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Pdf Edition

Monstrous Supplement

WHITE DWARF (ALARUMS & EXCURSIONS)



A&E Monsters from White Dwarf Magazine

ALPHABETICAL INDEX TO MONSTROUS SUPPLEMENT 1

Monster names are listed in the first column, with the monster page with the description in the second column. Alternative names are given in *italics* in the first column. In the second column, monster sub-sections are given in *italics*.

Name	Section	Page	Name	Section	Page
Banth	-	1	Iron demon	Demon, Iron demon	10
<i>Barsoomian lion</i>	Banth	1	Japanese fox	Lycanthrope	17
Black leech	-	3	Lycanthrope, Werefox	-	17
Bogy	-	4	Magic absorber	-	21
Census taker	-	5	Manta	-	23
Cyborg	-	6	Oriental fox	Lycanthrope	17
Cyclops	-	7	Soul feed	-	24
Cynopard	-	8	Sphex	-	26
Death snake	-	9	TANSTAAFL	-	28
Demon, Iron demon	-	10	Threep	-	31
Glitch	-	14	Typo	-	32
Goldeater	-	16	Werefox	Lycanthrope, Werefox	17

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CLIMATE/TERRAIN:	Barsoom; Tropical/Desolate hills
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Semi- (2)
TREASURE:	Nil
ALIGNMENT:	Neutral

NO. APPEARING:	1d2 (See below)
ARMOR CLASS:	3
MOVEMENT:	15
HIT DICE:	12
THAC0:	9
NO. OF ATTACKS:	1 (bite)
DAMAGE/ATTACK:	4d6
SPECIAL ATTACKS:	Pounce
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	H (15' at shoulder)
MORALE:	Unsteady (5-7)
XP VALUE:	4,000

The banth of Barsoom – sometimes referred to as *Barsoomian lion* – is a fierce, snarling beast of prey that roams the low hills surrounding the dead seas of ancient Mars and seems to delight in cruelty and the tracking, killing, and devouring of prey.

Banths stand almost 15 feet at the shoulder and have ten legs supporting a powerfully muscled body with tawny flanks and ending in a powerful, lashing tail. They are almost hairless, having only a great, tawny mane bristling about their thick neck. The broad heads feature enormous jaws equipped with several rows of long, cruel, needle-like fangs and their mouth reaches to a point far back of their tiny ears. Enormous protruding eyes of green that are known to glow in the dark as two flaming points of fire add the last touch of terror to its hideous aspect.

The banth is surprisingly stealthy for its size and ferocity and it is known for creeping sinuously upon prey before a soft, silent pounding of feet will alert the hapless victim of its presence – by then usually too late. Its stealthy ways may also allow it to seemingly vanish without a trace in its natural habitat, making use of natural features such as boulders and gullies and even crevices and similar openings not normally allowing passage to creatures of its bulk. However, at other times, their hideous cries will betray their presence from a great distance.

A good tracker, the banth is known to be able to follow the spoor of meat by scent, keeping its head close the ground and emitting low, dismal, bloodthirsty moans when tracking.

Banths can see quite well even in absolute darkness.

Combat: Wont to creep upon prey in silence, the savage banth typically emits a terrifying roar when it leaps to the attack, bearing its hideous fangs in slaving blood-thirstiness and lashing its sides with its tail when it does so. Infamous for their unrelenting ferocity, banths have been known to continue fighting even when blinding, maddened by the scent of new blood, never relenting, and



howling hideously in pain and rage when wounded, its screams shocking in their torture-laden shrillness, horrid roars of hate and rage that are deafening in their terrific volume. A pouncing banth may well seem to appear out of nowhere. Alternatively, or if its first attack fails to bring down its prey, the savage beast may engage in repeated charges and counter-charges.

The banth's bite delivers 4d6 points of damage.

Although the banth's deep-throated roar when attacking often freezes its prey into momentary paralysis in the instant it leaps, this is not believed to affect humanoids and larger creatures.

Charge (Banth)

A charge allows the banth a chance to strike a creature that is not within striking reach at the beginning of the combat round, closing with it at speed and executing one or more attacks at the end of the round. A charge must be initiated from a minimum distance of 30 feet and a maximum distance of 75 feet and increases the banth's speed to MV 24; it imposes a +1 penalty to its Armor Class; all attacks directly following a charge are made at a +2 bonus to hit. Conversely, creatures that set themselves to receive the charge enjoy a -2 bonus to their Initiative check; note that certain weapons set to receive a charge will inflict double damage upon a charging banth.

Pounce (Banth)

A pouncing bath may leap across a distance of as much as 30 feet and still use its bite attack. An unseen pouncing banth imposes a -3 penalty to its target's Surprise check and enjoys a +1 bonus to hit on its attack. If it scores a critical hit, the victim is knocked down and must pass a saving throw vs. Paralyzation or be stunned for 1d3 rounds (knocked-down creatures cannot attack for the remainder of the round; while prone, they suffer a -4 penalty to hit, while attacks against them are made at a +4 bonus to hit; standing up requires a full round, in which they cannot attack; stunned creatures immediately drop whatever they are holding; they are unable to think or act coherently, incapable of engaging in any meaningful acts for the duration of the effect; they cannot communicate,

cast spells, employ spell-like abilities or magic items, or use psionic powers; they can move at a third of their MV rate or at MV 3 only, whichever is less; they suffer a -4 penalty to their saving throws, while attacks against them are made at a +4 bonus to hit).

Habitat/Society: Although mainly found in the desolate, low hills surrounding the dead seas of Barsoom, banths can also be encountered roaming jungles, woods, marshes, and deserted cities. Although, typically, only one or two banths will be encountered at a time, reports speak of much larger numbers attacking a single creature – scores, even – often one after the other, leading to battles that may last the better part of an hour.

Ecology: The banth is a hungry carnivore, keen always for the flesh of man. Banths are known growl and snarl when devouring prey and they will defend their gory feast upon descrying creatures approaching, advancing with an angry roar that will make any others within hearing distance follow their example. Some Orovarians tame and use banths in warfare. Such beasts of war are known for their cruelty. Legend has it that some folk of Barsoom have the ability to soothe banths by addressing them in a low, purring, singsong voice, which

can make the fierce beasts halt in their tracks and even lift their hideous heads and roar out their recognition of such an individual and their greeting, their wicked eyes trained on them and then remaining at their command. Exactly how this can be is unknown, but it is said that it is fierce beasts themselves that choose to react to such an individual rather than that the ability can be learned.

Tracking (Banth)

The banth's sense of smell allows it to follow the trail of any creature made of flesh with a base 100% chance of success if this trail is one hour old or less. This chance is reduced by -10% for each hour the trail is older. Note that it may be thrown off the scent if its quarry takes steps to avoid being tracked, such as by leaving false trails, breaking up the trail, entering water or using masking or blocking substances or scents.

Historical Note: Banths from *Dungeons & Dragons Volume 3. The Underworld & Wilderness Adventures*

Also included in this group are the optionally usable "Martian" animals such as Apts, Banths, Thoats, etc. If the referee is not personally familiar with the various monsters included in this category the participants of the campaign can be polled to decide all characteristics. Damage caused by hits should range between 2-4 dice (2-24 points).

Source/Origins: Edgar Rice Burroughs; *Banths*: Gary Gygax and Dave Arneson, *Dungeons & Dragons Volume 3. The Underworld & Wilderness Adventures* (TSR, 1974); Gary Gygax and Brian Blume, *Warriors of Mars. The Warfare of Barsoom* (TSR, 1974); *Banth*: Jason R. Saylor and Rodney Tobar, *Are These Beasties Tame?*, in: *Alarums & Excursions 18, December 1976* (Amateur Press Assoc., 1976); *Banth*: Don Turnbull, *Monsters Mild and Malign*, in: *White Dwarf 5* (GW, 1978); Dr. J. A. Gilmore, *Letters*, in: *White Dwarf 7* (GW, 1978); Stephen Inniss, *A Collection of Canines*, in: *Dragon 102* (TSR, 1985); David Howery, *The Wild, Wild Wilderness*, in: *Dragon 187* (TSR, 1992)

Bibliography: Edgar Rice Burroughs, *The Gods of Mars* (A. C. McClurg & Co., 1918; 1913); Edgar Rice Burroughs, *The Warlord of Mars* (A. C. McClurg & Co., 1919; 1913-1914); Edgar Rice Burroughs, *Thuvia, Maid of Mars* (A. C. McClurg & Co., 1920; 1916)

Black Leech

Illustration: Jim Holloway

CLIMATE/TERRAIN:	Aurania; Temperate/Wetlands, marsh, swamp, aquatic (fresh; fetid pools)
FREQUENCY:	Very rare
ORGANIZATION:	Swarm
ACTIVITY CYCLE:	Any
DIET:	Hemovore (Blood)
INTELLIGENCE:	Not-ratable (0)
TREASURE (OD&D):	(D)
ALIGNMENT:	Chaotic evil

NO. APPEARING:	1d3 (See below)
ARMOR CLASS:	7
MOVEMENT:	See Table 1
HIT DICE:	See Table 1
THAC0:	See Table 1
NO. OF ATTACKS:	1 (bite)
DAMAGE/ATTACK:	See Table 1
SPECIAL ATTACKS:	Blood drain, see below
SPECIAL DEFENSES:	Non-intelligence, see below
MAGIC RESISTANCE:	Nil
SIZE:	S or M (See Table 1)
MORALE:	Fanatic (17-18)
XP VALUE:	See Table 1



The black leech of Aurania is a huge, tough, evil, leech-like creature that is a threat to all warm-blooded creatures that venture too close.

Black leeches are large, jet black, leech-like creatures that are perhaps best likened to land-based sea lampreys. When they move, they do so like snakes.

Combat: Black leeches actively hunt for prey. They attack by biting, inflicting damage in accordance with their Hit Dice (v. Table 1) and fastening their sucker-like mouths to their victim. Once attached, the black leech starts sucking blood, automatically inflicting damage in accordance with its Hit Dice (v. Table 1) and continuing to do so until it has inflicted as many points of damage as it has hit points when it is unhurt, upon which it is sated and releases its victim.

When threatened while sucking blood (e.g., attacked), a black leech may wrap itself around part of the body of its victim. This requires the creature to pass a normal to hit roll and grants it a -4 AC bonus when successful. Anyone attacking and missing a black leech wrapped around a victim in this manner must make another

to hit roll to see if they accidentally hit the victim.

A black leech is considered to have a brain that operates on such a primitive level that it cannot be targeted by spells and effects that aim to address, control, manipulate, persuade, read or destroy it (charm-, dream-, fear-, hold-, terror-, emotion-, based and ESP-like spells and effects, magical sleep, compulsions, phantasms). This also makes that a black leech makes its saving throws as a monster of half its Hit Dice (round up), except in the case of any saving throws vs. Poison or Death Magic, which it makes as normal (v. Table 1).

Removing an attached black leech, even if it is dead, carries an 80% chance of inflicting a further 1d3 points of damage on the victim.

Habitat/Society: Black leeches favor wetlands, marshes, and swamps. They spend about 40% of their time in their lairs, where there is a 55% chance that 1d10 of them will be encountered. Black leeches have no interest in treasure of any kind, so any valuables found in their lairs will usually be those of their unfortunate victims.

Table 1. Black Leech Statistics

HD	Th0	Damage	Blood Drain	MV	Save As ¹⁾	SZ	XPV
2	19	1d3	1d4	3, Swim 9	1 HD/2 HD	S (3' long)	270
4	17	1d4	1d6	3, Swim 12	2 HD/4 HD	M (4' long)	650
6	15	1d6	1d8	3, Swim 15	3 HD/6 HD	M (5' long)	1,400

¹⁾ First number for saving throws against all but Death Magic and Poison; second number against Death Magic and Poison

Source/Origins: *Black Leeches*: Larry Stehle, *Abz-Oza* #2, in: *Alarums & Excursions* 19, February 1977 (Amateur Press Association, 1977); *Black Leech*: Don Turnbull, *Monsters Mild and Malign*, in: *White Dwarf* 4 (GW, 1977)

CLIMATE/TERRAIN:	Temperate/Any land or underground
FREQUENCY:	Very rare
ORGANIZATION:	Tribe
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Average (8-10)
TREASURE (OD&D):	(A)
ALIGNMENT:	Chaotic evil

NO. APPEARING:	2d10
ARMOR CLASS:	4
MOVEMENT:	9
HIT DICE:	3+1
THAC0:	17
NO. OF ATTACKS:	2 (weapon/weapon)
DAMAGE/ATTACK:	By weapon
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	M (7' tall)
MORALE:	Steady (11-12)
XP VALUE:	120



The bogy is an unusual humanoid of which precious little is known. Bogies have been described as having four arms and the head, horns, and legs of a goat.

Combat: The bogy usually attacks with weapons held in two of its arms (e.g., v. Table 1). Note that the bogy makes its saving throws as a 4-HD monster.

Table 1. Bogy Optional Weapons							
Weapon(s)	Damage	SF	ROF	Range	Type	Size	Notes
Footman's flail	1d6+1/2d4	7	-	-	B	M	-
Whip ¹⁾	1d2/1	8	-	-	-	M	Disarm (called shot -4); entangle 35% ²⁾

¹⁾ At the DM's option, a whip may be ineffective against creatures wearing armor

²⁾ Chance to entangle opponent 5% per level or Hit Die of a proficient user (up to a maximum of 95%); roll percentile dice: 01-50 = one limb; 51-60: two limbs; 61-80 = weapon arm + weapon; 81-00 = head

Source/Origins: *Bogies*: Bear Hedberg, *Growls from Dungeon Grimberg*, in: *Alarums & Excursions* 3, August 1975 (Amateur Press Association, 1975); *Bogy*: Don Turnbull, *Monsters Mild and Malign*, in: *White Dwarf* 5 (GW, 1978)

Census Taker

Illustration: Des Hanley

CLIMATE/TERRAIN:	Any/Dungeons
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Life energy
INTELLIGENCE:	High (13-14)
TREASURE (OD&D):	(E)
ALIGNMENT:	Neutral

NO. APPEARING:	1
ARMOR CLASS:	2
MOVEMENT:	15, Fly 30 (B)
HIT DICE:	6
THAC0:	15
NO. OF ATTACKS:	Nil
DAMAGE/ATTACK:	Nil
SPECIAL ATTACKS:	Chilling touch (1d8), <i>energy drain</i>
SPECIAL DEFENSES:	Magic to hit, immune to cold, incorporeal, undead immunities
MAGIC RESISTANCE:	Nil
SIZE:	M (5-7' tall)
MORALE:	Champion (15)
XP VALUE:	4,000

The census taker is a spectre-like entity that primarily exists in the Negative Material Plane and which is meant to keep “high levels off the more surface levels of a dungeon”. Quite dangerous when encountered on the upper levels of the dungeon, a lucky party of adventurers may well escape the administrations of the census taker without harm – and, of course, they always have the option to go to the lower levels of the dungeon.

A census taker appears clearly as a creature not of this world, a semi-transparent entity with the semblance and manner of dress of its former life.

Combat: When a party of adventurers runs into a census taker, it politely inquires as to their levels. If these levels are too high for the level of the dungeon they are on, the census taker will propose to take the adventurers to a level more appropriate to their level. If its offer is refused, the census taker will attack to reduce its opponents to an appropriate level, which it will do by touching them. Each touch inflicts 1d8 points of chilling damage and drains the victim of two levels. Such loss is permanent, but victims can regain lost levels through magic or continued acquisition of experience points.

The census taker does not intend to kill its opponents and it will stop attacking any of them whom it deems have been sufficiently reduced in level.

Because it has no physical presence in the Prime Material Plane, creatures in that plane can harm a census taker only with magical



weapons and with spells and effects that can affect or harm undead. It is therefore immune to cold, disease, poison, paralyzation, *energy drain*, death magic, and all necromantic spells and effects that do not specifically target undead. It is unaffected by mind-influencing spells and effects (e.g., *charm*-, *dream*-, *fear*-, *hold*-, *emotion*-, and *ESP*-based spells, magical sleep, compulsions, phantasms). It is not subject to subduing, stunning, and the effects of critical hits or massive damage, but it is immediately destroyed when reduced to zero hit points or less. Splashing a census taker with the contents of a vial of *holy water* causes 2d4 points of damage. Daylight or its equivalent makes a census taker powerless by weakening its ties to the Negative Material Plane. *Raise Dead* reverses its undead status, destroying the census taker immediately if it fails a saving throw vs. Spell.

Habitat/Society: The census taker roams underground complexes with multiple levels.

Ecology: The census taker exists only to make sure that parties of adventurers explore those levels of the dungeon that were meant for them as opposed to the easier levels nearer the surface.

Historical Note: Comments by Don Turnbull

I enjoy the monster, like the Census-Taker [sic] (invented by Cheryl Lloyd) which prevents powerful parties from rampaging around the ‘easy’ levels picking up treasure without noticeable danger (the Census-Taker generally teleports parties to a ‘floor’ appropriate to their strength).

Source/Origins: *Census Taker*: Cheryl P. Lloyd, *Thoughts from Avalon*, in: *Alarums & Excursions* 21, April 1977 (Amateur Press Association, 1977); *Spectre*: Gary Gygax and Dave Arneson, *Dungeons & Dragons Volume 2. Monsters & Treasure* (TSR, 1974); *Spectre*: Gary Gygax, *Monster Manual* (TSR, 1977); *Census-Taker*: Don Turnbull, *Monsters Mild and Malign*, in: *White Dwarf* 6 (GW, 1978)

CLIMATE/TERRAIN:	Any/Any (See below)
FREQUENCY:	Very rare
ORGANIZATION:	As original
ACTIVITY CYCLE:	As original
DIET:	As original
INTELLIGENCE:	As original
TREASURE (OD&D):	(A)
ALIGNMENT:	As original

NO. APPEARING:	1d10
ARMOR CLASS:	2
MOVEMENT:	27
HIT DICE:	5+1
THAC0:	15
NO. OF ATTACKS:	3 (fist) or 3 (weapon)
DAMAGE/ATTACK:	1d6/1d6/1d6 or by weapon
SPECIAL ATTACKS:	Strength 18/00 (+3/+6)
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	As original
MORALE:	Elite (13-14)
XP VALUE:	See Table 1

The cyborg is a human or humanoid modified internally by machinery so as to give it physical abilities comparable to the most powerful of its kind. The modifications do not change its appearance, so a cyborg largely appears like a regular example of its kind.

Combat: The cyborg can generate amazing speeds and attacks up to three times per round with either its fist (1d6 hp damage per hit) or an M-sized, single-handed weapon. It has the equivalent of Strength 18/00 (+3/+6) and adds its damage bonus to the damage it inflicts with its weapon, as applicable. As a rule, some 50% of all cyborgs will have no weapons; 40% will have a weapon; and 10%



may be equipped with an advanced weapon (e.g., laser gun, force blade).

Because of the machinery in their bodies, cyborgs suffer a -4 penalty to their saving throws against electricity-based effects. Note that cyborgs make their saving throws as 6-HD monsters.

Other Cyborgs

An ancient source known only to the most erudite sages of today is said to speak of cyborgs more powerful than the ones described here (MV 48; HD 8+1; Dexterity 18; Save as 9-HD monsters; XP).

Habitat/Society: Cyborgs can be encountered in almost any terrain, even in the air and underwater if their modifications allow.

Table 1. Cyborg Statistics

Individual	XPV
No weapon	270
Weapon	650 ¹⁾

¹⁾ Only if equipped with a weapon that allows the cyborg to inflict a maximum of more than 30 points of damage in a round (e.g., a long sword would allow it inflict as much as 42 hp damage per round)

Source/Origins: *Cyborgs*: Wayne Shaw, *The Portal to Temporalana*, in: *Alarums & Excursions 9, March 1976* (Amateur Press Association, 1976); *Cyborg*: Wayne Shaw, in: Jeff Pimper & Steve Perrin (eds.), *All the Worlds' Monsters Volume Two* (The Chaosium, 1977); *Cyborg*: Don Turnbull, *Monsters Mild and Malign*, in: *White Dwarf 5* (GW, 1978)

Cyclops

Illustration: Miguel Regodón Harkness

CLIMATE/TERRAIN:	Temperate/Plains, mountains, waterborne (sea)
FREQUENCY:	Very rare
ORGANIZATION:	Clan
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Average (8-10)
TREASURE (OD&D):	(G) or (B), plus 5,000 gp each
ALIGNMENT:	See below

NO. APPEARING:	1d6
ARMOR CLASS:	3
MOVEMENT:	12
HIT DICE:	12
THAC0:	9
NO. OF ATTACKS:	1 (fist) or 1 (weapon)
DAMAGE/ATTACK:	5d12 or by weapon
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	H (20' tall)
MORALE:	Elite (13-14)
XP VALUE:	4,000

The cyclops is a tall, strong giant with a single central eye. Little is known of the creatures, with sources sometimes providing widely varying information. For example, their alignment has been described as either “Neutral or chaotic” or a “Lawful, chaotic”.

Combat: A cyclops either attacks with its fist (5d12 points of damage) or with a weapon, usually a huge club, with which it also inflicts 5d12 points of damage due to its strength. Because they have one eye only, cyclopes lack depth perception, which imposes a -2 penalty to their to hit rolls. Furthermore, much



like giants, they suffer from a -4 penalty to hit when fighting dwarves or gnomes.

Habitat/Society: Cyclopes are always encountered in groups of 1d6 individuals, either in their lair (35% chance) or roaming the countryside.

Cyclopes have a keen interest in treasure and each will carry 5,000 gp. In addition, when encountered in their lair, there will be a common treasure (treasure type G). Wandering groups have a 40% chance to carry a common treasure with them (treasure type B).

Source/Origins: *Cyclopes*: Wayne Shaw, *The Portal to Temporalana*, in: *Alarums & Excursions 9, March 1976* (Amateur Press Association, 1976); *Cyclops*: Wayne Shaw, in: Jeff Pimper & Steve Perrin (eds.), *All the Worlds' Monsters* (The Chaosium, 1977); *Cyclops*: Don Turnbull, *Monsters Mild and Malign*, in: *White Dwarf 5* (GW, 1978)

CLIMATE/TERRAIN:	Earth's End; Temperate cold to tropical/Any land, hills, mountains, forest
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Semi- (2-4)
TREASURE (OD&D):	(I)
ALIGNMENT:	Chaotic evil

NO. APPEARING:	1d8
ARMOR CLASS:	4
MOVEMENT:	12
HIT DICE:	8
THAC0:	13
NO. OF ATTACKS:	4 (claw/claw/claw/claw) or 1 (bite)
DAMAGE/ATTACK:	3d4/3d4/3d4/3d4 or 4d10
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L (7½' long)
MORALE:	Steady (11-12)
XP VALUE:	2,000

The cynopard of Earth's End is an unusual, carnivorous, fairly large beast with a very terrible looking head with very sharp teeth. It has bluish-green fur spotted with yellow flecks, a short tail, and six legs with sharp-clawed feet. It measures some 7½ feet from head to tail.

The cynopard is swift and silent, imposing a -10% penalty to Detect Noise checks.

Combat: The cynopard prefers to attack from some vantage point

Source/Origins: *Cynopards*: Jim Bolton, *Earth's End* #1, in: *Alarums & Excursions* 18, January 1977 (Amateur Press Association, 1977); *Cynopard*: Don Turnbull, *Monsters Mild and Malign*, in: *White Dwarf* 5 (GW, 1978)



(e.g., rocky ledge, tree). In melee, it either stands on its hind legs to strike with its four remaining claws (3d4 hp damage each) or it remains on all six legs, in which case it bites for 4d10 points of damage, ripping and tearing the flesh from its prey.

Habitat/Society: Cynopards are found in all climates but the coldest, where they prefer to sit on ledges and in trees. They spend about a third of their time in their lair (35% chance).

Death Snake

Illustration: Polly Wilson

CLIMATE/TERRAIN:	Any/Dark dungeon, places of death
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Life force
INTELLIGENCE:	Non- (0)
TREASURE (OD&D):	(D)
ALIGNMENT:	Neutral

NO. APPEARING:	1d12
ARMOR CLASS:	7
MOVEMENT:	6
HIT DICE:	4+1
THAC0:	17
NO. OF ATTACKS:	1 (bite)
DAMAGE/ATTACK:	1d6
SPECIAL ATTACKS:	Energy drain, constriction
SPECIAL DEFENSES:	Mindless, undead immunities, turned as wraith, see below
MAGIC RESISTANCE:	Nil
SIZE:	L (15' long)
MORALE:	Nil
XP VALUE:	1,400

The death snake is a dangerous, undead creature that has been described as either looking like a giant crossbreed of a cobra and a boa constrictor or as a giant constrictor snake in mourning.

Combat: The death snake typically attacks by biting its opponent and wrapping itself around its prey. This requires the creature to pass a to hit roll, upon which its bite inflicts 1d6 points of damage and drains its victim of one level. In addition, A successful hit means that the death snake has established an anchor, allowing it to wrap its coils around its victim to establish a constricting hold in the same round. In the next and subsequent rounds, the death snake need no longer to hit rolls and begins to crush its victim, automatically inflicting 2d4 points of damage and draining them of one level for as long as it can maintain its hold.

Note that the death snake will use its bite attack against creatures that harass or attack it while it has a victim in its coils.

As mindless undead, death snakes need never make Morale checks and remain unaffected by spells and effects that aim to address, manipulate, persuade, control or destroy the mind (e.g., charm-, fear-, and hold-based spells; insanity, magical sleep, phantasms). Further, because they are not alive, death snakes are immune to spells and effects that target life force (*chilling* damage, death magic, *energy drain*; necromantic spells and effects that do not specifically target undead), while they also remain unaffected by spells and effects that target or aim to disrupt physiological processes (e.g., aging, disease, drowning, fatigue, paralysis, poison, stunning, suffocation). Note that a death snake makes its saving throws as a 3-HD monster, except in the case of any saving throws vs. Poison or Death Magic, which it makes as a 5-HD monster. The death snake can be *turned* as a wraith (v. DMG, p. 94-96: "Turning Undead").



Splashing a death snake with the contents of a vial of *holy water* causes 2d4 points of damage.

Note that the death snake makes its saving throws as a 5-HD monster.

Constriction (Death Snake)

For as long as the death snake can maintain its hold, constricted creatures suffer 2d4 points of damage and lose one level per round. While the majority of the physical damage that occurs due to constriction comes from the inability to breathe, the DM may rule that cracked ribs, burst blood vessels and ruptured organs (e.g., spleen, lungs) can be important side effects. To simulate this, victims receiving 25% of their total hit points in damage must pass a saving throw vs. Death Magic at a -1 penalty or suffer cracked ribs. At 50% damage, broken ribs are inevitable and the same saving throw must be passed or the bursting of major blood vessels will start causing another 1d6 points of damage per round. At 75% damage, broken ribs are inevitable as above and the victim must pass the same saving throw again or suffer from the rupturing of body organs, which results in unconsciousness in 2d4 rounds.

Typically, constriction renders the victim unable to cast spells, while he also suffers from a +3 penalty to his Initiative checks and a -4 penalty to his saving throws – and the death snake makes any additional bite attacks against him at a +4 bonus to hit. Constricted creatures may be allowed to fight the death snake but only if they have one arm (01-25% left; 26-50% right; -3 penalty to hit) or no arms (51-75%; -1 penalty to hit) pinned; having both arms pinned (76-100%) renders them largely helpless. Any outside attempts to wrench the victim from the death snake's grip require the equivalent of Strength 64, full cooperation of the victim and 1d4+1 rounds of arduous pulling and tugging. Note that touching the death snake in this manner does not drain the would-be saviors of any levels. The DM is advised to note that constriction is likely to work only against creatures that the death snake can reasonably be expected to contain with its body. As such, he could rule that a target must be at least one size category smaller than the death snake or only, if larger, half as heavy.

Habitat/Society: Death snakes are typically found in dark of their time in their lair.
dungeons and places of charnel and death. They spend some 60%

Source/Origins: *Death Snakes*: Bill Bleuel, *Leto's Corner* #3, in: *Alarums & Excursions* 18, January 1977 (Amateur Press Association, 1977); *Death Snake*: Don Turnbull, *Monsters Mild and Malign*, in: *White Dwarf* 4 (GW, 1977)

Demon – Iron Demon

Illustration: (Unknown)

CLIMATE/TERRAIN:	Edwyr (Abyss); Any/Dungeons
FREQUENCY:	Very rare
ORGANIZATION:	Horde
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Semi (2-4)
TREASURE (OD&D):	(A)
ALIGNMENT:	Chaotic evil

NO. APPEARING:	1d6
ARMOR CLASS:	2
MOVEMENT:	9
HIT DICE:	6 to 8
THAC0:	See Table 3
NO. OF ATTACKS:	2 (claw/claw) or 3 (claw/claw/bite)
DAMAGE/ATTACK:	1d6/1d6 or 1d6/1d6/1d8
SPECIAL ATTACKS:	Breathe fire (2d6), strangulation, spell-like abilities
SPECIAL DEFENSES:	Cold iron or magic to hit, demonic immunities and resistances, see below
MAGIC RESISTANCE:	Nil
SIZE:	M (4-5' tall)
MORALE:	Fanatic (17-18)
XP VALUE:	See Table 3

Demons are fell monstrosities that inhabit the lower outer plane of the Abyss. They are, in the broadest terms, chaos and evil defined and they are motivated not by doctrines but by insane, violent, inner drives. They tempt mortals into crimes of passion and vice, evils of appetite, and are driven ceaselessly to seek fresh victims. They derive great pleasure from the suffering of others, causing as much pain as possible to lesser creatures as a matter of habit. As extra-planar entities, demons can normally only be encountered in the Prime Material Plane when they have been summoned there by some powerful spell caster or monster or when sent there by a entity of greater god status.

Iron demons are considered to be among the weakest of the demonic population of Edwyr. They are horrible to behold, standing about 4-5 feet in height, with a low forehead, horns, long tearing claws, and a prehensile tail with a barbed end.

Iron demons can see perfectly in any magical or non-magical darkness, with vision equal to that of humans in broad daylight. In addition, they have good infravision (60' range).

Iron demons understand the vile language common to all demons, although they barely speak themselves. Alternatively, they may communicate telepathically with other intelligent life forms, regardless of language barriers (100' range).

Combat: Like all demons, iron demons are driven by an all-consuming, primal urge to destroy. When encountered in numbers, they fight in chaotic, disorderly hordes, using their endless numbers in wars of attrition. Being only semi-intelligent, they tend to fight to the death. Iron demons may direct their attacks against multiple opponents if such are at hand.

An iron demon attacks with two claws (1d6 hp damage each) and either its bite (1d8 hp damage) or its fiery breath weapon (2d6 hp



damage), the latter being usable up to three times per day. If the DM desires, he can allow an iron demon a 75% chance each round to use its breath weapon.

In addition to these attacks, an iron demon may use its tail to strangle an opponent, again with possibly a 75% chance per round of combat that it will actually do so. The attack requires a normal to hit roll, with success indicating that the demon has wrapped its tail around its opponent's neck and starts strangling them. If the tail is not removed within three rounds, the victim suffocates and dies. Removing the tail can be done by cutting it off, which requires a *called shot* (v. **DMG**, p. 82: "Called Shots") and with success indicating that the tail is severed from the demon's body. This inflicts only 1 point of damage upon the iron demon.

Iron demons can be struck only by cold-wrought iron weapons or those of +1 or better enchantment and they are immune or resistant to many attacks forms (v. Table 1). They cannot be subdued although they will be repelled by certain holy artifacts or relics. Note that iron demons make their saving throws either as Fighters or Wizards of a level equal to their Hit Dice, whichever is the most favorable.

Destruction: Iron demons will always fight until destroyed or until they fail a Morale check, in which case they have been known to vanish in a cloud of sulfurous smoke. Although it is assumed that the creatures return to whatever foul place they came from in the first place, further information on the subject is lacking.

An iron demon can be permanently destroyed in any plane of existence. If it suffers destruction of its form in a plane of existence other than its home plane, its body will begin to dissolve in a horrid manner. This is different for each demon. Some may dissolve into thick clouds of acid, highly poisonous vapors, or vile clouds of magical energy, while others begin to burn – regardless

of temperature, oxygen or surroundings – releasing thick, oily smoke. The dissolution process lasts 1d4+1 rounds. Note that any magical items and weapons used by an iron demon will dissolve

upon its destruction if they were forged in the Abyss. When one does not, it probably originated elsewhere.

Table 1. Iron Demon Defenses¹⁾

Attack	Damage	Attack	Damage
Acid	Normal	Gas (poisonous, etc.)	½
Cold	½	Iron weapon	Normal
Electricity (lightning)	½	Magic missile	Normal
Fire (magical)	½	Poison	Normal
Fire (non-magical)	Nil	Silver weapon	Nil

¹⁾ In the Abyss, all demons are unaffected by any and all natural forces that exist on their layer

Spell-Like Abilities: An iron demon uses its spell-like abilities at a level of ability equal to its Hit Dice. It may employ the following spell-like abilities at will (once per round, one at a time): *Darkness 15' Radius*, *Gate* (one type IV demon [70% chance], one type VI demon [25% chance], or one demon noble [5% chance]; 40% chance to open), *Infravision*, and *Teleportation* (new spell; see below).

Note that spell-like abilities do not require the use of verbal, somatic, or material components, and that they are activated by silent act of will alone. At the DM's option, there may be exceptions to this rule (e.g., in the case of spell-like abilities that resemble spells as *Holy Word*, *Power Word*, and *Symbol*). Thus, magical silence, physical restraint, and/or melee combat will not stop a demon from being able to use them. Ongoing psionic combat usually will, but the DM must judge this carefully. All spell-like abilities have an Initiative Modifier of +3, which replaces the Casting Time given in the spell description.

Habitat/Society: Demons hail from the lower outer plane of the Abyss and it is here that they are most numerous. Since they are able to move from their own plane into those of Tarterus, Hades, or Pandemonium, they may also be encountered there, while those with the ability to do so (e.g., *Etherealness*, *Astral Spell*) also frequently roam the Astral Plane and the Ethereal Plane – in fact, demons seem to be attracted by creatures in ethereal form. However, most demons are loathe to leave the Abyss for fear of losing their position to usurpers. Iron demons often appear as the servants of more powerful

demons, among which may be type VI demons (v. **CMM**, *Demon – Type VI Demon*). They may otherwise be encountered in their lair (33% chance).

Demonic Society

Demonic society is marked by anarchy, where the smarter and stronger ceaselessly seek to dominate the weaker and less intelligent and the latter always attempt to overthrow the strong. Because of this lack of structure – and perhaps because of the fact that each world seems to attract the attention of its own demons – there have been many attempts to classify demons. Of the two major classifications recognized today, the older, Oeridian, classification is used here (v. Table 2).

All demon nobles pursue only their own agendas and all are constantly at each other's throats with plans and counter-plans to expand their domains. Most rule one entire layer of the Abyss, though the least among them fight for control of a layer with other nobles. Any alliances between demons are, at best, short-lived and the allies of one moment become the enemies of the next. For example, while a high-ranking demon is away from its stronghold (e.g., in the Prime Material Plane on some mission), it is most likely that another demon immediately lays siege to the absent demon's stronghold, seeking either to take it over or to simply destroy it. Such sieges are most common on the first layer of the Abyss and most demonic rulers expend much energy fortifying their abodes. Most strongholds are impossible to enter via any other plane than the Abyss. Similarly, most are impervious to the effects of magical and/or astral viewing.

Advancement and Transformation: A demon that bests one of higher status often advances to take the victim's position. This leads to endless battles for position, however petty. The only demons that seem to be free from these power struggles are guardian demons, which occupy a somewhat strange position among the Abyssal hordes and seem curiously divorced from the demonic power structure.

Table 2. Oeridian Classification¹⁾

Classification	Individual
Sub-demon	Manes
Semi-demon	Alu-demon ²⁾ ; cambion, cambion noble
Minor demon	Bar-Igura, chasme ³⁾ , dretch ⁴⁾ , rutterkin; babau
Major demon	Goristro; nabassu
Demon	Succubus, type I (vrock), type II (hezrou), type III (glabrezu), type IV (e.g., Bilwehr, Johud, Nalfeshnee), type V (e.g., Aishapra, Kevokulli, Marilith, Rehnaremm), type VI (Alzoll, Balor, Errtu, Ndulu, Ter-Soth, Wendonai)
Demon noble	Demon lord, demon prince, demon queen ⁵⁾

¹⁾ Note that this list may not be complete, that it is based on merely a broad estimation of the destructive power of each demon, and that it actually means very little to the demons themselves

²⁾ Also classified as 'demi-demon' in old Oeridian texts

³⁾ Also classified as 'demon' in old Oeridian texts

⁴⁾ Also classified as 'sub-demon' in old Oeridian texts

⁵⁾ For example: Demogorgon, Orcus, Juiblex, Yeenoghu; Lolth; Baphomet, Kostchtchie, Fraz-Urb'luu, Graz'zt; Pazuzu; Zugtmoy

The Abyss

The Abyss combines all that is evil with all that is chaotic into an infinite, empty place of despair, the disgusting toil and labor of existence made tangible. Infinite layers of bleak despair are stacked endlessly atop one another in the Abyss, chaos and hopelessness reigning everywhere. It is an

ugly, violent plane where the strong survive only on the backs of the weak. It is the birthing place of demons and goes by a variety of names, among which "Demonholme" and the "Misshapen Lands." Most scholars agree that the plane has 666 layers, although no conclusive catalogues exist. An individual is likely to encounter any number of terrains when traveling

even a single layer of the Abyss. Typical terrains include: vast miles of black, red, and white dusty deserts without end; miles of black, white, and orange glaciers; vast areas where no gravity or, indeed, matter exists; limbo-like regions characterized by churning and bubbling maelstroms of matter; huge, endless volcanic regions marked by streams of lava and continuous rains of searing hot ash; layers of pure, solid rock burrowed and carved by whatever inhabitants have the misfortune to be living here; horrid, desolate marshes of evil incarnate, which force good-aligned travelers to pass a saving throw each round or be slain irrevocably; and, layers that fall under the direct jurisdiction of some powerful demon, where visitors are not appreciated at all. Certain layers of the Abyss are thought to be so disgusting that not even the lowliest of demon nobles would deign to rule there. Creatures roaming the Abyss in any form should take heed of the fact that they always run a chance to attract the attention of a demon.

About the only layer of the Abyss that is relatively well known is the first, topmost layer, which is often referred to as the Plain of Infinite Portals or Pazunia, after Pazuzu, the demon prince that is most often found here. The layer is baking beneath a hellish red sun and its dusty plains are broken by three features: huge holes in the ground, great iron portals, and the River Styx. Many of the huge holes are conduits to various other layers and function like the conduits in the Astral Plane, taking those that descend immediately to the layer it leads to. However, many of these holes are also inter-planar conduits, creating havoc for the traveler seeking to pass through the Abyss to other destinations.

Abyssal Servants: Creatures used as servants or lackeys in the Abyss have additional powers and abilities compared to their Prime Material counterparts. In general, such creatures encountered have these benefits -1 AC bonus; +2 bonus to hit if of less than Intelligence 7 (Low); 10% chance of spell ability if of Intelligence 7 (Low) or more, as a 1st- through 10th-level Priest (1d10).

Ecology: Iron demons feed on the flesh and life force of other

creatures.

Summoning/Commanding Demons: Demons can be summoned into the Prime Material Plane by any individual that has access to the required summoning rituals. A summoned demon will immediately slay its summoner by whatever means are most expeditious, unless properly constrained. Constraining a demon requires different preparations for each individual specimen but there are certain precautions that must always be taken. The demon must always be summoned into an arcane circle to prevent it from breaking loose upon the summoner and, indeed, the entire plane. The summoner must remain within a magical, protective, circle – a thaumaturgic circle in the case of minor and major demons and the less powerful true demons, and a special pentacle for demon nobles and the most powerful of the true demons (type V and type VI demons).

No demon will ever willingly serve anyone or anything, and one must be forced into servitude by a combination of threats, magical prowess, and/or the promise of rewards. Threats or rewards used to attempt to force a demon into service must be carefully handled by the DM. Even if forced into servitude, a demon will always seek to thwart its controller's intentions, and any mistake on the controller's part may free the demon from his control. This usually results in horrible death for the controller and most of his associates, although controllers to whom the demon shows a liking are typically carried off to the Abyss to become slaves. Such victims may very well become favored slaves, though this does not necessarily mean that they will like the advantages and privileges associated with this status.

Table 3. Iron Demon Statistics

HD	Th0	XPV
6	15	3,000
7	13	4,000
8	13	5,000

New Spells

Teleportation – Restricted: Extra-Planar Creatures (Alteration)

Level: Wiz 6

Range: 0

Area of Effect: See below

Duration: Instantaneous

Casting Time: 2

Components: V

Saving Throw: None

Teleportation enables the caster to instantly transport himself and an amount of additional, inanimate matter to another location without regard for distance but always within the same plane of existence, including between the various layers of certain planes of existence. He can thus *teleport* a maximum weight of 250 pounds, plus 150 pounds for each level or Hit Die he has above 10th (e.g., a 13th-level caster can teleport up to 700 pounds, including himself). Any additional items he wishes to take with him must be on him or

touched by him when the spell is cast.

Although there is no chance of the caster arriving anywhere else but in the desired location, there are certain factors that limit the spell's use or prevent it from taking effect altogether.

1) Spell Failure: Regardless of his means of locomotion, the caster can never aim to be sent into an area of empty space or solid matter (e.g., mid-air, underwater, a brick wall, inside a creature). The destination must be a substantial surface, which must be large enough to support and contain him and any other items as they were when the spell is cast. Failure to comply with this causes the spell to fail.

Note that some areas with strong physical or magical energies may prevent teleportation altogether (e.g., certain regions of the Underdark) – causing the spell to fail.

2) Destination: The destination surface can be anything solid (e.g., a stone floor, natural ground, a wooden platform suspended over a precipice, a ship's deck) and it needs, in essence, to be unmoving, although some movement should be allowed (e.g., the deck of a ship moving on the waves).

Upon arrival, the caster is instantly subject to the prevailing laws of physics of his new location. For example, a caster transporting himself and his equipment to a ceiling in a room, will instantly fall to the ground unless some effect prevents this (*e.g.*, when he is under the effects of *Spider Climb*, a room subject to *Reverse Gravity*).

Notes: *Teleportation* is a spell-like ability restricted to certain denizens of the inner and outer planes of existence, which may be restricted in its use, as explained in their individual entries. Note that spell-like abilities do not require the use of any spell components and that they have an Initiative Modifier of +3, which replaces the Casting Time given above.

At the DM's option, *Teleportation* may be adapted for use by Wizards

(*e.g.*, Transmuters), which will require thorough research, time, gold, a laboratory, and possibly the casting of additional spells (*v.* **DMG**, p. 64: "Spell Research"). Note that an adapted version of the spell will differ from the description given above in many ways, especially where its level is concerned (*v.* WSC1, p. 8: "Restricted Spell").

As an unofficial spell, *Teleportation* will only work as described at the DM's discretion.

Source/Origins: *Teleport* (no chance of error): Gary Gygax and Brian Blume, *Dungeons & Dragons Supplement III. Eldritch Wizardry* (TSR, 1976); *Teleportation* (no error): Gary Gygax, *Monster Manual* (TSR, 1977); *Teleport*: Mark Middleton (comp.), *Wizard's Spell Compendium, Volume Four* (TSR, 1998)

Source/Origins: *Iron Demons*: Glenn Blacow, *Kill Slavs the Clever*, in: *Alarums & Excursions 19, February 1977* (Amateur Press Association, 1977); *Demon*: Gary Gygax, *Monster Manual* (TSR, 1977); *Iron Demon*: Don Turnbull, *Monsters Mild and Malign*, in: *White Dwarf 5* (GW, 1978); *Demon*: Gary Gygax, *Monster Manual II* (TSR, 1983); Jeff Grubb, *Manual of the Planes* (TSR, 1987); *Demon*: J. Paul LaFountain *et al.*, *Monstrous Compendium Outer Planes Appendix* (MC8; TSR, 1991); *Demon*: Allen Varney (ed.), *Planescape Monstrous Compendium Appendix* (MC16; TSR, 1994); Skip Williams, *Sage Advice*, in: *Dragon 261* (TSR, 1999)

CLIMATE/TERRAIN:	Any/Dungeons
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	See below
INTELLIGENCE:	High (13)
TREASURE:	Nil
ALIGNMENT:	Neutral

NO. APPEARING:	1
ARMOR CLASS:	9
MOVEMENT:	12
HIT DICE:	1+4
THAC0:	19
NO. OF ATTACKS:	Nil
DAMAGE/ATTACK:	Nil
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	<i>Blink, glitch field, see below</i>
MAGIC RESISTANCE:	Nil
SIZE:	T (1" diameter)
MORALE:	Unreliable (2)
XP VALUE:	175

A glitch is a creature of a highly magical nature, relatively harmless, although capable of creating much confusion. Only little is known of it and it seems that only certain specialized scholars with access to the rarest and oldest documents know of its existence.

The glitch looks like a tribble – a 1-inch-diameter ball of fur – and is quite adept at remaining unseen (Hide in Shadows 65%). A hidden glitch is effectively invisible; it may avoid encounters and imposes a -3 penalty on its opponents' Surprise checks. Note that its skills also prevent it from being detected by creatures that use scent or other keen, natural, senses.

Combat: Although a complete pacifist, the glitch is fascinated by sound and it will investigate loud noises – such as created by melee combat – forthwith, remaining hidden as noted above and wondering why “the strange people are doing that”. Unfortunately for the combatants, the glitch is surrounded by a 30-foot-radius magical field known to sages as a *glitch field*, which forces all fighting creatures within it pass a saving throw vs. Spell or have all of their attacks fail automatically (to hit rolls, spells fail to take effect, and so on). This will continue for each combatant, for as long as they remain within the *glitch field*.

Although the glitch has a good chance of remaining unnoticed, it will react quickly when it is attacked, blinking for five rounds (as *Blink*) before it can either flee or hide again.

Note that the glitch makes its saving throws as a 2-HD monster.

Blinking

Blinking enables a creature to repeatedly disappear from one location and reappear in another location 10 feet from its previous position (*blink*). This continues for the duration of the effect and each *blink* takes one round. Both the timing of the *blink* and the new location are random. Timing is determined by rolling a special Timing check on 2d8, which takes the place of the creature's Initiative check. Direction is determined by rolling



a special Direction check on 1d8: 1 = right ahead, 2 = right, 3 = right behind, 4 = behind, 5 = left behind, 6 = left, 7 = left ahead, 8 = ahead. *Blinking* has a number of effects in combat. First, the Timing check takes the place of the creature's Initiative check (See below). This means that melee attacks and missiles targeting it automatically miss if Initiative indicates they take place after it has *blinked* and that such attacks can only hit it if they come from opponents who win Initiative for that round. Note that attacks that strike both the previous and new location of a *blinking* creature at once (e.g., *Fireball*, breath weapon) affect it as normal. Also, opponents with multiple attacks or those operating under *Haste* or similar effects may be able to strike early enough to have at least one attack against a *blinking* creature.

Second, a *blinking* creature intent on taking any action (e.g., move, attack, cast a spell, use a magical item) must announce its intent before the round begins, at the same time stating whether it wants to act before of after it has *blinked*. After it has made its Timing check, it must then make a personal Initiative check. If it wants to postpone its act until after it has *blinked*, its personal Initiative check is added to its Timing check, with the result determining when it may act, which will mean that it will act last in the round in most cases. If the *blinking* creature wants to act before it *blinks*, the two die-rolls are compared. If its personal Initiative check is lower than its Timing check, it acts according to its personal Initiative check and then *blinks* according to his Timing check. However, if the Timing check is lower than the Initiative check it *blinks* first and must then finish whatever act it intended from its new location while facing in another direction. Note that this may result in this act affecting one or more other targets.

A creature cannot *blink* into a solid, immovable object (e.g., mountain, tree) and another Direction is made in this case. However, movable objects of size and mass comparable to those of the creature are shoved aside when it *blinks* in. If *blinking* is impossible except into a fixed, solid object, the *blinking creature* ends up trapped in the Ethereal Plane.

Habitat/Society: The glitch can be found in any climate and inhabits the dungeons of the world. It is a solitary creature that leads a wandering existence and collects no treasure.

Ecology: The dietary habits of the glitch are unknown although it is assumed to be a largely herbivorous scavenger.

Source/Origins: *Glitch*: Chris Pettus, *Shores of Infinity*, in: *Alarums & Excursions 18, January 1977* (Amateur Press Association, 1977); *Glitch*: Chris Pettus, in: Jeff Pimper & Steve Perrin (eds.), *All the Worlds' Monsters Volume Two* (The Chaosium, 1977); *Glitch*: Don Turnbull, *Monsters Mild and Malign*, in: *White Dwarf 4* (GW, 1977)

Goldeater

Illustration: Polly Wilson

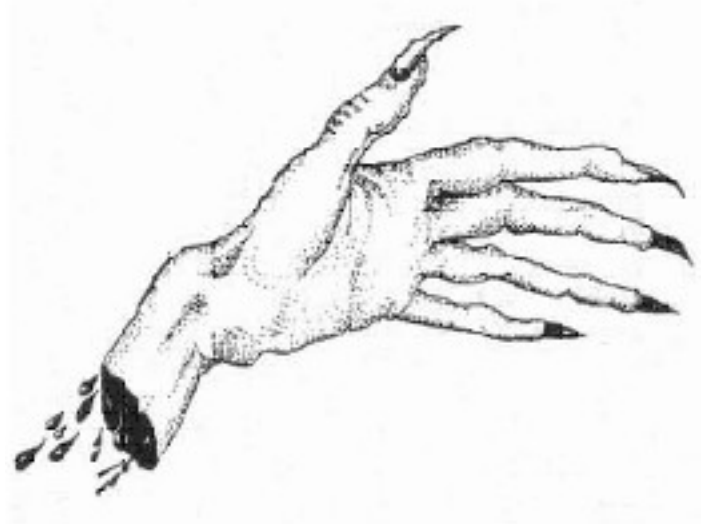
CLIMATE/TERRAIN:	Any/Dungeons, airborne
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Gold pieces
INTELLIGENCE:	Semi- (2-4)
TREASURE:	Nil
ALIGNMENT:	Chaotic neutral

NO. APPEARING:	1
ARMOR CLASS:	9
MOVEMENT:	Fly 18 (A)
HIT DICE:	2
THAC0:	19
NO. OF ATTACKS:	Nil
DAMAGE/ATTACK:	Nil
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	Immune to <i>sleep</i> , see below
MAGIC RESISTANCE:	Nil
SIZE:	T (¾' long)
MORALE:	Steady (11-12)
XP VALUE:	65

The goldeater is a long, white, dismembered hand that flies around noiselessly seeking gold pieces to eat. Although it does not pose much of a threat to the physique, its taste for gold pieces makes it highly feared by those with an interest in gold, such as merchants, nobles and, of course, adventurers.

Combat: The goldeater flies and moves inaudibly (as if affected by magical silence; *e.g.*, v. *Silence 15' Radius*) and infallibly detects the presence of gold pieces within a 60-foot radius of itself. Once it has detected a meal, it will stop at little to get at it and it will try and open chests, break into backpacks, and tear into sacks, purses and pouches, taking 1d10 rounds depending on the container.

When it gets to the gold, the goldeater will consume gold pieces through its palm at a rate of 1d8×10 gold pieces per round until it



has consumed 500 gold pieces worth of gold and reproduces by fission, splitting into two versions of itself, which will continue feeding on any gold left – the process repeating itself until all gold has been consumed.

So preoccupied is the goldeater with gold coins and feeding, that there is but a 60% chance that it will defend itself when it is feeding. However, its silent *modus operandi* makes that the damage is usually done before the creature is detected.

The goldeater is immune to *sleep*-based spells. In spite of its appearance, it is not an undead creature.

Habitat/Society: The goldeater is found in the dungeons of all climates.

Ecology: The goldeater feeds exclusively on gold pieces.

Source/Origins: *Goldeaters*: Lee Gold, *Some Monsters from Alf*, in: *Alarums & Excursions 9, March 1976* (Amateur Press Association, 1976); *Goldeater*: Don Turnbull, *Monsters Mild and Malign*, in: *White Dwarf 5* (GW, 1978)

Lycanthrope – Werefox

Illustration: Polly Wilson

CLIMATE/TERRAIN:	Sub-arctic to sub-tropical/Any land or underground, hills, graveyards, waterborne
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Exceptional
TREASURE (1E):	(C T)
ALIGNMENT:	Chaotic neutral (evil tendencies)

NO. APPEARING:	1 (2d10)
ARMOR CLASS:	6
MOVEMENT:	12 or 18, Swim 6
HIT DICE:	3
THAC0:	17
NO. OF ATTACKS:	See Table 1
DAMAGE/ATTACK:	See Table 1
SPECIAL ATTACKS:	Lycanthropy, spell use (Wiz), spell-like abilities, see below
SPECIAL DEFENSES:	Silver or magic to hit, see below
MAGIC RESISTANCE:	Nil
SIZE:	See Table 1
MORALE:	Average (8-10)
XP VALUE:	See Table 1

Lycanthropes are humans with ability to transform into animal-like creatures. Most sages recognize three different categories of lycanthropes: *true lycanthropes*, for which their condition is a genetic trait; *infected lycanthropes*, which have incurred their affliction through wounds that were inflicted by a true lycanthrope; and *induced lycanthropes*, humans with the ability to assume an animal-like form because they have been affected by some curse, spell or magical item.

Sometimes regarded as one of the rarest forms of lycanthrope, the true werefox is a sly and mischievous creature that delights in using trickery and illusions to deceive others, especially relishing opportunities to thwart the resolve of lawful good priests. It has full control over its form and it is not affected by the state of the moon, although the sound of or presence of a hound will force it to assume its animal form, as the two species hate each other. Furthermore, reflections always show a werefox's animal form and lawful good Clerics have a 10% cumulative chance per level of sensing a yellow aura over the head of a regular werefox in any form. Although *Old* and *Ancient* foxes are immune to all these methods of detection, hounds will still attack them on sight. The werefox's first form, known as the natural form or human form, is always that of an exceptionally beautiful human woman, which may either have no distinguishing features at all or become more and more reminiscent of a fox over time (vulpine features, yellow eyes, red hair). No true werefox will normally wear armor in its human form since this would interfere with its shape-shifting abilities.

Its second form, known as the hybrid form or half-fox form, is that of a bipedal cross between a fox and humanoid.



Its third form, known as the wereform or fox form, is that of an Oriental fox.

Werefoxes are extremely long-lived and increase in power as they become older. When a werefox is encountered, the DM may roll 1d12 to determine its age, with a result of "1" or "2" indicating one of *Old* age and a "3" one of *Ancient* age (v. Table 1).

Werefoxes invariably speak the common tongue and possibly some other languages as well, such as those of societies in the vicinity of their habitat; in addition, they are believed to be able to communicate with all foxes.

Combat: Typically shunning direct confrontations and physical combat, since they are weak in this respect, werefoxes instead relying on their stealth and considerable magical skills to deal with prey and other opponents when hunting for treasure or food. They are highly adept at pursuing their prey stealthily, using Move Silently and Hide in Shadows as a Thief of level equal to their number of Hit Dice (v. Table 1). They are fond of using illusions and trickery to deal with their adversaries from a distance, singling out the weakest or most befuddled member of a group of creatures and then attack, usually from behind. If there is no chance of surprise, they will use human guise to gain their opponents' trust until an opportunity for a secret attack presents itself. A typical trick would be to make a cave littered with decaying offal appear as a palace and banquet.

Regular werefoxes are treated as 3rd-level Illusionists as far as their capacity to cast is concerned. *Old* werefoxes are treated as 5th-level Illusionists and *Ancient* ones as 7th-level Illusionists. In addition, all werefoxes can use *Detect Good* at will, while *Old* and *Ancient* specimens can also employ the equivalent of *Protection*

from Good at will, which will last until they decide to end it. Finally, an *Ancient* werefox in human form can use the equivalent of *Charm Person* at will, for as long as it likes.

Any human that suffers damage from a true werefox's bite attack and lives has a 1% chance per point of this damage to contract lycanthropy and become an infected werefox (See below).

The werefox can be hit only by silver or magical weapons.

Wolfsbane has no effect on werefoxes, nor is it of use in attempting to cure their condition.

Since its fox form enables the werefox to run at MV 18, it will revert to this form to flee.

It takes a werefox but one round to change from one form into another, during which it cannot undertake any other actions. When it returns to its natural form, 10-60% (1d6×10) of any wounds suffered while in wereform or hybrid form heal instantly. A slain werefox reverts to its natural form within one round of being killed; although this may mean that many of its wounds will disappear, it will still remain dead.

Contracting Lycanthropy

Any human injured by a true lycanthrope but not actually killed has a chance to contract lycanthropy and become an infected lycanthrope. This chance is equal to 1% per point of damage caused by the natural attacks of the true lycanthrope (except in the case of true wererats, which may also transfer the affliction with weapons). For ease of bookkeeping, a victim that has suffered a total of 24 points of damage at the end of a fight with a true lycanthrope has a 24% chance to contract lycanthropy. After this, it usually takes 1d2 weeks before the first transformation can occur. The victim can prevent the affliction by consuming an infusion of belladonna within one hour of receiving his wounds although there is only a 25% chance of success. Whatever the result, this infusion will incapacitate the consumer for 1d4 days and there is always a 1% chance of the poison in it killing him. Note that the infusion must contain one, reasonably fresh sprig of belladonna (*e.g.*, picked within the last week); infusions containing too much belladonna may have even more serious consequences, ranging from incapacitation for 2d4 days to a greater chance of death. In general, creating the infusion will require the skills of a herbalist or healer.

Habitat/Society: Werefoxes can be found in any type of terrain, though they make their lair in hillsides or disused graveyards. Although usually found singly, reports speak of encounters with as much as a score of the creatures.

When encountered in their lair, there is a 50% chance that there will 1d4 young present.

Any scrolls found in a werefox's hoard will contain only such spells as are usable by Illusionists.

Ecology: Werefoxes and hounds share a mutual hatred and the latter will typically attack a werefox on sight even if they are in human form.

In addition, werefoxes reserve a special hatred for lawful good priests and they will often seek to kill or dupe them, delighting in tricking them into engaging in acts contrary to their alignment. They also have a propensity for burning down temples of lawful good gods, although Old and Ancient specimens are usually above such tricks.

Many legends tell of powerful mistresses of high station in human society who were actually werefoxes.

While lycanthropy may once have been regarded as a magical disease – and perhaps still is in some settings – scholars of today usually assume that it is not. Some sages regard true lycanthropes as a separate human species with the ability to transfer their 'affliction' to regular humans, while others believe that they are

actually humans that acquired their shape-shifting abilities in ancient times, perhaps as a result of some curse, perhaps as a result of some ritual aimed expressly at gaining these abilities. Whatever the truth, true werewolves cannot be 'cured' like infected lycanthropes.

Japanese Fox (Fox-Spirit)

An ancient source describes a creature known as the *Japanese fox* or *fox-spirit*, a clever and many-talented animal that is, among other things, able to transform itself into a human being, frequently a young and bewitchingly beautiful maiden. It usually does this using a hallucinatory effect, helped out by covering its head with duckweed to simulate hair, but it may instead take a human skull and balance it on its head after much effort requiring high dexterity. In either case, the effect is dissipated by a high level Cleric, and Buddhist prayers will reveal the fox in its natural form.

The Japanese fox is also capable of generating foxfire, either by stroking its tail or by carrying a horse bone in its mouth. Furthermore, it can charm humans to do its wishes and it can throw fear into them by generating phantasms of strange monsters. If these monsters are fought and killed, the fox is wounded and may die.

A typical Japanese fox will have AC 6, 3 HD, and the ability to use *Charm Person*, *Light*, *Phantasmal Force*, and *Sleep*. It can be harmed by all sorts of weapons rather than being especially vulnerable to silver, and it is typically neutral or chaotic in alignment. In some rare cases, a Japanese fox may be lawful in alignment, for Japanese white foxes are regarded as messengers of Inari Kami, God of the Five Grains.

The above seems to indicate that the Japanese fox is an antherion rather than a lycanthrope. Indeed, contrary to the creature described above, a Japanese fox cannot infect another creature with lycanthropy.

Lycanthropes and Lycanthropy

Since the word "lycanthrope" is derived from the Greek words *λύκος* (wolf) and *άνθρωπος* (man), it could be considered somewhat of a misnomer considering the wide range of animals the lycanthropes of the AD&D multiverse can change into. Perhaps a more correct term would be "therianthrope," from *θηρίον* (wild beast, animal) and *άνθρωπος*. On the other hand, the DM could rule that, since werewolves are probably the most common of all therianthropes, the term lycanthrope has gained much more popularity than the term therianthrope and has gained more common usage among sages.

True Lycanthropes: True lycanthropes are creatures that can assume animal-like forms at will and have the ability to transmit onto humans the affliction known as lycanthropy, a condition that alters the biological structure of these humans so they become what is known as infected lycanthropes – the dreaded lycanthropes of folklore. True lycanthropes cannot transform others into true lycanthropes – true lycanthropy is hereditary and limited to those species born with it. True lycanthropes are neither diseased nor cursed and they cannot be 'cured'; they cannot contract lycanthropy. True lycanthropes are not affected by the phases of the moon, darkness or any other limitations on their shape-shifting abilities associated with lycanthropy.

Infected Lycanthropes: Infected lycanthropes are humans that suffer from lycanthropy as the result of having been wounded by the natural attacks of a true lycanthrope. They usually have normal, human, form during the day and may even lead relatively normal lives. It is only when darkness falls on the night of a full moon – and sometimes even on the nights immediately preceding and immediately following a full moon – that they transform into animal-like creatures. In some cases, this transformation also occurs during periods of severe stress (*e.g.*, when the afflicted suffers damage equal to more than one-third of his hit-point total) and it has even been known to have occurred as the result of powerful monster- or animal-summoning spells being cast in the vicinity of an infected lycanthrope. It has been suggested that the transformation can be halted, or at least postponed, by experienced or extremely virtuous individuals or those that take certain precautions. For example, according to certain ancient tomes, ingesting a vial of holy water or bathing with its contents will postpone the transformation for 1d4 turns; also, individuals

that are constantly watched over by a loved one or lock themselves into a chapel and pray devoutly and constantly all night may be able to delay the transformation (assume only a base 10% chance of success in these cases). Once the transformation is complete, the victim has the alignment of the true lycanthrope that infected him and his actions will be similar to those normally taken by that type of lycanthrope (e.g., an infected werewolf will be chaotic evil and will be overcome by a bestial urge to hunt and kill, an infected werebear will be chaotic good and will seek out evil creatures to kill, a weretiger will be neutral, vain, extremely selfish and prone to attack that stand in its way, and so on). Unfortunately, most infected lycanthropes will select either personal friends or enemies as their ‘victims,’ making no distinctions: all that matters is the strength of the emotion binding them and their targets. While this change in alignment is temporary at first (limited to each lycanthropic episode), the victim’s alignment will gradually change to permanently become that of the true lycanthrope. This process takes 2d6 months and it may lead to all kinds of conflicts and even madness in case of distinct differences in alignment (e.g., a Paladin that has become an infected werewolf).

While transformed, the victim has Strength 19 (+3/+7) and conforms to the statistics, abilities and weaknesses of a true lycanthrope of his type (including, for example, Intelligence, being affected only by silver or magical weapons and being repelled by wolfsbane), the main differences being that he cannot transfer his affliction onto any other creatures, that he cannot willingly assume his natural form and that he does not automatically speak any new languages. He can no longer use any abilities he has in his normal, human, form (e.g., class-related abilities, NWP, psionics) and he cannot be affected by any cure or healing spells during the entire episode. Once the episode ends, the victim reverts to his human form, upon which 10-60% (1d6×10) of any wounds suffered in wereform (or hybrid form if such is possible) heal instantly, as is the case with a true lycanthrope of his type. Any spells that were in his memory before the transformation are lost and must be learned again or replaced as normal. In general, an infected lycanthrope that has reverted to his human form again has no memory of the events that occurred during the lycanthropic episode, although a feeling of having experienced something horrible may remain. Some may have hazy, haunting memories of performing terrible acts – much like they had nightmarish dreams. This does not mean that an infected lycanthrope is always completely unaware of his condition: he will most certainly realize something is wrong should he, instead of in his own bed, wake up in some alley or wood lying in the mud, wearing torn and shredded clothes and covered with scratches and wounds. In similar fashion, his friends may realize that something is wrong when they see their companion’s actions and outlook on life change over time.

There are precious few means to rid an infected lycanthrope of his affliction. Among them are taking refuge in a holy place (or an unholy place, as appropriate) such as a monastery or an abbey, where he must remain confined for at least one month. Here, the clerics can administer to the afflicted one *holy water* or *unholy water* prepared by the spiritual methods of that particular religion and laced with a goodly amount of wolfsbane and belladonna. This potion is to be consumed by the victim at least twice a day from a silver chalice, which should cure eventually cure him and make him somewhat poorer in the purse – the procedure is very costly. Another way is to apply *Remove Curse* on the victim, which must be cast while he is in wereform (or hybrid form). In this case, the victim will fight violently to put as much distance as it can between himself and the patriarch performing the spell. When the spell should be cast properly, the victim must pass a saving throw vs. Spell (as if a true lycanthrope of his type!), with success indicating that the affliction is removed and failure that the spell has no effect and that the transformations continue to take place as normal. *Cure Disease* and other healing spells and abilities have no effect against lycanthropy. However, it is said that, on some worlds, lycanthropy is a magical disease rather than a curse, in which case *Cure Disease* cast by a Priest of at least 12th level must be placed upon the victim within three days after he has received his wounds.

Infected lycanthropes can be encountered almost anywhere in the world.

Some will attempt to continue to lead the lives they led before they became infected while others will seek the solitude of the wilderness or even attempt to join packs of true lycanthropes of their kind. Infected lycanthropes remain, in effect, human and cannot transfer their affliction in any way. As such, an infected lycanthrope that mates with a human will only ever produce normal human offspring.

Although there have been examples to the contrary, infected lycanthropes are generally unhappy with their fate and many will attempt to seek cures or even try to hunt down the lycanthrope that infected them.

Non-Human Infected Lycanthropes: In some worlds, demi-humans and humanoids can also be infected with lycanthropy when they are wounded by a true lycanthrope. Still, while their condition differs little from human infected lycanthropes, those affected are not considered lycanthropes in the strictest sense of the word. As an interesting aside, certain ancient librams, especially those found in the Known World, seem to indicate that demi-humans and humanoids that suffer more than 50% of their normal hit-point-total in damage from the natural attacks of a true lycanthrope must pass a saving throw vs. Poison or fall ill immediately, feeling feverish and weak for 1d6 days (-2 penalty to hit) until they die at the end of that period unless subjected to *Cure Disease* cast by a 12th-level Priest before that.

Induced Lycanthropes: Induced lycanthropes are humans, demi-humans or humanoids that have become lycanthropes through some foul curse, magical item or spell (e.g., *Curse of Lycanthropy*). Magical items causing the affliction are often cursed magical items – usually of such shape and size that they can be worn – and they cannot be removed without the application of *Remove Curse* or a similar spell or effect.

Induced lycanthropes may or may not dislike their condition, depending on their alignment and the reason for their affliction. Those that dislike their fate will behave much like infected lycanthropes, while those that are happy with it will be much more like true lycanthropes. Most induced lycanthropes transform like infected lycanthropes – i.e., transformation on the night of a full moon and/or the nights preceding and immediately following it – but not all will transform into unholy killers. While most will have only a hazy recollection of their actions while transformed (as is the case with infected lycanthropes), sages believe that particularly foul curses allow the victim to fully recollect his actions, aggravating his pain even more. In similar fashion, while the vast majority of induced lycanthropes cannot spread their affliction, certain exceptions are known. Freeing an induced lycanthrope from its condition depends much on the way the affliction was incurred.

Other Shape-Shifters

Antherions: Antherions (for lack of a better term) are animals that can assume human form, such as the wolfwere and the jackalwere. They pass on their shape-shifting abilities genetically – i.e., by having offspring – not by biting and infecting other creatures. Antherions and lycanthropes generally seriously dislike each other and usually attack their counterparts without much ado (wolfweres attack werewolves, etc.).

Other Shape-Shifters: Several other types of shape-shifting creatures may also be referred to as lycanthropes. However, while these creatures may display behavior similar to that of lycanthropes, they are, in fact, not lycanthropes, even when human, and they cannot transfer their affliction. Examples can be creatures that can assume an animal-like form through the use of magical items, usually out of their own volition, such as swanmays, bird maidens and even an adventurer using a cloak of the manta ray. The magical items allowing these creatures to change their form are not generally cursed and some can be transferred to a new owner, usually accompanied by some ritual of initiation.

Historical Note: Original Comments by Don Turnbull

The first lycanthrope to appear in *Fiend Factory*, and an interesting low level one, although the ‘old’ and ‘ancient’ foxes would be much tougher. Two different contributors both submitted a werefox based on the Oriental Fox. Since both were worthy of inclusion and both had different features, I took the liberty of combining the two.

Table 1. True Werefox Statistics Per Form

Form	AC	HD	Th0	Damage	Spells ¹⁾	Notes	Size	XPV
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Human or hybrid (Ancient)	4	5	15	By weapon	5 4 3 2	MV12; MS47 HS37; <i>Detect Good</i> ; <i>Charm Person</i> , <i>Protection from Good</i> ; silver or magic to hit	M (5-6' tall)	1,400
Human or hybrid (Old)	5	4	17	By weapon	5 3 2	MV 12; MS40 HS31; <i>Detect Good</i> ; <i>Protection from Good</i> ; silver or magic to hit	M (5-6' tall)	975
Human or hybrid (Regular)	6	3	17	By weapon	3 2	MV 12; MS33 HS25; <i>Detect Good</i> ; silver or magic to hit	M (5-6' tall)	650
Wereform	²⁾	²⁾	²⁾	1d4 (bite)	-	²⁾ ; MV 18; lycanthropy	S (2-3' long)	²⁾
¹⁾ At least one of these spells must be from the School of Illusion/Phantasm								
²⁾ As Age Category								

Source/Origins: *Werefox*: John R. White and Robert Watson, modified by Don Turnbull, *The Fiend Factory*, in: *White Dwarf 19* (GW, 1980); *Japanese Fox*: Lee Gold, *Some Closing Remarks of Were Foxes*, in: *Alarums & Excursions 7, January 1976* (Amateur Press Association, 1976); *Werefox*: Lee Gold, in: Jeff Pimper & Steve Perrin (eds.), *All the Worlds' Monsters Volume Two* (The Chaosium, 1977); *Lycanthropy*: Gary Gygax, *Dungeon Masters Guide* (TSR, 1979); *Lycanthrope, General*: David Cook et al., *Monstrous Compendium Volume One* (MC1; TSR, 1989); *Lycanthrope, General*: Doug Stewart (ed.), *Monstrous Manual* (TSR, 1993); *Lycanthropy*: David Cook, John Pickens and Steve Winter, *Dungeon Master Guide* (TSR, 1995)

Bibliography: (Uncredited, re-typed by Lee Gold), *Conference Call 31*, in: *Alarums & Excursions 2, July 1975* (Amateur Press Association, 1975); Mark Swanson, *Billy Balrog's Own Fanzine Number Two*, in: *Alarums & Excursions 3, August 1975* (Amateur Press Association, 1975); Lepayaif, *A Letter from Lepayaif*, in: *Alarums & Excursions 3, August 1975* (Amateur Press Association, 1975); (Uncredited), *So You Want to Be a Were*, in: *Alarums & Excursions 4, September 1975* (Amateur Press Association, 1975); Hilda Hannifen, *More Mockturtle*, in: *Alarums & Excursions 4, September 1975* (Amateur Press Association, 1975); Jack Harness, *Nasties at the NASFiC*, in: *Alarums & Excursions 5, October 1975* (Amateur Press Association, 1975); Sherna, *Hackettstown*, in: *Alarums & Excursions 6, November 1975* (Amateur Press Association, 1975)

Magic Absorber

Illustration: Kev Walker

CLIMATE/TERRAIN:	Any/Dungeons
FREQUENCY:	Very rare
ORGANIZATION:	Nil
ACTIVITY CYCLE:	Any
DIET:	Magical energy
INTELLIGENCE:	Non- (0)
TREASURE (OD&D):	(A)
ALIGNMENT:	Neutral

NO. APPEARING:	1d10
ARMOR CLASS:	3 (See below)
MOVEMENT:	Fly 3 (A)
HIT DICE:	1 to 10
THAC0:	See Table 1
NO. OF ATTACKS:	See Table 1
DAMAGE/ATTACK:	See Table 1
SPECIAL ATTACKS:	See Table 1
SPECIAL DEFENSES:	Absorb magic, reflect spells, dying explosion (10d6), insubstantial, mindless, see below
MAGIC RESISTANCE:	Nil
SIZE:	M (4' diameter)
MORALE:	Nil
XP VALUE:	See Table 1

A magic absorber is an insubstantial magical entity that seeks out and absorbs magical energies to grow and change color until it reaches a point of satiation, upon which it will explode in a massive burst of energy. What little information is available on the creatures is based on reports found only in the oldest of sources. A magic absorber appears as a hovering colored globe of light some 4 feet in diameter, its color depending on its state of development.

A magic absorber can hover in place without effort, usually some 5-6 feet above the ground when first encountered. When it decides to move, it does so only slowly but in any direction. It moves in utter silence and cannot be heard (e.g., detected by Detect Noise).

Combat: The magic absorber attacks in a mindless fashion, using its body to ram its opponents and inflict magical damage depending on the number of Hit Dice it has at the moment and attacking multiple times per round at the height of its power (v. Table 1). When at its peak, each of the magic absorber's attacks also has a chance to stun the victim for 1d4 rounds (save vs. Spell to avoid; stunned creatures immediately drop whatever they are holding; they are unable to think or act coherently, incapable of engaging in any meaningful acts for the duration of the effect; they cannot communicate, cast spells, employ spell-like abilities or magic items, or use psionic powers; they can move at a third of their MV rate or at MV 3 only, whichever is less; they suffer a -4 penalty to their saving throws, while attacks against them are made at a +4 bonus to hit).

A magic absorber's make-up seems to aimed wholly at attracting and absorbing as much magical energy as possible and its Armor Class is reduced to AC 9 with regard to attacks against it with weapons of an enchanted nature. When struck by such weapons,



the magic absorber does not suffer damage as normal but is instead strengthened, the number of hit points that would normally be inflicted as damage being added to its hit-point total (e.g., a hit with a magical weapon causing a total of 8 points of damage gives the creature 8 hit points instead).

The same formula applies to spells and effects that would normally damage the magic absorber.

As it gains hit points, the magic absorber gains strength: for every 5 hit points it gains, it gains 1 Hit Die and all associated characteristics, up until a maximum of 10 Hit Dice (THAC0, saving throws; v. Table 1). A magic absorber that reaches 10 Hit Dice does not stop absorbing hit points – these just no longer influence its Hit Dice and fighting prowess. When a magic absorber eventually reaches 175 hit points, it explodes in a blast of magical energy that inflicts 10d6 points of damage to all creatures within a 5-foot radius.

As an insubstantial entity without a life force, the magic absorber remains unaffected by death magic, disease, disintegration, *energy drain*, entanglement, paralysis, petrification, *polymorphing*, stunning, suffocation, magical transportation, and many necromantic spells and effects. It has no clear front or back and no discernible anatomy, so it is not subject to critical hits, flanking, and outmaneuvering (e.g., backstab); it is not subject to the effects of massive damage but it is immediately destroyed when reduced to zero hit points or less.

Further, as a mindless creature, a magic absorber need never make Morale checks and remains unaffected by spells and effects that aim to address, control, manipulate, persuade, read or destroy the mind (*charm*-, *dream*-, *fear*-, *hold*-, *terror*-, emotion-based, and *ESP*-like spells and effects, magical sleep, compulsions, illusions, phantasms). In fact, any spells and effects of this kind that are

targeted directly at the magic absorber are reflected back at the caster, targeting him as if he had been their target in the first place. Spells and effects that would inflict damage always affect the magic absorber, as detailed above.

Note that a magic absorber makes its saving throws as a monster of half its normal Hit Dice (round up), except in the case of any saving throws vs. Poison or Death Magic, which it makes as normal (v. Table 1).

Despite having no substance, the magic absorber can be damaged normally by non-magical weapons.

Habitat/Society: Magic absorbers can be found in any climate and inhabit the dungeons of the world. Although they seem to consider

certain areas as their lairs, the creatures are found here only 20% of the time, spending the rest floating through corridors, caverns, and rooms in search of magical energies to feed on. What exactly constitutes a magic absorber's lair remains a matter of conjecture although it seems that it may be quite large. In these lairs, up to ten magic absorbers may be encountered, which do not display any form of social behavior and do not seem to cooperate, although reports indicate that those that share such a lair do hunt together. Magic absorber lairs may contain considerable amounts of valuables, most of which will be the former possessions of their victims.

Ecology: Magic absorbers seem to exist only to feed.

Table 1. Magic Absorber Statistics

HD	Color	Th0	Damage	Notes	Save As ¹⁾	XPV ²⁾
1	Deep red	19	1d4	-	1 HD/1 HD	420
2	Light red	19	1d6	-	1 HD/2 HD	650
3	Orange	17	1d8	-	2 HD/3 HD	975
4	Yellow	17	1d10/1d10	-	2 HD/4 HD	1,400
5	Green	15	1d12/1d12	-	3 HD/5 HD	2,000
6	Blue-green	15	2d6/2d6	-	3 HD/6 HD	2,000
7	Blue	13	2d6/2d6	-	4 HD/7 HD	3,000
8	Blue-white	13	3d6/3d6	-	4 HD/8 HD	4,000
9	White	11	1d20/1d20/1d20	-	5 HD/9 HD	5,000
10	Black	11	2d20/2d20/2d20/2d20	Each hit stuns ³⁾ for 1d4 rds (save vs. Spell to negate)	5 HD/10 HD	7,000

¹⁾ First number for saving throws against all but Death Magic and Poison; second number against Death Magic and Poison

²⁾ The DM is advised to award XP only once, using the value indicated for the highest number of Hit Dice the magic absorber achieved before it was killed or dealt with

³⁾ Stunned creatures immediately drop whatever they are holding; they are unable to think or act coherently, incapable of engaging in any meaningful acts for the duration of the effect; they cannot communicate, cast spells, employ spell-like abilities or magic items, or use psionic powers; they can move at a third of their MV rate or at MV 3 only, whichever is less; they suffer a -4 penalty to their saving throws, while attacks against them are made at a +4 bonus to hit

Source/Origins: *Magic Absorbers*: Nicolai Shapero, *Notes for the Underground* #7, in: *Alarums & Excursions* 12, June 1976 (Amateur Press Association, 1976); *Magic Absorber, 1st Class*: Nicolai Shapero, in: *All the World's Monsters Volume Two* (The Chaosium, 1977)

Manta

Illustration: (Uncredited)

CLIMATE/TERRAIN: Nacre; Any/Any land, swamp, airborne
FREQUENCY: Very rare
ORGANIZATION: Colony
ACTIVITY CYCLE: Any
DIET: Carnivore
INTELLIGENCE: Average (9-10)
TREASURE (OD&D): (B)
ALIGNMENT: Neutral

NO. APPEARING: 1d10
ARMOR CLASS: 0
MOVEMENT: 30, Fly 300 (A)
HIT DICE: 4 to 6
THAC0: See Table 1
NO. OF ATTACKS: 4, 5, or 6 (tail)
DAMAGE/ATTACK: See Table 1
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Nil
SIZE: See Table 1
MORALE: Steady (11-12)
XP VALUE: See Table 1

The manta of Nacre is an intelligent, fungoid creature capable of reaching fantastic speeds in the air. When first encountered, it will usually be found on the floor resembling little more than a regular mushroom, albeit a large one.

Combat: Supernaturally fast and agile, mantas must accelerate to their maximum air speed before they can attack, when they assume a shape like a manta ray. The creatures use their tail to attack, lashing with it as many times per round as they have Hit Dice and



inflicting damage depending on their size and Hit Dice (v. Table 1).

Habitat/Society: Although they can be encountered almost anywhere, mantas prefer swampy areas. They are found in groups of 1d10 individuals, which all seem to share the same lair. They are but rarely encountered in their lairs (15% chance).

Historical Note: Original Comments by Don Turnbull

The trick is to catch the things before they speed up, but who, seeing a mushroom in a dungeon, thinks about hitting it?

Table 1. Manta Statistics

HD	Th0	Damage	SZ	XPV
4	17	1d8/1d8/1d8/1d8	M	650
5	15	1d10/1d10/1d10/1d10	L	975
6	15	1d12/1d12/1d12/1d12	H	1,400

Source/Origins: Piers Anthony; *Mantas*: Wayne Shaw, *The Portal to Temporalana*, in: *Alarums & Excursions 9, March 1976* (Amateur Press Association, 1976); *Manta*: Wayne Shaw, in: Jeff Pimper and Steve Perrin (eds.), *All the Worlds' Monsters* (The Chaosium, 1977); *Manta*: Don Turnbull, *Monsters Mild and Malign*, in: *White Dwarf 5* (GW, 1978); Dr. J. A. Gilmore, *Letters*, in: *White Dwarf 7* (GW, 1978)

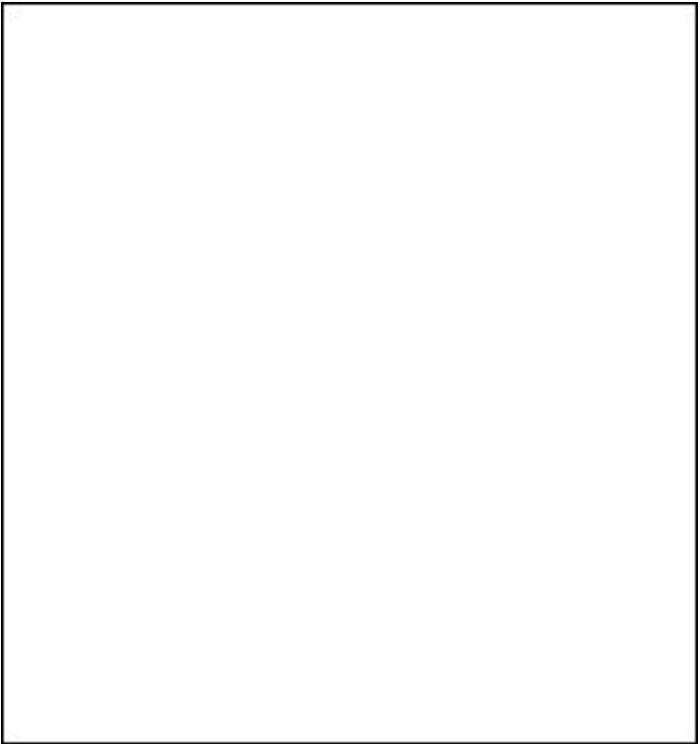
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Soul Feed

Illustration: <?>

CLIMATE/TERRAIN:	Any/Dungeons
FREQUENCY:	Very rare
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Any
DIET:	Life energy (Souls)
INTELLIGENCE:	Average (8-10)
TREASURE (OD&D):	(F [coins only] G [gems, jewelry, and magic only])
ALIGNMENT:	Unknown

NO. APPEARING:	2d12
ARMOR CLASS:	6
MOVEMENT:	12
HIT DICE:	3+1
THAC0:	17
NO. OF ATTACKS:	Nil
DAMAGE/ATTACK:	Nil
SPECIAL ATTACKS:	Effective ability drain, see below
SPECIAL DEFENSES:	Magic to hit, incorporeal
MAGIC RESISTANCE:	Nil
SIZE:	Unknown
MORALE:	Average (8-10)
XP VALUE:	1,400



Soul feeds are intelligent, incorporeal creatures that hunger after the souls of living creatures. So little is known of the creatures that is not even known what they look like.

Combat: A soul feed has no material presence of any kind and it cannot inflict physical damage. It attacks by touching its opponents (normal to hit roll required) and a hit affects each of the victim's Strength, Dexterity, Constitution, Intelligence, and Wisdom scores, which are now treated as if one point has been drained of each, with effects as shown below (v. Table 1). These effects can be countered by spells and effects that can restore lost ability score

points. Soul feeds can be hit only by magical weapons. They cannot be harmed by attacks, spells, and effects that require the presence a physical form or body (*e.g.*, curative magic and its opposite, disease, *disintegration*, drowning, entanglement, fatigue, magnetism, paralysis, *petrification*, poison, *polymorphing*, *Reverse Gravity*, *Slow*, stunning, suffocation, translocation, *weakness*, *Web*). It ignores the effects of critical hits and massive damage, although it is still immediately destroyed when reduced to zero hit points or less. Note that soul feeds make their saving throws as 4-HD monsters.

Table 1. Soul Feed Effective Ability Score Drain Effects ¹⁾²⁾	
Ability	Effect
Strength 0	Victim dies and can only be revived with <i>Raise Dead</i> , restoring him to 1 hit point
Dexterity 2	Victim can no longer use missile weapons
Dexterity 0	Victim can no longer use missiles and has a 50% chance to hit himself in melee
Constitution 0	Victim dies and cannot be revived
Intelligence 2	Victim unable to attack or defend
Intelligence 0	Victim suffers from amnesia for 1d10+10 days
Wisdom 0	Victim's Wisdom remains at zero
¹⁾ Note that this contravenes the rules for actual ability drains	
²⁾ Ability scores can be returned to normal by spells and effects that can restore lost ability score points	

Habitat/Society: Soul feeds are found in the underground world. They gather in hunting packs, which spend more than half of their time in their lair (60% chance). Although soul feeds are not believed to have an interest in valuables of any kind, considerable amounts of treasure are often found in their lair, which will be the former possessions of their victims.

Ecology: Ancient texts suggest that soul feeds were once used as guards by an entity known as the Demon Queen.

Super Soul Feeds
Rumors speak of creatures known as super soul feeds, which have 8 Hit Dice, move at MV 30, and effectively drain 1d8 points from each ability score except Charisma on a hit.

Source/Origins: *Soul Feeds*: Nicolai Shapero, *Notes for the Underground* #2, in: *Alarums & Excursions* 8, February 1976 (Amateur Press Association,

1976); *Super Soul Feeds*: Nicolai Shapero, *Notes for the Underground* #5, in: *Alarums & Excursions II, May 1976* (Amateur Press Association, 1976); *Soul Feed*: Don Turnbull, *Lair of the Demon Queen*, in: *White Dwarf* 7 (GW, 1978)

CLIMATE/TERRAIN:	Loren Two; Temperate to tropical/ Desert
FREQUENCY:	Very rare
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Semi- (2-4)
TREASURE:	See below
ALIGNMENT:	Neutral

NO. APPEARING:	1d4+3
ARMOR CLASS:	0
MOVEMENT:	12
HIT DICE:	8 to 10
THAC0:	See Table 1
NO. OF ATTACKS:	3 (claw/claw/bite)
DAMAGE/ATTACK:	1d8/1d8/2d6
SPECIAL ATTACKS:	Venom, disease
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	L (7'+ long)
MORALE:	Steady (11-12)
XP VALUE:	See Table 1

The sphex of Loren Two has been described as a big, mean, ugly creature with hydrophobia and homicidal mania. If anything, sphexes resemble a cross between a spitting cobra and a wildcat painted tan-and-blue, appearing much like large, bulky felines with exceedingly long and sharp fangs and a wide, low ivory horn on their snout.

Combat: Sphexes hunt in packs. They attack with its venom-coated claws and teeth, with each claw inflicting 1d8 points of damage and the bite 2d8 points. In addition, each hit forces the victim to pass a saving throw vs. Poison or suffer 1d6 points of additional damage and have their Dexterity reduced by 1d6 points for 2d6 hours (*Neutralize Poison* will negate this effect; creatures reduced to Dexterity 2 at any time will be paralyzed; those brought to Dexterity 0 die instantly from shock).

Furthermore, a creature bitten by a sphexis infected with a virus that leads to a disease similar to rabies, which usually kills within 2d6 days unless the victim is subjected to Cure Disease within 24 hours of the bite. If left untreated, there is a 5% chance that the victim will not die from the disease, in which case their Constitution is permanently lowered by one point. The smell of sphex blood will attract others of its loathsome kind, which will mourn any of their dead fellows they may find and then hunt their killers for revenge, tracing their tracks with high accuracy (75% chance to follow a trail less than one hour old; 90% chance to follow the trail of killers with sphex blood on them as long as the trail is less than three hours old). To determine the chance of the smell of sphex blood attracting other sphexes, roll



1d6 for each turn that a sphex is bleeding, with a result of 5-6 indicating that 1d4+3 additional sphexes will appear.

Paralysis

Paralyzed creatures are rendered immobile for the duration of the effect. Although they can breathe and remain in control of their senses, they are unable to move, speak, or engage in any other physical act. They remain paralyzed even if they suffer damage or are otherwise harmed and opponents may attack them without making to hit rolls. Saving throws based on movement are made at a -4 penalty, which is in addition to any other modifiers (e.g., Dexterity). At the DM's discretion, paralyzed creatures may or may not be allowed to cast spells, employ spell-like abilities, use psionics, or activate magic items – but only if this does not require movement or speech. Likewise, paralysis may slow the effects of (bleeding) wounds, the progress of diseases, or the spreading of poison.

Habitat/Society: Sphexes roam their desert environments in hunting packs and they are only rarely encountered in their lair (35% chance).

Although they do not seem to value treasure, sometimes rather large amounts of valuables are found sphex lairs, usually the former possessions of their victims (5% chance of 1d10×1,000 cp; 25% of 1d12×1,000 sp; 25% chance of 1d6×1,000 ep; 25% chance of 1d8×1,000 gp; 50% chance of 6d6 gems or jewelry; 10% chance for either one [85%] or two [15%] magic items).

Historical Note: Comment by Dr. J. A. Gilmore

Don [Turnbull, ed.] rather overrates the sphex – it is the swarm of sphexes attracted by the blood of one of their number that can be lethal. Therefore, if you meet one, be sure to kill it with a blunt instrument.

Table 1. Sphex Statistics

HD	Th0	XPV
8	13	2,000

9	11	2,000
10	11	3,000

Source/Origins: Murray Leinster, *Sphexes*: Nicolai Shapero, *Notes for the Underground #4*, in: *Alarums & Excursions 10, April 1976* (Amateur Press Association, 1976); *Sphex*: Don Turnbull, *Monsters Mild and Malign*, in: *White Dwarf 5* (GW, 1978); Dr. J. A. Gilmore, *Letters*, in: *White Dwarf 7* (GW, 1978)

Bibliography: Murray Leinster, *Exploration Team*, in: *Astounding Science Fiction, March 1956* (Street & Smith Publishers Inc., 1956)

CLIMATE/TERRAIN:	Any/Dungeons
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Very (11-12)
TREASURE (OD&D):	(A×2 D)
ALIGNMENT:	Neutral

NO. APPEARING:	1
ARMOR CLASS:	1
MOVEMENT:	12
HIT DICE:	18
THAC0:	11 (See below)
NO. OF ATTACKS:	1 (weapon)
DAMAGE/ATTACK:	See below
SPECIAL ATTACKS:	Spell-like abilities, see below
SPECIAL DEFENSES:	Magic to hit, see below
MAGIC RESISTANCE:	75% (See below)
SIZE:	H (12' tall)
MORALE:	Steady (11-12)
XP VALUE:	13,000

The TANSTAAFL is a weird monster that robs others of magic items but normally will not harm them. It appears as a 12-foot-tall, fat humanoid with a two-handed sword in one hand and a large, slotted can marked “Spare Change” in the other.

Combat: The TANSTAAFL is a non-aggressive creature that seems to exist only to rid others of their possessions. When it appears, it either starts by asking “Got any magic?” (its favorite expression), by asking people whether they can help it fill its slotted can, or by stating that it is so hungry that it could eat a horse. Anyone handing the TANSTAAFL a magic item will find that it vanishes from sight the instant the creature has got it in its hand – it has been teleported to the TANSTAAFL’s lair. In addition, anything that is put into the slotted can as long as this is in its hands is also instantly teleported to the TANSTAAFL’s lair. Thus, the can is always empty when it is in the hand of the TANSTAAFL.

If its targets prove to be unforthcoming where donating their riches is concerned, or whenever they cannot give it enough food or gold according to their perceived status, the TANSTAAFL will start using its spell-like abilities. It does so at 12th level of ability and can use each of the following up to twelve times per day: *Mass Geas* (new spell; see below), *Permanent Magic Mouth*, or *Polymorph Other*.

Normally, *Permanent Magic Mouth* is used only for the placement on a stingy creature’s armor so that it continually yells out “I am a cheepskate [sic]” or sings “Bravely ran away, away” – and then only when such a creature has greatly annoyed the TANSTAAFL (e.g., on a very bad Encounter Reaction check; v. DMG, p. 140: “Encounter Reactions”).

The TANSTAAFL rarely attacks the creatures it encounters. When



it does, it strikes as if it were a 10th-level Fighter, using its special two-handed sword, which functions as a *two-handed sword +1* in its hand. The TANSTAAFL has the equivalent of Strength 1d6+12. The TANSTAAFL can only be hit by magical weapons. It has a special resistance to *charm*-based spells and effects, under the influence of which it will never give out its lair location. In addition, it has a high resistance to magic (MR 75%), which will increase by +5% increments against spells that are used against it multiple times in an encounter (e.g., MR 75% against the first Magic Missile, 80% against the second).

Habitat/Society: The TANSTAAFL is found in dungeons and wherever there are adventurers with an excess of magic items. Its lair is exceptionally hard to find and there is only ever a 1% chance (“00” on d100) that a TANSTAAFL will be encountered in its lair.

Ecology: The TANSTAAFL is omnivorous and it is always hungry. It loves to eat horses and mules and it can eat a week’s rations in a few gulps. Note that the TANSTAAFL’s two-handed sword functions as a magical weapon in its hands only.

Author’s Note

Basically the TANSTAAFL’s purpose is to keep magic and wealth at low levels without killing off the players to do so, for these beings rarely attack unless provoked. I leave it to you to figure out one of the tactics the TANSTAAFL uses if he is ever attacked.

If monsters can have magic two-handed swords, sooner or later players will be running around with them. CRUNCH CRUNCH CRUNCH. It is bad enough to have player character dragons swoop down on a party - just so that they can pull out all the +1 arrows later.

New Spells

Mass Geas – Restricted: TANSTAAFLs (Enchantment/Charm) (Mentalism)

Level: Wiz 8
Range: 5 yds/level
Area of Effect: 30×30×30 ft
Duration: See below
Casting Time: 8
Components: V
Saving Throw: Neg.

Mass Geas enables the caster to command a number of persons to carry out some service, to undertake a task, or to refrain from some action or course of activity, as specified by him when he casts the spell, which the subjects must then obey and follow to the best of their ability or grow sick and die within 1d4 weeks. He can thus affect a number of persons with a combined total number of levels and/or Hit Dice that does not exceed twice his own (e.g., an 18th-level Wizard may affect one or more persons whose Hit Dice or levels do not exceed 36). The targets must be conscious and able to understand the caster, and the spell will fail for each target that is already subject to some kind of *charm*-, *geas*-, or compulsion-based spell or effect. All targets are allowed a saving throw vs. Spell, with each suffering a -2 penalty to their saving throw if the caster is of higher level or Hit Dice, or a -4 penalty if the caster is more than twice a target’s level or Hit Dice. The caster must be careful in the wording of his command, which can involve almost anything as long it does not require a subject to kill themselves or engage in some act that will otherwise result in certain death, and as long as it involves a tangible, achievable goal, with clear courses of action available to them. For example, “Climb that mountain!” or “Tear that mountain down rock by rock!” are legitimate commands, but one such as “Become a mountain!” is just not specific enough to work. The DM is encouraged to determine any additional details required for the

casting of the spell as well as any other conditions involving its fulfillment. An improperly cast *Mass Geas* is always ignored. For as long as the spell lasts (See below), it compels the subjects to obey the caster’s command and, if one fails to follow his instructions, they will grow sick and die within 1d4 weeks. For each week of inaction within this period, a subject refusing to comply with the caster’s command loses one point from each Ability Score, 1 hit point per Hit Die, and suffers a cumulative -1 penalty on its to hit rolls and saving throws until he finally dies at the end of the period. These penalties cannot reduce an Ability Score to less than 3, reduce a creature to less than 1 hit point per Hit Die, or impose a larger penalty than -4 to its to hit rolls and saving throws. Furthermore, any other deviation from, or twisting of, the caster’s command causes a corresponding loss of Strength points until the deviation ceases. For each subject, the duration of the spell is a function of their Intelligence, which is tied to a chance to break the spell per week as well as to a periodical saving throw (v. Table 1). The appropriate die-rolls are made secretly by the DM, with a success meaning that the spell is broken for that subject only. The spell is also broken if the caster harms, or attempts to harm, a subject by some overt action. It can be canceled by a properly worded *wish* (e.g., *Limited Wish*), although it will protect itself by inflicting a subject entertaining thoughts of ending the spell in any way with a warning headache. Sickness will begin if the subject persists, as above. If two or more *geas*-like effects end up simultaneously affecting a subject, the result is decided by the DM. This could range from one effect being clearly dominant, to the subject being torn by conflicting desires, to new saving throws that could negate both spells. Note that the spell does not endow the caster with linguistic capabilities beyond those he normally possesses – i.e., he must speak the targets’ language to communicate his commands. Also note that a subject will normally have full memory of the events that took place while they were affected.

Table 1. Mass Geas Periodical Saving Throws and Chance to Break Spell

Person’s Intelligence	Time Between Saving Throws ¹⁾²⁾	Chance per Week of Breaking Spell ²⁾
3 or less	3 months	5%
4-6	2 months	10%
7-9	1 month	15%
10-12	3 weeks	25%
13-14	2 weeks	35%
15-16	1 week	45%
17	3 days	60%
18	2 days	76%
19 or more	1 day	90%

¹⁾ The period between checks is the time period during which the check occurs
²⁾ When to roll the check during this time is determined (randomly or by selection) by the DM. The roll is made secretly

Person: The term person includes any M-sized or smaller bipedal human, demi-human, or humanoid – such as brownies, dryads, dwarves, elves, gnolls, gnomes, goblins, half-elves, halflings, half-orcs, hobgoblins, humans, kobolds, lizard men, nixies, orcs, pixies, sprites, troglodytes, and others. Thus, a 10th-level human Fighter is a person but an ogre is not.
Notes: *Mass Geas* is a spell-like ability restricted to TANSTAAFLs. Note

that spell-like abilities do not require the use of any spell components and that they have an Initiative Modifier of +3, which replaces the Casting Time given above.
At the DM’s option, *Mass Geas* may be adapted for use by Wizards (e.g., Mentalists), which will require thorough research, time, gold, a laboratory, and possibly the casting of additional spells (v. **DMG**, p. 64: “Spell

Research”). Note that an adapted version of the spell will differ from the description given above in many ways, especially where its level is concerned (v. **WSC1**, p. 8: “Restricted Spell”). As an unofficial spell, *Mass Geas* will only work as described at the DM’s discretion.

Source/Origins: *Geas* (...) run as a *Mass Charm*: Bill Taylor, *Field and Phalanx V*, in: *Alarums & Excursions 23, June 1977* (Amateur Press

Association, 1977); *Geas*: Gary Gygax and Dave Arneson, *Dungeons & Dragons Volume I. Men & Magic* (TSR, 1974); *Mass Charm*: Gary Gygax and Rob Kuntz, *Dungeons & Dragons Supplement I. Greyhawk* (TSR, 1975); *Geas*: Mark Middleton (comp.), *Wizard’s Spell Compendium, Volume Two* (TSR, 1997); *Mass Charm*: Mark Middleton (comp.), *Wizard’s Spell Compendium, Volume Two* (TSR, 1997)

Source/Origins: Robert Heinlein, *The TANSTAAFL*: Bill Taylor, *Field and Phalanx V*, in: *Alarums & Excursions 23, June 1977* (Amateur Press Association, 1977); *Tanstaaf*: Don Turnbull, *Monsters Mild and Malign*, in: *White Dwarf 6* (GW, 1978)

Bibliography: Robert Heinlein, *The Moon is a Harsh Mistress (Part 1 of 5)*, in: *If, December 1965* (Galaxy Publishing Corp., 1965); Robert Heinlein, *The Moon is a Harsh Mistress (Part 2 of 5)*, in: *If, January 1966* (Galaxy Publishing Corp., 1966); Robert Heinlein, *The Moon is a Harsh Mistress (Part 3 of 5)*, in: *If, February 1966* (Galaxy Publishing Corp., 1966); Robert Heinlein, *The Moon is a Harsh Mistress (Part 4 of 5)*, in: *If, March 1966* (Galaxy Publishing Corp., 1966); Robert Heinlein, *The Moon is a Harsh Mistress (Part 5 of 5)*, in: *If, April 1966* (Galaxy Publishing Corp., 1966); Robert Heinlein, *The Moon is a Harsh Mistress* (Putnam, 1966)

Threep

Illustration: <?>

CLIMATE/TERRAIN:	Any/Dungeons
FREQUENCY:	Very rare
ORGANIZATION:	Tribe
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	See below
TREASURE (OD&D):	(A)
ALIGNMENT:	Chaotic neutral

NO. APPEARING:	1d12
ARMOR CLASS:	3
MOVEMENT:	6
HIT DICE:	3
THAC0:	18 (See below)
NO. OF ATTACKS:	1 (weapon)
DAMAGE/ATTACK:	By weapon
SPECIAL ATTACKS:	Spell use (Pri, Wiz), see below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	M (5-7' tall)
MORALE:	Average (8-10)
XP VALUE:	175



A threep is a strange, furtive humanoid with three heads, each capable of its own reasoning and able to function in concert with the others. The first head is that of a Warrior, the second that of a Priest, and the third head is that of a Wizard. Although each has its own identity, all three heads of the threep work closely together to form one very effective and highly dangerous creature.

Combat: Threeps are secretive creatures that prefer to fight when their opponents are at a disadvantage, preferably from the back. The threep can execute three different attacks at the same time, only one of which may be with a weapon, with the other hand available for, for example, a magical item (*e.g., wand of fire*). Thus, a threep could have the Warrior's head use the right arm to attack with a sword, employ the Priest head to throw a *staff of the serpent* to the floor and have the Wizard head cast a spell. Note that the threep casts its spells exactly as a Wizard or a Priest, which means that will be limited to spells that use verbal components

only if it uses one or both of its hands for combat or some other reason. Each attack is resolved as if it were executed by a 3rd-level example of the appropriate character class – *i.e.*, the threep fights as a 3rd-level Fighter, it casts Wizard spells as a 3rd-level Wizard, and Priest spells as a 3rd-level Priest. Because it always has at least Intelligence 13 (High), the threep will usually combine its abilities to great effect.

Habitat/Society: Threeps roam dungeons, where they favor out-of-the-way areas with multiple access. They spend but little time in their lair (15% chance).

Author's Note
These monsters can be developed for the deeper levels of the dungeon by increasing their hit dice [sic] and their spell capabilities.

Table 1. Threep Statistics ¹⁾					
Individual	Th0	Damage	Spells (Wiz)	Spells (Pri)	XPV
Threep (3 HD)	19	By weapon	2 1	3 1	175

¹⁾ Based on a threep with Str 13, Dex 13, Int 13, and Wis 13. Threeps with ability scores of 14 or higher should receive all the bonuses accrued therefrom

Source/Origins: *Threep*: Robert Hollander, *Horrors from Hangtown*, in: *Alarums & Excursions 20, March 1976* (Amateur Press Association, 1976); *Threep*: Don Turnbull, *Monsters Mild and Malign*, in: *White Dwarf 5* (GW, 1978)

CLIMATE/TERRAIN:	Any/Dungeons
FREQUENCY:	Very rare
ORGANIZATION:	Unknown
ACTIVITY CYCLE:	Any
DIET:	Unknown
INTELLIGENCE:	Unknown
TREASURE:	Nil
ALIGNMENT:	Neutral

NO. APPEARING:	1d8
ARMOR CLASS:	Unknown
MOVEMENT:	12
HIT DICE:	Unknown
THAC0:	Unknown
NO. OF ATTACKS:	Nil
DAMAGE/ATTACK:	Nil
SPECIAL ATTACKS:	Affect spells
SPECIAL DEFENSES:	Invisible, unaffected by physical and magical attacks, see below
MAGIC RESISTANCE:	Nil
SIZE:	Unknown
MORALE:	Nil
XP VALUE:	Unknown

The typo is an invisible, insubstantial entity of unknown nature and origin.

It is undetectable by most creatures, although it is said that Wizards can detect a typo's aura and may eventually become experienced in recognizing the presence of one.

Combat: In spite of the typo being a non-combatant entity, it does have a way of making a big nuisance of itself. Its mere presence in a room causes all spells cast in that room to be afflicted with spelling errors, which will either result in the automatic dispelling of all spells or any other number of interesting effects.

For example, a Wizard casting *Sleep* may find that the typo has caused the spell to have been 'misread' as "Sheep" and actually affected the outcome in a manner consistent with its new spelling. Much in the same way, *Sleep* could become *Sleet*, *Detect Magic* could become *Detest Magic*, *Hold Person* could become *Hole Person* or even *Hold Parson*, the latter then affecting only priests. Much of the effects of such alterations must be left to the imagination of the DM.

A typo cannot be harmed by any means – be they physical or magical. Some sages have argued that, much like a poltergeist, the only way to deal with a typo is to have a high-level Priest use *Exorcism* on it.

Source/Origins: Walter A. Willis and Bob Shaw; *Typo*: Lee Gold, *Thoughts on Keeping Magic-Users within Bounds*, in: *Alarums & Excursions 1, June 1975* (Amateur Press Association, 1975); *Typo*: Don Turnbull, *Monsters Mild and Malign*, in: *White Dwarf 4* (GW, 1977); Lee Gold, via e-mail (2009)

Bibliography: Walter Willis and Bob Shaw, *The Enchanted Duplicator* (Walt Willis, 1954)



Habitat/Society: Typoes are found in dungeons, where they may appear by themselves, in a room with other monsters, or wander into a room in the middle of a fight.

Ecology: Legend has it that in one famous example of an encounter with a typo, a mage casting *Sleep* in the presence of a typo found that his spell had been misread as "Sheep". As a result he and his band of stalwart adventurers found themselves confronted with an indeterminate number of sheep, which followed the party around wherever they went. Anyone in the party who tried to count the sheep fell asleep. The story goes on to relate that the party encountered a troll operating a toll bridge and that the troll tried to charge them per sheep to cross its bridge – the troll counted the sheep, fell asleep and was robbed by the party. Still later, the party killed and skinned the sheep. They took the sheepskins to a magic store run by a wizard and offered them for sale. The wizard had to count the sheepskins, fell asleep... and the party robbed the magic store.

Author's Note

"I remember writing up Typos in an early issue long before Advanced D&D had been published. The reference was Willis's ENCHANTED DUPLICATOR."

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