

Logo Removed

PDF Edition

Monstrous Supplement

THE HALLS of TIZUN THANE



All Monsters from the Classic D&D Adventure!

ALPHABETICAL INDEX TO MONSTROUS SUPPLEMENT 3

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
Ant, giant ant	-	1	Huge spider	Spider - Huge spider	110
<i>Death worm</i>	Necrophidius	81	Iron golem	-	58
Bandit	Man - <i>Bandit</i>	67	Jupiter blood sucker	-	61
Bat, giant	Giant bat	34	Lizard man	-	63
Beetle, fire	Fire beetle	23	Lure lichen	-	65
Berbalang	-	3	Man, bandit	-	67
Black trumpet	-	5	Many-headed fungus	-	71
Blood hawk	-	9	Mite	-	73
Bloodflower	-	7	Mule	-	75
Bloodthorn	-	11	Nandie	-	78
Bugbear	-	13	Nandie-bear	-	80
Cannibal carnation	-	15	Necrophidius	-	81
Carbuncle	-	17	Ogre	-	84
Centipede, giant centipede	-	19	Orc	-	86
<i>Choke creeper</i>	Strangle vine	114	Parrot fruit tree	-	90
Dew Frond	-	21	Pixie	-	92
Dog, wild	Wild dog	135	Poisonweed	-	95
Fire beetle	-	23	<i>Purple blossoms</i>	Twilight bloom	128
Four-petal white flower	-	25	Rat, giant	Giant rat	35
Frog, giant frog	-	26	Rust monster	-	97
Gargoyle	-	29	Scorpion, giant scorpion	-	100
Ghoul	-	32	Shadow	-	102
Giant ant	Ant - Giant ant	1	Shadow dancer	-	104
Giant bat	-	34	Singing tree	-	106
Giant centipede	Centipede - Giant centipede	19	Skeleton	-	108
<i>Giant fire beetle</i>	Fire beetle	23	Spider, huge spider	-	110
Giant frog	Frog - Giant frog	26	Stirge	-	112
Giant rat	-	35	Strangle vine	-	114
<i>Giant rat of Sumatra</i>	Giant rat	35	<i>Strangle vines</i>	Strangle vine	114
Giant scorpion	Scorpion - Giant scorpion	100	<i>Sumatran rat, giant</i>	Giant rat	35
<i>Giant Sumatran rat</i>	Giant rat	35	Svart	-	116
Giant tick	Tick - Giant tick	120	Telexian vine	-	117
Gnoll	-	36	Tick, giant tick	-	120
Goblin	-	40	Topiary plant - Nandie	-	121
Golem, iron golem	Iron golem	58	Tri-flower frond	-	123
Green gremlin	-	43	Troglodyte	-	125
Gremlin, green	Green gremlin	43	Twilight bloom	-	128
Gu'en-deeko	-	45	<i>Vampire vine</i>	Bloodthorn	11
Harpy	-	47	Vase thelephore	-	130
<i>Hideous plant</i>	Horrid plant	56	Wight	-	132
Hobgoblin	-	51	Wild dog	-	135
Hooded monk	-	54	Zombie	-	137
Horrid plant	-	56			

Monstrous Compendiums Design Concept: David "Zeb" Cook, Steve Winter, Jon Pickens

Design Coordinator: The Coordinator

Designers: Albie Fiore, Cricky Hitchcock, Dave Arneson, Eric Sanko, Gary Gygax, Gregg Chamberlain, Harold Johnson, Ian Livingstone, Jean Wells, Paul Reiche III, Robert J. Kuntz, Scott Davis, Simon Tilbrook, Tim Beach, Tom Prusa

Original Creators: Arthur Conan Doyle, Edward Plunkett, Baron Dunsany, Robert E. Howard

Editors: The Editor

Proofreaders: The Editor

Cover Art: Jason Engle, Wayne Reynolds

Interior Art: Andy Hopp, Angus McBride, Brian Hagan, Carolyn Valcourt, Daren Bader, Dave Trampier, Erol Otus, Eva Widemann, Howard Lyon, James Holloway, Janet Aulisio, Jason Engle, Jean Wells, Jeff Easley, Jeremy Jarvis, Jim Nelson, John Avon, Karl Waller, Laura Roslof, Luis Royo, Matt Cavotta, Polly Wilson, Quinton Hoover, Richard Sardinha, Russ Nicholson, Sam Wood, Scott Hampton, Terese Nielsen, Thomas Baxa, Todd Lockwood, Warren Mahy, Wayne England, Wayne Reynolds, plus unknown artists

Not distributed to the book trade by Random House, Inc., nor in Canada by Random House, Ltd. Not distributed to the toy and hobby trade by regional distributors.

Not distributed in the United Kingdom by TSR Ltd. ©TMW, Inc. No Rights Reserved.

This work is not protected under the copyright laws of the United States of America. All texts and images used without permission.

Edited in U.K.N.

2-02302-271-0

1037XXX2023

Ant – Giant Ant

Illustration: <?>

	Worker	Soldier	Queen
CLIMATE/TERRAIN:	<i>All:</i> Tropical to temperate/Any land or underground, forest, hills, plains		
FREQUENCY:	Rare	Rare	Very rare
ORGANIZATION:	Colony	Colony	Colony
ACTIVITY CYCLE:	Day	Day	Day
DIET:	Omnivore	Omnivore	Omnivore
INTELLIGENCE:	Animal (1)	Animal (1)	Animal (1)
TREASURE (1E):	----- <i>All:</i> (Q×3 S) -----		
ALIGNMENT:	Neutral	Neutral	Neutral

NO. APPEARING:	1d10 (1d100)	1d3+1 (1d3+1[×10])	1
ARMOR CLASS:	3	2	10
MOVEMENT:	18, Climb 18	18, Climb 18	Nil
HIT DICE:	2	3	10
THAC0:	19	17	11
NO. OF ATTACKS:	1 (bite)	1 (bite)	Nil
DAMAGE/ATTACK:	1d6	2d4	Nil
SPECIAL ATTACKS:	Nil	Venom (3d4)	Nil
SPECIAL DEFENSES:	Nil	Nil	Pheromones
MAGIC RESISTANCE:	Nil	Nil	Nil
SIZE:	S (2' long; 15 lb)	S (2' long; 15 lb)	L (9' long; 60 lb)
MORALE:	Average (8-10)	Steady (11-12)	Average (8-10)
XP VALUE:	35	175	1,400

Giant ants are large versions of regular ants. They can be red, black, or brown. Their bodies are covered with a thick exoskeleton that serves as protection and prevents the body from dehydrating. Two thin antennae sprout from the head and are used for smelling and feeling. A giant ant's scissor-like mandibles can cut, carry or dig. Six long legs covered with fine bristles grow from the thorax, while the abdomen contains most of the internal organs. Note that giant ants walk across most types of terrain without slowing down and that they climb trees and walk on walls and ceilings as easily as they do on floors.

Combat: Giant ants are normally docile, going about their business until they or their nests are attacked, when they will fiercely defend themselves in a coordinated effort, with both worker ants and soldier ants fighting. Like regular ants, giant ants coordinate their attacks by the spreading of chemical scents (pheromones) that can be detected and understood by all ants. In the battle area, this enables large swarms of the creatures to execute attacks with utmost precision, which makes them very

lethal opponents indeed. Also, giant ants trying to block the entry into their nest by building a barricade will finish the job far sooner than anyone would expect.

All ants attack by biting with their powerful mandibles, with workers inflicting 1d6 points of damage and soldiers causing 2d4 points of damage. A soldier ant that bites an opponent will also try to attack with its poisoned stinger. An individual hit by the stinger suffers 3d4 points of damage (save vs. Poison for 1d4 hp damage). Although the queen is too bloated to be able to attack or, indeed, move, she is not entirely defenseless and she will direct the ants in her vicinity to her defense by releasing pheromones. Killing the queen will cause *confusion* in all ants of the colony (*confused* ants lose control over their actions for six rounds, their actions determined by the DM rolling 1d10 at the beginning of each round for the duration of the effect; when attacked, *confused* creatures perceive attackers as enemies and will act according to their basic nature; v. Table 1). When the confusion subsides, the ants will leave the nest permanently.

Table 1. Confusion Results

1d10	Action
1	Wander away for remainder of the effect; if prevented, roll again the next round ¹⁾
2-6	Stand bewildered for one round; roll again the next round
7-9	Attack nearest creature for one round; roll again the next round
10	Act normally for one round; roll again the next round

¹⁾ Creatures will wander away from their opponent(s) for the remainder of the effect, using their most typical mode of movement (e.g., bipeds walk, fish swim, bats fly, purple worms burrow). Those prevented from wandering away do not regain control over their senses and still have their actions determined by the DM in the next round, as above

Habitat/Society: Giant ants can be found almost everywhere in a given world, although they will usually avoid the coldest of

regions. They form cooperative colonies and build huge nests underground in a labyrinthine series of rooms and passages.

Mounds of dirt mark the entrances and several 'roads' that have been cleared of debris will radiate out from the nest. The underground passages may reach a depth of 16 feet, and the entire nest may spread out across an area exceeding several thousand square yards.

Encounters with giant ants will generally (90% of the time) involve groups of 1d10 workers. Nests will contain one soldier ant for every five workers, and a typical colony consists of 1d20×100 workers, 1d3+1(×10) soldiers, and a single queen.

The soldiers are responsible for guarding the queen and defending the nest. All other duties are divided among the workers. Some gather food, some clean the nest, some attend to the developing larvae. Others suck nectar from flowers and produce honey. Storage ants (a special type of worker ant) swallow the honey until they are too fat to move or work. In times of scarce food, the storage ants expel the honey from their mouths to feed the rest of the colony.

The queen has no other responsibility than to lay a thousand eggs per week. Her chamber also contains the colony's treasure, which usually consists of shiny jewels the workers collect on hunting expeditions. Nurse ants care for the young in an egg chamber; the larvae hatch and develop into adults in just a few weeks. The nursery chamber is always guarded by 5d10 worker ants and at least five soldier ants.

Ecology: Although giant ants prefer seeds and grasses, they will also eat meat if given the opportunity. They play an essential part in the ecology of their habitat by clearing it of refuse and dead animals.

Ants have always stood at the basis of many folkloristic beliefs and tales. For example, some claim that they are born from wood or the earth themselves, while others believe they survive on a diet of air, dust, or water. Also, giant ants are said to serve a king and a queen commanding huge armies. Others believe that giant (black) ants mine gold and that their lairs contain hoards of gold nuggets. Giant ant poison is sometimes greatly valued and may bring as much as 250 gold pieces per dose (one dose per ant). Giant ants themselves do not usually have any value, nor do their eggs, although stories of tribesmen using them as sources of food (protein) are not uncommon. Some gourmets even enjoy their honey.

Note from the True World: Insects (Ant)

Although they are often overlooked, insects are among the most remarkable creatures inhabiting planet Earth. They play a vital part in the world's ecology, serving to clean up the refuse of nature, to spread the seeds of many plants, and as a general food source. Furthermore, the DM may want to consider the exceptional senses, strength, and inherent toughness of many insects, and the following is proffered as food for

thought for the DM seeking to add some spice to encounters players may otherwise consider mere nuisances.

Senses: Many insects are equipped with a vast array of varied sense organs, many of them stored in the antennae. Next to the usually recognized five human senses, insects can have specialized sensory organs to detect light, shape, color, movement, ultraviolet radiation, heat, polarized light, touch, sound, internal pressure, water pressure, air pressure, electrical charges, and humidity. Moreover, in a magical universe, it would not be inconceivable for some insects to have developed sensors for magic detection.

Although not all insects have all of these varied detectors, the array at the disposal of the average insect is sufficient to render most normal concealment methods useless. Likewise, with these multiplicity of sensory organs and each organ constantly testing the environment, it would be difficult to escape from an insect, prevent detection by it, or defend against its attacks. For example, darkness-based spells could be useless, while the DM could also rule that some illusions and phantasms will not affect insects (e.g., *Blur*, *Invisibility*, *Hallucinatory Terrain*, *Illusionary Wall*, *Phantasmal Force*; illusions of *Fireball*).

Strength: When compared to the body of a vertebrate animal, the exoskeleton of many insects provides a much greater surface area for muscles to connect, while the plastic-like chitin this exoskeleton is composed of has the ability to bend and store great amounts of elastic energy. Combining the hardness of the exoskeleton with insect strength would produce deadly combinations in giant insects.

Since regular ants can carry 50 times their own weight, a single giant worker ant would be able to drag objects weighing up to 750 pounds, enough to easily drag away a human, even one in armor. If even one giant ant gets past a front battle line (an easy thing in a poorly lighted ant nest or dungeon setting), it could disrupt a party's defensive formation by yanking individuals off their feet. Also, a party of adventurers forced to retreat from a giant ant colony without having the opportunity to take their fallen comrades with them might return to find these gone. Like regular ants, giant ants are the garbage men of their habitat and will quickly remove any dead – or nearly dead – matter they encounter. Objects or creatures too heavy to be dragged by one ant will be either removed by a number of ants working in concert or cut into pieces big enough to handle.

Inherent Toughness: Many insects are resistant to things that make life difficult for everyone else, such as cold weather and poison. Insects that live in arctic conditions can survive for at least two months when the temperature is -200° F, which is due to the fact that insect blood has a 20% glycerol content, giving them natural antifreeze. This could mean that in cold regions, any native giant insects could have a saving throw bonus against cold-based attacks (e.g., *Cone of Cold*). Similarly, many insects are virtually poison proof, particularly those who eat poisonous prey. Insects have also proven resistant to heat, vacuum, and even nuclear radiation. From 100,000-300,000 roentgens are required to kill most adult insects, while a mere 1,000 roentgens will kill a grown man. Their resistance to various environmental effects would make giant insects ideal inhabitants of such inaccessible areas as the elemental planes.

In short, the average insect is a very tough, scary customer for its size. A giant one, even by itself, should be able to wreak unimaginable havoc with a party of adventurers.

Source/Origins: *Giant Ants:* Gary Gygax and Dave Arneson, *Dungeons & Dragons Volume 3. The Underworld & Wilderness Adventures* (TSR, 1974); *Ant, Giant:* Gary Gygax, *Monster Manual* (TSR, 1977); *Ant, Giant:* Frank Mentzer (rev.), *Expert Rulebook*, in: *Dungeons & Dragons Expert Rules Set 2* (TSR, 1983); *Ant – Giant:* David Cook et al., *Monstrous Compendium Volume Two* (MC2; TSR, 1989); Gregory W. Detwiler, *Bugged About Something?*, in: *Dragon 174* (TSR, 1991); *Insect – Ant, Giant:* Doug Stewart (ed.), *Monstrous Manual* (TSR, 1993); David Howery, *Opening the Book of Beasts*, in: *Dragon 199* (TSR, 1993); *Ant, Giant Warrior and Worker:* Bruce Nesmith, *Monsters & Treasures Book*, in: *AD&D First Quest* (TSR, 1994)

Berbalang

Illustration: Russ Nicholson

CLIMATE/TERRAIN:	Any/Any land or underground, caverns, airborne
FREQUENCY:	Very rare
ORGANIZATION:	Tribe
ACTIVITY CYCLE:	Any (See below)
DIET:	Carnivore (Human flesh)
INTELLIGENCE:	Very (11-12)
TREASURE (1E):	(D)
ALIGNMENT:	Chaotic evil

NO. APPEARING:	1d20
ARMOR CLASS:	6
MOVEMENT:	6, Fly 24 (B)
HIT DICE:	1 (See below)
THACO:	19
NO. OF ATTACKS:	3 (claw/claw/bite)
DAMAGE/ATTACK:	1d4/1d4/1d6
SPECIAL ATTACKS:	Projection
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	M
MORALE:	Average (8-10)
XP VALUE:	65 (See below)

The berbalang is a tribal humanoid that inhabits underground caverns and can create a self-induced trance, in which state it may send forth a physical projection of itself in order to acquire food – a freshly killed human corpse. This projection will leave the berbalang's lair, but the berbalang will never do so itself except under extreme duress. The projection can be encountered as far away from the lair as 500 feet.

The berbalang has leathery skin, bat-like wings, and white and watery eyes.

Berbalangs have superior infravision (120' range). The projection has all of the senses of the physical creature (the host).

Combat: The berbalang's physical projection is 'physical' in the sense that it can attack and deliver damage – being a 'duplicate' of the host in this respect. If the projection is hit and suffers damage, it immediately takes flight, traveling back to the lair at maximum speed, and merging with the host's body, in which case the host remains in its trance for a further three turns due to the mental shock. If the damage incurred by the projection is sufficient to reduce it to zero hit points or less, there is a 75% chance that the host will also die as a result of system shock.

The projection attacks with its claws (1d4 hp damage each) and a bite (1d6 hp damage each) and it will pick up the body of any human it slays and fly immediately back to the host, again at maximum speed, upon which the host will emerge from its trance without delay if the projection did not suffer any damage. While in trance, the host is inert and incapable of any physical activity. Otherwise, the physical form of the berbalang attacks just like the projection.

Habitat/Society: Reports vary as to the habits of the berbalang, with old sources suggesting that the creatures are tribal in nature



and that they make lair in underground caverns far from well-trodden paths. In such lairs, there may be as many as 50 of the beasts, male and female, with no more than 50% of these in a trance state at any one time, and with a protected area to the rear of the cavern where hungry berbalangs retire to go into trance.

Ecology: Berbalangs are believed to feed solely on the freshly slain corpses of humans.

Only little is known of the berbalang and its strange ability to project its body, with some sages suggesting that the latter may be the product of psionic powers, in which case the beast may also have others – the facts are as yet not proven either way.

Reports speak of the creatures allying with exceptionally evil necromancers willing to provide them with a suitable lair (e.g., a deep dungeon or cellar).

Berbalang (Fiend Folio)

Recent reports suggest that the berbalang (1+1 HD) leads a solitary existence, spending the greater part of each month in a well-hidden cave in an apparently dormant state. Though seemingly comatose, such a berbalang is actually roaming the Astral Plane, where it spends its time hunting and killing creatures weaker than itself and engaging in bizarre and complex mating rituals with other berbalangs. If its physical body would be discovered and interfered with during the creature's astral roaming, the berbalang will attempt to reunite with its body to defend itself, but it can take a long time before it can do so, depending on its actual distance away across the planes (1d100 rounds). If the body is destroyed, the astral form is destroyed as well and it is for this reason that the creature takes a great deal of care in hiding itself, being very ingenious in this regard.

For three days each month, at the time of the full moon, the berbalang returns to its material body, only to alter its form of trance and send forth a physical projection of itself into the Prime Material Plane, which can range as far from the lair as 3 miles. If this protection would be forced

back to the body before the *berbalang* was able to feed, or if the projection was destroyed before feeding, a new projection will go forth again as soon as possible (after the compulsory period of recovery), regardless of the phase of the moon. Such a projection may even eventually seek revenge upon its attacker after satisfying its hunger.

This projection otherwise acts like described above in all respects, except that, in case of a wounded projection, the *berbalang* cannot send forth another physical projection for a number of days equal to the hit points its projection lost before it reunited with the host body. Furthermore, while in flight with a freshly killed human, the projection will be feeding on the body, devouring a fully-grown human in one turn, leaving only the bones, garments and equipment.

To keep from depleting its food supply or arousing too great a local alarm, a *berbalang* will move its physical body to a new area every three or four months, typically seeking out deserted caves and caverns, although some have been encountered in the ancient sewage systems or long-forgotten cellars of larger cities. They always travel by night and avoid confrontations when they are actually physically present. Since *berbalangs* often live on the edge of civilization, where lack of organization allows them free rein, a *berbalang* is very rarely encountered in its physical form unless adventurers happen upon its lair or follow its projection back to its body. Note that anyone following a projection back to the *berbalang*'s lair may well be taken aback when they confront the unwounded physical creature – wounding the projection does not affect the host body in any way other than as described above.

How the *berbalang* derives sustenance when only its projection feeds, and how it reproduces when all mating activity takes place on the Astral Plane, are mysteries so far unexplained.

Forgotten Realms: The *berbalang* of Toril (4+1 HD) has been described as a dark and evil creature, a gaunt biped standing from 4-7 feet tall, with

black, leathery skin, keen claws, a mouth filled with needle-like teeth, and broad, bat-like wings that enable it to fly with great speed and agility. It otherwise conforms to the astral *berbalang*.

Chant of the Planes (Planescape)

Experts versed in the lore of the planes claim that *berbalangs* travel the Prime Material Plane using the equivalent of Astral Spell and that they “never meet each other in their real bodies, but in the Silver Void they gather into little enclaves to talk, debate, learn, and even mate” and that: “It turns out these solitary creatures are philosophers at heart and spend much of their time in lone meditation, contemplating existence, reality, perception, and a virtually limitless number of other topics. Then, they gather on the Astral to exchange their theories”. According to these folk, those who have infiltrated *berbalang* enclaves to learn “the dark” of their theories, have found that, despite their fiendish appearance and monstrous reputation as chaotic evil carnivores, *berbalang* philosophers are “remarkably gentle and pleasant”, even going as far as suggesting that their “outlook on life and the multiverse is usually extraordinarily positive, uplifting, and wondrous and that “they don’t feel they have any rightful place in it”, wherefore “they resign themselves to be loathsome, murderous monsters undeserving of love or kindness from others”.

Apparently, these gatherings of astral *berbalangs* occur within structures created by them for this purpose, the outside of such meeting halls always made of a silvery, semi-reflective metal so that it is hard to see in astral space. Such structures are well-protected and well-guarded, with plenty of exits from which to flee, for *berbalangs* are cowardly creatures that avoid direct confrontation with any other creature. Still, they say, some will follow other creatures around, apparently only to observe, and “for this reason, some folks call them stalkers”. In any case, *berbalangs* never attack in the Astral Plane and flee immediately upon being threatened.

Table 1. Berbalang Statistics

Individual	HD	Th0	Notes	ML	XPV
Berbalang	1	19	-	Average (8-10)	65
Astral <i>berbalang</i>	1+1	19	Save as 2-HD monster	Average (8-10)	120
Berbalang of Toril	4+1	17	Projection immune to <i>sleep</i> , <i>charm</i> , and <i>hold</i> ; save as 5-HD monster	Average (10)	650

Source/Origins: *Berbalang*: Albie Fiore, *The Fiend Factory*, in: *White Dwarf 11* (GW, 1979); Albie Fiore, *The Halls of Tizun Thane*, in: *White Dwarf 18* (GW, 1980); *Berbalang*: Albie Fiore, *The Halls of Tizun Thane*, in: *Best of White Dwarf Scenarios* (GW, 1980); *Berbalang*: Albie Fiore, in: Don Turnbull (ed.), *Fiend Folio* (TSR, 1981); *Berbalang*: David Cook et al., *Monstrous Compendium Volume Three Forgotten Realms Appendix* (MC3; TSR, 1989); *Berbalang*: Monte Cook, *A Guide to the Astral Plane* (TSR, 1996)

Black Trumpet

Illustration: <?>

CLIMATE/TERRAIN:	Temperate, sub-tropical/Forest
FREQUENCY:	Very rare
ORGANIZATION:	Nil
ACTIVITY CYCLE:	Any
DIET:	Organic matter
INTELLIGENCE:	Non- (0)
TREASURE:	Nil
ALIGNMENT:	Neutral

NO. APPEARING:	1d4 patches
ARMOR CLASS:	9
MOVEMENT:	Nil
HIT DICE:	½
THACO:	20
NO. OF ATTACKS:	Nil
DAMAGE/ATTACK:	Nil
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	Mindless, fungus immunities, senses, see below
MAGIC RESISTANCE:	Nil
SIZE:	S (5×5' patch)
MORALE:	Nil
XP VALUE:	15

Black trumpet is a small, edible, vase-shaped mushroom that grows in patches and is best known for its ability to impart creatures with a smell that attracts insects.

The outer area of the fungus is smooth and wrinkled, with coloration varying from light gray to black. Brown scales can be seen within the trumpet proper.

Black trumpet uses non-visual senses to interact with their environment and it is assumed that it will not be fooled by magical invisibility and silence. Conversely, it will not react to creatures that are out of phase (*e.g.*, *astral projection*, *ethereal form*).

Combat: Black trumpets release a powerful fragrance that is transmitted to anyone who moves within 15 feet of them. The odor, once imparted, will last for 1d20 rounds and attract any insects within the area, as determined by the DM (*e.g.*, flies, ants). As a fungus, black trumpet is a tougher opponent than one might imagine. In general, black trumpet is affected only by magic and effects that inflict damage or specifically target plants or fungi, while hacking away at its exposed parts will not affect its offensive capabilities much and it will continue to attack as long as it still has the means to do so.

Since black trumpet is not considered to have a mind by ordinary standards, it is never required to make Morale checks and remains unaffected by effects magical and mundane that aim to address, control, manipulate, persuade, read or destroy the mind (*e.g.*, *charm-*, *confusion-*, *enfeeblement-*, *fear-*, *hold-*, *terror-*, *dream-*, and *emotion-based* effects; *ESP-like* effects and *telepathy*; magical sleep, compulsions, phantasms; *psionic* attacks). In similar fashion, it does not suffer from effects that target senses it does not have (*e.g.*, *visual illusions*, *blindness*, *magical silence*) or that require a non-fungoid physiology to function (*e.g.*, *paralysis*, *polymorphing*,



stunning; many diseases, poison, and necromantic effects that do not specifically target plants or fungi).

Depending on how the DM feels about such matters, black trumpet may or may not be affected by attacks based on life energy or negative energy (*e.g.*, *chilling* damage, *energy drain*, death magic, *mummy rot*). In like fashion, black trumpet may be affected by gas-, light-, and sound-based effects in different ways than expected (*e.g.*, a fungus that is only active during the day may go dormant in magical darkness; sound-based effects may effectively blind a fungus; extreme cold might kill it instantly).

Furthermore, although reducing black trumpet to zero hit points will stop it from attacking, this need not necessarily destroy its capacity to grow back. As a rule of thumb, to definitively destroy the fungus, its, often extensive, entire root system must be destroyed, which may be achieved by digging out the entire fungus, by poisoning the area it grows on, or by certain specialized spells.

Habitat/Society: Black trumpet is found near trees in the forests of temperate and warm climates,

Ecology: Black trumpets feed off of decaying matter.

The fungus is edible, but prolonged ingestion for over six days will impart its odor to the consumer for a full month, or until a fast of like duration consisting of nothing but water rinses their insides clean.

Note from the True World: Fungi

Fungi are simple plants that lack chlorophyll, true stems, roots, and leaves, the bodies of most of them consisting of slender cottony filaments carrying spore bodies at their tops, which give the fungus its color.

Fungi include both useful and harmful varieties. Among the regular, non-monstrous fungi perhaps best known to man are molds, yeast, mildew, mushrooms, and puffballs.

Regular fungi are prolific and can spread where unwanted. They grow best in dark, damp environments and can be found all too easily in moist caverns, on forest floors, and in damp cellars, kitchen cupboards, and even in backpacks or boots. A warm environment is preferred by some (*e.g.*, yeast, some molds) but excessive heat kills most regular fungi. Most fungi reproduce asexually by cell division, budding, fragmentation, or spores.

Those that reproduce sexually alternate a sexual generation (gametophyte) with a spore-producing one (sporophyte).

Fungi break down organic matter and play an important part in the nitrogen cycle by decomposing dead organisms into ammonia. Without the action of mushrooms and bracket fungi, soil renewal could not take place as readily as it does.

Fungi are also useful for many other purposes. Yeasts are valuable as

fermenting agents, raising bread and brewing wines, beers, and ales. Certain molds are important for cheese production (*e.g.*, the color in blue cheese is a mold that has been encouraged to grow in the cheese). Many fungi are edible, with connoisseurs considering some to be delicious. Pigs are used to hunt for truffles, an underground fungus that grows near the roots of certain trees and gives food a piquant flavor. No one has as yet managed to cultivate truffles – an enterprising botanist could make a mint by learning to grow them. Mushrooms, the fruiting body of another underground fungus, can sometimes be eaten, but they can be so poisonous that the novice mushroom hunter is allowed but one mistake in picking. The mycelium producing a single mushroom might extend beneath the ground for several feet in any direction. Medicinally, green molds (*e.g.*, *Penicillium*) can be used as folk remedies for various bacterial infections. An alchemist expert in the ways of fungi can produce a variety of useful substances from their action on various materials.

Source/Origins: Robert J. Kuntz, *Garden of the Plantmaster* (Kenzer & Company, 2003)

×

Bloodflower

Illustration: John Avon

CLIMATE/TERRAIN:	Temperate, sub-tropical/Marsh, jungle
FREQUENCY:	Rare
ORGANIZATION:	Nil (Clump)
ACTIVITY CYCLE:	Any
DIET:	Hemovore
INTELLIGENCE:	Non- (0)
TREASURE:	Incidental (See below)
ALIGNMENT:	Neutral

NO. APPEARING:	1d4+1
ARMOR CLASS:	10
MOVEMENT:	Nil
HIT DICE:	1-1 (1 hp per bloom)
THACO:	20
NO. OF ATTACKS:	See below
DAMAGE/ATTACK:	Nil
SPECIAL ATTACKS:	Narcotic fragrance, blood drain
SPECIAL DEFENSES:	Mindless, plant immunities, see below
MAGIC RESISTANCE:	Nil
SIZE:	T (1' tall, 6" long leaves)
MORALE:	Nil
XP VALUE:	175

Bloodflower is a blood-sucking bush that incapacitates creatures by releasing a sleep-inducing perfume in order to feed on their blood.

Bloodflower grows in clumps of 1d4+1 small, bush-like plants featuring 1d6+1 pale, almost translucent white blooms. As the plant feeds, the petals become slowly pink, eventually flushing to a deep, rich red.

Combat: Bloodflower constantly exudes a fast-acting narcotic fragrance that causes all living creatures within 5 feet to fall fast asleep immediately (as *Sleep*; save vs. Poison to avoid) and remain asleep until a turn has passed in which they have not been exposed to the effect.

The plant attacks all creatures that fall within 2 feet of it, stretching out and attaching a set of 6-inch-long spiny leaves to the victims' bodies. These leaves then drain blood from the victim, causing damage each round equivalent to the plant's hit points. Note that this feeding does not wake the victim up and that the plant keeps feeding until the victim is brought to zero hit points and dies. The plant takes four turns to digest its food, after which it is ready to feed again.

As a mindless plant/plant-based life form, bloodflower will, in general, suffer only from attacks, spells, abilities, substances, and effects that can affect plants, making it immune to effects that target any sensory, mental, and/or physiological qualities it does not have (e.g., *blindness*, *deafness*, illusions, paralysis, stunning, many poisons; *fear*, *sleep*, Morale checks, psionic attacks). Also, indiscriminately hacking away at its exposed parts will not affect its offensive capabilities much and the plant will stop its attacks only when it no longer has the means to or when it is reduced to zero hit points. However, reducing the plant to zero hit points does not necessarily mean that it no longer has the capacity to grow back. As a rule of thumb, to definitively destroy bloodflower, its



roots must be destroyed (e.g., dig the entire plant out of the soil, poison the ground it grows on, specialized spells).

Habitat/Society: Bloodflower blooms both day and night and is found mainly in the forests and swamps of warm climates. It reproduces through pollination via such insects as bees, wasps, and smaller insects.

Bloodflower has no interest in treasure. However, there is a small chance that some possessions of any of its victims may still be found in the vicinity (10% chance each of J K and M; 5% chance each of Q and one small magical item).

Ecology: Bloodflower is sometimes used as a passive defense and may be found scattered about in flower gardens or in huge beds surrounding important buildings or cities. Individual potted flowers are kept in treasure rooms as traps for the unwary.

Notes from the True World: Plants

Tropism: Plants interact with their environment by responding to particular outside stimuli (tropism), which helps them find water, light, and nutrients, to avoid noxious substances and conditions, and to grow to achieve a desired effect by selectively increasing and decreasing cell growth (e.g., grow towards the sun). In some plants, this controlled cell growth is accelerated to such an extent that it can lead to remarkable effects. For example, the mimosa can fold up its leaves when certain insects approach with the intent of eating them, while the movements of many carnivorous plants are faster than the eye can track.

Forms of tropism include: chemotropism (response to particular substances; e.g., acid, gas), galvanotropism (response to electric current), geotropism (response to gravity), heliotropism (response to sunlight), hydrotropism (response to water), phototropism (response to light), thermotropism (response to temperature), thigmotropism (response to mechanical stimulation; e.g., touch, pressure), traumatropism (response to wound lesion; e.g., weapon blows and cuts). Continuing the theme, tropisms unique to a fantasy setting could be introduced, such as

psychotropism (sensitivity to mental energy) or magiotropism (sensitivity to magic).

Ecology: Most plants create their own food through photosynthesis, using chlorophyll contained in their leaves to transform sunlight into a chemical that reacts with carbon dioxide taken in through the leaves to create carbohydrates, which the plant utilizes, along with minerals and trace elements absorbed through the root system, for its growth and development. The water and the minerals it contains are spread throughout the plant through the principle of capillary attraction, the tendency for liquids confined in small tubes to rise up through the tubes as a result of surface tension. Two types of tissues are involved in a plant's use of capillary action and attraction: *xylem* (the woody tissue that provides support for the plant), which absorbs the water and minerals taken in by the roots and moves them up to the leaves for photosynthesis; and *phloem*, a tissue that transports the resulting carbohydrates throughout the plant. To make up for the poor growing conditions in their habitat, carnivorous plants (e.g., sundew, pitcher plant) have evolved means for trapping and

digesting living prey as supplements to their diet. In similar fashion, fantastic plants that feed on the blood or other bodily fluids of creatures may well have adapted their feeding habits to compensate for a lack of some element required for photosynthesis (e.g., light, minerals, even leaves).

Game Effects: In game terms, tropism may allow plants to actively move (parts of themselves) away from or in the direction of events and effects and/or make that they cannot be fooled by magical invisibility and silence. Conversely, plants will not react to phenomena that do not generate stimuli they can detect (e.g., *astral projections*, creatures in *ethereal form*). Furthermore, at the DM's option, specific effects may affect a plant in unexpected ways. For example, lasting magical darkness may affect phototropism and heliotropism, rendering a plant unable to act or even making it go dormant, respectively; massive sound-based effects may affect thigmotropism and mislead a plant or render it incapable of attacking; certain gasses, substances, or extreme cold might kill a plant instantly.

Source/Origins: Gregg Chamberlain, *The Dragon's Bestiary. The Thorns That Bite, The Vines That Catch*, in: *Dragon 167* (TSR, 1991); Gregg Chamberlain, *The Ecology of the Carnivorous Plant*, in: *Dragon 137* (TSR, 1988)

Blood Hawk

Illustration: Richard Sardinha

CLIMATE/TERRAIN:	Non-arctic/Hills, forest, woodland, airborne
FREQUENCY:	Uncommon
ORGANIZATION:	Cast
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Semi- (2-4)
TREASURE (1E):	(Q×2) (See below)
ALIGNMENT:	Neutral

NO. APPEARING:	5d4
ARMOR CLASS:	6
MOVEMENT:	1, Fly 24 (B)
HIT DICE:	1+1
THACO:	19
NO. OF ATTACKS:	3 (claw/claw/bite)
DAMAGE/ATTACK:	1d4/1d4/1d6
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	T (1-1¼' long, 2-3' wingspan)
MORALE:	Steady (11)
XP VALUE:	65

A blood hawk is a voracious, semi-intelligent bird known for its fondness of human flesh and, in case of the males, gems. Blood hawks resemble regular hawks in size but a uniform, medium gray in color and with flesh-tearing sharp beaks and unusually strong, razor-sharp talons. Their wings are similar to those of an eagle, giving them considerable speed in flight.

Combat: Aggressive and rapacious, blood hawks have been known to continue to attack humans even if combat has gone against them. They hunt in flocks, swooping swiftly and silently onto their victims and inflicting terrible damage with their beak (1d6 hp damage) and talons (1d4 hp damage each). Note that blood hawks make their saving throws as 2-HD monsters.

Habitat/Society: Inhabiting most climates but the coldest, blood hawks are typically found in wilderness areas where food is plentiful, such as wooded hills, forests, and woodland. They live in flock-like groups known as *kettles* or *casts* and build their nests high up in trees. Male blood hawks attack humans not only for food but also for gems, which they use to line their nests as a lure for females (50% chance of treasure type Q×2 per nest). After the kill, they are often observed picking at the bodies of their victims in search of such items.

Ecology: Blood hawks are predatory carnivores with a taste for human flesh. Hard to train because of aggression and rapacity, blood hawks are gar to train. Nevertheless, they are quite valuable when sold at an early age, with a single young fetching anything from 70 to 120 gold pieces on the open market. Eggs are worth the same.



Blood Hawks as *Special Familiars*

A *special familiar* is an unusual (sometimes extra-planar) creature that has answered the call of *Find Familiar* or a similar spell and has agreed to serve a Wizard as his aide and companion. Its alignment matches that of its new master and it will serve in accordance with its own agenda or that of some powerful entity. At the DM's option, it may possess certain unique distinctions that set it apart from others of its kind (*e.g.*, unusual appearance, act in accordance with certain likes and dislikes).

A *special familiar* has 1 additional hit point per level of its master and, unless its own saving throws are better, it makes all saving throws as him as long as it is in physical contact with him, suffering no damage if it passes its saving throw against some damaging effect and half damage if it does not. It must stay close to its master at all times and it loses 1 hit point for each day it is separated from him, dying if reduced to zero hit points (See below). It will fight for the life of its master only in a life-and-death situation.

As a general rule, a *special familiar* is not very likely to risk its life for any reason. It will fight when it has to, but it will not fill in as a general bodyguard, fighting only for its master in a life-and-death situation, reluctantly in case of an evil *special familiar*. Note that most masters will not risk the life of their *special familiar* (See below).

Benefits to Master: A *special familiar* conveys upon its master its acute long-distance vision, granting him a +1 bonus to his Surprise checks. Furthermore, as long as they are within 1 mile of each other, a telepathic link exists between master and blood hawk, which serves as a means of mental communication between both parties and allows the master to issue mental commands. However, because of its own agenda or allegiance to some other entity, a *special familiar* may alter, ignore, or even thwart any commands as it sees fit. Thus, a blood hawk *special familiar* spying on the baron's daughter and her retinue out for a ride is prone to lose its train of thought at the sight of a gemstone necklace around the neck of its quarry, while it may even lose its composure and attack.

A Wizard can have only one *familiar* of any kind at any one time and he must always take good care of the creature.

Relationship and Death: The relationship between a *special familiar* and its master is far more complicated than one that involves a regular

familiar. First, it will remain a free-willed entity, able to think for itself, and it will have ideas of its own that may be at variance with those of its master, even if they happen to be an exact match in alignment. It will have had a life of its own before agreeing to serve, possibly even a very long one, and its former contacts and agenda may very well not be much to the liking of its master. Second, although it has come to serve, it has come as a prospective companion, or even a friend, rather than a servant and it will expect to be treated with respect, or, indeed, as an equal if its loyalty is to be assured, up to and including gifts of magical items it can use. It is in fact rather like a henchman and should be considered as one in cases that call for Morale and Loyalty checks. While it will thus serve more or less faithfully, a *special familiar* will leave its master if conditions become intolerable, affecting the caster as if it had been sent away (v. **DMG** 1st Edition, p. 44: “Find Familiar”).

If the *special familiar* would die (under any circumstances), the master permanently loses four experience levels, which may mean his death. If he survives, the only known way to bring back the special familiar is with a properly worded wish (e.g., *Wish*) or a spell of similar power and effect. Otherwise, the *special familiar* is forever lost to him, even if it would not have been utterly destroyed but merely returned to its home plane. Furthermore, the chance for the same Wizard to get another *special familiar* of the same type is drastically reduced. The kindred souls of the slain *special familiar* will know instinctively that one of their fellows met a tragic end while serving him and they will be reluctant to follow the same course. If another *special familiar* of the same type as the slain one is indicated on a later casting of *Find Familiar* or a similar spell, the creature will have the equivalent of MR 100% (replacing its own MR, if applicable) that must be overcome before it will head the call.

Source/Origins: *Blood Hawk*: Ian Livingstone, *Treasure Chest. New Monsters for Use in Wilderness Campaigns*, in: *White Dwarf 2* (GW, 1977); *Bloodhawks*: Albie Fiore, *The Halls of Tizun Thane*, in: *White Dwarf 18* (GW, 1980); *Bloodhawks*: Albie Fiore, *The Halls of Tizun Thane*, in: *The Best of White Dwarf Scenarios* (GW, 1980); *Blood Hawk*: Ian Livingstone, in: Don Turnbull (ed.), *Fiend Folio* (TSR, 1981); Stephen Inniss, *A Cast of Strange Familiars*, in: *Dragon 84* (TSR, 1984); Stephen Inniss, *Familiars with a Special Use*, in: *Dragon 86* (TSR, 1984); *Hawk – Blood Hawk*: David Cook et al., *Monstrous Compendium Volume Two* (MC2; TSR, 1989); *Bird – Blood Hawk*: Doug Stewart (ed.), *Monstrous Manual* (TSR, 1993)

Bloodthorn (Vampire Vine)

Illustration: <?>

CLIMATE/TERRAIN:	Oerth; Temperate/Forest
FREQUENCY:	Very rare
ORGANIZATION:	Nil
ACTIVITY CYCLE:	Any
DIET:	Bodily fluids
INTELLIGENCE:	Non- (0)
TREASURE:	Nil
ALIGNMENT:	Neutral

NO. APPEARING:	1
ARMOR CLASS:	3/4
MOVEMENT:	Nil
HIT DICE:	5 to 30
THACO:	See Table 1
NO. OF ATTACKS:	See Table 1
DAMAGE/ATTACK:	See Table 1
SPECIAL ATTACKS:	Drain fluids, see below
SPECIAL DEFENSES:	Mindless, plant immunities, see below
MAGIC RESISTANCE:	Nil
SIZE:	See Table 1
MORALE:	Nil
XP VALUE:	See Table 1

The bloodthorn of Oerth – also known as *vampire vine* – is an exceptionally dangerous plant that uses long, vampiric tendrils to feed on the bodily fluids of warm-blooded creatures, draining them at an astonishing rate. Bloodthorn looks much like a hornwood tree with vines growing in it, so it may be hard to distinguish from the latter to the untrained eye, especially since it usually found growing among these trees (90% chance).

Bloodthorn has yellowish to brown and smooth trunk and pointed, two-lobed leaves somewhat smaller than a hornwood's. Its vampiric tendrils appear much as do regular and creepers growing on other trees. Depending on its size, the plant has from 5-12 such tendrils, each 7-12 feet long (v. Table 1). Each tendril features many sharp, hollow thorns, which it uses to drain the bodily fluids of its victims.

Combat: Bloodthorn attacks all creatures that come within range of its tendrils, attacking as either a 3-, 4-, or 5-HD monster depending in its size (v. Table 1). Each hit drains the victim of a quarter of its total initial hit points, meaning that the creatures will usually die if it suffers four hits.

The plant's trunk has AC 3. Its tendrils have AC 4 and take 5-10 points of damage to sever each (v. Table 1), these hit points being in addition to the plant's hit-point total – damaging or severing tendrils does not affect the main plant.

As a mindless plant, bloodthorn will, in general, suffer only from attacks, spells, abilities, substances, and effects that can affect plants, making it immune to effects that target any sensory, mental, and/or physiological qualities it does not have (e.g., *blindness*, *deafness*, illusions, paralysis, stunning, many poisons; *fear*, *sleep*, Morale checks, psionic attacks). Also, indiscriminately hacking away at its exposed parts will not affect its offensive capabilities much and the plant will stop its attacks only when it no longer has the means to or when it is reduced to zero hit points. However,



reducing the plant to zero hit points does not necessarily mean that it no longer has the capacity to grow back. As a rule of thumb, to definitively destroy bloodthorn, its roots must be destroyed (e.g., dig the entire plant out of the soil, poison the ground it grows on, specialized spells).

Note that bloodthorn 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 usual.

Habitat/Society: Bloodthorn grows singly in forests and is most often found among regular hornwood trees (90% chance). On rare occasions the plant will be found among other sorts of vegetation, but this is only 10% likely.

Ecology: Bloodthorn has taken two characteristics of plants – thorns as a means of defense, and the principles of capillary attraction (which enable plants to feed themselves) – and has combined these into a unique means of attacking prey and feeding on it. In bloodthorn, the phloem tissues connect directly with the plant's hollow thorns. When a successful strike is made by the plant, the liquid blood of the victim rises into the narrow opening of each thorn tip and is absorbed by the phloem cells. By devising a method of feeding directly on the already-dissolved nutrients in its victim's life fluids, plant has bypassed the need to develop digestive glands like other carnivorous plants.

Interestingly, sages know of various plants named bloodthorn or some variant of vampire vine that act in much the same way as the plant described here. One of these, usually referred to as *vampire thorn vines* or *vampire thorn vine*, is believed to have been encountered first in the mountains northwest of the city of Hornwood in the Grand Duchy of Geoff, with some sages arguing that that plant may be of extraterrestrial origin or perhaps the result of experiments conducted on regular creeping vines by

strange, alien creatures. Another bloodthorn is known from other worlds and is usually described as a creeping vine rather than a plant resembling a hornwood tree. It remains uncertain whether any of these plants are related and if so, how, while it has been argued that all of these are actually examples of the same plant. The seeds of the bloodthorn can be quite valuable when sold on the open market: a single plant may yield a maximum number of seeds worth up to 450 gold pieces. A single bloodthorn sprout may fetch 500-3,000 gold pieces.

Notes from the True World: Plants

Tropism: Plants interact with their environment by responding to particular outside stimuli (tropism), which helps them find water, light, and nutrients, to avoid noxious substances and conditions, and to grow to achieve a desired effect by selectively increasing and decreasing cell growth (e.g., grow towards the sun). In some plants, this controlled cell growth is accelerated to such an extent that it can lead to remarkable effects. For example, the mimosa can fold up its leaves when certain insects approach with the intent of eating them, while the movements of many carnivorous plants are faster than the eye can track.

Forms of tropism include: chemotropism (response to particular substances; e.g., acid, gas), galvanotropism (response to electric current), geotropism (response to gravity), heliotropism (response to sunlight), hydrotropism (response to water), phototropism (response to light), thermotropism (response to temperature), thigmotropism (response to mechanical stimulation; e.g., touch, pressure), traumatropism (response to wound lesion; e.g., weapon blows and cuts). Continuing the theme, tropisms unique to a fantasy setting could be introduced, such as psychotropism (sensitivity to mental energy) or magiotropism (sensitivity to magic).

Ecology: Most plants create their own food through photosynthesis, using chlorophyll contained in their leaves to transform sunlight into a chemical that reacts with carbon dioxide taken in through the leaves to create carbohydrates, which the plant utilizes, along with minerals and trace elements absorbed through the root system, for its growth and development. The water and the minerals it contains are spread throughout the plant through the principle of capillary attraction, the tendency for liquids confined in small tubes to rise up through the tubes as a result of surface tension. Two types of tissues are involved in a plant's use of capillary action and attraction: *xylem* (the woody tissue that provides support for the plant), which absorbs the water and minerals taken in by the roots and moves them up to the leaves for photosynthesis; and *phloem*, a tissue that transports the resulting carbohydrates throughout the plant. To make up for the poor growing conditions in their habitat, carnivorous plants (e.g., sundew, pitcher plant) have evolved means for trapping and digesting living prey as supplements to their diet. In similar fashion, fantastic plants that feed on the blood or other bodily fluids of creatures may well have adapted their feeding habits to compensate for a lack of some element required for photosynthesis (e.g., light, minerals, even leaves).

Game Effects: In game terms, tropism may allow plants to actively move (parts of themselves) away from or in the direction of events and effects and/or make that they cannot be fooled by magical invisibility and silence. Conversely, plants will not react to phenomena that do not generate stimuli they can detect (e.g., *astral projections*, creatures in *ethereal form*). Furthermore, at the DM's option, specific effects may affect a plant in unexpected ways. For example, lasting magical darkness may affect phototropism and heliotropism, rendering a plant unable to act or even making it go dormant, respectively; massive sound-based effects may affect thigmotropism and mislead a plant or render it incapable of attacking; certain gasses, substances, or extreme cold might kill a plant instantly.

Table 1. Bloodthorn Statistics

SZ	HD	Th0	Reach	No. of Attacks	Hit Points/Tendrils ¹⁾	XPV
L (7-12' tall)	5-16	17	5 ft	5	5-6 hp	2,000 ²⁾
H (12-25' tall)	17-25	17	6 ft	8	7-8 hp	13,000 ³⁾
G (25+' tall)	26-30	15	7 ft	12	9-10 hp	22,000 ³⁾

¹⁾ These hit points are in addition to the plant's hit-point total

²⁾ XP value for 5- and 6-HD variants; add 1,000 xp for each HD above 7

³⁾ XP value for variant with lowest HD; add 1,000 xp for each additional HD

Source/Origins: *Bloodthorn*: Gary Gygax, *Monster Manual II* (TSR, 1983); *Vampire Thorn Vines* and *Vampire Thorn Vine*: Gary Gygax, *Expedition to the Barrier Peaks* (S3; TSR, 1980; 1976); *Bloodthorns*: Gary Gygax and Lawrence Schick, *Realms of Horror* (S1-4; TSR, 1987); David Howery, *Treasures of the Wilds*, in: *Dragon 137* (TSR, 1988); Gregg Chamberlain, *The Ecology of the Carnivorous Plant*, in: *Dragon 137* (TSR, 1988); *Plant, Dangerous – Bloodthorn*: Jon Pickens (ed.), *Monstrous Compendium Annual Volume Two* (TSR, 1995)

Bugbear

Illustration: Sam Wood

CLIMATE/TERRAIN:	Any/Underground (Underdark)
FREQUENCY:	Uncommon
ORGANIZATION:	Tribe
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Low or Average (5-10)
TREASURE (1E):	J K L M (B)
ALIGNMENT:	Chaotic evil

NO. APPEARING:	2d4 (6d6)
ARMOR CLASS:	10 (5)
MOVEMENT:	9
HIT DICE:	3+1
THAC0:	17
NO. OF ATTACKS:	1 (fist) or 1 (weapon)
DAMAGE/ATTACK:	2d4 or by weapon +2
SPECIAL ATTACKS:	Ambush
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L (7'+ tall)
MORALE:	Steady to Elite (11-13)
XP VALUE:	120

Bugbears are large, hairy cousins of goblins that dwell and hunt in dark dungeons and other underground areas, often frequenting the same areas as their smaller relatives. They are greedy and intimidating and known for their penchant to attack from ambush, often gaining surprise.

Bugbears are large and very muscular, usually standing over 7 feet tall. Their hides range from light yellow to yellow brown and their thick coarse hair varies in color from brown to brick red. Though vaguely humanoid in appearance, bugbears seem to contain the blood of some large carnivore. Their eyes recall those of some savage bestial animal, being greenish white with red pupils, while their ears are wedge shaped, rising from the top of their heads. A bugbear's mouth is full of long sharp fangs. Bugbears have a nose much like that of a bear with the same fine sense of smell. It is this feature that earned them their name, despite the fact that they are not actually related to bears in any way. Their tough leathery hide and long sharp nails also look something like those of a bear, but are far more dexterous.

The typical bugbear can move with amazing agility when the need arises.

Bugbears have exceptional senses of sight and hearing and they have good infravision (60' range), allowing them to operate equally well in light and darkness.

The bugbear language is a foul sounding mixture of gestures, grunts, and snarls, which often leads many to underestimate their intelligence. In addition, most bugbears can speak the language of goblins and hobgoblins.

Combat: Known for both their strength and stealth, bugbears prefer to ambush creatures, imposing a -3 penalty to their Surprise



checks. A bugbear attack will be tactically sound, if not brilliant, and the creatures are above retreating from combat if they find themselves outnumbered or overmatched, preferring to live to fight another day. Creatures entering bugbear territory are often seen long before they are detected themselves and a bugbear scout will not hesitate to fetch reinforcements in case it would spy an enemy that looks dangerous. Enemies are considered a valuable source of food and treasure and bugbears rarely negotiate, parleying only if they think they can gain something exceptional by it.

The arms carried by bugbears range the gamut of available weapons – from swords to morning stars and spiked wooden clubs (v. Table 1). Some hurl spears, axes, hammers, and even maces and their spiked clubs before closing in for melee combat. Females and young typically fight only in life-or-death situations.

Note that bugbears make their saving throws as 4-HD monsters.

Exceptional Individuals

Groups of bugbears may be accompanied by a number of exceptional individuals, depending on such circumstances as the situation in the area, the mission of the group, and the estimated strength of those they expect to confront. Exceptional individuals invariably possess the best equipment available.

Bugbear shamans and witch doctors are Shamans and Witch Doctors of up to 5th level and have access to three spell spheres only; they are limited in their choice of spells, weapons, armors and shields as prescribed by their faith. Witch doctors may choose spells from one spell school only and may never cast more spells than a 2nd-level Wizard; they do not usually wear armor, since this would interfere with their spell-casting abilities.

Table 1. Bugbear Weapons

Weapon(s)	Damage	SF	ROF	Range	Type	Size	Notes
-----------	--------	----	-----	-------	------	------	-------

Footman's mace	1d6+1/1d6	7	-	10-20-40	B	M	Also thrown as missiles
Hammer	1d4/1d3	4	1	10-20-40	B	S	Extended range because of strength
Hand axe	1d6/1d4	4	1	10-20-40	S	M	Extended range because of strength
Spear	1d6/1d8	6	1	10-20-30	P	M	Double damage if set to receive a charge
Spiked club (bugbear)	2d4/1d6+1	7	-	10-20-40	B/P	M	Also thrown as missiles

Habitat/Society: Bugbears can be found in almost any climate, where they live in caves and in underground locations. They are highly territorial and the size of their domains vary with the size of the group and its location. For instance, a domain may be several square miles in the open wilderness, or a narrow, more restricted area in an underground region. A bugbear lair typically consists of one large cavern or a group of caverns.

Bugbears live in small tribes and a particularly nasty locale may harbor several tribes living in close proximity to each other, although each tribe will still fiercely guard its territory. Intruders are considered a valuable source of food and treasure, and bugbears rarely negotiate. On occasion, they will parley if they think they can gain something exceptional by it. Bugbear lairs typically are large caverns or caves or even groups of them.

A bugbear tribe counts 6d6 regular males, with females and young both equal to 50% of these males. Large tribes (24 regular males or more) are led by a powerful chieftain, which will be assisted by a sub-chief and at least two leaders. Smaller tribes (12 to 24 regular males) will be led by a chief, assisted by at least one sub-chief. Large tribes have a 20% chance to have one or more shamans or a 5% chance to have one or more witch doctors, but not both. All

exceptional individuals are in addition to the regular members of the tribe.

Ecology: Bugbears have two main goals in life: survival and treasure. They are superb carnivores and survive primarily by hunting, winnowing out the weak and careless. They have no compunctions about eating anything they can kill – including humans, goblins, and any monsters and animals smaller than themselves. Goblins are always on their toes when bugbears are present, for the weak or stupid quickly end up in the stew pot. Bugbears are also fond of wine and strong ale, often drinking to excess.

Bugbears sometimes take prisoners to use as slaves, in fact some tribes are well known as slavers, selling their slaves to even viler creatures of the Underdark. Extremely greedy, bugbears love glittery, shiny objects and weapons and they are always on the lookout to increase their hoards of coins, gems, and weapons through plunder and ambush. Also, some groups have been known to enter into alliances with humans who can provide them with such trinkets (e.g., thieves' guilds).

Table 2. Bugbear Statistics

Individual	AC	HD	Th0	Damage	Notes	XPV ¹⁾	
Chieftain	4	4	17	2d4 or by weapon +4	1d3+27 hp	175	
Chief, sub-chief, leader	4	4	17	2d4 or by weapon +3	1d4+21 hp	175	
Regular male	5	3+1	17	2d4 or by weapon +2	-	120	
Female	5	1+1	19	1d8 or by weapon	Save as 2-HD monster	35	
Young	6	½	20	1d4 or by weapon	-	15	
Spell Caster	AC	HD ²⁾	Th0 ³⁾	Damage	Spells (Pri/Wiz) ⁴⁾	Notes	XPV ¹⁾
Shaman (Sha 5)	5	5+1	17	2d4 or by weapon	3 3 1/-	Save as 5-HD monster	650
Shaman (Sha 4)	5	4+1	17	2d4 or by weapon	3 2/-	Save as 5-HD monster	270
Shaman (Sha 3)	5	3+1	17	2d4 or by weapon	2 1/-	-	175
Shaman (Sha 2)	5	3+1	17	2d4 or by weapon	2/-	-	175
Shaman (Sha 1)	5	3+1	17	2d4 or by weapon	1/-	-	175
Witch doctor (Wid 5)	10	5+1	17	2d4 or by weapon	3 3 1/2	Save as 5-HD monster	650
Witch doctor (Wid 4)	10	4+1	17	2d4 or by weapon	3 2/2	Save as 5-HD monster	270
Witch doctor (Wid 3)	10	3+1	17	2d4 or by weapon	2 1/2	-	175
Witch doctor (Wid 2)	10	3+1	17	2d4 or by weapon	2/1	-	175
Witch doctor (Wid 1)	10	3+1	17	2d4 or by weapon	1/1	-	175

¹⁾ Add 1 Hit Die for XP purposes if employing a missile weapon

²⁾ Hit Dice used only to determine number of hit points and for XP purposes. Note that the actual dice need not necessarily be all d8s (v. **DMGR4**, p. 13: "Hit Points and Level Advancements")

³⁾ THAC0 calculated according to NPC spell caster rules (v. **DMGR4**, p. 13: "Hit Points and Level Advancements")

⁴⁾ Based on minimum required Wisdom 9 for Clerics. Bugbear shamans and witchdoctors with Wisdom 13 or more may receive bonus spells

Source/Origins: *Bugbears:* Gary Gygax and Rob Kuntz, *Dungeons & Dragons Supplement I. Greyhawk* (TSR, 1975); *Thieves with Bugbear guards:* Gary Gygax and Rob Kuntz, *Dungeons & Dragons Supplement I. Greyhawk* (TSR, 1976); Gary Gygax, *Monster Manual* (TSR, 1977); Gary Gygax and Dave Arneson, *Dungeons & Dragons* (TSR, 1977); Tom Moldvay (ed.), *Basic Rulebook*, in: *Dungeons & Dragons Basic Set* (TSR, 1981); Harold Johnson et al., *Monster Cards Set 4* (TSR, 1982); Frank Mentzer (rev.), *Dungeon Masters Rulebook*, in: *Dungeons & Dragons Basic Rules Set 1* (TSR, 1983); David Cook et al., *Monstrous Compendium Volume One* (MC1; TSR, 1989); *Bugbear:* Timothy B. Brown, *Rulebook*, in: *Dungeons & Dragons* (TSR, 1991); Aaron Allston, *Dungeons & Dragons. Rules Cyclopedia* (TSR, 1991); Doug Stewart (ed.), *Monstrous Manual* (TSR, 1993); Bill Slavicsek, *The Complete Book of Humanoids* (PHBR10; TSR, 1993); Bruce Nesmith, *Monsters & Treasures Book*, in: *AD&D First Quest* (TSR, 1994); Doug Stewart, *Rules and Adventures*, in: *Dungeons & Dragons* (TSR, 1994); Bill Slavicsek, *Rules Book*, in: *Dungeons & Dragons Adventure Game* (TSR, 1999)

Cannibal Carnation

Illustration: <?>

CLIMATE/TERRAIN:	Tropical to temperate/Woodland, hills
FREQUENCY:	Rare
ORGANIZATION:	Nil
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Non- (0)
TREASURE:	Nil
ALIGNMENT:	Neutral

NO. APPEARING:	1d100
ARMOR CLASS:	8
MOVEMENT:	Nil
HIT DICE:	¼
THACO:	20
NO. OF ATTACKS:	1d4 (bites)
DAMAGE/ATTACK:	1 hp per bite
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Plant immunities, tropism, see below
MAGIC RESISTANCE:	Nil
SIZE:	T (3' tall)
MORALE:	Nil
XP VALUE:	35

Cannibal carnations are variants of the Venus flytrap, highly aggressive plants that will attack any living creature that ventures too close. The cannibal carnation resembles a large carnation with 1d4 blood-red flowers.

Cannibal carnations do not have a mind and senses as humans know them. Instead, they interact with their environment through *tropism*, causing them to react to outside stimuli in such a manner that they actively move (parts of themselves) away from or in the direction of events and effects. While this means that cannibal carnations will react to many events and effects quite differently from what one might expect, it is assumed that they will not be fooled by magical invisibility and silence; conversely, they will not react to creatures that are out of phase, in *astral form*, or in *ethereal form*.

Combat: Thermotropism causes all cannibal carnations close to living creatures (typically 1d10 plants will attack a creature within 1 foot) to bend towards their targets and expose 1d4 hidden, jaw-like leaves. Each jaw bites for one point of damage, tearing tiny chunks of flesh from its prey.

Because cannibal carnations are considered plants and not a *living creature*, they can, in general, only be affected by physical damage and spells, abilities, substances, and effects that specifically target plants or conditions to which both plants and living creatures are subject (e.g., fire, time).

This makes cannibal carnations immune to spells, effects, and substances that require the presence of senses as men know them (e.g., *Blindness*, *Deafness*, illusions), as well as to those that target the workings of a man, animal, and many monsters (e.g., paralysis, stunning, many poisons) or a mind (e.g., *fear*, *sleep*, Morale checks, psionic attacks). At the DM's option, certain effects may



affect cannibal carnations in different ways than expected (e.g., lasting magical darkness may affect phototropism and heliotropism, rendering a plant unable to act or even making it go dormant, respectively; massive sound-based effects may affect thigmotropism and mislead a plant or render it incapable of attacking; certain gasses, substances or extreme cold might kill a plant instantly).

Also, hacking away at the exposed parts of a patch of a cannibal carnation without specifically targeting its jaw-like leaves will not affect its offensive capabilities much and a plant will stop its attacks only when it no longer has the means to do so or when it is reduced to zero hit points. However, this does not necessarily mean that the plant no longer has the capacity to grow back. As a rule of thumb, to definitively destroy a cannibal carnation, its roots must be destroyed, which may be achieved by digging the entire patch out of the soil, by poisoning the ground it grows on, or by certain specialized spells.

Habitat/Society: Cannibal carnations grow in clusters, or sections, and can be found in all climates but the coldest. The plants reproduce by cross-pollination.

Ecology: Cannibal carnations have developed digestive glands within their leaves, which secrete a mild enzyme to aid the breakdown and absorption of nutrients from their victims. Each cannibal carnation contains a single seed, which is best harvested in the autumn and after the plant is destroyed. If planted, the seed will sprout and grow into an adult within one week.

Note from the True World: Carnivorous Plants

Tropism: All plants interact with their environment by means of *tropism* –

response to particular stimuli – which helps them find water, light, and nutrients and to avoid noxious substances and conditions. Tropism influences the way the plant grows by increasing and decreasing cell growth along either side of it so that the desired effect is achieved. For example, this explains why many plants grow ‘toward the sun’ and why the mimosa can fold up its leaves whenever certain insects approach with the intent of eating them. For most carnivorous plants of Earth, this controlled cell growth is accelerated to the point where the plant’s movements are faster than the eye can track. Forms of tropism include *chemotropism* (response to particular substances; *e.g.*, acid, gas), *galvanotropism* (response to electric current), *geotropism* (response to gravity), *heliotropism* (response to sunlight), *hydrotropism* (response to water), *phototropism* (response to light), *thermotropism* (response to temperature), *thigmotropism* (response to mechanical stimulation; *e.g.*, touch, pressure), *traumatropism* (response to wound lesion; *e.g.*, weapon blows and cuts).

Location: Carnivorous plants are usually found in bogs, swamps, and freshwater marshes, where the soil has a lower content of minerals and elements than is acceptable to most green plants. This lack of nitrogen, phosphorous, potassium, and calcium results from the high acid content of the water, which may be caused by frequent rains that leech minerals out of the soil. In warmer climates, it may be caused by a higher rate of bacterial decay, which also uses up precious materials needed for plant growth. Carnivorous plants such as the sundew, pitcher plant, and others have adapted to these poor growing conditions by evolving means for trapping and digesting living prey as supplements to their diet.

Despite the broad range of some species of carnivorous plants, most are limited by their specialization to their ecological niches – acidic bogs, marshes, and certain alkaline marl bogs. In the northern temperate and sub-arctic regions, sphagnum bogs are a favored habitat. Sphagnum bogs are the remains of ancient glacial lakes that have gradually become filled with decayed plant and animal remains. The stagnant waters are overgrown with moss and slowly become more acidic. A marl bog is formed by the seepage of spring water over a flat surface that has a foundation of limestone deposits. This results in the percolation of calcium carbonate throughout the water, making it more alkaline than normal and producing the same mineral-deficient conditions that exist in acidic bogs. In more temperate climates, acidic bogs may develop beside old lakes and sluggish streams and springheads. The movement of water under these conditions is too feeble to prevent stagnation. In still warmer areas, savanna or grass-edge bogs form in low, flat, or slightly sloping areas with sandy soil and a high water table. The predominant vegetation consists of grasses, sedges and widely scattered long-needle pines.

Ecology: Besides their restricted habitats, carnivorous plants are threatened by the encroachment of more common green plants as their bog matures. By adapting to the mineral-poor conditions of the bog, carnivorous plants eventually change the bog by increasing the supply of nitrates, phosphates, and other minerals when they die and decay. As the acid level drops and the soil becomes richer and sweeter, other plants more accustomed to such growing conditions move in and crowd out any carnivorous plants.

Source/Origins: *Cannibal Carnations*: Paul Reiche III, *The Temple of Poseidon*, in: *Dragon 46* (TSR, 1981); Gregg Chamberlain, *The Ecology of the Carnivorous Plant*, in: *Dragon 137* (TSR, 1988)

Carbuncle

Illustration: Polly Wilson

CLIMATE/TERRAIN:	Non-arctic/Woodland, marsh (See below)
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Low or Average (5-10)
TREASURE:	Nil
ALIGNMENT:	Neutral evil

NO. APPEARING:	1
ARMOR CLASS:	2
MOVEMENT:	3
HIT DICE:	1
THACO:	20
NO. OF ATTACKS:	Nil
DAMAGE/ATTACK:	Nil
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	S (3' long)
MORALE:	Average (8-10)
XP VALUE:	65

The carbuncle is a small, armadillo-like creature that is fascinated by combat and particularly by death, of which it has no fear or conception, which can make it attempt to temporarily join a party of adventurers by approaching them and explaining its value to them. Once with such a group, it will use its empathic, telepathic, and prophetic abilities to cause combat and death at maximum frequency before slipping quietly away at some opportune moment after it has achieved its aim.

A carbuncle appears much like a cross between an anteater and an armadillo, its body covered leathery skin protected by segmented armoring that is starkly and attractively patterned in shades of brown. Its immediate peculiarity is what appears to be a large ruby set in its head just above the eyes, which is a living part of the animal.

The carbuncle can only communicate using telepathy (60' range).

Combat: When it encounters intelligent creatures it recognizes as being likely to engage in combat and cause death, the carbuncle will approach them in a friendly manner and communicate its value to them as an empath and prophet. Once this objective has been achieved, it will use its abilities powers first to gain the confidence of its companions and then to try to cause disruption and fights among them by selective telepathy and prophecies false or true, or it may communicate secretly with nearby monsters to enrage them into attacking the party.

Having no combative abilities itself, the carbuncle will stay out of trouble whenever a fight occurs in its vicinity, observing the goings on in fascination. It is easily captured and will not put up resistance if attacked, although, it can (and will) will itself to die if put under duress – because it lacks conception of death, it has no fear of it. In addition to its ability to communicate telepathically, the carbuncle has the ability to understand the character of each



creature it meets and to know what it knows, which enables it to divine its alignment with unflinching accuracy (empathy; 60' range; *e.g.*, as *Rary's Mind Scan*). Furthermore, it has the ability to foretell events in the immediate future (prophecy; 60' range; *e.g.*, as *Augury*). All of its abilities combined allow the creature to portray events that are never contrary to the nature of the subjects that feature in the pictures it sends to other creatures telepathically, and to cleverly sow confusion and discord among its companions so that combat between them will erupt, hopefully with death as a result. It will typically only use its abilities to attract wandering monsters to attack its companions as a last resort, and then only to test its companions' morale and loyalty to each other to the limit). In like fashion, it will only reveal the location of large amounts of treasure it knows of if such would be the only way to achieve its goal.

Habitat/Society: Although rarely found outside areas where there is a copious supply of food (*e.g.*, woodland, marshland), a carbuncle can be encountered in almost any terrain, including those (typically sparsely) inhabited by creatures that can provide it with the opportunity to observe combat and death. Wherever it is encountered, a carbuncle will often have intimate knowledge of any area it resides in.

Ecology: The carbuncle feeds exclusively on leaves and small insects.

The 'ruby' on the carbuncle's head deflates to a worthless soggy red pulp whenever the carbuncle dies.

A living carbuncle is worth twice the normal value of the gem on its head as a pet to a wizard or someone of equal stature who can charm animals. The DM can determine the apparent value of the gem by rolling dice on the appropriate tables (*e.g.*, v. **DMG** 1st

Edition, p. 25-26: “Value and Reputed Properties of Gems and Jewelry”).

Carbuncles as Companions

Although reports may seem to indicate that a carbuncle can stay with a single individual as a pet or companion for a long time, such

is believed only possible if it would be *charmed* (the creature is treated as an animal for this purpose) or if the individual in question can provide it with the opportunity to observe combat and death on a very regular basis. Otherwise, its lust for varieties of both phenomena will cause it to leave, which, considering its abilities, will often be often sooner rather than later.

Source/Origins: *Carbuncle*: Albie Fiore, *The Fiend Factory*, in: *White Dwarf 8* (GW, 1978); Albie Fiore, *The Halls of Tizun Thane*, in: *White Dwarf 18* (GW, 1980); *Carbuncle*: Albie Fiore, *The Halls of Tizun Thane*, in: *The Best of White Dwarf Scenarios* (GW, 1980); *Carbuncle*: Albie Fiore, in: Don Turnbull (ed.), *Fiend Folio* (TSR, 1981)

Centipede – Giant Centipede

Illustration: Dave Trampier

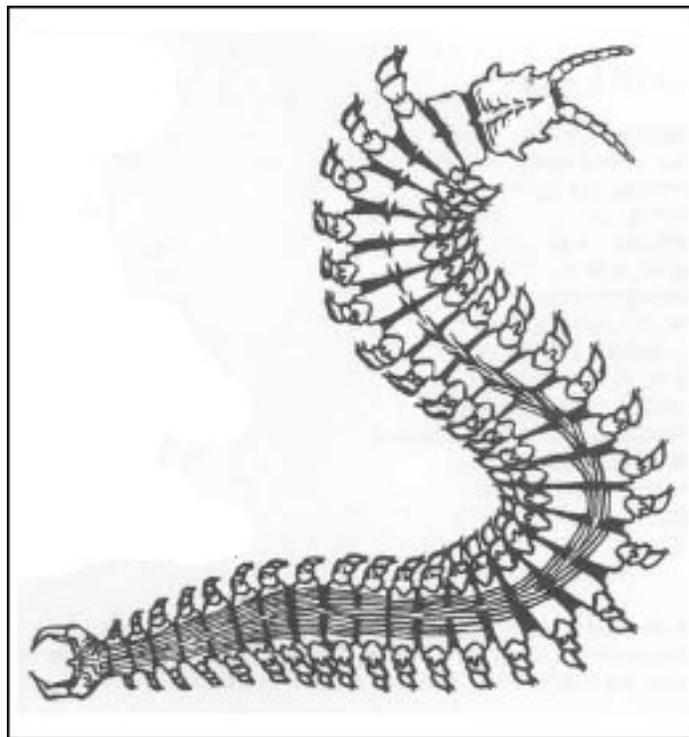
CLIMATE/TERRAIN:	Any/Any dark, damp land or underground
FREQUENCY:	Common
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Not-ratable (0)
TREASURE:	Nil
ALIGNMENT:	Neutral

NO. APPEARING:	2d12
ARMOR CLASS:	9
MOVEMENT:	15
HIT DICE:	¼ (2 hp)
THAC0:	20
NO. OF ATTACKS:	1 (bite)
DAMAGE/ATTACK:	Nil
SPECIAL ATTACKS:	Paralyzing venom
SPECIAL DEFENSES:	Non-intelligence
MAGIC RESISTANCE:	Nil
SIZE:	T (1'+ long)
MORALE:	Unsteady (5-7)
XP VALUE:	35

A giant centipede is a large version of the regular centipede, a loathsome, crawling arthropod that arouses almost universal disgust from all intelligent creatures (even other monsters). One of the things that make the giant centipede so repulsive is its resemblance to a worm. Its long body is divided into many segments from which protrude many tiny feet, hence the name “centipede” or “hundred-footed.” The body is plated with a chitin shell and the centipede moves with a slight undulating motion. The creature has the added benefit of protective coloration and it varies in color depending on the terrain it inhabits. Those that favor rocky areas are gray; those that live underground are black, while centipedes of the forest are brown or red. Note that giant centipedes walk on vertical and upside-down surfaces as easily as they do on floors.

Combat: While a single giant centipede rarely constitutes a serious threat to a man, giant centipedes frequently travel in groups. Each centipede fights independently, even to the point of fighting among themselves over fallen victims. When hunting, giant centipedes use their natural coloration to remain unseen until they can drop on their prey from above or crawl out of hiding in pursuit of food. Giant centipedes typically attack by biting an opponent and then retreating to a dark hole or brush, where they wait to see if their venom works, after which they re-emerge to finish off their target. The giant centipede’s bite causes no damage but injects a paralytic venom that holds a victim rigid for 2d6 hours (save vs. Poison at +4 to avoid).

A giant centipede 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 (e.g., *charm-*, *fear-*, *hold-*, *terror-*, *dream-*, and emotion-



based spells and effects, *ESP*, magical sleep, compulsions, phantasms).

Due to its small size, the giant centipede is less likely to resist attacks and makes its own saving throws at a -2 penalty.

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: Giant centipedes are endemic to most regions, although they favor dark, wet places. They have no set territory or dwelling, roving from place to place in search of food. They are solitary creatures and although areas may sometimes contain clusters of the creatures, these are competitors and not part of a family or otherwise cooperative unit.

Ecology: The giant centipede is an aggressive and hungry carnivore that must eat at least once a day to survive. It prefers such prey as small mammals and other large insects, which are easily overcome by its venom. However, if they are very hungry they have been known to attack anything that moves, including humans and other centipedes. Giant centipedes have several natural advantages, including venom and protective coloration, allowing them to compete with other small predators for game.

Their venom bestows some immunity from being hunted but hungry and skilled predators such as coyotes, large predatory birds, and other giant centipedes hunt them effectively in lean times.

Giant centipede venom is worth some 5 gold pieces per ounce.

Source/Origins: *Centipede, Giant*: Gary Gygax, *Monster Manual* (TSR, 1977); *Centipede – Giant*: David Cook *et al.*, *Monstrous Compendium Volume One* (MC1; TSR, 1989); David Howery, *The Wild, Wild Wilderness*, in: *Dragon 187* (TSR, 1992); *Centipede – Giant*: Doug Stewart (ed.), *Monstrous Manual* (TSR, 1993)

Dew Frond

Illustration: Brian Hagan

CLIMATE/TERRAIN:	Athas; Tropical/Jungle
FREQUENCY:	Rare
ORGANIZATION:	Nil
ACTIVITY CYCLE:	Day
DIET:	Hemovore
INTELLIGENCE:	Non- (0)
TREASURE:	Nil
ALIGNMENT:	Neutral

NO. APPEARING:	1
ARMOR CLASS:	See Table 1
MOVEMENT:	Nil
HIT DICE:	3 to 10
THACO:	See Table 1
NO. OF ATTACKS:	1 (fronds)
DAMAGE/ATTACK:	1d6
SPECIAL ATTACKS:	Blood drain
SPECIAL DEFENSES:	Mindless, plant immunities, see below
MAGIC RESISTANCE:	Nil
SIZE:	See Table 1
MORALE:	Nil
XP VALUE:	See Table 1

The dew frond of Athas is a blood-sucking plant that grows at an alarming rate as it feeds.

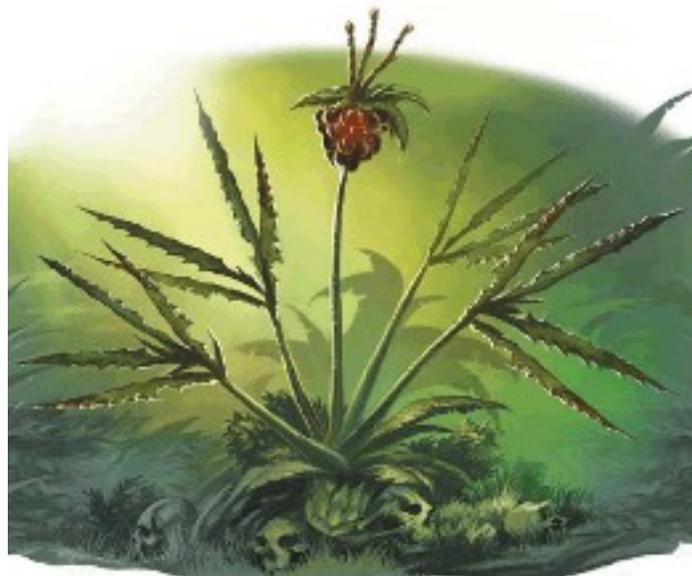
Dew frond can be encountered in many colors and sizes, depending in how much blood it has already consumed (v. Table 1). A young specimen is often yellowish-tan in color, darkening to reddish brown as it gets older and has consumed more blood. The fronds are sharp and barbed and grow in groups of four out of a single stalk.

Combat: Dew frond lashes out with its fronds at all creatures that come within range, cutting them and feeding on their blood. An individual who has no previous experience with dew fronds may well remain unaware of the deliberateness of the attack, believing that the fronds were moved by the wind, that he accidentally touched them, and so on.

Still, the effects of the attack are not very likely to go unnoticed. As the fronds cut into their victim, their barbs dig into its skin, causing 1d6 points of damage and remaining stuck in the wound. The fronds then begin to draw blood from the victim at a rate of 1 hit point per two rounds, until the victim is wholly drained or breaks free. Breaking free normally requires three rounds, as each barb must be removed carefully to avoid further damage and removing them more quickly results in the victim taking 1d6 points of damage. Note that this damage does not count towards the plant's growth.

As the dew frond drains the blood of its victim, it starts to grow at an alarming rate, an event that is quite likely to be noticed by those who were unaware of the plant's 'intentions'. For each 10 hit points of damage the dew frond inflicts by sucking blood, it gains 1 Hit Die, grows 1 foot in height and diameter, while its Armor Class is reduced by -1 (down to a minimum of AC 0).

As a mindless plant, dew frond will, in general, suffer only from attacks, spells, abilities, substances, and effects that can affect



plants, making it immune to effects that target any sensory, mental, and/or physiological qualities it does not have (*e.g.*, blindness, deafness, illusions, paralysis, stunning, many poisons; *fear*, *sleep*, Morale checks, psionic attacks). Also, indiscriminately hacking away at its exposed parts will not affect its offensive capabilities much and the plant will stop its attacks only when it no longer has the means to or when it is reduced to zero hit points. However, reducing the plant to zero hit points does not necessarily mean that it no longer has the capacity to grow back. As a rule of thumb, to definitively destroy dew frond, its roots must be destroyed (*e.g.*, dig the entire plant out of the soil, poison the ground it grows on, specialized spells).

Note that dew frond 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 usual.

Defiling Magic

Defiling magic destroys all plants and plant-based creatures within its area of effect without exception, turning it to ash. As a result, dew frond can thus be destroyed (or injured if it is not wholly contained within the area of effect), with no saving throw allowed.

Habitat/Society: Dew fronds are found in the dense jungles of Athas (*e.g.*, Forest Ridge), where they easily blend in with the thick foliage.

Ecology: Dew frond requires the blood of warm-blooded creatures to survive.

Notes from the True World: Plants

Tropism: Plants interact with their environment by responding to particular outside stimuli (tropism), which helps them find water, light,

and nutrients, to avoid noxious substances and conditions, and to grow to achieve a desired effect by selectively increasing and decreasing cell growth (*e.g.*, grow towards the sun). In some plants, this controlled cell growth is accelerated to such an extent that it can lead to remarkable effects. For example, the mimosa can fold up its leaves when certain insects approach with the intent of eating them, while the movements of many carnivorous plants are faster than the eye can track.

Forms of tropism include: chemotropism (response to particular substances; *e.g.*, acid, gas), galvanotropism (response to electric current), geotropism (response to gravity), heliotropism (response to sunlight), hydrotropism (response to water), phototropism (response to light), thermotropism (response to temperature), thigmotropism (response to mechanical stimulation; *e.g.*, touch, pressure), traumatropism (response to wound lesion; *e.g.*, weapon blows and cuts). Continuing the theme, tropisms unique to a fantasy setting could be introduced, such as psychotropism (sensitivity to mental energy) or magiotropism (sensitivity to magic).

Ecology: Most plants create their own food through photosynthesis, using chlorophyll contained in their leaves to transform sunlight into a chemical that reacts with carbon dioxide taken in through the leaves to create carbohydrates, which the plant utilizes, along with minerals and trace elements absorbed through the root system, for its growth and development. The water and the minerals it contains are spread throughout the plant through the principle of capillary attraction, the tendency for liquids confined in small tubes to rise up through the tubes as a result of

surface tension. Two types of tissues are involved in a plant's use of capillary action and attraction: *xylem* (the woody tissue that provides support for the plant), which absorbs the water and minerals taken in by the roots and moves them up to the leaves for photosynthesis; and *phloem*, a tissue that transports the resulting carbohydrates throughout the plant. To make up for the poor growing conditions in their habitat, carnivorous plants (*e.g.*, sundew, pitcher plant) have evolved means for trapping and digesting living prey as supplements to their diet. In similar fashion, fantastic plants that feed on the blood or other bodily fluids of creatures may well have adapted their feeding habits to compensate for a lack of some element required for photosynthesis (*e.g.*, light, minerals, even leaves).

Game Effects: In game terms, tropism may allow plants to actively move (parts of themselves) away from or in the direction of events and effects and/or make that they cannot be fooled by magical invisibility and silence. Conversely, plants will not react to phenomena that do not generate stimuli they can detect (*e.g.*, *astral projections*, creatures in *ethereal form*). Furthermore, at the DM's option, specific effects may affect a plant in unexpected ways. For example, lasting magical darkness may affect phototropism and heliotropism, rendering a plant unable to act or even making it go dormant, respectively; massive sound-based effects may affect thigmotropism and mislead a plant or render it incapable of attacking; certain gasses, substances, or extreme cold might kill a plant instantly.

Table 1. Dew Frond Statistics

HD	AC	Th0	Save As ¹⁾	SZ	XPV
3	10	19	2 HD/3 HD	T (3-4' tall, 4-5' radius)	420
4	9	19	2 HD/4 HD	S (4-5' tall, 5-6' radius)	650
5	8	17	3 HD/5 HD	S (5-6' tall, 6-7' radius)	975
6	7	17	3 HD/6 HD	S (6-7' tall, 8-9' radius)	1,400
7	6	15	4 HD/7 HD	M (7-8' tall, 9-10' radius)	2,000
8	5	15	4 HD/8 HD	M (8-9' tall, 10-11' radius)	2,000
9	4	13	5 HD/9 HD	M (9-10' tall, 12-13' radius)	3,000
10	3	13	5 HD/10 HD	M (10-11' tall, 13-14' radius)	4,000
11	2	11	6 HD/11 HD	M (11-12' tall, 14-15' radius)	5,000
12	1	11	6 HD/12 HD	L (12-13' tall, 16-17' radius)	6,000
13	0	9	7 HD/13 HD	L (13-14' tall, 17-18' radius)	7,000
14	0	9	7 HD/14 HD	L (14-15' tall, 18-19' radius)	8,000
15	0	7	8 HD/15 HD	L (15-16' tall, 19-20' radius)	9,000

¹⁾ As a non-intelligent plant, dew frond 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 usual

Source/Origins: *Plant, Carnivorous – Dew Fronds:* Tom Prusa *et al.*, *Monstrous Compendium Dark Sun Appendix* (MC12; TSR, 1992); Gregg Chamberlain, *The Ecology of the Carnivorous Plant*, in: *Dragon 137* (TSR, 1988)

Fire Beetle

Illustration: Jim Nelson

CLIMATE/TERRAIN:	Tropical to temperate/Any land or underground
FREQUENCY:	Common
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any darkness (Night)
DIET:	Omnivore
INTELLIGENCE:	Not-ratable (0)
TREASURE:	Nil
ALIGNMENT:	Neutral

NO. APPEARING:	3d4
ARMOR CLASS:	4
MOVEMENT:	12
HIT DICE:	1+2
THAC0:	19
NO. OF ATTACKS:	1 (bite)
DAMAGE/ATTACK:	2d4
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Non-intelligence, see below
MAGIC RESISTANCE:	Nil
SIZE:	S (2½' long)
MORALE:	Steady (12)
XP VALUE:	35

Fire beetles – sometimes referred to as *giant fire beetles* – are large, black to bright red beetle-like creatures with enormous chewing mandibles and hard chitin shells covering the wings and providing substantial armor protection. They have two special glands above their eyes and one near the back of their abdomens, each of which produces a steady, luminous glow – greenish for those near the eyes and red for the one on the abdomen. Fire beetles have two pairs of wings and three pairs of legs. Fortunately, the wings cannot be used to fly, and the creature's six bristly legs do not enable it to move as fast as a fleeing man. They do, however, allow the creature to walk on walls and ceilings as easily as it does on floors. Fire beetles do not hear or see well and rely primarily on taste and feel, which allows them to detect creatures and objects across range of at least 60 feet, even in complete darkness.

Combat: Fire beetles taste matter with their antennae or feelers and if the substance tasted is organic, the creatures grasp it with their mandibles, crush it, and eat it. A creature bitten by the fire beetle suffers 2d4 points of damage. Because of the thorough grinding of its mandibles, nothing eaten by a fire beetle can be revived by anything short of a wish.

A fire beetle 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 (e.g., *charm-*, *fear-*, *hold-*, *terror-*, *dream-*, emotion-based, and *ESP*-like spells and effects, magical sleep, compulsions,



phantasms). This also makes that fire beetles make their saving throws as 1-HD monsters, except in the case of any saving throws vs. Poison or Death Magic, which they make as 2-HD monsters.

Habitat/Society: Fire beetles are found both below ground and above ground, where they are primarily nocturnal. They are solitary creatures and although areas may sometimes contain clusters of the creatures, these are competitors and not part of a family or otherwise cooperative unit.

Ecology: Fire beetles are basically unintelligent and always hungry. They will feed on virtually any form of organic material, including grains, wastes and other sorts of beetles. Fire beetle glands are highly prized, both by both miners and adventurers bound for dark regions. Luminosity persists for 1d6 days after the glands are removed from the beetle and the light shed will illuminate a radius of 10 feet. The light from these glands produces no heat. Many mages and alchemists are eager to discover the secret of this cold light, which could be not only safe but also economical, with no parts to heat up and burn out. In theory, they say, such a light source could last forever. The glands command high prices on the open market, selling for anywhere between 50 and 300 gold pieces apiece. Those seeking to craft armor or shields from the shells of the fire beetle would require the services of a number of specialized individuals, among which will be an alchemist and a skilled armorer.

Source/Origins: *Giant Beetles – Fire Beetle:* Dave Arneson, *Dungeons & Dragons Supplement II. Blackmoor* (TSR, 1976); *Beetle, Giant – Fire:* Gary Gygax, *Monster Manual* (TSR, 1977); *Beetle, Giant – Fire:* Tom Moldvay (ed.), *Dungeons & Dragons Basic Rulebook* (TSR, 1981); *Beetle, Giant – Fire:* Frank Mentzer (rev.), *Dungeon Masters Rulebook*, in: *Dungeons & Dragons* (TSR, 1983); *Beetle – Fire:* David Cook et al., *Monstrous Compendium Volume Two* (MC2; TSR, 1989); *Beetle, Giant – Fire:* Timothy B. Brown, *Rule Book*, in: *Dungeons & Dragons* (TSR, 1991); *Beetle, Giant – Fire:* Aaron Allston, *Dungeons & Dragons. Rules Cyclopedia* (TSR, 1991); Gregory W. Detwiler, *Bugged About Something?*, in: *Dragon 174* (TSR,

1991); *Beetle, Giant – Fire*: Doug Stewart (ed.), *Monstrous Manual* (TSR, 1993); David Howery, *Opening the Book of Beasts*, in: *Dragon 199* (TSR, 1993); *Beetle, Giant Fire*: Bruce Nesmith, *Monsters & Treasures Book*, in: *AD&D First Quest* (TSR, 1994); *Beetle – Fire*: Doug Stewart, *Rules and Adventures*, in: *Dungeons & Dragons* (TSR, 1994); *Beetle, Giant – Fire*: Walter Baas, Dustin Browder, Tom Prusa and Jonathan Tweet, *Black Spine* (DSM4; TSR, 1994)

Four Petal White Flower

Illustration: <?>

CLIMATE/TERRAIN:	Toril; Temperate/Grasslands, prairie
FREQUENCY:	Rare
ORGANIZATION:	Nil
ACTIVITY CYCLE:	Day
DIET:	Soil nutrients, water
INTELLIGENCE:	Non- (0)
TREASURE:	Nil
ALIGNMENT:	Neutral

NO. APPEARING:	1d8
ARMOR CLASS:	10
MOVEMENT:	Nil
HIT DICE:	½
THAC0:	20
NO. OF ATTACKS:	Nil
DAMAGE/ATTACK:	Nil
SPECIAL ATTACKS:	Lethal acidic poison spray
SPECIAL DEFENSES:	Plant immunities, tropism, see below
MAGIC RESISTANCE:	Nil
SIZE:	T (up to 1½' tall)
MORALE:	Nil
XP VALUE:	175

The four petal white flower of Toril – also known as *joker's kiss* and *spitting ivy* – is a deadly plant that only recently appeared in the explored world.

The four petal white flower grows as a bush that looks very similar to a closely related but innocuous shrub known as the white heart. In both, the flowers are heart-shaped and about two to three inches across. The difference is in the number of petals on each flower and the fact that the flower of the four petal white flower has a tiny motion-sensing organ in its center.

The four petal white flower does not have a mind and senses as humans know them. Instead, it interacts with its environment through *tropism*, causing it to react to outside stimuli in such a manner that it actively moves (parts of itself) away from or in the direction of events and effects. While this means that the plant will react to many events and effects quite differently from what one might expect, it is assumed that it will not be fooled by magical invisibility and silence; conversely, it will not react to creatures that are out of phase (*e.g., astral projection, ethereal form*).

Combat: Thigmotropism causes the four petal white flower to react to all creatures that pass within 5 feet of it, triggering the release of a dozen streams of poisonous and acidic liquid that unerringly strike their target. Lethal and capable of killing creatures as large as horse, the acidic liquid burns through a layer of cloth per round. When all layers of clothing are penetrated, the poison contacts the skin and starts taking effect: after 2d4 rounds, the victim will feel a burning sensation and develop a high fever, which is lethal in 1d4 hours.

Because the four petal white flower is considered a plant and not a *living creature*, it can, in general, only be affected by physical damage and spells, abilities, substances, and effects that specifically target plants or conditions to which both plants and living creatures are subject (*e.g., fire, time*).



This makes the four petal white flower immune to spells, effects, and substances that require the presence of senses as men know them (*e.g., Blindness, Deafness, illusions*), as well as to those that target the workings of the body of a man, animal, and many monsters (*e.g., paralysis, stunning, many poisons*) or a mind (*e.g., fear, sleep, Morale checks, psionic attacks*). At the DM's option, certain effects may affect the four petal white flower in different ways than expected (*e.g., lasting magical darkness may affect phototropism and heliotropism, rendering a plant unable to act or even making it go dormant, respectively; massive sound-based effects may affect thigmotropism and mislead a plant or render it incapable of attacking; certain gasses, substances or extreme cold might kill a plant instantly*).

Also, hacking away at the exposed parts of the plant without specifically targeting its flowers will not affect its offensive capabilities much and the plant will stop its attacks only when it no longer has the means to do so or when it is reduced to zero hit points. However, this does not necessarily mean that the plant no longer has the capacity to grow back. As a rule of thumb, to definitively destroy the four petal white flower, its roots must be destroyed, which may be achieved by digging the entire plant out of the soil, by poisoning the ground it grows on, or by certain specialized spells.

Habitat/Society: The four petal white flower grows in the prairies and dry grasslands of temperate climes.

Ecology: The four petal white flower does not consume the creatures it kills, which has led the druidic community to believe that the plant may be the result of a magical experiment gone wrong.

Note from the True World: Plants

Tropism: All plants interact with their environment by means of *tropism* – response to particular stimuli – which helps them find water, light, and nutrients and to avoid noxious substances and conditions. Tropism influences the way the plant grows by increasing and decreasing cell growth along either side of it so that the desired effect is achieved. For example, this explains why many plants grow ‘toward the sun’ and why the mimosa can fold up its leaves whenever certain insects approach with the intent of eating them. For most carnivorous plants of Earth, this controlled cell growth is accelerated to the point where the plant’s movements are faster than the eye can track. Forms of tropism include: chemotropism (response to particular substances; *e.g.*, acid, gas), galvanotropism (response to electric current), geotropism (response to gravity), heliotropism (response to sunlight), hydrotropism (response to water), phototropism (response to light), thermotropism (response to temperature), thigmotropism (response to mechanical stimulation; *e.g.*, touch, pressure), traumatropism (response to wound lesion; *e.g.*, weapon blows and cuts). Continuing the theme, tropisms unique to a fantasy setting could be introduced, such as psychotropism (sensitivity to mental energy) or even magiotropism (sensitivity to magic).

Diet: Most plants are ‘powered’ by photosynthesis, a process that uses chlorophyll (contained in the leaves of the plant; gives green plants their color) to transform sunlight into a chemical. This chemical reacts with

water (which is absorbed through the roots) and carbon dioxide (which is taken in through the leaves) to produce carbohydrates. The carbohydrates, along with the minerals and trace elements absorbed through the root system, are utilized by the plant for its growth and development. Water and the minerals it contains are spread throughout the plant through the principle of capillary attraction, the tendency for liquids confined in small tubes to rise up through the tubes as a result of surface tension. An example of capillary attraction is shown by placing a straw in a glass of water. Surface tension draws the water up the straw from the open bottom until a balance is achieved and the water ceases to rise. If straws of different diameters are placed in the same glass, the water will rise higher in narrower straws than in wide ones because of the differences in surface tension.

Two types of tissues are involved in a plant’s use of capillary action and attraction: xylem and phloem. Xylem is the woody tissue that provides support for the plant, much in the same way that skeletons provide support for animal bodies. The cells in xylem, through capillary action and attraction, absorb the water and minerals taken in by the roots and move them up to the leaves for photosynthesis. This process in turn creates the food material that is transported throughout the plant by the phloem tissues through capillary action and attraction.

Source/Origins: Scott Davis, *The Hill of Lost Souls*, in: *Elminster’s Ecologies Appendix I* (TSR, 1995); Gregg Chamberlain, *The Ecology of the Carnivorous Plant*, in: *Dragon 137* (TSR, 1988)

Frog – Giant Frog

Illustration: Eva Widermann

CLIMATE/TERRAIN:	Any/Aquatic (fresh; ponds, lakes), rainforest, wetlands, underground
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Not-ratable (0)
TREASURE:	Nil
ALIGNMENT:	Neutral

NO. APPEARING:	5d8
ARMOR CLASS:	7
MOVEMENT:	3, Swim 9
HIT DICE:	1 to 3
THAC0:	See Table 1
NO. OF ATTACKS:	1 (bite)
DAMAGE/ATTACK:	See Table 1
SPECIAL ATTACKS:	Tongue strike (+4), grab and drag and bite, see below
SPECIAL DEFENSES:	Camouflage, non-intelligence, see below
MAGIC RESISTANCE:	Nil
SIZE:	S or M (2-6' long; 50-250 lb)
MORALE:	Average (8)
XP VALUE:	See Table 1

Giant frogs – sometimes referred to as *giant man-eating frogs* – are large, monstrous frogs, leaping amphibians that are known for their disturbing habit to attack humans and demi-humans. Giant frogs range in size from 2 to 6 feet and may weigh as much as 250 pounds. Females are larger than males.

Giant frogs are slender, tailless creatures with smooth, moist skin, protruding eyes and large mouths. Two long, highly developed hind legs feature webbed feet and are used for swimming and executing prodigious leaps. Giant frogs usually range in color from drab brown to green, while their flanks and underside may feature bright colors – known as flash colors and visible only when moving. Giant frogs change the tone of their color from night to day – darker during day, lighter during night.

Due to its coloration, a giant frog has a 75% chance to remain unseen in its natural habitat. A camouflaged giant frog is effectively invisible; it could avoid encounters and imposes a -3 penalty to its opponents' Surprise checks. Note that it can still be detected by creatures that use scent, other keen senses, or magical abilities to detect others.

Giant frogs move by leaping, rapidly straightening their hind legs and propelling themselves through the air in long jumps which may lead them further along dry ground or into the water. The distance that a giant frog can jump forward and upward is based upon its weight (v. Table 1). Although they have wide-angle vision, giant frogs rely mostly on their hearing to interact with their environment.

Combat: Giant frogs are aggressive creatures and attack just about anything smaller than themselves when hungry. They have even been known to leap onto passing ships from the shore to seize prey.



A giant frog attacks by lashing out with its long, sticky tongue, striking at a +4 bonus to hit. The tongue inflicts no damage when it hits but aims to entrap a target and drag it towards the beast's mouth. A creature weighing less than the giant frog is reeled in the same round it was hit, while those that weigh no more than twice than the giant frog reach the monster's mouth in the next round. Any creature weighing more than twice as much as the giant frog cannot be pulled and is released on the third round after it was caught. Entrapped creatures and others may only strike at the giant frog's tongue as long as the victim has not yet been reeled in. If the tongue is hit, the giant frog releases its victim and does not attack that creature again, although it will attempt to strike at others. Once a victim has been reeled in, the giant frog attempts to eat it by means of a bite attack (v. Table 1). If the first bite aimed at a reeled in victim is successful, it automatically inflicts maximum damage. Also, a critical hit on any bite attack indicates that the giant frog has swallowed its prey whole, but only if it is less than 3 feet tall (see below).

A giant frog 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 (e.g., *charm-*, *fear-*, *hold-*, *terror-*, *dream-*, and emotion-based spells and effects, *ESP*, magical sleep, compulsions, phantasms). This also makes that it 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).

Giant frogs fear fire and always retreat from it.

Swallow Whole (Giant frog)

The giant frog may swallow a creature smaller or shorter than 3 feet in one go on a critical hit with its bite attack. The victim is swallowed in the same round and ends up in the giant frog's stomach, unable to do anything for the remainder of the round. The process inflicts no additional damage but the victim suffocates and dies in three rounds regardless of any other factors. Note that any items and gear that end up inside the giant frog's stomach must pass an item saving throw vs. Acid or be destroyed (v. DMG, p. 58: "Item Saving Throws").

The body of a creature that dies inside the giant frog's stomach can only be recovered in a more or less whole state within 1d3 hours after it was swallowed. Otherwise the giant frog's digestive juices will have done their work, rendering the victim beyond the aid of such spells as *Raise Dead* and *Resurrection*.

Resistance: At the DM's option, a swallowed creature may attempt to harm the giant frog while in its stomach. Generally speaking, it may use only natural weapons unless it had a sharp, S-sized or smaller weapon in its hand when it was swallowed and managed to hold on to it (e.g., dagger). Attacks are made against AC 7, not only because of distinctly awkward position of the victim but also because the giant frog's innards are adapted to swallowing things whole and are well protected. However, the victim's situation gets worse as time goes on and he suffers from a cumulative -1 penalty to hit for each round spent inside, which is in addition to any other penalties. The DM must carefully adjudicate the ability of a swallowed creature to use spells, spell-like abilities, psionics, or magical items. As a rule, effects requiring vocalization, gestures, or concentration will be hard to activate, while it may have a hard time using magical items that are not ready for immediate use (e.g., a wand dangling from a belt as opposed to a ring on a finger).

Regurgitating: At the DM's option, a swallowed creature may be regurgitated if it succeeds in inflicting damage for more than one round in a row. It will end up in the giant frog's mouth in this case, unable to act for the remainder of the round, and may be swallowed again or spat out in the next round. A creature that is spat out is treated as if it had been knocked down (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).

Habitat/Society: Giant frogs can be found in most climates of the world, ranging from arid deserts and high mountains to rainforests, wetlands, marshes, and wet cellars. They are predominantly aquatic, although they may also be found on land, in burrows or trees, usually near water. They are encountered in arctic regions only very rarely. Those inhabiting regions subjected to long dry periods have adapted their behavior to conserve water – many seek cover in burrows to avoid desiccation.

Although they are invariably encountered in groups, giant frogs do not have any real social structure. In the breeding season, large amounts of giant frogs congregate at large bodies of fresh water, where the males attempt to attract females by uttering loud, croaking mating calls. Eggs are deposited in quiet bodies of fresh water. The larvae are known as giant tadpoles and undergo a complex metamorphosis in which they lose their tail and gain limbs. The metamorphosis takes 2-3 months.

Ecology: While giant frogs feed mainly on giant insects and invertebrates, they will actually attempt to eat anything that will fit through their mouth: the largest varieties are not adverse to consuming rats, fish, small mammals, other frogs, and small demi-humans. In turn, giant frogs are hunted by giant snakes, mermen, giant fish, giant turtles, and several species of birds and (large) reptiles. Giant insects instinctively avoid giant frogs, even those that exceed them in size.

Giant frogs secrete mucous slime from glands underneath their skin, meant to avoid desiccation and conserve water in the body. Although the mucus is toxic to humans and may induce hallucinations, irritation of the skin and convulsions, it is rarely lethal.

Giant frogs may play strange roles in folklore and primitive religions. For example, certain ancient tales claim that giant frogs are born from the mud itself, while some religions portray them as deities of birth or rain, sometimes even depicting them as humans with frog-like heads.

Table 1. Giant Frog Statistics

HD	Th0	Bite	Tongue Length	Horizontal Jump	Vertical Jump	Save As ¹⁾	Size	XPV
1	19	1d3	6' long	180'	30'	1 HD/1 HD	S (2' long; 50 lb)	120
2	19	1d6	6-12' long	180-140'	30-23'	1 HD/2 HD	S (2-4' long; 50-150 lb)	175
3	17	2d4	12-18' long	140-100'	23-16'	2 HD/3 HD	M (4-6' long; 150-250 lb)	270

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

Source/Origins: *Giant Frog*: Dave Arneson, *Dungeons & Dragons Supplement II. Blackmoor* (TSR, 1975); *Frog, Giant*: Gary Gygax, *Monster Manual* (TSR, 1977); *Frog – Giant*: David Cook et al., *Monstrous Compendium Volume Two* (MC2; TSR, 1989); *Frog – Giant*: Doug Stewart (ed.), *Monstrous Manual* (TSR, 1993); David Howery, *Opening the Book of Beasts*, in: *Dragon 199* (TSR, 1993)

Gargoyle

Illustration: Wayne Reynolds

CLIMATE/TERRAIN:	Any/Any land, ruins, underground, airborne
FREQUENCY:	Uncommon
ORGANIZATION:	Horde
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Low (5-7)
TREASURE (1E):	M×10 (C)
ALIGNMENT:	Chaotic evil

NO. APPEARING:	2d8
ARMOR CLASS:	5
MOVEMENT:	9, Fly 15 (C)
HIT DICE:	4+4
THACO:	15
NO. OF ATTACKS:	4 (claw/claw/bite/horn)
DAMAGE/ATTACK:	1d3/1d3/1d6/1d4
SPECIAL ATTACKS:	Dive attack, see below
SPECIAL DEFENSES:	Camouflage, magic to hit, see below
MAGIC RESISTANCE:	Nil
SIZE:	M (up to 6½' tall)
MORALE:	Steady (11)
XP VALUE:	650

Gargoyles are ferocious, reptilian predators of a magical nature resembling stone statues of exceedingly horrid winged humanoids. Counting on their appearance as strange, rock-hewn statues, gargoyles sit motionless perched on rocks or pillars, waiting for prey to approach. When circumstances permit, they may pose as sculptures of some sort, in a fountain, or as a pair of horrid beasts sitting on either side of a doorway.

Due to their rock-like skin, ability to stand motionless for as long as they wish and uncanny habit to take up inconspicuous positions, gargoyles have a good chance to remain undetected in such locations as ornate ruins, graveyards, towns, and cities (Hide in Terrain 80%). A camouflaged gargoyle is effectively invisible; it may avoid encounters and imposes a -2 penalty to its opponents' Surprise checks. Note that it can still be detected by creatures that use scent, other keen senses, or magical abilities to detect others. Gargoyles have standard infravision, allowing them to see in the darkness by detecting heat across a range of 60 feet. Gargoyles speak their own guttural language.

Combat: Gargoyles are cruel and aggressive and attack 90% of all creatures that cross their path. They do this out of malice only, striking to maim and disable first before reverting to capturing and torturing their helpless victims – to a gargoyle, inflicting a slow, painful death is best. They like to attack by surprise, waiting until their victims are close enough before suddenly striking out. Gargoyles are excellent fighters with four attacks per round. Their claw/claw/bite/horn routine can inflict up to 16 points of damage, while their naturally tough hide protects them well from the attacks of their opponents (AC 5). Gargoyles can be struck only by weapons of +1 or better enchantment. Note that they make their saving throws as 5-HD monsters.



Airborne Gargoyle vs. Opponents on the Ground

When attacking from the air, the gargoyle swoops down on its opponent from some vantage point, suddenly attacking from the most unlikely of angles and enabling it to attack with either its horn (1d4 hp damage) or both claws (1d3 hp damage each). Alternatively, it may employ a dive attack. A dive attack must be initiated from a distance of at least 30 feet; it increases the gargoyle's speed to MV Fly 30 and imposes a +1 penalty on its Armor Class penalty; its opponents receive a -2 bonus to their Initiative checks. The gargoyle's horn and claw attacks following the dive are made at a +2 bonus to hit and inflict double damage (2d3 hp damage per claw; 2d4 hp damage for the horn). Success also indicates that the gargoyle has flown out of reach of any handheld weapons. Note that, at full speed, the gargoyle can make one 90-degree turn per round (MC C), so that it can pass over the same spot once every two rounds.

Due to limitations imposed by reach and angle, land-bound creatures suffer a -2 penalty to hit when trying to hit an airborne gargoyle from below with a handheld weapon. Whenever a gargoyle sustains damage greater than 50% of its normal hit points, it becomes unable to maintain flight and is forced to glide to the ground immediately (MV Fly 7). Should the damage exceed 75% of its normal hit points, the gargoyle will not be able to control its fall and will plummet to the ground, suffering damage in accordance with the height of its fall on impact (1d6 hp damage for every 10 feet fallen up to a maximum of 20d6 hp damage for 200 feet or more).

Aerial Combat (Gargoyle)

To conduct an aerial battle, the DM must first know the flying MV rate and Maneuverability Class (MC) of each creature involved. He must also determine whether a creature is considered a *moving combatant* (one that must maintain a minimum air speed to remain airborne) or a *stationary combatant* (able to remain stationary while airborne) – this will determine the nature of the fight. Note that a moving stationary combatant is still considered a stationary combatant in most cases.

Land-Based Creatures in the Air: When venturing into the air, land-based creatures must provide themselves with the means to fly and they must learn to deal with a number of special problems and effects. For

example, aerial battles are fought in three dimensions and attacks can come from ahead, alongside, above, behind, below, or any combination of these. Also, land-based creatures that classify as moving combatants in the air must have spent several months in training to be able to hit airborne creatures with missile weapons.

Generally speaking, land-based creatures can only become airborne by riding flying mounts or vehicles or using spells or magical items. Examples of the latter two include *Chariot of Sustarre* (MV Fly 48 [C]; moving), *Fly* (MV Fly 18 [B]; stationary), *Levitation* (MV 2 [A]; stationary), *Polymorph Self* (varies: max MV Fly 36, MC one step worse than that of the copied creature), *Shape Change* (varies: as copied creature); and *boots of levitation* (MV 2 [A]; stationary), *broom of flying* (MV Fly 30 [C]; moving), *carpet of flying* (MV Fly 24 to 42 [C]; moving or stationary [A]), *potion of flying* (MV Fly 18 [B]; stationary), *ring of air elemental command* (MV Fly 18 [B]; stationary), and *wings of flying* (MV Fly 12-32 [C]; moving). Note that riding a flying mount requires the NWP *Riding – Airborne* and that the MC of a flying mount worsens by one class at least when it is carrying a rider.

Combat: Combat between moving combatants will mostly involve making attacking passes, wheeling about and attacking again. Combat involving stationary combatants is much more complex – the nature of the fight will depend on whether the stationary combatants move or not during a given round.

For the sake of simplicity, the DM may consider all aerial combatants to be flying at approximately the same height. The more maneuverable flier enjoys a -1 bonus to its Initiative checks for each difference in MC.

Airborne creatures attempting to attack creatures flying below them can do so only with natural weapons or L-sized weapons (e.g., lance). Airborne creatures grappling each other will generally both plummet to the ground unless they disengage almost immediately; whether they crash into the ground will depend on a number of factors, among which are altitude and whether they are moving combatants or stationary combatants. Note that creatures hitting the ground suffer 1d6 points of damage for every 10 feet fallen (up to a maximum of 20d6 hp damage). A creature trying to break off aerial combat can avoid the free attack only if both its MC and flying MV rate are better than those of its opponent(s).

Moving combatants that attempt to fire missiles at other airborne creatures suffer penalties to hit as if the target were one range category further away than it actually is – i.e., a -2 penalty to hit for targets at short range, a -5 penalty to hit at medium range, no chance to hit targets at long range or further away. At the DM's option, an individual riding a gliding mount may be allowed to fire missiles at a -1 penalty to hit only, which would enable him to hit targets at long range. Stationary combatants suffer no penalties to hit. Although they are considered stationary combatants, levitating creatures with control over their own movements still do not control their movements as well as regular stationary combatants and they suffer a cumulative -1 penalty to hit per round (up to a maximum of -5) when firing missiles at any target.

Gargoyle: An airborne gargoyle moves at MV Fly 15 (C) and is considered a moving combatant. This means that it must maintain a minimum air speed of MV Fly 7 to remain airborne and that is quick to reach its maximum flying MV rate (one round); at full speed, it can turn 90 degrees in a single round and pass over the same spot once every two rounds.

The gargoyle can climb at MV Fly 7½ enabling it to gain 1 foot of height for every 3 feet it moves forward. It can dive at double speed (MV Fly 30) enabling it move up to 1 foot downward for each 1 foot traveled forward – i.e., at a 45-degree angle. At the DM's option, a gargoyle can glide at MV Fly 12, enabling it to move in silence and causing it to descend at a rate of at least 1 foot per 10 feet traveled forward; during the glide, the gargoyle has MC D (60-degree turns only, pass over the same spot once every three rounds); it may still dive but can only gain height with the aid of thermals (MV 3); note that a gliding gargoyle may lose forward speed and that it must stop gliding when its air speed should reach MV Fly 7.

When fighting airborne opponents, the gargoyle will attack either with its claws (1d3 hp damage each) or with its horn (1d4 hp damage).

Alternatively, it may use a dive attack (as above) against a creature flying underneath it; when diving against another diving creature, the gargoyle

does not enjoy any to hit bonuses and will not inflict double damage. Note that large amounts of damage will render a gargoyle unable to fly (see above).

For alternative or additional rules on aerial combat see **DMG**, p. 109: “Aerial Combat (Optional Rule)” and **DMG** 1st Edition, p. 53: “Damage”.

Habitat/Society: Gargoyles are typically found amid ruins or in underground caverns. They live in small groups known as *hordes*. Once every two to five years, depending on feeding conditions, the female lays a clutch of 2d4 eggs in some high and inaccessible place (e.g., grotto, cave). These eggs are small at first, being about the size of ostrich eggs. They absorb the minerals from the stone on which they rest, growing about 1 inch in radius every month during their twelve-month incubation period. Alone and unattended, the young gargoyles hatch, forcing horn and claw through the thick sides of the hard shells in order to take their places among the rest of their kind. After a few minutes drying out and resting, the fledgling gargoyle monsters are ready for first flight and feeding. If any of their number are small and weak, the others will fall upon them and devour them before taking off. Feeding on whatever is available, the immature gargoyles grow with amazing rapidity, and within a week or two are large enough to associate with mature individuals without fear of being eaten. Early diet includes insects, rodents, fungi and just about anything else which is discovered, animal or vegetable. Usually, three or four fledglings will survive from each clutch to join the adult horde. Left unmolested, a gargoyle will live at least 200 years, reaching maturity in one year and attaining full size in about 10-45 years, depending on feeding conditions.

Gargoyles often collect treasure from their victims. Individuals usually have a handful of gold pieces among them, with the bulk of their treasure hidden carefully at their lair, usually buried or under a large stone.

Ecology: Although gargoyles do not need to eat or drink, they will devour (parts of) their victims for their distorted sense of pleasure. The hideous monsters are interested in little more than spreading havoc and pain, preferring to harm intelligent creatures rather than animals, which most consider scarcely worth the trouble. Because they are fairly intelligent and evil, they will sometimes serve an evil master of some sort. In this case, the gargoyles usually act as guards or messengers; besides some gold or a few gems, their unsavory payment is the enjoyment they get from attacking unwanted visitors.

Originally, gargoyles were carved roof spouts, representing grotesque human and animal figures. They were designed in such a way that water flowing down gutters would be thrown away from the wall, so as to prevent stains and erosion. Later, some unknown mage used a powerful enchantment to bring these horrid sculptures to life and they have flourished ever since, spreading throughout the world.

The horn of the gargoyle is the more common active ingredient of a *potion of invulnerability* and can also be used in the creation of a *potion of flying*.

Historical Note: Comments by Gary Gygax

So, have you ever noticed that while gargoyles can fly, according to the stats in the AD&D Monster Manual, the illustration n shows the critter sans aerial appendages? (Don't try to tell me those dark shadows are wings!) Sure you have, and I am not too pleased about it either. What the heck, it's an older work, and such mistakes will happen.

Table 1. Gargoyle Statistics

Age	Hit Points ¹⁾	SZ
41+ yrs (Mature)	1d4+31 hp	M (6½' tall)
11-40 yrs (Mature)	28 hp	M (6' tall)
5-10 yrs (Mature)	24 hp	M (5½' tall)
1-4 yrs (Mature)	20 hp	M (5' tall)
5-11 months (Young)	18 hp	S (3½' tall)
1-4 months (Young)	13 hp	S (2½' tall)
1-4 weeks (Young)	12 hp	S (2' tall)
Less than 1 week (Hatchling)	8 hp	T (½' tall)

¹⁾ Note that gargoyles with more than 6 hit points per Hit Die have an XP Value of 975

Source/Origins: *Gargoyles*: Gary Gygax and Dave Arneson, *Dungeons & Dragons Volume 2. Monsters & Treasure* (TSR, 1974); Gary Gygax, *The Lost Caverns of Tsojconth* (Metro Detroit Gamers, 1976); Gary Gygax, *Monster Manual* (TSR, 1977); Gary Gygax and Dave Anderson, *Dungeons & Dragons* (TSR, 1977); Gary Gygax, *Dungeon Masters Guide* (TSR, 1979); Tom Moldvay (ed.), *Basic Rulebook*, in: *Dungeons & Dragons Basic Set* (TSR, 1981); Frank Mentzer (rev.), *Dungeon Masters Rulebook*, in: *Dungeons & Dragons Basic Rules Set 1* (TSR, 1983); Gary Gygax, *Why gargoyles don't have Wings, but should*, in: *Polyhedron 21* (TSR, 1984); Thomas Kane, *Flying the Friendly (?) Skies*, in: *Dragon 124* (TSR, 1987); David Cook et al., *Monstrous Compendium Volume Two* (MC2; TSR, 1989); Timothy B. Brown, *Rulebook*, in: *Dungeons & Dragons* (TSR, 1991); Aaron Allston, *Dungeons & Dragons. Rules Cyclopedia* (TSR, 1991); Doug Stewart (ed.), *Monstrous Manual* (TSR, 1993); Bruce Nesmith, *Monsters & Treasures Book*, in: *AD&D First Quest* (TSR, 1994); Doug Stewart, *Rules and Adventures*, in: *Dungeons & Dragons* (TSR, 1994)

Ghoul

Illustration: Sam Wood

CLIMATE/TERRAIN:	Any/Crypts, graveyards, burial sites, desolate wastes and ruins, underground
FREQUENCY:	Uncommon
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Night
DIET:	Corpses
INTELLIGENCE:	Low (5-7)
TREASURE (1E):	(B, T)
ALIGNMENT:	Chaotic evil

NO. APPEARING:	2d12
ARMOR CLASS:	6
MOVEMENT:	9
HIT DICE:	2
THAC0:	19
NO. OF ATTACKS:	3 (claw/claw/bite)
DAMAGE/ATTACK:	1d3/1d3/1d6
SPECIAL ATTACKS:	Paralyzing touch, transformation
SPECIAL DEFENSES:	Undead immunities
MAGIC RESISTANCE:	Nil
SIZE:	M (5-6' tall)
MORALE:	Steady (11-12)
XP VALUE:	175

Once human, ghouls are terrible and disgusting undead that now feed on the flesh of corpses. Although the change from human to ghoul has deranged and destroyed their minds, ghouls possess a terrible cunning, which enables them to hunt their prey most effectively.

Ghouls are vaguely recognizable as once having been human but they have become horribly disfigured by their change to ghouls. The tongue has become long and tough for licking marrow from cracked bones, the teeth have become sharp and elongated and the nails have grown strong and sharp like claws.

Combat: Ghouls hunt in packs and always attack without fear, clawing at their opponents with their filthy nails (1d3 hp damage per claw) and biting them with their fangs (1d6 hp damage). Next to suffering damage, humans and all demi-humans except elves hit by a ghoul must pass a saving throw vs. Paralyzation or become paralyzed for 1d6+2 rounds, while those killed by one and not devoured will transform into ghouls after death unless their bodies are blessed by a Priest. Note that elves are immune to the paralyzing effect of a ghoul's touch and that they will not rise as ghouls should they be killed by one.

As undead creatures, ghouls 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, ghouls are immune to spells and effects that target life force (e.g., *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).



Splashing a ghoul with the contents of a vial of *holy water* causes 2d4 points of damage. Ghouls are kept at bay by *protection from evil*.

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: Ghouls inhabit desolate, lonely places such as deserts, isolated mountains, and the deepest of the subterranean realms. Still, they are most frequently encountered around graveyards, where they can find plenty of corpses on which to feed.

Ecology: Ghouls are important sources of material components: ghoul bones are used in *Scare* and *Undead Summoning I*; ghoul flesh is used in *Paralyzing Touch*; a hair from the head of ghoul is used in *Fear Ward*; and the remains of a ghoul are used as an ingredient of the foul liquid required in the casting of *Deathmaster's Vial*. Furthermore, the earth collected from a ghoul's lair is a material component of *Ghoul Touch*, while a piece of cloth from the clothing of a ghoul is essential in the casting of *Augment Undead* and *Ghoul Touch*.

Note from the True World: Ghouls

Oriental Ghouls: The word “ghoul” comes from the Arabic word *ghul*, used to refer to a kind of demon of the wilderness. *Ghul* itself is derived from *ghala*, which means “to seize.” In many ways, these *ghuls* are the personifications of the terrors of the wasteland and the horror of starvation and forced cannibalism. The creatures are often represented as luring travelers out of the way to lonely and remote ruins, where they fall upon their prey suddenly and devour it, greedily sucking the warm blood from his veins and sharing the flesh with their children.

In Oriental folklore (especially of Arabic-Persian tradition), the ghouls are evil spirits that rob graves and feed on the flesh of the dead. It is thought to be an inferior order of the *jinn* (*jinnee* or genie in the singular, djinni in the AD&D game). The *jinn* comprise a variety of different beings created out of black smokeless fire. The usual dwelling places of *jinn* are ruined houses, water cisterns, rivers, wells, crossroads and marketplaces. Iblis is the father of the *jinn* and their chief.

These ghouls generally share the powers of *jinn*s, which not only include invisibility but also shape-shifting. They can thus take on the semblance of human beings and quite often do so. In their true forms, they are usually hideous and loathsome, with fangs and talons. Sometimes one may have only one eye or a set of wings growing out of its back. Theoretically, any ghouls could be of either sex. Perhaps because of the strong patriarchal nature of Islam, in most tales the ghouls are female. Sometimes the ghouls appear as a beautiful woman; at other times, it appears more like its true form – half-woman and half-fiend. In female form, the ghouls can even bear children.

Bibliography: There are several tales of ghouls in *The Thousand and One Nights* (also known as *The Arabian Nights*), the classic collection of Arabic and Persian folktales that probably have their origins in antiquity. Two such tales are *The Story of the Prince and the Ghoul* and *The Story of Sidi Nouman*. But the legends dealing with ghouls do not belong only to so remote a past: Mathias de Giraldo recounts a story he was told in his travels about a more recent ghouls as we can find in M. Fornari’s revision of Mathias De Giraldo’s *Histoire curieuse et pittoresque (etc.)*.

Lovecraftian Ghouls: While the roots for ghouls may lie in Oriental mythology, the popular concept of the ghouls in fantasy literature and gaming has been strongly influenced by the writer H. P. Lovecraft. Lovecraft’s ghouls are not evil spirits but rather terrifying quasi-humans that live in vast mazes of underground tunnels. The tunnel systems are,

more often than not, under or near cemeteries and crypts. Lovecraft’s ghouls only leave their tunnels in search of prey; usually they feast on corpses but they are not above preying on the living.

Lovecraft’s ghouls may once have been human but their unspeakable practices have warped even their physical features. Other horrors live underground, mostly aberrant inhuman races that worship the Old Ones – Lovecraft’s bizarre alien gods. At some time in the past, the ghouls mated with some of these underground otherworldly races. The physical appearance of ghouls is both frightening and disgusting and an encounter with a ghouls can be enough to shatter the sanity of a normal person. Inspired by H. P. Lovecraft, a number of writers have written horror stories with related backgrounds. These stories are generally grouped together to form the “Cthulhu Mythos” (so named because of the demon-god Cthulhu invented by H. P. Lovecraft). Most of the stories were written by friends and correspondents of H. P. Lovecraft in the 1920s and 1930s but recent writers have made their own contributions to the Cthulhu Mythos.

Bibliography: The classic ghouls story by H. P. Lovecraft is *Pickman’s Model*, which first appeared in *Weird Tales, October 1927* (Popular Fiction Publishing Co.); more ghouls, or the hints of ghouls, appear in other Lovecraft stories such as *The Rats in the Walls* (first appearance in *Weird Tales, March 1924*; The Rural Publishing Corp.) and *The Hound* (first appearance in *Weird Tales, February 1924*; The Rural Publishing Corp.). Lovecraft’s ghouls and the hero of *Pickman’s Model*, Richard Upton Pickman (v. CMM, *Richard Upton Pickman*) are also featured in his Lovecraft novel *The Dream Quest of Unknown Kadath*. Other ghouls stories of the Cthulhu Mythos include Robert Bloch, *The Grinning Ghoul* (first appearance *Weird Tales, June 1936*; Popular Fiction Publishing Co.), Frank Belknap Long, *It Will Come to You* (first appearance *Unknown Worlds, December 1942*; Street & Smith Publications), and *The Ghoul*, in *Other Dimensions* (Arkham House, 1970) by Clark Ashton Smith, also author of many other, brilliant stories that inspired many authors of the AD&D game.

Recent writers have continued the tradition of the ghouls in fiction with stories such as Chelsea Quinn Yarbro, *Disturb Not My Slumbering Fair*, in *Cautionary Tales*; Charles Grant, *Quietly Now*, in *(The Arbor House) Necropolis*; and Brian Lumley, *Problem Child*, in *Dragon’s Bells and Other Discords*.

Source/Origins: *Ghouls:* Gary Gygax and Dave Arneson, *Dungeons & Dragons Volume 2. Monsters & Treasures* (TSR, 1974); Gary Gygax, *Monster Manual* (TSR, 1977); *Ghouls:* Gary Gygax and Dave Anderson, *Dungeons & Dragons* (TSR, 1977); Tom Moldvay (ed.), *Basic Rulebook*, in: *Dungeons & Dragons Basic Set* (TSR, 1981); Harold Johnson et al., *Monster Cards Set 1* (TSR, 1982); Frank Mentzer (rev.), *Dungeon Masters Rulebook*, in: *Dungeons & Dragons Basic Rules Set 1* (TSR, 1983); Tom Moldvay, *The Ungrateful Dead*, in: *Dragon 138* (TSR, 1988); Paul Jaquays, *Ghouls and Ghosts – Ecology of Ghouls and Ghosts*, in: Ed Greenwood et al., *Lords of Darkness* (REF5; TSR, 1988); David Cook et al., *Monstrous Compendium Volume One* (MC1; TSR, 1989); Aaron Allston, *Dungeons & Dragons. Rules Cyclopedia* (TSR, 1991); Doug Stewart (ed.), *Monstrous Manual* (TSR, 1993); Bruce Nesmith, *Monsters & Treasures Book*, in: *AD&D First Quest* (TSR, 1994); Doug Stewart, *Rules and Adventures*, in: *Dungeons & Dragons* (TSR, 1994); Bill Slavicek, *Rules Book*, in: *Dungeons & Dragons Adventure Game* (TSR, 1999); Skip Williams, *Sage Advice*, in: *Dragon 263* (TSR, 1999)

Bibliography: M. Fornari (rev.), *Histoire curieuse et pittoresque des Sorciers, devins, magiciens, astrologues, voyant, revenants, ames en peine, vampires, spectres, fantomes, apparitions, visions, gnomes, lutins, esprits malins, sorts jetés, exorcisme, etc... etc... Depuis l’antiquité jusqu’à nos jours. Par le R. P. Mathias De Giraldo, ancien exorciste de l’inquisition, revue et augmentée par M. Fonari, professeur de philosophie hermétique à Milan* (B. Renault, 1846); H. P. Lovecraft, *Pickman’s Model and The Rats in the Walls*, in: *The Outsider and Others* (Arkham House, 1939); H. P. Lovecraft, *The Hound*, in: *Beyond the Wall of Sleep* (Arkham House, 1943); Frank Belknap Long, *It Will Come to You*, in: *The Hounds of Tindalos* (Arkham House, 1946); H. P. Lovecraft, *The Dream Quest of Unknown Kadath* (Ballantine, 1970); Clark Ashton Smith, *The Ghoul*, in: *Other Dimensions* (Arkham House, 1970); Chelsea Quinn Yarbro, *Disturb Not My Slumbering Fair*, in: *Cautionary Tales* (Doubleday, 1978); Robert Bloch, *The Grinning Ghoul*, in: *Mysterios of the Worm* (Zebra Books/Kensington Publishing Corporation, 1981); Charles Grant, *Quietly Now*, in: Bill Pronzoni (ed.), *(The Arbor House) Necropolis* (Priam Books/Arbor House, 1981); Brian Lumley, *Problem Child*, in: *Dragon’s Bells and Other Discords* (NEL, 1994)

Giant Bat

Illustration: Luis Royo

CLIMATE/TERRAIN:	Tropical to temperate/Underground, dark forest, ruins, airborne
FREQUENCY:	Uncommon
ORGANIZATION:	Colony
ACTIVITY CYCLE:	Any darkness (Night)
DIET:	Carnivore
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral

NO. APPEARING:	3d6
ARMOR CLASS:	8 (See below)
MOVEMENT:	3, Fly 18 (C)
HIT DICE:	½ or 1
THAC0:	See Table 1
NO. OF ATTACKS:	1 (bite)
DAMAGE/ATTACK:	See Table 1
SPECIAL ATTACKS:	Possible disease
SPECIAL DEFENSES:	Aerial dexterity (AC 5)
MAGIC RESISTANCE:	Nil
SIZE:	S (up to 3' long, 5-6' wingspan)
MORALE:	Unsteady (5-7)
XP VALUE:	See Table 1



Giant bats – sometimes referred to as *large bats* – are bat-like creatures that haunt dark underground places and are said to be large versions of the regular carnivorous bat. They come in two varieties, with 10% being of the more powerful 1-HD variety. A giant bat has a 3-foot-long body and a 5-foot wingspan. It has poor eyesight and relies largely on echolocation in flight, which operates in a fashion similar to sonar. By emitting a high-pitched squeal and listening for it to bounce back, the creature can ‘see’ its surroundings, even in total darkness.

Combat: Giant bats are known for their aggression and usually attack on sight, especially if they are hungry or their lairs are disturbed. They must land (usually on their target) to attack and they can land on their target and attack in the same round. Giant bats attack by biting, which inflicts damage in accordance with their Hit Dice (v. Table 1). In addition, anyone bitten by a giant bat has a 1% chance per point of damage of contracting rabies. When rabies is contracted, there is a 1d4+6 day incubation

period. Once this period has ended, the victim has ten days to live. The victim cannot drink or eat anything and is overly irritable. Anything from loud noises to being awakened at night can set the victim off (DM’s discretion): if temper flares, the victim must pass a Wisdom check or attack until he is killed or knocked unconscious. A creature infected with rabies can be cured by *Cure Disease*, *Alter Reality*, a properly worded wish (e.g., *Limited Wish*), or similar magic.

Because of their special maneuverability in flight, giant bats are very hard to hit with missile weapons fired by individuals with Dexterity 13 or less (AC 5); they have AC 8 in all other cases. Giant bats cannot attack in the same round they take to the air.

Habitat/Society: Giant bats tend to dwell in the most sinister of realms, such underground caverns and dark forests and ruins.

Ecology: Giant bats are exclusively carnivorous.

Table 1. Giant Bat Statistics

HD	Th0	Damage	XPV
½	20	1d2	15
1	19	1d4	35

Source/Origins: *Giant Bats*: Albie Fiore, *The Halls of Tizun Thane*, in: *White Dwarf 18* (GW, 1980); *Giant Bats*: Albie Fiore, *The Halls of Tizun Thane*, in: *The Best of White Dwarf Scenarios* (GW, 1980); *Bat, Giant*: Lewis Pulsipher, in: Don Turnbull (ed.), *Fiend Folio* (TSR, 1981); *Bat – Large (Giant)*: David Cook et al., *Monstrous Compendium Volume One* (MC1; TSR, 1989); *Bat – Large*: Doug Stewart (ed.), *Monstrous Manual* (TSR, 1993); *Bat, Giant*: Bruce Nesmith, *Monsters & Treasures Book*, in: *AD&D First Quest* (TSR, 1994); *Bat, Giant*: Bill Slavicsek, *Rules Book*, in: *Dungeons & Dragons Adventure Game* (TSR, 1999)

Giant Rat (Giant Sumatran Rat)

Illustration: Jean Wells

CLIMATE/TERRAIN:	Tropical to temperate/Underground, urban, crypts, graveyards, waterborne
FREQUENCY:	Common
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Night
DIET:	Omnivore (Scavenger)
INTELLIGENCE:	Semi- (2-4)
TREASURE (1E):	(C)
ALIGNMENT:	Neutral (evil)

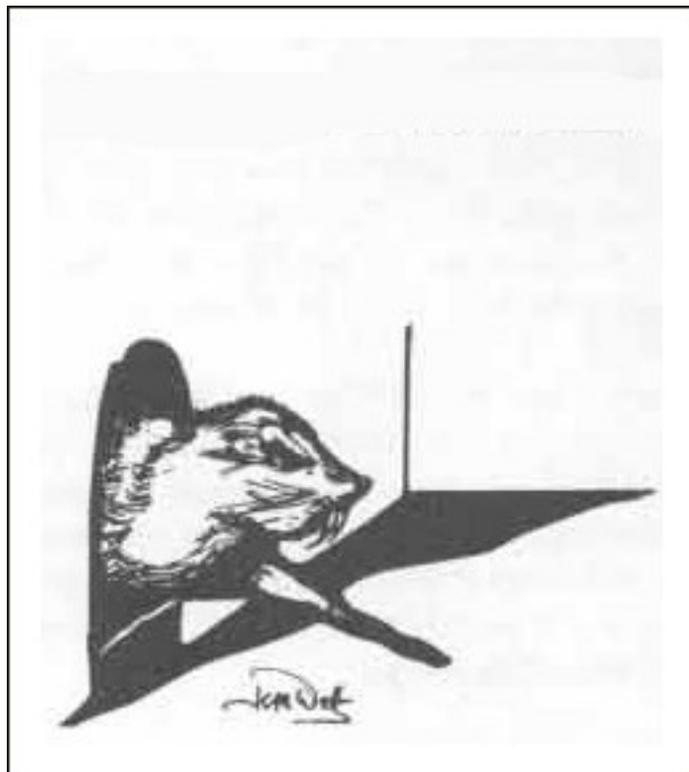
NO. APPEARING:	5d10
ARMOR CLASS:	7
MOVEMENT:	12, Swim 6
HIT DICE:	½
THAC0:	20
NO. OF ATTACKS:	1 (bite)
DAMAGE/ATTACK:	1d3
SPECIAL ATTACKS:	Possible disease
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	S (2' long)
MORALE:	Unsteady (5-7)
XP VALUE:	15

The giant rat – also referred to as *giant Sumatran rat* or *giant rat of Sumatra* – is a dangerous, semi-intelligent, rat-like creature with gray or black fur. It swims quite well.

Combat: Although aggressive, giant rats will avoid attacking strong parties unless commanded to fight by such creatures as wererats or vampires. When they attack, they often attack creatures in the water, striking without warning and typically attacking in numbers. Their bite inflicts 1d3 points of damage and each bite has a 5% chance of transferring onto the victim a serious disease (save vs. Poison to avoid), which will typically be lethal in 1d6 days or otherwise confine him to bed for at least a month (v. **DMG** 1st

Source/Origins: The giant rat of Sumatra: Arthur Conan Doyle; *Rat, Giant (Sumatran)*: Gary Gygax, *Monster Manual* (TSR, 1977); *Rat – Giant*: Tom Moldvay (ed.), *Basic Rulebook*, in: *Dungeons & Dragons Basic Set* (TSR, 1981); *Rat – Giant*: Frank Mentzer (rev.), *Dungeon Masters Rulebook*, in: *Dungeons & Dragons Basic Rules Set 1* (TSR, 1983); *Rat – Giant*: Timothy B. Brown, *Rule Book*, in: *Dungeons & Dragons* (TSR, 1991); *Rat – Giant*: Aaron Allston, *Dungeons & Dragons. Rules Cyclopedia* (TSR, 1991); *Rat, Giant*: David Cook et al., *Monstrous Compendium Volume One* (MC1; TSR, 1989); *Rat – Giant*: Doug Stewart, *Rules and Adventures*, in: *Dungeons & Dragons* (TSR, 1994)

Bibliography: Arthur Conan Doyle, *The Adventure of the Sussex Vampire*, in: Herbert Greenhough Smith (ed.), *The Strand Magazine* (George Newnes, Ltd., 1924); Arthur Conan Doyle, *The Adventure of the Sussex Vampire*, in: Arthur Conan Doyle, *The Case-Book of Sherlock Holmes* (John Murray, 1927)



Edition, p. 13-15: “Disease”).

Giant rats are fearful of fire and flee from it.

Habitat/Society: Giant rats are a common plague in many places such as crypts and dungeons, where they lurk in stagnant pools and dark corners. Their burrows honeycomb many graveyards, where they seek to cheat ghouls of their prizes by tunneling to newly interred corpses.

Ecology: Giant rats are scavenging omnivores that can eat meat, grain, sawdust – almost anything.

Gnoll

Illustration: Jeremy Jarvis

CLIMATE/TERRAIN:	Tropical to temperate/Non-arid wilderness, underground
FREQUENCY:	Uncommon
ORGANIZATION:	Tribe
ACTIVITY CYCLE:	Night
DIET:	Carnivore
INTELLIGENCE:	Low (5-7)
TREASURE (1E):	L M (D Q×5 S)
ALIGNMENT:	Chaotic evil

NO. APPEARING:	2d6 (2d10×10)
ARMOR CLASS:	10 (5)
MOVEMENT:	9
HIT DICE:	2
THAC0:	19
NO. OF ATTACKS:	1 (weapon)
DAMAGE/ATTACK:	2d4 or by weapon
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L (7½' tall)
MORALE:	Steady (11)
XP VALUE:	35

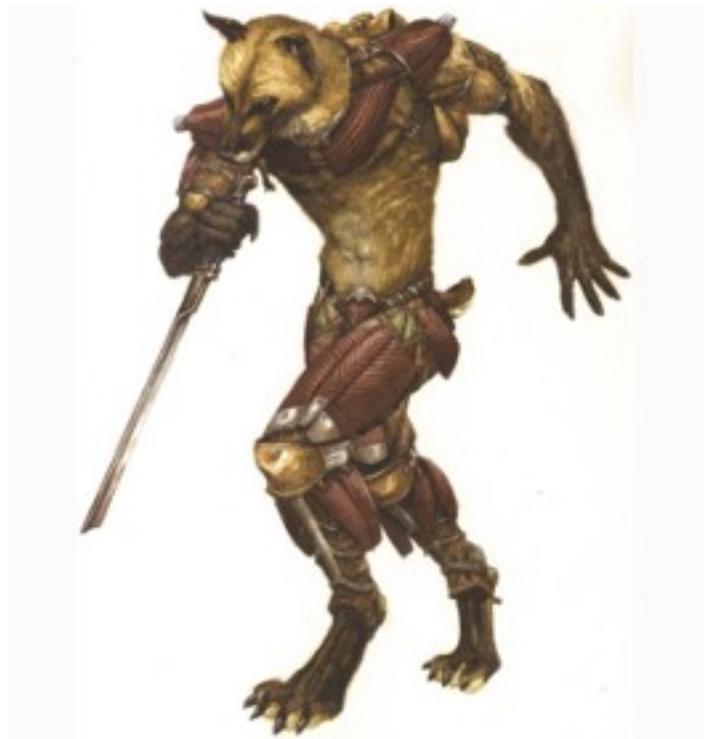
Gnolls are large, rapacious, hyena-like humanoids that roam about in loosely organized bands. Although bullies, they are not particularly brave and they will readily flee the moment a fight turn against them.

While the body of a gnoll is shaped like that of a large human, the details are those of a hyena. They stand erect on two legs and have hands that can manipulate as well as those of any human. They have greenish gray skin, darker near the muzzle, with a short reddish gray to dull yellow mane. Because gnolls are usually encountered at least partly if raggedly dressed, one does not always notice the fact that their legs are short for their body length, if one uses the human form as a standard for comparison. Although this makes a gnoll look somewhat clumsy to differently proportioned humanoids, it does not in any way hamper their movements.

The normal walk of a gnoll resembles the rolling stride of a human sailor returning to land after a long ocean voyage. When a gnoll is at a run, it will bend deeply at the waist so that his arms are almost brushing the ground. This awkward, hunched running posture becomes more pronounced as a gnoll ages, so that the elderly (those over 30 years old) often maintain this bent attitude even when walking or just standing still. A gnoll's senses are all animal-sharp, so that it can follow a scent day or night almost as well as a human could follow a visible trail during the day. Gnolls can see quite well in the dark (infravision; 60' range) and their hearing is as good as a watchdog's.

Gnolls have their own language and many also speak the languages of flinds, trolls, orcs or hobgoblins.

Combat: Although they travel in groups of 2d6 specimens, gnolls are also encountered as solitary individuals, which turn out to be out-runners or stragglers from a slightly larger group. Gnolls are individually very independent, so an encountered group might be



spread out over a few hundred square yards of woods, in pairs or alone, with all members closing in on the sounds of an attack against one of their number within a round or two. Gnolls respond to strong threats by grouping together to fight the menace before splitting up again when safe. Gnolls seek to overwhelm their opponents by sheer numbers, using horde tactics. When under the direction of flinds or a strong leader, they can be made to hold rank and fight as a unit. While they do not often lay traps, they will ambush or attempt to attack from a flank or rear position.

Unlike some other evil humanoids, gnolls rarely continue a losing fight to the point of their own deaths. If outnumbered or beaten, they attempt to flee or, if that is not possible, surrender by throwing away their weapons and falling face down on the ground, leaving themselves to the attacker's mercy. Because it is standard gnoll behavior, they recognize the same sort of posture when performed by enemies (including such variations as standing upright with empty palms turned outward or with empty hands in the air, or even approaching with an empty hand out-thrust to be shaken). Usually, unless extremely hungry, enraged, or when attacking a totem creature, they respect such behavior – for a while, at least. Those that surrender to gnolls will usually be killed or made slaves, but a rare few of those taken will be adopted into the tribe to replace tribe members killed during the capturing process. Such adoptions are usually only made of gnolls from other tribes but there have been rare cases when members of other races are so adopted.

Most gnolls wear chain mail armor (AC 5); groups will be armed with a variety of weapons (v. Table 1). Females are equal to males in combat, although not usually as well armed or armored; young do not fight.

Although they do not suffer from it, gnolls tend to avoid bright light.

Exceptional Individuals

Groups of gnolls may be accompanied by a number of exceptional individuals, depending on such circumstances as the situation in the area, the mission of the group and the estimated strength of those they expect to confront. Exceptional individuals usually possess the best equipment available, although this may vary according to circumstances.

Gnoll shamans and witch doctors are Shamans and Witch Doctors of up to 5th level. Both have access to three spell spheres only and are limited in their choice of spells, weapons, armors and shields as prescribed by their faith. Witch doctors may choose spells from only one spell school and may never cast more spells than a 2nd-level Wizard. They do not usually wear armor since this would interfere with their spell-casting abilities.

Shamans and witch doctors typically choose spells to enhance their

own power, not necessarily for the betterment of the tribe. Favored spells include: *Command*, *Enthrall*, *Hold Person* (to emulate the paralyzing powers of the chosen undead henchmen of Yeenoghu, Demon Lord of Gnolls), *Protection from Evil*, *Shillelagh*, and *Armor*, *Invisibility*, *Irritation*, *Shield*, and *Strength*. In addition to their personal powers, gnoll shamans and witch doctors have other ways of instilling fear, the most common of these being that they are often (60%) accompanied by 1d6 ghouls (v. **CMM**, *Ghoul*) that are automatically under their control, as these undead are a gift from Yeenoghu. Another gift that Yeenoghu occasionally grants his most powerful shamans is the ability to summon a special form of a glowing, giant undead hyena known as a shoosuva (v. **CMM**, *Shoosuva*). Others may be granted the power to quest 1d6 ghuuna (v. **CMM**, *Ghuuna*).

Table 1. Gnoll Weapons

Group%	Weapon(s)	Damage	SF	ROF	Range	Type	Size	Notes
20%	Battle-axe	1d8/1d8	7	-	-	S	M	-
15%	Longbow	1d6/1d6	8	2	70-140-210	P	L	Sheaf arrow: 1d8/1d8; 8; 2; 50-100-170
15%	Morning star	2d4/1d6+1	7	-	-	B	M	-
15%	Two-handed sword	1d10/3d6	10	-	-	S	L	-
35%	Any pole-arm	----- Variable -----						

Habitat/Society: Gnolls are found in most climates but the coldest. They live in large clans, often referred to as packs, which lay claim to extended territories across all types of terrain. Their lairs are most often underground (85%) although some tribes lair on the surface (15%), usually in abandoned ruins. When above ground, gnolls operate primarily at night, their activities often determined by the phases of the moon.

A gnoll tribe counts 2d10×10 adult males, females equal to 50% of the males, and young equal to 100% of the males. A tribe is always lead by a single chieftain, which is typically the largest and strongest gnoll of all. The chief is assisted by 2d6 elite guards and rules through brutal intimidation, relentless fear and cruel cunning. Large gnoll tribes are divided into numerous smaller clans of 2d10 adult males (females and young as above), each with its own clan leader. The strongest of these will be the chieftain of the whole tribe. There is a 5% chance for every 50 gnolls in a tribe that there will be a shaman and only a 1% chance per 50 gnolls that a tribe will have a witch doctor. A tribe will either have a shaman or a witch doctor, never both. All exceptional individuals are in addition to the regular members of a group.

A tribe with an underground lair has a 30% chance that it will possess 1d3 trolls (v. **CMM**, *Troll*), which serve as guardians of the lair. Tribes with lairs on the surface have a 65% chance of having any guards for the lair; 80% of these have 4d4 hyenas (v. **CMM**, *Brown Hyena*, *Spotted Hyena*, or *Striped Hyena*), while 20% have giant hyenas (v. **CMM**, *Hyena – Giant Hyena*). In addition, gnolls always have at least one slave for every 10 adults in the lair and may have many more. Slaves can be of almost any humanoid race. Most gnolls worship Yeenoghu, Demon Lord of Gnolls. Gnoll society is a fierce, war-like affair dominated by the males, which virtually ignore the females and young. Two clans from the same tribe will almost never fight with each other – rather, they often joining together for short periods of time to attack particularly large targets. Unrelated tribes are generally less friendly; the only time a tribe of gnolls will not leap upon a tribe of a different clan (except when prevented by a strong leader) is when the other tribe is of equal or greater strength. The purpose of combat between tribes is not to kill the opposing tribe but to either gain slaves from

among the survivors or merely to establish which of the two tribes is the stronger in a way that neither can dispute. To avoid such battles, obviously weaker tribes will sometimes pay tribute to the stronger in the form of slaves (taken from among their own slaves, not from the tribe's members), especially if they have slaves from the stronger tribe's totem race. When allowed to die of old age, the typical gnoll lives to be some 35 years old.

Howling

The laughing, hyena-like howls of gnolls are social challenges that list the personal history of the howler, including his lineage and family history, his name and personal triumphs, and finally the descriptive threats of what will occur when the gnoll defeats an enemy in combat. In special cases, when a gnoll or flind expects to face a member of his clan totem-race, the challenge will be made longer by a detailing of the clan history. A normal challenge lasts as long as 10 minutes (depending on the age and history of the howler), while an extended challenge can last longer than half an hour. As it would take hours for all members of a large group to make their challenges, these howls will not be heard every time one encounters gnolls, but only when considerable warning of an attack is deemed harmless. Tribal etiquette requires that howlers take turns, with leaders making the first challenges, followed by the rest in descending order of rank within the band. If, as often happens, two gnolls begin their challenges simultaneously, the two will raise the volume of their recital while also expanding upon their personal glories in an attempt to force the other to stop howling (an admission of inferiority). If neither gives in, the dispute is settled in one of two ways: normal gnolls enter into a duel that rarely continues to the death, while flinds leave the matter until the two disputants enter combat with an outside enemy, with the valor shown on the battlefield deciding the matter. Any group subjected to an extended bout of gnoll-howling (longer than one hour) will have to pass a Morale check or rout. This applies only to NPCs; player characters should be told that they feel exceptionally uncomfortable, and the actions of any NPCs in the group, including animals, must be rolled for. Even if the Morale check is passed, future checks will be made at a cumulative +1 penalty (up

to a maximum penalty of +10) during the next day. Thus, in an extended campaign against a large number of gnolls, the nightly howling is almost assured to cause some desertions in the ranks of non-gnolls. Those that can understand the barked language of gnolls or flinds can ignore the effects of this howling, as they can concentrate on the meaning of the howls instead of the nature of them. Of course, a long night of graphic death threats may not be conducive to sleep, either.

Totem Races

Gnoll society is divided into a number of clans, each with its own clan totem – a specific race of prey that has religious significance to the clan. Among other ritual uses for these totem creatures is ritual sacrifice to the Yeenoghu, Demon Lord of Gnolls, as the sacrifice of a creature that is not of the clan's totem race is unlikely to win Yeenoghu's favor. Gnoll tribes led by flinds, as well as flind tribes themselves, sometimes keep specimens of the tribal totem for just such purposes. The most common totem races are goblins, humans, gnomes, halflings and elves (but not dwarves, as they are too stoic during combat and torture to be interesting). Some gnoll clans have totems that are stronger than individual gnolls and their tribes are composed of only the bravest of gnolls; these are rarely large tribes and may hunt ettins or giants. Conversely, some large tribes have weak totems, such as kobolds or non-intelligent prey like deer or zebras. These tribes have a low status among gnolls but they are also quite long-lived due to the ease of conforming to the demands of their religion. Because they are trained in specific tactics to use against their totem creature and because of the ferocity religious fervor adds to their actions, gnolls have +1 bonuses to their to hit and damage rolls and a -1 bonus to their Morale checks when attacking their totem race. Unfortunately, this ferocity means that gnolls attacking their totem tend to lose themselves in the activity. Thus, they will not accept the surrender of a totem creature if it is offered in the heat of combat. Young gnolls are required to kill a member of their totem race in order to

gain adulthood. This requirement is not a hard and fast one. Small or weak bands tend to ignore the law in order to preserve their population, while tribes with totems such as a troll or hill giant usually relax the rule to allow a party of adolescent gnolls to attack one of these creatures in concert, with all of the survivors claiming the kill. Normally, this initiation rite is undertaken when the young gnoll is 8-10 years old but some (such as those in giant-hunting tribes) do not perform this task until their prime adulthood, 15-25 years of age. If a gnoll is adopted into a different gnoll clan, it is considered a child again and must fulfill this requirement anew in order to become an adult of the new clan.

Ecology: Gnolls eat anything warm blooded, favoring intelligent creatures over animals because they scream louder. One group of scents that the gnoll's keen sense of smell is practiced at detecting is those involved in the burial of dead humanoids. If the scents of freshly turned earth and dead meat reaches their snouts, they are more likely to seek out this source of food than they are to go through the trouble of hunting on their own. While the scent of slightly rotten flesh is revolting to a human, gnolls – as worshipers of the Prince of Ghouls – find it almost irresistible.

Gnolls prefer to hunt at night and often work together with orcs, hobgoblins, bugbears, ogres and trolls. If encountered as a group, there must be a relative equality of strength. Otherwise the gnolls will kill and eat their partners (hunger comes before friendship or fear) or be killed and eaten by them. Gnolls dislike goblins, kobolds, giants, humans, demi-humans, and all manual labor. Gnolls will completely hunt out an area before moving on. It may take several years for game to return.

Historical Note: Gary Gygax on Gnolls

GNOLLS: A cross between Gnomes and Trolls (... perhaps, Lord Dunsany did not really make it all that clear) with +2 morale. Otherwise they are similar to Hobgoblins, although the Gnoll king and his bodyguard of from 1-4 will fight as Trolls but lack regenerative power.

Table 2. Exceptional Gnoll Statistics

Individual	AC	HD	Th0	Damage	Notes	XPV ¹⁾	
Chieftain	3	4	17	2d4+2 or by weapon +2	22 hp	120	
Elite guard	4	3	17	2d4+1 or by weapon +1	20 hp	65	
Clan leader	5	3	17	2d4 or by weapon 2)	16 hp	65	
Regular male/female	10 (5)	2	19	2d4 or by weapon	-	35	
Spell Caster	AC	HD ²⁾	Th0 ³⁾	Damage	Spells (Pri/Wiz) ⁴⁾	Notes	XPV ¹⁾
Shaman (Sha 5)	5	5	17	2d4 or by weapon	3 3 1/-	Save as 4-HD monster	420
Shaman (Sha 4)	5	4	17	2d4 or by weapon	3 2/-	Save as 3-HD monster	175
Shaman (Sha 3)	5	3	17	2d4 or by weapon	2 1/-	Save as 3-HD monster	120
Shaman (Sha 2)	5	2	19	2d4 or by weapon	2/-	-	65
Shaman (Sha 1)	5	2	19	2d4 or by weapon	1/-	-	65
Witch doctor (Wid 5)	10	5	17	2d4 or by weapon	3 3 1/2	Save as 4-HD monster	420
Witch doctor (Wid 4)	10	4	17	2d4 or by weapon	3 2/2	Save as 3-HD monster	175
Witch doctor (Wid 3)	10	3	17	2d4 or by weapon	2 1/2	-	120
Witch doctor (Wid 2)	10	2	19	2d4 or by weapon	2/1	-	65
Witch doctor (Wid 1)	10	2	19	2d4 or by weapon	1/1	-	65

¹⁾ Add 1 Hit Die for XP purposes if employing a missile weapon

²⁾ Hit Dice used only to determine number of hit points and for XP purposes. Note that the actual dice need not necessarily be all d8s (v. **DMGR4**, p. 13: "Hit Points and Level Advancements")

³⁾ THAC0 calculated according to NPC spell caster rules (v. **DMGR4**, p. 13: "Hit Points and Level Advancements")

⁴⁾ Based on minimum required Wisdom 9 for Clerics. Gnoll shamans and witch doctors with Wisdom 13 or more may receive bonus spells

Source/Origins: *Gnolls:* Gary Gygax and Dave Arneson, *Dungeons & Dragons Volume 2. Monsters & Treasure* (TSR, 1974); Gary Gygax, *Monster Manual* (TSR, 1977); Roger Moore, ...but not least: *The Humanoids*, in: *Dragon 63* (TSR, 1982); Tom Moldvay (ed.), *Basic Rulebook*, in: *Dungeons & Dragons Basic Set* (TSR, 1981); Harold Johnson et al., *Monster Cards Set 3* (TSR, 1982); Frank Mentzer (rev.), *Dungeon Masters Rulebook*, in: *Dungeons & Dragons Basic Rules Set 1* (TSR, 1983); *Gnolls – Gnoll:* David Cook et al., *Monstrous Compendium Volume One* (MC1; TSR, 1989); Randal S. Doering, *Orcs Throw Spells, Too!*, in: *Dragon 141* (TSR, 1989); *Gnoll:* Timothy B. Brown, *Rule Book*, in: *Dungeons & Dragons* (TSR, 1991);

Aaron Allston, *Dungeons & Dragons. Rules Cyclopedia* (TSR, 1991); Spike Y. Jones, *The Sociology of the Flind*, in: *Dragon 173* (TSR, 1991); Doug Stewart (ed.), *Monstrous Manual* (TSR, 1993); Bill Slavicsek, *The Complete Book of Humanoids* (PHBR10; TSR, 1993); Bruce Nesmith, *Monsters & Treasures Book*, in: *AD&D First Quest* (TSR, 1994); Doug Stewart, *Rules and Adventures. Dungeons & Dragons* (TSR, 1994); Bill Slavicsek, *Rules Book*, in: *Dungeons & Dragons Adventure Game* (TSR, 1999)

Bibliography: Edward Plunkett, Baron Dunsany, *How Nuth Would Have Practised His Art Upon the Gnoles*, in: *Lord Dunsany. The Book of Wonder* (William Henneman, 1912)

Goblin

Illustration: Todd Lockwood

CLIMATE/TERRAIN:	Non-arctic/Forest, hills, caves, mines
FREQUENCY:	Uncommon
ORGANIZATION:	Tribe
ACTIVITY CYCLE:	Night
DIET:	Carnivore
INTELLIGENCE:	Low or Average (5-10)
TREASURE (1E):	K (C)
ALIGNMENT:	Lawful evil

NO. APPEARING:	4d6 (4d10×10)
ARMOR CLASS:	10 (6)
MOVEMENT:	6
HIT DICE:	1-1
THAC0:	20
NO. OF ATTACKS:	1 (fists) or 1 (weapon)
DAMAGE/ATTACK:	1d6 or by weapon
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	S (4' tall)
MORALE:	Average (10)
XP VALUE:	15

Goblins are small, evil humanoids that would merely be pests if not for their great numbers and the fact that they sometimes uses worgs as mounts (v. **CMM**, *Worg*).

Goblins walk upright but their arms hang down almost to their knees. Their skin color ranges from yellow through any shade of orange to a deep red, with a single tribe usually having about the same color skin. They have a flat face, a forehead that slopes back, a broad nose, pointed ears, and a wide mouth with small, sharp fangs. Their eyes, though usually dull and glazed, can also have colors ranging from bright red to a gleaming lemon yellow. They wear clothing of dark leather, tending toward dull soiled-looking colors. Goblins carry their possessions with them at all times.

Goblins are decent miners and they are able to detect new or unusual constructions in an underground area 25% of the time.

Goblins have good infravision (60' range) and do not see well in bright sunlight, but this sensitivity to light serves them well underground.

Goblin speech is harsh and pitched higher than that of humans. In addition to their own language, some goblins can speak the languages of kobolds, orcs, and hobgoblins.

Combat: Although goblins are usually quick to attack any creatures they encounter, they are fairly cowardly and do not like fair fights, preferring to attack from ambush. They use simple and crude tactics and often pelt their targets with missiles, closing in for melee combat only once they have decided that their opponents have been suitably weakened.

A typical group of goblins will be armed with a variety of weapons



(v. Table 1); slings are often fired using bullets. Most regular goblins are equipped with studded leather armor and a shield of wood (AC 6).

If a tribe owns worgs, there is a 25% chance that an encounter with any group will include a unit of troops riding these huge beasts (10% of the total number of troops); such a unit may be accompanied by another 1d4×10 worgs if it is encountered in a forest.

Goblins hate bright light and suffer a -1 penalty to hit if forced to fight in sunlight.

Exceptional Individuals

Groups of goblins are usually accompanied by a number of exceptional individuals, their number depending on such circumstances as the situation in the area, the mission of the group, and the estimated strength of those they expect to confront. Exceptional individuals always possess the best equipment available. Goblin leaders are typically equipped with anything from scale mail armor and a shield (AC 5) to chain mail armor and a shield (AC 4) and, in rare cases, even plate mail armor and a shield (AC 3).

Goblin shamans and witch doctors are Shamans and Witch Doctors of up to 7th level. Both have access to three Priest Spheres only and are limited in their choice of spells, weapons, armors, and shields as prescribed by their faith. Witch doctors may choose spells from only one Wizard School of Magic and they may never cast more spells than a 4th-level Wizard. They do not usually wear armor, since this would interfere with their spell-casting abilities.

Table 1. Goblin Weapons

Group%	Weapon(s)	Damage	SF	ROF	Range	Type	Size	Notes
10%	Footman's pick	1d6+1/2d4	7	-	-	P	M	-

10%	Footman's pick and short sword	1d6+1/2d4 1d6/1d8	7 3	- -	- -	P P	M M	- -
20%	Morning star	2d4/1d6+1	7	-	-	B	M	-
10%	Sling (bullet)	1d4+1/1d6+1	6	1	50-100-200	B	S	Stone: 1d4/1d4; 6; 1; 40-80-160
10%	Sling (bullet) and short sword	1d4+1/1d6+1 1d6/1d8	6 3	1 -	50-100-200 -	B P	S M	Stone: 1d4/1d4; 6; 1; 40-80-160 -
30%	Spear	1d6/1d8	6	1	10-20-30	P	M	Two-handed use: 1d8+1/2d6
10%	Spear and short sword	1d6/1d8 1d6/1d8	6 3	1 -	10-20-30 -	P P	M M	Two-handed use: 1d8+1/2d6 -

Habitat/Society: Goblins are found in almost any climate and live in dark underground caves and gloomy, wild forests. Those few tribes that live above ground are found in ruins and are only active at night or on very dark, cloudy days. Goblins are good miners and often inhabit mines, whether of their own making or abandoned by other mining creatures, which will then invariably have been expanded to form a labyrinth of tunnels. Humans would consider the caves and underground dwellings of goblins to be dank and dismal. Goblins live a communal life, sharing large common areas for eating and sleeping, and the concept of privacy is largely foreign to goblins. Only leaders have separate living spaces. Goblins use no form of sanitation and their lairs have a foul stench. Goblins seem to be somewhat resistant to the diseases that breed in such filth.

A typical goblin tribe counts 4d10×10 adult males, females equal to 60% of the males, and young – sometimes called *goblin imps* – equal to the number of male adults. Each tribe is divided into clans of up to 40 regular males (females and young as above). A clan may in turn consist of as many as ten families. Each clan is responsible for controlling a specific area around the lair, which they patrol in units of 4d6 regular males.

A tribe is always lead by a single chieftain, which is typically the largest and strongest goblin of all, and is assisted by 2d4 elite guards. Large tribes will also have one sub-chief for every 200 individuals, which will be assisted by 2d4 bodyguards. Each clan will lead by a clan leader and four assistants. A goblin tribe may also have either one or more shamans or one or more witch doctors, but not both. All exceptional individuals are in addition to the regular members of a group.

Each tribe also has a 60% chance to possess 5d6 worgs and a 20% chance that it will have 2d6 bugbears (*v. CMM, Bugbear*) serving as guards. A tribe that trades in slaves will own slaves of several kinds numbering 10-40% of the size of the tribe. Slaves are always kept shackled and are staked to a common chain when sleeping. All goblins in any group live according to an exact pecking order – each goblin knows its position and incessantly strives to move up this social ladder. Nevertheless, goblins emphasize the value of cooperation among their own kind, avoiding the establishment of specialized tribal doctrines or cults, though they do maintain a firmly structured hierarchy in their government. Goblins live only 50 years or so.

The property of the tribe is kept with the chieftain, and sub-chiefs. Most of these goods have been stolen, although goblins do

manufacture their own garments and leather goods.

Ecology: Goblins do not need to eat much although this does not stop them from killing other creatures anyway – if only for the pleasure of it. They eat the flesh of just about any creature, from rats and snakes to humans. In lean times, they will eat carrion. Goblins usually spoil their habitat, driving game from it and depleting the area of all resources.

Goblins regard humans and demi-humans as their worst enemies – dwarves and gnomes particularly so, because they tend to inhabit the same regions as goblins do – and goblin chieftains and shamans are usually preoccupied with conquests of non-humanoid territory, typically performing or advocating robbery and theft as a way of gaining those things that goblins (and other humanoids) should have. For all their tendencies to shy away from the limelight, goblins do desire power over humans and demi-humans and generally prefer them (over kobolds or other small humanoids) as slaves and servants. They see torture and other public diversions like it to be instructive to their slaves in pushing home the slave's proper place in the world. Slaves are taken both for food and labor. In spite of the above, goblins are often said to be the only humanoids that seem to make any effort to get along with all other humanoids. Indeed, they sometimes seem to be angered that other humanoids, which they believe could be aiding or abetting their cause by battling humans and demi-humans, are instead so occupied with inter-tribal squabbling and power struggles. They often try not to portray themselves as a threat to other humanoids, although it has been argued that this may be so as to avoid direct confrontations with them. They are, at the least, generally successful in winning the grudging good will of kobolds and bugbears and are tolerated by other races. Goblin shamans of Maglubiyet often serve as intermediaries between hobgoblin and goblin folk and try to ensure that the former group does not take extreme advantage of the latter. Because of all of this, goblins have a slight inclination toward lawful neutral alignment in some sense, though they nearly always retain the part of their evil nature that reflects in their desire to loot and to rule others.

Shamans of the deities governing goblins more exclusively (*e.g., Khurgorbaeyag*) devote their attention to the specific problems and needs of goblins in general and reinforce the oppression of humans and demi-humans as the best course of action in the long run to ensure the well being and security of goblin-kind.

Table 2. Goblin Statistics

Individual	AC	HD	Th0	Damage	Notes	XPV ¹⁾
Chieftain	4	2	19	2d8 or by weapon	15 hp	65
Elite guard	4	2	19	2d8 or by weapon	15 hp	65
Sub-chief	5	1+1	19	1d8 or by weapon	8 hp; save as 2-HD monster	65
Bodyguard	5	1+1	19	1d8 or by weapon	8 hp; save as 2-HD monster	65
Clan leader	6	1	19	1d8 or by weapon	7 hp	35
Assistant	6	1	19	1d8 or by weapon	7 hp	35

Regular male/female	10 (6)	1-1	20	1d6 or by weapon	-		15
Spell Caster	AC	HD²⁾	Th0³⁾	Damage	Spells (Pri/Wiz)⁴⁾	Notes	XPV1)
Shaman (Sha 7)	6	5	17	1d6 or by weapon	3 3 2 1/-	Save as 4-HD monster	420
Shaman (Sha 6)	6	5	17	1d6 or by weapon	3 3 2/-	Save as 4-HD monster	420
Shaman (Sha 5)	6	5	17	1d6 or by weapon	3 3 1/-	Save as 3-HD monster	420
Shaman (Sha 4)	6	4	17	1d6 or by weapon	3 2/-	Save as 3-HD monster	175
Shaman (Sha 3)	6	3	19	1d6 or by weapon	2 1/-	Save as 2-HD monster	120
Shaman (Sha 2)	6	2	19	1d6 or by weapon	2/-	-	65
Shaman (Sha 1)	6	1	20	1d6 or by weapon	1/-	-	35
Witch doctor (Wid 7)	10	5	17	1d6 or by weapon	3 3 2 1/3 2	Save as 4-HD monster	420
Witch doctor (Wid 6)	10	5	17	1d6 or by weapon	3 3 2/2 1	Save as 4-HD monster	420
Witch doctor (Wid 5)	10	5	17	1d6 or by weapon	3 3 1/2 1	Save as 3-HD monster	420
Witch doctor (Wid 4)	10	4	17	1d6 or by weapon	3 2/2	Save as 3-HD monster	175
Witch doctor (Wid 3)	10	3	19	1d6 or by weapon	2 1/2	Save as 2-HD monster	120
Witch doctor (Wid 2)	10	2	19	1d6 or by weapon	2/1	-	65
Witch doctor (Wid 1)	10	1	20	1d6 or by weapon	1/1	-	35
¹⁾ Add 1 Hit Die if employing a missile weapon							
²⁾ Hit Dice used only to determine number of hit points and for XP purposes. Note that the actual dice need not necessarily be all d8s (v. DMGR4 , p. 13: "Hit Points and Level Advancements")							
³⁾ THAC0 calculated according to NPC spell caster rules (v. DMGR4 , p. 13: "Hit Points and Level Advancements")							
⁴⁾ Based on minimum required Wisdom 9 for Clerics. Goblin shamans and witch doctors with Wisdom 13 or more may receive bonus spells							

Source/Origins: *Goblins*: Gary Gygax and Dave Arneson, *Dungeons & Dragons Volume 2. Monsters & Treasure* (TSR, 1974); Gary Gygax, *Monster Manual* (TSR, 1977); Gary Gygax and Dave Arneson, *Dungeons & Dragons* (TSR, 1977); Tom Moldvay (ed.), *Basic Rulebook*, in: *Dungeons & Dragons Basic Set* (TSR, 1981); Harold Johnson et al., *Monster Cards Set 2* (TSR, 1982); Roger Moore, ...but not least: *The Humanoids*, in: *Dragon 63* (TSR, 1982); Frank Mentzer (rev.), *Dungeon Masters Rulebook*, in: *Dungeons & Dragons Basic Rules Set 1* (TSR, 1983); David Cook et al., *Monstrous Compendium Volume One* (MC1; TSR, 1989); Timothy B. Brown, *Rulebook*, in: *Dungeons & Dragons* (TSR, 1991); Aaron Allston, *Dungeons & Dragons. Rules Cyclopedia* (TSR, 1991); Doug Stewart (ed.), *Monstrous Manual* (TSR, 1993); Bill Slavicsek, *The Complete Book of Humanoids* (PHBR10; TSR, 1993); Bruce Nesmith, *Monsters & Treasures Book*, in: *AD&D First Quest* (TSR, 1994); Doug Stewart, *Rules and Adventures*, in: *Dungeons & Dragons* (TSR, 1994); Bill Slavicsek, *Rules Book*, in: *Dungeons & Dragons Adventure Game* (TSR, 1999)

Green Gremlin

Illustration: Wayne England

CLIMATE/TERRAIN:	Any/Any land or underground
FREQUENCY:	Very rare
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	See below
ALIGNMENT:	Chaotic evil

NO. APPEARING:	1d6
ARMOR CLASS:	7
MOVEMENT:	9, Climb 9
HIT DICE:	1
THAC0:	19
NO. OF ATTACKS:	3 (claw/claw/bite)
DAMAGE/ATTACK:	1d3/1d3/1d6
SPECIAL ATTACKS:	<i>Fear</i>
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	S (2' tall)
MORALE:	Average (8-10)
XP VALUE:	120

Green gremlins are impish, long-limbed, green, leathery creatures that have a horrible visage with vampire-like fangs and drooling lips. Green gremlins are equally at home climbing across walls and ceilings as they are on the ground.

Combat: The green gremlin attacks with a relatively powerful claw/claw/bite routine, with each claw inflicting 1d3 points of damage and the bite causing 1d6 points of damage and instilling magical fear in all that fail a saving throw vs. Spell (affected creatures turn away from the green gremlin and flee at their maximum MV rate for one turn; during this time, they suffer a -4 penalty to their Surprise checks).

Habitat/Society: Green gremlins collect all sorts of odds and ends and their hoards have been described as “the most amazing collection of bric-a-brac man has ever seen”, with items ranging from door handles and picture frames to dragon eggs and mummified human arms and legs to assorted coins and jewelry and the odd magical item.

Example Treasure: Among the many items in the hoard of a single group of gremlins could be: mummified human legs and arms; two dragon eggs; door handles; a 1½-foot-long, 1-inch-diameter wooden tube; door handles; assorted weapons; two picture frames; a wooden cross; a shepherd’s crook; and so on; plus a *ring of thievery* (+10% bonus to the wearer’s chance to pick a pocket); 145 gp; one gem; 31 cp; 87 sp; one gold necklet; two *rust arrows* (arrows with red flights with runes on; will affect any non-magical armor as if hit by a rust monster).

On the Origins and Nature of Gremlins

The theories on the origins and nature of the creatures many sages classify



as ‘gremlins’ are as diverse as there are gremlins. Perhaps the most commonly accepted theory is one many learned scholars of Oerth adhere to, which suggests that all creatures known as gremlins descend from a single group of magical creatures that hail from an unknown plane of existence. It is believed that these ‘original gremlins’ are highly susceptible to mutation and that their interbreeding with other creatures has led to the plethora of different gremlins known today. Indeed, although each sub-division has its own appearance and abilities, there are also many similarities, most important of which seems to be that all ‘gremlins’ have a somewhat imp-like appearance and appear to be driven by an inborn, twisted sense of humor and the urge to cause misfortune. Other scholars propose that, although there may be some truth to this theory, in fact, each type of gremlin actually constitutes its own separate species, which nevertheless hail from the same unknown plane of existence. Yet others claim that the various creatures classified as ‘gremlins’ are actually not related at all. Of these, each group of sages seems to have a preference for their own group of ‘gremlins’ as the one that deserves the right to be classified as ‘gremlin’, classifying others as ‘gremlin-like creatures’ at best, and under different names at worst.

In spite of the above, the sages of Oerth do not seem to be able to agree on the plane of origin of the mysterious ancestors of the gremlins known today, with theories varying wildly. One such theory proposes that the creatures originated in a strange alternate material plane known as Earth or, perhaps, Dirt. Another theory suggests that they hail from a mysterious realm known as Averroigne, a land of dark forests and haunted castles, of perpetual fog and terrible nightmares. This theory is adhered to by many sages of the Known World. A third theory proposes that gremlins are closely related to the denizens of Faerie and perhaps may even be faeries themselves. Although not unlikely, this theory does not seem to have many informed followers and it is perhaps most popular in the folklore of the simple folk of rural lands. According to a fourth theory, possibly stemming from desert lands, gremlins hail from the middle outer planes of existence and can operate in the Prime Material Plane only when summoned there by demonists or similar individuals.

Source/Origins: *Green Gremlins*: Albie Fiore, *The Halls of Tizun Thane*, in: *White Dwarf 18* (GW, 1980); *Green Gremlins*: Albie Fiore, *The Halls of*

Tizun Thane, in: *Best of White Dwarf Scenarios* (GW, 1980)

CLIMATE/TERRAIN:	Sub-arctic or temperate/Wilderness
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	See below
ALIGNMENT:	Chaotic neutral

NO. APPEARING:	1
ARMOR CLASS:	4
MOVEMENT:	12
HIT DICE:	5 (base)
THAC0:	15 (base)
NO. OF ATTACKS:	2 (claw/claw)
DAMAGE/ATTACK:	1d8/1d8
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	L (8' tall)
MORALE:	Average (8-10)
XP VALUE:	175 (base)

The gu'en-deeko is a giant, ape-like creature that devours the brain of creatures it slays, increasing its power, knowledge, and mental skills as a result of this.

Similar to a yeti in appearance, the gu'en-deeko looks like a large, ape-like humanoid with grayish-white or ivory skin and covered in long, gray fur. It may wear the, usually ill-fitting, garments of its last victim and may likewise wield and use any (magical) items of this victim.

A gu'en-deeko is not believed to have a language of its own, although it may well be able to speak the languages of any creatures whose brains it has devoured within the past year.

Combat: The gu'en-deeko attacks with two powerful clawed hands (1d8 points of damage each).

On devouring the brain of a creature, the gu'en-deeko gains 1 hit point for each level or Hit Die its victim had, as well as their knowledge and any mental abilities they possessed (e.g., spells, NWP's). Of these, only the extra hit points and spells remain – any skills gained fade after one year. Note that this means that a gu'en-deeko may have the skills of multiple creatures it has slain (e.g., one that has slain a dwarf, a 2nd-level Thief, and a 6th-level Mage in the past year will still have the mental skills of all of them; v. Table 1). Its chance to hit (THAC0) improves only if such would be warranted by the knowledge of its last victim (e.g., in case of a 7th-level Fighter).

Spells are cast at the level of the victim, regardless of any requirements (e.g., Intelligence, character class), and they vanish from the gu'en-deeko's mind once used – i.e., they cannot be relearned.

The extra hit points are added to the gu'en-deeko's base Hit Dice and they are regained as usual if the creature would be wounded (e.g., damage will be restored after resting or magical cures). For example, a gu'en-deeko with 5+4 Hit Dice that eats the brain of a



6th-level Mage permanently adds +6 to its Hit Dice, for a total of 5+10 Hit Dice. Note that this will affect the creature's saving throws: any additions to its Hit Dice counted at the rate of one Hit Die for every four points or fraction thereof – i.e., a gu'en-deeko with 5+1, 5+2, 5+3, or 5+4 Hit Dice would save as a 6-HD monster; one with 5+5, 5+6, 5+7, or 5+8 Hit Dice would save as a 7-HD monster, and so on).

Habitat/Society: The gu'en-deeko is thought to roam wilderness areas in temperate and cold climates, sometimes close to (small) centers of habitation.

The gu'en-deeko does not collect treasure for its own sake but it may possess several of that last victim's items, perhaps in an attempt to emulate their behavior. It is believed that it will carelessly throw away any such items as soon as it has fed upon a new victim or when the abilities and knowledge of its last victim have faded before it has had the chance to feed upon a new one. Note that it will be aware of the location of any hidden treasures its last victim may have had and that it will protect such a hoard just like they would have.

Ecology: Though a gu'en-deeko eats most things, its preference is for human flesh, particularly the brain, which it devours when it has slain its victim.

According to some reports, a gu'en-deeko that has eaten a brain will also adopt twisted, perhaps insane, versions of the personality and mannerisms of this last victim. For example, it may utter a twisted version of their laugh when bettering a foe.

Little is known of the origins and habits of the gu'en-deeko, although it is believed, falsely, by northern tribes to be a human that has been cursed by the gods and turned into a giant ape-like creature for partaking in cannibalism.

Table 1. Example Gu'en-Deeko¹⁾

HD	AC	Th0	Dmg	Spells (Wiz)	Other Skills	XPV
5+9	5	15	1d8/1d8	4 2 2	PP35 OL29 F/RT25 MS21 HS15 HN10 CW86; backstab×2; detect underground features ²⁾ ; save as 8-HD monster	650

¹⁾ Statistics for a gu'en-deeko that has consumed the brains of a dwarf (1 HD), a 2nd-level Thief, and a 6th-level Mage in the past year

²⁾ Detect grade or slope in passage 1-5 on 1d6; detect new tunnel/passage construction 1-5 on 1d6; detect sliding/shifting walls or rooms 1-4 on 1d6; detect stonework traps, pits, and deadfalls 1-3 on 1d6; determine approximate depth underground 1-3 on 1d6

Source/Origins: *Gu'en-Deeko*: Albie Fiore, *The Halls of Tizun Thane*, in: *White Dwarf 18* (GW, 1980); *Gu'en-Deeko*: Albie Fiore, *The Halls of Tizun Thane*, in: *Best of White Dwarf Scenarios* (GW, 1980)

Harpy

Illustration: Daren Bader

CLIMATE/TERRAIN:	Tropical to temperate/Seashore, ruins, caves, burial grounds, waterborne, airborne
FREQUENCY:	Rare
ORGANIZATION:	Scream
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Low (5-7)
TREASURE (1E):	(C)
ALIGNMENT:	Chaotic evil

NO. APPEARING:	2d6
ARMOR CLASS:	7
MOVEMENT:	6, Fly 15 (C)
HIT DICE:	3
THAC0:	17
NO. OF ATTACKS:	3 (claw/claw/bite) or 3 (claw/claw/weapon)
DAMAGE/ATTACK:	1d3/1d3/1d6 or 1d3/1d3 and by weapon
SPECIAL ATTACKS:	<i>Harpy call, charm touch, disease,</i> see below
SPECIAL DEFENSES:	<i>Charm resistance (90%). immune to Bardic musical charms and suggestions</i>
MAGIC RESISTANCE:	Nil
SIZE:	M (6' tall)
MORALE:	Elite (13-14)
XP VALUE:	420

Harpies are wicked avian beasts that delight in luring humans to their death with enchanting songs.

A harpy has the body, wings, and legs of a vulture and the upper torso, arms, and head of a woman. Its human features are youthful but hideous, with frayed, unkempt hair, and decaying teeth. A harpy never bathes or cleans itself and a foul odor surrounds it and lingers on everything it touches. Its dress, if anything, is limited to tattered rags and shiny trinkets taken from previous victims. No male harpies have ever been seen.

Harpies have poor infravision (40' range) and equally limited ultravision (60' range); in daylight, their sight is equal to that of a human although they notice movements on the ground much more keenly when aloft.

The language of harpies, in contrast to their enticing song, is a collection of horrible cackles and shrieks. Despite instances of harpies that could speak the languages of other creatures, these are few and far between.

Combat: Although harpies are quite dangerous, they are great cowards and do not like physical combat. Indeed, it is this cowardly nature that sometimes makes the creatures flee from displays of magic or a show of superior force. Still, harpies always attack creatures they deem weaker than themselves, using their various *charm*-like abilities (*harpy call, charm touch*) to overcome their targets and carry them back to the lair to torture and devour. Harpies are usually very well aware of the lay of the region and its



natural features and they can utilize the structure of the land to ambush prey and to escape and hide within in case of trouble. Fighting a group of harpies is a noisy affair, as the creatures screech warnings and instructions to each other during battle, secure in the knowledge that their language is obscure and difficult to translate.

Harpies commonly fight from the air and always seek to disable their opponents as quickly as possible, usually by employing *charm touch*. The creatures light upon prey only if such is deemed weak enough to be killed by one or two blows or bites.

About 50% of all harpies encountered will use bone clubs (1d8 hp damage) or weapons captured from earlier prey, which they wield surprisingly well; weapons are used in combination with raking attacks from the claws on their bird-like legs (1d3 hp damage each). Unarmed harpies attack with a bite (1d6 hp damage) and either the claws on their arms or those on their legs (1d3 hp damage each in both cases). Creatures suffering more than two points of damage from a harpy bite have a 3% chance to contract a cardiovascular-renal, connective-tissue or blood disease of an acute, severe nature; in addition, harpies befoul what they cannot take back to their lair and contact with harpy filth carries a 6% chance of contracting a parasitic infestation (v. **DMG** 1st Edition, p. 13-15: "Disease").

Harpies are immune to the musical *charm*- and *suggestion*-based effects generated by Bards and they are 90% resistant to *charm*-based spells in general.

Airborne Harpies vs. Opponents on the Ground

When attacking from the air, harpies usually keep their distance, attempting to drop rocks upon their opponents (1d3 hp damage) or hurl weapons at them if such are available.

They may also employ a fly-by attack, enabling them to strike with the claws on their legs (1d3 hp damage) or a weapon.

Alternatively, they may employ a plummeting dive attack. This attack must be initiated from a distance of at least 30 feet; it increases a harpy's speed to MV Fly 30 and imposes a +1 penalty to its Armor Class; its opponents receive a -2 bonus to their Initiative checks. Following the dive, a harpy attacks with either the claws on its legs or those on its arms, striking at a +2 bonus to hit and inflict double damage (2d3 hp damage per claw). Success also indicates that the harpy has flown out of reach of any handheld weapons.

Large opponents or those deemed especially dangerous may also be grabbed, lifted into the air and carried to the lair under the effects of a *charm* or dropped onto the rocks below.

Note that, at full speed, a harpy can make one 90-degree turn per round (MC C), so that it can pass over the same spot once every two rounds. In addition, a harpy may plummet almost to the ground and then suddenly break its fall and pull out or land safely.

Due to limitations imposed by reach and angle, land-bound creatures suffer a -2 penalty to hit when trying to hit an airborne harpy from below with a handheld weapon.

Whenever a harpy sustains damage greater than 50% of its normal hit points it becomes unable to maintain flight and is forced to glide to the ground immediately (MV Fly 7). Should the damage exceed 75% of its normal hit points, the harpy will not be able to control its fall and will plummet to the ground, suffering damage in accordance with the height of its fall on impact (1d6 hp damage for every 10 feet fallen up to a maximum of 20d6 hp damage for 200 feet or more).

Harpy Call

A *harpy call* – also referred to as *harpy song* – is a magical, intriguing call aimed at drawing creatures to a harpy. When issued, this call is heard by all creatures within 190 feet but the harpy can use it to magically affect only one creature at any one time: the call creates a bond that requires some concentration on the part of the harpy.

At first, the call only serves to get the attention of a target. It will alert the listener to further calls on an almost subliminal level, causing him to strain to hear more even if asleep. Once contact has thus been established, the nature of the call changes, forcing the target to pass a saving throw vs. Spell modified by Wisdom and certain other circumstances (v. Table 1) or be intrigued – a condition similar to being *charmed* – and proceed toward the origin of the call.

While an intrigued individual will proceed toward the origin of the call, he will be normally alert. Attempts to keep him from moving – either through word or deed – must be forceful and convincing. He will listen to warnings, although these will anger him. He will resist attempts to physically restrain him but not at all costs – he will not be led into blind combat, nor can he be forced to unwillingly aid a harpy. At the DM's discretion, an intrigued individual may be allowed another saving throw vs. Spell, this time at a -4 penalty, if any of his companions try to convince him of the nature of the call and possibly the harpy's intent, but only one such saving throw is allowed in any case.

The effect of the *harpy call* may be lessened or even negated by other, loud or alarming sounds (e.g., strong winds, sounds of battle, thunderclaps) and the deliberate use of certain *charm*-, *silence*- or sound-based spells or magical items (e.g., *Charm Person*, *Silence 15' Radius*, *chime of opening*, *lyre of building*, *ring of human influence*, *ring of contrariness*, *staff of command*, *rod of beguiling*, *rod of rulership*, any magical *biwa* or bell, the legendary *Heward's mystical organ*, any *instrument of the bards*). *Dispel Magic* (vs. Wiz 7) may also free an intrigued individual

Further, most Bards instantly recognize a *harpy call* for what it is and even those that have never heard one before will at least have certain suspicions. The musical playing and singing of a Bard of any level negates the intriguing powers of a *harpy call* for all who are within hearing range of the Bard. Also, any skilled singer (NWP *Singing*) can vocally negate the effect of *harpy call* with a 25% chance of success, since sheer volume may often be enough to negate it. Any chance to negate the effects a *harpy call* increases by 5% for each previous occasion upon which an individual has successfully offset the effects of a *harpy call*. Certain reports seem to indicate that a *harpy call* may also be disrupted by individuals making counter-calls while using *Ventriloquism* or after having consumed a *potion of ventriloquism* (both 70% chance of success). This tactic invariably brings bewildered and furious harpies to investigate.

Individuals that are comatose, *confused*, deafened or deaf, *feebleminded*, magically sleeping, stunned, or already under the influence of a trance or another *charm* are unaffected by *harpy calls*. This is true also of some forms of insanity: although a kleptomaniac would be affected as normal, a catatonic is immune to them.

If an intrigued victim breaks the bond, the harpy is free to call another victim.

Table 1. Harpy Call Saving Throw Adjustments

Adjustment	Condition
+6 bonus	Victim is a Bard
+5 bonus	Victim affected by magical fear when the harpy call is heard
+4 bonus	Victim is experienced with harpies – having heard <i>harpy calls</i> before and found out the source
+1 bonus	Victim has, within the last year, passed a saving throw against a harpy's <i>charm touch</i>
-1 penalty	Victim has, within the last year, failed a saving throw against a harpy's <i>charm touch</i>
-3 penalty	Victim is asleep or drowsy
-3 penalty	Victim is warned about or has never heard of harpies

Charm Touch

A harpy's *charm touch* has the same effect as *Charm Monster*. The harpy uses this power as an act of will and it may use it without limitation. For a *charm touch* to be successful, the harpy must get a firm hold on its target by passing a to hit roll at a -2 penalty. The *charm touch* inflicts no damage and the harpy may not undertake any other actions while the *charm* is being attempted. Touched

creatures are allowed a saving throw vs. Spell and those that pass the saving throw or, indeed, those that succeed in escaping from the *charm* at a later moment become immune to all subsequent *charm* attempts (whether by the same harpy or another) for 1d4+5 turns. A harpy's *charm touch* breaks any other *charms* the target might be subjected to. A target wearing a *ring of contrariness* cannot be *charmed* by a harpy.

A *charmed* individual typically freely allows the harpy to do with him as it likes, including carrying him off to the its lair. Harpies usually approach their lairs along a circuitous route and involving short “hops” made at low altitudes so that observers will not be able to follow. Once in the lair, *charmed* individuals will be disarmed (50% chance that the harpy will not notice any concealed weapons). It is only after this that the harpy will attack and torture its victim, which breaks the *charm*. Should the *charm* not be broken, it will wear off after one week. Among the few ways to end the *charm* prematurely are killing the harpy, using *Dispel Magic* (vs. Wiz 7), or using *oil of disenchantment*.

A *charmed* individual that is carried bodily away by his companions will attempt to escape at the first opportunity to find the harpy again.

Aerial Combat (Harpy)

To conduct an aerial battle, the DM must first know the flying MV rate and Maneuverability Class (MC) of each creature involved. He must also determine whether a creature is considered a *moving combatant* (one that must maintain a minimum air speed to remain airborne) or a *stationary combatant* (able to remain stationary while airborne) – this will determine the nature of the fight. Note that a moving stationary combatant is still considered a stationary combatant in most cases.

Land-Based Creatures in the Air: When venturing into the air, land-based creatures must provide themselves with the means to fly and they must learn to deal with a number of special problems and effects. For example, aerial battles are fought in three dimensions and attacks can come from ahead, alongside, above, behind, below, or any combination of these; also, land-based creatures that classify as moving combatants in the air must have spent several months in training to be able to hit airborne creatures with missile weapons.

Generally speaking, land-based creatures can only become airborne by riding flying mounts or vehicles or using spells or magical items. Examples of the latter two include *Chariot of Sustarre* (MV Fly 48 [C]; moving), *Fly* (MV Fly 18 [B]; stationary), *Levitation* (MV 2 [A]; stationary), *Polymorph Self* (varies: max MV Fly 36, MC one step worse than that of the copied creature), *Shape Change* (varies: as copied creature); and *boots of levitation* (MV 2 [A]; stationary), *broom of flying* (MV Fly 30 [C]; moving), *carpet of flying* (MV Fly 24 to 42 [C]; moving or stationary [A]), *potion of flying* (MV Fly 18 [B]; stationary), *ring of air elemental command* (MV Fly 18 [B]; stationary), and *wings of flying* (MV Fly 12-32 [C]; moving). Note that riding a flying mount requires the NWP *Riding – Airborne* and that the MC of a flying mount worsens by one class at least when it is carrying a rider.

Combat: Combat between moving combatants will mostly involve making attacking passes, wheeling about and attacking again. Combat involving stationary combatants is much more complex – the nature of the fight will depend on whether the stationary combatants move or not during a given round.

For the sake of simplicity, the DM may consider all aerial combatants to be flying at approximately the same height. The more maneuverable flier enjoys a -1 bonus to its Initiative checks for each difference in MC.

Airborne creatures attempting to attack creatures flying below them can do so only with natural weapons or L-sized weapons (e.g., lance). Airborne creatures grappling each other will generally both plummet to the ground unless they disengage almost immediately; whether they crash into the ground will depend on a number of factors, among which are altitude and whether they are moving combatants or stationary combatants. Note that creatures hitting the ground suffer 1d6 points of damage for every 10 feet fallen (up to a maximum of 20d6 hp damage). A creature trying to break off aerial combat can avoid the free attack only if both its MC and flying MV rate are better than those of its opponent(s).

Moving combatants that attempt to fire missiles at other airborne creatures suffer penalties to hit as if the target were one range category further away than it actually is – i.e., a -2 penalty to hit for targets at short range, a -5 penalty to hit at medium range, no chance to hit targets at long range or further away. At the DM’s option, an individual riding a gliding mount

may be allowed to fire missiles at a -1 penalty to hit only, which would enable him to hit targets at long range. Stationary combatants suffer no penalties to hit. Although they are considered stationary combatants, levitating creatures with control over their own movements still do not control their movements as well as regular stationary combatants and they suffer a cumulative -1 penalty to hit per round (up to a maximum of -5) when firing missiles at any target.

Harpy: An airborne harpy moves at MV Fly 15 (C) and is considered a moving combatant. This means that it must maintain a minimum air speed of MV Fly 7 to remain airborne and that is quick to reach its maximum flying MV rate (1 round); at full speed, it can turn 90 degrees in a single round and pass over the same spot once every two rounds.

The harpy can climb at MV Fly 7 enabling it to gain 1 foot of height for every 3 feet it moves forward. It can dive at double speed (MV Fly 30) enabling it move up to 1 foot downward for each 1 foot traveled forward – i.e., at a 45-degree angle. At the DM’s option, a harpy can glide at MV Fly 12 enabling it to move in silence and causing it to descend at a rate of at least 1 foot per 10 feet traveled forward; during the glide, the harpy has MC D (60-degree turns only, pass over the same spot once every three rounds); it may still dive but can only gain height with the aid of thermals (MV 3); note that a gliding harpy may lose forward speed and that it must stop gliding when its air speed should reach MV Fly 7.

When fighting airborne opponents, harpies will normally attack with a weapon (damage as weapon) and the claws on their legs (1d3 hp damage each), always attempting to cripple the wings of their opponents before making any other attacks – they have no desire to fight an aerial creature on equal terms. Alternatively, they may use a dive attack (as above) against creatures flying underneath them; when diving against another diving creature, the harpy does not enjoy any to hit bonuses and will not inflict double damage. Note that large amounts of damage will render a harpy unable to fly (see above).

For alternative or additional rules on aerial combat see **DMG**, p. 109: “Aerial Combat (Optional Rule)” and **DMG** 1st Edition, p. 53: “Damage”.

Habitat/Society: Harpies make their home upon coastlines in regions near shipping lanes and by well-traveled paths and are often found among the monumental tombs erected by peoples that bury their dead along the coast. They tend to remain in the same general area (a circle approximately 30 miles in diameter or a coastal strip approximately 60 miles in length) and prefer to establish their lairs in large, sheltered areas safe from the molestation of men, yet within range of a well-stocked supply of food (e.g., chasms, caves, in ruins). These territories are usually relatively inaccessible to non-flying creatures so prey will have troubles escaping from them on foot. Also, the territory is usually large enough to allow harpies to fly about inside it and it will have many ledges, projections or tree limbs to provide perches for each member of the scream. While harpies do not actually defile their lairs proper, they defile the territory surrounding it until no animal dare approach it. As such, harpy territories and anything in it that harpies do not want will be covered in excrement and strewn with the bones and rotting remains of prey. This refuse can reach a depth of several feet in the oldest of harpy territories.

Harpies usually remain in their territories unless hunting and a typical territory will house some half-dozen of the wretched creatures. Such gatherings are known as *screams* but they have no true social structure and harpies frequently quarrel over who gets what part of a victim and when to stop the torturing and start the feasting. Occasionally these quarrels will turn violent, so that more than one harpy feast has begun with the last minute addition of the losing harpy to the menu.

Sages believe that harpies are exclusively female and that they may originally hail from some extra-planar realm of the dead. While some attribute to the creatures a kind of immortality and the inability to procreate, there are others that believe that harpies can

reproduce at will and that they do so by laying a single egg every other year. Any young are largely ignored by their parents and they live off carcasses and vermin until they are old enough to sing and hunt for themselves.

Harpies seem to care little for treasure other than the shiny baubles they sometimes attach to their clothes and an area inhabited by harpies is typically strewn with the discarded valuables, weapons and possessions of their victims. Note that retrieving such items may be a messy affair because of the filthy habits of the harpy. However, it seems that some harpies have learned to use the valuables of their victims to lure even more humans and demi-humans into their clutches. Valuables used in this manner will be large since harpies cannot easily grasp or carry individual coins or anything smaller than a chest, staff or statuette.

Harpies of Toril

Sages of Toril speak of a tribe-like instinct dictating the behavior of the harpies of that world. In this case, screams that grow too large (more than a dozen individuals) break into two or more screams, with the newly formed screams remaining within the territory of the former scream if both are a part of a larger tribe. Otherwise, weaker screams are driven from the territory to establish their own lairs.

Further, harpies of Toril seem to reproduce much more frequently and in far greater numbers, with members of a scream starting to lay eggs whenever their number falls to four or less (or below 50 in case of large tribes) or whenever the scream feels the need to increase their numbers. According to this, the creatures are able to produce 1d3 eggs every 40 days if necessary. During such explosive bursts of procreation, all harpies in the scream cooperate, taking turns in keeping the eggs warm and hunting. After some 1d10+10 days, about 30% of the eggs will hatch, upon which the adults will start hunting almost endlessly. While it is said that, in these cases, harpies defend their young with great ferocity, it is also true that eggs that did not hatch after a month are eaten and that any obvious surplus young or weak or deformed specimens are slain as a matter of course.

Little is known of the growth rate of harpy young although it has been said that they mature quickly, gaining full use of their physical attacks and their magical song within as little as 1d4+14 days and the ability to *charm* by touch after one month. They have seem to learn to fly one week later and will be able to lay eggs of their own after they are two years of age. Harpies of Toril are known to live up to 60 winters in extreme cases although their dangerous lifestyle usually warrants a longevity of 12 to 20 years.

Queen Harpy (Wilderlands)

Rumors speak of the existence in the Wilderlands of queen harpies. Only very little is actually known of such creatures—in fact there seems to be

but a single manuscript that mentions one, and then only to say that it was large (4 HD) and old, led a handful of regular harpies, that it wore three quite valuable gems in its hair and that any and all of its attacks had the ability to *charm* its opponent. Thus, an individual struck or bitten by a queen harpy suffers the damage (1d4 or 1d8 hp damage, respectively) and must also pass a saving throw vs. Spell of suffer as described under *Charm Touch* above.

Ecology: Harpies have a voracious appetite and hunt and devour all manner of beasts although they prefer the flesh of humans and demi-humans. Their favorite targets include shepherds or herdsmen: once the handlers are taken care of, the livestock become easy, plentiful prey. Often, the disappearance of herdsmen and their flocks are blamed on bandits or raiding brigands. Harpies are despised and greatly feared by all creatures, especially those weaker than them. Still, because of their exceeding cruelty and the delight they take in inflicting pain, torturing and killing for pleasure they will occasionally agree to cooperate in evil acts with other humanoids. Harpies are among the favorite prey of rocs. It has been suggested that the cruel acts of harpies are actually used as training lessons for harpy chicks. Under the guidance of their elders, chicks are taught the various attacks and hunting techniques employed by their species. For example, two harpies may teach chicks the concept of cooperation by slaying prey, lifting it into midair and pulling it apart by flying in opposite directions. Harpies are quite valuable when sold at an early age: a single young can fetch from 300 to 500 gold pieces on the open market. Eggs are worth up to 250 gold pieces each. Also, a harpy's tongue can be used in the creation of a *philter of persuasiveness*.

Forgotten Lore (Optional Rules)

In folklore, the gluttonous harpy often acts as agent of the gods, and a deity offended by a mortal might send harpies whenever a meal is served to or by the offender. These harpies will proceed to devour the offender's meal, returning every day until they are slain or the offender starves to death. Furthermore, harpies that dwell on coastlines are notoriously sore losers and will commit suicide by tossing themselves into the sea when a ship's crew does not succumb to their *harpy call*.

At the DM's option, a priest who offends a deity whose area of influence includes nature, charity, or the harvest has a 5-50% chance of receiving this punishment, the probability depending on the severity of the offense. Furthermore, the DM may rule that there is a 5% cumulative chance per defeat that coastal harpies will toss themselves into the sea and die. PCs might gain XP awards for the event, depending on how clever they were in avoiding the *harpy call*.

Table 2. Exceptional Harpy Statistics

Individual	HD	Th0	Dmg	Notes	MV	XPV
Queen harpy	4	17	1d4/1d4/1d8	<i>Harpy song, charm touch</i>	6, Fly 15 (C)	420
Adult	3	17	1d3/1d3/1d6	<i>Harpy song, charm touch</i>	6, Fly 15 (C)	270
Young (2-5 wks)	1+1	19	1/1/1d2	<i>Harpy song, save as 2-HD monster</i>	6	120

Source/Origins: *Harpies*: Gary Gygax and Rob Kuntz, *Dungeons & Dragons Supplement I. Greyhawk* (TSR, 1975); Gary Gygax, *Monster Manual* (TSR, 1977); Gary Gygax and Dave Arneson, *Dungeons & Dragons* (TSR, 1977); Gary Gygax, *Dungeon Masters Guide* (TSR, 1979); *Queen Harpy*: Michael Mayeau, *The Book of Ruins* (JG460; Judges Guild, 1981); Tom Moldvay (ed.), *Basic Rulebook*, in: *Dungeons & Dragons Basic Set* (TSR, 1981); Frank Mentzer (rev.), *Dungeon Masters Rulebook*, in: *Dungeons & Dragons Basic Rules Set 1* (TSR, 1983); Barbara E. Curtis and Ed Greenwood, *The Ecology of the Harpy*, in: *Dragon 115* (TSR, 1986); Thomas Kane, *Flying the Friendly (?) Skies*, in: *Dragon 124* (TSR, 1987); Carl Sargent, *Top Ballista* (PC2; TSR, 1989); David Cook et al., *Monstrous Compendium Volume One* (MC1; TSR, 1989); Timothy B. Brown, *Rulebook*, in: *Dungeons & Dragons* (TSR, 1991); Aaron Allston, *Dungeons & Dragons. Rules Cyclopedia* (TSR, 1991); Doug Stewart (ed.), *Monstrous Manual* (TSR, 1993); Doug Stewart, *Rules and Adventures*, in: *Dungeons & Dragons* (TSR, 1994); Brian Corvello, *50 Monster Maximizers*, in: *Dragon 266* (TSR, 1999)

Hobgoblin

Illustration: Wayne England

CLIMATE/TERRAIN:	Temperate/Mountains, hills, forest, underground
FREQUENCY:	Uncommon
ORGANIZATION:	Tribe
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Average (8-10)
TREASURE (1E):	J M (D Q×5)
ALIGNMENT:	Lawful evil

NO. APPEARING:	2d10 (2d10×10)
ARMOR CLASS:	10 (5)
MOVEMENT:	9
HIT DICE:	1+1
THAC0:	19
NO. OF ATTACKS:	1 (weapon)
DAMAGE/ATTACK:	1d8 or by weapon
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	M (6½' tall)
MORALE:	Steady (11-12)
XP VALUE:	35



Hobgoblins are fierce humanoids that wage a perpetual war on all other creatures. They are intelligent, organized, and aggressive. The typical hobgoblin is a burly humanoid standing 6½' tall. Its hairy hide ranges from dark reddish-brown to dark gray and its face shows dark red or red-orange skin. Large males have blue or red noses. Hobgoblin eyes are either yellowish or dark brown while their teeth are yellow. Their garments tend to be brightly colored – often bold, blood red. Any leather is always tinted black. Hobgoblin weaponry is kept polished and repaired. Hobgoblins are highly adept at mining. When within 10 feet of what they are looking for, they have a 40% chance to detect the grade and slope of a passage, a new tunnel construction, sliding/shifting walls or rooms, and/or stonework traps, pits and dead falls; they also have a 40% chance to determine their approximate depth underground. Hobgoblins have good infravision (60' range). Hobgoblins have their own language and are often able to speak

the languages of orcs and goblins; some also speak the common tongue (20%) or speak the rudimentary language of carnivorous apes.

Combat: Hobgoblins are exceptionally aggressive and war-like, which, combined with their rigid military approach to combat and sound tactics, makes them formidable opponents indeed. A typical group of hobgoblins will be armed with a variety of weapons (v. Table 1). Most regular hobgoblins are equipped with scale mail armor and shields (AC 5).

Each tribe has a distinctive battle standard, which is carried into combat by large units to inspire the troops. This standard is usually carried by the sub-chief's standard-bearer, unless the chieftain himself is present. The standard affects the fighting prowess of all hobgoblins within 60 feet of it, granting them a +1 bonus to hit and a +1 bonus to their Morale checks.

Table 1. Hobgoblin Weapons

Group%	Weapon(s)	Damage	SF	ROF	Range	Type	Size	Notes
20%	Morning star	2d4/1d6+1	7	-	-	B	M	-
5%	Morning star and any sword	2d4/1d6+1	7	-	-	B	M	-
----- Variable -----								
10%	Spear	1d6/1d8	6	1	10-20-30	P	M	Two-handed use: 1d8+1/2d6
10%	Spear and any sword	1d6/1d8	6	1	10-20-30	P	M	Two-handed use: 1d8+1/2d6
----- Variable -----								
5%	Whip and any sword	1d2/1	8	-	-	-	M	Disarm: called shot -4; entangle 5%/HD ¹⁾
----- Variable -----								
20%	Any composite bow and any sword	-----	-----	-----	-----	-----	-----	-----
----- Variable -----								
30%	Any pole-arm	-----	-----	-----	-----	-----	-----	-----
----- Variable -----								

¹⁾ Proficient only; maximum 95%; entangle (1d100): 01-50 = one limb; 51-60: two limbs; 61-80 = weapon arm and weapon; 81-00 = head

Habitat/Society: Hobgoblins are found in almost any climate and live in dark underground realms, desolate hills and mountains, and dim, uncultivated forests. Most hobgoblin lairs are subterranean complexes (80% chance), with the remainder consisting of heavily fortified military settlements on the surface. Such settlements are often built upon the ruined remains of those of other races and the fortifications may incorporate defensive features already present in the ruins in addition to the usual ditches, fences, ramparts, palisades of stones, earth and logs, gatehouses, and guard towers. Further, these settlements always possess artillery in the form of two heavy catapults, two light catapults, and a ballista for each 50 warriors.

A typical hobgoblin tribe counts 2d10×10 adult males, females equal to 150% of the males, and young equal to three times the number of male adults. A tribe is always led by a single chief, which is typically the largest and strongest hobgoblin of all and which is assisted by 5d4 elite guards. Large tribes will also have one sub-chief for every 100 individuals, which is assisted by 1d4 bodyguards. Each tribe is divided into war bands, which are formed from one to ten family-based clans of 2d10 regular males (females and young as above). A war band is led by a single sergeant, which is assisted by one or two assistants, depending on the size of the war band. Each war band is responsible for controlling the area in a 10-mile radius from the lair, which they patrol in units of 5d4 regular males. A tribe may also contain either one or more shamans or one or more witchdoctors, but not both. All exceptional individuals are in addition to the regular members of a group. A tribe with an underground lair has a 60% chance that it will possess 2d6 carnivorous apes (*v. CMM, Carnivorous Ape*), which serve as guardians of the lair.

Hobgoblin society is a nightmarish mockery of that of humans and is strictly organized according to a military chain of command, with a single chief heading a congregation of bands. Authority is based on brute force and ruthless cunning. Like orcs, hobgoblins are famous for their vivid imagination as far as the names of their tribes are concerned. Among the more infamous names are the Rippers, the Leg Breakers, the Skull Smashers, the Flesh Renders, the Marrow Suckers, the Flayers, and the Slow Killers. Hobgoblins perceive life as a constant testing ground, one's personal worth being measured by the amount of pain one can tolerate and mete out to other creatures. Their deity Nomog-Geaya is sometimes referred to as the Torturer, a master in the art of inflicting pain, and as a god that never shows the slightest expression even when wounded himself. Hobgoblin chieftains and shamans must undergo ritual torture to determine if they are worthy of their posts; trials by torture (to determine which party

can withstand the most pain, thus proving the rightness of that one's case) are quite common in the hobgoblin judicial system. Within their communities, the religious leaders serve as judicial authorities, administering torture when required by their laws, and also work as advisors to colony chieftains. They are the enforcers of public ritual and ceremony, ensuring that their tribe maintains the proper degree of lawfulness and obedience to authority, and of course they conduct all the appropriate religious ceremonies. Shamans devoted to Maglubiyet help coordinate dealings with goblins, which hobgoblins dislike as weaklings but grudgingly recognize as allies, and also take charge of joint goblin-hobgoblin ceremonies. Hobgoblin culture generally encourages a lifelong rejection of emotional displays, in keeping with the proper attitude of a warrior race. The only socially acceptable circumstances for a show of feelings are those times when two or more rival tribes of hobgoblins catch sight of each other and engage in jeering, insults, and catcalls in an attempt to provoke each other into a more violent confrontation. Hobgoblins may reach a maximum age of about 60 years, although most are killed in battle long before that, which would explain the relatively large number of females present in a typical tribe.

Ecology: Hobgoblins feel superior to all other races. They make little pretense of trying to get along well with other humanoids and are incorrigible bullies. Encounters with non-hobgoblin races are marked by foul remarks and gestures of disgust, anger, or derision. However, hobgoblins are careful to show no other sort of emotion in the sight of humans and demi-humans – except for complete disdain, and a desire to kill or enslave the enemies as soon as possible. It seems that much of the intense dislike hobgoblins have for elves comes from the latter's "heretical" emotional displays as well as the elves' diametrically opposed alignment. Hobgoblin shamans emphasize the revolting, un-warrior-like aspects of elven life as often as they can, and preach about what a shame it is that elves should be allowed to run loose like they do. Dwarves and (to a lesser degree) gnomes, despised as they are because of their innate goodness, manage to retain at least a glimmer of the hobgoblins' version of respect: At least, they demonstrate the proper attitude of a warrior (thanks to their lawful nature), the dour dwarves especially so. Since hobgoblins value status and power they settle easily into a domineering role as warriors, conquerors, and rulers. They resent being ruled by creatures not of their own race, although they will still show a fair degree of obedience and organization in such situations. Hobgoblin leaders are sometimes employed in the armies of goblins or orcs, where they serve as military commanders and keep strict order.

Table 2. Hobgoblin Statistics

Individual	AC	HD	Th0	Damage	Notes	XPV ¹⁾	
Chieftain	2	4	17	2d8+3 or by weapon +3	22 hp	175	
Elite guard	3	3	17	1d8+2 or by weapon +2	16 hp	175	
Sub-chief	3	3	17	1d8+2 or by weapon +2	16 hp	175	
Bodyguard	3	3	17	1d8+2 or by weapon +2	16 hp	175	
Sergeant	5	1+1	19	1d8 or by weapon	9 hp	65	
Assistant	5	1+1	19	1d8 or by weapon	9 hp	65	
Regular male/female	10 (5)	1+1	19	1d8 or by weapon	-	35	
Spell Caster	AC	HD ²⁾	Th0 ³⁾	Damage	Spells (Pri/Wiz) ⁴⁾	Notes	XPV ¹⁾
Shaman (Sha 7)	5	5+1	17	1d8 or by weapon	3 3 2 1/-	Save as 4-HD monster	650
Shaman (Sha 6)	5	5+1	17	1d8 or by weapon	3 3 2/-	Save as 4-HD monster	650
Shaman (Sha 5)	5	5+1	17	1d8 or by weapon	3 3 1/-	Save as 3-HD monster	650
Shaman (Sha 4)	5	4+1	17	1d8 or by weapon	3 2/-	Save as 3-HD monster	270

Shaman (Sha 3)	5	3+1	19	1d8 or by weapon	2 1/-	Save as 2-HD monster	175
Shaman (Sha 2)	5	2+1	19	1d8 or by weapon	2/-	Save as 2-HD monster	120
Shaman (Sha 1)	5	1+1	19	1d8 or by weapon	1/-	-	65
Witch doctor (Wid 7)	10	5+1	17	1d8 or by weapon	3 3 2 1/3 2	Save as 4-HD monster	650
Witch doctor (Wid 6)	10	5+1	17	1d8 or by weapon	3 3 2/2 1	Save as 4-HD monster	650
Witch doctor (Wid 5)	10	5+1	17	1d8 or by weapon	3 3 1/2 1	Save as 3-HD monster	650
Witch doctor (Wid 4)	10	4+1	17	1d8 or by weapon	3 2/2	Save as 3-HD monster	270
Witch doctor (Wid 3)	10	3+1	19	1d8 or by weapon	2 1/2	Save as 2-HD monster	175
Witch doctor (Wid 2)	10	2+1	19	1d8 or by weapon	2/1	Save as 2-HD monster	120
Witch doctor (Wid 1)	10	1+1	19	1d8 or by weapon	1/1	-	65

¹⁾ Add 1 Hit Die for XP purposes if employing a missile weapon

²⁾ Hit Dice used only to determine number of hit points and for XP purposes. Note that the actual dice need not necessarily be all d8s (v. **DMGR4**, p. 13: "Hit Points and Level Advancements")

³⁾ THAC0 calculated according to NPC spell caster rules (v. **DMGR4**, p. 13: "Hit Points and Level Advancements")

⁴⁾ Based on minimum required Wisdom 9 for Clerics. Hobgoblin shamans and witchdoctors with Wisdom 13 or more may receive bonus spells

Source/Origins: *Hobgoblins*: Gary Gygax and Dave Arneson, *Dungeons & Dragons Volume 2. Monsters & Treasure* (TSR, 1974); Gary Gygax, *Monster Manual* (TSR, 1977); Gary Gygax and Dave Arneson, *Dungeons & Dragons* (TSR, 1977); Tom Moldvay (ed.), *Dungeons & Dragons Basic Rulebook* (TSR, 1981); Roger Moore, *...but not least: The Humanoids*, in: *Dragon 63* (TSR, 1982); Frank Mentzer (rev.), *Dungeon Masters Rulebook*, in: *Dungeons & Dragons* (TSR, 1983); David Cook et al., *Monstrous Compendium Volume One* (MC1; TSR, 1989); Timothy B. Brown, *Rule Book*, in: *Dungeons & Dragons* (TSR, 1991); Aaron Allston, *Dungeons & Dragons. Rules Cyclopedia* (TSR, 1991); Doug Stewart (ed.), *Monstrous Manual* (TSR, 1993); Bill Slavicsek, *The Complete Book of Humanoids* (PHBR10; TSR, 1993); Bruce Nesmith, *Monsters & Treasures Book*, in: *AD&D First Quest* (TSR, 1994); Doug Stewart, *Rules and Adventures*, in: *Dungeons & Dragons* (TSR, 1994)

Hooded Monk

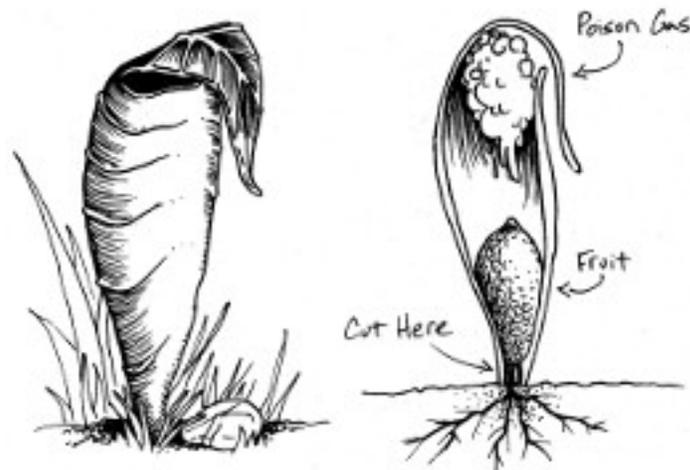
Illustration: Matt Cavotta

CLIMATE/TERRAIN:	Toril; Temperate/Grassland, prairie
FREQUENCY:	Rare
ORGANIZATION:	Nil
ACTIVITY CYCLE:	Day
DIET:	Photosynthesis
INTELLIGENCE:	Non- (0)
TREASURE:	Nil
ALIGNMENT:	Neutral

NO. APPEARING:	1d2
ARMOR CLASS:	10
MOVEMENT:	Nil
HIT DICE:	¼
THACO:	20
NO. OF ATTACKS:	See below
DAMAGE/ATTACK:	Nil
SPECIAL ATTACKS:	Nerve gas
SPECIAL DEFENSES:	Mindless, plant immunities, see below
MAGIC RESISTANCE:	Nil
SIZE:	T (up to 1½' tall)
MORALE:	Nil
XP VALUE:	120

The hooded monk of Toril is a dangerous plant perhaps best known for the potent poisonous gas it releases when tampered with. Hooded monk grows about 1½ foot tall. It is peculiarly shaped, as it seems to be comprised of only one brown, tubular leaf that folds across at the top muck like a cowl, obscuring the plant's innards.

Combat: Hooded monk is in no way aggressive and its danger lies only in its defensive system. The plant releases a small quantity of nerve gas whenever the leaf folded across the top of the plant (the hood) is opened. Creatures exposed to the gas must pass a saving throw vs. Breath Weapon or suffer its effects. Just a whiff of the gas is enough to make small creatures pass out in seconds. M-sized creatures inhaling the gas suffer from severe nausea after 1d2 rounds, rendering them unable to travel or tolerate any motion for 1d4 hours. However, any sudden, sharp movement makes the plant release all of its gas at once, and that amount can be fatal even to M-sized creatures. In this case, the gas instantly causes nausea and paralyzes the victim's limbs at the end of the round. Unless the effects of the gas are neutralized (e.g., *Neutralize Poison*), paralyzed creatures will experience ever increasing paralysis of their muscles until they finally stop breathing within an hour. As a mindless plant, hooded monk will, in general, suffer only from attacks, spells, abilities, substances, and effects that can affect plants, making it immune to effects that target any sensory, mental, and/or physiological qualities it does not have (e.g., *blindness*, *deafness*, illusions, paralysis, stunning, many poisons; *fear*, *sleep*, Morale checks, psionic attacks). Also, indiscriminately hacking away at its exposed parts will not affect its offensive capabilities much and the plant will stop its attacks only when it no longer has the means to or when it is reduced to zero hit points. However, reducing the plant to zero hit points does not necessarily mean that it no longer has the capacity to grow back. As a rule of thumb, to definitively destroy hooded monk, its roots must be destroyed



(e.g., dig the entire plant out of the soil, poison the ground it grows on, specialized spells).

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: Hooded monk grows in the prairies and dry grasslands of temperate climes.

Ecology: Hooded monk creates the carbohydrates it requires for growth and development through photosynthesis, a process that uses a combination of sunlight, carbon dioxide, and water and minerals drawn in through its roots. It is therefore commonly believed that the poison gas released by hooded monk is meant to kill small rodents and bugs that might damage the plant rather than that this would be a means to acquire food.

At the bottom of the hooded monk is a succulent fruit with a flavor like honey. In order to eat the fruit, the plant must first be harvested. The plant must be cut close to the ground, and then left alone for at least five minutes, allowing the gas to dissipate.

Notes from the True World: Plants

Tropism: Plants interact with their environment by responding to particular outside stimuli (tropism), which helps them find water, light, and nutrients, to avoid noxious substances and conditions, and to grow to

achieve a desired effect by selectively increasing and decreasing cell growth (*e.g.*, grow towards the sun). In some plants, this controlled cell growth is accelerated to such an extent that it can lead to remarkable effects. For example, the mimosa can fold up its leaves when certain insects approach with the intent of eating them, while the movements of many carnivorous plants are faster than the eye can track.

Forms of tropism include: chemotropism (response to particular substances; *e.g.*, acid, gas), galvanotropism (response to electric current), geotropism (response to gravity), heliotropism (response to sunlight), hydrotropism (response to water), phototropism (response to light), thermotropism (response to temperature), thigmotropism (response to mechanical stimulation; *e.g.*, touch, pressure), traumatropism (response to wound lesion; *e.g.*, weapon blows and cuts). Continuing the theme, tropisms unique to a fantasy setting could be introduced, such as psychotropism (sensitivity to mental energy) or magiotropism (sensitivity to magic).

Ecology: Most plants create their own food through photosynthesis, using chlorophyll contained in their leaves to transform sunlight into a chemical that reacts with carbon dioxide taken in through the leaves to create carbohydrates, which the plant utilizes, along with minerals and trace elements absorbed through the root system, for its growth and development. The water and the minerals it contains are spread throughout the plant through the principle of capillary attraction, the tendency for liquids confined in small tubes to rise up through the tubes as a result of

surface tension. Two types of tissues are involved in a plant's use of capillary action and attraction: *xylem* (the woody tissue that provides support for the plant), which absorbs the water and minerals taken in by the roots and moves them up to the leaves for photosynthesis; and *phloem*, a tissue that transports the resulting carbohydrates throughout the plant. To make up for the poor growing conditions in their habitat, carnivorous plants (*e.g.*, sundew, pitcher plant) have evolved means for trapping and digesting living prey as supplements to their diet. In similar fashion, fantastic plants that feed on the blood or other bodily fluids of creatures may well have adapted their feeding habits to compensate for a lack of some element required for photosynthesis (*e.g.*, light, minerals, even leaves).

Game Effects: In game terms, tropism may allow plants to actively move (parts of themselves) away from or in the direction of events and effects and/or make that they cannot be fooled by magical invisibility and silence. Conversely, plants will not react to phenomena that do not generate stimuli they can detect (*e.g.*, *astral projections*, creatures in *ethereal form*). Furthermore, at the DM's option, specific effects may affect a plant in unexpected ways. For example, lasting magical darkness may affect phototropism and heliotropism, rendering a plant unable to act or even making it go dormant, respectively; massive sound-based effects may affect thigmotropism and mislead a plant or render it incapable of attacking; certain gasses, substances, or extreme cold might kill a plant instantly.

Source/Origins: Scott Davis, *The Hill of Lost Souls*, in: *Elminster's Ecologies Appendix I* (TSR, 1995); Gregg Chamberlain, *The Ecology of the Carnivorous Plant*, in: *Dragon 137* (TSR, 1988)

Horrid Plant

Illustration: Erol Otus

CLIMATE/TERRAIN:	Temperate to tropical/Wilderness
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Photosynthesis
INTELLIGENCE:	Average to Very (8-12)
TREASURE:	Nil
ALIGNMENT:	Neutral (good tendencies)

NO. APPEARING:	1
ARMOR CLASS:	6
MOVEMENT:	Nil
HIT DICE:	6+3 (See below)
THAC0:	13
NO. OF ATTACKS:	1 (leaves)
DAMAGE/ATTACK:	3d4
SPECIAL ATTACKS:	Electric bolt (30 hp), see below
SPECIAL DEFENSES:	Plant immunities, see below
MAGIC RESISTANCE:	Nil
SIZE:	M (up to 10' tall, 5' long leaves)
MORALE:	Steady (11-12)
XP VALUE:	2,000

The horrid plant – also known as *hideous plant* – is an intelligent, peaceful plant known for its habit of communicating telepathically with creatures, mentally giving them the assurance that it is friendly to them and usually warning them about any dangers that might lie ahead. However, due to its hideous looks, creatures may not immediately be aware of this.

Uniquely, the horrid plant uses d10s instead of d8s to determine its hit points, meaning that it can have a maximum of 63 hit points. The horrid plant appears as leprous yellow-gray and ugly scarlet plant with spiky leaves; bloated, bottle-like stems; stems, twitching tendrils; and writhing roots.

Combat: The horrid plant will react to any creatures thinking questioning thoughts that come within 5 feet of it, upon which it will communicate with them telepathically, giving them assurance that it is friendly to them and warning them of any dangerous plants that may lie ahead, while it may also give a vague description of the terrain ahead.

If it is attacked, the plant lashes its 5-foot-long spiked leaves at the attacker, attacking as a 6-HD monster (THAC0 15) and inflicting 3d4 points of damage on a hit. If this fails to drive the opponent away, or if it is attacked from a distance beyond its lashing range, the plant discharges a bolt of electricity at the nearest offender, hitting it unerringly and inflicting 30 points of damage (no saving throw). The plant can do this up to four times per day, once every other round.

Once attacked the plant no longer communicates with its assailants.

As an intelligent plant, the horrid plant will, in general, suffer only from attacks, spells, abilities, substances, and effects that can affect plants, making it immune to effects that target any sensory, mental, and/or physiological qualities it does not have (e.g., *blindness*, *deafness*, visual illusions, paralysis, stunning, many poisons). Also,



indiscriminately hacking away at its exposed parts will not affect its offensive capabilities much and the plant will stop its attacks only when it no longer has the means to, when it fails a Morale check, or when it is reduced to zero hit points. However, reducing the plant to zero hit points does not necessarily mean that it no longer has the capacity to grow back. As a rule of thumb, to definitively destroy the horrid plant, its roots must be destroyed (e.g., dig the entire plant out of the soil, poison the ground it grows on, specialized spells).

Note that the horrid plant makes its saving throws as a 7-HD monster.

Habitat/Society: Precious little is known of the habits of the horrid plant, although it is assumed that it grows in wooded wilderness areas in lowlands and hills in temperate or warmer climates.

Ecology: The horrid plant creates the carbohydrates it requires for growth and development through photosynthesis, a process that uses a combination of sunlight, carbon dioxide, and water and minerals drawn in through its roots.

Some sages argue that the horrid plant was first encountered in the mountains northwest of the city of Hornwood in the Grand Duchy of Geoff. Exactly how the plant came to be remains unknown, although certain scholars of that world believe that it may be of extraterrestrial origin or perhaps the result of experiments conducted on regular plants by strange, alien creatures.

Notes from the True World: Plants

Tropism: Plants interact with their environment by responding to particular outside stimuli (tropism), which helps them find water, light, and nutrients, to avoid noxious substances and conditions, and to grow to achieve a desired effect by selectively increasing and decreasing cell growth (e.g., grow towards the sun). In some plants, this controlled cell

growth is accelerated to such an extent that it can lead to remarkable effects. For example, the mimosa can fold up its leaves when certain insects approach with the intent of eating them, while the movements of many carnivorous plants are faster than the eye can track.

Forms of tropism include: chemotropism (response to particular substances; *e.g.*, acid, gas), galvanotropism (response to electric current), geotropism (response to gravity), heliotropism (response to sunlight), hydrotropism (response to water), phototropism (response to light), thermotropism (response to temperature), thigmotropism (response to mechanical stimulation; *e.g.*, touch, pressure), traumatropism (response to wound lesion; *e.g.*, weapon blows and cuts). Continuing the theme, tropisms unique to a fantasy setting could be introduced, such as psychotropism (sensitivity to mental energy) or magiotropism (sensitivity to magic).

Ecology: Most plants create their own food through photosynthesis, using chlorophyll contained in their leaves to transform sunlight into a chemical that reacts with carbon dioxide taken in through the leaves to create carbohydrates, which the plant utilizes, along with minerals and trace elements absorbed through the root system, for its growth and development. The water and the minerals it contains are spread throughout the plant through the principle of capillary attraction, the tendency for liquids confined in small tubes to rise up through the tubes as a result of surface tension. Two types of tissues are involved in a plant's use of

capillary action and attraction: *xylem* (the woody tissue that provides support for the plant), which absorbs the water and minerals taken in by the roots and moves them up to the leaves for photosynthesis; and *phloem*, a tissue that transports the resulting carbohydrates throughout the plant. To make up for the poor growing conditions in their habitat, carnivorous plants (*e.g.*, sundew, pitcher plant) have evolved means for trapping and digesting living prey as supplements to their diet. In similar fashion, fantastic plants that feed on the blood or other bodily fluids of creatures may well have adapted their feeding habits to compensate for a lack of some element required for photosynthesis (*e.g.*, light, minerals, even leaves).

Game Effects: In game terms, tropism may allow plants to actively move (parts of themselves) away from or in the direction of events and effects and/or make that they cannot be fooled by magical invisibility and silence. Conversely, plants will not react to phenomena that do not generate stimuli they can detect (*e.g.*, *astral projections*, creatures in *ethereal form*).

Furthermore, at the DM's option, specific effects may affect a plant in unexpected ways. For example, lasting magical darkness may affect phototropism and heliotropism, rendering a plant unable to act or even making it go dormant, respectively; massive sound-based effects may affect thigmotropism and mislead a plant or render it incapable of attacking; certain gasses, substances, or extreme cold might kill a plant instantly.

Source/Origins: *The Horrid Plant:* Gary Gygax (with Robert Kuntz), *Expedition to the Barrier Peaks* (S3; TSR, 1980; 1976); *Hideous Plant:* Gary Gygax and Lawrence Schick, *Realms of Horror* (S1-4; TSR, 1987); Gregg Chamberlain, *The Ecology of the Carnivorous Plant*, in: *Dragon 137* (TSR, 1988)

Iron Golem

Illustration: (Unknown)

CLIMATE/TERRAIN:	Any/Any land or underground
FREQUENCY:	Very rare
ORGANIZATION:	Nil
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Non- (0)
TREASURE:	Nil
ALIGNMENT:	Neutral

NO. APPEARING:	1
ARMOR CLASS:	3
MOVEMENT:	6
HIT DICE:	18 (80 hp)
THAC0:	5
NO. OF ATTACKS:	1 (fists)
DAMAGE/ATTACK:	4d10
SPECIAL ATTACKS:	Strength 24 (+6/+12), poison breath
SPECIAL DEFENSES:	Magic (+3) to hit, immune to most spells, construct immunities, mindless, see below
MAGIC RESISTANCE:	Nil
SIZE:	H (12' tall; 5,000 lb)
MORALE:	Nil
XP VALUE:	17,000

An iron golem is a greater golem, a powerful construct artificially created and animated by arcane means. Together with lesser golems, greater golems are considered to be the only 'true' golems. An iron golem is greater golem that can be fashioned in any stylized manner although it is invariably built displaying armor of some sort. Its features are much smoother in contrast to the stone golem. Iron golems are sometimes found with a short sword (relative to their size) in one hand. On extremely rare occasions this sword will be magical. An iron golem is twice the height of a normal man, and weighs around 5,000 pounds.

An iron golem cannot speak or make any vocal noise, nor does it have any distinguishable odor. It moves with a ponderously smooth gait at half the speed of a normal man. Each step causes the floor to tremble, unless it is on a thick, solid foundation.

Combat: Iron golems are mindless in combat, following only the explicit, simple orders of their masters and incapable of devising tactics and strategies themselves. They are completely emotionless and cannot be swayed in any way from their instructions. The iron golem has Strength 24 (+6/+12) for the purposes of lifting, throwing and smashing objects, and breaking down doors.

An iron golem will not pick up and use weapons in combat, even if ordered to, always attacking with its fists (4d10 hp damage). Only iron golems equipped with weapons at their creation will use them – and only these – inflicting damage as giant-sized versions of these weapons (usually triple normal damage).

Once every seven rounds, beginning the first or second round of combat, the iron golem breathes out a cloud of poisonous gas, which is instantly lethal to all creatures caught in it (save vs. Breath Weapon to avoid). It does this automatically, with no regard to the effects it might have. The gas cloud fills a 10×10×10-foot



cube directly in front of it, which dissipates by the following round, assuming there is somewhere for the gas to go.

Iron golems can only be struck by weapons of +3 or better enchantment. They are affected only by spells based on electricity or fire and even these do not generate their usual effects when used against them. Fire-based spells actually repair one point of damage for each die of damage they would have caused. Electricity-based spells *slow* an iron golem for three rounds (*slowed* creatures move and attack at half their normal rates; they suffer a +2 penalty to their Initiative checks, a -4 penalty to hit, and a +4 Armor Class penalty; bonuses due to high Dexterity are negated).

Further, as a mindless golem, an iron golem need never make Morale checks and remains unaffected by abilities and effects that aim to address, control, manipulate, persuade, read or destroy the mind (e.g., *charm-*, *fear-*, *hold-*, *terror-*, *dream-*, emotion-based, and *ESP*-like abilities and effects, magical sleep, compulsions, illusions, phantasms). Likewise, it is immune to all abilities and effects that target life energy or the physiology of a living creature (e.g., *chilling* damage, death magic, disease, *energy drain*, paralysis, poison and stunning, most necromantic abilities and effects). It is not subject to the effects of critical hits or massive damage but it is immediately destroyed when reduced to zero hit points or less. When an iron golem suffers damage, it has to be repaired like an object; this assumes the availability of suitable materials and spells.

An iron golem makes its saving throws as a 9-HD monster, except in the case of any saving throws vs. Poison or Death Magic, which are made as normal.

Note that iron golems are subject to the damage inflicted by a rust monster: one that strikes a rust monster or is hit by its antennae will begin to corrode immediately and collapse into a mound of

rust at the end of the following round. During this second round, it can move at only MV 3 without toppling and it will do only half damage on any attack.

Habitat/Society: Iron golems can be encountered wherever there is a Wizard powerful enough to create them, even underwater.

Ecology: Iron golems do not breathe, eat, drink, or sleep.

Golems

The origins of the golem remain shrouded in mystery, although there exist many theories on the subject, each of which roughly falls into one of two categories. The first category consists of those sages that state that the creators of the first golems were those that sought to create life without the aid of the divine. These scholars remain divided as to what type of golem was created first. Many believe that flesh golems were the first golems created, mainly because these are considered the easiest to make – being crafted from organic material that once lived. To the second category belong those experts, usually with religious backgrounds, who claim that clay golems were the first golems. The first of these creatures, they say, were the instruments of certain deities or perhaps the result of a single deity's exercises in the creation of mankind. Whatever the case, the documented efforts of later golem creators have been studied extensively by practitioners of the arcane arts and some techniques have been successfully modified. The resulting creations have become known under a variety of names, although most fall under the nomenclature "construct."

The process of study and modification of the techniques used to build and animate constructs is never-ending; many magical colleges have entire departments devoted to this arcane craft.

Golems differ from constructs for a variety of reasons, the most important of which are the means of animation and their near invulnerability to most spells. Golems are animated through the use of an elemental spirit, which is bound to the golem's physical body through arcane magicks. The true nature of such elemental spirits has so far remained a mystery although they seem to be linked to the materials required to create a true golem. In essence, only various raw, earthen materials (*e.g.*, clay, stone, iron) can be used to create true golems.

Today, sages recognize two types of golems: lesser golems, such as the clay golem, and greater golems, which include the iron golem and the stone golem. Strangely enough, the flesh golem is also classified as a lesser golem, although it uses organic materials as components.

While complete control over lesser golems is never guaranteed, greater golems are always under the complete control of their master. Lesser golems can obey simple instructions involving a single, direct action, such as "walk", "attack", "stop", "guard," and so on. They make poor servants because each detail of a task must be given as a separate command. Greater golems can obey simple instructions involving direct actions with simple conditional phrases. Even so, they still make poor servants. Any given task could take several separate commands to direct the golem to its completion. Golems are frequently used to guard valuable items or places.

Building and Animating a Golem

The actual construction of a golem's physical body is a tiring, expensive, and demanding task. Although the steps required differ for each type of golem, they do have some elements in common. The most important of these is the degree of detail that must be put into the creation of the "body". This body must be lovingly crafted with great skill and, in most cases, the Wizard or Priest will hire a professional with expertise in working the required materials (*e.g.*, a cyclopean smith to build an iron golem, a dwarven stonemason to build a stone golem).. Construction time is doubled for individuals attempting to create a golem without experience in working with the required materials. The cost is doubled if an expert craftsman is employed, but construction time is cut in half. This also applies to less sophisticated constructs – those that would not require any artistic perfection in building (*e.g.*, bone golem, scarecrow) – in which case the body must still be covered with delicate mystical runes or glyphs executed to perfection if it is to be successfully animated.

The spells used in the creation of the body specify the size of the golem. Anything bigger or smaller will not work, although some have investigated spells in order to create other sizes of golems, with limited success. All spells used during the building and animation of a golem can come from scrolls or even devices (*e.g.*, wand). If a spell is cast on behalf of the golem's creator by a second individual, that spell must contain special alterations to make it sympathetic to the construct's would-be master. Shrewd spell casters may charge additional costs for such alterations.

The actual animation of the body requires another full, uninterrupted month and involves the execution of arcane rituals and the use of a number of specialized spells. Any interruptions during this month would ruin the preparations and require the creator to start all over again.

Manual of Golem Construction: Although true golems predate any known literature about their creation, some of the knowledge of the mysterious creators of the first golems has resurfaced in later times. Some of the most powerful artificers, priests, and mages have written the secret knowledge in various arcane tomes collectively classified as *manuals of golem construction*. These works contain all of the information and incantations necessary to create a particular type of construct and, if one is used to create a construct, fewer spells are needed – notably those that are required in the animation process – and the level of the creator can be significantly lower. During both the building and animation processes, the creator must have the manual at hand to study and he must not be interrupted. Once the body has been created, the writing fades and the manual is consumed in flames, upon which its ashes are sprinkled upon the body and the construct becomes fully animated.

However, it is assumed that the user of the manual is of 10th or higher level. For every level of experience under 10th, there is a cumulative 10% chance that the construct will fall to pieces within one turn of completion due to the creator's imperfect understanding.

Furthermore, perusing a *manual of golem construction* is a dangerous affair: if a Priest reads a work for Wizards, he will lose 10,000-60,000 experience points; a Wizard reading a Priestly work instantly loses one level of experience; any other character will suffer 6d6 points of damage just from opening a *manual of golem construction*.

Manuals of iron golem construction are among the rarest of all *manuals of golem construction*.

Note from the True World: Golems

The word *golem* appears in the Hebrew language and occurs in the *Old Testament* (Psalm 139.16) where it means 'a human being that is incompletely formed.' It also appears in the *Talmud* (the body of Jewish law and legend) describing Adam's body prior to life and consciousness. It is not until much later in history that the word become synonymous with the end product of magical procedures involved in creating a 'living being'. As reported by Jakob Grimm in the German periodical *Zeitung für Einsiedler* (translates into "Journal for Hermits"), the golem is a thing constructed of mud or clay. It seems that such beings were mostly – but not exclusively – in the guise of man. Such manufactured creatures were inarticulate save a rare few, but all could understand limited speech in the form of commands. They were used as servants, although they were not allowed to wander. A drawback of such retainers was the uncanny property of the golem to grow larger each day. Every golem had inscribed upon its forehead the word *emeth*, meaning "truth." To deactivate a golem and thus change it back into its elementary components, the word *emeth* had to be transformed into *meth*, which means "he is dead." Such a switch in words was not always a simple procedure. One unfortunate creator it seemed, let his golem grow out of hand so that when he came to deactivate his 'art work', he found the golem had grown too tall for him to reach the creature's forehead. Therefore, he commanded the golem to remove its shoes and while it was bending down the man rushed in and altered the wording successfully; unluckily he was crushed by the weight of clay that fell on top of him.

In Europe, the idea of the golem made its first showing around the 12th century in *Sefer Yetzirah* (translates into "Book of Creation"), a collection of texts said to date back to the days just after the birth of Christ. As a result, the *hasidim* (Jewish mystics) of Germany became exponents of the mystical rites required to create a golem. In all probability, regardless of

its 'magical nature', the ceremony was essentially a symbolic event. However, awareness of these rituals increased, with exaggerated and incorrect interpretations being expressed in the form of folklore and

legend that became widespread during the 15th century. With the growth of such myths, earlier tales of reanimating the dead and the manufacturing of homunculi were being ascribed to the golem of legend.

Source/Origins: *Living Statue*: Rob Kuntz (1972); *Golems – Iron Golem*: Gary Gygax and Rob Kuntz, *Dungeons & Dragons Supplement I. Greyhawk* (TSR, 1975); *Golem – Iron Golem*: Gary Gygax, *Monster Manual* (TSR, 1977); Mark Davies, *The Art of Animation*, in: *Imagine 19* (TSR, 1984); Ed Greenwood, *The Ecology of the Rust Monster*, in: *Dragon 88* (TSR, 1984); *Golems, Greater – Iron*: David Cook *et al.*, *Monstrous Compendium Volume One* (MC1; TSR, 1989); *Golem, Greater – Iron*: Doug Stewart (ed.), *Monstrous Manual* (TSR, 1993); Skip Williams, *Sage Advice*, in: *Dragon 246* (TSR, 1998)

Bibliography: Jakob Grimm, in: *Zeitung für Einsiedler*, 23 April 1808 (C. J. F. L. von Arnim, 1808); Mary Wollstonecraft Shelley, *Frankenstein or the Modern Prometheus* (Lackington, Hughes, Mavor & Jones, 1818); Ambrose G. Bierce, *Moxon's Master*, in: *San Francisco Examiner*, 16 April 1899 (William Randolph Hearst, 1899); Gustav Meyer, *Der Golem* (Schünemann, 1915); F. Thieberger, *The Great Rabbi Loew of Prague. His Life and Work and the Legend of the Golem* (East & West Library, 1955; 1954)

Jupiter Blood Sucker

Illustration: Laura Roslof

CLIMATE/TERRAIN:	Known World; Temperate/Woodland, scrub, mountains
FREQUENCY:	Very rare
ORGANIZATION:	Nil
ACTIVITY CYCLE:	Any
DIET:	Hemovore
INTELLIGENCE:	Non- (0)
TREASURE:	Nil
ALIGNMENT:	Neutral

NO. APPEARING:	1d10
ARMOR CLASS:	5
MOVEMENT:	9
HIT DICE:	3
THACO:	17
NO. OF ATTACKS:	6-13 (vines)
DAMAGE/ATTACK:	1d6 per vine
SPECIAL ATTACKS:	Entanglement, drain blood (1d6), suffocation, see below
SPECIAL DEFENSES:	Mindless, plant immunities, see below
MAGIC RESISTANCE:	Nil
SIZE:	M (10' long vines)
MORALE:	Fearless (20) (See below)
XP VALUE:	650

The Jupiter blood sucker of the Known World – sometimes referred to as *vampire plant* – is a horrible, mobile, vine-like plant that uses its thorned leaves to such the blood of unwary creatures. It has been said that it is the only plant capable of sustaining its life among archer bushes and it is commonly found with them (v. **CMM**, *Archer Bush*).

The Jupiter blood sucker typically has some 1d8+5 vines with giant leaves, dark green with red veins, and with each having numerous small, needle-sharp, hollow thorns on the underside. The plant's stems are transparent and the blood drained from a feeding can be seen flowing down the stem.

The Jupiter blood sucker at least partially interacts with its environment through its leaves, which can sense the blood of creatures.

Combat: When it detects prey, the blood-sensing leaves of the Jupiter blood sucker will move towards their prey silently and stealthily, sometimes to the point of uprooting the plant. The plant attacks by wrapping a vine around its victim to entangle it, with a hit indicating that it has done so and has places one of its giant leaves over his face, inflicting 1d6 points of damage in process as it inserts its thorns and starts consuming his blood at a rate of 1d6 points of damage per round (entangled creatures lose all Armor Class bonuses due to high Dexterity; they cannot attack or cast spells and suffer a +3 penalty to their Initiative checks and a -4 or +4 penalty to all other die-rolls involving movement (as applicable; -20% or +20% for percentage rolls); attacks made against them are made at a +4 bonus to hit). In addition, the leaf will smother the victim to death in 1d4 rounds (e.g., v. **PHB**, p. 160: "Holding Your Breath").



As a mindless plant, the Jupiter blood sucker will, in general, suffer only from attacks, spells, abilities, substances, and effects that can affect plants, making it immune to effects that target any sensory, mental, and/or physiological qualities it does not have (e.g., *blindness*, *deafness*, illusions, paralysis, stunning, many poisons; *fear*, *sleep*, psionic attacks). Also, indiscriminately hacking away at its exposed parts will not affect its offensive capabilities much and the plant will stop its attacks only when it no longer has the means to, if it would suffer excessive damage (e.g., 25% or 50% of its hit points) and fails the equivalent of a Morale check, or when it is reduced to zero hit points. However, reducing the plant to zero hit points does not necessarily mean that it no longer has the capacity to grow back and, to definitively destroy the Jupiter blood sucker is to bum it completely to the ground and then pull or dig up the roots and burn them also.

Note that the Jupiter blood sucker makes its saving throws as a 2-HD monster, except in the case of any saving throws vs. Poison or Death Magic, which it makes as usual.

The Jupiter blood sucker fears fire and it will move away from it if possible.

Habitat/Society: Although it is assumed that the Jupiter blood sucker can be found in woodlands, scrub, and occasionally in mountains, reports on encounters with the plant are extremely rare. In fact, it seems that the plant has only ever been encountered in a building known as the Palace of the Silver Princess, which has led some sages to believe that the plant may well be unique.

Ecology: The Jupiter blood sucker feeds on the blood of creatures.

Notes from the True World: Plants

Tropism: Plants interact with their environment by responding to particular outside stimuli (tropism), which helps them find water, light, and nutrients, to avoid noxious substances and conditions, and to grow to achieve a desired effect by selectively increasing and decreasing cell growth (*e.g.*, grow towards the sun). In some plants, this controlled cell growth is accelerated to such an extent that it can lead to remarkable effects. For example, the mimosa can fold up its leaves when certain insects approach with the intent of eating them, while the movements of many carnivorous plants are faster than the eye can track.

Forms of tropism include: chemotropism (response to particular substances; *e.g.*, acid, gas), galvanotropism (response to electric current), geotropism (response to gravity), heliotropism (response to sunlight), hydrotropism (response to water), phototropism (response to light), thermotropism (response to temperature), thigmotropism (response to mechanical stimulation; *e.g.*, touch, pressure), traumatropism (response to wound lesion; *e.g.*, weapon blows and cuts). Continuing the theme, tropisms unique to a fantasy setting could be introduced, such as psychotropism (sensitivity to mental energy) or magiotropism (sensitivity to magic).

Ecology: Most plants create their own food through photosynthesis, using chlorophyll contained in their leaves to transform sunlight into a chemical that reacts with carbon dioxide taken in through the leaves to create carbohydrates, which the plant utilizes, along with minerals and trace elements absorbed through the root system, for its growth and development. The water and the minerals it contains are spread throughout the plant through the principle of capillary attraction, the tendency for

liquids confined in small tubes to rise up through the tubes as a result of surface tension. Two types of tissues are involved in a plant's use of capillary action and attraction: *xylem* (the woody tissue that provides support for the plant), which absorbs the water and minerals taken in by the roots and moves them up to the leaves for photosynthesis; and *phloem*, a tissue that transports the resulting carbohydrates throughout the plant. To make up for the poor growing conditions in their habitat, carnivorous plants (*e.g.*, sundew, pitcher plant) have evolved means for trapping and digesting living prey as supplements to their diet. In similar fashion, fantastic plants that feed on the blood or other bodily fluids of creatures may well have adapted their feeding habits to compensate for a lack of some element required for photosynthesis (*e.g.*, light, minerals, even leaves).

Game Effects: In game terms, tropism may allow plants to actively move (parts of themselves) away from or in the direction of events and effects and/or make that they cannot be fooled by magical invisibility and silence. Conversely, plants will not react to phenomena that do not generate stimuli they can detect (*e.g.*, *astral projections*, creatures in *ethereal form*). Furthermore, at the DM's option, specific effects may affect a plant in unexpected ways. For example, lasting magical darkness may affect phototropism and heliotropism, rendering a plant unable to act or even making it go dormant, respectively; massive sound-based effects may affect thigmotropism and mislead a plant or render it incapable of attacking; certain gasses, substances, or extreme cold might kill a plant instantly.

Source/Origins: Jean Wells, *Palace of the Silver Princess* (B3; TSR, 1981); Gregg Chamberlain, *The Ecology of the Carnivorous Plant*, in: *Dragon 137* (TSR, 1988)

Lizard Man

Illustration: <?>

CLIMATE/TERRAIN:	Tropical to temperate/Marsh, coast, aquatic, waterborne
FREQUENCY:	Rare
ORGANIZATION:	Clan
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Low (5-7)
TREASURE (1E):	(D)
ALIGNMENT:	Neutral

NO. APPEARING:	1d6 (1d8+7)
ARMOR CLASS:	5
MOVEMENT:	6, Swim 12
HIT DICE:	2+1
THAC0:	19
NO. OF ATTACKS:	3 (claw/claw/bite)
DAMAGE/ATTACK:	1d2/1d2/1d8
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	M (6-7' tall; 200-250 lb)
MORALE:	Elite (14)
XP VALUE:	120

Lizard men are savage, semi-aquatic, reptilian humanoids that live through scavenging, raiding, and, in less hostile areas, by fishing and gathering.

An adult lizard man stands 6-7 feet tall and weigh 200-250 pounds. It has a humanoid appearance, a lizard's head, and a scaly skin that ranges in color from dark green to gray to brown, giving it a flecked appearance. Its tail averages 3-4 feet in length and is not prehensile. Males are nearly impossible to distinguish from females without close inspection. Lizard man garb is limited to strings of bones and similar barbaric ornaments.

Lizard men have good infravision (60' range).

Lizard men speak their own language.

Combat: Lizard men fight as unorganized individuals. If they have equality or an advantage over their opponents, they tend toward frontal assaults and massed rushes. However, when outnumbered, outmatched, or on their home ground, they become wily and ferocious opponents. Snares, sudden ambushes, and spoiling raids are favored tactics in these situations. While individually savage in melee combat, lizard men tend to be distracted by food (such as slain opponents) and by simple treasures, which may allow some of their quarry to escape.

Note that lizard men make their saving throws as 3-HD monsters.

Exceptional Individuals

Groups of lizard men may be accompanied by a number of exceptional individuals, depending on such circumstances as the situation in the area, the mission of the group, and the estimated strength of those they expect to confront. Exceptional individuals usually possess the best equipment available, although this may vary according to circumstances, and war leaders may use captured weaponry.



Lizard man shamans are Shamans of up to 5th level and have access to three spell spheres only; they are limited in their choice of spells, weapons, armors, and shields as prescribed by their faith.

Habitat/Society: Lizard men are typically found in swamps, marshes, and similar wetlands, often (35%) dwelling totally underwater in air-filled caves.

Lizard men gather in clan-like groups of about ten adult males and an equal number of females and young. Such clans are led by a strong clan leader; there is a 50% chance that the clan will also have a shaman of medium ability. All exceptional individuals are in addition to the regular members of a group. It is not uncommon for several clans in one area to forge an informal alliance of about 150 individuals. The formation of such an alliance is usually – but not always – instigated by advanced lizard men (*v. CMM, Lizard Man – Advanced Lizard Man*) and normally only in times of need (*e.g.*, when an evil race threatens a lizard man habitat). In rare instances, such large groups will have been gathered by a lizard king (*v. CMM, Lizard Man – Lizard King*) with less noble intentions.

Ecology: Lizard men are omnivorous, but most prefer human flesh to other foods. In this regard, they have been known to ambush groups of humans, demi-human, or humanoids and even to raid their settlements. Such attacks are usually crude affairs and corpses are gathered up and survivors are captured and taken back to the lair for a rude and horrid feast. Prisoners may be used as slaves, for food, or to sacrifice in obscure tribal rites. On occasion, lizard men are known to associate with muckdwellers, which revere them as powerful beings and are usually glad to serve them.

Lizard man skin is sometimes worked as scale armor (lizard man scale armor; AC 6). Although their flesh and eggs are bitter and

inedible, lizard men and their eggs are quite valuable when sold on the right market: a single young can fetch 200-400 gold pieces, while eggs are worth 100-300 gold pieces each.

Table 1. Lizard Man Statistics

Individual	AC	HD	Th0	Damage	Notes	XPV	
War leader	5	6	15	1d2/1d2/1d6 or by weapon	-	420	
Sub-leader	5	4	17	1d2/1d2/1d6	-	175	
Clan leader	5	2+1	19	1d2/1d2/1d6	17 hp	175	
Regular male/female	5	2+1	19	1d2/1d2/1d6	-	120	
Spell Caster	AC	HD1)	Th0²⁾	Damage	Spells (Pri)³⁾	Notes	XPV
Shaman (Sha 5)	5	5+1	17	1d2/1d2/1d6	3 2 1	Save as 4-HD monster	975
Shaman (Sha 4)	5	4+1	17	1d2/1d2/1d6	3 2	Save as 3-HD monster	420
Shaman (Sha 3)	5	3+1	17	1d2/1d2/1d6	2 1	Save as 3-HD monster	270
Shaman (Sha 2)	5	2+1	19	1d2/1d2/1d6	2	Save as 3-HD monster	175
Shaman (Sha 1)	5	2+1	19	1d2/1d2/1d6	1	Save as 3-HD monster	175

¹⁾ Hit Dice used only to determine number of hit points and for XP purposes. Note that the actual dice need not necessarily be all d8s (v. **DMGR4**, p. 13: "Hit Points and Level Advancements")

²⁾ THAC0 calculated according to NPC spell caster rules (v. **DMGR4**, p. 13: "Hit Points and Level Advancements")

³⁾ Based on minimum required Wisdom 9 for Clerics. Lizard man shamans with Wisdom 13 or more may receive bonus spells

Source/Origins: *Lizard Men*: Gary Gygax and Rob Kuntz, *Dungeons & Dragons Supplement I. Greyhawk* (TSR, 1975); Gary Gygax, *Monster Manual* (TSR, 1977); Gary Gygax and Dave Arneson, *Dungeons & Dragons* (TSR, 1977); Tom Moldvay (ed.), *Basic Rulebook*, in: *Dungeons & Dragons Basic Set* (TSR, 1981); Harold Johnson et al., *Monster Cards Set 1* (TSR, 1982); Frank Mentzer (rev.), *Dungeon Masters Rulebook*, in: *Dungeons & Dragons Basic Rules Set 1* (TSR, 1983); David Cook et al., *Monstrous Compendium Volume One* (MC1; TSR, 1989); Timothy B. Brown, *Rule Book*, in: *Dungeons & Dragons* (TSR, 1991); Aaron Allston, *Dungeons & Dragons. Rules Cyclopedia* (TSR, 1991); *Lizard Man – Lizard Man*: Doug Stewart (ed.), *Monstrous Manual* (TSR, 1993); Bill Slavicsek, *The Complete Book of Humanoids* (PHBR10; TSR, 1993); Bruce Nesmith, *Monsters & Treasures Book, AD&D First Quest* (TSR, 1994); Doug Stewart, *Rules and Adventures*, in: *Dungeons & Dragons* (TSR, 1994); *Lizardman*: Bill Slavicsek, *Rules Book*, in: *Dungeons & Dragons Adventure Game* (TSR, 1999)

Lure Lichen

Illustration: Howard Lyon

CLIMATE/TERRAIN:	Any/Forest, woodland, wooded hills
FREQUENCY:	Very rare
ORGANIZATION:	Nil
ACTIVITY CYCLE:	Any
DIET:	Photosynthesis
INTELLIGENCE:	Non-ratable (0)
TREASURE:	Incidental (See below)
ALIGNMENT:	Neutral evil

NO. APPEARING:	1
ARMOR CLASS:	4
MOVEMENT:	Nil
HIT DICE:	3 to 5
THACO:	See Table 1
NO. OF ATTACKS:	1 (See below)
DAMAGE/ATTACK:	See below
SPECIAL ATTACKS:	Spore cloud, fling spore cysts (1d8)
SPECIAL DEFENSES:	Alien mind, lichen immunities, see below
MAGIC RESISTANCE:	Nil
SIZE:	M 85-6' long, 60' long rhizomes)
MORALE:	Nil
XP VALUE:	See Table 1

Lure lichen – sometimes referred to as *comely bait lichen* – is a deadly, evil lichen-like organism that grows to resemble a sleeping woman in order to lure creatures close so that it can either kill them or use them to procreate.

Lure lichen resembles a sleeping woman with pale white hair and gown. This woman-like growth will pass most non-magical inspections, although it will never stir and no sounds or efforts from a distance will rouse it.

The lichen has numerous 60-foot-long rhizomes that stretch around it to cover a 20-yard-radius area and typically lie hidden underneath leaves and loose soil.

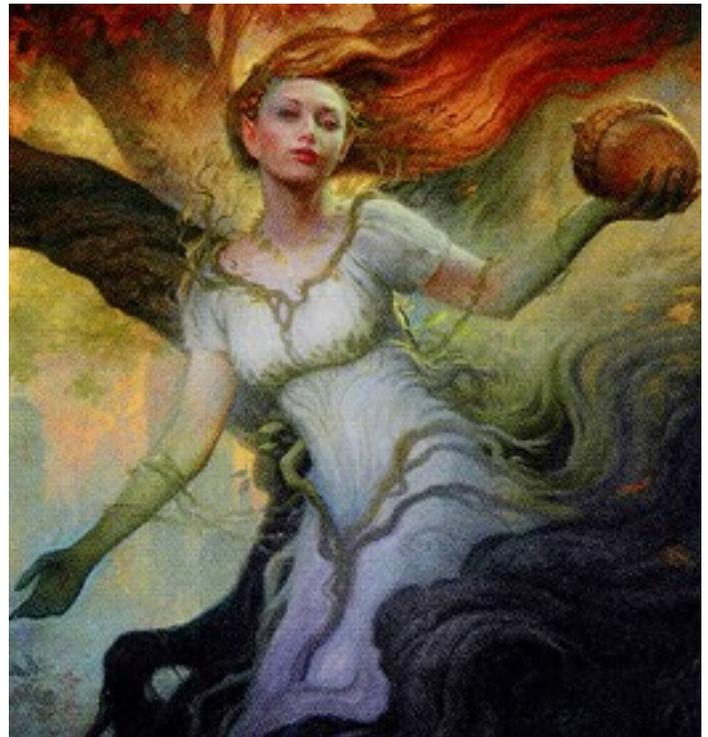
Combat: Anyone approaching the lichen, or retreating from it, must pass two saving throws vs. Death Magic, with each failure triggering one of the organism's myriad rhizomes, which will then fling a spore cyst into the air that explodes, inflicting 1d8 points of damage to all within a 5-foot radius.

However, when touched, it will explode into a cloud of spores that instantly settle in the lungs of all creatures within 10 feet it.

Victims must pass a saving throw vs. Poison, with success meaning that they suffer 3d8 points of damage and failure that they die, upon which their corpses will sprout a new lure lichen in 24 hours unless this is somehow prevented. Subjecting the corpse to *Cure Disease* before these 24 hours have elapsed will always destroy the spores. Reviving a creature that died in this fashion always requires the casting of this spell first before any *raising* or *resurrecting* spell can be effective.

Note that the spore cysts inflict damage only and that, even if this would kill a creature, the amount of spores released is not enough to cause its corpse to spout a new lichen.

As an organism with an alien mind, lure lichen will, in general, suffer only from attacks, spells, abilities, substances, and effects



that can affect it specifically, making it immune to effects that target any sensory, mental, and/or physiological qualities it does not have (*e.g.*, *blindness*, *deafness*, illusions, paralysis, stunning, many poisons; *fear*, *sleep*, Morale checks, psionic attacks). Also, indiscriminately hacking away at its exposed parts will not affect its offensive capabilities much and the lichen will stop its attacks only when it no longer has the means to or when it is reduced to zero hit points. However, reducing the lichen to zero hit points does not necessarily mean that it no longer has the capacity to grow back. As a rule of thumb, to definitively destroy lure lichen, all parts of it must be destroyed (*e.g.*, burned, specialized spells). Note that lure lichen 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 usual.

Habitat/Society: Typically found in forests woodlands, and wooded hills, lure lichen often grows at the foot of a large tree or a similar feature.

Lure lichen has no interest in treasure although, on occasion, valuables have been found in its vicinity, which are at the DM's discretion (*e.g.*, a lost piece of jewelry).

Ecology: Lure lichen was first encountered in the Weird Woods, a dark and shadowy grove of wooded hills featuring twisted, gnarled trees, eerie sounds and sudden silences, lethal traps, and bizarre plants. It is believed to be the result of the magical experimentations of a mysterious, mad druid known as Baron Orchid.

Notes from the True World: Lichens

A lichen is a composite organism that emerges from a simple photosynthesizing organism, usually a green alga or cyanobacterium (the photobiont), living among the filaments of a fungus (the mycobiont) in a

mutually beneficial symbiotic relationship. Although they are sometimes plant-like and may superficially resemble mosses, lichens are fungal symbioses and they are not closely related to mosses or any plant. Lichens come in many colors, sizes, and forms: they may have tiny, leafless branches; flat leaf-like structures; grow crust-like, adhering tightly to a surface (substrate) like a thick coat of paint; have a powder-like appearance; or other growth forms.

Tropism: Like plants, lichens interact with their environment by responding to particular outside stimuli (tropism), which helps them find water, light, and nutrients, to avoid noxious substances and conditions, and to grow to achieve a desired effect by selectively increasing and decreasing cell growth (*e.g.*, grow towards the sun). Note that, in some plants, this controlled cell growth is accelerated to such an extent that it can lead to remarkable effects. For example, the mimosa can fold up its leaves when certain insects approach with the intent of eating them, while the movements of many carnivorous plants are faster than the eye can track.

Forms of tropism include: chemotropism (response to particular substances; *e.g.*, acid, gas), galvanotropism (response to electric current), geotropism (response to gravity), heliotropism (response to sunlight), hydrotropism (response to water), phototropism (response to light), thermotropism (response to temperature), thigmotropism (response to mechanical stimulation; *e.g.*, touch, pressure), traumatropism (response to wound lesion; *e.g.*, weapon blows and cuts). Continuing the theme, tropisms unique to a fantasy setting could be introduced, such as psychotropism (sensitivity to mental energy) or even magiotropism (sensitivity to magic).

Habitat/Society: Lichens can be found in almost every habitat and geographic area of the world, from sea level to high alpine elevations, in many environmental conditions, and they can grow on almost any surface.

They are abundant growing on bark, leaves, mosses, or other lichens and hanging from branches in rainforests and in temperate woodland. They grow on bare rock, walls, gravestones, roofs, exposed soil surfaces, rubber, bones, and in the soil as part of biological soil crusts. Various lichens have adapted to survive in some of the most extreme environments: arctic tundra, hot dry deserts, rocky coasts, and toxic slag heaps. They can even live inside solid rock, growing between the grains, and in the soil as part of a biological soil crust in arid habitats such as deserts. Some lichens do not grow on anything, living out their lives blowing about the environment. There are only two species of known permanently submerged lichens; *Hydrothyria venosa* is found in fresh water environments, and *Verrucaria serpuloides* is found in marine environments.

Many lichens reproduce asexually, either by a piece breaking off and growing on its own (vegetative reproduction) or through the dispersal of diaspores containing a few algal cells surrounded by fungal cells.

Lichens may be long-lived, with some considered to be among the oldest living organisms. An Arctic species called “map lichen” (*Rhizocarpon geographicum*) has been dated at 8,600 years, apparently the world’s oldest living organism.

Ecology: Lichens do not have roots that absorb water and nutrients as plants do, but like plants, they produce their own nutrition by photosynthesis. When they grow on plants, they do not live as parasites, but instead use the plant’s surface as a substrate.

The symbiosis allows the mycobiont to benefit from the carbohydrates produced by the photobiont. The first also benefits by being protected from the environment by the filaments of the fungus, which also gather moisture and nutrients from the environment, serving as a larger capture area for mineral nutrients and, in some cases, provides minerals obtained from the substrate, while it also (usually) provides an anchor to the first.

Table 1. Lure Lichen Statistics

HD	XPV
3	650
4	975
5	1,400

Source/Origins: Harold Johnson, *The Weird Woods of Baron Orchid*, in: *Adventure Pack I* (113; TSR, 1987); Gregg Chamberlain, *The Ecology of the Carnivorous Plant*, in: *Dragon 137* (TSR, 1988); (Uncredited), *Lichen*, in: *Wikipedia* (www. 2023)

Man – Bandit (Brigand)

Illustration: Janet Aulisio

CLIMATE/TERRAIN:	Any/Any land or underground, forest, hills, mountains
FREQUENCY:	Common
ORGANIZATION:	Gang
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Average (8-10)
TREASURE (1E):	M (A)
ALIGNMENT:	Neutral

NO. APPEARING:	20d10
ARMOR CLASS:	See Table 1
MOVEMENT:	12
HIT DICE:	1-1 (1d6 hp)
THAC0:	20
NO. OF ATTACKS:	1 (weapon)
DAMAGE/ATTACK:	By weapon
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (5-7' tall; 100-200 lb)
MORALE:	Average (8-10)
XP VALUE:	15



Men are the humans – male and female – that make up most of the population of many worlds. Their appearance and behavior will vary greatly according to the tastes of each individual DM and the following should be considered as a guideline only. Men have the uncanny ability to colonize every nook and cranny of the world and can be encountered almost anywhere – in the wilderness, on seas and oceans, in dungeons, but mostly in the villages, towns and cities of civilized regions. They are commonly encountered in groups – smaller bands underground, larger outdoors is a good general rule. Most regular men are not considered to have any special (combative) abilities. However, many groups of men will be accompanied by exceptional individuals, especially when encountered in areas they consider dangerous. Such individuals are considered NPCs and often have character classes.

Bandits are rural thieves who openly prey on travelers and isolated dwellings. Those bandits encountered in dungeons will be far fewer in number and often cooperating with thieves. Bandits vary greatly in appearance, though most will be armored and equipped with weapons. Bandits speak only the common tongue, although some that have dealings with foreigners or even other races may be able to converse with such.

Combat: Bandits usually attack from ambush, using their extensive knowledge of the terrain to great advantage.

Large groups of bandits are always accompanied by one or more additional exceptional individuals. For every 20 bandits encountered there will be one additional patrol leader, for every 30 there will be one additional sergeant, for every 40 there will be one additional raid leader, and for every 50 there will be one additional champion. For every 50 bandits there is a cumulative 25% chance that there will be a bandit mage with the group, and a cumulative 15% chance that there will be a bandit priest and one acolyte. Note that terrain will influence the percentage of mounted bandits and that no more than 10% of the total would be mounted in hilly and mountainous terrain, while in open country 90% of the force may be mounted.

A typical group of bandits will be armed with a variety of weapons and will wear light, non-cumbersome armor (v. Table 1). Exceptional individuals often possess the best armor, shields and weapons available and will ride the best (unarmored) mounts. Bandit mages never wear any armor that might interfere with their spell-casting abilities. Those with a character class have a cumulative 5% chance per level to own one magical item from the categories shown in Table 2 (v. **DMG**, p. 135-140: “Magical Item Tables”). Should a non-usable, cursed or otherwise undesirable item occur, the DM is advised to allow only one re-roll for each category.

Table 1. Bandit Armor, Weapons and Mounts

Group%	Armor	Weapons	Mount ¹⁾
10%	Chain mail armor and shield (AC 4)	Any sword	Medium warhorse
10%	Leather armor and shield (AC 7)	Spear	Light warhorse
10%	Leather armor (AC 8)	Light crossbow	Light warhorse
40%	Leather armor and shield (AC 7)	Any sword	-
10%	Leather armor (AC 8)	Any pole-arm	-

10%	Leather armor (AC 8)	Light crossbow	-
10%	Leather armor (AC 8)	Short bow	-

¹⁾ See **CMM**, *Horse – Warhorse*

Table 2. Exceptional Bandit Magical Items

Individual	Magical Item Category
Warrior	Armor/Shields (Armor), Armor/Shields (Shield), Weapons (Sword), Weapons (Miscellaneous), Potions/Oils
Wizard	Scrolls, Rings, Rod/Staff/Wand, Miscellaneous
Priest	Armor/Shields (Armor), Armor/Shields (Shield), Weapons (Miscellaneous) ¹⁾ , Potions/Oils, Scrolls, Miscellaneous
Rogue	Armor/Shields (Shield), Weapons (Sword), Weapons (Miscellaneous), Potions/Oils, Rod/Staff/Wand, Miscellaneous

¹⁾ If the die-roll on the appropriate table for a miscellaneous weapon indicates a weapon that the Priest may not use, a second (final) roll should be made on the tables for Rods, Staffs and Wands. If the resulting item is unusable by the Priest, he will have no magical item from either category

Habitat/Society: Bandits may be encountered in almost any climate and terrain, although they tend to prefer temperate and sub-tropical realms, mostly because of their outdoor lifestyle. Bandit lairs will be informal camps 80% of the time, but 10% will be cave complexes with a secret entrance, and 10% will be regular castles with 1d4 light catapults for defense.

Bandits gather in gangs of 1d20×10 individuals. Each bandit gang is led by a bandit leader, which will be an 8th-level Warrior if the gang numbers under 100 bandits, a 9th-level Warrior if there are 100-150 bandits, and a 10th-level Warrior if there are 150 or more. The bandit leader will be assisted by one lieutenant and six

bodyguards. Most large bandit gangs will have 2d10 important prisoners in their lair, as well as 5d6 camp followers or slaves.

Brigand

Brigands are chaotic evil bandits. They conform to the characteristics of bandits in general. Brigands will have a cave complex lair 20% of the time and a castle 30% of the time. They will have only 1d10 important prisoners, but there will be 1d4+1(×10) camp followers and slaves. They are fierce fighters and have Morale 10.

Table 3. Bandit Statistics

Individual	AC	hp	Th0	Damage	MI	Class Abilities	XPV ¹⁾
Bandit leader (Ftr 10)	4	9d10+3	11	By weapon	50%	Att/rd 3/2	2,000
Bandit leader (Ftr 9)	4	9d10	12	By weapon	45%	Att/rd 3/2	1,400
Bandit leader (Ftr 8)	4	8d10	13	By weapon	40%	Att/rd 3/2	1,400
Lieutenant (Ftr 7)	7 or 4	7d10	14	By weapon	35%	Att/rd 3/2	975
Champion (Ftr 6)	7 or 4	6d10	15	By weapon	30%	-	420
Raid leader (Ftr 5)	7 or 4	5d10	16	By weapon	25%	-	270
Sergeant (Ftr 4)	7 or 4	4d10	17	By weapon	20%	-	175
Patrol leader (Ftr 3)	7 or 4	3d10	18	By weapon	15%	-	120
Bodyguard (Ftr 2)	7 or 4	2d10	19	By weapon	10%	-	65
Bodyguard (Ftr 1)	7 or 4	2d10	19	By weapon	5%	-	35
Regular bandit	8, 7 or 4	1d6	20	By weapon	-	-	15

Spell Caster	AC	hp	Th0	Damage	MI	Spells	XPV ¹⁾
Bandit priest (Cle 6)	4	6d8	18	By weapon	30%	3 3 2 ²⁾	1,400
Bandit priest (Cle 5)	4	5d8	18	By weapon	25%	3 3 1 ²⁾	975
Acolyte (Cle 4)	7 or 4	4d8	18	By weapon	20%	3 2 ²⁾	420
Acolyte (Cle 3)	7 or 4	5d8	20	By weapon	15%	2 1 ²⁾	270
Bandit mage (Mag 10)	10	10d4	17	By weapon	50%	4 4 3 2 2	2,000
Bandit mage (Mag 9)	10	9d4	18	By weapon	45%	4 3 3 2 1	2,000
Bandit mage (Mag 8)	10	8d4	18	By weapon	40%	4 3 3 2	1,400
Bandit mage (Mag 7)	10	7d4	18	By weapon	35%	4 3 2 1	975

¹⁾ Add one level for XP purposes if in possession of a magical item and one level if Intelligence 13 or more

²⁾ Based on minimum required Wisdom (9). Clerics with Wisdom 13 or more should receive the appropriate number of bonus spells

Example Bandit or Brigand Gangs

The following bandit or brigand gangs are provided for DMs requiring such a group quickly to avoid unnecessarily delaying the game. Ability scores may be generated randomly if desired, keeping in mind that all character classes have special prime requisites. The DM should exercise great care in using this table,

especially where magical items are concerned. If any magical item does not fit into the campaign, it should be removed or replaced.

These groups should be run intelligently and aggressively. All exceptional individuals are considered to ride medium warhorses. Any others on horseback will be mentioned in each table.

Table 4. Example Bandit or Brigand Gang (199 Individuals; 97 horses, including spare mounts)

Individual	AC	hp	Th0	Damage	Notes	XPV
1 Bandit leader (Ftr 10)	3	9d10+3	11	Long sword +2	Att/rd 3/2; chain mail; shield +1; helm of teleportation	2,000
1 Lieutenant (Ftr 7)	4	7d10	14	2-h sword +1	Att/rd 3/2; banded mail; potion of animal control	975

1 Champion (Ftr 6)	7	6d10	15	2-h sword	Studded leather; <i>potion of cloud giant strength</i>	650
3 Champions (Ftr 6)	7	6d10	15	Long sword	Leather armor; shield	420
4 Raid leaders (Ftr 5)	7	5d10	16	Spear	Leather armor; shield	270
5 Sergeants (Ftr 4)	7	4d10	17	Spear	Leather armor; shield	175
5 Patrol leaders (Ftr 3)	7	3d10	18	Long sword	Leather armor; shield	120
6 Bodyguards (Ftr 1)	7	2d10	19	Long sword	Leather armor; shield	35
17 Regular bandits	4	1d6	20	Long sword	Chain mail armor; shield; medium warhorse	15
17 Regular bandits	7	1d6	20	Spear	Leather armor; shield; light warhorse	15
17 Regular bandits	8	1d6	20	Light x-bow	Leather armor; light warhorse	15
72 Regular bandits	7	1d6	20	Short sword	Leather armor; shield	15
17 Regular bandits	8	1d6	20	Pole-arm	Leather armor	15
17 Regular bandits	8	1d6	20	Light x-bow	Leather armor	15
17 Regular bandits	8	1d6	20	Short bow	Leather armor	15

Table 5. Example Bandit or Brigand Gang (52 Individuals, 40 horses, including spare mounts)

Individual	AC	hp	Th0	Damage	Notes	XPV
1 Bandit leader (Ftr 8)	-4	8d10	13	Battle-axe	Att/rd 3/2; <i>full plate +3; shield +1</i>	2,000
1 Lieutenant (Ftr 7)	-2	7d10	14	Battle-axe	Att/rd 3/2; <i>plate mail +2; shield +2; potion of speed</i>	1,400
1 Raid leader (Ftr 5)	5	5d10	16	War hammer	Leather armor; <i>shield +2</i>	420
1 Sergeant (Ftr 4)	7	4d10	17	<i>Axe/throw +2</i>	Leather armor; shield; <i>potion of fire breath</i>	270
2 Patrol leaders (Ftr 3)	7	3d10	18	Hand axe	Leather armor; shield	120
6 Bodyguards (Ftr 2)	7	2d10	19	Short sword	Leather armor; shield	65
10 Regular bandits	7	1d6	20	Spear	Leather armor; shield; light warhorse	15
30 Regular bandits	7	1d6	20	Short sword	Leather armor; shield	15

Table 6. Example Bandit or Brigand Gang (90 Individuals, 50 horses, including spare mounts)

Individual	AC	hp	Th0	Damage	Notes	XPV
1 Bandit leader (Ftr 8)	4	8d10	13	Khopesh	Att/rd 3/2; chain mail; shield; <i>potion of invulnerability</i>	1,400
1 Lieutenant (Ftr 7)	-1	7d10	14	<i>Scimitar +2</i>	Att/rd 3/2; <i>plate mail +3; shield; cloak of the bat</i>	1,400
1 Champion (Ftr 6)	-2	6d10	15	Scimitar	<i>Full plate +1; medium shield +1</i>	975
1 Sergeant (Ftr 4)	7	4d10	17	<i>X-bow of speed</i>	Leather armor; shield; <i>potion of healing</i>	270
2 Sergeants (Ftr 4)	7	4d10	17	Scimitar	Leather armor; shield	175
4 Patrol leaders (Ftr 3)	7	3d10	18	Khopesh	Leather armor; shield	120
6 Bodyguards (Ftr 2)	8	2d10	19	2-h sword	Leather armor	65
10 Regular bandits	4	1d6	20	Long sword	Chain mail armor; shield; medium warhorse	15
10 Regular bandits	8	1d6	20	Light x-bow	Leather armor; light warhorse	15
30 Regular bandits	7	1d6	20	Broad sword	Leather armor; shield	15
10 Regular bandits	8	1d6	20	Pole-arm	Leather armor	15
10 Regular bandits	8	1d6	20	Short bow	Leather armor	15
Spell Casters	AC	hp	Th0	Damage	Notes	XPV
Bandit priest (Cle 5)	7	5d8	18	Flail	Wis 16; leather armor; shield; scroll: <i>Bless</i> ; spells: 5 5 1	1,400
Acolyte (Cle 4)	6	4d8	18	Club	Wis 12; leather armor; <i>shield +1; robe of blending</i> ; spells: 3 2	650

Table 7. Example Bandit or Brigand Gang (123 Individuals, 80 horses, including spare mounts)

Individual	AC	hp	Th0	Damage	Notes	XPV
1 Bandit leader (Ftr 9)	4	9d10	12	<i>2-h sword +3</i>	Att/rd 3/2; banded mail; <i>ring of blinking; rope of entanglement</i>	2,000
1 Lieutenant (Ftr 7)	4	7d10	14	<i>Long sword +1</i>	Att/rd 3/2; chain mail; shield	1,400
1 Champion (Ftr 6)	7	6d10	15	<i>2-h sword +1</i>	Leather armor; shield; <i>dust of illusion</i>	650
1 Champion (Ftr 6)	7	6d10	15	<i>2-h sword +3</i>	Studded leather	650
1 Champion (Ftr 6)	7	6d10	15	2-h sword	Studded leather	420
1 Raid leader (Ftr 5)	7	5d10	16	<i>Long sword +1</i>	Leather armor; shield; <i>potion of levitation</i>	420
1 Raid leader (Ftr 5)	0	5d10	16	Long sword	<i>Chain mail +4; shield</i>	650
1 Raid leader (Ftr 5)	7	5d10	16	Long sword	Leather armor; shield	270
1 Sergeant (Ftr 4)	5	4d10	17	<i>Long sword +1</i>	Leather armor; <i>shield +2</i>	270
1 Sergeant (Ftr 4)	7	4d10	17	Spear	Leather armor; shield	175
1 Patrol leader (Ftr 3)	7	3d10	18	Light x-bow	Leather armor; shield; <i>ring of shooting stars</i>	175
4 Patrol leaders (Ftr 3)	7	3d10	18	Spear	Leather armor; shield	120
6 Bodyguards (Ftr 2)	7	2d10	19	Long sword	Leather armor; shield	65
10 Regular bandits	4	1d6	20	Long sword	Chain mail armor; shield; medium warhorse	15
15 Regular bandits	7	1d6	20	Spear	Leather armor; shield; light warhorse	15
20 Regular bandits	8	1d6	20	Light x-bow	Leather armor; light warhorse	15
20 Regular bandits	7	1d6	20	Long sword	Leather armor; shield	15
15 Regular bandits	8	1d6	20	Pole-arm	Leather armor	15
10 Regular bandits	8	1d6	20	Light x-bow	Leather armor	15
10 Regular bandits	8	1d6	20	Short bow	Leather armor	15
Spell Casters	AC	hp	Th0	Damage	Notes	XPV

1 Bandit priest (Cle 6)	4	6d8	18	Mace	Wis 13; chain mail; shield; <i>wand of cold</i> ; <i>potion of healing</i> ; spells: 4 3 2	1,400
1 Bandit mage (Mag 7)	6	7d4	18	Quarterstaff	Dex 16; <i>wand of fire</i> ; <i>ring +2</i> ; <i>wings of flying</i> ; spells: 4 3 2 1	1,400

Source/Origins: *Men. Bandits:* Gary Gygax and Dave Arneson, *Dungeons & Dragons Volume 2. Monsters & Treasure* (TSR, 1974); *Men – Bandit (Brigand):* Gary Gygax, *Monster Manual* (TSR, 1977); *Bandit:* Gary Gygax and Dave Arneson, *Dungeons & Dragons* (TSR, 1977); *Bandits and Buccaneers:* Brian Blume, David Cook and Jean Wells, *The Rogues Gallery* (REF6; TSR, 1980); *Bandit:* Tom Moldvay (ed.), *Dungeons & Dragons Basic Rulebook* (TSR, 1981); *Men – Brigand:* David Cook and Steve Marsh, *Dungeons & Dragons Expert Rulebook* (TSR, 1981); *Bandit:* Frank Mentzer (rev.), *Dungeon Masters Rulebook*, in: *Dungeons & Dragons* (TSR, 1983); *Men – Brigand:* Frank Mentzer (rev.), *Expert Rulebook*, in: *Dungeons & Dragons Expert Rules* (TSR, 1983); *Men – Bandits/Brigands:* David Cook et al., *Monstrous Compendium Volume One* (MC1; TSR, 1989); *Bandit:* Aaron Allston, *Dungeons & Dragons. Rules Cyclopedia* (TSR, 1991); *Men – Brigand:* Aaron Allston, *Dungeons & Dragons. Rules Cyclopedia* (TSR, 1991); *Human – Bandit/Brigand:* Doug Stewart (ed.), *Monstrous Manual* (TSR, 1993)

Many-Headed Fungus

Illustration: <?>

CLIMATE/TERRAIN:	Sub-tropical/Jungle, forest, underground
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	Nil
ALIGNMENT:	Neutral

NO. APPEARING:	1
ARMOR CLASS:	9
MOVEMENT:	3
HIT DICE:	7
THACO:	13
NO. OF ATTACKS:	Nil
DAMAGE/ATTACK:	Nil
SPECIAL ATTACKS:	Acidic stalks (1d8+6), disease, <i>Id Insinuation</i>
SPECIAL DEFENSES:	Hard to surprise (+2), <i>Mental Barrier</i> , fungus immunities, see below
MAGIC RESISTANCE:	Nil
SIZE:	L (7' tall, 3' long stalks; 400 lb)
MORALE:	Nil
XP VALUE:	2,000

The many-headed fungus is a bizarre, slimy, massive, carnivorous fungoid plant that has minimal psionic awareness and feeds on the corpses of living creatures by assimilating them into its mass.

The fungus stands some 7 feet tall and weighs approximately 400 pounds. From the trunk sprout 30 to 40 thick, yellowish stalks that can be sent forth to attack prey, each 3 feet long and almost a foot in diameter. Bizarrely, most of these stalks are topped with replicas of bestial and humanoid heads. Made of the same putrid, yellow, rubbery material as the rest of the plant, these heads represent the number of sentient victims the fungus has claimed. On some of these fungi, tiny vines even grow to give the appearance of hair. The heads appear to be nothing more than decorative; they cannot talk or see, they do not have minds of their own and they provide no special attacks.

Each stalk averages about 3 feet long, though they can be extended up to 7 feet when attacking. Like other fungi, the many-headed fungus can propel itself, but only very slowly. It does so by forming small pseudopods on its underside to move its huge mass in a jerky, halting motion.

The many-headed fungus interacts with its environment by sensing anything that touches it or moves on the ground within 30 feet of it. This makes that the fungus makes its Surprise checks at a +2 bonus.

Combat: The many-headed fungus attacks by projecting a slimy, expandable stalk towards a living creature that comes within 10 feet of it, with a hit inflicting 1d8+6 points of acid damage. In addition, the victim must pass a saving throw vs. Poison or contract a disease known as the *slimy doom*, which immediately



leads to the temporary loss of 1d4 points of Constitution. For each day that follows, the victim must pass another saving throw vs. Poison or suffer the loss of another 1d4 points of Constitution, with two consecutive fails also leading to a lasting loss of one point of Constitution. Note that a creature brought to Constitution 2 is no longer capable of engaging in any meaningful acts and that one that reaches zero Constitution dies instantly from shock.

This disease can be countered by *Cure Disease*, which will instantly restore points of Constitution lost only temporarily. Those lost permanently must be restored in some other way (e.g., *Heal*).

A living creature killed by the fungus is assimilated into the mass and its face appears 1d2 days later on the end of a stalk.

A many-headed fungus that loses a stalk will regrow it in 1d6 days. Should someone hold the severed stalk to the trunk, the fungus can reattach it instantly.

As a fungus, the many-headed fungus is a tougher opponent than one might imagine. First, it makes its saving throws against any effects that aim to compel it to engage in some act at a +2 bonus (e.g., *Hold Plant*). Second, in general, the many-headed fungus is affected only by magic and effects that inflict damage or specifically target plants or fungi, while hacking away at its exposed parts will not affect its offensive capabilities much and it will continue to attack as long as it still has the means to do so.

Third, the fungus does not suffer from effects that target senses it does not have (e.g., visual illusions, blindness, magical silence) or that require a non-fungoid physiology to function (e.g., paralysis, *polymorphing*, stunning; many diseases, poison, and necromantic effects that do not specifically target plants or fungi).

Fourth, depending on how the DM feels about such matters, the

many-headed fungus may or may not be affected by attacks based on life energy or negative energy (*e.g.*, *chilling* damage, *energy drain*, death magic, *mummy rot*). In like fashion, the many-headed fungus may be affected by gas-, light-, and sound-based effects in different ways than expected (*e.g.*, a fungus that is only active during the day may go dormant in magical darkness; sound-based effects may effectively blind a fungus; extreme cold might kill it instantly).

Fifth, although reducing the many-headed fungus to zero hit points will stop it from attacking, this need not necessarily destroy its capacity to grow back. As a rule of thumb, to definitively destroy the fungus, its, often extensive, entire root system must be destroyed, which may be achieved by digging out the entire fungus, by poisoning the area it grows on, or by certain specialized spells.

Table 1. Many-Headed Fungus Psionics Summary

Level	Att/Def	Att/Rd	Dis/Sci/Dev	MTHAC0	MAC	PSPs
1	II/MB	1	-/-/-	20	(10)	1d6+15

Habitat/Society: The many-headed fungus lurks in deep jungles and forests.

The fungus cannot grow new stalks – it can regenerate those severed or damaged, but begins life with the same number it always possesses. Once every stalk has the head of a sentient creature formed on it, these heads serve as buds that the many-headed fungus sheds. After dropping its buds in the form of these lifeless, distorted heads, the many-headed fungus resembles a large, yellow, slimy, knobby tree trunk with many smooth stalks. It can reproduce again as soon as it has absorbed enough sentient creatures such that all of its stalks have heads.

The heads sprout small stalks of their own and begin to assume the appearance of the parent. The face dissolves after a month, and it takes anywhere from 4 to 8 months for a bud to grow into a fully formed version of its parent. By the time it is fully grown, it may have several heads already – mostly from small forest dwellers.

Ecology: The many-headed fungus feeds by assimilating the corpses of the creatures it kills into its own mass.

It is thought that the psionic receptivity of the fungus reacts with the brain of a devoured sentient. As it devours a victim, the fungus finds the strong self-image hidden in the brain. Apparently, sentient brains are necessary to the budding process of the fungus,

Note from the True World: Fungi

Fungi are simple plants that lack chlorophyll, true stems, roots, and leaves, the bodies of most of them consisting of slender cottony filaments carrying spore bodies at their tops, which give the fungus its color.

Acid

Note that acid is particularly grim and that the damage inflicted by it cannot be healed by regeneration, while it may also leave scars, as determined by the DM. Furthermore, acid will dissolve and eat through wood, rock, organic matter, and metal: wood is dissolved at a rate of 2 inches per round (*e.g.*, two rounds for a 4-inch wooden floor, creating a hole 30 feet in diameter); it will eat away at solid rock at a rate of ¼ inch per round; leather armor is dissolved in one round, regardless of magical pluses; chain mail armor is dissolved in one round and plate mail armor in two rounds, with each magical ‘plus’ adding one round to the process (*e.g.*, *plate mail armor* +3 takes five rounds to dissolve).

Psionics

A many-headed fungus operates as a 1st-level Psionicist where its number of attacks per round and MTHAC0 are concerned.

Fungi include both useful and harmful varieties. Among the regular, non-monstrous fungi perhaps best known to man are molds, yeast, mildew, mushrooms, and puffballs.

Regular fungi are prolific and can spread where unwanted. They grow best in dark, damp environments and can be found all too easily in moist caverns, on forest floors, and in damp cellars, kitchen cupboards, and even in backpacks or boots. A warm environment is preferred by some (*e.g.*, yeast, some molds) but excessive heat kills most regular fungi. Most fungi reproduce asexually by cell division, budding, fragmentation, or spores. Those that reproduce sexually alternate a sexual generation (gametophyte) with a spore-producing one (sporophyte).

Fungi break down organic matter and play an important part in the nitrogen cycle by decomposing dead organisms into ammonia. Without the action of mushrooms and bracket fungi, soil renewal could not take place as readily as it does.

Fungi are also useful for many other purposes. Yeasts are valuable as fermenting agents, raising bread and brewing wines, beers, and ales. Certain molds are important for cheese production (*e.g.*, the color in blue cheese is a mold that has been encouraged to grow in the cheese). Many fungi are edible, with connoisseurs considering some to be delicious. Pigs are used to hunt for truffles, an underground fungus that grows near the roots of certain trees and gives food a piquant flavor. No one has as yet managed to cultivate truffles – an enterprising botanist could make a mint by learning to grow them. Mushrooms, the fruiting body of another underground fungus, can sometimes be eaten, but they can be so poisonous that the novice mushroom hunter is allowed but one mistake in picking. The mycelium producing a single mushroom might extend beneath the ground for several feet in any direction. Medicinally, green molds (*e.g.*, *Penicillium*) can be used as folk remedies for various bacterial infections. An alchemist expert in the ways of fungi can produce a variety of useful substances from their action on various materials.

Source/Origins: Robert J. Kuntz, *Garden of the Plantmaster* (Kenzer & Company, 2003)

Mite

Illustration: Scott Hampton

CLIMATE/TERRAIN:	Any/Underground
FREQUENCY:	Rare
ORGANIZATION:	Tribe
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Low (5-7)
TREASURE (1E):	(C)
ALIGNMENT:	Lawful evil

NO. APPEARING:	6d4
ARMOR CLASS:	8
MOVEMENT:	3
HIT DICE:	1-1
THAC0:	20
NO. OF ATTACKS:	1 (bite)
DAMAGE/ATTACK:	1d3
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	S (2' tall)
MORALE:	Average (8-10)
XP VALUE:	35

Mites are tiny, curious, mischievous creatures that waylay dungeon adventurers for fun and profit. They are small and quick and scurry to and fro through their tunnels, stopping briefly to spy on the tunnels they connect with, always chattering and twittering to themselves.

Mites have hairless, warty skin ranging in color from light gray to bright violet. Their head is relative large and triangular and features an evil face with bat-like ears and a long, hooked nose. Male mites sport a bone ridge down the center of their skull and a short goatee beard. Many wear filthy rags stolen from previous victims and mites delight in wearing clothes several dozen sizes too large.

Mites speak their own languages and their voices are high-pitched and twittering, conveying only the simplest ideas to each other. Few creatures can make sense of this language.

Combat: Mites are rarely seen and will never openly attack. Instead, they try to catch lone travelers and stragglers using trapdoors and pit traps (3 in 6 chance to fall in; 1d6 points of damage), nets (save vs. Paralyzation to avoid getting caught), and trip wires (pass Dexterity check or fall; prone creatures 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). Mites swarm over prone or netted victims and pummel them with weighted clubs. There is a 2% cumulative chance per club hitting a creature in armor worse than splint mail armor that he will be knocked unconscious, bound head and foot and dragged into the mites' lair. Once inside the lair, victims are teased and chattered at for 1d4 days until the mites get bored. The mites then knock their victims unconscious again, steal all their possessions and deposit them at a random place – often one that causes such victims great discomfort or embarrassment.



M-sized and larger individuals fighting mites inside a mite tunnel suffer a -4 penalty to hit and a +4 Armor Class penalty. In fact, it has been suggested that larger creatures can only effectively fight mites by first smoking them out of their tunnels, blocking or covering all the other exits.

Habitat/Society: Mite lairs consist of dozens of interconnecting corridors, known as mite tunnels, built above and below main dungeon corridors. Numerous entrances connect these tunnels to the dungeon but all are hidden by carefully placed stones, which are considered to be secret doors for the purpose of finding them. Mite tunnels are tiny by human and demi-human standards and most will have trouble penetrating far into a mite lair. Deep inside the mite tunnel system is a single, large chamber with a low ceiling. The mite king lives here, sitting on his tiny throne, dressed in baggy clothes stolen from previous victims. Also in the chamber are 4d6 mite females and 4d6 non-combatant children. The chamber itself is filthy and strewn with captured weapons, armor, and clothes. Coins and such are carelessly thrown about, but mites love bright, shiny gems. These are kept by the mite king, which is allowed to play with them anytime it wants. Other treasures and stolen items in the lair are pored over for hours by other mites, poking and prodding, bending and tasting, until either they grow bored or, more likely, the item breaks. Mites are fond of bones and they sometimes drag the skulls of great monsters into their lair.

Ecology: Mites hunt vermin and other pests but they love to eat iron rations, which they consider a delicacy. Mites are viewed as bite-sized snacks by most monsters and evil giants sometimes feature them as appetizers.

Table 1. Mite Statistics

Individual	AC	HD	Th0	Damage	Notes	XPV
Mite king	8	1+1	19	1d4 or by weapon	Save as 2-HD monster	35
Regular male	8	1-1	20	1d3 or by weapon	-	15
Regular female	8	½	20	1d2 or by weapon	-	7

Source/Origins: *The Mite*: Ian Livingstone, *The Fiend Factory*, in: *White Dwarf 6* (GW, 1978); *Mite*: Ian Livingstone, in: Don Turnbull (ed.), *Fiend Folio* (TSR, 1981); *Mite*: Grant Boucher *et al.*, *Monstrous Compendium Greyhawk Adventures Appendix* (MC5; TSR, 1990); *Gremlin – Mite*: Doug Stewart (ed.), *Monstrous Manual* (TSR, 1993)

Mule

Illustration: Carolyn Valcourt

CLIMATE/TERRAIN:	Any/Rural, urban, patrolled roads, wilderness, underground
FREQUENCY:	Common
ORGANIZATION:	Solitary or group
ACTIVITY CYCLE:	Day
DIET:	Herbivore
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral

NO. APPEARING:	1 (1d3)
ARMOR CLASS:	7
MOVEMENT:	12
HIT DICE:	3
THAC0:	17
NO. OF ATTACKS:	1 (bite)
DAMAGE/ATTACK:	1d2
SPECIAL ATTACKS:	Kick (1d6)
SPECIAL DEFENSES:	Hard to surprise (+2)
MAGIC RESISTANCE:	Nil
SIZE:	L (3-5½' at shoulder, 12-17 hands)
MORALE:	Unsteady (5-7)
XP VALUE:	65

Mules are the sterile offspring of a male donkey and female horse, as valued as beasts of burden as they are renowned for their stubbornness. Surefooted and much hardier and sturdier than many horses, humans, demi-humans, and even some humanoids use them as beasts of burden, particularly for travels over rugged and very rugged terrain, which they negotiate at least as well as a horse while having a superior carrying capacity.

Mules resemble horses in height, uniformity of coat, and shape of the neck and croup. They resemble donkeys in their, short thick head, long ears, thin limbs, small hooves, and short mane. They can be almost any color or combination of colors, although they are usually brown or bay.

Mules are measured in 'hands', with each hand equaling 4 inches; mules stand 12-17 hands tall at the withers (3-5½ feet).

Although mules traverse rugged and very rugged terrain at least as well as horses, this is offset by its slower movement over less treacherous terrain (See below).

Combat: Although most mules are used to being around other creatures, they can be as jittery as their wild relatives and are easily scared: loud noises, strange smells, fire, or sudden movements panic them 50% of the time, unless specifically trained and accustomed to such things, which reduces this chance to 10%. Panicked mules might bolt away (25% chance), begin to bray in panic (25% chance), freeze in place (25% chance), or continue to function normally (25% chance). If a group of mules is involved, the DM can make a single check to determine the group's reaction. Fleeing mules tend to flee at maximum speed and, if restrained, they will buckle and kick wildly at anything that approaches. Mules fight only if cornered and do so by biting (1d2 hp damage) or by delivering a powerful kick with their hind legs (1d6 hp



damage for both), the latter affecting only creatures located to their rear.

Mules have extremely keen senses and are thus unlikely to be surprised by the average individual. Under normal circumstances, there is a 90% chance that the mule has noticed any creatures approaching it (Surprised +2). If not surprised, a mule will usually (40% chance) attempt to avoid creatures that come to close, running some 1d10+10 yards away and then stopping to watch, always keeping a distance of at least 50 yards. If any intruders move directly toward it or act overtly aggressive, the mule runs away at full speed for 1d3+2 rounds.

Habitat/Society: Mules can be encountered in almost any climate and terrain and are mostly encountered in the presence of their owners. In general, they will be encountered in rural and urban areas or along the roads of well patrolled regions, although their agility makes it that they can also be used in subterranean realms and mountainous areas. Their number may vary greatly, from a single mule with its owner to, for instance, a large group in the fields of a horse breeder or merchant or as part of some underground expedition. A mule matures at three years of age and is considered an adult at the age of five. The usual life span of a mule is 30-35 years, though rare exceptions have reached the age of 50. If mules are worked hard, they are rarely useful past the age of 12, though if they are well cared for they can be good for more than 20 years.

Ecology: While wild horses feed on the grasses and clovers that grow on the open plains, mules are often fed a diet of hay (bulk food) and grain (concentrated food). The market value of a mule varies and may well depend on how much grief it has caused its

current owner. Most command at least 10 gold pieces, with values increasing depending on purpose, size and quality.

Mules as Pack Animals and Mounts

A mule can be used as a pack animal only after it has been properly trained by a knowledgeable individual unless some form of magic or special ability is used (e.g., *Animal Friendship*, *Charm Person* or *Mammal*). Note that mules may differ in quality, which may affect their MV rate and carrying capacity (v. **DMG**, p. 54: “Horse Quality”), and that MV rate, carrying capacity, and jumping distances may be subject to change as the mule ages.

While mules are primarily trained as draft animals, many will be accustomed to carrying riders and can thus be used as mounts, occasionally. Mules cannot wear barding unless somehow trained to do so.

Stubbornness: Although every mule will have its own personality, the creatures are particularly noted for their capriciousness – which usually manifests itself in stubbornness when the mood gets them: a handler may be frustrated, but should not be surprised, if his mule decides to remain rooted to one spot for half an hour or longer, refusing to perform any activity at all.

A handler can get a stubborn mule to move again without causing injury to the animal by passing a Strength Check, but the mule, if it still feels stubborn, will only take a few steps before pulling up short again. Since making a long succession of Strength checks can get very tedious for everyone involved, it is usually better simply to wait until the mule decides to move again. As a rule of thumb, mules can only be ridden and driven by patient handlers who know how to control them.

Jumping: Mules are certainly not given to high performance jumping unless specifically trained to do so, and even then some will be particularly adept at this while others refuse to jump at all. Although it can normally jump distances ranging from 4-7 feet (height) and 12-18 feet (length), a mule will never jump a chasm that is wider than 6 feet. In case of narrower chasms, the DM could allow a 50% chance that the creature can be persuaded to jump it but, if the die roll indicates failure, the mule cannot be persuaded to change its mind about the obstacle before it. A mule never jumps when carrying more than 250 pounds of weight.

Swimming: A mule swims fairly readily and it may jump from a height of up to 6 feet to enter water and there is a 90% probability that a mule is willing to perform one of these tasks. A swimming mule travels at a rate of MV Swim 3. Again, if loaded with more than 250 pounds, the mule refuses to enter the water.

Underground: Although mules can usually be persuaded to enter underground settings, this does not mean that they will behave well while inside. Many mules will bray or run or both at the first sign of trouble (See above), which is embarrassing and sometimes fatal to those that brought it with them.

A mule can climb or walk down stairways of average steepness and there is a 50% chance that it can be persuaded to climb or descend a very steep slope. A mule can keep its footing as well as a human: if one requires humans to use their hands to climb or

descend, the slope is too steep for a mule.

When walking on stone, mules make even more noise than humans clinking along in plate mail, which can make following adventurers using mules underground fairly easy. Normally this noise is audible to a distance of 360 feet, but wrapping leather or cloth boots around the hooves of a mule will reduce this distance to 90 feet. However, such muffles must be replaced daily, so it is impractical to muffle the hooves of mules for weeks on end.

String: When mules are traveling in a string, all mules follow the leader so that, if the leader does start climbing up or down stairs, jumps into water or across a chasm, the others automatically follow. If the leader refuses, the animal’s handlers can unhitch the leader from the string and check for the second mule in line (now the leader of the string). However, the old leader does not readily change its mind even if all the other mules proceed (See “Stubbornness” above).

Mule MV Rate

A mule traveling at its normal MV rate across clear, relatively flat terrain may cover double its normal MV rate in miles per day (normal daily movement rate or DMV; e.g., 24 miles per day for an unencumbered mule). Note that this DMV is seriously affected by encumbrance (v. Table 2), terrain and weather. Because of their sure-footedness, mules deduct one point from any Movement Cost penalties they may incur due to rugged terrain (v. **DMG**, p. 167-169: “Terrain Effects on Movement”). A normal day’s travel is assumed to last ten hours, of which six are spent moving at a trot and four to feed, water and rest the mule. During these stops, all gear (packs, saddle) must be removed from the mule.

Traveling without pause (at a walk or trot) or at greater speeds (canter, gallop) is possible, though this can be maintained only for limited periods of time (v. Table 1) and the mule must be rested or walked for a full hour, respectively, before travel can be resumed or speed can (again) be increased.

Pushing a mule to travel continuously or at greater speeds will allow it to cover more than its DMV but it is also dangerous. Doubling a mule’s DMV requires it to pass a saving throw vs. Death Magic at a +2 bonus at the end of that day or be spent, unable to travel further that day; thereafter, the mule must rest for a full day before it can move faster than its normal MV rate. A mule that passes its saving throw may be forced to double its DMV again the next and following days, although each day adds a -1 penalty to its saving throw vs. Death Magic. A mule’s DMV can also be tripled by forcing it to move as fast as it can for much of the day. This requires the mule to pass a saving throw vs. Death Magic at a -3 penalty at the end of that day or collapse and die. If the horse passes its saving throw, it cannot travel any further that day and must be rested for 1d3 days before it can be used again (v. **DMG**, p. 164: “Increasing Overland Speed”). In the case of an encumbered mule, the saving throw vs. Death Magic is penalized by another -2 penalty when lightly encumbered and by a -4 penalty when heavily encumbered.

Table 1. Mule Base MV Rates

Movement	MV	Maximum Period Allowed	Distance Covered in that Time ¹⁾
Walk	6	6 hours	12 miles
Normal (Trot)	12	6 hours	24 miles
Canter	18	2 hours	12 miles
Gallop	24	1 hour	8 miles

¹⁾ Top speed over clear, relatively flat terrain

Table 2. Mule Maximum Load vs. Movement

Encumbrance	Load	MV (Walk/Normal/Canter/Gallop)	DMV ¹⁾
Unencumbered	Up to 250 lb	6/12/18/24	24 miles
Light	251-375 lb	3/6/9 ²⁾	12 miles
Heavy	376-500 lb	2/4 ³⁾	8 miles
Too heavy	501+ lb	-	-

¹⁾ Number of miles traveled per day, at normal MV rate and across clear, relatively flat terrain
²⁾ A mule cannot gallop when carrying more than 250 lb
³⁾ A mule cannot canter or gallop when carrying more than 375 lb

Feeding a Mule

One of the main advantages of the mule is that it is well accustomed to feeding on grass alone and does not normally need any food supplements. Of course, such grass must be available (about 10 pounds per day should suffice). Mules taken to locales where grass is scarce or even non-existent (such as underground) must still be fed. While these can be fed hay, they may require concentrated food (oats, barley, corn, bran) to help them survive the rigors of the tasks required of them. Per hand of height per day, such mules require one-half gallon of water (6-8½ gallons) and 1½-2 pounds of food (14-32 lb), the latter depending largely on how hard the mule must work (v. Table 3). Hard-working mules are those that travel encumbered and/or through difficult terrain, pull carriages or are engaged in similar strenuous activity. Inactive

mules spend most of their time in a stable or farmyard corral or are involved in leisurely, unencumbered travel. Note that both traveling and stabled mules must be fed and watered.

Feeding a mule properly means giving it small amounts of food on a frequent basis throughout the course of a normal day. A mule that does not receive the necessary daily amounts of food and water will suffer and eventually die. The effects leading up to this must be defined by the DM according to the situation at hand during play.

Although a mule normally needs the same amount of food and water as a horse does, it can be kept on three-fourths normal rations for as many as three consecutive days before suffering any adverse effects.

Table 3. Mule Food Requirements Per Day

Mule Size	Water	Total Amount of Food/Day
12 hands	6 gallons	14 lb (including 1-2 lb/2-4 lb of concentrated food when inactive/hard-working)
13 hands	6½ gallons	16 lb (including 1-2 lb/2-4 lb of concentrated food when inactive/hard-working)
14 hands	7 gallons	20 lb (including 1-2 lb/2-4 lb of concentrated food when inactive/hard-working)
15 hands	7½ gallons	24 lb (including 5-6 lb/10-12 lb of concentrated food when inactive/hard-working)
16 hands	8 gallons	28 lb (including 9-10 lb/14-16 lb of concentrated food when inactive/hard-working)
17 hands	8½ gallons	32 lb (including 13-14 lb/18-20 lb of concentrated food when inactive/hard-working)

Training Mules

Formal training for mules begins at age three. A total of 2d4+9 weeks must be spent to accustom a young mule to being around men and to carry weight or a rider; the training of an adult mule requires a little longer – usually 1d6+14 weeks. Mules can be trained to accept a foul-smelling, dangerous underground setting by getting them accustomed to being in such places. Such training could take place in uninhabited caves and ruined fortifications, offending their sensibilities until the animals are used to odd

smells, dank dungeons and strange noises. All of this takes time – up to several months for a well-trained mule.

A trainer must have the NWP *Animal Training – Horses* and must limit all other activity or fail in the training attempt, as the mule requires constant attention. For every day the trainer misses, a cumulative +1 penalty should be applied to the NWP check required at the end of the training period to determine success. A hired horse trainer costs at least 10 gold pieces per week, which will be at least 20 gold pieces when hired to train an adult mule.

Source/Origins: *Horses – Mules:* Gary Gygax and Dave Arneson, *Dungeons & Dragons Volume 2. Monsters & Treasure* (TSR, 1974); *Mule:* Gary Gygax, *Monster Manual* (TSR, 1977); *Horse:* Gary Gygax and Dave Arneson, *Dungeons & Dragons* (TSR, 1977); Tom Moldvay (ed.), *Basic Rulebook*, in: *Dungeons & Dragons Basic Set* (TSR, 1981); Robert Plamondon, *Carrying a Heavy Load? Let a Mule Do It For You!*, in: *Dragon 48* (TSR, 1981); Frank Mentzer (rev.), *Dungeon Masters Rulebook*, in: *Dungeons & Dragons Basic Rules Set 1* (TSR, 1983); Gary Gygax, *From the Sorcerer's Scroll: Warhorses and Barding*, in: *Dragon 74* (TSR, 1983); Robert Harrison, *Let the Horse Buyer Beware*, in: *Dragon 92* (TSR, 1984); Douglas Niles, *Dungeoneer's Survival Guide* (TSR, 1986); Kim Mohan, *Wilderness Survival Guide* (TSR, 1986); Mike Albers, *A Saddle's Not Enough*, in: *Dragon 113* (TSR, 1986); David Howery, *What's For Lunch?*, in: *Dragon 137* (TSR, 1988); David Howery, *Treasures of the Wilds*, in: *Dragon 137* (TSR, 1988); *Horse – Mule:* David Cook et al., *Monstrous Compendium Volume One* (MC1; TSR, 1989); Timothy B. Brown, *Rulebook*, in: *Dungeons & Dragons* (TSR, 1991); Aaron Allston, *Dungeons & Dragons. Rules Cyclopedia* (TSR, 1991); David Howery, *The Wild, Wild Wilderness*, in: *Dragon 187* (TSR, 1992); *Horses – Mule:* Doug Stewart (ed.), *Monstrous Manual* (TSR, 1995); Gordon Menzies, *Horses Are People, Too*, in: *Dragon 191* (TSR, 1993); Doug Stewart, *Rules and Adventures*, in: *Dungeons & Dragons* (TSR, 1994)

Nandie

Illustration: Polly Wilson

CLIMATE/TERRAIN:	Temperate to tropical/Rocky hills, forest, jungle, ruins
FREQUENCY:	Rare
ORGANIZATION:	Colony
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Semi- (2-4)
TREASURE (1E):	(J K L M Q)
ALIGNMENT:	Chaotic neutral

NO. APPEARING:	2d6 (1d6+9[×10])
ARMOR CLASS:	6
MOVEMENT:	6, Climb 12 (Trees) (See below)
HIT DICE:	1
THAC0:	19
NO. OF ATTACKS:	3 (claw/claw/bite)
DAMAGE/ATTACK:	1d2/1d2/1d3
SPECIAL ATTACKS:	Throw objects
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	M (5' tall)
MORALE:	Steady (11-12)
XP VALUE:	35

A nandie is a 5-foot-tall, black-brown, tailless, simian carnivore that can scamper on all fours as well as walk and fight on two legs. Aside from moving along the ground, nandies can move through trees (brachiation) at great speed or jump from rock to rock equally fast (MV 12). In addition, they are extremely agile climbers (Climb Walls 99%).

Nandies have their own primitive language, which consists of screeches and chatters – they do this almost incessantly.

Combat: Nandies are highly unpredictable in their behavior. If unmolested, there is a 40% chance per three turns that they will ignore any creatures they meet; a 30% chance per three turns that they will attack; and a 30% chance that they will follow inquisitively. In any of these instances, there is a 30% chance per turn that they will screech and chatter to summon other nandies, which will arrive at the rate of 1d4 per round until the entire colony has arrived – the leader(s) are always the last to arrive and only appear when the summoning screech is issued. However, nandies will always respond to the summons of their leader and there is a 5% chance per turn that they will be summoned away from an encounter if the leader is not on the scene. If encountered in their lair, those present will always screech to summon those that are elsewhere. The nandies' screech to summon others is indistinguishable from their other calls, except to Druids and Rangers of at least 4th level – these can recognize the screech



as such even if they have never encountered nandies before. Nandies frequently attack by throwing objects (*e.g.*, rocks, lumps of wood, large nuts) down from a vantage point if possible, typically inflicting 1 or 1d2 points of damage on a hit. If forced into melee, they will use their claws (1d2 hp damage each) and teeth (1d3 hp damage).

Habitat/Society: Nandies are found in most wilderness terrains, although they seem to favor rocky hills and thick forests and jungles, where they can swing through trees or leap from rock to rock. They lair in ruins or cave complexes.

Nandies live in colonies of up to 150 individuals, led either by a mated pair of exceptional strength (75% chance) or by a nandie-bear (25% chance; *v.* **CMM**, *Nandie Bear*), which are in addition to the number encountered. Also in the lair will be an additional number of young equal to 80% of the number of adults.

Outside the colony, nandies are encountered in groups of 2d6 individuals, which are rarely more than a mile away from their lair. In a secluded corner of the colony's lair will be the treasure hoard, typically a vast pile of glittering shards and objects plus a loose collection of coins and possibly gemstones.

Ecology: Nandies make loyal pets if captured and suitably trained by one skilled in animal training. However, tamed nandies lose the natural impulse to call others to their side.

Table 1. Nandie Statistics

Individual	HD	Th0	Damage	XPV
Leader	3	17	1d4/1d4/1d6	120
Regular male/female	1	19	1d2/1d2/1d3	35
Young	¼ (1 hp)	20	1 hp (bite)	15

Source/Origins: *Nandie:* Albie Fiore, *The Halls of Tizun Thane*, in: *White Dwarf 18* (GW, 1980); *Nandie:* Albie Fiore, *The Halls of Tizun Thane*, in: *Best*

of White Dwarf Scenarios (GW, 1980)

Nandie-Bear

Illustration: Polly Wilson

CLIMATE/TERRAIN:	Temperate to tropical/Rocky hills, forest, jungle
FREQUENCY:	Very rare
ORGANIZATION:	Solitary (Court)
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	Nil (See below)
ALIGNMENT:	Chaotic evil

NO. APPEARING:	1
ARMOR CLASS:	5
MOVEMENT:	12
HIT DICE:	5+5
THACO:	15
NO. OF ATTACKS:	3 (claw/claw/bite)
DAMAGE/ATTACK:	1d6/1d6/1d8
SPECIAL ATTACKS:	Rending (1d6), <i>fearsome howl</i> , see below
SPECIAL DEFENSES:	<i>Evil aura</i> , stealth, see below
MAGIC RESISTANCE:	Nil
SIZE:	L (8' tall)
MORALE:	Average (8-10)
XP VALUE:	650

The nandie-bear is a loathsome, 8-foot-tall, wholly evil ape-like creature of great power perhaps best known for its fear-inducing howl. Nandie-bears are most often encountered heading a colony of nandies (95% chance; v. **CMM**, *Nandie*).

The nandie-bear is covered in shaggy black hair and its facial features somewhat resemble those of a Neanderthal man, with baleful eyes and large teeth.

If it so desires, the beast can move in total silence, allowing it to impose a -5 penalty to its opponents' Surprise checks in its natural habitat.

Combat: The nandie-bear fights with two claws and a bite (1d6 hp damage each and 1d8 hp, respectively). In addition, if both claws hit the same opponent in the same round, the nandie-bear inflicts another 1d6 points of damage through rending.

A nandie-bear heading a colony of nandies, whether encountered in this colony or outside, will always issue a fearsome, haunting cry to summon its nandies, which will arrive at the rate of 1d4 individuals per round. The cry can be heard for a radius of 1 mile and it is one of the most frightening sounds of the wilderness: untrained animals (e.g., dogs, pack horses, mules) will panic on hearing it, while all other creatures must pass a saving throw vs. Spell or panic (affected creatures turn away from the nandie-bear and flee at their maximum MV rate for one turn; when the panic strikes, they have a 60% chance to drop whatever they are holding, modified by -5% for each level or Hit Die they have above 1; they suffer a -4 penalty to their Surprise checks as long as they remain



affected). Rangers are immune to the effects of the nandie-bear's fearsome howl; their steeds make their saving throws at a +1 bonus.

In addition, any creature that fails its saving throw will have the cry indelibly etched on its memory and will panic again (as above) whenever they hear the cry in the future, unless they pass a saving throw vs. Spell with a natural "20", which will rid them of this effect. However, they still have to pass a saving throw to resist the fearsome cry in any future encounters.

The nandie-bear also emits a powerful evil aura (detectable by magic), which will cause all creatures of Intelligence 4 (Semi-) or less within a 400-foot radius to skitter and start if a nandie-bear approaches, even if it is concealed.

Note that nandie-bears make their saving throws as 7-HD monsters.

Habitat/Society: A nandie-bear heading a colony of nandies will laze while the nandies hunt and scavenge for it. On the few occasions a nandie-bear ventures from such a colony, it will conduct such forays alone and in the dead of night. The only other occasion it will leave the colony is if it has to answer a nandie call, though it is always the last to answer. A nandie-bear has no interest in treasure, but if heading a colony, there will be the nandies' treasure.

Ecology: The nandie-bear is a carnivore with a natural preference for human flesh.

Source/Origins: *Nandie-Bear*: Albie Fiore, *The Halls of Tizun Thane*, in: *White Dwarf 18* (GW, 1980); *Nandie-Bear*: Albie Fiore, *The Halls of Tizun Thane*, in: *Best of White Dwarf Scenarios* (GW, 1980)

Necrophidius

Illustration: (Unknown)

CLIMATE/TERRAIN:	Any/Any land or underground, waterborne, aquatic
FREQUENCY:	Very rare
ORGANIZATION:	Nil
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Non- (0)
TREASURE:	Nil
ALIGNMENT:	Neutral

NO. APPEARING:	1
ARMOR CLASS:	2
MOVEMENT:	9
HIT DICE:	2
THACO:	19
NO. OF ATTACKS:	1 (bite)
DAMAGE/ATTACK:	1d8
SPECIAL ATTACKS:	<i>Hypnotic</i> dance, paralyzing bite, see below
SPECIAL DEFENSES:	Stealth, construct immunities, mindless, see below
MAGIC RESISTANCE:	Nil
SIZE:	L (12' long)
MORALE:	Nil
XP VALUE:	650

The necrophidius (plural: necrophidii) – also known as *death worm* – is a construct that is created for a single task, usually protection or assassination.

A necrophidius has the bleached-white skeleton of a giant snake, a fanged human skull, and constantly whirling, milk-white eyes. Its bones are warm to the touch.

A necrophidius is constantly moving with a macabre grace. It is odorless and absolutely silent, even when slithering across a floor strewn with leaves, and always imposes a -2 penalty to its opponents' Surprise checks. Although it has no mind or intelligence, the necrophidius acts and reacts as if it had Intelligence 10 (Average).

Combat: A necrophidius usually initiates its attacks by performing a macabre maneuver called the dance of death, a hypnotic swaying backed by minor magic. The dance rivets the attention of any creature that observes it (save vs. Spell to negate) and it immobilizes intelligent creatures that see it (as Hypnotism), allowing the necrophidius to attack without opposition. Besides taking damage as indicated, a creature bitten by a necrophidius must pass a saving throw vs. Spell or be paralyzed and unconscious for 1d4 turns. This effect can be canceled only by Dispel Magic; Neutralize Poison is useless.

As a mindless construct, a necrophidius need never make Morale checks and remains unaffected by spells and effects that aim to address, control, manipulate, persuade, read or destroy the mind (e.g., *charm-*, *dream-*, *fear-*, *hold-*, *terror-*, emotion-based, and *ESP*-like spells and effects, magical sleep, compulsions, illusions, phantasms). Likewise, it is immune to all spells and effects that target life energy or the physiology of a living creature (e.g.,



chilling damage, death magic, disease, *energy drain*, paralysis, poison, stunning, most necromantic spells and effects). It does not suffer from the effects of critical hits or massive damage but it is immediately destroyed when reduced to zero hit points or less. A damaged necrophidius has to be repaired like an object; this assumes the availability of suitable materials and spells.

A necrophidius makes its saving throws as a 1-HD monster, except in the case of any saving throws vs. Poison or Death Magic, which are made as normal.

The necrophidius is not an undead creature and it cannot be *turned* by Priests.

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: Necrophidii can be encountered anywhere where there is a Priest or Wizard powerful enough to create them, even underwater.

Ecology: Necrophidii do not breathe, eat, drink, or sleep.

Creation and Use: The creator of a necrophidius must be a Priest of at least 9th level or a Wizard of at least 14th level. The total time required to build the construct is ten days; after that, another full, uninterrupted two weeks are required for the actual animation of the construct. The total cost is at least 8,000 gold pieces. The costs include the construction of the base physical body and the unusual materials and spell components that are consumed or become a permanent part of the construct.

The basis of the body of a necrophidius is a complete skeleton of a giant snake (either poisonous or constrictor), which must have been slain within 24 hours of the commencement of the process. A Wizard must cast *Limited Wish*, *Geas*, and *Charm Person*. A Priest requires *Quest*, *Neutralize Poison*, *Prayer*, *Silence*, and *Snake Charm*.

Each necrophidius is built for a single specific purpose, which must be in the creator's mind when he creates it (e.g., "Kill King Ragnar the Bold"). The creator must want the necrophidius to serve its purpose. He could not, for example, build a necrophidius to "Sneak into the druid's hut and steal his staff," if he really intended for the necrophidius to merely provide a distraction. Likewise, he could not build more than one necrophidius and assign both to kill a single victim, since he cannot imbue the second construct with a task that he intended the first one to complete. For this reason, necrophidii almost never work as a team. The necrophidius is incapable of twisting the intent of its maker, but its enchantments fade when its task is done or cannot be completed.

Rumors claim that there were once methods to make a necrophidius gain 1 Hit Die every century it was pursuing its purpose.

Constructs

Constructs are artificially created entities animated by arcane means. Although they may share many characteristics with golems – some even share the name "golem" with such creatures – they are not considered true golems for a variety of reasons, the main difference being the means of animation: where golems are animated by the binding of an elemental spirit to their physical body, constructs are animated through different, though equally arcane means.

Sages believe that many constructs are derivations from the first true golems, with some of them proposing that their creators were those who sought to create life without the aid of the divine. It remains unknown what type of golem was created first although the flesh golem has been suggested as a likely candidate, for it is often considered the easiest to make – being crafted from organic material that once lived. Scholars with a religious background may claim that clay golems were the first golems created, believing the first of these creatures to be the instruments of the gods or perhaps the result of a deity's exercises in the creation of mankind. Whatever the case, the documented efforts of later designers have been studied extensively by practitioners of the arcane arts and some techniques have been successfully modified. The resulting creations have become known under a variety of names, although most fall under the nomenclature "construct."

The process of study and modification of the techniques used to build and animate constructs is never-ending; many magical colleges have entire departments devoted to this arcane craft.

Animating Force: Although the forces, spirits, souls, and energies that animate constructs are manifold, they always form an integral part of the construct and cannot be targeted or attacked separately, except as noted in their description and in the case of some specialized spells and effects. In like fashion, these forces are not typically considered to be a 'mind', meaning that constructs are immune to mind-affecting spells and effects except as noted in their descriptions.

Senses: While the DM could assume that constructs see, hear, smell, and feel like living creatures, it would not be far-fetched to rule that they use

other, perhaps supernatural senses to interact with their environment, enabling them to maneuver, target opponents, and fight as well as living creatures in full command of their natural senses. This could make that constructs cannot be fooled by silent, odorless, invisible, or otherwise unseen creatures (e.g., camouflaged, hidden), although they would not automatically be able to detect creatures in other planes of existence (e.g., *astral projections*, creatures in *ethereal form* or those otherwise out-of-phase). It would also make them impervious to spells and effects that target natural senses (e.g., *Blindness*, *Deafness*, *darkness-* and *light-*based spells, blinding or disorientating flashes, gaze attacks, displacement, the sensory aspects of illusions, magical silence, some sound-based attacks). Conversely, depending on the nature of their special senses, it could mean that a construct would be susceptible to other spells and effects. For example, constructs that can detect life force could be fooled by spells and effects that shield such, while they may leave undead pass unharmed; those that detect thought waves could be confused by *Non-Detection* or an *amulet of proof from detection and location*; those that operate on a set of specific instructions could be fooled by creatures that do not comply with these (e.g., a 2-year-old child stumbling upon a vast, guarded treasure hoard and unable to grasp its meaning because of its age); those that detect alignments could be effectively blinded by a sudden eruption of good or evil energy; those that detect thought waves could be effectively deafened by a sudden 'cacophony' of thoughts, and so on. Note that ruling the above may mean that the construct's XP value increases (v. **MCA4**, p. 5: "Table 31: Creature Experience Point Value"; unlisted special defense mode).

Building and Animating a Construct

The actual construction of a construct's physical body is a tiring, expensive, and demanding task. Although the steps required differ for each type of construct, they do have some elements in common. The most important of these is the degree of detail that must be put into the creation of the 'body'. This body must be lovingly crafted with great skill and, in most cases, the Wizard or Priest will hire a professional with expertise in working the required materials (e.g., a necromancer to build a necrophidius, an experienced armorer to create a suit of armor). Construction time is doubled for individuals attempting to create a construct without experience in working with the required materials. The cost is doubled if an expert craftsman is employed, but construction time is cut in half. This also applies to less sophisticated constructs – those that would not require any artistic perfection in building (e.g., bone golem, scarecrow) – in which case the body must still be covered with delicate mystical runes or glyphs executed to perfection if it is to be successfully animated.

The spells used in the creation of the body specify the size of the construct. Anything bigger or smaller will not work, although some have investigated spells in order to create other sizes of constructs, with limited success. All spells used during the building and animation of a construct can come from scrolls or even devices (e.g., wand). If a spell is cast on behalf of the construct's creator by a second individual, that spell must contain special alterations to make it sympathetic to the construct's would-be master. Shrewd spell casters may charge additional costs for such alterations.

The actual animation of the body requires another full, uninterrupted month and involves the execution of arcane rituals and the use of a number of specialized spells. Any interruptions during this month would ruin the preparations and require the creator to start all over again.

Manual of Golem Construction: Although true golems predate any known literature about their creation, some of the knowledge of the mysterious creators of the first golems has resurfaced in later times. Some of the most powerful artificers, priests, and mages have written the secret knowledge in various arcane tomes collectively classified as *manuals of golem construction*. These works contain all of the information and incantations necessary to create a particular type of construct and, if one is used to create a construct, fewer spells are needed – notably those that are required in the animation process – and the level of the creator can be significantly lower. During both the building and animation processes, the creator must have the manual at hand to study and he must not be interrupted. Once the body has been created, the writing fades and the

manual is consumed in flames, upon which its ashes are sprinkled upon the body and the construct becomes fully animated.

However, it is assumed that the user of the manual is of 10th or higher level. For every level of experience under 10th, there is a cumulative 10% chance that the construct will fall to pieces within one turn of completion due to the creator's imperfect understanding.

Furthermore, perusing a *manual of golem construction* is a dangerous affair: if a Priest reads a work for Wizards, he will lose 10,000-60,000 experience points; a Wizard reading a Priestly work instantly loses one level of experience; any other character will suffer 6d6 points of damage just from opening a manual of golem construction.

The *manual of golem construction* dealing with the creation of a necrophidius is called a *necrophidicon*.

Undead Necrophidius

An ancient source, thought by some to speak of the creation of the first necrophidii, mentions the necrophidius as a "fearsome addition to the ranks of the Undead, first created by that most imaginative of experimenters, Karalkan (who was later to 'see the dark' and build the temple of the arch-demon Kong)." According to this source, necrophidii were created using a 6th-level "animation spell" available to Wizards (optionally available as a 5th-level Anti-Cleric spell), producing one worm per level of a Wizard had above 11th (*e.g.*, a 15th-level Wizard could create four worms).

Each worm required the intact vertebrae of a giant snake and a man-sized humanoid skull.

If such necrophidii would survive to date, they would have the invulnerabilities of mindless undead, never being required to make Morale checks and remaining unaffected by spells and effects that aim to address, manipulate, persuade, control, or destroy the mind (*e.g.*, *charm-*, *dream-*, *fear-*, *hold-*, *terror-*, emotion-based, and *ESP*-like spells and effects, magical sleep, compulsions, illusions, phantasms). Likewise, they would be immune to all spells and effects that target life energy or the physiology of a living creature (*e.g.*, *chilling* damage, death magic, disease, *energy drain*, paralysis, poison, stunning; necromantic spells and effects that do not specifically target undead), while they would 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). They would not suffer from the effects of critical hits or massive damage but they would immediately be destroyed when reduced to zero hit points or less.

Priests could *turn* an undead necrophidius as a 2-HD creature (*v. DMG*, p. 94-96: "Turning Undead") and splashing one with the contents of a vial of holy water causes would cause 2d4 points of damage.

Source/Origins: *Necrophidius (or Death Worm)*: Simon Tilbrook, *The Fiend Factory*, in: *White Dwarf 7* (GW, 1978); *Necrophidius (or Death Worm)*: Simon Tilbrook, *The Fiend Factory*, in: *The Best of White Dwarf Articles* (GW, 1980); *Necrophidius*: Albie Fiore, *The Halls of Tizun Thane*, in: *The Best of White Dwarf Scenarios* (GW, 1980); *Necrophidius (Death Worm)*: Simon Tilbrook, in: Don Turnbull (ed.), *Fiend Folio* (TSR, 1981); Mark Davies, *The Art of Animation*, in: *Imagine 19* (TSR, 1984); *Necrophidius*: Grant Boucher *et al.*, *Monstrous Compendium Greyhawk Adventures Appendix* (MC5; TSR, 1990); *Golem, Necrophidius and Scarecrow – Necrophidius*: Doug Stewart (ed.), *Monstrous Manual* (TSR, 1993); *Two-Headed Necrophidius*: Steve Kurtz, *Al-Qadim. City of Bones* (ALQ6; TSR, 1994)

Ogre

Illustration: Angus McBride

CLIMATE/TERRAIN:	Any/Mountains, hills, forest, underground
FREQUENCY:	Common
ORGANIZATION:	Tribe
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Low (5-7)
TREASURE (1E):	M×10 Q (B S)
ALIGNMENT:	Chaotic evil

NO. APPEARING:	2d10
ARMOR CLASS:	5
MOVEMENT:	9
HIT DICE:	4+1
THACO:	17
NO. OF ATTACKS:	1 (fist) or 1 (weapon)
DAMAGE/ATTACK:	1d10 or by weapon
SPECIAL ATTACKS:	Strength 18 (+1/+2)
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L (9-10' tall; 300-400 lb)
MORALE:	Steady (11-12)
XP VALUE:	175

Ogres are big, ugly, greedy, ill-tempered, man-eating humanoids that are a bane to other creatures wherever they go, born, it seems to raid and steal, and with a taste for human and elven flesh.

Adult ogres stand 9 to 10 feet tall and typically weigh 300 to 400 pounds. Their skin colors range from a dead yellow to a dull black-brown and, rarely, a sickly violet. Warty bumps cover their skin and they are often of a different color – or at least darker than their hide. Their eyes are purple with white pupils. Teeth and talons are orange or black. Ogres have long, greasy hair of blackish-blue to dull dark green. Their odor is repellent, reminiscent of curdled milk. Dressing in poorly cured furs and animal hides, ogres care for their weapons and armor only reasonably well.

Ogres have good infravision (60' range).

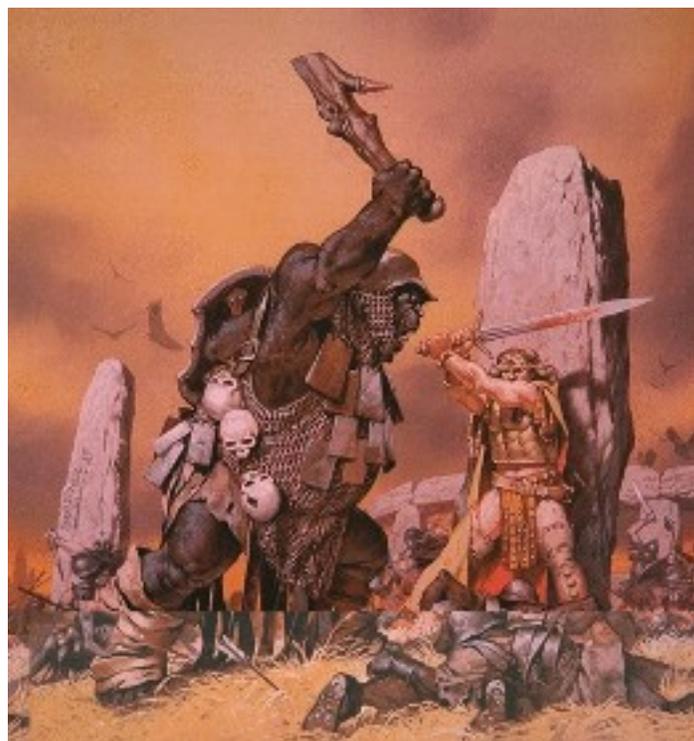
In addition to Ogrish, their own guttural language, it is common for ogres to speak the languages of stone giants and gnolls, as well as those spoken by neighboring orc tribes and trolls and a halting form of Common.

Combat: Ogres are ill-tempered, nasty, and violent and they prey mainly on the weak, favoring overwhelming odds to a fair fight and typically fighting as unorganized individuals unless they are accompanied by their leaders.

Ogres are exceptionally strong (Strength 18; +1/+2) and may be equipped with just about any sort of weapon – the bigger the better and as long as it does not require any brains to make. Females fight as males but inflict a maximum of 2d4 points of damage if fighting unarmed, while juveniles inflict only 1d6 points of damage when unarmed.

Note that ogres make their saving throws as 5-HD monsters.

Exceptional Individuals



Groups of ogres may be accompanied by a number of exceptional individuals, depending on such circumstances as the situation in the area, the mission of the group, and the estimated strength of those they expect to confront. Exceptional individuals always possess the best equipment available.

Ogre shamans are Shamans of up to 3rd level and have access to three spell spheres only, typically favoring Combat; they are limited in their choice of spells, weapons, armors, and shields as prescribed by their faith. On rare occasions, a shaman may be a female ogre born of the union of an annis (*v. CMM, Hag – Annis*) and a male ogre, with maximum hit points. An ogre tribe that includes such a shaman is generally more cunning and cruel in nature than the norm.

Habitat/Society: Ogres are found almost anywhere, from deep caverns to mountaintops, typically preferring forests, hills, and wilderness areas on the fringes of human and demi-human society. A typical tribe counts 1d4+16 adult males, 2d6 females, and 2d4 juveniles and young. It will be led by a single chieftain – invariably the biggest and smartest ogre in the tribe – and one sub-chief for every six regular males, while there may also be one or more shamans, all of which are in addition to the regular members of the tribe. There is a 30% chance that an ogre lair will include 2d4 slaves and/or prisoners. Prisoners are either kept as slaves (25%) or as food (75%). Their fondness for elf, dwarf, and halfling flesh means that there is only a 10% chance that these will be found as slaves or prisoners. A typical ogre's life span is 90 years. Ogres neither make things nor labor and they are extremely avaricious. They have ravenous natures and covet everything they see as a matter of course. As such, they can rarely be trusted and they squabble over treasure even among their own kind.

Ecology: Ogres prey on the weak and live by ambushing, raiding, and outright mugging and theft. They feed on the meat of all creatures they can kill and seem to have a penchant for the flesh of humans and demi-humans. Most have no qualms about consuming carrion.

Ogres consistently plague humans, lusting for gold, gems, and jewelry as well their flesh. They also often join with other monsters and are often found serving as mercenaries in the ranks of orc tribes, evil priests or gnolls, while they mingle freely with

giants and trolls.

Note from the True World: Ogres

“Ogre” is one of those terms of folklore that means many different things to different people. The fairy tales of France present ogres as entirely human-looking cannibals capable of using malign glamors to lure victims to doom. They were often handsome or beautiful, more like vampires than the ogres we think of, yet not undead. Many other folk tales treat the ogre (or giant) as having a beautiful and entirely human-looking daughter who is willing to help the hero against her wicked father.

Table 1. Ogre Statistics

Individual	AC	HD	Th0	Damage	Notes	XPV ¹⁾
Chieftain	3	7	13	4d4 or by weapon +2	1d4+33 hp; +1 to hit with weapons	420
Sub-chief	3	7	13	2d6 or by weapon +2	1d4+29 hp; +1 to hit with weapons	420
Regular male	5	4+1	17	1d10 or by weapon	-	175
Female	5	4+1	17	2d4 or by weapon	4d6+1 hp	175
Youth	6	1-1	20	1d6 or by weapon	-	15
Spell Caster	AC	HD ²⁾	Th0 ³⁾	Damage	Spells (Pri) ⁴⁾	XPV ⁵⁾
Shaman (Sha 3)	4	4+1	17	1d10 or by weapon	2 1	270
Shaman (Sha 2)	4	4+1	17	1d10 or by weapon	2	270
Shaman (Sha 1)	4	4+1	17	1d10 or by weapon	1	270

¹⁾ Add 1 Hit Die for XP purposes if employing a missile weapon

²⁾ Hit Dice used only to determine number of hit points and for XP purposes. Note that the actual dice need not necessarily be all d8s (v. **DMGR4**, p. 13: “Hit Points and Level Advancements”)

³⁾ THAC0 calculated according to NPC spell caster rules (v. **DMGR4**, p. 13: “Hit Points and Level Advancements”)

⁴⁾ Based on minimum required Wisdom 9 for Clerics. Ogre shamans with Wisdom 13 or more may receive bonus spells

⁵⁾ Add 1 Hit Die for XP purposes if employing a missile weapon; add 1 HD if of annis descent

Source/Origins: *Ogres*: Gary Gygax and Dave Arneson, *Dungeons & Dragons Volume 2. Monsters & Treasure* (TSR, 1974); Gary Gygax, *Monster Manual* (TSR, 1977); Gary Gygax and Dave Arneson, *Dungeons & Dragons* (TSR, 1977); Tom Moldvay (ed.), *Basic Rulebook*, in: *Dungeons & Dragons Basic Set* (TSR, 1981); Frank Mentzer (rev.), *Dungeon Masters Rulebook*, in: *Dungeons & Dragons Basic Rules Set 1* (TSR, 1983); David Cook et al., *Monstrous Compendium Volume One* (MC1; TSR, 1989); Timothy B. Brown, *Rulebook*, in: *Dungeons & Dragons* (TSR, 1991); Aaron Allston, *Dungeons & Dragons. Rules Cyclopedia* (TSR, 1991); Ogre – Ogre: Doug Stewart (ed.), *Monstrous Manual* (TSR, 1993); Bill Slavicsek, *The Complete Book of Humanoids* (PHBR10; TSR, 1993); Bruce Nesmith, *Monsters & Treasures Book*, in: *AD&D First Quest* (TSR, 1994); Doug Stewart, *Rules and Adventures*, in: *Dungeons & Dragons* (TSR, 1994); Bill Slavicsek, *Book Three: Adventures*, in: *Council of Wyrms* (TSR, 1994); Bill Slavicsek, *Rules Book*, in: *Dungeons & Dragons Adventure Game* (TSR, 1999)

CLIMATE/TERRAIN:	Temperate/Underground, dark forest, mountain valleys, foul marsh, hills, caves
FREQUENCY:	Common
ORGANIZATION:	Tribe
ACTIVITY CYCLE:	Night
DIET:	Carnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	L (C O Q×10 S) (See below)
ALIGNMENT:	Lawful evil

NO. APPEARING:	30d10 (See below)
ARMOR CLASS:	10 (6)
MOVEMENT:	12 (9)
HIT DICE:	1
THAC0:	19
NO. OF ATTACKS:	1 (weapon)
DAMAGE/ATTACK:	1d8 or by weapon
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (6'+ tall)
MORALE:	Steady (11-12)
XP VALUE:	15

Orcs are cruel, violent humanoids that gather in large tribes and hate living things in general. Fiercely competitive and highly territorial, orcs will aggressively defend their territory and raid areas controlled by other tribes as well as those controlled by other creatures they deem weaker than themselves.

The oldest sources describe orcs as being particularly disgusting in appearance because their coloration – brownish green with a bluish sheen – highlights their pinkish snouts and ears. Their bristly hair is dark brown or black, sometimes with tan patches.

More recent sources state that orcs can vary wildly in appearance even within a single tribe, which has been attributed to their very nature as well as both inbreeding and historical crossbreeding with other humanoids. According to these texts, orcs are generally humanoid in appearance, with gray-green skin covered with coarse hair. They have a slightly stooped posture, a low jutting forehead, a snout with a slightly pinkish tinge instead of a nose, well-developed canine teeth for eating meat, and short pointed ears that resemble those of a wolf. Their eyes are human, but with a reddish tint that sometimes makes them appear to glow red when they reflect dim light sources in near darkness. Males stand about 5½-6 feet tall, females averaging 6 inches shorter.

Orcs favor unpleasant colors in general. Their garments are in tribal colors, as are shield devices or trim. Typical colors are blood red, rust red, mustard yellow, yellow green, moss green, greenish purple, and blackish brown. Their armor tends to be unattractive – dirty and often a bit rusty.

Orc males typically stand taller than 6 feet.

Orcs have good infravision (60' range), allowing them to see well even in total darkness. Being accomplished tunnelers and miners, they have a 35% chance to note new or unusual constructions and a 25% chance to detect sloping passages when underground.



Orcs speak their own language (Orcish) and the majority among them also speak Goblin, Hobgoblin, and Ogrish, while some have learned to speak the Common Tongue although they are never comfortable with it. “Orcish” is a collection of dialects derived from older human and elvish languages, making that the “Orcish” spoken by one tribe may differ considerably from that of another is no common standard of Orcish.

Combat: Believing that the strong rule the weak, orcs will typically attack only if they stand a good chance of winning the battle, hesitating to engage anything that looks larger and stronger than they are until a strong leader drives them to fight. However, orcs fighting to defend their lair will do so without checking morale until they are outnumbered by three to one. Furthermore, orcs fighting within 60 yards of the tribal standard (See below) will do so more fiercely, at a +1 bonus to hit and a -1 bonus to their Morale checks.

Although it is true that orcs are bloodthirsty, cruel, and violent, this does not necessarily mean that they fight without a strategy, which is especially true in the presence of a strong leader and in case of tribes that have waged wars for decades, some of which have developed frightening efficient battle tactics. These may still be based on their basic nature in some cases, but other tribes may employ sniping and ambush tactics. Orcs do not obey the “rules of war” – indeed, most will actively and gleefully abuse such concepts as human rules of engagement and chivalry to their best advantage – unless such is in their best interests or a strong leader issues a command that is (or happens to be) in line with these rules (e.g., orcs shoot at those who attempt to parlay with them under a white flag unless their leader feels it is advantageous to hear what the enemy has to say).

Orcs typically wear studded leather armor and a shield (AC 6; MV 9) and groups of them will be equipped with a variety of weapons (v. Table 1). Orcs are often seen as excellent weapon smiths and their weapons and skill in using them often reflect this. Pole-arms will typically be either halberds, pikes, or glaives, which they will set to receive enemy charges, inflicting double damage on a hit. In full daylight, orcs suffer a -1 penalty to hit and +1 penalty to their Morale checks.

Exceptional Individuals

Groups of orcs may be accompanied by a number of exceptional individuals, depending on such circumstances as the situation in the area, the mission of the group and the estimated strength of those they expect to confront. If a sub-chief is with a group, the

tribal standard will be present 40% of the time, while it will always be present when the chief is with the group. Exceptional individuals are always the biggest, strongest, or meanest of the group, and they always possess the best equipment available. Orc shamans are Shamans of up to 5th level, have access to three spell spheres only, and are limited in their choice of spells, weapons, armors and shields as prescribed by their faith. Orc witch doctors of up to 4th level, have access to spells from one spell school only, and can never cast more spells than a 4th-level Wizard; they do not usually wear armor, since this would interfere with their spell-casting abilities. Note that a tribe will either have shamans or witch doctors, not both, and that all exceptional individuals are in addition to the number encountered.

Table 1. Orc Weapons¹⁾

Group%	Weapon(s) ²⁾	Damage	SF	ROF	Range	Type	Size	Notes
5%	Footman's flail and any sword	1d6+1/2d4	7	-	-	B	M	-
					Variable			
10%	Spear and any sword	1d6/1d8	6	1	10-20-30	P	M	-
					Variable			
10%	Spear and hand axe	1d6/1d8	6	1	10-20-30	P	M	-
		1d6/1d4	4	1	10-20-30	S	M	-
10%	Hand axe and any pole-arm	1d6/1d4	4	1	10-20-30	S	M	-
					Variable			
10%	Hand axe and heavy crossbow	1d6/1d4	4	1	10-20-30	S	M	-
		1d4+1/1d6+1	10	1/2	80-160-240	P	M	-
10%	Hand axe and any bow	1d6/1d4	4	1	10-20-30	S	M	-
					Variable			
5%	Battle-axe and any sword	1d8/1d8	7	-	-	S	M	-
					Variable			
10%	Spear	1d6/1d8	6	1	10-20-30	P	M	-
10%	Hand axe	1d6/1d4	4	1	10-20-30	S	M	-
20%	Any pole-arm				Variable			

¹⁾ Exceptional individuals always have two weapons. Note that exceptional individuals are in addition to the number encountered

²⁾ Pole-arms are typically either halberds, pikes, or glaives, which they will set to receive enemy charges, inflicting double damage on a hit

Habitat/Society: Orcs tend to live in wilderness areas where where sunlight is dim or non-existent, for they hate the light. Such areas include deep, dark forests, mountain valleys, and foul marshes, where the sky is heavily overcast and direct sunlight is non-existent or rare at best, or areas where the twilight might be perpetually maintained by the forces of magic cast by mortal or god, in which case orcs can be encountered in almost any wilderness. In these places, orcs will be much more active than is customary in the daytime, even to the point of conducting raids and hunting, but it is at night when orcs really become dangerous. Their preference for darkness leads orcs to make their lairs underground 75% of the time. Such lairs may be in natural cavern complexes, large areas of a dungeon complex, conquered dwarven mines, and the like, and they are always guarded by sentries. On the surface, orcs make their lairs in anything from ancient ruins, overrun human villages, to impregnable fortresses ranging from small towers to massive castles. However, most lairs above ground are crude villages of wooden huts with a single gate and protected by a ditch, log rampart and log palisade, or more advanced constructions built by the original inhabitants. Many of these villages will have a high central tower of some kind and one light catapult per 50 adult males; others may have a palisade with 1d4 watchtowers and one ballista and one catapult for every 100 adult males.

Society: Although orc tribes typically comprise 30-300 adult

males, larger gatherings are not unheard of, especially during times of war. For example, small forts may count as many as 100-400 adult males and large mining communities may count 500-2,000 adult males, while rumors speak of huge orc cities partially underground and partially above ground counting 2,000-20,000 adult males.

When encountered outside of their lair, the number encountered will be as decided by the DM (e.g., 1d6+6 orcs on the first level of dungeon). Wherever they are found, for every 30 orcs encountered there will be a leader and three assistants. If 150 or more orcs are encountered, there will also be a sub-chief and 3d6 guards. If encountered in their lair, there will also be a chief and 5d6 bodyguards, females equal to 50% of the number of males, and young (sometimes referred to as *whelps*) equal to 100% of the males. For every 100 orcs encountered, there will be either a shaman or a witch doctor. All exceptional individuals are in addition to the number encountered.

If the lair is above ground, there is a 75% chance that 1d4+1 ogres (v. **CMM**, *Ogre*) will be living with the tribe. On occasion, orcs living above ground have been known to serve powerful mages (up to 11th level Wizard) or fighting men (7th to 9th level Fighter). If the lair is underground, there is a 50% chance that there will be 1d4+1 ogres, while ancient reports also speak of 1d2+1 trolls living with orcs in underground lairs instead (25% chance; v. **CMM**, *Troll*). These reports also indicate that such orcs may be

living with an evil dragon instead (25% chance).

Orcish society is ruled by the principle that the strong rule the weak and stronger orcs will always intimidate and dominate the weaker orcs in a group, which is reflected in their positions within the tribe.

Orc tribes are fiercely competitive and territorial and, if orcs from one tribe are encountered in any area, it is likely that all other orcs nearby will also be from this tribe. When different tribes meet, they are 75% likely to fight each other unless a strong leader (*e.g.*, a powerful mage or warrior) with sufficient force behind him is on hand to control them, although some reports indicate that there is 50% chance that they will attack even then. All of this makes that large armies composed of different tribes cooperate poorly to say the least.

On Oerth, some of the better known tribes are: Vile Rune, Bloody Head, Death Moon, Broken Bone, Evil Eye, Leprous Hand, Rotting Eye, Dripping Blade.

Religion: Orcs worship many deities (some which have different names among different tribes), although their chief deity is usually a giant one-eyed orc typically referred to as Gruumsh. The majority of the orcish gods urge violence and warfare and are known for their extreme hatred of those of other creatures. Orc shamans have been noted for their ambition and it is said that more than one tribe has suffered badly because of political infighting between its warriors and shamans.

Females and Procreation: Although orcish society is often described as patriarchal, with females fit only to bear children and nurse them, some sages ascribe these notions to the fact that encounters with orcs will typically be with fighting males. What transpires within orc lairs remains largely unknown and, as is often true for societies based on warfare and conquest, it seems more likely that there is a strict divide in the roles male and female orcs have in orcish society. While rumors that “orcs have marriage customs” seem exaggerated, many sages do not readily dismiss the notion that the witches of the orc goddess Luthic, the Cave Mother, have a considerable influence on orcish politics and the day to day affairs in any orc lair.

Orc females have a gestation period of ten months and produce two to three offspring per birth. However, infant mortality is high and, in general, orcs live for 40 years.

Orc Wagon Trains

If encountered outside of their lair, there is a 20% chance that the group will be escorting a train of 1d6 or 1d8 carts and/or wagons and 10d6 slave bearers bringing supplies and loot to their chief or to a stronger orc tribe. The carts will hold goods worth anything from 10-1,000 to 200-1,200 gp, and each slave will bear goods worth 5d6 gp. If such a train is indicated, there will be ten

additional orcs per cart and the number of leaders and assistants is doubled, while there will always be a sub-chief with 5d6 guards in charge (*e.g.*, if the dice indicate an encounter with 120 orcs escorting a train of five carts and 30 slaves, the total number of orcs encountered will be 140 regular orcs, eight leaders, 24 assistants, one sub-chief, and 5d6 guards).

Ecology: Nocturnal in nature, orcs will typically be active during what counts as the day for diurnal creatures only in dark surroundings (*e.g.*, deep forest, underground). They are carnivores, preferring game meats or livestock to the meat of humans, demi-humans, and humanoids.

Orcs hate living things in general but they reserve a special hatred for elves and they will always attack them in preference to other creatures, killing them as a matter of principle. They also have a strong, historic enmity against dwarves and many tribes will kill them on sight. Orcs will otherwise bully all creatures weaker than themselves (*e.g.*, nearby goblin tribes) and they take slaves for work, food, and entertainment (*e.g.*, torture). Needless to say, areas overrun by orcs quickly become dangerous and evil, unless the evil already there drew them in the first place.

Although orcs may be quick to knuckle under the stronger and may even engage in alliances with forces stronger than themselves, such relationships remain strained at best. Therefore, those who would rule or ally with orcs best make sure to keep them engaged at all times, providing them with sufficient victims and loot to satisfy their hunger for dominance and battle, or else constantly remind them who is strongest. If not, orcs will follow orders badly, break agreements, fight among themselves, and rebel against all but the most powerful of masters. However, orcs fighting under a strong leader and properly led can become a serious threat in any setting, for these may engage in full-scale wars against other tribes and/or lands ruled by other creatures (*e.g.*, humans, dwarves, elves, goblins).

Half-Orcs

Orcs will breed with anything, with the resulting mongrel offspring being known as half-orcs (*v.* **CMM**, *Half-Orc*), whether they be orc-goblins, orc-hobgoblins, or orc-humans. Orcs cannot cross-breed with elves. Half-orcs tend to favor the orcish strain heavily, so such sorts are basically orcs although some 10% can pass themselves off as true creatures of their other stock.

Orogs: Orogs are half-orcs born of the union of orc males and female ogres (*v.* **CMM**, *Orog*) and, at the DM's option, any orc tribe may have a 10% chance to include a number of the creatures, whose number will equal 10% of the male population, and will be in addition to the number encountered.

Table 2. Orc Statistics

Individual	AC	HD ¹⁾	hp	Th0	Damage	Notes	XPV ²⁾
Chief	4	3	1d4+12	17	2d4 or by weapon ³⁾	-	65
Bodyguard	4	3	1d4+12	17	2d4 or by weapon ³⁾	-	65
Sub-chief	4	2	11	19	1d6+1 or by weapon ³⁾	+1 to hit	35
Guard	4	2	11	19	1d6+1 or by weapon ³⁾	+1 to hit	35
Leader	5	1	8	19	1d8 or by weapon ³⁾	-	35
Assistant	5	1	8	19	1d8 or by weapon ³⁾	-	35
Regular male	6	1	1d8	19	1d8 or by weapon	-	15
Spell Caster	AC	HD ⁴⁾	hp	Th0	Damage	Spells (Pri/Wiz) ⁵⁾	XPV ²⁾
Shaman (Sha 5)	6	3	1d8+4d4	17	1d8 or by weapon	3 3 1	270
Shaman (Sha 4)	6	2	1d8+3d4	19	1d8 or by weapon	3 2	65
Shaman (Sha 3)	6	2	1d8+2d4	19	1d8 or by weapon	2 1	65

Shaman (Sha 2)	6	2	1d8+1d4	19	1d8 or by weapon	2	65
Shaman (Sha 1)	6	1	1d8	19	1d8 or by weapon	1	35
Witch doctor (Wid 4)	10	2	1d8+3d4	19	1d8 or by weapon	3 2/2	120
Witch doctor (Wid 3)	10	2	1d8+2d4	19	1d8 or by weapon	2 1/2	120
Witch doctor (Wid 2)	10	1	1d8+1d4	19	1d8 or by weapon	2/1	35
Witch doctor (Wid 1)	10	1	1d8	19	1d8 or by weapon	1/1	35

¹⁾ Hit Dice for exceptional individuals used only to determine number of hit points, THAC0, saving throws, and XP value

²⁾ Add 1 Hit Die for XP purposes if employing a missile weapon

³⁾ Exceptional individuals invariably employ the best weapons available

⁴⁾ Hit Dice for spell casters used only to determine THAC0, saving throws, and XP value

⁵⁾ Based on minimum required Wisdom 9 for Clerics. Desert orc shamans and witch doctors with Wisdom 13 or more may receive bonus spells

Source/Origins: *Orcs*: Gary Gygax and Dave Arneson, *Dungeons & Dragons Volume 2. Monsters & Treasure* (TSR, 1974); Gary Gygax, *Monster Manual* (TSR, 1977); Gary Gygax and Dave Arneson, *Dungeons & Dragons* (TSR, 1977); Gary Gygax, *Dungeon Masters Guide* (TSR, 1977); Tom Moldvay (ed.), *Basic Rulebook*, in: *Dungeons & Dragons Basic Set* (TSR, 1981); Roger Moore, *Half-Orcs*, in: *Dragon 62* (TSR, 1982); Frank Mentzer (rev.), *Dungeon Masters Rulebook*, in: *Dungeons & Dragons Basic Rules Set 1* (TSR, 1983); David Cook et al., *Monstrous Compendium Volume One* (MC1; TSR, 1989); Skip Williams, *Sage Advice*, in: *Dragon 155* (TSR, 1990); Timothy B. Brown, *Rulebook*, in: *Dungeons & Dragons* (TSR, 1991); Aaron Allston, *Dungeons & Dragons. Rules Cyclopedia* (TSR, 1991); *Orc – Orc*: Doug Stewart (ed.), *Monstrous Manual* (TSR, 1993); Bruce Nesmith, *Monsters & Treasures Book*, in: *AD&D First Quest* (TSR, 1994); Doug Stewart, *Rules and Adventures*, in: *Dungeons & Dragons* (TSR, 1994); Bill Slavicsek, *Rules Book*, in: *Dungeons & Dragons Adventure Game* (TSR, 1999)

Parrot Fruit Tree

Illustration: <?>

CLIMATE/TERRAIN:	Tropical, sub-tropical/Rainforest, jungle
FREQUENCY:	Very rare
ORGANIZATION:	Nil (Stand)
ACTIVITY CYCLE:	Day
DIET:	Photosynthesis (See below)
INTELLIGENCE:	Non- (0) (See below)
TREASURE:	Nil
ALIGNMENT:	Neutral

NO. APPEARING:	1d6
ARMOR CLASS:	See Table 1
MOVEMENT:	Nil (See below)
HIT DICE:	See Table 1
THACO:	See Table 1
NO. OF ATTACKS:	See below
DAMAGE/ATTACK:	See below
SPECIAL ATTACKS:	Parrots, see below
SPECIAL DEFENSES:	Mindless, plant immunities, see below
MAGIC RESISTANCE:	Nil
SIZE:	H or G (12-15' tall)
MORALE:	Nil
XP VALUE:	See Table 1

The parrot fruit tree is a strange tree found in stands of 1d6 specimens, each growing colorful fruit that change into equally colorful parrots during the day, leaving the tree in large flocks that behave much like regular parrots and settle in the surrounding vegetation, squawking loudly, consuming the fruits of other trees as they find them, and defending themselves or their trees if attacked, before returning to the tree at dusk and changing into fruits again.

Typically found in lush, verdant surroundings, the parrot fruit tree can reach considerable heights in the right circumstances. In other surroundings, it will not typically grow taller than 12-17 feet. The parrots do not usually venture further away from their tree than 200 yards.

Combat: Although neither the tree nor its parrots are aggressive, the parrots of each tree will form a large swarm (v. Table 1) to defend individual parrots as well as their tree if it suffers at least eight points of damage from blows, cuts, or breaking off branches. If harmed in this way, a parrot or the tree reacts (traumatropism) by releasing a chemical that spreads out at a rate of around 50 yards per round and causes its fellow parrots to form a swarm (chemotropism) that takes 1d2 rounds to form in case a single parrot is attacked and 1d3+1 rounds if alerted by the tree during the day. The swarm will also form at night, when the fruits will change into parrots and form a swarm in 1d2 rounds.

Although the parrots are non-intelligent, they behave like regular parrots in most respects and as if they have the equivalent of Intelligence 1 (Animal). A parrot swarm is treated as a single monster with 4 Hit Dice for every 10×10×10-foot area it takes up. It moves at the equivalent of MV Fly 24 (B) and creatures attacked by it automatically suffer four points of damage per round for every 4 Hit Dice of the swarm (e.g., eight points per round for a



20×20×20-foot swarm; v. Table 1). As it attacks, the swarm creates a deafening racket that prevents creatures within 10 feet from concentrating (e.g., cast a spell).

Weapons have little effect on the swarm but spells affecting large areas are effective, as may be attacks using flaming oil. When the swarm has lost its hit points, it is considered dispersed and unable to inflict damage as a swarm, although individual parrots might still cause damage. Swarms alerted by a tree will pursue until offenders are further than 200 yards away from the tree. Individual parrots will not follow pursue fleeing creatures.

As mindless plants, the tree and its parrots will, in general, suffer only from attacks, spells, abilities, substances, and effects that can affect plants, making them immune to effects that target any sensory, mental, and/or physiological qualities they do not have (e.g., *blindness*, *deafness*, illusions, paralysis, stunning, many poisons; *fear*, *sleep*, Morale checks, psionic attacks). Also, indiscriminately hacking away at their exposed parts will not affect its offensive capabilities much and the parrots will stop their attacks only when they no longer have the means to or when they are reduced to zero hit points. However, reducing the parrots or the tree to zero hit points does not necessarily mean that the tree no longer has the capacity to grow back. As a rule of thumb, to definitively destroy the parrot tree, its roots must be destroyed (e.g., dig the entire tree out of the soil, poison the ground it grows on, specialized spells).

Note that both the tree and the parrots make their saving throws as monsters of half their Hit Dice (round up), except in the case of any saving throws vs. Poison or Death Magic, which they make as usual.

Habitat/Society: The parrot fruit tree is found in lush, tropical jungles and rainforests.

Sages have suggested the parrots do not gain any sustenance from the fruits they consume – rather, it seems that this is required both to provide extra sustenance for the tree itself and for the parrot-fruits to ripen. Indeed, whenever a parrot dies after it has consumed enough fruit – *i.e.*, in season – and falls on fertile soil, it will develop into a new tree when the next growing season starts.

Ecology: The parrots assist other trees in their reproductive process by consuming their fruits and then dispensing their seeds by ejecting them from their digestive system just like regular parrots.

Notes from the True World: Plants

Tropism: Plants interact with their environment by responding to particular outside stimuli (tropism), which helps them find water, light, and nutrients, to avoid noxious substances and conditions, and to grow to achieve a desired effect by selectively increasing and decreasing cell growth (*e.g.*, grow towards the sun). In some plants, this controlled cell growth is accelerated to such an extent that it can lead to remarkable effects. For example, the mimosa can fold up its leaves when certain insects approach with the intent of eating them, while the movements of many carnivorous plants are faster than the eye can track. Forms of tropism include: chemotropism (response to particular substances; *e.g.*, acid, gas), galvanotropism (response to electric current), geotropism (response to gravity), heliotropism (response to sunlight), hydrotropism (response to water), phototropism (response to light), thermotropism (response to temperature), thigmotropism (response to mechanical stimulation; *e.g.*, touch, pressure), traumatropism (response to wound lesion; *e.g.*, weapon blows and cuts). Continuing the theme, tropisms unique to a fantasy setting could be introduced, such as psychotropism (sensitivity to mental energy) or magiotropism (sensitivity to magic).

Ecology: Most plants create their own food through photosynthesis, using chlorophyll contained in their leaves to transform sunlight into a chemical that reacts with carbon dioxide taken in through the leaves to create carbohydrates, which the plant utilizes, along with minerals and trace elements absorbed through the root system, for its growth and development. The water and the minerals it contains are spread throughout the plant through the principle of capillary attraction, the tendency for liquids confined in small tubes to rise up through the tubes as a result of surface tension. Two types of tissues are involved in a plant's use of capillary action and attraction: *xylem* (the woody tissue that provides support for the plant), which absorbs the water and minerals taken in by the roots and moves them up to the leaves for photosynthesis; and *phloem*, a tissue that transports the resulting carbohydrates throughout the plant. To make up for the poor growing conditions in their habitat, carnivorous plants (*e.g.*, sundew, pitcher plant) have evolved means for trapping and digesting living prey as supplements to their diet. In similar fashion, fantastic plants that feed on the blood or other bodily fluids of creatures may well have adapted their feeding habits to compensate for a lack of some element required for photosynthesis (*e.g.*, light, minerals, even leaves).

Game Effects: In game terms, tropism may allow plants to actively move (parts of themselves) away from or in the direction of events and effects and/or make that they cannot be fooled by magical invisibility and silence. Conversely, plants will not react to phenomena that do not generate stimuli they can detect (*e.g.*, *astral projections*, creatures in *ethereal form*). Furthermore, at the DM's option, specific effects may affect a plant in unexpected ways. For example, lasting magical darkness may affect phototropism and heliotropism, rendering a plant unable to act or even making it go dormant, respectively; massive sound-based effects may affect thigmotropism and mislead a plant or render it incapable of attacking; certain gasses, substances, or extreme cold might kill a plant instantly.

Table 1. Parrot Fruit Tree Statistics

Tree Size	AC	HD	Th0	Save As ¹⁾	No. of Parrots	Parrot Swarm and Damage	XPV
H (12-17' tall)	1	8	13	4 HD/8 HD	2d20+10	10×10×10-ft (4 HD; 4 hp damage/rd)	3,000
H (13-18' tall)	1	9	11	5 HD/9 HD	2d20+20	10×10×10-ft (4 HD; 4 hp damage/rd)	4,000
H (14-19' tall)	1	10	11	5 HD/10 HD	2d20+30	10×10×10-ft (4 HD; 4 hp damage/rd)	5,000
H (15-20' tall)	0	11	9	6 HD/11 HD	3d20+40	20×20×20-ft (8 HD; 8 hp damage/rd)	6,000
H (16-21' tall)	0	12	9	6 HD/12 HD	3d20+50	20×20×20-ft (8 HD; 8 hp damage/rd)	7,000
H (17-23' tall)	0	13	7	7 HD/13 HD	3d20+60	20×20×20-ft (8 HD; 8 hp damage/rd)	8,000
H (18-23' tall)	-1	14	7	7 HD/14 HD	4d20+70	30×30×30-ft (12 HD; 12 hp damage/rd)	9,000
H (19-24' tall)	-1	15	5	8 HD/15 HD	4d20+80	30×30×30-ft (12 HD; 12 hp damage/rd)	10,000
G (25'+ tall)	-1	16	5	8 HD/16 HD	4d20+90	30×30×30-ft (12 HD; 12 hp damage/rd)	11,000

Parrot	AC	HD	Th0	Dmg	MV	SZ	XPV
Individual	7	¼	20	1 hp	1, Fly 24 (B)	T (1' long, 2' wingspan)	5

¹⁾ As non-intelligent plants, the parrot tree and its parrots make their saving throws as monsters of half their Hit Dice (round up), except in the case of any saving throws vs. Poison or Death Magic, which they make as usual

Source/Origins: New; Gregg Chamberlain, *The Ecology of the Carnivorous Plant*, in: *Dragon 137* (TSR, 1988)

CLIMATE/TERRAIN:	Temperate/Idyllic woodland, sylvan forest, airborne
FREQUENCY:	Very rare
ORGANIZATION:	Community
ACTIVITY CYCLE:	Night
DIET:	Herbivore
INTELLIGENCE:	Exceptional (15-16)
TREASURE (1E):	(R S T X)
ALIGNMENT:	Neutral

NO. APPEARING:	2d6 (5d4)
ARMOR CLASS:	5
MOVEMENT:	6, Fly 12 (B)
HIT DICE:	1/2
THAC0:	20
NO. OF ATTACKS:	1 (weapon)
DAMAGE/ATTACK:	By weapon
SPECIAL ATTACKS:	<i>Confusion</i> touch, weapon skill (+4), magical arrows, spell-like abilities
SPECIAL DEFENSES:	Natural <i>improved invisibility</i> , see below
MAGIC RESISTANCE:	25%
SIZE:	S (2½' tall)
MORALE:	Steady (11)
XP VALUE:	420

Pixies are fickle, mischievous creatures typically prone to bother, harass, fool, and play pranks on all creatures they encounter, often without showing themselves, at least at first, for they are naturally *improved invisible* and thus usually decide for themselves to whom or what they reveal themselves. As such, it may be that travelers pass near their secluded homes and never realize they did so. In addition, pixies can assume different forms as desired (as *Polymorph Self*), so that they may be hard to see what they are even if they do decide to show themselves.

When visible, pixies in their natural form will be seen to stand about 2½ feet tall and be elfin in appearance, with long ears and two silver wings on their back like those of moths. They wear bright clothing, often with a cap and a pair of shoes with curled and pointed toes.

Note that an invisible pixie may avoid encounters and imposes a -4 penalty to its opponents' Surprise checks and that it can still be detected by creatures that use scent, other keen senses, or magical abilities to detect others (See below).

Pixies have standard infravision (range 60').

Pixies speak their own language as well as the common tongue and the language of sprites.

Combat: Fickle, mischievous, and playful, pixies do not actually bear any ill will toward anyone – they are just very curious and impulsive. The pranks and tricks for which they are famous are never calculated to do great harm, and only meant to provide amusement or to lead enemies astray and away from their settlements.

Pixies command an array of spell-like abilities eminently suited to their mercurial nature. They can become visible at will (and



improved invisible again after that) and their touch causes permanent *confusion* in any creature that fails a saving throw vs. Spell (*Remove Curse* required to counter effect; the actions of *confused* creatures are determined by the DM rolling 1d10 at the beginning of each round; when attacked, *confused* creatures perceive attackers as enemies and will act according to their basic nature; v. Table 1). Furthermore, pixies may use *Know Alignment* and *Polymorph Self* as often as they like, each once per round, one at a time and at the minimum required level of ability; in addition, once per day, each pixie can use *Dancing Lights*, *Dispel Magic* (at 8th level of ability), *ESP*, and *Permanent Illusion* (at 12th level of ability; audio and visual components only; no concentration required), while 10% of all pixies can also employ *Otto's Irresistible Dance* once per day.

Pixies normally carry slim swords and fine bows known as *pixie swords* and *pixie bows* (v. Table 2), each of which they employ at a +4 bonus to hit. Pixie bows are used to fire a variety of magical arrows. The first is the *pixie war arrow*, which inflicts 1d4+1 points of damage. The second type of arrow inflicts no physical damage but causes those that fail a saving throw vs. Spell to fall into a comatose sleep for 1d6 hours. The third type of arrow also does not inflict any physical damage and causes a complete loss of memory in those that fail a saving throw vs. Spell; this effect can only be countered by *Exorcism*.

Casting *Dispel Magic* (vs. Wiz 8) at an area containing invisible pixies can render all pixies in that area visible for one round, after which they automatically become *improved invisible* again.

Pixie Royalty

Some sources claim that those pixies that style themselves as pixie

royalty are even more magically adept than regular pixies: according to these sources, pixie kings may use one Wizard spell each of 1st through 7th level, while pixie queens may cast a like number of spells but this time as if they were Druids – *i.e.*, with access to the spell spheres All, Animal, Divination (minor access), Elemental, Healing, Plant, and Weather.

Detection of Invisible Creatures

Invisibility does not grant its subject complete protection from detection or even attacks. For example, the effect does not suppress smell or sound (*e.g.*, plate mail still clanks and rattles), while creatures of intelligence (Intelligence 13+) and experience (12+ HD or levels) may simply suspect the presence of an *invisible* entity if they witness strange events taking place in their vicinity (*e.g.*, footsteps in a puddle, objects disappearing, doors opening and closing).

Therefore, each time a creature is confronted with sufficient cause to

suspect that someone might be in the vicinity, it is granted a saving throw vs. Spell (acute senses and high or low intelligence and/or levels or Hit Dice can increase or decrease the frequency of checks, at the DM's discretion), with success meaning that it has detected a (small) sign of the subject, although it still cannot see him and this does not end the spell. However, it may now be able to divine the subject's general location (but not his exact position), keep track of him, and even attack, albeit at a -4 penalty to hit, while the subject enjoys a +4 bonus to his saving throws against spells and attacks directed at him by that creature.

Among the magical means to detect an *invisible* creature are *true sight*, *Detect Invisibility*, and *a robe of eyes*. *Detect Magic* will only reveal that there is some magical effect active in the area scanned – it will not reveal exactly what kind of effect and it will never disclose the location of the subject. Note that creatures that rely on non-visual senses to interact with their environment (*e.g.*, blind or nearly blind creatures, plants) need not necessarily be adversely affected by *invisibility*, as decided by the DM.

Table 1. Confusion Results

1d10 Action

1	Wander away for remainder of the effect; if prevented, roll again the next round ¹⁾
2-6	Stand bewildered for one round; roll again the next round
7-9	Attack nearest creature for one round; roll again the next round
10	Act normally for one round; roll again the next round

¹⁾ Creatures will wander away from their opponent(s) for the remainder of the effect, using their most typical mode of movement (*e.g.*, bipeds walk, fish swim, bats fly, purple worms burrow). Those prevented from wandering away do not regain control over their senses and still have their actions determined by the DM in the next round, as above

Table 2. Pixie Weapons

Weapon(s)	Damage	SF	ROF	Range	Type	Size	Notes
Pixie bow (pixie war arrow)	1d4+1/1d4+1	7	2	25-50-75	P	S	Pixie arrows only
Pixie sword	1d4/1d3	2	-	-	P	S	-

Habitat/Society: Sometimes believed to live in the Realm of Faerie and capable of entering and exiting the Prime Material Plane at their whim, pixies are encountered only in the most idyllic of woodlands, where they can sometimes be witnessed dancing in moonlit glades to the music of crickets and frogs. They seem to make their lairs in deep caves although some sources claim that they have also been found living in ancient trees, having constructed homes connected by ropes, causeways, ladders, and bridges, much like those of atomies. However, wherever they are found, pixies seem to avoid pools of stagnant, polluted, or otherwise filthy water.

Pixies are said to dwell in small communities that mimic those of humans and demi-humans. On occasion, pixie communities are found living together with, or in close proximity to, a faerie dragon (*q.v.*).

Though information on the subject remains scarce, pixies are believed to live for some 300 years.

Pixies carry no treasure but sometimes have a hoard in their lair to impress visitors and taunt the greedy.

The Realm of Faerie

The Realm of Faerie is considered by most sages to be an alternate Prime Material Plane consisting of endless magical forests, glens, and rivers. Those few mortals to have journeyed there relate that even the most beautiful of sylvan woodlands pale in comparison to the indescribable splendor of this mythical realm. For example, no instances are known of anyone's desiring to return home after having caught a glimpse of the Realm of Faerie, although it is apparently impossible for mortals to remain there for more than a short time. There are said to be many gates into the realm and a doorway in the side of a small hill that opens into the sumptuous and magical den of a leprechaun is thought to be one example of how parts of the Faerie Realm coexist so closely with the world of mortals. However, it is true that, while faeries of all sorts can see and

venture through the otherwise invisible gates into the realm, only the messengers of the Faerie Queen, and perhaps the King of Faeries, may shift between planes at will. The path for mortals to take into the Realm of Faerie, then, is most always through a gate shown them by a faerie creature – none of which will do so except under the most unique circumstances.

Ecology: Pixies are exclusively herbivorous and mostly eat fruits and nectar.

Pixies have few natural enemies, although they are sometimes plagued and hunted by kobolds, ogres, trolls, and evil woodland creatures such as worgs.

As incorrigible pranksters, the tricks and jokes played by pixies are manifold. Their magical abilities allow them to detect and study interlopers long before such recognize the danger they are in – their natural invisibility allows them to spy on most creatures unseen, *ESP* is used to determine what pranks would work best and *Know Alignment* is employed to determine the severity of the a prank. Innocent pranks may include: using illusions to lead travelers astray (whence stems the expression “pixie-led” for one that has lost his way) or to present interlopers with illusions of their heart's desire (only to have them melt away when touched); using pixie treasure to whet the appetite of the greedy and then play merciless pranks on them until they give up the chase (*e.g.*, placing trails of treasure to lead their targets into traps); frightening maidens by rapping on walls or blowing out candles; tricking misers into giving away their valuables by convincing them that something horrible will happen to them if they do not. More serious pranks may include luring evil creatures such as orcs in to quagmires and touching evil brigands with their *confusion* touch just before alerting a neighboring green dragon to their presence. It is believed that those who heartily accept the pixies' jokes can

often make friends with the little creatures after their initial pranks. These patient individuals can then be made guests of honor at pixie feasts of nuts and fruits; according to certain tales, those that were targeted because of their greed and have seen the error of their ways may even be allowed to pick one item from a pixie hoard. The most famous by-product of pixies is *pixie dust*, sometimes known as *dust of disappearance*. Crushing 50 pixie wings into a fine powder produces one dose of dust of disappearance. Naturally, pixies frown on this use of their wings.

Forgotten Lore (Optional Rule)

Folklore has it that pixies can increase or decrease their stature at will, even to a point where they can pose as an adult human, although many prefer to appear as children rather than adults. However, there will always be telltale signs that give away a pixie in human disguise: in addition to the wings, which they must hide, a pixie posing as a human always has bright red hair and green squinting eyes. If the DM chooses to allow this, this ability should be treated as *Enlarge*, usable once per day, at 10th-level of ability.

Source/Origins: *Pixies*: Gary Gygax and Dave Arneson, *Dungeons & Dragons Volume 2. Monsters & Treasure* (TSR, 1974); Gary Gygax, *Monster Manual* (TSR, 1977); Gary Gygax and Dave Arneson, *Dungeons & Dragons* (TSR, 1977); Tom Moldvay (ed.), *Basic Rulebook*, in: *Dungeons & Dragons Basic Set* (TSR, 1981); Frank Mentzer (rev.), *Dungeon Masters Rulebook*, in: *Dungeons & Dragons Basic Rules Set 1* (TSR, 1983); David Cook et al., *Monstrous Compendium Volume Two* (MC2; TSR, 1989); Vince Garcia, *The Folk of the Faerie Kingdom*, in: *Dragon 155* (TSR, 1990); Aaron Allston, *Dungeons & Dragons. Rules Cyclopedia* (TSR, 1991); *Sprite – Pixie*: Doug Stewart (ed.), *Monstrous Manual* (TSR, 1993); Bill Slavicsek, *The Complete Book of Humanoids* (PHBR10; TSR, 1993); Brian Corvello, *50 Monster Maximizers*, in: *Dragon 266* (TSR, 1999); Skip Williams, *Sage Advice*, in: *Dragon 271* (TSR, 2000)

Poisonweed

Illustration: Thomas Baxa

CLIMATE/TERRAIN:	Athas; Tropical/Forest
FREQUENCY:	Rare
ORGANIZATION:	Nil
ACTIVITY CYCLE:	Day
DIET:	Hemovore (Blood)
INTELLIGENCE:	Non- (0)
TREASURE:	Nil
ALIGNMENT:	Neutral

NO. APPEARING:	1
ARMOR CLASS:	8
MOVEMENT:	Nil
HIT DICE:	10
THACO:	11
NO. OF ATTACKS:	Nil
DAMAGE/ATTACK:	Nil
SPECIAL ATTACKS:	Toxic pollen (<i>Sleep</i>), corrosive enzymes (1d10), see below
SPECIAL DEFENSES:	Immune to cold, mindless, plant immunities, tropism, see below
MAGIC RESISTANCE:	Nil
SIZE:	T (2' diameter)
MORALE:	Nil
XP VALUE:	4,000

Poisonweed of Athas is a weed-like creeper plant known for its ability to send living creatures to sleep. Upon which it feeds on their blood if warm-blooded.

Poisonweed has light green-tinted leaves growing along its roots and large, beautiful flowers bearing bright orange-colored petals. The flowers are 4-6 inches in diameter and are very hard to miss. A single plant will bear up to 30 flowers, which are spread over a 20-foot radius, and tend to extend out towards foot trails and paths that are commonly used by animals and travelers in the forest. At the center of a flower is a poison sac, filled with poisonous dust. Poisonweed does not have a mind and senses as humans know them. Instead, it interacts with its environment through tropism, causing it to react to outside stimuli in such a manner that it actively moves (parts of itself) away from or in the direction of events and effects. While this means that poisonweed will react to many events and effects quite differently from what one might expect, it is assumed that it will not be fooled by magical invisibility and silence; conversely, it will not react to creatures that are out of phase (*e.g., astral projection, ethereal form*).

Combat: Thigmotropism causes poisonweed to attack all creatures that touch or brush against one its flowers. It does this by first releasing a large cloud of toxic pollen into the air, which inflicts 1d6 points of damage to all living creatures within 15 feet and forces them to pass a saving throw vs. Poison or fall fast asleep (as *Sleep*). Each flower on a given plant can generate two clouds of pollen before its stash is emptied. This means an average plant can create up to 60 toxic clouds before being depleted.

Once asleep, the victims are covered with the pollen, which continues to keep him unconscious, as they breathe it in. While they sleep, victims are attacked by the plant's roots, which quickly



grow around and on their body until they are completely entangled, typically within three turns. The roots then secrete a corrosive enzyme that slowly eats away at the victims' flesh, inflicting 1d10 points of damage per round until they are dead.

Each poisonweed flower takes 2 hit points to destroy, which are in addition to the hit points of the plant destroying the flowers does not affect the plant as whole, which has 10 Hit Dice.

Poisonweed is immune to cold-based attacks. In addition, because it is considered a plant and not a living creature, it can, in general, only be affected by physical damage and spells, abilities, substances, and effects that specifically target plants or conditions to which both plants and living creatures are subject (*e.g., fire, time*).

This makes poisonweed immune to spells, effects, and substances that require the presence of senses as men know them (*e.g., Blindness, Deafness, illusions*), as well as to those that target the workings of the body of a man, animal, and many monsters (*e.g., paralysis, stunning, many poisons*) or a mind (*e.g., fear, sleep, Morale checks, psionic attacks*). At the DM's option, certain effects may affect poisonweed in different ways than expected (*e.g., lasting magical darkness may affect phototropism and heliotropism, rendering a plant unable to act or even making it go dormant, respectively; massive sound-based effects may affect thigmotropism and mislead a plant or render it incapable of attacking; certain gasses or substances might kill a plant instantly*). Also, hacking away at the exposed parts of the plant without specifically targeting its flowers and roots will not affect its offensive capabilities much and the plant will stop its attacks only when it no longer has the means to do so or when it is reduced to zero hit points. However, hacking away at the plant or its flowers will cause the plant to disperse another cloud of its toxic pollen

each time it is hit, with results as above. Furthermore, reducing the plant to zero hit points causes it to automatically disperse as many toxic clouds as possible before it dies, with results as above. Note that reducing poisonweed plant to zero hit points does not necessarily mean that the plant no longer has the capacity to grow back. As a rule of thumb, to definitively destroy the plant, its roots must be destroyed, which may be achieved by digging the entire plant out of the soil, by poisoning the ground it grows on, or by certain specialized spells.

Note that poisonweed makes its saving throws as a 5-HD monster, except in the case of any saving throws vs. Poison or Death Magic, which it makes as usual.

Poisonweed is especially vulnerable to fire and takes double damage from fire-based attacks.

Habitat/Society: Poisonweed is found only within the forested areas of Athas (*e.g.*, Forest Ridge). It reproduces by cross-pollination.

Ecology: Poisonweed gains its sustenance from the blood of warm-blooded creatures.

Note from the True World: Carnivorous Plants

Tropism: All plants interact with their environment by means of *tropism* – response to particular stimuli – which helps them find water, light, and nutrients and to avoid noxious substances and conditions. Tropism influences the way the plant grows by increasing and decreasing cell growth along either side of it so that the desired effect is achieved. For example, this explains why many plants grow ‘toward the sun’ and why the mimosa can fold up its leaves whenever certain insects approach with the intent of eating them. For most carnivorous plants of Earth, this controlled cell growth is accelerated to the point where the plant’s movements are faster than the eye can track. Forms of tropism include chemotropism (response to particular substances; *e.g.*, acid, gas), galvanotropism (response to electric current), geotropism (response to gravity), heliotropism (response to sunlight), hydrotropism (response to water), phototropism (response to light), thermotropism (response to

temperature), thigmotropism (response to mechanical stimulation; *e.g.*, touch, pressure), traumatropism (response to wound lesion; *e.g.*, weapon blows and cuts). Continuing the theme, tropisms unique to a fantasy setting could be introduced, such as psychotropism (sensitivity to mental energy) or even magiotropism (sensitivity to magic).

Location: On Earth, carnivorous plants are usually found in bogs, swamps, and freshwater marshes, where the soil has a lower content of minerals and elements than is acceptable to most green plants. This lack of nitrogen, phosphorous, potassium, and calcium results from the high acid content of the water, which may be caused by frequent rains that leech minerals out of the soil. In warmer climates, it may be caused by a higher rate of bacterial decay, which also uses up precious materials needed for plant growth. Carnivorous plants such as the sundew, pitcher plant, and others have adapted to these poor growing conditions by evolving means for trapping and digesting living prey as supplements to their diet. Despite the broad range of some species of carnivorous plants, most are limited by their specialization to their ecological niches – acidic bogs, marshes, and certain alkaline marl bogs. In the northern temperate and sub-arctic regions, sphagnum bogs are a favored habitat. Sphagnum bogs are the remains of ancient glacial lakes that have gradually become filled with decayed plant and animal remains. The stagnant waters are overgrown with moss and slowly become more acidic. A marl bog is formed by the seepage of spring water over a flat surface that has a foundation of limestone deposits. This results in the percolation of calcium carbonate throughout the water, making it more alkaline than normal and producing the same mineral-deficient conditions that exist in acidic bogs. In more temperate climates, acidic bogs may develop beside old lakes and sluggish streams and springheads. The movement of water under these conditions is too feeble to prevent stagnation. In still warmer areas, savanna or grass-edge bogs form in low, flat, or slightly sloping areas with sandy soil and a high water table. The predominant vegetation consists of grasses, sedges and widely scattered long-needle pines.

Ecology: Besides their restricted habitats, carnivorous plants on Earth are threatened by the encroachment of more common green plants as their bog matures. By adapting to the mineral-poor conditions of the bog, carnivorous plants eventually change the bog by increasing the supply of nitrates, phosphates, and other minerals when they die and decay. As the acid level drops and the soil becomes richer and sweeter, other plants more accustomed to such growing conditions move in and crowd out any carnivorous plants.

Source/Origins: *Plant, Carnivorous – Poisonweed:* Tom Prusa *et al.*, *Monstrous Compendium Dark Sun Appendix* (MC12; TSR, 1992); Gregg Chamberlain, *The Ecology of the Carnivorous Plant*, in: *Dragon 137* (TSR, 1988)

Rust Monster

Illustration: Jason A. Engle

CLIMATE/TERRAIN:	Any/Underground
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any darkness (Night)
DIET:	Metalovore
INTELLIGENCE:	Animal (1)
TREASURE (1E):	(Q×10)
ALIGNMENT:	Neutral

NO. APPEARING:	1d2
ARMOR CLASS:	2
MOVEMENT:	18
HIT DICE:	5
THAC0:	15
NO. OF ATTACKS:	Nil
DAMAGE/ATTACK:	Nil
SPECIAL ATTACKS:	Rust attack, tail slap
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	M (5-7' long, 3-4' at shoulder)
MORALE:	Average (9)
XP VALUE:	650

Rust monsters are subterranean creatures with an appetite for all sorts of metals. They are unique creatures that, though generally inoffensive, are the bane of fighters everywhere. The average rust monster measures 5-7 feet in length and stands some 3-4 feet high at the shoulder. It has a strange tail that appears armor-plated and ends in an odd-looking bony projection that resembles a double-ended paddle. Two prehensile antennae are located under the thing's two eyes. The hide of the rust monster is rough, covered with lumpy projections. Coloration varies from a yellowish tan on the underside and legs, to a rust red upper back. Rust monsters smell like wet, oxidized metal.

Rust monsters have good infravision, allowing them to see in the darkness by detecting heat across a range of 60 feet. In addition, they can smell metal of any kind across a distances of 90 feet.

Combat: A rust monster is a placid creature with a tendency to avoid noise, light and groups of other living creatures only to sweep all caution aside immediately when it smells metal. When an encounter occurs, it will instantly smell and identify all metals present within 90 feet and proceed to go after one of them. Once it has set its mind to a meal, a rust monster is exceedingly tenacious and it will often pursue it to the exclusion of almost anything else. It will ignore attacks and obvious dangers and it is only momentarily stopped by successful attempts to magically or psionically charm, dominate or otherwise control its actions, continuing its pursuit the instant it recovers from any forced breaks as long as it can still smell the meal. Once it comes within reach, the rust monster will attempt to touch the metal object it is after with its antennae. This requires a normal to hit roll and success means that it has hit the item, which then corrodes as explained below. When dealing with an opponent equipped with typical adventurer's gear, the rust monster never fails to corrode metal on a successful hit, even if circumstances might lead it to strike



another metal object than it originally intended (v. Table 1 whenever a random metal object is required).

All metal struck by the rust monster's antennae instantly rusts or corrodes and falls to pieces that are easily eaten and digested by the rust monster. Only magical items have a 10% chance for any of their magical pluses to escape this effect; items that have no magical pluses have a 20% chance of remaining unaffected. Corrosion of the entire metal object and all other metal objects in direct physical contact with occurs no matter how small a part of it was struck by the rust monster. Objects corrode at a rate as shown in Table 2.

This procedure continues as long as the rust monster is hungry and a hungry specimen may be able to consume as much rust or corroded bits as can come from 50 pounds of metal (the equivalent of a suit of plate mail armor).

While rust monsters may seem to go for quality above quantity – preferring ferrous metals (e.g., iron and steel) and magical steel alloys (e.g., mithril and adamantite) over valuable metals such as copper, gold, silver or platinum – this is not always the case and it can be hard to divine what metal a rust monster might be after. Hence, fleeing adventurers dropping metal items in their wake as distractions (e.g., a handful of metal spikes, a mallet) may have only a 30% chance of causing a rust monster to halt its relentless pursuit and pause to eat (v. Table 3). Typically, adventurers clad in mithril armors themselves are not very likely to fool a rust monster by tossing a handful of copper pieces at it. Also, individuals that reach a position a rust monster cannot reach may be in for a long wait: the rust monster is able to wait out such individuals for up to two months, providing it does not expend much energy in the meantime and does not starve to death.

Individuals attempting to stop a pursuing rust monster by engaging it in melee will cause it to attempt to strike at the nearest and largest concentration of metal, even if such would be a small item

in a backpack or belt pouch invisible to it, relentlessly trying to get at it until a better prospect comes along. Interestingly, dropping metal items in the middle of melee has a 30% per round of causing the rust monster to stop its attacks and start consuming these items instead (v. Table 3).

All metal weapons and items striking a rust monster will inflict their normal damage before corroding and disintegrating after the hit. A rust monster antenna will take at least five points of damage before being severed; these hit points are in addition to the creature's normal hit point total.

According to some sources, rust monsters are immune to all forms of poison, including the breath weapons of iron golems and those of brass, bronze, silver, green and gold dragons (which must often fight rust monsters to defend their hoards) and the liquid poisons produced by various creatures and by men (and smeared on weapons). The same sources also claim that acid rarely seems to have an effect (+3 bonus to any saving throw; half damage if

saving throw fails, no damage if save succeeds).

Tail Propeller

At the DM's option, a rust monster might start whirring the bony projection at the end of its tail when excited – in effect emulating a whirring propeller. Although the rust monster would not be able to use the 'propeller' action of its tail as an effective attack, the DM could rule that it might have an effect in melee when certain conditions are met. For example if the rust monster misses a to hit roll with its antennae by two points, there is a chance that it will inadvertently have knocked over one or more of its smaller adversaries with its whirring tail: S-sized bipeds standing to the rear of the creature or within 5 feet on either side of it would have to pass a Dexterity check to avoid being knocked down (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).. Of course, any corroding effects an account of contact with the rust monster's body would have to be considered.

Table 1. Rust Monster Antenna Attack¹⁾

1d100	Metal Item Struck
01-36	Metal weapon
37-64	Metal shield
65-85	Metal armor
86-95	Metal helm
96-00	Minor but visible metal object (e.g., belt buckle, headband, gauntlet)

¹⁾ Re-roll if an effect on an absent or non-metallic item is indicated or simply assign a result if only one of the above items is applicable

Table 2. Rust Monster Corrosion Time

Item	Time to Corrode ¹⁾
Dagger, sword blade or similar piece of metal	2 segments
Suit of plate mail armor	5 segments
Metal gate, statue	1d2 rounds
Iron golem or similar large enchanted creatures ²⁾	2 rounds

¹⁾ Although corrosion takes time, items are immediately rendered useless after contact with the rust monster or its antennae

²⁾ Large enchanted creatures such as an iron golem get a saving throw vs. Petrification at a +1 bonus to avoid corrosion

Table 3. Rust Monster Consumption Time

Item	Time to Consume ¹⁾
Metal buckle, handful of coins, dagger blade	1 rd
Helm or helmet	2 rds
Metal shield	3 rds
Complete suit of chain mail armor	5 rds
Horse barding, full coat of plate mail armor	6 rds

Habitat/Society: Rust monsters dwell only in dark, subterranean places such as caverns and underground structures and they have been known to range the length and breadth of a dungeons in search for supplies of metal.

Rust monsters are not disposed to groups and a lair often comprises one or two rust monsters with only a 5% chance of encountering a single offspring.

Mating follows a ritual in which each one of the pair makes agitated chattering noises for several minutes. If one of the adults is fertilized, a young rust monster will begin to form in the body of the parent. The young (sometimes known as a rusty) will be born 1d4+3 months later, live, whole, active and with all the powers of an adult. It will start following its parent, growing rapidly and reaching adult size (but not full Hit Dice) usually within eight months or so, much depending on food supply. At this time, it will set off on its own until it becomes mature adult and can mate with others of its kind some four months later.

The only treasure to be found in a rust monster lair consists of gems, usually the sort used for decoration on armor or sword pommels.

Ecology: Rust monsters go after all metals but prefer ferrous metals (e.g., iron and steel) and magical steel alloys (e.g., mithril and adamantite) above valuable metals such as copper, gold, silver or platinum. They will eat metal in all of its forms but they prefer the refined, forged form over raw ore just as a man would prefer fresh, filtered water over swamp water. A rust monster can go for as long as two months between one full meal and the next.

Rust monsters have no grand designs, only the wish to keep well fed and they are useful in removing metallic junk and clutter from underground fastnesses. In this capacity, it seems that the creatures are sometimes found following carrion crawlers around almost as if in a symbiotic relationship, the latter eating the organic litter and the former consuming the metal castoffs.

The creature's relatively inoffensive nature makes it an unlikely target for predators. There have been many accounts of mages approaching a rust monster and the only reaction from the beast was a cursory sniff, then a leisurely departure. Dwarves and gnomes have no sympathy for rust monsters and will often do anything to get rid of them.

An iron golem hit by the antenna of a rust monster or hitting the antennae or body of a rust monster will begin to corrode immediately and collapse into a mound of rust at the end of the following round. During this second round, it can move at only MV 3 without toppling and it will do only half damage on any attack.

The rust monster's antennae continue to have their corroding effect even after they have been removed from the rust monster but only if they remain in contact with sufficient amounts of metallic oxides

and only ever for a maximum of 1d100+5 days after the death of the rust monster.

Rust Bacteria and Magnetic Smell

Exactly how a rust monster corrodes the metal it comes into contact with remains a matter of debate. Some sages believe the ability is magical in origin, others point to the possibility of some alchemical reaction and still others say that it may be caused by the secretions of tiny creatures (bacteria) that live on the rust monster's body and antennae and feed on the rusted and corroded parts of metal.

It is believed that the rust monster's ability to smell out metal may be linked to some strange form magnetism and that it increases in effectiveness as the amount and purity of the metal increases, which perhaps also serves to explain the creature's tenacity when it is after a particular meal.

Source/Origins: *Rust Monsters*: Gary Gygax and Rob Kuntz, *Dungeons & Dragons Supplement I. Greyhawk* (TSR, 1975); Gary Gygax, *The Lost Caverns of Tsojconth* (Metro Detroit Gamers, 1976); Gary Gygax, *Monster Manual* (TSR, 1977); Gary Gygax and Dave Arneson, *Dungeons & Dragons* (TSR, 1977); Tom Moldvay (ed.), *Dungeons & Dragons Basic Rulebook* (TSR, 1981); (Uncredited), *Monster Cards Set 4* (TSR, 1982); Frank Mentzer (rev.), *Dungeon Masters Rulebook*, in: *Dungeons & Dragons* (TSR, 1983); Ed Greenwood, *The Ecology of the Rust Monster*, in: *Dragon 88* (TSR, 1984); Penny Petticord et al., *Dispel Confusion*, in: *Polyhedron 21* (TSR, 1984); David Cook et al., *Monstrous Compendium Volume Two* (MC2; TSR, 1989); Timothy B. Brown, *Rule Book*, in: *Dungeons & Dragons* (TSR, 1991); Aaron Allston, *Dungeons & Dragons. Rules Cyclopedia* (TSR, 1991); Doug Stewart (ed.), *Monstrous Manual* (TSR, 1993); Doug Stewart, *Rules and Adventures*, in: *Dungeons & Dragons* (TSR, 1994); Skip Williams, *Sage Advice*, in: *Dragon 246* (TSR, 1998)

Scorpion – Giant Scorpion

Illustration: <?>

CLIMATE/TERRAIN:	Tropical to temperate/Any wilderness or underground
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary (See below)
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Not-ratable (0)
TREASURE (1E):	(D)
ALIGNMENT:	Neutral

NO. APPEARING:	1d4
ARMOR CLASS:	3
MOVEMENT:	15
HIT DICE:	5+5
THACO:	15
NO. OF ATTACKS:	3 (claw/claw/sting)
DAMAGE/ATTACK:	1d10/1d10/1d4
SPECIAL ATTACKS:	Lethal venom, gripping hold, attack multiple opponents, stinging frenzy, see below
SPECIAL DEFENSES:	Camouflage, non-intelligence, never surprised, see below
MAGIC RESISTANCE:	Nil
SIZE:	M (5-6' long)
MORALE:	Steady (11-12)
XP VALUE:	975

The giant scorpion is a large, very aggressive version of the regular scorpion found normally in arid deserts. It has a greenish carapace and yellowish green legs and pincers. Its segmented tail is black and features a vicious stinger on the end. There is a bitter smell associated with the creature, which probably comes from the venom.

Due to their protective coloration and ability to remain motionless for long periods of time, giant scorpions have a 55% chance to remain unseen in their natural habitat. A camouflaged giant scorpion is effectively invisible; it may avoid encounters and imposes a -2 penalty to its opponents' Surprise checks. Note that it can still be detected by creatures that use scent, other keen senses, or magical abilities to detect others. The giant scorpion makes a rather unnerving scabbling sound as it travels across rocky or stone floors. Note that the creature walks on walls and ceilings as easily as it does on floors.

Giant scorpion bodies are covered with very sensitive hairs, which allows the creatures use to detect all movement through the air, visible or not (90' radius).

Combat: The giant scorpion is 95% likely to attack any creature that approaches, which includes any flying creature that come within range of its pincers. The hairs covering the giant scorpion's body are sensitive enough to allow the creature to attack invisible opponents with no penalty.

The giant scorpion can divide its attacks among three different opponents if required. It typically attacks with its two huge pincers (1d10 hp damage each) and generally only lashes forward with its tail to sting when confronted with an opponent using an effective



means of attack. The sting inflicts 1d4 points of damage and injects venom that instantly kills the victim unless he passes a saving throw vs. Poison (poison type F; injected; onset immediate; death/0). Giant scorpions have enough venom for only five attacks and it takes a week to replenish the venom.

If a giant scorpion manages to grab a victim in a pincer, it will have established a gripping hold, automatically inflicting 1d10 points of damage each round until it releases the victim. A trapped victim putting up considerable resistance may also be subject to automatic hits from the scorpion's sting. A held victim has but one chance to escape, which requires foregoing all other actions for one round and passing a Bend Bars/Lift Gates check. A giant scorpion has the equivalent of Strength 9.

Slain creatures are dragged to the scorpion's burrow to be eaten. Scorpion saliva liquefies the fleshy parts of its meal, which means that nothing will be left of creatures killed and eaten by a giant scorpion, making them unrecoverable by magic requiring the presence of a body (e.g., *Raise Dead*, *Resurrection*). Only a properly worded *wish* (e.g., *Wish*) or similar means may be effective.

If a giant scorpion is reduced to one or two hit points it will go into a stinging frenzy, upon which it will attack twice per round with its sting only, striking at everything in sight.

Giant scorpions cannot be surprised unless their extremely keen senses can be circumvented.

A giant scorpion 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 (e.g., *charm-*, *fear-*, *hold-*, *terror-*, *dream-*, and *emotion-based*

spells and effects, *ESP*, magical sleep, compulsions, phantasms). This also makes that a giant scorpion makes its saving throws as a 4-HD monster, except in the case of any saving throws vs. Poison or Death Magic, which it makes as a 7-HD monster. Giant scorpions are not immune to their own venom.

Habitat/Society: Although descended from desert-dwelling scorpions, giant scorpions have met with little resistance when expanding their territories and are now found in habitats as diverse as scorching deserts, temperate woodlands, dark caves, tropical rain forests, as well as colder places such as dungeons and the occasional snow-covered mountain. They lair in underground burrows or tunnels.

As befits a species with cannibalistic tendencies, giant scorpions are usually solitary creatures. However, during the colder months of the year, they do congregate in large groups of a hundred or more individuals. While they do not cooperate when gathered in this manner, encounters with these groups probably started the rumor that giant scorpions live and hunt in swarms.

Giant scorpions' eggs hatch inside the female, which then gives birth to live young. After they are born, the young climb on the

female's back and ride there until they are old enough to fend for themselves. At the DM's option, 5% of giant scorpion encounters can be with a mother scorpion carrying 5d4 non-combatant young on its back.

Any treasure found in a giant scorpion's lair comes from the bodies of human or demi-human victims that have been dragged here to be consumed. Armor is rarely found intact, since the scorpion will surely have used its pincers to cut up its prey.

Ecology: Giant scorpions feed on such creatures as giant spiders and giant ants. In turn, they are prey for purple worms and other huge (subterranean) creatures; copper dragons especially relish giant scorpions.

Alchemists and assassins prize the giant scorpion's venom (worth 18 gold pieces per ounce) because of its potency.

Note from the True World: Scorpions

Most of the 1,500 or so species of normal scorpions presently known to exist on planet Earth deliver stings no more harmful than a bee sting. However, about 25 species have venom that is potentially lethal to humans. It is a wise man who always checks his boots before he puts them on when traveling in the desert.

Source/Origins: *Giant Scorpions:* Gary Gygax and Dave Arneson, *Dungeons & Dragons Volume 3. The Underworld & Wilderness Adventures* (TSR, 1974); *Scorpion, Giant:* Gary Gygax, *Monster Manual* (TSR, 1977); *Scorpion, Giant:* David Cook with Steve Marsh (eds.), *Expert Rulebook*, in: *Dungeons & Dragons Expert Set* (TSR, 1981); *Scorpion, Giant:* Harold Johnson et al., *Monster Cards Set 2* (TSR, 1982); *Scorpion, Giant:* Frank Mentzer (rev.), *Expert Rulebook*, in: *Dungeons & Dragons Expert Rules Set 2* (TSR, 1983); *Scorpion – Giant:* David Cook et al., *Monstrous Compendium Volume One* (MC1; TSR, 1989); *Scorpion, Giant:* Timothy B. Brown, *Rulebook*, in: *Dungeons & Dragons* (TSR, 1991); *Scorpion, Giant:* Aaron Allston, *Dungeons & Dragons. Rules Cyclopedia* (TSR, 1991); *Scorpion, Giant:* Harold Johnson et al., *Dragonlance. Tales of the Lance* (TSR, 1992); *Scorpion – Giant:* Doug Stewart (ed.), *Monstrous Manual* (TSR, 1993); Ruth Cooke, *The Ecology of the Giant Scorpion*, in: *Dragon 197* (TSR, 1993); *Scorpion, Giant:* Doug Stewart, *Rules and Adventures*, in: *Dungeons & Dragons* (TSR, 1994); *Scorpion – Giant:* Walter Baas, Dustin Browder, Tom Prusa and Jonathan Tweet, *Black Spine* (DSM4; TSR, 1994)

Shadow

Illustration: Richard Sardinha

CLIMATE/TERRAIN:	Any/Ruins, burial sites, underground chambers
FREQUENCY:	Rare
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Any darkness (Night)
DIET:	Life energy
INTELLIGENCE:	Low (5-7)
TREASURE (1E):	(F)
ALIGNMENT:	Chaotic evil

NO. APPEARING:	2d10
ARMOR CLASS:	7
MOVEMENT:	12
HIT DICE:	3+3
THACO:	17
NO. OF ATTACKS:	Nil
DAMAGE/ATTACK:	Nil
SPECIAL ATTACKS:	<i>Chilling touch</i> (1d4+1), ability drain (Str), transformation, see below
SPECIAL DEFENSES:	Magic to hit, immune to cold, <i>sleep</i> , <i>charm</i> , and <i>hold</i> , incorporeal, see below
MAGIC RESISTANCE:	Nil
SIZE:	M (5-6' tall)
MORALE:	Fearless (20)
XP VALUE:	1,400

Shadows are creatures that are believed to have originated as the result of a terrible curse laid upon a race of humans a very long time ago. Now, they prowl unlit realms and seem to exist only to augment their numbers by destroying the living. They manifest in the Prime Material Plane as indistinct, shadowy forms, patches of mobile gloom more or less humanoid in shape.

As shadows appear to be nothing more than their name would suggest, they are 90% undetectable in all but the brightest of surroundings (bright daylight, *Continual Light*). They can be clearly seen in bright light.

Shadows are not known to speak intelligibly.

Combat: Although shadows attack living things without hesitation, they seem to specialize in terrifying their victims before killing them and they often stalk their prey for quite some time before closing in for the kill.

The shadow inflicts damage by touch alone, causing 1d4+1 points of *chilling* damage and draining one point of Strength. Any human or demi-human drained of all Strength points – or one brought below zero hit points – transforms into a shadow upon death as the majority of his essence is shifted to the Negative Material Plane. His body is destroyed at the same time, whether by a foul curse laid upon the shadows itself or by unprotected exposure to the Negative Material Plane. Only a shadow of his former self remains in the Prime Material Plane and the transformation always renders the victim both terribly insane and undeniably evil. The newly formed shadow is then compelled to join the roving pack and pursue a life of evil. Other creatures drained or killed by a shadow do not undergo this transformation and are merely left to die or to



be hounded again upon regaining consciousness. Lost Strength points return 2d4 turns after being touched.

Since they have no substance, shadows can only be harmed by magical weapons and certain spells and effects. They remain unaffected by cold-, *sleep*-, *charm*-, and *hold*-based spells. They have no substance and cannot be affected by attacks, spells, and effects that require the presence of one (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*). They ignore the effects of critical hits and massive damage, although they are immediately destroyed when reduced to zero hit points or less.

Over the years, there has been much speculation as to the origins and nature of the curse the creatures are supposedly subjected to, so far without any result. *Remove Curse* and similar spells and effects have proven useless, although some seem to think that this provides more clues into the nature of the disorder. Certain reports seem to indicate that extremely powerful magic, such as *Limited Wish*, *Alter Reality* or a *wish* may transform a shadow into a semblance of its former, living self for one hour although sanity is not restored and this semblance cannot be communicated with. Note that shadows make their saving throws as 4-HD monsters.

Habitat/Society: Shadows are found haunting ancient ruins, tombs, or chambers deep beneath the ground in loosely organized, leaderless packs. Fortunately, the creatures rarely leave these areas and a bold party seeking to rescue a lost comrade should have plenty of time to venture forth and recover him, provided that no

one else explores the lair and slays the unfortunate individual while the shadows are absent.

Contrary to popular belief, shadows do not hoard treasure. In fact, such earthly baubles only help to remind them of their former lives – instead, they throw all treasure they find away, in the same location (often into a well or deep pit), where it is out of sight. It is therefore speculated that the removal of a shadow hoard would be quite easy (even welcomed), were it not for the fact that shadows attack living beings without hesitation, regardless of their intent or threat.

Ecology: Shadows hunger after the life energy of living things, although they are not believed to actually require the drained energies of their victims to ensure their continued existence. Ever since the discovery of the first shadows, the debate has raged as to the exact nature of the creatures. As is the case with many such things, either one or the other of what follows may be true, while some scholars believe that all of it is true and that the shadows of various worlds are either different creatures altogether or perhaps entities of the same origins but adapted to different conditions.

Most scholars agree that shadows are undead created through magic believed to be part of some ancient curse laid upon some long-dead enemy. This curse drives shadows to hunt and transform living humans and demi-humans into shadows like themselves. However, many sages of the Known World propose that shadows are not undead at all and, indeed, the oldest sources claim that such non-undead shadows may even exist (or have existed) in the unlit, forgotten corners of Oerth. Sages of Toril seem to have access to ancient documents that claim that shadows exist both in the Demi-Plane of Shadow and the Prime Material Plane and that they remain tied to the location of their death much like ghosts, not being able to travel further away from it than a quarter mile.

According to these documents, shadows cannot be *turned* by Priests although they are still affected by *holy water*.

No one has ever successfully freed a shadow from its curse or, indeed, managed to identify the curse that is believed by many to lie at the basis of the existence of shadows in general. What would happen if an individual should succeed in this remains unknown. Some brave experts suggest that breaking the curse would free all shadows from their wanderings and relieve the Prime Material Plane from the terror of the creatures. Whether removing the curse would grant the creatures eternal rest remains a matter of speculation.

Again, certain sources provide researchers with information that contradicts the above. For example, sages of Toril claim that an unknown spell known as *Eternal Rest* cast upon the shadow's physical remains (the corpse of the individual whose essence the shadow represents), will, if successful, bring the victim back to life as the shadow is reabsorbed with the soul's return to its body. In this case, if a shadow is destroyed before its original physical form is returned to life, the victim suffers a -20% penalty to his System

Shock Survival check and, a victim that is revived successfully can never become a shadow again, even if slain by one in the future.

Other sources claim that a properly worded *wish* followed by *Heal* might destroy a shadow and revive the creature it represents. None of these theories have ever been proven.

Historical Note: On the Nature of Shadows

The shadow is an invented monster, one created specially for the AD&D game and not directly based on traditional sources of mythology and legends (though its inspiration is there). The word “shadow” is sometimes used as a synonym for a ghostly apparition, so it is an appropriate name for a monster type. The gaming logic is elemental. In underground dungeons lit by torchlight, there will always be shadows. Why not have some of the shadows attack the characters every once in a while? A monster could thus be hidden in a room, in plain sight, to give characters an occasional nasty surprise.

In the history of the game, shadows were not always a sort of undead. The monster first appeared in 1975 in *Dungeons & Dragons Supplement I, Greyhawk*, one of the original, pamphlet-sized D&D rules (now usually referred to as the ‘classic’ edition of the game). In this booklet, shadows were described as “non-corporeal intelligent creatures . . . [that] hunger after the life energy of living things.” They were, however, “not Undead *per se*.” When Gary Gygax wrote the first *Monster Manual* (1977) he decided it was more logical to make shadows a type of undead and so shadows became “horrible undead creatures . . . [who] . . . exist primarily on the negative material plane.” The change helped the Cleric class by giving it another kind of undead that it could turn. The function of intelligent, malign, non-undead shadows was taken over by the shade in the *Monster Manual II* (1983). In *Monstrous Compendium Volume One* (1989), shadows are still the undead of the original *Monster Manual*. They are merely described in more detail, in keeping with the AD&D 2nd Edition game format. For example, the usual details of shadow habitat, society, and ecology are included. According to the *Monstrous Compendium*, shadows “appear to have been magically created, perhaps as part of some ancient curse”. The listing also gives a theoretical means for restoring PCs changed into shadows.

The dichotomy of shadows continues. The D&D game is strictly based on the ‘classic’ rules. When Tom Moldvay edited the second edition of the Basic D&D rules (1981), and Frank Mentzer edited the third edition of the same rules (1983), both shadows were kept as non-undead monsters. Thus, in the AD&D game, shadows are undead; in the D&D game, they are not. The final decision whether or not to class the monster with the undead depends on the DM's needs. For some campaigns, having more sorts of undead is useful; for other campaigns, it is a hindrance.

The inspiration for shadows as undead monsters comes from Greek mythology. As Edith Hamilton, in *Mythology* (Little, Brown, and Company, 1942) notes: “In Homer the underworld is vague, a shadowy place inhabited by shadows. Nothing is real there. The ghosts' existence, if it can be called that, is like a miserable dream.” This Homeric conception better fits the horrid existence of the undead than it does a true afterlife, as we think of it. The realm of Hades in Homer's *Iliad* and *Odyssey* is not a pleasant place. The dead, mere shadows of their former selves, wander aimlessly through gloomy caverns, across cold wastes, and over meadows filled with pallid, ghostly flowers. The dead are forever alone, doomed to a phantom existence and trapped with their faded memories. Precise details of this netherworld are scarce, for few ancient writers cared to dwell on it.

Source/Origins: *Shadow*: Gary Gygax, *Monster Manual* (TSR, 1977); *Shadows*: Gary Gygax and Rob Kuntz, *Dungeons & Dragons Supplement I, Greyhawk* (TSR, 1975); *Shadow*: Gary Gygax and Dave Arneson, *Dungeons & Dragons* (TSR, 1977); *Shadow*: Tom Moldvay (ed.), *Dungeons & Dragons Basic Rulebook* (TSR, 1981); *Shadow*: Frank Mentzer (rev.), *Dungeon Masters Rulebook*, in: *Dungeons & Dragons Basic Rules* (TSR, 1983); Deborah Christensen, *Shadows*, in: Ed Greenwood et al., *Lords of Darkness* (REF5; TSR, 1988); David Cook et al., *Monstrous Compendium Volume One* (MC1; TSR, 1989); Tom Moldvay, *Out of the Shadows...*, in: *Dragon 162* (TSR, 1990); *Shadow*: Timothy B. Brown, *Rule Book*, in: *Dungeons & Dragons* (TSR, 1991); *Shadow*: Aaron Allston, *Dungeons & Dragons. Rules Cyclopedia* (TSR, 1991); *Shadow*: Doug Stewart (ed.), *Monstrous Manual* (TSR, 1993); *Shadow*: Bruce Nesmith, *Monsters & Treasures Book*, in: *AD&D First Quest* (TSR, 1994); Skip Williams et al., *Monster Manual Core Rulebook III, v. 3.5* (TSR, 2003)

Shadow Dancer

Illustration: Jason Enge

CLIMATE/TERRAIN:	Any/Any land or underground, dark temple
FREQUENCY:	Very rare
ORGANIZATION:	See below
ACTIVITY CYCLE:	Night (See below)
DIET:	Nil
INTELLIGENCE:	Not-ratable (0)
TREASURE:	Nil
ALIGNMENT:	Evil (See below)

NO. APPEARING:	1d12+2 (See below)
ARMOR CLASS:	-5
MOVEMENT:	18
HIT DICE:	3
THAC0:	17
NO. OF ATTACKS:	3 (claw/claw/bite)
DAMAGE/ATTACK:	1d6/1d6/1d8
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Immune to magical attacks, magic to hit, alien mind, see below
MAGIC RESISTANCE:	Nil
SIZE:	H (12' tall)
MORALE:	Fanatic (17-18)
XP VALUE:	975

A shadow dancer is a very rare, extremely evil creature of magical origins that is made of magical stone and comes alive when it is hit by moonlight at night, upon which it ventures forth to shed human blood in the service of some dark lord of the lower planes. Once alive, a shadow dancer will remain active until it has assumed its original position just before sunrise.

Typically found in dark temples dedicated solely to them, inanimate shadow dancers appear as 12-foot-tall, elegantly slim, black ebon statues, each captured in a pose as though performing some kind of ritual dance. Shadow dancers that have come alive move in a curious, elegant skipping gait (whence their name) while each can climb as a 10th-level Thief (Climb Walls 99%).

The exact alignment of shadow dancer remains unknown, with some sages suggesting that it defies classification of any kind and others that it will depend on which dark lord they serve.

Combat: Being made of magical stone, an inactive shadow dancer cannot be defaced or broken in any manner.

When alive, a shadow dancer attacks with two claws (1d6 hp damage each) and a bite (1d8 hp damage). It is immune to all magical attacks (e.g., *Magic Missile*, *Fireball*, *Transmute Rock to Mud*, as opposed to, say, *Reverse Gravity*), except those by weapons of +1 or better enchantment.

Furthermore, a shadow dancer is considered to have a brain that operates in such an alien way that it cannot be targeted by spells and effects that aim to address, control, manipulate, persuade, read or destroy it (e.g., *charm-*, *dream-*, *fear-*, *hold-*, *terror-*, emotion-based, and *ESP*-like spells and effects, magical sleep, compulsions, phantasms). This also makes that a shadow dancer makes its saving throws as a 2-HD monster, except in the case of any saving throws vs. Poison or Death Magic, which it makes as normal.



Moon and Weather

Note that shadow dancers only come alive at night as the moonlight hits them, which may result in not all of them coming alive at the same time in a single room and that some may not come alive at all on cloudy nights. To determine the weather on a night, the DM can refer to the various tables on the subject (e.g., v. **White Dwarf 18**, p. 20-21: "Treasure Chest. Weather"). Furthermore, the DM may need to keep careful track of the time and the position of the moon relative to those of the shadow dancers in any location.

Habitat/Society: Although, at night, shadow dancers can be encountered in any terrain inhabited by humans, by day they will typically be found in some dark temple dedicated to them. This temple will be a place of utter evil, often featuring such accouterments as a blood-stained altar with chains and manacles set into the stone and perhaps niches to contain the shadow dancers when inactive.

Ecology: Shadow dancers exist only to shed human blood in the service of their dark lord.

Although generally accepted to be of magical origins, little is known of the nature of shadow dancers. Some sages propose they hail from some terrible, alien dimension, while others have suggested that they are created by powerful evil mages but, if this is true, the secret of creating them is unknown.

Anyone in control of a temple dedicated to shadow dancers would have to regularly appease them by bringing them a live human to use in unspeakable rituals on nights when moonlight can strike them, lest they start seeking out their own victims in nightly raids, marauding in woods and villages and slaying all they encounter.

Such events will typically greatly affect the communities in the area, where they will give rise to wild rumors and speculations. For example, an innkeeper may lock them in their room, explaining that, if they do open their window, the Night Things will not be able to get beyond their room. Also, because of their appearance

and nocturnal activities, shadow dancers terrorizing inhabited areas may be known under a variety of monikers (e.g., “Night Things”). Of further interest may be the notion that only fourteen shadow dancers exist, which is based on the legend of the evil mage Tizun Thane.

Source/Origins: *Shadow Dancers*: Albie Fiore, *The Halls of Tizun Thane*, in: *White Dwarf 18* (GW, 1980); *Shadow Dancers*: Albie Fiore, *The Halls of Tizun Thane*, in: *Best of White Dwarf Scenarios* (GW, 1980); Cleon, *5E: Converting AD&D Monsters to Fifth Edition*, in: *EN World Forums* (www, 2022)

Bibliography: Robert E. Howard, *The Mirrors of Tuzun Thune*, in: *Weird Tales September 1929* (Popular Fiction Publishing, Co., 1929); Robert E. Howard, *Shadows in the Moonlight*, in: *Weird Tales, April 1934* (Popular Fiction Publishing Co., 1934); Robert E. Howard, *Conan the Barbarian* (Gnome Press, 1954)

Singing Tree

Illustration: Karl Waller

CLIMATE/TERRAIN:	Toril (Zakhara); Tropical to temperate/ Forest, wilderness
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Day
DIET:	Hemovore
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral

NO. APPEARING:	1
ARMOR CLASS:	7
MOVEMENT:	Nil
HIT DICE:	12+4
THACO:	7
NO. OF ATTACKS:	1d6 (leaves) (See below)
DAMAGE/ATTACK:	See below
SPECIAL ATTACKS:	Alluring song, blood drain
SPECIAL DEFENSES:	Shower of leaves, plant immunities, see below
MAGIC RESISTANCE:	25%
SIZE:	L or H (10-20' tall)
MORALE:	Fearless (20)
XP VALUE:	8,000

The singing tree of Zakhara (Toril) is an odd, sentient tree that uses an alluring song to compel warm-blooded creature to rest underneath its leafy canopy and then causes some of its leaves to descend on them and drain their blood to feed itself. Singing trees sometimes develop an almost symbiotic relationship with talking birds (v. *CMM*, *Talking Bird*), which may lair near, or even in, the tree.

The singing tree appears to be a normal deciduous tree with uniquely shaped leaves. Each leaf of the singing tree appears to sing with a lovely voice, the hundreds of them blending into a beautiful chorus. When it is hungry, the singing tree adds its own voice, a humming bass to the chorus of higher-pitched leaves.

Combat: When the singing tree adds its bass line to the voices of the leaves their song becomes very attractive and calming, forcing all mammalian creatures within 100 yards to pass a saving throw vs. Spell or feel magically compelled to stop for a bit and a rest in the shade of the tree. As soon as this happens, the singing tree detaches a numbers of its leaves, which then flutter down from their branch, appearing to fall naturally. Although the tree has as many individual leaves as it has hit points times ten and can send as many of them down as its normal maximum number of hit points, it typically releases only 1d6 of them unless it is ravenously hungry.

The leaves find their targets unerringly, landing on exposed skin and inserting the small twig that normally connects them to the tree into their victims. This insertion goes unnoticed by those that were attracted by the singing tree's song. Each leaf drains 1 hit point of blood before it flutters away again and then seems to rise on a breeze back into the tree's branches. Here, it reattaches itself to its branch and feeds the blood to the tree. To remain healthy, the



singing tree must consume a number of hit points of blood equal to its normal hit-point total each day, meaning that it may continue its attacks until all creatures underneath its canopy are dead.

Attacking the singing tree causes it to send down all its leaves to attack and drain blood. In this case, the mass of fluttering leaves will also obscure the tree, imposing a -2 penalty on its opponents' to hit rolls. A leaf has 1 hit point, which is in addition to the hit-point total of the tree, so destroying one does not affect the tree, although destroying all of the leaves will leave it without the ability to feed until the leaves grow back. This usually leads to its death unless it is artificially fed.

As an intelligent tree, the singing tree will, in general, suffer only from attacks, spells, abilities, substances, and effects that can affect plants, making it immune to effects that target any sensory, mental, and/or physiological qualities it does not have (e.g., *blindness*, *deafness*, visual illusions, paralysis, stunning, many poisons). Also, indiscriminately hacking away at its exposed parts will not affect its offensive capabilities much and the tree will stop its attacks only when it no longer has the means to, when it fails a Morale check, or when it is reduced to zero hit points. However, reducing the tree to zero hit points does not necessarily mean that it no longer has the capacity to grow back. As a rule of thumb, to definitively destroy the singing tree, its roots must be destroyed (e.g., dig the entire tree out of the soil, destroying all of its leaves, poison the ground it grows on, specialized spells).

Among the options to severely harm the singing tree are using spells that inflict damage in an area (e.g., *Fireball*). Next to inflicting damage on the tree itself, such spells will also destroy all leaves not attached to the tree, as well as a number of leaves on the tree equal to the total damage inflicted. If the trunk is reduced to

zero hit points, all remaining leaves die in 1d10 rounds, which typically leads to the tree's death, as above.

Note that the singing tree makes its saving throws as a 13-HD monster.

Habitat/Society: Singing trees grow in forests and secluded places, far from humans and other intelligent beings, in warm climates.

Each singing tree has its own territory, of about 100 yards in any direction from the trunk. Singing trees are quite adept at defending their territories and saplings that would grow in the territory of another singing tree are attacked by that singing tree, which sends its leaves to block the sapling's sunlight and to attack the smaller tree's leaves.

The singing tree produces a single seed every five years, which it entrusts to a pair of leaves to take far away, so it may claim another territory.

Singing trees live for centuries if well fed. They have no interest in treasure.

Ecology: A singing tree is similar to other predators, feeding on animals and facing few enemies of its own. Animals that damage wood are its greatest enemies. Should several singing trees end up growing too close to each other, they soon over-hunt the area, and several of them die, leaving only the strongest.

Sages explain the vocal qualities of the singing tree as being the result of magic and motion by wind. Each leaf has a unique 'voice' and the singing tree's music is invariably called indescribably beautiful.

Since the first singing tree was returned to civilization two generations ago, some wealthy individuals have tried to procure specimens for their own gardens and some even succeeded. Many owners feed their singing trees but others keep their trees hungry, so they will serve as guardians. A singing tree that is kept hungry turns feral eventually, sending all its leaves to attack any warm-blooded creature that enters its territory.

To bring a singing tree to civilization, one of its rare seeds must be captured, or the tree must be carefully removed from the surrounding soil, with little damage to the roots. Transportation must also be gentle and the singing tree must not be exposed to rapid changes in temperature or to extreme temperatures. Capturing a healthy adult singing tree also requires facing its music and blood-sucking leaves. A seed or a healthy singing tree can bring as much as 5,000 *dinars* from an interested buyer.

Singing Trees and Talking Birds

As noted, singing trees sometimes develop a close relationship with talking birds (v. **CMM**, *Talking Bird*), which may lair near, or even in, the tree. The relationship serves both parties well, since the talking bird's singing lures birds to the tree for it to feed on and the talking bird can feed on the singing tree's leaves and any pests that may harm the tree. The singing tree never attacks the talking bird and it is careful to feed lightly on other birds, so as to kill few

of them. The talking bird is defended from predators by the singing tree's leaves. The most famous talking bird, Azhakar, was found with a singing tree in the time of the Grand Caliph's great-grandfather; the two now live in the garden of the Palace of the Enlightened Throne.

Notes from the True World: Plants

Tropism: Plants interact with their environment by responding to particular outside stimuli (tropism), which helps them find water, light, and nutrients, to avoid noxious substances and conditions, and to grow to achieve a desired effect by selectively increasing and decreasing cell growth (e.g., grow towards the sun). In some plants, this controlled cell growth is accelerated to such an extent that it can lead to remarkable effects. For example, the mimosa can fold up its leaves when certain insects approach with the intent of eating them, while the movements of many carnivorous plants are faster than the eye can track.

Forms of tropism include: chemotropism (response to particular substances; e.g., acid, gas), galvanotropism (response to electric current), geotropism (response to gravity), heliotropism (response to sunlight), hydrotropism (response to water), phototropism (response to light), thermotropism (response to temperature), thigmotropism (response to mechanical stimulation; e.g., touch, pressure), traumatropism (response to wound lesion; e.g., weapon blows and cuts). Continuing the theme, tropisms unique to a fantasy setting could be introduced, such as psychotropism (sensitivity to mental energy) or magiotropism (sensitivity to magic).

Ecology: Most plants create their own food through photosynthesis, using chlorophyll contained in their leaves to transform sunlight into a chemical that reacts with carbon dioxide taken in through the leaves to create carbohydrates, which the plant utilizes, along with minerals and trace elements absorbed through the root system, for its growth and development. The water and the minerals it contains are spread throughout the plant through the principle of capillary attraction, the tendency for liquids confined in small tubes to rise up through the tubes as a result of surface tension. Two types of tissues are involved in a plant's use of capillary action and attraction: *xylem* (the woody tissue that provides support for the plant), which absorbs the water and minerals taken in by the roots and moves them up to the leaves for photosynthesis; and *phloem*, a tissue that transports the resulting carbohydrates throughout the plant. To make up for the poor growing conditions in their habitat, carnivorous plants (e.g., sundew, pitcher plant) have evolved means for trapping and digesting living prey as supplements to their diet. In similar fashion, fantastic plants that feed on the blood or other bodily fluids of creatures may well have adapted their feeding habits to compensate for a lack of some element required for photosynthesis (e.g., light, minerals, even leaves).

Game Effects: In game terms, tropism may allow plants to actively move (parts of themselves) away from or in the direction of events and effects and/or make that they cannot be fooled by magical invisibility and silence. Conversely, plants will not react to phenomena that do not generate stimuli they can detect (e.g., *astral projections*, creatures in *ethereal form*). Furthermore, at the DM's option, specific effects may affect a plant in unexpected ways. For example, lasting magical darkness may affect phototropism and heliotropism, rendering a plant unable to act or even making it go dormant, respectively; massive sound-based effects may affect thigmotropism and mislead a plant or render it incapable of attacking; certain gasses, substances, or extreme cold might kill a plant instantly.

Source/Origins: Tom Prusa and Tim Beach, *Al-Qadim. City of Delights* (TSR, 1993); Gregg Chamberlain, *The Ecology of the Carnivorous Plant*, in: *Dragon 137* (TSR, 1988); *Tree, Singing*: David Wise (ed.), *Monstrous Compendium Annual Volume One* (TSR, 1994)

Skeleton

Illustration: Jeff Easley

CLIMATE/TERRAIN:	Any/Any land or underground, places of death
FREQUENCY:	Rare
ORGANIZATION:	Nil
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Non- (0)
TREASURE:	Nil
ALIGNMENT:	Neutral

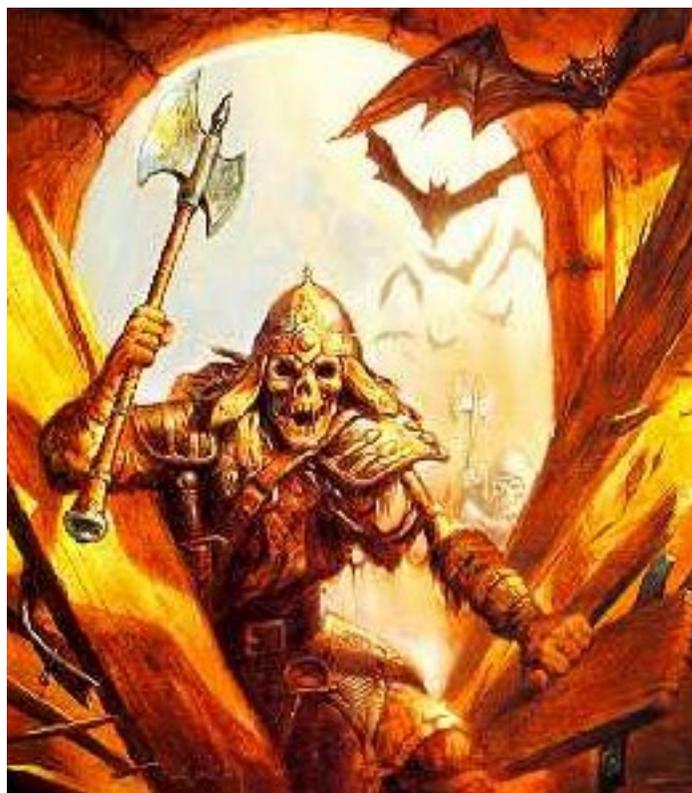
NO. APPEARING:	3d10
ARMOR CLASS:	7
MOVEMENT:	12
HIT DICE:	1
THAC0:	19
NO. OF ATTACKS:	1 (weapon)
DAMAGE/ATTACK:	1d6
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Damage reduction, immune to cold mindless, undead immunities, see below
MAGIC RESISTANCE:	Ni;
SIZE:	M (6' tall)
MORALE:	Nil
XP VALUE:	120

Skeletons are undead monsters, the animated bones of humans and demi-humans brought back to a semblance of life by energies of the Negative Material Plane channeled into them by some force or a spell caster or monster using *Animate Dead* or its equivalent. They have no will of their own and exist only to execute the instructions given to them by the forces, monsters or individuals that created them or have the ability to command or otherwise control the undead.

A skeleton is a hollow construction of bones without any internal organs, ligaments or musculature. Instead, the bones are magically joined together during the casting of the animating spell. Skeletons do not speak.

Combat: Skeletons have no minds and are incapable of operating without proper instructions, as given previously or spoken on the spot. They answer only to the simplest, single-phrase commands and tend to botch complex orders disastrously but follow their orders until they are destroyed or commanded to do otherwise. Skeletons always fight with weapons, usually a rusty sword or spear. Because of their magical nature, skeletons do not fight as well as living beings and inflict only 1d6 points of damage when they hit, no matter what weapon they use.

The fact that a skeleton is not much more than a hollow construction of bones means that edged or piercing weapons inflict only half damage when they strike it. Skeletons are immune to cold-based attacks. Further, as mindless undead, they 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). Also, because they are not alive, skeletons are



immune to spells and effects that target life force (e.g., *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 skeleton makes its saving throws as a monster of 1-1 HD, except in the case of any saving throws vs. Poison or Death Magic, which it makes as normal.

Splashing a skeleton with the contents of a vial of *holy water* causes 2d4 points of damage. When a skeleton is destroyed, it falls to pieces with loud clunks and rattles.

Habitat/Society: Although skeletons can be found wherever there is a spell caster or monster powerful enough to make them, they tend to be found in places of darkness and death – such as battlefields, (public) crypts, dungeons, or other such forsaken places – probably because of the vile nature of their masters. Note that this may include underwater settings. It is not unheard of to find regular skeletons together with other types of skeletons (animal, monster).

Ecology: Skeletons do not need to require food, drink, sleep, or air to survive. Unless a skeleton's remains are destroyed or scattered far apart, its bones can again be animated with the application of another animating spell.

Creation and Use: Skeletons can be created by a Wizard or Priest using *Animate Dead* or a similar spell. Although such individuals are usually of evil alignment, some neutral Priests of deities of the

dead or dying have been known to raise whole armies of animated followers in times of trouble. A good Priest can animate a skeleton only if the deceased has granted permission (either before or after death) and if the Priest's deity has given express permission to do so. Otherwise, violating the eternal rest of any creature is something most good deities disapprove of highly.

Skeletons are usually created to serve as warriors or as guardians of some place, prisoner, or treasure. Rumors of carnivorous skeletons craving human blood and high-level animating spells creating skeletons capable of reforming themselves to continue fighting after being destroyed have not been reliably confirmed.

Source/Origins: *Skeletons/Zombies*: Gary Gygax and Dave Arneson, *Dungeons & Dragons Volume 2. Monsters & Treasure* (TSR, 1974); Gary Gygax, *Monster Manual* (TSR, 1977); Gary Gygax and Dave Arneson, *Dungeons & Dragons* (TSR, 1977); Tom Moldvay (ed.), *Basic Rulebook*, in: *Dungeons & Dragons Basic Set* (TSR, 1981); Frank Mentzer (rev.), *Dungeon Masters Rulebook*, in: *Dungeons & Dragons Basic Rules Set 1* (TSR, 1983); Deborah Christian, *Skeletons – Ecology of the Skeleton*, in: Ed Greenwood et al., *Lords of Darkness* (REF5; TSR, 1988); David Cook et al., *Monstrous Compendium Volume One* (MC1; TSR, 1989); Timothy B. Brown, *Rulebook*, in: *Dungeons & Dragons* (TSR, 1991); Aaron Allston, *Dungeons & Dragons. Rules Cyclopedia* (TSR, 1991); Harold Johnson et al., *Dragonlance. Tales of the Lance* (TSR, 1992); *Skeleton – Skeleton*: Doug Stewart (ed.), *Monstrous Manual* (TSR, 1993); Bruce Nesmith, *Monsters & Treasures Book*, in: *AD&D First Quest* (TSR, 1994); Doug Stewart, *Rules and Adventures*, in: *Dungeons & Dragons* (TSR, 1994); Walter Baas, Dustin Browder, Tom Prusa, and Jonathan Tweet, *Black Spine* (DSM4; TSR, 1994); Bill Slavicsek, *Rules Book*, in: *Dungeons & Dragons Adventure Game* (TSR, 1999)

Spider – Huge Spider

Illustration: Warren Mahy

CLIMATE/TERRAIN:	Non-arctic/Any land or underground
FREQUENCY:	Common
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Animal (1)
TREASURE (1E):	(J K L M N Q)
ALIGNMENT:	Neutral

NO. APPEARING:	1d12
ARMOR CLASS:	6
MOVEMENT:	18
HIT DICE:	2+2
THAC0:	19
NO. OF ATTACKS:	1 (bite)
DAMAGE/ATTACK:	1d6
SPECIAL ATTACKS:	Venom, leap attack
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	M (6' diameter)
MORALE:	Steady (11-12)
XP VALUE:	175

Spiders are carnivorous arthropods that can roughly be divided into two groups – web-spinning or *weaver spiders* and hunting or *hunter spiders*. While weaver spiders build strong, sticky webs and wait for prey to stumble into these, hunter spiders do not weave webs and rely on stealth speed and sometimes other (often web-based) tricks to catch their prey. All spiders use their fangs to inject venom into their prey – incapacitated creatures are easier to handle – and their *pedipalpi* to cut and crush their food to make it easier to digest. Since male spiders often do not live past the mating period, the majority of spiders encountered will be female.

The huge spider is a hunter spider that roams the land in search of prey. As a hunter spider, it has a hairy body composed of two parts – a relatively large *cephalothorax* and a relatively small abdomen. Joined to the cephalothorax are eight hairy legs; the *pedipalpi*; and a pair of relatively large fang-tipped *chelicerae*, appendages that form part of the mouth and are used to grasp food and inject venom. Eight eyes (in pairs), the two largest of which can actually form images, are spaced along the front and sides of it. Located in the abdomen are the heart, the lungs, the silk glands and the spinnerets.

Note that huge spiders walk on vertical and upside-down surfaces as easily as they do on floors.

Although it has acute vision, the huge spider also depends on a highly developed sense of touch and uses its legs and pedipalpi to detect vibrations in the surface it walks on. Also, tiny hairs all over its body contain nerves sensitive to vibrations and changes in air pressure as well as certain chemical odors: just as a fly can sense disturbances in the air, so a huge spider in a dungeon will know from air-pressure changes and body odors when a door has opened and/or closed and whether a creature has entered or left a room.

Combat: The huge spider is a stealthy hunter that usually attacks



from ambush (Surprise -5), jumping onto its target from as far away as 30 feet to deliver its dangerous bite. The bite inflicts 1d6 points of damage and injects a venom that can be lethal to those that fail a saving throw vs. Poison at a +1 bonus (poison type A; injected; onset 15 rds; 15/0).

Note that a huge spider makes its saving throws as a 3-HD monster.

Habitat/Society: Huge spiders can be found in many climates and in almost all types of terrain – both above and below ground – although they will generally avoid the coldest of locations.

Huge spiders are lead solitary, roving lives and although areas may sometimes contain groups of them, these are competitors and not part of a family or otherwise cooperative unit.

Huge spiders have no interest in treasure and any valuables found in their vicinity will typically consist of the possessions of their former victims.

Ecology: Huge spiders are aggressive predators that will take on most creatures their size. Huge spiders are sometimes found cooperating with ettercaps, tasloi and the less savory denizens of Faerie, serving the latter two as guards or even steeds. Spiders have always stood at the basis of many folkloristic beliefs and tales. For example, some claim that they feed on air alone, while others say that giant, fur-clad, white spiders inhabit frigid regions. However, perhaps most worrying are the persisting stories about a truly evil arachnid demoness said to be the queen of all spiders.

Note from the True World: Spider Webs

All spiders use webbing, whether for building nests, capturing prey, or making cocoons for the young to hatch in. Webbing – or *web silk* – comes from web glands located in the spider's abdomen and is similar in composition to the silk produced by silkworms. Weaver spiders have four

or five different web glands to produce the silk they need, while hunter spiders have only two or three different glands. The silk is excreted in liquid form through the spinnerets located just under the rear of the abdomen and usually hardens almost as soon as it becomes exposed to the air; it is then stretched, pulled, and combed to form it for a particular use. The web glands make several types of silk, depending on what it is to be used for. Webbing can be sticky, smooth, and even multi-colored. It can be used for trapping victims, as a cable (dragline spiders), for making cocoons – and there is even a light webbing that spiderlings use for ballooning.

Weaver spiders use a combination of sticky and non-sticky silk when constructing their webs. Non-sticky silk is used for the basic framework of the web, while the sticky variety is used in the spiral pattern that traps prey. Special oil secreted by glands in its body keep the spider from sticking to its own webbing.

Shooting Webs: Some spiders also shoot webbing at targets. For example, the regular garden spider may squirt web silk as far as an inch from its spinnerets. For the monstrous spiders, this would translate to a distance of about 5-6 feet for a large spider, increasing to 10-12 feet for a huge spider

and to 20-25 feet for a giant spider. Targeting for such a shot would be accomplished through a combination of the two small eyes furthest along the cephalothorax for creatures in front of the spider; the spider would target creatures to its rear by sensing pressure changes with its abdominal hairs and detecting the target's body odor with its olfactory senses. Since the web glands control the consistency of the web fluid, the silk squirted may come out as a sticky blob 6-12 inches in diameter (depending on the size of the spider) or possibly as a sticky cable. The blob would either blind the opponent temporarily (1d3+2 rounds to wipe the eyes clear) or 'gum up' the opponent's hands and arms (-1 to -3 to hit penalty and +1 to +3 AC penalty depending on the size of the spider, for the same 1d3+2 rounds).

Using Web Silk: Web silk is, in proportion to its size, one of the lightest, strongest fabrics known. Arachnologists estimate that a cord of spider silk half an inch thick, or perhaps thinner, could hold a strong man prisoner easily. A rope made of monstrous spider silk would be invaluable on a dungeon expedition where keeping weight and bulk to a minimum are essential. Also, adventurers could profit from selling monstrous spider silk to weavers.

Source/Origins: *Spider – Huge:* Gary Gygax, *Monster Manual* (TSR, 1977); Gregg Chamberlain, *Souping Up the Spider*, in: *Dragon 67* (TSR, 1982); *Spider – Huge:* David Cook et al., *Monstrous Compendium Volume One* (MC1; TSR, 1989); *Spider – Huge:* Doug Stewart (ed.), *Monstrous Manual* (TSR, 1993); David Howery, *Opening the Book of Beasts*, in: *Dragon 199* (TSR, 1993)

Stirge

Illustration: Andy Hopp

CLIMATE/TERRAIN:	Any/Dark forest, caves, underground, rural, urban, airborne
FREQUENCY:	Uncommon
ORGANIZATION:	Colony
ACTIVITY CYCLE:	Night
DIET:	Hemovore (Blood)
INTELLIGENCE:	Animal (1)
TREASURE (1E):	(D)
ALIGNMENT:	Neutral

NO. APPEARING:	1d10 (3d12)
ARMOR CLASS:	8
MOVEMENT:	3, Fly 18 (C) (See below)
HIT DICE:	1+1
THAC0:	19 (See below)
NO. OF ATTACKS:	1 (proboscis)
DAMAGE/ATTACK:	1d3
SPECIAL ATTACKS:	Pin-point hit (+3), blood drain, see below
SPECIAL DEFENSES:	Group confidence, see below
MAGIC RESISTANCE:	Nil
SIZE:	T (2' wingspan)
MORALE:	Average (8) (See below)
XP VALUE:	120

Stirges are feathered, bird-like creatures that drink the blood of warm-blooded creatures for sustenance. They may be known under different names in different regions and lands; spear-beak, blood-bird, and devil-bird are common names. When at rest, stirges hang upside down in nooks, crannies and crevices, often remaining unseen until it is too late.

Stirges have been likened to feathered ant-eaters in appearance. They are rusty-red to reddish brown in color and their eyes and feet are yellowish. The dangling proboscis is pink at the tip, fading to gray at the base, near the head) Four small, pincer-like legs are used to clamp onto the necks of victims.

Stirges have an acute sense of smell and very superior infravision (240' range), which quickly alert them to any living creatures entering their habitat.

Stirges can communicate simple ideas (*e.g.*, food, danger, readiness to mate) to other members of their colony through movement and a series of chirps.

Combat: Stirges hunt in groups that react to the warmth of mammalian life forms and the smell of fresh blood more than anything else, warning and alerting each other of danger and potential food but not cooperating in another way: once food is detected, it is each individual to itself, which means that their targets will be swarmed by many – if not all – of the creatures at the same time.

Stirges attack by latching on to their targets, inserting their proboscis into them and draining their blood. The initial attack serves to insert the proboscis and to secure the grip, and this attack is made a +3 bonus to hit due to an instinctive ability to find and attack weak points. The stirge can find even the slightest gap in



any armor. Only certain special armors that protect an individual's entire body (such armors cost two to three times more than normal armor) may allow them to safely approach a stirge. Also, at the DM's option, creatures with especially thick hide and a natural Armor Class of AC 3 or better could be considered immune to a stirge's blood draining attack – their hide would be too thick to penetrate.

The initial hit inflicts 1d3 points of damage. Once attached, the stirge continues to suck blood at a rate of 1d4 hit points per round (no more to hit rolls required). While draining blood, the stirge ignores everything but a direct attack until it has drunk its fill. It holds on with a very strong grip and must be killed before it can be removed. Note that attempting to strike an attached stirge can be risky: missing it means making another to hit roll against the victim's Armor Class to see if the attack hits them instead. At the DM's discretion, a victim of a stirge's draining attack may be allowed to make a Strength check or appropriate saving throw to try and rip the creature from their body (causing damage) or, with successive Strength checks or saving throws, to pull the stirge's penetrating proboscis from their flesh. Stirges thus removed from their prey must pass a Morale check or fly off and seek a new victim. Note that the victim should not be able to attack with a weapon while holding back a stirge.

Directly applied, flame always forces a stirge to release its prey and make a Morale check, but the flame must be applied to the attached creature, which inevitably damages the victim as well. As long as more than half of a cluster of stirges is still alive, stirges check for Morale as a group, which is higher (Morale 10) than that of an individual stirge.

A stirge will continue to drain blood until it has drawn the equivalent of 12 hit points, when it is sated and will fly off to

digest its meal. It will go for a long time on a meal and it will rest and digest for one day, plus one day for every two hit points of blood it drank – *i.e.*, up to a maximum of seven days after drinking 12 hit points worth of blood. Stirges are most vulnerable while digesting, as they become bloated, wake slowly, and remain drowsy: silent attackers can impose a -2 penalty to their Surprise checks and the little horrors suffer a +2 penalty to their Initiative checks, lose their pin-point accuracy, and have their flying prowess reduced to MV Fly 18 (D).

Not that stirges always make their saving throws as 2-HD monsters.

Habitat/Society: Stirge colonies – sometimes referred to as *clusters* – typically settle in areas where they can get at their meals without flying more than a mile or so, and they are thus typically found in dungeons, dark copses of trees, and large attics of buildings in rural or urban areas. Also, huge nests of stirges are sometimes found living near the lairs of evil dragons, although the reason for this remains unclear. Stirges defecate in their roosting areas, which makes them smelly affairs.

Mating among stirges is a communal affair, with many males and females mating repeatedly twice a year – once in early spring and again in late summer or early fall. Like birds, female stirges lay eggs (1d8+3 at a time), which are typically buried in the guano of the colony's roosting area and then abandoned. The eggs hatch in about three months. Less than 20% of the hatchlings survive into adulthood, feeding off the guano itself for several days until they are strong enough to fly and search for food on their own, while the young also often kill each other for food. The young that do survive will either form a new colony or join the next one that enters the roosting area. Stirges reach full growth after about eight months and can have a lifespan of five to six years.

While stirges have no interest in treasure, their territories have been known to contain the valuables of their victims.

Ecology: Stirges normally feed on the blood of herbivores like sheep and deer but they will quickly change their feeding habits to accommodate their preferred food, which is the richer blood of

omnivores, especially that of humans and demi-humans. They typically target the weakest of these groups, such as children and the elderly.

Although not migratory themselves, stirges will follow the migratory patterns of their primary prey and are sometimes required to move after they have drained a region of the available blood. Many that are forced to travel in this way will return to the same roosting sites year after year, where they may remain for as long as a season. The arrival of stirges in any civilized territory is always a cause for alarm especially since their presence may only be discovered after the colony has departed again. As a rule, only experienced druids and rangers can recognize the tell-tale signs of a stirge colony, identifying them by the occurrences of mysteriously drained and dead animals in the vicinity. Fortunately, once discovered, a low-level group of adventurers or town militia is usually capable of ending the menace with little or no loss of life.

Some sages believe that stirges are a magically created hybrid of bird and insect, believing that they were originally crafted by vampiric wizards to throw their enemies off the track. Others surmise that they were created long ago by a group of evil wizards, which gathered them by the millions, like locusts, and set the monsters on enemy armies arrayed against them. The remnants of these then adapted to the wild and spread across the lands. Still others have proposed that the creatures may be related to vampire bats, pointing at their feeding habits and penchant for hanging upside down.

Stirges can breed in captivity but a constant supply of blood is needed. Rumor has it that vampires sometimes breed stirges to cover their tracks. Other rumors state that stirges are among the favorite food of some minotaurs and that hungry stirges make so much noise, squeaking and hooting to one another, that they are 90% likely to ruin their chances of any surprising other creatures – their opponents enjoy a +6 bonus to their Surprise checks.

Stirge guano is blood-red, rich in protein, and tends to be more liquid than solid. Over time, it hardens into a clay-like substance, which, if broken or granulated, makes excellent fertilizer for crops.

Source/Origins: *Stirges*: Gary Gygax and Rob Kuntz, *Dungeons & Dragons Supplement I. Greyhawk* (TSR, 1975); Gary Gygax, *The Lost Caverns of Tsojconth* (Metro Detroit Gamers, 1976); Gary Gygax, *Monster Manual* (TSR, 1977); Gary Gygax and Dave Arneson, *Dungeons & Dragons* (TSR, 1977); Tom Moldvay (ed.), *Basic Rulebook*, in: *Dungeons & Dragons Basic Set* (TSR, 1981); Gary Gygax, *The Keep on the Borderlands* (B2; TSR, 1981); Frank Mentzer (rev.), *Dungeon Masters Rulebook*, in: *Dungeons & Dragons Basic Rules Set I* (TSR, 1983); David Cook *et al.*, *Monstrous Compendium Volume Two* (MC2; TSR, 1989); Timothy B. Brown, *Rulebook*, in: *Dungeons & Dragons* (TSR, 1991); Aaron Allston, *Dungeons & Dragons. Rules Cyclopedia* (TSR, 1991); Doug Stewart (ed.), *Monstrous Manual* (TSR, 1993); Doug Stewart, *Rules and Adventures*, in: *Dungeons & Dragons* (TSR, 1994); Tim Richardson, *The Ecology of the Stirge*, in: *Dragon 239* (TSR, 1997); Bill Slavicsek, *Rules Book*, in: *Dungeons & Dragons Adventure Game* (TSR, 1999)

Strangle Vine (Choke Creeper)

Illustration: (Erol Otus or Jim Roslof)

CLIMATE/TERRAIN:	Oerth; Tropical to temperate/Jungle
FREQUENCY:	Rare
ORGANIZATION:	Nil
ACTIVITY CYCLE:	Any
DIET:	See below
INTELLIGENCE:	Non- (0)
TREASURE:	Nil
ALIGNMENT:	Neutral

NO. APPEARING:	1
ARMOR CLASS:	6/5
MOVEMENT:	Nil (See below)
HIT DICE:	25 (200 hp)
THAC0:	17 (See below)
NO. OF ATTACKS:	Up to 72 (vines)
DAMAGE/ATTACK:	1d4 per vine
SPECIAL ATTACKS:	Constriction (1d4), strangulation, see below
SPECIAL DEFENSES:	Resistant to cold, fire, and electricity, mindless, plant immunities, see below
MAGIC RESISTANCE:	Nil
SIZE:	H (160' long, 16' long vines)
MORALE:	Nil
XP VALUE:	26,000

The strangle vine of Oerth – occasionally referred to as *choke creeper* or *strangle vines* – is a dangerous plant that uses its many vines to grab and slowly squeeze creatures to death, although death may result much faster if its vines end up around the neck.

The strange vine has a root base of eight vines, each branching into many long vines along its length and these branching in turn, resulting in many, many vines stretching out in all directions. The plant's root vines can be as thick as 2 feet and well over 100 feet long. There are typically eight branching vines along each 10-foot section of the plant, each with roots at each end much like ivy, and double that number at its end portion. Each of these vines is 16 feet long and all of them usually fan out to cover a 360-degree area.

Combat: The strangle vine reacts to light, using flexible tendrils spaced along its vines to move toward light sources at a rate of 5 feet per round, seeking out the brightest lights first – *i.e.*, *Continual Light*, electric lamps, *Light*, lanterns, the glow of a magical sword, torchlight.

The plant attacks with as many vines as can reach creatures and it does so as a 4-HD monster (THAC0 17) and each hit means that the vine in question has wrapped itself around its target and starts squeezing it, inflicting 1d4 points of damage and each round thereafter. In addition, there is a 10% chance per hit that the vine has wrapped itself around the victim's neck, crushing the wind pipe in the next round and irrevocably resulting in death regardless of the damage inflicted (*e.g.*, v. **PHB**, p. 160: "Holding Your Breath"). Note that, eventually, creatures in the area covered by the plant may well end up suffering attacks from all of its vines.

The plant can be attacked targeting its vines (AC 6; 18 hp each) or as a whole (AC 5; 200 hp).

Strangle vine is impervious to small, non-magical fires (*e.g.*,



hitting it with a torch) but it will suffer damage and withdraw from burning, oil, magical fire, laser hits, or blaster hits. Electricity and lighting do it no harm, instead causing the vines struck to grow, adding 1 foot to the overall length of the vines hit and causing them to gain 1d8 hit points and 1 Hit Die, improving all associated statistics (*e.g.*, THAC0, saving throws), while doubling their MV rate to 10 feet per round. The plant does not suffer damage from cold-based attacks, although these will still freeze the vines in the area struck, with thawing occurring in 1d4+1 rounds after the effect ends.

As a mindless plant, strangle vine will, in general, suffer only from attacks, spells, abilities, substances, and effects that can affect plants, making it immune to effects that target any sensory, mental, and/or physiological qualities it does not have (*e.g.*, *blindness*, *deafness*, illusions, paralysis, stunning, many poisons; *fear*, *sleep*, Morale checks, psionic attacks). Also, indiscriminately hacking away at its exposed parts will not affect its offensive capabilities much, for each 10-foot section has its own roots at each end, while sections cut away or chopped will be replaced will typically be replaced with a new section ready to attack in the next round. In general, the strangle vine will stop its attacks only when it has suffered 200 or more points of damage – and more than that if it has grown because electricity was used against it. However, this does not necessarily mean that it no longer has the capacity to grow back. As a rule of thumb, to definitively destroy strangle vine, all of its roots must be destroyed (*e.g.*, dig the entire plant out of the soil, poison the ground it grows on, specialized spells). Note that the vines make their saving throws as 2-HD monsters, except in the case of any saving throws vs. Poison or Death Magic, which they make as 4-HD monsters. The entire plant makes its saving throws as a 13-HD monster, except in the case of any

saving throws vs. Poison or Death Magic, which it makes as usual.

Constriction (Strangle Vine)

A constricted creature automatically suffers 1d4 points of damage in each round the plant maintains its hold. In addition, it cannot cast spells and suffers a +3 penalty to its Initiative checks and a -4 or +4 penalty to all other die-rolls (as applicable; -20 or +20% for percentage rolls), while creatures attacking it do so at a +4 bonus to hit.

At the DM's option, a constricted creature may break free from the plant's hold, or be freed by others, by succeeding at some Strength-based effort, with penalties as above (e.g., Strength check; Open Doors check at a +1 penalty for each vine involved; Bend Bars/Lift Gates check; combined Strength 64 required).

Anyone attempting to free a captive by hacking at the vines involved has a 20% chance of hitting and damaging the victim instead, while area-affecting spells (e.g., *Fireball*) will affect both parties as applicable. Note that a vine can only constrict a creature it can reasonably be expected to contain.

Optional Rule: Although constriction will typically affect a creature as above, the DM may decide to roll 1d100 to see whether any of its limbs have escaped constriction: 01-25% = left arm pinned, 26-50% = right arm pinned (victim can fight back if sword arm free; +3 penalty to Initiative; -3 or +3 penalty to die rolls; +3 to hit for attacking creatures); 51-75% = no arms pinned (victim can fight back; +3 penalty to Initiative; -1 or +1 penalty to die rolls; +1 to hit for attacking creatures); 76-100% = both arms pinned (victim cannot fight back and largely helpless; +3 penalty to Initiative; -4 or +4 penalty to die-rolls; +4 to hit for attacking creatures).

Habitat/Society: It is assumed that the strangle vine grows in the jungles of warm regions.

Ecology: Little is known of the feeding habits of the strangle vine, although it has been suggested that, just like most regular plants, it creates the carbohydrates it requires for growth and development through photosynthesis, a process that uses a combination of sunlight, carbon dioxide, and water and minerals drawn in through its roots, and that it uses the decaying bodies of its victims as a supplement to its diet.

Legend has it that the plants were first encountered in the mountains northwest of the city of Hornwood in the Grand Duchy of Geoff. Exactly how the plants came to be remains unknown, although some sages believe that it may be of extraterrestrial origin or perhaps the result of experiments conducted on regular creeper vines by strange, alien creatures.

Notes from the True World: Plants

Tropism: Plants interact with their environment by responding to particular outside stimuli (tropism), which helps them find water, light,

and nutrients, to avoid noxious substances and conditions, and to grow to achieve a desired effect by selectively increasing and decreasing cell growth (e.g., grow towards the sun). In some plants, this controlled cell growth is accelerated to such an extent that it can lead to remarkable effects. For example, the mimosa can fold up its leaves when certain insects approach with the intent of eating them, while the movements of many carnivorous plants are faster than the eye can track.

Forms of tropism include: chemotropism (response to particular substances; e.g., acid, gas), galvanotropism (response to electric current), geotropism (response to gravity), heliotropism (response to sunlight), hydrotropism (response to water), phototropism (response to light), thermotropism (response to temperature), thigmotropism (response to mechanical stimulation; e.g., touch, pressure), traumatropism (response to wound lesion; e.g., weapon blows and cuts). Continuing the theme, tropisms unique to a fantasy setting could be introduced, such as psychotropism (sensitivity to mental energy) or magiotropism (sensitivity to magic).

Ecology: Most plants create their own food through photosynthesis, using chlorophyll contained in their leaves to transform sunlight into a chemical that reacts with carbon dioxide taken in through the leaves to create carbohydrates, which the plant utilizes, along with minerals and trace elements absorbed through the root system, for its growth and development. The water and the minerals it contains are spread throughout the plant through the principle of capillary attraction, the tendency for liquids confined in small tubes to rise up through the tubes as a result of surface tension. Two types of tissues are involved in a plant's use of capillary action and attraction: *xylem* (the woody tissue that provides support for the plant), which absorbs the water and minerals taken in by the roots and moves them up to the leaves for photosynthesis; and *phloem*, a tissue that transports the resulting carbohydrates throughout the plant. To make up for the poor growing conditions in their habitat, carnivorous plants (e.g., sundew, pitcher plant) have evolved means for trapping and digesting living prey as supplements to their diet. In similar fashion, fantastic plants that feed on the blood or other bodily fluids of creatures may well have adapted their feeding habits to compensate for a lack of some element required for photosynthesis (e.g., light, minerals, even leaves).

Game Effects: In game terms, tropism may allow plants to actively move (parts of themselves) away from or in the direction of events and effects and/or make that they cannot be fooled by magical invisibility and silence. Conversely, plants will not react to phenomena that do not generate stimuli they can detect (e.g., *astral projections*, creatures in *ethereal form*). Furthermore, at the DM's option, specific effects may affect a plant in unexpected ways. For example, lasting magical darkness may affect phototropism and heliotropism, rendering a plant unable to act or even making it go dormant, respectively; massive sound-based effects may affect thigmotropism and mislead a plant or render it incapable of attacking; certain gasses, substances, or extreme cold might kill a plant instantly.

Source/Origins: *Strangle Vines* and *Strangle Vine*: Gary Gygax (with Robert Kuntz), *Expedition to the Barrier Peaks* (S3; TSR, 1980; 1976); *Choke Creeper*: Gary Gygax, *Monster Manual II* (TSR, 1983); *Choke Creepers*: Gary Gygax and Lawrence Schick, *Realms of Horror* (S1-4; TSR, 1987); David Howery, *Treasures of the Wilds*, in: *Dragon 137* (TSR, 1988); Gregg Chamberlain, *The Ecology of the Carnivorous Plant*, in: *Dragon 137* (TSR, 1988); *Plant, Carnivorous – Choke Creeper*; David Cook et al., *Monstrous Compendium Volume Two* (MC2; TSR, 1989); *Plant, Dangerous – Choke Creeper*: Doug Stewart (ed.), *Monstrous Manual* (TSR, 1993)

CLIMATE/TERRAIN:	Arctic to temperate/Hills, forest, underground
FREQUENCY:	Uncommon
ORGANIZATION:	Tribe
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Average (8-10)
TREASURE (1E):	K
ALIGNMENT:	Chaotic evil

NO. APPEARING:	4d10
ARMOR CLASS:	10 (7)
MOVEMENT:	6
HIT DICE:	1-1
THAC0:	20
NO. OF ATTACKS:	1 (weapon)
DAMAGE/ATTACK:	By weapon
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	S (3' tall)
MORALE:	Average (8-10)
XP VALUE:	15



Svarts are small, evil humanoids that occupy a place somewhere between goblins and kobolds. They have bright blue skin and orange eyes. Svarts speak their own language, while some may also speak a smattering of Goblin or Koboldic.

Combat: Svarts are usually equipped with small swords, leather armor, and shields of hide or wood (AC 7) that will bear the symbol of their tribe (e.g., a green star for the Green Star tribe).

One in five will be armed with a net, which is used to entangle and hinder opponents in combat.

Exceptional Individuals

Groups of 20 svarts or more will be accompanied by a svart leader, which will stand from 3'6" to 5 feet tall and wield an axe, morning star, mace, or flail. Svart tribes are not known to count shamans or witch doctors among their number.

Table 1. Svart Weapons

Weapon(s)	Damage	SF	ROF	Range	Type	Size	Notes
Net ¹⁾	-	10	1/2	10-20-30	(net)	M	-
Small sword	1d4+1/1d6	3	-	-	S	S	-

¹⁾ Target is treated as having AC 10, modified only for magical items and Dexterity. A hit against a creature means that it is entangled (weapon arm, shield arm) and can no longer undertake any meaningful actions but attempt to free itself by passing a Strength check. Additional hits in the rounds thereafter (one per round) allow the attacker to tighten the hold, effectively reducing the victim's Strength by four points per hit with regard to their attempts to break free; creatures that reach zero Strength in this way are hopelessly enmeshed and can no longer free themselves

Habitat/Society: Svarts are found in hilly, cavernous regions, where they lair underground or deep in the heart of forests. Guards will be stationed around lairs and temporary camps.

Ecology: Svarts will generally attack kobolds on sight, although they will unite against their common foe – halflings.

Table 2. Svart Statistics

Individual	AC	HD	Th0	Damage	Notes	XP
Leader	10 (7)	1+3	19	By weapon	Size S or M (3½-5' tall); save as 2-HD monster	35
Regular male	10 (7)	1-1	19	By weapon	-	15

Source/Origins: *Svart*: Alan Garner; Cricky Hitchcock, *The Fiend Factory*, in: *White Dwarf 9* (GW, 1978); *Svart*: Cricky Hitchcock, *The Fiend Factory*, in: *The Best of White Dwarf Articles* (GW, 1980); *Svarts of the Green Star*: Albie Fiore, *The Lichway*, in: *White Dwarf 9* (GW, 1980); *Xvart*: Cricky Hitchcock, in: Don Turnbull (ed.), *Fiend Folio* (TSR, 1981); *Xvart*: Greg Swedberg and Al Boyce, in: Tim Beach (ed.), *Monstrous Compendium Fiend Folio Appendix* (MC14; TSR, 1992)

Bibliography: *Svart alfar*: Alan Garner, *The Weirdstone of Brisingamen* (William Collins, Sons & Co., 1960)

Telexian Vine

Illustration: James Holloway

CLIMATE/TERRAIN:	Temperate/Any land (See below)
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	Nil
ALIGNMENT:	Neutral evil

NO. APPEARING:	1
ARMOR CLASS:	8
MOVEMENT:	Nil
HIT DICE:	4+4 (See below)
THACO:	20 (See below)
NO. OF ATTACKS:	1 (bite)
DAMAGE/ATTACK:	1d4+1
SPECIAL ATTACKS:	<i>Charming</i> fruit, entanglement, possible spell use and/or slaves, see below
SPECIAL DEFENSES:	Plant immunities, see below
MAGIC RESISTANCE:	25%
SIZE:	M (5' tall)
MORALE:	Average (9)
XP VALUE:	See Table 1

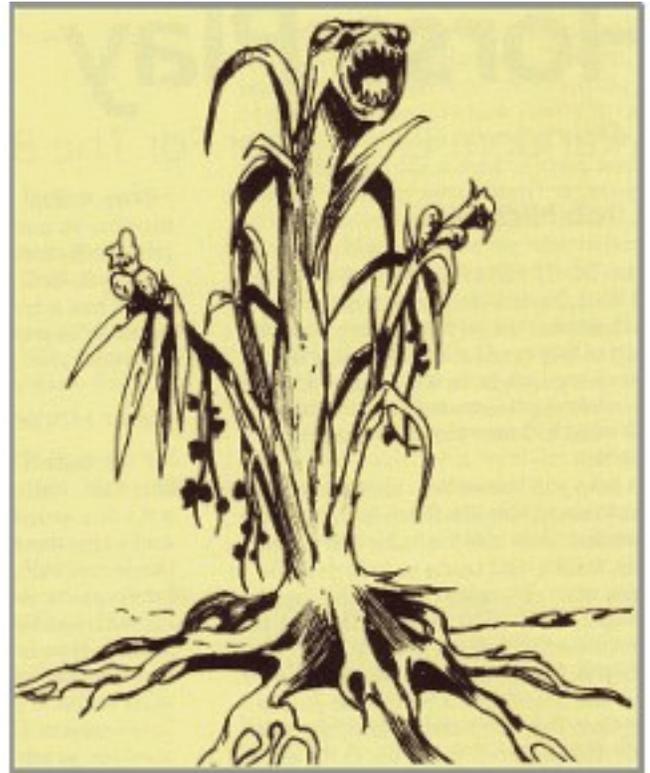
The telexian vine is an intelligent, malicious, speaking plant that typically seeks to catch prey by enticing them to eat its fruit and end up *charmed* as a result. However, the plant has numerous other abilities, which makes it a very dangerous opponent indeed. For example, in many cases, the plant will have at least one *charmed* creature that serves it (slaves).

The telexian vine boasts one large stalk that contains its mouth and eyes and 1d3+1 smaller stalks, all dark green and all resembling corn stalks. In addition, it has numerous wire-thin vines that snake up to 60 feet away from the plant to search for water. These feeler vines are typically covered with beautiful black flowers and numerous sweet-smelling fruit. The plant has a complex system of 8-24 roots that stretch up to 20 feet away from the plant, camouflaging themselves against the ground. More roots extend 10 feet deep into the earth, anchoring the plant.

The telexian vine interacts with its environment by sensing vibrations with its feelers, which can pick up even the slightest tremors and vibrations within 20 feet of it.

Combat: The telexian vine typically waits for prey to come to it, preferring for creatures to eat its fruit and end up *charmed*. To this end, it may use any slaves it has to lure prey to it, sometimes in elaborate ploys, or it may react to approaching creatures by releasing a fragrant scent to catch their attention, proceeding to attack only in case creatures do not eat the fruit or act in a suspicious manner. The fruit is addictive and contains a special, mild paralytic poison, forcing a creature that eats it to pass a saving throw vs. Spell or become *charmed* by the plant. A creature so *charmed* will walk numbly to the plant's main stalk, where it will usually be consumed.

This is especially true in case of a creature capable of casting



spells, for the telexian vine is able to 'absorb' all 1st- and 2nd-level spells held in the memory of a victim (up to a total of 12 spells of each level), any of which it can then use as a spell-like ability as if it were a 5th-level Wizard (no components required, casting Time unchanged). However, the plant will not always consume all creatures who eat the fruit: human and demi-human commoners and non-spell casting adventurers are frequently kept around as slaves, their loyalty insured by their addiction to the fruit.

Alternatively, the telexian vine can attack by biting (THACO 20; 1d4+1 hp damage), by using any magic items it may possess (as Wizard), or by entangling a creature with its feeler vines and strong roots, with any such creature within reach of the plant having a 50% chance (per round) to become so entangled (no to hit roll required, no saving throw; entangled creatures lose all Armor Class bonuses due to high Dexterity; they cannot attack or cast spells and suffer a +3 penalty to their Initiative checks and a -4 or +4 penalty to all other die-rolls involving movement (as applicable; -20% or +20% for percentage rolls); attacks made against them are made at a +4 bonus to hit). A creature can free itself from the plant's hold, or another can free it, by foregoing all other actions for one round and passing a Bend Bars/Lift Gates check. Alternatively, victims can be freed by cutting the roots that hold them (AC 8; 2d8 hp each, all in addition to the hit-point total of the main stalk). Typically, the plant will immediately retract its feeler vines in case of creatures attempting to hack an entangled free from its hold.

Note that the telexian vine may have access to magical items and potions, which it can consume (as Wizard) or otherwise use to increase its chances of capturing other, useful victims.

As an intelligent plant, the telexian vine will, in general, suffer

only from attacks, spells, abilities, substances, and effects that can affect plants, making it immune to effects that target any sensory, mental, and/or physiological qualities it does not have (e.g., *blindness*, *deafness*, visual illusions, paralysis, stunning, many poisons). Also, indiscriminately hacking away at its exposed parts will not affect its offensive capabilities much and the plant will stop its attacks only when it no longer has the means to, when it fails a Morale check, or when it is reduced to zero hit points. However, reducing the plant to zero hit points does not necessarily mean that it no longer has the capacity to grow back. As a rule of thumb, to definitively destroy the telexian vine, its roots must be destroyed (e.g., dig the entire plant out of the soil, poison the ground it grows on, specialized spells). Note that the telexian vine makes its saving throws as 5-HD monster.

Slaves

The telexian vine uses its charmed creatures to perform errands, such as acquiring food, water, and -- if possible -- magic items. The slaves are also used to lure others to the plant, sometimes in elaborate ploys. Slaves will defend the plant as suggested by the plant and to the best of their ability, functioning much like they did before they were charmed. At the DM's option, the mildly paralytic effect of the poison contained in the fruit may make that slaves move at three-quarters of their usual MV rate and suffer a -1 or +1 penalty to all die-rolls due to (as applicable; -5% or +5% for percentage rolls). Note that the plant may have taken some of a slave's magic items or even added items to its equipment. The number of slaves each plant can have is limited only by the number of fruits it can produce (e.g., one found in a tropical climate may well fruits all year round).

Habitat/Society: Telexian vines prefer temperate climates, although they can handle some extremes in heat and cold. They are usually found within 10 yards of a constant water source, such as a pond or stream. A few vines with *charmed* slaves will have these transplant them to different locations as the plants desire – one vine was even reported to be planted in a large wagon, with slaves moving it around from place to place. Telexian vines reproduce through the aid of slaves, who will carry seed pods to other locations, plant them, and tend them until they start to grow. Telexian vines keep their treasures buried beneath their main stalk. The plants are especially fond of collecting magic items they can use, particularly potions and wands it can wield using its roots.

Ecology: Telexian vines are capable of eating virtually any plant or animal, although they prefer the flesh of demi-humans. The vines are sometimes sought by adventurers who use the fruits for spell components.

Notes from the True World: Carnivorous Plants

Tropism: Plants interact with their environment by responding to particular outside stimuli (tropism), which helps them find water, light, and nutrients, to avoid noxious substances and conditions, and to grow to achieve a desired effect by selectively increasing and decreasing cell growth (e.g., grow towards the sun). In some plants, this controlled cell growth is accelerated to such an extent that it can lead to remarkable effects. For example, the mimosa can fold up its leaves when certain

insects approach with the intent of eating them, while the movements of many carnivorous plants are faster than the eye can track. Forms of tropism include: chemotropism (response to particular substances; e.g., acid, gas), galvanotropism (response to electric current), geotropism (response to gravity), heliotropism (response to sunlight), hydrotropism (response to water), phototropism (response to light), thermotropism (response to temperature), thigmotropism (response to mechanical stimulation; e.g., touch, pressure), traumatropism (response to wound lesion; e.g., weapon blows and cuts). Continuing the theme, tropisms unique to a fantasy setting could be introduced, such as psychotropism (sensitivity to mental energy) or even magiotropism (sensitivity to magic).

Habitat: Carnivorous plants are typically found in bogs, swamps, and freshwater marshes, where the soil has a lower content of minerals and elements (nitrogen, phosphorous, potassium, calcium) than is acceptable to most green plants. This shortage results from the high acid content of the water, which may be caused by frequent rains that leech minerals out of the soil or, in warmer climates, a higher rate of bacterial decay, which also uses up precious materials needed for plant growth.

Despite the broad range of some species of carnivorous plants, most are limited by their specialization to their ecological niches – acidic bogs, marshes, and certain alkaline marl bogs. In temperate cold and sub-arctic regions, favored habitats are sphagnum bogs and marl bogs. In temperate regions, acidic bogs may develop beside old lakes and sluggish streams and spring heads. In still warmer areas, savanna or grass-edge bogs form in low, flat, or slightly sloping areas with sandy soil and a high water table, where the predominant vegetation typically consists of grasses, sedges, and widely scattered long-needle pines.

Ecology: Most plants create their own food through photosynthesis, using chlorophyll contained in their leaves to transform sunlight into a chemical that reacts with carbon dioxide taken in through the leaves to create carbohydrates, which the plant utilizes, along with minerals and trace elements absorbed through the root system, for its growth and development. The water and the minerals it contains are spread throughout the plant through the principle of capillary attraction, the tendency for liquids confined in small tubes to rise up through the tubes as a result of surface tension. Two types of tissues are involved in a plant's use of capillary action and attraction: *xylem* (the woody tissue that provides support for the plant), which absorbs the water and minerals taken in by the roots and moves them up to the leaves for photosynthesis; and *phloem*, a tissue that transports the resulting carbohydrates throughout the plant. To make up for the poor growing conditions in their habitat, carnivorous plants (e.g., sundew, pitcher plant) have evolved means for trapping and digesting living prey as supplements to their diet. In similar fashion, fantastic plants that feed on the blood or other bodily fluids of creatures may well have adapted their feeding habits to compensate for a lack of some element required for photosynthesis (e.g., light, minerals, even leaves).

By adapting to the mineral-poor conditions of the bog they grow in, carnivorous plants eventually change it by increasing the supply of nitrates, phosphates, and other minerals when they die and decay. As the acid level drops and the soil becomes richer and sweeter, other plants more accustomed to such growing conditions move in and eventually crowd out any carnivorous plants.

Game Effects: In game terms, tropism may allow plants to actively move (parts of themselves) away from or in the direction of events and effects and/or make that they cannot be fooled by magical invisibility and silence. Conversely, plants will not react to phenomena that do not generate stimuli they can detect (e.g., *astral projections*, creatures in *ethereal form*). Furthermore, at the DM's option, specific effects may affect a plant in unexpected ways. For example, lasting magical darkness may affect phototropism and heliotropism, rendering a plant unable to act or even making it go dormant, respectively; massive sound-based effects may affect thigmotropism and mislead a plant or render it incapable of attacking; certain gasses, substances, or extreme cold might kill a plant instantly.

Table 1. Telexian Vine Statistics
Individual

XPV

No slaves, no spells	1,400
No slaves, plus spells	1,400
No slaves, no spells, plus magic item(s)	1,400
No slaves, plus spells and magic item(s)	2,000
Slaves, no spells	1,400
Slaves, plus spells	2,000
Slaves, no spells, plus magic item(s)	2,000
Slaves, plus spells and magic item(s)	2,000

Source/Origins: Eric Sanko, in: *Polyhedron 67* (TSR, 1992); Gregg Chamberlain, *The Ecology of the Carnivorous Plant*, in: *Dragon 137* (TSR, 1988)

Tick – Giant Tick

Illustration: <?>

CLIMATE/TERRAIN:	Non-arctic/Forest, woodland, underground
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Hemovore (Blood)
INTELLIGENCE:	Not-ratable (0)
TREASURE:	Nil
ALIGNMENT:	Neutral

NO. APPEARING:	3d4
ARMOR CLASS:	3
MOVEMENT:	3
HIT DICE:	2 to 4
THAC0:	See Table 1
NO. OF ATTACKS:	1 (bite)
DAMAGE/ATTACK:	1d4
SPECIAL ATTACKS:	Blood drain (1d6), possible disease
SPECIAL DEFENSES:	Non-intelligence
MAGIC RESISTANCE:	Nil
SIZE:	S
MORALE:	Average (8-10)
XP VALUE:	See Table 1



Giant ticks are over-grown arachnids that live on the blood and/or sap of other living things. Giant ticks are ambulatory and pursue their prey. Note that the creatures walk on walls and ceilings as easily as they do on floors and that they often jump or drop onto prey from such vantage points.

Combat: Giant ticks drop on their targets from trees, stalactites or rock formations. After the initial hit (1d4 hp damage), the tick inserts a hollow mouth tube and drains 1d6 hit points of blood every round until it has drained a number of hit points equal to its own hit point total. In addition, the victim has a 50% chance of contracting a disease that is usually lethal in 2d4 days (v. **DMG** 1st Edition, p. 13-15: “Disease”) unless countered by *Cure Disease*. A giant tick 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 (e.g., *charm-*, *fear-*, *hold-*, *terror-*, *dream-*, and emotion-based spells and effects, *ESP*, magical sleep, compulsions, phantasms). This also makes that a giant tick 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 are made as normal (v. Table 1).

A giant tick must be killed, severely burned or immersed in water to detach it prior to satiation.

Habitat/Society: Giant ticks are found in forests and occasionally in caves or caverns as well.

Ecology: Giant ticks gain sustenance from the blood they draw from their victims.

Table 1. Giant Tick Statistics

HD	Th0	Save As ¹⁾	XPV
2	19	1 HD/2 HD	120
3	17	2 HD/3 HD	175
4	17	2 HD/4 HD	270

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

Source/Origins: *Giant Tick*: Gary Gygax and Rob Kuntz, *Dungeons & Dragons Supplement I. Greyhawk* (TSR, 1975); *Tick, Giant*: Gary Gygax, *Monster Manual* (TSR, 1977); *Giant Tick*: Gary Gygax and Dave Arneson, *Dungeons & Dragons* (TSR, 1977); *Insect – Tick, Giant*: Doug Stewart (ed.), *Monstrous Manual* (TSR, 1993)

Topiary Plant—Nandie

Illustration: <?>

CLIMATE/TERRAIN:	Temperate or sub-tropical/Forest, woodland, wooded hills
FREQUENCY:	Very rare
ORGANIZATION:	Nil
ACTIVITY CYCLE:	Day
DIET:	Scavenger
INTELLIGENCE:	Non- (0)
TREASURE:	Nil
ALIGNMENT:	Neutral

NO. APPEARING:	1
ARMOR CLASS:	7
MOVEMENT:	12
HIT DICE:	¼ (1 hp)
THACO:	20
NO. OF ATTACKS:	1d4 (thorns)
DAMAGE/ATTACK:	1d4+1 hp per thorn
SPECIAL ATTACKS:	Poisonous thorns, see below
SPECIAL DEFENSES:	Mindless, plant immunities, tropism, see below
MAGIC RESISTANCE:	Nil
SIZE:	T (5' tall)
MORALE:	Nil
XP VALUE:	175

The topiary plant is a non-aggressive, mobile plant that appears as a thorny bush trimmed to look an animal or monster depending on what it has consumed last. Roaming forests and woodlands in search of carrion, it may present an oddity among the wilds when first seen, especially because of its tendency to remain motionless when looked at – and then moving when eyes are turned.

As it feeds, the topiary plant slowly adopts the shape of the creature it consumes. The process takes one turn to complete and does not affect the plant's size.

The topiary plant does not have a mind and senses as humans know them. Instead, it interacts with its environment through *tropism*, causing it to react to outside stimuli in such a manner that it actively moves (parts of itself) away from or in the direction of events and effects. While this means that the plant will react to many events and effects quite differently from what one might expect, it is assumed that it will not be fooled by magical invisibility and silence; conversely, it will not react to creatures that are out of phase (*e.g., astral projection, ethereal form*).

Combat: The topiary plant has one hit point for every Hit Die of the creature it has consumed last and a number of Hit Dice equal to a quarter of the hit points thus gained, up to a maximum of 10 Hit Dice (*v.* Table 1), replacing any hit points or Hit Dice it had previously. Note that creatures with anything over +3 added to their Hit Dice are treated as being in the next Hit-Die category (*e.g., 4+3 HD equals 4 HD, an 11th-level Fighter with 9+6 HD counts as an 10-HD creature*).

Preferring dead meat to living, the topiary plant typically fights only in self defense. Regardless of how it looks, it cannot attack like the creature it resembles, instead firing 1d4 poisonous thorns at opponents within 30 yards, with each thorn inflicting 1d4+1



points of damage and injecting a weak poison (save vs. Poison at a +4 for the damage only).

As a mindless plant, the topiary plant will, in general, suffer only from attacks, spells, abilities, substances, and effects that can affect plants, making it immune to effects that target any senses, mind, or other physiological qualities it does not have (*e.g., blindness, deafness, illusions, paralysis, stunning, many poisons; fear, sleep, Morale checks, psionic attacks*). Also, indiscriminately hacking away at its exposed parts will not affect its offensive capabilities much and the plant will stop its attacks only when it no longer has the means to do so or when it is reduced to zero hit points, which destroys it.

At the DM's option, certain effects may affect the topiary plant in unexpected ways (*e.g., lasting magical darkness may affect phototropism and heliotropism, rendering a plant unable to act or even making it go dormant, respectively; massive sound-based effects may affect thigmotropism and mislead a plant or render it incapable of attacking; certain gasses, substances, or extreme cold might kill a plant instantly*).

Note that the topiary plant 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 usual.

Habitat/Society: Typically found roaming forests, woodlands and wooded hills in temperate or sub-tropical climates, topiary plants have also been encountered in well-maintained parks and gardens.

Ecology: The topiary plant is a scavenger, preferring carrion to fresh meat. The plant was first encountered in the Weird Woods, a dark and shadowy grove of wooded hills featuring twisted, gnarled trees, eerie sounds and sudden silences, lethal traps, and bizarre

plants. It is believed to be the result of the magical experimentations of a mysterious, mad druid known as Baron Orchid.

Any Druid casting *Speak with Plants* may befriend a topiary plant for one day.

Note from the True World: Plants

Tropism: All plants interact with their environment by means of tropism – response to particular stimuli – which helps them find water, light, and nutrients and to avoid noxious substances and conditions. Tropism influences the way the plant grows by increasing and decreasing cell growth, thigmotropism (response to mechanical stimulation; e.g., touch, pressure), traumatropism (response to wound lesion; e.g., weapon blows and cuts).

growth along either side of it so that the desired effect is achieved. For example, this explains why many plants grow 'toward the sun' and why the mimosa can fold up its leaves whenever certain insects approach with the intent of eating them. For most carnivorous plants of Earth, this controlled cell growth is accelerated to the point where the plant's movements are faster than the eye can track. Forms of tropism include chemotropism (response to particular substances; e.g., acid, gas), galvanotropism (response to electric current), geotropism (response to gravity), heliotropism (response to sunlight), hydrotropism (response to water), phototropism (response to light), thermotropism (response to temperature)

Source/Origins: Harold Johnson, *The Weird Woods of Baron Orchid*, in: *Adventure Pack I* (113; TSR, 1987); Gregg Chamberlain, *The Ecology of the Carnivorous Plant*, in: *Dragon 137* (TSR, 1988)

×

Tri-Flower Frond

Illustration: (Unknown)

CLIMATE/TERRAIN:	Tropical/Jungle, forest
FREQUENCY:	Very rare
ORGANIZATION:	Nil (Stand)
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Non- (0)
TREASURE:	Nil
ALIGNMENT:	Neutral

NO. APPEARING:	1d10
ARMOR CLASS:	9
MOVEMENT:	Nil
HIT DICE:	2+8
THACO:	17
NO. OF ATTACKS:	2d4 (tendrils)
DAMAGE/ATTACK:	See below
SPECIAL ATTACKS:	Pollen (<i>Sleep</i>), sticky enzyme (2d4), feeding tendrils (1d6)
SPECIAL DEFENSES:	Mindless, plant immunities, see below
MAGIC RESISTANCE:	Nil
SIZE:	S or M (5-8' tall)
MORALE:	Average (8-10) (See below)
XP VALUE:	420

The tri-flower frond is dangerous carnivorous plant that uses its pollen to send creatures into a comatose slumber before showering them with a dissolving enzyme and consuming them when they have rotted away.

The tri-flower frond is a deep green plant featuring three trumpet-shaped flowers on top of a single stem – one of vivid orange, one of bright yellow, and one of intense red. Reports speak of exceptionally rare tri-flower fronds with flowers of different colors, with combinations of white, pale silvery gray, and pink or golden brown, chocolate brown, and russet.

Combat: Each flower of the tri-flower frond has its own function in defending the plant and providing it with food. The orange flower lashes out with 2d4 pollen-covered tendrils, striking out at any creature within 3 feet and forcing the victim to pass a saving throw vs. Poison or fall into a comatose slumber for 1d4 hours (as *Sleep*). The plant's sensitive rootlets then tell the plant where the victim has fallen, upon which the yellow bloom bends over the target and shakes down a shower of sticky enzyme that causes 2d4 points of damage per round until the victim has rotted away. Each flask of water dumped on the victim in the same round as the damage is done will reduce this damage by 1 point; complete immersion in water removes the enzymes in one round. The red blossom extends feeding tendrils that penetrate the victim to depths of up to 1 foot and drain his body fluids at a rate of 1d6 points of damage per turn and then suck up the residual matter after the enzymes have dissolved the victim's body. Slapping, kicking, or shaking sleeping creatures for one round awakens them, but normal noises do not. Note that sleeping creatures can be attacked with substantial bonuses (v. **DMG**, p. 52: "Modifiers to the Attack Roll").



As a mindless plant, the tri-flower frond will, in general, suffer only from attacks, spells, abilities, substances, and effects that can affect plants, making it immune to effects that target any sensory, mental, and/or physiological qualities it does not have (e.g., *blindness*, *deafness*, illusions, paralysis, stunning, many poisons; *fear*, *sleep*, psionic attacks). Also, indiscriminately hacking away at its exposed parts will not affect its offensive capabilities much and the plant will stop its attacks only when it no longer has the means to, if it would suffer excessive damage (e.g., 25% or 50% of its hit points) and fails the equivalent of a Morale check, or when it is reduced to zero hit points. However, reducing the plant to zero hit points does not necessarily mean that it no longer has the capacity to grow back. As a rule of thumb, to definitively destroy the tri-flower frond, its roots must be destroyed (e.g., dig the entire plant out of the soil, poison the ground it grows on, specialized spells). Note that the tri-flower frond makes its saving throws as a 2-HD monster, except in the case of any saving throws vs. Poison or Death Magic, which it makes as a 4-HD monster.

Habitat/Society: The tri-flower frond grows in the forests and jungles of tropical regions. Although the plants are not aware of any of their fellows, they are sometimes encountered in stands of up to ten specimens.

Ecology: Tri-flower fronds feeds on the meat of the creatures they kill.

Some sages argue that tri-flower fronds originated on Oerth were they were first encountered in the mountains northwest of the city of Hornwood in the Grand Duchy of Geoff. Exactly how the plants came to be remains unknown, although certain scholars of that world believe that they may be of extraterrestrial origin or perhaps

the result of experiments conducted on regular plants by strange, alien creatures.

Alchemists, herbalists, and other experts in the ways of plants may be able to produce a variety of useful substances from parts of the plant. Seeds from the tri-flower frond are best harvested after the growing season after a plant is destroyed. The seeds can be quite valuable when sold on the open market: a single plant may yield a number of seeds worth up to 250 gold pieces. A single tri-flower frond sprout may fetch up to 450 gold pieces.

Notes from the True World: Carnivorous Plants

Tropism: Plants interact with their environment by responding to particular outside stimuli (tropism), which helps them find water, light, and nutrients, to avoid noxious substances and conditions, and to grow to achieve a desired effect by selectively increasing and decreasing cell growth (*e.g.*, grow towards the sun). In some plants, this controlled cell growth is accelerated to such an extent that it can lead to remarkable effects. For example, the mimosa can fold up its leaves when certain insects approach with the intent of eating them, while the movements of many carnivorous plants are faster than the eye can track.

Forms of tropism include: chemotropism (response to particular substances; *e.g.*, acid, gas), galvanotropism (response to electric current), geotropism (response to gravity), heliotropism (response to sunlight), hydrotropism (response to water), phototropism (response to light), thermotropism (response to temperature), thigmotropism (response to mechanical stimulation; *e.g.*, touch, pressure), traumatropism (response to wound lesion; *e.g.*, weapon blows and cuts). Continuing the theme, tropisms unique to a fantasy setting could be introduced, such as psychotropism (sensitivity to mental energy) or even magiotropism (sensitivity to magic).

Habitat: Carnivorous plants are typically found in bogs, swamps, and freshwater marshes, where the soil has a lower content of minerals and elements (nitrogen, phosphorous, potassium, calcium) than is acceptable to most green plants. This shortage results from the high acid content of the water, which may be caused by frequent rains that leech minerals out of the soil or, in warmer climates, a higher rate of bacterial decay, which also uses up precious materials needed for plant growth.

Despite the broad range of some species of carnivorous plants, most are limited by their specialization to their ecological niches – acidic bogs, marshes, and certain alkaline marl bogs. In temperate cold and sub-arctic regions, favored habitats are sphagnum bogs and marl bogs. In temperate regions, acidic bogs may develop beside old lakes and sluggish streams

and spring heads. In still warmer areas, savanna or grass-edge bogs form in low, flat, or slightly sloping areas with sandy soil and a high water table, where the predominant vegetation typically consists of grasses, sedges, and widely scattered long-needle pines.

Ecology: Most plants create their own food through photosynthesis, using chlorophyll contained in their leaves to transform sunlight into a chemical that reacts with carbon dioxide taken in through the leaves to create carbohydrates, which the plant utilizes, along with minerals and trace elements absorbed through the root system, for its growth and development. The water and the minerals it contains are spread throughout the plant through the principle of capillary attraction, the tendency for liquids confined in small tubes to rise up through the tubes as a result of surface tension. Two types of tissues are involved in a plant's use of capillary action and attraction: *xylem* (the woody tissue that provides support for the plant), which absorbs the water and minerals taken in by the roots and moves them up to the leaves for photosynthesis; and *phloem*, a tissue that transports the resulting carbohydrates throughout the plant. To make up for the poor growing conditions in their habitat, carnivorous plants (*e.g.*, sundew, pitcher plant) have evolved means for trapping and digesting living prey as supplements to their diet. In similar fashion, fantastic plants that feed on the blood or other bodily fluids of creatures may well have adapted their feeding habits to compensate for a lack of some element required for photosynthesis (*e.g.*, light, minerals, even leaves).

By adapting to the mineral-poor conditions of the bog they grow in, carnivorous plants eventually change it by increasing the supply of nitrates, phosphates, and other minerals when they die and decay. As the acid level drops and the soil becomes richer and sweeter, other plants more accustomed to such growing conditions move in and eventually crowd out any carnivorous plants.

Game Effects: In game terms, tropism may allow plants to actively move (parts of themselves) away from or in the direction of events and effects and/or make that they cannot be fooled by magical invisibility and silence. Conversely, plants will not react to phenomena that do not generate stimuli they can detect (*e.g.*, *astral projections*, creatures in *ethereal form*). Furthermore, at the DM's option, specific effects may affect a plant in unexpected ways. For example, lasting magical darkness may affect phototropism and heliotropism, rendering a plant unable to act or even making it go dormant, respectively; massive sound-based effects may affect thigmotropism and mislead a plant or render it incapable of attacking; certain gasses, substances, or extreme cold might kill a plant instantly.

Source/Origins: *Tri-Flower Fronds*: Gary Gygax (with Robert Kuntz), *Expedition to the Barrier Peaks* (S3; TSR, 1980; 1976); *Tri-Flower Frond*: Gary Gygax, *Monster Manual II* (TSR, 1983); *Tri-Flower Fronds*: Gary Gygax and Lawrence Schick, *Realms of Horror* (S1-4; TSR, 1987); David Howery, *Treasures of the Wilds*, in: *Dragon 137* (TSR, 1988); Gregg Chamberlain, *The Ecology of the Carnivorous Plant*, in: *Dragon 137* (TSR, 1988); *Plant, Carnivorous – Tri-Flower Frond*; David Cook *et al.*, *Monstrous Compendium Volume Two* (MC2; TSR, 1989); *Plant, Dangerous – Tri-flower Frond*: Doug Stewart (ed.), *Monstrous Manual* (TSR, 1993)

Troglodyte

Illustration: Sam Wood

CLIMATE/TERRAIN:	Any/Mountains, underground, Underdark
FREQUENCY:	Common
ORGANIZATION:	Clan
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Low (5-7)
TREASURE (1E):	(A)
ALIGNMENT:	Chaotic evil

NO. APPEARING:	10d10
ARMOR CLASS:	5
MOVEMENT:	12
HIT DICE:	2
THACO:	19
NO. OF ATTACKS:	3 (claw/claw/bite) or 1 (weapon)
DAMAGE/ATTACK:	1d3/1d3/1d4+1 or by weapon
SPECIAL ATTACKS:	Weapon skill (+3), see below
SPECIAL DEFENSES:	Camouflage, <i>weakening</i> stench
MAGIC RESISTANCE:	Nil
SIZE:	M (6'+ tall)
MORALE:	Steady (11)
XP VALUE:	120

Troglodytes – also referred to as *troglodites* in ancient manuscripts – are war-like, carnivorous, reptilian humanoids perhaps best known for their undying hatred of mankind and the revolting stench they exude when angered or agitated.

Troglodytes stand about 6 feet tall, are covered in roughened leathery scales, and have a toothy lizard-like head. Males are easily distinguished from females by the fin-like crest that runs across their head and down their neck. Coloration for both sexes varies due to the troglodyte's chameleon-like ability to change skin tone, but grayish brown is most common. Most troglodytes wear little more than a leather weapons belt, with perhaps a small bag of semi-fresh meat. Leaders adorn their belts with pieces of steel, a sign of power in troglodyte culture.

Troglodytes have a chameleon-like ability to change the color of their skin to match that of the surrounding rocks, which gives them an 80% chance to remain unseen in their natural habitat. A camouflaged troglodyte is effectively invisible; it may avoid encounters and imposes a -4 penalty to its opponents' Surprise checks. Note that it can still be detected by creatures that use scent, other keen senses, or magical abilities to detect others. Troglodytes have excellent infravision (90' range). They speak their own language and no other.

Combat: Troglodytes prefer ambushes to frontal assaults and are unrelenting in their attacks against humans. Their favorite tactic is to pick a well-trod mountain or subterranean path and then use



their chameleon-like abilities to hide and wait for any passers-by. Once their targets are within range, the troglodytes hurl a volley of javelins, usually gaining surprise. After a second volley, the troglodytes descend upon their hapless victims. Half of any troglodyte force will be unarmed and use their teeth (1d4+1 hp damage) and claws (1d3 hp damage each) in combat; the other half will use a variety of weapons (v. Table 1). Of special note is the troglodyte javelin. These grant a +3 bonus to hit when thrown by a troglodyte and cause 2d4 points of damage, reflecting the troglodyte's great skill with them. Females fight to the death in defense of hatchlings. Juveniles and hatchlings are non-combatant. When angered or engaged in melee combat, troglodytes secrete oil that smells extremely disgusting to all humans and demi-humans. Those failing a saving throw vs. Poison are so revolted as to lose 1d6 points of Strength. This loss remains in effect for ten rounds.

Exceptional Individuals

Groups of troglodytes may be accompanied by a number of exceptional individuals (v. Table 2), depending on such circumstances as the situation in the area, the mission of the group, and the estimated strength of those they expect to confront. Exceptional individuals usually possess the best (metal) equipment available, although this may vary according to circumstances. Troglodyte shamans are Shamans of up to 3rd level and have access to three spell spheres only; they are limited in their choice of spells, weapons, armors, and shields as prescribed by their faith.

Table 1. Troglodyte Weapons

Group%	Weapon(s)	Damage	SF	ROF	Range	Type	Size	Notes
10%	Stone axe	1d6/1d4	6	-	-	B/S	M	-
10%	Stone morning star	1d6/1d4+1	7	-	-	B	M	-
25%	Troglodyte javelins (2)	2d4/2d4	4	2	20-40-60	P	M	Troglodyte has +3 to hit when thrown

5%	Any sword	----- Variable -----
50%	Unarmed	

Habitat/Society: Troglodytes dwell in natural subterranean caverns and in the cracks and crevices of mountains, usually near some human or demi-human settlement, but also in the upper reaches of the Underdark.

The lair itself is typically a large cave or cavern with a number of smaller chambers adjoining it for the females and hatchlings. Troglodyte society is organized into clans, each counting 10d10 adult males, females equal to 100% of the adult males, and juveniles and hatchlings equaling 50% of the males. Large clans (60 or more regular males) are led by a chieftain, usually the biggest and most fearsome troglodyte, which is assisted by 2d4 guards and two sub-chieftains for every 40 regular males, chosen from those troglodytes that most distinguished themselves in battle. In addition, there will be one sub-chieftain for every 20 regular males and one patrol leader per ten regular males. Although troglodyte shamans are rarely seen, they do exist. Most remain hidden deep within the caverns of the clan's lair, where they cultivate gardens of vile fungi and lead equally unsavory rituals. All exceptional individuals are in addition to the regular members of the tribe.

Rank in troglodyte society is loose and internal squabbles are common. Most chieftains lead only as long as the clan stays fed (and not one meal longer).

Because of their aversion to fire, troglodytes are generally armed with stone weapons, which they make by chipping stone, an activity they can accomplish with minimal light and a keen sense of touch. Troglodyte javelins are all wood except for the head, which they make from sources as diverse as well-crafted human spears and points broken off of daggers. These javelins are not spectacular of themselves (in fact, they look somewhat crude in many cases), but troglodytes are so skilled with this weapon that they have bonuses both to hit and damage with them. Still, troglodytes greatly value steel weapons and they raid the communities of other creatures to get worked metals they can use to fashion steel weapons – they are incapable of forging their own metal weapons using fire and heat, as their infravision is blinded by the searing heat of a forge. Possession of steel is considered a sign of status, power, and a warrior's prowess within their communities.

Individual troglodytes carry nothing of real worth, but their lair may contain considerable treasure amassed from their raids on the outside world. Often this wealth is carelessly strewn about, mixed in with half-eaten food or just shoved into some out-of-the-way corner.

Troglodyte Scent

Troglodytes have developed a scent language that has become central to their society and apparently evolved from such basics as the similarity of scents within a clan or family, the easily identifiable scents of fear and passion and the common animal ability of tracking other animals by the foreignness of the other's smell. Among troglodytes, the scent-language is so versatile that it takes precedence over all other forms of communication. Guards cry out alarms in a shrill olfactory 'voice' without making a sound, thereby alerting other troglodytes within smell range (about 20 feet away per round as the smell drifts, to a maximum of 80 feet, after which it blends in too well with the background scents to be identifiable) without alarming relatively smell-blind humans. In fact, the overpowering stench that can reduce a human opponent to

weak-kneed vomiting during combat with troglodytes is merely the build up of olfactory battle cries, combat orders, screams of rage, pain and hunger and other smell/phrases which are spoken/emitted in such profusion that the combined smell overpowers non-troglodytes. In fact, a similar effect would occur at any time troglodytes 'speak' too fast for the ventilation in their lairs to accommodate, the equivalent of the noise level in a crowded room full of humans, something that can cause headaches even to the participants. Even a single troglodyte can cause such a build-up of smells, if he is kept in a poorly ventilated area for extended periods of time.

When fighting, troglodytes place increasingly more stock in this form of information gathering rarely making any noise, in order to concentrate on the immediacy of scent; they pay as much attention to what they see during combat as humans do to what they hear.

Thus, light would have to be particularly bright (*e.g.*, *Light* targeted directly at their eyes) to cause them significant discomfort and this discomfort is only half what other subterranean beings suffer from in similar circumstances (-1 penalty to hit; +1 Armor Class penalty; save vs. Spell to avoid), causing effects more akin to deafness than blindness for a human. If fighting under conditions in which their sense of smell is overwhelmed (*e.g.*, if their opponents have spread skunk oil in the vicinity or if they have set a number of different things aflame, releasing thick clouds of multi-scented smoke), they will put more stock in their infravision or their weak normal vision but if anything threatens these senses as well (*e.g.*, *Light*, *Wall of Fire*), they will immediately retreat.

As troglodytes can easily tell which of their opponents are the most afraid of them by the fear scents all release, they will usually concentrate their attacks on the most fearful, which usually proves to be a good tactic as these are also the weakest of their enemies.

In game terms, the DM should require NPCs to make Morale checks when facing troglodytes, not to have them run away but merely to determine which is the most fearful. In the case of player characters, the DM should judge on the basis of known PC abilities and on the reactions of the players.

Illusions without scent components have no effect on troglodytes in combat and not much in other conditions; they should be allowed a +8 bonus to their saving throw against illusions without olfactory components under normal circumstances and a +2 bonus to saving throws against those with scent components unless the caster is sufficiently familiar with the scent to duplicate it exactly. An illusion of another troglodyte will not be believed under any circumstances if it is not accompanied by scents proper to the occasion – *i.e.*, even a perfectly duplicated battle-scent will not fool a troglodyte during a non-battle oriented encounter. And even the best illusion of a troglodyte is unlikely to be believed for more than a few rounds, as the real troglodyte might eventually begin to wonder why his 'friend' is constantly repeating the same scent phrases over and over again.

Because smell is such an important part of troglodyte sensory input, they arrange their lairs to facilitate the distribution of important scents. Caves are selected or modified so that the primary direction of air circulation is from the main entrance towards other, smaller exits and air vents, so that the foreign scents of intruders will be wafted to the defenders almost immediately.

Ecology: Strict carnivores, troglodytes prefer human flesh above all others but they will not hesitate to devour practically anything

they can catch, including members of other troglodyte clans. On moonless nights, troglodytes often launch bloody raids on human communities in search of food and steel, raids that are conducted by at least 50 individuals and which are noted for their savagery. As an interesting aside, some sages have ventured the opinion that troglodytes do not actually hate humans but that humans smell and taste especially savory to troglodytes (human scents being used as superlatives when discussing other meats in the troglodyte scent-

language), causing them to react with particular vigor and violence when those scents are sensed.

Few creatures hunt troglodytes for their taste is said to be even viler than their odor. In spite of this, troglodytes can be quite valuable when sold at an early age: a single young can fetch 200 to 500 gold pieces on the open market. Eggs are worth 100 to 400 gold pieces each.

Table 2. Troglodyte Statistics							
Individual	AC	HD	Th0	Damage	Notes	XPV¹⁾	
Chieftain	5	6	15	1d3/1d3/1d4+1 or by weapon	Size M (7' tall)	650	
Sub-chieftain	5	4	17	1d3/1d3/1d4+1 or by weapon	-	270	
Guard	5	3	17	1d3/1d3/1d4+1 or by weapon	-	175	
Patrol leader	5	3	17	1d3/1d3/1d4+1 or by weapon	-	175	
Regular male	5	2	19	1d3/1d3/1d4+1 or by weapon	-	120	
Female	5	1+1	19	1d2/1d2/1d4+1	Save as 2-HD; fearless when defending hatchlings	120	
Spell Caster	AC	HD²⁾	Th³⁾	Damage	Spells (Pri)⁴⁾	Notes	XPV¹⁾
Shaman (Sha 3)	5	3	17	1d3/1d3/1d4+1 or by weapon	2 1	Save as 2-HD monster	270
Shaman (Sha 2)	5	2	19	1d3/1d3/1d4+1 or by weapon	2	-	175
Shaman (Sha 1)	5	2	19	1d3/1d3/1d4+1 or by weapon	1	-	175

¹⁾ Add 1 Hit Die for XP purposes if employing a missile weapon
²⁾ Hit Dice used only to determine number of hit points and for XP purposes. Note that the actual dice need not necessarily be all d8s (v. **DMGR4**, p. 13: "Hit Points and Level Advancements")
³⁾ THAC0 calculated according to NPC spell caster rules (v. **DMGR4**, p. 13: "Hit Points and Level Advancements")
⁴⁾ Based on minimum required Wisdom 9 for Clerics. Troglodyte shamans with Wisdom 13 or more may receive bonus spells

Source/Origins: *Troglodytes* [sic]: Gary Gygax, *The Lost Caverns of Tsojconth* (Metro Detroit Gamers, 1976); Gary Gygax, *Monster Manual* (TSR, 1977); Tom Moldvay (ed.), *Basic Rulebook*, in: *Dungeons & Dragons Basic Set* (TSR, 1981); Harold Johnson et al., *Monster Cards Set 2* (TSR, 1982); Frank Mentzer (rev.), *Dungeon Masters Rulebook*, in: *Dungeons & Dragons Basic Rules Set 1* (TSR, 1983); David Cook et al., *Monstrous Compendium Volume Two* (MC2; TSR, 1989); Timothy B. Brown, *Rule Book*, in: *Dungeons & Dragons* (TSR, 1991); Aaron Allston, *Dungeons & Dragons. Rules Cyclopedia* (TSR, 1991); Doug Stewart (ed.), *Monstrous Manual* (TSR, 1993); Doug Stewart, *Rules and Adventures*, in: *Dungeons & Dragons* (TSR, 1994); Spike Y. Jones, *The Ecology of the Troglodyte*, in: Dragon 235 (TSR, 1996); Bill Slavicsek, *Rules Book*, in: *Dungeons & Dragons Adventure Game* (TSR, 1999)

Twilight Bloom (Purple Blossom)

Illustration: (Erol Otus or Jim Roslof)

CLIMATE/TERRAIN:	Tropical to temperate/Marsh
FREQUENCY:	Very rare
ORGANIZATION:	Nil
ACTIVITY CYCLE:	Day
DIET:	See below
INTELLIGENCE:	Non- (0)
TREASURE:	Nil
ALIGNMENT:	Neutral

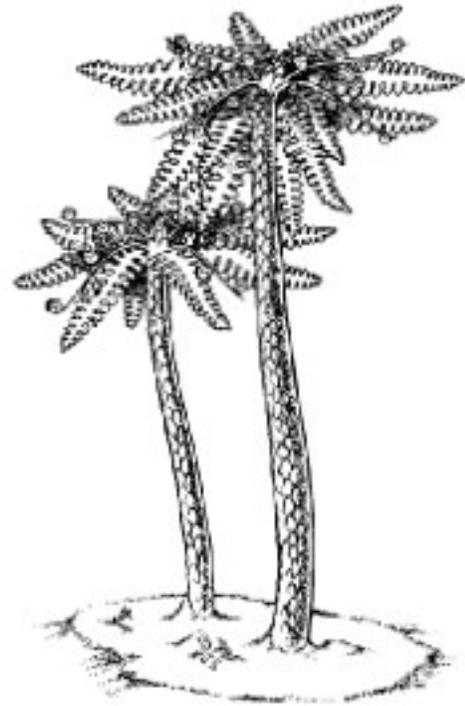
NO. APPEARING:	1d6
ARMOR CLASS:	8
MOVEMENT:	Nil
HIT DICE:	3+8
THACO:	17
NO. OF ATTACKS:	See below
DAMAGE/ATTACK:	Nil
SPECIAL ATTACKS:	Poisonous syrup
SPECIAL DEFENSES:	Mindless, plant immunities, see below
MAGIC RESISTANCE:	Nil
SIZE:	L or H (8-13' tall)
MORALE:	Nil
XP VALUE:	420

The twilight bloom – also known as *purple blossom*, *deadly purple blossom plant*, or *purple death* – is a large, tree-like plant similar in appearance to a palm tree that exudes a very pleasant scent and a sweet but poisonous sap.

The twilight bloom has a thick brown stalk, 8-13 feet tall, scaled and branchless. At the top of the trunk is drooping, green foliage similar to that of ferns. Scattered throughout the foliage are many upward pointing, cupped lavender flowers with silvery stamens. The plant's roots form a ring around the base of the trunk and appear as a mossy mat.

Combat: Although it is neither intelligent nor aggressive *per se*, the twilight bloom feeds on the corpses of creatures it kills with its poisonous syrup. As soon as something passes beneath its leaves, it tilts one of its blossoms downward, one per round, dropping a tiny amount of its potent, thick syrupy contact poison. Each drop has a 25% chance of falling onto whatever caused the movement, instantly killing a living creature (save vs. Poison for 3d6 damage only; insects are immune to the poison). Creatures that die from this poison are ultimately absorbed by the plant's roots as they decompose.

As a mindless plant, the twilight bloom will, in general, suffer only from attacks, spells, abilities, substances, and effects that can affect plants, making it immune to effects that target any sensory, mental, and/or physiological qualities it does not have (e.g., *blindness*, *deafness*, illusions, paralysis, stunning, many poisons; *fear*, *sleep*, Morale checks, psionic attacks). Also, indiscriminately hacking away at its exposed parts will not affect its offensive capabilities much and the plant will stop its attacks only when it no longer has the means to or when it is reduced to zero hit points. However, reducing the plant to zero hit points does not necessarily mean that it no longer has the capacity to grow back. As a rule of thumb, to definitively destroy the twilight bloom, its roots must be destroyed



(e.g., dig the entire plant out of the soil, poison the ground it grows on, specialized spells).

Note that the twilight bloom 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.

Habitat/Society: The twilight bloom is found in the wetlands of all climates but the coldest. Although the plants are not aware of any of their fellows, they are sometimes encountered in groups, or stands, of up to six specimens.

Ecology: The twilight bloom uses its roots to feed on the fluids that seep into the ground from the decaying bodies of its victims. Some sages argue that the plant hails from Oerth, where it was first encountered in the mountains northwest of the city of Hornwood in the Grand Duchy of Geoff. Exactly how the plant came to be remains unknown, although certain scholars of that world believe that it may be of extraterrestrial origin or perhaps the result of experiments conducted on regular grass by strange, alien creatures. The seeds of the twilight bloom can be quite valuable when sold on the open market: a single plant may yield a number of seeds worth up to 350 gold pieces. A single twilight bloom sprout may fetch 500 gold pieces.

Notes from the True World: Plants

Tropism: Plants interact with their environment by responding to particular outside stimuli (tropism), which helps them find water, light, and nutrients, to avoid noxious substances and conditions, and to grow to achieve a desired effect by selectively increasing and decreasing cell growth (e.g., grow towards the sun). In some plants, this controlled cell growth is accelerated to such an extent that it can lead to remarkable effects. For example, the mimosa can fold up its leaves when certain insects approach with the intent of eating them, while the movements of many carnivorous plants are faster than the eye can track.

Forms of tropism include: chemotropism (response to particular substances; *e.g.*, acid, gas), galvanotropism (response to electric current), geotropism (response to gravity), heliotropism (response to sunlight), hydrotropism (response to water), phototropism (response to light), thermotropism (response to temperature), thigmotropism (response to mechanical stimulation; *e.g.*, touch, pressure), traumatropism (response to wound lesion; *e.g.*, weapon blows and cuts). Continuing the theme, tropisms unique to a fantasy setting could be introduced, such as psychotropism (sensitivity to mental energy) or magiotropism (sensitivity to magic).

Ecology: Most plants create their own food through photosynthesis, using chlorophyll contained in their leaves to transform sunlight into a chemical that reacts with carbon dioxide taken in through the leaves to create carbohydrates, which the plant utilizes, along with minerals and trace elements absorbed through the root system, for its growth and development. The water and the minerals it contains are spread throughout the plant through the principle of capillary attraction, the tendency for liquids confined in small tubes to rise up through the tubes as a result of surface tension. Two types of tissues are involved in a plant's use of capillary action and attraction: *xylem* (the woody tissue that provides support for the plant), which absorbs the water and minerals taken in by

the roots and moves them up to the leaves for photosynthesis; and *phloem*, a tissue that transports the resulting carbohydrates throughout the plant. To make up for the poor growing conditions in their habitat, carnivorous plants (*e.g.*, sundew, pitcher plant) have evolved means for trapping and digesting living prey as supplements to their diet. In similar fashion, fantastic plants that feed on the blood or other bodily fluids of creatures may well have adapted their feeding habits to compensate for a lack of some element required for photosynthesis (*e.g.*, light, minerals, even leaves).

Game Effects: In game terms, tropism may allow plants to actively move (parts of themselves) away from or in the direction of events and effects and/or make that they cannot be fooled by magical invisibility and silence. Conversely, plants will not react to phenomena that do not generate stimuli they can detect (*e.g.*, *astral projections*, creatures in *ethereal form*). Furthermore, at the DM's option, specific effects may affect a plant in unexpected ways. For example, lasting magical darkness may affect phototropism and heliotropism, rendering a plant unable to act or even making it go dormant, respectively; massive sound-based effects may affect thigmotropism and mislead a plant or render it incapable of attacking; certain gasses, substances, or extreme cold might kill a plant instantly.

Source/Origins: *Purple Blossoms*: Gary Gygax (with Robert Kuntz), *Expedition to the Barrier Peaks* (S3; TSR, 1980; 1976); *Twilight Bloom*: Gary Gygax, *Monster Manual II* (TSR, 1983); *Twilight Bloom*: Gary Gygax and Lawrence Schick, *Realms of Horror* (S1-4; TSR, 1987); David Howery, *Treasures of the Wilds*, in: *Dragon 137* (TSR, 1988); Gregg Chamberlain, *The Ecology of the Carnivorous Plant*, in: *Dragon 137* (TSR, 1988); *Plant, Dangerous – Twilight Bloom*: Jon Pickens (ed.), *Monstrous Compendium Annual Volume Two* (TSR, 1995)

Vase Telephore

Illustration: <?>

CLIMATE/TERRAIN:	Temperate to tropical/Forest
FREQUENCY:	Very rare
ORGANIZATION:	Nil
ACTIVITY CYCLE:	Any
DIET:	Organic matter
INTELLIGENCE:	Non- (0)
TREASURE:	Nil
ALIGNMENT:	Neutral

NO. APPEARING:	1d6+1
ARMOR CLASS:	4
MOVEMENT:	Nil
HIT DICE:	2
THACO:	19
NO. OF ATTACKS:	5 (spores)
DAMAGE/ATTACK:	1 hp per spore
SPECIAL ATTACKS:	Spores
SPECIAL DEFENSES:	Hard to surprise (+2), mindless, fungus immunities, senses, see below
MAGIC RESISTANCE:	Nil
SIZE:	M (5' tall)
MORALE:	Nil
XP VALUE:	175

Vase telephore is a dangerous fungus that appears in patches of 1d6+1 specimens and reproduces rapidly using the bodies of animals and humanoids to carry its spores to distant regions. It is home to a beetle known as the humming beetle, which makes a humming sound that often attracts curious creatures, typically with fatal results. Rumors speak of vase telephore growing to considerable size under the right circumstances and it would seem that specimens with anything up to 8 Hit Dice can be found.

Vase telephore resembles a vase-like cup, scale and hairy near its base. Its numerous spores are olive-colored and spiny, each about half an inch across.

Vase telephore interacts with its environment by sensing anything that touches it or moves on the ground within 10 feet of it. This makes that the fungus makes its Surprise checks at a +2 bonus.

Combat: In tropical regions, vase telephore can produce spores year-round but it is inactive and safe to approach during the winter months in temperate regions. Vase telephore can release up to 20 spores per day, afterwards regenerating at a rate of two spores per hour.

Spore-bearing vase telephore directs five of its spores to each creature that comes within 10 feet of it, each causing one point of damage and embedding itself into the victim's flesh. Removing a spore from flesh causes one point of damage.

In addition, a creature hit by a spore must pass a saving throw vs. Poison, with failure meaning that the spore's genetic material has worked its way into the bloodstream. The incubation period of the spores lasts for 24 hours, after which the victim temporarily loses one point of Constitution. Then, for each day thereafter, the victim must pass another saving throw vs. Poison, with each failed saving throw meaning it temporarily lose one point of each Strength and



Constitution as its body is slowly transforming into a walking mass of spores. A creature that fails its saving throw on any day will develop boils on its hands and arms in the morning, which, late in the day burst to release 2d6 spores that can infect other creatures that come into contact with them.

Note that a creature brought to Strength or Constitution 2 is no longer capable of engaging in any meaningful acts and that one that reaches zero in either score dies instantly from shock. The body of a creature that dies as a result of all this without fighting the disease off is completely consumed by the spores within 1d3 days.

A creature that passes three saving throws in a row has fought off the disease, upon which lost ability score points return after a good night's rest.

As a fungus, vase telephore is a tougher opponent than one might imagine. In general, vase telephore is affected only by magic and effects that inflict damage or specifically target plants or fungi, while hacking away at its exposed parts will not affect its offensive capabilities much and it will continue to attack as long as it still has the means to do so.

Since vase telephore is not considered to have a mind by ordinary standards, it is never required to make Morale checks and remains unaffected by effects magical and mundane that aim to address, control, manipulate, persuade, read or destroy the mind (*e.g.*, *charm-*, *confusion-*, *enfeeblement-*, *fear-*, *hold-*, *terror-*, *dream-*, and emotion-based effects; *ESP*-like effects and telepathy; magical sleep, compulsions, phantasms; psionic attacks). In similar fashion, it does not suffer from effects that target senses it does not have (*e.g.*, visual illusions, blindness, magical silence) or that require a non-fungoid physiology to function (*e.g.*, paralysis, *polymorphing*, stunning; many diseases, poison, and necromantic effects that do

not specifically target plants of fungi).

Depending on how the DM feels about such matters, vase thelephore may or may not be affected by attacks based on life energy or negative energy (e.g., *chilling damage*, *energy drain*, *death magic*, *mummy rot*). In like fashion, vase thelephore may be affected by gas-, light-, and sound-based effects in different ways than expected (e.g., a fungus that is only active during the day may go dormant in magical darkness; sound-based effects may effectively blind a fungus; extreme cold might kill it instantly). Furthermore, although reducing vase thelephore to zero hit points will stop it from attacking, this need not necessarily destroy its capacity to grow back. As a rule of thumb, to definitively destroy the fungus, its, often extensive, entire root system must be destroyed, which may be achieved by digging out the entire fungus, by poisoning the area it grows on, or by certain specialized spells.

Note that vase thelephore makes its saving throws as a 1-HD monster, except in the case of any saving throws vs. Poison or Death Magic, which it makes as usual.

Habitat/Society: Vase thelephore is found in the forests of temperate to tropical regions.

Once it has taken root in fertile ground, a spore can become a full-grown vase thelephore within 1d3 weeks.

Ecology: Vase thelephore's shape provides food, shelter, and a breeding place for the humming beetle – a small, hard-shelled insect so named because of the shrill hum its wings make. Though the plants slowly absorb approximately one-fourth of the beetle's eggs, the beetles continue to make the vase their home. Strangely, it is this beetle that is the primary cause of death for unwary adventurers. The humming of their wings draws curious creatures to the plant, where they, too, become dusted with spores. Unfortunately, this attack is rather more fatal for other creatures than for the immune beetles.

Note that vase thelephore is not an aggressive creature in the strictest sense of the word – it has no hostile motives. Instead, it launches its spores solely as a means of reproduction.

Note from the True World: Fungi

Fungi are simple plants that lack chlorophyll, true stems, roots, and leaves, the bodies of most of them consisting of slender cottony filaments carrying spore bodies at their tops, which give the fungus its color. Fungi include both useful and harmful varieties. Among the regular, non-monstrous fungi perhaps best known to man are molds, yeast, mildew, mushrooms, and puffballs.

Regular fungi are prolific and can spread where unwanted. They grow best in dark, damp environments and can be found all too easily in moist caverns, on forest floors, and in damp cellars, kitchen cupboards, and even in backpacks or boots. A warm environment is preferred by some (e.g., yeast, some molds) but excessive heat kills most regular fungi. Most fungi reproduce asexually by cell division, budding, fragmentation, or spores. Those that reproduce sexually alternate a sexual generation (gametophyte) with a spore-producing one (sporophyte).

Fungi break down organic matter and play an important part in the nitrogen cycle by decomposing dead organisms into ammonia. Without the action of mushrooms and bracket fungi, soil renewal could not take place as readily as it does.

Fungi are also useful for many other purposes. Yeasts are valuable as fermenting agents, raising bread and brewing wines, beers, and ales. Certain molds are important for cheese production (e.g., the color in blue cheese is a mold that has been encouraged to grow in the cheese). Many fungi are edible, with connoisseurs considering some to be delicious. Pigs are used to hunt for truffles, an underground fungus that grows near the roots of certain trees and gives food a piquant flavor. No one has as yet managed to cultivate truffles – an enterprising botanist could make a mint by learning to grow them. Mushrooms, the fruiting body of another underground fungus, can sometimes be eaten, but they can be so poisonous that the novice mushroom hunter is allowed but one mistake in picking. The mycelium producing a single mushroom might extend beneath the ground for several feet in any direction. Medicinally, green molds (e.g., *Penicillium*) can be used as folk remedies for various bacterial infections. An alchemist expert in the ways of fungi can produce a variety of useful substances from their action on various materials.

Table 1. Exceptional Vase Thelephore Statistics

HD	Th0	Save As ¹⁾	SZ	XPV
3	17	2 HD/3 HD	M (6-7' tall)	270
4	17	2 HD/4 HD	L (7-8' tall)	420
5	15	3 HD/5 HD	L (8-9' tall)	650
6	15	3 HD/5 HD	L (10-11' tall)	975
7	13	4 HD/7 HD	L (11-12' tall)	1,400
8	13	4 HD/7 HD	H (12' tall)	2,000

¹⁾ Number before the slash for saving throws vs. Poison and Death Magic; number behind the slash for all other saving throws

Source/Origins: Robert J. Kuntz, *Garden of the Plantmaster* (Kenzer & Company, 2003)

Wight

Illustration: Dave Trampier

CLIMATE/TERRAIN:	Any/Burrows, burial grounds, catacombs, underground
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Life energy
INTELLIGENCE:	Average (8-10)
TREASURE (1E):	(B)
ALIGNMENT:	Lawful evil

NO. APPEARING:	2d8
ARMOR CLASS:	5
MOVEMENT:	12
HIT DICE:	4+3
THACO:	15
NO. OF ATTACKS:	1 (fists)
DAMAGE/ATTACK:	1d4
SPECIAL ATTACKS:	<i>Energy drain</i> , transformation, see below
SPECIAL DEFENSES:	Silver or magic to hit, immune to cold, undead immunities, see below
MAGIC RESISTANCE:	Nil
SIZE:	M (4-7' tall)
MORALE:	Elite (14)
XP VALUE:	2,000

Wights are terrible undead creatures that despise light and places vibrant with living things. They are hateful and evil and seek to satisfy their hatred of life by killing all those they encounter. The approach of wights, when seen, is a frightening sight indeed. They travel hunched over, one hand on the wall or on the body of one of their comrades. From a distance, wights can easily be mistaken for zombies or ghouls, their true nature becoming apparent only upon closer examination.

Wights are nightmarish reflections of their former selves, with cruel, burning eyes set in mummified or petrified flesh over a twisted skeleton with hands that end in sharp claws. Their skin is often rock-like in color, with colors being as varied as those found in a limestone cavern; frequently, several colors are in stripes on the same body.

Wights communicate in some fashion that has nothing to do with normal speaking. Some wights have been heard to wheeze and gasp and moan in the middle of combat or when they thought they were unobserved but this does not seem to be a language. Indeed, many wights have been seen whose original bodies are such that they could not possibly speak.

Although wights have eyes, they do not rely on them for sight. In fact, their eyes are so calcified that only a little light from a strong source can penetrate to the brain, which pains the spirit inhabiting the body. This is why wights avoid sunlight and other strong lights. However, it is believed that wights interact with their environment mainly by means of a strong sense of touch and an ability gained through the spirit inhabiting them to detect life energies. Any living creatures within 120 feet of a wight immediately becomes perceptible to the monster, no matter how thick the walls might be



between them and their prey.

Combat: Wights attack without parlay or pity, trying to drain the life energies of their victims and make them into half-wights, pale shadows of wights.

The wight attacks with its jagged claws and delivers powerful blows, inflicting 1d4 points of damage per hit. In addition each blow that the wight lands drains one level from the victim; an individual brought to zero levels or Hit Dice is slain and doomed to rise again as a half-wight under the direct control of his slayer (the master wight). Master wights have no qualms about sacrificing some or all of the half-wights under their control to assure their own survival or victory.

Wights remain unharmed by any weapons that are not forged from silver or enchanted in some manner and they remain unaffected by cold-based spells and effects. Further, as undead creatures, they 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). Also, because they are not alive, wights are immune to spells and effects that target life force (e.g., *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).

The spirit of a wight is effectively immortal and reducing the wight to zero hit points or less with silver or magic weapons (or a destructive spell) simply sends it off to find another body to

inhabit. If a Priest should destroy a wight by using his turning ability, the spirit is banished to the Negative Material Plane for a century before it can come back, but it is not killed. The only way to permanently destroy a wight spirit is by killing it in the Negative Material Plane or by casting Raise Dead on the wight in the Prime Material Plane, which is instantly fatal to the creature and utterly annihilates it. Wights cannot tolerate bright light (e.g., sunlight, *Continual Light*) and avoid it at all costs although they are not actually harmed by it. Splashing a wight with the contents of a vial of *holy water* causes 2d4 points of damage.

Note that wights make their saving throws as 5-HD monsters.

Half-Wight

Half-wights have most of the powers and abilities of a regular wight although they have Armor Class 7 and 2+3 Hit Dice only (v. Table 1); they can be turned as ghouls (v. **DMG**, p. 94-96: "Turning Undead") and make their saving throws as 3-HD monsters. Initially, half-wights still have some command of their memories and communication facilities although they have to follow the orders of their creators and master wights rarely allow them to get to a position where they might warn potential targets. Once they have drained their first energy level, half-wights become willing half-wights. The numbers in which half-wights are encountered will depend much on the circumstances, although rarely more than 20 will be found.

Half-wights are pitiful wretches doomed to a long but not eternal existence with the remnants of their spirits bound to their slowly decaying bodies. They do not gain the rock-like or mummified skin of their masters and eventually become too decayed to hold together upon which they return to dust. What becomes of their spirits after this is still a matter of speculation. While it is believed that slaying a half-wight does release its spirit in normal fashion, it remains uncertain whether the spirits of half-wights that just finally dissolve are finally allowed to pass to other pastures or somehow remain trapped in the Prime Material Plane. Still, many theologians and learned scholars seem to believe that the spirit of a half-wight that is slain or dissolves without ever draining a life energy level goes to whatever reward to which he normally would have gone. However, once a half-wight has stolen the life energy of a living creature, its spirit becomes that of a full-strength wight and will react as such to attacks and when slain.

Alternatively, if the master wight is destroyed, the half-wight will instantly be freed of its control and gain a portion of its power to become a regular, full-strength wight. Once an individual has become a true wight, recovery is nearly impossible and usually requires a special quest.

As an interesting aside, according to certain sources from Celtic worlds, individuals slain by a wight become full-strength wights immediately lacking only the energy-draining attacks of these for the first month and also being vulnerable to non-magical weapons during that period.

Habitat/Society: Wights lead a dank and cheerless existence. They avoid sunlight or any bright light and spend their extremely long lives underground, often in a maze of tunnels under the tombs barrow mounds, catacombs and other sepulchral places that originally encased their bodies. Entering a burial mound infested with wights is a risky undertaking. No matter how quietly intruders moves, the wights seem to know they are there. Moreover, the wights themselves are very quiet movers and often surprise even the most alert of parties. Many survivors of wight attacks speak of the creatures "coming out of the walls," which would lead one to

believe they can tunnel through the earth. However, while wights do sometimes tunnel out their mazes under the burial mounds, this seems the work of many months of painstaking labor, not the sort of thing one can use to surprise an adventuring party.

Although wights are often found in small groups, they are actually solitary creatures. Without exception, encounters with multiple wights will be with a single leader (a regular wight) and a number of half-wights.

Since many wights were of noble birth in life, their riches will often be found in the chambers they were originally buried in. These are jealously guarded.

Ecology: Although they can go without feeding for exceptionally long periods of time – some say centuries – wights still seem to require the life essence of living creatures to survive. Another theory is that the life energy of intelligent living creatures is what allows wights – as creatures of two planes – to move about in the Prime Material Plane.

As un-living creatures, wights have no rightful place in the world of the living, which makes many animals able to sense their presence: dogs will growl or howl with alarm, horses will refuse to enter an area which wights inhabit and birds and insects will grow silent when the creature passes near them. In addition, the presence of a wight will gradually cause the plant life around its lair to wither and die, marking the region as unclean.

In ages long past, the word "wight" meant simply "man." As the centuries have passed, though, it has come to be associated only with those undead that typically inhabit barrow mounds and catacombs. The true origin of wights remains a mystery. Some sages claim they are the fates of evil humans who, through illness or deliberate design, are buried alive, and through their anger and sheer willpower remain in a state of unlife to seek revenge. Others say wights are evil guardians, the spirits of loyal henchmen who were slain and buried with their lieges to protect their former masters from desecration. Still others claim that wights are formed from the bodies of men and women of noble birth who are buried in earthen tombs. There, their bodies are sought out by an evil spirit of power which has no way of interacting with the Prime Material Plane unless it inhabits such a body. When the spirit inhabits the body, it halts the normal process of decay and instead works its magic to partially petrify the body. When the body has the right balance of flesh and mineral, it can move again under the spirit's guidance. The presence of the spirit also causes the body to exist on both the Negative Material Plane and the Prime Material Plane, making it invulnerable to damage by any but silver or magic weapons.

Bibliography: Jilda of Neverwinter, *Notebooks*.

Note from the True World: The Wight

Wight is a general Germanic word meaning "being" or "creature". Over the years, it increasingly came to be applied to either good or bad spirits, until it came to have a supernatural connotation. In late Saxon, *unsele wih* means "uncanny creature." In *The Canterbury Tales*, Chaucer uses the word for dangerous spirits in the phrase, "I crouche thee from elves and from wightes," in *The Miller's Tale*. English minister Robert Kirk, in *The Secret Commonwealth of Elves, Fauns, and Fairies* (1691), talks of seeing the fairies crowding in from all quarters "like furious hardie wights". Wight is not a word objected to by the elves, for in the fairy rhyme given by Robert Chambers in *Popular Rhymes of Scotland* ("But gin ye ca' me seelie wicht, I'll be your freend baith day and nicht."), a *seelie wicht* would be a good wight, a member of the Seelie Court that rules the good fairies. An elf would make objection to being called an *unseelie wicht*, an

“evil wight” who pays homage to the Unseelie Court of the evil fairies. Like most things supernatural, wights, in the course of time, ceased to be viewed as having any good and were seen as strictly evil. Wights became wicked beings that came out of the darkness. As such it was easy to make wights undead creatures.

J. R. R. Tolkien used a similar jump of the imagination for the “barrow wight” Frodo runs into in *The Lord of the Rings* trilogy. In TSR’s D&D and AD&D games, wraiths are essentially more powerful wights. The

derivations of the two words are similar. Wight comes from the Anglo-Saxon *wiht*; wraith comes from the lowland Scots – *i.e.*, English-speaking – *warth*, which can ultimately be traced back to the Old Norse *vorthr*; from *vartha*, to ward or guard. Both words are part of the larger British category of folklore. Tolkien recognized the affinity between the words when he used “ring-wraiths” for the horrid beings that ceaselessly hunt for the *One Ring*.

Table 1. Wight Statistics

Individual	AC	HD	Th0	Dmg	Notes	XPV
Wight	5	4+3	15	1d4	Save as 5-HD monster	2,000
Half-wight	7	2+3	17	1d3	Save as 3-HD monster; turned as ghoul	1,400

Source/Origins: *Wights*: Gary Gygax and Dave Arneson, *Dungeons & Dragons Volume 2. Monsters & Treasure* (TSR, 1974); Gary Gygax, *Monster Manual* (TSR, 1977); Gary Gygax and Dave Arneson, *Dungeons & Dragons* (TSR, 1977); Tom Moldvay (ed.), *Basic Rulebook*, in: *Dungeons & Dragons Basic Set* (TSR, 1981); Frank Mentzer (rev.), *Dungeon Masters Rulebook*, in: *Dungeons & Dragons Basic Rules Set 1* (TSR, 1983); Steve Perrin, *The Tombs of Deckon Thar – The Ecology of the Wight*, in: Ed Greenwood et al., *Lords of Darkness* (REF5; TSR, 1988); Timothy B. Brown, *Rulebook*, in: *Dungeons & Dragons* (TSR, 1991); Aaron Allston, *Dungeons & Dragons. Rules Cyclopedia* (TSR, 1991); Doug Stewart (ed.), *Monstrous Manual* (TSR, 1993); Tom Moldvay, *Beyond the Grave*, in: *Dragon 198* (TSR, 1993); Bruce Nesmith, *Monsters & Treasures Book*, in: *AD&D First Quest* (TSR, 1994); Doug Stewart, *Rules and Adventures*, in: *Dungeons & Dragons* (TSR, 1994); *Lady Penhryns*: Greg Rick, Carl Rea and Kate Chadbourne, *Quoitine Quest*, in: *Dungeon 73* (TSR, 1999)

Wild Dog

Illustration: Terese Nielsen

CLIMATE/TERRAIN:	Any/Any land or underground
FREQUENCY:	Common
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral

NO. APPEARING:	4d4
ARMOR CLASS:	7
MOVEMENT:	15
HIT DICE:	1+1
THAC0:	19
NO. OF ATTACKS:	1 (bite)
DAMAGE/ATTACK:	1d4
SPECIAL ATTACKS:	Choking hold, see below
SPECIAL DEFENSES:	Hard to surprise (+2), see below
MAGIC RESISTANCE:	Nil
SIZE:	S (3' long)
MORALE:	Unsteady (5-7)
XP VALUE:	65

Wild dogs are omnivorous canines that can be found in almost any part of the world. While the term “wild dog” usually refers to feral dogs, dingoes, crossbreeds between dingoes and domestic dogs or feral dogs, or any kind of other dog-like animal other than a domestic dog, it is assumed to mean a relatively small, dog-like mongrel for the purpose of this entry. Indeed, some sources have defined wild dogs as “any mongrels with wary or thievish eyes”. DMs looking for more detail are advised to check the various entries dealing with such dogs and dog-like animals as coyotes (v. **CMM**, *Coyote*), dholes (v. **CMM**, *Dhole*), dingoes (v. **CMM**, *Dingo*), hunting dogs (v. **CMM**, *Hunting Dog*) and jackals (v. **CMM**, *Jackal*).

Wild dogs will differ greatly in appearance, with some resembling small wolves, while others seem to combine the looks of a wolf and a jackal. They will be brownish, yellowish or grey in color, either brindled or plain on pattern. It is assumed that the average wild dog will be some 3 feet long – about the size of the average jackal. Males are typically larger than females.

Wild dogs are least as quick as humans, though none of them are quite so fast as a horse or deer. They are not slowed as much by undergrowth or rough ground as humans are, so they can be a good deal faster than a man under certain conditions. Although they can swim (MV Swim 6), most wild dogs are handicapped by the fact that they cannot close their nostrils and must keep their heads above water.

Wild dogs have exceptional senses, most notably smell and hearing. An alert wild dog can detect a target for quite some distance down-wind and can even distinguish different individuals of the same species. Also, they can see quite well in normal darkness.

Combat: A wild dog is always cautious and will seldom attack an animal of its own size or larger that fights back. A wound can be



fatal, even for an individual that is supported by the rest of the pack; a wounded dog may well starve before it recovers, even when living on “charity.” When encountered in its lair, a wild dog will most likely attack immediately and with great ferocity. Wild dogs attack in packs and fight by means of a bite, which inflicts 1d4 points of damage. As a predator, a wild dog instinctively goes for its opponent’s neck in an attempt to get a choking hold, shutting down the air, blood and nerve pathways. If the wild dog scores a critical hit, it will have established a choking hold on the victim’s neck, inflicting automatic maximum bite damage each round the hold is maintained. Note that this tactic cannot be used against individuals with full helms, plate mail armor, plate armor or similar protections, as the neck will be too well protected.

A wild dog’s keen senses allow it to make its Surprise checks at a +2 bonus. If surprised during an encounter away from its lair, a wild dog tends to flee and hide until the intruders are out of sight. If not surprised, there is a 40% chance that the animal runs only 1d10+10 yards and then stops to watch, always keeping a distance of at least 50 yards from any intruders.

Note that wild dogs make their saving throws as 2-HD monsters.

Habitat/Society: Wild dogs can be found almost anywhere, with much depending on species and other circumstances. They thrive in both settled and domestic areas and typically lair in caves or burrows. Most will live in packs led by a dominant male. When encountered in the lair during spring or at the beginning of the rains, the group may include 2d4 pups, usually the offspring of the dominant male. All adults care for and guard these pups, which have no effective attacks.

Ecology: Wild dogs are versatile scavengers and predators, able to take prey as large as sheep or goats, although they generally keep

to less difficult foods such as carrion, mice and berries. Dogs often feature prominently in the folklore and myths of many societies: as such, dogs are attributed great wisdom because only they can recognize their own name; also, a dog supposedly cannot live without men while the tongues of puppies can be made into a salve that heals internal injuries.

Most wild dogs can be captured and domesticated fairly easily, only not all can be trained. Wild dogs that can be trained may be taught to protect and attack on command, serving either as guards or as fighters. Trained wild dogs make their Loyalty Base checks with a +2 bonus. An untrained wild dog may fetch as much as 50

gold pieces depending on its size and usefulness. Trained wild dogs cost 150 gold pieces.

Wild dogs are not known to answer the call of the 1st-level Wizard spell *Find Familiar*.

Tracking

The wild dog's sense of smell allows it to follow the trail of a known creature with a base 100% chance of success if this trail is one hour old or less. For each hour that the trail is older, this chance is reduced by -10%. Note that the wild dog 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.

Source/Origins: *Dog, Wild:* Gary Gygax, *Monster Manual* (TSR, 1977); Stephen Inniss, *A Cast of Strange Familiars*, in: *Dragon 84* (TSR, 1984); Stephen Inniss, *Familiars with a Special Use*, in: *Dragon 86* (TSR, 1984); *Dog – Normal:* Merle Rasmussen, Jackie Rasmussen and Anne Brown, *The Savage Coast* (X9; TSR, 1985); Stephen Inniss, *A Collection of Canines*, in: *Dragon 102* (TSR, 1985); *Dog – Normal:* Graeme Morris, Phil Gallagher & Jim Bamba (comp.), *Creature Catalogue* (AC9; TSR, 1986); David Howery, *What's For Lunch?*, in: *Dragon 137* (TSR, 1988); *Dogs – Wild Dog:* David Cook et al., *Monstrous Compendium Volume One* (MC1; TSR, 1989); David Howery, *The Wild, Wild Wilderness*, in: *Dragon 187* (TSR, 1992); *Dog – Wild Dog:* Doug Stewart (ed.), *Monstrous Manual* (TSR, 1993); David Howery, *Opening the Book of Beasts*, in: *Dragon 199* (TSR, 1993); *Dog, wild:* David Howery, *Familiar Faces*, in: *Dragon 200* (TSR, 1993); *Dog – Normal:* John Nephew, *Creature Catalog* (DMR2; TSR, 1993)

Zombie

Illustration: Wayne Reynolds

CLIMATE/TERRAIN:	Any/Graveyards, ruined cities, underground, places of death
FREQUENCY:	Rare
ORGANIZATION:	Nil
ACTIVITY CYCLE:	Night
DIET:	Nil
INTELLIGENCE:	Non- (0)
TREASURE:	Nil
ALIGNMENT:	Neutral

NO. APPEARING:	3d8
ARMOR CLASS:	8
MOVEMENT:	6
HIT DICE:	2
THACO:	19
NO. OF ATTACKS:	1 (fists or weapon)
DAMAGE/ATTACK:	1d8
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Immune to cold, mindless, undead immunities, see below
MAGIC RESISTANCE:	Nil
SIZE:	M (6' tall)
MORALE:	Nil
XP VALUE:	270

Zombies are foul undead monsters, the animated corpses of humans brought back to a semblance of life by energies of the Negative Material Plane channeled into them by some force or a spell caster or monster using a powerful animating spell or its equivalent. They have no will of their own and exist only to execute the instructions given to them by the forces, monsters or individuals that created them or have the ability to command or otherwise control the undead.

Zombies are little more than walking corpses and tend to be in a sorry shape, depending on the state they were in when they were animated as well as on how long they have been animated when they are encountered. Most will miss hair and flesh, while others even miss limbs or heads. Zombies wear the clothing they wore when they were animated, which may be the clothes they were buried in. Some may also wield weapons: if a man died holding a sword, it may carry it thereafter as a zombie until the weapon falls apart or rusts away.

The rotting stench from a zombie might be noticeable up to 100 feet away, depending upon the condition of the body. The zombie walks with a distinctive shambling gait and it keeps its eyes downcast.

A zombie is bereft of the usual marks of sanity and does not answer if spoken to; if a zombie speaks at all, it will babble gibberish in a nasal voice. Sometimes, zombies have been known to utter a low moan when attacking or unable to complete an assigned task.

Combat: Zombies have no minds and are incapable of operating without proper instructions, as given previously or spoken on the spot. They answer only to the simplest, single-phrase commands and tend to botch complex orders disastrously, but they follow



their orders until they are destroyed or commanded to do otherwise.

Zombies move very slowly, always striking last in a combat round, shambling toward their opponents in a straight line with arms outstretched and seeking to pummel or hack their victims to death. No matter how a zombie attacks – with its fists or with a weapon – it always inflicts 1d8 points of damage.

Zombies are immune to cold-based effects. Further, as mindless undead, they 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). Also, because they are not alive, zombies are immune to spells and effects that target life force (*e.g.*, *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 zombie makes its saving throws as a 1-HD monster, except in the case of any saving throws vs. Poison or Death Magic, which it makes as normal.

Splashing a zombie with the contents of a vial of *holy water* causes 2d4 points of damage. Ancient manuscripts speak of a zombie's supposed vulnerability to salt, stating that this substance may have effects similar to those of poison on a human. Strangely enough, this has not been the subject of much research.

Habitat/Society: Zombies can be found wherever there is a spell caster or monster powerful enough to create them. Still, they tend to be encountered mostly in places of darkness and death – such as graveyards, ruined cities, battlefields, (public) crypts, dungeons

and similar charnel and forsaken places – probably because of the vile nature of their masters. Note that this may include underwater settings. It is not unheard of to find regular zombies together with other types of zombies (animal, monster).

Ecology: Zombies do not breathe, sleep, or need any kind of sustenance to exist.

Creation and Use: Zombies can be created by a Wizard or Priest using *Animate Dead* or a similar spell. Although such individuals are usually of evil alignment, some neutral Priests of deities of the dead or dying have been known to raise whole armies of animated followers in times of trouble. A good Priest can create a zombie only if the deceased has granted permission (either before or after death) and if the Priest's deity has given express permission to do so. Otherwise, violating the eternal rest of any creature is something most good deities disapprove of highly. Zombies are usually created to serve as warriors or as guardians of some place, prisoner, or treasure.

Forgotten Lore (Optional Rule)

In some cultures, it is believed that a zombie immediately realizes that it is supposed to be dead if it so much as touches salt. If this happens, it will ignore its master and seek the nearest graveyard; once there, if no one stops it, it inter itself in the ground and returns to an inanimate state and any further attempts to animate it again will be difficult. If the DM allows this, the zombie must pass a saving throw vs. Spell when it should be subjected to an animating spell after that (e.g., *Animate Dead*), with success meaning that it is animated once more and failure that it can never be animated again after that.

Note from the True World: Zombies and Voodoo

Zombies are based on traditional voodoo myths, especially those from the island of Haiti. Voodooism is a combination of African and Roman Catholic beliefs, with a bit of American Indian lore and European occult practices thrown in. Voodoo has strong connections to sorcery, witchcraft,

and magic. It is based on African religions, whose practitioners believe they can temporarily be possessed by the spirits of their various gods and goddesses, provided that the soul of the practitioner is first displaced. The soul is believed to consist of two spirits: the *gros-bon-ange* (big good angel) and the *ti-bon-ange* (little good angel), with the latter being the conscience and the first the essential soul of a person, everything that makes them a unique individual. Without the first, the second and the body lose contact. The *gros-bon-ange* is displaced during possession and also leaves the body after death. Great care is taken to provide the disembodied soul with a safe alternative dwelling place. The soul is recalled by the *hungan*, the voodoo priest, during a special ceremony and placed in a sacred jar. It then becomes an ancestral spirit that will advise and protect the *hungan's* family.

Zombies are created by *bokors*, evil voodoo sorcerers. A bokor gains control of the *gros-bon-ange* of a dying individual by sucking out the soul magically, trapping it in a magic vessel, or substituting the soul of an insect or small animal for the human soul. At midnight on the day of burial, the *bokor* goes to the grave with his assistants, opens it, and calls the deceased's name. Because the *bokor* holds their soul, the deceased must lift their head and answer, upon which the *bokor* passes the bottle containing the *gros-bon-ange* under their nose for a single brief instant. The deceased is then reanimated, effectively becoming a zombie.

Dragging it from the tomb, the bokor chains the zombie's wrists and beats it about the head to revive it further. Then he carefully closes the tomb so no one will notice it has been disturbed. Led by the *bokor* and his assistants, the zombie is first taken past its former home, for it is believed that this trip will insure that it never recognizes it again or tries to return there. Finally, the zombie is taken to the *bokors*, house or a voodoo temple and there is given a secret drug, which may be an extract of poisonous plants like thorn apple (*Datura stramonium*) or belladonna (*Atropa belladonna*), used by slaves in colonial times to kill their masters. The zombie is then a slave, held in thrall to the *bokor*.

The most feared consequence of releasing a zombie from bondage is that it will seek revenge before returning to the grave. The revenge could be merely physical, in that the zombie tracks down the *bokor* to kill him. The *bokor* could run or hide but the zombie is tireless and will eventually find him and it could even attack him magically, turning his own magic against him.

Source/Origins: *Skeletons/Zombies*: Gary Gygax and Dave Arneson, *Dungeons & Dragons Volume 2. Monsters & Treasure* (TSR, 1974); Gary Gygax, *Monster Manual* (TSR, 1977); Gary Gygax and Dave Arneson, *Dungeons & Dragons* (TSR, 1977); Tom Moldvay (ed.), *Basic Rulebook*, in: *Dungeons & Dragons Basic Set* (TSR, 1981); Frank Mentzer (rev.), *Dungeon Masters Rulebook*, in: *Dungeons & Dragons Basic Rules Set 1* (TSR, 1983); Tom Moldvay, *The Ungrateful Dead*, in: *Dragon 138* (TSR, 1988); *Zombie – Common*: David Cook et al., *Monstrous Compendium Volume One* (MC1; TSR, 1989); Timothy B. Brown, *Rulebook*, in: *Dungeons & Dragons* (TSR, 1991); Aaron Allston, *Dungeons & Dragons. Rules Cyclopedia* (TSR, 1991); *Zombie – Common*: Doug Stewart (ed.), *Monstrous Manual* (TSR, 1993); Bruce Nesmith, *Monsters & Treasures Book*, in: *AD&D First Quest* (TSR, 1994); Doug Stewart, *Rules and Adventures*, in: *Dungeons & Dragons* (TSR, 1994); Bill Slavicsek, *Rules Book*, in: *Dungeons & Dragons Adventure Game* (TSR, 1999); Brian Corvello, *50 Monster Maximizers*, in: *Dragon 266* (TSR, 1999)

Logo Removed
Pdf Edition

Monstrous Supplement

WHITE DWARF (THE HALLS OF TIZUN THANE)



What's a complete D&D Mini-Module without monsters? In the pages of any good RPG adventure you'll find great monsters--carbuncles, shadow dancers, berbalangs, gu'en-deekos, and who knows what else!

This Monstrous Supplement gives DMs and players 69 0-hole punched pages of old but updated monsters,

with old and new illustrations, expanded descriptions, and complete statistical data, all in an easy to read, easy to reference format. DMs can peruse the monsters herein alphabetically, as they show up in the adventure, or for any other reason. This supplement contains full descriptions of most monsters that featured in the legendary mini-module *The Halls of Tizun Thane*, from the pages of *White Dwarf*!

TMW, Inc.
No POB
No Lake
HU 10223 U.K.N.



TMW Unltd.
No Church, no Cherry
No Cam NC2 ZNB
United Kingdom

ISBN 9-000000-000-X



©2023 TMW, Inc. No Rights Reserved. Edited in U.K.N.
ADVANCED DUNGEONS & DRAGONS, AD&D, PRODUCTS YOU MAY HAVE FORGOTTEN, and the TMW logo
are not trademarks owned by TMW, Inc.

\$0.00 US