tr>
<td>DICE</td>
<td>CLASS</td>
</tr>
<tr>
<td>(1-10)D8</td>
<td>2</td>
</tr>
</tbody>
</table>

ALIGNMENT: ANY
FOUND IN: ANYWHERE

LAIR (15%) 3D6 100% A
WANDERING 3D6

ATTACKS:
1. WEAPON, BY WEAPON TYPE

DESCRIPTION:
A NORMAL HUMAN FIGHTER WEARING MIRROR ARMOR. THE ARMOR IS ALIGNED AND REFLECTS CLERICAL OR MAGIC SPELLS. CHAOTIC MAGIC VS. LAWFUL ARMOR OR LAWFUL
ALL THE WORLDS' MONSTERS

FIGHTER IN MIRROR ARMOR

Magic vs. Chaotic Armor) Is 50% reflected back on the caster. Neutral Magic is 30% reflected.

Magic weapons are also subject to mirror action. The magical damage done by any hit may be reflected back on the striker.

When donning Mirror Armor of the opposite alignment, the human takes normal alignment damage. If he survives, the armor will change to conform to the alignment of the wearer.

*****

FIRE NEWT

Type: Dragonkind

Created by: Steve Perrin

<table>
<thead>
<tr>
<th>Hit</th>
<th>Armor</th>
<th>IQ</th>
<th>Dext.</th>
</tr>
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<tbody>
<tr>
<td>6D6</td>
<td>2+1</td>
<td>9</td>
<td>1D6+14</td>
</tr>
</tbody>
</table>

Alignment: Lawful

Found in: Dungeons, woods, rivers, swamps, cities

Lair (50%) 1D6 100% A

Wandering 1D4 20% A

Attacks:

2 Claws, 1D2

1 Breath, 4D6 Fire Damage

Description:

A large trachodon-looking amphibian. The degenerate member of a once mighty race. It has lost all magical abilities due to the degeneracy of its forelimbs. Immune to wands, staves, and stoning.

*****

FIRECLAW

Type: Clean-Up Crew

Created by: Steve Henderson

<table>
<thead>
<tr>
<th>Hit</th>
<th>Armor</th>
<th>IQ</th>
<th>Dext.</th>
</tr>
</thead>
<tbody>
<tr>
<td>1D8</td>
<td>3</td>
<td>1</td>
<td>1D4</td>
</tr>
</tbody>
</table>

Alignment: Neutral

Found in: Dungeons

*****

FIRECLAW

Number Probability of Treasure and Type

Wandering 1

Attacks:

2 Claws, 4D6 plus 8D10 Heat

Description:

A larger than man-sized scavenger with two large claws that glow white hot. It regenerates at one point per turn, even including damage from fire and acid. It must be killed like a vampire.

*****

FIRESTRIDER

Type: Humanoid

Created by: C. Bigglestone & P. Savoy

<table>
<thead>
<tr>
<th>Hit</th>
<th>Armor</th>
<th>IQ</th>
<th>Dext.</th>
</tr>
</thead>
<tbody>
<tr>
<td>(9-12)D8</td>
<td>4</td>
<td>12</td>
<td>1D4+4</td>
</tr>
</tbody>
</table>

Alignment: Hungry

Found in: Dungeons, open, woods, deserts, water, cities

Lair (20%) 1D4 60% H

Wandering 1D2 10% H

Attacks:

1 Breath, (2 Hit Dice)DS Fire in a 1' x 60' Line

2 Clawed Hands, 4D4 plus 4D6 Fire

1 Flaming Weapon, By Weapon Type

Description:

A gorilla-sized reptilian humanoid, burnt orange in color. It always moves as if it is wearing boots of travelling and leaping. It can use its fire breath up to three times a day.

The Firestrider is immune to fire and psionic attacks and it regenerates like a troll save for damage due to cold or acid.
ALL THE WORLDS' MONSTERS

**FLAILSPIKE**
TYPE: ENCHANTED MONSTER
CREATED BY: C. BIGOLESTONE & P. SAVOY

**STATS:**
- Hit Dice: 5d8
- Armor Class: 5
- Movement: 9
- Fly: 2
- Swim: 1
- Range: 1
- Magic: 1
- Dexterity: 2

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

**LAIR (35%), NUMBER OF TREASURE AND TYPE:**
1D4
25% - F

**ATTACKS:**
- 1 BITE, 4D4 PLUS DISEASE
- 1 SPELL, "PASSWALL", THREE TIMES A DAY
- 2 SPIKED TENTACLES, 10D10
- 1 PSYCHIC - PSYCHIC CRUSH

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

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

**FLAILTAIL**
TYPE: MISCELLANEOUS
CREATED BY: STEVE HENDERSON

**STATS:**
- Hit Dice: 1d2+9
- Armor Class: 12
- Movement: 1d4
- Fly: 1d9+3

**ALIGNMENT:** CHAOTIC
**FOUND IN:** DUNGEONS

**LAIR (30%), NUMBER OF TREASURE AND TYPE:**
1D2
30% - I

**ATTACKS:**
- 2 TAILS, 6D6
- 1 PSYCHIC - PSYCHIC CRUSH

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

**FLAMEBEAR**
TYPE: ANIMAL
CREATED BY: CLINT BIGOLESTONE

**STATS:**
- Hit Dice: 3d2
- Armor Class: 12
- Movement: 1d8
- Fly: 1d4
- Swim: 100% - A
- Range: 103
- Magic: 3
- Dexterity: 3

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

**LAIR (30%), NUMBER OF TREASURE AND TYPE:**
1D2
30% - A

**ATTACKS:**
- 1 BREATH, 1D10 FIRE
- 2 CLAWS, 4D8
- 1 BITE, 6D6

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

**FLAMEQUILL**
TYPE: ANIMAL
CREATED BY: STEVE PERRIN

**STATS:**
- Hit Dice: 2d6
- Armor Class: 10d3
- Movement: 2d6+6
- Fly: 1d4+15
- Swim: 103
- Range: 104
- Magic: 3
- Dexterity: 2

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

**LAIR (25%), NUMBER OF TREASURE AND TYPE:**
1D4
30% - B

**ATTACKS:**
- 2 TAILS, 8D6
- 1 PSYCHIC - PSYCHIC CRUSH

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

**FLAMEQUILL**

**ATTACKS:**
- 3 QUILLS, 1D10 FIREBALL

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

****

**FLAUNTFLIRE**
**TYPE:** HUMANOID

**CREATED BY:** C. BIGGLESTONE & P. SAVOY

**HIT ARMOR**
- DICE CLASS MOVE FLY SWIM RANGE RANGE
- 7D8 6 12 1 1D4+12

**ALIGNMENT:** NONE

**FOUND IN:** ANYWHERE

**LAIR (15%)**
- 1D6+2 100% D

**WANDERING**
- 1D6+2 5% 1D3 ITEMS

**ATTACKS:**
- 1 BITE, 1D8
- 2 FLAMING "SWORDS", 4D6 (2D6 IF SAVED AGAINST)

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

IT IS IMMUNE TO FIRE BUT SCARED OF COLD.

****

**FOOL MONSTER**
**TYPE:** CLEAN-UP CREW

**CREATED BY:** MARK NORTON (DUN 2)

**HIT ARMOR**
- DICE CLASS MOVE FLY SWIM RANGE RANGE
- 4D8 3 6 1D4 2D6+6

**ALIGNMENT:** HUNGRY

**FOUND IN:** DUNGEONS

**FOOL MONSTER**

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

**ATTACKS:**
- 1 BITE, 1D18

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

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

****

**FOULMOUTH**
**TYPE:** MISCELLANEOUS

**CREATED BY:** C. BIGGLESTONE & P. SAVOY

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

**ALIGNMENT:** HUNGRY

**FOUND IN:** DUNGEONS, OPEN, WOODS, WATER, CITIES

**LAIR (10%)**
- 1D3 25% B

**WANDERING**
- 1D4 ITEMS

**ATTACKS:**
- 2 PAWS, 5D4
- 1 BREATH, FIFTEEN FOOT RADIUS CLOUD OF Miasma

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

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

THE FOULMOUTH IS IMMUNE TO ALL CLERICAL SPELLS.
ALL THE WORLDS' MONSTERS

FOULMOUTH

It is a eater of carrion, but it is not above creating some on its own.

******

FREEZETUSK TYPE: ANIMAL

CREATED BY: CLINT BIGGLESTONE

ATTACKS:

- 2 tusks, 3D6
- 2 horns, 1D12
- 1 breath, 3D6 cold in a cone

DESCRIPTION:

A small walrus with horns, tusks and legs. It is immune to confusion, wands, staves, and cold.

******

FROSTWIND TYPE: ENCHANTED MONSTER

CREATED BY: STEVE HENDERSON

ATTACKS:

- 1 cold wind, 1D4

DESCRIPTION:

A medium sized whirlwind of cold. It feeds on cold spells and is immune to magic save fire spells. It carries its treasure within itself. It will trade for cold related items. It can create a triple-valued, djinn whirlwind.

When killed the Frostwind's treasure drops out of its body. Anyone beneath it may be hurt by the falling items.

******

FURIDELL TYPE: ALIEN

CREATED BY: STEVE HENDERSON

ATTACKS:

- 1-2 spikes, 8D6 plus see below
- 2 claws, 1D3

DESCRIPTION:

A small invader from another dimension. It looks something like a beaver with a spiked tail, weighing about forty pounds. It has psionic powers, usually including all attack and defense modes with a strength of about 150 points. It has 6-12 psionic powers, randomly chosen. It also often has technological items.

Its hands can hold daggers but not swords. It has artificially mutated its body to be able to charge its spikes with any of the following: "fire", "cold", "lightning", "disintegration", "death", and "flesh-to-stone". Due to its biological mastery, it is immune to normal weapons.
FURIDELL

Very often the Furidell will be accompanied by other creatures which it has under its psionic control. It will use these creatures as "cannon fodder" to soften a party up before it closes to do battle itself. Usually the fodder creatures are a mixture of several different types.

*****

Fury

Type: Enchanted Monster

Created by: Wayne Shaw

<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>
</tr>
</thead>
<tbody>
<tr>
<td>6D6+1</td>
<td>2</td>
<td>20</td>
<td>40</td>
<td>2D6+6</td>
<td>1D6+12</td>
<td></td>
</tr>
</tbody>
</table>

Alignment: Neutral

Found in: Anywhere

Lair (10%) 1D6 100% B

Wandering 1D4

Attacks:

- 2 Claws, 1D8
- 1 Gaze, Save vs. Magic or flesh rotted from bones

Description:

Appears as a demonic female with bronze wings and claws. She can turn invisible or polymorph into a humanoid female. Often used as a punisher by demi-gods and such. She has the sensing ability of an onyx dog. Once she is attacked, she never stops fighting until either she or her opponent is slain.

*****

Fuzzy

Type: Enchanted Monster

Created by: Paul Jaquays (Dun 2)

<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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</thead>
<tbody>
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<td>2D6</td>
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Alignment: Chaotic

Found in: Anywhere

Lair (60%) 4D6 100% D

Wandering 4D6

Attacks:

- 1 Psionic, "Mind Blast"
- 2 Stings, 2D6 plus Paralyzation (see below) or 3 Constrictions, 1D3 per turn after hit or 3 Weapons, by weapon type

Description:

A less imposing member of the beholder class. It has the same spherical body and central eye but not the ten other eyes. Its body is furry and has three prehensile tentacles which dangle beneath as it hovers. The body is one to two feet in diameter and the tentacles are usually three to four feet long, though they may be withdrawn into the body or extended up to ten feet as they sting.

The Sting is similar to an electric eel shock plus, if a saving throw is not made, the victim is paralyzed for the same number of turns as hit points taken. After it hits, it can constrict doing an automatic 1D3 per melee turn. The Sting can only be used twice a day.

A live Fuzzy can regenerate tentacle hits as a Troll. The tentacles have one hit point each.

If it uses a weapon, it attacks as a third level fighter with -1 hit probability. The Fuzzy can combine its various forms of attack, using each tentacle for a different one.

The Fuzzy has fifty psionic strength points but may only use "Mind Blast" and "Thought Shield".
GANGBAT

TYPE: ANIMAL

CREATED BY: GLENN BLACOW (A&E 12)

HIT DICE CLASS MOVE FLY SWIM RANGE RANGE
1D2 9 30 1D6 2D6+6

ALIGNMENT: HUNGRY

FOUND IN: ANYWHERE

LAIR (25%) 40D20
WANDERING 40D20

ATTACKS:
1 BITE, 1D3

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

Gerd

TYPE: ANIMAL

CREATED BY: SCOTT MC CARTNEY

HIT DICE CLASS MOVE FLY SWIM RANGE RANGE
4D8+1 6 6 1 1D3+6

ALIGNMENT: ANY

FOUND IN: OUTDOORS, RIVERS

LAIR (15%) 2D8
WANDERING 1D10

ATTACKS:
2 HOOVES, 1D6
2 HORNS, 1D4

DESCRIPTION:
A SIX-LEGGED BEAST, LARGER THAN A HORSE AND RESEMBLING A DOG. IT IS HALF AGAIN AS BIG AS A DROTTLE. IT HAS A MASSIVE, DOUBLE HORN PROTRUDING FROM ITS HEAD. THE GERD IS QUITE RARE AND WHEN TAMING, IT IS LOYAL TO THE DEATH.
GHOST CRAB
TYPE: UNDEAD

CREATED BY: DAVE HARGRAVE (AG 1)

HIT ARMOR DICE CLASS MOVE FLY SWIM RANGE RANGE
IQ D2 12 10 15 1D4 1D3+17

ALIGNMENT: HUNGRY

FOUND IN: DESERTS, SEAS

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

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

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

GHOSTLY HOWER
ATTACKS:
1 BITE, 8D6
1 SONIC, DEAFENS

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

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

THE GHOSTLY HUNTER IS IMMUNE TO LIGHTNING AND SONIC ATTACKS.

GHOSTSHARK
TYPE: ENCHANTED MONSTER

CREATED BY: C. BIGGLESTONE & P. SAVOY

HIT ARMOR DICE CLASS MOVE FLY SWIM RANGE RANGE
IQ D2 12 15 1D4 1D6+10

ALIGNMENT: HUNGRY

FOUND IN: ANYWHERE

ATTACKS:
1 BITE, 4D10

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

EVERY TIME IT BITES THERE IS A 5% CHANCE THAT 1D4 ADDITIONAL GHOSTSHARKS WILL BE ATTRACTED TO THE SCENE OF BATTLE.
GLITCH
TYPE: MISCELLANEOUS
CREATED BY: C. PETTUS (A&E 18)

<table>
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<tr>
<th>HIT DICE</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>1D8+4</td>
<td>9</td>
<td>12</td>
<td>2D6+6</td>
<td>2D6+6</td>
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ALIGNMENT: NONE
FOUND IN: DUNGEONS
WANDERING: 1
NUMBER PROBABILITY OF TREASURE AND TYPE

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

WHEN OBSERVING A BATTLE, THE GLITCH TRIES TO "HIDE IN SHADOWS" (85% CHANCE OF SUCCESS). IF ATTACKED, THE GLITCH WILL TELEPORT AWAY, EXACTLY AS A BLINK DOG BLINKS DOES.

****

GODSTALKER
TYPE: ANIMAL
CREATED BY: C. BIGGLESTONE & P. SAVOY

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<tr>
<th>HIT DICE</th>
<th>ARMOR</th>
<th>CLASS</th>
<th>MOVE</th>
<th>FLY</th>
<th>SWIM</th>
<th>RANGE</th>
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<tr>
<td>(13-16)D8</td>
<td>5</td>
<td>9</td>
<td>1D4+6</td>
<td>1D6+12</td>
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ALIGNMENT: HUNGRY
FOUND IN: DUNGEONS, OPEN, WOODS, DESERTS, WATER, CITIES
LAIR (40%): 1
NUMBER PROBABILITY OF TREASURE AND TYPE
WANDERING: 1
ATTACKS:
1. TONGUE, 4D4 PLUS 6D6 ACID
2. CLAWS, 5D6

GODSTALKER

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

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

*****

GOLLCODULUS
TYPE: ANIMAL
CREATED BY: KAJ & CECIL NURSE (DUN 4)

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<tr>
<th>HIT DICE</th>
<th>ARMOR</th>
<th>CLASS</th>
<th>MOVE</th>
<th>FLY</th>
<th>SWIM</th>
<th>RANGE</th>
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<td>4</td>
<td>18</td>
<td>2D6</td>
<td>2D6+6</td>
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ALIGNMENT: CHAOTIC
FOUND IN: DUNGEONS
WANDERING: 1
NUMBER PROBABILITY OF TREASURE AND TYPE
ATTACKS:
1. BITE, 1D6
2. BREATH, 1D6 ACID AND FIRE
3. TAIL WHIPS, 1D4

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

ALL THE WORLDS' MONSTERS

GOLCODULUS

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

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

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

GOLDSEEL

TYPE: ANIMAL

CREATED BY: STEVE HENDERSON

HIT ARMOR 10 DEXT.
DICE CLASS MOVE FLY SWIM RANGE RANGE
(16-20)D6 2+8 12 1D4 1D8+12

ALIGNMENT: NEUTRAL

FOUND IN: DUNGEONS

WANDERING NUMBER PROBABILITY OF TREASURE AND TYPE

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

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

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

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

GOLEM, DUST

TYPE: ENCHANTED MONSTER

CREATED BY: JERRY JACKS

HIT ARMOR 10 DEXT.
DICE CLASS MOVE FLY SWIM RANGE RANGE
6D6 2+2 4 1D8 3D6

ALIGNMENT: CHAOTIC, NEUTRAL

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

LAIR (10%) NUMBER PROBABILITY OF TREASURE AND TYPE
WANDERING 1
ATTACKS:
1 PUNCH, 4D10

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

GOLEM, GARLIC BREAD

TYPE: ENCHANTED MONSTER

CREATED BY: ANDERS SWENSON

HIT ARMOR 10 DEXT.
DICE CLASS MOVE FLY SWIM RANGE RANGE
6D6 4 6 0 2D6+6

ALIGNMENT: ANY

FOUND IN: DUNGEONS, CITIES

LAIR (40%) NUMBER PROBABILITY OF TREASURE AND TYPE
WANDERING 1D4
ATTACKS:
1 BITE, 1D8
1 GARLIC BREATHE, 4D6 POISON

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

GOLEM, GARLIC BREAD

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

MAINLY FOUND IN PIZZERIAS.

******

GOLEM, WAX

TYPE: ENCHANTED MONSTER

CREATED BY: MERLE DAVENPORT (DUN 1)

HIT ARMOR IQ DEXT.
75 7 8 104 1D6+6

ALIGNMENT: ANY

FIND IN: DUNGEONS, CITIES

LAIR (25%) 1D4

ATTACKS:
1 HIT, 2D6 OR BY WEAPON TYPE

DESCRIPTION:

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

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

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

GOLEM, WOOD

TYPE: ENCHANTED MONSTER

CREATED BY: GLEN TAYLOR (DUN 3)

HIT ARMOR IQ DEXT.
50 1 9 1D4 1D6+6

ALIGNMENT: NEUTRAL

FIND IN: DUNGEONS, OPEN, WOODS, RIVERS, SWAMPS, CITIES

LAIR (10%) 1D3

ATTACKS:
1 WEAPON, BY WEAPON TYPE +4 DAMAGE

DESCRIPTION:

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

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

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

THE GOLEM IS IMMUNE TO NON-MAGICAL WEAPONS.

******

GRAPTUSK

TYPE: ANIMAL

CREATED BY: STEVE HENDRERSON

HIT ARMOR IQ DEXT.
(7-9)D6 6 9 15 1D3 1D4+14

ALIGNMENT: CHAOTIC

FIND IN: OPEN, WOODS, MOUNTAINS

LAIR (5%) 1D3

ATTACKS:
1 WEAPON, BY WEAPON TYPE +4 DAMAGE

DESCRIPTION:

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

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

THE GOLEM IS IMMUNE TO NON-MAGICAL WEAPONS.
GRABBSTUK

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

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

GREMLIN

ALIGNMENT: NEUTRAL
CREATED BY: R. SCHWALL

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

DESCRIPTION:
A CROSS BETWEEN A GIANT SCORPION AND A SPIDER
(GIANT SPIDER). IT IS (# HIT DICE) * 3 FEET LONG
AND THE COLOR OF GREY METAL.
THE HORROR IS COMPLETELY IMMUNE TO VENOM AND POI-
SON AND ONLY TAKES HALF DAMAGE FROM ACID, FIRE,
AND COLD.
HOBBIT SIZED VICTIMS OF ITS VENOM WILL DISSOLVE AT
3D6 PER TURN (NO SAVE). MAN SIZED AND LARGER WILL
BE PARALYZED.
**Griffopotamus**

**Type:** Flyer

**Created by:** C. Ulrich

**Hit Dice:** d6+2

**Armor Class:** 4

**Move:** Fly

**Swim:**

**IQ:** 16

**Dexterity:**

**Alignment:** Neutral

**Found In:** Dungeons, Rivers, Air

**Wandering:** 2d6

**Probability of Treasure and Type:**

**Attacks:**

1. Bite, 2d6
2. Claws, 1d6

**Description:**

A hippopotamus with eagle-like wings and claws. It is a very fierce fighter, though it usually will not attack unless provoked. It is a vegetarian.

*****

**Griffylisk**

**Type:** Animal

**Created by:** Dave Hargrave

**Hit Dice:** d6+2

**Armor Class:** 4

**Move:** Fly

**Swim:**

**IQ:** 11

**Dexterity:** 18

**Alignment:** Chaotic

**Found In:** Anywhere

**Lair (25%)**

**Wandering:** 1d6

**Probability of Treasure and Type:**

**Attacks:**

1. Bite, 2d4 plus stoning
2. Claws, 2d6 plus stoning
1. Gaze, stoning

**Description:**

A griffon with a basilisk head.

*****

**Groaner**

**Type:** Humanoid

**Created by:** Dave Hargrave

**Hit Dice:** d4

**Armor Class:** 8

**Move:** Fly

**Swim:**

**IQ:** 15

**Dexterity:** 0

**Alignment:** Neutral

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

**Lair (30%)**

**Wandering:** 1d6

**Probability of Treasure and Type:**

**Attacks:**

1. Bite, 1d3
1. Moan, Sympathy (see below)

**Description:**

Wailing, groaning, moaning, dirty disheveled-looking humanoids resembling very small hobbits. Very smelly. Their self-pitying wail causes all of four dice to less to become sorry for them, feed them, and give them money or little gadgets. All above fourth level get a saving throw vs. the wail, though they are still sympathetic. If they feel that they have found a soft touch, they will hang around a party without contributing anything, somewhat like a Denarian slime devil.

*****

**Grend**

**Type:** Animal

**Created by:** Dave Hargrave

**Hit Dice:** (3-5)d6+1

**Armor Class:** 7

**Move:** Fly

**Swim:**

**IQ:** 0

**Dexterity:** 6

**Alignment:** Lawful Neutral

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

**Lair (40%)**

**Wandering:** 1d12

**Probability of Treasure and Type:**

**Attacks:**

1. Bite, 1d3 plus 3d6 poison

10 quills, 1d3 plus 3d6 poison
ALL THE WORLDS’ MONSTERS

GRUND

DESCRIPTION:

SIX FOOT TALL, ERECT, BADGER-LOOKING BEAST WITH
110-110 PORCUPINE-LIKE QUILLS ON ITS BACK. OMN-
IVOROUS AND FRIENDLY IF NOT PROVOKED. IT WILL FIRE
QUILLS IN BUNCHES OF TEN TO A RANGE OF SIXTY FEET.

GRUBBER

TYPE: INSECT

CREATED BY: LEE GOLD (A&DE 13)

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

ALIGNMENT: HUNGRY

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

ATTACKS:

2 CLAWS, 1D8, +1 HIT PROBABILITY

DESCRIPTION:

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

OCCASIONALLY FOUND WITH RUST MONSTERS.

GRULD

TYPE: HUMANOID

CREATED BY: SKIP DAVIS

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

ALIGNMENT: CHAOTIC-EVIL

FOUND IN: DUNGEONS, OPEN, WOODS, SWAMPS, CITIES

ATTACKS:

1 WEAPON, BY WEAPON TYPE

DESCRIPTION:

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

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

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

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

GUTORBYN

TYPE: ANIMAL

CREATED BY: DAN PIERSON

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

ALIGNMENT: NEUTRAL, HUNGRY

FOUND IN: MOUNTAINS, AIR

ATTACKS:

LAIR (15%) 20D15
WANDERING 1D10

NUMBER PROBABILITY OF TREASURE AND TYPE

NUMBER PROBABILITY OF TREASURE AND TYPE

LAIR (25%) 3D100 65% D
WANDERING 6D4 45% 1D6 GP EACH
ALL THE WORLDS' MONSTERS

GUTORBYN

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

DESCRIPTION:
MAN-SIZED, BAT-WINGED, FURRY HORROR WITH A FORKED TAIL AND LONG HEAD WITH A DOUBLE ROW OF TEETH.
THE CLAWS ARE HALFWAY UP THE WINGS.
IT WILL ATTEMPT TO CARRY ITS VICTIM TO ITS LAIR AND EAT HIM OR FEED HIM TO ITS YOUNG.
ON A MIGRATION (NUMBERING 100/10), IT WILL CARRY ITS VICTIM TO A NEARBY HIGH PLACE TO CONSUME HIM.
IT FEARS VIOLENT STORMS AND EXCESSIVE WARMTH.
IT LIKES COLD AND MEAT.
FROM "ICEWORLD" BY ALAN DEAN FOSTER.

GYRAPHONT

TYPE: MISCELLANEOUS

CREATED BY: JEFF PIMPER

HIT DICE 10
ARMOR IQ 10
DICE 1D
CLASS MOVE FLY SWIM RANGE RANGE
100/10 3+3 10 2D6 1D6+14

ALIGNMENT: CHAOTIC

FOUND IN: ANYWHERE

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

ATTACKS:
4 LARGE PINCERS, 4D6
6 MEDIUM PINCERS, 2D6
10 SMALL PINCERS, 1D10

DESCRIPTION:
A SPECIES OF LOBSTER-GHoul WHICH DWELLS IN TOMBS
AND DEVOURS THE SOULS OF ITS VICTIMS.
IT IS AT LEAST TEN FEET TALL, COVERED IN RED CHITINOUS
ARMOR THAT GLOWS IN THE DARK AND HAS 27 LIMBS
WHICH END IN SHARP, POWERFUL PINCERS.
IT HAS FROM NINE TO THIRTEEN EYES SO THAT IT CAN SEE IN ALL DIRECTIONS AND ATTACK SEVERAL TARGETS AT ONCE.

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

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

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

FROM "WARRIOR OF WORLD'S END" BY LIN CARTER.
ALL THE WORLDS' MONSTERS

HARVESTMAN

TYPE: DEMON

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

HIT DICE CLASS MOVE FLY SWIM RANGE RANGE
ARMOR 4D6+2 6+2 12 20D+6 16
IQ 12
DEXT.

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

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

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

DESCRIPTION:

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

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

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

EACH GROUP OF MORE THAN TEN WILL HAVE A HARVEST MAN. SHE IS AN EIGHT HIT DICE, EGG-PRODUCING, HARBENSTAM. EVERY LAIR WILL HAVE 1D3 EGG SACS HANGING ABOUT.
ALL THE WORLDS' MONSTERS

HELL MAIDEN

TYPE: HUMAN

CREATED BY: DAVE HARGRAVE (AG 1)

HIT ARMOR DICE CLASS MOVE FLY SWIM RANGE IQ RANGE
(5-6)D8+1 4 9 3D6 1D8+13

ALIGNMENT: CHAOTIC

FOUND IN: ANYWHERE

LAIR (90%) 1D12
WANDERING 1D12

ATTACKS:

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

DESCRIPTION:

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

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

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

HELL STAR

ATTACKS:

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

DESCRIPTION:

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

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

HELLCAT

TYPE: ENCHANTED MONSTER

CREATED BY: STEWART LEVIN (A&E 14)

HIT ARMOR DICE CLASS MOVE FLY SWIM RANGE RANGE
1D12 0 20 1D8+12 1D8+12

ALIGNMENT: CHAOTIC

FOUND IN: DUNGEONS, OPEN, WOODS, SWAMPS

LAIR (10%) 1D12 100% A
WANDERING 1D12

ATTACKS:

2 CLAWS, 1D8
1 BITE, 1D12

DESCRIPTION:

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

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

HELCAT

The Hellcat Regenerates Ten Points Every Six Melee Rounds and, When Killed, It Resumes Fighting When It Has Regenerated Twenty Points. A Hellcat Is Only Permanently Killed by A +5 Holy Sword, a Silver Sword Intended For Hellcats (Cost=10,000 GP Plus Months To Construct), When It Is Decapitated And The Body Frozen, Or If The Total Damage It Takes Is Greater Than Twice Its Original Hit Points.

From "Guns of Avalon" by Roger Zelazny.

HELLSHREW

**Type: Animal**

Created by: Clint Bigglestone

<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>
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<tbody>
<tr>
<td>3d8</td>
<td>5</td>
<td>24</td>
<td>1d4</td>
<td>1d6+18</td>
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</tbody>
</table>

Alignment: Hungry

Found in: Dungeons, Open, Woods, Cities

Attacks:
1. Bite, 1d8
2. Claws, 2d4

Description:
A twenty to twenty-five pound shrew of evil, angry disposition. It will eat anything.

HELLTIDE

**Type: Insect**

Created by: Dave Hargrave (AG 1)

<table>
<thead>
<tr>
<th>Hit Points</th>
<th>Armor Class</th>
<th>Move</th>
<th>Fly</th>
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<th>Range</th>
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<td>1</td>
<td>8</td>
<td>6</td>
<td>1d4</td>
<td>1d4+14</td>
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<td></td>
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</tbody>
</table>

Alignment: Hungry

Found in: Dungeons, Outdoors, Rivers, Swamps

Wandering

Number Probability of Treasure and Type

WANDER 1 (00%)
3 (15%)
2 (30%)
1 (50%)

1-3 Quills, 4d8

Description:
A huge air-dwelling creature. It hunts by dropping quills from high above. It is much hunted by dragons as food. Its main defense being that it can climb faster. Close up it can fire its quills. It is immune to cold and stoning.

After striking, the quills inflate with a gas which is lighter than air. The victim then floats up to the high hunter to eat at its leisure.

HIGH HUNTER

**Type: Miscellaneous**

Created by: Steve Henderson

<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>2-4d6</td>
<td>8</td>
<td>18</td>
<td>1d6</td>
<td>1d3+9</td>
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</tbody>
</table>

Alignment: Neutral

Found in: Outdoors, Water, Air

Wandering

Number Probability of Treasure and Type

1

1-3 Quills, 4d8

Description:
A swarm of bright green army ants numbering in the thousands. The ants are three to nine inches long and absolutely fearless. They swarm over their victims, concentrating on the eyes, ears and mouth. The swarms devours ten pounds of flesh per turn per thousand ants. The tide can be detected in advance of its appearance by the sound it makes, like gentle whispering.

The Helltide ants are also immune to "sleep" and charms in addition to "fear".
HOPPER
CREATED BY: JEFF PIMPER
TYPE: ANIMAL

<table>
<thead>
<tr>
<th>HIT</th>
<th>Armor</th>
<th>IQ</th>
<th>DEXT</th>
</tr>
</thead>
<tbody>
<tr>
<td>MOVE FLY</td>
<td>2D6</td>
<td>9+4</td>
<td>20 D6+4</td>
</tr>
<tr>
<td>SWIM</td>
<td>2D6</td>
<td>0</td>
<td>2D6+10</td>
</tr>
</tbody>
</table>

ALIGNMENT: NEUTRAL
FIND IN: OPEN
LAIR (5%)    NUMBER  PROBABILITY OF TREASURE AND TYPE
WANDERING  3D10  100% MISCELLANEOUS ITEMS
ATTACKS:
2 CLAWS, 1D4
1 KICK, 1D8

DESCRIPTION:
A SKINNY MAMMAL WITH LONG DOUBLE-KNEED LEGS; A BALD HEAD; AND HUGE GOBLIN-LIKE EYES AND EARS. IT IS ABOUT THE SIZE OF A GERMAN SHEPHERD. ITS LONG LEGS ENABLE IT TO HOP ABOUT AT HIGH SPEED AND ITS DEXTERITY MAKES IT VERY HARD TO HIT.
MORE OF A NUISANCE THAN ANYTHING ELSE, THE HOPPER WILL NOT FIGHT UNLESS CORNERED OR HUNTING. IT FEEDS ON CATTLE AND OTHER SUCH BOVINES. WHEN IT DISCOVERS A PARTY OF HUMANS, IT WILL ATTEMPT TO STEAL WHATEVER IT CAN; FOOD, TOOLS, AND BRIGHT THINGS ARE ITS FAVORITE TARGETS. THE HOPPER WILL GET A RUNNING START AND THEN STREAK THRU THE PARTY GRABBING WHATEVER IT CAN. ITS LAIR IS FILLED WITH SUCH ITEMS: MAINLY USELESS ITEMS BUT OCCASIONALLY GEMS OR JEWELS.

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

HORNSD TUSKER
CREATED BY: CLINT BIGOLESTONE
TYPE: ANIMAL

<table>
<thead>
<tr>
<th>HIT</th>
<th>Armor</th>
<th>IQ</th>
<th>DEXT</th>
</tr>
</thead>
<tbody>
<tr>
<td>MOVE FLY</td>
<td>1D8</td>
<td>2+3</td>
<td>6 1D6 3D6</td>
</tr>
</tbody>
</table>

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

ALL THE WORLDS' MONSTERS
PAGE 46
HORSE, GHOST

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

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

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

****

HORSE, HELL TYPE: UNDEAD

CREATED BY: DAVE HARGRAVE (AG 1)

HIT ARMOR DICE CLASS MOVE FLY SWIM RANGE RANGE
(6-10)D8+1 9 16 24 1D6 1D5+11

ALIGNMENT: CHAOTIC

FOUND IN: ANYWHERE

LAIR (95%) 3D6
WANDERING 2D8

ATTACKS:

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

DESCRIPTION:

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

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

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

HUMTONGUE TYPE: ANIMAL

CREATED BY: CLINT BAGGLESBONE

HIT ARMOR DICE CLASS MOVE FLY SWIM RANGE RANGE
1D6 2+3 12 1D6+12 1D6+12

ALIGNMENT: HUNGRY

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

LAIR (45%) 1D12 100% H+F
WANDERING 1D4 20% PORTABLE

ATTACKS:

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

DESCRIPTION:

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

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

IT IS IMMUNE TO CLERICAL SPILLS AND STORED MAGIC IN WANDS OR STAVES.
### Ibatene

**Type:** Dragonkind

**Created by:** Dave Hargrave (Ag 1)

<table>
<thead>
<tr>
<th>HIT</th>
<th>Armor</th>
<th>Class</th>
<th>Move</th>
<th>Fly</th>
<th>Swim</th>
<th>Range</th>
<th>IQ</th>
<th>Dexterity</th>
<th>Range</th>
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<tbody>
<tr>
<td>(30-60)d6+1</td>
<td>1</td>
<td>2</td>
<td>24</td>
<td>12</td>
<td>1d3</td>
<td>1d4+4</td>
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</table>

**Alignment:** Chaotic Neutral

**Found in:** Woods, Rivers, Swamps

**Lair (60%)**

- Number: 1d6
- Probability of Treasure and Type: 100%
- Weapons/Armor: F+2, GD+4
- Number of GEMS AND JEWELS: 50%

**Wandering:** 1d2

**Attacks:**

- 1 Tongue, (1-2)d12 depending on size plus grabs victim
- 1 Bite, (6-8)d10 depending on size
- 2 Claws, 3d12-5d10 depending on size or 1 Tail, (4-6)d12 depending on size (not both)

**Description:**

- Huge reptilian mutant. It has bright green scales and a red belly (Armor Class 2). It has a single red eye on an eyestalk (Armor Class 3). Its front feet are nearly hand-like. Its tongue is thirty to forty feet long and is prehensile and very sticky. It is immune to fire and too dumb to be affected by fear, confusion, or other "phobic" spells.

- The tongue is strong enough to lift a fully barded heavy warhorse and whip it to its mount one turn after contact. A claw can grab six men at once.

- It hates dragons and will attack them on sight. Since dragons are a vengeful lot, the jungle terror is very rare. Its Lair will only be in the forest.

- The Ibatene, or thunderlizard, comes in two types: the "jungle terror," which is 60 to 90 feet long and only lairs in jungles, and the "swamp terror" which can get up to 120 feet long and only lairs in swamps. Both can be mistaken for brontosauri at a distance.

- It is so dumb that it will sometimes fight on 1d20 turns after it has been killed because it does not realize that it is dead.
**ALL THE WORLDS’ MONSTERS**

---

**IBEM**

**TYPE:** MISCELLANEOUS

**CREATED BY:** MARK NORTON (DUN 3)

**HIT ARMOR**

<table>
<thead>
<tr>
<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>3D8-1</td>
<td>7</td>
<td>4</td>
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</table>

**ALIGNMENT:** HUNGRY

**FOUND IN:** DUNGEONS, SWAMPS

**LAIR (40%)**

<table>
<thead>
<tr>
<th>NUMBER</th>
<th>PROBABILITY OF TREASURE AND TYPE</th>
</tr>
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<tbody>
<tr>
<td>1D10</td>
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</table>

**WANDERING**

<table>
<thead>
<tr>
<th>1D6</th>
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</table>

**ATTACKS:**

- 8 TENTACLES, 1D6
- 4 BITES, 1D4

**DESCRIPTION:**

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

---

**ICERUNNER**

**TYPE:** ALIEN

**CREATED BY:** CLINT BIGGLESSTONE

**HIT ARMOR**

<table>
<thead>
<tr>
<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>(7-1)D8</td>
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<td>15</td>
<td>3D6</td>
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</table>

**ALIGNMENT:** LAWFUL NEUTRAL

**FOUND IN:** DUNGEONS, MOUNTAINS, DESERTS

**LAIR (40%)**

<table>
<thead>
<tr>
<th>1D10</th>
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**WANDERING**

<table>
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<tr>
<th>1D6</th>
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</table>

**ATTACKS:**

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

**DESCRIPTION:**

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

---

**IMP**

**TYPE:** DEMON, MINOR

**CREATED BY:** MARK NORTON (DUN 4)

**HIT ARMOR**

<table>
<thead>
<tr>
<th>DICE CLASS</th>
<th>MOVE</th>
<th>FLY</th>
<th>SWIM</th>
<th>RANGE</th>
<th>RANGE</th>
</tr>
</thead>
<tbody>
<tr>
<td>(1-7)D8</td>
<td>9-5</td>
<td>8</td>
<td>3D6</td>
<td>2D6+6</td>
<td></td>
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</tbody>
</table>

**ALIGNMENT:** CHAOTIC- EVIL

**FOUND IN:** ANYWHERE

**LAIR (40%)**

<table>
<thead>
<tr>
<th>1D10</th>
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</table>

**WANDERING**

<table>
<thead>
<tr>
<th>1D6</th>
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</table>

**ATTACKS:**

- 1 SPELL (SEE BELOW)

**DESCRIPTION:**

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

**STATISTICS:**

**HIT TYPE DICE CLAWS HEIGHT ARMOR SPEED**

<table>
<thead>
<tr>
<th>HIT</th>
<th>TYPE</th>
<th>DICE</th>
<th>CLAWS</th>
<th>HEIGHT</th>
<th>ARMOR</th>
<th>SPEED</th>
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<tr>
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<td>1D4</td>
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<tr>
<td>B</td>
<td>2D8</td>
<td>1D6</td>
<td>3'</td>
<td>9</td>
<td>8</td>
<td>6</td>
</tr>
<tr>
<td>C</td>
<td>3D8</td>
<td>1D6</td>
<td>4'</td>
<td>8</td>
<td>6</td>
<td>6</td>
</tr>
<tr>
<td>D</td>
<td>4D8</td>
<td>1D6</td>
<td>4'</td>
<td>8</td>
<td>7</td>
<td>5</td>
</tr>
<tr>
<td>E</td>
<td>5D8</td>
<td>1D8</td>
<td>5'</td>
<td>6</td>
<td>5</td>
<td>5</td>
</tr>
<tr>
<td>F</td>
<td>6D8</td>
<td>1D8</td>
<td>5'</td>
<td>6</td>
<td>5</td>
<td></td>
</tr>
<tr>
<td>G</td>
<td>7D8</td>
<td>1D10</td>
<td>5'</td>
<td>5</td>
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</table>

**TYPE SPELLS**

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**THE ICERUNNER IS ONLY FOUND IN COLD CLIMES AND USUALLY AVOIDS A PARTY IF IT KNOWS THAT THEY ARE EQUIPPED WITH FIERY WEAPONS. WHERE IT IS FOUND HOW MANY IS FOUND, AND WHAT TYPE OF TREASURE IT CARRIES IS VARIABLE AND UP TO THE DUNGEONMASTER.**

---

**PAGE 49**
**Indigoon**

**Type:** Humanoid

**Created by:** Jeff Pimper

**Hit Dice:** 9

**Armor Class:** 30

**Move:** Fly 3, Swim 9

**Range:** 306

**Weapons:** 1 Weapon, by Weapon Type + 306

**Description:**

A man's fist; it has no nose and no external genital organs. Its skin is a deep blue and as tough as leather armor. The Indigoon usually weighs about five hundred pounds.

The Indigoon is a migratory creature; much like the driver ant it destroys or consumes everything in its path. The Indigoon herd will lay siege to any cities it encounters and not leave until either the city falls or the herd has been decimated.

From "Warrior of World's End" by Lin Carter.

---

**Indigoon**

- "Sleep" and "Charm Person"  
- "Magic Missile" and "Web"  
- "Pyrotechnics" and "Mirror Image"  
- 30d6 Fireball, "Sleep", "Magic Missile" and "Gate" in 1d4 Type A Imps or 1d2 Type 1 Demons  
- 40d6 Lightning, "Invisibility", "Slow" and "Gate" in 1d4 Type B Imps or 1d2 Type 1 Demons  
- 50d6 "Cold", "Hold Person", "Dispel Magic" and "Gate" in 1d6 Type B Imps Plus 1d4 Type A Imps or 1d4 Type 1 Demons  
- 70d6 Fireball, "Fear", "Ice Storm", "Protection from Normal Missiles" and "Gate" in 1d2 Type D Imps, 1d4 Type B, and 1d10 Type A; or 1d4 Type 1 Demons, 1 Type II, and 1 Type III

----

**Type: Humanoid**

**Alignment:** Chaotic

**Found in:** Dungeons, Open, Woods, Mountains, Rivers, Swamps, Cities

**Lair (5%)**

- 100d100 100% A

**Wandering**

- 80d100 50% A

**Attacks:**

1 Weapon, by Weapon Type + 306

**Description:**

A four foot tall by four foot wide, manlike creature, the Indigoon is very fearsome looking, with huge shoulders and arms, giving it stone giant strength: it usually wears plate armor, but carries no shield. Its favorite weapons are tree branches (used as clubs), iron bars (up to thirteen feet long) and war hammers (weighing up to four hundred pounds).

The hands of the Indigoon have four-fingers. It does not wear a helmet because there are two horns growing from its head. Its eyes are the size of
ALL THE WORLDS’ MONSTERS

KALIDAH
TYPE: ANIMAL
CREATED BY: GLENN BLACOW (A&B 13)

<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>8d6</td>
<td>4</td>
<td>12</td>
<td>1d6+6</td>
<td>2d6+6</td>
<td></td>
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<td></td>
</tr>
</tbody>
</table>

ALIGNMENT: NEUTRAL
FOUND IN: DUNGEONS, WOODS

LAIR (35%) 1D6 100% B
WANDERING 1D6

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

DESCRIPTION:
A BEAR-LIKE BODY AND A TIGER-LIKE HEAD. IT LOVES TO FIGHT BUT WILL NOT ATTACK ANY CREATURE WEAKER IN FIGHTING ABILITY THAN ITSELF. IN A GROUP, ANY KALIDAH WITH LESS THAN 20 HIT POINTS ARE CONSIDERED TO BE CUBS. IF THE CUBS ARE ATTACKED, THE ADULTS ATTACK AT +3 FOR THREE TURNS.

FROM THE OZ BOOKS BY L. FRANK BAUM.

KILMAR
TYPE: MISCELLANEOUS
CREATED BY: BRAD HINKEL

<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>2d8</td>
<td>6</td>
<td>48</td>
<td>4d6</td>
<td>4d6</td>
<td></td>
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</tbody>
</table>

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

ATTACKS:
1 PSIONIC ATTACK OR
1 HEAT BEAM, 1D6 OR
1 LIGHT BEAM, 1D6 PLUS BLINDED 1D20 MELEE TURNS
KILMAR

DESCRIPTION:
A SMALL, THREE INCH DIAMETER BALL COVERED WITH TWO FOOT LONG GRASS-GREEN HAIR. ITS BASIC ARMOR CLASS IS 6 BUT IT CAN SURROUND ITSELF WITH A 25 HIT POINT FORCE FIELD WHICH IS ARMOR CLASS 2. IT HAS 2d6 MINOR PSIONIC ABILITIES, 1D6 MAJOR ABILITIES, AND 1d4 PSIONIC ATTACKS AND DEFENSES. IT IS GENERALLY A SHY CREATURE BUT IF IT IS EVER AIDED BY SOMEONE, IT WILL FEEL INDEBTED TO HIM UNTIL IT AIDS HIM IN A LIKE WAY.

KRISS-HAADIN

DESCRIPTION:
A REPTILE-MAN STANDING close to seven feet tall. IT IS ALWAYS A FIGHTING MAN, BUT IT STARTS OUT AT FIRST LEVEL WITH THREE HIT DICE AND IT GETS TWO ADDED TO ITS HIT POINTS FOR EVERY LEVEL ABOVE TEN.

THE KRISS-HAADIN WEARS NO ARMOR EXCEPT FOR A FORM OF TAIL ARMOR WITH SPIKES AND RAZOR SHARP FLANGES. IF WORN, THE TAIL ARMOR RAISES THE DAMAGE DONE BY A TAIL SWIPE TO 3d8. IT MAY BE FOUND CARRYING A LARGE SHIELD.

ITS USUAL WEAPON IS A TWO-HANDED SWORD WHICH IT CAN SWING WITH ONE HAND, THOUGH IT USUALLY USES BOTH. IT ALSO CARRIES A HEAVY THROWING AX.
LAMIA
TYPE: DRAGONKIND
CREATED BY: KEN PICK (A&E 15)

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

ALIGNMENT: CHAOTIC, NEUTRAL
FOUND IN: DUNGEONS, DESERTS

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

ATTACKS:
1 WEAPON, BY WEAPON TYPE
1 TAIL, 2D4
1 BITE, 1D3 PLUS 1D8 BLOOD DRAIN
1 GLANCE, PARALYSIS

DESCRIPTION:
A HALF-WOMAN, HALF-GIANT SNAKE. IT IS USUALLY
FOUND AS EXOTIC DANCERS.

LERT
TYPE: ANIMAL
CREATED BY: GLENN BLACOW (A&E 13)

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

ALIGNMENT: LAWFUL
FOUND IN: DUNGEONS

WANDERING NUMBER PROBABILITY OF TREASURE AND TYPE
1 2D10

ATTACKS:
1 BITE, 1D6

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

If a Lert joins a party, there is only a 5% chance that the party will be surprised. The Lert will refuse to enter doors behind which are life-draining undead and will bark furiously if the room contains really nasty monsters (trolls, hob-goblins, etc.). The Lert will only melee those creatures that it has a chance of harming.

The Lert is found only and randomly in dungeons. It will neither go below third level nor leave the dungeon.

"He who keeps a Lert seldom gets surprised." From an old Dungeon Farer's Proverb.

*****

LIFELASHER  TYPE: CLEAN-UP CREW

Created by: Steve Henderson

Hit  Armor  IQ  Dexterity
Dice  Class  Move  Fly  Swim  Range  Range
(16-20)D8  8   9   1D3  1D3+15

Alignment: Chaotic

Found in: Dungeons, woods, mountains

Lair (25%)  1D6  100%  B
Wandering  1D6

Attacks:
1 Tentacle, 4D6 plus 1D6 energy levels

Description:
An unintelligent, blocky looking creature with poisonous green looking skin and a single long tentacle covered with suckers. If the victim makes a save vs. magic after being hit by the tentacle, he only loses half the energy levels (fractions rounded down). The Lifelasher can telepathically sense the approach of foes.

The hit die range given is typical, though even larger specimens have been found.

LION, NEAME  TYPE: ENCHANTED MONSTER

Created by: M. Kramer (A&E 14)

Hit  Armor  IQ  Dexterity
Dice  Class  Move  Fly  Swim  Range  Range
(5-9)D8  2   12  2D6  2D6+6

Alignment: Hungry

Found in: Dungeons, open, woods, deserts, rivers, swamps

Lair (35%)  1D6  100%  B
Wandering  1D6

Attacks:
1 Bite  2D8
2 Claws, 2D6

Description:
Looks like a large lion and resists magical attacks as an eleventh level mage.

If a large group is encountered, it will be a pride with 1 large male (9D8), 1D4 females (7-9)D8) and the rest will be cubs (5-7)D8). If the cubs are attacked, the females will attack and fight a triple value (attack and damage) for three turns and thereafter at half value. If the females are attacked, the male will attack at double value for six turns and then at normal value thereafter. If all the adults are killed, the eldest cub will attack and fight as a berserker until killed. Once all the adults and the eldest cub are dead, the remaining cubs become subdued.

Subdued Nemean Lion cubs can be trained with a 40% chance of success and a cost of 10,000 gp plus two months of effort.

*****

LIZARD, GIANT  TYPE: GIANT ANIMAL

Created by: Scott Mc Cartney

Hit  Armor  IQ  Dexterity
Dice  Class  Move  Fly  Swim  Range  Range
4D8  4   12  3   1D6  3D6

Alignment: Hungry

Found in: Dungeons, outdoors, rivers, swamps, cities
LIZARD, GIANT

<table>
<thead>
<tr>
<th>LAIR (25%)</th>
<th>NUMBER</th>
<th>PROBABILITY OF TREASURE AND TYPE</th>
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</thead>
<tbody>
<tr>
<td>WANDERING</td>
<td>2D4</td>
<td>10% 1</td>
</tr>
</tbody>
</table>

ATTACKS:
2 CLAWS, 1D6
1 BITE, 1D6

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

LOTUS, GOLD/YELLOW

TYPE: PLANT

CREATED BY: GLENN BLACOW (A&E 12)

<table>
<thead>
<tr>
<th>HIT POINTS</th>
<th>ARMOR CLASS</th>
<th>MOVE</th>
<th>FLY</th>
<th>SWIM</th>
<th>RANGE</th>
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<tbody>
<tr>
<td>0</td>
<td>0</td>
<td>0</td>
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</table>

ALIGNMENT: NONE

DESCRIPTION:
THESE TWO PLANTS ARE IDENTICAL TO ALL BUT TRAINED BOTANISTS OR SAGES. THE GOLD BLOSSOMS ARE VALUABLE, WORTH (LEVEL WHERE FOUND) x 8000 GP EACH. AN ALCHEMIST CAN USE THE GOLD BLOSSOMS TO MAKE A PORTION OF “EXTRA HEALING” WHICH COSTS 1000 GP PER DOSE TO PURCHASE.

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

LOCUST

TYPE: INSECT

CREATED BY: LEE GOLD (A&E 12)

<table>
<thead>
<tr>
<th>HIT</th>
<th>ARMOR CLASS</th>
<th>MOVE</th>
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<th>RANGE</th>
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<tbody>
<tr>
<td>9</td>
<td>12</td>
<td>1</td>
<td>1</td>
<td>1D6</td>
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</tbody>
</table>

ALIGNMENT: HUNGRY

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

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

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

LUNG DRAGON

TYPE: MISCELLANEOUS

CREATED BY: SKIP DAVIS

<table>
<thead>
<tr>
<th>HIT</th>
<th>ARMOR CLASS</th>
<th>MOVE</th>
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<th>SWIM</th>
<th>RANGE</th>
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</thead>
<tbody>
<tr>
<td>15</td>
<td>104</td>
<td>9</td>
<td>0</td>
<td>1D4</td>
<td>1D4</td>
</tr>
</tbody>
</table>

ALIGNMENT: NONE

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

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

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

LURKER

TYPE: ANIMAL

CREATED BY: DAVE HARGRAVE

HIT DICE: (4-6)D8+1
ARMOR CLASS: 4
MOVE: 6
FLY: 2D6
SWIM: 1D6+12
RANGE: RANGE

ALIGNMENT: CHAOTIC

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

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

ATTACKS:
1 BITE 1D8
2 CLAWS, 1D4

DESCRIPTION:

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

LURKER ABOVE, BELOW & SIDEWAYS

TYPE: MISCELLANEOUS

CREATED BY: STEWART LEVIN

HIT DICE: 1D6
ARMOR CLASS: 2
MOVE: 16
FLY: 32
SWIM: 16
RANGE: 1D6+13

ALIGNMENT: EVIL HUNGRY

FOUND IN: DUNGEONS, SWAMPS, CITIES

NUMBER PROBABILITY OF TREASURE AND TYPE
LAIR (100%) 1D8 100% A=2

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

DESCRIPTION:

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

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

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

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

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

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

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

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

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

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

**TYPE:** ENCHANTED MONSTER

**CREATED BY:** C. BIGGLESTONE & P. SAVOY

<table>
<thead>
<tr>
<th>HIT DICE</th>
<th>ARMOR DICE</th>
<th>CLASS MOVE</th>
<th>FLY</th>
<th>SWIM</th>
<th>RANGE RANGE</th>
</tr>
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<tbody>
<tr>
<td>(2-21)D6</td>
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<td>0</td>
<td>0</td>
<td>0</td>
<td>1D6+10</td>
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</table>

**ALIGNMENT:** HUNGRY

**FOUND IN:** DUNGEONS, OPEN, WOODS, DESERTS, WATER, CITIES

<table>
<thead>
<tr>
<th>NUMBER</th>
<th>PROBABILITY OF TREASURE AND TYPE</th>
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<tbody>
<tr>
<td>1</td>
<td>100% C + E</td>
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<tr>
<td>1</td>
<td>20% C + E</td>
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</table>

**ATTACKS:**

2 TENTACLES, 1D8

**DESCRIPTION:**

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

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

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

*****

**MAGIC ABSORBER, 1ST CLASS**

**TYPE:** ENCHANTED MONSTER

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

<table>
<thead>
<tr>
<th>HIT DICE</th>
<th>ARMOR DICE</th>
<th>CLASS MOVE</th>
<th>FLY</th>
<th>SWIM</th>
<th>RANGE RANGE</th>
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<tbody>
<tr>
<td>1-10D6</td>
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**ALIGNMENT:** NONE

**FOUND IN:** DUNGEONS

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<th>NUMBER</th>
<th>PROBABILITY OF TREASURE AND TYPE</th>
</tr>
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<tbody>
<tr>
<td>11D10</td>
<td>10D% A</td>
</tr>
<tr>
<td>1D10</td>
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</tbody>
</table>
MAGIC ABSORBER, 1ST CLASS

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

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

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

NORMAL WEAPONS INJURE THE ABSORBER IN THE USUAL MANNER.

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

<table>
<thead>
<tr>
<th>HIT DICE COLOR</th>
<th># ATTACKS</th>
<th>DAMAGE</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 DEEP RED</td>
<td>1</td>
<td>1D4</td>
</tr>
<tr>
<td>2 LIGHT RED</td>
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<td>1D8</td>
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<tr>
<td>3 ORANGE</td>
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<tr>
<td>4 YELLOW</td>
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<tr>
<td>5 GREEN</td>
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<td>6 BLUE-GREEN</td>
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<tr>
<td>7 BLUE</td>
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<td>8 BLUE-WHITE</td>
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</tr>
<tr>
<td>9 WHITE</td>
<td>3</td>
<td>1D20</td>
</tr>
<tr>
<td>10 BLACK</td>
<td>4</td>
<td>2D20 + SPECIAL</td>
</tr>
</tbody>
</table>

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

*****

MELTER

ATTACKS:
1 MASS CHARM SPELL, THREE TIMES A DAY
4 PINCERS, 4D6
3 TUSKS, 3D6
1 BREATH, FIVE TIMES A DAY, 10D12 ACID IN A ONE BY SIXTY FOOT LINE

DESCRIPTION:
LIKE SOME INCREDIBLE, ELEPHANT-SIZED, INTELLIGENT, COMBINATION OF A CRAB AND A HOG. IT IS IMMUNE TO CONFUSION AND STONING.

*****

MENDER ALLEN

TYPE: ANIMAL

CREATED BY: STEVE MARSH

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

ALIGNMENT: HUNGRY

FOUND IN: SEAS

WANDERING

NUMBER PROBABILITY OF TREASURE AND TYPE
1D6

ATTACKS:
4 ARMS, 2D8 CRUSH

DESCRIPTION:
A FOUR-ARMED STARFISH. IT IS OMNIVERSE AND IS USUALLY FOUND EITHER EATING OR PURSUING SOMETHING TO EAT. WHEN IT CATCHES SOMETHING, IT ATTACHES ITSELF AND CONSUMES IT. IT CAN REGENERATE ONE POINT PER MELEE TURN.

*****

MIND DRAIN

TYPE: ENCHANTED MONSTER

CREATED BY: WAYNE SHAW

HIT ARMOR IQ DEXT.
DICE CLASS MOVE FLY SWIM RANGE RANGE
6D6 5 10 3D4 2D4+10

ALIGNMENT: CHAOTIC

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

NUMBER PROBABILITY OF TREASURE AND TYPE
LAI R (40%) 1D20 100% E
WANDERING 1D20
ATTACKS:
1 TOUCH, 1D6 PLUS ONE INTELLIGENCE POINT.

DESCRIPTION:
THIS CREATURE IS RELATED TO THE SHADOWS AND LOOKS LIKE AN ELECTRICAL SHADOW. WHEN IT DRAINS INTELLIGENCE, IT ALSO DRAINS SPELL ENERGY, THE PERCENTAGE BEING OVER THE INTELLIGENCE OF THE PERSON BEING DRAINED. IF THE INTELLIGENCE OF ITS VICTIM REACHES ZERO, THE PERSON BECOMES A MIND DRAIN HIMSELF. THE INTELLIGENCE, BUT NOT THE SPELL ENERGY, RETURNS IN 2D4 FULL TURNS.

MIRROR MAN

TYPE: ENCHANTED MONSTER
CREATED BY: PAUL JAQUAYS (DUN 4)

HIT ARMOR DICE CLASS MOVE FLY SWIM RANGE RANGE
4D6 9 9 1D4 3D6
ALIGNMENT: CHAOTIC
FOUND IN: DUNGEONS, CITIES

NUMBER PROBABILITY OF TREASURE AND TYPE
LAI R (2D%) 1D10 100% A
WANDERING 1D6
ATTACKS:
2 +2 CLAWS, 2D8 OR 1 WEAPON, BY WEAPON TYPE
1 HEAT BALL, 1D6 (SEE BELOW)

DESCRIPTION:
A LIVING, WALKING, MAN-SHAPED MIRR OR. ANY LIGHT STRIKING IT WILL BE INTENSIFIED AND REFLECTED BACK, BLINDING ITS VICTIMS.
AFTER BEING EXPOSED TO LIGHT FOR FIVE MELEE TURNS, IT MAY FIRE ONE HEAT BALL PER MELEE TURN UNTIL FIVE FULL TURNS AFTER THE LIGHT HAS BEEN EXTINGUISHED. DIRECT SUNLIGHT OR INTENSE LIGHT FOR ONE FULL TURN WILL CAUSE THE MIRROR MAN TO EXPLODE INTO A 1D8 FIREBALL.

THE MIRROR MAN IS SEMI-INTELLIGENT AND WILL ATTACK BRIGHT LIGHT SOURCES AS A BESEKER, ABSORBING AS MUCH POWER AS POSSIBLE BEFORE EXPLODING AND DESTROYING ITS FOES. WHEN IN MELEE IT WILL USE ITS RAZOR SHARP CLAWS, THOUGH IT MAY CARRY A WEAPON.

BLOWS WHICH HIT WITH A 14 OR GREATER WILL CAUSE FROM 25% TO 75% OF THE CREATURE TO SHATTER. IF THE HEAD OR CHEST IS STRUCK, THE MIRROR MAN WILL INSTANTLY DIE. 50% DESTRUCTION WILL CAUSE IT'S DEATH IN FIVE MELEE TURNS. DEAD CREATURES STILL ABSORB LIGHT AND OVERLOAD SUNLIGHT, BUT WILL EXPLODE AT ONLY HALF DAMAGE (5D8).

MIST LEOPARD

TYPE: ANIMAL
CREATED BY: WAYNE SHAW

HIT ARMOR DICE CLASS MOVE FLY SWIM RANGE RANGE
6D6 4 12 24 3D6 2D6+12
ALIGNMENT: CHAOTIC, NEUTRAL
FOUND IN: WOODES, MOUNTAINS, SWAMPS, AIR

NUMBER PROBABILITY OF TREASURE AND TYPE
LAI R (10%) 1D4 100% D
WANDERING 1D4
ATTACKS:
2 CLAWS, 1D6
1 BITE, 1D10

DESCRIPTION:
A LARGE, HAZY LEOPARD. IT CAN SUMMON MIST TO CLOAK ITSELF, AND A WEAPON MUST BE +1 OR BETTER TO HIT IT. IT IS -2 VS. FIRE HOWEVER.

MOSBIL DIS SWARM

TYPE: MISCELLANEOUS
CREATED BY: JIM WARD (DUN 3)

HIT ARMOR DICE CLASS MOVE FLY SWIM RANGE RANGE
10D8 9 9 1D4 1D8+6
ALIGNMENT: HUNGRY
FOUND IN: DUNGEONS, DESERTS, AIR
ALL THE WORLDS’ MONSTERS

MOBIL DIS SWARM

DESCRIPTION:
A swarm of one quarter inch long stomachs with eight tiny legs and half inch long fangs. The members of the swarm number in the billions, they never appear alone.

The entire swarm has 10D8 hit points collectively, and attacks as a unit doing 6D8. Only cold, heat, or a special chemical called “Mobil Dis Salt” can affect them (the salt repels the swarm).

They attack by swarming over their victim and they will not leave until he is completely consumed or the swarm is killed.

The swarm travels as a globe with a three foot diameter and will sense anything living within sixty feet.

*****

MUCKER

TYPE: ANIMAL

DESCRIPTION:
A five foot tall, upright, badger-crocodile. It is telepathic enough to “read” a selected victim and mentally insult them so as to goad them into a rash attack. It is never found in cold areas.

The Mucker has a permanent “Mindblank” in operation.

Anyone bitten by the mucker must make a dexterity roll or the mucker will hold on and automatically bite him each following melee turn.

*****

MURQHUUL

TYPE: UNDEAD

DESCRIPTION:
A shadowy green-yellow man-like shape that smells of rotten flesh. It is a cross between a ghoul and a shadow.

All hit by the Murqhuul become paralyzed and start to rot away at a rate of 1 hit point per turn. Those bitten rot 1D20 points immediately and then 1 point per turn afterwards.

The Murqhuul has +3 saving throws against clerical “Turn Away”. It is immune to fear and paralysis and takes only half damage from acid, poison, or venom. Holy water “burns” the Murqhuul for 1D10 points per vial.
**ALL THE WORLDS’ MONSTERS**

**MOTH, BLOOD**

*Type: Miscellaneous*

*Created by: M. Kramer (A & E 14)*

<table>
<thead>
<tr>
<th>Hit Dice: 6D8</th>
<th>Armor Class: 5</th>
<th>Move: 12</th>
<th>Fly: 18</th>
<th>Swim: 1D6+12</th>
<th>Range: 2D6+6</th>
</tr>
</thead>
</table>

**Alignment:** Chaotic-Evil

**Found In:** Anywhere

**Lair:** (5%) 1

**Wandering:** 1

**Attacks:**
- 2 Claws, 2D6
- 1 Proboscus, 1D4 plus 1D12 Blood Drain per Round
- 1 Spell (See Below)

**Description:**

The Blood Moth appears, at first, as a beautiful human female, who tries to seduce any human males in the party. Once the human male has begun foreplay, the moth assumes its true shape (a giant moth) and begins its attack. If the moth hits with its proboscus, the proboscus will penetrate the victim and the moth will drain 1D12 points of blood per melee round until either the victim or the moth is killed, or the proboscus is severed. The remains of the proboscus must be removed from the victim or it will become infected and cause disease.

The Blood Moth can use the following spells:
- Charm Person
- Hold Person
- Suggest
- ESP
- Shape Change (to any humanoid female)

It is immune to cold; lightning does only half damage; and fire does 1/4 extra damage. All other spells are effective. The moth is also immune to all non-magical weapons.

*****

**MUDSLINGER**

*Type: Miscellaneous*

*Created by: Byron Hinkel*

<table>
<thead>
<tr>
<th>Hit Dice: 2D8</th>
<th>Armor Class: 5</th>
<th>Move: 0</th>
<th>Fly: 1</th>
</tr>
</thead>
</table>

**Alignment:** Hungry

**Found In:** Dungeons

**Lair:** (100%) 1D8+2

**Number Probability of Treasure and Type**

- LAIR (5%) 1 100%
- Wandering 1

**Attacks:**

- 2 Mud Missiles, See Below

**Description:**

Looks like a large pool of mud with two armlike extensions. Once each melee turn, each arm can throw a mud ball which hits all targets as if they were armor class 9. After four hits there is a 50% chance per hit of causing blindness in the victim for 1D6 turns. After fifteen hits there is 50% chance that the victim will suffocate under the accumulated mud. The mudslinger never runs out of mud.

The mudslinger is only affected by steel weapons (which do only half damage) and heat. It is completely immune to all forms of Missiles.

There is a small chance that there will be the body of a former victim buried beneath the mudslinger. Any treasure found will have belonged to this former victim.
NARAL

TYPE: GIANT INSECT

CREATED BY: SKIP DAVIS

IQ DEXT.
6D8 3 6 24 1D6+4 304

ALIGNMENT: NONE

FOUND IN: OPEN, WOODS, RIVERS, SEAS, CITIES

HIT DICE CLASS MOVE FLY SWIM RANGE RANGE
6D8 3 6 24 1D6+4 304

LAIR (25%) NUMBER PROBABILITY OF TREASURE AND TYPE
10D100 10% B
WANDERING 1D12 5% B

ATTACKS:
1 BITE, 2D4
1 WING BUFFET, 2D10
1 CLAW, 1D4
1 STING, 1D4 PLUS 6D6 POISON

DESCRIPTION:

THE NARAL LOOKS MOST LIKE A TEN FOOT LONG BUMBLE BEE AND ITS LAIR CONSISTS OF A HUGE HONEY COMB.
IT IS MUCH SOUGHT AFTER AS A FLYING MOUNT BY THE PEOPLE OF "THE CITY OF CHAOS" AS IT MAKES A VERY STABLE RIDING PLATFORM. IT IS CARNIVOROUS AND FAVORS ELVEN FLESH OVER ALL OTHER KINDS.

NAGZUL

TYPE: UNDEAD

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

IQ DEXT.
12D6 2+5 16 24 1D3+15

ALIGNMENT: CHAOTIC

FOUND IN: ANYWHERE

HIT DICE CLASS MOVE FLY SWIM RANGE RANGE
12D6 2+5 16 24 1D3+15

LAIR (20%) NUMBER PROBABILITY OF TREASURE AND TYPE
1ID3 100% F
WANDERING 1D3

ATTACKS:

2 BLOWS, 2D6 PLUS 1D6 LIFE ENERGIES, IF SAVE VS.
WANDS THEN ONLY 1D3 ENERGIES
NAZGUL

DESCRIPTION:
A large, black cloaked, human-shaped undead. Often found riding a huge pteradactyl-shaped beast or a huge black horse which is really an elemental.

The Nazgul are very magical. Any hit upon them causes the striker to take 10d4 damage himself. If a Nazgul is killed, all those who touched him in that melee round take an additional 20d4 damage.

Nazguls can be turned by patriarchs:
Patriarch's level roll on 20d6 # turned
7 - 15 11 - 12 1d3
16 - 21 9 - 12 1d4
22 - 28 7 - 12 1d6
29+ 2 - 12 10d10

Non-Paladins need at least a +4 weapon to hit a Nazgul. Paladins do double damage with normal weapons, quadruple damage with magic weapons, and eight-fold damage with holy weapons. Given a choice, the Nazgul will attack any paladins in a party first.

Characters killed by a Nazgul can only be resurrected by a "raise dead fully" which acts upon them as a normal "raise dead".

NIGHT CRAWLER

TYPE: GIANT INSECT

DESCRIPTION:
Mutated cross between a spiga and a scorpion. Poison will paralyze all except hobbits, which will dissolve if save vs. poison is not made. If made, it will do an additional 30d6 damage per melee turn. All eaten by this thing are digested in one to five minutes, depending on size. These are only neutral 10% of the time, the rest of the time they are chaotic.

NIGHTSEEKER

TYPE: DRAGONKIND

CREATED BY: STEVE HENDERSUN

ATTACKS:
5 bites, 3d4 plus poison

DESCRIPTION:
An elephant-sized creature built somewhat like a hydra but with powerful legs. It always has five heads.

If save vs. poison is missed, the bite injects a potion that will melt protoplasm into mush which is then sucked up. A victim who has already taken three bites gets no further saving throws. The Nightseeker can suck up a human-sized mass in one melee turn.

It operates in darkness by clairvoyance. It is immune to lightning. Often found in ruins as opposed to occupied cities.
ALL THE WORLDS' MONSTERS

ORNITHO Hippus

CREATED BY: JEFF PIMPER
TYPE: HUMANOID

HIT ARMOR DICE CLASS MOVE FLY SWIM RANGE RANGE
(3-7)d6 7+1 9 10 20d4 20d6+6

ALIGNMENT: CHAOTIC HUNGRY
FOUND IN: RIVERS, SWAMPS

NUMBER PROBABILITY OF TREASURE AND TYPE
LAIR (5%) 20d20 5% A
WANDERING 4d10

ATTACKS:
1 CLUB, 1d6+2
1 THROWING DISC, 2d12 (SEE BELOW)

DESCRIPTION:
A RACE OF REPTILE MEN, FROM THE WAIST UP, THE
OLAB IS MANSIZED AND SHAPED, BUT ITS LEGS ARE LONG
AND STORKLIKE. ITS HEAD HAS A FEATHERY CREST AND
ITS NECK IS WATTLED.

THE OLAB IS SOULESS AND, WHILE FIGHTING, ALMOST
MINDLESS, SO IT IS IMMUNE TO ALL FORMS OF MENTAL
ATTACK UNLESS SURPRISED. NORMAL WEAPONS ONLY DO
HALF DAMAGE TO THE OLAB, A MAGIC WEAPON DOES HALF
DAMAGE PLUS WHAT EVER DAMAGE BONUSES IT HAS. THE
OLAB ALWAYS FIGHTS AS IF BESERK.

THE OLAB'S CLUB HAS A SLIT WHICH RUNS FROM THE TIP
(OR FIGHTING END) DOWN ABOUT ONE THIRD OF ITS
LENGTH. THE OLAB FITS THE DISC INTO THE SLIT AND
THEN USES THE CLUB TO HURL THE DISC AT THE ENEMY.
THE ACCURACY OF THE DISC IS THE SAME AS THAT OF A
HEAVY CROSSBOW FIRED BY A FIGHTER WHO IS TWO LE-
VELS HIGHER THAN THE OLAB HAS HIT DICE.

FROM "SAILOR ON THE SEAS OF FATE" (AN ELRIC STORY)
BY MICHAEL MOORCOCK.

*****

UNDUCULUS

CREATED BY: KAJ & CECIL NURSE (DUN 4)
TYPE: HUMANOID

HIT DICE ARMOR DICE CLASS MOVE FLY SWIM RANGE RANGE
DICE CLASS MOVE FLY SWIM RANGE RANGE
3d6 7 9 10 20d6+6 20d6+6

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### Unduculus

**Alignment:** Chaotic  
**Found In:** Dungeons

<table>
<thead>
<tr>
<th>Lair (50%)</th>
<th>Number</th>
<th>Probability of Treasure and Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>10d4</td>
<td>100%</td>
<td>D</td>
</tr>
</tbody>
</table>

**Wandering:** 5d4, 75% D

**Attacks:**
- 1 Weapon, by weapon type

**Description:**

One of a dreaded underground race which is rarely ever seen by people. He resembles a slim man with two bald heads, three legs, and four arms. His limbs have two more joints that those of men which gives him more mobility.

He can use two weapons at once or use one weapon and fire a bow while in melee. He rarely uses a sword, usually preferring axes and warhammers. If he does have a sword, then anyone hit by the sword who suffers three or more points of damage will be turned to stone. If taken away from the Unduculus the sword will retain its stone powers for one month and then revert to a normal, non-magical weapon.

There is a 5% chance that the Unduculus is a cleric (up to eighth level) who can cast spells while in melee.

The Unduculus is very philosophical. He can be distracted by a philosophical discussion which allows his opponent a free shot before the melee starts.

****

### Ornithohippus

**Type:** Animal

**Created By:** Jeff Pimper

<table>
<thead>
<tr>
<th>Hit</th>
<th>Armor</th>
<th>IQ</th>
<th>Dext.</th>
</tr>
</thead>
<tbody>
<tr>
<td>4d6</td>
<td>6</td>
<td>24</td>
<td>10d6</td>
</tr>
</tbody>
</table>

**Alignment:** Neutral  
**Found In:** Open, Woods, Deserts, Swamps

**Wandering:**

<table>
<thead>
<tr>
<th>Number</th>
<th>Probability of Treasure and Type</th>
</tr>
</thead>
</table>

**Attacks:**
- 1 Bite, 2d4
- 2 Claws, 3d6

**Description:**

A huge bird resembling an ostrich but with four legs and no wings. It is quite beautiful to look at, with snowy white feathers and a long swan-like neck.

The ornith is usually docile, quite often used as a riding beast or beast of burden. The tame ornith will not ever attack, but if provoked, the wild ones will fight using their huge sharply clawed front feet. A wild ornith cannot be tamed, only those captured as chicks or hatched in captivity are tameable.

The meat of the ornith is quite stringy and tough, but there are some excellent dishes made of it.

From "Warrior of World's End" by Lin Carter.
**Pengarean**

**Type:** Humanoid

**Created by:** Skip Davis

<table>
<thead>
<tr>
<th>Hit Dice</th>
<th>Armor Class</th>
<th>Move</th>
<th>Fly</th>
<th>Swim</th>
<th>Range</th>
<th>Dexterity</th>
<th>IQ</th>
</tr>
</thead>
<tbody>
<tr>
<td>(1-6)d6+1</td>
<td>6</td>
<td>6</td>
<td>36</td>
<td>3d6</td>
<td>1d10+14</td>
<td>10</td>
<td></td>
</tr>
</tbody>
</table>

**Alignment:** Chaotic

**Found In:** Dungeons, open, woods, deserts, seas, cities

**Lair:**
- 2D3 (25%)
- A (37%) but no coins

**Wandering:** 1D2 (25%)

**Attacks:**
- 1 Claw, 2D4
- 2 Weapons, by weapon type

**Description:**
A thirty inch tall, winged humanoid with feathers. Its wingspan can reach up to eight feet. It has amber owl-like eyes, and its feathers range in color from rust to black. Its head is small and it has a beak instead of a mouth.

It often carries a two foot long blow gun with poisoned darts. The blow gun also has a five inch long steel edge along both ends which hits as a hand ax and does damage as a dagger.

More of a pest than anything else, the Pengarean loves to swoop down and frighten creatures being used as mounts, hoping to see the rider thrown to the ground.

---

**Peryton**

**Type:** Animal

**Created by:** Ken Pick

<table>
<thead>
<tr>
<th>Hit Dice</th>
<th>Armor Class</th>
<th>Move</th>
<th>Fly</th>
<th>Swim</th>
<th>Range</th>
<th>Dexterity</th>
<th>IQ</th>
</tr>
</thead>
<tbody>
<tr>
<td>2d6</td>
<td>6</td>
<td>6</td>
<td>30</td>
<td>1d6</td>
<td>2d6+5</td>
<td>10</td>
<td></td>
</tr>
</tbody>
</table>

**Alignment:** Chaotic

**Found In:** Open, woods

**Lair:** 20%
- 5d10

**Wandering:** 20%
ALL THE WORLDS' MONSTERS

PERYTON

ATTACKS:

2 ANTLERS, 2D6
2 TALONS (ONLY IF FLYING), 1D8

DESCRIPTION:

AN ATLANTIC BIRD OF PREY. IT IS A LARGE BIRD WITH THE HEAD AND ANTLERS OF A DEER. IT CASTS A HUMANOID SHADOW. IT IS CAMOUFLAGE GREEN IN COLOR; TREAT AS AN ELVEN CLOAK IF AGAINST WOODY BACKGROUND. IT ATTACKS ANY AND ALL MAN-TYPES ON SIGHT. EACH ONE PICKING A TARGET AND FIGHTING TO THE DEATH.

FROM A GRECO-ROMAN MYTH.

*****

PHREALT

TYPE: ALIEN

CREATED BY: DAVE HARGRAVE (AG 1)

HIT ARMOR I Q DEXT.
DICE CLASS MOVE FLY SWIM RANGE RANGE.
(1-12)D8-1 2 12 2D8+6 1D8+16

ALIGNMENT: NEUTRAL

FOUND IN: ANYWHERE

NUMBER PROBABILITY OF TREASURE AND TYPE
LAIR (40%) 4D10 100% F
WANDERING 2D10 50% F

ATTACKS:

1 CLAW, 1D4-1D10 DEPENDING ON SIZE
1 JAVELIN, 1D8
1 WEAPON, 1D8 OR BY WEAPON TYPE
1 STING, 1D8 PLUS 1D6+1 POISON
1 BITE, 1D4-1D8 DEPENDING ON SIZE

DESCRIPTION:

STRICTLY LOGICAL, ANT-LIKE INSECTS, BUT WITH ONLY TWO ARMS AND TWO LEGS. IT LOOKS LIKE A CROSS BETWEEN A MANTIS AND AN ANT. IT CAN LEAP FIFTEEN TO THIRTY FEET, THROW ITS JAVELIN WHILE IN THE AIR, AND LAND WITH ITS WEAPON READY FOR BATTLE.

*****

POISON IVY HEDGE

TYPE: PLANT

CREATED BY: LEE GOLD (A&E 7)

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

ALIGNMENT: NEUTRAL

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

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

ATTACKS:

1 TOUCH, 1D6 POISON PLUS ITCHING (SEE BELOW)

THE PHREALT IS BASICALLY A NEUTRAL CREATURE, BUT ONCE IT HAS GIVEN ITS WORD, IT WILL TRY TO FULFILL ITS PROMISES EVEN IF IT HAS TO DIE IN THE ATTEMPT.

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ALL THE WORLDS' MONSTERS

POISON IVY HEDGE

DESCRIPTION:
A MOBILE HEDGE, ANY TREASURE IS CONTAINED WITHIN ITSELF. IT'S TOUCH NOT ONLY CAUSES POISON DAMAGE BUT ALSO CAUSES SEVERE ITCHING, WHICH LASTS TWO HOURS AND REDUCES ALL THE VICTIM'S ATTACKS BY -2. IF THE PLANT IS BURNED, THE SMOKE CAUSES 2D6 OF POISON DAMAGE AND THREE HOURS OF ITCHING. THERE IS NO SAVING THROW AGAINST THE ITCHING.

********

PSEUDOWOMAN

TYPE: HUMANOID

CREATED BY: JEFF PIPER

HIT ARMOR IQ DEXT.
DICE CLASS MOVE FLY SWIM RANGE RANGE
1D6 9 12 3D6 3D6

ALIGNMENT: ANY

FOUND IN: DUNGEONS, OPEN, WOODS, MOUNTAINS, WATER, CITIES

LAI.R (20%) 1D4 10% A
WANDERING 1D4

DESCRIPTION:
AN INTELLIGENT PLANT WITH THE FORM OF A HUMAN FEMALE. SHE HAS EXTRAORDINARY BEAUTY AND IS HIGHLY SEDUCTIVE. SINCE SHE IS A PLANT, SHE CANNOT BEAR YOUNG, BUT THE PSEUDOWOMEN ARE HIGHLY PRIZED AS WIVES FOR HUMAN MALES. THEY ARE VERY OFTEN PURCHASED AS LIFE COMPANIONS BY CLERICS WHO HAVE SWORN A VOW OF CHASTITY, THOUGH THEY ARE COMPLETELY ABLE TO PERFORM THE SEX ACT.

THE PSEUDOWOMAN IS COLD BLOODED, SO SHE RADIATES NO INFRARED. SHE IS A VEGETARIAN, THOUGH SHE CAN CONSUME SOUPS AND FERMENTED BEVERAGES (WITHOUT GETTING INTOXICATED). SHE IS IMMUNE TO ALL DISEASES AND POISONS WHICH AFFECT WARM BLOODED CREATURES. TO ALL OUTWARD APPEARANCES SHE IS A HUMAN FEMALE, IT IS ONLY WHEN ONE TOUCHES HER THAT SHE REALIZES THAT SHE IS NOT HUMAN.

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

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PYBRA

TYPE: ANIMAL

CREATED BY: DAVE HARGRAVE

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

ALIGNMENT: HUNGRY

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

LAIR (30%) 1D6 70% C + 4* COPPER
WANDERING 1D4

ATTACKS:
1 BITE 1D6 PLUS 3D6 POISON
1 CONSTRUCTION, 1D6
1 STING, 1D3 PLUS 3D6 POISON
1 SPIT, 1D6+1 POISON

DESCRIPTION:
COBRA-PYTHON CROSSBREED. IT CAN SPIT UP TO TWENTY FEET AND COVER A TWO AND A HALF FOOT SQUARE AREA. AT TEN FEET IT CAN COVER A SEVEN AND A HALF FOOT SQUARE AREA.

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

AN ANT-SIZED CRITTER WITH AN ELECTRO-MOTIVE-FORCE SENSE/SEND ABILITY. IT ACCOMPANIES GREATER MONSTERS WHEN THEY ATTACK ANTI-MAGIC USERS (TECHNOS)
ALL THE WORLDS' MONSTERS

RAW'YAS

AND SCARCE TECHNOLOGICAL TREASURE. ITS LAIR IS
PROTECTED BY TECHNOLOGICAL DEVICES SET UP SO AS TO
BE USEABLE BY SUCH A SMALL CREATURE.

ITS ATTACK CONSISTS OF MENTALLY ACTIVATING ANY
ELECTRONIC MACHINERY IN THE AREA AND DIRECTING
THE MACHINE TO ATTACK THE INTENDED VICTIMS.

*****

RAZOR MOUTH TYPE: DRAGONKIND
CREATED BY: CLINT BIGGLESTONE

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

ALIGNMENT: HUNGRY
FOUND IN: ANYWHERE

LAIR (100%) 1 100% H

ATTACKS:
1 BREATH, 8D6 POISON GAS CLOUD, TWENTY BY FORTY
FEET
1 BITE, 1D12, SHARPNESS
2 CLAWS, 6D6

DESCRIPTION:
A HIDEOUS, MUTATED DRAGON-TYPE, BARELY MOBILE,
SHRUNK TO ELEPHANT-SIZED AND NO LONGER CAPABLE
OF FLYING. USUALLY FOUND SITTING ON ITS HOARD,
WHICH IT COLLECTS OUT OF INSTINCT DURING A YOUN-
GER, MORE MOBILE, PHASE OF LIFE. IT IS ESSEN-
TIALY A SCAVENGER. IT IS IMMUNE TO LIGHTNING.

*****

RED MAMBA

NUMBER PROBABILITY OF TREASURE AND TYPE
LAIR (50%) 1D12 50% C - 50% GEMS + 25% MAGIC
WANDERING 1D6

ATTACKS:
1 BITE, 1D3-1D6 DEPENDING ON SIZE, PLUS TWICE ITS
HIT DICE IN POISON

DESCRIPTION:
A VERY FAST, MUTATED MAMBA. +1 ARMOR CLASS AND
SPEED FOR EVERY HIT DIE IT HAS OVER ONE.
ALSO CALLED A RED ROCKET.

*****

RUSTLANCE

TYPE: ANIMAL
CREATED BY: C. BIGGLESTONE & P. SAVOY

HIT ARMOR DICE CLASS MOVE FLY SWIM RANGE RANGE
6D8 7 9 1D2 1D6+18

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

LAIR (30%) 1D6 40% D (NO IRON)
WANDERING 1D3

ATTACKS:
1 HORN, 4D8 PLUS RUSTING

DESCRIPTION:
A SIX FOOT LONG SNAKE WITH A SINGLE HORN GROWING
OUT OF ITS FOREHEAD. ITS FAVORITE FOOD IS RUSTY,
ONCE MAGICAL STEEL BUT IT WILL EAT ANY FORM OF
FERROUS OXIDÉ.
Saura10

TYPE: HUMANOID
CREATED BY: DAVE HARGRAVE (AG 1)

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

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

NUMBER PROBABILITY OF TREASURE AND TYPE
LAIR (25%) 1OD8 100% D + 1000 SP
WANDERING 2D10 50% D

ATTACKS:
2 CLAWS, 1D4-1D12 DEPENDING ON SIZE
1 CLUB, 1D6 PLUS 1D4-1D8 DEPENDING ON SIZE
1 TAIL, (1-2)D6 DEPENDING ON SIZE (SWAMPS ONLY)

DESCRIPTION:
A TAN COLORED, TAILLESS REPTILE MAN FOUND IN DESERTS, OR A GREEN, TAILED REPTILE MAN FOUND IN SWAMPS.

HE ONLY TAKES HALF DAMAGE FROM FIRE, BUT HE TAKES FULL DAMAGE FROM COLD AND IS ALSO SLOWED. HE USES AN OBSIDIAN CLUB WHICH HITS LIKE A MACE AND ALSO HAS SPEARS AND/OR JAVELINES WITH SPEAR THROWERS.

"SLOW" SPELLS AS SUCH HAVE NO EFFECT, BUT HE HAS A -2 SAVING THROW VS. "SLEEP".

*****

Scurgetail

TYPE: GIANT ANIMAL
CREATED BY: C. BIGOLESTONE & P. SAVOY

HIT ARMOR DICE CLASS MOVE FLY SWIM RANGE RANGE
(17-22)D6 2+1 12 1D6+12 1D4+10

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

NUMBER PROBABILITY OF TREASURE AND TYPE
LAIR (25%) 1D2 75% C, NO MAGIC
WANDERING 1 20% C, NO MAGIC

ATTACKS:
6 TAILS, 1D12
1 BREATH, 8D8 LIGHTNING
SCOURGETAIL

DESCRIPTION:

Looks like a gorilla-sized armadillo with a cat-like six-tails for a tail. Its front paws may be used as hands. It is only rarely found in dungeons.

It is immune to cold and sonic attacks. It turns spells like a ring of spell turning. Its light-ning may be used three times a day.

The Scourgetail disdains magic but there is a 15% that it will have 1d9 minor technological items.

SCREAMING MEEMIE

TYPE: HUMANOID

CREATED BY: TERRY JACKSON

DESCRIPTION:

Ape-like in appearance, the Screaming Meemie is between seven and eight feet tall when adult. Its fur is a vivid pink (in adults) or mottled brown and pink (juveniles). The Meemie will not attack unless provoked or unless it is in its lair and its young are present.

The Meemie's first attack is always an ear shattering scream which causes deafness for 3d10 turns and then 50% hearing loss for another 2d10 turns. If the victims do not turn away, the Meemie will then close for physical violence.

Screaming Meemies are very friendly and playful. Its favorite game is "tag, you're it." It is also very noisy, making it impossible for a party to surprise anything if there is a Meemie "playing" in the area.

When encountered in its lair, there will always be one adult and 1d3 young. The adult will always attack.

SCRUBBING BUBBLE

TYPE: MISCELLANEOUS

CREATED BY: SKIP DAVIS

DESCRIPTION:

A round white bubble, two inches high and one and a half inches around. Usually found near a mirror or other shiny item which it maintains at a pristine cleanliness. It lives in a nearby hole in the wall and its treasure contains only very small items (gems, rings, coins, etc.).

The bubble only leaves its hole when the item it maintains is dirtied. It then attacks everything in sight and scrubs them spotless. It does not like the smell of soap and so will avoid a freshly bathed person or creature.
ALL THE WORLDS’ MONSTERS

SCRUBBLE

TYPE: MISCELLANEOUS

CREATED BY: SKIP DAVIS

HIT ARMOR
DICE CLASS MOVE FLY SWIM RANGE RANGE
(4-9)D8+1 2 18 6 3D4 2D6+5

ALIGNMENT: CHAOTIC

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

LAIR (10%) 1 55% A
WANDERING 106 30% C

ATTACKS:

1 ATTACK, 506 ABRASION

DESCRIPTION:

A GIANT FORM OF INSANE SCRUBBING BUBBLE. IT IS EIGHT FEET HIGH AND 6 FEET WIDE. ITS TREASURE IS STORED INSIDE ITS BODY, UNDER THE CROWN OF ITS BUBBLE. LAIR TREASURE IS ALWAYS VERY WELL HIDDEN.

SCUMSNAIL

TYPE: MISCELLANEOUS

CREATED BY: STEVE HENDERSON

HIT ARMOR
DICE CLASS MOVE FLY SWIM RANGE RANGE
13D8 9 3 1D3+6 1D3+15

ALIGNMENT: CHAOTIC

FOUND IN: DUNGEONS, SWAMPS

LAIR (95%) 1 100% C
WANDERING 1

ATTACKS:

4 TENTACLES, 4D6 PLUS DISEASE

DESCRIPTION:

A HIDEOUS MISSHAPEN MONSTER. IT LAIRS ONLY IN SWAMPS AND IS ALWAYS SURROUNDED BY AN INSECT PLAGUE. IT IS LARGER THAN MANSIZED. IT COMMUNICATES WITH ITS FELLOW KIND BY ESP. IT IS IMMUNE TO WANDS AND STAVES AND CAN TURN SPELLS AS A RING OF "SPELL TURNING".

SENTIENT MIST

TYPE: MISCELLANEOUS

CREATED BY: K. JONES (A&E 19)

HIT ARMOR
DICE CLASS MOVE FLY SWIM RANGE RANGE
(6-10)D8 4 24 1D6+12 1D6+12

ALIGNMENT: EVIL

FOUND IN: DUNGEONS, CITIES

LAIR (100%) 1 80% A
WANDERING 1

ATTACKS:

1 STRANGLE, 1D8

DESCRIPTION:

AN INTELLIGENT FOG FOUND ONLY IN ENCLOSED PLACES. THE MIST FIGHTS AS A TENTH LEVEL LORD AND MAY ATTACK SEVERAL TARGETS AT ONCE; UP TO EIGHT TARGETS WITH NO PENALTY AND THEN A CUMULATIVE -1 HIT PROBABILITY FOR EACH ADDITIONAL THREE TARGETS. IT CAN ONLY ATTACK EACH MEMBER OF THE PARTY ONCE. BUT IT ATTACKS ALL TARGETS AS IF THEY WERE ARMOR CLASS NINE.

WHEN IT HITS A VICTIM IT DOES AN IMMEDIATE 1D6 POINTS OF DAMAGE. IT ALSO ATTACKS ITSELF TO THE VICTIM FOR:

(NUMBER ROLLED) - (NUMBER NEEDED TO HIT) ADDITIONAL TURNS. DOING AN ADDITIONAL 1D6 PER TURN UNTIL EITHER THE VICTIM OR THE MIST IS KILLED.

BECAUSE IT OBSTRUCTS THE VIEW OF ALL IN THE AREA, ANY ATTACK ROLLED AGAINST IT WHICH MISSES BY TWO OR MORE OR A 1 IS ROLLED IN ANY CASE, HAS A 30% CHANCE OF HITTING ANOTHER MEMBER OF THE PARTY.

SHEEM BATTLE SPIDER

TYPE: ROBOT

CREATED BY: N. SHAPIRO

HIT ARMOR
DICE CLASS MOVE FLY SWIM RANGE RANGE
(6-15)D8 3 10 20 2D6+6

ALIGNMENT: ANY

FOUND IN: OUTDOORS, RIVERS, SWAMPS, CITIES
**All the World's Monsters**

**Sheem Battle Spider**

<table>
<thead>
<tr>
<th>Lair (10%)</th>
<th>Number</th>
<th>Probability of Treasure and Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Wandering</td>
<td>1</td>
<td>100% H / 4</td>
</tr>
</tbody>
</table>

**Attacks:**
- 1-2 Heat Rays (see below)
- 0-6 Claws (see below)

**Description:**
A military robot, being mechanical it is immune to charms, sleep, phantasmal forces, paralysis, and telepathy. It takes half damage from fire or none at all if it makes its save. If it makes its save vs. lightning, the lightning bolt energy is stored and used to repair damage.

The heat cannon treats all targets as armor class 9. It has a range of nine inches. If the victim makes his save vs. magic, he only takes half of the damage.

**Statistics:**

<table>
<thead>
<tr>
<th>Hit</th>
<th>Armor</th>
<th>Heat Ray</th>
</tr>
</thead>
<tbody>
<tr>
<td>Mark</td>
<td>Dice Class</td>
<td>Damage</td>
</tr>
<tr>
<td>1</td>
<td>8D8</td>
<td>3</td>
</tr>
<tr>
<td>2</td>
<td>9D8</td>
<td>2</td>
</tr>
<tr>
<td>3</td>
<td>10D8</td>
<td>2</td>
</tr>
<tr>
<td>4</td>
<td>10D8</td>
<td>2</td>
</tr>
<tr>
<td>5</td>
<td>12D8</td>
<td>0</td>
</tr>
<tr>
<td>6</td>
<td>15D8</td>
<td>-2</td>
</tr>
</tbody>
</table>

**Mark How Often Cannon Fires**
- 1: Once per melee turn
- 2: Twice first melee turn, then once per turn
- 3: Three times every two melee turns
- 4: Twice per melee turn
- 5: Twice per melee turn
- 6: Twice per melee turn

---

**Shifter**

**Type: Animal**

**Created by:** C. Digglesstone & P. Savoy

<table>
<thead>
<tr>
<th>Hit</th>
<th>Armor</th>
<th>IQ</th>
<th>Dext.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Dice</td>
<td>Class</td>
<td>Move</td>
<td>Fly</td>
</tr>
<tr>
<td>4D8</td>
<td>5</td>
<td>9</td>
<td>1D4+2</td>
</tr>
</tbody>
</table>

**Alignment: Chaotic**

**Found in:** Woods

---

**Sheem Battle Spider**

<table>
<thead>
<tr>
<th>Lair (50%)</th>
<th>Number</th>
<th>Probability of Treasure and Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Wandering</td>
<td>2D6</td>
<td>25% D</td>
</tr>
</tbody>
</table>

**Attacks:**
- 2 Paws, 1D6
- 1 Bite, 1D10

**Description:**
A hairy, mansized ape, it is completely immune to magic weapons and only has one spot on its body which is vulnerable to normal weapons. The vulnerable spot is different for each Shifter - roll on a critical hit chart to find out where.

---

**Shovel Mouth**

**Type: Giant Animal**

**Created by:** Scott Mc Cartney

<table>
<thead>
<tr>
<th>Hit</th>
<th>Armor</th>
<th>IQ</th>
<th>Dext.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Dice</td>
<td>Class</td>
<td>Move</td>
<td>Fly</td>
</tr>
<tr>
<td>1D8</td>
<td>3</td>
<td>6</td>
<td>1D6+2</td>
</tr>
</tbody>
</table>

**Alignment: Neutral**

**Found in:** Open, Mountains, Deserts, Swamps

**Shovel Mouth**

<table>
<thead>
<tr>
<th>Lair (15%)</th>
<th>Number</th>
<th>Probability of Treasure and Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Wandering</td>
<td>1D2</td>
<td>50% A</td>
</tr>
</tbody>
</table>

**Attacks:**
- 1 Bite, 3D10
- 2 Claws, 1D6
- 1 Tail, 1D12

**Description:**
A huge, twelve-legged, grey reptile. It is not hostile and will not attack unless provoked. It is capable of swallowing a heavy horse whole. Its treasure is carried in its stomach (so nothing digestible will be found). However any kind of treasure may be found in its lair.
SICKLETAIL  
TYPE: ANIMAL  
CREATED BY: CLINT BIGGLESTONE  

<table>
<thead>
<tr>
<th>HIT</th>
<th>ARMOR</th>
<th>DICE CLASS</th>
<th>MOVEMENT</th>
<th>FLY</th>
<th>SWIM</th>
<th>RANGE</th>
<th>RANGE</th>
</tr>
</thead>
<tbody>
<tr>
<td>1D8</td>
<td>5</td>
<td>24</td>
<td>1D4+2</td>
<td>1D3+15</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

ALIGNMENT: NEUTRAL  
FOUND IN: DUNGEONS, OPEN, WOODS, WATER, CITIES  
WANDERING:  
ATTACKS:  
1 TAIL, 1D8 (VORPAL)  

DESCRIPTION:  
LOOKS LIKE A RAT-KANGAROO WITH A FLAT, EDGED TAIL. IT MAY BOUND AS HIGH AS FIVE OR SIX FEET BEFORE STRIKING. THE SICKLETAIL IS A VERY CURIOUS HERBIVORE WHICH USUALLY (95%) WON'T ATTACK FIRST. IT IS NEVER FOUND IN SNOW OR DESERT AREAS.

SKULL WARRIOR  
TYPE: ENCHANTED MONSTER  
CREATED BY: GLENN BLACOW (A&E 13)  

<table>
<thead>
<tr>
<th>HIT</th>
<th>ARMOR</th>
<th>DICE CLASS</th>
<th>MOVEMENT</th>
<th>FLY</th>
<th>SWIM</th>
<th>RANGE</th>
<th>RANGE</th>
</tr>
</thead>
<tbody>
<tr>
<td>(7-15)D8</td>
<td>2</td>
<td>12</td>
<td>3D6</td>
<td></td>
<td></td>
<td>1D6+12</td>
<td></td>
</tr>
</tbody>
</table>

ALIGNMENT: CHAOTIC  
FOUND IN: DUNGEONS  
WANDERING:  
ATTACKS:  
1 SWORD, 1D8  

DESCRIPTION:  
BONE/METALLIC UNDEAD WITH A SKULL IN FRONT AND A WING WITH INSET RAMJETS IN THE REAR. IT WILL DIVE STRAIGHT AT ITS VICTIM AND RAM INTO HIM WITH ITS BEAK.

WHEN A NORMAL SKULLPLANE RAMS, IT IS DESTROYED. HOWEVER, 10% OF THEM HAVE THE ABILITY TO TELEPORT UP TO 2000 FEET IN THE AIR AT THE INSTANT THEIR BEAK FIRST TOUCHES THE GROUND. THIS RARER TYPE DOES LESS DAMAGE WHEN IT RAMS.

BASED ON AN ILLUSTRATION BY ROGER DEAN.

SKULLPLANE  
TYPE: UNDEAD  
CREATED BY: DAN PIERSUN  

<table>
<thead>
<tr>
<th>HIT</th>
<th>ARMOR</th>
<th>DICE CLASS</th>
<th>MOVEMENT</th>
<th>FLY</th>
<th>SWIM</th>
<th>RANGE</th>
<th>RANGE</th>
</tr>
</thead>
<tbody>
<tr>
<td>1D8</td>
<td>5</td>
<td>24</td>
<td>1D4+2</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

ALIGNMENT: CHAOTIC  
FOUND IN: OUTDOORS, WATER, AIR  
WANDERING:  
ATTACKS:  
1 RAM, 8D10 (KAMIKAZE) OR 4D10 (TELEPORTER)  

DESCRIPTION:  
AND TYPE  
BONE/METALLIC UNDEAD WITH A SKULL IN FRONT AND A WING WITH INSET RAMJETS IN THE REAR. IT WILL DIVE STRAIGHT AT ITS VICTIM AND RAM INTO HIM WITH ITS BEAK.

WHEN A NORMAL SKULLPLANE RAMS, IT IS DESTROYED. HOWEVER, 10% OF THEM HAVE THE ABILITY TO TELEPORT UP TO 2000 FEET IN THE AIR AT THE INSTANT THEIR BEAK FIRST TOUCHES THE GROUND. THIS RARER TYPE DOES LESS DAMAGE WHEN IT RAMS.

BASED ON AN ILLUSTRATION BY ROGER DEAN.

SLESSZSUYD  
TYPE: MISCELLANEOUS  
CREATED BY: STEVE MARSH  

<table>
<thead>
<tr>
<th>HIT</th>
<th>ARMOR</th>
<th>DICE CLASS</th>
<th>MOVEMENT</th>
<th>FLY</th>
<th>SWIM</th>
<th>RANGE</th>
<th>RANGE</th>
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</thead>
<tbody>
<tr>
<td>1D4</td>
<td>9</td>
<td>4</td>
<td>1D4</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

ALIGNMENT: NEUTRAL  
FOUND IN: DUNGEONS  

DESCRIPTION:  
THE SKELETON OF A GREAT AND SKILLFUL WARRIOR, ANIMATED BY BLACK MAGIC TO RETAIN HIS ORIGINAL SKILL AT ARMS AND BOUND TO PROTECT SOME PERSON OR THING. ITS ARMOR CLASS, HIT DICE, AND WEAPONS ARE ALL VARIABLE FROM THE BASE GIVEN. IT CAN ALSO ASSUME A GASEOUS FORM LIKE A VAMPIRE.
ALL THE WORLDS' MONSTERS

SLESSZOYD

NUMBER 2 PROBABILITY OF TREASURE AND TYPE

ATTACKS:
EATS BRAIN

DESCRIPTION:
A MATED PAIR OF TWO THREE INCH LONG WORMS. THEY ARE FOUND AS EGGS IN FOODSTUFFS. IF EATEN, THEY WILL HATCH OUT IN THE VICTIM'S STOMACH AND GROW IN THE STOMACH FOR THREE WEEKS UNTIL THEY REACH A LENGTH OF THREE INCHES. THE MALE MATED. THE MALE DIES SHORTLY AFTERWARDS. THE FEMALE LAYS HER EGGS WHICH ARE EXCRETED BY THE VICTIM. THE FEMALE WORM THEN WORKS ITS WAY TO THE VICTIMS BRAIN AND PROCEEDS TO EAT IT.

THE VICTIM WILL DIE IN TWELVE WEEKS, BUT WHILE THE WORMS ARE PRESENT (FROM HATCHING TO DEATH), THE VICTIM GAINS THE CAPABILITIES OF A MINDFLAYER. HOWEVER THE VICTIM'S INTELLIGENCE IS REDUCED BY ONE PER CENT PER DAY THAT THE WORM IS EATING HIS BRAIN.

A "CURE DISEASE" WILL GET RID OF THE WORMS. A "CURE SERIOUS WOUNDS" WILL RESTORE THE VICTIM'S INTELLIGENCE.

***

SLOB BLUB CLICK CLICK

TYPE: CLEAN-UP CREW

CREATED BY: SKIP DAVIS

DESCRIPTION:
MADE OF PURE LIVING SMOKE. ONLY A MAGIC WEAPON CAN HURT IT SINCE BOTH THE WEAPON AND THE CREATURE ARE SOLID ON THE SAME PLANE.

IT WILL TRY TO ENGULF ITS VICTIM WHO WILL DIE FROM SMOKE INHALATION.

WANDERING 8 TENTACLES, 2D4 2 PINCERS, 2D6

NUMBER PROBABILITY OF TREASURE AND TYPE

ATTACKS:

SLOB BLUB CLICK CLICK

DESCRIPTION:
A PERMANENTLY INVISIBLE MONSTER WITH NO BODY HEAT, SO INFRA-VISION IS USELESS. THE ONLY WAY TO DETECT ITS PRESENCE IS FROM THE "SLOB BLUB CLICK CLICK" SOUND IT MAKES AS IT MOVES.

IT IS AN EXCELLENT TRACKER AND WILL TRAIL A PARTY FOR DAYS UNTIL IT CAN CATCH ONE FOR FOOD.

IT IS 95% RESISTANT TO ALL FORMS OF MAGIC, REGARDLESS OF LEVEL, AND COMPLETELY IMMUNE TO NORMAL WEAPONS AND ALL FORMS OF FLAME.

******

SMOKE CREATURE

TYPE: ENCHANTED MONSTER

CREATED BY: MARK NORTON (DUN 3)

HIT ARMOR IQ DEXT.
DICE CLASS MOVE FLY SWIM RANGE RANGE
(2D8) 7 10 2D8 2D6+6

ALIGNMENT: CHAOTIC

FOUND IN: DUNGEONS, WOODS, CITIES, AIR

LAIR (20%) NUMBER PROBABILITY OF TREASURE AND TYPE
WANDERING 1D100

ATTACKS:
1 SMOOTHER, 1D6 SUFOCATION

DESCRIPTION:
MADE OF PURE, LIVING SMOKE. ONLY A MAGIC WEAPON CAN HURT IT SINCE BOTH THE WEAPON AND THE CREATURE ARE SOLID ON THE SAME PLANE.

IT WILL TRY TO ENGULF ITS VICTIM WHO WILL DIE FROM SMOKE INHALATION.

WANDERING 8 TENTACLES, 2D4 2 PINCERS, 2D6
**Snig**

**Type:** Animal

**Created by:** C. Bigglestone & P. Savoy

<table>
<thead>
<tr>
<th>Hit</th>
<th>Armor</th>
<th>IQ</th>
<th>Dext.</th>
</tr>
</thead>
<tbody>
<tr>
<td>8D8</td>
<td>4</td>
<td>9</td>
<td>1D4</td>
</tr>
</tbody>
</table>

**Alignment:** Hungry

**Found in:** Dungeons, open, woods, deserts, water, cities

**Lair (50%)**

<table>
<thead>
<tr>
<th>Number</th>
<th>Probability of Treasure and Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>1D3</td>
<td>15%</td>
</tr>
</tbody>
</table>

**Wandering**

| 1D3 |

**Attacks:**

- 2 TUSKS, 2D8
- OR 1 BITE, 1D10
- PLUS 1 STING, 1D4 PLUS 8D6 Venom

**Description:**

An eight foot long hairy pig (front) snake (rear). It is usually found in its lair unless it is hunting for food. Its favorite meals are hobbits, kobolds, and other small beings. It is never found in cold areas.

**The Snig is immune to "Fear", "Charm", "Hold", and "Confusion" spells.**

---

**Snow Tree**

**Type:** Enchanted Plant

**Created by:** Dan Pierson

<table>
<thead>
<tr>
<th>Hit Points</th>
<th>Armor</th>
<th>IQ</th>
<th>Dext.</th>
</tr>
</thead>
<tbody>
<tr>
<td>20</td>
<td>6</td>
<td>0</td>
<td>0</td>
</tr>
</tbody>
</table>

**Found in:** Dungeons, open, woods, rivers, swamps, cities

**Lair (100%)**

<table>
<thead>
<tr>
<th>Number</th>
<th>Probability of Treasure and Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>1D10</td>
<td>20%</td>
</tr>
</tbody>
</table>

**Description:**

Three to ten foot tall, white fungoid dwarf trees. It appears to be made of fine crystals.

---

**Sparkflail**

**Type:** Animal

**Created by:** C. Bigglestone & P. Savoy

<table>
<thead>
<tr>
<th>Hit</th>
<th>Armor</th>
<th>IQ</th>
<th>Dext.</th>
</tr>
</thead>
<tbody>
<tr>
<td>(6-9)D8</td>
<td>2</td>
<td>12</td>
<td>1D4+4</td>
</tr>
</tbody>
</table>

**Alignment:** Hungry

**Found in:** Dungeons, open, woods, mountains

**Lair (25%)**

<table>
<thead>
<tr>
<th>Number</th>
<th>Probability of Treasure and Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>1D8</td>
<td>40%</td>
</tr>
</tbody>
</table>

**Wandering**

| 1D4 |

**Attacks:**

- 1 TENTACLE, 6D6 PLUS 8D6 LIGHTNING
- OR DRAINS 1D4 LIFE ENERGIES
- 2 HOOVES, 2D12

**Description:**

A rhino-sized warthog with a six to nine foot long tentacle instead of a nose. Each of the tentacle’s special attacks can be used once a day.

The Sparkflail is immune to cold and sonic attacks and it has troll-like regeneration.

The Sparkflail is a vegetarian, but it is easily enraged and will attack fiercely.

---

**Spell Sucker**

**Type:** Enchanted Monster

**Created by:** Dan Pierson

<table>
<thead>
<tr>
<th>Hit</th>
<th>Armor</th>
<th>IQ</th>
<th>Dext.</th>
</tr>
</thead>
<tbody>
<tr>
<td>10D8</td>
<td>-2</td>
<td>12</td>
<td>12</td>
</tr>
</tbody>
</table>

**Alignment:** Neutral, Hungry

**Found in:** Anywhere
**Spell Sucker**

*Wandering 1*

**Description:**

Spongy, off-white, spider-crab. It will drain 10d10 spell points per melee turn from everyone within a ten foot radius. No one within thirty feet can use any spells. It is immune to all magic, including magic weapons (which do negative "damage"). It can be harmed by normal attacks. It cannot survive in areas which are magically dead (i.e., magic does not work). It regenerates one hit point for every three spell points drained and kept. It transfers 50% of all the spell points that it drains to the mage who created it unless it has broken free of him.

The spell sucker is created by a mage for a specific mission. Once it has completed its mission, it is free. A free spell sucker usually seeks to find a home for itself underground. It is attracted to strong sources of spell energy unless otherwise commanded.

---

**Anthro-Sphinx**

*Type: Animal*

**Created by:** Jeff Pimper

**Hit Dice:** 8d10

**Class:** 4+2

**Move:** 12

**Fly:** 24

**Swim:** 306

**Range:** 2d6+6

**Alignment:** Lawful

**Found in:** Anywhere

**Lair (30%)**

Number 1

20% C

**Wandering 1**

**Attacks:**

2 Paws, 406

**Description:**

Three times the size of a normal lion, the anthroposphinx is an artificially created being which resembles the Egyptian sphinx. The anthroposphinx has some of the external characteristics of sex; either male (andro sphinx) or female (gynosphinx).

---

**Spider, Giant Sea**

*Type: Giant Arthropod*

**Created by:** Steve Marsh

**Hit Dice:** 5d8

**Class:** 6

**Move:** 12

**Fly:** 206

**Swim:** 306

**Range:**

**Alignment:** Neutral

**Found in:** Seas

**Lair (20%)**

Number 2

**Wandering 406-1**

**Attacks:**

1 Bite, 1d8 + 1d4 poison

---

**Sphinx, Anthro**

*However it has no genitals, so it is completely sterile. The body of the anthroposphinx is about fifteen feet long and it has a thirty-two foot wingspan. Its head is as big as a barrel with a broad-cheeked, flat face. It has huge green eyes which seem to glow and have slitted pupils. Its nose is blunt and flat but does not have whiskers. Its mouth is filled with fangs but it does not use them in attack.

The anthroposphinx has retractable claws, but it usually attacks by hitting with its paws as it has strong giant strength. Its wings are capable of carrying it and up to three passengers for great distances. It can also attack from the air, either with its paws or by dropping boulders.

The anthroposphinx is almost always found as the "pet" of a very high level magic user or techne who has the ability to artificially create life. While artificially created, the anthroposphinx is not an enchanted creature. Its continued existence is not dependent on the maintenance of the spells (or chemistry) used to create it. It will remain loyal to its creator until either of them dies. If the master dies, the anthroposphinx becomes a free and independent creature.***

From "Immortal of World's End" by Lin Carter.
ALL THE WORLDS' MONSTERS

SPIDER, GIANT SEA

DESCRIPTION:
A GIANT SEA SPIDER WHICH LIVES IN A HOLLOW SPHERE FILLED WITH AIR. THE LARGER THE SPIDER, THE DEEPER IT IS FOUND AND THE THICKER THE SEAWEED IN ITS AREA.

TYPE: GIANT ARTHROPOD
CREATED BY: DAVE HARGRAVE (AG 1)

ATTACKS:
1 BITE, 2D8
1 SPIT, ACID, (NUMBER OF HIT DICE)D6

DESCRIPTION:
A GIANT ARMORED SPIDER. 50% MAGIC RESISTANT VS. 11TH LEVEL MAGIC SPELLS. ITS WEB HAS A RANGE OF THIRTY FEET, IT CAN SPIT UP TO SIXTY FEET. THE LARGER ONES ARE ARMOR CLASS 2.
SUGGESTED BY THE FILM "GODZILLA'S REVENGE".

SPINY SLAYER

TYPE: ENCHANCED MONSTER
CREATED BY: CLINT BIGGLESSTONE

ATTACKS:
1 BITE, 1D6

DESCRIPTION:
A SMALL BOILED POTATO WHOSE MOVE IS A BOUNCE WITH A "SICKENING THUD". IT WILL EITHER TRAVEL IN CLOUDS OF 2-12 OR IS CARRIED IN A SACK BY A GARLIC BREAD GOLEM. IT ALWAYS HITS WHEN IT STRIKES. STARDUST POTAOTES IN A SACK WILL NOT HURT.

SPIDER, GIANT SEA

DESCRIPTION:
A GIANT SEA SPIDER WHICH LIVES IN A HOLLOW SPHERE FILLED WITH AIR. THE LARGER THE SPIDER, THE DEEPER IT IS FOUND AND THE THICKER THE SEAWEED IN ITS AREA.

TYPE: GIANT ARTHROPOD
CREATED BY: DAVE HARGRAVE (AG 1)

ATTACKS:
1 BITE, 2D8
1 SPIT, ACID, (NUMBER OF HIT DICE)D6

DESCRIPTION:
A GIANT ARMORED SPIDER. 50% MAGIC RESISTANT VS. 11TH LEVEL MAGIC SPELLS. ITS WEB HAS A RANGE OF THIRTY FEET, IT CAN SPIT UP TO SIXTY FEET. THE LARGER ONES ARE ARMOR CLASS 2.
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STARDUST POTATO

TYPE: MISCELLANEOUS
CREATED BY: ANDERS SWENSON

ATTACKS:
1 BITE, 1D6

DESCRIPTION:
A SMALL BUNNIE WHOSE MOVE IS A BOUNCE WITH A "SICKENING THUD". IT WILL EITHER TRAVEL IN CLOUDS OF 2-12 OR IS CARRIED IN A SACK BY A GARLIC BREAD GOLEM. IT ALWAYS HITS WHEN IT STRIKES. STARDUST POTAOTES IN A SACK WILL NOT HURT.
STARDUST POTATO

BIT A HAND WHICH REACHES INTO THE SACK AND GRASPS ONE OF THEIR NUMBER.

STEELY

TYPE: ENCHANTED MONSTER

CREATED BY: PAUL JAQUAYS (DUN 2)

HIT ARMOR
DICE CLASS MOVE FLY SWIM RANGE RANGE
2D6 0 3 2D6 2D6

ALIGNMENT: CHAOTIC

FOUND IN: ANYWHERE

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

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

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

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

A LIVE STEELY CAN REGENERATE TENTACLE HITS AS A TROLL. THE TENTACLES HAVE TWO HIT POINTS EACH.

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

STEELY

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

STINGWING

TYPE: ANIMAL

CREATED BY: J. DAVIS (A&E 12)

HIT ARMOR
DICE CLASS MOVE FLY SWIM RANGE RANGE
IQ 1 9
DEXT. 36 1D6 1D6+12

ALIGNMENT: HUNGRY

FOUND IN: OUTDOORS, RIVERS, SWAMPS

LAIR (25%) NUMBER PROBABILITY OF TREASURE AND TYPE
WANDERING 6D6 100% 1D6 GEMS (SEE BELOW)

ATTACKS:
1 BITE, POISONOUS, FATAL IF NOT SAVED (SEE BELOW)

DESCRIPTION:
A SMALL FLYING ANIMAL WITH BATLIKE WINGS, SHARP TALONS, AND A PIRAHNA-LIKE DISPOSITION. IT WILL ALWAYS ATTACK, 10% OF THE TIME THE STINGWING SWARM WILL BE EXTRA LARGE, NUMBERING 20D10.

THE STINGWING'S BITE IS FATAL IF THE VICTIM DOES NOT MAKE EITHER OF TWO SAVING THROWS VS. POISON. IF HE SUCCEEDS, THEN HE MUST MAKE A THIRD SAVING THROW VS. POISON. IF HE SUCCEEDS THIS TIME HE ONLY TAKES 3D6 DAMAGE FROM THE POISON; IF HE FAILS THEN HE TAKES 6D6 DAMAGE. THE POISON IS ALSO HIGHLY CORROSIVE TOWARD ANYTHING FERROUS.

STRANGE LITTLE MAN

TYPE: MISCELLANEOUS

CREATED BY: JEFF PIMPER

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

ALIGNMENT: HUNGRY

FOUND IN: DUNGEONS, MOUNTAINS

LAIR (100%) NUMBER PROBABILITY OF TREASURE AND TYPE
3D6 30% A
ALL THE WORLDS' MONSTERS

STRANGE LITTLE MAN

ATTACKS:

1 SMOTHER, DEATH IN 2D6 MELEE TURNS (SEE BELOW)

DESCRIPTION:

A FORM OF SENTIENT MINERAL LIFE, THE "STRANGE LITTLE MAN" LOOKS LIKE A SMALL, HUNCH-BACKED GNOME WITH GLITTERING BLACK SKIN, LONG POINTED EARS, AND A HUGE NOSE. HE RESEMBLES MORE THAN ANYTHING ELSE A SMALL GOLEM MADE OF COAL.

HIS BODY IS REALLY A COLONY OF SENTIENT DUST PARTICLES. HE ATTACKS BY TURNING PART OF HIS BODY (USUALLY AN ARM) INTO A CLOUD OF MICROSCOPIC PARTICLES WHICH SURROUNDS THE INTENDED VICTIM. THE PARTICLES THEN ENTER THE VICTIM'S RESPIRATORY TRACT, COATING THE LUNGS. THE VICTIM QUICKLY SMOthers.

THE "LITTLE MAN" HAS THE ABILITY TO "MOVE EARTH". WHEN ESCAPING OR CARRYING OFF A VICTIM, HE CAN CAUSE THE EARTH TO OPEN UP FOR HIM, SWALLOWING UP HIMSELF AND ANYTHING ELSE HE IS CARRYING.

THE "LITTLE MAN" IS IMMUNE TO "FLESH-TO-STONE", BUT VERY SUCEPTIBLE TO "STONE-TO-FLESH". HE IS IMMUNE TO "COLD" BUT "FIRE" WILL CAUSE HIS BODY TO FUSE INTO A SOLID MASS. DUE TO HIS COMPLETELY ALIEN MENTALITY HE IS IMMUNE TO "CHARM", "FEAR", AND "HOOLDING". LIGHTNING SCATTERS HIS PARTICLES, BUT THEY WILL REFORM IN 3D4 MELEE ROUNDS. ROCK TO MUD WILL CAUSE HIM TO BECOME SOLID AND TO ASSUME ALL THE CHARACTERISTICS OF A MUD GOLEM, BUT WITH NO INCREASE IN HIT POINTS. DRUIDICAL MAGIC HAS DOUBLE EFFECT, ALL OTHERS ONLY HALF.

THE "LITTLE MAN" CAN USE HIS PARTICLE ABILITY TO PASS THROUGH ANY OPENING NO MATTER HOW SMALL. HE CANNOT PASS THROUGH FLUID OR FLAME.

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

*****

SWAMP THING

TYPE: GIANT-TYPE

CREATED BY: DAVE HARGRAVE

ALIGNMENT: HUNGRY

FOUND IN: DUNGEONS, SWAMPS

NUMBER: SWAMP THING

PROBABILITY OF TREASURE AND TYPE: 1D6+1

WANDERING: 1D6

ATTACKS:

1 HUG, 2D6 PLUS 4D6 ACID

DESCRIPTION:

AN EIGHT FOOT TALL, VAGUELY MAN-SHAPED MESS WHICH LOOKS AND SMELLS LIKE MUCK. IT SECRETES AN ACID THAT PERMEATES ITS WHOLE BODY, SO EVEN A TOUCH WILL CAUSE ACID DAMAGE (MONKS, BEWARE). IT HAS NO BONES TO BREAK, NO REAL SKIN TO BRUISE, NO NERVOUS SYSTEM TO JANGLE. SO NORMAL WEAPONS HAVE NO EFFECT. ALL CUTS AND GASHES JUST SEALING CLOSED BEHIND THE WEAPON. IT IS ALSO IMMUNE TO PARALYSIS; ONLY MAGIC WEAPONS OR SPELLS MAY HARM IT; AND NO STRENGTH BONUS WILL HELP. IT WILL ONLY TAKE REGULAR DAMAGE.

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

TYPE: ANIMAL

CREATED BY: GLENN BLACK (AG 13)

HIT        ARMOR
DICE       CLASS    MOVE    FLY    SWIM    IQ    DEXT.
10D4        9        15

ALIGNMENT: NEUTRAL

FOUND IN: DUNGEONS

LAIR (25%)  NUMBER  PROBABILITY OF TREASURE AND TYPE
WANDERING  1  100% JEWELLED COLOR

ATTACKS:
1 BITE, 1D2

DESCRIPTION:

A SMALL MONKEY-LIKE CREATURE WITH LONG WHITE, SILKY HAIR. IT IS TYPICALLY THE PET OF A HIGH LEVEL MAGE (5% FOR EVERY LEVEL ABOVE EIGHTH MINUS 5% FOR EVERY POINT OF CHARISMA BELOW TWELVE). IT HAS A SPECIAL TELEPORT SPELL IN THAT IT CAN TELEPORT TWELVE MAN-SIZED BEINGS TO ANY PLACE THAT THE TATE HAS BEEN WITH PERFECT ACCURACY, OR TO ANY PLACE THE BEINGS HAVE BEEN (BUT NOT THE TATE) WITH THE NORMAL ERROR, OR IT CAN DIMENSION DOOR TO ANY PLACE NEITHER HAVE BEEN UP TO THIRTY-SIX INCHES AWAY.

IF FOUND WANDERING AND THE TATE IS SURPRISED OR FRIGHTENED BY THE PARTY (OR MONSTERS), THE TATE WILL THROW THEM AWAY BY TELEPORTING THEM TO SOME OTHER PLACE IN THE DUNGEON, USUALLY A LOWER LEVEL.

"HE WHO HAS A TATE IS SOON LOST" FROM AN OLD DUNGEON FARE'S PROVERBS.

***

TEG SWARM

TYPE: INSECT

CREATED BY: DAVE HARGRAVE (AG 1)

HIT        ARMOR
POINTS      CLASS    MOVE    FLY    SWIM    IQ    DEXT.
1           3        2       36

ALIGNMENT: HUNGRY

FOUND IN: ANYWHERE
ALL THE WORLDS' MONSTERS

TENG SWARM

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

ATTACKS:
1 SELF, 1D61

DESCRIPTION:
A SWARM OF INSECTS WHICH HITS LIKE A SWARM OF CROSSBOW BOLTS, THEN Passes ON; UNLESS IN DEFENSE IF THEIR LAIR, IN WHICH CASE THEY WILL REMAIN IN THE AREA. THEY HIT LIKE A FIRST LEVEL FIGHTER'S LIGHT CROSSBOW BOLT. ROLL FOR THE PER CENT OF THE TENG SWARMS WHICH WILL ACTUALLY INTERSECT THE AREA OCCUPIED BY THE BODY OF THE VICTIM. THEY ARE EATERS OF CARRION.

TERMITE, GIANT

ARMOR CLASS 9. THE SOLDIER TERMITES ARE THREE TO FOUR FEET LONG, THE WORKERS ABOUT TWO FEET. THE USUAL SOLDIER CAN ONLY SQUIRT ONCE, BUT VERY LARGE ONES CAN SQUIRT UP TO THREE TIMES.

THAYKHAY

TYPE: MISCELLANEOUS

CREATED BY: W. IVES (A&E 18)

ATTACKS:
2 CLAWS, 1D6
1 HUG, 2D10 POISON (SEE BELOW)

DESCRIPTION:
RESEMBLES AN ARMORED BEAR WITH A ROUNDED SKULL. A VOLATILE POISONOUS ACID LEAKS FROM BETWEEN ITS ARMOR PLATES. ANY METAL STRIKING IT WILL DISSOLVE OR CORRODE IN [20 - (DAMAGE INFlicted)] MELEE TURNS. ENCHANTED OBJECTS HAVE A 50% CHANCE OF NOT BEING AFFECTED BY THE ACID.

TERMITE

CREATEO BY: GLENN BLACKOW (A&E 12)

ATTACKS:
1 SQUIRT, "WEB" OR "GREEN SLIME"

DESCRIPTION:
A GIANT FORM OF THE TROPICAL "SQUIRT GUN" TERMITE. ONE SIXTH OF THEM SQUIRT GREEN SLIME INSTEAD OF STICKY WEB.

THE TERMITE HITS AS A 3D8-1 MONSTER. A HIT WITH A 20 ON 1D20 HITS THE VICTIM'S FACE. THE STICKY WEB WILL BLIND AND SUFFOCATE THE VICTIM IN 1D2+2 MELEE ROUNDS IF NOT REMOVED WITH OIL.

ONLY ONE FOURTH OF THE TERMITE ARE SOLDIERS AND ABLE TO ATTACK. THE REST WILL BE 1D8 WORKERS WITH
THERMITE

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

ATTACKS:
1 BITE, 3D6 TO 3D12 DEPENDING ON SIZE
PLUS 1D12 FIRE
1 TOUCH, 1D8 FIRE

DESCRIPTION:
A HU GE, WARRIOR TERMITE WHICH BLOWS RED HOT WITH A
REDDISH YELLOW COLOR. A MERE TOUCH ANYWHERE ON
ITS BODY CAUSES HEAT DAMAGE.

THE THERMITE IS IMMUNE TO LIGHTNING AND FIRE, BUT
COLD DOES DOUBLE DAMAGE.

THE THERMITE IS ABLE TO BORE ITS WAY THROUGH ROCK
AT ONE INCH PER TURN.

THUNDERBUNNY

TYPE: ANIMAL
CREATED BY: DAVE HARGRAVE (AG 1)

HIT DICE ARMOR CLASS MOVE FLY SWIM RANGE RANGE
(1-2)D4+1 6 28 2D6 1D5+13

ALIGNMENT: HUNGRY
FOUND IN: OPEN, WOODS, SWAMPS

LAIR (100X) 1000D100

NUMBER PROBABILITY OF TREASURE AND TYPE

ATTACKS:
2 KICKS, 1 POINT
1 BITE, 1D9 PLUS DISEASE (SEE BELOW)

DESCRIPTION:
AN INSANE FORM OF JACK RABBIT WHICH ALWAYS IS
FOUND AS PART OF A HUGE HERD. THE THUNDERBUNNY
FOAMS AT THE MOUTH, AND THIS FOAM CARRIES A DIS-
EASE WHICH IS TRANSMITTED TO ITS VICTIMS. ANYONE
CATCHING THE DISEASE WILL BEGIN TO FEEL DIZZY IN
1D6 TURNS AND SUFFER FROM BLURRED VISION. IF NOT
IMMEDIATELY CURED, THE VICTIM WILL LOSE THREE
POINTS FROM EACH OF HIS ATTRIBUTES WITH NO SAVING

THUNDERBUNNY

THROW. IF ANY OF THE ATTRIBUTES GOES TO ZERO, THE
VICTIM CEASES TO BE AN EFFECTIVE AND EITHER DIES,
BECOMES COMA TOSE, OR USELESS:
STRENGTH OR CONSTITUTION - DEATH
INTELLIGENCE OR WISDOM - COMA
DEXTERITY OR CHARISM - USELESS

THE SOUND OF THE HERD'S PASSING IS LIKE THAT OF
DISTANT THUNDER.

THE BUNNY ROARS IN COMBAT AND IS IMMUNE TO FEAR
AND CONFUSION.

TIGER, FLAME

TYPE: ENCHANTED MONSTER
CREATED BY: CLINT BIGGLESTONE

HIT ARMOR DICE CLASS MOVE FLY SWIM RANGE RANGE
(4-6)D6 4 12 1D12+3 1D6+12

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

WANDERING 1D2

ATTACKS:
2 CLAWS, 1D4 PLUS 1D4+5 FIRE
1 BITE, 2D6 PLUS 1D4+5 FIRE

DESCRIPTION:
AN ELEMENTAL THAT CAN BE SUMMONED. IT LOOKS LIKE
A GREAT, BURNING TYGER. IT CAN LEAP UP TO FORTY
FEET IN ADDITION TO ITS REGULAR MOVEMENT.

IT IS IMMUNE TO FIRE, FEAR, CONFUSION, AND SONICS.
IT IS ALSO IMMUNE TO NON-MAGICAL WEAPONS AND 50%
RESISTANT TO MAGIC FROM AN ELEVENTH LEVEL MAGE.
HOWEVER, COLD DOES +3 DAMAGE.

ESPECIALLY FOND OF HORSE FLESH. IT DISLIKES ALL
COLD CREATURES.
TIGER, ICE TYPE: ANIMAL
CREATED BY: STEVE PERRIN

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

ALIGNMENT: CHAOTIC, NEUTRAL
FOUND IN: DUNGEONS, MOUNTAINS

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

ATTACKS:
2 CLAWS, 1D4
1 BITE, 2D6
1 BREATH, 6D6 COLD

DESCRIPTION:
A GIANT, SNOW WHITE TIGER. IT IS 75% PROOF VS. ANY COLD USED AGAINST IT. IT IS A MUTUAL ENEMY IF THE ICE DRAGON. IT ALSO HATES HELLHOUNDS AND FLAME TIGERS. OFTEN THE PET OF A FROST (60%) OR A STORM (20X) GIANT.

TIGERMAN, KARJIXIAN TYPE: HUMANOID
CREATED BY: JEFF PIMPER

**HIT ARMOR IQ DEXT.**
**DICE CLASS MOVE FLY SWIM RANGE RANGE**
4D10+10 3 2 9 1D6 3D6 2D6+6

ALIGNMENT: ANY
FOUND IN: ANYWHERE

NUMBER PROBABILITY OF TREASURE AND TYPE
LAIR (20X) 10D6 70% D
WANDERING 3D6 10X A

ATTACKS:
2 CLAWS, 3D6 AND 1 BITE, 2D4
1 WEAPON, BY WEAPON TYPE

DESCRIPTION:
A HUMANOID EVOLVED FROM THE TIGERS. HE IS ABOUT SEVEN FEET TALL WITH TAWNY FUR WITH REDDISH BROWN STRIPES. THE KARJIXIAN TIGERMAN IS ALMOST ALWAYS A FIGHTER, THOUGH CLERICS HAVE BEEN KNOWN TO OCCUR.

PRINCIPALLY A MEAT EATER, THE TIGERMAN WILL EAT VEGETABLES (ESPECIALLY IF THEY ARE COOKED) AND HE IS VERY FOND OF STRONG ALCOHOLIC BEVERAGES.

THE TIGERMAN'S PAW HAS AN OPPOSABLE THUMB. SO HE IS FULLY CAPABLE OF USING ALMOST ANYTHING A MAN CAN USE. HOWEVER HIS PAWS ARE QUITE LARGE AND THE "FINGERS" VERY THICK, SO HE IS UNABLE TO USE ITEMS WHICH REQUIRE SMALL HANDS AND/OR FINGERS.

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

TIMEWASP TYPE: GIANT INSECT
CREATED BY: C. BIGGLESTONE & P. SAVOY

**HIT ARMOR IQ DEXT.**
**DICE CLASS MOVE FLY SWIM RANGE RANGE**
(11-18)D8 3 6 36 1D4 1D10+10

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

NUMBER PROBABILITY OF TREASURE AND TYPE
WANDERING 1

ATTACKS:
1 SPELL, "TIMESTOP" THREE TIMES A DAY
1 STING, 1D8 PLUS 6D10 PARALYZING POISON

DESCRIPTION:
A GIANT HUNTING WASP FOUND ONLY ABOVE GROUND AND NEVER IN COLD AREAS. IT HUNTS DRAGONS TO FEED TO ITS YOUNG; IT PARALYZES THE DRAGON WITH ITS STING AND THEN LAYS ITS EGG IN THE DRAGON'S ABDOMEN. DRAGONS STUNG BY THE TIMEWASP GET NO SAVING THROW AND ARE AUTOMATICALLY PARALYZED.

THE TIMEWASP IS IMMUNE TO STONING AND TO ALL "CHARM" AND "HOLD" SPELLS.
## Trimmouth
**Type:** Animal

**Created by:** C. Bigglestone & P. Savoy

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<thead>
<tr>
<th>Hit Dice</th>
<th>Armor Class</th>
<th>Move</th>
<th>Fly</th>
<th>Swim</th>
<th>Range</th>
<th>IQ</th>
<th>Dexterity</th>
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<tr>
<td>(12-15)d6</td>
<td>2</td>
<td>+3</td>
<td>9</td>
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**Alignment:** Neutral

**Found in:** Outdoors, Water

**Lair (25%)**

**Number** | **Probability of Treasure and Type**
--- | ---
2D4 | 30%
1D0 |

**Wandering**

**1D4**

**Attacks:**

1. **Breath:** 4D8 Cold in a cone (like Mage Spell)
2. **Breath:** 3D10 Sonic in a 60' x 30' cone
3. **Bites:** 4D8

**Description:**

A bright blue, three-headed Wyvern with three stingered tails. Each head controls one of the tails. For each third of its hit points lost, one head dies and the tail it controls ceases to function.

Non-edged weapons, both normal and magic, do only half damage to the trimmorth.

### Troll, Ice
**Type:** Humanoid

**Created by:** Brad Hinkel

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<tr>
<th>Hit Dice</th>
<th>Armor Class</th>
<th>Move</th>
<th>Fly</th>
<th>Swim</th>
<th>Range</th>
<th>Range</th>
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<tr>
<td>(9-12)d6</td>
<td>2</td>
<td>12</td>
<td>2D6</td>
<td>1D6+8</td>
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**Alignment:** Chaotic

**Found in:** Dungeons, Open, Mountains, Deserts, Seas, Cities, Air

**Lair (50%)**

**Number** | **Probability of Treasure and Type**
--- | ---
1D10 | 100%
1D0 | E

**Wandering**

**1D4**

**1D6 +1**

**Attacks:**

1. **Bites:** 4D6
2. **Kick:** 3D6 (Every Other Turn)
3. **Stings:** 1D4 Plus 9D6 Venom

**Description:**

Only found in cold regions. The ice troll is immune to all cold attacks. Its saving throw vs. fire attacks is at -2; fire balls get +1 to each die of damage and all other fire attacks do +2 damage.
ALL THE WORLDS' MONSTERS

UGLY

TYPE: HUMAN

CREATED BY: MARK HENDRICKS (DUN 1)

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<tr>
<th>HIT</th>
<th>ARMOR</th>
<th>MOVE</th>
<th>FLY</th>
<th>SWIM</th>
<th>RANGE</th>
<th>IQ</th>
<th>DEXT</th>
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<tr>
<td>(3-5)D6 7-9 9 1D8</td>
<td>2D6+6 2D6+6</td>
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ALIGNMENT: CHAOTIC

FOUND IN: ANYWHERE

LAIR (BOX) 1 100% BRIGHT THINGS

WANDERING 1 100% BRIGHT THINGS

DESCRIPTION:

THE CHAOTIC ASSISTANT OF EVIL MAGIC USERS (ALCHEMY 50%, MAGIC-USER 30%, OTHERS 20%). HE MAY BE HIRED FOR THE MERELY PITTANCE OF ROOM, BOARD, AND AN OCCASIONAL SMALL ANIMAL TO TORTURE (HE IS VERY SADISTIC). EXTREMELY LOW IN INTELLIGENCE, HIDEOUSLY GROTESQUE, AND WILL BE EITHER 3'2" 7'9", OR 8'1" IN HEIGHT AND WILL ALWAYS HAVE A HUNCHBACK. ITS CONSTITUTION IS 1D4+4.

THERE IS A 50% CHANCE THAT THOSE SEEING HIM WILL FEEL PITY OR REVULSION AND ACT ACCORDINGLY.

HE ACTS AS A SIXTH LEVEL THIEF AND A FIFTH LEVEL ASSASSIN, HOWEVER THERE IS A 50% CHANCE THAT HE WILL PERFORM AN ASSIGNED TASK ERRONEOUSLY AND A 30% POSSIBILITY OF A PARTIAL ERROR. THESE PROBABILITIES ARE HALVED WHEN HE IS SUPERVISED BY SOMEONE OF INTELLIGENCE.

IF WELL TREATED HE WILL BE LOYAL (+4). IF BADLY MISTREATED HIS LOYALTY IMMEDIATELY DROPS TO -3 AND AT THE NEXT CHANCE HE WILL TRY TO KILL HIS MASTER MOST PAINFULLY.

HE IS IMMUNE TO VERBAL ABUSE, DEPLORES BEATINGS, AND DEATHLY AFRAID OF FIRE.

HE WILL HAVE A SMALL TREASURE OF SHINY BAUBLES AND COINS OF LITTLE WORTH.
ALL THE WORLDS' MONSTERS

VADER
TYPE: ANIMAL
CREATED BY: L. SCHUEN (A&E 13)

HIT ARMOR
DICE  CLASS MOVE FLY SWIM RANGE RANQE RANGE
(10-15)D6 0 10 1D6+12 2D6+6

ALIGNMENT: CHAOTIC- EVIL
FOUND IN: DUNGEONS

WANDERING
ATTACKS:
1 BITE, 3010

DESCRIPTION:
APPEARS TO BE A BIG, BLUE PANTHER WITH ANTENNAE
BEHIND ITS EARS. IT CAN TELEPATHICALLY MONITOR
MORE THAN ONE PARTY AT ONCE. IT SENSES LIVING
BEINGS WITHIN FIFTY FEET.

IT RESISTS MAGIC AS A SEVENTEENTH LEVEL MAGE AND
IS POWERFUL ENOUGH TO BEND BALROGS TO ITS WILL.
ILLUSIONARY SPELLS HAVE NO EFFECT ON THE VADER.

THE VADER CAN TRANSMUTE ITS ATOMIC COMPONENTS AND
CONTROL ANY SUBSTANCE AROUND IT TO WHICH IT HAS
TURNED. E.G., THE VADER CAN CHANGE TO OXYGEN,
ABSORB ENOUGH OXYGEN FROM THE AIR TO DOUBLE ITS
MASS AND HIT DICE, AND THEN CHANGE BACK TO FLESH.

*****

VAMPIRE VINE
TYPE: PLANT
CREATED BY: DAN PIERSON

HIT ARMOR
DICE  CLASS MOVE FLY SWIM RANGE RANQE RANGE
4D6 6 0 0 1D6+3

ALIGNMENT: HUNGRY
FOUND IN: DUNGEONS, WOODS, SWAMPS

LAIR (100%) 6D100

ATTACKS:
1 BLOOD DRAIN, 1D4 PER TURN
ALL THE WORLDS' MONSTERS

VAMPIRE VINE

DESCRIPTION:
Purplish green vines that grow in clusters of six or more (about six for every ten foot square). They are immune to blunt weapons. Will bend away from fire.

******

VAMPIRE, GOLDEN

TYPE: UNDEAD

CREATED BY: WAYNE SHAW

HIT ARMOR IQ DEXT.
DICE CLASS MOVE FLY SWIM RANGE RANGE
(7-9)D8 2 12 3D6 2D6+12

ALIGNMENT: CHAOTIC, LAWFUL-EVIL

FOUND IN: DUNGEONS, OUTDOORS, CITIES

LAIR (15%) 1D6 100% F
WANDERING 1D6

ATTACKS:
1 BITE 1D10 PLUS DOUBLE LIFE DRAIN
1 VISUAL, CHARM PERSON WHOEVER LOOKS INTO ITS EYES

VAMPIRE VINE

DESCRIPTION:

A BLONDE VAMPIRE THAT DIFFERS IN SEVERAL RESPECTS FROM A REGULAR VAMPIRE: HE IS NOT BOTHERED BY SUNLIGHT; HE POLYMORPHS INTO A WOLF INSTEAD OF A BAT (MOVEMENT INCREASES TO 15); AND INSTEAD OF TURNING INTO A MIST, HE TURNS ETHEREAL. HE IS, HOWEVER, SUSCEPTIBLE TO GOLD WEAPONS, TAKING HALF DAMAGE FROM THEM.

******

VOGALMANN

NUMBER PROBABILITY OF TREASURE AND TYPE

LAIR (20%) 10D10 60% D PLUS 40% EXTRA GOLD
WANDERING 2D12 20% T

ATTACKS:

1 WEAPON, BY WEAPON TYPE

DESCRIPTION:

A FIVE FOOT TALL, WINGED HUMANOID WITH BLUE SKIN. ITS WING SPAN REACHES UP TO FORTY FEET. HE OFTEN CARRIES A SMALL (TWO FEET) LIGHT METAL JAVELIN WHICH HAS A POISONED TIP (1D6) AND A POISONED RAPIER. 10% OF THEM CARRY FIRE STICKS; A HOLLOW TUBE WITH TEN CHARGES OF 4D6 FIRE BALLS. THERE IS ALSO A CHANCE THAT THEY WILL BE CARRYING A SELF-IGNITING FLASK OF OIL.

THE VOGALMANN HAS A +3 HIT PROBABILITY WITH ALL MISSLES AND A +2 WITH ITS RAPIER. DUE TO ITS HOLLOW BONE STRUCTURE, BLUNT WEAPONS DO DOUBLE DAMAGE TO THE VOGALMANN.

THE USUAL VOGALMANN ATTACK IS TO DIVE DOWN UPON THE INTENDED VICTIM, GAINING +1 TO THE DAMAGE IT DOES FOR EVERY TEN FEET OF DIVE. IT BELIEVES ALL NON-WINGED CREATURES TO BE INFERIOR, BUT IT WILL AVOID ATTACKING WINGED CREATURES UNLESS PROVOKED.

******

VOGALMANN

CREATED BY: SKIP DAVIS

HIT ARMOR IQ DEXT.
DICE CLASS MOVE FLY SWIM RANGE RANGE
(1-15)D6-1 9 12 24 3D6 1D12+12

ALIGNMENT: NEUTRAL

FOUND IN: MOUNTAINS, SEAS, CITIES
WAFFLEBANGER

TYPE: MISCELLANEOUS

CREATED BY: TERRY JACKSON

HIT ARMOR
DICE CLASS MOVE FLY SWIM RANGE RANGE
206 4 6 1D3+15 18

ALIGNMENT: CHAOTIC

FOUND IN: DUNGEONS

ATTACKS:

4 "WAFFLES" (SEE BELOW)

DESCRIPTION:

A THIRTY INCH HIGH, MULTI-LEGGED, TWO-ARMED CONE. IT IS ALWAYS FOUND PATROLLING THE CORRIDORS IN THE UPPER LEVELS OF DUNGEONS. IT HAS A SINGLE EYE ON A STALK PROJECTING OUT OF THE TOP OF ITS CONICAL BODY.

THE WAFFLEBANGER ATTACKS ANYONE ON SIGHT. ITS ATTACK CONSISTS OF HURLING OVERDODE WAFFLES WHICH HIT AS A +2 HEAVY CROSSBOW BOLT FIRED BY A SECOND LEVEL FIGHTING MAN.

THE WAFFLEBANGER CANNOT BE CHARMED, BUT ALL OTHER TYPES OF MAGIC CAN AFFECT IT.

*****

WALL OF DARKNESS

TYPE: CLEAN-UP CREW

CREATED BY: SEAN CLEARY

HIT ARMOR
DICE CLASS MOVE FLY SWIM RANGE RANGE
8575 -26 3 1 0

ALIGNMENT: HUNGRY

FOUND IN: DUNGEONS

ATTACKS:

1 CONTACT, INSTANT ORGANIC DESTRUCTION
WALL OF DARKNESS

DESCRIPTION:
A sheer, straight, light absorbing, black wall. It is only found in corridors and its edges contact the walls, floor, and ceiling. Its thickness varies for one to thirty feet, depending on its age. It will never enter a room, but it can pass through doors in corridors. It is just smart enough to know to turn around when it reaches a dead end. It is very quiet.

All organic matter touching it is instantly destroyed. Weapons, armor, etc. must make a saving throw or be destroyed also.

The wall is completely invulnerable and cannot be harmed in any way.

It cannot be slept, does not see, and cannot fall into pits in the floor. It can be affected by a "charm monster", but any command must be repeated for at least three melee turns before there is any chance that it will understand them (10% plus 5% every additional three rounds). It can be ordered to go through rooms, but it feels pain doing so and will balk at the order. It gets a first level saving throw every time a command is issued. The magic user must be able to make mental contact with the wall in order to give it any commands.

The wall is immune to:
- "shape change", "haste" or "slow", "web"
- "fear", "confusion", "pass wall", "disintegrate",
- "repulsion", "power" words and symbols,
- "mind blank", psionic attack spells and "maze".

WANDERING MINSTREL EYE

DESCRIPTION:
A huge eye which floats two feet off the ground. It is inoffensive and cannot make any form of attack. It announces its presence by singing "a wandering minstrel eye" in common.

It is considered very bad from (i.e. chaotic) to attack one, however it is easily confused with the "wandering monster eye" (q.v.).

WANDERING MONSTER EYE

TYPE: MISCELLANEOUS

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

HIT DICE ARMOR CLASS MOVE FLY SWIM RANGE RANGE
5D6 3 12 1D6+12 3D6

ALIGNMENT: CHAOTIC

FOUND IN: DUNGEONS

ATTACKS:
1 STRIKE, 1D8

DESCRIPTION:
A huge eye which floats two feet off the ground.

This type of "eye" is always hostile and announces its presence by humming the tune of the wandering minstrel eye (q.v.). If it determines that there is at least one lawful member in the party, it will immediately attack, striking with its whip-like nerve ganglia.

WATCHER

TYPE: ENCHANTED MONSTER

CREATED BY: DAVID MARBRY (DUN 3)

HIT DICE ARMOR CLASS MOVE FLY SWIM RANGE RANGE
5D6 3 12 3D6 2D6+6

ALIGNMENT: LAWFUL

FOUND IN: DUNGEONS, CITIES, AIR
**Watcher**

**Number**

**Wandering** 1

**Attacks:**

1 Mind Touch (see below)

**Description:**

A four and a half foot tall, vaguely human-shaped, enchanted creature. It has leathery wings but they are too small to enable it to fly. Its body is thin with a sickly pale look. It has long, skinny fingers on delicately boned hands. Its head is bald with no ears and it does not have a voice.

It is intensely loyal to he who conjured it (hence its lawful alignment), but its master can himself be of any alignment. It is highly protective of its master and will spring to his aid at the first sign of danger.

The Watcher attacks mentally. The probability of a successful "touch" is based on the victim's intelligence: 18 = 5%, 17-16 = 30%, 12-9 = 50%, 8-4 = 80%, and 3 = 95%. Once it has "touched" the victim it is impossible for the victim to break away. On the melee turn following the touch roll 1d20:

- 1-10 = Victim receives 1d8 points brain damage
- 11-16 = Victim is stunned 1d6 turns
- 17-19 = Victim goes insane for 1d6 turns
- 20 = Victim suffers a drain of 1 level

If it has no master it will wander, frequenting dungeons and ruins in search of one. It avoids civilization for crowds frighten it. The Watcher will not attack when alone unless provoked, in which case it will fight until the death.

Its telepathic powers are extremely accurate and have a range of 240 feet.

It can only be hit by magical weapons.

---

**Werefox**

**Type:** Lycanthrope

**Created by:** Lee Gold (A&EE 7)

<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>
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<tr>
<td>6D4</td>
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<td>6</td>
<td>1D6+12</td>
<td>2D6+8</td>
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</table>

**Alignment:** Chaotic, Neutral

**Found in:** Anywhere

**Lair:** (15%) 2d10 100% C

**Wandering:** 2d10

**Attacks:**

1 Bite, 1d4

4 Spells; "Charm Person", "Phantasmal Forces", "Light", and "Sleep"

**Description:**

From Japanese legend, the Werefox is only very rarely lawful and if so it will be a messenger of the god "Imari Kami".

The victim of a Werefox does not become a Werefox himself.

---

**Whip**

**Type:** Miscellaneous

**Created by:** Brad Hinkel

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<tr>
<th>Hit Dice</th>
<th>Armor Class</th>
<th>Move</th>
<th>Fly</th>
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<tr>
<td>6D8</td>
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**Alignment:** Chaotic-Evil

**Found in:** Dungeons, Woods

**Lair:** (50%) 1d6 100% F

**Wandering:** 1d6

**Attacks:**

1 Bite, 1d20

2 Whips, 1d12
WHIP

DESCRIPTION:
A DISTANT RELATIVE OF THE ROPER, THE WHIP IS ABLE TO DISGUISE ITSELF AS A PILLAR OR A TREE. EVEN IN THE DENSEST FOREST OR TIGHTEST DUNGEONS, IT IS ABLE TO USE ITS WHIPS UP TO THEIR FULL RANGE OF TEN FEET. IF THE WHIP SCORES OVER 20% (+4) OF THE MINIMUM TOTAL TO HIT, OR 10% IN ANY CASE, THE VICTIM WILL BE ENCOILED IN THE WHIP-LIKE Arm. HE MUST MAKE A SAVING THROW VS. DRAGON BREATH OR HE WILL BE DRAWN TO THE WHIP'S MOUTH AT THIRTY INCHES PER TURN.

*****

WHITE HURRUR

TYPE: PLANT

CREATED BY: CLINT BIGGLESTONE

HIT ARMOR IQ DEXT.
(5-7)D6 3 8 0 2D6+6

ALIGNMENT: HUNGRY

FOUND IN: DUNGEONS, WOODS, CITIES

ATTACKS: 1D6 PSEUDOPODS, 3D4 FLESH DISSOLVE

DESCRIPTION:
A FIVE TO TEN FOOT DIAMETER, UNICELLULAR, WHITE PLANT WITH A TAN NUCLEUS. IT FEEDS ON ANIMALS. IT TRIES TO ENGULF ITS PREY WITH 1D3 PSEUPOPODS. IT SENSES ITS PREY VIA INFRARED WAVES. IT HATES DIRECT SUNLIGHT, SO IT IS USUALLY ONLY MOBILE DURING TWILIGHT AND NIGHT HOURS. IT IS IMMUNE TO LIGHTNING AND ALL SAVE FLAMING WEAPONS. IT IS SLOWED BY COLD AND TAKES DOUBLE DAMAGE FROM ACID AND FIRE.

WHITE ICHOR

TYPE: CLEAN-UP CREW

CREATED BY: WAYNE SHAW

HIT ARMOR IQ DEXT.
DICE CLASS MOVE FLY SWIM RANGE RANGE
6D8 2 9 2D4+1 1D6+2

ALIGNMENT: CHAOTIC

FOUND IN: ANYWHERE

WANDERING 1

ATTACKS: 1 TOUCH, DOES 50% OF THE VICTIM'S HIT POINTS IN DAMAGE CONTINUOUSLY

DESCRIPTION:
THIS AMOEBA-LIKE HIVE ENTITY CAN TAKE ON A HUMANOID FORM AND THROW PART OF ITS BODY AT ENEMIES. STARTING TO ABSORB THEM. IT IS QUITE INTELLIGENT, AND IN GAMES WHERE PSIONICS ARE USED, IT HAS A PSIONIC POTENTIAL AND 6 MU ABILITIES. IT IS SUBJECT TO ALL TYPES OF SPELLS.

WHOOSH

TYPE: GIANT ARTHROPOD

CREATED BY: C. BIGGLESTONE & P. SAVOY

HIT ARMOR IQ DEXT.
DICE CLASS MOVE FLY SWIM RANGE RANGE
4D8 2 24 1D4 1D6+24

ALIGNMENT: HUNGRY

FOUND IN: WATER

LAIR (20%) 1D6+6 15% D

WANDERING 1D4+4

ATTACKS: 1 PINCER, 6D6

DESCRIPTION:
A SIXTY POUND CRAB THAT IS FOUND ON LAND NEXT TO WATER. IT IS VERY FAST. IT DASHES IN, MAKES A STRIKE AT ITS VICTIM, AND THEN DASHES OUT AGAIN. IT WILL REPEATEDLY ATTACK UNTIL THE TARGET IS...
**WHOOSSH**

Dead. It will attack at least three times before giving up and running away, even if badly hurt. The whoosh is immune to stoning.

***

**Wiretree**

Type: Plant

Created by: C. Bigglestone & P. Savoy

<table>
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<tr>
<th>Hit Dice</th>
<th>Armor</th>
<th>IQ</th>
<th>Dexterity</th>
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<tr>
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<tr>
<td>(1-30)d8</td>
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</table>

Alignment: Hungry

Found in: Woods, Mountains

Lair (100%) 1 30% 0

Attacks:

- 3d4 Wire-Thin Branches, 1d8
- 1 Sonic (see below)

Description:

A tree with very thin branches, as many feet tall as it has hit dice. It senses its targets by infrared waves. It has two tentacle-like branches which are used to transport its dead victims to the digestion chamber which opens at the top of the trunk.

It hits with the same probabilities as a veteran fighter, but all hits are critical. Its sonic attack is a single-target "coagulate blood". The victim must make a save vs. wands or suffer instant death. If saved then he takes 4d6 damage. The tree only uses its sonic attack against those who have blood. The sonic attack has a range of fifteen feet.

**Worm, Blind**

Type: Miscellaneous

Created by: Steve Marsh

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<tr>
<th>Hit Dice</th>
<th>Armor</th>
<th>IQ</th>
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<tr>
<td>5d8</td>
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<td>1d6+12</td>
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Alignment: Lawful-Evil

Found in: Dungeons

Wandering Number Probability of Treasure and Type

- 1d6+5 Magic Pearls

Attacks:

- 1 Attack 2d10
- 1 Bite 1d3+1 plus 1d6 Ghoul-Like Poison
- 1 Constriction, 1d6 per turn

Description:

A cold white, six to twelve foot long worm. It usually travels in a pack and communicates with its fellow with meowing cries. Always found in darkness, deep under the earth.

It is the mortal enemy of the colony ghouls and is in constant war with them. Its treasure consists of the magic pearls it has removed from the ghouls that it has killed, though it cannot use their powers.

***

**Worm, Glow**

Type: Animal

Created by: Steve Davies

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<th>Hit Dice</th>
<th>Armor</th>
<th>IQ</th>
<th>Dexterity</th>
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<td>3d6</td>
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</table>

Alignment: Hungry

Found in: Woods

Lair (30%) 2d10 75% 1

Wandering 1d10

Attacks:

- 1 Bite, 1d8
- 1 Odor Emission, Fear, in 3" x 3" Cloud
- 1 Spit, Immobility 1d4 Turns (Sticky) in 3" Line
ALL THE WORLDS' MONSTERS

WORM, GLOW

DESCRIPTION:
A GLOWING GREEN WORM, ABOUT TEN FEET LONG. A
SAVING THROW IS ALLOWED AGAINST ITS DOOR. USUALLY
FOUND IN TREES, IT TRIES TO IMMOBILIZE ITS VICTIMS
WITH ITS STICKY SPIT AND THEN DROP DOWN TO KILL
AND EAT THEM.

*****

WORM, SAND

TYPE: MISCELLANEOUS

CREATED BY: BRAD HINKEL

HIT ARMOR DICE CLASS MOVE FLY SWIM RANGE RANGE
12D8 6 9 1D6 2D6

ALIGNMENT: CHAOTIC, NEUTRAL

FIND IN: DESERTS, SEAS

LAIR (25%) 1D4 100% D

WANDERING 1

ATTACKS:
1 BITE, 3D6
1 FIERY SPIT, (1-6)D6 IN A BALL
1 TOUCH, 1D6 FIRE

DESCRIPTION:
SMALLER THAN A PURPLE WORM, THE SAND WORM LIVES IN
SANDY DESERTS AND IS OCCASIONALLY FOUND IN THE
SAND OF BEACHES. THERE IS ONLY A 10% CHANCE THAT
IT WILL BE CHAOTIC, IT IS USUALLY NEUTRAL. ITS
FAVORITE FOOD IS THE FLESH OF HOBBITS AND IT ALSO
FAVORS THE TASTE OF DWARVEN FLESH.

THE USUAL ATTACK BY A SAND WORM BEGINS WITH IT
SPITTING A BALL OF ITS FIERY SALIVA. IT MUST PREPARE
THIS BALL GETTING 1D6 (UP TO A MAXIMUM OF
SIX) FOR EACH MELEE TURN SPENT IN PREPARATION.
IT THEN CLOSES WITH ITS INTENDED VICTIMS. THE
SKIN OF THE SAND WORM IS VERY HOT, THE MERE TOUCH
OF IT DOES HEAT DAMAGE. IF THE WORM SCORES MORE
THAN 20% (+4) OF THE TOTAL NEEDED TO HIT (OR 100% IN ANY CASE) WHEN BITING A HOBBIT OR DWARF, IT
WILL SWALLOW THE VICTIM WHOLE.

WYVERNWRAITH

TYPE: UNDEAD

CREATED BY: STEVE PERRIN

HIT ARMOR DICE CLASS MOVE FLY SWIM RANGE RANGE
9D8+1 2 6 24 1 2D6 2D6+6

ALIGNMENT: CHAOTIC

FIND IN: ANYWHERE

LAIR (45%) 1D6 100% A

WANDERING 1D4

ATTACKS:
1 BITE, 1D6 PLUS 1 ENERGY LEVEL
OR
1 STING, 1D6 PLUS 9D6 POISON AND 1 ENERGY LEVEL

DESCRIPTION:
AN UNDEAD WYVERN, GHOSTLY WHITE WITH SILVER EYES.
CERULICS CAN TURN IT AS A VAMPIRE.

BASED ON DAVE HARGRAVES WRAITH WYVERN (BUT NAS-
TIER).
ALL THE WORLDS’ MONSTERS

XIMCHAK

TYPE: HUMANOID

CREATED BY: JEFF PIMPER

HIT DICE ARMOR
CLASS MOVE FLY SWIM RANGE RANGE
(2-14)D10 5 9 2D6+3 3D6

ALIGNMENT: CHAOTIC

FOUND IN: ANYWHERE

LAIR (5%) NUMBER PROBABILITY OF TREASURE AND TYPE
WANDERING 30D20 100% B

WANDER IF NO

ATTACKS:

1 WEAPON, BY WEAPON TYPE

DESCRIPTION:

A SMALL, DWARF-SIZED HUMANOID WITH VERY DARK BROWN SKIN, LONG BLACK HAIR, AND GLOWING RED EYES. HIS NORMAL STRENGTH IS 2D6+6. WHEN FOUND OUT OF DOORS HE WILL BE PART OF A LARGE, RAVENING HORDE; THEIR ONLY DESIRE IS FOR RAPIE AND PILLAGE. THE XIMCHAK IS ALWAYS A FIGHTER; HE FEELS THAT MAGIC IS FOR WEAKLINGS ONLY; HOWEVER, HE WILL USE MAGIC WEAPONS AND ARMOR IF HE CAN GET THEM.


NORMAL XIMCHAK FIGHTERS ARE FIRST OR SECOND LEVEL, TRIBAL CHIEFS ARE THIRD OR FOURTH LEVEL, CLAN CHIEFS ARE FIFTH THRU SEVENTH LEVEL. THE HORDE WARRIOR ARE EIGHTH THRU ELEVENTH LEVEL. SEVERAL HORDES CAN BE RULED TOGETHER BY A KING WHO WILL BE TWELFTH LEVEL OR ABOVE.

FROM "BARBARIAN OF WORLD’S END" BY LIN CARTER.
**YELLOW DOOR CREATURE**  
**TYPE:** ENERGY BEING  
**CREATED BY:** MARK SWANSON

<table>
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<tr>
<th>DICE</th>
<th>CLASS</th>
<th>MOVE</th>
<th>FLY</th>
<th>SWIM</th>
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**ALIGNMENT:** HUNGRY  
**FOUND IN:** DUNGEONS  
**WANDERING NUMBER:** 1  
**PROBABILITY OF TREASURE AND TYPE:**

**DESCRIPTION:**

An animated "Dimension Door" which feeds on magical equipment and energy. It can only be hit by lightning bolts. No other physical or magical attacks can hurt it. A "Dispel Magic" will force it to leave, but if it makes its saving throw, the caster must save vs. "Feeblemind".

The creature appears in dungeons, either attaching itself to the walls to block a door or corridor or flattening itself along a wall. "Pass Wall", "Dimension Door", and "Teleport" spells used within thirty feet of the creature have a one third chance of going astray. It can also "Wizard Lock" any one door within thirty feet of itself.

If killed, it dumps a "Dustball" of 9D6 damage. The dustball has a range of 350 feet.

Each person who passes through the "Yellow Door" has a 50% chance that he will lose the use of one randomly determined spell for one week. He also has a one third chance of losing one + from a weapon or piece of armor (randomly determined) or one minor magical device. Major artifacts, personality weapons with egos above 6, and holy relics are normally immune. However there are certain "Gourmet" Yellow Door creatures who confine their diets to such things.

There are amulets which can be used to summon a Yellow Door creature, though they are quite rare.
ALL THE WORLDS' MONSTERS

YELLOW PERIL TYPE: GIANT ARTHROPOD
CREATED BY: DAVE HARGRAVE (AO 1)

HIT DICE CLASS MOVE FLY SWIM RANGE RANGE
(3-7)D8+1 6-4 15 1D8 1D6+16

ALIGNMENT: HUNGRY
FOUND IN: DUNGEONS, OUTDOORS, RIVERS, SWAMPS, CITIES
LAIR (20%) 10D6 50% D WANDERING 1D6

ATTACKS:
1 CONSTRUCTION, (1-2)D10 DEPENDING ON SIZE
1 BITE, 1D4-1D8, PLUS TWICE HIT DICE IN VENOM
1 SPRAY, TWICE HIT DICE IN ACID

DESCRIPTION:
BRIGHT YELLOW CENTIPEDE WITH BLACK FANGS AND GREEN EYES. SMELLS LIKE BURNT ALMONDS AND CAN RUN ALONG CEILINGS AND WALLS AS WELL AS FLOORS. THE PERIL IS 100% ACID RESISTANT.

YERXEL TYPE: REPTILE
CREATED BY: JEFF PIMPER

HIT DICE CLASS MOVE FLY SWIM RANGE RANGE
2D10 8+2 8 4 1D4 2D6+6

ALIGNMENT: HUNGRY
FOUND IN: DUNGEONS, OPEN, WOODS, WATER
LAIR (10%) 5D6 WANDERING 3D8

ATTACKS:
1 BITE, 2D6

DESCRIPTION:
A SMALL ALLIGATOR-LIKE ANIMAL WITH WHITE SCALY SKIN. IT HAS A LONG SNOOT AND IS BUILT CLOSE TO THE GROUND. IT HAS THE STRONG SMELL OF IODINE. THE YERXEL ALWAYS HUNTS IN PACKS WHICH WILL ATTACK ANYTHING THEY ENCOUNTER.

YETI TYPE: GIANT-TYPE
CREATED BY: DAVE HARGRAVE

HIT DICE CLASS MOVE FLY SWIM RANGE RANGE
(4-6)D8+2 3 9 1D6+12 2D6+6

ALIGNMENT: NEUTRAL
FOUND IN: DUNGEONS, MOUNTAINS
LAIR (40%) 1D10 100% E WANDERING 1D6 30% E

ATTACKS:
1 BLOW 1D10
1 SPELL, FIRST OR SECOND LEVEL ONLY

DESCRIPTION:
EIGHT TO NINE FEET TALL WITH WHITE HAIR. THE YETI IS VERY INTELLIGENT. HE ATTACKS LIKE AN OGRE AND IS IMMUNE TO COLD AND FEAR.
ALL THE WORLDS' MONSTERS

ZAPPER

TYPE: ENCHANTED MONSTER

CREATED BY: MARK NORTON (DUN 4)

HIT DICE ARMOR CLASS MOVE FLY SWIM RANGE RANGE
(5-10)D6 2 100 1D4 1D4+15

DEXT.

ALIGNMENT: NEUTRAL

FOUND IN: DUNGEONS, CITIES, AIR

WANDERING NUMBER PROBABILITY OF TREASURE AND TYPE
1D10

ATTACKS:

1 ATTACK, (((NUMBER OF HITDICE)-4)D6) LIGHTNING

DESCRIPTION:

A LIVING LIGHTNING BOLT WHICH IS ATTRACTED TO METAL AND TRY TO DESTROY IT. MAGICAL ITEMS GET A SAVING THROW VS. THE LIGHTNING EFFECT.

*****

ZENIA

TYPE: HUMANOID

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

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

DEXT.

ALIGNMENT: NEUTRAL

FOUND IN: DUNGEONS, OUTDOORS, RIVERS, SWAMPS

WANDERING NUMBER PROBABILITY OF TREASURE AND TYPE
1D4 100% C

ATTACKS:

1 STRIKE, 1D8

DESCRIPTION:

A TRANSPARENT CREATURE THAT CAN ASSUME HUMAN SHAPE AT WILL AND WEAR HUMAN CLOTHING. ANYONE KILLED BY A ZENIA BECOMES PART OF IT AND CANNOT BE RESURRECTED.

FROM "E-MAN" COMICS, NUMBER 7.
LEVEL 1

LEVEL 2
Akedus - Conehead - Daemons - Eldilla - Fuzzy - Groaner - Imp - Pengarean - Red Mamba - Soric - Snow - Sorial - Tend - Smoke Creature - Teng Swarn - Yerzel

LEVEL 3

LEVEL 4

LEVEL 5

LEVEL 6

LEVEL 7

LEVEL 8

LEVEL 9

LEVEL 10

LEVEL 11

LEVEL 12

LEVEL 13
Anaswami - Bionic Bat - Bionic Paladin - Black Death - Body - Man - Cander - Cyberscorp - Demon of Sleep and Nightmare - Demon of Sleep, etc. (2nd class) - Demon, Rainbow (less) - Firestrider - Golem - Horse, Hell - Iomruner - Krist-Haadin - Lion, Nemean - Magebane - Magic Absorber (1st class) - Morghoul - Moth - Blood - Night Crawler - Phaelion - Phraint - Pybra - Saurig - Scuba - Spiga - Swamp Creature - Termites - Giant - Ugly - Wafflebanger - Ximchak - Zenia

HOW TO USE THE MONSTER LEVEL CHART

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 CHART

<table>
<thead>
<tr>
<th>Dungeon</th>
<th>Die Roll</th>
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Once you find the correct level, simply estimate how many monsters are in the level and roll dice or use other random determinations to decide which monster actually appears.

Note that several monsters appear more than once on the Monster Level Chart. Use the lower range of hit dice for those monsters appearing on the higher (closer to the surface) levels of the dungeon.
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**OFFICIAL ATWM MONSTER SHEET**

NAME_________________________ TYPE_________________________ ALIGNMENTS_________________________

DICE____ ARMOR CLASS_____ WALK____/ FLY____/ SWIM____/ IQ____ DEXT____

FOUND IN_________________________

% IN LAIR_____ # IN LAIR_____ PROB. OF TREASURE____ TREASURE TYPE____

# WANDERING_____ PROB. OF TREASURE____ TREASURE TYPE____ CREATOR____

ATTACKS: #____ TYPE________ PHYSICAL DAMAGE____ SPECIAL DAMAGE____

DESCRIPTION:

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**HOW TO FILL OUT THE MONSTER CATALOG CODING SHEET**

**NAME** — type or print the full name of your monster.

**TYPE** — use the same categories as are in the Monsters by Type chart in the back of this book.

**ALIGNMENTS** — you may use any combination of Law, Chaos, Good, Evil, Neutral, Hungry, etc., or none. List combinations with a hyphen (“Law-Good”) and alternatives with a comma (“Any, Hungry”).

**DICE** — express as number of dice and type of dice, with the addition of any points called for (3D8+2, for example). If a monster has a specific number of points, instead of hit dice, list the points only.

**ARMOR CLASS** — express in the usual 9 thru -8 range with pluses or minuses.

**WALK** — ground speed. **FLY** — flying speed. **SWIM** — swimming speed. Leave any of the above blank if they do not apply.

**I.Q.** — the intelligence of the monster should be expressed as a dice roll. For instance, a really dumb monster might be 1D3 for a range of 1-3, a very smart monster might be 1D6+14 for a range of 15-20, and a barely self-aware monster might be simply 1D1 or just 1.

**DEXT** — the dexterity of the monster, also to be expressed as a die roll. The usual monster has a dexterity of 2D6+6, which is based on the theory that a slow monster is a dead monster.

**FOUND IN** — if found anywhere, merely enter that fact. If not found in dungeons, be sure to note that in this space.

% IN LAIR, IN LAIR, PROB. OF TREASURE, and TREASURE TYPE — this is the usual information found in the monsters and treasures sections of any of the books.

**WANDERING** — describe how many would be found wandering about the corridors or the open plains, instead of in the tribal lair.

**PROB. OF TREASURE** and **TREASURE TYPE** — How likely is it that the wanderers have any treasure, and if so, what kind?

**CREATOR**

**ATTACKS** and **DESCRIPTION** — be as specific as possible. Attach another sheet of paper for your description if there is not enough room for the description or attacks.

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