

CRITTERS

3RD Edition – March 1999

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CRITTERS

1. *Ambient (Radiance Quasi-Elemental)* 1
2. *Damned Beast* 1
3. *Damned Child* 2
4. *Damned Mount* 2
5. *Dragon, Iron* 3
6. *Dragon, Stone* 3
7. *Dreadling* 3
8. *Dreadmaster* 4
9. *Dreadlord* 4
10. *Dustsnake (Dust Quasi-Elemental)* 4
11. *Feyj* 5
12. *Feyj Reclaimer* 5
13. *Firesnake (Smoke Para-Elemental)* 5
14. *Flying Pig* 6

15. <i>Gloworm (Ash Quasi-Elemental)</i>	6
16. <i>Golem, Amber</i>	6
17. <i>Golem, Bone</i>	6
18. <i>Golem, Bronze</i>	7
19. <i>Greyhunter (Ash Quasi-Elemental)</i>	7
20. <i>Hellion</i>	7
21. <i>Hotdog (Steam Quasi-Elemental)</i>	8
22. <i>Ice Tiger (Ice Para-Elemental)</i>	8
23. <i>Kave Wolf</i>	8
24. <i>Kuln</i>	8
25. <i>Ketjac</i>	9
26. <i>Lich-Hound</i>	9
27. <i>Lich-Ling</i>	9
28. <i>Lich-Steed</i>	9
29. <i>Mirza</i>	10
30. <i>Mudsucker (Ooze Para-Elemental)</i>	10
31. <i>Nightfeeder (Masterclass Vampire)</i>	10
32. <i>Quasi-Elemental</i>	11
33. <i>Radiant Cat (Radiance Quasi-Elemental)</i>	11
34. <i>Raza (Mineral Quasi-Elemental)</i>	12
35. <i>Salt Vampire (Salt Quasi-Elemental)</i>	12
36. <i>Saurannon</i>	12
37. <i>Shadow Scorpion</i>	12
38. <i>Smoke Lord (Smoke Para-Elemental)</i>	13
39. <i>Smother (Vacuum Quasi-Elemental)</i>	13
40. <i>Wreaver, Female</i>	14
41. <i>Wreaver, Male</i>	14
42. <i>Vore</i>	14
<i>Saving Throw Matrix</i>	15
<i>Thaco</i>	15

<i>Strength Bonus</i>	15
<i>Intelligence & Wisdom</i>	15
<i>Genies, Elementals & Spirits</i>	16
<i>Faeries & Giants</i>	17
<i>Ooze, Slime & Other Goo</i>	18
<i>Golems</i>	18
<i>Shanidar Dragons</i>	19
<i>Dreadlocks</i>	20

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"We eat the night, We drink the time, Make our dreams come true"

Klaus Meine

(The Zoo, 1980)

APPEARING: 1 SPECIAL DEFENSES: See Below
AC: 8 MR: Std
MOVE: 24 INT: Low
HD: 7+7 ALIGNMENT: N (Good)
TREASURE: Q; V in Lair SIZE: M (6')
ATTACKS: 1 PSIONICS: Nil
DAMAGE/ATTACK: 8d6 fan
SPECIAL ATTACKS: Nil XP: 2150 + 10/HP

The Ambient is a creature from the Quasi-Elemental plane of Radiance, it's attack form is a sheet of flame 90' wide and 45' long.

Special Defenses: +1 OBWTH; Immune to fire-based attacks; ½ damage from Electrical-based attacks and edged and piercing weapons.

The Ambient regenerates 2d6 Hit Points/round and is able to *Cure Minor Wounds* on other creatures (d4 every d20 turns) when on the following planes: Air, Earth, Fire, Lightning, Magma, Mineral and Smoke. On it's home plane, the Ambient regenerates ¼ of it's maximum Hit Points/round and can *Cure* the same amount of damage on other creatures every 2 turns. The Ambient suffers 1 Hit Point of damage for every round that it remains exposed on the planes of Ash, Dust, Salt and Vacuum. On all other inner planes and the Ethereal plane, the Ambient regenerates 2 Hit Points/round.

The Ambient appears as a broad-shouldered, featureless, faintly glowing golden humanoid.

DAMNED BEAST

APPEARING: d3+1 SPECIAL DEFENSES: See Below
AC: 2 MR: Std
MOVE: 18 INT: Low
HD: 6 ALIGNMENT: CE
TREASURE: Nil SIZE: M
ATTACKS: 1 PSIONICS: Nil
DAMAGE/ATTACK: d10
SPECIAL ATTACKS: Nil XP: 1175 + 6/HP

The Damned Beast is an undead guardian of the **Damned Child**. Creatures seeing an attacking Damned Beast must save vs. Paralyzation or be paralyzed with *Fear* for d4 rounds.

Special Defenses: +1 OBWTH; Immune to Charm, Cold-based, Death Spells/Symbols, Electrical-based, Enfeeblement, Hold, Insanity, Paralyzation, Poison, Polymorph and Sleep attacks; ½ damage from fire-based, edged and piercing weapons; Circles of Protection require cold iron (powder, ring, etc.) to maintain effectiveness.

Due to the unusual magical nature of this creature (an Undead that never truly lived), the Damned Beast requires 2 successful turns by the same Priest to be of any effect. A *Raise Dead* will turn the Damned Beast into a **Lich-Hound**. If the Damned Beast is further than 100 yards away from it's **Damned Child** (or the **Damned Child** has been destroyed/*Raised*), it can be controlled by securing it with a specially prepared and blessed iron collar.

The Damned Beast appears as a very large ugly dog with coarse, short dark grey (almost black in colour) hair. It stands over 4 feet high and weighs around 400 pounds. It's eyes are deep purple and enable it to see with both Infravision and Ultravision to a distance of 200'. The creature's highly advanced sense of smell includes the ability to track a creature from a single drop of blood upto ½ a mile away.

DAMNED CHILD

APPEARING: 1 SPECIAL DEFENSES: See Below

AC: 3 MR: Std

MOVE: 12 INT: Very

HD: 5 ALIGNMENT: NE

TREASURE: IUV in Lair SIZE: S (3½')

ATTACKS: 2 PSIONICS: Nil

DAMAGE/ATTACK: 2d4

SPECIAL ATTACKS: See Below XP: 945 + 5/HP

The Damned Child is a very rare undead creature, some arcane offspring of two lichs. Creatures seeing the eyes of a Damned Child must save vs. Petrification or run away in *Fear* for 8 rounds.

Special Attacks: DESTRUCTION (1/person per day), this effect is similar to a 10th level Priest turning undead (regardless of alignment). If the turning result is "Dispel" (see PH:103), the victim is killed and only a charred and smoking corpse remains, all other creatures within a 15' radius must save vs. Poison or drop to their knees vomiting for d4 rounds. Even if the save is successful, the victim receives 2d6+4 damage; EYES OF THE DAMNED (1/person per day), unless a save vs. Charm is made (women who are/have been pregnant save at -4), the victim falls into a state of Catatonia.

Special Defenses: +1 OBWTH; Immune to Charm, Cold-based, Death Spells/Symbols, Electrical-based, Enfeeblement, Hold, Insanity, Paralyzation, Poison, Polymorph and Sleep attacks; ½ damage from fire-based, edged and piercing weapons; Circles of Protection require cold iron (powder, ring, etc.) to maintain effectiveness. Due to the unusual magical nature of this creature (an Undead that never truly lived), the Damned Child requires 2 successful turns by the same Priest to be of any effect. A *Raise Dead* will turn the Damned Child into a **Lich-Ling**.

The Damned Child appears as a pale, thin, sad-looking child, the eyes are plain (no pupils) and watery, only 5% are female. 2-4 guardians (see **Damned Beast**) always accompany the Damned Child and, if outside of it's lair, it is mounted 50% of the time (see **Damned Mount**).

DAMNED MOUNT

APPEARING: 1 SPECIAL DEFENSES: See Below

AC: 4 MR: Std

MOVE: 15/21C INT: Low

HD: 4 ALIGNMENT: LE

TREASURE: Nil SIZE: L

ATTACKS: 4 PSIONICS: Nil

DAMAGE/ATTACK: d6/d6/2d4/d4 Sharpness

SPECIAL ATTACKS: Nil XP: 590 + 4/HP

The Damned Mount is a winged, horse-like creature, 20 hands high, the steed of a **Damned Child**. Creatures seeing a Damned Mount with it's wings spread must save vs. Paralyzation or lose control of their bodily functions and fall to their knees in *Fear* for d4 rounds.

The Damned Mount attacks only after spreading it's wings, it's attacks are by forehooves, headbutting with it's bull horns, and a lash with it's razor sharp tail.

Special Defenses: +1 OBWTH; Immune to Charm, Cold-based, Death Spells/Symbols, Electrical-based, Enfeeblement, Hold, Insanity, Paralyzation, Poison, Polymorph and Sleep attacks; ½ damage from fire-based, edged and piercing weapons; Circles of Protection require cold iron (powder, ring, etc.) to maintain effectiveness. Due to the unusual magical nature of this creature (an Undead that never truly lived), the Damned Mount requires 2 successful turns by the same Priest to be of any effect. A *Raise Dead* will turn the Damned Mount into a **Lich-Steed**.

DRAGON, IRON

APPEARING: d3

SPECIAL DEFENSES: Nil

AC: -2

MR: Dragon

MOVE: 6/24

INT: Very

HD: 10-12

ALIGNMENT: LE

TREASURE: JQUV

SIZE: 54'

ATTACKS: 3

PSIONICS: Nil

DAMAGE/ATTACK: 2d4/2d4/6d6

SPECIAL ATTACKS: Tail Swipe and Breath Weapon XP: 4800 + 14/HP; 6950 + 16/HP (11 & 12 HD)

Chance of: Speaking 20% Magic Use 0% Sleeping 10%

The Iron Dragon is one of the rarest of the great dragons. It's Breath Weapon is an Iron Extraction Cloud, draining vital ferrous minerals from it's red-blooded victims (save vs. Breath Weapon) and also from items (save vs. Disintegration).

This huge dark grey dragon does not use magic of any sort, but possesses a innate ability to *Polymorph* once per day. It will often trade it's services for magical items, scrolls and spellbooks, these are then hidden in it's lair, until the Dragon's birthday, when they are destroyed if possible.

DRAGON, STONE

APPEARING: d3

SPECIAL DEFENSES: Nil

AC: -1

MR: Dragon

MOVE: 9/24

INT: Genius

HD: 5-7

ALIGNMENT: CG

TREASURE: HSTX

SIZE: 24'

ATTACKS: 3

PSIONICS: Nil

DAMAGE/ATTACK: d4/d4/2d8

SPECIAL ATTACKS: Tail/Breath XP: 925 + 6/HP; 1350 + 8/HP (6 & 7 HD)

Speaking 75% Magic Use 75% Sleeping 60%

The Stone Dragon is an adept of the magical arts and an avid collector of artifacts and knowledge. The Stone Dragon is extremely rare. Since it's eggs are highly addictive and generate feelings of intense euphoria and megalomania, they are highly prized by those who can afford them.

The Stone Dragon's Breath Weapons are Paralyzation (as per Silver Dragon) and Sleep (as per Brass Dragon).

DREADLING

APPEARING: 1

SPECIAL DEFENSES: See Below

AC: 1

MR: 35%

MOVE: 18

INT: Average

HD: 9+1

ALIGNMENT: CE

TREASURE: Nil SIZE: L (9'/450#)

ATTACKS: 2 PSIONICS: Nil

DAMAGE/ATTACK: d8+1

SPECIAL ATTACKS: See Below XP: 7050 + 14/HP

Dreadlings are Undead Shadow Warriors summoned by the use of Dreadlocks. Dreadlings have 81 Hit Points, except on their own plane where they have 45 Hit Points.

Special Attacks: In a single combat, upon receiving 3 hits from the *Dreaded Left Hand*, a character must save vs. Paralyzation (at -4); upon receiving 3 hits from the *Dreaded Right Hand*, save vs. Disease (at -4).

Special Defenses: +1 or better/silver weapon to hit; Immune to Gas and Poison attacks, Enchantment/Charm and mind affecting spells and spell-like effects. Dreadlings regenerate 1 Hit Point/round after 3 rounds; have Infravision, Ultravision and can see Invisible objects/creatures; They suffer double damage from Electrical-based attacks.

The Dreadling's appearance is a fearsome visage, a massive creature composed of sinewy wisps of black shadowstuff and eyes of ultimate darkness. It is believed that the **Dread** races were originally some sort of Golem creation gone horribly wrong.

DREADMASTER

APPEARING: 1 SPECIAL DEFENSES: See Below

AC: -1 MR: 65%

MOVE: 21 INT: Exceptional

HD: 10+2 ALIGNMENT: CE

TREASURE: Nil SIZE: L (10'/500#)

ATTACKS: 2 PSIONICS: 66, Modes BE/GJ

DAMAGE/ATTACK: d10+3

SPECIAL ATTACKS: See Below XP: 8850 + 14/HP

Dreadmasters are Undead Shadow Warriors, more powerful versions of the **Dreadling**, except as follows:

Dreadmasters have 96 Hit Points, except on their own plane where they have 60 Hit Points, the *Dreaded Left Hand*, requires a save vs. Rot (at -5), and the *Dreaded Right Hand* a save vs. Cold (at -5, damage as per Cone of Cold).

Special Defenses: +3 or better/silver weapon to hit and regenerate 2 Hit Points/round after 3 rounds.

DREADLORD

APPEARING: 1 SPECIAL DEFENSES: See Below

AC: -3 MR: 95%

MOVE: 24 INT: God-Like

HD: 11+3 ALIGNMENT: CE

TREASURE: Nil SIZE: L (11'/550#)

ATTACKS: 2 PSIONICS: 200, Modes BCDE/GHIJ

DAMAGE/ATTACK: d12+5

SPECIAL ATTACKS: See Below XP: 15500 + 16/HP

Dreadlords are Undead Shadow Warriors, more powerful versions of the **Dreadmaster**, except as follows:

Dreadlords have 112 Hit Points, except on their own plane where they have 77 Hit Points, the *Dreaded Left Hand*, requires a save vs. *Energy Drain* (at -6), and the *Dreaded Right Hand* a save vs. *Poison* (at -6).

Special Defenses: +5 or better/silver weapon to hit and regenerate 4 Hit Points/round after 3 rounds.

DUSTSNAKE (Dust Quasi-Elemental)

APPEARING: 2d8 SPECIAL DEFENSES: +1 OBWTH

AC: 6 MR: Std

MOVE: 15 INT: Animal

HD: 2+2 ALIGNMENT: N

TREASURE: Nil SIZE: S (2' long)

ATTACKS: 1 PSIONICS: Nil

DAMAGE/ATTACK: d4

SPECIAL ATTACKS: See Below XP: 80 + 3/HP

Special Attack: If a natural 20 is scored "to hit", the Dustsnake latches on to it's victim, damage is automatic and is doubled the 2nd round, tripled the 3rd round, etc.

The Dustsnake appears as a thin, almost intangible (surprises 5 in 6) serpent-like creature.

FEYJ

APPEARING: 1 SPECIAL DEFENSES: See Below

AC: 5 MR: 10%

MOVE: 30 INT: Supra-Genius

HD: 9 ALIGNMENT: N

TREASURE: FSTX SIZE: M (5½')

ATTACKS: 2 PSIONICS: Nil

DAMAGE/ATTACK: by weapon

SPECIAL ATTACKS: Nil XP: 3600 + 12/HP

These creatures are able to automatically avoid tangible missile weapons (excluding those magically generated) from the front and flank. They also have a 50% chance of detecting (and thus avoiding) missile attacks from the rear. The Feyj are highly charismatic (Charisma 17) humanoid creatures with Elfin features and are often mistaken for Half-Elves. They are very strong (Strength 23) and are +5 "to hit" and +11 damage.

They almost always wear black chain mail shirts made from an unusual alloy that will not rust. They rarely associate with other creatures, even their own kind. Roughly 20% of the Feyj are also magic-users, however even these still wear the Feyj chain armour, so naturally they do not employ spells requiring somatic components. 1 in 10 Feyj encountered are female. The origins of these creatures are unknown, and only adults have ever been seen.

In combat, the Feyj employ a Black +2 Vampiric Regeneration BroadSword made from the same metal alloy as their armour. These weapons are 4' in length, weigh 4 pounds and have speed factor 5, they have an intelligence of 13, an Ego of 6 and are True Neutral in alignment. Each sword possesses 2 Primary Abilities in addition to the Vampiric Regeneration function (see Ring of Regeneration). A Feyj BroadSword is valued at 50,000 GP (10,000 XP).

Feyj wizards are thought to have been responsible for the creation of Dreadlocks and possibly the **Dread** races themselves.

FEYJ RECLAIMER

APPEARING: 2 SPECIAL DEFENSES: See Below
AC: 5 MR: 20%
MOVE: 30 INT: Genius
HD: 9 ALIGNMENT: N
TREASURE: Nil SIZE: M (5½')
ATTACKS: 2 PSIONICS: Nil
DAMAGE/ATTACK: by weapon
SPECIAL ATTACKS: Nil XP: 3600 + 12/HP
STR 18 (+3/+6) CON 25 (1/t)

Although young **Feyj** have never been seen, it is believed that each **Feyj** is creched with 2 Reclaimers, if a **Feyj** is slain, the Reclaimers will come within 24 hours (d20+4) to collect his sword. Reclaimers have 18 Strength and 25 Constitution (regenerating 1 Hit Point/turn). Like the **Feyj**, the Reclaimers have immunity to missile attacks, they wear **Feyj** black chain, but carry +5 Battle Axes instead of the Vampiric Regeneration BroadSword.

If the slain **Feyj** was female, the Reclaimers are female.

FIRE SNAKE (Smoke Para-Elemental)

APPEARING: d4 SPECIAL DEFENSES: See Below
AC: 3 MR: Std
MOVE: 18 INT: Semi
HD: 3+1 ALIGNMENT: N
TREASURE: Nil SIZE: M (5' long)
ATTACKS: 2 PSIONICS: Nil
DAMAGE/ATTACK: d4 + d6 (burn)
SPECIAL ATTACKS: Nil XP: 160 + 4/HP

The Firesnake is a two-headed creature from the Para-Elemental plane of Smoke. Firesnakes will recoil from cold objects and their bodies turn to smoke when the creature is killed.

Special Defenses: +1 OBWTH; Immune to Fire-based attacks.

FLYING PIG

APPEARING: d6 SPECIAL DEFENSES: Nil
AC: 7 MR: Std
MOVE: 12/15D INT: Animal
HD: 3 ALIGNMENT: N
TREASURE: Nil SIZE: S (2½' long)
ATTACKS: 1 PSIONICS: Nil

DAMAGE/ATTACK: d4

SPECIAL ATTACKS: Nil

XP: 80 + 4/HP

The Flying Pig attacks by ramming it's head into it's opponents, if making an airborne attack, the Flying Pig gains a +1 to damage.

(Kiki Crowley – "I'm destined to rule the world? Yeah, when pigs can fly...")

GLOWORM (Ash Quasi-Elemental)

APPEARING: d4

SPECIAL DEFENSES: See Below

AC: 10

MR: Std

MOVE: 1

INT: Semi

HD: 2+2

ALIGNMENT: N

TREASURE: Nil

SIZE: S

ATTACKS: 1

PSIONICS: Nil

DAMAGE/ATTACK: d6 (burn)

SPECIAL ATTACKS: Nil

XP: 65 + 3/HP

The Gloworm is a fat slug-like creature, approximately 10" in length, from the Quasi-Elemental plane of Ash.

Special Defenses: +1 OBWTH; ½ damage from Fire-based attacks.

As with **Firesnakes**, the Gloworm will recoil from cold objects though it suffers no additional damage.

GOLEM, AMBER

APPEARING: 1

SPECIAL DEFENSES: See Below

AC: 6

MR: Std

MOVE: 6

INT: N/A

HD: 10

ALIGNMENT: N

TREASURE: Nil

SIZE: L (8')

ATTACKS: 2

PSIONICS: Nil

DAMAGE/ATTACK: 2d6

SPECIAL ATTACKS: Nil

XP: 3600 + 14/HP

An Amber Golem is created from a Golem Mould. The creature can obey only simple commands. It has no mind and therefore *Charm*, *Fear*, *Hold* and *Sleep* spells have no effect on it. The Golem does not breathe, and poisons and gases also have no effect. It requires a +1 OBWTH and is immune to Cold-based and Electrical attacks.

The Amber Golem can detect *Invisible* creatures at a range of 60'.

GOLEM, BONE

APPEARING: 1

SPECIAL DEFENSES: See Below

AC: 2

MR: Std

MOVE: 4

INT: N/A

HD: 6 ALIGNMENT: N

TREASURE: Nil SIZE: L (6')

ATTACKS: 4 PSIONICS: Nil

DAMAGE/ATTACK: by weapon type

SPECIAL ATTACKS: Nil XP: 1575 + 8/HP

A Bone Golem is created from a Golem Mould. The creature can obey only simple commands. It has no mind and therefore *Charm*, *Fear*, *Hold* and *Sleep* spells have no effect on it. The Golem does not breathe, and poisons and gases also have no effect. It requires a +1 OBWTH and is immune to Cold-based, Fire-based and Electrical attacks.

The Bone Golem has 4 arms and can fight with a weapon in each hand. It is able to attack 2 opponents at the same time.

GOLEM, BRONZE

APPEARING: 1 SPECIAL DEFENSES: See Below

AC: 0 MR: Std

MOVE: 8 INT: N/A

HD: 12 ALIGNMENT: N

TREASURE: Nil SIZE: L (10')

ATTACKS: 1 PSIONICS: Nil

DAMAGE/ATTACK: 3d10 + heat

SPECIAL ATTACKS: See Below XP: 7750 + 16/HP

A Bronze Golem is created from a Golem Mould. The creature can obey only simple commands. It has no mind and therefore *Charm*, *Fear*, *Hold* and *Sleep* spells have no effect on it. The Golem does not breathe, and poisons and gases also have no effect. It requires a +1 OBWTH and is immune to Fire-based attacks. The Bronze Golem has liquid fire for blood. Any successful attacks made upon it by edged or piercing weapons cause a fine mist of liquid fire to discharge, opponents must save vs. Breath Weapon or suffer 2d6 damage.

The Bronze Golem's blood heat radiates throughout its entire body, any attacks made by it inflict an additional d10 heat damage to creatures not otherwise resistant.

GREYHUNTER (Ash Quasi-Elemental)

APPEARING: 1 SPECIAL DEFENSES: See Below

AC: 8 MR: Std

MOVE: 24 INT: Low

HD: 7+7 ALIGNMENT: N (Evil)

TREASURE: Q; V in Lair SIZE: M (6')

ATTACKS: 1 PSIONICS: Nil

DAMAGE/ATTACK: 8d6 fan

SPECIAL ATTACKS: Nil XP: 2150 + 10/HP

The Greyhunter is a creature from the Quasi-Elemental plane of Ash, the nemesis of the **Ambient** creatures. Its attack form is a sheet of flame 90' wide and 45' long.

Special Defenses: +1 OBWTH; Immune to fire-based attacks; ½ damage from Electrical-based attacks and edged and piercing weapons.

The Greyhunter regenerates d8 Hit Points/round if within 15' of ash forming combustion, whether it is a raging bonfire or a smoldering torch. On it's home plane, the Greyhunter will regenerate 3d8 Hit Points/round, making it very difficult to destroy. The Greyhunter appears as a slim, grey humanoid, the only noticeable feature being it's 3 eyes like glowing coals.

HELLION

# APPEARING: 1	SPECIAL DEFENSES: See Below
AC: -3	MR: 50%
MOVE: 6/36C	INT: Supra-Genius
HD: 22	ALIGNMENT: NE
TREASURE: See Phoenix	SIZE: M
# ATTACKS: 1 or 2	PSIONICS: See Below
DAMAGE/ATTACK: d12 or d8/d8	
SPECIAL ATTACKS: See Below	XP: 16200 + 35/HP

The Hellion is an avian creature from the lower planes of Hades. It can survive in heat, cold and even the void, however it prefers barren dead places as it's lair.

The Hellion attacks either with it's great hooked beak or, if in flight, with it's iridium talons. It also has a repertoire of spell-like abilities which it can perform 1 at a time, 1 per round at 22nd level of use – *Blindness*, *Continual Darkness*, *Fear 60' Radius*, *Fire Horizon (3/day)*, *Fire Shield*, *Fire Storm (1/day)*, *Heat Metal (3/day)*, *Improved Invisibility*, *Incendiary Cloud (1/week)*, *Polymorph Self (3/day)*, *Wall Of Substance (Bones, Fire, Iron, Lightning or Stone, each 1/day)*. In addition, when the Hellion spreads it's wings it invokes a *Dispel Magic* at 44th level of ability. The touch of it's wing can *Cause Light Wounds* (2 per person, per day).

The Hellion is able to automatically detect Charms, Good and Magic and radiates a *Protection From Good 10' Radius*. It can become ethereal and travel astrally or ethereally at will. It requires a +3 OBWTH, has both 180' Infavision and Ultravision, and possesses full telepathy, empathy and telempathy.

Although the Hellion cannot attack, or be attacked, by psionics, it possesses the disciplines of Cell Adjustment (1/day at 22nd level of use) and Probability Travel (1/week at 11th level of use).

The Hellion's appearance is similar to that of it's nemesis, the **Phoenix**, however it is a metallic grey (almost black) in colour, has claws of iridium and eyes of dark sapphire.

HOTDOG (Steam Quasi-Elemental)

# APPEARING: 1	SPECIAL DEFENSES: See Below
AC: 3	MR: Std
MOVE: 12 (18 in water)	INT: Low
HD: 2+2	ALIGNMENT: N (Chaotic)
TREASURE: Nil	SIZE: S
# ATTACKS: 1	PSIONICS: Nil
DAMAGE/ATTACK: 2d4	
SPECIAL ATTACKS: Nil	XP: 95 + 3/HP

The Hotdog is a vaporous, four-legged creature resembling a small hairless dog. They inhabit the Quasi-Elemental plane of Steam.

Special Defenses: +1 OBWTH; Immune to Electrical-based attacks, edged and piercing weapons.

ICE TIGER (Ice Para-Elemental)

APPEARING: d2 SPECIAL DEFENSES: See Below

AC: 3 MR: Std

MOVE: 12 INT: Semi

HD: 6+8 ALIGNMENT: N

TREASURE: Nil SIZE: L

ATTACKS: 3 PSIONICS: Nil

DAMAGE/ATTACK: d6/d6/d10

SPECIAL ATTACKS: 2d4/2d4 XP: 600 + 8/HP

The Ice Tiger is a powerfully built, long-haired feline from the Para-Elemental Plane of Ice. They stand around 4' high and weigh over 400 pounds.

Special Defenses: +1 OBWTH; ½ damage from Cold-based attacks.

KAVE WOLF

APPEARING: d4 SPECIAL DEFENSES: See Below

AC: 4 MR: Std

MOVE: 15 INT: Animal

HD: 5 ALIGNMENT: N

TREASURE: Nil SIZE: L

ATTACKS: 1 PSIONICS: Nil

DAMAGE/ATTACK: 2d8

SPECIAL ATTACKS: See Below XP: 250 + 5/HP

These large sightless wolves are usually only found in the company of **Kuln**. They "see" by echo location, in a manner similar to bats, and with their highly sensitized sense of smell.

Special Attack: Can fight with no penalties even in complete darkness.

Special Defenses: ½ damage from Cold-based and Electrical-based attacks.

Kave Wolves have thin sinewy bodies and limbs covered in a short dirty-white fur. It is rumoured that some of them, that live in the deepest parts of the earth, are two-headed.

KULN

APPEARING: d4 + 70% chance Kave Wolves SPECIAL DEFENSES: See Below

AC: 0 MR: Std

MOVE: 15 INT: Average

HD: 7 ALIGNMENT: N (Evil)

TREASURE: OCEQDS; Y in lair SIZE: L (11')

ATTACKS: 2 PSIONICS: Nil

DAMAGE/ATTACK: 7d6

SPECIAL ATTACKS: See Below

XP: 1500 + 8/HP

The Kuln are a bizarre race of creatures that live in remote mountain ice caves, but more often deep in the earth. All Kuln have 2 powerful legs, 14 tentacles and are female (Kiki Crowley – "I thought only men had tentacles"). Their bodies are thin and sinewy and covered in a short dirty-white fur. The Kuln are completely blind and "see" by echo location, in a manner similar to bats, and with their highly sensitized sense of smell.

Kuln feed their dead female victims to the **Kave Wolves**, they carry off the males for mating (even when they are dead). Since they also collect anything man-made, the only evidence remaining after a Kuln victory is the blood stains.

Special Attacks: Can fight with no penalties even in complete darkness; Grab a limb and hold on to it with 18/50% Strength

Special Defenses: ½ damage from Cold-based and Electrical-based attacks.

KETJAC

APPEARING: 5d4

SPECIAL DEFENSES: Nil

AC: 7

MR: 10%

MOVE: 9/18B

INT: Low

HD: 2+2

ALIGNMENT: N (Evil)

TREASURE: QSX

SIZE: S (3½')

ATTACKS: 1 or 2

PSIONICS: Nil

DAMAGE/ATTACK: 4d4 or 2d3

SPECIAL ATTACKS: Breath Fire

XP: 75 +3/HP

The Ketjac is a fire-breathing, flying monkey (Kiki Crowley – "You call yourself the Greatest of the Red Dragons, Nidhogg? Get your fire-breathing, flying monkey-ass off of my world!").

The Ketjac can breath fire once per turn, it otherwise attacks by pummeling opponents with it's two fists. The Ketjac are not very intelligent, easily distracted from repetitive tasks and attracted to gems and bright colours.

LICH-HOUND

APPEARING: See **DAMNED BEAST**

SPECIAL DEFENSES: See **DAMNED BEAST**

AC: -1

MR: Std

MOVE: 9

INT: Low

HD: See **DAMNED BEAST**

ALIGNMENT: CE

TREASURE: Nil

SIZE: M

ATTACKS: 1

PSIONICS: Nil

DAMAGE/ATTACK: d10

SPECIAL ATTACKS: Paralyzation Bite

XP: 1175 + 6/HP

The Lich-Hound is not a true "Lich creature", but rather a **Damned Beast** that has been the victim of a *Raise Dead*, the Lich-Hound remains as such until the new moon. Creatures under 6HD seeing an attacking Lich-Hound will automatically flee in *Fear* for d4 rounds. The Lich-Hound can be turned as a 4HD creature by the same Priest who cast the *Raise Dead* upon it, or as an 8HD creature by another Priest.

TREASURE: Any SIZE: 4'-8' (90#-270#)

ATTACKS: 3 PSIONICS: Nil

DAMAGE/ATTACK: by weapon

SPECIAL ATTACKS: Nil XP: 6000 + 14/HP

Mirza can perform any of the following innate abilities, one at a time, once per turn: *Affect Normal Fires* (10/d), *Armour* (Self Only 1/d), *Erase* (1/d), *Message* (1/d), ***Unseen Servant*** (1/d), *Wizard Mark* (4/d), *Irritation* (1/t), *Knock* (2/d), *Pyrotechnics* (1/d), ***Deeppockets*** (1/d), *Shatter* (2/d), *Corridor of Power* (4/d), ***Dimension Door*** (10/d), *Stoneskin* (Self Only 1/d), *Wizard Eye* (1/d), *Lower Resistance* (2/d), ***Passwall*** (2/d), *Teleport* (1/d), ***Dimensional/Interdimensional Fold*** (1/Mo).

Mirza can also shapeshift when someone casts a spell identical to any of the above abilities in boldface, or when certain forms of dimensional travel are used by other spellcasters.

The Mirza are an elven race from another dimension. They speak their own tongue, several elven languages and (usually) many variations of common.

In their natural form, they appear much like elves, albeit 6', 180# pale-blue skinned elves. Mirza radiate very strong magical auras, sufficient to disrupt Cantrips and 1st-level Divinations cast within a 10' radius of them. Detailed forensic study of this aura reveals a strong trace of some sort of Conjuraton/Phantasm magic, but is otherwise inconclusive. However, 90% of observed Mirza are Paladins, and 75% of these wear the "Crown in Pentacle" symbol associated with Oni, God of Kings & Luck.

MUDSUCKER (Ooze Para-Elemental)

APPEARING: d4 SPECIAL DEFENSES: See Below

AC: 8 MR: Std

MOVE: 6 INT: Low

HD: 3+1 ALIGNMENT: N (Evil)

TREASURE: Nil SIZE: M (5'-7')

ATTACKS: 2 PSIONICS: Nil

DAMAGE/ATTACK: d4

SPECIAL ATTACKS: Nil XP: 110 + 4/HP

The Mudsucker appears as a flat pancake-shaped creature and moves in a similar fashion as does a worm.

Special Defenses - +1 OBWTH; Edged weapons will stick to the Mudsucker, they can be freed by a successful Open Doors check.

NIGHTFEEDER (Masterclass Vampire)

APPEARING: 1 SPECIAL DEFENSES: See Below

AC: -1 MR: Special

MOVE: 15/18 INT: Genius

HD: 10+4 ALIGNMENT: N (Evil)

TREASURE: FHIJQSTUVX SIZE: M (5'-7')

ATTACKS: 1 PSIONICS: Nil

DAMAGE/ATTACK: d8+5

SPECIAL ATTACKS: Energy Drain XP: 5750 + 14/HP

These vampires are much older than their lesser counterparts and share all the details of the normal Vampire as listed in Monster Manual I. Additionally they can shape change into a wolf or large rat (Move 18), become Ethereal (3/day) and have complete immunity to spells of the Enchantment/Charm school. They are also stronger, having 18/96% Strength and inflicting d8+5 damage.

If a Nightfeeder feeds from a non-resisting victim (willing, unconscious, *Held*, etc.), in 7 days, they too will become a Vampire under the control of the Nightfeeder.

This type of Vampire will only recoil from Holy Symbols if they are finely crafted and *Blessed*. Crudely fashioned items can be simply knocked aside, unblessed items can be crushed.

QUASI-ELEMENTAL

APPEARING: See Below

SPECIAL DEFENSES: +1 OBWTH and See Below

AC: 2

MR: Std

MOVE: See Below

INT: Low

HD: 6/9/12

ALIGNMENT: N (and See Below)

TREASURE: Nil

SIZE: S

ATTACKS: 1

PSIONICS: Nil

DAMAGE/ATTACK: See Below

SPECIAL ATTACKS: See Below

XP: 475 + 8/HP; 1800 + 14/HP; 2700 + 16/HP

The basic creatures of the Quasi-Elemental Planes share many of the same attributes.

Ash	# Appearing	Move	Damage/Attack	
	1	6	d6 + 2/HD	

These creatures associate with Efreeti, Fire Salamanders, Magmen and Smokelords. They suffer only 1/2 damage from Fire-based and Electrical attacks.

Dust	# Appearing	Move	Damage/Attack	Alignment
	d2	9	d6+1	N (Chaotic)

These creatures associate with Dao and Crysmals to hunt the creatures of the Quasi-Elemental Plane of Mineral. They suffer only 1/2 damage from Electrical attacks, and no damage from Cold-based attacks.

Mineral	# Appearing	Move	Damage/Attack	Alignment
	d2	12	d6 + 2/HD	N (Lawful)

These creatures regenerate d3 Hit Points per round. They suffer only 1/2 damage from Fire-based attacks, and no damage from Cold-based attacks. Wounds inflicted by a Mineral Quasi-Elemental cannot regenerate, they must be cured magically. These creatures do not like Crysmals, Xaren or Xorn.

Radiance	# Appearing	Move	Damage/Attack	

	d3	36	d12 + 2/HD	
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These creatures regenerate d3 Hit Points per round. They suffer only ½ damage from Acid attacks, and no damage from Fire-based attacks. They appear as a humanoid creature radiating a bright light in a 30' radius. Creatures affected by bright light are at a -4 penalty to attack. These creatures associate with Razas and Mineral Quasi-Elementals, they will always help an Azer regardless of the risk to their own personal safety.

Salt	# Appearing	Move	Damage/Attack	
	d3	9	d12 + 2/HD	

These creatures suffer only ½ damage from Cold-based attacks, and no damage from Electrical attacks.

Steam	# Appearing	Move	Damage/Attack	
	1	36	d12 + 1/HD	

These creatures are occasionally found in the company of Marids. They suffer only ½ damage from Acid attacks, and no damage from Electrical attacks.

Vacuum	# Appearing	Move	Damage/Attack	Alignment
	1	36	d12 + 1/HD	N (Lawful)

These creatures suffer only ½ damage from Fire-based and Electrical attacks, and no damage from Cold-based or Acid attacks.

RADIANT CAT (Radiance Quasi-Elemental)

APPEARING: 1

SPECIAL DEFENSES: See Below

AC: 6

MR: Std

MOVE: 12

INT: Animal

HD: 6+6

ALIGNMENT: N (Chaotic)

TREASURE: Nil

SIZE: L (600#)

ATTACKS: 3

PSIONICS: Nil

DAMAGE/ATTACK: d4+1/d4+1/d10

SPECIAL ATTACKS: 2d4/2d4

XP: 1225 + 8/HP

Special Defenses - +1 OBWTH; Immune to Disease, Fire-based, Electrical-based and Poison attacks. The Radiant Cat can cast 3 *Cure Light Wounds* per day and usually chooses to do so by some empathic detection of pain from someone who has been friendly toward it.

The Radiant Cat resembles a large leopard with short, faintly-glowing, blue-white fur.

RAZA (Mineral Quasi-Elemental)

APPEARING: d6

SPECIAL DEFENSES: See Below

AC: -4 or 0 MR: Std
MOVE: 9 INT: High
HD: 8 ALIGNMENT: N (Lawful)
TREASURE: Q x 10 SIZE: S (4')
ATTACKS: 4 PSIONICS: Nil
DAMAGE/ATTACK: 2d4 Sharpness
SPECIAL ATTACKS: Nil XP: 1950 + 10/HP

The Raza is a 4-armed, humanoid crystalline creature, it's Armour Class is 0 against blunt weapons.

Special Defenses - +1 OBWTH; Immune to Electrical-based, Gas and Poison attacks; ½ damage from Fire-based attacks. The Raza regenerates 4d4 Hit Points/turn when on it's own plane, or any of those adjacent to it. A *Shatter* causes 3d6 damage, a *Glassee* blinds it for d4 rounds, and a *Stone To Flesh* reduces it's Armour Class to 6 for d4 rounds (all weapons).

SALT VAMPIRE (Salt Quasi-Elemental)

APPEARING: 1 SPECIAL DEFENSES: +1 OBWTH
AC: 6 MR: Std
MOVE: 12 INT: Low
HD: 4 ALIGNMENT: N (Evil)
TREASURE: Nil SIZE: M (6')
ATTACKS: 2 PSIONICS: Nil
DAMAGE/ATTACK: 4 (not restored by *Cure* spells)
SPECIAL ATTACKS: Nil XP: 150 + 4/HP

The Salt Vampire has none of the abilities of other Vampires. It drains salt from the bodies of it's victims.

The Salt Vampire regenerates 1 Hit Point per 3 rounds and is able to *Shapeshift* into any humanoid form of similar size and weight.

SAURANNON

APPEARING: d4 SPECIAL DEFENSES: Nil
AC: 5 (4) MR: Std
MOVE: 9/15C INT: Very
HD: 3+3 ALIGNMENT: N
TREASURE: D SIZE: L (7'+)
ATTACKS: 3 (2) PSIONICS: Nil
DAMAGE/ATTACK: d3/d3/d8 or by weapons
SPECIAL ATTACKS: Nil XP: 135 + 4/HP

The Saurannon is a flying Lizard Man. They appear much like their lesser brethren, but with "wings" in the form of flaps of skin between their arms and torso. The Saurannon are more intelligent than the normal Lizard Man and are able to fight simultaneously with two weapons (no penalties).

SHADOW SCORPION

APPEARING: d6
AC: 2
MOVE: 18 (6 in bright light)
HD: 3+3
TREASURE: D
ATTACKS: 3
DAMAGE/ATTACK: d6/d6/d2 (Paralysis)
SPECIAL ATTACKS: Egg laying

SPECIAL DEFENSES: Hide In Shadows (10th)
MR: Std
INT: Semi
ALIGNMENT: N
SIZE: S
PSIONICS: Nil
XP: 135 + 4/HP

This black, armoured creature of darkness is only about 1' long. It lays it's eggs in the bodies of it's victims after paralyzing them with it's tail sting.

SMOKE LORD (Smoke Para-Elemental)

APPEARING: 1
AC: 1
MOVE: 18
HD: 10
TREASURE: Nil
ATTACKS: None
DAMAGE/ATTACK: 2d8
SPECIAL ATTACKS: See Below

SPECIAL DEFENSES: See Below
MR: Std
INT: Exceptional
ALIGNMENT: N (Chaotic)
SIZE: L (7½')
PSIONICS: Nil
XP: 6600 + 14/HP

The Smokelord has no physical attack forms, but has spell-like powers and abilities equal to those of a Djinni, including the *Smoke Funnel* (equivalent to a Djinni Whirlwind). In addition, all air-breathing creatures, within a 20' radius of the Smokelord, must save vs. Poison (with a -2 penalty) or suffer 2d8 damage from smoke inhalation.

Special Defenses: +1 OBWTH; ½ damage from Fire-based attacks and edged or piercing weapons.

SMOTHER (Vacuum Quasi-Elemental)

APPEARING: d4
AC: 8
MOVE: 15
HD: 2+2
TREASURE: Nil
ATTACKS: None
DAMAGE/ATTACK: None

SPECIAL DEFENSES: See Below
MR: Std
INT: Semi
ALIGNMENT: N
SIZE: S
PSIONICS: Nil

SPECIAL ATTACKS: Asphyxiation

XP: 175 + 3/HP

The Smother attacks by securing itself to the face of its victim with 12 sucker-like appendages, preventing its victim from breathing. Any attacks to the Smother cause ½ damage to the victim and ½ damage to the Smother itself. Ripping the Smother from a creature's face (requires a minimum of 16 Strength), results in 12d3 damage plus a d12 loss of Comeliness to the creature, the Smother suffers d12 damage.

The Smother will drop off and float away once its victim has been suffocated and there is no air left for it to feed on. This takes as many rounds as 1/6th of the victim's Constitution, rounded up (i.e. 3 rounds for Constitution scores of 13 through 18), the victim suffers a temporary loss of 1 point of Strength per round. If the victim is struggling (the normal thing to do), this time is halved. While attempting to hold his breath beyond this time, the victim must make a Constitution check each segment (6 seconds). The first check has no modifiers, but each subsequent check has a -2 penalty, cumulative each segment. Once a check is failed, the victim has suffocated. Each ½ round (5 segments) of successful checks also has its penalty, the victim suffers brain damage, losing 1 point each of Intelligence and Wisdom due to lack of oxygen to the brain.

Special Defenses: +1 OBWTH; ½ damage from Cold-based attacks.

The Smother looks like a dirty grey-white pancake about 9" in diameter.

WREAVER, FEMALE

APPEARING: 1

SPECIAL DEFENCES: See Below

AC: 9 (+ Dexterity adjustments)

MR: 51%[†]

MOVE: 90

INT: 15-20

HD: 10

ALIGNMENT: CN

TREASURE: LMY x 4; (LMPRY) x 10

SIZE: M (62"-68")

ATTACKS: 4 or 2

PSIONICS: 130, Modes BE/HJ

DAMAGE/ATTACK: 2d4 or by weapon

SPECIAL ATTACKS: See Below

XP: 5100 + 14/HP

STR 16-18, WIS 15-20, DEX 16-18

The Female Weaver is an attractive humanoid with reptilian eyes. They prefer to disrobe before a fight, giving their male opponents a -2 penalty to Initiative. The Female Weaver mates with a pair of Male Weavers

Special Attacks: Specialized with all weapons (+1 bonus "to hit", +2 bonus on damage); BURST MODE (1/turn), the Weaver can move upto 50' and still make 2 attacks in that same round; HEADBUTT (1/round), d6 damage + STUN if hit by 5 or more; BODY EQUILIBRIUM (Psionic Discipline).

Special Defenses: +1 OBWTH; ½ damage from Cold-based or Fire-based attacks[†]

Weavers collect gold, the female is able to catch the scent and track a single gold piece from upto a mile away.

[†]These only apply while the Weaver is within 100' of a mate.

WREAVER, MALE

APPEARING: 2

SPECIAL DEFENCES: See Female

AC: 9 (+ Dexterity adjustments)

MR: 15%[†]

MOVE: 15

INT: 11-14

HD: 5

ALIGNMENT: CN

TREASURE: Nil

SIZE: M (60"-70")

ATTACKS: 3/2

PSIONICS: 100, Modes DE/HI

DAMAGE/ATTACK: by weapon

SPECIAL ATTACKS: See Below

XP: 400 + 5/HP

STR 13-18, WIS 8-16, DEX 11-18

The Male Weaver is a humanoid creature with eyes of pure ebony (highly prized amongst hunters). They are totally loyal to their Female mate, but indifferent toward each other.

Special Attacks: Specialized with the Rapier (+1 bonus "to hit", +2 bonus on damage); CELL ADJUSTMENT (Psionic Discipline).

VORE

APPEARING: 1

SPECIAL DEFENSES: Nil

AC: 0

MR: Std

MOVE: 15

INT: Semi-Low

HD: 5

ALIGNMENT: N

TREASURE: Nil

SIZE: M (5')

ATTACKS: 6

PSIONICS: Nil

DAMAGE/ATTACK: 2x(d4+1)/2x(3d4+1)/2x(d4+1)

SPECIAL ATTACKS: See Below

XP: 675 + 6/HP

This 2-headed, 4-armed, armoured eating machine will attack and devour any creature without hesitation, including it's own kind (how they breed is unknown).

It is capable of dislocating it's lower jaw in order to swallow very large pieces of meat. It has 1 special attack with each of it's 2 heads. This viscous bite delivers 3d4+1 damage and in addition, if the Vore hits by a score of 6 more than necessary, the Vore bites off and swallows a body part (use table), belt, brooch, etc.

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Legal Mumbo Jumbo

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SAVING THROW MATRIX

Shanidar Dragons of stage Adult+ save at HD=HP/10 (Note MMI:30)

	Hit Die	DM	PP	RSW	Br.	Spell
Regular	0	16	17	18	20	19

	1-2	14	15	16	17	17
	3-4	13	14	15	16	16
	5-6	11	12	13	13	14
	7-8	10	11	12	12	13
	9-10	8	9	10	9	11
	11-12	7	8	9	8	10
	13-14	5	6	7	5	8
	15-16	4	5	6	4	7
	17+	3	4	5	4	6
Magic-User	1-5	14	13	11	15	12
	6-10	13	11	9	13	10
	11-15	11	9	7	11	8
	16-20	10	7	5	9	6
	21+	8	5	3	7	4
Priest	1-3	10	13	14	16	15
	4-6	9	12	13	15	14
	7-9	7	10	11	13	12
	10-12	6	9	10	12	11
	13-15	5	8	9	11	10
	16-18	4	7	8	10	9
	19+	2	5	6	8	7

THACO

Treat Hit Die with "n+4" or more as the next higher Hit Die

Hit Die	1	1+	2	4	6	8	10	12	14	16	18	20	22	24	26+
THACO	19	18	16	15	13	12	10	9	8	7	5	4	3	2	1

STRENGTH BONUS

Strength	18	19	20	21	22	23	24	25
Bonuses	+1/+2	+3/+7	+3/+8	+4/+9	+4/+10	+5/+11	+6/+12	+7/+14

INTELLIGENCE & WISDOM

	Low	Average	Very/High	Exceptional/Genius	Supra-Genius	God-Like
Intelligence	5-7	8-10	11-14	15-18	19-20	21+
Wisdom	2d4	3d4	4d4	2d6+6	4d4+4	3d6+6

GENIES, ELEMENTALS & SPIRITS

Genies

Genie	Strength	Titles	Home
Efreeti	22	Sultan, Pasha, Vali	Elemental Fire (City of Brass)
Djinni	21	Caliph, Malik, Bey	Elemental Air
Jann		Amir, Sheik, Vizier	Prime Material
Marid	23	Padishah, Shah, Mufti	Elemental Water
Dao	20	Khan, Hetmen, Atamen	Elemental Earth (Great Dismal Delve)

Elementals by Plane

AIR	Hit Die	Alignment	Source	FIRE	Hit Die	Alignment	Source
Aerial Servant	16	N	MMI	Azer	2+1/5+4	LN	MMII
Djinni	7+3/10	CG	MMI	Efreeti	10	N (Evil)	MMI
Dragon Horse	8	N (Good)	MMII	Elemental Fire	08/12/16	N	MMI
Elemental Air	08/12/16	N	MMI	Fire Bat	02/01/00	NE	MMII
Ildriss (Grue)	4	NE	MMII	Harginn (Grue)	4+4	NE	MMII
Invisible Stalker	8	N	MMI	Jann	6+2	N	MMII
Jann	6+2	N	MMII	Salamander	7+7	CE	MMI
Wind Walker	6+3	N	MMI				

EARTH	Hit Die	Alignment	Source	WATER	Hit Die	Alignment	Source
Chaggrin (Grue)	5+5	NE	MMII	Jann	6+2	N	MMII
Crysmal	6+6	N (Evil)	MMII	Marid	13/01/00	N (Chaotic)	MMII
Dao	8+3	NE	MMII	Nereid	4	N (Chaotic)	MMII
Earth Elemental	08/12/16	N	MMI	Triton	3	N (Good)	MMI
Greater Basilisk	10	N (Evil)	MMII	Varrdig (Grue)	6+6	NE	MMII
Jann	6+2	N	MMII	Water Elemental	08/12/16	N	MMI
Sandling	4	N	MMII	Water Weird	3+3	CE	MMI
Xaren	5+5	N	MMII				
Xorn	7+7	N	MMI				
SMOKE (A&F)	Hit Die	Alignment	Source	MAGMA (F&E)	Hit Die	Alignment	Source
Firesnake	3+1	N	Critters	Magman	2	CN	MMII
Smokelord	10	N (Chaotic)	Critters	Magma Para-E	8/12/16	N	MMII
Smoke Para-E	8/12/16	N	MMII				
OOZE (E&W)	Hit Die	Alignment	Source	ICE (W&A)	Hit Die	Alignment	Source
Mudsucker	3+1	N (Evil)	Critters	Ice Para-E	8/12/16	N	MMII
Ooze Para-E	8/12/16	N	MMII	Ice Tiger	6+8	N	Critters
				Mihstu	8+2	NE	MMII
RADIANCE (+F)	Hit Die	Alignment	Source	ASH (-F)	Hit Die	Alignment	Source
Ambient	7+7	N (Good)	Critters	Ash Quasi-E	6/9/12	N	Critters
Radiant Cat	6+6	N (Chaotic)	Critters	Gloworm	2+2	N	Critters
Radiance Quasi-E	6/9/12	N	Critters	Greyhunter	7+7	N (Evil)	Critters
MINERAL (+E)	Hit Die	Alignment	Source	DUST (-E)	Hit Die	Alignment	Source
Mineral Quasi-E	6/9/12	N (Lawful)	Critters	Dustsnake	2+2	N	Critters
Raza	8	N (Lawful)	Critters	Dust Quasi-E	6/9/12	N (Chaotic)	Critters
STEAM (+W)	Hit Die	Alignment	Source	SALT (-W)	Hit Die	Alignment	Source
Hotdog	2+2	N	Critters	Salt Quasi-E	6/9/12	N	Critters
Steam Quasi-E	6/9/12	N	Critters	Salt Vampire	4	N (Evil)	Critters
LIGHTNING (+A)	Hit Die	Alignment	Source	VACUUM (-A)	Hit Die	Alignment	Source
Lightning Quasi-E	6/9/12	N (Chaotic)	MMII	Smother	2+2	N	Critters

				Vacuum Quasi-E	6/9/12	N (Lawful)	Critters
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	Hit Die	Alignment	Source
Time Elemental	12/16	N	MMII
Noble Time Elemental	20	N	MMII
Royal Time Elemental	24/28	N	MMII

SPIRITS

	Hit Die	Alignment	Source
Agathion	7+7	NG	MMII
Banshee	7	CE	MMI
Demilich	*	N (Evil)	MMII
Deva, Astral	9+36	Good	MMII
Deva, Monadic	8+32	Good	MMII
Deva, Movanic	7+28	Good	MMII
Ghost	10	LE	MMI
Haunt	*	Any	MMII
Planetar	144 (24)	Good	MMII
Rakshasa	7	LE	MMI
Shade	*	*	MMII
Solar	177 (29)	Good	MMII

FAERIES & GIANTS

Faeries

	Hit Die	Alignment	Size (Feet)	Source
Brownie	½	LG	1½	MMI
Buckawn	1-1	N	2	MMII
Dryad	2	N	M	MMI
Faerie Dragon	4*	CG	1 - 1½	MMII
Grig	½+1	N (Good)	1½	MMII

Leprechaun	½+1	N	2	MMI
Nixie	½	N	4	MMI
Pixie	½	N	2½	MMI
Quickling	1½	CE (Neutral)	2	MMII
Sprite	1	N (Good)	2	MMI

Giants

	Hit Die	Alignment	Size (Feet)	Strength	Source
Annis	7+(3-12)	CE	7½-8	19	MMII
Cloud	12+(2-7)	N	18	23	MMI
Ettin	10	CE	13+		MMI
Firbolg	13+(2-7)	N (CG)	10½	22	MMII
Fire	11+(2-5)	LE	12	22	MMI
Fomorian	13+(1-3)	NE	13½		MMII
Frost	10+(1-4)	CE	15	21	MMI
Hill	8+(1-2)	CE	10½	19	MMI
Stone	9+(1-3)	N	12	20	MMI
Storm	15+(2-7)	CG	21	24	MMI
Titan	17-22	CG	18+	25	MMI
Verbeeg	5+5	N (Evil)	8½-10	18/51%-18/00%	MMII

OOZE, SLIME & OTHER GOO

	Hit Die	Size (Feet)	Source
Black Pudding	10	5-8	MMI
Brown Mold	-	S-L	MMI
Brown Pudding	11	3-8	MMII
Crystal Ooze	4	M-L	MMII
Dun Pudding	8+1	3-8	MMII
Gelatinous Cube	4	10	MMI
Gray Ooze	3+3	M-L	MMI

Green Slime	2	S	MMI
Mustard Jelly	7+14	9-12	MMII
Ochre Jelly	6	M	MMI
Olive Slime	2+2	S	MMII
Slithering Tracker	5	2½	MMI
White Pudding	9	3-8	MMII
Yellow Mold	-	S-L	MMI

GOLEMS

	Type	Hit Die	Size (Feet)	Created By	Source
Amber		10	8	Golem Mould	Critters
Bone		6	6	Golem Mould	Critters
Bronze		12	10	Golem Mould	Critters
Clay	Greater	11	8	17 th level Priest	MMI
Flesh	Greater	9	7½	14 th level Wizard	MMI
Iron	Greater	18	12	18 th level Wizard	MMI
Leather	Lesser	4+8	3-7	13 th level Priest	Golem Spell
Rope	Lesser	3+6	3-7	11 th level Priest	Golem Spell
Stone	Greater	14	9½	16 th level Wizard	MMI
Straw	Lesser	2+4	3-7	9 th level Priest	Golem Spell
Wood	Lesser	5+10	3-7	15 th level Priest	Golem Spell

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SHANIDAR DRAGONS

Alignment

LAWFUL GOOD	LAWFUL EVIL	NEUTRAL	CHAOTIC GOOD	CHAOTIC EVIL
Bronze (8-10)	Blue (8-10)	Cloud (12-14)	Brass (6-8)	Black (6-8)
Gold (10-12)	Green (7-9)	Mist (9-11)	Copper (7-9)	Red (9-11)
Silver (9-11)	Iron (10-12)	Shadow (4-6)*	Stone (5-7)	White (5-7)

Age Adjustments

Stage	Category	Age (years)	+HP/HD [†]	AC	THACO
1	Very Young	1-5	+1	+2	+1
2	Young	6-15	+2	+1	+1
3	Sub-Adult	16-25	+3	+1	+1
4	Young Adult	26-50	+4		
5	Adult	51-100	+5		
6	Old	101-300	+6		
7	Very Old	301-700	+7	-1	-1
8	Elder	701-1500	+8	-1	-1
9	Ancient	1501-3000	+9	-2	-1
10	OrmJarl	3001+	+10	-2	-2

Hit Points = (2*Hit Die)d12

Breath Weapon Damage^{††} = Stage * HD * 2/3

Magic Resistance^{††} = Stage * d10 (Stage+2 for magic-using Dragons)

[†] Excluding Shadow Dragons (See Monster Manual II)

^{††} Excluding Cloud, Mist and Shadow Dragons (See Monster Manual II). Other Shanidar Dragons have Standard Magic Resistance until Stage 5 (Adult).

Stage 4+ Dragons have an additional Tail Attack (same damage as Claw). Characters hit by such a Tail Swipe must make a Strength check to maintain their balance with the following penalties for the Dragon's size: -1 for Small, -2 for Average or -3 for Huge. Additionally, they must make a Dexterity check (with the same modifiers) to maintain their grip on any objects held.

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DREADLOCKS

Description: Black metallic block (composite Kevlar and durallium alloy). Language: Feyj Magical Script.

Only Dreads may pass through the Lock, a Dread cannot open/close, activate or manipulate the Lock in anyway, but a Dread may read the data and pass through with lifeforms and inanimate objects up to it's weight allowance.

Type I: Master Dreadlock (2' x 2' x 5')

Face A - Full instructions (activate/set address/open/close/timer); Lockbuilder, date built and location of the Lock (Traveller co-ordinates).

Face B - Current readout (when activated) and controls:

Number and type of Dread waiting on the other side, also Shadow creatures, Daemons and Demons (who did not go to the trouble of masking themselves), Dukar and Feyj.

Activation time and date

Open time and date (if open)

Open/Closed/Timer indicators

Address of the other side within the continuum

Probability of success (always > 50%)

Face C - Historical Readout (as above) of the last 2 uses (regardless of whether the Lock was opened/closed)

Face D - Blank

Type II: Outpost Control (3' x 2' x 3')

Left Side - Partial Instructions (activate/open/close); Location of the Lock within the continuum.

Right Side - Current readout (when activated) and controls:

Number and type of Dread waiting on the other side, also Shadow creatures, Daemons and Demons (who did not go to the trouble of masking themselves), Dukar and Feyj.

Activation time and date

Open/Closed indicators

Address of the other side within the continuum

Type III: Portable Dreadlock (6" cube)

Face 1 - Current readout (when activated) and controls:

Number and type of Dread waiting on the other side, also Shadow creatures, Daemons and Demons (who did not go to the trouble of masking themselves), Dukar and Feyj.

Activation time and date

Open/Closed/Timer indicators

Address of the other side within the continuum

Probability of success (always > 50%)

Face 2 - History (as above) of the last Lock opening, time and date of closing

Face 3 - History (as above) of the prior Lock opening, time and date of closing

Faces 4/5/6 - Blank

CRITTERS

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