

A Hamsterish Hoard of Monsters

being a compendium of creatures for
classic fantasy role-playing games



created & written by
Erin “taichara” Bisson
originally posted at
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compiled and edited by
Matthew W. Schmeer, Rended Press
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Note:

The creature listings follow the stat block formatting style of TSR Publication #1071. Refer to pages 152-153 of this publication for fuller descriptions of how to interpret these stat blocks.

An asterisk (*) next to an entry's name indicates it is immune to non-magical weapons.

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A

Abi (Catsquirrel)

Armor Class: 8
 Hit Dice: 1+2
 Move: 150' (50')
 Attacks: 1
 Damage: 1-4
 No. Appearing: 1-2 (2-8)
 Save As: F1
 Morale: 6
 Treasure Type: Nil
 Alignment: Neutral
 XP Value: 19

Abis, or catsquirrels—presumably the product of a very bored magic-user's experiment, or possibly a magic-user's lab disaster, but no one is 'fessing up to the matter—show much more of their feline ancestry than sciurid in their body-shape. However, they possess somewhat shortened forelegs with paws adapted for grasping as well as clawing, which forces a catsquirrel into a bounding sort of gallop. All four paws, in fact, are suitable for climbing, and the limbs rotate more than those of a true cat; the tail is a broad plume, like that of a squirrel. An abi's head looks essentially feline, though with slightly larger eyes. Most catsquirrels are a mottled rust and sable, occasionally with white "booties".

There is no predicting an abi, not even during combat. The creature may throw itself at a target, biting and clawing for 1-4 hit points of damage, or it may run away or climb to safety the first chance it has. A catsquirrel is not even predictable in its use of its *maddening yowl*—a short, repeating scream that causes all within 30' to lose their actions for 1-3 rounds if a Save vs. Paralysis is failed because of the yowl's skull-splitting, brain-freezing noise.

Adamarach

Armor Class: 2
 Hit Dice: 1
 Move: 120' (40')
 Climb: 120' (40')
 Attacks: 1 bite
 Damage: 1-3 + poison
 No. Appearing: 1-4
 Save As: F1
 Morale: 9
 Treasure Type: Nil (special)
 Alignment: Chaotic
 XP Value: 13

Adamarach are large spiders—generally the size of a decent watermelon, though some are larger or smaller—composed entirely of glittering crystal. Even their eyes are like beads of obsidian; and the abdomen of an adamarach carries a rosy tinge in its core, signifying the presence of the creature's crystalline entrails. Adamarach prefer to hunt out warm bodies less for their own sustenance as for incubating their offspring.

In combat an adamarach bites for 1-3 hit points of damage, injecting a liquid-crystal venom that paralyzes the victim for 1-4 rounds if a Save vs. Poison is failed. Paralyzed victims are then injected with a spherical, crystal egg (assuming the adamarach has the opportunity to "attack" the victim again), inflicting another 1-2 hit points of damage.

Unless removed—a process requiring a Save vs. Death Ray or the subject dies, or else the intervention of a ranking cleric—the cyst-like egg remains in the body for 1-2 weeks before the hatchling splits its way through the skin. During this time the host effectively loses two points of Constitution, but gains a +3 bonus to Armor Class as the flesh semi-crystallizes. Unfortunately, the host will also detect as Chaotic, regardless of actual alignment, so long as the egg remains implanted.

Aeshna*

Armor Class: 2
 Hit Dice: 6*
 Move: 180' (60')
 Swim: 240' (80')
 Attacks: 1 fist or 1 bolt
 Damage: 2-16 or 2-8
 No. Appearing: 1 (1-4)
 Save As: M6
 Morale: 9
 Treasure Type: M
 Alignment: Lawful
 XP Value: 950

An aeshna is a creature from the Elemental Plane of Water that seeks to turn any environment around it into its frigid preferred terrain; humanoid in shape, it resembles an androgynous human with ice-white flesh and deep blue hair and eyes. It is usually dressed in robes of snowy white and partial Armor of pale golden ice. Proud and terrible when provoked, aeshna are attended by a swarm of 2-12 mesri and will order them to attack any who cause offense before wading into battle of its own accord.

In combat, an aeshna attacks from distance by hurling bolts of ice and freezing wind up to 100', causing 2-8 hit points of damage. If closing to melee it will bring its ice-hard fists into play; each blow from an aeshna causes 2-16 hit points of damage. Four times daily it may create a field of freezing air that acts as a *hold person* spell. An aeshna is immune to cold, and takes no damage from non-magical weapons.

Akh*

(also called **Honored Dead, Blessed Dead, Restless One**)

Armor Class: 6
 Hit Dice: 5
 Move: 120' (40')
 Attacks: 2 fists or by weapon
 Damage: 1-6 / 1-6 or by weapon
 + Strength drain
 No. Appearing: 1
 Save As: C6
 Morale: 10
 Treasure Type: Variable
 Alignment: Any
 XP Value: 550

An akh is an undead creature generated by the spirit of a deceased individual. Akh may be benevolent ancestor spirits, vengeful revenants, the malicious shades of the dead who resent the living, and many other things—the defining point is that the deceased have a strong compulsion to return to the land of the living to see to a person, task or object. All akh are driven in this goal and can be malevolent if thwarted or if their charges are endangered. Akh are creations of the spirit, not animated corpses; nonetheless, they are solid forms unless deliberately choosing to be immaterial. Most akh resemble idealized versions of their living selves.

Akh attack with their fists for 1-6 hit points of damage per strike, or with weapons if weapons are available. The akh may choose to drain 2 points of Strength from a victim of its attack if a successful Save vs. Energy Drain is not made, but this is not an automatic effect. Lost Strength is regained after twelve hour's rest. An akh may also *curse* or *bless* an individual, inflicting a -2 to all rolls and general ill-luck until the curse is lifted (usually by fulfilling the akh's complaint or purpose) or granting a +2 to all rolls for the next twenty-four hours. Akh may shift to be invisible and immaterial at will, and are immune to non-magical weapons.

Alistrath (Wildfiend)

Armor Class: 4
 Hit Dice: 5+5
 Move: 120' (40')
 Attacks: 2 claws + 1 bite
 or by weapon
 Damage: 1-6 / 1-6 + 1-4
 or by weapon +3
 No. Appearing: 1-4
 Save As: F6
 Morale: 10
 Treasure Type: D (U)
 Alignment: Chaotic
 XP Value: 750

Alistrath are the magically (one hopes!) created offspring of the mingling of ogres, lycanthropes and—it is suspected—spirits from one or more of the Elemental Courts. Though they stand a good eight feet tall, alistrath have more human proportions than their ogreish ancestors; but their faces, though human-like, are narrow and feral with a hint of a muzzle. Their hair is long, thick, and wild, their eyes animalistic, and they bear long hooked claws and rending fangs; some few have distinctly elemental-looking physical traits. When enraged an alistrath is enveloped in an aura of elemental energy.

Given the chance, alistrath often will take control of humanoid tribes by killing the chieftains before leading their ever-growing hordes on sprees of conquest and assimilation.

Many alistrath will wade into combat with oversized weapons, inflicting damage as per that weapon type +3 additional hit points of damage. If disarmed, or in a fury, attacks switch to claws and fangs, dishing out 1-6 and 1-4 hit points respectively; this is in addition to aura damage, which most any alistrath will be actively causing by the time fighting with claws has begun.

The alistrath's aura effect is an enveloping field of elemental energies—sometimes pure, sometimes mingled, with two effects being common and three combined elemental forces not unknown. This energy extends one to two feet from the alistrath, and inflicts 1-6 hit points damage on living creatures that it touches.

Alistrath are immune to one form of elemental damage (usually fire), and require silver weapons or spells to be injured. They regenerate one hit point per round.

Alraune

Armor Class: 7
 Hit Dice: 2+2
 Move: Nil / 90' (30')
 Attacks: 1 bite
 Damage: 1-4
 No. Appearing: 1-6
 Save As: M2
 Morale: 7
 Treasure Type: K
 Alignment: Chaotic
 XP Value: 25

Horrid little plant monsters, alraunes burrow themselves into earth, or are potted, and while at rest resemble rosettes of foliage the size of a dinner plate bearing a few fleshy, pale yellow fruit. When a living creature passes close, the alraune springs free of the surrounding soil—revealing its oversized head, wizened body, sickly green flesh and maw of fangs—and lunges at its prey.

An alraune is a swift ambusher, gaining +2 to initiative checks, and prefers to begin attacking with a shriek that affects all within 20'. Usable once per day, this shriek stuns all who hear it for 1-6 rounds if a Save vs. Paralysis is not successful, inflicting a -3 penalty to all rolls.

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Ankeri

Armor Class: 7
Hit Dice: 1+2
Move: 150' (50')
Attacks: By weapon
Damage: As weapon (usually 1-8)
No. Appearing: 2-8 (4-24)
Save As: F1
Morale: 9
Treasure Type: F
Alignment: Neutral
XP Value: 15

Long-limbed and proud in bearing and manner both, ankeri are hoofed humanoids whose heads resemble regal gazelles with sweeping horns. Their skin is coated with a dense short pelt of dusty fawn picked out in dense black markings and facial stripes, and both sexes bear dark, ribbed, wide-curving horns with wickedly sharp tips. Their desert-like colors are—regardless of actual material used—set off by clothing and ornaments of white and gold. Though not a caste-based society ankeri value rank and prestige, and will invoke honor duels with the least of provocations.

Ankeri prefer to fight with curved sabre-like blades that inflict 1-8 hit points of damage, or else will arm themselves with long stabbing spears. For every six ankeri there will be a 1+5 Hit Dice duelist; and the clan lord is always an ankeri of 2 Hit Dice who fights as a 4 HD creature and wields two blades.

Anpu

Armor Class: 4
Hit Dice: 4
Move: 120' (40')
Attacks: 2 claws / 1 bite
Damage: 1-4 / 1-4 / 1-6 + special
No. Appearing: 1-4 (2-16)
Save As: C4
Morale: 11
Treasure Type: D
Alignment: Chaotic
XP Value: 175

Undead creatures that prowl amongst graves, anpu superficially resemble ghouls. Unlike a ghoul, however, an anpu's jaws are distended into a long canid-like muzzle filled with rending teeth, its hands transformed into tearing claws. The hair of an anpu becomes a ragged, filthy black mane despite its appearance in life. While some anpu rise from those of its victims it does not devour, the vast majority are the product of wretched grave robbers cursed by dying at the place of their theft—or are deliberately created to serve as the guardians of said tombs.

Like a ghoul, a successful hit from an anpu causes paralysis for 2-8 turns unless a Save vs. Paralysis is made; unlike a ghoul, the paralysis of an anpu is not restricted by the size of the victim. More gruesomely, wounds inflicted by an anpu's rending fangs will continue to bleed at a rate of one hit point per round until healing is applied.

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Auizha

Armor Class: +5
Hit Dice: 80' (60')
Move: 180' (60')
 Swim: 180' (60')
Attacks: 2 claws + 1 bite
Damage: 1-3 / 1-3 / 1-6 + poison
No. Appearing: 1 (1-6)
Save As: F4
Morale: 8
Treasure Type: U
Alignment: Chaotic
XP Value: 100

An auizha resembles a wild canine in basic build—but a canine with webbed paws, hooked claws, and covered in iridescent blue feathers instead of a furry pelt. Its eyes are featureless and golden. Equally at home in water or on land, the auizha can create full-sensory illusions—often of a helpless child drowning or snarled in briars, when dealing with humanoids—in order to lure in prey. Unless a Save vs. Spell is successfully made, the victim never senses the auizha approaching and it automatically has surprise.

When attacking, an auizha uses its claws and bite, inflicting 1-3 and 1-6 hit points of damage respectively. Its bite is venomous, causing paralysis for 2-8 turns if a Save vs. Poison is failed; given the chance, the auizha will drag paralyzed prey into water to drown.

Azul

Armor Class: 2
Hit Dice: 3+4
Move: 180' (60')
 Fly: 180' (60')
Attacks: 1
Damage: 1-4
No. Appearing: 1-3
Save As: M4
Morale: 11
Treasure Type: Nil (special)
Alignment: Neutral
XP Value: 75

An azul is a gaseous entity, a billowing sapphire fog measuring no less than 20' x 20' in rough dimension (though it will flow down corridors, through cracks, and generally “deform” itself as necessary). Alien creatures, it is not entirely clear whether azul are sapient or even sentient; they seem to exist merely to tamper with the flaws of energy and magic. Some speculate that they were created by ancient spellcraft, pointing to their concentrated essences which are useful in certain mageries.

In combat, an azul may jolt all within its gaseous shape, inflicting 1-4 hit points of damage as pure magical energy—akin to a *magic missile*—strikes all within range. However, the azul may only attack in this manner once every three rounds. Far more insidious is its *sapphire inversion*: within an azul's mists fire causes cold damage (and vice versa), electricity causes no damage, charms and similar magic reverse subject and victim, and healing magic restores the undead while harming the living. Individual azul may also possess other, additional inversions or warpings.

Azul take full damage from magical sources. Physical weapons do no damage unless enchanted, in which case they inflict damage equal to their magical bonus.

B

Bririt

Armor Class: 7
 Hit Dice: 1/2
 Move: 150' (50')
 Burrow: 90' (30')
 Attacks: 2 claws + 1 bite
 Damage: 1-2 / 1-2 / 1-4
 No. Appearing: 4-12
 Save As: Normal Man
 Morale: 7
 Treasure Type: L
 Alignment: Chaotic
 XP Value: 5

Bririt could be adorable fluffy bunnies—if fluffy bunnies had slick green scales under their patches of grey fur, bone-plated heads with long near-naked ears, glowing red eyes and a maw of fangs, and paws bristling with barbs and sharp tearing claws. The tail of a bririt is long, coiling, and resembles a bristly, scaly rat's tail. Nesting in burrows and roaming in packs, bririt are the bane of small livestock, crops and smaller humanoids such as kobolds.

In combat bririt attack with claws and fangs, inflicting 1-2 and 1-4 hit points of damage respectively. Once a target of a bririt attack has been successfully injured, there is a 50% chance that all bririt present will swarm the injured individual. Rumors persist of a strain of bririt with rusty scales and an acidic bite.

Blackberry Cat*

Armor Class: 5
 Hit Dice: 2+5
 Move: 180' (60')
 Attacks: 2 claws + 1 bite
 Damage: 1-3 / 1-3 / 1-6 + energy drain
 No. Appearing: 1
 Save As: M3
 Morale: 10
 Treasure Type: U
 Alignment: Chaotic
 XP Value: 55

Fey and dangerous sentient briars, blackberry cats—when at rest—resemble an ordinary if dense blackberry bush. They prefer to rest in hedges or thickets with ordinary blackberries, blending in with the rest of the foliage; in this shape only the ruddy tinge to their glossy black berries is a little unusual. During the day, they do not hunt.

At night, and on the solstices and equinoxes, the blackberry cat uproots and reshapes itself into a lean and muscular feline form, its canes compacting and twisting back upon themselves. Its paws are tipped with long thorn-claws, and two brilliant green witchfires light in the hollows of its “eyes”. If it does not wish to reveal its identity such as when stalking an especially wary prey, it cloaks itself in the illusion of an ordinary tortoiseshell house cat.

Blackberry cats feed on the life force of animals, preferring sapient beings over all others. In combat a blackberry cat attacks with thorny claws and bite, inflicting 1-3 hit points and 1-6 hit points of damage respectively. Victims struck by a blackberry cat must make a successful Save vs. Energy Drain or lose one experience level. Blackberry cats are immune to non-magical weapons.

It is rumored that some blackberry cats may possess spellcasting capability. It is also rumored that some cats trick their way into unwitting households, masquerading as a family pet.

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Blood Slime

Armor Class	Can always be hit
Hit Dice:	1
Move:	3' (1')
Attacks:	1
Damage:	See below
No. Appearing:	1
Save As:	C1
Morale:	9
Treasure Type:	K
Alignment:	Chaotic
XP Value:	13

The brilliant red of arterial blood, this slime—which, like its “cousin” green slime, often attacks by surprise from a clinging perch on a wall or ceiling—may only be damaged by holy water or the strike of a holy symbol (which will cause 1–3 points of damage to the slime).

A blood slime may desiccate cloth and leather and thus destroy it, doing so in one round. Once it gains contact with flesh, it sticks and cannot be scraped away, as it leaches into the body and dissolves bone and blood to absorb into itself. If a blood slime is not removed within 1–3 rounds, it will have drained all fluids and dissolved bone from its victim, leaving behind a desiccated mass of fleshy collagen fibers.

Briarbones

Armor Class:	7
Hit Dice:	2 (special)
Move:	90' (30')
Attacks:	1
Damage:	1–4 or by weapon
No. Appearing:	2–12
Save As:	F3
Morale:	10
Treasure Type:	Nil
Alignment:	Chaotic
XP Value:	30

A briarbones appears to be a skeleton entangled with a delicate green vine adorned with sharp thorns, coiling tendrils and tiny rose-like flowers. It normally attacks with its bony hands, but may carry a weapon. Like normal skeletons a briarbones is unaffected by sleep or charm spells, but it cannot be turned.

The motive force of a briarbones is its vine. When enough damage to defeat a skeleton (one of its Hit Dice) has been defeated, a briarbones will collapse; but if left alone the vine will sink more rootlets into the pieces and ooze a sap that binds the skeleton back together to rise again within two turns with full hit points. The vine must be destroyed to prevent this “regeneration”.

Corpses found—or created—by a briarbones will be seeded with bulbs in order to produce new briarbones.

Brassbound*

Armor Class: 3
 Hit Dice: 5
 Move: 120' (40')
 Attacks: 2 or special
 Damage: 1-8 / 1-8 or special
 No. Appearing: 1
 Save As: C6
 Morale: 10
 Treasure Type: F
 Alignment: Chaotic
 XP Value: 550

Sometimes an arcanesmith pushes his work just a little too far. The magic frays and snaps; the wire coils like a mad serpent, the metals flow, the clockworks spring out of array. And sometimes all of the above comes down on the hapless creator's head and burns his life away until he becomes something else. A brassbound is the undead aftermath of such a misfire, a charred and corroded corpse shot through with the wires and clockworks, metal plates and crystal lenses of their living craft. Some continue on, some lash out—most do both.

In combat a brassbound attacks either by striking with ragged gears pulled from the body or lashing out at range—up to 20'—with coils of razor-sharp wire. In either case the attack inflicts 1-8 hit points of damage. If faced with multiple attackers or surrounded (or simply because) a brassbound will release a scalding mist of necrotic, burning acid, causing 2-12 hit points of damage for two rounds to all caught within a 25' radius; though this cloud of filth may only be produced once a day, it forces a Save vs. Poison or the victim's physical attributes are halved for 1-4 days. This condition may be alleviated by the brassbound—if the creature is permitted to perform the required magitech procedures on the victim.

Brassbound are immune to non-magical weapons and to fire. All possess the abilities of a magic-user, generally varying between levels 2-16. Maddeningly enough, one half of brassbound are especially vulnerable to electricity, taking half-damage; the other half are healed by it.

Brass Dragonfly

Armor Class: 3
 Hit Dice: 1/2
 Move: 360' (120')
 Attacks: 1 bite + scorching
 Damage: 1 + 1d2 (see below)
 No. Appearing: 1d6
 Save As: F1
 Morale: 11
 Treasure Type: Nil
 Alignment: Neutral
 XP value: 5

A brass dragonfly is a one-foot-long brass and glass sculpture of the insect is it named for, intricately crafted and animated by magic.

Brass dragonflies are often found dormant, waiting in alcoves or treasure chests until a predetermined action triggers their animation; once activated, they fly at their targets—usually the creature that triggered them—and attack. A brass dragonfly bites with magically heated crystal mandibles, causing 1hp of damage plus an additional 1d2hps of damage from the coal-like heat of their jaws.

Brass Jackal*

Armor Class: 2
 Hit Dice: 2**
 Move: 150' (50')
 Attacks: 1 bite
 Damage: 1-6 (special)
 No. Appearing: 1-2
 Save As: F2
 Morale: 12
 Treasure Type: Nil (special)
 Alignment: Neutral
 XP Value: 30

Clockwork constructs of bronze and black iron, brass jackals take their name from the smooth shell of brassy Armor that encloses their delicate internal workings. The eyes of a brass jackal are softly glowing orbs of blood red crystal, and their teeth likewise. Brass jackals are sometimes used as roaming sentinels but are more commonly encountered as the guardians of treasures and shrines.

In combat a brass jackal bites, its crystalline teeth inflicting 1-6 hit points of damage. The danger it poses lies not in its bite alone, but in combination with its *sideslip* ability; every other round the jackal may teleport anywhere within a fifteen-foot radius, taking that opportunity to attack as if backstabbing like a thief.

Brass jackals are immune to non-magical weapons. They have a +3 bonus to saves against spells cast directly upon them.

Burra

Armor Class: 8
 Hit Dice: 1**
 Move: 120' (40')
 Attacks: 2 claws + 1 bite
 Damage: 1-2 (see below)
 No. Appearing: 1
 Saves: C1
 Morale: 10
 Treasure: 0
 Alignment: Neutral
 XP Value: 19

A burra appears much like a large house cat. It is long in the body and legs, with the hind legs being a little longer than the forelegs; its coat is black, with white paws, muzzle blaze and "bib", and its eyes are a rusty green-gold. Burra are known to crop up occasionally in the strangest places, sometimes to meddle in humanoid affairs and sometimes to offer pithy - or even useful - advice in their strange silent "telepathy", indicated with much swiveling of their ears. Some burra even set themselves up as sages of a sort.

Burra disdain physical combat. This is just as well, as their combined attacks of claws and bite will inflict at most 1-2 hit points damage; they may cast spells as 2nd-level magic-users, however, and have no compunctions against attempting to raise that bar even further. Though not innately capable of becoming invisible, much like a halfling a burra may conceal itself in the slightest of cover (or even the absence of cover), with only a 1-in-10 chance of being spotted so long as the burra remains still. Similarly a burra can move with uncanny silence, making sound only on a 1-in-6.

One legendary burra, commonly known as Ashura, is believed to have the spellcasting ability of a 5th-level magic-user in addition to the skills of a 9th-level thief. Ashura has a definite taste for cynicism—and a dragon's hoard of texts—but has been known to unbend for adventurers in a jam.

C

Cartazon

Armor Class: 7
 Hit Dice: 4+2*
 Move: 240' (80')
 Attacks: 1 gore or trample
 Damage: 1-10 or 1-8
 No. Appearing: 1 (1-4)
 Save As: F4
 Morale: 10
 Treasure Type: Nil
 Alignment: Neutral
 XP Value: 200

Resembling a hybrid between an ox and an antelope, immensely strong and a surprisingly fleet runner, the cartazon is notable for its tawny coat and thick mane, its three-hoofed feet and its stubby tail. On its forehead rises a long, curved and wickedly sharp black horn, ringed towards its base like that of a wild goat or ibex.

Though peaceful amongst other animals, the cartazon will abide the presence of its own kind only to breed and raise young; and it will not suffer the attention of humans. No adult cartazon has been known to have been taken alive, instead fighting to the death with horn and hooves. A magical weapon is required to harm a cartazon.

A cartazon may carry 4500cn at normal speed, and 9000cn at half-speed.

Cepes

Armor Class: 6
 Hit Dice: 1-1
 Move: 90' (30')
 Attacks: 2
 Damage: 1d3 / 1d3
 No. Appearing: 1-4 (2-16)
 Save As: F1
 Morale: 6
 Treasure Type: U
 Alignment: Neutral
 XPV Value: 5

Quiet and yet relentlessly invasive creatures, cepes are sapient fungus-men. The typical cepes stands between two and three feet tall, with a chunky, squat build and relatively short legs; their long arms have hands that terminate in woody claws which function as two fingers and a thumb.

Cepes have broad heads—much like a mushroom cap—mottled in reds and rusts, with this coloration extending down their backs while the remainder of their flesh is an off-white or dull tan.

Their eyes are large, lidless, and either dead white or jet black.

Cepes attack in combat with their claws, inflicting 1-3 hit points of damage per strike.

A colony of cepes has no formal hierarchy; all living members spawning from the same source; a single “mother growth” which was once a cepes but developed into a spawning mass of fungal material after “death”.

Mother Growths develop to withstand attack, so receive an enhancement to Armor class to AC4, and increased HD to three times the maximum of a normal cepes. However, Mother Growths have no inherent defense mechanisms and cannot attack directly. Instead, a Mother Growth “births” one cepe per turn until it is destroyed.

Chiktik (Ratling)

Armor Class: 7
 Hit Dice: ½ (4hp)
 Move: 90' (30')
 Attacks: 1 weapon -1
 Damage: As weapon
 No. Appearing: 2-12 (4-40)
 Save As: Normal Man
 Morale: 6 (8)
 Treasure Type: P (J, K)
 Alignment: Neutral
 XP Value: 5

Ratlings are exactly what they sound like, two feet tall, bipedal rat people—with brilliant green, mottled fur and dark grey skin where exposed. Ratlings prefer forested and overgrown terrain, but some tribes (with a grey-brown cast to their fur) are found underground where their infra-vision grants an advantage.

Most ratlings fight with spears or oversized knives (treat as short sword). Elite members of the tribe will fight with bows. A Rat King of 1+4 Hit Dice and three feet tall will be found in the ratling's lair, and fights as a 2 Hit Dice monster; the Rat King is attended by 1 - 6 bodyguards of 1+1 Hit Dice. Ratlings in the presence of their King have a morale of 8.

Chrysomeli

Armor Class: 7
 Hit Dice: 1+5*
 Move: 60' (20')
 Fly: 180' (60')
 Attacks: 1
 Damage: 1-6 + poison
 No. Appearing: 1-4 (2-12)
 Save As: F2
 Morale: 10
 Treasure Type: Special
 Alignment: Neutral
 XP Value: 19

Chrysomeli are glittering gold and silver bumblebees the size of house cats. Their wings glimmer like pale opal, and their eyes are a rainbow of colors—and their sting is a perfect shaft of brilliant light. Equally likely to tuck their hives in secluded crannies of the mortal world as they are to nest in the kaleidoscopic plane of Light, chrysomeli savagely defend their nest and brood from all despoilers.

In combat a chrysomeli stings, inflicting 1-6 hit points of damage from its burning, laser-like stinger. A chrysomeli's sting bypasses all defense that is not granted by Dexterity or magic, lacing through mundane Armor; it is also venomous, causing blindness if a Save vs. Poison is failed.

The shimmering golden honey produced by chrysomeli may grant special properties if applied to inanimate objects. For example, if applied to a weapon (or ten projectiles), said weapon will deal double damage to creatures of darkness—or half again as much damage to creatures of earth or water—for five successful strikes. There is enough honey in a given nest to anoint one weapon or equivalent for every two bees in the nest.

Cintamani

Armor Class: 2
 Hit Dice: 1*
 Move:
 Fly: 180' (60')
 Attacks: 2
 Damage: 1-4 / 1-4
 No. Appearing: 1 (1-4)
 Save As: C1
 Morale: 10
 Treasure Type: L
 Alignment: Lawful
 XP Value: 15

Strange creatures, considered manifest spirits by some, cintamani are skull-sized pearlescent spheres wreathed in milky white coils of flame. Inscrutable and and yet oddly benevolent, cintamani offer blessings of a sort to those who cause them no harm—and are just as likely to curse those who turn against them.

If pressed into combat, a cintamani lashes out with its fires in two attacks that inflict 1-4 hit points of damage each. Attacking a cintamani is much more likely to provoke its *wisdom curse*: failing a Save vs. Spells means that for the next twelve hours, the victim is at -2 to all saving throws (-4 against poisons), takes double damage from fire, and may only heal back half of all damage taken.

Cintamani which are not attacked—or, better, are treated with manners and deference—may instead grant one of the following graces: 1-6 hit points of healing, to be triggered at will; protection from fire; +3 to Saves vs. Poison; or +2 to other saving throws. All such benefits have a duration of six hours; in the case of healing, the benefit must be used within six hours or lost.

Cintamani are immune to any elemental attacks, magical or non-magical.

Citipati

Armor Class: 7
 Hit Dice: 2
 Move: 210' (70')
 Attacks: 2 claws + 1 bite
 Damage: 1-8 / 1-8 + 1-6
 No. Appearing: 2-8 (4-16)
 Save As: F3
 Morale: 7
 Treasure Type: Nil
 Alignment: Neutral
 XP Value: 20

A strange avian beast, the citipati is long-necked and sports a respectable long, bony tail. Nine feet long and better, it is more heavily muscled than ostriches or even axebeaks; its head is large-eyed and roundly compact, with a deep beak like that of a parrot and two strange, conical teeth in the centre-line of its upper jaw. A citipati's wings are much too short to fly or even flutter, but the limbs bear three long, strong and supple fingers tipped with large curved claws and full feathering used for display. Many citipati develop a tall, narrow crest along the mid-line of their skulls which is sheathed in horn like their beak. Preferring dry grasslands and near-desert environments, its thick coat of feathers tend towards dappled dusty shades, with the males bearing markings in rust and metallic red along their cheeks and throughout the feathers of their wings.

In combat a citipati lashes out with its large claws and chopping beak, inflicting 1-8 and 1-6 hit points of damage respectively. Given enough maneuvering room it may also charge or trample, inflicting double damage from the claws on its feet and a few stray swipes of its wing-claws. If defending young citipati or a nest of eggs, an adult will have a morale of 10 and fight with a +2 bonus to hit and damage rolls.

It is possible to train citipati. A citipati may carry 1000cn, or 2000cn at half movement; though they cannot efficiently bear most riders, they are effective cart animals—as efficient as mules in that capacity—or pack animals.

Cricet

Armor Class: 7
 Hit Dice: ½
 Move: 90' (30')
 Attacks: By weapon
 Damage: As weapon -1
 No. Appearing: 1-10 (4-40)
 Save As: Normal Man
 Morale: 8
 Treasure Type: P (J, K)
 Alignment: Neutral
 XP Value: 5

Distant relatives of the chiktik, criceti are also humanoid rodents, though slightly shorter and good deal stouter than the ratlings. Their fur is longer and denser, varying from an almost metallic copper to pure white; their ears more rounded, their eyes large and black, and any exposed skin is pinkish. Unlike ratlings, criceti have the merest stubs for tails, if that.

Somewhat less thieving than their cousins, criceti will nonetheless make off with valuables if given the opportunity, concealing small objects in their expansive cheek pouches. Criceti get along well enough with elves and halflings, but have a distinct dislike for gnomes. They prefer less dense woodlands and scrubby dry grasslands.

Criceti prefer to fight with knives and slings. Elite members of the clan fight with short spears. A cricet matriarch of 1+4 Hit Dice will be found in the home warren, and fights as a 2 Hit Dice monster; she is attended by 1-4 bodyguards of 1+1 Hit Dice.

Cricipter

Armor Class: 9
 Hit Dice: 1 hit point
 Move: 60' (20')
 Fly: 120' (40')
 Burrow: 60' (20')
 Climb: 60' (20')
 Attacks: 1
 Damage: None (special; see below)
 No. Appearing: 1-12 (3-30)
 Save As: Normal Man
 Morale: 4
 Treasure Type: Nil
 Alignment: Neutral
 XP Value: 5

Cricipters are flying hamsters. Flying hamsters with plush golden coats (often with a faintly rainbow undertone) and white bellies, and wings supported on long fingers like a bat's though coated in feather-like fuzzy growths. Cricipters are more gregarious than normal hamsters, and flocks of them can quickly decimate small groves of nuts or fruit—especially as they breed with nearly the rapidity of the mundane breed.

The bite of a cricipter is painful and distracting (-1 to all rolls for ten turns), but normally does no hit point damage. Strange strains crop up in the breed from time to time, however, some of which are a little more impressive; the DM may occasionally choose to roll on the following table or make up their own strain:

1. Rare coat color (silvery, colorpoint, black—ooh, sell this one!)
2. Razortooth (1 hit point damage bite)
3. Tough as nails (AC 6)
4. Breath weapon (breath weapon?! 1-3 hit points damage, type could be almost anything)
5. Intelligence
6. Magic resistant (+2-5 on Saves vs. Spells)
7. Musky (ewww . . . -2 on all actions of humanoids in a 15' radius after cricipter is startled)
8. Magisensor (glows faintly in the presence of magic)

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Deathcluck

Armor Class: 8
 Hit Dice: 1/2*
 Move: 90' (30')
 Fly: 90' (30')
 Attacks: 1 flurry
 Damage: 1-4
 No. Appearing: 2-16
 Save As: Normal Man
 Morale: 10
 Treasure Type: Nil (special)
 Alignment: Neutral
 XP Value: 7

The nightmare of farmers and foxes alike, the deathcluck is best described as a manic, predatory chicken. In nearly all ways a deathcluck resembles a mundane dusky brown hen, if an unusually large and stocky one; then the thick pick of a beak and long curved spurs get noticed, followed by the streaks of red feathers down its face—and the bloody gleam in the bird's beady eyes. Flocks of deathclucks have been known to invade farmsteads in order to free—or kill—mundane poultry.

In combat a deathcluck lashes out in a flurry of spurs and pecking, inflicting 1-4 hit points of damage. Every three rounds it may use a *fury battery*, flying at its victim's face and pummeling with its wings, stunning it for one round if a Save vs. Paralysis is failed.

A rare strain of deathcluck possesses a ruddy, copperish sheen to its plumage and the ability to ignite its victim's wounds on fire once a day, inflicting 1-3 hit points of damage a round until extinguished. This variant is sometimes given the (very overblown) name of *flaming chicken of doom*.

Death Tapioca*

Armor Class: 2
 Hit Dice: 6+6**
 Move: 120' (40')
 Attacks: 1
 Damage: 1-12 or 2-20
 No. Appearing: 1-3
 Save As: C7
 Morale: 10
 Treasure Type: Nil
 Alignment: Lawful
 XP Value: 950

Horrid creatures of the deep dungeon, death tapiocas have been so named by adventurers with a sense of the ridiculous. Amorphous slime creatures nearly eight feet in diameter, death tapiocas are a terrible mass of shining black gelatin studded with smooth spherical organelles resembling polished iron orbs—or tapioca pearls. The overall effect is that of a quivering, undulating mass of polished black iron tapioca, relentlessly advancing. Worse yet, some report that the death tapioca seems to be sentient and perhaps even sapient.

The death tapioca's basic attack is to strike with a pseudopod or a rippling wave of its main mass, inflicting 1-12 hit points of damage. More dangerous, and gruesome, is the eruption it can produce every six rounds—a dozen or more orbs open up and unleash a torrent of sticky, corrosive, immobilizing slime. This attack affects a 15' radius around the tapioca and inflicts 2-20 hit points of damage in the first round, 1-8 hit points after round afterwards for three additional rounds. To add insult to injury, the sticky mass impedes movement, cutting movement rates in half and causing a -3 to all rolls until the slime hardens and cracks away in four rounds.

Death tapiocas take no damage from fire or lightning. Cold damage causes them to fission into two 4HD tapiocas. They are immune to non-magical weapons, but take damage from holy water as if undead.

Diamond Storm

Armor Class: 4
 Hit Dice: 5**
 Move:
 Fly: 180' (60')
 Attacks: 3
 Damage: 1-6 / 1-6 / 1-6
 No. Appearing: 1
 Save As: M5
 Morale: 8
 Treasure Type: L
 Alignment: Chaotic
 XP Value: 425

Spawned in the deepest of cold—whether the northern wastes or the ground zero of a powerful spell of ice—the diamond storm is part creature, part force of nature. A diamond storm appears as a great whirling mass of glittering razor-sharp snow crystals, particles of ice and bitterly cold winds, seeded through with small orbs of intensely sapphire blue. Some of these shimmering glassy orbs remain behind after the dissipation of a storm and can be highly valued as treasure depending on size, hue and clarity.

A diamond storm attacks by lashing out with icy bursts from its main mass, scoring targets with cold and slashing ice for 1-6 hit points of damage per strike. Every three rounds it may create a burst of *deepfreeze* in a 40' diameter, coating every non-living surface with a slick patina of ice that causes all attempting to move—let alone attack—to fall prone and lose a round of action on 2-in-6. A diamond storm may choose forgo all further evocation of *deepfreeze's* slippery effects to instead produce a layer of supernaturally cold ice that inflicts 1-2 hit points of damage per round.

Diamond storms take no damage from cold and half again as much damage from fire. Despite their resemblances, diamond storms are not elementals of any type and are not subject to attacks or spells meant to target elementals.

Dragon, Bone

Armor Class: 1
 Hit Dice: 6**
 Move: 90' (30')
 Fly: 240' (80')
 Attacks: 2 claws / 1 bite
 Damage: 1-8 / 1-8 / 2-20
 No. Appearing: 1 (1-4)
 Save As: F6
 Morale: 8
 Treasure Type: H
 Alignment: Neutral
 XP Value: 725

So named because of the heavy plating of dense, ivory scales that contrast dissonantly with their extremely rangy builds, bone dragons inhabit old battlefields, abandoned graveyards and mausoleums, and wastelands of all stripes—from desert to tundra and everything between. They are sullen and solitary in nature and quick to take offense at being disturbed, lashing out with jagged fangs and oversized claws.

A bone dragon's breath weapon is a cloud of putrid, corrosive gas, 40' x 40'. If a second Save vs. Breath Weapon is failed, a character caught in the breath weapon is at a -3 penalty to all rolls for the next six hours. Bone dragons have a 20% chance of talking, a 50% chance of being asleep, and (if capable) may cast three 1st-level magic-user spells per day.

Dragon, Ember

Armor Class: -1
 Hit Dice: 8**
 Move: 90' (30')
 Fly: 240' (80')
 Attacks: 2 claws / 1 bite
 Damage: 1-6 / 1-6 / 3-24
 No. Appearing: 1-4 (1-4)
 Save As: F8
 Morale: 9
 Treasure Type: H
 Alignment: Chaotic
 XP Value: 1750

Ember dragons, almost feline in build and well-muscled, possess extremely variable coloration, ranging from rough coal-black scales with the merest hint of dull red to brilliant cherry mottled with flame—and every mixture and combination to be found between the two extremes. Explosively violent, they are the terrors of the volcanic plains and the subterranean lands.

An ember dragon's breath weapon is a cone of flame and burning magma, 80' x 30'. If a second Save vs. Breath Weapon is failed, a character caught in the breath weapon—and their equipment—catches on fire, taking double normal damage until doused. Ember dragons have a 40% chance of talking, a 30% chance of being asleep, and (if capable) may cast two 1st-level and two 2nd-level magic-user spells per day.

Dragon, Hill

Armor Class: -2
 Hit Dice: 9**
 Move: 90' (30')
 Fly: 240' (80')
 Attacks: 2 claws / 1 bite
 Damage: 2-7 / 2-7 / 4-32
 No. Appearing: 1-4 (1-4)
 Save As: F9
 Morale: 9
 Treasure Type: H
 Alignment: Neutral
 XP Value: 2300

Stocky and blunt-snouted, hill dragons have scales in all the colors of the earth interspersed with larger plates resembling differing types of stone—some may be pale as marble, others ruddy as granite. Hill dragons are found in deserts, hill country, and low-lying mountains as well as the occasional cavern. They are slow to jump to conclusions but implacable once roused.

A hill dragon's breath weapon is a cone-shaped blast of dust and sharp particles of stone, 70' x 30'. If a second Save vs. Breath Weapon is failed, a character's Armor Class is worsened by 4 due to the abrasion of the breath weapon's particles. Hill dragons have a 50% chance of talking, a 20% chance of being asleep, and (if capable) may cast three 1st-level, two 2nd-level and one 3rd-level magic-user spells per day.

Dragon, River

Armor Class: 3
 Hit Dice: 5**
 Move: 90' (30')
 Fly: 240' (80')
 Attacks: 2 claws / 1 bite
 Damage: 1-4 / 1-4 / 2-16
 No. Appearing: 1-4 (1-4)
 Save As: F5
 Morale: 8
 Treasure Type: H
 Alignment: Chaotic
 XP Value: 525

River dragons are sleek and stub-winged, trailing overgrown wingsails like fins, with long jaws and tiny shining scales. Their scales are colored in shades of grey and green and blue-green, thin and reflective like those of a trout or salmon. They are capricious and unpredictable, especially in combat. River dragons are found not only in rivers—or any body of water of respectable size—but on cliffside beaches and along the banks of major arteries.

A river dragon's breath weapon is a line of hissing, thin acid, 50' x 5'. If a second Save vs. Breath Weapon is failed, some portion of the character's equipment is irreparably ruined. River dragons have a 10% chance of talking, a 50% chance of being asleep, and (if capable) may cast two 1st-level magic-user spells per day.

Dragon, Shade

Armor Class: -3
 Hit Dice: 12**
 Move: 90' (30')
 Fly: 240' (80')
 Attacks: 2 claws / 1 bite
 Damage: 1-10 / 1-10 / 3-36
 No. Appearing: 1-4 (1-4)
 Save As: F12
 Morale: 10
 Treasure Type: H
 Alignment: Neutral
 XP Value: 3000

Long, lean and slender, with narrow wings, wicked talons and short thin horns, shade dragons are cloaked in tiny, adamantite-hard scales of a deep, velvety black; some few among them possess shining highlights on the tips of some scales, like smoky stars, and their eyes are an inky blue-black. Shade dragons prefer to lair within the deepest and most lightless of dungeons, or—strangely enough—in cavern-riddled mountain peaks, from which they emerge only at night. They are cryptic, inscrutable and nearly unfathomable beasts.

A shade dragon's breath weapon is a cloud of clinging, effervescent, roiling darkness, 50' x 50'. If a second Save vs. Breath Weapon is failed, a character is blinded until a *remove curse* is administered. Shade dragons have a 100% chance of talking, a 5% chance of being asleep, and may cast five 1st-level, four 2nd-level and four 3rd-level magic-user spells per day.

Dragon, Shining

Armor Class: -2
 Hit Dice: 12**
 Move: 90' (30')
 Fly: 240' (80')
 Attacks: 2 claws / 1 bite
 Damage: 1-8 / 1-8 / 3-24
 No. Appearing: 1-4 (1-4)
 Save As: F12
 Morale: 10
 Treasure Type: H
 Alignment: Neutral
 XP Value: 3000

Trim and muscular, with broad wings and twin arcs of hornlets adorning the head, shining dragons are scaled in brilliant amber and piercingly pure white; many possess scales edged in translucent topaz, and seem to give off a soft golden light. Their eyes are the color of sunfire. Shining dragons prefer to lair in deserts and dry mesas, on bare stony plateaus, and essentially anywhere they may bask in as much light as possible. Quixotic and unpredictable creatures in the eyes of non-dragons, shining dragons are sphinx-like in their strange and indirect, riddling talk.

A shining dragon's breath weapon is a line of bubbling, foaming, burning light, 10'x100'. If a second Save vs. Breath Weapon is failed, a character loses 2 points from Strength, Dexterity and Constitution until a *remove curse* is administered. Shining dragons have a 100% chance of talking, a 5% chance of being asleep, and may cast four 1st-level, four 2nd-level and four 3rd-level magic-user spells per day.

Dragon, Sky

Armor Class: 0
 Hit Dice: 10**
 Move: 90' (30')
 Fly: 240' (80')
 Attacks: 2 claws / 1 bite
 Damage: 1-8 / 1-8 / 3-30
 No. Appearing: 1-4 (1-4)
 Save As: F10
 Morale: 10
 Treasure Type: H
 Alignment: Lawful
 XP Value: 2500

Long and lean with huge expanses of billowing wingsail, sky dragons are mottled and rippled in many shades of blue and white and storm-grey; some have highlights on their narrow scales the color of sunset or lightning. Lairing on the highest of mountaintops and in enchanted clouds, sky dragons are some of the most patient and deliberate of creatures.

A sky dragon's breath weapon is a line-shaped bolt of lightning and icy wind, 100' x 5'. If a second Save vs. Breath Weapon is failed, a character is dazzled for the next six rounds at a -6 penalty to all rolls; this fades to a -2 penalty which lasts for four hours. Sky dragons have a 60% chance of talking, a 10% chance of being asleep, and (if capable) may cast three 1st-level, three 2nd-level and three 3rd-level magic-user spells per day.

Dragon, Thorn

Armor Class: 1
 Hit Dice: 7**
 Move: 90' (30')
 Fly: 240' (80')
 Attacks: 2 claws / 1 bite
 Damage: 2-5 / 2-5 / 2-12
 No. Appearing: 1-2 (1-4)
 Save As: F7
 Morale: 8
 Treasure Type: H
 Alignment: Lawful
 XP Value: 1250

Slender, long-necked and slim-tailed, thorn dragons are built for feeling their way through the dense forests and overgrown jungle ruins that they prefer to lair in. Their name comes from their scales: mottled brown and rust-red, edged in green and rose—and each one's tip drawn out into a long, curved thorn. Thorn dragons consider their forests to be their personal gardens and works of art to be maintained as they see fit.

A thorn dragon's breath weapon is a line of flesh-eating, sticky sap-like fluid, 60' x 5'. If a second Save vs. Breath Weapon is failed, a character caught in the breath weapon is affected as if under a *hold person* spell cast as a cleric of the thorn dragon's level. Thorn dragons have a 30% chance of talking, a 40% chance of being asleep, and (if capable) may cast two 1st-level and one 2nd-level magic-user spells per day.

Dragonet

Armor Class: 5
 Hit Dice: 2*
 Move: 90' (30')
 Fly: 120' (40')
 Attacks: 2 claws / 1 bite
 Damage: 1-3 / 1-3 / 1-8
 No. Appearing: 1-12 (1-12)
 Save As: F2
 Morale: 7
 Treasure Type: B
 Alignment: Any
 XP Value: 25

A young creature, a dragonet has more "childish" proportions (short extremities, large head, large eyes, etc.) than would an adult dragon. Its scales are softer, and of fairly nondescript colors—pale tans, greys, creams—which makes identifying the adult dragon subtype difficult at best. Though already very independent creatures, dragonets often remain with their birth clutches.

A dragonet attacks with claws and bite for 1-3 hit points and 1-8 hit points of damage respectively. Its breath weapon, a line of caustic saliva measuring 30' x 5', obeys the standard rules for adult dragon breath weapons.

(Alternatively, a dragonet may possess a scaled-down form of the adult subtype's breath weapon. If using a variant dragon, allow a +4 bonus to the Save vs. Breath Weapon's secondary effects.)

Drake, Aeolian (Gareth's Drake)

Armor Class: 5
 Hit Dice: 5+5*
 Move: 120' (40')
 Fly: 180' (60')
 Attacks: 1 bite
 Damage: 1-10 + poison
 No. Appearing: 1-2 (2-8)
 Save As: F6
 Morale: 9
 Treasure Type: U
 Alignment: Neutral
 XP Value: 300

Largest of the known breeds of drake, the aeolian drake masses as large in the body as a good-sized horse and—with the correct breeding and training—is as amenable to being used as a mount. Aeolian drakes have smaller, rounder scales in variegated patterns of violet and grey, violet-black feathering shading to grey, and brilliant yellow eyes. Slightly stockier and shorter in neck and tail, aeolian drakes prefer a head-on approach to most obstacles.

In combat an aeolian drake bites, inflicting 1-10 hit points of damage, and unlike smaller drakes an aeolian drake seldom attacks with its claws. The poison of an aeolian drake is relatively weak, causing only 2-8 turns of dizziness if the saving throw is failed; if its bite is not enough to subdue an opponent an aeolian prefers to use its *frozen wind* if possible—beating its wings rapidly, the drake creates a field of bitter cold in a 5x30' line, inflicting 2-12 hit points of damage.

Drake, Cerastes

Armor Class: 6
 Hit Dice: 3+5*
 Move: 90' (30')
 Fly: 180' (60')
 Attacks: 2 claws + 1 bite
 Damage: 1-4 / 1-4 / 1-8 + special
 No. Appearing: 1-4
 Save As: F4
 Morale: 9
 Treasure Type: U
 Alignment: Chaotic
 XP Value: 75

Scaled in mottles duns and greys, with variegated feathers in browns and darker greys on wings and legs, the cerastes is a stalking, cunning sort of predator. Against its cryptic coloration its lemon-yellow eyes stand out brightly—as do the paired long, low crests of translucent reddish horn that run the length of its skull. Cerastes are belligerent creatures, territorial and defensive. The crests of a cerastes may each be powered and administered as a cure for poison.

A cerastes attacks from ambush whenever possible, diving to attack with claws and bite and inflicting 1-4 and 1-8 hit points of damage respectively. If lunging from a perch or trapped upon the ground a cerastes will bite only, using its claws as stabilizers. The corrosive saliva of a cerastes functions as a biological acid; on the round following a bite from this drake, the victim suffers another 1-6 hit points of damage.

Drake, Helian

Armor Class: 4
 Hit Dice: 3+2*
 Move: 90' (30')
 Fly: 150' (50')
 Attacks: 2 claws + 1 bite
 Damage: 1-4 / 1-4 / 1-6 + special
 No. Appearing: 1-6
 Save As: F3
 Morale: 8
 Treasure Type: U
 Alignment: Lawful
 XP Value: 75

Uniformly lightly built and scaled in a pale bluish-grey, its feathering a few shades darker, the helian drake appears slender and relatively harmless compared to other drake breeds. Scattered amongst its normal scales are keeled scales of a luminescent, milky hue; in dim light or darkness—or when the creature wills it—these scales, as well as the drake's eyes and claws, light with a bewitching green glow. Helian drakes take advantage of the fascination their lights can provoke whenever possible.

In combat a helian drake attacks with claws and bite as do other drakes, inflicting 1-4 and 1-6 hit points of damage respectively. Their venomous bite dulls the senses, penalizing initiative and Armor Class by -2 for 2-8 turns if a save is failed; this penalty is cumulative with the mesmerism of their light-scales, which cause a -2 penalty to all rolls if the victim fails a Save vs. Charm.

Drake, Hypnale

Armor Class: 6
 Hit Dice: 2*
 Move: 90' (30')
 Fly: 150' (50')
 Attacks: 2 claws + 1 bite or 1 bite
 Damage: 1-3 / 1-3 / 1-4 + poison or 1-4 + poison
 No. Appearing: 1-3
 Save As: F2
 Morale: 7
 Treasure Type: U
 Alignment: Neutral
 XP Value: 25

One of the smaller breeds of drake—roughly the size of the average dog in the body—the hypnale has dove-colored mottled scales, brassy wings, leg feathering and dorsal stripe, and dark eyes. Its ears are tipped with tufts, as is its excessively long tail. Quiet and retiring creatures as drakes go, hypnale are not inclined towards conflict and prefer to flee when possible except when defending their lairs or eggs. By inclination, hypnale prefer the blood of their prey.

In combat a hypnale will bite, inflicting 1-4 hit points of damage; if there is enough room for the drake to be airborne it will dive at targets with talons and fangs, inflicting 1-3 hit points per talon in addition to its bite damage. The bite of a hypnale is venomous; if the victim fails a Save vs. Poison they will fall unconscious for 2-8 turns. A second save then determines whether the victim will receive another 1-4 hit points of damage or—on a failed save—die. A hypnale will seek to drink the blood of unconscious victims at a rate of one hit point per round.

Drake, Lacephyr

Armor Class: 7
 Hit Dice: 1+1*
 Move: 90' (30')
 Fly: 150' (50')
 Attacks: 2 claws + 1 bite
 Damage: 1-4 + special
 No. Appearing: 2-12
 Save As: F1
 Morale: 8
 Treasure Type: U
 Alignment: Neutral
 XP Value: 19

The smallest of the drake breeds, the lacephyr is also the most gregarious and has been readily trained by humans and humanoids, notably the inhabitants of the mountainous Northlands. Ranging from the size of a falcon to a house cat in the body, a lacephyr is notable for its long trailing tail and its large, dark-opal eyes. The scales of wild lacephyr are found in many colors—deep, if dull, blues, greens, roses, ambers, creams and earth-colors—with slightly darker mottled feathers. The various strains of long-domesticated lacephyr are considerably more vibrant.

Lacephyr attack exclusively from the air, inflicting a total of 1-4 hit points of damage from their claws and fangs. The venom of a lacephyr dazes for a single round on a failed save (with a +2 bonus to the roll)—but the drake may also spit its venom every four rounds up to a range of 10'. The venom ignites in the air, inflicting 2-5 hit points of damage on contact.

Drake, Syrene

Armor Class: 6
 Hit Dice: 3+5*
 Move: 120' (40')
 Fly: 150' (50')
 Attacks: 2 claws + 1 bite or 1 bite
 Damage: 1-4 / 1-4 / 1-6 + special or 1-6 + poison
 No. Appearing: 1-4 (2-8)
 Save As: F4
 Morale: 9
 Treasure Type: U
 Alignment: Neutral
 XP Value: 75

Long and sinuous of line even for a drake, the syrene is lean-bodied, shallow-chested and possessed of an excessively long neck and tail. Though it prefers to be airborne when at all possible, when ground-bound the syrene is as likely to glide serpent-like along the ground as it is to walk upon its legs; it also climbs through undergrowth, grasping with its claws. The syrene is occasionally prone to aggression; the size of a large wolf, it is rare amongst drakes in being of a single color—in this case, pure white.

From the air a syrene attacks with claws and bite, inflicting 1-4 and 1-6 hit points of damage respectively; when on the ground it bites unless a target comes within range of its claws while it is coiled, in which case it will also strike with claws. The fangs of a syrene are serrated and suitable for tearing gobbets of flesh—any wound inflicted by a syrene's bite will continue to bleed at a rate of 2 hit points per round until treated.

Draugr (Barrow Ghoul)

Armor Class: 6
 Hit Dice: 3*
 Move: 90' (30')
 Attacks: 2 claws + 1 bite or
 by weapon
 Damage: 1-3 / 1-3 / 1-3 or
 by weapon + special
 No. Appearing: 1-2 (2-16)
 Save As: F3
 Morale: 10
 Treasure Type: B
 Alignment: Lawful
 XP Value: 50

Similar to the common ghoul, draugr are withered, gaunt undead that hunt the living, especially those who have wronged them whether in life or in death; they are found within tombs and crypts, most frequently their own. Draugr have a feral cast to their features, and a faint bluish tint to their dead flesh and cauled eyes.

Draugr may attack with claws and bite for 1-3 hit points of damage for each successful strike, or may attack with a weapon. Rather than the paralysis of ghouls, draugr possess a *grave chill*: for each successful attack, the draugr drains half of the damage dealt as an unholy energy that heals the draugr.

Dreamsnake

Armor Class: 7
 Hit Dice: 1-1**
 Move: 90' (30')
 Attacks: 1 bite
 Damage: 1-4 + special
 No. Appearing: 1-2 (1-8)
 Save As: F1
 Morale: 7
 Treasure Type: Nil
 Alignment: Neutral
 XP Value: 7

These small serpents are exceedingly slender, with wedge-shaped heads, icy-white scales tinged with green, and bright red eyes. Their fangs are crystalline and razor sharp. Dreamsnakes are deceptively gentle and slow to obviously attack; they feed on mental energy, not flesh and blood.

A dreamsnake's first attack will always be to dreamthief instead of using its poisonous bite (said venom causing a -4 penalty to INT and DEX for three hours); this "attack" requires only physical contact. If a Save vs. Spells is failed, the dreamsnake spirits away one significant memory or dream (DM's discretion) and the victim is stunned, unable to act, for one round. The dreamsnake will generally take that round to try to escape.

Twelve hours are required for a dreamsnake to "digest" stolen mental energies. If its jewel-like brain is consumed by its victim or victims before that span of time, the memories may be regained.

Dreamthief*

Armor Class: 3
 Hit Dice: 6+4***
 Move: 120' (40')
 Climbing 90' (30')
 Fly: 180' (60')
 Attacks: 4 claws, or 2 claws + 2 wings
 Damage: 1-4 / 1-4 / 1-4 / 1-4 or
 1-4 / 1-4 / 1-6 / 1-6
 No. Appearing: 1
 Save As: M7
 Morale: 10
 Treasure Type: I
 Alignment: Chaotic
 XP Value: 1250

The size of an elf or a slight human, a dreamthief is a golden grotesque, a gargoyle of orange-gold scales and coppery Armored hide. Barbed and horned, armed with sharp curving talons and saw-edged wings, the creature is solitary; equally at home in a dungeon or in the depths of the greatest urban sprawls. Though the dreamthief has no fear of combat and may pull some shreds of sustenance from it, it is more feared as an unseen presence that gnaws at one's sleeping mind.

When in combat, a dreamthief attacks in one of two ways; diving and raking with all four claws, inflicting 1-4 hit points of damage per successful claw attack, or landing—or latching onto a specific victim—which forces the dreamthief to lose its maneuverability and hindclaw attacks in favor of two claws and two wing-buffets that inflict 1-6 hit points of damage each. For every two rounds a dreamthief is engaged in combat it gains a +1 bonus to all rolls as it feeds from the emotional states of its targets.

Sleeping individuals have more to fear from the dreamthief. The gargoyle can sense sleeping creatures within 400', and will invade their dreaming minds to siphon their spirit away; if a roll against death ray is failed, the victim loses 1-4 points of Wisdom. A second failed check indicates that the dreamthief has dug a spirit-link into the victim's self, and will continue to devour 1-2 points of Wisdom every night without contest unless destroyed. Without the dreamthief's influence lost Wisdom may be regained at a rate of one point per day.

Dreamthieves are immune to non-magical weapons.

Duraki

Armor Class: 5
 Hit Dice: 3+5
 Move: 120' (40')
 Attacks: 1 fists or by weapon
 Damage: 1-4 / 1-4 or by weapon
 No. Appearing: 2-8
 Save As: F4
 Morale: 10
 Treasure Type: E
 Alignment: Chaotic
 XP Value: 75

Strange humanoid creatures, duraki are androgynous and eerily similar in appearance to one another, as if all created at the once by some magic-user's experiment. Their flesh is smooth and fishbelly pale, almost pearly, and slick with a thin sheen of blood continually shed by their pores; their eyes are featureless and white, as is what little hair that they possess. Duraki will arm themselves with any weaponry they may acquire, but are just as happy to use their fists in their raiding and pillaging.

Duraki attack with their fists in combat, inflicting 1-4 hit points of damage per strike, or else make use of an eclectic variety of weaponry—essentially, any weapon one may acquire, it may wield. Certain duraki have demonstrated a fondness for flaming oil and pitch as weapons.

If a duraki is brought to half of its hit points, on the following round it may trigger a *cystburst*: a wave of blood and gore erupts from the creature, congealing into 1-6 1 Hit Die or 1-2 2 Hit Die duraki. Save for the lower number of Hit Dice, the spawn function identically to their "parent".

E

Elemental, Shade*

Armor Class: 0 / -2 / -4
 Hit Dice: 8 / 12 / 16**
 Move:
 Burrow: 180' (60')
 Swim: 210' (70')
 Attacks: 1
 Damage: 1-10 / 2-20 / 3-30
 (see below)
 No. Appearing: 1
 Save As: C8-16
 Morale: 10
 Treasure Type: Nil
 Alignment: Neutral
 XP Value: 1200 / 2125 / 2950

Set above and yet apart from the rarefied (air, fire) and chthonic (earth, water) elementals respectively, shade elementals are living embodiments of the element of darkness. Like all elementals, they are native to their own elemental plane of existence; unlike the "lower" elemental types, they may also be encountered freely within their own elemental plane.

Shade elementals function in the same manner as standard elementals unless noted otherwise. Like standard elementals, they may be summoned by staff, device or spell.

A shade elemental appears as a coiling, quivering, effervescent mass of fluid darkness 1' tall and 1' in diameter for every Hit Die of the elemental.

In combat, individuals opposing a shade elemental must Save vs. Paralysis or have their spirits weighed down, able to act only once every two rounds for the duration of the combat.

These elementals inflict an extra 1-10 hit points of damage on flying creatures and creatures of heat or flame, twice that again against creatures of light.

Shade elementals take double damage from light, normal damage from air and fire, and minimum damage from darkness, earth and water.

Shade elementals are immune to non-magical weapons.

Elemental, Shining*

Armor Class: 0 / -2 / -4
 Hit Dice: 8 / 12 / 16**
 Move:
 Fly: 240' (80')
 Attacks: 1
 Damage: 1-10 / 2-20 / 3-30
 (see below)
 No. Appearing: 1
 Save As: C8-16
 Morale: 10
 Treasure Type: Nil
 Alignment: Neutral
 XP Value: 1200 / 2125 / 2950

Set above and yet apart from the rarefied (air, fire) and chthonic (earth, water) elementals respectively, shining elementals are living embodiments of the element of light. Like all elementals, they are native to their own elemental plane of existence; unlike the "lower" elemental types, they may also be encountered freely within their own elemental plane.

Shining elementals function in the same manner as standard elementals unless noted otherwise. Like standard elementals, they may be summoned by staff, device or spell.

A shining elemental appears as a lacy pattern of twisting, weaving light—the purest of white, the brilliance golden of sunlight, a riot of prismatic colors—1' tall and 1' in diameter for every Hit Die of the elemental.

In combat, individuals opposing a shining elemental must Save vs. Charm or be dazzled, taking a -4 penalty to to-hit and damage rolls for the duration of the combat.

These elementals inflict an extra 1-10 hit points of damage on aquatic creatures and creatures of the earth, twice that again against creatures of darkness.

Shining elementals take double damage from darkness, normal damage from earth and water, and minimum damage from air, fire and light.

Shining elementals are immune to non-magical weapons.

Emberwings

Armor Class: 6
 Hit Dice: 4*
 Move: Fly 120' (40')
 Attacks: 1
 Damage: 1-8
 No. Appearing: 1 (see below)
 Save As: F3
 Morale: 8
 Treasure Type: Nil
 Alignment: Chaotic
 XP Value: 200

Swarm and singular creature at the same time, emberwings resemble a flock of butterflies of burning fire-colored crystal, glowing like the embers they are named for. Fluttering aimlessly—or so they appear—the emberwings will “attack” anything that seems like a likely target, seeking to share their warmth. Though not inherently hostile, an emberwings can be deadly to anything around it simply by existing.

The razor-sharp, burning blades of the swarm’s wings inflict 1-8 hit points of damage per attack, as the emberwings swarm engulfs a body. Every three rounds, once agitated, it may focus a blast of glittering flame through the wings of its swarm, creating a bolt of flame that extends for 20' and inflicts 2-12 hit points of damage. Should it be attacked with cold, an emberwings will counter with a pyretic burst, inflicting the damage of its firebolt on all within 20' of the emberwings—but it may only do so once.

Emberwings are immune to fire and take only half damage from lightning. Cold causes an emberwings double damage, as do bludgeoning weapons.

Empressbug

Armor Class: 4
 Hit Dice: 3*
 Move: 120' (40')
 Climb: 120' (40')
 Fly: 150' (50')
 Attacks: 1 bite
 Damage: 1-10 (special)
 No. Appearing: 1 (1-2)
 Save As: F3
 Morale: 10
 Treasure Type: Nil
 Alignment: Neutral
 XP Value: 50

The empressbug is—predictably—a mammoth, monstrous ladybug. Appearing to be lacquered in black and brilliant ruby or burnt amber (and of course spotted with more black), the empressbug is equally at home in primeval forests, overgrown jungles, untended garden labyrinths and dank crawling dungeons. All it needs is suitable prey—and though other giant creepy-crawlies are preferred, an empressbug will eat just about anything that moves.

An empressbug attacks by biting, inflicting 1-10 hit points of damage with its bladed mandibles. If an empressbug inflicts five or more hit points of damage it has successfully grasped its prey and maintains its grip, continuously chewing away for an automatic 1-10 hit points of damage per round until the subject is devoured or escapes. A Strength check at a -4 penalty is required to escape the empressbug’s gnawing.

It is entirely possible for adventurers—already contending with giant centipedes and the like—to be inadvertently aided by the trundling arrival of a hungry empressbug.

F

False Unicorn

Armor Class: 7
 Hit Dice: 3
 Move: 240' (80')
 Attacks: 2 hooves / 1 horn
 Damage: 1-4 / 1-4 or 1-6
 No. Appearing: 2-20
 Save As: F4
 Morale: 9
 Treasure Type: Nil
 Alignment: Neutral
 XP Value: 35

Mistaken for actual unicorns only by those with little knowledge of the fey beast, false unicorns are wild equines found in forests and savannah scrublands. Their coats vary from pale dun to almost black, and on their foreheads is a sharp reddish-brown horn much like that of a rhinoceros, if sharper and more slender.

False unicorns, if caught young, can be broken with some difficulty. They can carry up to 3500cn, or 7000cn at half-speed.

Fossil*

Armor Class: 6 / 4 / 2
 Hit Dice: 3 / 6 / 9*
 Move: 90' (30')
 Stoneswim: 90' (30')
 Attacks: 3
 Damage: 1-4 / 1-4 / 1-8 or
 1-6 / 1-6 / 1-12 or
 1-8 / 1-8 / 2-20
 No. Appearing: 1-4
 Save As: F3/6/9
 Morale: 12
 Treasure Type: I
 Alignment: Neutral
 XP Value: 50/725/1950

Fossils are unusual elementals; spirits of earth inhabiting the petrified bones of long-dead creatures. The animating force of the elemental draws the bones together again, granting it a physical body with which to travel through—literally!—the mundane world. The hollow eyes of a fossil shine with tiny pinpricks of gold or jade-colored light. Despite their appearance, fossils are not undead and cannot be turned, harmed by holy water, or otherwise affected by magic or objects that affect the undead.

In combat a fossil strikes with whatever natural weaponry its stony frame possesses, slamming petrified bone into its opponents when necessary. Most fossils possess a combination of “weapons” and attack in a one/one/two pattern, inflicting damage as noted for their Hit Dice above. Fossils of six and nine Hit Dice cause petrification in the bodies of their victims when they strike, effectively draining one level in a round in which the fossil successfully attacked.

Fossils are immune to non-magical weapons, and to all damage from earth and cold. They take double damage from lightning-based attacks.

G

Gefirir (Earth Spirit)

Armor Class: 3
 Hit Dice: 7***
 Move: 180' (60')
 Attacks: 2 claws or special
 Damage: 2-12 / 2-12 or special
 No. Appearing: 1 (1-2)
 Save As: F7
 Morale: 9
 Treasure Type: L
 Alignment: Neutral
 XP Value: 1650

Backbones of the elemental court of Earth, gefirir are hulking, solidly built humanoids of soil and stone. Their bestial legs are furred with mosses, their feet massive stony talons; their torsos are Armored with stony, articulated "chitin", and their hands armed with great claws. A rack of crystal antlers crowns a leonine head, and eyes of burning amber judge all they encounter dispassionately. Elder gefirir possess manes of ferns and moss that dimly luminesce.

In combat, should they choose it, gefirir wade in with their claws, dealing 2-12 hit points of damage per successful strike. A gefirir may also choose to summon clutching tendrils of earth and greenery within a 20' radius, for one of two effects: either holding opponents immobile (though not paralyzed) until the gefirir chooses to release the victims (or a successful Strength check at a -5 penalty is made), or lashing opponents with razor-edged crystals for 3-18 hit points of damage. These tendrils may be summoned every two rounds.

A magical weapon is required to harm a gefirir. They regenerate 3 hit points per round when in contact with soil or rough stone.

Ghostflame

Armor Class: 7
 Hit Dice: 3+3**
 Move: fly 210' (70')
 Attacks: 2
 Damage: 1-8 / 1-8
 No. Appearing: 2-7
 Save As: F4
 Morale: 9
 Treasure Type: Nil
 Alignment: Lawful
 XP Value: 100

Fire spirits touched by death, ghostflames resemble torso-sized orbs of flickering blue-green fire. Constantly surrounded by a nimbus of pale greenish light in addition to their own fires, ghostflames occasionally spawn small sub-spheres that orbit incessantly or drift away to investigate the ghostflame's environment. Bitter creatures that loathe the taint of death inside them, ghostflames hunt undead creatures obsessively and may aid any who plan to fight against the walking dead.

Ghostflames attack with goutts of fire extending up to 15' away, or else with a subsphere; regardless of the method used, each attack inflicts 1-8 hit points of damage and sets the target alight on 2-in-6. Against undead creatures—or any who habitually wield necromantic power—a ghostflame's fires inflict double damage.

A ghostflame may also attempt to take over a target, melding with its chosen "mount" in a form of possession. If the target fails a Save vs. Death Ray, the ghostflame takes control of the victim, granting a controllable flame-aura that inflicts 1-4 hit points of damage but forcing a Wisdom check whenever the victim wishes to act independently. A ghostflame may be driven out with the appropriate rituals or clerical magic.

Ghostflames are immune to fire and to non-magical weapons. They may be turned as undead of their Hit Dice.

Giltsnake

Armor Class: 1
 Hit Dice: 1 hit point*
 Move: 150' (50')
 Attacks: 1 bite
 Damage: 0 + poison
 No. Appearing: 1-100
 Save As: F1
 Morale: 6
 Treasure Type: Variable (special)
 Alignment: Lawful
 XP Value: 6

Sometimes the treasure is actually the trap—or it is when it's been infected with giltsnakes.

Two to four inches long, tiny giltsnakes have highly ridged and articulated metallic scales—they may be pale as platinum to dark as copper—that, when the tiny snake coils up, interlock and resemble a metal coin to a fantastic degree. Disturbing a giltsnake while it is coiled will cause it to uncoil and bite instinctively.

The bite from a giltsnake's miniscule mouth does no damage, but instead delivers a contact poison. This poison's effects can vary by strain of snake, but the most common causes 2-12 hit points of damage unless a Save vs. Poison is made.

Glia

Armor Class: 8
 Hit Dice: 1
 Move: 180' (60') (see below)
 Attacks: 1
 Damage: 1-2
 No. Appearing: 1-4 (2-12)
 Save As: Normal Man
 Morale: 6
 Treasure Type: Nil
 Alignment: Neutral
 XP Value: 10

An unexpectedly double-jointed animal the size of a very large rabbit or small dog, a glia resembles a tiny high-rumped antelope with distinctly sciurid traits. Its soft pelt is a buff grey, its tail a thick dense plume longer than the rest of its body; its head, despite its curving horns and long upper tusks, is vaguely squirrel-like and packed with teeth as suitable for gnawing as or grazing. Strangest of all are the long grasping claws a glia bears instead of dewclaws, suitable for climbing trees, and the expansive folds of skin along its flanks that link together its limbs—for if a glia resembles any squirrel at all, it would be a *flying* squirrel. Not surprisingly, glia are a common prey of the abi.

Like most herbivorous animals, a glia prefers to flee than to fight. Capable of running at a respectable pace, a glia is just as likely to launch itself from a height—or bound high in mid-run to glide, startling most predators for those crucial moments needed for escape. If cornered or defending its young, however, a glia will attack with dewclaws and sharp tusks for 1-3 hit points of damage.

Greenfang

Armor Class: 6
 Hit Dice: see below
 Move: Nil
 Attacks: 1 bite
 Damage: see below
 No. Appearing: 1-4
 Save As: F of equivalent Hit Dice
 Morale: 10
 Treasure Type: U
 Alignment: Neutral
 XP value: see below

Greenfangs are a particularly hardy and stubborn form of carnivorous plant. Capable of rooting themselves almost anywhere—even into stone—they normally appear like a large round mass of foliage (something like a giant cabbage) surrounded by ragged dark green leaves.

When potential prey moves within ten feet of a greenfang, the central globe shoots forth on a long flexible stalk, opening up into a maw lined with sharp woody fangs intent on devouring the meal.

<i>Hit Dice</i>	<i>Damage</i>	<i>XP Value</i>
½	1d2	5
1	1d4	10
1+1	1d6	15
2	1d6	20
2+2	1d8	25
3	1d10	35
3+3	2d6	50

Griph

Armor Class: 7
 Hit Dice: 3+3*
 Move: 150' (50')
 Burrow: 90' (30')
 Attacks: 1 bite
 Damage: 1-10
 No. Appearing: 1-2 (2-8)
 Save As: F3
 Morale: 8
 Treasure Type: B
 Alignment: Neutral
 XP Value: 75

Odd creatures of the badlands and dry steppes, griphs stand a hair over two feet at the shoulder; somewhat incongruously they combine compact muscular torsos with relatively long hind legs, shorter and stronger forelegs, and a long flicking tail. With the exception of a “mane” of degenerate feathering from the base of the skull to the tip of the tail, a griph is otherwise covered in a mosaic of rusty-brown scales. All four feet are raptorial, the forefeet broader and the claws too blunt for effective combat; and the head is large and deep, with a hooked beak capable of cracking bone and an extensive bony frill extending from the back of the skull.

Despite being well built for running, griphs are accomplished burrowers; they also are renowned for hoarding gold, oddly enough, and will both dig for it and attack those bearing it.

In combat a griph brings its massive beak to bear, biting for 1-10 hit points of damage. Though it will not normally use its claws to fight, if a griph succeeds in its bite attack with a to hit result of 18-20, it will maintain its bite in the next round and begin to pummel its opponent with its claws, inflicting 2-8 hit points of damage as well as its bite damage.

Guileu

Armor Class: 6
 Hit Dice: 2+3*
 Move: 90' (30')
 Swim: 120' (40')
 Climb: 90' (30')
 Attacks: 1 spit
 Damage: 1-6 + poison
 No. Appearing: 2-12
 Save As: M3
 Morale: 9
 Treasure Type: L
 Alignment: Neutral
 XP Value: 35

Slow of motion and placid of nature, guileu are frog-shaped creatures of perfectly clear water; long-limbed like a tree frog, a guileu has eyes like transparent black pearls and, when, motionless, is betrayed only by the ripple of light on its "skin". Guileu are inoffensive creatures, preferring to gather bits of wisdom and pearls and occasionally lurk amongst mortal creatures to dispense healing in return for reverence.

Guileu do not like combat and avoid it whenever possible, preferring to negotiate or retreat from the field of battle. If violence appears to be inevitable, a guileu will climb the nearest vantage-point and spit toxic waters at its antagonists; this "bolt" has a range of 50' and inflicts 1-6 hit points of damage, plus and additional 2-8 hit points and 1 point of Constitution (recoverable with a day of rest) if a Save vs. Poison is failed. A guileu may choose to concentrate all of its toxin for a day's span to make a single bolt that kills the victim outright if the save is failed, but may then create no further bolts for 24 hours. Due to their shimmering transparency, all to-hit rolls take a -4 penalty against a guileu.

Guileu may cure poisoning and disease at will, using the fluids of their own bodies. They take double damage from wind and fire, but no damage from water, earth or acid; submerged in a body of water, they regenerate 3 hit points per round.

H

Heartbriar

Armor Class: 5
 Hit Dice: 4*
 Move: 120' (40')
 Attacks: 2
 Damage: 1-8 / 1-8
 No. Appearing: 1-2
 Save As: F4
 Morale: 10
 Treasure Type: Nil
 Alignment: Neutral
 XP Value: 125

Looking superficially like a crude—or oddly baroque—rosewood golem, a heartbriar is a creature of tangled, thorn-laced fibrous vines and chunks of flexible wood of a distinctly rose-rust color. Roughly human in size and shape, a heartbriar is rooted in place during the cold seasons or in similar conditions inside a dungeon but otherwise roams freely in search of warm-blooded prey.

In combat a heartbriar attacks with its "fists" or with free-swinging coils of briar, inflicting 1-8 hit points of damage per strike. Each attack sinks thorned tendrils into the victim, draining 1-6 hit points via blood loss per round until the tendrils are severed or the victim is otherwise removed. The more blood absorbed, the deeper a tinge of bloody crimson colors the heartbriar.

If a human or similar sapient creature is killed by blood drain the heartbriar releases the corpse, its woody core taking on a more defined humanoid shape as the plant stiffens and roots itself. Within 1-4 hours the wood crumbles and flakes away and the briars wither, releasing a new-formed "briar-born" with no prior memory. The briar-born resembles a human with hair of rose-rust (rarely other shades) and deep green eyes tinged with blood red.

Heqren

Armor Class: 8
 Hit Dice: 1/2***
 Move: 270' (90')
 Attacks: 1
 Damage: 1 + special
 No. Appearing: 2-20 (50-50)
 Save As: M2
 Morale: 10
 Treasure Type: Nil
 Alignment: Neutral
 XP Value: 8

Gelatinous and almost transparent, heqren resemble small flying manta rays. Measuring little more than a foot across the breadth of their wings, they are strange little creatures seemingly composed entirely of stiff opalescent jelly. To the average individual a heqren is little threat, and a flight troublesome but avoidable—but to a spellcaster, or any who make use of magic, the jelly mantas are a miserable bane.

Heqren attack by colliding with a target. This attack inflicts a single hit point of damage; however, this is not the major source of “damage”. A heqren will drain magic from the victim’s possession with every successful attack: a charged magical item loses a charge, temporary items are drained altogether, a permanent item becomes nullified for one hour, or spellcasters lose one memorized spell. If multiple options present themselves in a single target, heqren prioritize in the above order.

If a heqren absorbs magic a number of times equal to its hit points, it promptly fissions into two identical heqren. Heqren are effectively immune to magic. They take double damage from fire.

Hejari (Air Spirit)

Armor Class: 5
 Hit Dice: 6+3****
 Move: 180' (60')
 Fly: 210' (70')
 Attacks: 2 claws or by weapon
 Damage: 1-8 / 1-8 or by weapon +1
 No. Appearing: 1 (1-2)
 Save As: F6
 Morale: 9
 Treasure Type: O
 Alignment: Neutral
 XP Value: 1550

Warrior-scholars of the Courts of Air, hejari are lean humanoids with strong, taloned feet and bestial legs, and the heads of fey, white-coated gazelles. From their pale shoulders sprout “wings” of ever-shifting white mist; their talons are tinted sapphire, and their blue-gold eyes shine like lightning. Their manes vary in shades of pale gold, soft grey and platinum, and their long spiralling horns are the pale translucent white-gold of a lightning strike. Contemplative creatures, hejari refrain from throwing themselves into combat unless absolutely necessary and prefer instead to broker pacts that serve themselves and their Court.

When combat is inevitable, hejari attack with slashing kicks of their talons, inflicting 1-8 hit points of damage per successful strike, or else with weaponry, preferring javelins and bows. Far more commonly the hejari will use its *mistcage* to entrap 1-4 targets in lacy constructs of misty force. These mistcages may be created every three rounds and exist until dismissed by the hejari or the entrapped victim makes a successful Strength check at a -6 penalty; for every round trapped in the cage, a victim takes 1-2 hit points of damage, temporarily loses a point of Dexterity, or receives no impairment as the hejari wills.

Hejari have the spellcasting ability of 5th-level magic users. A magical weapon is required to harm them, and they regenerate 2 hit points per round when in contact with active winds or lightning.

Hetera

Armor Class:	7
Hit Dice:	1+4*
Move:	180' (60')
Attacks:	1 tail-lash or 2 claws + 1 bite
Damage:	1-4 + paralysis or 1-3 / 1-3 / 1-4
No. Appearing:	2-8 (3-18)
Saves:	Normal Man
Morale:	7
Treasure:	Nil
Alignment:	Neutral
XP Value:	19

Hetera are unusual animals the size of turkeys; long of hind limb with spreading claws, their forelimbs are considerably shorter and end in paws suitable for running or grasping, with a wickedly curved talon on a powerful "thumb". With compact bodies, a long slender tail, curved neck and compactly-muzzled head armed with a small beak and four fang-like tusks, hetera are well-armed for being such small beasts. A hetera's hide is covered in soft mink-brown downy fuzz, while its four feet are scaled like a bird's—and its tail bears a crest of long, poisonous quills running down the final quarter of its length.

Though normally herbivorous, hetera will scavenge or pick up small animals when given the chance. In combat a hetera will lash out with its quilled tail for 1-4 hit points of damage; those wounded by the quills must Save vs. Poison or be paralyzed for 1-6 turns. If its poison fails, and the hetera feels cornered or is in a large flock, it will begin to attack with thumb-claws and bite for 1-3 and 1-4 hit points of damage respectively until capable of fleeing. If enough adversaries are felled by poison, hetera will begin to scissor out flesh with their beaks and fangs.

Hidden One

Armor Class:	6
Hit Dice:	1+1
Move:	180' (60')
Digging:	90' (30')
Attacks:	2 claws or 1 weapon
Damage:	1-4 / 1-4 or weapon
No. Appearing:	3-12 (4-40)
Save As:	F2
Morale:	8 (10)
Treasure Type:	D
Alignment:	Chaotic
XP Value:	15

Hunched and thin, hidden ones are subterranean, nocturnal humanoids perpetually concealed by layered wrappings of ragged cloth and leather. Their faces are masked, and no flesh is exposed save for their long, metal-dense claws. Hidden ones fight with their claws in combat, or else use stolen weapons that are often poisoned.

For every ten hidden ones in a pack, there is one 2+2 hit dice sub-chief, and a tribe is lead by a shaman of 4 hit dice who has the spell-casting ability of a 3rd-level cleric. As long as the leader of any pack or tribe of hidden ones is alive, the morale of the whole is 10 instead of 8.

Should the wrappings be stripped from a hidden one, it will be discovered that roughly half are emaciated and bestial, half stunningly beautiful.

I

Iaret (Cobra Lord)

Armor Class: 5
 Hit Dice: 4+6**
 Move: 150' (50')
 Climbing 90' (30')
 Attacks: 1 spit or by weapon
 Damage: 2-8 + poison or by weapon
 No. Appearing: 1-4 (2-12)
 Save As: F6
 Morale: 10
 Treasure Type: A
 Alignment: Any
 XP Value: 275

5th-level magic-user and the ability to assume the full form of a scintillating giant cobra with a bite attack of 3-12 hit points damage (plus venom) and a breath weapon of caustic, clinging acid available three times daily, with the range of a 5x15x60' cone and inflicting 6-48 hit points of damage.

The iaret, or "Cobra Lords", are an ancient race of shapechangers continually fascinated by nobility and secrets, both their own and those of the "young" kingdoms. In their natural shape iaret—from the waist up—resemble lithe and lean-muscled humans, though they are fanged, their amber eyes possess a faint inhuman gleam, and their coppery flesh occasionally shows a patch of tiny, jewel-like scales that are marked off by elaborate curling tattoos. From the waist down, however, an iaret has the body of a massive cobra, cloaked in brilliantly colored shining scales and measuring as much as twenty feet in length. Whether concealing their nature or not, iaret are found scattered throughout the world as sages, duelists, merchant-princes, and rulers of the shadow cultures. Many human sages believe there to be a blood link between the iaret and the kurath, but the Cobra Lords refuse to comment.

In combat an iaret fights with a weapon—the Cobra Lords prefer ornate polearms, gracefully curved swords and small but powerful bows of ivory and horn—or by spitting venom. When spitting an iaret may attack up to a range of 40', the venom inflicting 2-8 hit points of damage and causing death if a Save vs. Poison is failed. An iaret may *charm* snakes of all kinds at will.

At will, an iaret may take on a fully human shape or dissociate themselves into 4-16 cobras—all of which share the iaret's self. Even if only a single cobra survives, that snake may begin to devour other serpents until it has consumed twice the iaret's Hit Dice; it has then absorbed enough to regain its proper shape and identity. Fully half of the iaret population may also shift their physical sex as a matter of shapechanging.

For every four iaret there is found a prince of 7 HD; a House of iaret is led by an Empress or Emperor of 10 HD, with the spellcasting of a

Ivory Scarab

Armor Class: 4
 Hit Dice: 1*
 Move: 90' (30')
 Burrow: 60' (20')
 Attacks: 1 bite
 Damage: 1-3
 No. Appearing: 6-18
 Save As: F2
 Morale: 8
 Treasure Type: Nil
 Alignment: Neutral
 XP value: 13

These six-inch beetles travel in small swarms and are notable for their bone- or ivory-colored carapaces, stout clawed legs, and strong mandibles surrounding an awl-like proboscis.

Once an ivory scarab makes a successful attack, it attaches to its victim and plunges its proboscis into the victim's flesh, draining 1 hp per round until dead or removed (requiring a successful Strength check). Every two rounds an ivory scarab remains attached, the mild venom in its bite dulls the victim's reactions and inflicts a -1 penalty to all rolls.

J

Jekti

Armor Class: 5
 Hit Dice: 1-1
 Move: 6' (2')
 Climb: 6' (2')
 Attacks: 1 spit
 Damage: 1-4
 No. Appearing: 4-40
 Save As: Normal Man
 Morale: 12
 Treasure Type: Special
 Alignment: Neutral
 XP Value: 6

Commonly called cave clams and dungeon oysters, jekti have slippery grey-green bodies and a row of beady red eyes encased in thick, ruffly bivalved shells the size of an ogre's head. On rare occasions a jekti may be seen slowly migrating along nearly any stony surface found in a cavern—or dungeon—but the cave clams are most commonly found clustered in colonies on walls, choking off passageways, and generally being a nuisance. Some dungeon inhabitants cultivate the clams for that very purpose.

If approached, and especially if disturbed, a jekti will gape its shell and spit a hissing stream of orange-yellow acid at the interloper, inflicting 1-4 hit points of damage with a range of 10'. The acid will inflict a further hit point of damage the following round, then go inert.

The bitter, caustic flesh of a jekti is not considered palatable by humans or most demihumans, but goblinoids of all stripes consider cave clams a prized treat. The mollusks collect no treasure per se; however, each jekti has a 15% chance to carry an amber-tinted "acid pearl" within its slippery mantle.

Jelly, Air

Armor Class: 8
 Hit Dice: 1**
 Move: 150' (50')
 Attacks: 1
 Damage: 2-5 + special
 No. Appearing: 4-24
 Save As: F1
 Morale: 12
 Treasure Type: Nil
 Alignment: Neutral
 XP Value: 16

Air jellies are virtually invisible, transparent amoeboid creatures that appear to be quivering shapes of colorless, gelatinous clouds or froth. Smaller than most jellies, they are also faster and cluster together in greater numbers.

An air jelly inflicts 2-5 hit points of damage per attack; and, for every successful attack, a Save vs. Paralysis must be made by the target or the jelly siphons away one point of Wisdom. Lost Wisdom is regained after twelve hours of rest. Metal in contact with an air jelly will corrode into nothingness in 1-4 rounds. Air jellies may only be harmed by fire or physical weaponry. Cold damage will heal them, and lightning or magic missiles cause them to fission into 1-3 1/2HD jellies.

Jelly, Amber

Armor Class: 8
 Hit Dice: 1*
 Move: 120' (40')
 Climb 90' (30')
 Attacks: 1
 Damage: 1-4
 No. Appearing: 1-12
 Save As: F1
 Morale: 12
 Treasure Type: Nil
 Alignment: Neutral
 XP Value: 13

Amber jellies are glistening, transparent amoebae of a densely gelatinous and vaguely ovoid nature, most notable for their deeply golden-yellow coloration (hence the name). Often found in small swarms, amber jellies are occasionally annoying populous in dungeons; other monsters sometimes use them as makeshift "snares".

In combat an amber jelly strikes with a pseudopod or simply collides with a target, inflicting 1-4 hit points of damage and spraying a gout of thick, sticky amber mucilage. If a Save vs. Paralysis is failed, the victim is slowed by the hampering mucilage and moves at only half-speed for an hour; the effects are cumulative. Amber jelly mucilage may be dissolved by alcohol.

Amber jellies are immune to cold. Fire damage prompts an immediate fissioning into two jellies, each with 1 HD but half hit points.

Jelly, Dark

Armor Class: 8
 Hit Dice: 4**
 Move: 60' (20')
 Attacks: 1
 Damage: 2-12 + special
 No. Appearing: 2-8
 Save As: F3
 Morale: 12
 Treasure Type: Nil
 Alignment: Chaotic
 XP Value: 175

A glistening purplish-black gelatinous mass the size of a large man's torso, a dark jelly is a huge amoeboid that is harmed only by fire and blessed attacks such as holy water. Cold, lightning, or physical attacks will cause a dark jelly to fission into 1-5 smaller 2 Hit Dice jellies.

A dark jelly causes 2-12 points of damage to flesh when it attacks as it draws blood via a hideous form of osmosis. Its touch destroys organic materials in one round; when a dark jelly attacks, a successful hit will drain a point of Constitution in addition to its normal damage. Lost Constitution returns after a day of rest.

Jelly, Earth

Armor Class: 4
 Hit Dice: 3+2**
 Move: 60' (20')
 Attacks: 1
 Damage: 2-16 + special
 No. Appearing: 1-3
 Save As: F3
 Morale: 12
 Treasure Type: Nil
 Alignment: Neutral
 XP Value: 100

This giant, sluggish amoeba blends in against soil and stone (making it effectively invisible) and will absorb any organic or metallic objects it can engulf within its grainy gelatinous mass. When not camouflaged against soil or stone an earth jelly is a translucent greenish-brown.

An earth jelly inflicts 2-16 hit points of damage per attack; and, for every successful attack, a Save vs. Poison must be made by the target or the jelly siphons away one hit point permanently. Metal in contact with an earth jelly will be dissolved and absorbed, including non-enchanted weaponry; organic objects are dissolved after being engulfed for 1-3 rounds. Earth jellies may only be harmed by electricity, spells and enchanted weaponry. Cold damage will heal them, and fire causes them to fission into 1-3 2HD jellies.

Jelly, Fire

Armor Class: 8
 Hit Dice: 1*
 Move: 40' (20')
 Attacks: 1
 Damage: 1-4
 No. Appearing: 3-18
 Save As: F1
 Morale: 12
 Treasure Type: Nil
 Alignment: Neutral
 XP value: 13

A translucent, red-orange amoeba, a fire jelly is roughly the size of a human head. It attacks by engulfing or extending a pseudopod, and its fiery touch causes 1-4hp of damage and will set organic materials on fire on contact. A fire jelly crawling on metal objects will cause them to melt within 1-6 rounds.

A fire jelly takes double damage from cold, and no damage from piercing weapons; bludgeoning weapons deal half damage. Fire attacks will cause it to divide into two 1/2 Hit Die monsters.

Jelly, Golden

Armor Class: 8
 Hit Dice: 1-1
 Move: 150' (50')
 Attacks: 1
 Damage: 1-6
 No. Appearing: 1-3
 Save As: C1
 Morale: 12
 Treasure Type: Nil
 Alignment: Neutral
 XP Value: 5

Strange little creatures even for jellykind, golden jellies are semi-fluid masses of glistening, translucent metallic gold roughly a foot and a half in diameter. Though dangerous, like any jelly, golden jellies do have their usefulness and many tribes of kobolds and goblins have made use of their properties.

In combat, a golden jelly attacks with a pseudopod for 1-6 hit points of damage. If it successfully attacks a target twice, it has adhered and attempts to liquefy and ooze into available orifices or even through the skin; if a Save vs. Poison is failed, the jelly absorbs into the target within 1-3 rounds. This process may be halted by apply the jelly's hit points in cold damage.

Once so absorbed, the golden jelly merges into the "host" and bestows a +1 bonus to saving throws and +1 to Armor Class in return for inflicting 1-2 hit points of damage daily. Killing the host frees the jelly, which will immediately attack the nearest likely target.

Golden jellies take double damage from cold-based attacks. Flame will cause them to fission into two jellies, each with half the hit points of the "parent"; such minor jellies cannot provide benefits to a host.

Jelly, Shining

Armor Class: 8
 Hit Dice: 4**
 Move: 60' (20')
 Attacks: 1
 Damage: 2-16 + special
 No. Appearing: 1-6
 Save As: F3
 Morale: 12
 Treasure Type: Nil
 Alignment: Chaotic
 XP Value: 175

A strange gelatinous creature—essentially a dense, sluggish amoeba the size of a large man's torso or even greater—a shining jelly is a translucent golden amber in color, iridescent like an opal or an oil slick. In darkness, a shining jelly glows softly.

A shining jelly causes 2-16 hit points of damage per attack, searing the moisture from all living tissue, and will drain 1-4 points of Dexterity which is regained with twelve hours rest. It is immune to all magic save for cold; casting any other spell on a shining jelly will cause it to flash with brilliant light, forcing a Save vs. Spells or be blinded. Fire will heal a shining jelly, whereas lightning attacks will fission one into 1-4 2HD jellies. Its touch destroys organic materials such as leather in one round.

Jelly, Verdant

Armor Class: 8
 Hit Dice: 2
 Move: 90' (30') / none
 Attacks: 1
 Damage: 1-6
 No. Appearing: 1 (special)
 Save As: F2
 Morale: 12
 Treasure Type: Nil
 Alignment: Chaotic
 XP Value: 20

Seeping amoeboid masses of deep emerald green protoplasm tinted with gold, verdant jellies are the bane of dungeons and wilderness terrain alike. This reputation is less for any especial fearsomeness as for the jelly's unique metamorphosis—once it has absorbed enough nutrients it transforms into a lush climbing or trailing vine, eventually studded with enticing mottled green "melons", all of which contain a tiny jelly-spawn.

In combat a verdant jelly strikes for 1-6 hit points of damage. The jelly also secretes a clinging, corrosive fluid that causes an additional 1-4 hit points of damage the following round as flesh dissolves and liquifies. Verdant jellies are immune to acid and cold, but take double damage from fire. A verdant jelly vine has no attacks, but bears 2-20 melons—all of which can and will split to release a 1/2 Hit Dice jelly that otherwise attacks like the parent.

It is not advisable to attempt to consume a melon.

Jelly, Water

Armor Class: 8
 Hit Dice: 2**
 Move: 60' (20')
 Swim 90' (30')
 Attacks: 1 bash or engulf
 Damage: 2-8
 No. Appearing: 1-6
 Save As: F2
 Morale: 12
 Treasure Type: Nil
 Alignment: Neutral
 XP value: 30

A translucent, blue-green amoeba, a water jelly is completely transparent in water and almost impossible to see, as if invisible. It attacks by engulfing or extending a pseudopod, and its acidic touch causes 2-8hp of damage and will eat through organic material.

A water jelly takes double damage from fire, and no damage from bludgeoning or piercing weapons. Electrical attacks will cause it to divide into two 1 Hit Die monsters.

K

K'kithil

Armor Class: 4
 Hit Dice: 1-1
 Move: 90' (30')
 Climb: 90' (30')
 Burrow: 90' (30')
 Attacks: 2 liv or 1 bite
 Damage: 1-3 / 1-3 or 2-5
 No. Appearing: 2-12 (20-200)
 Save As: Normal Man
 Morale: 9 (12)
 Treasure Type: F
 Alignment: Neutral
 XP Value: 5

Sapient, industrious scarabs some two feet long, k'kithil congregate in massive labyrinthine burrows and dense scalloped towers, building up and filling in space with an orange-gold, translucent resin. Their tools are likewise fashioned of resin, nearly as hard as steel and half the weight. K'kithil chitin is white and black and set off with copper markings that match their eyes; their mandibles are ornately shaped and serrated, and their foremost pair of legs are capable of manipulating objects—which may be carried concealed beneath their wingcases.

In combat k'kithil bite if pressed, inflicting 2-5 hit points of damage, or rear back on their hind two pairs of legs to allow the throwing of two *liv*, narrow resin blades, as far as 15' for 1-3 hit points of damage each.

For every ten k'kithil there is one warrior of 1+3 Hit Dice. Warriors attack as 2 Hit Die monsters and inflict 2-8 hit points of damage with their sharpened mandibles. A colony of k'kithil is led by 2-8 fertile Lords and Ladies, who possess 2+2 Hit Dice, an Armor Class of 2, and brilliant jewel-colored markings. K'kithil fighting to defend their Lords and Ladies possess a morale of 12 rather than 9.

Kaashrath (Fire Spirit)

Armor Class: 3
 Hit Dice: 7+7***
 Move: 240' (80')
 Attacks: 2 claws + one bite or gore,
 or special
 Damage: 2-8 / 2-8 + 2-16 or 3-18,
 or special
 No. Appearing: 1 (1-2)
 Save As: F7
 Morale: 11
 Treasure Type: U
 Alignment: Neutral
 XP Value: 1900

A massive creature whose shape melds tiger and bear with some faintly humanoid hints, a kaashrath is one of the greater spirits of the Courts of Fire. Beneath its garnet and black pelt is flesh of solid flame; a crest of brilliant fire runs from between its four massive, curved obsidian horns to the tip of its long, muscular tail and ends in a fan of cascading flames. Its claws and fangs are embers as dense and sharp as steel, and its eyes are icy blue orbs of fire. The eldest of kaashrath grow obsidian spikes from their shoulders as well, tongues of pale flame flicking between them like wingsails. Long dewclaws on the forepaws allow for grasping, and should a kaashrath rear onto its hind legs it would stand over 12' tall. Despite their ferocity kaashrath are sapient beings, and may on occasion be reasoned with.

Kaashrath attack with their burning claws, inflicting 2-8 hit points of damage per successful attack. Depending on mood they may also either bite for 2-16 hit points of damage, or gore and slash with their horns for 3-18 hit points of damage. Any victims successfully struck must Save vs. Spell or catch on fire. Given enough space a kaashrath will charge (or hug) an opponent, inflicting twice its gore attack (or 1-10 hit points per round) in damage. Twice a day a kaashrath may envelop an area around themselves, up to 30' in radius, in a haze of smoke and burning motes; it may choose to have this haze cause *sleep* as per the spell, or scorch all within for 2-12 hit points of damage.

A magical weapon is required to successfully attack a kaashrath. It will regenerate 3 hit points per round when in contact with flames or extreme heat of any kind.

Kekir

Armor Class: 2
 Hit Dice: 2**
 Move: 120' (40')
 Climb: 120' (40')
 Swim: 120' (40')
 Attacks: 2
 Damage: 1-6 / 1-6
 No. Appearing: 2-20
 Save As: F3
 Morale: 8
 Treasure Type: D
 Alignment: Chaotic
 XP Value: 30

Slick-fleshed and pallid—even while oozing and drooling brackish “blood”—kekir are spindly-limbs and blank-gazed creatures. Though they may resemble weed-choked, dark-haired humans, no human possesses the blank corpse-white eyes of a kekir—and no true human is little more than clinging, syrupy black fluid bound into shape under a film of skin. Kekir may dissolve their bodies at will into living ropy puddles of inky fluid that seep through any unprotected crack.

Whether attacking with spindly claws or lashing liquid whips, a kekir strikes twice, inflicting 1-6 hit points of damage with each strike. If both attacks hit a single target the kekir will try to ooze into the victim's breathing passages, causing death by drowning in four rounds unless a Save vs. Death is made and the kekir forced out. A *light* spell cast on the victim will allow another saving throw.

Weapons of all kinds, enchanted or no, pass through a kekir's fluid body, inflicting only half damage.

Khanabit (Iron Judge)*

Armor Class: 0
 Hit Dice: 5***
 Move: 120' (40')
 Attacks: 2
 Damage: 1d8 / 1d8
 No. Appearing: 1
 Save As: C6
 Morale: 12
 Treasure Type: Nil
 Alignment: Lawful
 XPV Value: 550

Grim and forbidding creatures, the khanabit (or Iron Judges) appear without warning as if drawn from the very aether. Despite rumors of a land— or other plane of existence—where the khanabit are said to live as any civilized race, the Iron Judges are known only as solitary entities of binding fate. Imposingly tall humanoids, khanabit appear like humans chiseled from shining black metal of unnatural suppleness, despite their sharp planes; all lean limbs and high hollow cheeks, they look almost as if their metallic flesh was drawn tightly over sharp bone. Their eyes are featureless slits of blue-black energies, and their hair resembles infinitely fine spun wire or liquid metal. Khanabit dress in heavy robes of icy white or purest black.

If actual combat is required, a khanabit lengthens its fingers into long metal talons and attacks, inflicting 1-8 hit points of damage with each claw. It may also bind with myriad hair-fine wires, pinning a victim in place—though still able to act—if a Save vs. Spell is failed. The victim is granted another save each subsequent round. When first encountered, a khanabit may elect to invoke fate's terror: those who fail a Save vs. Charm must flee the creature. A successful save still results in a -1 penalty to all actions for four rounds.

The khanabit's preferred method of dealing with others is the black iron pledge. When invoked, a blackened iron brand appears on the subject's body (Save vs. Spell negates, at a -2 penalty) and the khanabit may set the recipient to any one task, behavior or similar restriction. Failing to uphold the pledge results in the individual being struck with the iron sickness, having a -6 penalty to all die rolls until the pledge is made good once again.

Khanabit are immune to non-magical weapons as well as to fire and fire-based magic.

Kharui

Armor Class: 4
 Hit Dice: 5*
 Move: 150' (50')
 Attacks: (2 claws +) 4 tentacles
 Damage: (1-6 / 1-6 +)
 1-8 / 1-8 / 1-8 / 1-8 + special
 No. Appearing: 1 (1-4)
 Save As: F5
 Morale: 9
 Treasure Type: B
 Alignment: Chaotic
 XP Value: 300

Quadrupedal, reptilian predators, kharui have long, low builds like that of a hunting cat, whip-like tails and long necks. Their heads are adorned with low crests of hornlets and a long, curved and surprisingly delicate ivory beak, their bodies covered with fine golden-green scales—but their most distinctive feature would be the four long, thin tentacles that sprout from their shoulders. Each tentacle is tipped with a wickedly curved, crystalline talon, hollow like a syringe.

In combat a kharui will use its claws if pressed or overwhelmed, inflicting 1-6 hit points of damage. However, its primary weapons—and primary source of sustenance—are its claw-tipped tentacles, each one of which strikes for 1-8 hit points of damage. If a tentacle causes more than 4 hit points of damage with a single strike the claw has imbedded and remains attached, draining blood and causing the victim to lose 1 point of Constitution every two rounds. Tentacles can be severed, which ends the blood drain, and lost Constitution can be regained with a day of rest per point lost.

Khetirr

Armor Class: 5
 Hit Dice: 1+3*
 Move: 150' (50')
 Attacks: 1 bite
 Damage: 1-8 + flames
 No. Appearing: 1-8 (1-12)
 Save As: F1
 Morale: 9
 Treasure Type: Nil
 Alignment: Neutral
 XP Value: 19

The khetirr is an elemental-touched variant of the giant ferret. Its pelt varies from sooty black to the color of burnt cream, and the creature can envelop itself at will in an aura of crackling flames. The khetirr is more foul-tempered than the average ferret and will attack any creature that disturbs it or its lair; if successfully trained as a kit, it makes for an unusual guard animal.

In combat the khetirr bites for 1-8 hit points of damage. When its flame aura is active, its bite attack inflicts an extra 1-4 hit points of damage; likewise, any successful attack with a melee weapon causes 1-4 hit points of damage from the flames as the attacker gets scorched in the process. If especially riled the khetirr may lock its jaws upon a successful bite, inflicting 1-3 hit points of damage automatically per round but causing its Armor Class to worsen to 7.

Ki'da*

Armor Class: 6
 Hit Dice: 6+2**
 Move: 150' (50') / 180' (60')
 Attacks: 2 claws or 2 claws + 1 bite
 Damage: 1-6 / 1-6 or
 1-8 / 1-8 / 1-10
 No. Appearing: 1-4
 Save As: F7
 Morale: 10
 Treasure Type: F
 Alignment: Neutral
 XP Value: 950

Lean yet muscular, a ki'da could almost pass as mortal; they look essentially human, with dark coppery flesh, white hair and eyes the color of blue fire. A closer inspection, however, reveals the telling details: their hair flickers like flames, their ears resemble those of a great cat, and their hands bear ember-like talons—and are often wreathed in scarlet flames. Short-tempered and territorial, ki'da desire to spread the influence of fire and are often in direct conflict with the icy aeshna. they disdain keeping "lesser" elemental creatures as the aeshna do, considering it a sign of weakness. Ki'da dress in the dark-scaled leather of fire-resistant beasts and fabrics woven of miniscule links of black iron.

If not feeling pressed a ki'da attacks with fiery claws, inflicting 1-6 hit points of damage per strike. Greater threats prompt a ki'da to shift forms into a feline predator of crimson fires, lashing out with paws and fangs for 1-8 and 1-10 hit points of damage respectively.

In beast form a ki'da may only be harmed by spells and the magical pluses of enchanted weapons; in both shapes, a ki'da is immune to non-magical weapons and to attacks based on fire and wind. A few ki'da cast spells as magic-users of half their Hit Dice.

Kiknai (Frost Swan)

Armor Class: 7
 Hit Dice: 2+2
 Move: 120' (40')
 Fly: 180' (60')
 Attacks: 2 wings or by weapon
 Damage: 1-6 / 1-6 or by weapon
 No. Appearing: 1-3
 Save As: F3
 Morale: 9
 Treasure Type: M
 Alignment: Any
 XP Value: 35

The kiknai—commonly referred to as “frost swans” or “snow swans”—are large swan-like birds with faintly sparkling, pure white plumage, silver-grey feet and bills, and brilliant blue eyes. Native to the frozen lands, the odd kiknai may put in an appearance in warmer climes, whether as a migrant, a noble’s garden ornament, or simple curiosity—as the snow swans are as intelligent as any human, and may take a human shape.

In combat a kiknai will fight with whatever weapons come to hand if it wears a human form, but prefers combat in its native shape. As an avian a kiknai batters with its great wings, inflicting 1-6 hit points of damage with each strike. Every three rounds a snow swan may create a frostwave with its wings, a freezing cone of air measuring 20' long and 10' wide at its end that inflicts 4-16 hit points of damage.

In human shape a kiknai usually but not always has hair of white or silver; their eyes are always brilliant blue, however, and a coolness seems to follow them. In either shape they are immune to all forms of cold.

Killer Book

Armor Class: 5 (2)
 Hit Dice: 2+5
 Move: 0
 Attacks: 1
 Damage: 2-8 + special
 No. Appearing: 1
 Save As: M4
 Morale: 12
 Treasure Type: O
 Alignment: Neutral
 XP Value: 25

A special sort of creation, half construct and half trap, a killer book is a bane to magic-users and Thieves who aren't wary enough when confronted by an apparently easy prize. Usually prominently displayed—open on a podium or pedestal, perhaps—a killer book resembles a large, ornate spellbook with its pages open to some tempting magical notation.

Should anyone not keyed to the book attempt to move it or turn its pages the book animates and lunges, clamping onto the miscreant with teeth of magical force that cause 2-8 hit points of damage. It will hang on and continue to inflict 2 points of damage per round until destroyed.

Some killer books are bound in metal, resulting in an Armor Class of 2 instead of 5.

Korrsakh

Armor Class: 5
 Hit Dice: 3+5***
 Move: 180' (60')
 Attacks: 2 claws + one bite
 Damage: 1-6 / 1-6 / 1-8 + poison
 No. Appearing: 1-4 (2-20)
 Save As: F5
 Morale: 11
 Treasure Type: Nil
 Alignment: Chaotic
 XP Value: 125

Magnificently horrible beasts, korrsakh could only be mistaken for horses in very bad light. Their coal-black coats, thick and rough, are scattered with keels of dense scales of onyx and, rarely, a reptilian greenish-gold that matches their eyes; their manes are long and tangled, shot through with spines, and their tails long and serpentine. A korrsakh's predatory muzzle is packed with rending teeth, and its muscular body and strong legs end with compact, tearing claws and long curved dewclaws instead of a horse's hooves. Korrsakh are terrors; and yet there are abiding rumors that the eastern gnoll tribes have succeeded in breaking korrsakh to the bit.

A korrsakh lunges into combat, lashing out with foreclaws and fangs and inflicting 1-6 and 1-8 hit points of damage respectively. Its bite is venomous and laced with septic bacteria, causing three times the normal bite damage plus five rounds of debilitating nausea if a Save vs. Poison is failed. Three times a day it may evoke *darkness* (as the magic-user spell), in which it may act without penalty.

Korrsakh take half damage from all weapons save for those forged of silver or cold iron.

K'sshri (Nightmist)

Armor Class: 4
 Hit Dice: 2+4**
 Move: Fly: 120' (40')
 Attacks: 3
 Damage: 1-6 / 1-6 / 1-6
 No. Appearing: 2-8
 Save As: F3
 Morale: 9
 Treasure Type: Special
 Alignment: Chaotic
 XP Value: 45

Strange and inexplicable, k'sshri resemble nothing so much as coiling, twisting clouds of dense pearly-grey mists almost thick enough to touch. Tendrils of mist may uncurl to dissipate over or otherwise explore the nightmist's environment, then withdraw back into the main mass for the digestion of the information gained; pale grey-white motes of light occasionally flicker through a k'sshri, for some unfathomable reason. They do not explain their actions; they feel no need to.

Nightmists attack suddenly and without warning. Long needle-sharp lances of a jet-black, vaguely crystalline substance condense within the k'sshri's mists before flying towards a victim or victims, piercing for 1-6 hit points of damage each; each such attack has an effective range of 60'. The k'sshri will attempt to reabsorb these lances, given the chance, and feed from the emotional shock and pain of the wounds caused by them.

A k'sshri has a 1-in-6 chance of attacking with a colorless lance; if this attack succeeds, the lance breaks off in the victim's body, implanting an embryonic nightmist which will kill the victim within 2-8 days if not somehow removed. If the removal is successful the embryo—which resembles a curled-up tadpole of black pearl the size of one's thumb—is valued at 2-800gp.

Silver weapons are required to harm a nightmist.

Kurath

Armor Class: 8
 Hit Dice: 1+3*
 Move: 120' (40')
 Attacks: 1 weapon or spit
 Damage: As weapon or 1-3 + poison
 No. Appearing: 1-6 (6-24)
 Save As: F2
 Morale: 8
 Treasure Type: F
 Alignment: Any
 XP Value: 19

Humanoids with coppery skin (occasionally with a faintly golden or even pearly sheen) and dark hair, kurath bear some faint resemblance to iaret and are speculated by sages to be the descendants of iaret-human breeding. More telling are their slightly inhuman features, their clawlike nails, and the scattered patches of fine scales in jewel-like colors. Most kurath have blue or amber eyes, and a rare few individuals—usually spellcasters—have silver hair. Though there are rumors of a kurath kingdom in the southern forests, the clans known to humanity are nomadic and small in population, bringing rare alchemies and exotic substances to human lands.

In combat a kurath will normally attack with a weapon, preferring short swords and javelins. If pressed—or wishing to startle—a kurath will spit venom at a target to a range of 10'; this venom inflicts 1-3 hit points of damage and stuns for one round if a Save vs. Poison is failed. Kurath venom is more commonly used as a “lacquer” on their creations.

Each kurath clan is led by a matriarch or patriarch of 2 HD who possesses the fighting ability of a 3 HD monster and 2nd-level magic-user spellcasting ability. For every six kurath there is an individual with the ability to cast a single 1st-level spell per day.

L

Ladanna

Armor Class: 6
 Hit Dice: 2+5
 Move: 150' (50')
 Attacks: 1 bite or 1 gore, + 2 hooves
 Damage: 1-6 or 1-8 + 1-4 / 1-4
 No. Appearing: 2-8
 Save As: F2
 Morale: 9
 Treasure Type: Nil
 Alignment: Chaotic
 XP Value: 25

Ladanna have the basic appearance of deer: the same size, body shape and speed. However, complementing their rusty-tan pelt a ladanna's upper body, from muzzle to tail, is cloaked in articulated blue-green scales. Ladanna have scythe-like horns instead of antlers, and a pair of tusk-like fangs jut from their muzzles. Carnivorous and savage, ladanna both attack mundane deer and breed freely with them; the offspring resemble normal deer but possess the ladanna's fangs and taste for blood.

In combat a ladanna strikes with its dewclaw-armed fore hooves, inflicting 1-4 hit points of damage each. Against weaker or impaired targets a ladanna will also gore for 1-8 hit points of damage; others are bitten first, the bite inflicting 1-6 hit points of damage and bleeding freely from the wound because of the rending fangs. Bite wounds continue to lose 1-2 hit points per round until treated.

Lindwurm

Armor Class: 4
 Hit Dice: 6**
 Move: 150' (50')
 Flying 210' (70')
 Attacks: 1 bite
 Damage: 2-16
 No. Appearing: 1 (1-3)
 Save As: F6
 Morale: 9
 Treasure Type: E
 Alignment: Chaotic
 XP Value: 725

A type of dragon-kin closely related to wyverns, a lindwurm is a long, sinuous and rather snakelike creature. It has a horned, dragonlike head and broad fanlike dragon wings, but no limbs. A lindwurm may have scales of any color, but its coloration has no bearing on its breath weapon or alignment. Though somewhat smarter than wyverns, lindwurms are even more savage and will attack any prey that they believe they can overpower (though they may be bribed with sufficient food or treasure).

A lindwurm attacks by biting, and three times a day may use a breath weapon of acidic venom: the breath takes the form of a 60' x 20' cone that deals 6-24 points of damage and inflicts a -4 penalty to all dice rolls for two hours if a Save vs. Poison is failed.

Lithira

Armor Class: 8
 Hit Dice: 3*
 Move: 180' (60')
 Attacks: 2 hooves
 Damage: 1-4 / 1-4
 No. Appearing: 2-20
 Save As: C3
 Morale: 7
 Treasure Type: Special
 Alignment: Neutral
 XP Value: 50

Found in oases and the grasslands that make up the desert's southern reaches, the lithira is a delicate looking creature that travels in small herds and resembles an antelope in basic build. Long of limb and neck, the "pearl gazelle" sports a long plumed tail, large black eyes, and a snowy coat in addition to the plate of pearly horn that gives the creature its common name. Though this plate—spanning the top of the skull and down the length of the muzzle—is lovely in its own right, the lithira's true treasure lies in the smooth organic gemstone found in the skull-bone beneath. Deep ruby in the female and amethyst in the male, these "pearls" are highly valued as talismans with up to 200gp in good condition.

In combat the lithira attacks with sharp fore hooves, inflicting 1-4 hit points of damage per hoof. Though not immune to non-magical weapons, if a lithira is struck by mundane steel it will dissolve into an insubstantial, mist-like form for a round. During this time the lithira may not be attacked at all, save by magic; the pearl gazelle will attempt to flee if possible, and any further attacks while the lithira is in mist form provoke a magical backlash against the attacker of 1-8 hit points of damage.

Living Blood*

Armor Class: 4
 Hit Dice: 4+3**
 Move: 120' (40')
 Attacks: 1
 Damage: 1-8 + energy drain
 No. Appearing: 1
 Save As: F5
 Morale: 12
 Treasure Type: Nil
 Alignment: Chaotic
 XP Value: 275

"Living blood" is a misnomer for this abomination of a creature; it is not a living thing. The less-common name of blood ooze is equally inaccurate, as it is no ooze. Rather, a living blood is an unnatural, undead mass of festering, writhing blood and congealed gore, a blight upon every living thing that may come across it.

In combat living blood attacks with waves of its own substance, seeking to immerse its victims in its own putrid mass. This attack inflicts 1-8 hit points of damage; on a 19 or 20 on the to-hit roll, the living blood has engulfed its victim and inflicts automatic damage every round. A living blood may not attack another target while engulfing. The initial attack of a living blood will cause the victim to lose one experience level due to energy drain.

Victims slain by energy drain or by the engulfing attack of the living blood dissolve into a putrid mass, returning as a living blood within twenty-four hours. Living blood are immune to non-magical weapons.

Living Statue, Black Iron

Armor Class: 0
 Hit Dice: 6+5*
 Move: 150' (50') (see below)
 Attacks: 2
 Damage: 1-10 / 1-10
 No. Appearing: 1
 Save As: F6
 Morale: 11
 Treasure Type: Nil
 Alignment: Lawful
 XP Value: 680

A living statue of black iron is a construct utterly without mercy. It exists, though a thinking construct, only to carry out the tasks it has been ordered with swift and unhesitating action. Black iron statues are a bewildering combination of sharp edges and curved—almost bulbous—surfaces, and are, as their name implies, constructed solely of shining black iron. Most black iron statues are created in the form of stylized predators, but some take the form of monstrous beetles or centipedes; this last variant is often confused with the iron centipede, which is in fact a living creature.

Black iron statues attack twice, inflicting 1-10 hit points of damage with each successful strike. The statue's presence is enervating, even when not attacking or even moving; any creature within a 50' radius of a black iron statue receives a -4 penalty to initiative, and a -2 to to-hit rolls if a Save vs. Death Ray is failed. Affected creatures move at half speed until two rounds out of the statue's range of influence.

Living Statue, Brass

Armor Class: 3
 Hit Dice: 5**
 Move: 120' (40')
 Attacks: 2
 Damage: 1-8 / 1-8
 No. Appearing: 1 (see below)
 Save As: F5
 Morale: 11
 Treasure Type: Nil
 Alignment: Lawful
 XP Value: 425

A brass living statue is a magical construct, often of greater than human proportion, cast from alchemically strengthened brass and ornamented with elaborate punched-out tracteries that reveal brilliant crimson fires within. Whether humanoid, bestial or other, more exotic shapes, brass statues are inevitably shaped with sharp, ornate “flames” or blades projecting from their bodies. Brass statues carry no weaponry; their flames are weapons enough.

A brass statue attacks by rushing at an opponent or striking with one or more limbs, slashing or impaling its victim for 1-8 hit points of damage per successful attack; if the statue has enough space to charge it will do so, inflicting double damage upon a single target. Fumbling an attack against a brass statue results in 1-6 hit points of damage as the attacker blunders against the statue’s flame-blades.

The internal energies of a brass statue flicker and dance, creating rippling crimson patterns that disorient those who view them—if a Save vs. Spell is failed, any attackers take a -2 penalty to their to hit rolls. Twice a day a brass statue may expend the lion’s share of these energies to create a sphere of injurious magical power 10' in radius around it; this energy causes 1-8 hit points of damage to everything within range, but shuts down the statue’s disorientation ability for four rounds.

Living Statue, Cinnabar (Burning Knight)

Armor Class: 3
 Hit Dice: 4***
 Move: 90' (30')
 Attacks: 1 weapon
 Damage: by weapon + special
 No. Appearing: 1-2 (1-2)
 Save As: F4
 Morale: 11
 Treasure Type: Nil
 Alignment: Chaotic
 XP Value: 225

A cinnabar living statue is a larger than human-sized magical construct of deep ember-red crystalline stone; unlike most forms of living statue, cinnabar statues commonly have the form of an unidentifiable humanoid in a baroque suit of plate Armor (hence the alternate name of “burning knight”). Cinnabar statues carry weapons made of the same stone as themselves.

Any successful attack by a cinnabar statue causes 1-4 hit points of burn-like damage in addition to the weapon’s damage; additionally, there is a 4-in-6 chance that a toxin is introduced to the victim’s bloodstream. This poison causes two points to be lost from Strength and Constitution for six hours. Non-Magical weapons damage a cinnabar statue, but any non-magical weapon that makes a successful attack corrodes into uselessness on a 1-in-6 roll.

Living Statue, Glass

Armor Class: 6
 Hit Dice: 2**
 Move: 120' (40')
 Attacks: 2
 Damage: 1-4 / 1-4
 No. Appearing: 1-3
 Save As: F2
 Morale: 11
 Treasure Type: Nil
 Alignment: Neutral
 XP Value: 30

A living statue of glass is a construct of wildly varying appearance. Some are colorless and perfectly transparent, others colored like jewels or in a riot of rainbow hues; some smooth and flowing in their designs, others faceted like crystal. Regardless of the detail of their manufacture, all glass statues have the same abilities. Most glass statues are created in the shape of stylized humanoids, but others have the forms of hooved beasts or insects.

Glass statues attack twice, inflicting 1-4 hit points of damage with each successful strike. The light reflecting from a glass statue's curves and facets is piercing and disorienting; all actions against a glass statue are at a -2 penalty to the roll.

Any spell cast against a glass statue provokes a counter, a burst of brilliantly-colored light with a radius equal to the effective range of the provoking spell. The effects are randomly chosen from the following:

1. *red*: fire damage, 1-8 hp
2. *orange*: paralysis, for three rounds
3. *yellow*: acid damage, 1-6 hp for two rounds
4. *green*: healing, 1-6 hp
5. *blue*: cold damage, 1-8 hp
6. *violet*: weakness, -3 to to-hit and damage for one hour
7. *indigo*: spirit attack, -3 to all saves for one hour
8. *white*: searing light, blindness

Living Statue, Marble

Armor Class: 4
 Hit Dice: 3*
 Move: 90' (30')
 Attacks: 2
 Damage: 1-6 / 1-6
 No. Appearing: 1-3
 Save As: F3
 Morale: 11
 Treasure Type: Nil
 Alignment: Lawful
 XP Value: 45

A living marble statue may be created in any shape, but is always carved from pure white stone with a faintly pearlescent sheen or network on its surface. Popular forms for marble statues include lions, gryphons and beast-headed humans.

Marble statues inflict 1-6 hit points of damage per successful attack. Every three rounds, a marble statue may create a *mesmerism* effect as its shimmering surface begins to ripple in a slow and hypnotic pattern; any creature looking at the statue must then Save vs. Spell or stand entranced for one round. Many marble statues are enchanted to capture opponents so spellbound—if possible—rather than attack.

Lurru

Armor Class: 8
 Hit Dice: 1/3*
 Move: 60' (20')
 Fly: 180' (60')
 Attacks: 1
 Damage: 1 (see below)
 No. Appearing: 4-40
 Save As: Normal Man
 Morale: 6
 Treasure Type: Special
 Alignment: Neutral
 XP Value: 4

Lurru are locust-like creatures, four to six inches in length, of a distinctive iridescent golden-green. Their wings are filmy and opalescent, and their eyes are a bright gold. Lurru have sharp, precise nipping mandibles and curved hooks tipping their feet which enable them to cling to their chosen prey more readily. These insects are seldom encountered in flights of less than three or four, and swarms of two dozen or more are not unknown. A swarm will concentrate on a single target at a time before moving on to the next, even if more than one potential prey has become insensible.

Lurru prefer to immobilize their prey via their mesmerizing displays before moving in to dine. The shimmering carapace and wings of a lurru disorient and confuse those who see them; a Save vs. Spells is required, else the victim is entranced by the displays of color and stands in place, unable to act for 2-8 rounds. Once they have alighted onto a confused or immobile victim, they begin to feed until sated, killed or pried off, inflicting one hit point of damage per round in which they are attached.

Though they do not possess treasure in the normal sense, lurru are themselves somewhat valuable. Their gleaming carapaces may be sold for 1-4gp each; and two lurru—if reasonably intact—will feed an adult for a day. Lurru taste rather like custard, with an earthy, cinnamon-like bite.

M

Macal

Armor Class: 7
 Hit Dice: 2+2*
 Move:
 Fly: 120' (40')
 Attacks: 2 claws
 Damage: 1-6 / 1-6 + special
 No. Appearing: 1-6
 Save As: F3
 Morale: 8
 Treasure Type: Nil
 Alignment: Neutral
 XP Value: 35

Macal are flying predators, creatures best described as three-feet-long teardrops of rubbery, leathery rusty tan flesh. Their flanks are lined with broad flap-like rays which they ripple in unison, ray-like, to fly silently; their tails are tipped with a fan of flukes, their heads blunt and bearing huge blue-black, faceted eyes. The mouth of a macal is on the underside of its head, a ring of bony plates lined with fangs that constricts and shreds; and flanking the mouth are long curved and jointed Armored claws lined with long bony barbs for seizing and rending flesh before delivering it to the mouth. Macal can hover, and are completely silent.

A macal attacks with its grasping claws, tearing flesh away and inflicting 1-6 hit points of damage per strike. If both claws successfully attack, the macal will do one of two things; either it will attach its mouth to the target, clinging with claws, and inflict 1-4 hit points per round automatically, or it will begin to bend and flex the grasped portion of the target in an attempt to shred or shatter it to gain access to its internals. This breaking attempt succeeds on a 2-in-6 chance, and will inflict cause a humanoid target to lose 1 point of Constitution until healed.

Marrowlight

Armor Class: 8
 Hit Dice: 2+4*
 Move: 90' (30')
 Attacks: 2 vines + 1 bite
 Damage: 1-3 / 1-3 / 1-6
 No. Appearing: 2-12
 Save As: F3
 Morale: 11
 Treasure Type: Nil (special)
 Alignment: Chaotic
 XP Value: 25

Sometimes even the unlikeliest of things can be a threat. The marrowlight is a predatory gourd, a pumpkin the size of one's torso with an outer skin of whitish green or patchy slate-blue and a mass of dense and coiling vines. Perfectly harmless—until potential prey wanders too close: then the marrowlight's ragged maw opens wide, revealing a gullet lined with irises of sharp seed teeth, and the pits of its "eyes" and lashing vines erupt in ghostly fire.

A marrowlight is quick in combat despite its inefficient means of movement, gaining a +2 to initiative checks. It attacks with two sharp fiery coils of vine and its jagged bite, inflicting 1-3 and 1-6 hit points of damage respectively; the ghostly flames cling to the victim, inflicting a further 1-3 hit points of damage per round for three rounds or until the flames are extinguished.

The flesh of a marrowlight is a deep red and—surprisingly—edible; 1-4 meals may be obtained from a single marrowlight, and each meal consumed offers a +2 to saving throws for an hour.

Mask*

Armor Class: 4
 Hit Dice: 1+2**
 Move: 90' (30')
 Attacks: 2
 Damage: 1-6 / 1-6
 No. Appearing: 1-4 (2-20)
 Save As: MU3
 Morale: 7
 Treasure Type: G
 Alignment: Chaotic
 XP Value: 23

A mask (called vek in the creature's native tongue) is a small, gangly-limbed humanoid roughly the size and shape of a goblin, its flaky-scaled rust body concealed under all-enveloping robes of bruise-purple, ash grey, or blood-brown. The creature's eponymous chalky mask, featureless yet faintly demonic, never leaves its gnarled face but somehow does not obstruct the basic necessities of life

Each mask wields a ragged shard of some unknown phosphorescent crystal as a personal focus. This shard is not used to attack directly, but to direct bolts of magical energy (flames, electricity, stunning cold or stranger things) at opponents up to 40' away twice per round. Each bolt inflicts 1-6hp of damage.

A mask cabal is led by a 3HD great mask with the spellcasting ability of a 4th-level MU, attended by 2-7 underlings of 2HD and the spellcasting talents of 1st-2nd level MUs. Occasionally, a mask or cabal of masks may lead a warren of goblins—or, more rarely, kobolds—to much more threatening heights than those minor humanoids usually reach.

Masks take damage only from magic or silver weapons.

Mesri

Armor Class: 4
 Hit Dice: 2+2**
 Move: 120' (40')
 Attacks: 2 claws / 1 sting
 Damage: 1-8 / 1-8 / 1-6 + poison
 No. Appearing: 2-12 (3-30)
 Save As: F3
 Morale: 6 (11)
 Treasure Type: Nil
 Alignment: Neutral
 XP Value: 45

A two-foot long scorpion of snow and blue ice, a mesri is an elemental creature from the Plane of Water usually found in the company of an aeshna. Mesri are semi-intelligent and congregate in large swarms when not under an aeshna's command.

A mesri attacks using its claws and glittering stinger. Its claws cause -18 hit points of damage each; its stinger, though inflicting only 1-6 points of damage, forces a Save vs. Poison or the victim loses a point of Dexterity to its icy venom. Multiple stings are cumulative; lost Dexterity returns after twelve hours. Mesri are immune to cold and take no damage from non-magical weapons. When under the command of an aeshna, its morale is 11 instead of 6.

Mooncoil

Armor Class: 3
 Hit Dice: 1/2**
 Move: 60' (20')
 Attacks: 1 bite or missile
 Damage: 1-2 + poison or 1-8
 No. Appearing: 1-4 (2-16)
 Save As: Normal Man
 Morale: 6
 Treasure Type: L
 Alignment: Neutral
 XP Value: 7

A strange little creature, a mooncoil resembles a grey-scaled snake roughly 2' long. Snail-like, it possesses a pearly coiled shell the size of a man's two fists pressed together; it will hide in its shell when threatened by anything larger than a small cat, but if disturbed will retaliate. Mooncoils drain blood from their prey.

A mooncoil's bite inflicts only 1-2 hit points of damage, with a poison that causes unconsciousness for an hour. However, twice a day it may cast a silvery *magic missile* as if a 1st-level magic-user.

Musalces

Armor Class: 7
 Hit Dice: 4+3*
 Move: 210' (70')
 Attacks: 2 hooves + 1 gore
 Damage: 1-4 / 1-4 / 1-10
 No. Appearing: 1-2 (1-4)
 Save As: F3
 Morale: 10
 Treasure Type: Nil
 Alignment: Neutral
 XP Value: 200

At first blush a musalces resembles an ordinary moose. A closer inspection, however, reveals the musalces' steel grey coat with white "stockings", its slightly leaner frame, and the elaborate—and fiendishly sharp—points of its palmate antlers. Not that it would be terribly hard to recognize the musalces long before a visual confirmation; the wind rushing through its antlers produces a surprisingly musical tone. Unlike mundane moose, both sexes are antlered.

The musalces also "sings", a deep basso melody that reverberates and strikes an unnatural fear into predators—including sapient hunters—that come hunting it. All those hearing the musalces' song must Save vs. Charm or be forced to flee from the creature; those who successfully save are nonetheless at -3 to to-hit and damage rolls, shaken by the fear of the beast. Only if its song fails to send an adversary packing does a musalces enter melee, using hooves and sharp antlers to inflict 1-4 and 1-10 hit points of damage respectively.

Musil lyc

Armor Class: 4
 Hit Dice: 1+3*
 Move: None
 Attacks: 1 clamp
 Damage: 1-6
 No. Appearing: 1-100
 Save As: C2
 Morale: 12
 Treasure Type: Special
 Alignment: Neutral
 XP Value: 15

Strange and oddly beautiful mollusks, musil lyc are believed by some to have been magically modified from the jekti. Unlike the cave clams, however, musil lyc are immobile and hang in clusters from delicate-looking strands of golden byssus, and their shining shells are long, fluted, and edged with rippling edged pierced through with uncountable holes. Each musil lyc is surrounded by a globe of aetherous water, its multicolored gills trailing through the globe and its shell relaxed and open; and the sound of the surrounding air passing through the water and the piercings of their shells creates an inhuman yet soothing music.

Musil lyc do not enter combat, though if disturbed one will snap its shell closed on the irritant and inflict 1-6 hit points of damage. The musil lyc's music has a magical, hypnotic effect however—all who hear it find themselves unwilling to be aggressive or willful, receiving a -3 penalty to all aggressive actions and Save vs. Charm or Spell.

There is a 2-in-6 chance that a musil lyc will carry 1-8 transparent pearls of rainbow hues, valued at anything from 50 to 500gp. Musil lyc pearls are more valuable sold in groups, as they chime together musically.

Myrcuri

Armor Class: 3
 Hit Dice: 2**
 Move: 120' (40')
 Burrow: 120' (40')
 Climb: 90' (30')
 Attacks: 1 bite or sting
 Damage: 1-6 + dissolve or
 1-6 + paralysis
 No. Appearing: 6-24 (20-200)
 Save As: F2
 Morale: 10
 Treasure Type: D
 Alignment: Neutral
 XP Value: 30

Shimmering and eerily iridescent, myrcuri—or quicksilver ants—measure some two to two and a half feet long. The chitin of a myrcuri resembles mirror-bright, almost liquid-looking silvery metal, and its eyes are faintly luminous white orbs; the creature looks almost translucent. Myrcuri are armed with both chewing and puncturing branches on their mandibles, and their abdomens sport a needlelike stinger. They are said to hoard metals to spin into filaments as fine and flexible as silk to line their warrens, and some few quicksilver ants “sacrifice” themselves as repletes for the storage of the colony’s food.

In combat a myrcuri will either bite or sting. The bite of a quicksilver ant inflicts 1-6 hit points of damage and allows the ant the chance to inject its metallic, toxic bile; a failed Save vs. Poison indicates that the victim takes a further 1-3 hit points of damage per round for four rounds as the flesh first reddens and then begins to dissolve. Likewise the sting of a myrcuri inflicts 1-6 hit points of damage, paralyzing the victim for 2-8 turns if a save is failed. Paralyzed victims are often dragged away, receiving further stings as required to return to the nest.

For every six myrcuri there will be a soldier of 4 Hit Dice, capable of inflicting 1-10 hit points of damage with its bite. The colony is led by a queen of 6 Hit Dice; her bite and sting are useless but she may mesmerize opponents by shivering her iridescent—if useless—wings, *charming* victims into servitude or becoming the nest’s next meal.

Myrcuri replete “honey” is a fine—if sweetly musky—source of sustenance, but one must be willing to ingest it.

Myrrist

Armor Class: 6
 Hit Dice: 1-1
 Move: 120' (40')
 Attacks: 1 weapon or bite
 Damage: 1-6 or 1-3 + special
 No. Appearing: 2-8 (3-30)
 Save As: F1
 Morale: 11
 Treasure Type: Q (C)
 Alignment: Neutral
 XP Value: 5

Sworn adversaries—and natural predators—of the cricet and chiktik both, the myrrist are small, long and lean; weasels or fishers in a humanoid shape. Standing some two and a half to three feet tall, myrrist are covered in soft fur that ranges from snow white to sable; their eyes are bottomless black, their rounded ears edged in the same, and their teeth needle sharp. Myrrist often wear meticulously patchworked Armor jacks but are otherwise austere and unpredictable in their tastes for ornamentation. Likewise, their reactions to other sapient species is equally unpredictable—save that they will not share territory peacefully.

In combat a myrrist fights with a javelin long enough to be wielded in melee if necessary, inflicting 1-6 hit points of damage. The myrrist weapon possesses a long, narrow and wickedly-barbed head that lodges in the wound; tearing the weapon free inflicts another hit point of damage. A myrrist carries 2-6 such javelins but will fall back on using fangs if necessary, inflicting 1-3 hit points of damage and if choosing to do so locking its jaws to automatically inflict 1-2 hit points per round of blood drain. A myrrist so jawlocked can take no other actions unless it releases its victim.

Elite members of a myrrist clan, numbering 2-12, possess 1+1 hit dice. A chieftain of 1+4 Hit Dice will be found in the myrrist’s lair, and fights as a 2 Hit Dice monster; he or she is attended by 1-4 elite myrrist.

N

Nakharia (Ivory Knight)*

Armor Class: 4
 Hit Dice: 3+2**
 Move: 120' (40')
 Attacks: 2 fists or by weapon
 Damage: 1-6 / 1-6 or by weapon +2
 No. Appearing: 2-8 (3-18)
 Save As: F4
 Morale: 10
 Treasure Type: (U) B
 Alignment: Any
 XP Value: 100

With a shell of ivory enchanted to be as supple as flesh, eyes of marble and jewels, and every other detail picked out with equal precision by their creators—combined with surprising sapience—the nakharia are the closest and most prized servants and warriors of those neu who possess one. It requires close observation indeed to spot the hair-fine joints of an ivory knight, and few get close enough to do so without being challenged. Inside a nakharia, past the polished outer shell, is a mass of crystal foci and arcane clockworks of bewildering and exotic alloys.

Ivory knights attack as directed by their neu master or, failing direct orders, as they see fit in order to protect their charge. If necessary a nakharia will fight with its fists, inflicting 1-6 hit points of damage per strike; but most have been equipped with weaponry—often baroque and sometimes enchanted—by their master. Many nakharia, in addition to their weaponry, have been created with a focus jewel in their brow that allows the casting of one 1st-level magic-user spell per day; this spell must be recharged by a neu or other spellcaster and may vary from use to use. Nakharia are immune to non-magical weapons.

Naunmi

Armor Class: 4
 Hit Dice: 2*
 Move: 180' (60')
 Swim: 120' (40')
 Attacks: 2 claws + 1 tail lash
 Damage: 1-4 / 1-4 / 1-6 + acid
 No. Appearing: 1-2 (1-6)
 Save As: F2
 Morale: 8
 Treasure Type: L
 Alignment: Neutral
 XP Value: 25

Naunmi are sleek creatures with graceful necks, long muscular tails and powerful clawed limbs; they most closely resemble a fusion between feline and ferret. Unlike those creatures, however, a naunmi is covered in mirror-bright silver scales and its tail is edged with razor-sharp and furrowed scutes. A naunmi's eyes are featureless green or violet, and its paws are webbed; feeding on a liquid or mostly-liquid diet, its mouth is almost unnoticeable.

In combat a naunmi attacks by clawing and lashing out with its tail, inflicting 1-4 and 1-6 hit points of damage respectively. The furrows and channels in a naunmi's tail scutes deliver a powerful organic acid into its victim's wounds; dissolving flesh, this acid inflicts 2-8 hit points of damage in the round after the attack and 1-4 hit points in the second round.

Naunmi are immune to poison, to acid-based attacks, and take only half damage from fire.

Neu

Armor Class: 7
 Hit Dice: 1***
 Move: 120' (40')
 Attacks: 1 bolt or by weapon
 Damage: 1-8 or by weapon or spell
 No. Appearing: 1-4 (2-12)
 Save As: M2
 Morale: 8
 Treasure: G
 Alignment: Lawful
 XP Value: 19

A humanoid race, neu appear delicate and much like a sheltered and noncombatant human, perhaps a scholar of some sort, until one notices the small tell-tale signs: strange or outright unnatural hair- or eye-color, skin that has a faint sheen like that of marble or even tiny matte scales when the light hits just so. Neu take pleasure in manipulating and exerting control over others, and consider themselves to have a finer touch about it than the sshian. They excel in the creation of arcane constructs, and are customarily accompanied by living statues, golems or stranger creations.

All neu have the spell ability of a 3rd-level magic-user; their leaders, of 1+3 HD, have spellcasting abilities of a 5th-level magic-user or even higher. When not casting spells in combat—or leaving combat to their crafted servants—neu attack using slender rods of faceted crystal that emit bolts of energy inflicting 1-8 hit points of damage with a 60' range. Very rarely will a neu wield a physical weapon, but it has been known to occur.

O

Oalai

Armor Class: 4
 Hit Dice: 3+2
 Move: 60' (20')
 Fly: 150' (50')
 Attacks: 2 tentacles
 Damage: 1-6 / 1-6
 No. Appearing: 2-8 (4-32)
 Save As: M3
 Morale: 8
 Treasure Type: A
 Alignment: Lawful or neutral
 XP Value: 63

At first glance one might expect an oalai to be a creature of elemental water; with a coiled shell of glittering sapphire and ten long and delicate tentacles, this white-fleshed, silver-eyed beast resembles nothing so much as an exotic ammonite larger than a burly human's torso. Yet the oalai is a creature of the air, and flies continuously on its own winds and the elemental buoyancy it infuses into its shining shell. Intelligent and inquisitive creatures, oalai gather in small communities and produce objects of startling—if alien—beauty.

Though they manipulate small objects and tools, an oalai's tentacles are not suitable for wielding weapons. Instead an oalai attacks with its largest pair of tentacles, which are armed with sapphire-toothed rasps and inflict 1-6 hit points of damage each. Four oalai working together may summon a burst of wind in a 20' diameter sphere, concussing victims caught within it for 1-4 rounds. Oalai take no damage from wind or electricity.

A shoal of oalai is led by an elder mystic of 5 Hit Dice. This individual may cast spells as a 2nd level cleric and magic-user both, and has an Armor Class of 0.

Oojeni

Armor Class: 6
 Hit Dice: 3+2*
 Move: 90' (30')
 Climb: 90' (30')
 Attacks: 4 tentacles
 Damage: 1-4 / 1-4 / 1-4 / 1-4
 No. Appearing: 1 (1-6)
 Save As: F3
 Morale: 9
 Treasure Type: D
 Alignment: Chaotic
 XP Value: 75

Mottled in blues and green and dull reds, oojeni are land-dwelling octopi with a distinct bent towards domination and control—preferably of humans and similar creatures. They are also more than capable of obtaining that control, as often as not—in isolated or unwary areas entire villages may come under the sway of an oojeni, or, rarely, a clutch of them. Oojeni have golden eyes, and surprisingly small, chalky white beaks.

In combat an oojeni strikes with as many as four of its tentacles, inflicting 1-4 hit points of damage with each successful strike. If the oojeni wishes, a successful attack results in the tentacle's tip breaking off in the wound and quickly burrowing out of sight; the victim must Save vs. Paralysis or be controlled by the oojeni, as if *charmed*. If this *charm* is not broken—or the tentacle dug out of the flesh, inflicting 1-6 hit points of damage—within 24 hours the oojeni's control becomes complete, allowing it to telepathically command the victim or simply control their actions directly. A tentacle grows back its lost tip in 2-5 days, and there is no limit to the number of creatures an oojeni may control.

Occasionally an oojeni is accompanied by 1-4 spawn. These pale green creatures possess a single Hit Die and inflict only 1 hit point of damage with their tentacles; they cannot *charm* or control, instead causing disorientation (-2 to all rolls) for 2-7 turns if a Save vs. Paralysis is failed.

Ooze, Frost

Armor Class: 8
 Hit Dice: 1+2**
 Move: 120' (40')
 Attacks: 1
 Damage: 1-6 + special
 No. Appearing: 1-10
 Save As: F2
 Morale: 12
 Treasure Type: Nil
 Alignment: Chaotic
 XP Value: 23

Flowing like a thick syrup or runny gelatin, a frost ooze is a verminous and unearthly cold plasm that—when actually motionless—resembles a chunk of translucent ice. An icy white tinged faintly with a bluish cast, frost oozes are as translucent as glacier ice; as they slither along, they leave a frozen, glittering trail behind them.

A frost ooze attacks by lashing out with a quickly formed pseudopod, inflicting 1-6 hit points of damage and numbing the victim with bitter cold, causing a -1 to all rolls for two rounds. If a chilled victim is struck again by the ooze, or another ooze, in the same combat and a Save vs. Paralysis is failed, the frost ooze freezes a patch of the victim's skin. Save for an ice-white discoloration (which fades in an hour) and another two rounds of -1 penalty, there appears to be no affect—until the next time the victim rests. Then a 1/2 HD frost ooze bursts from the victim's flesh, inflicting 2-8 hit points of damage and immediately attacking its parasitized “parent”.

Frost oozes are immune to blunt weapon damage, whereas fire inflicts double damage. Cold-based attacks cause an ooze to double in hit points.

Ooze, Pearl

Armor Class: 8
 Hit Dice: 4*
 Move:
 Fly: 120' (40')
 Attacks: 1
 Damage: 1-8
 No. Appearing: 1-3
 Save As: F3
 Morale: 12
 Treasure Type: Nil
 Alignment: Neutral
 XP Value: 125

A creeping, shimmering mass of gelatinous not-quite-syrup—like most of its kind—a pearl ooze most resembles a bizarre cross between half-fluid clotted cream and molten seashell. Faster than many oozes, it is more than capable of following after human prey.

The attack of a pearl ooze inflicts 1-8 hit points of damage and possesses a unique and conflicting property: contact with the nacreous fluid of the ooze will grant a +2 bonus to Armor Class after 1-6 rounds of exposure, but that same fluid will force a Save vs. Death Ray or an experience level is lost after 1-4 rounds.

Pearl oozes are immune to cold and electricity. Magic missiles will heal them rather than inflict damage.

P

P'rarr

Armor Class: 5
 Hit Dice: 3
 Move: 120' (40')
 Quad.: 150' (50')
 Attacks: 2 claws + 1 bite, or
 1 bite + weapon
 Damage: 1-6 / 1-6 / 1-8 or
 1-8 + as weapon
 No. Appearing: 2-8 (3-30)
 Save As: F3
 Morale: 10
 Treasure Type: A
 Alignment: Lawful
 XP Value: 35

Densely-muscled reptilians nearly as tall as ogres, p'rarr are black-scaled with hints of blue, with four-horned, maned heads atop long powerful necks; heavy claws tip their fingers and toes, and a p'rarr may drop into a quadrupedal gait for greater speed when needed. Their muzzles are filled with sharp fangs, and their eyes are orange or gold. Ruthless and militaristic, p'rarr are conquerors and legalists, firmly believing in a warrior's right to seize and hold all in an iron grip. They are intolerant of most "weaker" races, but will show respect to an overwhelmingly superior force.

Most p'rarr fight with weapons—elaborate polearms and spears are preferred, as are sabres—and their vicious bites, which inflict 1-8 hit points of damage. If pressed they bring their claws into play, for 1-6 hit points of damage per successful strike.

Paek-ma-khu

Armor Class: 3
 Hit Dice: 2+2**
 Move: 120' (40')
 Burrow: 120' (40')
 Attacks: 1 bite
 Damage: 2-20
 No. Appearing: 1 (1-6)
 Save As: M3
 Morale: 8
 Treasure Type: Nil
 Alignment: Neutral
 XP Value: 55

A paek-ma-khu (also referred to as paekhu and stonehunger) is a singleminded creature, chewing its way through earth, stone, and most anything else that crosses its path in an endless quest to fill its always-starving gullet. Though more intelligent paek-ma-khu learn to glide through the warrens of the Plane of Earth—or through the corridors of a dungeon labyrinth—many more simply tunnel endlessly, carving out passages and leaving behind voids that others settle. Paek-ma-khu are roughly spherical creatures some 3' in diameter; composed of concentrated metallic impurities mixed with elemental energy, its hide is a dull gold or brass. With no obvious sensory organs—save for two small dark pits that seem to serve as “eyes”—a paekhu is essentially a sphere with a huge and razor-sharp maw.

As with all other activities—burrowing, for example—a stonehunger attacks by biting. Its maw is powerful and charged with earth-energies, inflicting 2-20 hit points of damage per bite; creatures of the air, or of flame, take double damage from a paekhu's attack, and on a change of 1-in-8 the creature's attack severs a limb.

Paek-ma-khu take no damage from non-magical weapons. They may be distracted or briefly mollified by offerings of crystals, elemental cysts or—oddly—fresh fruit.

Pakh

Armor Class: 5
 Hit Dice: 3+5***
 Move: 150' (50')
 Attacks: 2 claws + 1 bite or
 by weapon
 Damage: 1-3 / 1-3 + 1-4 or by weapon
 No. Appearing: 1-8
 Save As: F4
 Morale: 10
 Treasure Type: D
 Alignment: Chaotic
 XP Value: 150

The pakh, or goblin cat, is a malicious and vindictive creature that delights in playing with its human (or demihuman) prey. In its natural form a pakh is an oversized coal black cat with burning yellow-green eyes, its claws and fangs licked with greenish fires; but the goblin cat may freely take on the shape of an ordinary house cat or a slender human with dark hair and shining green eyes. Using its alternate shapes, the pakh insinuates itself into a community or masquerades as a helpless lost pet or wayward traveler.

In combat a pakh will attack with its claws and fangs in feline shape, inflicting 1-3 hit points per claw and 1-4 hit points per bite—but the goblin cat's fires cling to its victim, causing an additional hit point of damage per round until doused. In human shape a pakh will fight with whatever weaponry may be at hand, and can ignite its chosen weapon in the same manner as its natural armaments. Once a day a pakh may *steal breath* by touch, causing the subject to lose a point of Strength for twenty-four hours. At will, it may inflict a *bane on little cat feet*, causing a -1 penalty to all actions for twenty-four hours; multiple such “cat curses” are cumulative.

A pakh cannot be harmed by non-magical weapons unless crafted from rowan wood or rosewood. Some elder goblin cats are said to have the spellcasting abilities of 3rd-level magic-users or even greater.

Paradscha

Armor Class: 5 (see below)
 Hit Dice: 1+3*
 Move: 120' (40')
 Attacks: 2 calyx lash or by weapon
 Damage: 1-4 / 1-4 or by weapon
 No. Appearing: 1-4 (2-12)
 Save As: M2
 Morale: 8
 Treasure Type: (S) E
 Alignment: Any
 XP Value: 19

Fey plant-spirits distantly related to dryads, paradscha resemble humans with deep green eyes and thick, shaggy hair often tinted with red or rose. Their true nature is readily revealed when injury causes them to bleed a golden-red sap instead of blood, or when they extend and unfurl their calyx—a mandala-like rosette of dagged, lily-like petals, up to twice their arm span, that extend from their shoulders and spine and may be of any color. Two of these petals are highly modified, and may be used like thorn-tipped whips. Unlike many plant and nature spirits, paradscha are highly social creatures and take great delight in slipping amongst humanity in order to subtly tweak and influence it.

A paradscha may attack with their calyx lashes, inflicting 1-4 hit points of damage per strike, or may attack with a weapon. Three times a day, a paradscha may release a burst of fine pollen and perfume that acts as a *sleep* spell. Paradscha take two hit points damage less, per die, from any source of elemental damage; and, when threatened, may curl their calyx around themselves to lower their Armor Class to 2. A paradscha so infurled may not move or attack. Some paradscha develop clerical spellcasting ability.

Parvani's Curse

Armor Class: 4
 Hit Dice: 2*** to 6****
 Move: Fly 120' (40')
 Attacks: 1 or by spell
 Damage: 2-12 or by spell
 No. Appearing: 1
 Save As: C6
 Morale: 9
 Treasure Type: Nil
 Alignment: Chaotic
 XP Value: 35-1175

Parvani's Curse is seldom seen; this troublesome daemon much prefers to feed from its victim from deep within a magical item or some other precious object. If cast from its hiding place by any means, Parvani's Curse reveals itself as a coiling mass of topaz scales and spurs, a reptilian daemon with cunning silver eyes that hangs silently in mid-air.

At will, a Parvani's Curse may inhabit an unclaimed magical item or any object of at least 100gp value. If the chosen object is not magical, the Parvani's Curse will often create some minor enchantment, such as a +1 bonus to Armor Class or the ability to use a single 1st-level spell once a day. Once its object has been claimed by an individual for twenty-four hours, the Parvani's Curse may use a *soulbite* to snarl its victim's fate 1-4 times a day, typically causing one of the following effects:

- -1 STR for an hour
- -1 CON for an hour
- 1-6 hit points of damage
- -2 Save vs. Spell, Poison, or Paralysis

If the inhabited object has detect magic cast on it a number of times equal to the Hit Dice of the Parvani's Curse within it, the final spell will show the curse coiled inside. Any attempts to destroy cursed or evil magic—or attempts to dispose of the object—will cause the Parvani's Curse to materialize and attack (or, if it possesses the spell, attempt to charm the item's bearer).

Only if materialized and sorely pressed will a Parvani's Curse engage in physical combat, lashing out with spurs, claws and fang for 2-12 hit points of damage. A Parvani's Curse possesses the spellcasting ability of a magic-user equal to its Hit Dice in levels; it cannot be harmed by non-magical weapons.

Primal Sigil

Armor Class: 9
 Hit Dice: 2 hp***
 Move: fly 210' (70')
 Attacks: 1
 Damage: special
 No. Appearing: 1 (1-4)
 Save As: M2
 Morale: 12
 Treasure Type: Nil
 Alignment: Neutral
 XP Value: 8

A primal sigil—also referred to as a living rune, living glyph, or god-glyph—is a magical spell incarnate, a twisting, glowing symbolic pattern of magical energy no more than a palm's width in size. Most primal sigils are a silver-white in color, but exceptions do exist, and the sigil they embody may only be deciphered with *read magic*. Primal sigils have existed since the earliest aeons, appearing spontaneously, and a great body of lore has developed around them; rumors continuously circulate of magic-users creating new sigils, but these have never been proven.

A primal sigil does not “attack” so much as discharge the spell it embodies, which may be any cleric or magic-user spell of 1st-level. (Rare sigils embody higher-level spells.) Once discharged, the sigil becomes dormant and invisible for five rounds while it restores its pattern.

Primal sigils may only be damaged by magical weapons, taking damage equal to the weapon's magical bonus. A spell cast on a sigil recharges it with a number of discharges equal to the level of the spell cast.

Pristic

Armor Class: 3
 Hit Dice: 5+4*
 Move: 180' (60')
 Attacks: 1 bite
 Damage: 1-12
 No. Appearing: 1-6
 Save As: F6
 Morale: 9
 Treasure Type: Nil
 Alignment: Neutral
 XP Value: 400

Fearsome creatures, pristics resemble large crocodiles with long and heavy jaws—if those crocodiles were heavily cloaked in dark Armored scutes, and stood upright on long legs with hooves suitable for chasing down prey. The teeth of a pristic are compressed and serrated, suitable for slicing chunks out of its victim; a fact which is all the more terrible when combined with the creature's relative intelligence and occasional pack behavior.

Pristics chase down prey in combat, snapping with their jaws to inflict 1-12 hit points of damage. The wound inflicted by a pristic's bite continue to bleed until treated, losing an additional 1-4 hit points per round until bound or healed by curative magic.

Pyravi

Armor Class: 6
 Hit Dice: 1/2
 Move: 60' (30')
 Fly: 240' (80')
 Attacks: 1
 Damage: 1-4
 No. Appearing: 1-6 (2-16)
 Save As: Normal Man
 Morale: 6 (8)
 Treasure Type: Nil
 Alignment: Neutral
 XP Value: 6

Pyravies are white-feathered birds with brightly colored beaks, feet and eyes that greatly resemble sleekly round ravens. More intelligent than most birds, they travel in small groups—rarely larger flocks—and may infest buildings or dungeons looking for food or objects that attract their curiosity.

If feeling threatened or trying to attack a likely (and still-moving) meal, a pyravi will dive at it, suddenly sheathed in flickering multicolored flames that cause 1-4 points of damage on contact. The pyravi will continue to attack so long as it is not in immediately obvious danger. In a larger flock, a pyravi's morale increases from 6 to 8.

Q

Qiparal

Armor Class: 7
 Hit Dice: 1+1
 Move: 30' (10')
 Fly: 120' (40')
 Attacks: 1 bite
 Damage: 1-4 + special
 No. Appearing: 2-20
 Save As: F1
 Morale: 8
 Treasure Type: I
 Alignment: Chaotic
 XP Value: 19

Unusually large bats, qiparal are covered in dark fur and have muzzles much like that of a jackal, as well as a jackal's ears and oddly grooved fangs. Their most shocking trait is their wings, however; for when a qiparal spreads its wings and begins its fluttering flight, it reveals the brilliantly colored patterns its wings' translucent membranes. These bright patterns make the qiparal resemble some kind of predatory butterfly—which works to the creature's advantage.

In combat a qiparal bites, inflicting 1-4 hit points of damage. The wounds inflicted by a qiparal's grooved teeth continue to bleed freely, losing 1-2 hit points per round so long as the injury is not tended to, and given the chance a qiparal will lap up fresh blood rather than continue to attack.

Any individual within ten feet of a fluttering qiparal must make a Save vs. Charm or be entranced by the brilliant flashes of color and pattern for 1-8 rounds unless the magical effect is cancelled or dispelled. During this time the victim may make no actions and is unaware of any activity surrounding them—or inflicted upon them.

Quetar

Armor Class: 6
 Hit Dice: 4+2*
 Move: 150' (50')
 Fly: 210' (70')
 Attacks: 2 claws + 1 bite
 Damage: 1-4 / 1-4 / 1-6
 No. Appearing: 1-2 (1-6)
 Save As: M5
 Morale: 9
 Treasure Type: M
 Alignment: Neutral
 XP Value: 200

Quetar are creatures of a vaguely feline build the size of a large pony. Their hind limbs more closely resemble those of a deer, and bear hooves, while their forefeet are avian claws. The neck of a quetar is long and graceful; its head is large-eyed and avian, with a short and slightly curved beak more suitable for fruit than killing prey. The pelt of a quetar is a coat of deep and brilliantly emerald feathers, as is its short curling crest and long, trailing plume of a tail; all are highly valued by many cultures.

In combat a quetar attacks with foreclaws and beak, inflicting 1-4 and 1-6 hit points of damage respectively. However, a successful bite attack causes a transformation in the victim; the individual bitten will die in 1-6 rounds, transmuted into pulpy fruit-like plant matter, unless the "poison" is nullified or some form of curse removal applied.

R

Raintiger

Armor Class: 3
 Hit Dice: 12***
 Move: 180' (60')
 Attacks: 2 claws + 1 bite
 Damage: 1-10 / 1-10 / 2-16
 No. Appearing: 1-2
 Save As: C12
 Morale: 11
 Treasure Type: F
 Alignment: Lawful
 XP Value: 3500

Prowling with equal ease through the planes of Water and the warm lands of the mortal world, the raintiger is lord of all it surveys and bends mortals and its own elemental kin equally to its will as it feels the situation requires. A sleekly massive creature some 20' from nose to rump, a raintiger resembles the flesh and blood beast at a casual glance; but beneath its silver-blue, teal-striped pelt lie bones of coral and muscles of currents, and its fangs and claws shine like pearl. The eyes of a raintiger are a brilliant, bottomless sea green.

In mundane combat a raintiger uses its claws and fangs, inflicting 1-10 hit points of damage with a claw and 2-16 hit points of damage with its bite. At will a raintiger may evoke a storm of any power with a 20 mile range; once a week the storm may be of hurricane force, but the primary use of this *stormcall* is to evoke a 6 Hit Die *lightning bolt* once every three rounds. Once a day a raintiger may beckon up to its Hit Dice in other elemental creatures of water, which serve the tiger to the best of their ability for a day or until it surrenders its command.

Raintigers are immune to water-based attacks, ice and lightning. They take only half-damage from magical weapons, and have a +2 bonus to their saving throws.

Rapek

Armor Class: 4
 Hit Dice: 1*
 Move: 90' (30')
 Climb: 60' (20')
 Attacks: 2 fists
 Damage: 1-4 / 1-4 + special
 No. Appearing: 2-16 (5-50)
 Save As: F1
 Morale: 8
 Treasure Type: B
 Alignment: Chaotic
 XP Value: 13

Gnarled and savage humanoids, rapeks are short and scrawny with calloused, roughened flesh and narrow tusks jutting from their low-slung jaws. More disturbing are the uncountable bone hooks, dense as steel and needle-sharp, that cover their bodies. Rapeks travel in swarms, attacking anything that looks like a suitable victim for robbery or eating. They strike with their barbed hands for 1-4 hit points per fist. A victim struck by both fists is caught by the hooks and is automatically damaged each round until freed by a successful Strength check.

A tribe of rapeks is led by a female chieftain of 2+2 Hit Dice and more plate-like barbs for an Armor Class of 2. The chieftain is served by attendants of mutated stock, 1+3 Hit Dice and bearing long spurs of bone on their forearms that cause 1-6 / 1-6 hit points of damage.

Rosenwulf

Armor Class: 5
 Hit Dice: 5+4*
 Move: 180' (60')
 Attacks: 2 briars / 1 bite
 Damage: 2-8 / 2-8 / 1-6
 No. Appearing: 2-8 (3-12)
 Save As: F5
 Morale: 8
 Treasure Type: Nil
 Alignment: Chaotic
 XP Value: 400

Possessed of a surprising cunning, rosenwulves are large, rangy wolf-like beasts with impressive jaws; their pelts are a thick reddish-brown and laced with long lace-like thorns, and their eyes are a brilliant amber. Rosenwulves roam in small packs, and will stalk chosen prey relentlessly once they have the taste of blood.

Before closing to bite its prey, a rosenwulf attacks with long briar-like tendrils that erupt from its thorny hackles. These briars have a length of 10' and cause 2-8 hit points of damage; if both briars successfully hit a single target, that target is entangled in the thorny grasp and the rosenwulf may bite with a +4 to hit. The victim suffers a -2 to all rolls while entangled, and may escape with a successful Strength check or by cutting themselves free.

S

Sa'au

Armor Class: 4
 Hit Dice: 1+4
 Move: 150' (50')
 Attacks: 2 claws + 1 bite
 Damage: 1-2 / 1-2 / 1 + special
 No. Appearing: 2-12
 Save As: C1
 Morale: 12
 Treasure Type: Nil
 Alignment: Chaotic
 XP Value: 23

Eerie little creatures of death, sa'au resemble nothing so much as the half-crystallized, ambulatory skeletons of human infants. Empty jaws chattering like off-key chimes, sa'au prefer to attack in swarms whenever possible, overwhelming their targets with panic before they move in with tiny bone claws to pluck away bits of soul-stuff.

In combat sa'au attack with their hardened bony fingers and snapping jaws, inflicting 1-2 hit points per claw and 1 hit point per bite. If sa'au makes a successful bite attack it latches onto its victim, causing 1 point of Constitution to be lost every round until the creature is destroyed. This loss is recovered after four hours; if all Constitution is lost, the victim dies and a new sa'au claws free from the corpse within twenty-four hours.

When first faced with an attacking swarm of sa'au, a Save vs. Paralysis must be made or the wave of fear generated by the creatures causes a mental crippling; all actions against the sa'au are at -2 to all rolls until one sa'au is destroyed.

Sau'inputu

Armor Class: 7
 Hit Dice: 2*
 Move: 120' (40')
 Attacks: 2 or 1 (by weapon)
 Damage: 1-4 / 1-4 or 1-6
 No. Appearing: 1-20 (10-100)
 Save As: F2
 Morale: 8
 Treasure Type: E (U)
 Alignment: Lawful
 XP Value: 25

The sau'inputu—crudely referred to as desert jackals by many—are a species of tall, lean canine humanoids, notable for their narrow, elegant nuzzles, tall tapered ears and short dense fur of jet black, pure white or golden. Cultured creatures, sau'inputu dress themselves in impeccable white linen and exotic furs accented with gold and present themselves as merchants and diplomats of high calibre, all of which is true; but it is their consumption of the dead, whether sau'inputu or other sapient species, that gives others pause.

In combat a sau'inputu attacks with a shortbow when possible, closing to melee with paired daggers when pressed; despite their predatory teeth, they do not bite opponents. Once a target is down, a sau'inputu will take any opportunity within reason to consume the fallen's heart in a *death sacrament*—this action, requiring a round, heals the sau'inputu of 1-8 hit points and grants a +2 bonus to all actions for an hour.

For every eight sau'inputu in a community there is one clan warrior of 2+4 Hit Dice. Warriors attack as 3 Hit Die monsters and either inflict bleeding wounds with their daggers, causing a loss of one hit point per round until the wound is seen to, or may use a single 1st-level magic-user (or cleric) spell per day. A clan is led by four Elders who possess 4 Hit Dice and the spellcasting abilities of 3rd-level magic-users or clerics (50% chance of either).

Sauriitru

Armor Class: 6
 Hit Dice: 1-1
 Move: 120' (40')
 Attacks: By weapon, or 2 claws
 Damage: As weapon, or 1-3 / 1-3
 No. Appearing: 2-8 (6-36)
 Save As: Normal Man
 Morale: 8
 Treasure Type: B
 Alignment: Neutral
 XP Value: 5

A humanoid race no larger than a turkey, the sauriitru dimly resemble lizard men and their ilk insofar as they are basically reptilian in broad form. At that, sauriitru dart about in a hunched posture, their stiff and whip-thin tails used as counterbalance and their delicate, narrow-muzzled heads perch atop long and slender necks; they look less human in form than lizard men. But sauriitru are also cloaked in downy feathers in a riot of dappled colors over their strangely jade-like scales, and unmistakable intelligence glitters in their slitted golden eyes. Though some sauriitru clans may be found in the dungeon, others are as likely to be found in the fields and broken forests where they trade—or compete—with halflings for living space. It's all the same to the sauriitru and their magpie, hoarding ways.

In combat most sauriitru attack with one, or rarely a pair of, fighting-claws slipped over the knuckles of their long-fingered hands, inflicting 1-4 hit points of damage. Only the most desperate of sauriitru will resort to their natural weaponry, curved sickle-like claws on each hind foot which inflict 1-3 hit points of damage each. A sauriitru has a 50% chance of being armed with 1-4 *glyphstones*; these small charms have varying effects, usually to heal 1-3 hit points or to add 1-3 hit points of damage to an attack.

For every dozen sauriitru there is a flock leader of 1+3 Hit Dice. A clan is lead by a matriarch of 2 Hit Dice who also functions as a 2nd-level cleric; it is the matriarch who is the source of the clan's glyphic charms.

Saviah (Water Spirit)

Armor Class: 4
 Hit Dice: 6+6****
 Move: 150' (50')
 Swim: 210' (70')
 Attacks: 2 claws or 1 tail slap
 Damage: 1-6 / 1-6 or 2-12
 No. Appearing: 1 (1-2)
 Save As: F6
 Morale: 9
 Treasure Type: V
 Alignment: Neutral
 XP Value: 1550

Spinners of intrigue and keepers of secrets, saviah are valued—if somewhat mistrusted—spirits of the Courts of Water. These elemental spirits are serpentine, their sleek coils scaled in mother-of-pearl and trailing silvery seafoam fins edged in the blue-green of the ocean. Easily attaining twenty feet or more in length, a saviah may rear to seven feet or better; and their upper bodies display a strange blending of humanoid and feline traits, cloaked in a short and icy white pelt with their hands strong webbed paws bearing claws of shell. The head of a saviah is more lupine than feline, with great black-pearl eyes and a mane of wild sparkling seafoam; and down a saviah's backbone, amongst its delicate fins, lies a row of wicked red coral spines that match the curving horns on its brow. Saviah are soft-spoken, inquisitive creatures, but they follow their own agenda and no one else's.

Saviah contend that they have better uses for their time than crude combat. Nonetheless, if drawn into conflict they lash out with their claws, inflicting 1-6 hit points of damage per successful strike, or lash with their heavy spined tails for 2-12 hit points of damage. Far more preferable, to a saviah, is to create a *seaweb*—a shimmering lacy pattern of water droplets and whirling currents that *charms* any within 15' that fail their saving throw. A saviah may create a *seaweb* once every six rounds. Once a day a saviah may lay a *seabinding* on a single target; if the victim fails a Save versus Spell, they are geased (as the magic-user spell) to follow one request or command of the water spirit.

Saviah have the spellcasting ability of 4th-level clerics. A magical weapon is required to harm them, and they regenerate 2 hit points per round when in contact with water or ice.

Shutai

Armor Class: 5
 Hit Dice: 1/2*
 Move: 150' (50') (special)
 Attacks: 1
 Damage: Special
 No. Appearing: 4-16
 Save As: M1
 Morale: 9
 Treasure Type: Nil
 Alignment: Chaotic
 XP Value: 6

Strange, small entities, shutai glide swiftly across any and all possible surfaces; living shadow-shapes, like lacy and baroque silhouettes of teardrop cutouts that slide and swarm towards any available targets. Those who find themselves attacked by shutai slowly lose their own shadow and a portion of their own self along with it.

Shutai "attack" by attacking a shadow cast by an individual; as a shutai comes into contact with a shadow, it draws away some of that shadow's substance into its own lacy patterns. This attack inflicts 1-3 hit points of "damage" but does not cause injury—however, if the total of "damage" dealt by shutai should match or exceed the victim's current hit point total, the victim's shadow has been completely consumed. The shadow damage—if one's shadow is not devoured—"heals" over the course of an hour.

A shadowless victim is at -1 to all actions and saves and is listless, unable to innovate or act on their own initiative, and must be coaxed into action by others. A shadow may be restored by the same means used to lift curses or cure magical disease. Shutai take damage from spells, and from magical or silver weapons.

Sirrush

Armor Class: 3
 Hit Dice: 6+6*
 Move: 210' (70')
 Attacks: 2 claws + 1 bite
 Damage: 1-6 / 1-6 / 1-10 + special
 No. Appearing: 1 (1-4)
 Save As: F7
 Morale: 10
 Treasure Type: A
 Alignment: Any
 XP Value: 650

Covered in scales of copper and bronze, a sirrush has the shape of an unnaturally large deer or antelope, the forepaws of a lion and hindfeet like those of a huge bird of prey. Its head, reptilian and bearing a pair of coiled horns, rests atop a long and slender neck; its whiplike tail coils and uncoils along its haunches. Sirrush lair in desolate, abandoned temples and other such ruins.

A ferocious combatant, a sirrush attacks with claws and teeth; its claws inflict 1-6 hit points of damage, its bite 1-10 points. If truly enraged a sirrush will ignite in a nimbus of ruby-red flames, causing 2-8 hit points of damage upon contact with the fires and melting non-magical weapons that are used in combat against it. Sirrush are immune to damage from fire.

Skitterbone

Armor Class: 5
 Hit Dice: 3+4**
 Move: 150' (50')
 Attacks: 2 bonewhips
 Damage: 1-6 / 1-6
 No. Appearing: 1
 Save As: F4
 Morale: 12
 Treasure Type: Nil
 Alignment: Chaotic
 XP Value: 100

A bane to adventurers who leave heaps of dead monsters and shattered skeletons behind them, a skitterbone is an amorphous, ever-malleable heap of antlers, horns and twisted bone. Held together loosely by necrotic energies—and, sometimes, tiny scraps of necrotic flesh or sticky black blood—a skitterbone continuously scrabbles and oozes its way through dark passageways in the hunt for creatures it may shred and add its to its bonemass.

In combat a skitterbone will lash out with two limbs or “tentacles” made up of bits of bone—often vertebrae—and sharp horns or toothy jaws, inflicting 1-6 hit points of damage with each strike. If both lashes damage the same target, the skitterbone will dig into the victim and pull its tendrils in opposite directions, rending flesh for an additional 2-8 hit points of damage. The constant movement and randomly-projecting parts of a skitterbone make it difficult to predict its movements in combat; each round any individual in melee with a skitterbone must make a Save vs. Paralysis or be knocked prone for that round.

Skitterbones are turned as if possessing six hit dice. They take double damage from silver weapons of all kinds, and no damage from normal piercing weapons.

Skurkhi (Goblin Mummy)

Armor Class: 4
 Hit Dice: 2+4*
 Move: 120' (40')
 Attacks: 2 claws
 Damage: 1-4 / 1-4 + infect
 No. Appearing: 1-2
 Save As: C3
 Morale: 12
 Treasure Type: B
 Alignment: Chaotic
 XP Value: 35

Eerily supple shamblers, skurkhi are the desiccated remains of the most fervent of goblin witch doctors. Unlike a human mummy which is wrapped in linens, a skurkhi is stripped bare and left to dry in smoke and heat; only after the process begins is the body treated with mud laced with the spores of preservative fungi. A completed skurkhi is shrivelled flesh over bone, daubed with black stains and phosphorescent spores and wearing the charms and bone trophies gained during life. Despite their leathery flesh skurkhi are surprisingly quick compared to living goblins; like their living kin, they possess 90' infravision.

In combat a skurkhi attacks with its sharp bony claws, inflicting 1-4 hit points of damage with each attack. If a Save vs. Death Ray is failed the skurkhi has infected the victim with a life-draining sporal death-rot; 1 point of Strength and 1 point of Constitution is lost for twelve hours, with a 2-in-6 chance of the loss of another point of Strength six hours later. Victims completely drained of Strength or Constitution become zombies under the skurkhi's control.

A silver or magical weapon is required to harm a skurkhi. Half of all skurkhi are capable of casting a single 1st-level clerical spell per day.

Spectrum

Armor Class: 7
 Hit Dice: 7 hp
 Move:
 Fly: 210' (70')
 Attacks: 1
 Damage: 1-4 (see below)
 No. Appearing: 2-7
 Save As: F1
 Morale: 10
 Treasure Type: Special
 Alignment: Neutral
 XP Value: 7

A spectrum is a strange little creature of prismatic light; seven small softly-glowing orbs that orbit around each other or float about in an orderly string of bobbing lights. An uninjured spectrum displays all seven colors of the rainbow, one to each orb, and as damage is taken the glowing spheres wink out one by one in sequential order.

Ordinarily a spectrum will attack with bursts of focused light, inflicting 1-4 hit points of damage. However, each hit point of damage taken destroys an orb—and as the spectrum loses orbs, its offensive abilities change as follows:

Red orb:	light burst, 1-4 damage
Orange orb:	fire damage, 1-6 damage
Yellow orb:	acid damage, 1-4 damage for two rounds
Green orb:	lightning damage, 1-8 damage to two targets
Blue orb:	cold damage, 1-8 damage in a 10' radius
Violet orb:	spirit burn, 2-12 damage, requires twice the magical healing to remedy
Indigo orb:	spirit crush, Save vs. Spell or die

On rare occasions, the destruction of a spectrum's orbs causes one or more glimmering pearl-like jewels to be left behind, as richly-colored as the orb it was condensed from.

There are rumors of enchanted weaponry which can emulate one or more of the spectrum's cascading offensive powers; one frequently mentioned is a blade sometimes spoken of as Death of Regeneration.

Spirit, Air (Least)*

Armor Class: 7
 Hit Dice: 1+1**
 Move:
 Fly: 240' (80')
 Attacks: 1
 Damage: 1-6 + confusion
 No. Appearing: 1-3
 Save As: C2
 Morale: 10
 Treasure Type: T
 Alignment: Neutral
 XP Value: 23

Amongst the least influential of the inhabitants of the Air Courts, these elemental spirits are composed of ever-moving breezes and whirling pearly mists. The least air spirits constantly shift through forms, one moment vaguely winged and another resembling a swarm of gossamer dragonflies or stranger shapes; and pinpoints of silver lightning serve as their eyes. Their "treasure" is the delicate web work of shining solid thunder that may be left behind when they are destroyed.

Least air spirits attack for 1-6 hit points of damage and confuse their victim for one round if a Save vs. Charm is failed, making them as likely to attack allies as enemies. They are immune to non-magical weapons, take one extra hit point of damage from all elemental sources save for air, and will regenerate one hit point per round unless somehow cut off from contact with the air around them.

Spirit, Earth (Least)*

Armor Class: 5
 Hit Dice: 1+1**
 Move: 60' (20')
 Attacks: 1
 Damage: 1-6 + stun
 No. Appearing: 1-3
 Save As: C2
 Morale: 10
 Treasure Type: L
 Alignment: Neutral
 XP Value: 23

Among the lowest ranked of the inhabitants of the elemental courts of Earth, these spirits take on crude shapes of humanoids or beasts. Their physical shell is composed of soil, clay, mosses, and tufts of grass, and two softly-glowing jade-green crystals serve as their eyes. Their eyes, and the organic gemstones within them that focus their energies, are their "treasure".

Least earth spirits attack for 1-6 hit points of damage and stun the victim for one round if a Save vs. Paralysis is failed. They are immune to non-magical weapons, take one extra hit point of damage from all elemental sources save for earth, and regenerate one hit point per round when in contact with unworked earth.

Spirit, Fire (Least)*

Armor Class: 6
 Hit Dice: 1+1**
 Move: 120' (40')
 Fly: 180' (60')
 Attacks: 1
 Damage: 1-6 + blindness
 No. Appearing: 1-3
 Save As: C2
 Morale: 10
 Treasure Type: T
 Alignment: Neutral
 XP Value: 23

The minor functionaries of the Fire Courts, least fire spirits are creatures of flame of deep orange and brilliant crimson, their fires concentrated so densely as to resemble shimmering metal or glass as much as tongues of flame. These spirits take the shapes of sunbursts and mandalas and exotic quadrupeds, their eyes brilliant orbs of icy blue fire; their "treasure" is in the eternal ember shards that may remain after their destruction.

Least fire spirits attack for 1-6 hit points of damage and will lash out with a brilliant burst of flame to blind their victim for two rounds if a Save vs. Spell is failed. They are immune to non-magical weapons, take one extra hit point of damage from all elemental sources save for fire, and will regenerate two hit points per round as long as they are in contact with any manner of flame.

Spirit, Shade (Least)*

Armor Class: 6
 Hit Dice: 1+1**
 Move: 150' (50')
 Burrow: 210' (70')
 Attacks: 1
 Damage: 1-6 + body dissolution
 No. Appearing: 1-3
 Save As: C2
 Morale: 10
 Treasure Type: T
 Alignment: Neutral
 XP Value: 23

The least and oft-overlooked of the spirits of darkness, the spies and couriers and tiny advisors, the least shade spirits are delicate creeping membranes of sooty black lace, or masses of velvet-soft darkness that coil and climb. At other times a least shade spirit may resemble a tangle of slender night-dark serpents with blue-black eyes, or a burrowing coal-black moth with folded and crumpled wings. The "treasure" of a least shade spirit is the velvet shreds, darkness made tangible, that it sometimes leaves behind.

Least shade spirits attack for 1-6 hit points of damage; their deceptively soft touch dissolves the physical form, causing a -2 penalty to Armor Class for two rounds and a one-hour loss of 1 point of Constitution if a Save vs. Spell is failed. They are immune to non-magical weapons, take one extra hit point of damage from all elemental sources save for darkness, and will regenerate one hit point per round as long as they remain within a dark—or at least notably dim—environment.

Spirit, Shining (Least)*

Armor Class: 6
 Hit Dice: 1+1**
 Move: 210' (70')
 Fly: 210' (70')
 Attacks: 1
 Damage: 1-6 + spirit wound
 No. Appearing: 1-3
 Save As: C2
 Morale: 10
 Treasure Type: T
 Alignment: Neutral
 XP Value: 23

The most minor of the spirits of light, messengers and "gifts", the least shining spirits are composed of gossamer veils of golden light and drops of shimmering, prismatic color. On occasion a least shining spirit may take the shape of a rainbow-shining scarab—as if carved of glass—or a fluttering mass of glittering hummingbirds. The "treasure" of a least shining spirit is the droplets of tangible light that are sometimes left behind after death.

Least shining spirits attack for 1-6 hit points of damage; their glittering touch bleaches and wounds the spirit, causing a -2 penalty to all saving throws for two rounds and a one-hour loss of 1 point of Wisdom if a Save vs. Spell is failed. They are immune to non-magical weapons, take one extra hit point of damage from all elemental sources save for light, and will regenerate one hit point per round as long as they remain within a well-lit environment.

Spirit, Water (Least)*

Armor Class: 7
 Hit Dice: 1+1**
 Move: 90' (30')
 Swim: 210' (70')
 Attacks: 1
 Damage: 1-6 + poison
 No. Appearing: 1-3
 Save As: C2
 Morale: 10
 Treasure Type: L
 Alignment: Neutral
 XP Value: 23

Minor inhabitants and hangers-on of the Courts of Water, the least water spirits are creatures of blue-gold liquid and icy white foam; sometimes as fluid as water, sometimes hard as ice. Least water spirits take the shapes of slender piscine creatures, or of shoals of tiny fish and serpentine beasts, and are scattered with pearls which are their eyes.

Least water spirits attack for 1-6 hit points of damage, and their fluids drug their victim if a Save vs. Poison is failed; the victim feels a lassitude for three rounds, being -2 to all rolls and moving at half-speed. They are immune to non-magical weapons, take one extra hit point of damage from all elemental sources save for water, and will regenerate two hit points per round as long as they are in contact with a reasonably pure water source.

Sshian

Armor Class: 5
 Hit Dice: 2+2**
 Move: 120' (40')
 Attacks: 1 bite or weapon
 Damage: 1-6 or weapon + poison
 No. Appearing: 2-8 (3-24)
 Save As: F3
 Morale: 9
 Treasure Type: A
 Alignment: Chaotic
 XP Value: 45

Patient and cunning, the sshian begin to expand their territories once again after uncounted centuries of degeneration and decline—and they have little use for young “upstarts” such as humanity except as slave fodder. Arming themselves with jade and black iron, the sshian strike out to reclaim what was once theirs.

Humanoid in a vague sense, the upper body of a sshian has a narrow torso and two muscled, grasping arms. Their three-fingered hands are long and claw-tipped, and their arms adorned with long colorful feathers—vestiges of wings. Their narrow snouts are beaked and fanged, and a brilliant feathered crest rises over their slitted eyes and runs down their spine. The remainder of a sshian is covered in dense shining scales, including their serpentine lower bodies.

Sshian prefer to let their slaves fight for them; when pressed into combat, they attack with baroque weaponry or—if desperate—bite for 1-6 hit points of damage. Their bite is venomous, requiring a successful save to avoid 3-12 hit points of damage; but they prefer to spit (with a 10' range) in order to blind. Three times a day a sshian's gaze will *charm* any who meet it.

Sshian with greater than base Hit Dice are far from unknown; the coiled ones use ancient and delicately bloody rituals to grow in power and stature. Those of greater Hit Dice may acquire spellcasting ability.

Stone Roses

Armor Class: 2
 Hit Dice: 3+3*
 Move: Nil
 Attacks: 4
 Damage: 1-4 / 1-4 / 1-4 / 1-4 + special
 No. Appearing: 1-6
 Save As: F3
 Morale: 12
 Treasure Type: Special
 Alignment: Neutral
 XP Value: 75

With stems of granite, thorns of obsidian, and blossoms of grey crystal and shining marble, a stone rose is no more nor less than its name suggests—a bush, or rarely a vine, of living stone. Stone roses are dimly intelligent creatures of the plane of Earth, and though they cannot move they know when they have potential prey within reach.

Stone roses are surrounded by an emotional field generated by the plantlike elemental. Any living being approaching within 20' of a stone rose must Save vs. Spell or be overcome by a steadily-growing tide of gentle sadness; this growing lassitude causes a cumulative -1-per-round penalty to initiative, to-hit and damage rolls, and saving throws as long as the subject remains within range. If a Save vs. Charm is also failed, the victim will remain lingering within the aura of sorrow until dragged away or injury allows another save to throw off the dull-mindedness.

Against all targets—affected or no—a stone rose lashes out with thorned coils, inflicting 1-4 hit points of damage with each of four coils and absorbing the spilled blood as readily as it does sorrow.

The oversized, greystone hips of a stone rose sometimes produce 1-4 snowcrosses instead of seed.

Stonestar

Armor Class: 1
 Hit Dice: 2+2*
 Move: 9' (3')
 Attacks: 1 ray
 Damage: 1-10
 No. Appearing: 1 (1-6)
 Save As: F2
 Morale: 10
 Treasure: Special
 Alignment: Neutral
 XP Value: 35

Stonestars are fleshy, five-lobed and radially-symmetrical creatures resembling a three-foot diameter starfish with a hard, calcite shell that resembles tiny nodules of stone and iron.

Usually clinging to a wall or ceiling by the hundreds of cilia-like suckers on its underbelly, a stonestar will fire a ray of energy from its central mass at any living creature that passes within ten feet. This ray provokes bleeding and liquifies flesh; even if its prey should flee, a stonestar will descend from its perch to absorb the liquids from the wounds it succeeded in inflicting through its ventral surface. A stonestar's camouflage makes them difficult to detect against their native stone, resulting in a -3 to all attacks made against them as they slowly shift about.

Within a stonestar's body is a soft, pearl-like organic "gemstone" with a value of 5gp per hit point of the stonestar.

T

Taurowanax*

Armor Class: 5
 Hit Dice: 4**
 Move: 180' (60')
 Attacks: 1 gore + 1 trample
 Damage: 1-10 / 2-12
 No. Appearing: 1
 Save As: C6
 Morale: 12
 Treasure Type: Special
 Alignment: Lawful or Neutral
 XP Value: 175

The taurowanax, king of bulls, is a massive creature that stands head and shoulders above a common ox and displays a frightening amount of intelligence. Most commonly encountered leading a herd of wild cattle, a taurowanax often raids outlying farms and ranches to ransack crops or add a farmer's cattle to his followers. Most taurowanax have a pure white hide, though some few are skewbald in white and tawny red; all bear long, curving and wickedly sharp golden horns. In some locales the horns and hide of a taurowanax fetch high prices—in others, owning them is a death sentence.

In combat a taurowanax gores with his horns, inflicting 1-10 hit points of damage, and tramples for an additional 2-12 hit points. Once every four rounds a taurowanax may invoke an *earthshaker*, pounding the ground beneath his hooves; all within a 50' radius are tossed to the ground and take 2-24 hit points of damage.

A taurowanax receives a +3 bonus to saving throws against all spells and is immune to non-magical weapons. Tales speak of taurowanax of 10 Hit Dice, with the ability to summon true earthquakes once a week.

Theron

Armor Class: 5
 Hit Dice: 1+2*
 Move: 120' (40')
 Attacks: by weapon, or
 2 claws + 1 bite
 Damage: as weapon, or 1-4 / 1-4 / 1-3
 No. Appearing: 1 (2-8)
 Save As: F2
 Morale: 9
 Treasure Type: B
 Alignment: Chaotic
 XP Value: 20

Crazed predators and cannibals, theron are often mistaken for ghouls by those unfamiliar with the undead but in fact bear more resemblance to lycanthropes. When the bloodlust takes over, a theron twists into a hunched, bestial posture, growing tearing claws and bestial teeth; their eyes grow slitted and beast-like, and they are often afflicted with a blood-flecked foam at the mouth and bloody tears. The theron's curse is in many ways a "lesser" strain of lycanthropy, passed along in a similar manner and with similar traits. Some theron are provoked into bloodlust by being threatened or injured; others by violent emotional states, or the phase of the moon. Most fearful are those who can control the timing of their transformations.

When unafflicted, theron attack with any weapons they happen to be armed with. When in bloodlust a theron attacks any and all living creatures in sight with claws and teeth for 1-4 and 1-3 hit points of damage respectively; if both claw attacks successfully strike the same victim, the theron rends the wound, which takes another 1-2 hit points of damage on the following round.

Theron regenerate 2 hit points per round. 50% of theron require silver weapons, enchanted weapons or spells to be harmed.

Victims who lose more than half of their hit points to a theron attack have a 50% chance of being taken by the curse within 2-8 days. Certain members of the clergy, as well as various enchanted items and elemental powers, are capable of curing the curse before it takes root.

Thief-of-Hues

Armor Class: 6
 Hit Dice: 4
 Move: 120' (40')
 Swim: 90' (30')
 Attacks: 1 bite
 Damage: 2-8
 No. Appearing: 1-2
 Save As: M4
 Morale: 9
 Treasure Type: Nil
 Alignment: Neutral
 XP Value: 100

The thief-of-hues—also known as a *nijiara* or chromatic python—is a huge serpent that most closely resembles a constrictor in shape, with scales of a dull pearly grey, milky white eyes, and virtually silent movement. A thief-of-hues may be found in virtually any environment; some believe them to be of some elemental strain, or the result of a magic-user's tampering.

In combat a thief-of-hues bites for 2-5 hit points of damage, sinking in hook-like fangs. Instead of venom it drains color from its victim; if a Save vs. Poison is failed, roll on the following chart to determine the color—and emotion—that is lost by the victim:

1. red—anger
2. orange—courage
3. yellow—fear
4. green—happiness
5. blue—sadness
6. violet—curiosity
7. indigo—calmness
8. two colors—roll twice more, ignoring results of 8

Lost colors may be regained by the intervention of a powerful cleric, or by consuming the ichor of a thief-of-hues—which may not be the serpent that drained the color from the victim.

A thief-of-hues bleeds in rivulets containing streams of color from the entire spectrum. Its ichor is valued by alchemists and sages, even beyond its purpose in restoring lost colors.

The Thousand Wings

Armor Class: 4
 Hit Dice: 2+2**
 Move:
 Fly: 270' (90')
 Attacks: 1
 Damage: 2-8 + special
 No. Appearing: 1-4
 Save As: F3
 Morale: 8
 Treasure Type: Special
 Alignment: Neutral
 XP Value: 45

Close cousins to the least spirits of air, the creatures known as the thousand wings predictably appear as fluttering, beating masses of translucent wings—feathery avian wings, dark bat-like wings, glittering insectile wings, even the scaled clawed wings of dragons and stranger beasts—that are yet somehow hazy, as if one's eyes cannot quite focus on them. A capricious creature driven almost entirely by instinct, a thousand wings is concerned only with its quest for emotion and the desire to travel on the winds.

Though a thousand wings is insubstantial, the edges of its multitude of pinions are as keen as the wind. In combat a thousand wings seeks to engulf a target, inflicting 2-8 hit points of damage from the buffeting and the wing's sharp edges. However this damage is a side-effect of the creature's true attack—once a target is engulfed, the thousand wings feeds on the victim's emotion and reason. If a Save vs. Spell is failed, the thousand wings siphons away 1-3 points of Wisdom; if a victim's Wisdom score is entirely depleted, their body dissolves and they are transmuted into a pulsing core of elemental force that becomes a thousand wings in 1-4 rounds.

The thousand wings is harmed only by magical weapons and spells. If a thousand wings is killed, it dissolved into mist, leaving behind a few iridescent folded pinions of solid air. These baubles may be worth 20-80gp each, or even more in the right circles.

Tikra

Armor Class: 5
 Hit Dice: 1+4*
 Move: 150' (50')
 Fly: 120' (40')
 Attacks: 2 slashes
 Damage: 1-6 / 1-6
 No. Appearing: 1-4 (2-12)
 Save As: F3
 Morale: 8
 Treasure Type: G (U)
 Alignment: Neutral
 XP Value: 20

Insectile humanoids with an affinity for music, tikra resemble thin and graceful mantids, standing some seven feet tall on four slender legs tipped with two curving claws. A third pair of limbs serve as their arms; they normally keep the sharp, spined “sickle” of their forelimbs flexed back along their forearms, using three grasping fingers at the wrist joint as their hands. The abdomen of a tikra is narrow, relatively short compared to an actual mantid, and covered with tightly-folded wings as bright as any butterfly’s. Their chitin is a bright deep gold, sometimes marked with rust, and their eyes are crimson.

Some tikra affect jewelry, gemstones mounted into their chitin, and humanoid accouterments such as belts, girdles, and shirts. These individuals are usually those tikra more accustomed to dealing with other sapient races.

Given the choice, a tikra would prefer to avoid physical combat. When forced to do so, tikra use their forelimbs to puncture and slash, inflicting 1-6 hit points of damage per successful strike; their hands, though capable of delicate manipulation, are unsuited for most weapons. A few tikra may tip their forearm spines with silver or similar such substances. Twice a day, a tikra may unleash a shrill, nerve-wracking shriek of discordant tones that is so violent it may actually cause injury—any in a 5x20x30 cone in front of the tikra takes 2-12 hit points of damage. Alternately, the singer may choose to disorient, instead causing those caught in the “breath weapon” to lose their ability to act for two rounds. Either effect may be mitigated by a Save vs. Breath Weapon.

U

Underfolk (Tak’ti)

Armor Class: 4
 Hit Dice: 1-3 hp
 Move: 60' (20')
 Burrow: 150' (50')
 Attacks: 1
 Damage: 1-3
 No. Appearing: 1-10 (10-100)
 Save As: Normal Man
 Morale: 6
 Treasure Type: I
 Alignment: Neutral
 XP Value: 5

With chalk-white flesh and no more than 1-1/2' tall, underfolk are strange little humanoids. They are round-bodied and hunched, with spindly yet strong limbs and broad glittering claws for digging; they possess a pair of insectile antennae, huge orb-like black eyes and a protective carapace like that of a scarab in darkly iridescent hues. Underfolk are not intrinsically hostile, but their endless tunneling and taste for metals and gems—as food—causes dwarves and their ilk to regard them as vermin and worse.

When pressed, underfolk will attack with their claws for 1-3 hit points of damage. If the swarm believes it can overpower a target, they will cling and hang on after a successful attack, biting automatically with mandible-like jaws for one hit point per round until removed.

One in twenty underfolk is a swarmleader with 1-1 HD. Underfolk have infra-vision, and function at a -2 penalty to all rolls when in sunlight or strong magical light.

V

Verdant Mantid

Armor Class: 4
 Hit Dice: 1+3*
 Move: 180' (60')
 Attacks: 2 claws (special)
 Damage: 2-5 / 2-5 (special)
 No. Appearing: 1-6
 Save As: F1
 Morale: 10
 Treasure Type: Nil
 Alignment: Neutral
 XP Value: 19

Nearly three feet long and sheathed in glittering emerald chitin as dense as crystal and sharp as glass, verdant mantids are dangerous and patient predators of anything they set their azure-tinted eyes on. More disturbing is their increased intelligence; verdant mantids are perfectly capable of working in small packs for greater gain, and they may be trained if acquired fresh from the egg-case.

A verdant mantid attacks with the two spined, razor-sharp "switchblades" of its forearms, inflicting 2-5 hit points of damage with each successful strike. If both attacks succeed, the mantid holds on and begins to chew through its prey, automatically inflicting 2 hit points of damage per round.

Verrun*

Armor Class: 4
 Hit Dice: 4+2**
 Move: 120' (40')
 Swim: 120' (40')
 Climb: 120' (40')
 Fly: 120' (30')
 Attacks: 2 or 1
 Damage: 1-8 / 1-8 or special
 No. Appearing: 1-4
 Save As: F4
 Morale: 12
 Treasure Type: Nil
 Alignment: Lawful
 XP Value: 275

Creatures from some otherworldly plane—or perhaps a sorcerer's fevered imagination—verrun are ever-shifting beasts, flowing from plumed and barbed serpent to humanoid to bestial predator to strange and alien winged shapes without pattern or pause. Though seemingly composed of glass and quicksilver, water and molten gold, they are not automatons or golems. Once bid to guard a place or object, verrun are unswerving in their dedication to their purpose; but they attack as swiftly as they may, and give forewarning.

In combat verrun attack twice in a manner appropriate to their current shape; regardless of the means used, each attack inflicts 1-8 hit points of damage. If a verrun deems it a better choice, it will forego normal attacks for a *breathless strike*: if the target fails a Save vs. Poison, the verrun's fluid substance invades the target's breathing passages and begins to suffocate them. The victim is -2 to all rolls on the next round, -4 the next, and then must save again each round or die. The verrun may release its victim at any time, and may continue to attack other targets.

Verrun are immune to non-magical weapons. They take one less hit point of damage per die from any elementally-based damage.

A Hamsterish Hoard of Monsters

Vikor

Armor Class: 5
Hit Dice: 2+4*
Move: 30' (10')
Fly: 180' (60')
Attacks: 1 bite or acid
Damage: 1-4 or 1-8 (see below)
No. Appearing: 2-8 (2-8)
Save As: F2
Morale: 8
Treasure Type: C
Alignment: Neutral
XP Value: 35

Vikor are giant, monstrous bats with six-foot wingspans. Their skin is a dusty black, their coat rusty brown, and along the dorsal sides of their wing bones and down their spines run row after row of shining green and violet scales.

Though a vikor may bite for 1-4 hit points of damage in combat, it prefers to first spit acid at a target with a range of 50'; dissolving flesh, this acid inflicts 1-8 hit points of damage in the first round and then 1-2 hit points for two additional rounds. Vikor may spit acid twice a day.

Vuuriia

Armor Class: 3
Hit Dice: 5***
Move: 90' (30')
Swim: 240' (80')
Fly: 150' (50')
Attacks: 1 engulf
Damage: 1-8
No. Appearing: 1-6
Save As: F5
Morale: 9
Treasure Type: Nil
Alignment: Chaotic
XP Value: 550

A vuuriia is a whirling, constantly moving mass of dense, shimmering droplets and orbs of blue-golden water. Equally capable of moving over solid surfaces, through liquids or even through the air itself, there is little that will halt a vuuriia in its erratic and eternal wanderings. Vuuriia are unpredictable and oft maddening creatures, distrusted even by their fellow creatures of water for their tendency to bewitch and overwhelm.

Vuuriia attack simply by engulfing a victim within their mass, where the dense, slightly acidic orbs of their bodies batter and etch away at the victim for 1-8 hit points of damage per round. If a vuuriia chooses, it may instead whirl its orbs in a shimmering, hypnotic pattern; once a round, a victim may be so *charmed* by this display, though an engulfed target may not subsequently be *charmed*. A *charmed* victim may then be engulfed, but this action promptly allows a second saving throw.

Due to its ever-shifting nature, a vuuriia is immune to all non-magical attacks and enchanted weapons inflict damage on only a 2-in-6 chance. Vuuriia take full damage from magic regardless of source, however, and double damage from flame of all kinds, magical or no.

W

Wichtling

Armor Class: 4
 Hit Dice: 1/2*
 Move:
 Fly: 240' (80')
 Attacks: 1
 Damage: 1-2
 No. Appearing: 4-40
 Save As: M1
 Morale: 7
 Treasure Type: Nil
 Alignment: Any
 XP Value: 6

Tiny spirits of elemental energy, wichtlings are fist-sized globes of softly-glowing light of a color representative of their element: orange for fire, white for air, blue for water, and green for earth. Curious creatures, they like to travel in flocks and investigate strange things or creatures. Unfortunately, their touch is dangerous to non-elemental beings.

Non-magical weapons deal no damage to a wichtling. They take double damage from their opposing element.

X

Xenthrek

Armor Class: 3
 Hit Dice: 3***
 Move: 120' (40')
 Attacks: 1 claw or by weapon
 Damage: 1-6 or by weapon
 No. Appearing: 1-4
 Save As: C4
 Morale: 12
 Treasure Type: Nil
 Alignment: Chaotic
 XP value: 80

Xenthreks are magical constructs resembling skeletons carved from transparent crystal. They are usually but not always human in shape (though human-like xenthrek may exhibit some animal features), and inside their glittering "bones" roils foaming liquid flame. Unnaturally quick, xenthrek gain +3 to their initiative rolls.

Most xenthrek attack with their claw-like hands, but some have been equipped by their creators with crystalline weaponry. A successful attack on a xenthrek shatters their crystal structure and releases a gout of liquid flame that scorches for 1-6 hit points of damage for two rounds.

Fire gives a xenthrek hit points equal to the amount of damage dealt; they are immune to cold. A magical weapon is required to damage a xenthrek.

Y

Yixan*

Armor Class: 2
 Hit Dice: 3+3**
 Move: 180' (60')
 Attacks: 1 bite
 Damage: 1-8 + special
 No. Appearing: 2-20
 Save As: F4
 Morale: 10
 Treasure Type: (K)
 Alignment: Chaotic
 XP Value: 125

Malevolent beasts, yixan resemble long-necked, half-starved coursing hounds sheathed in blue-black scales as hard as iron. Their eyes are the cold green of witch-fire, and their long and narrow muzzles are lined with teeth as sharp as razors.

Possessed of a dim and malignant intelligence, yixan prefer to hunt in pairs or packs. Their claws, while sharp, are not used for attacking; their bite is venomous, requiring a save the round following a successful attack or else the victim suffers 2-8 additional points of damage. One in ten yixan cause paralysis with their venom as well as hit point damage, lasting for four turns. A magical weapon is required to harm a yixan.

Z

Zihal (Flame Spider)

Armor Class: 4
 Hit Dice: 4+4*
 Move: 150' (50')
 Attacks: 2 claws or 1 bite
 Damage: 1-6 / 1-6 or 1-8 +
 poison (see below)
 No. Appearing: 1-4 (2-16)
 Save As: F4
 Morale: 8
 Treasure Type: G
 Alignment: Neutral
 XP Value: 200

Monstrous spiders, zihal are arachnids with nearly spherical abdomens, as large as a pony and nearly as fast. Their chitin is a glowing, deep red mottled with fiery orange growths, and both their mandibles and legs are tipped with fangs and claws of a translucent ruby. Their two major eyes are black, and their smaller subsidiary eyes a phosphorescent green. A zihal spins dense, amber-tinted silk which it uses to construct a labyrinthine lair within caverns or dungeons, and often shares space with humanoids such as kobolds or goblins as its allies—or servants.

In combat a zihal will attack with either its bite or its two foreclaws. Each claw inflicts 1-6 hit points damage and coats the wound with an inflammable secretion that causes it to burst into flame on the next round, inflicting 1-3 hit points of damage. The zihal's fanged bite inflicts 1-8 hit points of damage and poisons the victim; 2-8 hit points of damage from the fiery venom, and a -2 to all rolls for an hour, if the Save vs. Poison is failed. Two doses of venom will *charm* a victim, if it survives. Zihal take no damage from fire.

Zihal produce live young parthenogenetically; a clutch of 2-20 new flame spiders have 1/2 HD and inflict only 1-2 hit points of damage but still cause ignition (1-2 hp) and have venom (1-4 hp damage, -2 to rolls for an hour, but no *charm* effect). The zihal broodmaster may take control of a hatchling, or watch through its eyes.

Special Bonus!

A Dozen Strange Little Critters

These little oddities are mainly for campaign flavor and/or humor. Find a colony in a dungeon, a few invade the party's camp at night, maybe the PCs are actually hired to go gather a certain number (in a suitably hazardous place, of course!)—anything goes.

1. A mouse with fur of scorched black and bright scarlet. Attracted to sweet foods and alcohol—and, if startled, bursts into flame.
2. Dense, semi-spherical fungi that bear an uncanny resemblance to tiny human skulls. Rumors whisper that an elixir to feign death can be made from them, but most people consider them cursed.
3. A breed of viper with completely transparent skin and muscle. Its internal organs are pearly and translucent, hard to see, but its skeleton is a dense cinnabar red.
4. Crawfish-like land crustaceans with pale, bluish-white shells and an icy disposition to match. They like to crawl into warm places, and they like to hang on with their pincer-sharp claws . . .
5. An invasion of frogs. Chrome-skinned, black eyed, indestructible frogs. No matter what the party does to the little hoppers, they just don't die.
6. Delicate purplish-red violets that will softly press their flowers against skin and draw blood. No hit point damage and no pain, but a frightening bloody welt when the flower lifts away.
7. Opalescent, jelly-like slime mold. Spreads fast—including over objects and sleeping adventurers—and periodically sends up rafts of golden spore capsules. Contact numbs skin.
8. Sleek brown and white mottled rats with tool-using capability—and a stench like troglodytes swimming in an open sewer. Occasionally, giant ones.
9. Teleporting, metal-chewing ferrets with fur of dark grey mixed with blue. The bane of dwarves everywhere, to say nothing of loot-hoarding adventurers.
10. Bright emerald green, two-foot-long earthworms that burrow through stone with the same ease as through earth. (Alternately, neon orange.)
11. Grey and black mussels that can leap from the water, open up and flutter away like small birds. The mussels will clamp onto any surface that impedes their flight.
12. Golden-colored centipedes that periodically hibernate; curled up and legs tucked close, they look uncannily like sculpted gold finger-rings.

One-Shot Items

The quintessential single-use item is of course the potion, and one can get a fair bit of mileage out of different sorts of potions and elixirs. Adding other types of items—be they called tokens, charms, or whatever else—brings in a welcome variety, and the trick here is to make each type somehow interesting or evocative. A single token needn't have a whole history attached to it (though there's no reason one couldn't do that!); but a little bit of detail beyond "this item grants [blah blah blah]" goes a long way, even if it is only a name and a brief description.

The following are a handful of example items; they are quite low-key, but they serve the purpose. Higher level games can always scale up accordingly:

1. *Dragon King's Scale*: a single scale of glittering silver-gold, granting a +2 to Armor Class for four rounds.
2. *Direction Mirror*: a small round mirror that will reflect a single spell of level two or less.
3. *Voiceless Bell*: a jade bell with no clapper that creates silence for two rounds.
4. *Scorpion Tail*: palm-sized indigo scorpion sting that paralyzes for two rounds.
5. *Sheepcount*: a handful of woolen bolls that cause sleep for 1-4 rounds.
6. *Blessed Kiss*: silver prayer beads that allow a single turning as a 1-3 level cleric.
7. *Time's Arrow*: multicolored dart that grants a single extra action in the following round.
8. *Sage Insight*: a small illuminated scroll that grants a +1 to a single save type for 1-6 rounds (different scrolls for different saves).
9. *Decree of Order*: a golden orb that grants a +2 bonus against chaos for two rounds.
10. *Will of Discord*: a scarlet spiral that grants a +2 bonus against law for two rounds.
11. *Essence Fang*: shard of solid elemental energy (foam of water, tongue of flame, coil of air, crystal of earth, etc) that inflicts 2-5 hit points of damage of the appropriate elemental type.

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