

**Baldandar / Alien / Green Men (Hominoides spatialis Carnivorus)**

Monster	Baldandar
Type	Alien Monster
Climate/Terrain	Any
Frequency	Very Rare
Organization	Solitary
Activity Cycle	Any
Diet	Carnivore
AL	CE, NE
NA	1 (in Saucer 1d3)
Size	M; 6'-7'tall
ST	11
IN	15-16
WI	15
DX	17
CO	10
CH	16
Languages	Alphatian or Thyatian, Own
Spellcaster Limits;	na
AC	3
AV	0
HD	6****
HP	6d8
MV	150/50'
THACO	15
Attacks	1 bite
Damage	1d4
Special Attacks	Poison Bite
Attacks	2d4 claws
Damage	1d8 each
Special Attacks	Illusions, Spells
Special Defenses;	Spells
Immune to;	Illusions
Extra Vulnerable to;	na
AM	0
ML	6
SV	F12
XP	1175
TT	B
Body Weight	500 LBS



These evil creatures are masters of illusion and deception. Baldandars are tall, thin humanoids with large heads and (often glowing, yellow), saucer-eyes. Some of these creatures have noses other don't. However, this true form is rarely seen since they hide themselves with illusions, Baldandars are masters of illusion and deception.. A baldandar usually appears either as a high-level human magic-user (using spell-like illusions), or as a large dragon (using breath weapon-illusions) when a more threatening image is required. These intelligent creatures can learn the language of many other races. They always speak Thyatian or Alphatian, as well as their own tongue

(which is incomprehensible to others).

**Combat:**

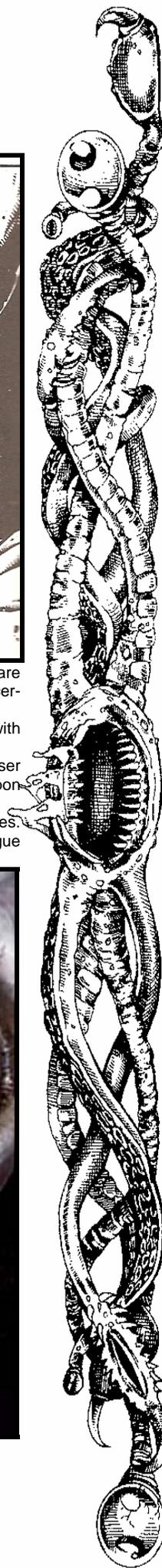
A baldandar can project illusions up to 240 feet range (240 yards outdoors) away, affecting all senses. The illusions last as long as the baldandar concentrates, and for one turn after it stops concentrating. During this time, the illusions function and react as if they were real. A baldandar illusion can be used to veil the creature (as the 6<sup>th</sup> level wizard spell) or as an Advanced illusion (5<sup>th</sup> level spell). Except for duration, both spell effects function as though created by a 15<sup>th</sup> level caster.

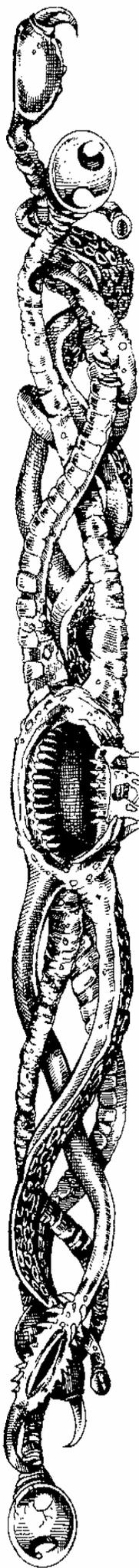
Each victim of the illusory spell or breath will be affected by the attack as if it were real, unless a Saving Throw vs. spell is made with a -4 penalty to the roll. If successful, the illusion is recognized as such, and has no effect.

Rare individuals who have seen these creatures' real shape say the eyes are dark, but glow when illusions are cast.

**Melee attacks**

If cornered, a baldandar attacks with two daws (1d8 damage each) and its poisonous bite (1d4 damage). The victim of a bite attack must make a saving throw vs. poison with a -4 penalty, or fall asleep for 1d4 turns.





#### Other abilities

At will, a baldandar can become Invisible and Fly. Once per day, it can cast the following spells: Polymorph self, Polymorph other, Magic jar, and Confusion. (Often in conjunction with created illusions, for a devastating or profound effect.)

#### Skills

Through its illusionary abilities is became skilled in Bluff and Disguise.

#### **Habitat/Society:**

Baldandars are lonely, wicked creatures. Their illusions are subtle, even brilliant, and show a careful attention to detail. However, while they can mimic an amiable being's manner, just below that exterior lurks their own vicious and antisocial disposition. This is one factor contributing to the extreme scarcity of the species. It may not be long before the baldandar vanishes.

#### Reproduction

Mating is a rare event for these humanoid, occurring at best once in a decade. (Fortunately for the species, baldandars have long life spans; 100 or 150 years is not an uncommon age.) The gestation period is very long (12 months on average), after which a female gives birth to a single whelp. The hormones involved with reproduction sway the female's behavior (effectively making her neutral in alignment). She nurtures the offspring for as long as a year, showing it the rudiments of hunting and survival. After the hormonal tide has ebbed, however, the female abandons the whelp (which is, by that time, about half the size of a grown adult).

#### Cooperation

A few baldandars join the company of other humanoids, such as orcs or hill giants. Such a baldandar assumes the appearance of its companions. Using its superior intelligence and magical skills, the baldandar may even achieve leadership among the humanoids and, perhaps what it values most, fearful admiration. Still, owing to its hidden nature, the leader never forms deep bonds with these "friends."

#### **Ecology**

The Baldandar is a carnivore. Its ability to project illusions is a great asset when it comes to hunting animals for food. Animals may, by sound and smell, be driven toward the place where the hungry Baldandar lies in wait. The Baldandar, invisible (and its scent hidden by illusion), bites the terrified creature. The prey falls asleep, and the Baldandar feasts at its leisure.

In the lands of humans and other humanoid creatures, Baldandar may operate differently. They often have private goals and ambitions, and will use their abilities to gain positions of influence and power. If, however, some tasty human delicacy stumbles into their plots, so much for the better, for Baldandars go to great lengths in devising illusions to deal with human prey.

Baldandars desire and collect valuables of all kinds, especially magic. They employ their magical items to further their own ends whenever possible.

Most Sages agree that Mystara is just one of many worlds floating within the endless void. And most agree that some worlds, like ours, must support life. But what if those people surpassed us in knowledge and ability? What if, explorers on our world, they range far and wide throughout the universe, strange people with strange, unheard-of powers, collecting "specimens" as they go? Are these just stories to frighten children? The rantings of sages who could not secure reputable positions? Maybe. But maybe not. There are facts about extraterrestrials to be reexamined here on Mystara. Many Mystarans can tell of brushes with visitors from other worlds. And many of the stories share common threads. Let's examine a few.

#### Circular Crop cuts

Fyrmont 2 1004 AC Central Darokin. Farmer Willet Schmidt went to work in his wheat fields. As he went about his usual morning tasks, one of the hands came pelting toward him through the fields, weaving and shouting. Schmidt heard him yelling "*The mages have been in the wheat, it's all cut!*" He told him "*Don't be stupid boy! Ain't no mages been in this here wheat field. Show me what ye're talkin' about*" well, the worker brought him north about half a league (about 1.5 miles), babbling about mages all the while—while he thought his head must be turned from working in the sun. When they arrived, they were surprised to see all the wheat was down and swirled in a bog circle. Strangest thing he'd ever seen. And it wasn't cut, neither; it was broken off at the base, and just laid down like that. They went all through the fields that day, and found five similar circles.

Farmer Schmidt isn't the only one to have experienced these circular crop cutting phenomena, as they have been dubbed by a group of mages from the Great School of Magic in Glantri City who examine such inexplicable occurrences as this. Per Kirvik, informal head of this group has a shelf of records listing nothing but circular crop cutting phenomena that have occurred throughout Mystara. The mages also investigate any phenomena that seem to point to the existence of beings from other worlds, especially phenomena that indicate that these beings have great power.

These circles all seem to radiate the remnants of Illusionary Magic of unknown origin. There are however some "Artists" who create similar circles (or other symbols which can only clearly be seen from the sky), but these seem to lack the magical energy.





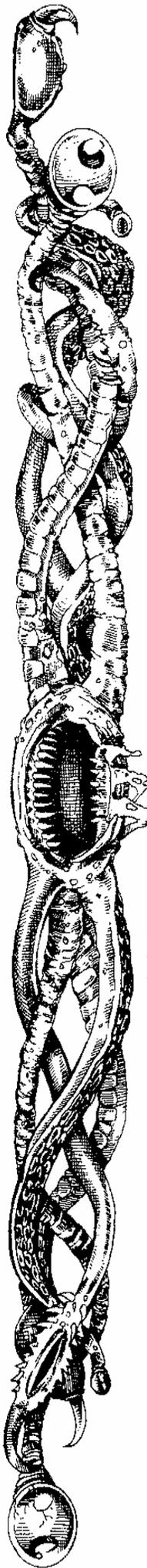
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#### Unknown Flying Craft

The popular theory of unknown flying craftis, perhaps, backed by reports of great flying craft that do not conform to any known skyship desiogn travelling across the skies. Some reportys claim that these crafts land, exa,mine people nearby, and depart. The examinees often experience terrible, recurring dreams and uncontrollable memories of odd-looking people with distended heads and attenuated arms and hands.

*"Aye, it war tarrible, it war,"* exclaims the captain of The Disreputable Girl, a scow operating out of Minrothad. *"We war out on the seas one night, when my men and me sees a flying ship all lit up and heading straight for us. We aren't likely to be purated, y'see, so's we figure it's some Knights of Vasnya out to terrorize poor souls. But she comes up next to the Girl, an' she hovers above the waves, and all bright lights comes o' her sides. And a white beam o' light comes out o' her and sucks up poor Birn, our cabin boy, and Snags, my first mate, right into the flying ship! The men went crazy, and they haul'ed on the sails to get out o'there, but it's like we was on dry land, we couldn't get away from that ship no more 'n I can pull my left hand off wi' my right! Nigh on a half hour later, Birn and Snags appears in midair and drop right down onto the Girl's deck! The flying ship, she goes dark and flies right away with a rushin' sound. Birn and Snags is white and cold and clammy. The both keep talkin' about funny-lookin' people pokin'them and lookin' at 'em 'till their heads hurt, like to bust apart. I tell yopu, we made double time back too land! Half my men quit, they's landlubbers now, and it took me a week to get the rest of em to wotk on the Girl agaimn. Durndest thing I ever seen, and ain't seed its like before or since, hope to then gods I don't agin" after their experiencwe, crewmen Birn and Snags have taken up careers far from the sea and have refused to discuss their experiences with anyone.*





Many mages' libraries bulge with descriptions such as these. Some reports seem cvlearly fanciful, the tales of people seeking notierity; other reports seem more real than we might like to consider—in many cases, people's loives have changed by what they have seen and undergone during encounters with extraterrestrial beings.

If the vistations are real, it is reasonable to believe that they will continue. Perhaps sages will one day gather enough evidence to prove that extraplanetary life does exist. As yet, however, these visitations seem to pose little threat to Mystarans. In any event, no ruler, however half-witted or paranoid, is known to have plans to protect his nation against invasion from other worlds.

#### Baldandars History



The first discovery of Baldandars was in the Era of Blackmoor, according to anciernt scriptures about 3980 BC. In that era strange visitation were on Mystara. There are rumors of a large vessel that crashlanded some hundreds of miles from the City of Blackmoor itself. Within the following years other vessels were seen, seemingly attracted to the first one. The sand-people of that era still remember the war of the Gods. At least one of these vessels crashed where it could be seen by locals.

As soon as the vessel crashed three large creatures came forth from the wreckage, with large bulging heads and grotesque large eyes. And while these eyes started to glow, the vessel dissapeared into nothingness. The description is equal to those of the recently (1012 AC) discovered Baldandars slain by adventurers, and researched by mages worldwide. All this information together makes these researchers guess if both are not the same species. The unidentified vessels then and today may be searching for their companions, landing here and there, leaving strange tracks. Its inhabitants knowing their relatives to able to alter their appearances by magical illusions to hide, but may have adapted to the overall environment of Mystara and became vile predators. (or maybe they already were, but this doesnot explain the humans examined and safely (in some way) returned, while Baldandar are known to eat humans.). It could also be that Baldandar are of the same race but were convicted criminals. Who knows? It is clear that the vessels described today and in the past are a combination of magic and the creature's abilities to create powerful tactile illusions, yet unsusceptible to magical dispelling. As being illusionary, they would leave no parts when crashlanded. Illusionary vessels, powerful magic indeed.