**VILSTRAK**

Medium-Size Aberration

Hit Dice: 1d8+1 (5 hp)

Initiative: +0

Speed: 30 ft

AC: 18 (+8 natural)

Attacks: 2 slams +2 melee

Damage: Slam 1d4+2

Face/Reach: 5 ft by 5 ft/5 ft

Special Qualities: Burrow, darkvision 60 ft, low-light vision

Saves: Fort +1, Ref +0, Will +2

Abilities: Str 14, Dex 11, Con 12, Int 6, Wis 10, Cha 8

Skills: Hide +4*, Listen +4, Spot +4

Climate/Terrain: Any underground

Organization: Gang (2-5) or band (4-20)

Challenge Rating: 1/2

Treasure: Standard

Alignment: Usually neutral (evil tendencies)

Advancement: 2-3 HD (Medium-size)

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Vilstraks are known to some as marl muggers or tunnel thugs. A vilstrak makes its home deep inside the earth, and its lair is typically in a hollow space in the earth or stone, which is reachable only by those able to pass through solid stone or packed earth.

A vilstrak appears as a 6-foot tall, bipedal, hunched humanoid. Its skin appears to be made of earth and stone, and varies in color from brown to gray. An insect-like head tops its shoulders.

**COMBAT**

Vilstraks are not aggressive creatures, though they do take great joy in robbing those that venture too close to their lair. They usually only fight if provoked. A favored tactic is to hide, just inside a stone or earthen wall and wait for its prey to pass by. When its victim comes within range, the vilstrak leaps out to the attack.

**Burrow (Ex):** Vilstraks can pass through stone, dirt, or any other sort of earth except metal as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. A move earth spell cast on an area containing a burrowing vilstrak flings the vilstrak back 30 feet, stunning the creature for 1 round unless it succeeds at a Fortitude save.

**Skills:** *Vilstraks receive a +8 racial bonus to Hide checks when in stony areas.*

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The Vilstrak first appeared in the 1e MM II (Gary Gygax, 1983).