

## Monsters

### Adhlacthaí portaigh\*

|                |                        |
|----------------|------------------------|
| AC:            | -3                     |
| HD:            | 15***                  |
| Move:          | 90' (30')              |
| Attacks:       | 1 weapon (x3) +special |
| Damage:        | By Weapon              |
| No. Appearing: | 1 (1)                  |
| Save As:       | F15                    |
| Morale:        | 10                     |
| Treasure Type: | M                      |
| Intelligence:  | 15                     |
| Alignment:     | Chaotic                |
| XP Value:      | 4800                   |

Adhlacthaí portaigh are undead warriors, leaders of tribes of the windswept marshlands of the North who willingly gave their lives in dark rituals to protect the boggy borders of their lands from invasion. Typically, they are found at the edges of their clans lands, where they were ritually killed before being interred within the peat. Over years, their bodies become pickled, tanned as if to leather by the acids within the peat. Whenever they perceive the lands of their clan are threatened they rise to face the perceived foes. However, over many hundreds of years most adhlacthaí portaigh are forgotten, as the tribes move on, and the former protectors become dangerous foes of nearly all living things, which are uniformly seen as enemies.

In combat they use the weapons they were interred with, with which they always proficient (at master level), and with which they can attack 3 times per round. They usually use bronze swords but pikes, spears and axes are also known.

They are immune to normal and silver weapons, and to magical weapons of less than +3 enchantment (as well as *sleep*, *charm*, and *hold* spells, as are all other undead), all forms of cold, and magical spells of under 4<sup>th</sup> level. When first seen approached within 60', all creatures must make a saving throw vs. spells or fall to their knees in awe of the fallen king, although they may make a saving throw each round to recover. They may also, once per round, in addition to other attacks, stare at a single foe within 120'. The target must make a save vs. spells or they will calmly put away their weapons and leave, refusing to step foot on the protected tribal lands for 1d6 days. Adhlacthaí portaigh can also animate fallen creatures as zombies, and can create 1d6 zombies from any corpses present per round (and may store bodies in the peat for this purpose).

They are turned as if haunts, but may make a saving throw vs. death ray if the result is a D. If turned, they will retreat to their marshy graves for up to 6 turns.

Some rare adhlacthaí portaigh were avengers in life. Those dangerous individuals retain their spellcasting ability in unlife, and can cast spells as if a 5<sup>th</sup> level cleric.

### Aralez\*

|                |                           |
|----------------|---------------------------|
| AC:            | 3                         |
| HD:            | 8**                       |
| Move, Running: | 180'(60')                 |
| Move, Flying:  | 360' (120')               |
| Attacks:       | 2 claws/1 bite or special |
| Damage:        | 1d8/1d8/2d8               |
| No. Appearing: | 1d6 (3d6)                 |
| Save As:       | F8                        |
| Morale:        | 9                         |
| Treasure Type: | M                         |
| Intelligence:  | 8                         |
| Alignment:     | Lawful                    |
| XP Value:      | 1750                      |

Aralez are the legendary winged dogs of the immortals, most commonly found on outer planes of the good and lawful heroic beings

and quite rarely seen elsewhere. They appear as huge, long-haired wolves with the wings of golden eagles. They are not aggressive, unless attacked, but will fight to defend their masters or to drive off any evil creatures in the lands they've been asked by said masters to protect.

Once per day an arelez may choose to howl, which has the effect of a *holy word* spell. And they may choose to lick the wounds of any injured or killed lawful creature, being able to cast *raise dead fully*, *cureall*, *cure disease*, *cure blindness* and *remove curse* once each per day. If, however, they lick the wounds of a chaotic or neutral foe (with a normal chance to attack any wounded foe) they may cast the reverse of those spells instead, with normal saving throws applying as appropriate. Aralez are immune to normal and silver weapons, and can only be hit with magical weapons.

On rare occasions arelez may be sent to aid the cause of good on the prime plane, where they come to the rescue of the most noble warriors of all should they fall to the powers of darkness.

### Arion

|                   |             |
|-------------------|-------------|
| AC:               | 5           |
| HD:               | 2+3*        |
| Movement Rate:    | 360' (120') |
| Attacks:          | 2 hooves    |
| Damage:           | 1d4/1d4     |
| Number Appearing: | 0 (4d6)     |
| Save As:          | F2          |
| Morale:           | 9           |
| Treasure Type:    | Nil         |
| Intelligence:     | 7           |
| Alignment:        | Lawful      |
| XP Value:         | 35          |

Arion are rare steeds bred of the stock of immortal horses, being capable of communicating by speech and of incredible speed. Their lightning fast reflexes make them able to respond to potential aggressors almost before they act, meaning all attacks against them are at -2 to hit.

They are typically white or grey, with long, flowing black manes, and a countenance of both haughtiness and nobility that sets them aside from other horses. They cannot be tamed but they can be persuaded to serve worthy masters.

### Aunt Sally\*

|                   |           |
|-------------------|-----------|
| AC:               | 7         |
| HD:               | 3+3*      |
| Movement Rate:    | 90' (30') |
| Attacks:          | 1 slap    |
| Damage:           | 2d8       |
| Number Appearing: | 1(1)      |
| Save As:          | F2        |
| Morale:           | 12        |
| Treasure Type:    | Nil       |
| Intelligence:     | 4         |
| Alignment:        | Neutral   |
| XP Value:         | 65        |

The same gifted hedge wizard who first created straw golems also carved the first animated Aunt Sally, and by the same accidental spark imparted the ability to these grotesque mannequins the capacity to craft more of their kind.

Aunt Sallies start off as hideous figurines of women, rarely more than 2'6" tall, resembling the dolls used as target practice in an old pub game where wooden clubs are throw to knock the heads off the dolls while leaving the bodies in place. Naturally they strongly resent the practice, and will remorselessly attack anyone employed in such a game. But over many years their features wear thin, and old Sallies more resemble crude, ugly wooden dolls with few if any discernible human features.

They are golems, of a kind, and therefore can only be struck by magical weapons, are immune to mind based attacks, gases, charms, and hold. Similarly to a wood golem they are also immune to missile fire weapons, such that arrows, crossbow bolts *etc.* cause them no harm.

While not desperately intelligent, they understand the weak spots that humans and humanoids have, and instinctively know to go for the throat, to try to remove the head (perhaps a racial memory of what they were constructed for). In the first round of combat they can leap up to 30' to attack the head, and if their first strike hits the victim must make a saving throw vs. death ray or die.

Aunt Sallies are rare, perhaps because few of them see a purpose in creating more of their kind. But those that are encountered tend towards the chaotic and evil end of neutral. They are known to pose as Aunt Sally dolls in pubs, their immunity to normal weapons making the vengeance they claim on drinkers playing what they view as a grotesque game unanswerable.

#### Baobhan sith

|                |                               |
|----------------|-------------------------------|
| AC:            | 2                             |
| HD:            | 7** to 9**                    |
| Move:          | 120' (40') or per animal form |
| Attacks:       | 1                             |
| Damage:        | 1d10+ double energy drain     |
| No. Appearing: | 0 (1)                         |
| Save As:       | F7-9                          |
| Morale:        | 11                            |
| Treasure Type: | F                             |
| Intelligence:  | 10                            |
| Alignment:     | Chaotic                       |
| XP Value:      | 1,250; 1,750 or 2,300         |

The rare and dangerous baobhan sith are believe to be the unusual product of vampiric infection of fey creatures. It is unknown exactly how they are created, but the result is one of the more feared and hated undead.

They appear as if beautiful women with pale red hair, invariably wearing green velvet dresses that hide the fact that rather than human feet they have the hooves of red deer. They can gaze at any foe within 120', who must make a save vs. spells (with a -2 penalty) or be charmed, and this (alongside their great beauty) to attract victims. They can at will take the form of a raven, black cat, deer or hooded crow. They may also assume gaseous form at will. In any form, a baobhan sith regenerates 3hp per round, starting from the round they first take damage. They may also assume gaseous form. All such transformations take 1 round to complete. They may summon any of the following creatures to assist them, and if they are within 300 yards they will arrive as quickly as they can.

| Creature   | Number | Creature    | Number  |
|------------|--------|-------------|---------|
| Cats       | 2d10   | Crows/Rooks | 1d20x10 |
| Great Cats | 1d6    | Ravens      | 1d10x10 |
| Deer       | 2d8    | Eagles      | 2d8     |

Baobhan sith are similar to vampires in many ways, but there are important differences. They cast a reflection in a mirror, and they do not abhor garlic. They do not need to retreat to a coffin, nor does sunlight harm them (although they prefer to hunt by night, to hide their deer like feet and footprints). They spend the day in mist form, merged into the soil. They suffer no restrictions crossing running water. Lastly, they have no immunity to normal weapons, nor is a wooden stake required to kill them – but iron weapons must be used (see below). They are unable to approach holy symbols, and are turned as if vampires.

They are somewhat vulnerable to iron, and weapons containing iron in as pure form as possible cause them more harm than those which do not. Mundane steel weapons cause normal damage to them, whereas magical weapons up to +2 enchantment cause half damage, whereas weapons of +3 or greater enchantment contain so little iron in an

appropriate form that only the magical bonus causes damage (e.g. any blow from a sword +4 causes 4 points of damage to them). Baobhan sith are immune to first and second level spells. A baobhan sith reduced to 0 hp will turn to mist and retreat, merging into the earth until the following sunset. Unless the final (killing) blow to kill a baobhan sith is made with a pure iron (rather than steel) weapon then it will survive and return the following night.

A human killed by a baobhan sith rises the next night as a vampire, but independent and not under control of the slayer, whereas an elf killed by baobhan sith rises as a banshee. It is postulated that a sidhe may return as a baobhan sith. Other creatures are believed to remain dead.

There are baobhan sith spellcasters, and many are clerics – they can clerics or magic users of up to 9<sup>th</sup> level. Note that spellcasting undead may have some resistance to turning (see RC).

#### Barbegazi

|                 |            |
|-----------------|------------|
| AC:             | 6          |
| HD:             | 1/2**      |
| Move (walking): | 120' (40') |
| Move (skiing)   | 240' (80') |
| Attacks:        | 1 weapon   |
| Damage:         | by weapon  |
| No. Appearing:  | 1d6 (3d6)  |
| Save As:        | F1         |
| Morale:         | 8          |
| Treasure Type:  | R+S        |
| Intelligence:   | 9          |
| Alignment:      | Lawful     |
| XP Value:       | 7          |

Barbegazi look like small (up to 3' tall) old men with copious white body hair, long white beards and enormous feet. They are fey creatures of the mountain tops and ice fields, joyously skiing on their comically large feet up and down mountain slopes and snow fields (gravity seems to have no hold on them, they can ski upwards as rapidly as downwards) through the winter months and sleeping through summers in remote mountain caves.

They are not in any way aggressive, but they are able to defend themselves if they must. They can, like other fey races, become invisible at will, and their favourite means of attack is to become invisible and attack a foe while skiing past. If they gain initiative on a foe in a combat round, they can make a weapon attack, only becoming visible when attacking, while skiing past with no chance of their enemy returning a melee blow. And at the end of the round they may again become invisible.

Barbegazi are friends with other wild creatures of the mountains and while they are not aggressive they may be encouraged to take action against threats to their homes. They understand snow and ice as well as the nixies know the lakes and sprites the woodlands, and they may make use of avalanches, ice falls and flash floods from glacial lakes with terrible effect.

#### Bed Bug (Giant)

|                |                     |
|----------------|---------------------|
| AC:            | 5                   |
| HD:            | 4*                  |
| Move:          | 120'(40')           |
| Attacks:       | 1+special           |
| Damage:        | 2d8 + 2d8 per round |
| No. Appearing: | 1d2 (2d100)         |
| Save As:       | F2                  |
| Morale:        | 8                   |
| Treasure Type: | Nil                 |
| Intelligence:  | 0                   |
| Alignment:     | Neutral             |
| XP Value:      | 125                 |

Flat, brown, foot long insects of surprising resilience, with distinctive round, ridged abdomen, the giant bed bug isn't named for its size, it is

named for its prey. It is more or less harmless to its normal hosts (giants and their kind), inflicting no real damage while taking a blood meal. It can survive for months between feeds, and as a relatively benign parasite it can evade detection in bedding for months.

But the adaptations needed to allow this parasite to take the blood of giants are lethal to smaller victims. While it rarely comes into contact with humans, demi-humans and humanoids, this relatively harmless looking insect has lethally sharp mouthparts that inflict deep wounds. Upon hitting any creature smaller than a hill giant, that creature must make a saving throw vs. paralysis or the bug will continue to drain blood each round until either the victim or the bedbug is killed. The capacity to pump blood from beneath a giant's skin grants it the ability to draw blood at a horrible rate from a lesser victim.

Giant bed bugs are rarely found wandering looking for new prey, but where they have infested a giant lair they can be discovered in terrifying numbers. There are many recorded examples of adventurers succumbing to these vile creatures after defeating the giants within their lairs.

### Beholder Gug

|                    |                      |
|--------------------|----------------------|
| AC:                | -3                   |
| HD:                | 8*-16**              |
| Movement Swimming) | 120' (40')           |
| Attacks:           | 1 eye or 1 weapon    |
| Damage:            | Special or by weapon |
| No. Appearing:     | 4d4 (4d4)            |
| Save As:           | MU of HD in levels   |
| Morale:            | 12                   |
| Treasure Type:     | (L+Special)          |
| Intelligence:      | 13                   |
| Alignment:         | Chaotic              |
| XP Value:          | Variable             |

Originally bred from beholders by followers of the lost immortal Arik to act as servitors, the gugs soon overthrew their masters and established their own identity as intelligent, savage and cruel enemies of everything that is good. They soon learned that while they could breed, they did not breed true, and they learned to harness the peculiar array of abilities their offspring had to a collective good.

An individual gug resembles a bulky, headless humanoid with a single eye in the centre of a large, muscular chest. A toothy mouth, very like that of a beholder, resides beneath the eye. Their viscid brown bodies are coated in hard, bony scales. The eye is able to produce a single magical effect, useable once per round or less often depending on the effect, as determined using the table below:

| %     | Effect                | Uses per round | Range |
|-------|-----------------------|----------------|-------|
| 1-50  | Anti-Magic Ray        | Constant       | 60'   |
| 51-54 | Charm Person          | 1/1            | 120'  |
| 55-58 | Charm Monster         | 1/1            | 120'  |
| 59-62 | Sleep                 | 1/1            | 240'  |
| 63-66 | Telekinesis           | 1/1            | 120'  |
| 67-70 | Disintegrate          | 1/1            | 60'   |
| 75-78 | Cause Fear            | 1/1            | 120'  |
| 79-82 | Slow                  | 1/1            | 240'  |
| 83-86 | Cause Serious Wounds  | 1/2            | 60'   |
| 87-90 | Death Spell           | 1/2            | 240'  |
| 91-94 | Cause Critical Wounds | 1/2            | 60'   |
| 93-98 | Finger of Death       | 1/3            | 60'   |
| 99    | Obliterate            | 1/4            | 100'  |
| 100   | Power Word Stun       | ¼              | 100'  |

They are highly militaristic in nature, but their chaotic tendencies lead to many fights between individuals. While this ensures that only the strongest survive, it limits their numbers and restricts the maximum group size typically encountered

As soon as a gug hatches, it begins training with weapons. The result is that every gug is at least skilled in 1 weapon, and they improve with age. The more HD a gug possesses, the greater their weapon skills, as shown below.

| Gug HD | Weapon Mastery  |
|--------|---|
| 8-9    | Skilled in 1 weapon   |
| 10-11  | Skilled in 2 weapons  |
| 12-13  | Skilled in 1 weapon, expert in 1 weapon                       |
| 14     | Skilled in 2 weapons, expert in 1 weapon                      |
| 15     | Skilled in 2 weapons, expert in 2 weapons                     |
| 16     | Skilled in 3 weapons, expert in 2 weapons, master in 1 weapon |

Gugs organise into units of 4-16, of varying hit dice and magical abilities. Typically they will carry a mixture of potently defensive and offensive weapons, often favouring halberds, swords, and heavy crossbows (which their great strength allows them to use every round) but units specialising in siege weapons or indeed choosing various unusual armaments are not unknown. A unit will use its varying abilities cooperatively when working together to defeat a foe – the only thing a gug hates more than another gug, is every other intelligent life form.

Gugs individually have treasure type L, but each also has a 30% chance of possessing a magical weapon they are at least skilled with.

Gugs are, mercifully, rare.

### Black Shuck\*

|                |                    |
|----------------|--------------------|
| AC:            | 0                  |
| HD:            | 7**                |
| Movement:      | 180' (60')         |
| Attacks:       | 1 bite             |
| Damage:        | 2d8 + energy drain |
| No. Appearing: | 1d4 (1d8)          |
| Save As:       | F7                 |
| Morale:        | 9                  |
| Treasure Type: | E                  |
| Intelligence:  | 8                  |
| Alignment:     | Chaotic            |
| XP Value:      | 1250               |

The black shuck are undead, ghostly black hounds, roughly the size of wolves, seeming to be made up of shadow and darkness. Often the only part that can be seen is their eyes, which glow a dull red that is visible on the darkest of nights and in the darkest of places.

Black shuck able to pass between Limbo and the Prime Plane at will, up to once per turn. They freely hunt those who have been sent to Limbo in battles against the undead, and when not doing so they prefer to hunt on the prime. A successful bite from a black shuck inflicts 2d8 damage plus a level of energy drain, and humans and demi-humans killed by a black shucks energy drain rise as wraiths the following night. Black shucks also attack wolves and dogs, who return as black shucks.

Black shucks may also, three times per day, howl. The howl of a shuck strikes terror into the hearts of foes. All living creatures within 60' of a howling shuck must make a saving throw vs. paralysis or be paralysed in fear for 1d6 rounds.

Black shucks are immune to normal and silver weapons, and can only be struck by magical weapons. They can be turned, and for such purposes they are treated as wraiths.

### Bloody Bones\*

|                |                  |
|----------------|------------------|
| AC:            | 6                |
| HD:            | 4+1*             |
| Movement:      | 90' (30')        |
| Attacks:       | 1 touch          |
| Damage:        | 1d6+energy drain |
| No. Appearing: | 1 (1d4)          |

Save As: F4  
 Morale: 11  
 Treasure Type: C  
 Intelligence: 9  
 Alignment: Chaotic  
 XP Value: 200

Bloody bones are undead creatures resembling pale, emaciated corpses, with bones showing through skin that appears to have been picked at by crows as if the body had been left in a gibbet, allowing blood to seep and stain their otherwise porcelain white skin. Despite being long dead their wounds never seem to dry. Their bony fingers look horribly extended and their faces are contorted in a decayed, skeletal grin. Their origin is unknown – perhaps in life they were adults who were especially cruel to children, or they may simply be the creation of an unspeakably wicked entropic immortal. Occasionally they steal from or murder adults to try to satisfy their never ending craving to harm children, but to no avail. This desire can never be sated.

Bloody bones are usually invisible to adults (visible only with *detect invisible* or *truesight*), but are always visible to children, from whom to be unnoticed they must make a conscious effort to hide (under the bed, in a wardrobe, the cellar, in the shadows under the stairs, *etc.*). While children can see them and may be aware of their presence, adults typically disbelieve they even exist. And from the position of being known to the child but disbelieved by the adult, they seek to keep the child in fear, driving them to insanity over time. They may, if the accompanying adults make no attempts to deal with them, spend years tormenting a single child, potentially destroying a whole family in the process, furthering entropies goals by making the next generation more bitter than the last.

Bloody bones are completely incapable of physically harming children, which drives them to instil ever more fear and insanity. They cannot touch children or wield anything to cause them harm, set traps for them, *etc.* They become visible upon attacking an adult (and that adult can forever see that bloody bones), and their touch causes 1d6 damage + energy drain. They are immune to normal weapons, and can only be struck by silver or magical weapons.

As undead creatures, bloody bones can be turned as if wraiths.

#### Bluebottle, Giant

AC: 4  
 HD: 3+2  
 Movement: 150' (50')  
 Attacks: 1 vomit  
 Damage: 2d6  
 No. Appearing: 2d8 (2d8 or special)  
 Save As: F2  
 Morale: 7  
 Treasure Type: U  
 Intelligence: 0  
 Alignment: Neutral  
 XP Value: 50

Resembling a 3' long giant housefly with detail of its otherwise jet black form picked out with blue iridescence, the giant bluebottle is by preference a carrion eater, but when desperate or threatened it will attack living foes. Its means of attack is horrific – it literally vomits highly corrosive digestive juices on a foe. They are, thankfully, rarely keen to attack. They can be found underground or in the wilderness, and where a huge carcass is rotting they can swarm in massive numbers, with tens or even hundreds able to breed from the site of a rotting dragon, for example.

#### Bluecap

AC: 4  
 HD: 1/2\*\*  
 Movement (Flying): 180' (60')  
 Attacks: 1 dagger or special  
 Damage: 1d4 or special  
 No. Appearing: 5d8 (0)

Save As: E1  
 Morale: 8  
 Treasure Type: R+S  
 Intelligence: 11  
 Alignment: Neutral  
 XP Value: 7

As the pixies and sprites are to woods, and the nixie to lakes, so is the bluecap to caves and mines. They are 2' tall bat winged humanoids with elfin features appearing to be either shrouded in or entirely made up of blue flame. The bluecap is not aggressive, often taking delight in the work of miners, showing a great interest in the craft of extracting coal and ores from the ground. Indeed when the miners return home from a day's work the bluecaps will often take over, and continue working through the night. But they will expect to be paid for this work, and will as a group only accept the same pay as that of a miner – no more, and no less. Anything else is considered greatly insulting. Their pay must be left in a quiet corner of the mine.

If threatened or if they feel exploited then bluecaps can be dangerous. They can become invisible at will, and when attacking from invisible they always gain surprise. Their most feared attack is a capacity to set anything visible ablaze – in addition to normal attacks each bluecap can make any foe within 60' not immune to fire damage take one point of burning damage per round, and they can work cooperatively to target specific foes. A save vs. spells halves this damage (so a victim may take 1 point of damage every 2 rounds if targeted by 1 bluecap, or 5 points per round if targeted by 10, *etc.*).

Like most fey races, bluecaps are not typically aggressive. But they are a more serious minded folk than most other fey, and tend not to be quite as easily distracted from a goal.

#### Bolas Spider, Giant

AC: 3  
 HD: 9\*\*  
 Movement: 150' (50')  
 Attacks: 1 bolas/1 bite  
 Damage: Entrapment/2d8+Poison  
 No. Appearing: 1 (1d4)  
 Save As: F9  
 Morale: 10  
 Treasure Type: E  
 Intelligence: 16  
 Alignment: Chaotic  
 XP Value: 2300

The giant bolas spider is an enormous (12' across) elaborately patterned spider that stalks dark forest paths for prey. They are highly intelligent with a social structure of their own, placing females at the top of a loose pecking order, with older specimens having most renown. They believe themselves to be superior to all other giant spiders, especially the aranea, a race they hold in contempt.

Their preferred method of hunting requires both guile and intellect. They have exceptional hearing, allowing them to discern and identify any potential prey animals within 200 yards. They consider any creature up to the size of an ogre worthwhile prey. Upon identifying a prey animal they start secreting a smell to attract it – that smell may be of fresh water, a potential mate, an appropriate food source, even the smell of gold or treasures. The target creatures must make a saving throw vs. dragon breath once per turn while within range of the bolas spider, and if they fail they will find themselves quite innocently walking within range of the spiders dangerous bolas attack.

The spider will typically attack from a dark cavern roof or the underside of the branches of a mighty tree. When doing so it surprises prey on a roll of 1-4 on 1d6. Instead of a web, it creates a length of silk up to 60' long with two sticky balls at the end, to be swung at its chosen target. Any target struck will be drawn into the tree and, in the next round the spider will attempt to bite its prey. If bitten, in addition to taking 2d8 points of damage a victim must make a saving throw vs. poison with a -2 penalty or lose consciousness for 2d6 turns. During this time the

spider will climb to a hidden lair high in the trees or in a hidden part of the cave to kill and consume its prey.

Bolas spiders are unsympathetic hunters of sentient and non-sentient creatures, having a preference for intelligent prey that brings them treasure. They frequently have an interest in art, philosophy and history, and if approached peacefully may barter knowledge they possess or by more. However, a wise traveller will know better than to believe that a bolas spider will refrain from attacking after such trade has been made. Such moral codes do not apply among arachnids.

#### **Bombardier Beetle**

AC: 3  
HD: 7\*  
Movement: 90' (30')  
Attacks: 1 spray  
Damage: 9d6  
No. Appearing: 1 (2d4)  
Save As: F4  
Morale: 5  
Treasure Type: Nil (special)  
Intelligence: 0  
Alignment: Neutral  
XP Value: 850

The giant bombardier beetle is an 8' long, 5' high, robust bodied beetle with yellow stripes running down the length of its otherwise brown carapace. Its bulky abdomen is offset by its narrow abdomen and comically small head and mouthparts. The bombardier looks harmless, and if left alone it is, it wants nothing more than to eat its way through the rotting material on a forest floor, perhaps wandering in to caves to graze on any fungi therein. At first glance, other than its thick carapace, it would appear defenceless. That appearance is deceptive.

If threatened a bombardier beetle will spray any foe within 10' with a complex alchemical mixture. While this mixture originates at the tip of its abdomen it can point it in any direction, including upwards, downwards, and straight in front of it. A normal hit roll is required, and if it hits then the mixture of fluids reacts to create boiling heat, inflicting 9d6 damage to the target. It can do so 6 times before needing to recharge, one charge being regained per hour.

They are otherwise completely non-aggressive. They will not pursue a fleeing foe, they will not continue an attack beyond a point when an attacker is no longer attacking them, and will return to their normal grazing as soon as danger has passed.

While they do not hunt or hoard, so they have no treasure as such, alchemists may cover the alchemical ingredients that the bombardiers use to create their spectacular attack. To extract these three ingredients is, however, complex and fraught with danger. But each of the three organs that make and store these components may have a value of 100gp per charge remaining when the beetle died, to the right alchemist.

#### **Bonnacon**

AC: 7  
HD: 4\*  
Move: 150' (50')  
Attacks: 1 kick or 1 incendiary wet fart  
Damage: 1d4 or 6d6  
Number Appearing: 0 (2d12)  
Save As: Fighter 2  
Morale: 7  
Treasure Type: Nil  
Intelligence: 2  
Alignment: Neutral  
XP Value: 100

A bovine creature resembling a cow or bull, with inward curving horns that are useless in defence but can be used to jostle other bonnacon,

and a mane rather like that of a horse, the bonnacon would be an unremarkable herd animal but for a surprising rear attack.

A bonnacon is able to shart a 15' long, 10' wide at the end stream of wet, semi-gaseous excreta, which ignites on contact with the ground, skin, or anything else. Any creature caught in the area takes 6d6 fire damage but may make a saving throw vs. dragon breath to half this. A bonnacon can only use this attack form once per turn, at most. Typically this attack is used by retreating bonnacon. The creatures being essentially not aggressive they usually run from combat rather than fight, leaving all behind them ablaze.

#### **Boobrie**

AC: 4  
HD: 6\*  
Move Walking: 120' (40')  
Flying: 240' (80')  
Swimming: 180' (60')  
Attacks: 1 or special  
Damage: 1d8 or 1d6  
No. Appearing: 1 (1d4)  
Save As: F3  
Morale: 9  
Treasure Type: C  
Intelligence: 3  
Alignment: Neutral  
XP Value: 500

The boobrie is a massive bird that hunts the lochs and shorelines of the cold North. It can move freely between two forms, one being similar to a heron but pure black and standing around 9' tall, and the other a shorter (7') and stockier bird resembling a great auk or penguin. When nesting (and hunting) on loch shores it chooses the heron form, when at sea or nesting on islands it chooses the auk. It is a dangerous predator feeding on larger fish, young seals, livestock and even humans and demi-humans.

While in heron form it can, once every 3 rounds, attack by swinging its wings at all creatures in front of it within 20'. All creatures will take 1d6 damage and must roll under their dexterity score on 1d20 to remain standing. While a boobrie in this form will rarely attack humans, recognising them as dangerous, they will fight to the death to defend their massive (20'-30' across) nests among reeds and marshlands.

In auk form, boobries pay little attention to fishermen (who often see the presence of a seal hunting boobrie in the water as good luck). But anyone who falls into the water is in serious danger. An auk form boobrie can once every 6 rounds when in the water emit a piercing shriek that inflicts 1d6 damage on all creatures within 20' in all directions, all of which must make a save vs. paralysis or be stunned for 1d3 rounds. They are immune to normal and silver weapons, and can only be struck by magical weapons.

Boobries share a habit of gathering up shiny things that many birds possess. They don't covet treasure, but when they are found with treasures in their nests that treasure is often accompanied by various other assorted shiny objects. Many a lost ring, charm or even stained glass window has been recovered from boobrie nests.

There are persistent rumours that another, higher form of boobrie related to the faerie races, and which is both more intelligent and able to shift into a number of other forms (cormorant, diver and water bull among others), may still exist. Whether this is true or a rumour spread by the Sidhe remains to be determined.

#### **Bregdi**

AC: 5  
HD: 22\*  
Move (swimming): 120' (40')  
Attacks: 1 bite + special  
Damage: 2d20 or special  
Number Appearing: 0 (1)

Save As: F11  
 Morale: 10  
 Treasure Type: G  
 Intelligence: 4  
 Alignment: Neutral  
 XP Value: 5000

Bregdi are massive, long necked, ship sized fish with fins in either side adapted in to gigantic claws with which they can clasp a vessels from underneath. They inhabit the colder waters around Northern islands, where they terrorise unwary sailors.

Their preferred form of attack is to wrap their claws around a ship from underneath, where they begin to gnaw on the underside of the vessel, inflicting 1d10 hull points of damage per round. This frightening rate of attrition can allow them to overturn ships very rapidly, at which point they ship is dragged to their underground wrecking grounds where inhabitants are consumed and treasures stored.

They cannot attack anything smaller than a ship with their claws, but they are more than capable of attacking creatures in the water with by biting. On a roll of 17-20 human sized or smaller foes are swallowed whole. They typically ignore single foes in the water, and concentrate on sinking a ship until they become badly wounded.

Thankfully natives on the island around which Bregdi hunt have methods of dissuading attack. Bgegd fear amber, and throwing a single amber bead at them will drive them off. They will however defend their lairs to the death, and cannot be driven off from there with amber.

#### Brock

AC: 6  
 HD: 3+4  
 Movement Rate: 120' (40')  
 Attacks: 2 claws+1 bite or by weapon  
 Damage: 1d4/1d4/1d6 or by weapon  
 Number Appearing: 1d4 (4d4)  
 Save As: F3  
 Morale: 9  
 Treasure Type: E  
 Intelligence: 12  
 Alignment: Neutral  
 XP Value: 50

Brock are anthropomorphic badgers. They appear as big, lumbering, hairy creatures with broad shoulders and long, stripy faces coming to a glistening black nose. They are poor of sight (suffering -2 to hit with missile weapons) but have excellent hearing and scent (being surprised only on a 1 on 1d10, and able to faultlessly track by smell).

The badger folk are a considered, careful people, preferring to lie in small family groups in their well-constructed and furnished burrows, which are known as sets. Their sets tend to be warm, dry, and constructed near or within the woodlands in which they prefer to forage. They are completely omnivorous, but have a particular fondness for carrion, which will always be taken back to their sets to be prepared into a fine feast. They take small game, insects, grubs, fruit, nuts, and indeed almost anything else, and are well known for their capacity to turn even the most unlikely ingredients into high gastronomy. While they do not hunt humans, demi0humans or humanoids they are certainly not above consumption thereof if they happen upon their dead, and the find the scruples of many civilised folk when faced with the prospect of such meat to be highly hypocritical ("It you'd eat a pig, why wouldn't you eat a hobbit?" is a common phrase among them).

Brock are rarely hostile, but will defend their homes and their foraging grounds if threatened. They are friendly with most other forest folk but are quite a private folk, and rarely entertain.

Brock adventurers are not unknown, and they excel as fighters and clerics.

#### Candiu

AC: 8\*  
 HD: 1/8 (1hp)  
 Move (swimming): 90' (30')  
 Attack: 1bite + special  
 Damage: 0 + special  
 No. Appearing: 0 (2d10)  
 Save As: NM  
 Morale: 10  
 Treasure Type: Nil  
 Intelligence: 0  
 Alignment: Neutral  
 XP Value: 5

There are many species of candiru in fresh waters of tropical rivers, but only a few pose any risk. Those species are, when fully grown, a little over 2" long. They are essentially parasites, living on or in other fish in their river habitats, however they will try to infect any creature that they find in the water. They try to get into the urinary tracts of their targets, a difficult task that most fail to achieve. A successful candiru attack will typically cause it to attach to the targets skin, but 1 in 20 will find their target. The removal of a candiru from the skin can only be attempted by a character wearing gloves or gauntlets, or by one wielding an open flame, and inflicts 1 point of damage to the victim. But if a candiru has effectively found the urinary tract of its victim, the situation is far more serious. While no hit-point damage is inflicted, the victim is not quite the same thereafter. All natural healing is reduced by 1 point, and all magical healing by two. So, for example, a resting character always recovers one fewer hit point, and a cure light wounds spell would recover 1d6-1hp instead of 1d6+1. Every night that the victim has an undisturbed night's sleep, the candiru is assumed to have parasitised one further hit point. Once the candiru has thus parasitised 10hp in total, it is ready to lay its eggs. The victim will at this stage suffer immense pain while passing urine, which will contain hundreds of eggs, and must make a saving throw vs. poison or become infected with a wasting disease and die within 1d6 days. If the subject survives, the cycle now begins again, but on each subsequent occasion when eggs are laid the victim suffers a -2 cumulative penalty to their saving throw.

Removal of a candiru can be achieved by use of a cureall spell, or by any magical effect that can reasonably kill the fish but not the victim (death spell may work if the victim is higher level, for example). Cure Disease does not remove the parasite, but will cure a victim if suffering from infection. Surgical removal is both difficult and damaging.

#### Caracal

AC: 7  
 HD: 2  
 Movement rate: 150' (50')  
 Attack: 2 claws+ 1 bite  
 Damage: 1d2/1d2/1d6  
 Number Appearing: 0 (1d2)  
 Save As: F2  
 Morale: 7  
 Treasure Type: Nil  
 Intelligence: 2  
 Alignment: Neutral  
 XP Value: 20

A fairly small big cat sandy coloured cat with large, black pointed ears It is rarely as tall as 2' at the shoulder, but powerfully built and with an incredible capacity to leap up to 15' to attack potential prey. If attacking from long grass or woodland undergrowth it surprises prey on a 1-4 on 1d6, and its incredible sense of hearing means it can only be surprised on a 1 on 1d6. Caracals are not typically aggressive towards humans and humanoids, mostly preying on small mammals and birds, but they are dangerous if cornered, and they may chance attacking larger prey if hungry enough.

#### Cave Lion

AC: 6  
 HD: 9  
 Move: 150' (50')  
 Attack: 2 claws+ 1 bite

|                |                |
|----------------|----------------|
| Damage:        | 1d10/1d10/2d10 |
| No. Appearing: | 1d4 (1d4)      |
| Save As:       | F5             |
| Morale:        | 9              |
| Treasure Type: | Vx2            |
| Intelligence:  | 2              |
| Alignment:     | Neutral        |
| XP Value:      | 900            |

An enormous cat, up to 9' long and over 4' tall the shoulder, the cave lion is typically only found in 'lost world' areas. They are larger even than sabre tooth tigers, and they extremely dangerous if angered. If both paws strike a target, that target must make a saving throw vs. paralysis or be knocked to the ground prone, giving the cave lion +4 to hit with their bite attack. A cave lion successfully biting a prone target automatically inflicts maximum damage.

Cave lions are inquisitive and will delve into caves and tunnels seeking prey. While most never see a human or demi human, it is rare that encounters with cave lions do not result in combat. A cave lion will hunt a new kind of prey just out of curiosity.

### Cheetah

|                |                 |
|----------------|-----------------|
| AC:            | 5               |
| HD:            | 3+1             |
| Move:          | 240' (80')      |
| Attack:        | 2 claws+ 1 bite |
| Damage:        | 1d4/1d4/1d8     |
| No. Appearing: | 1d4 (1d4)       |
| Save As:       | F2              |
| Morale:        | 7               |
| Treasure Type: | U               |
| Intelligence:  | 2               |
| Alignment:     | Neutral         |
| XP Value:      | 50              |

A sleek, sand coloured cat with large, darker spots with open centres. Built purely for speed, a cheetah can for one round increase its speed to 360' (120'), but must rest for 1 turn after any period of 5 or more rounds running or combat. Cheetahs are usually solitary, but family groups of a mother with multiple young adults are common.

### Clausius\*

|                   |               |
|-------------------|---------------|
| AC:               | 7             |
| HD:               | 1*            |
| Move:             | 120' (40')    |
| Attacks:          | 1 weapon      |
| Damage:           | By weapon     |
| Number Appearing: | 2d4(6d4)      |
| Save As:          | Thief 1       |
| Morale:           | 12            |
| Treasure Type:    | Nil (special) |
| Intelligence:     | 10            |
| Alignment:        | Chaotic       |
| XP Value:         | 11            |

The clausius are short (around 4') hairless, scaled humanoids, with perfectly round eyes and circular sharp toothed mouths, lacking both visible noses and ears. They are bright yellow in colour, primarily, with black, orange and red bands on their body, as if a poisonous snake or insect. They inhabit various planes of existence where entropy is dominant, where they thrive in the most hostile, dangerous environments where other intelligent species are unable to cope.

They are remarkably resilient, being immune to heat, cold and acid damage, energy drains, lightning, and they can fall any distance without being hurt. They need no breath, they cannot be drowned or asphyxiated. They are also immune to normal weapons, and can only be struck by silver or magic weapons.

Clausius are agents of chaos rather than evil, and they bring disorder and mayhem everywhere they go. They don't seek to fight or to kill,

but they will turn up at a camp and dismantle things, strip the leaves off trees, throw armour around, soil food, spill the contents of bags, start fires, etc. Their preferred, indeed required state of existence is one of absolute and complete disorder – they derive sustenance from this act.

Other than their unusually resistant nature and idiosyncratic nutritional needs, the single thing that distinguishes the clausius is that to kill one necessitates damaging it massively. Although a single hit dice monster, if they are killed without reducing them to -15hp by the end of the round, in the next round they rise again, but now there are two of them. In fact each time one is 'killed' without thus being completely destroyed, two more will rise up.

They are rarely tolerated on any planes other than those of entropy, but where they have settled on planes with positive sphere bias they can rapidly reach plague like population levels.

### Contrivance\*

|                |                   |
|----------------|-------------------|
| AC:            | 2                 |
| HD:            | 10*               |
| Move:          | Variable          |
| Attacks:       | Nil (or special)  |
| Damage:        | Nil (or variable) |
| No. Appearing: | 1 (1)             |
| Save As:       | F10               |
| Morale:        | 12                |
| Treasure Type: | Nil               |
| Intelligence:  | 10                |
| Alignment:     | Neutral           |
| XP Value:      | Typically nil     |

Being a designed and constructed largely as catch all working golems, contrivances resemble 4'x4' cubes with a single small wheel on two opposite sides. The wheels can be turned individually or together, and are typically attached to cogs, belts, wheels or pulleys as part of either simple or complex mechanisms. Their role is to drag ploughs from a static location, pull carts with cogs and wheels attached to their central motor, beat clay, turn millstones, power bellows, or perform any of a multitude of other tasks in a techno-magical society. The capacity of contrivances to power machines, vehicles or war engines is limited by the engineering skills of their operators.

They are more intelligent than other golems, and have a limited capacity to speak (in a stunted, mechanical, almost robotic way). This can be used to command other golems that they are left in control of, using them to change their fixtures and fittings according to their own instructed tasks. Golems being tireless automata never need repair, but they do need healing on occasion. A wise owner of a contrivance will regularly employ clerics to cast healing spells to keep them going.

A contrivance without any fittings is of course useless in a fight, but depending on what they are being used for they may be dangerous guards. With wheels and blades attached they can tear through bodies of troops, or when used to power siege engines they may make loading and loosing projectiles faster than is normally possible. Imaginative owners have put them to many such uses.

But in themselves contrivances are not aggressive and will not in themselves look for trouble.

### Deinonychus

|                |                  |
|----------------|------------------|
| AC:            | 5                |
| HD:            | 2                |
| Move:          | 150' (50')       |
| Attacks:       | 2 claws + 1 bite |
| no. Appearing: | 1 (1-2)          |
| Damage:        | 1d6/1d6/1d8      |
| Save As:       | F1               |
| Morale:        | 8                |
| Treasure Type: | Nil              |
| Intelligence:  | 2                |

Alignment: Neutral  
XP Value: 20

Deinonychus are medium sized dromaeosaurs, standing around 4' tall and stretching up to 9' long including their stiff tails. They are fast, but not as rapid as some of their relatives such as velociraptor, and they are capable predators.

They are solitary predators, occasionally found as a pair but typically preferring to live and hunt alone. They chase down prey and try to kill it with both stab wounds from their huge toe claws, and with a bight attack.

They are thickly feathered while not capable of flight they are effectively immune to falling damage due to being able to flap, and they can leap surprising distances, flapping to avoid larger predators.

### Devils Coach Horse

AC: 2  
HD: 4+1\*\*  
Movement: 180' (60')  
Attacks: 1 bite + Special  
Damage: 2d6 + Special  
No. Appearing: 1d2 (1d2)  
Save As: F2  
Morale: 9  
Treasure Type: V  
Intelligence: 0  
Alignment: Neutral  
XP Value: 375

The dangerous devils coach horse is a giant black beetle, up to 8' long, with an extended central body section (thorax) and massive jaws in front of its mouthparts. It is extremely rapid, and can charge into combat for double damage on the first round. Any successful hit thereafter necessitates its victim make a save vs. paralysis or be caught in its great jaws, where they will take 2d6 damage until either they or the devils coach horse is killed.

If seriously threatened the devils coach horse can release a putrid, burning oil from its abdomen. Any creatures other than devils coach horse beetles must make a save vs. poison or be incapacitated by the burning sensation this creates, unable to pursue (but able to defend themselves normally) for 1d6 rounds, typically allowing the beetle to escape.

### Dhampir

AC: 9  
HD: 2\*  
Movement: 120' (40')  
Attacks: 1 weapon  
Damage: By weapon  
Number Appearing: 1 (1)  
Save As: F1  
Morale: 9  
Treasure Type: P (U)  
Intelligence: 12  
Alignment: Any  
XP Value: 24

Dhampir result from the union of a vampire and a human, usually (although not always) a male vampire and a female human. There are examples of the women meeting with their husbands for a final time after they have been turned into vampires, and others of women who have sought out vampires for such a reason.

Dhampir are almost indistinguishable from humans, identifiable only by lacking a shadow. They are a little more robust than most humans, saving as first level fighters and having two hit dice. Many live relatively ordinary lives, but a few take up adventuring professions where they may excel. An adventuring dhampir requires 5% more experience points per level gained.

They can use any weapon or armour allowed to their class, and possess few abilities that normal humans do not. They can, however, sense supernatural creatures within 60' of them. They have a 5% chance per level of experience of detecting hidden or unseen creatures that require silver or magic weapons to be struck. They also have a 10% chance per level (to a maximum of 90%) of knowing if an invisible, charmed, gaseous or shape changed/polymorphed creature is within 5' of them.

Dhampir are not ordinarily predisposed to be sympathetic to the undead, in fact many become hunters thereof, seeking redemption for their line or revenge against the parent that abandoned them, using their innate skills to infiltrate organisations supportive of the undead.

While being able to mix freely with humans, dhampir may also breed true, but each generation only produces a single true dhampir. A male dhampirs first son will also become a dhampir, and a female will beget a new female dhampir as her first born daughter. Whole lineages of dhampirs have been known to devote themselves to ridding the world of undead, especially vampires.

### Dileptus, Giant

AC: 6  
HD: 15\*\*\*  
Movement (squirring): 90' (30')  
Movement (land): 30' (10')  
Attacks: 1 proboscis/1 bite  
Damage: 1d10 + poison/5d6  
Number Appearing: 1 (1)  
Save As: Fighter 7  
Morale: 12  
Treasure Type: Lx2, Vx2  
Intelligence: 0  
XP Value: 4800

Dileptus is one of the most dangerous giant protists, found most often in the deepest ocean trenches, most cursed lakes and subterranean waterways. It is around 30' long, 8' wide, with long proboscis extending from its front. It can contract to pass through almost any gap or crevasse over 1' across, and can extend its proboscis to attack any creature up to 20' away. While it prefers to hunt on sea or river beds, it is also a powerful swimmer and can even haul itself out on to land to attack prey or cross between water sources.

Dileptus will attack any living animal, motile plant or giant microbe it encounters. They have been recorded successfully hunting creatures as large as dragons. The whip like proboscis is filled with venomous spikes that can be extended at will, with which it not only inflicts horrible wounds but it also paralyses any foe that fails to make a save vs. paralysis with a -4 penalty to the roll, for 1d10 rounds. A paralyzed foe will be bitten the next round, for 10d6 damage, and a hit roll of 15 or higher allows the dileptus to swallow any prey smaller than an ogre. On an 18+ the dileptus can ingest any prey up to the size of a small dragon. On a 20 a large dragon can be swallowed. Ingested creatures take full bite damage each round, and must make a save vs. paralysis each round or be paralysed for an additional 1d10 rounds (cumulative). Once a dileptus is full (having consumed 4 human sized creatures or any 1 larger creature) it will retreat and attempt to digest its meal, but it will still defend itself with its proboscis and bite attack if it must.

The rubbery but tough skin of dileptus allows it to be resistant to many attacks. Blunt weapons cannot harm a dileptus, slashing and piercing weapons inflict half damage. Mind affecting magic cannot affect dileptus, and being made up of a single cell they are immune to paralysis and non-magical poisons. Dileptus takes half damage from fire and heat based attacks, and cold based attacks do no damage but do slow it to half its normal speed for 1 round per 6 points of damage inflicted.

Precisely how long dileptus can live is unknown, but it is theorised that as they reproduce by budding in to two they may have quite unimaginable lifespans. They do not value treasure, but their extreme voracity and extraordinary life spans lead to occasional unreactive items becoming embedded within their skins.



### Dobhar-chú\*

|                  |                 |
|------------------|-----------------|
| AC:              | 2               |
| HD:              | 7*              |
| Move (land):     | 150' (50')      |
| Move (swimming): | 180' (60')      |
| Attack:          | 2 claws+ 1 bite |
| Damage:          | 1d8/1d8/2d8     |
| No. Appearing:   | 1 (1d2)         |
| Save As:         | F4              |
| Morale:          | 10              |
| Treasure Type:   | E               |
| Intelligence:    | 7               |
| Alignment:       | Neutral         |
| XP Value:        | 850             |

Dobhar-chú are the legendary kings of the otters. They stand around 4' tall at the shoulder, and are anything up to 15' long, and built in a far more muscular, massive way than normal otters. They are not innately hostile to humans and demi-humans, but they frequently find themselves in conflict with them if mustelids (otters, weasels, badgers, ferrets *etc.*) and their habitats are threatened with human encroachment.

Their thick fur coats seem to protect them from some forces, meaning they can only be struck with magic weapons, and are immune to 1<sup>st</sup> level spells. Their pelts are highly valued, and can be fashioned into high quality leather armour that is easier to magically work with than most other leathers (+5% chance of successfully enchanting). Any creature wearing armour made thereof suffers a -4 on reaction rolls with all mustelids.

All mustelids are willing to obey them, including giant weasels and giant ferrets, and any within 360' will hasten to their assistance if called. Dobhar-chú are intelligent, and can be bargained with, but they are uncompromising in defence of these creatures, which they see as their subjects.

### Doppler

|                   |              |
|-------------------|--------------|
| AC:               | 4            |
| HD:               | 1/2**        |
| Move:             | 900' (300')  |
| Attacks:          | 1 weapon     |
| Damage:           | By Weapon -1 |
| Number Appearing: | 3d4 (8d8)    |
| Save As:          | F1           |
| Morale:           | 8            |
| Treasure Type:    | Q (D)        |
| Intelligence:     | 11           |
| Alignment:        | Neutral      |
| XP Value          | 7            |

Dopplers are strange humanoid creatures known from various outer planes dominated by the sphere of time. They are slim, short (rarely taller than 5'), hairless green skinned humanoids with lithe, muscled bodies. Whatever differences there are between the sexes of the Dopplers is unknown. Young have been observed, practices involved in their creation are kept among the dopplers.

They are perhaps best known for their immense speed. They are quite simply faster than any other humanoids found, and frequently enjoy the use of items conferring *haste* on top of that. The consequence of their immense speed is that they are, if not surprised by a foe, able to attack with +3 to hit, they gain +4 to initiative, and all attacks against them are made at -4 to hit, their speed being so great that they often appear to be in front or behind where they are. Indeed their movements may be so fast that they appear to change colour in motion – at top speed running away they appear red, whereas when running at a creature they may be violet.

While their great speed might be assumed to make them fearsome enemies, it also means they have developed little interest in combat. There is no fight they cannot run away from, almost no danger they cannot avoid, hence in their culture standing and fighting an enemy is not seen as noble, it is understood to be stupid, dangerous and

wasteful. While an excellent survival strategy, this has frustrated many immortals of time who have been unable to inspire dopplers to become adventurers, rulers, or along any other pathway that mat eventually lead to immortality.

### Dragon, Copper (Sphalerite)

|                |                                       |             |             |   |   |
|----------------|---------------------------------------|-------------|-------------|---|---|
|                | Small                                 | Large       | Huge        |   |   |
| AC:            | -1                                    | -3          | -4          |   |   |
| HD:            | 7**                                   | 11***       | 15****      |   |   |
| Move:          | 90' (30')                             | 120' (150') | 150' (50')  |   |   |
| Move (Flying): | 240' (40')                            | 300' (100') | 360' (120') |   |   |
| Attacks:       | As blue dragons                       |             |             |   |   |
| Damage:        | As blue dragons                       |             |             |   |   |
| No. Appearing: | 1d4                                   | 1d3         | 1d2         |   |   |
| Save As:       | F12                                   | F22         | F36         |   |   |
| Morale:        | 9                                     | 10          | 11          |   |   |
| Treasure Type: | H                                     | Hx2, I      | Hx3, Ix2    |   |   |
| Intelligence:  | 12                                    | 14          | 16          |   |   |
| Alignment:     | Neutral (Copper), Lawful (Sphalerite) |             |             |   |   |
| XP Value:      | 1250                                  | 3500        | 5850        |   |   |
| Spells         |                                       |             |             |   |   |
| Levels         | 1                                     | 2           | 3           | 4 | 5 |
| Small          | 3                                     | 3           | 3           |   |   |
| Medium         | 5                                     | 4           | 3           | 2 |   |
| Large          | 5                                     | 5           | 4           | 3 | 2 |

Breath Weapon, Copper: Cone of lightning (dimensions as red dragon), Sphalerite: Cone of lightning and mechanise (volumes as red dragons)

Copper dragons are among the more intelligent of draconic kind, with an innate fascination in invention, technology and industry. Everything from simple firing of pottery to the complex technology of gnomes fascinates them, and they travel great distances to find the most interesting examples thereof. Like many metallic dragons they are master shapechangers, and frequently spend time in human, dwarven or gnomish form to allow them to more closely study such inventions.

Their breath weapon of a copper dragon is a cone of crackling forked lightning, in an area equivalent to the breath weapon of a red dragon.

Sphalerite dragons are very like coppers in their fascination with technology, but they differ in that they seek not just to study but to help. They typically keep their true identities secret while doing so, but otherwise their behaviour is very similar to that of copper dragons (with whom they get on very well). In addition to causing damage by lightning, all surviving creatures that fail their save vs. dragon breath or be transformed into mechanised versions of themselves. Their movement rate will be halved, and each round they must make a saving throw vs. spells or fall under control of the dragon, becoming automata under the dragon's control. New saving throws are allowed with the same frequency as per charm spells. A stone to flesh spell restores the character to normal.

### Dragon, Holmium (Morganite)

|                   |                                       |         |          |  |
|-------------------|---------------------------------------|---------|----------|--|
|                   | Small                                 | Large   | Huge     |  |
| AC:               | -2                                    | -4      | -6       |  |
| HD:               | 11**                                  | 16+3*** | 22****   |  |
| Move:             | As Gold Dragon                        |         |          |  |
| Attacks:          | As Gold Dragon                        |         |          |  |
| Damage:           | As Gold Dragon                        |         |          |  |
| Number Appearing: | 1d4                                   | 1d3     | 1d2      |  |
| Save As:          | F11                                   | F33     | F36      |  |
| Morale:           | 8                                     | 9       | 10       |  |
| Treasure Type:    | H                                     | Hx2, I  | Hx3, Ix2 |  |
| Intelligence:     | 9                                     | 12      | 15       |  |
| Alignment:        | Chaotic (Holmium), Lawful (Morganite) |         |          |  |
| XP Value:         | 3500                                  | 6600    | 14000    |  |

|        |   |   |   |   |   |
|--------|---|---|---|---|---|
| Spells |   |   |   |   |   |
| Levels | 1 | 2 | 3 | 4 | 5 |
| Small  | 4 | 4 | 4 |   |   |

|        |   |   |   |   |   |
|--------|---|---|---|---|---|
| Medium | 5 | 5 | 4 | 3 |   |
| Large  | 5 | 5 | 5 | 4 | 3 |

Breath Weapon: Cone of heating or cooling force (Holmium), with Magnetism (Morganite)

Holmium dragons are large, silvery-white metallic dragons that appear strangely coloured in different light sources. In torch or lamp light they appear to have a yellow tinge, whereas in magical light there is a distinctly golden or orange tone, and in sunlight they have a yellow pallor to their metallic skin, with shaded areas being orange or yellow. They are drawn to sources of power, whether ley lines, potent sources of dangerous ore, lost sources of great magical potency, *etc.* This is instinctive, they neither seek to use such power sources nor have any particular interest, and they are essentially bringers of mischief and chaos. For indeed while they are not actually evil, they revel in breaking up the efforts of civilised folk in exploiting such power sources, and expend a huge amount of effort and thought on finding creative methods of doing so. Their breath weapon is a near invisible cone of pulsating magnetic force, having no particular impact on metals but creating either heating or cooling in all organic or animated matter, the choice of which being the dragons. Essentially with neither fire nor frost they can heat or freeze targets, causing damage related to their hit points in the usual way.

Morganite dragons appear very like holmium dragons, with the same colours shimmering from beneath their skin. They are also drawn to sources of power, but seek largely to protect intelligent and good races from harming themselves playing with forces they do not understand. In addition to damage, any creatures failing their saving throw vs. dragon breath find they and all of the items they carry are afflicted by a strange magnetic effect, being stuck to the character from that point onwards. The forces involved are so great that no amount of pulling will allow a character to put down a sword, remove armour, undress, or even take a hat off until they have taken 6 dice of electrical damage (such as from a blue dragon or lightning bolt). What the character is holding they must continue to hold, what they wear must remain worn, until the character is fully demagnetised.

#### Dragon, Infrared (Garnet)

|                |  |            |            |
|----------------|--|------------|------------|
|                | Small                                  | Large      | Huge       |
| AC:            | -3                                     | -5         | -7         |
| HD:            | 12**                                   | 17***      | 24****     |
| Move:          | 90'(30')                               | 120'(150') | 150'(50')  |
| Move (Flying): | 240'(40')                              | 300'(100') | 360'(120') |
| Attacks:       | 2/1 or up to 6                         |            |            |
| Damage:        | 2d6/6d8                                | 2d8/6d8+4  | 4d6/6d8+8  |
| No. Appearing: | 1d4                                    | 1d3        | 1d2        |
| Save As:       | F12                                    | F34        | F36        |
| Morale:        | 9                                      | 10         | 11         |
| Treasure Type: | H                                      | Hx2, I     | Hx3, Ix2   |
| Intelligence:  | 8                                      | 10         | 12         |
| Alignment:     | Lawful (Ultraviolet), Neutral (Zircon) |            |            |
| XP Value:      | 2950                                   | 5450       | 14250      |

Breath Weapon (Infrared): Infrared Cone (shape as per gold dragon), (Garnet) Infrared Cone and Vitrify

Infrared dragons are among the largest of all dragonkind. They are rarely aggressive, in fact they may be considered gentle giants, rarely interest in conflict or hunting sentient beings. They are somewhat slower witted than most other dragons, not dullards but not among the greatest draconic intellects, but they retain the sharp senses and keen instincts of a hunter that typify all dragons.

They appear (to those without infravision) as massive, stocky, near black dragons with just a tinge of red to their skins. Those who possess infravision invariably see them as glowing, radiant creatures of immense energy. An infrared dragon cannot surprise any creature capable of infravision, something they are aware of, explaining their reticence to make lairs in or even hunt in caverns and caves. Their preference is always to make their homes in hilly lands, ideally the

patchwork of human and demi-human farmlands, where they hunt other predators and invaders who would bring harm to their idylls.

They are the least magically capable of all dragons, being incapable of fathoming the very concept of spellcasting. They are always literate and able to speak, but their minds cannot contain the magical forces required of magic. They are also somewhat magically inert, being immune to first and second level spells. The bright infrared light given off by all parts of an infrared dragon makes it hard for any creature with infravision to look at them close up, and all attack rolls made by such creatures are made at a -2 penalty.

The breath weapon of an infrared dragon is a cone of infrared energy, which doesn't immediately cause fires but causes everything within its area to heat up, causing damage as per the dragons hit points in the same way as the breath weapon of other dragons.

Garnet dragons are almost indistinguishable from infrared dragons, having dully translucent skin giving off only slight reflection. They are so similar in behaviour that many who meet never realise that they're different at all – the only behavioural difference is that garnet dragons act with less remorse if forced to kill a human or demi-human. In addition to damage, those who fail a saving throw vs. dragon breath will suffer a vitrification effect, with the ground beneath them and all belongings becoming melted to a form of glass. Vitrified subjects will find all organic materials they carry will be burned away, while inorganic items will become stuck together in a strange, glassy matrix. Their shoes, if worn, will be burned off with only the nails left stuck to the glassy ground below them. An open doors roll is required to break an object out of the glass, and all items can be restored by casting a stone to flesh spell. A further open doors roll is required for the character to break off from the glassy slag upon which they stand.

#### Dragon, Iridium (Spectrolite)

|                   |   |        |          |
|-------------------|---|--------|----------|
|                   | Small                                   | Large  | Huge     |
| AC:               | 0                                       | -2     | -4       |
| HD:               | 5**                                     | 8***   | 11****   |
| Move:             | As White Dragon                         |        |          |
| Attacks:          | As White Dragon                         |        |          |
| Damage:           | As White Dragon                         |        |          |
| Number Appearing: | 1d4                                     | 1d3    | 1d2      |
| Save As:          | F5                                      | F16    | F36      |
| Morale:           | 8                                       | 9      | 10       |
| Treasure Type:    | H                                       | Hx2, I | Hx3, Ix2 |
| Intelligence:     | 9                                       | 12     | 15       |
| Alignment:        | Lawful (Iridium), Neutral (Spectrolite) |        |          |
| XP Value:         | 325                                     | 2300   | 4300     |

Breath Weapon: Cloud of magical force (Iridium), with Chaos (Spectrolite)

|        |   |   |   |   |   |
|--------|---|---|---|---|---|
| Spells |   |   |   |   |   |
| Levels | 1 | 2 | 3 | 4 | 5 |
| Small  | 4 | 3 | 2 |   |   |
| Medium | 5 | 4 | 3 | 2 |   |
| Large  | 6 | 5 | 4 | 3 | 2 |

Iridium dragons are among the smallest of dragonkind, and if motionless can seem quite innocuous – they are oddly angular creatures, as if made of silvery metallic crystals joined together in a form that just so happens to be a bit like a dragon. Were you to turn away from one having just seen it and then turned back, you wouldn't be surprised to see you'd actually spotted an outcropping of silvery rock. And then, the dragon moves.

A motionless iridium dragon, underground, will surprise a foe on 1-5 on 1d6 if it isn't moving. But if in motion it is unmistakable and completely impossible to miss – each motion creates cascades of bright colour around them, in every direction. Ahead of them the air appears blue or violet, behind there is orange or red, and to either side there is yellow or green. If they turn there are cascades of rainbow colours,

shimmering and reacting with other light to create mesmerising iridescence. All seeing this must make a saving throw vs. spells or be enthralled, unable to look away unless the dragon moves out of sight or attacks them.

Iridium dragons are rarely aggressive, choosing to make their homes in the great underground caverns deep beneath the ground, where they are friendly with gnomes, dwarves, myconids and shadow elves. Few other than the evil are hostile towards them. When forced to fight their breath weapon is a cloud of bright, shimmering rainbow coloured gas that crackles with magical energy, inflicting damage as per any dragon breath as if a shower of magical force. Any character failing their save vs. dragon breath will not only take full damage, but they will be blinded for 1d6 turns.

Like all metallic dragons, iridium dragons are master shapeshifters although in any form they give off the same pulsating colour patterns. As a result they tend to choose quite fantastical forms, and many of the stranger reported encounters with bright coloured fey creatures may have been with iridium dragons.

Spectrolite dragons are even stranger creatures. The pulsating colour patterns appear within them as they move, refracting outwards in similar patterns to iridium dragons. They maintain lairs in similar habitats to iridium dragons, and are likewise unlikely to be aggressive. If forced to fight their breath weapon has the additional effect of creating chaos in its area for 1d4 turns – this is similar to that created by a gremlin, only far, far more potent. Any creature within the area must make a saving throw with a -1 penalty per HD of the dragon, or they will be struck with a terrible case of Murphys Law until they leave the area or the duration of the spell ends. Spectrolite dragons are, of course, immune to this effect, as are gremlins, and both species seem able to ignore each other's chaos. Consequently, wherever spectrolite dragons are found, gremlins are not far away.

#### Dragon, Orange (Sunstone)

|                   |                                     |        |          |
|-------------------|-------------------------------------|--------|----------|
|                   | Small                               | Large  | Huge     |
| AC:               | 1                                   | -1     | -3       |
| HD:               | 7**                                 | 11***  | 15****   |
| Move:             | As Black Dragon                     |        |          |
| Attacks:          | As Black Dragon                     |        |          |
| Number Appearing: | 1d4                                 | 1d3    | 1d2      |
| Save As:          | F7                                  | F22    | F36      |
| Morale:           | 8                                   | 9      | 10       |
| Treasure Type:    | H                                   | Hx2, I | Hx3, Ix2 |
| Intelligence:     | 8                                   | 9      | 10       |
| Alignment:        | Lawful (Orange), Chaotic (Sunstone) |        |          |
| XP Value:         | 1250                                | 3500   | 5850     |

Breath Weapon, Orange: Cloud of molten metal droplets (volume as green dragon. Sunstone: Cloud of molten metal drops + maze.

|        |   |   |   |   |   |
|--------|---|---|---|---|---|
| Spells |   |   |   |   |   |
| Levels | 1 | 2 | 3 | 4 | 5 |
| Small  | 4 | 3 | 2 |   |   |
| Medium | 5 | 4 | 3 | 2 |   |
| Large  | 6 | 5 | 4 | 3 | 2 |

Orange dragons are inhabitants of the clouds and mountain tops, denizens of the cloud realm, making their lairs among the cloud folk such as faeries and storm giants. They hunt at lower altitudes, attacking prey in the orange glow of sunset and sunrise. They are good natured, friendly, and unless the sky realms are threatened they are unlikely to be interested in adventurers from the ground, except as curiosities on visits to their realm. Their breath weapon (conforming to the standard dragon breath rules for dragons) is a cloud of molten, super-reactive metal particles in steam, the particles themselves burning anything they touch. When it dissipates, the cloud forms the nucleation for more of the semi-solid clouds that the whole realm depends upon.

Sunstone dragons share this realm, although rather than forming allegiances with the seelie they form unsteady links with the unseelie

faeries. Their translucent, gem like skin gives them a +2 bonus to surprise within a half hour of sunset or sunrise every day, and they use this to take prey in mountain ranges. They have a particular fondness for the flesh of dwarves. In addition to being made up of burning metallic cloud, any victim who fails a saving throw vs. dragon breath or be subject to a maze spell. Sunstone dragons are aware of where and when each victim will return from the maze, and use this knowledge to plan how to attack (or retreat from) mazed characters.

#### Dragon, Palladium (Moonstone)

|                   |   |        |          |
|-------------------|---|--------|----------|
|                   | Small                                   | Large  | Huge     |
| AC:               | 2                                       | 0      | -2       |
| HD:               | 7**                                     | 11***  | 14****   |
| Move:             | As Black Dragon                         |        |          |
| Attacks:          | As Black Dragon                         |        |          |
| Damage:           | As Black Dragon                         |        |          |
| Number Appearing: | 1d4                                     | 1d3    | 1d2      |
| Save As:          | F7                                      | F22    | F36      |
| Morale:           | 8                                       | 9      | 10       |
| Treasure Type:    | H                                       | Hx2, I | Hx3, Ix2 |
| Intelligence:     | 9                                       | 12     | 15       |
| Alignment:        | Chaotic (Palladium), Lawful (Moonstone) |        |          |
| XP Value:         | 1650                                    | 4300   | 6500     |

|        |   |   |   |
|--------|---|---|---|
| Spells |   |   |   |
| Levels | 1 | 2 | 3 |
| Small  | 4 |   |   |
| Medium | 5 | 3 |   |
| Large  | 5 | 4 | 3 |

Breath Weapon: Palladium – reactive gas cloud (area as green dragon)  
Moonstone - reactive gas cloud and sticky

Palladium dragons resemble platinum dragons but are somewhat smaller, more angular in appearance, as if perhaps brittle or harder. And unlike platinum dragons, who are typically fairly benign messenger servants of their immortal patron, palladium dragons are wicked, depraved hunters who delight in inflicting pain and suffering on their prey. They are vain, malicious, untrustworthy and cruel. They prefer to inhabit coastal areas, relishing hunting through sea mists.

The breath weapon of the palladium dragon is a strange, misty blue cloud of vapour that causes everything within to become strangely reactive – water in a creatures body tends to separate and recombine, metal becomes excited and charged, everything that can react will do so, inflicting damage as per normal for dragon breath but also causing withering pain (all attacks and damage rolls are made at -2 the following round, regardless of whether a saving throw has been made).

Like all metallic dragons, palladium dragons can polymorph at will. They prefer to use this ability to spy on human and demi-human communities to find out when they will be easy prey. They will happily hunt sailors, shoreline foragers, any intelligent creature that will give them good sport.

Moonstone dragons are as distrusting as palladium dragons but lack the same malicious instinct. They are still, like any dragons, hunters, but they don't take pleasure from taunting their prey. Their breath weapon, in addition to being a reactive cloud, makes everything it touches sticky. Clothing cannot be removed, feet can't be lifted from the ground, weapons cannot be withdrawn from scabbards, etc. The character is essentially immobilised until a *free person* spell or similar is cast, and even after this all items must be washed in a weak alchemical acid solution to restore. The dragon may breathe again, inflicting normal damage, but releasing all items.

#### Dragon, Platinum (Quartz)

|          |                 |       |        |
|----------|-----------------|-------|--------|
|          | Small           | Large | Huge   |
| AC:      | -0              | -2    | -4     |
| HD:      | 8**             | 12*** | 16**** |
| Move:    | As Green Dragon |       |        |
| Attacks: | As Green Dragon |       |        |

|                |  |        |          |
|----------------|--|--------|----------|
| Damage:        | As Green Dragon                        |        |          |
| No. Appearing: | 1                                      | 1      | 1        |
| Save As:       | F8                                     | F24    | F36      |
| Morale:        | 8                                      | 10     | 11       |
| Treasure Type: | H                                      | Hx2, I | Hx3, Ix2 |
| Intelligence:  | 9                                      | 12     | 15       |
| Alignment:     | Lawful (Platinum), or Chaotic (Quartz) |        |          |
| XP Value:      | 2300                                   | 4750   | 7350     |

#### Spells (clerical)

|        |   |   |   |   |   |   |
|--------|---|---|---|---|---|---|
| Levels | 1 | 2 | 3 | 4 | 5 | 6 |
| Small  | 3 | 3 | 2 | 1 |   |   |
| Medium | 4 | 4 | 3 | 2 | 1 |   |
| Large  | 5 | 4 | 4 | 3 | 2 | 1 |

Breath, Platinum: Light beam, dimensions as per blue dragon  
 Breath, Quartz: Light beam, dimensions as per blue dragon, + ageing 10-40 years

Platinum dragons are the messengers of Diamond, the ruler of all Lawful dragons, and are rarely found on the prime plane. Typically one or two are found in the Wyrmssteeth range at any one time, where they act as representatives of Lawful dragons at the court of the Draconic Monarch. They can polymorph at will, as a gold dragon can, and often spend time in forms that are useful for gathering information and avoiding direct conflict. They are not combative by nature, and will typically use their considerable magical talents to misdirect or deter a foe rather than to fight. They are naturally cautious, but curious individuals. Platinum dragons appear to be almost impossibly reflective, reflecting any light present such that anyone attacking a platinum dragon visualising them by any means but infravision is at -2 to hit.

Quartz dragons are if anything even rarer, and likewise take on the role of messengers for their immortal ruler, Pearl. They temperamentally quite the opposite of platinum dragons, relishing in cruelly destroying foes, usually using their magical might to lure targets into traps. Their crystalline platinum skin gives it the same defensive advantage as platinum dragons.

Platinum dragons breathe a beam of pure white light energy. Quartz dragons likewise breathe a burning beam of light, but victims failing a saving throw will suffer 10-40 years of ageing.

#### Dragon, Purple (Charoite)

|                |                                     |        |          |
|----------------|-------------------------------------|--------|----------|
|                | Small                               | Large  | Huge     |
| AC:            | -1                                  | -3     | -5       |
| HD:            | 9+3**                               | 14***  | 19****   |
| Move:          | As Red Dragon                       |        |          |
| Attacks:       | As Red Dragon                       |        |          |
| Damage:        | As Red Dragon                       |        |          |
| No. Appearing: | 1d4                                 | 1d3    | 1d2      |
| Save As:       | F9                                  | F28    | F36      |
| Morale:        | 8                                   | 9      | 10       |
| Treasure Type: | H                                   | Hx2, I | Hx3, Ix2 |
| Intelligence:  | 9                                   | 12     | 15       |
| Alignment:     | Lawful (Purple), Chaotic (Charoite) |        |          |
| XP Value:      | 2500                                | 4500   | 9575     |

#### Spells (Clerical)

|        |   |   |   |   |   |   |
|--------|---|---|---|---|---|---|
| Levels | 1 | 2 | 3 | 4 | 5 | 6 |
| Small  | 4 | 3 | 2 | 1 |   |   |
| Large  | 5 | 4 | 3 | 2 | 1 |   |
| Huge   | 6 | 5 | 4 | 3 | 2 | 1 |

Breath Weapon: Cloud of purple plasma (Purple), + pacify (Charoite) (dimensions as green dragon)

There are few hybrid species of dragon, the practices required to produce them being abhorrent to most of dragon kind. But every few

generations a blue and red dragon will mate to produce a purple dragon, and the purple dragons themselves breed true.

In many species such hybrids would be shunned, perhaps even exiled, but the purple dragon has a special place in draconic society. They are known as judges among dragons, their role being to settle arguments and disputes among dragons. Their nature as judges ordained by the draconic immortals is such that they have great spellcasting power as clerics, rather than magic users. It is impossible for any creature to lie to a purple dragon (or, rather, a purple dragon always knows if it is being lied to). Their role is to settle conflicts between the realms of dragons, finding amicable (or at least non-fatal) solutions to disagreements, and I that is not possible their role becomes one of seeing that the conflict is actually settled.

Purple dragons are not interested in the affairs of humans or demi-humans, but they will defend their lairs or any young. They have little preference for habitat, but seem to be most common in arid mountain regions.

Few charoite dragons have ever been seen, and their habits and preferences are barely known. Those that have been sighted are described as having a dark, crystalline purple appearance, and encounters have invariably become violent.

The breath weapon of the purple dragon is a cloud of energy that turns air into plasma. This creates burns and risks asphyxiating the targets, who in the normal manner must make a save vs. dragon breath or half or take full damage equivalent to the dragons hit points. Charoite dragon breath inflicts damage in the same way, but all victims failing their saving throw are also made completely passive for 2d20 days. They cannot attack, cast offensive spells, or even raise their voice in anger or aggression until the effect wears out. They are also, to the frustration of the charoite dragon, immune to all attacks by charoite dragons until the effect ends.

#### Dragon, Quicksilver (Startstone)

|                |   |        |          |
|----------------|---|--------|----------|
|                | Small                                     | Large  | Huge     |
| AC:            | 8   | 3      | 1        |
| HD:            | 8****                                     | 12***  | 16*****  |
| Move:          | As Green Dragon                           |        |          |
| Attacks:       | As Green Dragon                           |        |          |
| Damage:        | As Green Dragon                           |        |          |
| No. Appearing: | 1d3                                       | 1d2    | 1        |
| Save As:       | F8  | F24    | F36      |
| Morale:        | 10  | 10     | 11       |
| Treasure Type: | H   | Hx2, I | Hx3, Ix2 |
| Intelligence:  | 9   | 12     | 15       |
| Alignment:     | Lawful (Quicksilver), Chaotic (Starstone) |        |          |
| XP Value:      | 2850                                      | 6000   | 8450     |

#### Spells

|        |   |   |   |   |   |   |
|--------|---|---|---|---|---|---|
| Levels | 1 | 2 | 3 | 4 | 5 | 6 |
| Small  | 4 | 3 | 2 | 1 |   |   |
| Medium | 4 | 4 | 3 | 2 | 1 |   |
| Large  | 5 | 4 | 4 | 3 | 2 | 1 |

Breath, Quicksilver: Poison Cloud, dimensions as Green dragon  
 Breath, Starstone: Poison Cloud + Mental Damage (see below)

In many ways quicksilvers are the strangest of all dragons. They are brightly reflective with shining wings, and unlike any other dragon their skins are smooth and completely lacking in scales, with a constant shimmer, as if a liquid in motion.

Quicksilver dragons have no particular habitat of preference, and are not especially concerned with the affairs of civilised people. In fact it is unclear to sages of dragonkind what motivates them at all. Few cases of quicksilver dragons attacking people have been recorded, and those who have had interactions with them tend to relate a sense of mild disinterest. They will defend themselves and their hoards, though, and if baited into combat they are fearsome foes. Most encounters with

them have been in strange locations – they are known to frequent the asteroid belt, they have been seen on the outer worlds of the solar system, and they are occasional visitors to the polar regions of Mystara. But sightings in almost every habitat are known. And it is this eclectic capacity to survive in any habitat that is the motivation for those who seek them out – a quicksilver may be persuaded to divulge information about all sorts of strange and exotic locations. If they can be persuaded to engage at all.

Any metal object, magical or mundane, used to attack a quicksilver dragon may be absorbed. The wielder must make a saving throw vs. wand to retain the item, with a +1 bonus to the roll per +1 magical bonus of the weapon. Said weapons are completely destroyed by the process of absorption. The breath weapon of a quicksilver dragon is a nauseating cloud of toxic gas, inflicting damage equal to that of other dragons.

The gemstone equivalent of the starstone dragon. Light falling upon it seems to sink into its skin, and is refracted out as if the surface is a star like crystalline structure. Like the quicksilver dragon, the starstone dragon is largely disinterested in the affairs of humans and humanoids. But it will sometimes bait said creatures in as prey, to take treasure or simply to taunt them for its own amusement. Again, little is known about the motivation of starstone dragons.

In addition to the ability to absorb metal weapons and breathe dangerous poison clouds, the breath weapon of a starstone dragon has a hideous debilitating impact on the minds of victims. If a fail vs. dragon breath is failed then one point each of intelligence and wisdom is lost, and a further point is lost per day until a *cure disease* or *cure all* spell is cast upon the victim.

Quicksilver and starstone dragons can *polymorph* as if gold dragons. In fact they are the masters of shape changing among dragon kind, being able to transform themselves into not only the form of nearly any other creature, but any object that is made of metal. They may also take a liquid form, allowing them to seep into the ground, through small cracks, even along and up sheer surfaces.

#### Dragon, Silver (Galena)

|                |                                   |         |          |
|----------------|-----------------------------------|---------|----------|
|                | Small                             | Large   | Huge     |
| AC:            | 0                                 | -2      | -4       |
| HD:            | 9**                               | 13+3*** | 18****   |
| Move:          | As Blue Dragon                    |         |          |
| Attacks:       | As Blue Dragon                    |         |          |
| Damage:        | As Blue Dragon                    |         |          |
| No. Appearing: | 1d4                               | 1d3     | 1d2      |
| Save As:       | F9                                | F27     | F36      |
| Morale:        | 9                                 | 9       | 10       |
| Treasure Type: | H                                 | Hx2, I  | Hx4, Ix2 |
| Intelligence:  | 9                                 | 12      | 15       |
| Alignment:     | Lawful (Silver), Chaotic (Galena) |         |          |
| XP Value:      | 3000                              | 5500    | 8875     |

|        |   |   |   |   |   |
|--------|---|---|---|---|---|
| Spells |   |   |   |   |   |
| Levels | 1 | 2 | 3 | 4 | 5 |
| Small  | 4 | 4 | 2 |   |   |
| Medium | 5 | 5 | 3 | 1 |   |
| Large  | 5 | 5 | 5 | 4 | 2 |

Breath Weapon: Cone of cold or lightning bolt (Silver) + crystallisation or vaporise (Galena)

Silver dragons are gregarious travellers, taking joy in using their shapeshifting powers (common to all metallic dragons) to infiltrate and study human, demi-human and even humanoid societies. They revel in music, art, dancing, and good food and drink. They rarely reveal themselves as what they are, but they frequently find themselves rising in status due to their innate charms. They try to maintain a code of not interfering with the cultures and societies they study, other than to counter the influence of evil dragons thereon, but they do become protective of their wards. In their natural form they are among the

brightest and reflective of all metallic dragons, having a pure white metallic sheen.

Galena dragons are no less bright in appearance, but they have angular, almost cubic features and a shimmering, translucent skin. They also share the silver dragon's interest in humans and demi-humans, but while they appreciate the finer things in the lives of those creatures they revel in gaining power and influence in their societies for the purpose of causing pain and harm.

Silver dragons can choose between cones of cold (as white dragons) or linear lightning attacks (as blue dragons), while additionally galena dragons also have the effects of crystallisation (as crystal dragons) or vaporisation (as blue dragons).

#### Dragon, Turquoise (Aquamarine)

|                |   |         |          |   |
|----------------|---|---------|----------|---|
|                | Small                                     | Large   | Huge     |   |
| AC:            | 2   | 0       | -1       |   |
| HD:            | 7**                                       | 10+3*** | 14****   |   |
| Move:          | As Blue                                   |         |          |   |
| Attacks:       | As Blue                                   |         |          |   |
| Damage:        | As Blue                                   |         |          |   |
| No. Appearing: | 1d4                                       | 1d3     | 1d2      |   |
| Save As:       | F7  | F22     | F36      |   |
| Morale:        | 8   | 9       | 10       |   |
| Treasure Type: | H   | Hx2, I  | Hx3, Ix2 |   |
| Intelligence:  | 9   | 12      | 15       |   |
| Alignment:     | Neutral (Turquoise), Chaotic (Aquamarine) |         |          |   |
| XP Value:      | 1250                                      | 3500    | 5500     |   |
| Spells         |   |         |          |   |
| Levels         | 1   | 2       | 3        | 4 |
| Small          | 4   | 3       |          |   |
| Medium         | 4   | 4       | 2        |   |
| Large          | 5   | 4       | 2        | 1 |

Breath Weapon, Turquoise: Cloud of ozone (dimensions as green dragon). Aquamarine: Cloud of ozone + disappear

Turquoise dragons are among the rare hybrid dragons, created by a crossing of blue and green dragons, and one of the only two such hybrids that is not immediately hated by draconic society. And that is for a simple reason – they are feared. While the purple dragons are the judges among dragons, turquoise dragons are the executioners.

The thing that differentiates turquoise dragons from all other dragons is that their breath is especially dangerous to other dragons. Damage due to the highly reactive cloud of ozone gas breathed by them is calculated normally when applied to most creatures, but all dragons other than turquoise dragons take double damage from this, and can save for half damage. They are, at best, tolerated by other dragons, fearing the wrath of turquoise dragons. They are not subservient to purple dragons, but will willingly do their bidding when called upon to enact draconic justice.

The even rarer aquamarine dragon is the gemstone equivalent of turquoise dragons, and their role is even more sinister. They act as the rarely used assassins of dragon society, being willing (for enormous sums) to kill dragons on the behest of others. Few exist and those who do keep their presence quiet. It is rumoured that some do the bidding of the purple dragons of the Wyrmssteeth, but the Draconic Queen denies this. In addition to damage, the breath of an aquamarine dragon causes all of those who have failed their saving throw to effectively not exist for 1d6 hours – they can see, move around etc. but cannot interact with or be seen by any other creatures but the aquamarine dragon itself. They are unable to cast spells or take any offensive action against any creature except the dragon during that time.

#### Dragon, Ultraviolet (Fluorite)

|       |                 |       |         |
|-------|-----------------|-------|---------|
|       | Small           | Large | Huge    |
| AC:   | 3               | 1     | -1      |
| HD:   | 6***            | 9**** | 12***** |
| Move: | As White Dragon |       |         |

|                |   |        |          |
|----------------|---|--------|----------|
| Attacks:       | As White Dragon                         |        |          |
| Damage:        | As White Dragon                         |        |          |
| No. Appearing: | 1d4                                     | 1d3    | 1d2      |
| Save As:       | F6                                      | F18    | F36      |
| Morale:        | 8                                       | 9      | 10       |
| Treasure Type: | H                                       | Hx2, I | Hx3, Ix2 |
| Intelligence:  | 14                                      | 16     | 18       |
| Alignment:     | Chaotic (Ultraviolet), Neutral (Zircon) |        |          |
| XP Value:      | 1075                                    | 4400   | 6500     |

|        |   |   |   |   |   |   |
|--------|---|---|---|---|---|---|
| Spells |   |   |   |   |   |   |
| Levels | 1 | 2 | 3 | 4 | 5 | 6 |
| Small  | 5 | 4 | 3 | 2 |   |   |
| Medium | 6 | 5 | 4 | 3 | 2 |   |
| Large  | 7 | 6 | 5 | 4 | 3 | 2 |

Breath, Ultra-Violet: Ultra Violet cone, dimensions as white dragon  
Breath, Fluorite: As above + blistering

Ultraviolet dragons are among the smallest but also among the most magically competent of all dragons. Their preferred habitat is deep caves under the earth, where they are almost invisible hunters of the great subterranean spaces. Among the most potent spellcasters of all dragons, they primarily use their magics to augment their natural abilities, preferring invisibility, phantasms, *etc.*

They have faultless (120°) infravision, for which they sacrifice their capacity to see violet and ultraviolet light. Alongside the same excellent hearing make them almost impossible to surprise (only surprised on a 1 on 1d12). Their excellent senses mean that they frequently manage to surprise foes, and when they attack from ambush they surprise foes on a 1-4 on 1d6.

Frequently their enemies don't see them until it is too late. If they are seen, they are almost white, with perhaps the slightest violet tinge to otherwise dull, unreflective whit skin. They can however generate tremendous light from all parts of their skin, and up to 3 times per day can flash a bright UV pulse that will blind all creatures not making a save vs. death ray for 2d6 turns. Their breath weapon is pure UV light, in a cone of equivalent volume to that of a white dragon, that inflicts terrible burns to all those within its areas.

Fluorite dragons are similar in appearance except for the crystalline appearance that typifies all gemstone dragons, and the fact that in ordinary light they give off a dim glow. While ultra-violets prefer intelligent prey, fluorites are happier taking mundane prey. They often share caves with other denizens such as pilobolus myconids, and use collaboratively use their light producing ability with pilobolus to defend the territory. Any creature failing a save vs. dragon breath when in the area of effect of a fluorite dragons breath will suffer painful blistering on all areas of exposed skin, reducing their movement rate by three quarters and reducing inflicting -4 to hit and damage until they have fully healed. The swelling caused means armour and even normal clothing cannot be worn until the character is fully healed, and damage taken from piercing or cutting weapons (and natural attacks that pierce the skin such as claws and bites) is worse by 6 points of damage per blow.

### Dragon, Violet (Amethyst)

|                |                                      |         |           |
|----------------|--------------------------------------|---------|-----------|
|                | Small                                | Large   | Huge      |
| AC:            | 2                                    | 0       | -1        |
| HD:            | 7**                                  | 10+3*** | 14****    |
| Move:          | As Black Dragon                      |         |           |
| Attacks:       | As Black Dragon                      |         |           |
| Damage:        | As Black Dragon                      |         |           |
| No. Appearing: | 1d4                                  | 1d3     | 1d2       |
| Save As:       | F7                                   | F22     | F36       |
| Morale:        | 8                                    | 9       | 10        |
| Treasure Type: | H                                    | Hx2,I   | Hx3,Ix2   |
| Intelligence:  | 9                                    | 12      | 15        |
| Alignment:     | Chaotic (Violet), Neutral (Amethyst) |         |           |
| XP Value:      |                                      | 1250    | 3500 5500 |
| Spells         |                                      |         |           |

|        |   |   |   |   |
|--------|---|---|---|---|
| Levels | 1 | 2 | 3 | 4 |
| Small  | 2 | 1 |   |   |
| Medium | 3 | 2 | 1 |   |
| Large  | 4 | 3 | 2 | 1 |

Breath Weapon Violet: Bunning Light, dimension as for blue dragon.  
Breath Weapon, Amethyst: Burning Light, second save to avoid being transported to the ethereal plane

The rare violet dragons are among the most feared of subterranean predators. They are native to the ethereal plane, from which they can see everything happening within visible range on the prime plane. They can, at will, move from the prime to the ethereal (or vice versa) once per round, and when doing so to attack gain a +2 bonus to surprise. Their preferred hunting method is to wait in the ethereal next to large caves and caverns in underground complexes, attacking prey therein once it has determined that the surroundings there are safe.

The duality of their existence on the prime and ethereal renders them somewhat magically resistant, with 50% antimagic. That in turn makes them poor spellcasters, they are unable to cast spells as effectively as similar sized dragons.

While violet dragons are known to be brutal and sadistic predators, revelling in the suffering of their prey, amethyst dragons are primarily seekers of knowledge. They wait in the ethereal plane observing and recording happenings on the prime plane, each having specific areas of interest that fascinate them. Their most likely reason to attack is because that interest is under threat from someone on the prime. For example, an amethyst dragon obsessed with the behaviour of a particular tribe of gnomes will attack anything that threatens them. The amethyst dragon prefers to use its breath weapon to divide its foes - those failing a save versus dragon breath will be transported to the ethereal plane. If that is insufficient to discourage further endangering of their prime plane obsession, they will barter the lives of those trapped on the ethereal to try to prevent further harm.

### Dragon, Yellow (Citrine)

|                |                                      |         |          |
|----------------|--------------------------------------|---------|----------|
|                | Small                                | Large   | Huge     |
| AC:            | -2                                   | -4      | -6       |
| HD:            | 11**                                 | 16+3*** | 22****   |
| Move:          | As Gold Dragon                       |         |          |
| Attacks:       | As Gold Dragon                       |         |          |
| Damage:        | As Gold Dragon                       |         |          |
| No. Appearing: | 1d4                                  | 1d3     | 1d2      |
| Save As:       | F11                                  | F33     | F36      |
| Morale:        | 10                                   | 10      | 11       |
| Treasure Type: | H                                    | Hx2, I  | Hx3, Ix2 |
| Intelligence:  | 9                                    | 12      | 15       |
| Alignment:     | Chaotic (Yellow), Lawful (Brimstone) |         |          |
| XP Value:      | 2700                                 | 5450    | 11750    |

|        |   |   |   |   |
|--------|---|---|---|---|
| Spells |   |   |   |   |
| Levels | 1 | 2 | 3 | 4 |
| Small  | 4 | 3 |   |   |
| Medium | 4 | 4 | 2 |   |
| Large  | 5 | 4 | 2 | 1 |

Breath, Yellow: Fireball, Small: 120' range, 20' sphere  
Large: 180' range, 30' sphere  
Huge: 240' range, 40' sphere

Breath, Brimstone – as yellow dragon, plus the 'melt' ability (see Ruby dragons)

Yellow dragons are among the most dangerous predators on Mystara. They are, thankfully, confined to blighted and cursed lands such as volcanic wastes, the driest and hottest of deserts, and the cursed wastes north of the Savage Coast. They are typically ambush predators, hunting prey that passes by their cave lairs. They can lie in wait, buried in sand, for weeks waiting for prey to pass by.

The gemstone equivalent of the yellow dragon is the citrine dragon. Little is known of the citrines, they are rarely sighted in Mystara but they are known from some of the scorched inner islands of the plane of Eloysia and are quite common on many of the hotter Energy planes. They are gifted spellcasters, often having magic user and clerical spell casting ability far in excess of what is listed, and as a result they are often chosen to be the servitors and negotiators for Diamond, the immortal ruler of all Lawful dragons. They often act as sages, their vast lifespans allowing them to gather huge amounts of knowledge that they are willing to share with other good and lawful beings (for a tribute).

Both yellow and citrine dragons have as a breath weapon a ball of burning, sulphurous fire that explodes in a sphere when it hits a target. The citrine dragon's breath weapon also causes a melt effect, identical to that of a ruby dragon.

#### Dralasite

|                |                        |
|----------------|------------------------|
| AC:            | 4 (and see below)      |
| HD:            | 2*                     |
| Move:          | 90'(30') or 120' (40') |
| Attacks:       | 1 or more weapons      |
| Damage:        | By weapon              |
| No. Appearing: | 1d6 (3d6)              |
| Save As:       | F2                     |
| Morale:        | 9                      |
| Treasure Type: | Special                |
| Intelligence:  | 14                     |
| Alignment:     | Neutral                |
| XP Value:      | 30                     |

Dralasites are a spacefaring race of invertebrates, one of the core races of the Galactic Federation. They are rubbery, elastic creatures able to change their shape at will, earning the nickname of 'blobs' around other races. They are short, rarely taller than 4'6", and completely lacking in any hard body parts other than an outer skin which is somewhat rough and scratchy. A network of thin veins seems to cover their whole surface, and these seem to come together to make two dark eye spots on the part of the body where their head may be assumed to be. Their internal structure is almost like a single liquid sac in which there is a central brain and other organs floating within the liquid space. There are no identifiable lungs, dralasites breathe directly through their skins, and possess an excellent sense of smell (enabling them to identify creatures by scent alone).

Dralasites may form limbs according to their dexterity scores (determined on 3d6) according to the following table.

| Dexterity Score | Number of Limbs |
|-----------------|-----------------|
| 3               | 3               |
| 4-5             | 4               |
| 6-15            | 5               |
| 16-17           | 6               |
| 18              | 7               |

They may freely choose as many or as few arms, legs or flippers as they choose, and may use items in arms as they see fit, with no modifiers. With a single leg they may only move at a speed of 30' per turn, with two they may move at 90' per turn, and with 4 or more they can move at 120'. They may use arms to handle weapons as they see fit, and suffer no 'off hand' penalties, so for example a dralasite with three arms can handle a two handed weapon and a one handed weapon with no penalties to either. They favour the use of gyrojet guns (range 50/300/1800, damage 4d8) and vibroswords (ignore armour, damage 2d6) in combat, and often use inertial armour (which doesn't modify armour class but reduces damage from all hand held or melee weapons by 2d6).

Dralasites are renowned for having an abiding interest in philosophy, and care little for treasures or trinkets, judging themselves by the quality of their thoughts and ideas rather than the value of their goods. They do carry many strange and exotic tools that have value to others, but little of specific worth in itself. They are also well known for having a terrible sense of humour, loving puns and word games. This love of

philosophical argument makes them excellent at detecting whether they are being lied to (thus all possess the detect deception spell).

Dralasites are hermaphrodites, passing through male and female periods in their lives. The males exude spores, and when the females choose to become mothers they accept spore and bud off a new young dralasite in around 4 months.

The statistics given are for 'basic' dralasites. They may pursue any character class, and adventuring dralasites often favour becoming thieves.

#### Draugr\*

|                |                              |
|----------------|------------------------------|
| AC:            | -3                           |
| HD:            | 20****                       |
| Move:          | 90'(30')                     |
| Attacks:       | 2 claws/1 bite               |
| Damage:        | 2d6/2d6/1d6+2 (all + poison) |
| No. Appearing: | 1                            |
| Save As:       | F20                          |
| Morale:        | 10                           |
| Treasure Type: | I, O, V                      |
| Intelligence:  | 11                           |
| Alignment:     | Chaotic                      |
| XP Value:      | 10,500                       |

The fearsome draugr are a variety of spirit, but they are rather less restless than other Spirits, typically travelling in small territories in the frozen wastes, between grave sites, ancient battle grounds and cursed remains in an area rarely greater than a hundred miles across. They possess the same defences (+2 or better weapons needed to hit them, immune to spells below 4<sup>th</sup> level) and basic abilities (poisonous touch and presence, clerical spells, *etc.*) as described in the Companion Set/Rules Cyclopedica.

Draugr appears rather like a zombie, invariably appearing to be an emaciated corpse with piercing, cold, blue eyes. While not incorporeal as such, the Draugr can freely travel through rock, stone, earth or ice in any direction, at normal speed. When doing so it will surprise a victim 75% of the time. They attack with their claws and by biting, and never carry weapons. Draugr are unusual in that they have an affinity with a non-undead creature, shadows, and once per night draugr can summon 3d12 shadows who will appear 1d6+2 rounds after summoning.

Draugr are resistant to turning similarly to revenants. If a turn attempt results in a D then a draugr may make a saving throw vs. spells to ignore the effect. A T result is handled normally, but the Draugr will return in 1d4 turns.

While draugr have little interest in treasure, there are often grave goods in and around the graves and ruins they frequent, and they are frequently on if not friendly terms with other undead at least willing to share information and loosely ally themselves with them. Their more localised habit than that of other spirits mean that they are more effectively able to become the lieges of lesser undead beings, these creatures informing them of happenings in their wider territories. They can on occasion amass such creatures from the wider area for specific purposes.

#### Dreaded Branch

|                   |                  |
|-------------------|------------------|
| AC:               | 0                |
| HD:               | 12**             |
| Movement Rate:    | 0 (120' (40'))   |
| Attacks:          | 4 claws/1 bite   |
| Damage:           | 1d4/1d4/1d4/2d10 |
| Number Appearing: | 0 (1)            |
| Save as:          | Fighter 6        |
| Morale:           | 11               |
| Treasure Type:    | Vx2              |
| Intelligence:     | 1                |

Alignment: Neutral  
XP Value: 2950

This enormous, carnivorous relative of the harmless stick insect so closely resembles the branch of a tree that in its woodland or jungle habitat it gains a +3 chance of surprising its foes (typically surprising on 1-5 on 1d6). It is not intelligent but possesses a rudimentary understanding of groups of prey, and will (from above) attack the last member of any passing group of creatures. Its enormous, muscular back legs provide an anchor point in the upper branches of a tree, from which it can swing up to 30' down to attack a victim. If 2 or more of its feet hit or its bite hit it can, in the same round, carry that victim off the ground to a height of up to 30', where it will either be attacked further in subsequent rounds or simply consumed. If seriously wounded, the dreaded branch will retreat to the upper branches of the tree, where remnants of its earlier prey (and any treasures they may have carried) will be found.

Thankfully the Dreaded Branch is a territorial and therefore solitary creature. Males are tolerated by females only long enough to mate, and are immediately driven away thereafter. Young (of which 4-400 are produced after mating) resemble large praying mantis insects, having 1hp and inflicting 1 point of damage on a bite attack, gaining 2hd on each moult and increasing bite damage potential (1d2, 1d4, 1d6, 1d8, 1d10, 2d10) until they reach adulthood, and can only attack with claws in their latter two stages of life. Only adult dreaded branches dare attack human or demi-human sized prey.

#### Dropper Beetle

AC: 5  
HD: 1/2  
Move: 60' (20')  
Attacks: 1 bite  
Damage: 1d2  
Number Appearing: 1d100 (2d100)  
Save as: NM  
Morale: 2 and 12  
Treasure Type: U  
Intelligence: 0  
Alignment: Neutral  
XP Value: 5

This 1' long beetle is rarely of any concern individually. It is flattish, brown, shaped rather like a dinner plate with a tiny thorax and small mouth. Alone, a dropper beetle is unlikely to be a threat to anyone. They are rarely found alone. They gather in vast numbers, and together they patiently await prey.

They typically like to sit on the underside of cavern ceilings or under the branches of mighty trees in ancient woodlands. When they sense movement underneath them, they drop on to it and attack (surprising on a roll of 1-3 on 1d6). Individual droppers will flee if damaged, but this has no impact of the behaviour of the group, who will ignore fleeing damaged beetles and continue an attack on any live prey until it is dead.

While potentially dangerous in groups, they are slow and can be evaded by most cave dwelling species. They will not approach within 5' of an open flame, and they can be fooled into attacking foes they have no chance of defeating (such as gelatinous cubes). Many humanoids hunt them for food, and they are particularly esteemed by kobolds.

#### Dunkleosetus

AC: 3  
HD: 14\*  
Movement (swimming): 120' (40')  
Attacks: 1 bite  
Damage: 6d6+death  
Number Appearing: 0 (1)  
Save As: F7  
Morale: 10  
Treasure Type: Nil

Alignment: Neutral  
XP Value: 2500

The fearsome dunkleosetus is an horrific prehistoric terror of the oceans. Easily reaching 30' long, with enormous, gaping mouths at the front of heavily armoured heads, they hunt by swimming to within 30' of a target, at which point they suck water towards them and extend their grotesque, bony jaws forward 15', well in front of their bodies, before closing their mouths in an horrific bite attack. On a roll of 15-20 their victim must make a saving throw vs. death ray or be cut in two and instantly killed by the unimaginable force of the bite. If they succeed they still take 6d6 damage. In addition, on an attack roll of 19 or 20 the victim is swallowed (no saving throw).

Dunkleosetus view almost anything they see that is smaller than them as prey, and can crush armour as easily as shellfish. Thankfully, they are confined to the depths of oceans in 'lost world' areas, although persistent rumours of populations of them surviving elsewhere in deeper ocean trenches do persist.

#### Dunnie

AC: 5  
HD: 1\*\*\*  
Movement: 120' (60')  
Attacks: 1 dagger or 1 whip  
Damage: 1d4 or 1d2  
Number Appearing: 5d8 (0)  
Save As: Halfling 1  
Morale: 8  
Treasure Type: R+S  
Intelligence: 10  
Alignment: Neutral  
XP Value: 8

Dunnies are curious fey creatures, standing around 1'6" tall, and otherwise proportioned rather like halflings. Like all fey creatures they can become invisible to mortals at will. They are typically quite genial and friendly, especially with horses, mules, donkeys, centaurs, pegasi and indeed all other equine creatures, with which they have particular empathy. Dunnies may speak with any equid, all of which view them as allies.

If forced into a fight, dunnie may choose to fight with a weapon, which will invariably be either a dagger or a whip. Most likely they will flee any such conflict, turning invisible and running away or hiding to plot their revenge. This may come in any of various forms, and may be immediate or slow – but it will come. One way a dunnie can cause harm is by describing the offenders to horses, who in turn will spread the information amongst themselves. Rumours of the individuals abhorrent behaviour will reach far and wide. Soon horses will not obey that character at all, they may kick or bite, and this will continue until restitution is made to the offended dunnie. Alternatively a dunnie might simply opt to free any and all steeds owned by the offender to go and find a new home.

Another tool that dunnie have is that they can, at will, transform into any sort of horse. They may choose to play the part of the characters own steed, wait until mounted, and then run into a marsh or river and throw the rider. Or if the odds seem in their favour a group of offended dunnies may transform into war horses and kick an apology out of their foes.

A friendly dunnie will happily take up residence in or around the stables of well kept, happy horses, and will help out by cleaning stable stalls, fetching hay, calming tired horses, *etc*. If a dunnie is in residence it is wise to leave gifts of cakes and cream for them, and to shower them with praise for their work to keep their good favour.

#### Dybbuk

AC: Special  
HD: Special  
Movement: Special



|                   |                                   |
|-------------------|-----------------------------------|
| Attacks:          | By Weapon                         |
| Damage:           | By Weapon+Paralysis+ Energy Drain |
| Number Appearing: | 1                                 |
| Save as:          | F3                                |
| Morale:           | 9 (2)                             |
| Treasure Type:    | Special                           |
| Alignment:        | Chaotic                           |
| XP Value:         | Variable                          |

The mysterious and dangerous Dybbuk is unlike any other undead. It has no physical form of its own. Its incorporeal form cannot be seen even by those able to Detect Invisible, but it can be sensed by means of Detect Evil. In this form it is essentially unable to interact with the physical world in any way. It can travel extremely fast in incorporeal form, and can fly up to 24 miles every night seeking a victim.

A Dybbuk is created when a powerful entropic entity finds among the living a candidate with the most depraved and unholy desires, but a fear or inhibition from acting upon them. Such desires are so far beyond that which most can understand that they will not be discussed here, but they amount to the worst and most inhumane acts that can be done upon other sentient creatures. The candidate is offered an opportunity to act upon those desires, in return for their mortal life, and the result is an eternal curse whereby the subject is transformed into a Dybbuk, and will wander the lands seeking victims to possess and use to carry out said vile acts.

Possession is a slow process - a dybbuk in incorporeal form seeks out an unsuspecting victim and will watch, potentially for months, hoping to identify a subject most useful to them. When they are certain they have found the perfect subject they will attempt to take possession while the subject sleeps - they may attempt up to seven times to do so, on seven successive nights, and on each occasion the victim must make a saving throw vs. spells at -2. Once possession has occurred, the dybbuk will rest until the next night.

During the day the victim will be unaware of anything untoward having happened. But the next night the dybbuk will take possession of the victim, who will rise (unaware that anything is happening) in their sleep, dress, arm themselves, and act upon the dybbuks will. Every night thereafter, the dybbuk will take control.

The dybbuk is both intelligent and manipulative. While the victim will lose some sleep and perhaps have some tiredness, the dybbuk will attempt to hide its actions from the victim. Hours of murder and mutilation may be covered up by careful washing and allowing the victim just sufficient sleep to suspect nothing. The dybbuks studies will allow the victim to pass all but the most informed scrutiny.

Detecting dybbuk possession is difficult. ESP during the daytime will not reveal the possession. Truesight can show the dybbuks presence, or ESP while the possessing spirit is active at night. Otherwise the victim will, likely, eventually be blamed for the dybbuks actions, and most often the possession ends when the victim is caught and dealt with (by lengthy jailing or by being killed). The dybbuk will leave its victim at the point of death or imprisonment and then, typically, travel many hundreds of miles to find its next prey.

In combat, the dybbuk can use any skills or weapons possessed by its victim including weapon mastery, thief skills and magic user spells. The dybbuk possesses, in addition to the weapon skills of its victim, the ability to paralyse a victim (as a ghoul) and after taking whatever obscene, unholy pleasure it chooses, it can choose to energy drain its prey. However no clerical or druidic abilities can be used unless the dybbuk has possessed a cleric of an entropic immortal (or if immortals are not used in your campaign, a chaotic cleric). Killing the victim will not kill the dybbuk.

A Dispel Evil spell will kill a possessing dybbuk. They are resistant to turning - they can be turned as if a wight, but a T will only dismiss the spirit for 1d6 hours, and a D will dismiss it for 1d6 days. An exorcism

conducted by a name level cleric on holy ground will permanently expel the dybbuk.

Dybbuks are, thankfully, rare.

### Elephant, Dwarf

|                   |            |
|-------------------|------------|
| AC:               | 5          |
| HD:               | 3+3        |
| Movement:         | 120' (40') |
| Attacks:          | 2 tusks    |
| Damage:           | 1d6/1d6    |
| Number Appearing: | 0 (1d20)   |
| Save As:          | F2         |
| Morale:           | 9          |
| Treasure Type:    | Special    |
| Intelligence:     | 4          |
| Alignment:        | Neutral    |
| XP Value:         | 50         |

Elephant species occasionally find themselves stranded on islands as land forms change over time, and it is impossible to retain their original size with limited resources. Invariably they become smaller over generations, whichever lineage they come from.

The dwarf elephant is around 3' tall at the shoulder and weighs in the region of 700lb. It is short, but can reach up to 5' high with its trunk. It is incapable of attacking by trampling, like larger elephants or mammoths, but it can still attack with its tusks. The tusks themselves are of some value, and can be sold for 10-50gp each.

The appearance and disposition of dwarf elephants can be very variable. Those from lineages of mastodons or mammoths may be shaggy, those descending from elephants may be bald, and depending on the islands they are on their ears may be large or small. Likewise, depending on the resources available on their island they may have developed into friendly creatures that can be tamed or into angry, snappy little elephants with the demeanour of terriers.

### Erkling

|                   |                                   |
|-------------------|-----------------------------------|
| AC:               | 6                                 |
| HD:               | 3*                                |
| Movement Rate:    | 120' (40')                        |
| Attacks:          | 1 touch/1 weapon                  |
| Damage:           | Delayed Energy Drain or by weapon |
| Number Appearing: | 1d4 (1d4)                         |
| Save As:          | F3                                |
| Morale:           | 9                                 |
| Treasure Type:    | (C)                               |
| Intelligence:     | 9                                 |
| Alignment:        | Chaotic                           |
| XP Value:         | 50                                |

Erkling are among the most cunning of the undead. They look like elves, with the visage of wise, elderly, sage like sylvan elves, but their prey is typically human.

Appearing as wizened old elves they enter villages as soothsayers, pretending to be able to foresee the future. Specifically they claim to be able, by touch, to be able to predict when someone will die, and they practice in developing credible stories. Any resident agreeing to this foretelling must allow the erkling to touch them, at which point their fate is sealed. 2d12 hours later, they are subject to an energy drain, and if they are normal humans or first level that energy drain is of course fatal. By this time, the erkling will be long gone, travelling on to another village.

An erkling can drain up to 4 creatures in one night, to a maximum 13 over the course of a whole week. Frequently the first that members of a community are aware that something is amiss is when people start dying, and usually from the pattern of who died they can determine what the cause was. Hence erklings must continually travel, seeking

new victims in new villages and towns. They understand the value of treasure, and frequently carry coin and jewels.

The means by which erklings reproduce is unknown. The fallen do not reanimate as erklings, they merely stare upward at the sky in deathly terror.

Erklings, being undead, can be turned as if wights.

### Gainda manaav

|                   |                       |
|-------------------|-----------------------|
| AC:               | 5                     |
| HD:               | 4*                    |
| Movement Rate:    | 120' (40')            |
| Attacks:          | 1 horn or 1 weapon    |
| Damage:           | 2d4+2 or by weapon +2 |
| Number Appearing: | 1d4 (2d4)             |
| Save As:          | F4                    |
| Morale:           | 10                    |
| Treasure Type:    | Q (D)                 |
| Intelligence:     | 7                     |
| Alignment:        | Neutral               |
| XP Value:         | 75                    |

Gainda manaav are large (7' to 9') tall humanoids, stockily built and with elongated, rhinoceros like, horned heads. They aren't in any way evil, but they have a tendency to be both territorial and bad tempered. Their vegetarian habit necessitates claiming large areas of savannah or woodland as their own, and they defend such lands assertively. They form small family groups, for a while, and are happier in their own company than in that of others. They are capable of wielding weapons, and favour longer weapons with greater reach – their great strength conferring a +2 bonus to hit and damage. Close in, they may also gore a target with their horn, and they can also charge to inflict double damage with their horns in the first round of combat.

Gainda manaav are fiercely territorial, and rarely accept the presence of humans or humanoids in their homelands for long. While typically fiercely individualistic they will band together to fight off invaders, or when their collective lands are threatened.

There are tales of larger, more waked, furry gainda manaav, referred to as oonee gainda manaav, inhabiting the frozen wastes of the North. If true, they would likely be solitary creatures.

### Gegenees

|                   |                 |
|-------------------|-----------------|
| AC:               | 4               |
| HD:               | 10*             |
| Movement Rate:    | 120' (40')      |
| Attacks:          | Up to 4 weapons |
| Damage:           | 3d6 per weapon  |
| Number Appearing: | 1d4 (3d4)       |
| Save As:          | F10             |
| Morale:           | 10              |
| Treasure Type:    | E+5000gp        |
| Intelligence:     | 8               |
| Alignment:        | Neutral         |
| XP Value          | 1750            |

Gegenees are a race of 6 armed giants, with a grey pallor to otherwise pinkish skin, being around 15' tall. They inhabit various warm, rocky islands, where they are the undoubted masters of their terrain. They farm goats and sheep, and spend much of their time fishing. They are territorial, and will attack human and demi-humans with the aim of either enslaving them or driving them off. They can attack with up to 4 weapons at a time, and favour spears and clubs, and they may also throw up to 2 rocks per round but to a limited range (100/150/200) for 3d6 damage. They frequently keep pets, either 2d8 dwarf elephants (60% chance) or 2d8 small rocs (40%).

### Ghula

|     |     |
|-----|-----|
| AC: | 5   |
| HD: | 5** |

|                   |                |
|-------------------|----------------|
| Movement Rate:    | 120' (40')     |
| Attacks:          | 1 bite         |
| Damage:           | 1d12+paralysis |
| Number Appearing: | 1d6 (1d6)      |
| Save As:          | MU5            |
| Morale:           | 11             |
| Treasure Type:    | G              |
| Intelligence:     | 10             |
| Alignment:        | Chaotic        |
| XP Value:         | 425            |

Ghula are undead similar in some ways to ghouls. They are native to Sind, but being a favourite creation of many necromancers they are now found quite widely. The typically appears as a beautiful woman, but male ghula are known. They can cast spells as a 5<sup>th</sup> level magic user, and favour charms, phantasms and deceptions such as invisibility. They use their magical prowess and beauty to lure in prey, often with a carnal pretext, that prey subsequently being paralysed and devoured.

Ghula can be turned as wraiths, but note that as spellcasters they may get a save vs. turning (see RC).

### Golem, Armour\*

|                | Leather           | Scale      | Chain      |
|----------------|-------------------|------------|------------|
| AC:            | 7                 | 6          | 5          |
| HD:            | 4*                | 5*         | 6*         |
| Move:          | 180' (60')        | 150' (50') | 120' (40') |
| Attacks:       | 1 weapon          |            |            |
| Damage:        | By skilled weapon |            |            |
| No. Appearing: | 1(1)              | 1(1)       | 1(1)       |
| Save As:       | F2                | F3         | F3         |
| Morale:        | 12                | 12         | 12         |
| Treasure Type: | Nil               | Nil        | Nil        |
| Intelligence:  | 4                 | 4          | 4          |
| Alignment:     | Neutral           | Neutral    | Neutral    |
| XP Value:      | 100               | 250        | 450        |

|                | Banded            | Plate    | Suit     |
|----------------|-------------------|----------|----------|
| AC:            | 4                 | 3        | 1        |
| HD:            | 7*                | 8*       | 10*      |
| Move:          | 90'(30)           | 60'(20') | 30'(10') |
| Attacks:       | 1 weapon          |          |          |
| Damage:        | By skilled weapon |          |          |
| Save As:       | F4                | F4       | F5       |
| Morale:        | 12                | 12       | 12       |
| Treasure Type: | Nil               | Nil      | Nil      |
| Intelligence:  | 4                 | 4        | 4        |
| Alignment:     | Neutral           | Neutral  | Neutral  |
| XP Value:      | 850               | 1200     | 1750     |

Armour golems are favoured as decorative guards or sentries, used in castles, palaces and homes of renown as tireless watchers, able to remain on post and guard a location such as a door, corridor or room for years on end without tiring, questioning or needing sustenance or relief. They are typically highly decorated, taking the form of ritual or high status armour, blending seamlessly into the typically ostentatious decorations favoured by the wealthy.

Armour golems are primarily sentries, and their capacity to observe danger and react is second to none. They cannot be surprised, and while many are quite slow in movement terms their finely tuned combat instincts give them +2 to individual initiative. They fight with weapons, often swords, spears, pole weapons or flails, and wealth owners often use them to both display and to protect magical weapons, and such is their skill that they fight with skilled weapon mastery with all melee weapons. They may also use shields if they have a free hand, gaining the standard bonus of -1 to AC.

As golems they are immune to sleep, charm and hold spells, all forms of magical cold and all mind affecting magics, and can only be struck with magical weapons. Leather and scale mail golems take half damage from all blunt weapons, while banded mail, plate mail and suit armour golems are immune to all missile weapons.

### Golem, Coral\*

|                   |                 |
|-------------------|-----------------|
| AC:               | 4               |
| HD:               | 12*             |
| Movement Rate:    | 90' (30')       |
| Attacks:          | 1 sword         |
| Damage:           | 3d6 + paralysis |
| Number Appearing: | 1 (1)           |
| Save As:          | F6              |
| Morale:           | 12              |
| Treasure Type:    | Nil             |
| Intelligence:     | 4               |
| Alignment:        | Neutral         |
| XP Value:         | 2125            |

Coral golems are created by aquatic races as servants or guardians much as other golems are created on land. They are typically tall, heavy, lumbering coral constructions covered in live polyps, wielding massive, polyp encrusted golem swords that are integral to one of their arms. They are capable of movement on land or in the water, but on land the polyps that give their sword attack its special effect (see below) retract, and the sword only inflicts normal damage.

When attacking foes around coral reefs they can almost seamlessly blend in to their surroundings, surprising foes on a 1-5 on 1d6. Their sword attack causes 3d6 damage, and all foes not immune to poison or must make a save vs. spells or be paralyzed for 2d6 turns due to the stinging effect of their polyps.

Coral golems share the same immunity to poison, sleep, charm and hold spells, as well as gaseous attacks, as other golems. They are also immune to cold based attacks and petrification, and can only be struck with magical weapons

### Golem, Straw\*

|                   |                          |
|-------------------|--------------------------|
| AC:               | 7                        |
| HD:               | 2*                       |
| Movement Rate:    | 90' (30')                |
| Attacks:          | 1 weapon + 1 spore cloud |
| Damage:           | By Weapon + special      |
| Number Appearing: | 1 (1)                    |
| Save As:          | F1                       |
| Morale:           | 12                       |
| Treasure Type:    | Nil                      |
| Intelligence:     | 4                        |
| Alignment:        | Neutral                  |
| XP Value:         | 24                       |

Straw golems are perhaps the most primitive, weakest of all golems. They are simply formed of old clothes stuffed with sticks and straws, with heads formed of wurzels or swedes. They are essentially animated scarecrows, created by hedge wizards and rural guardians protecting their wards from the darkness in uncivilised borderlands.

They move in a jerky, slow fashion but can attack with any weapons that are to hand, often clubs, scythes, sickles, rakes and other agricultural implements. In addition to the use of weapons any creature in hand to hand combat with a straw golem must make a saving throw vs. poison each round or succumb to a coughing fit as they breath in clouds of mould spores exuded by the golem, incurring -2 to hit and damage, cumulatively, per failed saving throw.

Like all golems straw golems are immune to sleep, charm, hold, mind effecting magic and attacks, and also to gases. They can only be struck by magical weapons. They are immune to all missile fire devices, but make saving throws vs. fire based attacks at -2, and take double damage from fire.

### Great Barracuda

|                      |            |
|----------------------|------------|
| AC:                  | 4          |
| HD:                  | 3          |
| Movement (Swimming): | 240' (80') |
| Attacks:             | 1 bite     |

|                   |         |
|-------------------|---------|
| Damage:           | 1d12    |
| Number Appearing: | 0 (1d4) |
| Save As:          | F2      |
| Morale:           | 10      |
| Treasure Type:    | Nil     |
| Intelligence:     | 2       |
| Alignment:        | Neutral |
| XP Value:         | 20      |

A torpedo shaped, streamlined predatory sea fish that will attack nearly any potential prey. It has no interest in killing prey, and will usually settle for a bite before escaping. Due to their narrow profile and great speed they surprise any opponent in a 1d4 on 1d6, and will usually take a single bite before attempting to swim away the next round. Note that bleeding prey may subsequently attract other predators, typically sharks.

### Grindylow

|                   |                |
|-------------------|----------------|
| AC:               | 5              |
| HD:               | 2*             |
| Movement Rate:    | 90' (30')      |
| Attacks:          | 2 claws/1 bite |
| Damage:           | 1d4/1d4/1d2    |
| Number Appearing: | 1 (1d4)        |
| Save As:          | F2             |
| Morale:           | 9              |
| Treasure Type:    | C              |
| Intelligence:     | 7              |
| Alignment:        | Chaotic        |
| XP Value:         | 25             |

Grindylows are small humanoid amphibians, with small bodies around 3' long but with long, spindly arms and legs that can reach out up to 15'. They have green, scaled skin and large mouths with jagged, pointy teeth, beneath a small nose and large orange eyes. They are equally at home in the water or on land, with the same movement rate in both environments. They inhabit pools in marshlands, fens and swamps and await their prey, which they reach out and grab from the pools in which they reside under the water. If they strike a foe of human size or smaller up to 15' from their pool with both claws then that creature is dragged to the pool (no saving throw) where the grindylow will attempt to drown its victim, inflicting an extra 1d2 further damage per round on top of any other attacks until the creature is dead.

The will take any prey that is human size or smaller, although they esteem the flavour of human children and the tiddy (fey creatures they share a habitat with) above all other things.

There is a persistent rumour that they have a queen, of the name of Jenny Greenteeth, who travels the land bestowing favours upon her people. If this is true, the grindylows are not saying. Grindylows often hunt tiddy, who consider them mortal enemies.

### Hatzegopteryx

|                     |            |
|---------------------|------------|
| AC:                 | 5          |
| HD:                 | 13         |
| Movement (flying):  | 180' (60') |
| Movement (walking): | 180' (60') |
| Attacks:            | 1 bite     |
| Damage:             | 6d6        |
| Number Appearing:   | 0 (1d2)    |
| Save As:            | F7         |
| Morale:             | 9          |
| Treasure Type:      | Nil        |
| Intelligence:       | 2          |
| Alignment:          | Neutral    |
| XP Value:           | 1350       |

Hatzegopteryx is a huge azdharchid pterosaur, found in lost world island areas where it is an alpha predator of small and medium sized dinosaurs. Somewhat more heavily built but slightly smaller than quetzalcoatlus it is as capable of running down prey on land as it is at attacking from the air, having a wide, sharp beak with which it can

make a devastating attack. It can swallow human sized prey on 18-20 on an attack roll, and a dwarf sized or smaller creature on a 17-20.

### Hedgehog, Giant

|                   |            |
|-------------------|------------|
| AC:               | 4          |
| HD:               | 7*         |
| Move:             | 120' (40') |
| Attacks:          | 1 bite     |
| Damage:           | 1d8        |
| Number Appearing: | 1d2 (1d6)  |
| Save As:          | Fighter 3  |
| Morale:           | 7          |
| Treasure Type:    | U          |
| Intelligence:     | 1          |
| Alignment:        | Neutral    |
| XP Value:         | 1025       |

Giant hedgehogs are creatures of the deep ditches and dark woods, being around 8'-12' long and 5' to 7' high at the bulge of the back, they are foul smelling omnivores that eat meat, carrion, large insects, bird's eggs, and roots, almost anything they can get their teeth in to. They are coated with spines in the same way that their normal sized kin are, which makes attacking them a rather fraught affair. Anyone in melee combat with a giant hedgehog wielding a weapon shorter than a pole arm is at risk of being struck by these spines when the hedgehog attacks – when the hedgehog moves, all melee opponents must make a saving throw vs. dragon breath or be struck by 1d4 spines, each inflicting 1d4 damage.

If threatened they may roll into a ball. Then, any attacker using a non-pole weapon cannot avoid being impaled on 1d4 spines per round. If the hedgehog is attacked with longer weapons it will attempt to run away rather than remain to be stabbed to death. If threatened they rarely choose to stay and fight, and will usually seek prey elsewhere.

They are neither territorial nor gregarious, but will frequently be found in small groups out of preference for feeding site. At such sites it is possible to find the remains of previous prey, and any treasures carried thereby.

### Hyena

|                   | Striped   | Brown     | Spotted    |
|-------------------|-----------|-----------|------------|
| AC:               | 7         | 6         | 6          |
| HD:               | 3         | 4         | 5          |
| Movement Rate:    | 180'(60') | 150'(50') | 120'(40')  |
| Attacks:          | 1 bite    | 1 bite    | 1 bite     |
| Damage:           | 1d6       | 2d4       | 3d4        |
| Number Appearing: | 1 (1d3)   | 1d4 (2d4) | 1d4 (5d10) |
| Save As:          | F1        | F2        | F3         |
| Morale:           | 8         | 9         | 10         |
| Treasure Type:    | U         | V         | Vx4        |
| Intelligence:     | 2         | 3         | 3          |
| Alignment:        | Neutral   | Neutral   | Neutral    |
| XP Value:         | 45        | 100       | 250        |

Hyenas are powerful scavengers and predators with crushing bites allowing them to break through tough skin and break bones. There are three species of hyena common to grasslands and brushland in hot regions. While being similar in form to wolves, with shorter legs, larger heads and more obviously powerful bodies, they are only distantly related to wolves, being somewhat closer to great cats.

Striped hyenas are the smallest species. They are entirely nocturnal, and while capable of bursts of speed they prefer to run within their capabilities, exhausting prey before striking. They spend daylight hours in dens dug into the earth.

Brown hyenas form small family clans, and prefer scavenging (or chasing other predators off kills) to hunting. They will however take small prey, and they are always disruptive around human and demi-human encampments which they will always raid for food.

Spotted hyenas are the largest among extant hyena species, and form vast clans that can rival any other hunters of the savannah. They are shockingly efficient pack hunters, and a constant pest of livestock. They prefer to chase other predators from their kills to hunting, but are capable of taking down prey many times greater than themselves.

### Ichneumon, Giant

|                   |              |
|-------------------|--------------|
| AC:               | 6            |
| HD:               | 3*           |
| Move (flying):    | 180' (60')   |
| (walking):        | 120' (40')   |
| Attacks:          | 1 ovipositor |
| Damage:           | 0 + special  |
| Number Appearing: | 1 (1)        |
| Save As:          | F2           |
| Morale:           | 9            |
| Treasure Type:    | nil          |
| Intelligence:     | 1            |
| Alignment:        | Neutral      |
| XP Value:         | 50           |

This slender, 4' long giant wasp like creature has an unusual and sickening life cycle. Males of the species are essentially harmless, being inoffensive scavengers, but females are notable for an extended, prehensile abdomen that ends with a sharp, narrow ovipositor (egg depositor). Any victim hit by the ovipositor must make a save versus paralysis or be impregnated. The deposited egg will gestate for 48 hours, after which the victim will fall into a coma. In 72 hours 1d6 young wasps will emerge, each inflicting 2d10 points of damage to the victim.

Un-hatched eggs can be removed from the victim within the first 48 hours by the use of a cure disease spell cast by a 9th or higher level cleric, or by a Cureall or Heal spell. Extraction of eggs via surgery is possible but dangerous, inflicting 1d6 damage to the victim per egg removed. Even if the wounds themselves are not fatal, the victim must make a saving throw vs. paralysis at -4 to survive the operation. Once the victim has entered a coma, only a Cureall or Heal spell is effective.

While an ichneumon can attack victims that are awake, they much prefer to lay eggs in a target that is already defenceless. A sleeping or paralysed target is not allowed a saving throw when an ichneumon tries to lay its eggs. While a paralysed victim will be aware of the process, there is only a 50% chance that a sleeping or knocked out victim will notice that this has happened, and only a 50% chance per 24 hours that they will notice that something is wrong. Thus it is not uncommon that the first sign of infection is slipping in to a coma.

### Iguanodon

|                   |           |
|-------------------|-----------|
| AC:               | 5         |
| HD:               | 11        |
| Movement Rate:    | 90' (30') |
| Attacks:          | 2 thumbs  |
| Damage:           | 1d10/1d10 |
| Number Appearing: | 0 (3d6)   |
| Save As:          | F6        |
| Morale:           | 7         |
| Treasure Type:    | Nil       |
| Intelligence:     | 2         |
| Alignment:        | Neutral   |
| XP Value:         | 1100      |

Iguanodon are large (35-40' long, 10-12' high) roughly bipedal herbivorous dinosaurs, able to browse from bushes, low trees and from the ground. It has a somewhat beak like mouth at the end of a long, narrow head and powerful limbs. They can stand and typically run on two legs, but spend most of their time with one or both of their forelimbs on the ground. Notably their powerful hands have not only very nimble fingers (being able to manipulate and hold things using their little finger) but also hard, sharp, dagger like thumbs that can be used to inflict terrible wounds on would be attackers. On an attack roll of 19-20 the deep wounds inflicted by these thumbs inflict double damage.

Iguanodon are unaggressive unless threatened, and will usually ignore humans and demi-humans, considering them too small to be a likely threat.

### **Inflationes Ignis\***

|                   |                         |
|-------------------|-------------------------|
| AC:               | 7                       |
| HD:               | 2**                     |
| Movement Rate:    | 120'(40')               |
| Attacks:          | 1 weapon or 1 explosion |
| Damage:           | By Weapon -1 or 8d6     |
| Number Appearing: | 2d6 (6d6)               |
| Save As:          | F4                      |
| Morale:           | 9                       |
| Treasure Type:    | M                       |
| Intelligence:     | 12                      |
| Alignment:        | Chaotic                 |
| XP Value:         | 28                      |

The inflationes ignis are small, red humanoids no taller than 2'6", with pointed ears and faces that appear as if their skin is tightened and pulled backwards across their bald heads, giving them permanent beady eyed grins. They are almost always naked, but carry small, metal bags with them wherever they go.

They are native to certain outer planes where energy is dominant, but in which entropy has some influence. While not evil they are intelligent, aggressive, manipulative, greedy, and totally lacking in scruples. They may attack with weapons but typically choose a more unpleasant mode of attack.

Once per minute (6 rounds) an inflationes ignis may secret a cloud of noxious smelling gas in a 20' diameter centred upon themselves. While not toxic, this gas is highly flammable. Inside their metal bags they usually only carry a few treasures and one other thing – matches. When the match is struck or any other source of flame encountered, the gas will immediately combust, inflicting 8d6 damage on all creatures within range. Multiple inflationes ignis (the name being derived from an ancient term for 'fire farter') may overlap in the same area, increasing damage proportionately up to a maximum of 20d6, or they may create a network of exploding spheres that simultaneously ignite.

They are themselves immune to all forms of heat or fire damage, electricity, acid, and gas. They are immune to first level spells and to normal weapons, magical weapons being needed to hit them.

While they have successfully colonised various outer planes, many immortals of energy have been disappointed with their progress, none advancing as magic users, clerics or thieves and few attaining any levels in any adventuring class. While their physical abilities are spectacular, it has been impossible for them to establish any form of civilisation for themselves.

### **Jack in Irons\***

|                   |                    |
|-------------------|--------------------|
| AC:               | 5                  |
| HD:               | 8**                |
| Movement Rate:    | 90' (30')          |
| Attacks:          | 1 club or 1 bolder |
| Damage:           | 3d6 + energy drain |
| Number Appearing: | 1d4 (1d4)          |
| Save As:          | F8                 |
| Morale:           | 12                 |
| Treasure Type:    | E+5000gp           |
| Intelligence:     | 7                  |
| Alignment:        | Chaotic            |
| XP Value:         | 2025               |

It is unknown precisely which giant must die under what horrific circumstances to produce a Jack in Irons, but that is what they appear to be. Standing 15' to 16' high, they are green-grey skinned decaying giants clad in heavy chains, condemned to stalk the silent highways at

night, seeking prey. Their craving for human and demi-human flesh can never be satisfied, and they will attack and attempt to consume such creatures on sight.

They attack either by throwing boulders to a range of 80/160/240, or with huge spiked clubs. All blows inflict 3d6 damage plus a level of energy drain. The sound of a Jack in Irons approaching is the mournful scraping of rusty chains, and when first exposed to this in an encounter all hearing it within 90' must make a saving throw vs. paralysis or be paralysed in fear for 3d10 rounds. Jack in Irons can only be struck by silver or magical weapons, have all of the usual undead resistances, and can be turned as spectres.

Jack in Irons are thankfully rare, but they are hugely dangerous in outlying areas where travellers can be caught out on roads and trails after dark. They have a strange aversion to populated centres, and seem incapable of entering any settlement of more than 100 souls. This does not stop them hunting around those locations.

### **Jaculus**

|                   |                       |
|-------------------|-----------------------|
| AC:               | 5                     |
| HD:               | 1*                    |
| Move:             | 120' (40') or special |
| Attacks:          | 1 bite                |
| Damage:           | 2d10                  |
| Number Appearing: | 1d4 (1d8)             |
| Save As:          | F1                    |
| Morale:           | 2                     |
| Treasure Type:    | U                     |
| Intelligence:     | 1                     |
| Alignment:        | Neutral               |
| XP Value:         | 11                    |

Jaculus are small (up to 24"), green, arboreal snakes with narrow, retractable sails on either side of the front half of their body. They leap on targets from tree branches, by means of coiled, spring like tails suddenly straightening, propelling them forward with their sails gliding to them to their targets in a single devastating attack. In this first attack, unless their victims are already alert to the possibility of jaculus being present, they surprise their targets on a roll of 1-4 on 1d6.

Their initial devastating attack is their sole means of taking prey. They will attack almost any target, anything up to the size of a human, and if they fail to kill that target they will immediately try to retreat and climb back into a tree to escape.

### **Jubokko\***

|                   |                  |
|-------------------|------------------|
| AC:               | 2                |
| HD:               | 9***             |
| Movement Rate:    | 60' (20')        |
| Attacks:          | 1 branch         |
| Damage:           | 2d6+Energy Drain |
| Number Appearing: | 0 (1)            |
| Save As:          | Fighter 9        |
| Morale:           | 10               |
| Treasure Type:    | F                |
| Intelligence:     | 10               |
| Alignment:        | Chaotic          |
| XP Value:         | 3000             |

A mighty tree that has been on the site of a battle and become infused in the energies of destruction and blood of the fallen, the jubokko most resembles a beautiful, leafy tree while being in temperament and behaviour most akin to a vampire.

During the day the jubokko turns into liquid form, that of blood, and dissipates its essence into the earth. At night it rises again, as a tree, and stalks the fields and woodlands for a perfect place to lie in ambush. It most favours roadsides and pasture where victims are likely to be heading home from a hard days work, or may be leaving to tend herds or flocks before dawn.

Jubokko have multiple means of attack. They can form a mesmeric pattern among their leaves for the attention of a single victim within range (60'), who must make a saving throw vs. spells or be charmed and attracted to approach the tree more closely. Closer targets can be attacked with a modified branch, with a hollow tube and which is sharpened at the end. Any victim struck takes 3d6 damage and suffers a single level of energy drain. If the jubokkos hit roll is a 16-20 then the victim is skewered (see the rules for tridents) and in addition to normal damage will suffer a single level of energy drain per round until dead. While the jubokko can only attack with a single branch per round, if a victim is skewered they may use another branch, being able to skewer up to 6 targets at once. After they have fed their lush green leaves take on an autumnal red shade.

Jubokko frequently tend their hunting grounds for the growth of other dangerous plant like monsters, which will (if they can) assist the jubokko. Only creatures already be in the area around the jubokko can answer the call.

| Creature            | Number | Creature      | Number |
|---------------------|--------|---------------|--------|
| Amber Lotus Flowers | 1d8    | Strangle Vine | 1d10   |
| Archer Bush         | 1d8    | Whipweed      | 1d10   |
| Killer Tree         | 1      | Vampire Roses | 1d8    |

Victims of jubokko are absorbed into the tree, and their faces can be seen in knots in the bark when in moonlight. The faces of elves or dryads killed by the jubokko remain animated, and those entering melee with a jubokko that has consumed such a creature must make a save vs. spells or fall to the ground in fits of tears at the sight of their soundlessly screaming faces.

Jubokko can only be struck by magic weapons, and are immune to sleep, charm, hold, and all mind affecting magic. They have none of the typical weaknesses of vampires, being immune to garlic, unrepelled by holy symbols and having no hearts to stake. They do however take double damage from fire based attacks, which they fear. They can be turned as vampires.

#### **Kallikantzaros**

|                   |            |
|-------------------|------------|
| AC:               | 6          |
| HD:               | 1-1        |
| Movement Rate:    | 120' (40') |
| Attacks:          | 1 weapon   |
| Damage:           | By Weapon  |
| Number Appearing: | 2d6 (15d6) |
| Save As:          | Normal Man |
| Morale:           | 9          |
| Treasure Type:    | (R) C      |
| Intelligence:     | 10         |
| Alignment:        | Chaotic    |
| XP Value:         | 5          |

What exactly the kallikantzaros are is subject to much debate among scholars, but the majority view them as a kind of goblin, although one that is very different in lifestyle and form.

They appear as small, 3'-4' tall, coal black to charcoal grey humanoids with smaller ears and eyes than those of goblins with small mouths, tight nostrils and thin but clearly muscular arms and legs. Those who have approached through the noxious, rotting smell of their breath and filthy bodies to look them in the eye have observed that their small eyes have a wicked red glint.

They are not predatory in the sense that goblins are, but they are maniacal burrowers and tunnelers (having infravision to a distance of 60' enabling this), rivalling even the dwarves in the quality and rate of build they are capable of. But this is never designed to create places to live or to extract precious ores from the earth. This is their primary means of creating chaos and death, of gleaning treasures from terrible destruction.

For reasons best known to themselves the kallikantzaros prefer to attack at or around midwinter and midsummer, at a time when the daily

cycle of the sun seems to be slowed down, and the day length is near constant. Indeed they shun sunlight at all other times of year other than within a week either side of the solstices, and when exposed to sunlight at any other time they suffer a -1 penalty to attack and damage rolls. But around such times, which are also typically important religious festivals among humans and demi humans, they execute their wicked plans of collapsing tunnels they have dug under the settlements of good folk. This may be a small village, the area of a few city streets or a high value target such as a palace. This attack will be meticulously well planned and timed to cause the most harm, and surviving victims will be butchered or taken hostage for ransom. The kallikantzaros then retreat with as much as they can carry, collapsing their escape tunnels behind them.

Tribal structure among the kallikantzaros is hard to discern, but for every 10 there is a creature with 2hd inflicting +1 damage, and for every 30 there is a creature who is larger again, with 4hd inflicting +2 damage. However, rather than being identifiable leaders these creatures seem to be used for heavier work.

#### **Knocker**

|                   |               |
|-------------------|---------------|
| AC:               | 6             |
| HD:               | 1/2           |
| Movement Rate:    | 120' (40')    |
| Attacks:          | 1 weapon      |
| Damage:           | by weapon-1   |
| Number Appearing: | 4d4 (1d6x10)  |
| Save As:          | Normal Man    |
| Morale:           | 7             |
| Treasure Type:    | J+K (Special) |
| Intelligence:     | 9             |
| Alignment:        | Chaotic       |
| XP Value:         | 5             |

Knockers are humanoids, around 3' tall and can be any one of numerous bright colours, typically being the shade of any local metal ores. For example where iron is common they are often rust, with flecks of gold as if of pyrite, where copper is common they usually take on a blue tinge, etc. Where there are multiple ores present a group can take on an array of hues, some even glowing when there are radioactive ores to be found locally. They typically inhabit mines and caves, where they prefer to steal (rather than mine) metal ores to refine and produce a range of often quite inexplicable and exotic tools. The use of such tools always makes sense to a knocker, but rarely does to members of other races. Knockers are entirely bald, with pointed ears and huge, saucer like eyes. They have excellent infravision (90') and keen hearing, making them hard to surprise (only surprised on a 1 on 1d6).

Knockers are chaotic but not malicious, and rarely seek out trouble with other races but will, if they feel their homes are encroached on or threatened, set traps to defend their lairs. Frequently they will warn creatures who are getting too close to their homes by making strange knocking or banging noises, sound suggestive that the mine or cave may be about to collapse. Most traps they also set take on the form of dangerous ores and poisonous materials that will harm others by contact or inhalation, to which they seem immune. They can be persuaded to leave miners alone if food and drink are left for them, and a wise miner will often have his initials baked onto his pasty crust to be discarded for the knockers, so that they can see who is feeding them. If confronted directly, knockers will always seek to flee before risking a fight, and will use small cracks and crawl ways to escape, re-group, and set devilish traps for their adversaries.

Knockers seem to have no tribal system. There are no known examples of knocker children, there are no identifiable chieftains. A group of more than 10 will have a shaman (of up to level 12), and a group of more than 20 will have a wotan (also up to level 12).

#### **Lich, Mystic\***

|           |                                   |
|-----------|-----------------------------------|
| AC:       | 0 (or by class)                   |
| HD:       | 9d8 + 2hp per level thereafter*** |
| Movement: | 120' (40')                        |
| Attacks:  | Unarmed Mastery                   |
| Damage:   | Unarmed Mastery                   |

|                |         |
|----------------|---------|
| No. Appearing: | 1 (1)   |
| Save As:       | F36     |
| Morale:        | 11      |
| Treasure Type: | Special |
| Intelligence:  | 15+     |
| Alignment:     | Chaotic |
| XP Value:      | Special |

The process by which Masters of Entropy (high level entropic mystics) become Mystic Liches is unknown except to themselves and to certain of the entropic immortals, and whether it is punishment or reward (if such are even different things to such creatures) is hard to ascertain. Indeed, layering the desires of a lich with the concepts inherent to the entropic mystic orders is so alien to most other intelligent creatures as to be entirely impossible to grasp.

The mystic lich appears like any other lich, an emaciated, dead human or demi-human with thin stretched, papery skin. They rarely carry weapons, relying on unarmed weapon mastery and their deadly combat damage bonus and multiple attacks, both of which they retain from life. The process of becoming a mystic lich bonds them in servitude to entropic goals, and they are more dangerous as a result. Every blow from a warrior lich inflicts paralysis for 1d100 days if the target fails to make a saving throw vs. paralysis. They retain all of the abilities they possessed in life, including the extra damage inflicted in combat, weapon mastery, and all Mystic special abilities.

Mystic liches cannot be destroyed by turning, but can be turned. They are immune to sleep, charm and hold spells, all mind affecting magic, polymorph, cold, lightning, death, stun and poison effects. They can only be struck by weapons of +3 or greater enchantment and spells below fourth level have no effect on them. They invariably possess a number of powerful magical items, favouring those that give them even greater mobility and speed and those that allow escape.

Mystic liches may serve as masters of entropic monasteries, continuing their teaching, and raising armies of undead followers in addition to their trainee mystics. Entropic mystics are not tolerated in civilised lands, mystic liches are even more reviled. While they are essentially puppet masters, controlling legions of evil mystics and undead, they rarely shy away from combat themselves if they can first ensure an escape route.

#### Lich, Warrior\*

|                |                                   |
|----------------|-----------------------------------|
| AC:            | 0 (or by armour)                  |
| HD:            | 9d8 + 2hp per level thereafter*** |
| Movement:      | 120' (40')                        |
| Attacks:       | 1 weapon (multiple attacks)       |
| Damage:        | By Weapon + 10 + paralysis        |
| No. Appearing: | 1 (1)                             |
| Save As:       | F36                               |
| Morale:        | 10                                |
| Treasure Type: | Special                           |
| Intelligence:  | 15+                               |
| Alignment:     | Chaotic                           |
| XP Value:      | Special                           |

A warrior lich is an evil warrior, usually an avenger of level 21 or above, who has died in the pursuit of a greater evil. His hatred drives him on after death.

The warrior lich appears like any other lich, an emaciated, dead human or demi-human with thin stretched, papery skin. They are invariably clad in armour, usually highly magical in nature, and armed with a hideous array of weapons. The process of becoming a warrior lich bonds the weapons they possessed in life to them, and in addition to retaining all class based combat abilities including multiple attacks and fighter options (and spellcasting) they retain weapon mastery and skills from life. With their bonded weapons they inflict an extra 1d10 damage per blow, and any strike from such a weapon can cause paralysis for 1d100 days if the target fails to make a saving throw vs. paralysis.

Warrior liches cannot be destroyed by turning, but can be turned. They are immune to sleep, charm and hold spells, all mind affecting magic, polymorph, cold, lightning, death, stun and poison effects. They can only be struck by weapons of +3 or greater enchantment and spells below fourth level have no effect on them.

Warrior liches are not interested in simple combat, their goals are greater than a simple kill. They readily control lesser undead, which they use intelligently and tactically to do their bidding, and will plot terrible deeds with other evil entities. A warrior lich is unlikely to confront adventurers directly, unless no other options are available.

They have little interest in mundane treasures but retain all magical items from their previous lives, and continue to accrue more. They are invariably equipped with powerful magical weapons and armour, and favour items that give them increased mobility (such as *haste*) and damage (e.g. *sliving*). The subtleties employed in their greater schemes are not reflected in their combat style – they will remorselessly destroy foes one at a time, using minions to delay other enemies until it is their turn to fall to the sword.

#### Lynx

|                   |                |
|-------------------|----------------|
| AC:               | 6              |
| HD:               | 3              |
| Movement Rate:    | 150' (50')     |
| Attacks:          | 2 claws/1 bite |
| Damage:           | 1d3/1d3/1d6    |
| Number Appearing: | 1d2 (1d2)      |
| Save As:          | F2             |
| Morale:           | 8              |
| Treasure Type:    | U              |
| Intelligence:     | 2              |
| Alignment:        | Neutral        |
| XP Value:         | 35             |

A smallish big cat, up to around 4' long and 2'6" high with short, bobbed tails, thick sandy coloured fur with a few dark spots and distinctive tufted ears, the lynx is a small powerhouse of a cat. It can leap up to 20' to attack or to escape, and if doing so offensively will surprise a foe on a 1-4 on a 1d6. The lynx is not innately aggressive towards humans and demi-humans but it will fight if cornered, or to the death to protect its young. Lynx are common in temperate and cold temperate mountains and woodlands.

#### Mannequin\*

|                   |                                   |
|-------------------|-----------------------------------|
| AC:               | 7                                 |
| HD:               | 3*                                |
| Movement Rate:    | 60' (20')                         |
| Attacks:          | 1 punch                           |
| Damage:           | 2d4                               |
| Number Appearing: | 1d4(1d4)                          |
| Save As:          | Fighter 3                         |
| Morale:           | 12 or 8                           |
| Treasure Type:    | Special                           |
| Intelligence:     | 5                                 |
| Alignment:        | Lawful (employed), Chaotic (free) |
| XP Value:         | 45                                |

Another creation of the mysterious and gifted hedge wizard who created both the straw golems and aunt Sally's the mannequin is a form of golem originally created for tailors to work (pinning clothes on to or draping in fabrics or clothes) and to display their wares. They are essentially human shaped figures, crudely articulated at each joint, the neck and the centre of the torso, with more complex articulation allowing them to change waist size, chest size, shoulder shape, and leg and arm length at will. They are usually human shaped but demi human mannequins are known, and they come in male and female forms (but there is no discernible difference in behaviour of the two). They are capable of limited speech, with a child-like intonation and limited vocabulary, and tend towards being malicious gossipers.

When employed by a tailor who treats them well (allows them to gossip, supplies them with cups of tea in china cups which they cannot

drink but love to hold and look at, *etc.*) they are lawful creatures. If at all (in their eyes) treated badly they will leave their employers, and from that point their alignment becomes chaotic.

They cannot wield weapons, but their capacity to change shape to a limited extent gives them an advantage in combat. All hand held attacks against them suffer a -2 to hit and damage, and the subterfuge offered by changing arm length and shape gives them a +2 to hit. Like other wooden golems they are immune to all missiles, and like all golems they can only be struck by magical weapons, and are immune to sleep, charm, hold, and cold based attacks. They fear fire based attacks and save against them with a -2 penalty.

While not suffering extra damage from piercing weapons, such weapons as spears, short swords and the like send them into a rage, perhaps the memory of being stuck with pins causes this. If facing such weapons their morale is 12.

Like straw golems and Aunt Sally, the mannequins are able to craft more of their own kind. In the 'wild', those mannequins that have claimed their freedom obsess over fine clothes and jewels, and will attack and kill the best dressed travellers they meet. They don't carry treasure as such, but they are often found to be wearing several layers of fine, expensive clothes.

### Magyarosaurus

|                   |               |
|-------------------|---------------|
| AC:               | 3             |
| HD:               | 5             |
| Movement:         | 90' (30')     |
| Attacks:          | 1 bite/1 tail |
| Damage:           | 1d6/1d4       |
| Number Appearing: | 0 (1d10)      |
| Save As:          | F3            |
| Morale:           | 6 (9)         |
| Treasure Type:    | Nil           |
| Intelligence:     | 1             |
| Alignment:        | Neutral       |
| XP Value:         | 175           |

Perhaps the smallest of all sauropods, magyarosaurus is a tiny (no more than 16' long nose to tail and 4' tall at the shoulder), heavily armoured titanosaur adapted to living on a small island. They can be tamed for use as pack animals, but even when domesticated they are rarely brave, and will shy away from a fight.

### Meks

#### Mek: Opabinia

|                      |                                 |
|----------------------|---------------------------------|
| AC:                  | -4                              |
| HD:                  | 14**                            |
| Movement (swimming): | 120' (40')                      |
| Attacks:             | 1                               |
| Damage:              | 1d8x10 + stunning shock         |
| Number Appearing:    | 1 (1)                           |
| Save as:             | F36                             |
| Treasure Type:       | Special                         |
| Intelligence:        | Not rateable                    |
| Alignment:           | Lawful (with master) or Chaotic |
| XP value:            | 3500                            |

(for images see: <http://en.wikipedia.org/wiki/Opabinia>)

While the standard (or Hallucigenia) type mek is the standard amphibious model for combat and transport, many others were constructed over the years. The first, and perhaps most common in the early era was the submersible, ocean going opabinia model.

Being upwards of 20' long and around 6' high, with a flattened, streamlined segmented shape, and a 'v' shaped tail, the opabinia mek can either operate independently or as a means of transport for many hallucigenia. A long (10') proboscis with a small but powerful claw extends from the metal body, and can grasp at any creature in an arc in

front of the mek. If an attack hits, the target must make a saving throw vs. paralysis or be trapped, taking damage from the claw again each round until dead or the mek chooses to release it.

The mek may also activate a strong electric field within 20' of its body, requiring all within range to save versus paralysis each round or be paralysed for 1d3 turns.

Like all meks, the opabinia is immune to all spells except for cold based attacks (which cause no damage but reduce it to half speed) and *disintegrate*.

#### Mek: Waptia

|                      |  |
|----------------------|--|
| AC:                  | -7   |
| HD:                  | 19***                                      |
| Movement (land):     | 90' (30')                                  |
| Movement (Swimming): | 60' (20')                                  |
| Attacks:             | 2 feelers + poison cloud or stunning shock |
| Damage:              | 1d6x10/1d6x10 + stunning shock             |
| No. Appearing:       | 1 (1)                                      |
| Sage as:             | F36  |
| Treasure Type:       | Special                                    |
| Intelligence:        | Not rateable                               |
| Alignment:           | Lawful (with master) or Chaotic (without)  |
| XP value:            | 7650                                       |

(for images see: <http://en.wikipedia.org/wiki/Waptia>)

Waptia is a multi-terrain capable machine constructed for a single purpose; to destroy all species other than hallucigenia.

Typically 25' long and around 8' high, vaguely shrimp like, metallic creature has two prominent, flexible feelers stretching for 10' in front of its body. Each can attack a separate target. In water, the waptia may use a stunning shock in the same manner as opabinia meks, and on land a poison class attack like a standard (hallucigenia) mek.

Like all meks, the waptia is immune to all spells except for cold based attacks (which cause no damage but reduce it to half speed) and *disintegrate*.

#### Mek: Rhyniognatha

|                      |                                 |
|----------------------|---------------------------------|
| AC:                  | -4                              |
| HD:                  | 14***                           |
| Movement (Flying):   | 180' (60')                      |
| Movement (Crawling): | 60' (20')                       |
| Attacks:             | 2 pincers or breath (fire)      |
| Damage:              | 1d6x10/ 1d6x10 or special       |
| No. Appearing:       | 1 (1)                           |
| Save as:             | F36                             |
| Treasure Type:       | Special                         |
| Intelligence:        | Not rateable                    |
| Alignment:           | Lawful (with master) or Chaotic |
| XP value:            | 3500                            |

The first flying model designed by Hallucigenia, being based on the body form of a very primitive may fly, one of the earliest to be common on Mystara. Hallucigenia developed this Mek first to carry his followers from body of water to another, but as more creatures developed on land flying Meks became an invaluable means for waging war.

Typically 15' long and with a wingspan of 20', with large compound eyes positioned on either side of the head, this mek is difficult to surprise (1 on 1d6). A pair of powerful pincers are found on the front of the head, and these can be used twice per round to deliver a terrible crushing bite. Instead, the Mek may up to 6 times per day breath a cone of fire, 30' long and 30' wide at the far end.



Like all meks, the Rhyniognatha is immune to all spells except for cold based attacks (which cause no damage but reduce it to half speed) and *disintegrate*.

#### Mek: Haikouichthys

|                      |  |
|----------------------|--|
| AC:                  | -1   |
| HD:                  | 14***  |
| Movement (Swimming): | 180'(60')                                    |
| Attacks:             | 1 gnaw or stunning shock                     |
| Damage:              | 1d8x10 or special                            |
| No. Appearing:       | 1 (1)  |
| Sage as:             | F36  |
| Treasure Type:       | Special                                      |
| Intelligence:        | Not rateable                                 |
| Alignment:           | Lawful (with master) or<br>Chaotic (without) |
| XP value:            | 3500   |

(see: <http://en.wikipedia.org/wiki/Haikouichthys>)

Burgeoning populations of other species in the sea caused Hallucigenia to inhabit the land and to delve into the deepest ocean trenches; the early vertebrate jawless fish were inspiration for this monstrosity, being in the region of 20' long with a breadth of 7', Haikouichthys was designed specifically to reach the deepest, darkest regions of the ocean where no other animals could go.

The mek may also activate a strong eclectic field within 20' of its body, requiring all within range to save versus paralysis each round or be paralysed for 1d3 turns. It cannot bite as such, but it possesses a sharp, rasping mouth that may be used for a terrible gnawing attack.

Like all meks, the Haikouichthys is immune to all spells except for cold based attacks (which cause no damage but reduce it to half speed) and *disintegrate*.

#### Myconids

Myconids are anthropogenic fungi. Myconoids (the parent organism from which the myconids grow), are not strictly speaking mortal, typically residing in the soil and potentially covering a vast area, essentially having limitless lifespans by having an intellect dispersed over their entire basal mycelium. In fact to kill the myconoid you would have to extract all of the loose earth and rocks from about a square mile of cave complex, for that is where the bulk of the organism, with an infinitely dispersed intellect, resides. But this lack of mortality also means that no myconoid ever rose to challenge the immortals or to seek immortal status.

Each individual myconoid can produce many thousands of mushroom-men (they are not, of course, men or women) which are referred to as myconids (as opposed to the greater organism, called a myconoid). Myconids are loyal to their parent myconoid, but not unquestioningly so; they are not drones. They are instructed by the myconoid using chemical signals, and while they typically obey they may also choose not to, if that seems prudent. Thus they work well together, to fulfil the goals of the overall organism.

Myconoid species have good relations with each other, but their interactions with other of the deepest denizens of the world are more complex.

#### Myconoid: Armillarid

|                   | <i>Myconid</i> | <i>Myconoid*</i> |
|-------------------|----------------|------------------|
| Armour Class:     | 7              | 4                |
| Hit Dice:         | 1/2*           | 20*              |
| Move:             | 120' (40')     | 60' (20')        |
| Attacks:          | 1 weapon       | 2 punches        |
| Damage:           | By weapon      | 4d8/4d8          |
| Number Appearing: | 0 (10d10)      | 0 (1)            |
| Save As:          | NM             | F20              |
| Morale:           | 6 (12)         | 10               |

|                |         |         |
|----------------|---------|---------|
| Treasure Type: | Zero    | M       |
| Intelligence:  | 6       | 16      |
| Alignment:     | Chaotic | Chaotic |
| XP Value:      | 6       | 4500    |

Armillarid myconids grow from the biggest dead trees in the most ancient of all woodlands, said fallen trees housing their parent myconoid. Said myconids have two roles. Firstly, at any and all costs they defend their parent myconoid from anything that may harm it, being willing to sacrificed themselves to do so. Secondly, they seek out the largest, oldest, most bulky tree in the woodland as the next host for their myconoid. Tendrils of bioluminescent mycelium slowly grow through the leaf litter from the myconoid to this tree to guide more generations of myconids to it. They myconids are not desperately intelligent, but they possess superb powers of stealth (surprising foes on a 1-5 on 1d6) and observation, and will patiently watch their target tree, for years if necessary, learning how any allies the tree may act (dryads, elves, *etc.*) and when necessary killing them such that they can ultimately kill the tree at the right time. After which point, the parent myconoid rises from the ground where it resides and walks, dead tree trunk and all, and grows into the new dead tree, where its life force then resides. Between these regeneration events the armillarid is not harmless, and is a major killer of mature trees, which it attacks with its glowing tendrils feeds from. But it is only the largest, most ancient trees that are considered worthy hosts for the consciousness of armillarid myconids

The myconids themselves are small, being no larger than around 2' tall, appearing to be small, honey coloured gilled fungi with a pair of piercing, beady eyes on the front edge. The myconoid appears as if a huge, fallen tree trunk covered in such mushrooms, until such a point as it is either threatened or it is time to move to a new host tree, at which point it stands and walks to the new site. It is not rapid, but can swing two massive fungal arms at foes, inflicting terrible damage, and at any time can pluck up to 2d10 young myconids from its body and hurl them into combat (up to 6 per throw). Armillarid myconids can only be struck by magical weapons, are immune to all missile fire, and take only half damage from edged weapons. Consisting of typically degraded and largely sodden wood, they do not (like many wood based creatures) have specific vulnerability to fire based attacks.

The armillarid myconoids are rarely seek to fight, but if threatened can be roused to do so. They especially esteem the wood of treants, and such prey are considered a particular prize. Certain elven legends talk of armillarids attacking trees of life, indeed some trees of life are understood to have been lost to such attacks. The powers of an armillarid in control of such a tree are almost incalculable.

#### Myconoid: Arthrobotryd

|                   |                        |
|-------------------|------------------------|
| Armour Class:     | 7                      |
| Hit Dice:         | 5**                    |
| Move:             | 240 (80')              |
| Attacks:          | 1 weapon or special    |
| Damage:           | By weapon+2 or special |
| Number Appearing: | 1d8 (5d10)             |
| Save As:          | Fighter 8              |
| Morale:           | 8 (12)                 |
| Treasure Type:    | Zero (M)               |
| Intelligence:     | 9                      |
| Alignment:        | Chaotic                |
| XP Value:         | 425                    |

Now rare outside the Krugel Orc territories in the Hollow World, the arthrobotryds are a fascinating people. They produce the largest of all myconoids, which begin existence as amorphous, orange coloured blobs that only slowly raise above the sandy earth of their homelands. They slowly take the form of a sandy covered copy of whichever local humanoid is most numerous (and which has been observed by previous myconids from the same myconoid) upon the local mount of choice – in the Krugel lands they appear very like a Krugel orc on either a horse or lizard. Note that this is only an appearance, and no creature

within 10' of the myconid would be convinced by the charade. The myconid could not, for example, dismount; the humanoid and the mount are part of the same creature.

Arthrobotryds hunt in packs, using the most extraordinary tools to do so. They may form a sort of lance, extending almost instantly from their own bodies, it can be used as a lance with a +2 bonus to damage. They can charge into combat in the first round for double damage. They may likewise fashion swords and clubs from their own body mass. But their most feared attack is their myco-lasso. They form a looping, contractile filament that can be thrown at any target within 20' as the arthrobotrytid gallops past. That target, if it is the size of a bugbear or smaller, must make a save vs. paralysis or be trapped by the lasso and dragged along. Once captured, the lasso starts releasing paralyzing venom, and unless the victim can escape or be freed they must make a saving throw vs. paralysis each round or be paralysed. To free themselves from the lasso, a character must make an open doors roll (1d6+strength bonus, with a success only obtained with a 6 or more) to break the strands. Each round that the character struggles, the arthrobotrytid will continue to move, inflicting 1d4 damage to the victim as they are dragged along.

Once the victim stops struggling, the arthrobotrytid will absorb it into its own mycelium and return to the ground in which its own myconoid is growing, to re-fuse with the myconoid. The myconoid will, over the course of many days, absorb the memories and whole body of said victim. The victim may be rescued at any point in the first 3 days – during that time they remain conscious and aware, as the myconoid slowly probes its mind. Afterwards the myconoid re-emerges from the myconoid, and awaits other arthrobotrytid myconoids to gather for the next great hunt.

Like all myconoids, the arthrobotryds will defend their home myconoids to the death. The myconoids of this species are more interested in knowledge than treasure, but from their numerous victims they grow to learn the value of treasure and guard their wealth in the earth around their myconoid.

#### **Myconid: Coprid**

|                   |                       |
|-------------------|-----------------------|
| Armour Class:     | 9                     |
| Hit Dice:         | 7*                    |
| Move:             | 60' (20')             |
| Attacks:          | 1 weapon or special   |
| Damage:           | By weapon+1 or poison |
| Number Appearing: | 1d8 (20d10)           |
| Save As:          | Fighter 1             |
| Morale:           | 8 (12)                |
| Treasure Type:    | Zero (M)              |
| Intelligence:     | 9                     |
| Alignment:        | Chaotic               |
| XP Value:         | 850                   |

Typically inhabitants of shallow caves, especially numerous in the Broken Lands but found all over Mystara, the coprids appear to be completely harmless. They are tall (8'-9') white, shaggy creatures with legs completely covered by tall, almost tubular caps with domed tops. How they perceive their surroundings is unclear, but they have excellent all round vision and can hear noise as if a 15<sup>th</sup> level thief.

Generally speaking, a coprid myconid is a friendly fellow, quite willing to sit and talk with any who pass along their way. They don't seek conflict, and rarely fight anything unless provoked. For as long as you do not appear to be helpless, you are safe from a coprid. However, should you pass out or succumb to any form of paralysis you are in extreme danger – they will, upon finding any helpless creature, perform an coup de grace and carry it back to their home myconoid for digestion.

The coprids are not without blame in creatures passing through their territories becoming helpless. The myconoid constantly produces small (1" to 2"), sticky, almost invisible jelly like balls that contain poison and powerful digestive enzymes. Coprid myconoids are immune to this

poison, and hide the balls all over their territories and hunting grounds. Anyone passing through coprid territory without any protection from poison is likely to come into contact with such balls. The DM must roll 1d6 every turn that characters are passing through coprid hunting grounds, and on a roll of 1 or 2 the character must make a save vs. poison with a -2 penalty. If they fail, they become paralysed for 1d6 turns, and the digestive enzymes in the ball inflict 1d6 damage to the character per turn. Once two or more members of a party are paralysed, coprid myconoids will try to drive any accompanying characters away so that they can take the fallen back to their myconoid.

Coprids consider themselves the guardians of the subterranean fungal forests in which they reside, and while they don't prevent creatures grazing on the other mushrooms (being predators themselves, they understand this) they will aggressively defend their homes from the ingress of dangerous humanoids. Wise orcish chieftains know to lay tribute of the bodies of fallen foes to appease the coprids. The great enemies of the coprids are dwarves, who hunt coprids and invariably try to destroy entire myconoids.

Coprids fight to the death to protect their territories, in which their myconoids reside, but when outside this territory their morale is 8. An old coprid, reaching the end of its life, will plant its toes at the edge of myconoids territory and, over 2-3 days, slowly turn in to an inky, wet mass, most of its body transforming into wet, spore filled ink. This can be used as a component in magical inks, and is sought after by wizards.

#### **Myconid: Cordyceps**

|                   |                |
|-------------------|----------------|
| Armour Class:     | 6              |
| Hit Dice:         | 1*             |
| Move:             | 90' (30')      |
| Attacks:          | 1 fist+special |
| Damage:           | 1d2+special    |
| Number Appearing: | 1d8 (20d10)    |
| Save As:          | Fighter 3      |
| Morale:           | 8 (12)         |
| Treasure Type:    | Zero (M)       |
| Intelligence:     | 5              |
| Alignment:        | Chaotic        |
| XP Value:         | 13             |

Individually one could be forgiven for thinking that the cordyceps myconid is completely harmless. Thin, orange and black, 5' tall and largely looking like almost insubstantial upright fungal-stick insects, their presence hardly instils fear. They are however one of the most unpleasant predators on Mystara.

An attack from a cordyceps consists of a simple punch, and after striking an opponent most cordyceps retreat, their job done. The victim, as well as taking damage, must make a saving throw vs. death ray. If they fail, they are infected with cordyceps spores.

Initially the victim will feel a little malaise and some nausea, but unless a *cure disease* spell or similar is cast upon them within 48 hours then their fate is one of subjugation and death. On the third day the victim will feel entirely recovered, prior to, on the fourth day, becoming irreversibly (other than by means of a *wish*) under the control of the cordyceps myconoid. They will seek out the location of the myconoid, and serve them in whatever way the myconoid finds to be most useful, for up to 3 weeks. After this time they will return to the myconoid, lie down, and die. From their bodies 2d8 new myconoids are formed, each reaching maturity 3 weeks later.

The victim will take all of their treasures and any belongings they can carry to the myconoid. On rare occasions if multiple (20+) victims are in thrall to the myconoid at the same time, it may choose to send them to another location where they will die and establish a new myconoid entity, sending more myconoids out to find further prey from a new location.

While essentially chaotic creatures, cordyceps are not especially evil. They are merely remorselessly predatory. Thankfully, they shun

sunlight and only inhabit the darkest places of Mystara, namely, the caves and caverns shunned even by most other myconids. Other creatures of darkness recognise cordyceps for what they are, and will actively hunt for and burn their myconoids. While they can increase to plague like numbers in a few short months, they are in a constant struggle for survival against such hunting.

Cordyceps are rare in the caves beneath the Broken Lands and Alfheim, where orcs and shadow elves alike make sport of hunting them. But they are far more common in the dark complexes under the Great Escarpment on the Isle of Dawn, and explorers have described infestations of cordyceps among the strange humanoids of Skothar.

#### Myconid: Craterellid

|                   |                         |
|-------------------|-------------------------|
| Armour Class:     | 5                       |
| Hit Dice:         | 1**                     |
| Move:             | 90' (30')               |
| Attacks:          | 1 weapon or special     |
| Damage:           | By weapon -1 or special |
| Number Appearing: | 1d10 (20d10)            |
| Save As:          | F1                      |
| Morale:           | 3 (12)                  |
| Treasure Type:    | Zero (M)                |
| Intelligence:     | 8                       |
| Alignment:        | Chaotic                 |
| XP Value:         | 16                      |

These small (1'-1'6") blackish, trumpet shaped myconids with somewhat greyish outer parts inhabit dark, mossy woodlands and seem completely harmless. In fact they are considered a delicacy by other races, and are often picked and consumed before reaching maturity. This leads to a certain amount of resentment among the craterellids, who have to watch their brethren being taken for consumption. And watch they do. And wait.

Craterellids were formerly common in Glantri, where they were referred to as Trompette de la Mort. Unfortunately they were on the verge of extinction, with voracious Glantrian appetite for mushrooms being a serious problem for them. The few remaining myconoids were transferred to the Hollow World by an as yet unidentified Entropic immortal.

In a savage twist of irony the Craterellids have learned to distinguish edible and poisonous fungi, and will, as soon as they are able, scour the woodlands for poisonous mushrooms, which they then take back to the darkest parts of the wood to work into a wicked, magical poison. This poison, when hidden in the food and drink of humans, demi-humans and humanoids is lethal (save vs. poison or die in 1d6 turns). A successful wisdom check will allow the victim to work out that there is something unusual about the dish – it isn't unpleasant, it isn't obviously poisoned, it is just unusual. Many victims will continue imbibing the (delicious) poisoned meal. The victim will, 12 hours after death, rise as an undead zombie under the control of the Craterellid Myconoid. The Zombies are used to defend the site from anyone who might pick growing Myconids, and to gather any organic matter from around the forest to allow the Myconoid to grow.

The craterellid myconids exploit their small stature and natural stealth abilities (they can move silently and hide in shadows as if thieves of 12<sup>th</sup> level) to sneak into the homes of civilised and uncivilised folk alike, lacing food with this poison. They do all they can to avoid a fight, being able to handle no weapon larger than a dagger and inflicting -1 to damage with all blows. If they anticipate there is likely to be no option but to fight, some of craterellid myconids will create a distraction while others will try to get behind their foes to backstab (as a 12<sup>th</sup> level thief).

The craterellid myconoid keeps its treasure hidden in amongst the hollows of great trees, buried there by its enslaved zombies. It often disperses its better treasures among multiple sites, to try to avoid losing all of it should it be found.

#### Myconid: Geastrid

|                   |                         |
|-------------------|-------------------------|
| Armour Class:     | 6                       |
| Hit Dice:         | 4*                      |
| Move:             | 120' (40')              |
| Attacks:          | 1 weapon or special     |
| Damage:           | By weapon +1 or special |
| Number Appearing: | 1d3+5 (10d10)           |
| Save As:          | F4                      |
| Morale:           | 9 (12)                  |
| Treasure Type:    | Zero (M)                |
| Intelligence:     | 11                      |
| Alignment:        | Lawful                  |
| XP Value:         | 125                     |

The geastrid myconid is one of the most peculiar looking humanoids in existence. It begins life as an almost spherical, pale brown ball with a round frill at its base. It grows slowly until it is around a foot across. At this point, it pulls itself out of the ground to reveal a spindly, fibrous humanoid body beneath it, around 7' to 8' tall, and it sets about exploring its immediate surroundings. When 4-8 of them have reached maturity they begin their major toil, which involves exploring as a group and mapping the area around them, in an ever expanding range. Generations of myconids work to produce a map, which contains details of any creatures found, settlements, lairs, and any and potential food sources, including major plant and animal resources and even any reactive ores. Once they have spent several months exploring further, and adding more information to the master map, they eventually choose to sit in an opportune spot, look upwards, and wait for the skin around their heads to peel back in the shape of a star, revealing a spore filled head that puffs spores into the open every time the myconid is jostled, disturbed or rained on.

The geastrid myconid can also choose to unfurl its head covering when it is threatened. The very act of doing so will encourage many creatures (with an intelligence score of 5 or lower) to have to have to make a saving throw vs. death ray or run away in fear for 3d6 rounds. The geastrid can then release spores from its head in a cone 15' long and 10' wide at its far end, up to 3 times, and each breathing creature therein must make a saving throw vs. Dragon Breath or fall asleep for 2d6 turns. This is a magical sleep that is not affected by a being disturbed or even slapped, and the victim must make a second saving throw vs. Dragon Breath or suffer horrific nightmares about being attacked by strange egg-like fungi in the void of space until they wake. Any victim who has suffered such nightmares also incurs a -2 penalty to all hit and damage rolls and a +1 penalty to armour class, until they can get a mostly undisturbed nights sleep. If forced to fight the geastrid myconoid will either attack using its spores or by using weapons – they favour pole arms, with which they attack with a +1 to damage.

Each generation of geastrid myconid relates the locations of all resources on to the myconoid, which slowly sends mycelium growing towards each. The myconoid can eventually, over many centuries, grow to an astonishing scale, taking nutrition from food sources that may be tens of miles apart. The Geastrid Myconoid can extract energy and nutrition from nearly anything – the bodies of animals, plants and roots, even metal ores. The purpose of this is to gain enough energy to reach its ultimate goal – to create a Great Geastrid.

The Great Geastrid is essentially identical to the head of the geastrid myconid, but on a massive scale – it can reach three or four hundred feet across, four to five hundred feet high, and it produces a near incomprehensible number of spores at a velocity sufficient to perfume not only the entire atmosphere of the world the myconoid is growing on, but also to be flung into outer space. There the spores can remain viable for centuries, floating until they settle on an asteroid, planet or even vessel upon which they can germinate. The spores are essentially identical to those produced by the geastrid myconids, but their dispersal is spectacularly more effective.

Production of a Great Geastrid by geastrid myconoids is thankfully a rare event, typically only occurring after centuries of growth, and it so

depletes the myconoids that there is 25% chance of the myconoid dying. If it survives, it is massively reduced in scale and will once again have to start from scratch, finding new resources to grow a new Great Geastrid. Spore dispersal by Great Geastrids takes several weeks, during which time all creatures within 100 miles must make a saving throw vs. Dragon Breath or be affected as if attacked by a Geastrid Myconoids spore attack. Creatures that fall asleep will wake up after the Great Geastrid has finished releasing its spores, if they are fortunate enough to survive weeks sleeping without food or drink.

Geastrids have colonised hundreds of worlds, and while they are typically friendly, considered folk, most civilised creatures don't tolerate them once the extraordinary danger of the Great Geastrid has been realised. One they have worked out what the source of the danger is, they will seek out any sites geastrids grow from and destroy any and all likely sites where the myconoid may be. Geastrids originated on Mystara, but have been extinct there for millennia. Any geastrid myconoids detected there are destroyed by mortal agents sent by the Immortals to do so, the danger they pose being so great.

### Myconoid: Morchellid

|                   |                    |
|-------------------|--------------------|
| Armour Class:     | 8                  |
| Hit Dice:         | 3* to 3****        |
| Move:             | 90' (30')          |
| Attacks:          | 1 weapon or spell  |
| Damage:           | By weapon or spell |
| Number Appearing: | 1d10 (20d10)       |
| Save As:          | MU 6               |
| Morale:           | 6 (12)             |
| Treasure Type:    | Zero (M)           |
| Intelligence:     | 17                 |
| Alignment:        | Lawful             |
| XP Value:         | 50-95              |

Morchellids are by far the most intelligent of all myconoids. They are a surprising looking race, resembling a 6' tall, pock marked brown mass on ridged, white legs, with arms that seem to be formed of the same brown mass as the head. Almost as if they are massive, brown brains on sticks but with inverted sections rather than ridges. Morchellids are peculiarly curious and intelligent creatures, seeking to bring knowledge of the works of men, elves and all creatures back to their home myconoid, where they spend most of their time converting the information they have found into a chemical form of communication that it can understand.

Troops of morchellids arise early in the year, as the frosts of spring recede, and they possess, from their moment of emergence, an extraordinary ability to learn and cast magical spells. Typically these are well understood by their myconoid, and distributed to each myconoid according to their ability to learn. And curiously, the more morchellids are present, the more potent their magics are. Scholars are undecided as to why this should be so. If the morchellids know why, they're not saying. Practically speaking, if under 10 morchellids are present, they each cast spells (50% as magic users, 25% as clerics, 25% as druids) at 1 level of experience per morchellid present. The spells each knows are determined randomly. Per 5 morchellids above 10 present, another level of experience is gained. So for example if there are 30 morchellids present each morchellid can cast spells as a 14<sup>th</sup> level spellcaster.

They prefer dark places but have no preference for being above or below ground. They have a curious ability to be able to walk on walls and ceilings as if on the ground, and this allows them to make their homes on the ceilings of great caverns of the Broken Lands, the Shadow Elf Kingdoms and even on the underside of the floating islands of the Hollow World (from which they may fly or levitate to the surface to explore for information). The morchellid myconoid consumes little, often satisfying itself with the decaying residues of living creatures slowly leeching into their rhizospheres. But their thirst for knowledge is inexhaustible. The Shadow Elves know that the Morchellids are harmless and never oppose them, but do trade stories and tales with them. The Schattentalen, with their characteristic

friendliness, pursue Morchellids for study, to try to extract their magical potential. Few of the humanoids of the Broken Lands even know the morchellids are there – and the morchellids are happy with that.

Morchellids are never aggressive, preferring to escape from any potential enemies rather than to fight. But like all myconoids they will fight to the death to defend their myconoids. They prefer using their magical abilities to misdirect foes, but if necessary will use any offensive magics they possess.

Morchellids hide their treasures in places most accessible to themselves. They frequently construct hollows in the ceilings of great caves, where few other creatures may find them. They favour spell books and scrolls above all treasures.

### Myconoid: Marasmian

|                   |                      |
|-------------------|----------------------|
| Armour Class:     | 4                    |
| Hit Dice:         | 3*                   |
| Move:             | 180' (60')           |
| Attacks:          | 1 weapon or special  |
| Damage:           | By weapon or special |
| Number Appearing: | 1d8 (10d10)          |
| Save As:          | Fighter 3            |
| Morale:           | 8 (12)               |
| Treasure Type:    | Zero (M)             |
| Intelligence:     | 12                   |
| Alignment:        | Lawful               |
| XP Value:         | 50                   |

Marasmians are among the myconoids found on the surface of Mystara and indeed in the Hollow World. They are tall (6'-7') pale brown myconoids, with spindly bodies, long, thin legs and slender arms, topped with a flattish, gilled cap. To most they give feeling of geniality, of friendliness, and this comes of having an aeons long relationship with the fairy folk.

Marasmian myconoids grow in circles from a parent marasmian myconoid, which itself takes the form of a ring in a woodland or field. The ring will start small, but over many years can grow to colossal form, many hundreds of yards across. Marasmian myconoids appear to grow from small mushrooms to mighty mushroom-men in the space of around a fortnight, typically after extensive rainfall and in warm conditions. After a day, although still bound to the myconoid, they are around 1' tall and sentient, and able to communicate or even defend themselves (in a rudimentary fashion). Upon reaching maturity they wander off and go looking for rotting, decaying vegetation, animal faeces, *etc.* which they carefully break up and arrange around the outside of their myconoid. Having completed their tasks in daylight, they return to their rings and spend the nights enjoying everything that is good in a mushrooms life, releasing spores, dancing and singing in their circles, and for the most part bringing nothing but joy to those lucky enough to see them. Their delightful performances attract the attention of the fey, and pixies, sprites, and others of the fair folk are often to be found dancing with the marasmians on moonlit nights. Indeed, in so much as a myconoid can ever make friends with anything, the Fey are friends to the marasmians.

If threatened, a marasmian may pick up a weapon and fight. Over many years successive myconoids bring weapons back to their myconoid and store them nearby, and aggressors may be surprised by the lethality of their arsenals. While the larger, mature marasmian myconoids will typically fight with weapons, any group of more than 6 Marasmians (mature or immature) may, each round, cast a special form of the *Dance* spell. Anyone inside the circle of or within 30' of their myconoid must make a saving throw vs. spells or begin to dance in a circle around the ring, being subject to the same detrimental effects of *Dance* as the spell. The group may use their *Dance* attack every round, in addition to any other attacks they make. The victim may make another saving throw once every 6 rounds, but is immediately vulnerable to the same effect again. The victim will fall the ground, unconscious and exhausted, after their constitution score in rounds (either continuously or after making

a saving throw and failing another subsequent save). Typically marasmian myconids will ignore any dancing enemy and simply back away, continuing to use their dance effect each round until the targets fall to the ground exhausted. Once all enemies are thus captured, the marasmians will search them for anything useful, entertaining or interesting, and carry them to a point at least a mile away, to be deposited in the most humiliating pile they can envisage.

Marasmians are not aggressive or hostile, and cannot easily be provoked into violence. Treasures possessed by the myconoid are buried in the centre of the circle, and will be defended, as will the habitat upon which the marasmians and their fey allies depend. Marasmians will do all they can to avoid a fight, but they will defend their homes and their allies to the death.

Marasmians are now a rare species. Formerly they were common in Elven lands such as the Sylvan realm and Alfheim, now they are restricted to the forests of the Shiye and a few hidden locations in Norwold. In the Hollow World there is rumour of a strange floating island that is sloped to a strange degree, Tir Na Nog, populated solely by marasmians and long lost races of fair folk, living a joyful and oblivious life dancing and drinking ale under the perpetual twilight of a red sun.

#### **Myconid: Muscarid**

|                   |                        |
|-------------------|------------------------|
| Armour Class:     | 5                      |
| Hit Dice:         | 3**                    |
| Move:             | 120(40')               |
| Attacks:          | 1 weapon or special    |
| Damage:           | By weapon+1 or special |
| Number Appearing: | 1d8 (30d10)            |
| Save As:          | Fighter 3              |
| Morale:           | 12                     |
| Treasure Type:    | Zero (M)               |
| Intelligence:     | 7                      |
| Alignment:        | Chaotic                |
| XP Value:         | 65                     |

While most myconids are typically quite placid and, in their own way, friendly, the muscarid is entirely different. They stand around 5' tall, with white bodies that have a frilly veil around their middles, beneath stocky arms, with feet almost in the shape of half egg shells lying on the unbroken end. But it is their big, meaty, red cap speckled with raised white spots with white gills on the underside that they are most known for.

Muscarid myconoids are found in the darkest and dankest of all woodlands, where they grow in twisted, misshapen rings around great old trees. Myconids grow from this typically only in late summer and autumn, and after around a week of growth they are ready to stalk the woods and find their prey. That prey is literally anything that moves, and hunting as a pack they can unleash terrible harm on to the fauna of the woodland in a very short time. This prey is taken back to the myconoid, stripped of anything of worth, and buried within the circle, where its decomposition feeds the myconoid.

What makes the muscarid dangerous is that they both produce and are infected by certain compounds that affect perception. When a muscarid is provoked to combat it will not back down, hesitate or surrender, and it will continue to fight well past when it has 0 hit points. It must be reduced to -12 hit points (its constitution score) before it stops fighting, it must quite literally be cut apart. But every time a muscarid is wounded it releases some of the same compounds into the air. Anyone in melee combat with a muscarid must, when the muscarid is first wounded and every subsequent round, make a save vs. poison or fall under the influence of potent hallucinogenic compounds for 1d6 turns, during which time they can move at only half speed, and attacks, saving throws and armour class are penalised by 4.

Muscarids do not make allies of other woodland creatures, considering anything that moves therein to be fair game. It is, however, fair to say that some of the darker fey races view them favourably.

Muscarids bury their treasures in hidden locations in the forests, and they value weapons above all other things.

Muscarids are, thankfully, rare, but increasingly common in some parts of Mystara. They were almost unknown in Canolbarth before the Shadow Elf invasion, but have become a serious pest since then. They are also among the more unpleasant predators of Blackheart in Alphaia, and are known to sporadically appear in the great forests of Northern Norwold.

#### **Myconid: Omphalotus**

|                   |                        |
|-------------------|------------------------|
| Armour Class:     | 5                      |
| Hit Dice:         | 1**                    |
| Move:             | 120' (40')             |
| Attacks:          | 1 weapon or special    |
| Damage:           | By weapon or blindness |
| Number Appearing: | 1d10 (40d10)           |
| Save As:          | Fighter 1              |
| Morale:           | 8 (12)                 |
| Treasure Type:    | Zero (M)               |
| Intelligence:     | 10                     |
| Alignment:        | Neutral                |
| XP Value:         | 16                     |

Omphalotus are tall, slender myconids who seem to be almost entirely constructed of mushroom gills. When not in motion they can be mistaken for 6' tall yellow mushrooms with gills running down to their base. When they start to stir it becomes apparent that their body is divided into long arms and legs, with 7 ridiculously small eyes all around their upper parts. They are typically genial, friendly and on the whole entirely disinterested in the conflicts of other races, and they try to maintain good relations with different species of myconoids and other humanoids wherever they encounter them. They usually inhabit caves closer to the Hollow World than the Outer World, but they do encounter both Shadow Elves and Schattentalen. The former view them as curiosities and trade freely with them, but the latter view them as dangerous adversaries, and with good reason.

Omphalotus myconids are masters of the production and use of light. While they can learn the vocal languages of others, and while communication from their master myconoid is in the form of chemical signals, their own communication is made up of light signals. They can make their gills glow in a bewildering array of colours, and this is both their own language and their primary means of defence. By illuminating caverns with dim ultra-violet light, they can see perfectly well while other creatures struggle to make anything out at all. And by releasing bright flashes in visible and IR light they can confuse and blind opponents.

When fighting, omphalotus will initially try to blind opponents. Anyone fighting omphalotus must make a saving throw vs. wands each round for the first 3 rounds of combat. Any failed save will render the target blind for 3d6 rounds, as the bright, rhythmic flashes of light they produce dazzle them. For the remainder of the fight any group of omphalotus of more than 4 will coordinate their light attacks to produce a confusion attack – each round from the 4<sup>th</sup> any creature within 30' of the omphalotus myconids must make saving throw vs. spells or suffer a *confusion* effect, until fewer than 4 omphalotus remain active.

Omphalotus and pilobolus occasionally have overlapping territories, and they can learn to coordinate the explosive attacks of pilobolus with the light output of omphalotus to target foes at a great (up to 120') distance, with devastating effect.

Omphalotus myconids have a morale of 8, unless defending their parent myconoid testator, when they will unquestioningly fight to the death.

#### Myconoid: Pilobolus

|                   |                     |
|-------------------|---------------------|
| Armour Class:     | 7                   |
| Hit Dice:         | 2**                 |
| Move:             | 90' (30')           |
| Attacks:          | 1 weapon or special |
| Damage:           | By weapon or 8d6    |
| Number Appearing: | 1d6 (40d10)         |
| Save As:          | Fighter 2           |
| Morale:           | 8 (12)              |
| Treasure Type:    | Zero (M)            |
| Intelligence:     | 8                   |
| Alignment:        | Lawful              |
| XP Value:         | 30                  |

The Pilobolus is both the friendliest and among the most dangerous of myconoids. Each overall organism inhabits a deep, wet cave, usually one into which a modicum of organic matter leeches into from the surface world. They are at heart a well-meaning people, with each myconoid creating countless myconids to do their bidding, typically to explore and clean neighbouring caves to bring back nutrient for the parent organism. They are not warlike, they do not seek conquest, they merely seek to exist.

They would be unremarkable except for their peculiar jelly like heads. Each pilobolus myconoid resembles a spindly, pale, 4' tall humanoid with a colossal jelly like head and a dark black cap on top. This head forms one massive eye with light of all frequencies focusing on the dark lining at the base of it, give the pilobolus myconoid the most remarkable eyesight in the fungal kingdom - they have perfect (120') infravision and can see all invisible creatures.

For most of its life a pilobolus myconoid will feel no urge to act in any way other than as a servant of the myconoid mycelium, but upon reaching a final level of maturity they have an urge to settle somewhere near an outer cave and wait, as a standing guard and as the means by which the myconoid reproduces. This is the time when the physiology of their extraordinary heads comes in to play. They are light sensitive, and upon exposure to any light brighter than a torchlight (so either a lantern or any magical light source) within 90', they point their heads towards the source and literally explode, flinging sticky fragments of their spore laden head caps at the light. Fragments invariably stick to the target, turning that target into a vector to distribute those spores.

At any age, however, a myconoid can use this same ability to devastating effect. When cornered with no other options a pilobolus myconoid can exploit any light source within 90' and point its head at any target within 120', to choose to explode in a targeted attack. This is lethal to the myconoid in question, but by weaponising their spore hat they can (if a normal hit roll succeeds) inflict 8d6 hp of damage to a single target.

When protecting their home myconoid, pilobolus myconids have a morale of 12 and will freely sacrifice themselves. Otherwise, if on a foraging mission gathering nutrients for example, they have a morale of 8.

Pilobolus myconoids are not avaricious but they understand that other creatures value treasure and are fully aware of the worth of objects they find. Over their incalculable lifespans they will gather anything shiny or valuable that they can find, and freely exchange it for information, nutrition or protection. Pilobolus have excellent relations with Shadow Elves, who view them as handy cohabitants in the darker corners of the underground world, their sentries exploding if anything that relies on having a light source comes too close. But many other monstrous humanoids see the myconoids as prey, hunting them to extract the water-rich jelly from their heads.

#### Nasutoceratops

|                   |            |
|-------------------|------------|
| AC:               | 4          |
| HD:               | 8*         |
| Movement Rate:    | 120' (40') |
| Attacks:          | 2 horns    |
| Damage:           | 1d8/1d8    |
| Number Appearing: | 0 (2d4)    |
| Save As:          | F4         |
| Morale:           | 9          |
| Treasure Type:    | Nil        |
| Intelligence:     | 2          |
| Alignment:        | Neutral    |
| XP Value:         | 1200       |

Nasutoceratops is a smaller ceratopsian dinosaur, related to triceratops but only around half the length (up to around 15') and with two horns (one above each eye) rather than three. It can charge into combat for double damage like a triceratops, with which it also shares the characteristic of a hard, bony plate covering its head. In temperament it is rather less aggressive than a triceratops, but is still likely to charge a foe in the hope of driving it off.

#### Octospider (\*)

|                   |                |
|-------------------|----------------|
| AC:               | 5 (-4)         |
| HD:               | 3**            |
| Movement Rate:    | 90' (30')      |
| Attacks:          | 1 or 2 weapons |
| Damage:           | By weapon      |
| Number Appearing: | 4d2 (10d10)    |
| Save As:          | F3             |
| Treasure Type:    | G              |
| Intelligence:     | 18             |
| Alignment:        | Lawful         |
| XP Value:         | 55             |

Octospiders are large (5' across, 5' high) spider-like 8 legged cephalopods, with four forelimbs that are entirely flexible but lower back for limbs jointed and segmented like those of spiders. They are a peaceful, genius intellect spacefaring race who primarily aim to interact peacefully with other races, looking primarily for chances to learn from others but also to trade. They do everything they possibly can to avoid combat, being willing to ignore insults, provocation or even thefts of inessential items if that will avoid combat, but if they are forced to fight they will seek the entire destruction of the offenders and all of those standing with them, at whatever cost is necessary. This is not a search for vengeance so much as it is an insurance against further bloodshed.

They are typically equipped with a range of high-technology tools that are keyed to octospider DNA – other races may pick them up but they do not work in the hands of any other creatures. These tools include scanners (telling them about their surroundings and warning them of dangers, meaning octospiders can only be surprised on a 1 on 1d10), translators (turning their native light-based language into verbalisations understood by all), energy shields (when activated improving their armour class to -4 from their unarmoured 5, also rendering them immune to non-tech, non-magical weapons), laser pistols (range 400', damage 4d6) and vibro-axes (4d6 damage, inflicting death on an attack roll of 19-20 unless the victim saves vs. death ray, a successful save converting this to triple damage).

There are few octospider adventurers. They are unable to master magic, but they are masters of technology, and those who appear to be magic users or clerics (and indeed advance as such) achieve the same feats as spellcasters using technological devices.

#### Onza\*

|                   | Small                                | Large     | Huge      |
|-------------------|--------------------------------------|-----------|-----------|
| AC:               | 4                                    | 0         | -1        |
| HD:               | 6***                                 | 10***     | 14***     |
| Move:             | 150'(50')                            | 180'(60') | 240'(80') |
| Attacks:          | 2 claws/2 tentacles/1 bite or breath |           |           |
| Damage:           | d6x4/d10 d8x4/2d8 4d8x4/8d8          |           |           |
| Number Appearing: | 1d4                                  | 1d3       | 1d2       |

|                |         |         |         |
|----------------|---------|---------|---------|
| Save As:       | F6      | F20     | F36     |
| Morale:        | 8       | 9       | 10      |
| Treasure Type: | H       | Hx2,I   | Hx3,Ix2 |
| Intelligence:  | 6       | 8       | 10      |
| Alignment:     | Chaotic | Chaotic | Chaotic |
| XP Value:      | 800     | 3250    | 4500    |

Onza are a hideous combination of prehistoric cats, displacer beasts and green dragons created by Orcus as an intentional blasphemy, an affront to the draconic immortals. As such the onza are viewed as enemies of dragon kind, despite having a significant amount of dragon blood in their makeup.

They have passing similarities with displacer beasts, being built in the form of large cats with a pair of tentacles protruding from behind their shoulders. Their lower body is that of a huge, spotted, mottled cat, resembling a leopard, whereas their backs are covered in overlapping dragon scales that spread and become thicker as they age. Small specimens are around 11' long, 5' tall at the shoulder, with ancient specimens reaching around 40' long.

Any attacks with either their claws or tentacles inflict not only damage, but the victim must make a saving throw vs. paralysis or be paralyzed for 2d4 turns. The onza also possesses a breath weapon, being a cloud of chlorine gas with the same properties and dimensions as green dragons of the same size category.

They are immune to normal and silver weapons, and can only be struck with magical weapons. They possess the same displacement ability as their displacer beast progenitors, meaning most missile attacks miss smaller specimens (although this is less helpful to massive onza), and conferring a -4 to hit on all attacks made against them.

The onza feel no affinity for any living things, including displacer beasts, dragons and cats, but they are not mindless predators. They are cunning, self-serving and utterly without remorse.

Thankfully due to the predations of dragons they are rare on the prime plane, but populations exist on many entropic outer planes, where they are a major predatory species.

#### Peuchen\*

|                        |                                       |
|------------------------|---------------------------------------|
| AC:                    | 2                                     |
| HD:                    | 7**                                   |
| Movement (slithering): | 120' (40')                            |
| Movement (flying):     | 240' (80')                            |
| Attacks:               | 1 bite or special                     |
| Damage:                | 1d10 + double energy drain or special |
| No. Appearing:         | 1                                     |
| Save As:               | F8                                    |
| Morale:                | 11                                    |
| Treasure Type:         | F                                     |
| Intelligence:          | 10                                    |
| Alignment:             | Chaotic                               |
| XP Value:              | 1250                                  |

Peuchen are intelligent shape shifting vampiric spirits. Their natural form is that of a blue, feathered snake with wings radiating multiple colours of feathers, but it may take the form of any living animal that they have seen. Such a transformation takes a single round, and the peuchen may then use any of the natural attack forms or abilities of said animal. A peuchen may also assume gaseous form, that transformation also taking a single round. They are by nature predators, preferring sentient prey but quite willing to consume mindless beasts where they must to survive.

Like other vampires they possess a gaze ability. Once per round, in addition to any other activities a peuchen may gaze at one target, which must make saving throw vs. paralysis with a -2 penalty to the roll or be paralyzed for 3d6 rounds.

Peuchen may summon any one of the following creatures, which will if within 300 feet (yards outdoors) come to their assistance.

| Creature              | Number | Creature              | Number |
|-----------------------|--------|-----------------------|--------|
| Snake, spitting cobra | 1d6    | Lizard, giant gecko   | 1d8    |
| Snake, giant rattler  | 1d4    | Lizard, giant draco   | 1d4    |
| Jaculus               | 2d10   | Lizard, giant tuatara | 1d3    |

Like all undead, peuchen are immune to *sleep*, *charm* and *hold* spells, and all forms of mind effecting magic. When injured, they regenerate 3hp per round, and they can only be struck with magical weapons. A peuchen reduced to 0 hp turns to gaseous form, must return to the earth of its lair, to which it is bound, and it reforms into its normal winged snake form therein. In this state a cleric can kill a peuchen with a single touch of their holy symbol.

Peuchen cannot enter hallowed ground, except if that ground is dedicated to an entropic immortal. They cannot approach within 10' of a well presented holy symbol. A peuchen can only hunt at night, but unlike a vampire is not physically damaged by exposure to sunlight. If they fail to rest within the earth of their lairs during the day, they suffer 2d6 damage per day, and are unable to regenerate that damage until they are able to rest in that place.

A victim killed by a peuchen will rise as undead. Most humans or demi-humans will rise again as a wights, the following sunset, under control of the slayer. A cleric of 5<sup>th</sup> or higher level killed by a peuchen will appear to remain dead, the body indistinguishable from any normal corpse. 1 month later, a new peuchen, the tortured spirit of that cleric, will rise from the earth at the location of the cleric's death, independent of its slayer, and ready to wreak revenge on a world that allowed it to die thus.

#### Plague\*

|                |                           |
|----------------|---------------------------|
| AC:            | 0                         |
| HD:            | 12****                    |
| Movement:      | 120' (40')                |
| Attacks:       | 2+ special                |
| Damage:        | 2d8 + double energy drain |
| No. Appearing: | 1                         |
| Save As:       | F12                       |
| Morale:        | 12                        |
| Treasure Type: | Nil                       |
| Intelligence:  | 12                        |
| Alignment:     | Chaotic                   |
| XP Value:      | 4750                      |

Plague are a race of dangerous, intelligent undead. They look like perfectly preserved, pale, and only slightly emaciated humanoids, but their skin is hardened almost to stone. In every encounter, Plague will attack without hesitation, and will show no mercy or remorse in pursuit of the destruction of any and all intelligent living creatures.

The very presence of a Plague causes all within 30' to make a save vs. Death Ray or run in fear for 3 turns. Their touch causes 1d8 damage and drains two levels of experience. Any creature killed by a plague will rise, the next sunset, as a new Plague, but unlike most undead they are not under the control of their slayers. Indeed Plague cannot easily be controlled by any other undead by the usual means. Plague cannot become undead pawns, nor can they become undead lieges.

Plague are immune to all normal, silver and +1 magical weapons, and can only be struck by +2 or better weapons. They are turned as if Haunts.

#### Quetzalcoatlus

|                    |            |
|--------------------|------------|
| AC:                | 4          |
| HD:                | 15         |
| Movement (flying): | 240' (80') |

|                     |                  |
|---------------------|------------------|
| Movement (walking): | 120' (40')       |
| Attacks:            | 1 bite/1 trample |
| Damage:             | 5d6/2d6          |
| Number Appearing:   | 0 (1d4)          |
| Save As:            | F8               |
| Morale:             | 9                |
| Treasure Type:      | Nil              |
| Intelligence:       | 2                |
| Alignment:          | Neutral          |
| XP Value:           | 1650             |

Among the largest of the azdarchid pterosaurs, quetzalcoatlus is a terrifying winged predator with a wingspan of up to 50', and a similar body length, of which up to a quarter is its massive, sharply beaked head. It is powerful both in flight and on the ground, where its quadrupedal motion using toughened wing joints alongside powerful rear legs allows it both to run down slower prey or spring, using all four limbs, into flight. While its leathery wings are quite bare, the body of the animal is covered in downy, hair like feathers that catch and turn attacks away before hitting its hard skin, providing a surprisingly good armour class.

Their preferred method of hunting is to land and stalk prey in undergrowth, snapping from above at smaller prey. A smaller than halfling sized creature is swallowed on an attack roll of 15 or above, a halfling on an 18, and a human on a 19-20. Their massive, beaked heads sit at the end of powerful, muscled necks that can snap at targets either side of them and in front, enabling them to attack any target in a broad area in front of them. They may also trample a different target of man size or smaller, and a trampled target must make a saving throw vs. paralysis or be pinned on the ground, allowing the quetzalcoatlus to attack the following round with a +3 bonus to hit (which is applicable to whether the target is swallowed).

#### Riddler\*

|                   |           |
|-------------------|-----------|
| AC:               | 9         |
| HD:               | 10**      |
| Movement:         | 90' (30') |
| Attacks:          | None      |
| Damage:           | None      |
| Number Appearing: | 1(1)      |
| Save As:          | N/A       |
| Morale:           | 12        |
| Treasure Type:    | Special   |
| Intelligence:     | 22        |
| Alignment:        | Unknown   |
| XP Value          | 2500      |

Riddlers are tall (6'4" to 6'8") humanoids with thin, stretched, paper like skin covering a near skeletal form as if they are starved humans. They invariably wear long, dark, robes that hide their faces and other features. They exist on many planes, being native to some of the outer planes of thought. They are supremely intelligent, entirely non-aggressive, mostly without humour and quite un-relatable in most ways.

Once per round a riddler can cross a planar boundary, for example from the prime to the ethereal, from the ethereal to the astral, or from the astral to an outer plane. They may teleport without error once per round on any plane on which such magic works. They are immune to all physical, magical and mental attacks from mortal creatures, and can only be harmed by immortals. They are incapable of attacking any creature, directly or indirectly, although this is less of a physical constraint and more a philosophical one. To cause harm is to have already given up, they believe, and they refuse to partake in such.

They are not, bound by any code to help other creatures, nor are they merely disinterested observers. Their involvement in the prime plane is entirely related to their means of sustenance, which is by furthering the boundaries of the sphere of thought through questions, puzzles, riddles and mathematics. They delight in this, and patiently await those in need of knowledge, often busying themselves with chess puzzles, mathematical formulae, *etc.* to trade that information for a riddling

contest. If their terms are met (three riddles answered, a mathematical equation solved, a chess problem answered, *etc.*) they will impart that knowledge. The payoff for the riddler is that by doing so, by trading said knowledge for the process of thinking a problem through, they gain the capacity to make physical changes on their home planes of thought.

An encounter with a riddler is not one of combat, as any such engagement is completely futile. But XP can be gained equivalent to a proportion of the XP value of the riddler based on the skills shown in solving the problems they pose.

#### Rotifer, Giant

|                       |           |
|-----------------------|-----------|
| AC:                   | 6         |
| HD:                   | 7+3*      |
| Movement (squirming): | 60' (20') |
| Attacks:              | 1 suck    |
| Damage:               | 0 (10d10) |
| Number Appearing:     | 1 (1)     |
| Save As:              | Fighter 4 |
| Morale:               | 12        |
| Treasure Type:        | Vx2       |
| Intelligence:         | 0         |
| XP Value:             | 1025      |

Rotifers are common, tiny, predatory animals found across the world in ponds, rivers, lakes and indeed anywhere there is a body of water. The giant rotifer is rather akin to a giant, muscular jellyfish, with a single powerful foot with which it holds on to a surface, and at the other end of its body (15' away) it has something akin to a head, with masses of beating cilia generating a current towards its mouth. That current drags anything in the water towards it, at a tremendous rate, where that prey is eventually crushed and swallowed.

Giant rotifers do not target any prey, they merely suck water towards them. That creates a cone, 100' long and 50' wide at the far end. Any creatures therein must make a saving throw vs. dragon breath or be caught in the cone, and be dragged at increasing rate towards the mouth of the beast. In the first round their motion is deflected by 10' from their chosen course, towards the rotifer. In the second round they are drawn a further 70' towards the rotifer, and in the third, if they have not already entered the mouthparts of the rotifer, they are consumed.

The only hard part of the rotifers body is a ring of horrific tooth like extrusions in its neck, called a mastax. Being chewed by a mastax causes horrific (10d10) damage, and in the unlikely scenario of surviving ingestion a character takes a further 2d8 damage per round from digestive juices.

Giant rotifers are found in the deepest, darkest lakes, most often underground in the most cursed locations. It is unknown what process causes a rotifer to grow to such a size or indeed whether they are the same kind of life form as other rotifers. Sages have speculated that they may be from an outer plane dominated by gargantuan animalcules. If that is true, no explorers have returned from said plane to tell the tale.

#### Saltasaurus

|                   |                         |
|-------------------|-------------------------|
| AC:               | 2                       |
| HD:               | 9                       |
| Movement:         | 90' (30')               |
| Attacks:          | 1 bite/1 tail/1 trample |
| Damage:           | 2d6/1d10/1d10           |
| Number Appearing: | 0 (3d10)                |
| Save As:          | F5                      |
| Morale:           | 6 (11)                  |
| Treasure Type:    | Nil                     |
| Intelligence:     | 1                       |
| Alignment:        | Neutral                 |
| XP Value:         | 900                     |

Saltasaurus is one of the smaller species of sauropod dinosaur, a titanosaur species typically only found in 'lost world' regions. From



nose to tail, they are typically around 30' to 40' long. And around 10' to 12' tall at the shoulder. Despite being small sauropods, they are mighty and powerful beasts, able to reach high vegetation or graze at ground level. What they lack in size they gain in protection, being coated in hardened osteoderms (armour like scales) to repel predators.

They are not aggressive, and will as often as not shy away from confrontation. They are interested in grazing and reproducing, and little else, and gain nothing from a fight, but if cornered they may be fearsome. They can bite a creature in a wide arc in front of them, or swipe with their tail, and any creature in front of them is likely to be trampled.

They are however trainable. Their social pack structure means they do accept a leader, and humanoid species sharing habitat with saltosaurus have tamed them as mounts and war beasts. For such purposes they are reliable, a saltosaurus with its master has a morale of 11 rather than 6.

#### Sathar

|                |                           |
|----------------|---------------------------|
| AC:            | 8 (or 0)                  |
| HD:            | 2***                      |
| Movement:      | 90' (30')                 |
| Attacks:       | 1 tech weapon or special  |
| Damage:        | 1d6 per charge or special |
| No. Appearing: | 1d6 (5d6)                 |
| Save As:       | F2                        |
| Morale:        | 12                        |
| Treasure Type: | Special                   |
| Intelligence:  | 16                        |
| Alignment:     | Chaotic                   |
| XP Value:      | 35                        |

The Sathar are a strange extra-terrestrial race rather resembling limbed, segmented worms with reptilian features. Their long, tapering, glistening bodies taper to heads with huge eyes with twin pupils and thin mouths/snouts with round, toothed mouths. Their lower body tapers to a powerful, muscular tail. They have four limbs, capable of bending at any point, the rear two being thick and ending in larger pads, the forelimbs being thinner and ending in a cluster of tentacles useful for manipulating tools. In motion, they use their tails and rear limbs to propel themselves. Their motion is distinctly alien, possessing no kind of skeleton their musculature works purely on hydrostatic pressure, giving them an eerie jerkiness in motion. Sathar skin is yellow to tan, with pinkish underbellies and green tones on their tentacles.

Their twin pupils and large eyes positioned on each side of their head gives them excellent all round vision, and their wet skin is itself a sensory surface for smell. As a consequence, they can only be surprised on a roll of 1 on 1d10 and can faultlessly track foes by scent.

Sathar are an aggressive spacefaring race with no regard for the desires, welfare or safety of any race. Their goals, collectively or individual, are unknown, but encounters with their horribly bewepioned battle convoys are always spectacularly brutal. No sathar has been captured alive, they have means of ending their own existences before any can be questioned, and in every encounter, should violence be the result, they will fight until they or, more likely, their foes are dead.

They arm and equip themselves with a range of high tech devices such as light sabres (hitting targets immune up to magical bonus +4, having up to 30 charges that can be discharged up to 6 at a time in any combat, each charge inflicting 1d6 damage) and ray guns (having a range of 600', similarly having up to 30 charges of which up to 6 can be discharged for 1d6 damage per charge per use), as well as a broad range of exotic weapons such as needler guns, gyrojet rounds, stun guns, sleep gas and nerve agents. They are immune to electrical attacks, paralysis and charms, and while unarmoured they are relatively easy to hit (AC8) they also frequently don collapsium armour that confers an AC of 0. But perhaps their most deadly weapon is their capacity to charm – once per round a sathar can stare at any foe within 30', and if that creature is not actively looking away they must make a saving throw vs. spells at -2 or become charmed.

Sathar breed a number of horrific creatures in their cloning tanks, from small scouting creatures that report the layout of enemy forces, through to the horrifying gargantuan slither monsters. These monsters may be used for transport, reconnaissance, disruption of enemies homes and habitats or distraction.

Sathar may pursue any non-divine character class (there are no sathar clerics or avengers, for example) and fighters, magic users and thieves have been observed.

#### Sceadugenga\*

|                    |             |
|--------------------|-------------|
| AC:                | 3           |
| HD:                | 14***       |
| Movement (flying): | 90' (30')   |
| Attacks:           | 1 touch     |
| Damage:            | 2d6+special |
| Number Appearing:  | 1 (1)       |
| Save As:           | F14         |
| Morale:            | 10          |
| Treasure Type:     | M           |
| Intelligence:      | 15          |
| Alignment:         | Chaotic     |
| XP Value:          | 4500        |

The fearsome sceadugenga is a relic of an age so long past that historians are unable to trace their origin. They are tall, standing some 12-15' tall, shadow like humanoids with dim red eyes and claw like hands. They hate all living things, especially humans, humanoids and demi-humans, all of which they consider have taken the world from them, and hunt them remorselessly.

They are somehow akin to shadows, and any creature slain by a sceadugenga will rise again as a shadow the following night, a mindless and angry creature not under control of the slayer. Sceadugenga can only be struck by magical weapons of +2 or better, and are immune to first to third level spells, as well as all spells inflicting cold or electrical damage, and any spells requiring physical presence (teleports, dimension door, disintegrate, flesh to stone, *etc.*). A damaged sceadugenga regenerates 2hp per round. In addition to normal damage, any blow from a sceadugenga inflicts 1d3 points of strength damage (recovered at the rate of 1 strength point per turn). Any creature completely drained of strength immediately dies.

Sceadugenga are creatures of moonlight shadow. On moonlit nights they are able to step from any shadow to any other shadow within 10 miles, once per round. They can also, by concentration, see as if from any such shadow within a 10 mile range, and when attacking from such a location they have transported into they gain surprise on a 1-5 on 1d6. They frequently harass a foe, draining strength for a few rounds before transporting off to heal.

While not undead, sceadugenga represent an older order of life, descendants of something created by the immortals in an earlier era to counterbalance a great evil but subsequently cast aside and forgotten. As a result they cannot enter consecrated ground. But they do not fear holy symbols, and are actively angered by such if they are on display. Consequently it is common for sceadugenga to attack priests on sight.

#### Scorpion Fly

|                    |                |
|--------------------|----------------|
| AC:                | 5              |
| HD:                | 5*             |
| Movement (flying): | 180' (60')     |
| (walking):         | 90' (30')      |
| Attacks:           | 1 bite/1 sting |
| Damage:            | 1d4/1d4+poison |
| Number Appearing:  | 1d6 (1d6)      |
| Save As:           | Fighter 3      |
| Morale:            | 9              |
| Treasure Type:     | V              |
| Intelligence:      | 1              |
| Alignment:         | Neutral        |
| XP Value:          | 300            |

A slender, 6' long flying insect with a striped body, somewhat beak like proboscis and a long, curved tail reminiscent of that of a scorpion. It can attack with both its bite and its tail, a successful strike from the tail requiring a save vs. poison or the victim will die in 2d4 rounds. Typically a predator in open woodlands and pastures, the scorpion fly will also enter caves and can be found a surprising distance into dungeons, where they hunt and devour smaller humanoid species.

### Shark, Hammerhead

|                    | Lesser     | Greater    |
|--------------------|------------|------------|
| AC:                | 4          | 4          |
| HD:                | 5          | 7          |
| Movement Swimming) | 180' (60') | 180' (60') |
| Attacks:           | 1 bite     | 1 bite     |
| Damage:            | 1d10       | 2d8        |
| No. Appearing:     | 0 (1d4)    | 0 (1d3)    |
| Save As:           | F3         | F4         |
| Morale:            | 8          | 9          |
| Treasure Type:     | Nil        | Nil        |
| Intelligence:      | 2          | 2          |
| Alignment:         | Neutral    | Neutral    |
| XP Value:          | 175        | 450        |

Hammerhead sharks are aggressive hunters that will often take an experimental bite out of anything in the water. The lesser hammerhead is around 4'-5' long, whereas the greater hammerhead can reach 15'-20'. They have keen senses, and can sniff out blood within 300' as all sharks can. They are immediately recognisable by having distinctive hammer shaped heads, with their eyes positioned very widely spaced at either end. This gives them extraordinarily wide vision, which alongside keen senses of smell and vibratory reception make them almost impossible to surprise (only surprised on a 1 on 1d12).

### Shark, Thresher

|                    |            |
|--------------------|------------|
| AC:                | 4          |
| HD:                | 4*         |
| Movement Swimming: | 200' (66') |
| Attacks:           | 1 bite     |
| Damage:            | 2d4        |
| No. Appearing:     | 0 (1d8)    |
| Save As:           | F2         |
| Morale:            | 7          |
| Treasure Type:     | Nil        |
| Intelligence:      | 2          |
| Alignment:         | Neutral    |
| XP Value:          | 125        |

The thresher is a 10' long silvery grey shark, capable of immense speed. Around half of its body length is composed of a long, thin dorsal tail fluke. Its favoured form of attack is to move in at huge speed, take a bite from a victim, and escape. When attacking thus, it has a +3 bonus to surprise a victim, and it will typically immediately try to escape the following round. Deaths due to thresher sharks are thus uncommon, but horrific injuries may result.

### Shellycoat

|                    |            |
|--------------------|------------|
| AC:                | 2          |
| HD:                | 1*         |
| Movement Swimming: | 120' (40') |
| Movement Walking:  | 60' (20')  |
| Attacks:           | 1 weapon   |
| Damage:            | By Weapon  |
| No. Appearing:     | 2d6 (8d6)  |
| Save As:           | F1         |
| Morale:            | 7 (9)      |
| Treasure Type:     | E (R)      |
| Intelligence:      | 7          |
| Alignment:         | Chaotic    |
| XP Value:          | 13         |

Shellycoats are thought to have originally been goblins, who for reasons unknown took to inhabiting temperate lakes, rivers and estuaries. But some scholars dispute this classification, and argue that

the shellycoats are an entirely different lineage derived from an aquatic species. Whichever is true, the shellycoat is a medium sized (around 5' tall) humanoid with greyish skin, that cultivates shellfish (freshwater mussels, oysters and any other essentially immobile bivalve) on the surface of their skin to form a natural, growing armour. On land, shellycoats are noisy and slow, being more at home in the water (in which they can breathe as easily as on land).

They are tribal, with each tribe having a chieftain who has 3+1HD. The chieftain has 2d4 bodyguards of 2HD. If the chieftain is alive and fighting with the tribe, shellycoats have a morale of 9, otherwise they have a morale of 7. They make their lairs in the muddiest of water and in ocean caves. They lack infravision, but in water can see even through cloudy water by echolocation to a range of 90'.

Shellycoats fight with weapons, preferring weapons that work under water as well as on land such as spears and tridents. They occasionally raid coastal villages or sites on rivers, but conflict more with shellycoats more commonly occurs when they sneak aboard ships on rivers and in estuaries to take whatever they can carry.

### Shugmonkey\*

|                |                             |
|----------------|-----------------------------|
| AC:            | 0                           |
| HD:            | 10***                       |
| Movement:      | 180' (60')                  |
| Attacks:       | 1 stare or 2 claws/1 bite   |
| Damage:        | Death or 1d8/1d8/2d8+poison |
| No. Appearing: | 1d2 (1d4)                   |
| Save As:       | F8                          |
| Morale:        | 9                           |
| Treasure Type: | F                           |
| Intelligence:  | 8                           |
| Alignment:     | Chaotic                     |
| XP Value:      | 3250                        |

Originating from the Dimension of Nightmares, the shugmonkey resembles a large, shaggy, black sheepdog with the head of a monstrous monkey distorted as if in pain. It is a merciless hunter, craving the flesh of humans and demi-humans above all other meat. Their incursions from nightmare are thankfully rare, typically being drawn to sites associated with the most intense evil deeds. When drawn to the real world they stalk the night for lone travellers, occasionally raiding farms or even villages for prey. Even after eating their fill they leave none alive.

When first approached, all those seeing a shugmonkey must make a save vs. spells or flee in fear for 1d4 turns. Each shugmonkey can, instead of attacking normally, choose to stare at any target within 90' once per round. That creature must make a saving throw vs. death ray or immediately die from sheer terror. If forced into melee combat a shugmonkey can attack with its two paws and a bite, all of which carry a lethal poison. Victims must make a saving throw vs. poison or fall dead in 3 rounds, their faces contorted in pain and fear.

Shugmonkeys are immune to normal and magical weapons of less than +2 enchantment, and to 1<sup>st</sup> and 2<sup>nd</sup> level spells.

### Skeletos

|                   |                          |
|-------------------|--------------------------|
| AC:               | 4                        |
| HD:               | 4*                       |
| Movement:         | 120' (40')               |
| Attacks:          | By Weapon                |
| Damage:           | By weapon (with mastery) |
| Number Appearing: | 3d8 (3d8)                |
| Save As:          | Fighter 4                |
| Morale:           | 12                       |
| Treasure Type:    | V or Special             |
| Intelligence:     | 5                        |
| Alignment:        | Neutral                  |
| XP Value:         | 125                      |

Appearing very like an undead skeleton, the skeletos is a far more hazardous foe. Created by special rituals for specific purposes skeletos are invariably tied to a specific location or item, typically a tomb or item. They are created for one purpose - to guard that item or location from theft or incursion by those who would loot or otherwise cause harm. While an undead creature is always a servant of entropy, skeletos are neither evil nor chaotic, they merely seek to carry out their instructions.

Unlike skeletons, skeletos are both fast and skilful warriors. They are always armed with a shield and a one handed weapon. The DM can choose or roll on the table below:

| %      | Weapon       |
|--------|--------------|
| 1-20   | Short Sword  |
| 21-60  | Normal Sword |
| 61-70  | Spear        |
| 71-80  | Trident      |
| 81-90  | Club         |
| 91-100 | Whip         |

Most (70%) skeletos are skilled with the weapon they have, 20 % are experts and a few (10%) are masters.

Skeletos will not initiate combat with any character that does not challenge the area or item they guard, but will remorselessly pursue any characters fleeing once this has happened. They are, however, capable of tactical thought. If one character flees but others threaten to encroach, they will split up and some will pursue while others guard.

Over many years, creatures wander into areas protected by skeletos and the remnants of their treasure (treasure type V) may be found there. But there are persistent rumours of ancient skeletos guarded ruins containing fabulous treasures - crowns to lost kingdoms, magical tomes of lost, forbidden knowledge, etc.

### Sleipnir

|                   |                 |
|-------------------|-----------------|
| AC:               | 5               |
| HD:               | 5               |
| Movement Rate:    | 120' (40')      |
| Attacks:          | 2 hooves/1 bite |
| Damage:           | 1d8/1d8/1d8     |
| Number Appearing: | 0 (4d4)         |
| Save As:          | Fighter 5       |
| Morale:           | 9               |
| Intelligence:     | 5               |
| Alignment:        | Lawful          |
| XP Value:         | 175             |

Sleipnir are rare, 8-legged black horses with long, flowing black manes and incredible strength. They are far more intelligent than others of horse kind, and neither require nor accept taming. They will, however, serve worthy, lawful character who treat them well and who live up to an heroic ideal.

They can be ridden, and they can serve either as war horses, riding horses or draft horses. They can pull twice the load of an ordinary draft horse (9000cn at normal speed, up to 18000cn at half speed), and their high intelligence makes them superb foragers, being able to exist on quite meagre foodstuffs for prolonged periods.

### Spinosaurus

|                          |            |
|--------------------------|------------|
| AC:                      | 3          |
| HD:                      | 25         |
| Movement Rate (land):    | 90' (30')  |
| Movement Rate (swimming) | 120' (40') |
| Attacks:                 | 1 bite     |
| Damage:                  | 8d6        |
| Number Appearing:        | 0 (1)      |
| Save As:                 | F12        |
| Morale:                  | 10         |
| Treasure Type:           | Vx4        |

|               |         |
|---------------|---------|
| Intelligence: | 2       |
| Alignment:    | Neutral |
| XP Value:     | 3500    |

One of the largest predatory dinosaurs of all time, spinosaurus is a terrifying predator of river deltas, shorelines, and coastal areas. Measuring up to 45' from nose to tail, with an elongated snout lined with needle sharp teeth and a sail of skin stretching between bony spines on its back, spinosaurus will attack any prey it can find. It can swallow a foe on an attack roll of 17-20, and will sequentially try to attack and consume each foe it faces one after the other.

It is as dangerous in the water as on land, where it hunts fish, ammonites, and smaller reptiles. While roughly bipedal, its motion is almost crocodilian, using its front claws to stabilise itself in the wet terrain it prefers.

### Spriggan

|                   |            |
|-------------------|------------|
| AC:               | 6          |
| HD:               | 1*         |
| Movement Rate:    | 120' (40') |
| Attacks:          | 1 weapon   |
| Damage:           | By Weapon  |
| Number Appearing: | 2d4 (5d4)  |
| Save As:          | H1         |
| Morale:           | 7          |
| Treasure Type:    | B          |
| Intelligence:     | 9          |
| Alignment:        | Chaotic    |
| XP Value:         | 11         |

Spriggans are among the vilest of all humanoids. They are short, rarely taller than 2'6" tall, with greyish, wrinkled skin and heads as if of bitter, rage filled, warty old men, and large, heavy feet. They may have some fey ancestry or be in some way linked to the unseelie court, as they can turn *invisible* at will. They have limited (40') infravision.

It is their grotesque way of propagating their race that sets them apart from other humanoids. Spriggan are not born, they are created in ghastly rituals when abducted human and demi-human babies are inducted into an outrage (that being their accepted collective noun) of spriggans. This ritual takes a single night to complete – if the child is not rescued within this time, no magic short of a *wish* can restore it.

There is little discernible social structure to spriggans. They appear to have no leaders, no organisation, and the only thing they share is a hatred of all that is good. They prefer to use their invisibility powers to break into homes and take new born babies, escaping into the night with their screaming new wards.

### Stag Beetle, Giant

|                   |            |
|-------------------|------------|
| AC:               | 4          |
| HD:               | 4          |
| Movement Rate:    | 120' (40') |
| Attacks:          | 1 bite     |
| Damage:           | 2d10       |
| Number Appearing: | 1d4 (1d4)  |
| Save As:          | F2         |
| Morale:           | 9          |
| Treasure Type:    | V          |
| Intelligence:     | 0          |
| Alignment:        | Neutral    |
| XP Value:         | 75         |

This 5' long black beetle is found in dark woodlands and caves. It prefers to eat rotting vegetation, anything from leaf litter to wood, but it will tackle anything that is decomposing if hungry enough. It possesses massive pincers in front of its mouth, with which it can inflict terrible bite wounds if threatened.

### Struthiosaurus

|     |   |
|-----|---|
| AC: | 0 |
|-----|---|

|                   |              |
|-------------------|--------------|
| HD:               | 3+3          |
| Movement Rate:    | 90' (30')    |
| Attacks:          | 1 tail swipe |
| Damage:           | 1d6          |
| Number Appearing: | 0 (1d8)      |
| Save As:          | F2           |
| Morale:           | 6            |
| Treasure Type:    | Nil          |
| Intelligence:     | 1            |
| Alignment:        | Neutral      |
| XP Value:         | 65           |

Struthiosaurus is a primitive, small species of ankylosaur found on certain islands. It is rarely longer than 8', and around 3'6" to 4' tall at the shoulder. While a harmless herbivore it will defend itself if cornered by swiping with a wickedly spiked tail. It has a heavily armoured and spiked back, providing significant protection, and any creature attacking using natural weapons (claws and bite) must make a save vs. death ray or take 1d4 damage from the spikes.

#### Swordfish

|                      |             |
|----------------------|-------------|
| AC:                  | 5           |
| HD:                  | 3           |
| Movement (Swimming): | 240' (180') |
| Attacks:             | 1 sword     |
| Damage:              | 1d10        |
| Number Appearing:    | 0 (1d3)     |
| Save As:             | F2          |
| Morale:              | 9           |
| Treasure Type:       | Nil         |
| Intelligence:        | 2           |
| Alignment:           | Neutral     |
| XP Value:            | 35          |

A large game fish, up to 10' long, with a long, sharp sword like horn on its nose. Usually passive but an active predator that may be dangerous if angered, it can puncture the hulls of small boats with its sword. If it can charge into combat it can inflict double damage. Swordfish hate sharks, and will often attack them with the aim of diving them off.

#### Tiddy

|                   |                   |
|-------------------|-------------------|
| AC:               | 7                 |
| HD:               | 1/2**             |
| Movement (Flying) | 120' (40')        |
| Attacks:          | 1 club or special |
| Damage:           | 1d2 or special    |
| No. Appearing:    | 3d8 (0)           |
| Save As:          | E1                |
| Morale:           | 7                 |
| Treasure Type:    | R                 |
| Intelligence:     | 13                |
| Alignment:        | Neutral           |
| XP Value:         | 7                 |

The tiddy people are possibly the most bizarre looking of all fey races. No larger than new born human babies, with thin, spindly legs and arms and heads and feet almost as large as those of adults. All have long, shaggy beards, male and female.

They make their homes in swamp and fenland, the only habitat in which they are not completely helpless. They can become invisible at will, but even striking with complete surprise they are barely competent in combat. Indeed it would seem unlikely that the tiddy could survive at all, and this would be impossible for them outside of their beloved wetlands. However they have a means both of attack and defence in such terrain that make them almost undefeatable.

In any wetland, each tiddy can create a modified *lower water* or *raise water* effect, once per round. They can only affect a single creature, and the water level beneath them can be raised or lowered by up to 30'. Their target does not get a saving throw against this effect. They can also do this at their own location, effectively disappearing instantly. After doing

so they may reappear standing in any pool of water up to 240' away. Any other creature affected must either sink or swim.

Fenland farmers know to tread the tiddy with respect, and in areas where they are known to reside a small part of the first harvest of the season is always left for the tiddy. Farmers know if their local fenland is populated by the tiddy because of the presence of large, flat stones called strangers stones, on which the tiddy dance on moonlit nights. There is rumour that their king, Tiddy Mun, travels between all of the locations where the tiddy reside. Tiddys are mortal enemies if grindylows.

#### Titanopteran

|                   | Giga      | Tera      | Peta        |
|-------------------|-----------|-----------|-------------|
| AC:               | 2         | -3        | -6          |
| HD                | 1/2*      | 4*        | 32*         |
| Move (walking)    | 30' (10') | 60' (20') | 90'(30')    |
| Move (flying)     | 120'(40') | 240'(80') | 360'(120')  |
| Attacks           | 2+1       | 2+1       | 2+1         |
| Damage            | d2/d2+d4  | d6/d6+d12 | 3d8/3d8/8d8 |
| Number Appearing: | 0 (1d4)   | 0 (1d2)   | 0 (1)       |
| Save As:          | NM        | F2        | F16         |
| Morale:           | 11        | 11        | 11          |
| Treasure Type     | Nil       | V         | J+K+L       |
| Intelligence:     | 0         | 1         | 2           |
| Alignment:        | Neutral   | Neutral   | Neutral     |
| XP Value:         | 6         | 100       | 10000       |

Titanopterans are huge insects somewhat resembling winged mantis, but being rather bulkier, and on a vast scale. While typically found in lost world areas, when eggs escape in to other regions they are a considerable nuisance. They are built somewhat blockier, bulkier than modern praying mantis, but their prime means of attack, being ambush, is the same. They take on the primary colours and patterns of the habitats in which they are found – in jungles they are dappled green and brown, in plains they are typically green, *etc.* They can remain motionless for hours, even days, and can often (1-4 on 1d6) surprise foes if hunting by this means.

They attack with horribly bladed forelimbs that are covered with backward pointing prongs. Any creature smaller than them is brought to the mouthparts and bitten if both claws hit, and if they are smaller than their foes then titanopteran lifts itself up to the foe to bite after hitting with both claws.

Gigatitans are around 30" long, with wingspans of around 40". They typically attack prey no larger than chickens, but if hungry will try to kill and eat almost anything. Teratitans are roughly ogre sized, being able to take prey up to the size of small giants. Whereas petatitans are enormous, typically being around twice the size of an elephant, and are capable of posing as if mighty trees or rock walls to hunt massive prey.

Rumours persist of exatitans and zettatitans, colossal insects preying on the gargantuan creatures of lost world regions, but these are unconfirmed. Theoretically an exatitan would have 8 times the hit dice of a petatitan (256HD) and be a considerable threat to kraken, behemoths and others among the largest known megafauna. The fabled zettatitan would theoretically be capable of hunting down larger asteroids.

#### Triffid

|                   |            |
|-------------------|------------|
| AC:               | 7          |
| HD:               | 5*         |
| Movement:         | 60' (20')  |
| Attacks:          | 1 stinger  |
| Damage:           | 1d6+poison |
| Number Appearing: | 1d6 (5d20) |
| Save As:          | F2         |
| Morale:           | 12         |
| Treasure Type:    | V          |
| Intelligence:     | 0          |
| Alignment:        | Neutral    |
| XP Value:         | 350        |

The triffid is large (7' to 10' tall and around 4' across) plant like monster, with a large, muscular set of roots that it can use to pull itself up from the earth and drag itself along the ground. They start as tiny seedlings, needing sunlight and water to grow, but as they approach adulthood they uproot themselves and head towards animal prey.

The upper part of their body is reminiscent of a giant pitcher plant, shaking as the lower part of the plant drags it along the ground. Smaller branches beat on the trunk as it moves, giving it a characteristic clicking sound (of unknown purpose). It will travel towards any animal prey within 120', and when within 10' it can strike with a stinger encased within its pitcher. The stinger inflicts 1d6 damage, with a save for poison being necessary to avoid instant death. After it has killed, the triffid roots itself nearby and feeds upon its victim.

Triffids reproduce by releasing thousands of seeds from seed pods near the top of their pitchers. Most are infertile, but sufficient do germinate to mean that they can reach plague levels very quickly.

Young triffids are plants requiring sunlight, earth and water to grow but they can follow prey into caves, where after feeding they may remain dormant for years.

### Trollgädda

|                      |                       |
|----------------------|-----------------------|
| AC:                  | 4                     |
| HD:                  | 3* to 25*             |
| Movement (Swimming): | 120' (40')            |
| Attacks:             | 1 bite                |
| Damage:              | 1d6 per hit dice      |
| Number appearing:    | 0 (1)                 |
| Save As:             | Fighter of ½ hit dice |
| Morale:              | 10                    |
| Treasure Type:       | See Below             |
| Intelligence:        | 1                     |
| Alignment:           | Neutral               |
| XP Value:            | 50 to 6500            |

Trollgädda are pikes – sharp toothed, elongated predatory fish of fresh waters in temperate and cold climates, but with a capacity to grow to astonishing size and ferocity. It is by nature an ambush predator, choosing to hide in the shadows of trees, weeds, and riverbanks before darting out and biting prey.

As they age trollgädda can reach astonishing size, around 1' long per hit dice. And as they grow their attack becomes ever more savage. At 3HD, on an attack roll of 19-20 they can swallow a pixie sized target whole, increasing to halfling sized at 6HD, dwarf sized at 8HD, and human/elf sized at 10HD. Any creature hit with a bite and not swallowed must make a saving throw vs. paralysis to avoid being held within the teeth of the fish, causing them to automatically take damage from the bite each round until dead.

Larger specimens of trollgädda are confined to the larger lakes of colder climates, but younger specimens may be a hazard in even small bodies of fresh water. Thankfully it is only the larger specimens that regularly attack humans and demi-humans. While of only animal intelligence trollgädda instinctively know better than to attack foes they cannot follow, unless forced into a fight.

Being a fish of animal intelligence, trollgädda have no need nor interest in treasure, but they do tend to have favoured grounds for resting, where the remains of unfortunate victims are excreted. There it may be possible to find a range of valuables, depending on habitat. The DM should decide what is possible, but for small specimens may range from treasure type U, and for the most monstrous it may be equivalent of treasure type H or greater.

### Tyndall

|                   |                      |
|-------------------|----------------------|
| AC:               | 8                    |
| HD:               | 1*                   |
| Move:             | 120' (40')           |
| Attacks:          | 1 weapon or special  |
| Damage:           | By weapon or special |
| Number Appearing: | 2d4 (10d6)           |

|                |        |
|----------------|--------|
| Save As:       | F1     |
| Morale:        | 8      |
| Treasure Type: | E      |
| Intelligence:  | 11     |
| Alignment:     | Lawful |
| XP Value:      | 11     |

Tyndall are among the most human like of outer-plane humanoid races, being of similar size and build, but of more striking skin colour, from red through to violet, essentially anywhere on the spectral range, but without the complex mix of tones of humanity. In daylight, other than their peculiar and vivid colours they appear as humans. In the dark, however, they can be observed to dimly glow that colour. Their strange colours do not seem to be inherited, with siblings often having little resemblance to each other or to their parents.

They are typically found on several of the outer planes of energy, where they thrive, being placed there by various immortals to colonise and for specific tasks and they can live successfully on the prime. They are generally peaceful, being content to harvest energy from light sources where they live. They absorb every wavelength of light that hits them except for one, being the colour they both reflect and (slightly) radiate.

They can choose to fight with weapons or by using the light energy that is so essential to their beings, and it can be used in many different ways. In any round, they may choose to radiate an intense flash of their own colour, partially blinding all foes using visible light to see to their specific colour (no saving throw) conferring a -6 to hit rolls against them for 6 turns. They may also, once per turn, emit a monochromatic beam of light from their eyes to a single target within 180', inflicting 2d6hp damage (save vs. wands for half). A group of 4 tyndalls can coordinate flashes of colour such that enemies struggle to focus on a single creature, giving each tyndall +2 to hit in combat.

Tyndalls are, for energy creatures, surprisingly calm and slow to anger, and they are unlikely to initiate combat, preferring discussion. Adventurers are known among them, and they favour magic user and merchant classes.

### Urchin

|                   |                    |
|-------------------|--------------------|
| AC:               | 6                  |
| HD:               | 1*                 |
| Move:             | 120' (40')         |
| Attacks:          | 1 weapon or 1 bite |
| Damage:           | by weapon or 1d4   |
| Number Appearing: | 1d8 (6d8)          |
| Save As:          | F1                 |
| Morale:           | 8                  |
| Treasure Type:    | D                  |
| Intelligence:     | 8                  |
| Alignment:        | Neutral            |
| XP Value:         | 11                 |

Urchins or hodmedods as they are otherwise known are anthropomorphic hedgehogs. They are around 4' tall, with huge black feet and hands, long snouts with sensitive noses, and heavily spined backs. They are, by nature, scavenging creatures of the night, enjoying nothing better than sitting under a hedgerow crunching on nuts, birds eggs, fruits, bugs, worms, indeed anything they can find, and wily happily wile away the moonlit hours among other friendly urchins, gossiping in their own rather snuffling language and feasting upon nature's bounty.

Some urchins live in cities, where they similarly scavenge all they can, and many take on gainful employment in gardens and farms where they are excellent at sniffing out and destroying pests. Some become adventurers, and while they can in theory pursue any class most often they become thieves (having excellent night vision, with infravision to 60' and a +5% bonus to hide in shadows and move silently) or, appropriately, hedge wizards.

Urchins are friends of both the fey races and myconids, having particular empathy with the marasman myconids. While they are rarely aggressive themselves, they will defend themselves, their young and their fey friends if called upon to do so. Curiously, the spiny coverage of urchins render them immune to thieves backstabs. Any creature engaging an urchin in melee combat using a weapon shorter than a spear must make a save vs. dragon breath each round or be stuck by 1d4 spines, for 1d2 damage each.

Urchins are typically sociable and friendly, but naturally malodorous with a musky, unpleasant aroma. They can bathe to control this smell but among their own kind they prefer not to.

#### Utahraptor

|                   |                  |
|-------------------|------------------|
| AC:               | 3                |
| HD:               | 5                |
| Move:             | 150' (50')       |
| Attacks:          | 2 claws + 1 bite |
| Damage:           | 1d10/1d10/1d12   |
| Number Appearing: | 1d4 (2d4)        |
| Save As:          | F3               |
| Morale:           | 9                |
| Treasure Type:    | V                |
| Intelligence:     | 3                |
| Alignment:        | Neutral          |
| XP Value:         | 175              |

Among the larger species of dromaeosaur raptor dinosaurs, and like its smaller cousins velociraptor and deinonychus capable of using huge, curved toe claws to puncture deep into prey, utahraptor is a pack hunter capable of taking down prey many times larger than itself. It is both swift and cunning, possessing a high level animal intelligence and innate capability to see a hunt tactically. Being up to 21' long and weighing up to 1100lb, they are a substantial threat to an adventuring party. They are capable of hunting as ambush predators, but prefer to scare foes and chase them towards other waiting pack members, with the chasers giving them no avenue for escape.

Unlike smaller raptors they are incapable of even poor flight, but their feathered front limbs enable them to turn rapidly at full pace, making them both nimble and rather harder to hit.

#### Valravn\*

|                   |                  |
|-------------------|------------------|
| AC:               | 5                |
| HD:               | 3*               |
| Movement (flying) | 180' (60')       |
| Attacks:          | 2 claws + 1 bite |
| Damage:           | 1d2/1d2/1d4      |
| Number Appearing: | 1d6 (8d6)        |
| Save As:          | F3               |
| Morale:           | 9                |
| Treasure Type     | C                |
| Intelligence:     | 6                |
| Alignment:        | Chaotic          |
| XP Value:         | 50               |

Valravn are ravens that have feasted upon the flesh and energies of warriors fallen in battle. Through this they have gained both potency intelligence, and are significantly larger, more aggressive and hazardous than normal ravens. They crave the flesh of the race they have previously devoured, so if they became valravn following a battle between humans and dwarves then that is the flesh they crave, and they choose the weakest prey they can – the very young, and the elderly and infirm.

Their origin gives them a certain amount of protection from normal weapons – they can only be hit by silver or magical weapons. It also imparts them with some of the sorrow of those who have fallen. Their typical cry sounds like that of other ravens, but has undertones of the wails and screams of fallen warriors. All within 40' hearing the cries of a treachery (that is the name a group of valravn is given) of 6 or more must make a saving throw vs. paralysis or fall to the ground as if felled warriors for 1d6 rounds.

Like all ravens they tend to collect shiny, valuable objects, which are taken back to their lairs, typically on rock faces or in the heights of mighty trees.

#### Velociraptor

|                   |                |
|-------------------|----------------|
| AC:               | 5              |
| HD:               | ½              |
| Movement:         | 180' (60')     |
| Attacks:          | 2 claws/1 bite |
| Damage:           | 1d3/1d3/1d4    |
| Number Appearing: | 1d6 (2d8)      |
| Save As:          | Normal Man     |
| Morale:           | 8              |
| Treasure Type:    | U              |
| Intelligence:     | 2              |
| Alignment:        | Neutral        |
| XP Value:         | 5              |

A small dromaeosaurid, standing around 3' high, with a length (including a semi-stiffened tail), one could be forgiven for mistaking the heavily feathered velociraptor for a strange looking turkey. Its stiffened tail, horribly sharp claws and viciously toothed mouths make this pack predator a dangerous opponent. They are fast, able to turn rapidly to attack prey or evade larger predators, and can attack both with their viciously curved toe claws and by biting.

While not especially intelligent, velociraptors have a strict social hierarchy within their groups and a level of natural curiosity that leads them further into caves than most other dinosaurs. They are not quite capable of flight, but can climb trees effectively and can flap between branches within a woodland.

#### Venturi

|                   |                        |
|-------------------|------------------------|
| AC:               | 5                      |
| HD:               | 3*                     |
| Movement Rate:    | 120' (40') and special |
| Attacks:          | 1 weapon               |
| Damage:           | By weapon              |
| Number Appearing: | 1d8 (8d8)              |
| Save As:          | Fighter 3              |
| Morale:           | 9                      |
| Treasure Type:    | E                      |
| Intelligence:     | 10                     |
| Alignment:        | Any (usually Neutral)  |
| XP Value:         | 45                     |

The curious venturi are similar in appearance to humans, existing in a similar range of hues but without the variation in facial form observed in many other species. In fact they all have roughly the same face, a permanently almost expressionless, near blank stare with a Roman nose, wide lips and blue eyes. If this is overlooked for some reason, a keen observer may also observe that they have six fingers on each hand, and six toes on each foot. They exist on various outer planes of matter, the plane they originated on being long since forgotten, but they thrive on all planes where matter is dominant, and various immortals have found it useful to place colonies to serve various purposes on certain planes.

While they outwardly appear similar to humans, they are physiologically entirely alien. They consume elemental matter, either in the form of earth or ground stone, and excrete a more complex form thereof, a curious phenomenon that only works on planes of matter and the prime plane – they cannot sustain themselves anywhere else. But the most prominent difference is that they are entirely boneless, allowing them to extend any of their limbs up to 20' in any direction, to flatten their bodies to 1" thick, and to extend their necks up to 8' higher than normal. They are, in effect, massively stretchy, which confers certain advantages. Firstly, when travelling they may move via. bounces and leaps, allowing them to triple their movement rate for up to 6 rounds per turn. Secondly, they may make melee attacks at targets up to 20' away, and if said targets cannot close with them only their arms are vulnerable to counter-attack, conferring a -4 bonus to armour class and reducing damage taken by half.

There are venturi adventurers, but none have shown the level of ability needed to seek immortality. They are excellent thieves, competent assassins or thieves, but poor clerics and magic users. Numerous schools of venturi mystic have arisen, and it is at this profession they most excel.

While appearing emotionless, venture are highly artistic people who appreciate music, sculpture and poetry above all other forms. Any virtue in their art is lost on other species, paintings appearing near identical, poetry seeming bland and repetitive, *etc.* Scholars are divided as to the nature of this work, with some believing that it must hold subtle forms of beauty lost on other races, and others holding that it is merely very bad.

#### Vrusk

|                   |            |
|-------------------|------------|
| AC:               | 4          |
| HD:               | 1          |
| Movement:         | 150' (50') |
| Attacks:          | 1 weapon   |
| Damage:           | By Weapon  |
| Number Appearing: | 1d6 (6d6)  |
| Save As:          | F1         |
| Morale:           | 9          |
| Treasure Type:    | Special    |
| Intelligence:     | 13         |
| Alignment:        | Lawful     |
| XP Value:         | 10         |

Vrusk are a large, spacefaring insect like race. Eight legs grow from their abdomen, four on each side. Their torso is upright in front of the abdomen and vaguely humanoid, with two arms connected at the shoulders, and a head at the top of the abdomen. Vrusk hands are circular pads with five fingers spaced evenly around the edge. A vrusk's shoulders are double-jointed, so they can rotate their arms in a full circle without straining any muscles. They can reach any point on their abdomen or behind their backs easily.

A Vrusk's body is covered by a carapace (hard shell). This shell is jointed at the Vrusk's elbows, hips, knees, etc. The carapace protects the Vrusk from bruises, cuts, scratches and other minor injuries. Unlike insects, Vrusk have an internal skeleton to support their bodies. Young Vrusk have a blue carapace with bright orange near the joints. As the Vrusk gets older, its carapace changes to dull green with yellow joints.

Vrusk have large eyes that are protected by a hard, clear covering. The mouth is surrounded by four eating mandibles. The two larger mandibles hold food while the small ones tear it apart and place it in the mouth. They are omnivores. Vrusk have lungs, and breathe through many small nostrils under their abdomens. This arrangement makes it difficult for Vrusk to swim.

Vrusk are famously diligent and hard-working. It is customary for a young Vrusk to take employment at a business, conglomerate or trading house and devote their life thereto, their loyalty being akin to a form of patriotism. When forced to fight, they favour laser pistols and rifles (100/200/300 or 200/400/600, inflicting 2d8 damage) and vibroswords (ignore physical armour and inflict 2d6 damage), and may employ various energy shields and inertial barriers (no improvement to armour class, but absorb the first 4d6 damage per round).

Vrusk are, at heart, lovers of order, law, and organisation. The laws drafted to govern the rules of business between corporations are so labyrinthine that no other species comes close to understanding them, and their tastes tend towards higher arts, music, and theatre.

It is a rare vrusk that seeks adventure, and typically such creatures are primarily seeking business opportunities to do the most daring thing of all – start their own businesses. They may be any character class, and those who have settled on magical worlds make excellent merchants, magic users and thieves.

#### Vrykolakas\*

|                | Rat       | Wolf      | Boar      |
|----------------|-----------|-----------|-----------|
| AC:            | 3(2)      | 1(2)      | 0(2)      |
| HD:            | 6****     | 7****     | 7+1****   |
| Movement:      | 120'(40') | 180'(60') | 150'(50') |
| Attacks:       | 1         | 1         | 1         |
| Damage:        | 2d4+ED    | 2d8+ED    | 2d10+ED   |
| No. Appearing: | 1         | 1         | 1         |
| Save As:       | F12       | F14       | F16       |
| Morale:        | 11        | 11        | 11        |
| Treasure Type: | F         | F         | F         |
| Intelligence:  | 12        | 12        | 12        |
| Alignment:     | Chaotic   | Chaotic   | Chaotic   |
| XP Value:      | 975       | 2050      | 2450      |

|                | Tiger     | Bear      | Bat       |
|----------------|-----------|-----------|-----------|
| AC:            | -1(2)     | -2(2)     | 0(2)      |
| HD:            | 8****     | 9****     | 6+3****   |
| Movement:      | 150'(50') | 120'(40') | 60'(20')  |
| Flying:        |           |           | 180'(60') |
| Attacks:       | 2/1       | 2/1       | 1         |
| Damage:        | 2d6/2d6   | 2d8/2d8   | 2d4+ED    |
|                | 3d6+ED    | 3d8+ED    |           |
| No. Appearing: | 1         | 1         | 1         |
| Save As:       | F16       | F18       | F14       |
| Morale:        | 11        | 11        | 11        |
| Treasure Type: | F         | F         | F         |
| Intelligence:  | 11        | 11        | 11        |
| Alignment:     | Chaotic   | Chaotic   | Chaotic   |
| XP Value:      | 2850      | 3700      | 1550      |

|                   | Fox       | Shark     | Seal      |
|-------------------|-----------|-----------|-----------|
| AC:               | 2(2)      | 0(2)      | 1(2)      |
| HD:               | 6+2****   | 7****     | 8+2****   |
| Movement:         | 180'(60') |           | 60'(20')  |
| Swimming:         |           | 180'(60') | 180'(60') |
| Attacks:          | 1         | 1         | 1         |
| Damage:           | 2d6+ED    | 4d6+ED    | 4d6+ED    |
| Number Appearing: | 1         | 1         | 1         |
| Save As:          | F15       | F14       | F17       |
| Morale:           | 11        | 11        | 11        |
| Treasure Type:    | F         | F         | F         |
| Intelligence:     | 11        | 11        | 11        |
| Alignment:        | Chaotic   | Chaotic   | Chaotic   |
| XP Value:         | 1550      | 2050      | 3275      |

#### Devil Swine

|                |           |
|----------------|-----------|
| AC:            | -1(2)     |
| HD:            | 12****    |
| Movement:      | 180'(60') |
| Attacks:       | 1         |
| Damage:        | 2d12+ED   |
| No. Appearing: | 1         |
| Save As:       | F24       |
| Morale:        | 11        |
| Treasure Type: | F         |
| Intelligence:  | 11        |
| Alignment:     | Chaotic   |
| XP Value:      | 4750      |

Vrykolakas are the rare and universally shunned lycanthropes infected with vampirism. Indeed they are so hated both by lycanthropes and vampires, and the possibility of their creation so reviled, that the mere possibility of making one is sufficient to create near legendary enmity between lycanthropes and vampires.

They crave the flesh of intelligent prey above all things, relishing the internal organs, especially the livers, of such creatures. Creatures killed by vrykolakas do not return as undead, nor do those who are damaged by them contract lycanthropy, but their presence and touch is poison to all of those around them. Anyone consuming food or drink within 120' of a vrykolakas, including a potion, must make a saving throw vs. poison or die in 2d6 turns.

To create a vrykolakas a vampire must slay a lycanthrope by energy drain. The victim will rise from the dead up to a month after slain, on the first night of the next full moon, as a free-willed undead with no allegiance to its slayer. It retains the knowledge and shape changing abilities of its were-form, and can also, at will, transform into a *gaseous form*. In animal form they are more potent than a typical lycanthrope, and in addition to causing more physical damage each blow also inflicts a single level of energy drain.

A vryolakas also retains all knowledge and abilities (except for divine abilities such as druidic or clerical spellcasting) in their human form. They become as resistant as vampires, having an armour class of 2, and can, again, strike a foe for a single level of energy drain with their fist or with a weapon.

In either animal or human form, a vrykolakas may use a *charm gaze* attack to affect a single target, once per round. They are immune to *sleep, charm, hold*, all mind affecting magic, magical cold, and they cannot be *polymorphed*. In either human or animal form they may only be struck by magical weapons, and they are turned by clerics as if vampires. Once damaged, a vrykolakas regenerates at a tremendous rate, at 5hp per round, and like a vampire when reduced to 0hp they revert to *gaseous form* and return to their lairs. They do not require coffins, but must have a haven that is shielded from sunlight (which causes them 3hp damage per round of exposure, damage that cannot be regenerated until the next full moon). Typically they retain several such havens, hidden either in caves, ruins or in the case of sharks and seals among reefs and shipwrecks. They are repulsed neither by garlic nor Wolfsbane, but cannot approach an openly presented holy symbol or enter any hallowed ground, nor can they enter an intelligent creatures home uninvited. A vrykolakas can be killed by driving a wooden stake through their heart or by decapitation.

They cannot summon animals of their own type as a lycanthrope or of other types as if vampires, being shunned by all other living creatures. They can however exploit their unnatural status by howling up to once every 6 rounds. All creatures hearing this howl within 120' must make a saving throw vs. spells or flee in fear for 1d6 turns.

#### Walker

|                   |           |
|-------------------|-----------|
| AC:               | 8         |
| HD:               | 7*        |
| Movement:         | 60' (30') |
| Attacks:          | 1         |
| Damage:           | 1d6       |
| Number Appearing: | 3-30      |
| Save As:          | F7        |
| Morale:           | 12        |
| Treasure Type:    | Nil       |
| Intelligence:     | 1         |
| Alignment:        | Chaotic   |
| XP Value:         | 850       |

Walkers are among the more serious plagues of undead that can infect a settlement. Appearing as slow, rotting zombies, they are in fact orders of magnitude more dangerous. A single walker can bring destruction to a village within a few short days. Even towns and cities are vulnerable to complete destruction.

Walkers are almost unstoppable, craving nothing but the flesh of living creatures, and will continue attacking any creature until it is dead. They will pursue any creature in sight, and if there are none visible they will follow any noise they can hear. If they succeed in killing a creature they will stop and consume that it. One walker takes an hour to consume a human, dwarf or elf sized creature, or half an hour to consume a halfling. Packs take a corresponding amount of time, e.g. 10 walkers will eat a human in 6 minutes as opposed to 60. While frightening, what poses a significantly greater hazard is the fact that any human, demi-human or humanoid wounded by a walker but surviving must make a save vs. paralysis or will in 2d4 hours fall into a painful stupor, unable to move, attack or cast spells. After a further 2d4 hours that character will die, and rise again as a new mindless, insatiably hungry walker.

The robustness of the walker is explained by their capacity to continue moving until, literally, hacked apart. For each 6hp of damage they suffer they incur a cumulative -2 penalty to attack rolls and slow by 6' per turn (2' per round). Removal or destruction of the head will stop a walker, but this requires a called shot with a bladed weapon (at the normal -4 to hit) that inflicts 10 or more points of damage with a single blow.

Walkers, being undead, can be turned. For turning purposes they are treated as vampires.

#### Water Scorpion, Giant

|                      |                  |
|----------------------|------------------|
| AC:                  | 4                |
| HD:                  | 5                |
| Movement (swimming): | 120' (40')       |
| Movement (walking):  | 150' (50')       |
| Movement (flying):   | 180' (60')       |
| Attacks:             | 2 pincers/1 bite |
| Damage:              | 1d4/1d4/1d8      |
| No. Appearing:       | 0 (1-4)          |
| Save As:             | F3               |
| Morale:              | 9                |
| Treasure type:       | V                |
| Intelligence:        | 2                |
| Alignment:           | Neutral          |
| XP Value:            | 175              |

An insect rather than a scorpion, this 6' long greenish black aquatic carnivore will instinctively attack any creature in the water larger than a halfling. It hunts in freshwater, being a menace in temperate lakes and rivers. It prefers to hunt by ambush, and is especially dangerous to anyone swimming on the surface (gaining surprise in a 1-4 on 1d6).

The water scorpion snorkels using a spike on its thorax, keeping it above the water to allow it to observe potential prey both below and above the water. It is as at home around the edge of the water as in the water itself, and can at a push fly to escape danger or to colonise new hunting grounds.

#### Xiphiorhynchus

|                      |                   |
|----------------------|-------------------|
| AC:                  | 4                 |
| HD:                  | 7*                |
| Movement (Swimming): | 180' (60')        |
| Attacks:             | 1 sword + special |
| Damage:              | 2d10 + special    |
| Number Appearing:    | 0 (1d3)           |
| Save As:             | F4                |
| Morale:              | 9                 |
| Treasure Type:       | Nil               |
| Intelligence:        | 1                 |
| Alignment:           | Neutral           |
| XP Value:            | 850               |

A large species of swordfish found primarily off the shores of 'lost world' regions, xiphiorhynchus typically grows to 15' in length but on occasion reaches 20'. It is a fast, aggressive hunter capable of taking large prey, and while it doesn't recognise humans and demi humans as prey it will on occasion have a go at almost anything.

Unlike more modern swordfish the xiphiorhynchus has swords on both upper and lower jaws, on rolling an 18-20 on a hit roll it impales a target with both. The next round it can open its mouth inflicting terrible, stretched open wounds, automatically inflicting a further 2d10 damage per round until killed, driven off, or its victim is dead.

#### Yazarian

|                    |                   |
|--------------------|-------------------|
| AC:                | 7 (and see below) |
| HD:                | 1*                |
| Movement (running) | 120' (40')        |
| Movement (Gliding) | 240' (80')        |
| Attacks:           | 1 weapon          |
| Damage:            | By Weapon         |



|                   |           |
|-------------------|-----------|
| Number Appearing: | 1d6 (3d6) |
| Save As:          | F1        |
| Morale:           | 10        |
| Treasure Type:    | Special   |
| Intelligence:     | 16        |
| Alignment:        | Neutral   |
| XP Value:         | 15        |

Yazarians are a spacefaring race of roughly man-sized creatures resembling short furred simians, with tan to brown fur across most of the body and a rather thicker mane of fur around the shoulders and head. A flap of skin stretches between their arms and legs, allowing them to glide, at an angle of 30° downwards or less.

They are the most intelligent of the core races of the Galactic Federation, a fact often masked by their tendency to be pushy, aggressive and on occasion simply hostile. They train themselves to enter a rage in melee combat, giving them a bonus of +4 to hit and damage. They favour vibroswords (ignore physical armour and inflict 2d6 damage) and collapsium armour (AC 0, requiring charged power packs) in melee combat, and laser pistols and rifles (100/200/300 or 200/400/600, inflicting 2d8 damage) in ranged combat.

Yazarians have excellent infravision (90°) having evolved in near dark primal forests, and can suffer in bright light – they invariably wear darkened goggles in such conditions. They favour light, open, loose clothing and rarely wear shoes (their feet being almost as dextrous as their hands). An interesting aspect of yazarian culture is the concept of 'life enemy', chosen at any time in a yazarians life. This may be a competing clan, an enemy race, or even a specific disease (if the yazarian is a doctor) or company (if the yazarian is in business). The more potent the selected enemy, the more honour there is in that choice, and it is seen as fitting and noble to try to defeat that enemy. If that enemy is defeated (a cure is found for the disease, the company folds, the enemy killed, *etc.*) that is considered a worthy achievement in yazarian society, and the yazarian might or might not choose a subsequent foe.

Yazarians may progress in any character class, frequently preferring to be fighters or mystics.