

TERRORS FROM ABOVE

A Ravenloft Netbook

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In March 1998, DRAGON® Magazine #244 announced the *Terror From Above* contest. The premise was simple: create a new flying monster for Ravenloft in 1,000 words or less. The results were wildly imaginative; out of nearly 100 entries, none really duplicate any others. After the entry deadline passed, online fans asked if there was any way they could see all the submissions, and the response to those requests is the netbook you are now reading.

Many thanks to all those who entered the contest, the fans who asked for this book, and specific thanks to Cindi Rice (TSR RAVENLOFT editor) and David Gross (DRAGON® Magazine editor), without whose cooperation this netbook could not have been possible. Lastly, a final congratulations to the contest winners!

Contest Winner

David Wu, *Resident*

Runners-Up

John W. Mangrum, *Nichtangler*

Amber E. McRae, *Creeping Spider*

Matthew Sernett, *Ghost Pegasus*

Weirdest Monster

Larry Ecklor, *Clapper*

Most Disgusting Monster

Keith D. Barger, *Putrid Zombie*

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Tell the world. Tell this to everybody wherever they are: Watch the skies.
Everywhere. Keep looking. Keep watching the skies!

—*The Thing (From Another World)* (1951)

INTRODUCTION

Thesis No. 687:

Field Reports in

Aerodynamic Meta-biological Studies

Physical Sciences

Brautslava Institute

Archive Copy:

Not to be removed from the Library!

As my esteemed peers and colleagues must be aware, the Physical Sciences are the most challenging, most baffling, of all the fields of academia. The underlying laws to which all of existence must adhere often remain frustratingly elusive. In fact, a lesser scholar might be overwhelmed by the myriad reports of anomalous phenomena, and through laziness or frustration decide that Physical Sciences simply do not exist!

Indeed, how often have we read the half-baked claims that the entirety of creation is merely the shadowy puppet show of unseen, unknown higher powers? My personal favorite among all these crackpot theories is that we are all but puffs of mist living within the nightmares of a vast and unknowable intelligence!

But enough of these frivolous notions. Of late I have focused my studies on the mystery of flight, a matter both apparent and elusive. Through the observation of birds, we can see that it is somehow possible to defy gravity; these simple creatures can effortlessly take to the air without relying upon any form of sorcery to bear them aloft.

Obviously, we must be dealing with basic scientific principles, but what are they? How is it that a bird can soar so effortlessly through the skies? Exactly what role does

their physiology play into this ability? How might it be scientifically reproduced for the our benefit? As simple as it is for a bird to fly, I find it quite challenging to answer just *how* that bird flies.

In my efforts towards solving this puzzle, I have endeavored to expand my base of knowledge. To reveal the mysteries of flight, I spent several months collecting eyewitness reports from the people of Necropolis about any sort of flying creature they have ever encountered. I judge some of these reports to be quite reasoned and reliable; sadly other reports have been difficult to verify, and I am quite sure a few accounts would be recanted were the witness ever to sober up.

Somewhere amidst all these legends, there are hard facts to be found. Those facts will inevitably lead me to the structured, scientific principles of flight. This thesis simply provides one step towards that ultimate goal.

With thanks to Professors Afreal of Astrological Studies, and Lincott of Life Theories, for their assistance. Sadly, I must once again file formal protest against Profs. Sprachlin and Rhyfedd; despite their offers to assist me in taking reports, I suspect that, once again, they have been more interested in taking advantage of my absence during fact-finding missions to thumb through my private notes and records without my permission. I must again demand that these two be reprimanded, or at least that the Institute pay for new locks on my office door.

Professor Waxton Rentur
Physical Studies

Thesis File Date: March 31, 751

AZOUL

by Matthew Sernett
New York, USA

| | |
|--------------------------|------------------------------------|
| Climate/Terrain: | Any |
| Frequency: | Very Rare |
| Organization: | Solitary |
| Activity Cycle: | Any |
| Diet: | Carnivore |
| Intelligence: | High-Genius |
| Treasure: | W |
| Alignment: | Neutral Evil |
| <hr/> | |
| No. Appearing: | 1 |
| Armor Class: | 4 |
| Movement: | 14, Fl 24 (C) |
| Hit Dice: | 8 |
| THAC0: | 10 |
| No. of Attacks: | 2 + special |
| Damage/Attack: | 1d8+7 / 1d8+7 or by weapon +7 |
| Special Attacks: | Spit acid, Suffocate, Assume shape |
| Special Defenses: | Struck only by magic weapons |
| Magic Resistance: | 10% |
| Size: | L (10' tall, 30' wingspan) |
| Morale: | Elite (13-14) |
| XP Value: | 7,000 |

Azouls are shape-stealing monsters that seek to gain the love and loyalty of large groups of people. Their greatest joy comes from betraying those who trust them and leading their followers to ruin.

Azouls are vaguely humanoid, hairless creatures with dark brown skin. Their flesh is deeply wrinkled and folded over their entire bodies but when they move their powerful muscles can be seen sliding beneath. They have no arms and instead have strong wings. Like a bat, the azoul has an arm-like bone that supports the structure of each wing, but there the similarity ends. The azoul has four more joints in its wing bone allowing it to curl the wing in many directions. The flesh of an azoul's wing is a muscle which allows them to squeeze or grab large objects. An azoul has no nose and two mandible-like jaws. An azoul has no teeth as it does not chew or swallow food but instead absorbs what it need through pores in its wings. Perhaps the most fearsome aspect of an azoul is its eyes. Each eye has seven irises layered one upon another around a glowing green pupil.

Azouls can speak the language of any creature whose form they have stolen.

In humanoid or animal form azouls strike with a +7 to damage because of their great strength. Their Armor Class, THAC0, hit points, and number of attacks do not change.

In their natural form azouls buffet opponents with their wings. They can also attempt to suffocate an opponent in the folds of their wings. Creatures as large as ogres can be held in the wing. Azouls can still buffet opponents with a wing that holds a creature. Creatures held in the wing are unable to move and can survive only as long as they can hold their breath. They can be freed by someone killing the azoul or causing 10 points of damage with a slashing weapon.

Once every three rounds an azoul can spit acid up to 10 feet away. This jet of acid causes 4d10 points of damage. The azoul must roll to hit and the target can save vs. poison for half damage.

An azoul can also assume the shape of another creature. If it grasps the same target with both wings in the same round it can automatically hit with its acid attack and the target gets no save for half damage. The azoul then spits acid on the target until it is dead. It absorbs the flesh of the creature through its wings and can thereafter take that creature's form. Ichor-covered bones are all that remain. Azouls can only take the form of the last five creatures killed by this attack. Azouls can take the shape of any Small, Man-sized, or Large animal. Transformation from one form to another is instantaneous.

An azoul has seven kinds of sight. Only one kind of sight can be used at a time. An azoul has normal human vision, 30' infravision, sight that works like *detect magic*, sight that works like *detect invisibility*, sight that works like *know alignment*, sight that works like *detect undead*, and a sight that is immune to illusions.

Habitat/Society

Sages are unsure of the azouls' origins but most agree that they must have been created magically like doppelgangers. Azouls have no society of their own and a meeting between two azouls usually results in conflict.

An azoul's physical impersonation is flawless, but they have no ability to read minds and are bad actors. When they take a person's shape they usually travel far away in the hopes that no one will recognize it. If they do try to impersonate someone they will usually first take the shape of that person's pet or mount in order to learn more about them.

The azouls' favorite strategy to lead people to their doom is to take the role of a heroic stranger. They gain a person's trust by saving the person from a prearranged danger, then offering friendship. The azoul will press to meet their dupe's friends and family in order to gain their

Combat

A

trust. Slowly the azoul's circle of friends becomes wider. At this point the azoul searches for some cause to champion which it can use to lead its new allies to ruin. Slaying great evils, overthrowing unjust governments, and fighting wars are favorite causes. The azoul then leads its allies into the most hopeless situation and abandons them.

An azoul's eyesight is very useful to it but only the infravision and normal human vision irises can mimic the look of another creature's eyes. If they change vision, the different irises can be seen changing focus. This looks very unnatural and ruins their disguise. Azouls take pains to make sure no one sees them switching forms of sight, but if they are blinded or surprised they may switch sights by reflex.

Ecology

Azouls eat any animal. They must eat at least one Man-sized creature every week. This means that an azoul can not keep a shape in its repertoire for more than a month.

Azouls live wherever lots of people can be found.

BEHOLDER, VAMPIRIC (KAERIZMIRL)

by Scott Stein
Arizona, USA

| | |
|--------------------------|--|
| Climate/Terrain: | Subterranean |
| Frequency: | Unique? |
| Organization: | Solitary |
| Activity Cycle: | Night |
| Diet: | Special |
| Intelligence: | Genius (18) |
| Treasure: | I, S, T |
| Alignment: | Chaotic Evil |
| <hr/> | |
| No. Appearing: | 1 |
| Armor Class: | -2 |
| Movement: | Fl 3 (B) |
| Hit Dice: | 12 (96 hp) |
| THAC0: | 3 |
| No. of Attacks: | 1 |
| Damage/Attack: | 4-16 +level drain |
| Special Attacks: | Magical abilities, Spell use, Energy drain |
| Special Defenses: | Regeneration, +2 weapon to hit, Spell immunities |
| Magic Resistance: | 75% |
| Size: | M (5' diameter) |
| Morale: | Fanatic (18) |
| XP Value: | 25,000 |

Kaerizmirl is rumored to be unique, a fell creation of one of Ravenloft's Darklords, created as a guardian of some great treasure. For unknown reasons, though probably due to his inability to be controlled, Kaerizmirl now roams Ravenloft's ruins freely, growing in power. It is only a matter of time before he commands a domain of his own.

Upon first glance, Kaerizmirl appears similar to a "Rogue" Death Tyrant. However, his vampiric nature quickly becomes apparent. His empty eye sockets glow with an inner light. Similar to vampires, he casts no reflection or shadow and moves silently. In addition to 75% Magic Resistance, he is resistant to *sleep*, *charm*, *hold*, poisons and paralysis. Electricity and cold-based spells inflict only half damage. The conversion to undeath altered many of the beholder's powers and granted several new ones. Kaerizmirl may cast the

following wizard spells (at 12th level) once per day; 4/3/2/1.

Combat

Like most undead creatures, Kaerizmirl exists in both the Prime Material and Negative Energy planes simultaneously. This conduit of negative energy drains two life-energy levels from any victim bitten for more than 10 points of damage in a single round. Victims drained of all life become half-strength vampires under Kaerizmirl's control. Kaerizmirl's body is still protected by a hard chitinous covering and the undead nature gives him an overall Armor Class of -2. He may assume *gaseous form* at will, but has no *shape change* ability. If reduced to zero hit points, he is forced into *gaseous form*. Though not requiring use of a coffin, Kaerizmirl's essence must rest in a fresh corpse for no less than 10 hours.

Weapons of *less* than +2 enchantment will simply pass through his form without delivering damage.

Kaerizmirl's various eyes each have a different function. As with normal beholders, only the central eye plus 1-4 of the eyestalks are able to function considering that an attack comes from an arc 90 degrees before the monster. If attacks come from 180 degrees double the number of eyestalks are able to function and for 270 degrees or 360 degrees triple or quadruple the number. Attacks from above enable all 10 eyestalks to function but the central eye cannot. The functions of the eyes are:

1. *Animate dead*
2. *Cause critical wounds* (50-yard range)
3. *Charm person*
4. *Continual darkness*
5. *Death spell*
6. *Disintegrate*
7. *Fear* (as wand)
8. *Paralysis* (as wand)
9. *Strength drain* (as shadow)
10. *Telekinesis* 250 pound weight
11. Central eye: *Death Field* (140-yard range)

The *Death Field* covers a 90° arc from the central eye. All living creatures within the area are subject to this attack while remaining in the area. Creatures caught in this *field* will take 1-10 points chilling damage. 20% of the total damage inflicted each round is treated as regeneration, restoring any damage Kaerizmirl has taken, up to his maximum hit point total. In addition, he also regenerates 2 hit points per round normally (cumulative with the *Death Field*).

Because of its peculiar nature the beholder is able to withstand the loss of its eyestalks, each taking from 8 to

B

12 hit points before being lost. These members are not computed as part of its hit point damage potential and lost eyestalks will grow back rapidly (one day per lost eyestalk). The body of the monster comprises its entire hit point total.

Habitat/Society

Kaerizmirl conforms to vampires with regard to garlic, holy symbols, holy water, etc. He must be killed in the same manner, also.

Kaerizmirl lurks in desolate ruins, creating undead followers while seeking a formidable lair to spread chaos and terror to all Ravenloft. The avarice and contempt for all life he had when alive has increased tenfold in this state of un-life. He can not be bargained or dealt with in any manner no matter how powerful the adversary.

Ecology

Kaerizmirl has no place in the realm of the living. He seeks only his own dark ends, feeding on the life-essence of all he encounters.

BLACK RAIN

by Matthew Sernett
New York, USA

| | |
|--------------------------|--|
| Climate/Terrain: | Sub-arctic, Temperate and tropical lands |
| Frequency: | Rare |
| Organization: | Solitary |
| Activity Cycle: | Special |
| Diet: | Carnivore |
| Intelligence: | Non (0) |
| Treasure: | Nil |
| Alignment: | Nil |
| <hr/> | |
| No. Appearing: | 1 |
| Armor Class: | 10 |
| Movement: | 4, Sw 6, Fl 24 (E) |
| Hit Dice: | 10 |
| THAC0: | 11 |
| No. of Attacks: | 1 |
| Damage/Attack: | 3-30 (3d10) |
| Special Attacks: | See below |
| Special Defenses: | See below |
| Magic Resistance: | Nil |
| Size: | L (10' diameter) |
| Morale: | Special |
| XP Value: | 7,000 |

When the first few drops of black rain fall, few creatures take notice. But when the last drops have fallen, even fewer creatures have survived the storm.

Black rain is a kind of slime that rides the winds of the sky. When it needs to feed it breaks up and rains down on the land. These rain drops burn away flesh and bone. Living creatures drenched by this rain are changed into black rain themselves and trickle across the ground to gather in puddles. When all the black rain has flowed to one spot it once again takes to the air.

When collected on the ground or flying in the air, black rain looks like a large glob of semi-translucent black pudding.

Combat

When black rain falls it causes 1d20 points of damage a round to creatures without shelter. Flesh burned away by the black rain is turned into more black rain. Armor provides only partial protection and allows a save vs. breath weapon to take half damage. For each point of Armor Class the armor provides the wearer gains a +1 to their save. Black rain dissolves animal matter so leather or hide armor only provides protection for 1d4 rounds. After that, it is destroyed. Magical leather or hide armor receives a saving throw vs. acid at the end of the 1d4

rounds to avoid destruction. Continued exposure requires more saving throws every 1d4 rounds. There is no way to substantially harm the black rain in this form as it is spread over approximately a square mile and is constantly generating more of itself as animal matter is consumed. The rain falls for 5d4 rounds. Black rain is considered an acid attack and animal matter rendered immune to acid is immune to the affects of black rain. It does not damage plant life.

Once all the black rain has fallen it trickles across the ground or floats over the water to some central low point in the land. Creatures that move slower than the black rain take 1d6 damage per round as the black rain flows around them. It takes 3d6 turns for the black rain to gather itself after it has stopped raining.

Once gathered the black rain flies up into the clouds again. If attacked before rising back into the sky, the black rain will defend itself but escape if it can.

Black rain attacks by lashing out with a watery pseudopod. An attack from the pseudopod causes 3d10 points of damage. Victims of these attacks wearing armor can save vs breath weapon to receive half damage with a +1 to their save for each point of Armor Class the armor provides. This is a much more concentrated attack than the rain drops and it will dissolve leather or hide armor immediately. Magical leather or hide armor receives a saving throw after each hit. Targets immune to acid are immune to the black rain's attack.

Black rain has the consistency of water so physical attacks pass right through. Magic weapons only cause the damage the magic adds (a +3 short sword causes 3 points of damage). Black rain is immune to non-magical acid, fire, and poison. Cold slows black rain to half its movement rate. Lightning causes black rain to divide. Each half of a divided black rain is smaller but retains the same statistics and abilities. Each half of the black rain can divide only once more. In order to divide again, it must rain down from the sky to gain more body mass. If black rain is too small to divide, it is immune to lightning.

Habitat/Society

Black rain exists only to reproduce. It does this by converting animal matter into more black rain until it has enough body mass to divide. It then flies into the sky in the hopes of being struck by lightning.

Black rain can fall anywhere but it is unusual to find it falling over deserts, plains, or seas as these areas are very lightly populated.

Ecology

Black rain is an indiscriminate killer. It has no natural enemies. If killed, black rain will evaporate.

Black rain can be captured when it falls from the sky in sealable containers not made of animal matter. The main body of the black rain will wait an extra 1d4 turns for detained black rain, then fly away. After the main body has flown off, the captured black rain no longer behaves as living matter but as an acid that harms only living or once-living animal matter. Black rain acid dissolves animal matter but does not convert it into to more black rain.

B

BLACK SWAN

by Matthew Sernett
New York, USA

| | |
|--------------------------|--|
| Climate/Terrain: | Temperate and tropical lands |
| Frequency: | Rare |
| Organization: | Solitary |
| Activity Cycle: | Any |
| Diet: | Carnivore |
| Intelligence: | Average (8-10) |
| Treasure: | Nil |
| Alignment: | Lawful Evil |
| <hr/> | |
| No. Appearing: | 1 |
| Armor Class: | 7 |
| Movement: | 4, Fl 24 (D), Sw 6 |
| Hit Dice: | 2 |
| THAC0: | 17 |
| No. of Attacks: | 2 |
| Damage/Attack: | 1d6 |
| Special Attacks: | Poison |
| Special Defenses: | +1 or better magical weapon to hit, Immune to charm |
| Magic Resistance: | 20% |
| Size: | S (5' long) |
| Morale: | Average (8-10) |
| XP Value: | 975 |

Vicious and devious birds, black swans are the cursed descendants of a swanmay trapped in her swan form. Black swans are bitter and jealous about their lost humanity and seek to cause suffering and destroy beauty wherever they go.

As befits their name, black swans look like beautiful black swans with blood red beaks and beady red eyes.

They can understand Common and the language of birds.

Combat

Black swans attack by biting with their unnaturally sharp bills. This bite causes 1d6 points of damage and delivers type C poison. They are able to attack with their clawed feet if they fly at someone but each webbed foot causes only one point of damage and the ungainly attack increases their Armor Class to 10.

Black swans can decide to nip someone as a normal swan would. This attack does a negligible amount of damage, barely breaking the skin. It is enough, however, to inject the bird's poison. The poison is weaker when delivered this way and so is considered type P.

They are harmed only by +1 or better magical weapons and have a 20% Magic Resistance.

Habitat/Society

All black swans are female. Once every six years the black swan lays a blood red egg which it then puts in the nest of a goose. It then intimidates the goose into sitting on the egg until it hatches. The black swan feeds the goose on a diet of meat and poisonous plants. When this treatment causes the goose to die, the egg breaks and a new black swan is born. For the next few days the mother stays with her daughter to teach her cruel lessons of hate, hopelessness, and jealousy. In a week the black swan is full grown and the mother abandons it.

Black swans hate beauty in all its forms. The only thing of beauty they want to see is their own reflections. They particularly dislike beautiful women as this reminds them too much of their ancestral forms.

Black swans like to befriend pretty women and act the role of affectionate pet. It is from this position of safety that they begin to ruin the life of their host. Love interests are murdered, friends fall mysteriously ill, children disappear, and the only safe thing in their lives is the affectionate black swan. When the black swan is their only happiness, it speaks and reveals its terrible deeds, savoring its victim's horror, before delivering a deadly bite.

Black swans are seen as a symbol of treachery by the Vistani. Normal black geese and swans are killed on sight just in case it is a black swan.

A long time ago a swanmay fell deeply in love. Her handsome lover promised to find a way to remove the swanmay's need to use a token to change shape. When one day he said he had found it and asked her to gather the her token and the tokens of her friends, she gladly went to do so. But her friends did not feel it was wise idea at all. Thinking of all the thanks they would give her when the deed was done, she stole their tokens and delivered them to her love. When the other swanmays discovered that their tokens were missing they hunted the enchanter and convinced their misguided compatriot to join the search. But she was not ready to give up her new love for her old friends and one by one she poisoned them before finally discovering the enchanter's hiding place. When the man learned of what she had done he knew his months of work were ruined and flew into a rage. Heartbroken, the swanmay flew off. But by night she returned and when the sky was darkest the enchanter died, his throat bitten in his sleep. With this final act of betrayal the Mists claimed the swanmay. Her token remained behind, leaving her forever trapped in the body of a swan.

Ecology

These birds tend to inhabit areas frequented by similar waterfowl. They eat other waterfowl and small children.

BLOOD SEEKER

by Robin Fuller
Norfolk, England

| | |
|--------------------------|-------------------------|
| Climate/Terrain: | Any land |
| Frequency: | Rare |
| Organization: | Flock |
| Activity Cycle: | Night |
| Diet: | Omnivore (prefers meat) |
| Intelligence: | Semi (2-4) |
| Treasure: | O, R |
| Alignment: | Neutral Evil |
| <hr/> | |
| No. Appearing: | 1 (4-16) |
| Armor Class: | 5 |
| Movement: | 3, Fl 24 C |
| Hit Dice: | 4 |
| THAC0: | 17 |
| No. of Attacks: | 1 |
| Damage/Attack: | 1-4 |
| Special Attacks: | Engulf, Suffocation |
| Special Defenses: | See below |
| Magic Resistance: | Nil |
| Size: | S (3' - 4') |
| Morale: | Steady (11-12) |
| XP Value: | 650 |

The Blood Seeker is a hideous amalgamation of undead and some sort of ooze creature. It appears as a skeletal, bat-like humanoid with short, clawed arms and taloned feet. From its shoulders grow a pair of skeletal wings. The creature's head and oversize ribcage are filled with a glistening, semitransparent crimson jelly-like mass. This jelly stretches in a thin membrane over the creature's wings to enable flight and fill the skull creating the appearance of bulging red eyes. When excited, blood seekers emit high-pitched screeches like a fingernail being dragged across a blackboard.

Combat

A lone blood seeker will rarely enter combat willingly, preferring to attack creatures while they sleep. If forced into combat, the blood seeker will take to the air to rake its victim with its claws for 1d4 points of damage between them.

If this attack hits with a roll of 18 or higher and succeeds by five or more than was needed to hit, the blood seeker has landed on its victim. The blood seeker wraps its wings around the head of its opponent and attempts to suffocate breathing opponents and dissolve others with its corrosive, jelly-like bulk. Victims trapped in this way are unable to breathe (see the rules for suffocating on pg. 122 of the *Player's Handbook*) and take 2d6 points of acidic damage per round. The blood seeker can

be removed with a Bend Bars/Lift Gates roll with a +30% bonus. Removal causes 2d4 points of damage as the seeker's claws are ripped from the victim's flesh.

When attacking in greater numbers, the seekers harass their victims with their raking attack, seeking to split a party up to isolate a member so that they can use their engulfing attack.

Blood seekers take half damage from piercing and slashing weapons. Cold-based spells do half damage but act as a *slow* spell lasting for 1d3 rounds. Heat-based spells do full damage and increase the potency of the acid for 1d4 rounds. During this time the creature gains a +3 bonus to any damage inflicted with acid. The creature itself is immune to acid and holy water has no effect. Blood seekers can be turned as wraiths.

Habitat/Society

Blood seekers spend the day in dark caves or ruins, emerging to hunt at night. They have no leaders or any kind of pecking order, although they do cooperate to bring down large prey. They seem to have few goals other than to consume and survive. However, they have an uncanny knack for choosing to prey on targets whose loss will cause the most misery and upset. They do not use tools of any kind. Any treasure in their lairs will either have been cast aside when found to be indigestible or snatched, magpie-like from its owner, purely out of malice.

Ecology

Blood seekers can and will consume any organic material although they much prefer the meat of particularly intelligent humanoids. Choosing as their prey the weak and defenseless such as young children, the manner in which they consume their prey is disgusting to behold as they physically absorb creatures into their jelly-like bulk and slowly digest it, swarming over their fallen prey to ensure that they each get a part. Often the remains of a blood seeker's last meal can be seen within its slimy mass. It is not known how or where the blood seekers first came into being. It is assumed that they were created magically and the existence of medallions crafted specifically to control them seems to support this theory. It is not known who created them or for what purpose, but since their creation they have spread to many worlds, even discovering a way to reproduce themselves.

After a seeker has consumed enough (about two years of feeding for the average seeker) it starts to grow a replica of itself from its spine. This replica is carried around Siamese-twin-style until its bones are formed. At this point, jelly from within the parent's own body flows into its offspring and the immature blood seeker detaches itself, growing to full size in about three months. These immature blood seekers have half hit dice and only do 2d4 points of acid damage but are otherwise identical.

Since their creation, blood seekers have spread to many other worlds, feeling particularly at home in the Demiplane of Dread.

B

BONE DRINKER

by Mark J. Featherston
The Mists

| | |
|--------------------------|------------------|
| Climate/Terrain: | Temperate Forest |
| Frequency: | Rare |
| Organization: | Troop |
| Activity Cycle: | Day |
| Diet: | Omnivore |
| Intelligence: | Low (5-7) |
| Treasure: | Nil |
| Alignment: | Neutral (Evil) |
| <hr/> | |
| No. Appearing: | 1-20 |
| Armor Class: | 6 |
| Movement: | 12, Fl 15 (E) |
| Hit Dice: | 1+2 |
| THAC0: | 18 |
| No. of Attacks: | 1 |
| Damage/Attack: | 1-4 |
| Special Attacks: | See below |
| Special Defenses: | Nil |
| Magic Resistance: | Nil |
| Size: | S (2' long) |
| Morale: | Average (8) |
| XP Value: | 270 |

Bone Drinkers are a race of arboreal, squirrel-like creatures. Their primary diets consist of various nuts and seeds. However, they supplement their diet with bone they extract from living creatures. They are usually gray, occasionally black, and furry with big fluffy tails. Beneath their skin bone drinkers sport a loose collection of bony plates that, while improving their AC, do not interfere with their maneuverability or flexibility. Like mundane flying squirrels they have furry membranes that enable them to glide five feet for every one foot they drop. In lieu of a tongue, bone drinkers have a telescoping proboscis they can extend up to 4 inches. They use the proboscis to pierce the flesh and bone of their victims and apply an enzyme that liquefies the bone. The bone drinker then drinks the liquefied bone from the victim's body.

Combat

Bone drinkers glide down on their intended victims from trees as said victims pass beneath. A successful attack, causing 1d4 points of damage, indicates the bone drinker has gripped its victim with all four feet and sunk its proboscis, releasing the enzyme. A save vs. poison is required to avoid the effects of the enzyme. If the save succeeds the bone drinker has missed the bone and

immediately drops off and attempts to escape. If the save fails the enzyme quickly attacks the bone; in 2 rounds the bone is liquefied and the bone drinker begins drinking. Damage caused by the removal or liquefaction of a bone or bones varies with the bone affected. A variety of damages can be assigned from 10-25% of a character's max. hit points depending on the bone affected. If vertebrae or the skull are affected, a roll vs. paralyzation is required each round the character is moved to see if permanent nerve damage has occurred.

Attached Bone Drinkers can be removed with a successful Bend Bars/Lift Gates roll. *Cure disease*, *neutralize poison*, or *heal* applied either in the "attack" round or the subsequent round will destroy the enzyme and reverse any damage done. *Slow poison* affects the enzyme's action as well. *Heal* and *regenerate* will re-solidify gelled bones, while removed bones can be replaced with *regenerate*, *limited wish* or *wish*.

Habitat/Society

Bone drinkers form loosely organized colonies. The colony leader can be either sex, leadership being based more on an individual's ability to find food for the colony and avoiding danger. The rest of the colony's positions are constantly shifting due to ritualistic challenges and mobile political alliances.

Ecology

Not unlike stirges, bone drinkers are excellent at finding chinks in armor, and only specially made armor is impervious to their attacks.

Bone drinkers are semi-nomadic in nature, following the ebb and flow of various animals through the seasons. They can, however, be convinced, if one is able to communicate with them via magic or other means, to stay in one area. Bribes of food, both sources of nuts/seeds and living bone, are the usual payment. Thus, bone drinkers can be used by those of questionable moral character as relatively cheap guards in wooded areas.

The advent of a colony of bone drinkers in an area can be quite horrific, as the statement "Aw, look at the cute squirrels," ends in blood curdling screams. It has been noted that bone drinkers have a fondness for halflings and will attack them over all other targets if given a chance.

Bone drinkers show no interest in any types of treasure, any such will be found on or around the victim(s).

CARCASPIRIT

(RUINER)

by William DeFranza
New York, USA

| | |
|--------------------------|---|
| Climate/Terrain: | Any |
| Frequency: | Very Rare |
| Organization: | Solitary |
| Activity Cycle: | Constant |
| Diet: | Corpses |
| Intelligence: | Average to Very (8-12) |
| Treasure: | J, K, M |
| Alignment: | Neutral Evil |
| <hr/> | |
| No. Appearing: | 1-6 |
| Armor Class: | 6 |
| Movement: | Fl 15 (A) |
| Hit Dice: | 5+5 — 10+5 |
| THAC0: | 5+5 HD: 15 6+5 — 7+5 HD: 13 8+5 — 9+5 HD: 11 10+5 HD: 9 |
| No. of Attacks: | 3/2 |
| Damage/Attack: | By weapon or 1d4+2 |
| Special Attacks: | See below |
| Special Defenses: | See below |
| Magic Resistance: | See below |
| Size: | M (5½' - 6½') |
| Morale: | Champion |
| XP Value: | 5+5 HD: 5,000 6+5 HD: 7,000 7+5 HD: 8,000 8+5 HD: 9,000 9+5 HD: 10,000 10+5 HD: 11,000 |

Carcaspirits, sometimes called "Ruiners," are free-willed undead spirits who must always inhabit a living or dead body. The bodies they possess quickly rot and the Carcaspirits constantly seek to steal fresh ones.

At night, they appear to be attractive normal humans, but in sunlight their true form is revealed; a hideous, maggot-infested and heavily decayed corpse. Oddly, they have no odor. A *true seeing* spell, a *gem of seeing* or similar magic can reveal their true form.

Carcaspirits are cursed to exist in their odious carcasses, tortured by their rotten state, content only when they steal a fresh, living body. This respite is short-lived, as the new body quickly dies and decays.

These abominations are so unnatural that the soil actually rejects them, causing them to float two to three feet above the ground, never touching it. With

concentration, they can hover closely near the earth to appear to be walking, but this feat can't be maintained long. They can move in all directions in the air, a sort of floating flight at altitudes of up to 200 feet, and they never suffer falling damage.

Combat

Carcaspirits use their flight to their advantage. If a carcaspirit wins initiative by 6 or more points, it can swoop in for a melee strike and fly off before the victim can retaliate.

They have a Strength of 18 (+1 to attack, +2 to damage) and can punch for 1d4+2 points of damage.

These undead are immune to all sleep, charm and hold magic. They can not be turned unless they are using their *magic jar* power. They are invisible to infravision, although they possess infravision out to 120'. They regenerate 1 hp every turn.

All carcaspirits have two gruesome special attacks.

- ◆ *Withering Touch*, like the reverse of the Priest spell *regenerate*, usable three times a day. The affected limb shrivels and disintegrates into dust in a single round. When a carcaspirit uses its *withering touch*, roll 1d6 to determine the hit location; 1: Whole arm, 2-3: Hand only, 4: Whole leg, 5-6: Foot only. Roll 1d2 to determine the side of the body.
- ◆ *Special Magic Jar*. If a carcaspirit can maintain direct contact with a living human or demihuman for two whole rounds (as in arm wrestling, kissing, or while the victim sleeps) it can exchange life forces with them. The carcaspirit takes over their body while trapping their life force in its corpse. If the victim makes a saving throw vs. Petrification he notices the attack and remains unharmed.

The victim remains fully aware, but is utterly helpless, unable to do anything. The carcaspirit has total control of its new body but only gains rudimentary knowledge from its victim such as the names of his allies.

While in this state, the carcaspirit is in ecstasy, freed from the torment of its decayed body, but it also loses its special powers. If the monster's first body (which holds the victim's life force) is destroyed, the victim is killed and his body then belongs to the carcaspirit. This fresh body will die within a week, leaving the anguished carcaspirit in a rapidly decaying corpse once again. To delay this fate, the carcaspirit will often try to hide or protect its old corpse.

While the victim's life force and body are separated, the body loses ¼ of its Constitution and maximum hit points each day, until it dies at 0 Constitution or hit points, whichever occurs first. If this happens, the victim

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is forever dead, and his body then belongs to the carcasspirit.

Turning is the only way to remove a carcasspirit from the victim's body. They are turned as Mummies. If successful, the life forces are put back in their places, even if the carcasspirit's corpse is miles away. When ejected from a fresh body a carcasspirit flies into a berserk despair, gaining a +1 to hit and damage, increasing its attacks to 2/1 and suffering a +3 Armor Class penalty.

Habitat/Society

While they have no society, carcasspirits rival vampires in their ability to mingle with the living. A group of these monsters will sometimes work together if they all benefit from the partnership.

Ecology

Carcasspirits are not natural and therefore have no role in ecology or nature.

GREATER CARCASSPIRITS

Carcasspirits grow in power the longer they exist. For each century that a carcasspirit has existed, it gains 1 HD (maximum of 10+5), its Movement increases by 3 and it gains Magic Resistance of 10%. It also gains one of the following powers, chosen randomly:

- ◆ *Hold Person* as the spell, at 6 level of ability, twice each day.
- ◆ Turned as a Vampire.
- ◆ Dodge missiles (by darting out of their path) on a roll of 12 or higher on 1d20.
- ◆ An additional 25% Magic Resistance.
- ◆ The ability to instantly kill by plunging a hand into a person's chest and ripping out their heart, usable twice per day. If a carcasspirit takes a whole round to devour the still-beating heart, any onlookers must make a horror check. The victim is allowed a saving throw vs. Death with a -2 penalty to avoid having their heart torn out. Regardless, they suffer 1d12+their AC (unless negative) points of damage and their armor is ruined beyond repair.

CHETZEDE

by Matthew Sernett
New York, USA

| | |
|--------------------------|-----------------------------|
| Climate/Terrain: | Temperate to tropical lands |
| Frequency: | Rare |
| Organization: | Hive |
| Activity Cycle: | Any |
| Diet: | None |
| Intelligence: | Animal to Genius (1-18) |
| Treasure: | Nil |
| Alignment: | Neutral Evil |
| No. Appearing: | 1-20 |
| Armor Class: | 4 |
| Movement: | 4, Fl 30 (A) |
| Hit Dice: | 1-1 |
| THAC0: | 20 |
| No. of Attacks: | 3 |
| Damage/Attack: | 1-2 / 1-2 / 1-2 |
| Special Attacks: | Paralysis |
| Special Defenses: | Nil |
| Magic Resistance: | 10% |
| Size: | T (2' long, 2' wingspan) |
| Morale: | Fearless (19-20) |
| XP Value: | 175 |

Chetzedes are insects with a hive mind from the Lower Planes that were accidentally summoned to Ravenloft. Now they flit about the skies of the Demiplane of Dread seeking living hosts to carry the next generation.

Chetzedes look like large centipedes with two sets of dragonfly wings. They can be nearly any color but are most commonly a sickly brown or dark purple. Their tails end in a pincer-like structure capable of delivering a powerful paralytic poison.

Chetzedes communicate through telepathy but rarely deign to speak with any being other than members of their hive.

Combat

Chetzedes attack by flying about their targets and repeatedly striking with their pincer-like stingers. They are considered +2 magical items in terms of what they can hit. These attacks cause 1d2 points of damage and force the target to save vs. paralysis. This powerful paralyzing poison even works on creatures normally immune to poison and paralysis though these creatures receive a +4 bonus to their save. Failure causes the victim to be rigidly paralyzed for 2d4 turns. Chetzedes ignore paralyzed victims until all other threats are neutralized.

Once all threats are paralyzed or dead, one chetzedede will fly back to the hive to lead others to captured prey. More chetzededes will return to carry the prey to the hive where the paralyzed person will be trapped in a mucousy husk. Each chetzedede can carry about 30 pounds. Multiple chetzededes cooperate to carry away victims. It takes 3d4 rounds to fully encase a man-sized creature in a husk. Persons trapped in the husk remain paralyzed until released. If a victim wakes up during the process or somehow attempts escape after being trapped, a successful Bend Bars/ Lift Gates roll will succeed in freeing the individual from the sticky, waxy shell.

Chetzedes have a group mind and become more intelligent the closer they get to their hive. At distances greater than ten miles chetzededes have animal intelligence and act only for self preservation. Between ten and eight miles they are semi-intelligent and will attack intelligent creatures they happen upon. From eight to six miles they have low Intelligence and will actively seek prey. From six to four miles they have average Intelligence and will cooperate as a group, bait prey, and prepare ambushes. From four to three miles they are highly intelligent and will prepare physical traps like covered pits and will attack enemies from afar by dropping rocks. Between three to two miles away from the hive, chetzededes are very intelligent and will sacrifice members of a group to test prey before formulating strategy. Within two miles to one mile, chetzededes are highly intelligent and will build false hives to trick enemies. Within one mile chetzededes have exceptional Intelligence and will employ elaborate ruses and trick other creatures into attacking their enemies. Within 100 yards of the hive all chetzededes have genius Intelligence. At this distance they have an instinctual sense of which enemy presents the most threat to the hive. Chetzedes will sacrifice anything and use any method to prevent enemies from reaching the hive.

Habitat/Society

Chetzedes are found in temperate or tropical lands and tend to prefer forested areas because of the cover these areas provide. They make their hives in cave ceilings or the tops of trees. Chetzedede live in swarms of about 100 members.

Chetzedes communicate through telepathy. Chetzedes can speak to other chetzededes within 100 feet. Chetzedes of animal to semi-intelligence cannot communicate at all.

Chetzedede society is based on two goals: protect the hive and create the next generation.

The hive is central to chetzedede society. Built from the waxy secretions of the chetzededes, it becomes a repository for their communal intelligence. It is the

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emanations of intelligence from the hive that give a chetzedede its intelligence.

The hive is where captured beings are stored. Within the husks they are kept alive, breathing and eating the strange mucous that covers the hive. After two days tiny chetzededes have formed within their stomachs and the prisoners are released. Henceforth, the victims have no memory of the chetzededes or what happened to them and will be unable to see the creatures because of a mental block. Two months later ld20 grown chetzededes will explode from the stomach, killing their host. They then seek others of their generation. If a *cure disease* or *remove curse* is cast on the victim any time before the two months end the chetzededes within are digested and the mental block is removed. Recollections of the imprisonment are cause for a madness check.

Chetzededes instinctively locate other chetzededes of their generation and the victims who hold their seeds. Once all the chetzededes of a single generation are gathered they fly off to form a new hive. Before forming a hive chetzededes are effectively non-intelligent. Hives have 10 hit dice and are automatically hit by attacks. Destroying a hive kills all the chetzededes of the generation that created it.

Ecology

Chetzededes do not eat anything and they have very short lives. They receive all the nourishment they need during their formation process in the stomachs of intelligent beings and die three months after their birth.

Many have tried to extract the paralytic poison of the chetzededes with little success. It appears that the poison only works when delivered from a living chetzedede.

CHIROPTAWRAITH (WRAITH-BAT)

by Dean Siemsen
Pennsylvania, USA

| | |
|--------------------------|--|
| Climate/Terrain: | Any |
| Frequency: | Very Rare |
| Organization: | Flock |
| Activity Cycle: | Night |
| Diet: | Special |
| Intelligence: | 9-10 (Average) |
| Treasure: | D (Q x 10) |
| Alignment: | Lawful Evil |
| <hr/> | |
| No. Appearing: | 2-20 (2d10) |
| Armor Class: | 4 |
| Movement: | 6, Fl 24 (C) |
| Hit Dice: | 5+5 |
| THAC0: | 15 |
| No. of Attacks: | 1 |
| Damage/Attack: | 2-8 (2d4) |
| Special Attacks: | Energy Drain |
| Special Defenses: | Hit only by silver or +1 or better magical weapons |
| Magic Resistance: | Nil |
| Size: | M (5' - 6') |
| Morale: | Steady (11-12) |
| XP Value: | 2,000 |

The Chiroptawraith or Wraith-Bat is an as of yet unknown creature, very rarely seen in the Demiplane of Dread. Best described as an undead spirit, seen as a black mist or cloud, vaguely shaped as a giant bat. Wraith-bats have no true substance, but shape themselves as bats with two glowing eyes of an orange-red color. They seemingly exist only to seek and absorb human life energy.

Combat

The bite of a chiroptawraith does damage in two way. First is the chilling effect of its bite which inflicts 2-8 points of damage, Second such a bite drains a level of experience from its victim. This includes hit points and all abilities associated with that level, spell casting, combat abilities, etc. The chilling damage from the bite can be healed normally, but the experience points are lost forever and must be earned again or restored magically (such as by a *wish* or *limited wish* spell).

Chiroptawraith are immune to normal weapons, however silver weapons will do half their normal

damage. Magical weapons will do their full damage. If left alone a wraith-bat will slowly regain its hit points within a week. Like most undead creatures, wraith-bats are immune to *sleep*, *charm*, *hold*, *death* and cold-based spells.

Wraith-bats are powerless in direct sunlight and will flee from it. The wraith-bat cannot be destroyed by sunlight, but it cannot attack in sunlight.

Habitat/Society

A chiroptawraith is an undead construct, very similar in many respects to a wraith. As such, it is usually found in ruins, graveyards, and tombs. Wraith-bats are usually dominated by very powerful undead creatures, usually vampires or liches.

Ecology

Unlike real bats, wraith-bats serve no useful purpose in nature. However, like a wraith, wraith-bats exists more in the Negative Energy Plane. It is believed that the chiroptawraith was created by an as yet unrevealed denizen of the Demiplane of Dread. Its true origins remain a mystery.

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WEIRDEST MONSTER

CLAPPER

by Larry Ecklor
Iowa, USA

| | |
|--------------------------|-----------------------|
| Climate/Terrain: | Ruins, Abandoned labs |
| Frequency: | Uncommon |
| Organization: | Swarm |
| Activity Cycle: | Nocturnal |
| Diet: | Magic, Blood |
| Intelligence: | Genius (17-18) |
| Treasure: | V (F) |
| Alignment: | Neutral Evil |
| <hr/> | |
| No. Appearing: | 4-16 (4d4) |
| Armor Class: | 2 |
| Movement: | 6, Fl 36 (A) |
| Hit Dice: | 5+5 |
| THAC0: | 15 |
| No. of Attacks: | 1 + special |
| Damage/Attack: | 2-7 (1d6+1) |
| Special Attacks: | Breath Weapon, Spells |
| Special Defenses: | See below |
| Magic Resistance: | 45% |
| Size: | S (2') |
| Morale: | Champion (16) |
| XP Value: | 2,000 |

The clapper is a distant relative to the flesh golem. This golem variant was created long ago by a necromancer whose name has since been forgotten. The clappers under his control broke free of their chains of servitude and formed a society that has flourished, in the shadows, since that time.

The clapper resembles a human (any humanoid) head with a pair of hands surgically attached at the start of the neck. The heads can be male or female, most likely without hair. Red glowing eyes hale their approach along with what sounds like applause or beating fists.

Combat

Clappers hide in the shadows of the ruins inhabit and await victims. When victims come near their lair the clappers quickly form a plan of attack (via a limited form of telepathy) and strike. Clappers normally start by softening up opponents with spells and moving in for the kill.

All clappers have the power to cast mage spells of third level or lower. Most clappers (80%) cast as first-

level mages; another 15% have spells as a 2nd to 4th-level mage, and 5% cast as 5th to 6th-level mages. The spells cast by clappers are verbal only components. The clappers sometimes trade spells with beings with like powers, such as dragons or nagas.

When clappers move into melee, they use their breath weapon, which is a cloud of paralytic gas 8 feet in diameter (usually enough to affect two persons). Those in the area of effect must save vs. poison -2 or be paralyzed for 1d6 rounds.

When a clapper makes a successful attack its hands have clamped onto the victim. Every round thereafter the clapper strikes automatically. To remove the clapper a successful Bend Bars roll is needed (either by the victim or someone seeking to help). Anyone attacking the clapper when it is affixed to a victim risks hitting them. Any attack roll of 1, 2 or 3 on a d20 strikes the victim. The clapper's bite attack can have two effects; if the victim is a spell caster he has one spell drained from his memory. The second effect is a blood drain of an additional 1d4 points to the damage of the bite. Often a clapper will attack the eyes or throat of a victim.

Due to their flesh golem heritage the clappers are 45% resistant to magic. In addition to this any electrical attack restores 1 hit point for each die of damage it would normally have done. Clappers regenerate 1 hit point per round and can only be struck by magical weapons. Another clapper tactic is to move into combat, strike and then move out of range via their power of flight. Flight is not dependent on the clapping motion of their hands; it is an innate magical ability, not related to hand motion, which is only habit.

Habitat/Society

Although they are a golem variant, clappers have formed a society much like a wizards' academy. Once the clappers broke free of their master's control they sought to improve themselves through the very same magic that created them. There has been some success, most notably the creation of other clappers. When a new clapper is created, he is given the choice of joining the swarm or going into the world on his own. This has led to the growth of multiple clapper societies.

In a swarm the clappers, when not hunting, devote a great deal of time to magical research. Through this research they hope to improve their spell casting abilities. It is rumored in some swarms that there are clappers with the ability to cast spells of up to seventh level. It is also rumored that one such clapper is the ruler of his own domain.

In order to do research clappers often have *charmed* humanoids in their labs to do menial labor and to buy supplies from people that would be unlikely to deal with

clappers. These *charmed* individuals also end up being the spare parts for dark necromancies.

Clappers are found of magical rings and wands.

Any treasure found on a clapper outside of the lair will be one of the two. Clappers will use such items against foes.

Ecology

Clappers are artificial constructs, but require sustenance in the form of either blood or magical energy. They normally feed upon victims which are kept in their lairs or upon the nature that surrounds their layers and if need be upon magical items (a rare occurrence).

The procedure for creating a clapper is known only to the clappers, who guard the secret carefully. There is a 40% chance that a book containing this procedure will be found in a lair. Such a book should be treated as a *manual of golems*. Such a procedure takes 1 month to finish and costs 6,000 gp (assuming that a person has a proper lab) and creates one clapper. Clappers do not like to find one of their brethren under the control of anyone so all clappers created from a book discovered in a lair will have 1% cumulative chance per day to break free of its master. The clapper's master then has a 5% chance per turn to regain control. A clapper may be created by a mage or a priest and in Ravenloft requires a powers check.

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CLOUD OF BONES

by Evren Atabas
Kaiserslautern, Germany

| | |
|--------------------------|------------------------------------|
| Climate/Terrain: | Any |
| Frequency: | Very Rare |
| Organization: | Solitary |
| Activity Cycle: | Any |
| Diet: | None |
| Intelligence: | Non- (0) |
| Treasure: | B |
| Alignment: | Chaotic Evil |
| <hr/> | |
| No. Appearing: | 1 |
| Armor Class: | 0 |
| Movement: | Fl 15 (A) |
| Hit Dice: | 10 |
| THAC0: | 11 |
| No. of Attacks: | 3 or 3 |
| Damage/Attack: | 1d4 / 1d4 / 1d4 or 1d6 / 1d6 / 1d8 |
| Special Attacks: | See below |
| Special Defenses: | See below |
| Magic Resistance: | See below |
| Size: | M (5'-6') |
| Morale: | Fearless (19-20) |
| XP Value: | 9,000 |

The Cloud of Bones is a magically animated creature created from the skeletal remains of a human being. The normal skeleton consists of over 200 bones connected to each other. The creature itself, surrounded by a lightly grey mist, however appears as a swarm of bones flying freely in mid-air, each bone separated from the other. Only the pieces of the skull and the hands are still stuck together. It usually floats two to three feet over the ground but can fly higher if it wishes in order to reach upper lying targets.

Legend say that an unknown wizard from Invidia formed the first cloud of bones in order to guard his lair. Being content with his creation he produced some more and sold them to other sinister fiends of the realms. The cloud usually lies around like a pile of bones waiting for victims. As adventurers are used to bones scattered around battlefields it passes unnoticed and has the advantage of surprise on its side.

Combat

When adventurers enter its domain the cloud has two modes of action. First it can wait till the heroes are walking above, its parts popping suddenly into action. Everyone attacked in this way suffers a -2 on his surprise roll. Or it starts rising slowly and assembling its parts, becoming a normal human skeleton. This is not very frightening to more experienced heroes, as they have certainly faced skeletal monsters traveling through the realms of Ravenloft; but they are in for a surprise. With a tremendous shriek the creature fires its body parts (around 200 pieces) against the enemy. Although not an attack, this sudden

overwhelming wave of bones is cause for a fear check. After reaching the enemy the cloud starts attacking with its two flying hands, doing 1d6 points of damage each, and biting for 1d8 points of damage. As all three parts act independently from each other the cloud can attack different foes at the same time while the remaining bones swarm around the characters, blurring sight, confusing spell casting and giving the creature an Armor Class of 0. Three times per day it is able to create a *tornado of bones*. Its bones start to fly around as if caught in a whirlwind, hitting everything in their way with incredible speed. Its radius is 10 feet and every person finding himself in this area suffers 5d10 points of damage. A successful saving throw against spells halves this damage. This attack lasts for 1 round and during that time the cloud cannot use its normal attacks.

As it is a magically created being and not undead, the cloud of bones cannot be turned by a priest. Additionally, it is immune to any mind-affecting magic and spells such as *charm*, *hold*, *sleep* and *fear*. Natural attacks like poison or fire don't bother it either. Inflicting damage to this monster is also very hard. First of all, it can only be hit by magical weapons with +2 or better enchantment, and even then a hit inflicts only half damage be it pure steel or spells. A *dispel magic* though will inflict 2d8 damage. So it always takes a while to kill it but there is also one way to destroy this creature with a single blow. One has to hit the *sternum*. In a normal living being this bone holds the ribcage together in front of the body, protecting the heart from outer injury. The cloud's main, magical, evil energy is concentrated in this structure but unfortunately it is very hard to hit that piece while 200 other pieces are whirling around over someone's head. Anyway every character has a chance to hit it by luck. If a player scores a successful hit he or she has a 0.5% chance hitting the sternum. To determine this the player has to roll two 01's on two consecutive percentile rolls. If he makes it the sternum explodes, destroying the cloud immediately.

The power of flight also gives the cloud another combat advantage. It can stay high in the sky away from the melee weapons of the characters, firing three small bones as missile weapons every combat round, doing 1d4 damage each.

Habitat/Society

Created by powerful dark magics, the clouds of bones are not natural creatures and so have no society. They roam those areas where they have been created or stationed by their master be it underwater, in dungeons or anywhere else in order to protect or guard a precious treasure. Rumors say that a lich lord succeeded in creating an intelligent version of the cloud which wanders the Realms of Terror in search of victims for its master's dreadful experiments. But little is known about this being or its creator.

Ecology

The Cloud doesn't need sleep or anything to eat, and lives until it is destroyed, usually in combat. The creation of a cloud of bones is still a mystery either because no one has witnessed it or because they died before they could tell.

COLD CALLER

by Matthew Sernett
New York, USA

| | |
|--------------------------|--|
| Climate/Terrain: | Temperate, subarctic, and arctic waterways |
| Frequency: | Uncommon |
| Organization: | School |
| Activity Cycle: | Night |
| Diet: | Carnivore |
| Intelligence: | Low (5-7) |
| Treasure: | Nil |
| Alignment: | Chaotic Evil |
| <hr/> | |
| No. Appearing: | 4-16 (4d4) |
| Armor Class: | 8 |
| Movement: | Sw 24, Fl 12 (A) |
| Hit Dice: | 1 |
| THAC0: | 18 |
| No. of Attacks: | 2 |
| Damage/Attack: | 1d4 |
| Special Attacks: | Hypnotic dance |
| Special Defenses: | Immune to cold |
| Magic Resistance: | Nil |
| Size: | T (6-12" long) |
| Morale: | Unsteady (5-7) |
| XP Value: | 175 |

Cold Callers are the sirens of the winter night, baiting the curious and the foolhardy with their crooning song. These beautiful flying fish entrance their victims with a hypnotic dance and lead them to their doom beneath the ice.

Cold callers look much like salmon. Their scales are an iridescent sliver that brightly reflects all the colors of the rainbow even if the only source of light is the moon or the stars. They have short diaphanous wings that are used to make their dance more enticing but have little to do with their flying abilities.

Though intelligent, cold callers cannot speak and communicate with each other by a kind of empathic link.

Combat

Cold callers are usually first encountered when someone curious is drawn by their flute-like song. The curious will find the cold callers doing a strange but beautiful dance in the air. Witnesses of this dance must save vs. spell or become *hypnotized* and follow the cold callers wherever they go. This hypnotism lasts until the witness loses sight of the cold callers or is wounded.

The cold callers will lead the hypnotized person out onto thin ice and then crash through it to drop their

victim into the freezing waters. They celebrate their victim's panicked struggles to find air and relish the victim's terror as they nibble and nip at his numbing flesh.

If cold callers are attacked out of the water they will usually flee unless it is readily apparent that they can overwhelm their opponents. In the water cold callers have little fear of combat because of their great speed. Anyone attacking a cold caller in the water has a -3 penalty to hit in addition to the normal modifiers.

Cold callers attack by biting twice a round and are so maneuverable that they can direct these attacks against two targets should they choose.

Habitat/Society

Cold callers live only in the arctic and subarctic and migrate to temperate climes during the winter. Cold callers generally remain in the water until the school needs to feed. They gain sustenance from eating but also from the fear of their victims. They can eat other animals but cold callers need to feed on the fear of a sentient a few times a month and during spawning they will attack a score or more sentients.

C

CONQUEROR

BUTTERFLY

by Matthew B. Gordon
Mississippi, USA (?)

| | |
|--------------------------|---|
| Climate/Terrain: | Any temperate to tropical |
| Frequency: | Uncommon |
| Organization: | Swarm |
| Activity Cycle: | Any |
| Diet: | Parasite (larvae)/ Carrion (2 nd stage) Negative emotions (adult) |
| Intelligence: | Semi (2) |
| Treasure: | Incidental |
| Alignment: | Neutral Evil |
| <hr/> | |
| No. Appearing: | 10-100 |
| Armor Class: | 8 |
| Movement: | 3, Fl 15 (A) |
| Hit Dice: | 1 hit point |
| THAC0: | Nil |
| No. of Attacks: | Nil |
| Damage/Attack: | Nil |
| Special Attacks: | Larvae cloud |
| Special Defenses: | Nil |
| Magic Resistance: | Nil |
| Size: | T (½" wingspan) |
| Morale: | Fearless (20) |
| XP Value: | 200 |

Conqueror butterflies are seemingly harmless servants of the dark powers of Ravenloft. The adult form is that of a small, light blue butterfly with iridescent markings that vary greatly from region to region. The larvae are grey worms varying in size from microscopic to 1/8" in size, and the intermediate stage resembles a common housefly.

Combat

Conquerors are usually encountered in the adult stage which lives up to 6 months in warm weather. These seemingly innocuous insects gather near sites of death such as battlefields, graveyards, and plague-stricken towns. They sense, and are drawn to, negative emotions such as hate, fear, and despondency. They feed on this energy as well as gaining sustenance from the deaths of other creatures. Anyone dying when a swarm of conquerors is near subtracts 10% from any *raise dead* attempt, as their spirit loses some energy.

The real danger comes from the procreative efforts of these insects. At the end of a battle, in any relatively

peaceful situation, or when they are slain by being crushed they can (1/day) release a 5 foot diameter cloud of invisible but faintly sweet smelling gas. Within the gas are hundreds of microscopic larvae. Anyone in the area of effect must save vs. poison at -2 or inhale a group of larvae. The larvae can infest carrion as well, but fare better in a living host. Any creature eating a conqueror butterfly will automatically be infested.

An infested corpse will produce 5-20 2nd stage, fly-like nymphs in about 3 months. Living victims will notice no effect for the first month. During the second month they will take 1-4 points of damage and lose a point of Strength and Dexterity each week!! The third month sees a doubling of the damage (2-8 points each week), continued Strength and Dexterity loss as the larvae devour muscle tissue and damage nerves, and a loss of one point of Charisma per week as ugly black boils develop all over the victim's body. At the end of that month 10-100 fly-like nymphs erupt from these boils, causing 1 point of damage apiece. The nymph stage itself is harmless and transforms to its adult form within one week.

A victim can be cured only after a *dispel evil* is first cast to fend off the protection of the dark powers. Only then will *cure disease* be effective, and only then can damage be healed and ability points be recovered. Damage heals normally, but magic must be used to restore ability points. *Heal* or *restoration* will restore 1-4 points of Strength or Dexterity, but Charisma can only be restored by *limited wish*, *wish*, or *regeneration*. A loss of 2 or more Charisma points will often cause the victim to be mistaken for a plague carrier due to the enduring pox-like scars!

Habitat/Society

Conqueror butterflies flock to any scene of death or strong negative emotions. Their slight intelligence and taint of evil causes them to prefer humanoid victims. These asexual creatures congregate mostly from common diet, but also for the distraction provided by the swarm. Their evil can be detected but is so dispersed it seems to come more from the surrounding area than from any particular creature.

Ecology

Conqueror butterflies contribute nothing to the environment, except maybe providing food for other carrion eaters and mulch for plants.

COYAANI

by Lesley Flanagan
Norfolk, England

| | |
|--------------------------|-----------------------|
| Climate/Terrain: | The Mist / Any land |
| Frequency: | Rare |
| Organization: | Pack |
| Activity Cycle: | Night |
| Diet: | Carnivore |
| Intelligence: | Low (5-7) |
| Treasure: | Nil (incidental) |
| Alignment: | Chaotic Evil |
| No. Appearing: | 3-12 |
| Armor Class: | 5 |
| Movement: | 15, Fl 24 (B) |
| Hit Dice: | 4 |
| THAC0: | 15 |
| No. of Attacks: | 3 |
| Damage/Attack: | 1-3 / 1-3 / 2-8 |
| Special Attacks: | See below |
| Special Defenses: | Turn ethereal at will |
| Magic Resistance: | 10% |
| Size: | M (5') |
| Morale: | Elite (13-14) |
| XP Value: | 1,400 |

You can't mistake the appearance of a Coyaani. Its body is covered in fine sandy-colored fur and the face has a distinctive canine appearance. It has large leathery wings equal in length to its entire body. The creation of the coyaani is shrouded in legend and myth. Some say it was the creation of an evil wizard many years ago who had a fear of rabbits, while others say they are creations of the dark powers and used as their "eyes."

Combat

When the night begins, the coyaani fade out of the Mists. They generally fade out when their intended is facing in the opposite direction; this gives their opponent a -2 to their surprise rolls. When a coyaani fights is generally uses its claws and bite. The coyaani prefer to attack as a pack from all different directions, and they usually fly to gain an advantage of ground-based foes. Every other round the coyaani can make a swoop attack, gaining a +2 to hit. They fly and walk with virtually no sound at all and so their opponents suffer a -2 to their surprise roll.

A favorite tactic of the coyaani is the neck bite: it makes a called shot at only -2 to the attack roll because they know exactly where to strike. This does double damage. After the initial attack the coyaani doesn't have to roll to attack but rolls for twice as much damage each

round until its jaws are pried open with a successful Bend Bars roll. The coyaani can be knocked off but this causes three times as much damage and the wounded creature loses 1 hp per round as its blood drains away. If a character is reduced by 50% of its maximum hit points it loses consciousness and is either taken away by the coyaani or left to bleed to death.

If the coyaani fail their morale check they turn ethereal and then "float" away at a Movement rate of 30.

Habitat/Society

The coyaani actually only exist at night time, when it is dark. In the day time they can only be seen as glowing eyes inside of the Mist. As soon as it gets dark the coyaani are able to fade out of the Mist and become solid creatures; this is when you should really fear the coyaani. The coyaani live only to kill other creatures; they have no real purpose or goals, only to survive. The coyaani can choose exactly when to come out of the Mist and so usually wait until there are creatures they can defeat nearby. If, however, the coyaani does not see any creatures nearby for a few hours they will generally come out of the mist and go in search of food.

Any time they enter the Mist, no matter where or how far they are from the rest of their pack they will all be joined together upon entering the Mist.

Ecology

The coyaani live pretty much on top of the food chain seeing as when they are killed their body just turns into mist and floats away. They can survive quite easily on rabbits and creatures like this, but prefer intelligent creatures such as humans and humanoids as these provide much more of a challenge for the coyaani. The undead don't go near them as they can sense that these creatures are a part of the Mist and it scares them, as much as an undead creature can be scared.

C

RUNNER—UP

CREEPING SPIDER

by Amber E. McRae
Alabama, USA

| | |
|--------------------------|----------------------------------|
| Climate/Terrain: | Any non-arctic |
| Frequency: | Very Rare |
| Organization: | Solitary |
| Activity Cycle: | Nocturnal |
| Diet: | Carnivore |
| Intelligence: | Semi (2-4) |
| Treasure: | Nil |
| Alignment: | Neutral |
| <hr/> | |
| No. Appearing: | 1 (50-500) |
| Armor Class: | 8 (10) |
| Movement: | 12, Fl 15 |
| Hit Dice: | 2+2 (1) |
| THAC0: | 17 |
| No. of Attacks: | 1 per spider |
| Damage/Attack: | 1-6 (1) |
| Special Attacks: | Splitting (See below) |
| Special Defenses: | Splitting |
| Magic Resistance: | Nil |
| Size: | M (5' diameter)/ T (1" diameter) |
| Morale: | Average (8) |
| XP Value: | 340 |

The creeping spider got its name due to its grotesque similarity to the *creeping doom* spell. This spider, in its natural form, appears as a rather ordinary, albeit large, spider. It is black and furry, roughly 5' in diameter, and its one strikingly unusual feature is its thin, bat-like wings. The wings are so thin and small they almost appear vestigial. However, they are quite functional.

The creeping spider possesses one unique trait; the ability to "split." The large spider can become 50-500 regular spiders, all linked by a single mind.

Combat

The creeping spider can attack normally from the air or ground, but its favorite attack is the one which got it its name. Silent and invisible against the night sky, the creeping spider will fly over top of its victim and split in midair, resulting in a few hundred tiny spiders dropping on the victim unexpectedly from above. A few victims have been known to die from sheer terror.

Habitat/Society

Creeping spiders are solitary by nature. They never interact, except for mating purposes, and they mark their territory with large, ornate webs. Creeping spiders tend to live as many tiny spiders spread out over their territory, acting as a territorial alarm system. If anyone enters its territory, the creeping spider knows.

The creeping spider rarely leaves its territory, which is circular with a 1 to 5 mile radius. It prefers to live, hunt, and die in the same area all its life.

Ecology

The creeping spider is a carnivore. It shifts between its large and small spider forms, hunting any meat which enters its territory - including humanoids. Its natural form is a large spider, and in this form it eats rabbits, squirrels, foxes, and any other large animals in its territory. When hunting becomes scarce it will assume its small spider form and hunt insects, which prove more abundant. It prefers to attack solitary victims, but if starving has been known to attack large adventurers.

A creeping spider which has split can reform so long as 50% of its spiders remain. However, if over 25% of its spiders are killed, the spider will be lean and weak when it reforms, and must spend 4 weeks resting and feeding.

DARKANGEL

by Johnathan M. Richards
Nebraska, USA (NE)

| | |
|--------------------------|--|
| Climate/Terrain: | Any land |
| Frequency: | Very rare |
| Organization: | Solitary |
| Activity Cycle: | Any |
| Diet: | Life energy |
| Intelligence: | Genius (17-18) |
| Treasure: | See below |
| Alignment: | Lawful Evil |
| <hr/> | |
| No. Appearing: | 1 |
| Armor Class: | 0 |
| Movement: | 12, Fl 30 (B) |
| Hit Dice: | 10 |
| THAC0: | 11 |
| No. of Attacks: | 1 |
| Damage/Attack: | By weapon |
| Special Attacks: | Energy drain, Charm gaze |
| Special Defenses: | +1 or better magic weapons to hit, Immune to poison, gas, <i>sleep</i> spells, fire, and cold-based attacks. |
| Magic Resistance: | 30% |
| Size: | M |
| Morale: | Champion (16) |
| XP Value: | 10,000 |

It is said that the worst evil often wears the guise of goodness, and this holds especially true of the Darkangel. Darkangels look very much like devas, perfectly-formed humanoids with wings of pure-white feathers sprouting from their backs. Their features are almost elven in appearance, with alabaster skin as smooth as porcelain. Males and females alike wear their hair about shoulder length and have long, delicate fingers. Both sexes wear long, flowing robes of white or silver. Their facial expressions always radiate tranquillity, peacefulness, and a total harmony with the world around them. Their musical voices captivate all who hear them; darkangels have an effective 18 Charisma rating.

Combat

A darkangel seldom deigns to enter melee combat, deeming itself far above such matters. Instead, it uses minions to perform such tasks as necessary. Anyone merely gazing at a darkangel must save vs. paralyzation at -4 or be immobilized with awe at the creature's unnatural beauty; meeting a darkangel's gaze forces a save vs. spell or the victim becomes *charmed* as per the first-level wizard spell *charm person*. Those *charmed*

by a darkangel perform the creature's bidding without question or hesitation, and remain the darkangel's thrall until one or the other is slain. Those that make their save vs. spell are thereafter aware of the darkangel's powers and intentions, and remain immune to that particular creature's charm gaze. Such individuals are immediately attacked by the darkangel's minions, in an attempt to destroy a possible threat to their beloved master.

If a darkangel ever finds itself needing to personally engage in melee combat, it does so with a weapon, usually a magical one. Darkangels often carry flaming swords, although they can also wield any weapon or magical item usable by wizards. Even while in physical combat, their features show absolute detachment, as if they were above such mortal concerns. They do not raise their voices, wince in pain, or show any sign of involvement at all.

Darkangels possess a 30% magic resistance. They are immune to poison, gas, *sleep* spells, fire and cold-based attacks, and +1 or better magical weapons are required to hit them. If sorely pressed in combat, a darkangel can *teleport without error* twice per day. They are not discomfited at the sight of holy symbols, and thus cannot be turned by priests.

Habitat/Society

Darkangels are solitary beings in that they are never found with others of their kind. They do, however, gather a flock of charmed minions to do their dirty work and to provide them sustenance. A darkangel will often establish its stronghold in a church, temple, monastery, or other religious establishment, passing itself off as a deva or the avatar of a god to the clerics residing there. Priests make for excellent thralls, as they are able to bring forth large numbers of followers to the darkangel to be *charmed*. Many instances of entire towns and villages becoming the thralls of a darkangel have been documented.

Once a church has been taken over, the darkangel slowly and subtly begins changing the behavior of the congregations. Even lawful good congregations are slowly converted to the ways of evil, one little step at a time. Even those who are not directly under the darkangel's sway can become swept up in alignment changes, as their lawful good priests and clergymen, the people they look to for advice and leadership, start to behave differently and lead them down evil paths.

Darkangels can only hold a total of 100 Hit Dice of thralls at any one given time. Once a victim has fallen to the darkangel's charm gaze, not even the darkangel can release him. Therefore, darkangels are careful to *charm* priests and other powerful townspeople (the mayor, the captain of the guard, etc.) first. Typically, they like to

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keep about 75 HD worth of charmed minions at a time, reserving the other 25 HD for emergencies. As charmed minions are slain, they are replaced with others to keep the balance about right.

Ecology

Darkangels feed directly on life energy, but can only feed on a willing victim—that is, one who has fallen under the sway of the darkangel's *charm*. Thus, the power is not usable on enemies in combat. The darkangel need only touch its victim in order to drain his life-force: 1d6 hit points of energy are drained each round, during which time the victim's flesh shrivels on his bones. Even as his life is being drained away, the darkangel's victim wears a look of absolute ecstasy, and often tears of joy stream down his face at the chance to serve his master in such a fashion. At the end of the feeding session, the victim is nothing more than a pile of bones. Darkangels can heal damage to their bodies in this fashion, but must feed once a week on a human's entire life-force in any case. Excess hit points (those not used to heal damage) are absorbed as nourishment.

Although darkangels have been seen in both male and female forms, they do not seem to mate or age. It is believed that darkangels are either denizens from another plane, drawn into the Demiplane of Dread by the lure of evil and unable (or unwilling) to return, or that they are manifestations of the evil permeating the atmosphere of Ravenloft. In either case, they are a plague upon the human race, seeing mankind only as a source of both nourishment and amusement as they play their wicked games.

DELSMAR

by Tim Bosley
Michigan, USA (MI)

| | | |
|--------------------------|------------------------|--------------------------------|
| Climate/Terrain: | Any land | |
| Frequency: | Very Rare | |
| Organization: | Solitary | |
| Activity Cycle: | Night | |
| Diet: | Nil | |
| Intelligence: | Exceptional (15-16) | |
| Treasure: | W | |
| Alignment: | Neutral Evil | |
| No. Appearing: | 1 | |
| Armor Class: | 3 (6) | |
| Movement: | 12, Fl 24 | |
| Hit Dice: | 10+ (by level) | |
| THAC0: | 10 (or lower) | |
| No. of Attacks: | 2 or 1 | |
| Damage/Attack: | 1d6 / 1d6 or by weapon | |
| Special Attacks: | See below | |
| Special Defenses: | See below | |
| Magic Resistance: | Nil | |
| Size: | M (6½' - 7' tall) | |
| Morale: | Fearless (20) | |
| XP Value: | Normal | 7,000 (+1,000 XP/ extra HD) |
| | Spellcasting | 9,000 (+1,000 XP/ extra HD) |

Delsmar are large demon-like creatures standing over 6 feet tall and with a hideous appearance to match. Their faces resemble that of a human skull; the eyes are set deep in the head and glow red from the magic that created them, often chilling living opponents to the bone. The coloration of their massive body ranges from the dull gray of dead flesh to a deep red hue, resembling the color of blood. Their flesh is no longer the soft penetrable skin that it once was, but rather has hardened to make a crude exoskeleton. (It is still soft enough to move at the joints, however.) The wings on the creature's back are huge, nearly as big as the delsmar itself, and are bat-like in appearance. Hands and feet of the demon sport large claws, and its feet act as if they were a birds talons, allowing it to land and stay on things with little surface area. From a distance, delsmars can pass vaguely as a large human.

Combat

Before engaging foolishly in combat, the delsmar uses his flight as an advantage. He flies circles around the target far above them, and judges their prowess (15% chance of being spotted). When it comes to a decision it

uses a dive attack (+4 attack/damage) from above, effectively surprising the party (-4 penalty to surprise roll) if they did not see him spying on them. Once in combat, the delsmar will use any and all magical items it has to its full advantage. He will attack any spellcasters first, then warriors with missile weapons, and last, those with melee, so it can open as many escape routes as possible if something goes wrong. Delsmar can only be hit by a +1 or silver weapon; *blessed* weapons will also injure it. Holy water effects it greatly, causing 3d6 damage if hit with a vial, and 1d6 if splashed. Delsmar can easily detect paladins; that is the primary purpose to the delsmar, to find and destroy anyone dramatically opposed to the darklord's presence. For that purpose, they have an additional +2 to attacks on paladins as well as a fear aura of 30', which cancels out the paladin's holy aura. The only way to escape the fear aura is to avoid looking into the delsmar's eyes (-4 attack penalty).

Habitat/Society

Delsmar are created solely to serve a darklord. No darklord may create more than one, as it is to taxing to control two. Only darklords may create delsmar. Those darklords must be of at least 15th-level and be either a mage or priest. The process of creating the delsmar is unknown, except that the darklord must use the soul of a high-level servant, and that the dark powers have a hand in giving it life. The creature is telepathically linked to its creator until death comes to either one. If the darklord is ever killed or incapacitated for more than 8 hours, he loses control of the delsmar forever. Delsmar may never break the will of his master, unless the darklord was foolish and created one of higher level than himself, which entitles the delsmar a saving throw vs. rods to become independent. A failed attempt to thwart a darklord's attempt to control it, though, is taxing on the delsmar and it cannot try again for a full week. Once free of the darklord's power, the delsmar will always make attempts at the darklord's life (if he is still alive). Then the powers of the servant's former class and race come back to functioning, making it more powerful still. Mages and priests regain spell abilities at their former level, rogues regain thieving abilities, and fighters regain effects of specialization.

Ecology

Delsmar have no place in the natural order of life. They exist for no other reason than to be a servant to a dark lord. Delsmar create a sinkhole of evil as do powerful undead, but are not considered undead for purposes of turning.

Variants

A very few delsmar retain a small knowledge of spells, if they could cast any in life. There is a 15% chance that the delsmar can cast spells as if 7th-level. If freed from servitude, all spells return as in life and all delsmar, whether spellcasting or non-spellcasting, begin to gain experience and levels as their class allows.

D

DEMONSPAWN

by Eric Jwo
California, USA

| | Lesser | Greater |
|--------------------------|---------------------|-----------------------------|
| Climate/Terrain: | Any (humanoid body) | Any (humanoid body) |
| Frequency: | Rare | Very Rare |
| Organization: | Solitary | Solitary |
| Activity Cycle: | Night | Night |
| Diet: | Carnivore | Carnivore |
| Intelligence: | Genius (17-18) | Supra-genius (19-20) |
| Treasure: | J, K | A |
| Alignment: | Chaotic Evil | Chaotic Evil |
| No. Appearing: | 1 | 1 |
| Armor Class: | 0 | -4 |
| Movement: | 12, Fl 24 | 12, Fl 24 |
| Hit Dice: | 12+2 | 15+5 |
| THAC0: | 9 | 5 |
| No. of Attacks: | 4 | 4 |
| Damage/Attack: | 1-8/1-8/1-10/1-12 | 1-10/1-10/1-12/2-16 |
| Special Attacks: | Poison | Poison, Special (see below) |
| Special Defenses: | See below | See below |
| Magic Resistance: | 30% | 60% |
| Size: | L (12') | L (13') |
| Morale: | Elite (14) | Fearless (19) |
| XP Value: | 7,000 | 7,000 |

Demonspawn are large, winged humanoids. They have reddish, gnarled skin, and large, bat-like wings. They can walk upright, or crawl on all fours. A long, scorpion-like tail acts as a counterbalance, and sports a wickedly barbed point. Their skin is very hard and tough to penetrate. Their bodies are hairless, elongated, and heavily muscled.

Demonspawn are the result of a magical experiment on a pit fiend gone horribly wrong. It seems that a powerful necromancer had been trapped on the Demiplane of Dread. Seeking a way out, he experimented on creatures from the Abyss, believing that Ravenloft had a direct connection with the Nine Hells. Unfortunately, his creation broke free, and slew its captor. Since then, the winged devils men call demonspawn have scattered across the lands of Ravenloft and beyond.

Demonspawn care only for survival. Sunlight will instantly slay a demonspawn. Because of this demonspawn have the ability to “jump” into a humanoid body, and hibernate there until the night. Thus, demonspawn jump from host to host, and awaken to feed at sundown. All demonspawn can speak Common, and several other languages of their area.

Combat

Demonspawn attack with their sharp talons (1d8/1d8), a bite attack (1d10), and with their tail (1d12). Any hero bitten by a demonspawn, or stung with a demonspawn’s tail, must succeed in a save vs. poison at -4 or die.

Demonspawn prefer to swoop down on potential hosts or food rather than confront them directly. Demonspawn never use weapons, as they like to kill with their bare hands. Demonspawn love to kill, and will do so even if they are not hungry.

Habitat/Society

Demonspawn must seek refuge in a humanoid body during the day, because sunlight will automatically slay any exposed demonspawn. Hiding indoors, underground, or other places away from the light will not help. The instant the sun comes up, a demonspawn melts into a puddle of reddish slop. When a demonspawn wants to “jump” into a humanoid, he must poison his victim, and while the host is under the effects of the toxin, the demonspawn transforms into a gaseous state, which is colorless, odorless, and tasteless, and is inhaled

into the victim. If the host succumbs to the poison (he fails in his saving throw), then the demonspawn stays, and the host survives the poison. If the saving throw is successful, then the demonspawn will have to try again. If poisoned, the host gets no saving throw to ward off the demonspawn.

When night arrives, a demonspawn will erupt out of a host, dealing the host 6d6 damage. If the host is still living, the demonspawn will most likely make a meal of him. All the wounds a demonspawn suffered during the previous night will be healed. Should a host be killed during the day, the demonspawn will travel in its gaseous state to the closest humanoid body, and hibernate there. Because the body has not been prepared with poison, the host can attempt a save vs. death magic. If successful, then the demonspawn is destroyed. If not, then the demonspawn stays in the body until night.

A demonspawn can attempt to control its host up to six times per day. The host gets a saving throw vs. magic, but if he fails, the demonspawn can force him to do any one thing. Should the task be against the host's beliefs or will, such as killing a loved one, then apply a +4 bonus to the saving throw.

Demonspawn do not have female counterparts. To reproduce, they need to coerce a host to mate with a member of their own species. The product of such a union will be a child containing a demonspawn "seed." After six months of hibernation, this demonspawn will burst out of the child fully grown.

A demonspawn has the potential to live forever. Some sages have reported demonspawn that are over a thousand years old.

Ecology

Demonspawn have no social interaction with each other. Occasionally, two will battle over territory, or hosts, but that's it.

GREATER DEMONSPAWN

Some demonspawn who have lived for over five hundred years have developed some unique powers that lesser demonspawn do not possess. Termed "Greater Demonspawn" by some sages, these creatures are even more deadly than lesser demonspawn.

When a greater demonspawn resides in a host, the demonspawn can control the host. The greater demonspawn also has complete access to the host's various powers, including sorcery. Therefore, if a greater demonspawn resided in an 18th-level mage, then he would be able to control the mage directly, and also cast the mage's spells. This ability ends when the demonspawn exits the host. A demonspawn need not

exit its host at night. Therefore, demonspawn can remain in a host body for an indefinite amount of time. Hunger does affect demonspawn, but they can survive without food. The urge to kill however, often compels greater demonspawn to emerge from a host at least once in a while.

Also, greater demonspawn are not instantly slain by sunlight. For every round exposed to sunlight, a greater demonspawn suffers 3 points of damage. Should a greater demonspawn take refuge from the sun, he will not take damage. However, to heal any damage, a greater demonspawn must reside in a host body for one day as with the lesser demonspawn.

In addition to these powers, a greater demonspawn has the following magical abilities that he can use once per day. A greater demonspawn cannot use these powers while in a host body. These powers are *control weather*, *fireball*, *antimagic shell*, and *advanced illusion*. A greater demonspawn can also cast *suggestion* 3/day, *power word: kill* 1/week, and *darkness*, 15' radius 6/day. All spells are cast as if the demonspawn was a 15th-level mage.

Every greater demonspawn is unique because of their ability to imprint magical script into their memory. For every day a greater demonspawn spends controlling a mage, he has a 10% cumulative chance of being able to cast that mage's spells permanently. For example, if a greater demonspawn spends six days controlling a 6th-level mage, then he has a 60% chance of being able to cast spells as a 6th-level mage permanently. These effects are not cumulative, so a demonspawn who resided in a 4th-level mage and a 5th-level mage cannot cast spells as a 9th-level mage. However, a greater demonspawn who can cast spells as a 9th-level mage will be able to cast spells as a 11th-level mage if he resides in the body of an 11th-level mage for 10 days. All spells that the demonspawn can cast are from the spell books of the mages who he has resided in, so a greater demonspawn can never cast a *lightning bolt* spell unless he absorbed the magic of a mage who could. All spells are cast without components, and magically return to the greater demonspawn's mind after a day residing in a host. The greater demonspawn's ability to cast spells is different than its magical abilities. Therefore, a greater demonspawn who can cast spells as a 19th-level mage cannot use its innate abilities as if it were a 19th-level mage.

D

Once again, we, the hunters of Torgov in Vorostokov, go out to find food.

Though almost all animals with the exception of man-eating wolves have departed the land, there *must* be something. Suddenly Dmitri cries out in terror, and I turn around to a strange mist that has almost a human-like form. I pull back, crying to my companions, as the body of my young friend tumbles to earth, totally devoid of all heat! The mist turns to me, and I run and run . . .

—hunter Fyodr Drakas

DIAFRIJAS

by Bevan Thomas
British Columbia, Canada

| | |
|--------------------------|---|
| Climate/Terrain: | Arctic |
| Frequency: | Rare |
| Organization: | Solitary |
| Activity Cycle: | Night |
| Diet: | Special |
| Intelligence: | Low (5-7) |
| Treasure: | Incidental |
| Alignment: | Chaotic Evil |
| <hr/> | |
| No. Appearing: | 1 (1d6) |
| Armor Class: | 2 |
| Movement: | Fl 15 (C) |
| Hit Dice: | 6 |
| THAC0: | 13 |
| No. of Attacks: | 2 |
| Damage/Attack: | 1-6/1-6 |
| Special Attacks: | Heat drain, Surprise |
| Special Defenses: | +1 or better weapons to hit, Magic immunity |
| Magic Resistance: | 20% |
| Size: | N/A |
| Morale: | Elite (13-14) |
| XP Value: | 3,000 |

Diafrijas, or mist devils, were originally encountered in Vorostokov, the frigid domain of Gregor Zolnik in the land of Ravenloft. They are feared monstrosities that cause torment to all those near.

A diafrijas is hard to distinguish from the frigid mist that usually frequents Vorostokov; there is only a 15% chance of sighting the creature. Those that do notice it see a vaguely human face with glowing, red eyes and fangs. Two ethereal fists hang at the monster's side.

Combat

As mentioned before, there is only a 15% chance of distinguishing a mist devil from the mists that surround

it. This grants a diafrijas +4 to hit most opponents and they in turn have a -4 penalty to hit it. The diafrijas also always surprises opponents.

The diafrijas attacks with two fists; each inflicts 1d6 points of damage and drains heat from the victim. The target loses three points of Constitution from each hit, and if his Constitution reaches 2, he falls into a coma; if it reaches 0, he dies. Lost Constitution points can be recovered if the victim is near a large fire and other source of heat. He then recovers 1 point per hour.

The diafrijas can only be hit by +1 or better weapons, any other weapons pass right through them. They are immune to *charm* and *hold* spells, and any cold attacks on them heal the same amount of damage that the attack was supposed to inflict (i.e. a *cone of cold* would heal 1d4+1 points of damage per level of the caster). Damage healed in such a way cannot be increased above the diafrijas' original hit points. A diafrijas automatically fails any saves against fire or heat attacks, and all such attacks inflict one extra hit point per die.

Habitat/Society

It is unclear where the diafrijas came from. It has been suggested that they are creations of the dark powers sent to torment men, though this theory lacks substance, since diafrijas have appeared on other worlds. Other suggestions are that it is a kind of fiend, or perhaps a form of polar undead. Perhaps their true origins will never be known.

The diafrijas are almost always solitary, though there have been tales of swarms of heat-taking mists attacking wayward travelers.

It is unknown how diafrijas reproduce, if at all.

Ecology

The diafrijas live off the body heat of living creatures. For each day they go without draining the heat of at least one creature, they lose 1d8 hit points that cannot be healed until the diafrijas feasts.

DRAGON, TARNISHED (GREZANLETYR)

by Jon Stacey
South Dakota, USA

| | |
|--------------------------|---|
| Climate/Terrain: | Arid and temperate hills and mountains |
| Frequency: | Unique |
| Organization: | Solitary |
| Activity Cycle: | Any |
| Diet: | Special |
| Intelligence: | 14 |
| Treasure: | H, S |
| Alignment: | Chaotic Evil |
| No. Appearing: | 1 |
| Armor Class: | -3 |
| Movement: | 9, Fl 30 (C), Jp 3 |
| Hit Dice: | 15 (67 hit points) |
| THAC0: | 3 |
| No. of Attacks: | 3 (claw/claw/bite) |
| Damage/Attack: | 1d6 / 1d6 / 5d4 |
| Special Attacks: | Breath weapon (12d6+6 or special), Spells, Magical abilities |
| Special Defenses: | Spells, Magical abilities |
| Magic Resistance: | 15% |
| Size: | G (55' body, 45' tail) |
| Morale: | Elite (16) |
| XP Value: | 15,000 |

Grezanletyr, the tarnished dragon, is an adult copper dragon from Faerûn who has succumbed to his own greed and selfishness. He appears emaciated and sickly; his ribs show through his sides and his wings are perforated. His scales have lost their metallic shine and copper oxide covers most with a dark green crust.

Grezanletyr's greed gives him an almost one track mind—the tarnished dragon would stop at nothing, save his life, to obtain something of value which he has spotted, be it a platinum statue or a handful of copper coins. However, he still enjoys a good (preferably morbid) joke or riddle if there is nothing valuable nearby, reacting as described for copper dragons in the *Monstrous Manual*.

Grezanletyr can speak the language of copper dragons and good dragons (both nearly useless in Ravenloft), but not the tongue of evil dragons. The

tarnished dragon has the ability to communicate with any intelligent creature.

Combat

Grezanletyr fights as described under the copper dragon entry in the *Monstrous Manual* with one exception: he will use his *flesh to stone* ability on the opponent who is the greatest threat.

Breath weapon/special abilities: Grezanletyr's first breath weapon is a cloud of gas that mimics the effect of the *cloudkill* spell. The cloud is 30' long, 20' wide, and 20' high. The second remains the same: an *acid spurt* 70' long and 5' wide (12d6+6 for damage, save vs. breath weapon for half damage).

Grezanletyr also possesses the following abilities: immunity to acid, *spider climb* on stone surfaces, *poison* three times a day (as the reverse of the priest spell *neutralize poison*), *stone shape* twice a day, *flesh to stone* once a day, and can cast three 1st-level wizard spells. He casts spells and uses magical abilities at 13th-level.

Habitat/Society

Grezanletyr was vastly more selfish and greedy than his brethren, and had occasionally used tactics more typical of chromatic dragons. This was rare though, since he kept most of his urges in check. However, when he made a raid on a gypsy caravan to obtain a magical gem, a young gypsy girl laid a curse on him as he struck her down. Afterwards, Grezanletyr found it impossible to resist his greed and succumbed to raiding merchant caravans, villages, and even the lairs of other good dragons, becoming more cruel with each passing day.

Finally, he even attempted to raid the lair of his mate because he coveted a great crown she possessed. His mate returned in time to catch him entering and, being aware of his recent changes, sent a magical distress call to her brother before confronting Grezanletyr. Unwilling to abandon the treasure, he attacked her.

Grezanletyr delivered the killing blow just as his mate's brother was arriving with two other dragons. All three struck Grezanletyr with their breath weapons, wounding him severely. The brother flew to his sister's side as the second copper and the silver pursued the fleeing murderer. Grezanletyr flew into a mist-filled mountain valley and disappeared. His pursuers spent an entire day searching the valley for him.

The fog was the Mists of Ravenloft responding to Grezanletyr's evil act. He was brought into the Demiplane and left to wander the Border Mists for nearly six months before entering Hazlan. Changed by the dark powers and craving treasure, Grezanletyr made several

D

raids in Hazlan until he was challenged and nearly killed by Hazlik.

Grezanletyr fled to Forlorn where he is constructing a lair (as described in the *Monstrous Manual*) and so far, Tristan ApBlanc, the Darklord of Forlorn, has not intervened. Grezanletyr makes occasional raids into neighboring domains under the cover of night. He understands that he is probably the only dragon in this new land, and uses the night to conceal his true nature, lest he draw too much unwanted attention. With his continued corruption, it is likely a new domain would open up for him should Grezanletyr enter the Mists again.

In actuality, Grezanletyr is not cursed. The gypsy woman's words held no power, but they gave him a way to condone his own greed. This self-delusion to rationalize his evil is what attracted the dark powers to Grezanletyr.

Ecology

Grezanletyr must consume 1000 gold pieces worth of metal (coins, ore, jewelry, etc.) or a gem worth at least 1000 gold pieces every week or lose 1 hit die. Should he ever be reduced to 0 hit dice, he will die. The tarnished dragon despises having to consume his own treasure (thereby destroying it) and has skipped this requirement several times. As a result, his total hit dice is usually lower than his normal 15, but rarely does he allow it to fall below 10. The loss of hit dice also results in a loss of total hit points. He can regain lost hit dice (and hit points) by consuming extra metal or gems at the rate of one hit die for every additional 1000 gold pieces. The hit dice return over a 24 hour period.

Grezanletyr still hunts for prey; although he no longer gains nourishment from meat, he still enjoys the hunt.

DRAGONSKULL GUARDIAN

by Scott Stein
Arizona, USA

| | |
|--------------------------|--|
| Climate/Terrain: | Any Land |
| Frequency: | Very Rare |
| Organization: | Solitary |
| Activity Cycle: | Any |
| Diet: | Nil |
| Intelligence: | As in life (per individual dragon type) |
| Treasure: | Any |
| Alignment: | Any Evil |
| <hr/> | |
| No. Appearing: | 1 |
| Armor Class: | See below |
| Movement: | FL 18 (A) |
| Hit Dice: | As per former dragon type |
| THAC0: | As per former dragon type |
| No. of Attacks: | 1 (bite) |
| Damage/Attack: | As per former dragon type +1d10 chill damage |
| Special Attacks: | Breath weapon, Spell use |
| Special Defenses: | Regeneration, +1 magical weapon to hit, Undead immunities |
| Magic Resistance: | As per former dragon type |
| Size: | M |
| Morale: | Fanatic (17-18) |
| XP Value: | 7,000 +1,000 per hit die |

Dragonskulls are powerful undead guardians originally created by The Cult of the Dragon using techniques similar to those needed to create Flameskulls and Dracoliches. Knowledge of their creation has recently spread to several darklords of Ravenloft.

A dragonskull is created from the skull of an adult or older, evil dragon. It moves silently about using a natural flight ability similar to levitation. Dragonskulls retain the memory and intelligence of their original form, including the ability to speak, cast spells, and use the breath weapon it had in life. It may cast each of its spells once per day and use its breath weapon once every three rounds.

The dragonskull retains the ability to detect invisible objects and creatures.

Combat

The undead nature of a dragonskull gives it immunity to *charm*, *sleep*, cold, electricity, *hold*, and death related

spells. In addition, they are unaffected by poison, paralysis, and non-magical weapons. Magical edged weapons inflict only half-damage. They are turned as liches and have the magic resistance of their original form. The Armor Class of a dragonskull is equal to its original form, bettered by -2. The dragonskull causes fear at half the potency it had in life.

Dragonskulls are spiteful of their forced servitude and will behave accordingly. Their attacks will always be vicious, starting with the breath weapon and following with the most powerful spells. The dragonskull will bite for damage equal to the type of dragon + 1d10 points of chilling damage. Victims bitten must save vs. paralyzation. Those failing their save are paralyzed for 2d4 rounds. These creatures regenerate 2 hit points per round and reform even when shattered or crushed unless a *dispel magic*, *exorcise*, or *remove curse* is cast immediately on the remains, or the remnants are immersed in holy water.

Habitat/Society

The creation of a dragonskull requires the spirit of the dragon to be forced into servitude. This leaves the creature only the tasks of its master and the memories of its former life. The bond between the dragonskull and its master allows the master to 'see' through its eyes and communicate via telepathy. The dragonskull will obey the master's wishes to the letter unless the master is slain. The dragonskull may then seek to bargain for its freedom or invite its own destruction to find final peace. The dragonskull is a powerful creation and will never allow itself to be controlled if the master is slain.

Ecology

Dragonskulls have no place in the ecology. Their existence is valuable to wizards, alchemists, and those seeking the arcane knowledge possessed by The Cult of the Dragon. They need no sustenance, but may eat in an attempt to reclaim the satisfaction it brought them in life.

D

DREADWING

STALKER

by Douglas M. Burck
Kentucky, USA

| | |
|--------------------------|--------------------------------------|
| Climate/Terrain: | Any |
| Frequency: | Uncommon |
| Organization: | Singular |
| Activity Cycle: | Night |
| Diet: | Nil |
| Intelligence: | Non- (0) |
| Treasure: | Nil |
| Alignment: | Lawful Evil |
| <hr/> | |
| No. Appearing: | 1 |
| Armor Class: | 5 |
| Movement: | 3, Fl 15 (C) |
| Hit Dice: | 3 |
| THAC0: | 16 |
| No. of Attacks: | 1 |
| Damage/Attack: | Nil |
| Special Attacks: | Horror, Suffocation, Undead creation |
| Special Defenses: | Immune to blunt and piercing weapons |
| Magic Resistance: | 50% |
| Size: | S-M |
| Morale: | Fearless (20) |
| XP Value: | 135 |

A dreadwing stalker is a dangerous form of undead composed of the flesh of a person who was flayed to death. In Ravenloft, such a mound of skin may spontaneously animate and begin to hunt its killers and their families. A dreadwing at rest looks like a pile of scraps of leather. An active dreadwing looks like a leather net being carried on the breeze or crawling along across the ground.

Combat

As a mindless undead, it is immune to mind-affecting spells. Its nature also renders a dreadwing stalker immune to blunt and impaling attacks. Its method of attack is to silently fly over a victim and drop onto the victim's head. A successful hit means that a dreadwing stalker has grabbed a victim and has wrapped itself around the victim's head and has begun suffocating it (use drowning rules). During the attack, a dreadwing radiates an aura of horror (30' radius). People who save vs horror may act at a -1 penalty. Failing the horror

check has the usual results. Attacks on a dreadwing automatically hit its victim, even if the dreadwing is immune to the attack form.

Anyone who dies while wrapped in a dreadwing stalker will arise as an undead of equal level/HD to what the victim had in life within 1d4+1 hours.

A dreadwing stalker is turned as a ghoul.

Habitat/Society

A dreadwing stalker is a creature of vengeance that seeks to wipe out the families of those who killed it. There are rumors of dreadwings controlling the undead they create, but so far the evidence indicates that these undead gather together out of a lack of motivation to do anything else.

Ecology

As an undead, a dreadwing stalker has no impact on the ecology.

DUSK MOTH

by Clinton Boomer
Illinois, USA

| | |
|--------------------------|--|
| Climate/Terrain: | All, Warm climates preferred |
| Frequency: | Very Rare / Rare |
| Organization: | Solitary, Occasional swarm |
| Activity Cycle: | Nocturnal only |
| Diet: | Hemovore |
| Intelligence: | Animal to Semi (3-4) |
| Treasure: | None |
| Alignment: | Neutral (Neutral Evil) |
| No. Appearing: | 1-2 / Swarm 20-200 (20d10) |
| Armor Class: | 3, 6 while immobile |
| Movement: | Fl 48 (A) |
| Hit Dice: | 1-1 (4 hp) |
| THAC0: | 20 |
| No. of Attacks: | 1 |
| Damage/Attack: | 1 (bite) + 1 hp /every other round (blood drain) |
| Special Attacks: | Blood drain, Egg infection |
| Special Defenses: | Shadow dropping |
| Magic Resistance: | Nil |
| Size: | T (1" wingspan) |
| Morale: | Unreliable (4) |
| XP Value: | 120 |

Dusk Moths appear identical to regular moths except for their extremely dark coloration—in normal light they appear almost black & they trail a stream of dark, smoky shadowstuff as they flutter about at night. They are hard to see at night & are nearly invisible to undead. They act like normal moths and are likely to be mistaken for them by the unaware.

Combat

Dusk moths very rarely enter combat, instead feeding from animals, sleeping humans & isolated creatures. The bite of the dusk moth does only 1 hit point of damage & the dusk moth can suck only 1 hit point of blood draining damage every 2 rounds. Obviously, attacks by dusk moths are only dangerous in large numbers.

Sometimes large numbers of dusk moths band together for short periods and use their ability to “shadowdrop,” a swarm of up to 200 moths suddenly emerging from a shadow and ravenously sucking everyone in the immediate vicinity bone-dry. However, this behavior is rare, and such events have few casualties, since dusk moths are easily sated.

Far more dangerous are the breeding habits of the moths, which are detailed more fully below.

Habitat/Society

Dusk moths are individuals—except for when they swarm or mate, they avoid each other completely & seem to do so instinctually. Dusk moths live anywhere sunlight is not likely to find them—attics, caves, ruins, barns, cellars, and the like. They are not harmed by sunlight, but they are much better camouflaged in darkness & seem to find bright light painful.

Dusk moths are solely nocturnal and are unlikely to wake even if disturbed or attacked during the day. Dusk moths consume only about 1 hit point of blood each day, but they feed often in order to “save up” & shadowdropping seems to make them very hungry. Dusk moths are always “blurry” and shadowy, even in direct sunlight, but in low light or twilight they are a beautiful sight to behold. After death they fade into smoke & nothingness, often leaving nothing but a drop of undigested blood.

Strangely enough, dusk moths are almost completely invisible to undead of any kind, appearing only as tiny blots of shadow.

Ecology

The true danger of the dusk moth is its bizarre reproductive method—it lays its fertilized eggs within the nostrils of sentient, warm-blooded creatures, usually humans and demihumans. The process takes some time, and pregnant dusk moths will only approach individuals during deep slumber, which they are able to sense. Once infected, the victim usually doesn’t realize such until they are so far gone as to be hopeless. The process takes place in three distinct phases, which are detailed in the notes which follow.

Once all three stages of metamorphosis have been completed, the moths escape the host, killing him. They then disperse, spreading their numbers as far as possible and to every place possible. Sightings of dusk moths began only five years ago and have increased rapidly since then. They are still rare, but they are becoming less rare every day.

Variants

This is only the last of the dusk moth’s forms in their lifecycle, but this is the only form which will ever be encountered outside of the host.

A pregnant female moth is larger (5” wingspan), but is otherwise identical.

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...and then a sudden fluttering in the vast darkness, a gentle touch: as a feather, lightly swept across the face in the night, soft as a baby's dying breath, but at midnight in the Land, enough to disturb the rest of the woodland traveler... sharp and tingling thoughts begin to pour forth from the sleeping mind into the dark and hateful night, guiding the Mother's proboscis into its proper place...

...ah, no, was just a moth ... big and dark, but everything right ... itchy nose? ... everything okay now ... darkness all around ... what time was it? ... so dark ... ground so hard ... headache ... need sleep ... where am I ? ... oh, dark is all ... and cold ... why did I wake? ... no matter, is fine again ... nose hurts now? ...

the right hand slides slowly up to the face, tip of thumb brushes septum, back of hand slides across right nostril, knuckles rub backwards about left nostril, warm blood trickles down hand and drips off of wrist; the hand moves on without pause or concern through the silent midnight blackness, back to its accustomed space, snuggled warm against the body; head drops back to rest, and sleep is once more attained...

—a recent Psychic Impression left by an unknown traveler

And with that, the innocent, foolish or unwary traveler becomes a host and living meal to the deadly eggs of the Dusk Moth. The creature popularly known as the “Dusk Moth” (also often called a “Sinus Moth” or “Sinus Worm” by learned sages, Necrologists, Unnaturalists and others who know its true nature) has often been compared to the Gloomwing. True, both creatures seem native or in some way related to the Demiplane of Shadow, and both creatures pass their rather hazardous lives in two distinct stages of worm and moth, but the similarity ends there.

Dusk Moths get their name from their intensely dark coloration—not black, but the extremely dark grayish brown of a moonlit shadow. The ambient light of whatever area they are in often seems to darken to an almost blood red when they chance to flutter about. During the sunset when they awaken for the evening they are a beautiful sight to behold.

Dusk Moths are quite nearly the exact size and shape of their more mundane cousins; the tiny beasts appear no different—save for their dark coloration—from normal moths. That is, of course, the novice Unnaturalist's first (and usually most dangerous) mistake. Dusk Moths, in both their nature and substance, bear little kin to normal moths, butterflies, or any other

so-called “natural” creatures. Interestingly, like many of night's children, they are hemovores—drinkers of warm blood. Yet this is not their true danger.

Dusk Moths can feed from all warm-blooded creatures and in fact seem far more comfortable feeding from animals than humans. They are non-toxic in their moth stage, they are extremely clean in their feeding habits and so do not spread infection, and they usually take such minuscule amounts of blood as to make the whole thing inconsequential. (Exceptions do exist, see my report and notes on the two well-known and highly documented instances of huge Dusk Moth swarms—pg. 782 of this work.) No, it is their breeding habits which make these creatures deadly. Were it not for their breeding habits, Dusk Moths would be but an oddity of the Unnaturalist's field.

It seems that Dusk Moths reproduce by laying their fertilized eggs within the nasal and sinus cavities of only warm-blooded & sentient creatures—and seem to target only sleeping victims. They breed at every opportunity, (two of the opposite sex seldom meet; see Population Density chart—pg. 831 of this work), and seem to be able to identify the proper hosts for their young through some extra-sensory ability. (It is my own personal belief that female Dusk Moths somehow sense or “hear” the

ambient thoughts of sleeping sentient creatures, tasting the wind for the patterns which indicate their prey.) Upon finding a proper host, they immediately begin to lay their nearly microscopic eggs inside the host's nose and sinus cavities.

The eggs of a Dusk Moth are tiny—as many as twenty can occupy the area of the head of a pin. The female Dusk Moth can lay anywhere between five to eight hundred eggs within a single host at a time, and the eggs are inserted deep within the nasal cavity by a long (around one to one and a half inches) hollow tube which the female possesses. The eggs then automatically attach themselves to the walls of the host's nasal passages with an extremely strong kind of biological adhesive (yet unidentified), effectively becoming one with the host's respiration system.

The small package of eggs cannot be removed from the nostrils without severe trauma to both the host and the eggs. Instances exist wherein a host creature's entire head has either been crushed or removed by a significant amount of blunt force (or both), and upon dissection by a highly trained Unnaturalist or Necrologist a package of Dusk Moth eggs has been found unharmed. Dusk Moth eggs gestate at a surprising variety of rates—that is, dependent upon season, climate, temperature, light and a variety of other factors, Dusk Moth eggs take anywhere from weeks to months to actually hatch. However, all eggs within a host will hatch at once, flooding the sinus cavities with thousands of wriggling, ravenous, microscopic larva.

The life cycle of the Dusk Moth can be measured in four separate and distinct stages—all but one of them spent within the skull of the host. The entire cycle is usually completed within a month or two—but depending on the surrounding climate and the amount of nutrients available, it can take various amounts of time. In warm areas with high amounts of pollen, dust, or some other air-borne irritants (nutrients for the ever ravenous larvae), the cycle can take a little as a week. And in places with cold or very clean air (like the open sea), the entire cycle may take months—if a host can be impregnated at all. There are certainly other factors involved as well, but they seem to be either mystical in nature or at least beyond the current research capabilities of this humble sage. Here is a basic outline of the four stages of life:

In the aforementioned egg stage the Dusk Moths are already parasitic, slowly leaching minute amounts of blood from the capillaries of the host's nostrils and slowly growing in size. They stay this way for approximately one-fourth of the time they spend within the host—slowly adjusting their bodily chemistries to the prevailing conditions outside. They also release some

very interesting toxins into the bloodstream of their host during this stage of their life, byproducts of the bizarre chemical processes that power them. If you will permit me an aside, I must at this point mention that if *anything* is to be indicative of these creatures' possible "alien" or magical origin, this would have to be it. During this time stage the host might notice some occasional headaches & tiredness (results of the toxins) or a stuffy nose.

Next comes the larval stage of the Dusk Moth. It lasts for about half of the total time that Dusk Moths spend in their host. Larva most often appear as tiny black worms or slugs, almost a thick around as they are long (less than a millimeter); however, slight variations to this form do exist, most often in extremely odd (very cold, very hot, very dry, very windy or very salty) climates. Larva have tiny sharpened ridges which they use as teeth, slowly chewing up and consuming whatever is in front of them, including flesh, mucus, pollen, blood, dust particles and each other. The larva are blind, but they but possess excellent senses of taste and smell, seeking out the most nutritious and tasty bits of organic matter they can. The larva instinctively avoid the rim of the nostril, instead seeking the deep sinus cavities of the host. When the biological adhesive wears off, the empty egg casings that were not consumed by the larva are treated by the host as typical nasal detritus.

Both larva and host are changing internally during this time, slowly adapting to their new partnership. By this point so much of the bizarre toxin has invaded the body that the host's skin coloration begins to darken and turn blackish, the better to camouflage the movements of the tiny black larva underneath the skin. The host also produces more mucus, the better to feed its new guests. The larva also consume any and all detritus within the host's nasal passages, allowing the host to breathe more clearly. But not all aspects of this symbiosis are salutary for the host. The tiny creatures continue to release their venomous excrement into the host's blood stream, causing paranoia, photophobia (irrational fear of light and the sun) and agoraphobia (irrational fear of open places and the outdoors), significant memory loss and brain damage. Hosts exhibit a great increase in appetite during this time and also tend to cut themselves off from all outside or human contact and slowly begin to crave darkness: they always stick to shadows if they must go outdoors during the day.

During the third and final stage of development within the host, the worms grow longer, thicker and stronger, consuming all of their weaker brethren until only the three to five hundred strongest remain alive. They continue to eat away at both their host's biological functions and mind, their teeth now strong and sharp

D

enough to rip flesh until blood begins to run from the host's nostrils continuously. All of the nerves within the host's nostrils are now completely dead, and the host generates truly incredible amounts of both blood and mucus to feed the hungry brood for the last (and most voracious) fourth of their life cycle within the host. This means that the host must now eat almost constantly to support its "family." The host has by this time become insane beyond all normal understanding of the term, living only for the benefit of the creatures which they carry within their skulls despite a complete lack of understanding of the darkness that thrives within them.

The host also develops some truly amazing abilities during this time. The waste products of the larva which are released into the host now begin to work almost like adrenaline or some other strong stimulant to the host's warped physiology. The body develops amazing strength and resilience, doing whatever is necessary to keep their brood alive. The skin of the host continues to darken as it becomes filled with poisons, aiding the host in avoiding both detection and light. It also develops a certain amount of animal cunning as its brain functions deteriorate, becoming obsessively paranoid and delusional and becoming frightened at the least bit of light. But strangest—and most dangerous of all—is the host's new-found ability to "shadowdrop," the ability to "fall" into an area of thick darkness and emerge in the Demiplane of Shadow. The host often uses this ability to elude capture, to escape imprisonment or bonds or simply to get around, since once they have attained the Demiplane of Shadow they may emerge from it through any darkened space. Hosts usually stay on the Demiplane of Shadow for only about ten minutes or so.

At the end of the Dusk Moth's third stage of life within the host, a strange event occurs. By this time the host is likely to have become addicted to the incredible power of shadowdropping and performs the feat regularly. When the larva have grown to their full size and the host's biological systems have stopped being a viable resource, the host shadowdrops for the last time. Usually the host does this voluntarily, assuming that this will be just another trip; but if the larva are ready to leave the host and the host does not seem to be about to shadowdrop, they will force a shadowdrop in him whenever he is in a darkened place (almost all of the time). Once the host is in the Demiplane of Shadow, his life expectancy is about five minutes. The larva immediately begin to cocoon themselves, wrapping themselves in utter darkness and draining what little final nutrients they can from the host.

If the host attempts to leave the Demiplane at any point during this time he quickly discovers that his ability to return from shadowdropping is gone. He is now trapped on the Demiplane. (Conceivably, a high level

sorcerer or priest could use his powers to extricate himself from the situation, but no examples of this exist, probably because the host's brain is basically mush at this point.) Once about five minutes have passed on the Demiplane of Shadow, the Dusk Moth larva have finally finished their transformation and have completely metamorphosed into Dusk Moths. They burst free of their cocoons and the skull of their captor, fluttering out into the endless night of Shadow. Some of the newly-born Dusk Moths are quickly consumed by creatures native to the Demiplane, but enough of them live to begin another generation of the Dusk Moths.

There are no examples of any former hosts surviving the birthing process of the Dusk Moth. The headless corpses are set adrift on the great sea of Shadowstuff and are usually entirely consumed by native predators within hours. After a certain amount of time on the Demiplane of Shadow (it varies from brood to brood, the reasons are still under investigation) the Dusk Moths begin to filter out of the Plane. They appear sporadically here in the Land, suddenly flickering out of empty shadows, spreading their numbers across the face of every nation and town. From this point on Dusk Moths can consume only warm liquid blood (having lost their teeth) and automatically keep their population density down, appearing only in areas where there are few Dusk Moths present.

Dusk Moths are nocturnal creatures, awaking during sunset and returning to cellars, attics, caves and ruins during the day. They leave a beautiful, almost smoke-like trail of Shadowstuff behind them when they fly, often causing viewers to become entranced. The Dusk Moth flies silently and quickly, fluttering about as skillfully as a hummingbird. Their bite is painless and apparently harmless and they are far preferable to mosquitoes and other biting pests in most communities. They do not consume fabrics or any other material, and they are not attracted to flame or light, although they are intelligent enough to realize that such things usually mean that humans are around. Strangely enough, they are nearly invisible to undead creatures and will not approach them.

Once adult, they also retain their ability to shadowdrop at will, disappearing quickly into shadows and darkened places like ghosts or mirages if threatened. There are instances of massive amounts (up to and including two hundred individuals) of Dusk Moths suddenly swarming out of a single shadow, attacking a lone individual or a small group of people, draining them nearly or even completely dry and then vanishing once more. Luckily for us and all other life, this behavior is uncommon and the Dusk Moths are easily sated. Some huge swarms of even *greater* size have been recorded, these attacks so massive as to wipe out entire cities.

Only two of these foul incidents have been recorded and they are quite famous in some circles. Both involved swarms of over six hundred individuals and both of them occurred during the first week in October.

The latest occurred two years ago, beginning on the morning of October seventh and not ending until October ninth, when every living thing in the small town of Belwood had been drained of every drop of blood. The first event occurred the year before that, starting on the morning of October sixth and ending the morning of October eighth, wiping the town of Deep Lake off the map. Yet another massive invasion was expected this October, but it did not occur. The reasons behind this are still unknown.

Whenever two Dusk Moths of the opposite sex chance to meet they mate and go their separate ways. Once fertilization has occurred, the female begins to grow rapidly until within a week it has a wing span of nearly five inches. Soon the female seeks out a sleeping human or demihuman to implant with her eggs. The expectant mother develops the ability to “hear” the thoughts of sleeping sentient beings, tracking down a proper host through both this and her increased ability to smell warm blood. The mother becomes more and more hungry until she is at full size; at that point she lays her eggs as quickly as possible and then retreats into hiding to await death from starvation, since her body is now nearly too large to support flight and her biological mission has been completed.

To be perfectly honest, the origin and nature of the “Dusk Moth” remains a mystery to even the most highly trained and well respected Unnaturalist. The first reports of the creature's appearance began only five years ago, and since then the number of sightings has risen dramatically. The international community of learned sages is quite disturbed by this, but all that can be done now is, in fact, being done. More information is needed about this strange creature, and unfortunately, information is increasingly hard to come by. In fact, most of what we already know is only as a result of our most powerful divination magics and months of research by dozens of our most highly respected sages. We will try to keep the intellectual community and the populace in general informed as best we can in the coming months...

—Excerpted from the writings of
Dr. Silas Painwater,
 noted Unnaturalist whose
 current whereabouts are not known.

During the three stages of the Dusk Moth's life within the host, hosts receive the following adjustments and restrictions in game terms.

(Most DMs will not want to subject their player characters to the horrors of a Dusk Moth infestation... But what the heck, it might be fun. And even if you don't do this to your PCs, you still need to know how hosts react to being infected. So here goes!)

1st Stage

- stuffy and itchy nose
- mild headaches
- drowsiness or tiredness
- occasional nausea or dizziness
- (all symptoms are extremely mild and generally disregarded by the host at this point, and not all hosts will even experience all or *any* of the symptoms)
- If the host is a PC, he or she can probably remain so for the time being—if the player is mature enough to role-play it, either tell him or her or just drop some subtle hints.

2nd Stage

- clear and open nasal passages
- stronger headaches (occasional -1 to rolls, especially in bright light)
- -1 to Int and Wis (as brain begins to die and shut down)
- paranoia and strong fear of light, outdoors, other people and damage to the skull or the body in any way.
- +5% to Hide in Shadows rolls due to darker skin tone
- increase in appetite as well as substantial weight loss
- —Any PC hosts should probably be turned over to the DM by now, unless the player is really good and is really determined to see this thing through to the end.

3rd Stage

- constantly bloody nose, whip thin
- incredibly painful headaches (-1 to all rolls, -2 in light, -3 in bright light)
- +2 Str, +2 Con, +1 Dex; -1 Int and -2 Wis (body is pumped, brain is gone)
- strongly increased appetite, eats almost constantly
- obsessive and irrational fear of light, outdoors, other people and any kind of damage to the host's body's structural capability, completely insane, NPC
- +15% bonus to Hide in Shadows rolls, ability to shadowdrop gained

E

ELEMENTAL, UNDEAD AIR (BREATHSTEALER)

by Eric Morton
Oklahoma, USA

| | |
|--------------------------|------------------------------|
| Climate/Terrain: | Any aerial or mountain-tops |
| Frequency: | Very Rare |
| Organization: | Solitary or Choir |
| Activity Cycle: | Any |
| Diet: | Stolen breath |
| Intelligence: | Average (8-12) |
| Treasure: | Nil or incidental |
| Alignment: | Neutral (Evil) |
| <hr/> | |
| No. Appearing: | 1 or 3-12 |
| Armor Class: | 2 |
| Movement: | Fl 36 (A) |
| Hit Dice: | 12 |
| THAC0: | 9 |
| No. of Attacks: | 1 |
| Damage/Attack: | 2-20 |
| Special Attacks: | Embrace, Kiss |
| Special Defenses: | +3 weapon to hit, Immunities |
| Magic Resistance: | Nil |
| Size: | L (12' across) |
| Morale: | Fearless (19-20) |
| XP Value: | 10,000 |

It is said by some and known to others that many enter Ravenloft, but few ever leave. Not even the souls of the dead are safe from eternal imprisonment on the Demiplane of Dread, for while death is a commonplace occurrence, so too is undeath. Not even unusual mortals from unusual planes are safe from the curse of undeath, as evidenced by the existence of the undead air elemental, also known as the *breathstealer*.

Summoned by a powerful spellcaster from its home plane, the now-undead air elemental found that it was unable to leave. Even upon its death, the elemental was not freed. Instead, the spell that pulled into it Ravenloft still had a hold upon it, and would not let it fly free to the Elemental Plane of Air. Not even the eventual death of its summoner released the undead air elemental from the Mists.

Like living air elementals, the breathstealer has a body formed of living wind. Where most living air elementals appear as whirlwinds, death has brought an

eerie calm to the body of a breathstealer. It still is accompanied by gusting winds, but its form does not match the telltale twister shape it had in life. Its amorphous aerial body is instead entirely invisible to most forms of detection. A *detect magic* spell will reveal an aura of necromancy occupying the same location as the undead air elemental, and can thus be used to negate its invisibility in locales where there is no background necromantic magic; other magical attempts at viewing the breathstealer fail, as it has no visible body. A breathstealer's necromantic aura does not dissipate upon the elemental's 'death' (see below).

Breathstealers are able to communicate in the Common tongue through the use of an innate *whispering wind* ability, usable at will. An undead air elemental's voice can mimic that of any victim whose breath it has stolen (see below).

Combat

Though a breathstealer has no solid form, it is nonetheless able to cause great harm to opponents. By manipulating air currents, an undead air elemental can pound creatures and objects with powerful blasts of wind, causing 2d10 points of damage per strike. In lieu of attacking for damage, the creature can instead duplicate the effects of a *gust of wind* spell, or can wrestle opponents, employing an effective Strength score of 22 (no attack bonuses apply; the elemental will pull all wrestling damage dealt to breathing opponents, instead killing them with its kiss, as mentioned below). The undead air elemental cannot fly while wrestling, but held opponents are left hanging in the air, dangling a few feet from the ground. It is these unfortunates who are subjected to the undead air elemental's signature attack form, the breathstealer's kiss.

As its name implies, the breathstealer has the ability to suffocate breathing opponents by taking away the air they breathe. This attack may be used against any breathing opponent who has been put into a hold in a previous round, and hits automatically. The kiss deals a single point of damage in the first round it is employed; this amount doubles in every round thereafter (i.e., two points of damage in the next round, four in the next, then eight, etc.), until the kiss ends. A grappled victim can break free from the wrestling hold as normal for wrestling combat (thus ending the kiss), but is otherwise helpless. Companions of the victim can free him by dealing 20 points of damage to the air elemental in a single round, or by slaying it. Either of these methods will release a grappled victim from both the embrace and the kiss. Any creature whose dying breath, and thus life-force, is stolen by a breathstealer (i.e., anyone killed by

the undead air elemental's kiss) cannot be restored to life until the undead elemental is entirely destroyed.

Destroying a breathstealer is no small accomplishment. Weapons of less than +3 enchantment and non-magical attack forms pass harmlessly through the undead air elemental, possibly to the detriment of any creature the breathstealer is currently wrestling. Furthermore, the breathstealer has all of the standard immunities of undead, is unharmed by breath weapons of any sort, and cannot itself be grappled. If a breathstealer is reduced to 0 hit points, it does not die unless its necromantic aura is then destroyed using a *remove curse* spell. Otherwise, the undead elemental reforms in seven days upon the sight of its 'death.'

Undead air elementals are turned as special undead.

Habitat/Society

Upon first realizing its confinement to Ravenloft, any elemental is likely to be quite furious, attacking its summoner, and then anything else it comes across, until slain. Upon realizing that even death does not release it, though, the elemental will instead grow frightened and confused. More often than not, an undead air elemental will flee to the nearest mountain-top, hoping to find solitude. As many air elementals have been trapped by the Mists throughout the years, many of them have found others of their kind, and reside together atop common mountains.

These congregations of undead air elementals find comfort in the presence of one another, and go about their un-lives trying to recreate the society of their extraplanar home. These lonely air elementals frequently sing eerie funeral dirges from their native plane, mourning their own fate; those who happen upon them usually refer to the singing elemental winds as choirs.

This, of course, assumes that the observer survives to tell his tale. If a choir notices an observer in its lair, it is likely to assign one of its members to descend from its mountain home and hunt the explorer across the land. Though breathstealers are not especially territorial or xenophobic, they are seeking a method for escaping the Demiplane of Dread, and hope to be destroyed in combat against a superior foe. Undead air elementals assume that any human capable of scaling the desolate mountain that is their home is a powerful individual, able to release them. Undead air elementals slain in combat are rarely freed from undeath, and thus lose interest in their opponent, returning home disappointed.

Ecology

Being undead, breathstealers have no biological need to steal the breath of their opponents, but they prefer this attack form over all others. It is believed by some that

undead air elementals, while not needing food, suffer from a similar hunger to that of ghouls. Others suggest that the breathstealer's kiss is a method it uses in an attempt to replace its lost life-force with that of another.

When not hunting and slaying mountain climbers and other powerful interlopers, undead air elementals keep to themselves. They try to avoid involving themselves in the outside world, which is so painfully alien to these homesick natives of Elemental Air.

F

FALLEN SOLAR

by Jennifer Johnson
Ohio, USA

| | |
|--------------------------|----------------------|
| Climate/Terrain: | Upper Planes |
| Frequency: | Very Rare |
| Organization: | Solitary |
| Activity Cycle: | Any |
| Diet: | Carnivorous |
| Intelligence: | Supra-genius (19-20) |
| Treasure: | A, C |
| Alignment: | Any Evil |
| <hr/> | |
| No. Appearing: | 1 |
| Armor Class: | -10 |
| Movement: | 18, Fl 48 (B) |
| Hit Dice: | 25 (200 hp) |
| THAC0: | 5 (+5 weapon bonus) |
| No. of Attacks: | 4 |
| Damage/Attack: | 2d20+16 |
| Special Attacks: | Level drain |
| Special Defenses: | See below |
| Magic Resistance: | 85% |
| Size: | L (9' tall) |
| Morale: | Fearless (19-20) |
| XP Value: | 35,000 |

This happens when a solar gets too ambitious or has a theological disagreement with its deity. They become rogue deities of their own right and are swept up in the Mists of Ravenloft.

Fallen Solars are often referred to as Dark Angels and that is how they appear. Their feathered wings are a dirty black, their skin deepens several tones and their fiery eyes grow dark. They still retain a resonating voice and exceptional good looks.

Combat

Fallen solars are never surprised and can be attacked only by Holy weapons of +4 or better enchantment. They are immune to energy-level loss from undead or magic, *charm*, *confusion*, *death spell*, *domination*, *feeblemind*, *hold*, *imprisonment*, and *trap the soul* spells.

Each fallen solar can cast *protection from good* with a 60' radius at will. This sphere also serves as a *protection from normal missiles* and a *minor globe of invulnerability* if desired. Can use any *detect* spell at will.

Lawful Evil fallen solars can *gate* 1 monster of legend; Neutral Evil fallen solars can *gate* 1-3 gehreleths; Chaotic Evil fallen solars can *gate* 1-2 true

tanar'ri. They can summon these with an 80% chance of success.

They are not affected by cold, electricity, *magic missile*, petrification, poison, or gas attack spells. They take ½ damage from acid attacks and regenerate 6 hit points per melee round.

A fallen solar can attack four times per round with its own sword, which will vanish if disarmed. Its weapon acts as a *sword +5* (2d20 points of damage) and has all the properties of a *nine lives stealer* and a *sword of dancing*.

A fallen solar can cast spells equal to a 20th-level mage and has major access to all spheres. It also has the following spell-like abilities: *animate object* (3x/day), *commune*, *confusion* (3x/day), *creeping doom* (1x/day), *dispel good*, *dispel magic*, *earthquake* (2x/day), *finger of death* (1x/day), *firestorm* (1x/day), *heal*, *unholy word* (3x/day), *imprisonment* (2x/day), *improved invisibility*, *infravision* (240', always active), *permanency* (1x/day), *polymorph any object or self* (1x/day), *power word* (any variety, 1x/day), *restoration* (1x/day), *resurrection* (2x/day), *shape change* (3x/day), *vanish* (3x/day), *vision* (1x/day) and *wish* (1x/day). It can also cast *Allisander's binding curse* (3x/day), *anesthesia* (3x/day) and *confer* (3x/day).

Habitat/Society

Fallen Solars are pretty powerful and serve no one but themselves. They will often attempt to start cults to draw followers, from whose prayers and offerings they gather great strength with the hopes of becoming a god.

Ecology

Fallen Solars are rarely found outside of Ravenloft, though a few have been known to plague the Prime Material Plane and Planescape.

F HOUR SYTHE

by Rex M. Buck
Utah, USA

| | |
|--------------------------|---|
| Climate/Terrain: | Any non-arctic / subterranean, lake shores / Ethereal |
| Frequency: | Very Rare |
| Organization: | Solitary |
| Activity Cycle: | Any gloom |
| Diet: | Special |
| Intelligence: | Exceptional (15-16), Genius (17-18), greater |
| Treasure: | A, G, W |
| Alignment: | Chaotic Evil |
| No. Appearing: | 1 (2-3) |
| Armor Class: | 4, 2 or greater |
| Movement: | 18, Fl 18 (D), Sw 36 |
| Hit Dice: | 7-9, 11-13 and greater |
| THAC0: | 7-9 HD: 13 9 HD: 11 11-12 HD: 9 13 HD: 7 |
| No. of Attacks: | 3+ special |
| Damage/Attack: | 1-3 / 1-3 / 2-8, 2-4 / 2-4 / 3-10 and greater |
| Special Attacks: | Gaze, Spells |
| Special Defenses: | Hit only by cold-wrought iron weapons, Never surprised |
| Magic Resistance: | 35%, 50% and greater |
| Size: | L (2½'-3' diameter eye, 20'+ tail, 11'-13' wingspan) |
| Morale: | Champion (15-16), Fanatic (17-18) and greater |
| XP Value: | 7-8 HD: 12,000 9 HD: 13,000 11-12 HD: 15,000 13 HD: 16,000 |

Fhour Sy (pronounced “for si,” which is plural) are large, spherical eyeballs with two dragon-like, clawed arms, a long, snake-like tail, and large, bat-like wings. The eye itself is covered with a thin, muscular membrane which continually glistens with a saline solution secreted from a gland directly behind the eye. The claws and tail are reptilian and scaled, while their wings are made of the same muscular membrane which covers most of the eye. Eye and scale coloration always correlate, however, individual coloration varies greatly ranging from brown, black, blue, gray, green, yellow to even red.

Surprisingly quick and agile on the ground (-1 to initiative on the ground and in the water) they are awkward fliers (class D) requiring at least 30' to take off and land. Once in the air they wrap their tail around

themselves in a larger arc and grasp it in their claws, wrapping the end of their tail around itself at its base, on the bottom of the eye. While under water they move with the greatest of ease, using both their wings and tail to propel and guide them through the water.

They communicate through a powerful telepathy, conversing with any intelligent being mentally and can never be surprised because they are surrounded by a limited form of *ESP* in a 100' radius. This “ESP” does not allow them to read others' thoughts, but simply acts as a warning that others are near.

Sages believe these “winged horrors” live for approximately 350 years.

Combat

Fhour Sy tend to take flight upon encountering a foe (which they consider to be just about anything—even their own kind). Once in the air they bombard their enemies with spells (detailed below). If forced into melee they are equally dangerous, attacking with any weapon or magical item they can get their hands on. Fhour Sy can also use their sharp claws for 1-3 points of damage each (2-4 greater), and can use their surprisingly strong tail to constrict for 2-8 points of damage per round (3-10 greater). Victims can free themselves by passing a Strength check with a -2 penalty.

But, perhaps one of their more formidable weapons is their gaze attack. This dreadful attack causes paralysis to all those they gaze upon for 1d3+2 rounds unless a savings throw vs. wands is made. Fortunately, once a victim passes, they are immune to that particular Fhour Sythe's gaze.

Fhour Sy have the casting ability of either a 12th-level mage or a 7th-level cleric (14th-level mage or 9th-level cleric, greater), 50% chance of either. Fhour Sy do not own or use spell books and it is unclear how or where they acquire their magical prowess, but acquire them they do. When encountering a Fhour Sythe, adventurers should be prepared to face strange and unusual magic. On top of this, these dreaded creatures can use almost any magical item, except as follows: Those casting mage spells can not use clerical items and vice versa; nor are they able to use scrolls, tomes, or other items obviously inappropriate to their form (the DM should use common sense here).

As if these “winged horrors” weren't frightening enough, they are highly resistant to magic, possessing 35% Magic Resistance (50% greater). But this is more than just “magic resistance,” for any Fhour Sythe passing its MR has not resisted the magic, but rather it has consumed it. This “magic consumption” actually nourishes and heals the creature for 1-3 hit points per level of the spell. They are immune to any mind-

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controlling magic such as *charm*, *domination*, etc... and *hold* spells. This immunity also extends to any weapon not wrought from cold iron.

Sages also believe Fhour Sy can become ethereal at least once per day. This is believed not only because they can see (and use their gaze attack) into the ethereal plane, but also because there have been rare accounts of them being encountered flying around in the ethereal mists.

Thankfully (for adventurers), Fhour Sy have a strong dislike for bright light and fire. However, it is unknown if fire does considerably more damage to Fhour Sy than other creatures.

Habitat/Society

Fhour Sy can be found in any non-arctic land and prefer to make their lairs in vast underground or aquatic caverns almost exclusively in or near large bodies of water.

Sages have found no obvious distinction between males and females, and their mating rituals are thus far obscure and unknown. However, most sages believe that they give birth to a single, live young rather than incubating their young from eggs, and that they mate but once every 50 years. The young mature quickly and are soon abandoned by their parents who also go their own way. One thing is for certain, when more than one is encountered they are either a mated pair, or locked in mortal combat (almost always resulting in death).

They have little use for coins, however, they covet rare stones, jewelry, exotic works of art and hoard magic jealously.

Fhour Sy have many enemies, including Ki-rin, Lammasu, Reef Giants and Men.

Ecology

Besides their ability to “consume” magic, sages think that they are nourished by submerging themselves in any body of water that is not overly brackish, nourishing and healing them at a rate of 1 hit point per hour.

They seem not to concern themselves with small, harmless creatures they perceive not to be a threat (e.g. schools of small fish, birds, rodents, etc...), but will ruthlessly drive off or destroy (usually the later) anything they see as a possible threat.

Sages also believe many of their parts are useful in arcane formulas.

GARGOLOID

by Jeremy Clements
Texas, USA

| | |
|--------------------------|--|
| Climate/Terrain: | Any / Ruins |
| Frequency: | Unique (Eventually Rare) |
| Organization: | Tribe |
| Activity Cycle: | Any (Night preferred) |
| Diet: | Carnivore |
| Intelligence: | Supra (18) / High to Supra (13-18) |
| Treasure: | Special (Tribe Treasure) |
| Alignment: | Chaotic Evil |
| No. Appearing: | 1 (Always 1) |
| Armor Class: | -1 (-3 Flying) |
| Movement: | 12, Fl 24 (C) |
| Hit Dice: | 9+3 (68 hp) |
| THAC0: | 10 |
| No. of Attacks: | 4 |
| Damage/Attack: | 3-12 / 3-12 / 3-24 / 3-24 |
| Special Attacks: | Dive, Petrification |
| Special Defenses: | +2 or better weapon to hit, Chameleon power |
| Magic Resistance: | 15% |
| Size: | L (Approx. 9' tall, Wingspan 20') |
| Morale: | Champion (16) |
| XP Value: | 12,500 |

The Gargoloid was once a evil human necromancer named Rathko Dokk who originated from the world of Oerth. After entering the Mists of Ravenloft, he discovered that his abilities had become enhanced and that after time started to develop abilities that were far from the norm. These "Gifts" were useful and helped him to realize that modifying certain creatures magically might be easier on this demiplane. Having admired the grand creations of gargoyle golems and their interesting abilities, he decided to try to create something similar with a live subject. He started with the largest gargoyles and margoyles he could find and capture, believing that they could be recreated to be even more fearsome. Using some Black Abishai Baatezu ichor brought with him from his adventuring days before entering Ravenloft, Rathko attempted to combine it with the largest margoyle specimen he had and the dark energies of Ravenloft. The attempt was successful except that Ravenloft sensed the pulling of dark energies and of course warped them, forcing Rathko and the mutant margoyle to combine into a single entity. Rathko sensed the mistake immediately and destroyed his lab in his rage. He then sensed his greatest mistake! The call of the margoyle's former master suddenly became the most irresistible force he had ever felt. With his magic gone with his body, he had

no way to defend himself from the call. Arriving upon his new/old master's doorstep he vowed to find revenge against the Lord of the domain and even Ravenloft itself!

Combat

With his new form, Rathko the Gargoloid (Gargoyle Lord in Margoyle Speech), has learned that his margoyle instincts allow him to fight extremely efficiently along with his own intelligence to make himself a dangerous foe. His calculating mental state has combined with the margoyle's viciousness enough that he cares very little about returning to his former state and has actually started to enjoy it over the last few decades as some of his plans for revenge have started to take root.

Under normal conditions the Gargoloid fights like a standard gargoyle or margoyle, with a claw/ claw/ bite/ horn combination. He has also become an excellent flier, having learned to fight in the air with his natural attacks. The most dangerous ability of the Gargoloid is the ability to turn its victims to stone if both of its claw hits are successful and a save versus petrification is failed. The effect is only temporary though, leaving the afflicted target in the state for only one turn plus 1d4 rounds and can also be ended prematurely by regular means. Often this ability is used to capture someone for its master.

The Gargoloid can also perform a dive attack upon any surprised victim, literally charging the target with his large horns, and doing double normal damage to the target if successful. Also, if necessary, the Gargoloid can summon 2d4 gargoyles or 1d4 margoyles once each day; however, it takes a minimum of one turn for the summoned creatures to arrive and therefore is usually an ability used only in advance. Also the margoyle's ability to blend in with stone has been increased to the point where the Gargoloid can cause is scaly stone-like hide to blend with any stone, like a chameleon, with an 80% chance of being undetected. Last, an ability left over from his humanity, he can animate 2d3 dead gargoyles and margoyles as monster zombies once a day.

Habitat/Society

The Gargoloid has taken over several bands of gargoyles and their margoyle leaders and turned them into a personal tribe with him as their chief. His subjects generally live in ruins or underground caves. They also follow his every whim due to his strength and ferocity. The Gargoloid's tribal treasure is six times that of the standard tribal treasure for both gargoyles and Margoyles put together, as well as some personal magic items that he has collected (a couple of potions and a magic wand with few charges).

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Ecology

The Gargoloid is one of a kind. However, he has been attempting to propagate his species and has succeeded insofar that his margoyle children are more powerful than standard margoyles (add +1 to these points: AC, Hit Dice, Flight Speed, THAC0, Size, Morale, and all Damage). He hopes to eventually create a new Gargoloid race from his progeny, that would all be almost as powerful as he is. Unlike standard gargoyles, the Gargoloid must eat and so will any of his children.

Rathko the Gargoloid looks more demonic than regular gargoyles and margoyles, with glowing red eyes, naturally black stone-like skin, and horns larger than a minotaur's. He is immensely strong and tough, and if his dreams were to be realized, it is possible some of his kin could eventually find their way back to other worlds like Oerth and the Forgotten Realms. They would have most of his current abilities if not all, and would be a major threat to any intelligent being.

GAUNT

by Timothy Storey
Georgia, USA

| | |
|--------------------------|------------------------|
| Climate/Terrain: | Any |
| Frequency: | Very Rare |
| Organization: | Pack |
| Activity Cycle: | Night |
| Diet: | Spinal Fluid |
| Intelligence: | Average (9-10) |
| Treasure: | A, O, T |
| Alignment: | Chaotic Evil |
| <hr/> | |
| No. Appearing: | 3-12 (3d4) |
| Armor Class: | 6 |
| Movement: | 6, Fl 18 (C) |
| Hit Dice: | 3+4 |
| THAC0: | 17 |
| No. of Attacks: | 2 or 3 |
| Damage/Attack: | 2d4+1 (x2), or Special |
| Special Attacks: | See below |
| Special Defenses: | See below |
| Magic Resistance: | Nil |
| Size: | M (6' tall) |
| Morale: | Elite (13-14) |
| XP Value: | 420 |

Gaunts are a race of winged humanoids found throughout the Land of Mists. They hunt humans for the precious fluids in their spines, spreading agonizing death and crippling pain in their wake.

Gaunts get their names from their cadaverous forms. They are horrid creatures with dirty white skin which is completely hairless. Wings similar to vultures sprout from their bony backs. Their mouths are filled with brown fangs which continually drip with a vile saliva. The two largest upper fangs are hollow. It is with these that gaunts feed. Their clawed fingers are used to hold and tear at prey while they are feeding. Gaunts have sickly, yellow eyes and dress in filthy rags taken from past victims.

Gaunts are sometimes called "flying ghouls" by superstitious villagers. They are not undead, however, nor do they eat carrion.

Combat

Gaunts often attempt to ambush their prey. One of their favorite tactics is to wait on some type of perch (a tree, ledge, roof, etc.) with wings folded. Once their target is beneath them, they swoop down and attack. If possible, gaunts double or triple-team opponents. They are smart

enough to recognize spellcasters and try to kill these individuals first.

Gaunts attack with their wicked claws, doing 2-5 points of damage per hit. If both claw attacks hit, the gaunt has grabbed its opponent and attempts to bite them in the back of the neck, gaining a +2 bonus to hit.

If the bite attack succeeds, the gaunt locks its jaws into the unfortunate victim and begins to feed. The pain is terrible. Each round the gaunt maintains its hold causes 2d6 points of damage and drains one point of Dexterity as well. Due to the agony this inflicts on the individual's nervous system, a saving throw vs. death must be made each round to keep from passing out. A successful bend bars/ lift gates will break the gaunt's hold. Those who witness a gaunt feeding must make a fear check.

Dexterity drained is regained at a rate of one point per day. During this time, the individual must remain in bed. A *heal* spell will cut recovery time in half. One point of Dexterity is permanently lost as a result of damage to the victim's nervous system. Lost points can only be regained with powerful magic, such as a *wish* spell. Those drained of all their Dexterity are killed. These corpses are horribly twisted out of shape. Anyone viewing these mangled bodies must make a horror check.

Gaunts are immune to *hold* spells and poisons affecting the central nervous system. They have infravision out to 60 feet. Bright light hurts these foul creatures. Normal light the size of campfires require them to make a morale check to approach. Magical light (such as a *light* spell) causes them to suffer a -1 to hit and to all morale checks. Gaunts are completely blinded by sunlight and can not attack. Their only thought is to flee.

Habitat/Society

Gaunts dwell in caves and dark forests where the sun never reaches. They have also been known to lair in ruined buildings in the largest cities. They build nests out of wood, vines and the bones of past victims. Items taken from those caught by gaunts are also used as building material. The stronger the gaunt, the more treasure it has in its nests. The pack is ruled by the strongest (i.e. the one with the most hit points) who can be either male or female. It is difficult to tell the sexes apart, sense they are nearly identical in appearance.

Gaunts leave their lairs only at night to feed. Females give birth to one baby each winter. The young are born with 1+2 hit dice and do only 1-2 points of damage with their claws. Otherwise, they have the same abilities as adults. After birth they must fend for themselves. Many older gaunts kill the young so as to

G

get more food. Those that survive reach adulthood in two years. Gaunts can live up to 25 years.

Gaunts are unable to speak. They communicate with each other through grunts and strange body and wing movements. For some reason singing and music enrage them. They will attack its source in all cases, not stopping until it or they are destroyed.

The origin of gaunts is unknown. One legend claims they were once a beautiful race of winged beings who used their ability to fly to terrorize others who could not fly. When the God of the Skies became aware of this abuse, he cursed them with their hideous shapes. The legend also says that the God stripped them of their incredible voices, of which they were extremely proud. Their hatred of music seems to support this tale. That the legend comes from the Vistani causes some scholars to believe it is true. Others are not so sure.

Ecology

Gaunts require at least the equivalent of one human's total amount of spinal fluid per week to survive. They often gorge themselves on far more. They also love to inflict pain and will go out of their way to cause as much torment as possible. Some sages argue that this is a dietary necessity as well. However, it has never been proven. Wizards have found various body parts of the creatures useful in manufacturing magic items dealing with dexterity or flight. Adventures can get up to 2,000 gold pieces for an intact corpse.

GELJILL

by William James Cuffe
Texas, USA

| | |
|--------------------------|---|
| Climate/Terrain: | Humid, swamp, marsh or tropical forest / Any |
| Frequency: | Very Rare |
| Organization: | Solitary |
| Activity Cycle: | Night |
| Diet: | Carnivorous |
| Intelligence: | Not ratable (0) |
| Treasure: | Nil |
| Alignment: | Chaotic Evil |
| <hr/> | |
| No. Appearing: | 1 |
| Armor Class: | 8, 4 when flying |
| Movement: | Fl 50 (A) |
| Hit Dice: | 4 |
| THAC0: | 10 |
| No. of Attacks: | 2 (bite/tail or tail/tongue) |
| Damage/Attack: | 2-12 (tail whip) and either 4-48 (bite) or 3-24 (tongue pierce) |
| Special Attacks: | Surprise, Lock-bite, Explode/horror-check |
| Special Defenses: | Invisibility, Slippery |
| Magic Resistance: | 25% |
| Size: | S (3' head)/ L (3d10 foot tail) |
| Morale: | Fearless (19-20) |
| XP Value: | 2,000 |

The Geljill (both singular and plural) is a mind boggling creature. Limbless, its only means of motion is silent flight through the air, its thirty-foot tail twisting and twirling along the same unseen path its head had followed like a wiry ribbon on a child's kite. Its head is a bulbous mass of translucent mucus and gel, roughly oval, with blind, primitive tumors where the eyes would normally rest. The only true organ on its grotesque body is a mouth rimmed with diamond-clear teeth arranged in an incredulously insane pattern, with the canines at the back of each side, followed by the incisors next, and capped off at the front by the molars. The only color to the abomination is a hollow, ruby-hued tongue visible through its transparent phlegm-like skin. Barbed at the point and ridged for three inches afterward, the tongue can shoot from between its slimy lips at lightning speeds to an extent equal to the length of its tail.

Blind, the geljill perceives its surroundings by taste, much as a snake or reptile. It frequently darts its sharp tongue out to taste its prey's scent in the air. It is also mute, the sounds coming from it being the sickening slurps of parting mucus as its loose, flashy lips open and close in an obscene smacking motion.

Due to its nocturnal cycle and near transparency, the geljill is virtually invisible to the unwary, its slime glistening in the ambient light. It is 75% invisible in overcast skies, 85% invisible in rainstorms, and 95-99% invisible at night (depending on the current phase of the moon).

Combat

Geljill prefer to hunt from high in the air, usually 50 to 200 feet above ground. Once prey is located, the creature dives down upon it in a spiral pattern, its lengthy tail forming a corkscrew pattern as it trails after its slobbering mouth. When it attacks, its prey must make a surprise check at a staggering penalty of -6 to detect it (perhaps the adventurer felt a tiny droplet of slime hit his face, or the faint smacking of its lips, etc.).

Ordinarily, a geljill will attack with its bite, which upon a successful bite inflicts 4d12 points of damage; the creature's jaw automatically locks into place, the only way of loosening it is by killing it. Once locked into place, the victim receives no more damage from the bite, but instead suffers 2d6 points of damage as the geljill's tongue repeatedly jabs into the victim's flesh and gorges on its blood which noticeably flows into and disperses about its body. During both modes, the geljill can also lash with its razor-thin tail for 3d12 points of damage.

Geljill have an innate, supernatural sense of those with child, and will unswervingly attack a pregnant creature before all others. Upon a successful bite attack, it will burrow its barbed tongue into the victim only once (both causing normal damage); but instead of feasting on the warm blood, it savagely digs its way through the internal organs. Upon reaching the womb, the geljill immediately explodes, victims taking 1d6 points of concussive damage and 1d20 points per round afterward of Type E poison damage as the creature's vitriol seeps into the victim's open wound (this can be countered by a *neutralize poison* spell cast by a priest of at least 6th-level). Those who suffer such an 'explosion attack' must make a horror check, failure resulting in a phobia bordering on mania toward pregnancy—especially their own unborn child. Woe should the victim survive, for the pregnancy will be a horribly difficult if not lethal term for both the child and mother. Those rare few born from a geljill victim are viewed as tainted with malaise and shunned by even the most despised of Vistani. Most progeny painfully kill themselves before the geljill's legacy can manifest itself, so intended result of this behavior is unknown.

The slime-coated skin of the geljill makes it virtually impossible to be grabbed or held. Bludgeoning weapons like clubs and war hammers only cause ¼ damage and slashing weapons cause half, as they effortlessly slide off

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its slick hide. Luckily, piercing weapons like rapiers and arrows cause double damage, as the creature seems vulnerable to having its bodily membrane ruptured.

Habitat/Society

Due to the creatures' mucus-like consistency, geljill live mostly in wet or humid climates with some type of swamp or sitting, stagnant water (landlocked lakes, not flowing rivers). However, they are capable of great movement, sometimes traveling miles in the dark, cloudy skies prowling for food.

It is believed the geljill are an asexual, nomadic species, as no young nor lair has ever been discovered. The truly superstitious believe that these monstrosities are the creations of domain lords such as Strahd, or perhaps even the harbingers of the dark powers themselves.

Ecology

The geljill is the top of its niche in the food web, the ultimate predator failing prey to no other species. No other creature would want to consume its viscous flesh, as it tastes disgustingly indigestible—salty, clammy, and rubbery—and has no usable nutritional value.

Psionic Summary

| Level | Dis/Sci Dev | Attack/ Defense | Power Score | PSPs |
|--------------|------------------------|----------------------------|------------------------|-------------|
| 1 | 2/3/3 | PsC/M- | 13 | 1d100+20 |

Geljill usually exhibit powers from the Telepathy and Metapsionic disciplines, though Clairsentience is not unheard of on rare occasions.

GHOST BANE

by Gary Holloway
Georgia, USA

| | |
|--------------------------|--|
| Climate/Terrain: | Ravenloft |
| Frequency: | Very Rare |
| Organization: | Solitary |
| Activity Cycle: | Night |
| Diet: | Special |
| Intelligence: | Average to High (8-14) |
| Treasure: | Nil |
| Alignment: | Any Evil |
| <hr/> | |
| No. Appearing: | 1 |
| Armor Class: | -2 or 5 |
| Movement: | Fl 20 (A) |
| Hit Dice: | 1-12 |
| THAC0: | 9 |
| No. of Attacks: | 1 |
| Damage/Attack: | 3d6+2 |
| Special Attacks: | See below |
| Special Defenses: | See below |
| Magic Resistance: | 35% |
| Size: | M (5'-6' tall) |
| Morale: | Fearless (20) |
| XP Value: | 1-3 HD: 1,200 4-6 HD: 2,000 7-8 HD: 3,000 9-10 HD: 4,200 11-12 HD: 5,600 |

The Ghost Bane is a ravenous, undead creature who feeds upon karmic resonance. As its name implies, the ghost bane is one of the few creatures that can make even a ghost shiver with fright. It appears as a vaporous cloud, streaked with blue, that glows brighter with each feeding and a vague, skull-like face precedes its swirling body.

There are two sources of karmic resonance in which the ghost bane may feed. One source is mortal creatures who emit the karmic energy upon death. The other is incorporeal creatures, such as ghosts and geists, whose essences contain karmic traces that are released upon their destruction.

Combat

Ghost banes are semi-corporeal undead that retain the ability to attack both corporeal and noncorporeal creatures effectively. They may only be attacked by weapons of +2 or greater and regenerate HD through feeding. They gain 1 HD per magnitude of the incorporeal undead fed upon and 1 HD per magnitude of

karmic resonance released upon the death of a mortal. *Example: If a 3rd-magnitude ghost would have been created by the death of a mortal, then the ghost bane gains 3 HD by absorbing the karmic energy.*

These feared creatures inflict double damage against ethereal creatures. This power makes it difficult to combat on the border ethereal and makes incorporeal undead choose flight instead of fight. Many unwary adventurers have lost their lives thinking that this spirit shared the ghost's weakness. However, many more ghosts have been sent to oblivion, thinking to retreat fully into the border ethereal.

The ghost bane has many innate abilities that make it a terrible opponent and aid it in its machinations. Any creature with intelligence must make a fear check when viewing the ghost bane. Not only is this a supernatural power, but a natural fear that the destructive spirit evokes. A ghost bane may also cast spells at 10th level of ability. Each day it may cast: *magic missile, wizard eye, charm person, command, phantasmal force, audible glamour, cantrip, lightning bolt, magic jar, and animate dead*. The semi-corporeal ghost bane, may also become fully ethereal at will.

Habitat/Society

The first ghost bane was created when a zombie cloud attacked and killed two young lovers. The couple were on their way home and were so engrossed that they lost track of time. A strange fog rose about them and a group of shambling figures appeared from the mist. Terrified the young man ordered his love to flee, but she just stood there resigned to her fate. The man was quickly brought low by the overwhelming odds and watched helplessly as his only love was also struck down. The zombie cloud fed on the horrid resonance, but was cut short by the families of the couple. Fearing the worst, they had come searching for their missing children. Being well versed on the horrors of the night, the two families came armed for bear and were able to drive off the cloud. The next night the young man rose from his grave a new creature. Not quite a ghost, but a vengeful spirit just the same. He became the first ghost bane.

Ecology

The ghost bane is a creature that is created when a mortal dies and his or her will is so strong that a ghost would normally be formed. However, during the creation, energy is lost or stolen and the resulting ghost bane has an energy deficiency. This gives the monster an overwhelming need for more and more energy. The more it feeds the stronger it gets, but if it does not feed at least once a week, it loses 1 HD per week.

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Although the pure energy released upon the death of a mortal creature is the ghost bane's preferred meal, incorporeal undead are often a more readily attainable food source. Ghosts and their ilk will also yield higher levels of energy than most living creatures produce at death. Hunting tirelessly, the ghost bane will destroy incorporeal undead and feast upon the psychic energies that rupture forth. This creature greatly reduces the number of incorporeal undead in an area. If it were not for the fact that it also preys upon the living, the ghost bane could be considered one of mankind's greatest assets in the war against the undead.

When not hunting incorporeal undead, the ghost bane will manipulate the living to cause the most pain and suffering, never relenting until its victim's stress is fever-pitched. Then, and only then, will it reveal its vaporous form and slay the victim, releasing the flood of karmic energy. Many of the more intelligent ghost banes soon come to realize that the more traumatic a mortal's death, the more karmic energy produced. In much the same way, powerful incorporeal creatures release more energy than the weak. Intelligence also comes into play when engineering plots to cause the most stress on a mortal victim. In order to squeeze out the most karmic resonance, a ghost bane may spend weeks grooming the victim from the shadows. However, most ghost banes with average intelligence had rather make many kills and seem to prefer "quantity" over "quality."

RUNNER—UP

GHOST PEGASUS

by Matthew Sernett
New York, USA

| | |
|--------------------------|-------------------------------------|
| Climate/Terrain: | Any |
| Frequency: | Very Rare |
| Organization: | Solitary |
| Activity Cycle: | Any |
| Diet: | None |
| Intelligence: | Average (8-10) |
| Treasure: | Nil |
| Alignment: | Chaotic Evil |
| <hr/> | |
| No. Appearing: | 1 |
| Armor Class: | 6 |
| Movement: | 24, Fl 48 (C) |
| Hit Dice: | 4+4 |
| THAC0: | 17 |
| No. of Attacks: | 3 |
| Damage/Attack: | 1-8/1-8/1-3 |
| Special Attacks: | Dive, Rear kick |
| Special Defenses: | +1 or better magical weapons to hit |
| Magic Resistance: | Nil |
| Size: | L (5½' at shoulder) |
| Morale: | Fearless (19-20) |
| XP Value: | 650 |

Ghost Pegasi are the spirits of pegasi that betrayed their masters. They roam the land in search of new masters so that they might redeem themselves. But the new master had better live up to the ghost pegasus' high standards or the ghost pegasus will surely be that master's doom.

Ghost pegasi look like semitransparent pegasi.

Emaciated and rotting, the ghost pegasus' most fearsome features are its fiery cold blue eyes and forlorn cry.

Ghost pegasi can speak Common or communicate telepathically.

Combat

Ghost pegasi are terrifying creatures and most potential opponents flee long before combat can begin. Anyone hearing the ghost pegasus' forlorn flute-like cry for the first time must make a save vs. spell or flee and seek a place to hide. Seeing the ghost pegasus is cause for a new check with the same results. The sight of a ghost pegasus always requires a save vs. spell to keep from panicking. Riders and a rider's allies are immune to this fear.

Ghost pegasi attack by lashing out with their hooves and biting. They can attack an opponent who is behind them with

their rear hooves causing 2-12 points of damage, but no other attack can be made that round. A ghost pegasus can also dive at an opponent from a height of 40 feet or higher and attack with its hooves. Each attack roll is made with a +2 and causes double damage.

A ghost pegasus can pass through solid objects if it wishes. It takes one round to become insubstantial during which the ghost pegasus can perform no other action. It can then move about as though ethereal but it is still visible and can be heard. It can become substantial at any time and still perform actions that round. It cannot become substantial within an object. Anyone riding a ghost pegasus becomes insubstantial or substantial when the ghost pegasus does.

Only magical weapons of +1 or better can hit a ghost pegasus. They are turned as ghosts.

Habitat/Society

Ghost pegasi seek to gain eternal rest by loyally serving someone who is pure of heart. This is very difficult for them as they are impatient and easily frustrated.

When a ghost pegasus sees a humanoid that is not fleeing from the sound of their wail, it views that person as a potential master. The first test the person must pass is one of bravery. The ghost pegasus will dive at them as though to attack and pull up at the last second. If the individual does not flee or attack the ghost pegasus will land and pledge their service. If the person makes an offensive move or seems frightened, the ghost pegasus will attack to kill.

It will serve a master loyally for 3d6 days then it will feel frustrated and will abandon its master in a time of great need. If its master can keep it for a week and never has to make a powers check during that time, the pegasus' alignment will change to chaotic neutral. When it is chaotic neutral it will serve loyally until a powers check is called for. If the master must make a dark powers check, it leaves peacefully but reverts to chaotic evil. If it serves another week without a powers check it becomes chaotic good and will then inform its master that it will serve for one more week and then it must leave to the afterlife. During that last week, if its master makes a powers check for any reason (trying to make it stay forces a powers check) the ghost pegasus feels betrayed, reverts to chaotic evil, and attacks.

Ghost pegasi can be bound to service through combination of *mount* and *charm monster*. It will then serve for exactly two months and then the spells must be cast again. They can also be commanded by an evil priest for two months just by a successful turning attempt. A ghost pegasus hates being controlled and will attempt to deceive its master about the length of time left until its freedom. If *dispel magic* is cast on it while it is controlled by a mage or priest it will automatically be freed but may continue to serve its master so that it can desert in a time of great need.

Ecology

Ghost pegasi do not eat and tend to haunt wilderness roads.

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GRIFFON, SHADOW

by Victoria Hood
Tyne & Wear, England

| | |
|--------------------------|--------------------------------|
| Climate/Terrain: | Any |
| Frequency: | Uncommon |
| Organization: | Pairs |
| Activity Cycle: | Nocturnal |
| Diet: | Any |
| Intelligence: | Average (8-10) |
| Treasure: | D |
| Alignment: | Lawful Evil |
| <hr/> | |
| No. Appearing: | 2 |
| Armor Class: | 3 |
| Movement: | 12, Fl 30 (C) |
| Hit Dice: | 8 |
| THAC0: | 13 |
| No. of Attacks: | 3 (or 5—see below) |
| Damage/Attack: | 1-4/1-4/2-16 (1-6/1-6) |
| Special Attacks: | See Below |
| Special Defenses: | See Below |
| Magic Resistance: | Nil |
| Size: | Large (12' long, 20' wingspan) |
| Morale: | Good (14) |
| XP Value: | 4,000 |

Shadow Griffons are found only within the Demiplane of Dread. Their dark silhouettes often mistaken by travelers to be giant eagles or ravens as they pass across a full moon. But it is very rare that they are seen at all. Using the cover of darkness to its full advantage, the shadow griffon will swoop silently on its prey, taking it by surprise and carrying it up to its nest.

Combat

The shadow griffons work in pairs to take down prey or opponents. One of the two will glide in, attacking with a penalty of -4 to victims' surprise rolls—due to the unnaturally silent nature of the beasts. The griffons can carry weight up to the size of a large war-horse or cow. If the attack fails and the prey is alerted, the griffon which made the attack will distract the opponent, while the other attempts another surprise attack from the rear.

If both attempts fail and they are not particularly hungry they will give up and look for something else. If food is scarce they will remain and attack physically using a claw-claw-bite routine. If both front claws hit, they can rake with their rear claws for another 1d6 points of damage with each. Because they often eat carrion, their attacks can cause disease; save vs poison or contract an unsightly disease which gives -1 Con and -1

Cha per day. The disease is normal, and may be cured by *cure disease* or similar methods.

Shadow griffons require +1 or better weapons to hit them. If outnumbered or outclassed they can breathe a cloud of shadowy mist which hinders vision, with a 40' radius, 15' in height. Once per day they can *shadow form* with all of the abilities of a normal shadow, which lasts for up to 3 turns. However, they are not undead and may not be turned.

Their feathers and fur are vulnerable to fire; they save at a penalty of -2 with an extra point of damage per die.

Habitat/Society

The griffons often choose a mate at a young age, and remain with them until they die, at which time they go to seek another. Together they will claim an area of land roughly 10 miles in diameter. No other griffons will be allowed into this area, as they are extremely territorial. The area chosen will often have at least one man made feature—a village, city, or manor, at least some place which sees human or humanoid passage such as a busy road.

They prefer to build their nests in high places such as a cliff face or mountain ledge, but they will settle for anywhere with a good vantage point such as the top of a tree or roof of a building.

Ecology

Their preferred diet is human or humanoid flesh, but they will eat almost anything, including carrion. They hunt using their excellent eyesight and sense of smell, spotting a potential meal from over a mile away. With infravision of 120' they can hunt in total darkness. They will often hunt for the enjoyment, and to hone their combat skills.

Once every two or three years the female will lay a clutch of 2 to 5 eggs in a large, secure nest of twigs and feathers. They take on average a month to hatch, and will stay with the parents until they are a year old, by which time they have been taught aerial maneuvers and how to hunt. They have an average lifespan of 20 years, but some have lived until 40.

Shadow griffons have their own language of shrieks and growls, and can understand bird calls. From their extensive contact with humans they can understand the Common tongue but cannot speak it.

GRIMOR

by Fred V. Savadge Jr.
Pennsylvania, USA

| | |
|--------------------------|------------------------|
| Climate/Terrain: | Any |
| Frequency: | Rare |
| Organization: | Solitary |
| Activity Cycle: | Any |
| Diet: | Blood & magic |
| Intelligence: | Very (11-12) |
| Treasure: | Nil |
| Alignment: | Chaotic Neutral |
| <hr/> | |
| No. Appearing: | 1 (2-20) |
| Armor Class: | 5 (base) |
| Movement: | 9, Fl 18 (C) |
| Hit Dice: | 1+3 (base) |
| THAC0: | 18 |
| No. of Attacks: | 3 |
| Damage/Attack: | 1/1/1-2 (base) |
| Special Attacks: | Magic |
| Special Defenses: | Magic Absorption, Hide |
| Magic Resistance: | 50% |
| Size: | T (2' base) |
| Morale: | Average (8-10) |
| XP Value: | T-175 / S-300 / M-425 |

Grimors are diminutive creatures who sit on stone perches and castles waiting to be a familiar to a mage. They have leathery, gargoyle-like wings, and gleaming white talons and teeth. Their skin is stone-like, grayish in color.

Combat

Grimors attack with claw/claw/bite and limited spell power for if it makes its MR roll by 20% it will absorb the spell cast at it and store it. What level of spell = spell level grimors can then cast out raw energy bolts, doing 1d6 points of damage per spell level. Any spells not used within a day will be consumed by the grimor. It also confers this ability to its master, but at 25% MR. The master's chance to absorb and then cast out is 10%. Any spell levels not used by the end of the day are then consumed by the grimor.

All abilities conferred to the mage are only effective if staying within a 10' radius of the grimor.

Habitat/Society

The Grimor were created by Duke Gundar of Gundarak for a way to deal with mages. These creatures would sit on top of castles or high, rocky places using their Hide in Shadows ability (60%). A grimor's master also receives this ability at 30%, so both can hide in defense. This is usually suggested by the grimor, for he needs his master alive to feed. The grimor depends on its master to grow and spawn off another tiny grimor when it hits adulthood. The adult grimor then tries to kill the mage for it feels the mage is not needed, that it can take care of itself, with the new tiny grimor looking for another mage its parent's master is killed.

Grimors have telepathic communication with their masters if within a mile radius.

They also have 120' infravision to find their mage masters from high tops. 60' infravision is given to its master.

Ecology

Grimors need blood and magic to go on. Blood can only come from their mage for if it comes from anything else the grimor will get sick and lose all special abilities. Grimors need a minimum amount of blood each day (see table below), but if overfed by giving it 1 hp or more a day for a week it grows in size by 1' to a maximum of 5' in adulthood.

Grimors absorb magic from a mage by taking 1 memorized spell per day per spell level. According to max. spell level to cast (spell points—1 spell point per spell cast) Grimors can cast any spell from their master's memory 1/day. Any spell points or memorized spells not used are then consumed by the grimor at the end of the day.

| Variants | Hit Dice | Damage | Max. Store Spell Level | Blood Sus./ Day | Max. Spell Level Cast | Size |
|----------|----------|-------------|------------------------|-----------------|-----------------------|--------|
| T - AC 5 | 1+3 | 1/1/1-2 | 5 | 1-2 hp | 1st | 2' |
| S - AC 3 | 2+3 | 1-3/1-3/1-6 | 10 | 2-3 hp | 2nd | 3'- 4' |
| M - AC 1 | 3+3 | 1-6/1-6/1-8 | 15 | 3-4 hp | 3rd | 5' |

ILLITHIKONTHOON

(THUNDER KRAKEN)

by Matthew Sernett

New York, USA

| | |
|--------------------------|--|
| Climate/Terrain: | Any |
| Frequency: | Very Rare |
| Organization: | Solitary |
| Activity Cycle: | Night |
| Diet: | Carnivore |
| Intelligence: | Low (5-7) |
| Treasure: | Nil |
| Alignment: | Neutral Evil |
| <hr/> | |
| No. Appearing: | 1 |
| Armor Class: | 0 |
| Movement: | Fl 30 (E) |
| Hit Dice: | 16+50 |
| THAC0: | 5 |
| No. of Attacks: | 10 |
| Damage/Attack: | 2d10 |
| Special Attacks: | Drop, Swallow whole, Call lightning, Constriction |
| Special Defenses: | Control weather, Immune to electricity, Immune to spells and psionics that attack the mind |
| Magic Resistance: | 50% |
| Size: | G (200' high, 50-100' wide) |
| Morale: | Fearless (19-20) |
| XP Value: | 26,000 |

The Illithikonthon, or thunder kraken, is the most horrifying creation of the illithids. Looking like some nightmare nautilus, the thunder kraken floats head down in storm clouds, striking prey dead with lightning then sweeping it up with long tentacles to swallow it whole.

An illithikonthon looks like an enormous nautilus with giant milky white eyes and a shell like a mountain. They are rarely seen as they prefer to hunt at night from within dark storm clouds, but those who witness the thunder kraken's great black bulk floating above them during a flash of lightning are often driven mad or killed outright by fear.

Illithikonthon can only communicate through telepathy.

Combat

Illithikonthon first attack by striking their prey with lightning. They have an ability to *call lightning* as per the spell twice a round. These bolts cause 8d6 points of damage.

When their prey falls, they snatch it up from the ground in one of their powerful 100' long tentacles. Beings grasped in a tentacle suffer 2d10 points of damage a round and it takes two rounds for the thunder kraken to bring the prey to its gaping beak.

Prey that seem immune to the lightning attack are struck by the tentacles for 2d10 points of damage or lifted into the air and dropped to the ground. It takes two rounds to be lifted and victims of this attack usually fall about 150 feet.

Illithikonthon swallow prey whole. Swallowed beings that are not yet dead must save vs. poison each round or fall unconscious from breathing the noxious gases of the thunder kraken's stomach. Illithikonthon digest prey very slowly and creatures in their stomach suffer 1 point of damage from acid each turn. Inside its body, the illithikonthon has an Armor Class of 8. If damaged from within, a thunder kraken will cough up the offending creature causing it to take falling damage. An illithikonthon can bite with its beak but only does so if a creature is too large to swallow or places itself in its mouth.

Thunder krakens are very strong and each tentacle can lift 1,500 pounds. Damage to the tentacles is subtracted from the thunder kraken's total hit points. If 15 points of damage are delivered to a single tentacle it will be severed.

An illithikonthon's rocky shell is about five feet thick. It can be mined through but normal weapon attacks do little damage. Damage to the shell causes no damage to a thunder kraken.

A thunder kraken can control the weather. When awake they unconsciously gather a great storm about themselves and during their sleep they keep themselves cloaked in thick clouds.

Although they are class E flyers, thunder krakens can hover in place. They are immune to lightning and are unaffected by the winds of storms.

Thunder krakens are immune to psionics and magic that affects the mind. The only creature that has been known to be able to command the thunder krakens is the illithid god-brain of Bluetspur.

Habitat/Society

Thunder krakens are solitary creatures. They do not mate, have offspring, or have anything resembling culture. They generally attack herds of animals but entire villages have been destroyed on stormy nights. Fortunately for their prey thunder krakens can go as long as two years before needing to eat. During the day thunder krakens turn white and sleep high in the clouds drifting on the wind.

The thunder krakens once lived in Bluetspur. These great creatures scoured the land for food during the constant storms. It was the illithikonthon that acted to close the surface borders of the realm when the illithid god-brain commanded it. But during the Grand Conjunction something went wrong and the thunder krakens were trapped outside the domain. Exulting in their new freedom, the illithikonthon roamed far and wide. Now they avoid their former domain for fear of being dominated by the god-brain.

Thunder krakens are not very intelligent but they regard all other beings as inferior. Beings on the ground are not considered more than food and flying creatures are ignored. Even creatures that cause significant damage to an illithikonthon are considered nothing more than a nuisance. The one exception is a creature that communicates with the illithikonthon via telepathy. If the creature is on the ground an illithikonthon will refuse to believe it and will search for the speaker in the clouds. If the speaker is flying then the illithikonthon will be very interested. A thunder kraken will view a flyer using telepathy as a kind of lesser version of itself. They will put all things said in the best light and treat the creature like a student or a child. By taking advantage of this tendency it may be possible to use an illithikonthon as a kind of flying fortress.

A thunder kraken lives in only 1/3 of its mountain-like shell. The rest is divided into large empty chambers. Unlike a nautilus, thunder krakens totally seal off the chambers they do not live in. If attacked from within an illithikonthon can turn around in its shell but this leaves it vulnerable to attacks from the opening. It takes three rounds for a thunder kraken to turn around in its shell.

Ecology

Illithikonthon can depopulate an area with their predations but refrain from doing so. After eating a large meal they will sometimes sleep for months.

Thunder krakens live anywhere but generally stay away from lightly inhabited areas because these provide little food.

IMMECLULOUS

by Jason Crotts
Minnesota, USA (?)

Sadly, this report survives as only a fragment. We believe there may have been another page offering further details on this creature. Jason, if you're out there, fill us in!

| | |
|--------------------------|--|
| Climate/Terrain: | Any |
| Frequency: | Very Rare |
| Organization: | Solitary |
| Activity Cycle: | Night |
| Diet: | [...] |
| Intelligence: | As in life |
| Treasure: | Nil |
| Alignment: | Chaotic Evil |
| <hr/> | |
| No. Appearing: | 1-3 |
| Armor Class: | 2 |
| Movement: | [...] |
| Hit Dice: | 8+8 or special |
| THAC0: | 12 |
| No. of Attacks: | 2 |
| Damage/Attack: | 1-10 / 1-10 |
| Special Attacks: | Mourning, Temporary Possession, De-molecule ability |
| Special Defenses: | Undead immunities, Immune to air- based attacks. |
| Magic Resistance: | 25% |
| Size: | M (5') |
| Morale: | Fanatic (18) |
| XP Value: | 4,000 |

The Immeclulous is a resentful undead creature created when a creature's body is completely destroyed by magic or natural things such as fire. They resent not being able to pass into the afterlife with their physical body intact. The immeclulous appears as a five foot blob of billowy mist; occasionally flashes of red, blue, and yellow illuminate them as if lightning was dancing within them.

Combat

When an immeclulous first attacks a living creature it releases a dreadful sound of mourning. This mourning sounds like a shrill wind and all creatures within 30' must save vs. spells or be affected by hopelessness for one turn, as per the spell *emotion*. The creature then attacks with visible claws of force reaching out to ten feet. Each hit does 1-10 points of damage. This insidious attack has a special effect. It destroys the molecules of the victim; thus damage caused by these creatures is permanent unless magically healed.

As a last resort this creature [...]

Note from the Kargatane

IMP OF THE PERVERSE

by Bret J. Stewart
North Carolina, USA

| | |
|--------------------------|----------------|
| Climate/Terrain: | Any Ravenloft |
| Frequency: | Very Rare |
| Organization: | Solitary |
| Activity Cycle: | Any |
| Diet: | Carnivore |
| Intelligence: | Very (11-12) |
| Treasure: | Q |
| Alignment: | Chaotic Evil |
| <hr/> | |
| No. Appearing: | 1 |
| Armor Class: | 0 |
| Movement: | 6, Fl 18 (B) |
| Hit Dice: | 3 |
| THAC0: | 17 |
| No. of Attacks: | 1 |
| Damage/Attack: | 1-4 |
| Special Attacks: | See below |
| Special Defenses: | See below |
| Magic Resistance: | 40% |
| Size: | T (1-2' tall) |
| Morale: | Average (8-10) |
| XP Value: | 975 |

The Imp of the Perverse is a cunning creature that serves chaos and evil.

Imps of the perverse are small creatures ranging in size between 1' and 2' tall. They are usually mottled grey in color, but a few are as dark as coal black. Imps of the perverse are wicked-looking creatures with sharp pointed teeth, leathery wings, and a barbed tail ending in a nasty stinger. They have no horns. The imp has 90' infravision. Imps of the perverse are able to *polymorph* into any humanoid form (not specific individuals) up to 7' tall. The imp can speak the Common tongue as well as communicate with its own kind in a vulgar, hissing language.

Combat

In its natural form, the imp attacks with the poisoned stinger on its tail. The stinger inflicts 1d4 points of damage and instantly slays anyone who fails a saving throw versus poison.

In its polymorphed form, the imp can use any size-appropriate weapon, provided it can find one. Note that the imp will (probably) not be proficient with such a weapon and will attack with a -4 penalty to hit. The imp can *polymorph* as often as it wants, but gains no hit points for doing so. The imp also has several spell-like

abilities: at will, an imp of the perverse can become *invisible*, *silent*, or *detect magic*. Three times per day, it can *teleport* and once per day it can cast a *command*.

The imp's true power and its name come from its ability to pervert the actions of others. Anyone within 30' of the imp must make a saving throw versus spells each round. Each and every round the save is failed, the failing character will find himself performing an action as far opposite from his intended action as possible. For example, a character preparing to strike at an orc may decide to parry instead. For another example, a character is fleeing from a monster in a dungeon corridor. Ahead the tunnel forks and he wants to go left. If he failed his saving throw, he could decide to go right or maybe he would decide to turn and fight the monster. This power cannot cause a character to commit suicide or act contrary to his alignment. An imp is almost always going to be *invisible* when using this ability and the character under its influence actually believes he is performing the perverted action of his own free will, therefore making it unlikely that the imp's influence will be detected. The DM should be creative and use the characters' actions to cause as much confusion as possible.

Imps of the perverse are immune to all fire, cold, or electricity-based attacks. They have a base 40% magical resistance and save as if they were 7HD creatures. They can be harmed only by silver or magical weapons and are immune to all poisons and toxins. They regenerate 1 hit point per melee round.

Habitat/Society

Unlike other imps, imps of the perverse do not serve a wizard. They serve chaos and chaos only. If this involves cooperating with other creatures in order to cause maximum confusion, the imps may make temporary alliances. Imps of the perverse delight in confusion and revel in the destruction they cause.

The dark powers of Ravenloft allow the imps free travel between the various domains of the demiplane, but the imps cannot leave Ravenloft itself. The imps have no familial ties and are as likely to kill another of their kind as they are anything else.

Ecology

The imp of the perverse is a tool of the dark powers of Ravenloft used to spread suffering. Although perfectly suited for life on the Demiplane of Dread, it is said that the race of imps originated on another plane and that many are still to be found there.

L

KURACK

by Jefferson Hofmann
New Hampshire, USA

| | Kurack | Advanced Kurack |
|--------------------------|-----------------------------------|---|
| Climate/Terrain: | Mountains | Mountains |
| Frequency: | Very Rare | Very Rare |
| Organization: | Pack | Pack |
| Activity Cycle: | Any | Any |
| Diet: | Special | Special |
| Intelligence: | Average (10-11) | Exceptional (15-16) |
| Treasure: | C | A |
| Alignment: | Neutral Evil | Neutral Evil |
| No. Appearing: | 4-16 | 1-4 |
| Armor Class: | 8 | 8 |
| Movement: | 12, Fl 15 (B) | 12, Fl 15 (B) |
| Hit Dice: | 6 | 6 |
| THAC0: | 15 | 15 |
| No. of Attacks: | 2 or by weapon | 2 or by weapon |
| Damage/Attack: | 1d6+1 / 1d6+1 or by weapon | 1d6+1 / 1d6+1 or by weapon |
| Special Attacks: | Bonus to hit humans, Fear | Bonus to hit humans, Fear, Spells |
| Special Defenses: | Resist turning, Undead immunities | Resist turning, Spells, Undead immunities |
| Magic Resistance: | Nil | Nil |
| Size: | M (6' high) | M (6' high) |
| Morale: | Average (10) | Average (10) |
| XP Value: | 2,000 | 3,000 |

The Kurack were a race of intelligent birdmen that lived during the age of cavemen. In a war against human race all of the females, chicks and eggs were placed in a single spot where a surprise attack by the humans wiped them out. The males of the race, bent on revenge, became undead in order to reap vengeance against the humans. After centuries of fighting they developed fighting and spellcasting techniques humans could only dream of and succeeded in destroying the human race on their home plane. Then the Mists of Ravenloft drew them into the demiplane of dread, where they continue their quest of revenge.

Kurack appear as a humanoids with a vulture's head and wings, talons for hands and feet, and covered in rotting, feathered skin. 10% have a stolen human limb or two, or a missing wing.

Combat

Only two types of Kurack exist: those at war with humans and those looking for humans. Thus they have a +4 to hit humans and half-elves. Kurack can use any magic item save armor and are considered proficient with all weapons, but can not use missile weapons while flying. If weapons are unavailable they use the talons of

hands or feet to fight. Often, human victims are kidnapped rather than killed. Wizards are never taken this way, but clerics often are.

Kurack can gain hit points by draining them from a human victim who is unable to struggle (bound or unconscious). For this reason they kidnap humans. Kurack can also use lost body parts of humans if part of their own body is rendered unfit for use by combat or decay. The sight of a Kurack's rotting visage is reason for a fear check. The sight of a Kurack with a stolen body part is means for a horror check as the viewer realizes what the Kurack has done to get the limb.

Advanced Kurack have 6th level cleric or wizard abilities. Wizard Kurack may cast spells from any school up to 3rd level in ability. Cleric Kurack may cast any sphere except Healing up to 3rd level in ability.

Kurack are turned by non-human clerics as wraiths. They are turned by human clerics as "special" undead. They can not be controlled by a human at all, no matter the means. If forced to do so they will act as if turned but will never follow the orders of a human unless it suits their purpose. This also applies to creatures that were once human and can control undead. Vampires, mummies, liches and the like can not control Kurack.

Like all undead, Kurack are immune to *sleep*, *charm*, *hold*, death magic, poisons and cold-based spells. Holy water inflicts 2d4 damage to them.

Habitat/Society

Kurack live in caves on craggy peaks, preferably out of reach of landbound creatures. These caves are often filled with traps that take advantage of the Kurack's undead nature and flying abilities. The leader of a group is always an advanced Kurack with 6th-level cleric or wizard abilities. Often there are also human captives and a charmed cleric to heal the other captives for draining, as Kurack can not cast healing spells and must depend on humans for regeneration. They are not above using these captives as human shields.

Ecology

Kurack take nothing from the environment, but ruthlessly hunt down any humans and half-elves that they can get their talons on. The world they came from is thought to be a primeval paradise, only populated by elves, gnomes and halflings who live at peace with the nature and dwarves, who live under the surface.

K

KUS-NAR

by Chris Saengvanich
Massachusetts, USA (MA)

| | |
|--------------------------|--------------------------|
| Climate/Terrain: | Coastal |
| Frequency: | Rare |
| Organization: | Hive |
| Activity Cycle: | Night |
| Diet: | Special |
| Intelligence: | Semi (2-4) |
| Treasure: | A |
| Alignment: | Chaotic Neutral |
| <hr/> | |
| No. Appearing: | 3-9 |
| Armor Class: | 7 |
| Movement: | Fl 6 (B) |
| Hit Dice: | 3 |
| THAC0: | 17 |
| No. of Attacks: | 1 + special |
| Damage/Attack: | 2-12/ 2 |
| Special Attacks: | Balance (see below) |
| Special Defenses: | Heatlessness (see below) |
| Magic Resistance: | Nil |
| Size: | T (2' or less) |
| Morale: | Elite (13-14) |
| XP Value: | 700 |

The Kus-Nar (couz-nar) are the product of a god driven mad. On an unknown sphere, a god of neutrality sought to balance the power between good and evil. He opened himself to both sides in order to have a better view of the disturbance. This drove him mad. In his new shattered mind, Law and Chaos were the problem, not Good or Evil. He created the Kus-Nar to bring those of his world to the "true balance." By shifting the alignment of every one from Law or Chaos, all would be well. But the god himself had gone mad and the Kus-Nar were flawed. They now shifted the balance of those they touched, Law to Chaos and Chaos to Law.

The Kus-Nar look like a large leech. They are about 2' in length. They have a gray, nondescript rubbery skin that looks like cloud matter or mist off the sea.

Combat

Their body make-up allows Kus-Nar to *fly* at will. They float silently and almost invisibly. Their coloring lets them blend in with fog or mist. They also are heatless, in that they give off neither heat nor cold, and thus are invisible to infravision. They sense their prey by *detecting alignment*, with a range of 100 yards. If not detected, and with a successful attack, they attach themselves to the victim, on humanoids to the base of the

skull. The victim saves vs. death magic at -3. If the victim fails he does not notice the Kus-Nar and it becomes *invisible*. If he succeeds then he will notice the Kus-Nar on his body and it will cause 1-3 points of damage. If the Kus-Nar fails the attack, it is noticed instantly.

Once the Kus-Nar attaches itself to the victim it begins to feed on the victim's aura. This is the Law and Chaos aspects of the alignment. The Kus-Nar will feed for 3 to 6 days, depending on which side the victim's aura is. If he is Lawful Good, it feeds for three days to make him Neutral Good and three more to make him Chaotic Good. During the feeding the victim gets a save vs. spell every day after the first, with any Mental defense bonuses. This is due to the shift in personality. Others around the victim will notice the change in personality. *Know alignment* will show the Kus-Nar as a swirl of light and darkness. Once detected, *remove fear* will force the Kus-Nar to detach itself.

Habitat/Society

The Kus-Nar live in a hive society. They congregate in coastal cliffs and caves. When they are sleeping they huddle all together like a mass of scrumming fog. Their young spend the larval stage as a crystalline form. These are prized as components of *know alignment* spells. This item doubles the range and also adds the degree of balance to the results.

Ecology

Since a god created them they don't fit in to any order of nature. Some fits of madness that plague coastal areas from time to time have been blamed on Kus-Nar birth booms. They have a life span of about one year.

KYRYN

by Charlie Martin
Vermont, USA

| | Adult | Larva |
|--------------------------|-----------------|--------------|
| Climate/Terrain: | Any wet | Any |
| Frequency: | Very Rare | Rare |
| Organization: | Solitary | Nest |
| Activity Cycle: | Nocturnal | Any |
| Diet: | Carnivore | Ethics |
| Intelligence: | Semi (2—4) | Non (0) |
| Treasure: | W | Nil |
| Alignment: | Neutral Evil | Neutral |
| No. Appearing: | 1 | 1—4 |
| Armor Class: | 5 | 10 |
| Movement: | Fl 15 | 0 |
| Hit Dice: | 6+3 | 1 hp |
| THAC0: | 15 | 20 |
| No. of Attacks: | 3 | Nil |
| Damage/Attack: | 1-4 / 1-4 / 1-8 | Nil |
| Special Attacks: | Stealth, Young | Drain Morals |
| Special Defenses: | Nil | Nil |
| Magic Resistance: | Nil | Nil |
| Size: | M (4'—5' long) | T (1" long) |
| Morale: | Average (8—10) | Fearless |
| XP Value: | 1,400 | 35 |

Kyryn are strange creatures that actually drain whatever good may be left in the Demiplane of Dread. They resemble dull gray Ixitxachitl, and are believed to be derived from this race. Their tails end in large stingers, similar to scorpions, and their eyes glow a fiery red, the only real variation in color on an otherwise drab body.

Unlike the ixitxachitl, kyryn are not intelligent on a speaking basis, and possess no language abilities.

Combat

Myryn are always airborne. They use their innate psionics combined with their natural camouflage to seek out good-aligned creatures, usually adventurers. Once a party is discovered, kyryn will carefully float around above the hindmost member and attack, inflicting a -3 penalty to their opponents' surprise roll. They then drop on their target's head, attacking with their two clawed appendages and carefully finding a location to lash out with their tail.

For every point of damage done by a kyryn's tail, there is a 1% cumulative chance that the victim will be injected with 1—4 eggs. These eggs reach fruition within one week, at which time the larvae begin to feed off the host's ethics. Unless detected and removed, the

larvae will cause a character to shift one step toward an evil alignment per week (from Lawful Good to Lawful Neutral to Lawful Evil, as an example).

During this time, the adult kyryn will follow the victim, using powers like *shadow form* to stay hidden. When the victim makes his last alignment change, the adult will attack, devouring the victim and the young with it.

When cornered or attacked, kyryn will attempt to flee using *shadow form* or *ectoplasmic form*. If escape is for some reason impossible, the kyryn will fight to the death or until it sees an opportunity to flee.

Habitat/Society

Kyryn tend to fall into territoriality when in one area for an extended period of time. Within this territory, other kyryn will not be accepted, and will be killed on the spot. The creatures also do not care for other evilly-aligned beings in their territories, as they make unsuitable feeding grounds. Not surprisingly, there are few kyryn left in Ravenloft.

When a kyryn ages past 20 years of age, it will seek out the nearest good-aligned creature and attack with its stinger only. If its target gets infected, the kyryn will not

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pursue its young, instead leaving the larvae to mature on their own. The full maturing process takes one month, during which the host is destroyed. Within two years, the young will grow to full size and develop psionic abilities.

Ecology

Kyryn live in isolated lairs, usually somewhere in a swamp or marsh. They seem to have a telepathic link with their young, as these creatures are often able to pursue their victims for weeks on end. The actual method in which a kyryn uses the goodness absorbed by its young is unknown, although it is believed to somehow recycle the nourishment from its young into more eggs.

Although kyryn and ixitxachitl rarely meet, any encounters the two races do experience tend to erupt into fierce combats. The reason for this hostility is unknown, although certain sages believe that a powerful vampire lord once created these creatures through magical alteration of the ixitxachitl. Thus, it is believed that the older race sees kyryn as mutants, not intelligent enough or powerful enough to belong in the same ecological pool.

The eggs of a kyryn have proven useful in creation of magical alignment-related items, such as intelligent weapons or *maces of disruption*.

Variants

No known subspecies exist, although many adventurers have reported seeing an undead version of the kyryn used as guardians over treasures by powerful vampires and lichens.

Psionics Summary

| Level | Dis/Sci Dev | Attack/ Defense | Power Score | PSPs |
|-------|----------------|----------------------|----------------|------|
| 6 | 3/3/11 | II, MT/M-, TS, IF | 10 | 40 |

Clairsentience—**Sciences:** Aura Sight, Sensitivity to Psychic Impressions; **Devotions:** Danger Sense, Know Direction, Know Location, Radial Navigation

Psychokinesis—**Sciences:** Telekinesis; **Devotions:** Animate Shadow, Create Sound

Psychometabolism—**Sciences:** Shadow-form; **Devotions:** Cause Decay, Ectoplasmic Form, Heightened Senses

Telepathy—**Sciences:** Mindlink; **Devotions:** Contact, ESP, Probe

These are powers commonly available to kyryn, although variations can and do exist.

LANGIT WORM & BENCANA PARASITE

by Jason Saunders
Ontario, Canada

| | Langit Worm (Plague Worm) | Bencana Parasite (Sand Plague) |
|--------------------------|---|---|
| Climate/Terrain: | Any (non-aquatic) | Any (vicinity of plague worm) |
| Frequency: | Very Rare | Very Rare |
| Organization: | Solitary | Swarm |
| Activity Cycle: | Any | Any |
| Diet: | Vapor | Carnivore |
| Intelligence: | Animal (1) | Non- (0) |
| Treasure: | None | Incidental |
| Alignment: | Neutral | Neutral |
| No. Appearing: | 1 | Special |
| Armor Class: | 3 | 10 |
| Movement: | Fl 18 (A), Special | Special |
| Hit Dice: | 10 | Special |
| THAC0: | 11 | Nil |
| No. of Attacks: | 1 | 1 |
| Damage/Attack: | 2-12 (suction) | Special |
| Special Attacks: | <i>Deafness</i> , Infection | Nil |
| Special Defenses: | Collapse, Immune to electricity, wind and weather control | Nil |
| Magic Resistance: | Nil | Nil |
| Size: | M (5' - 6' long) | Grain of sand |
| Morale: | Average (8) | Fearless (20) |
| XP Value: | 6,000 | 15 |

In clear skies the langit worm appears to be a sinuous, twisting worm 5-6' long and about 1' in diameter swimming through the air. It appears to be composed of white sand which roils and churns within the worm form. This 'sand' is actually a colony of bencana parasites. In mist or fog the parasites are hard to distinguish clearly but the worm's effect on the air around itself becomes visible as a huge (30' diameter) sphere of vapors which rush towards the sphere's center.

The worm itself is composed of elemental air and is naturally invisible. It is suspected that its origins are to be found on the Quasi-Elemental Plane of Lightning. How the bencana parasite (not a native of the same plane) became attached to the langit worm species is unknown though some malicious influence is likely.

The plague worm and its attendant sand plague was first encountered in the realms of Ravenloft in Sri Raji. Now they occasionally slip out of the Mists of Ravenloft to bring devastation to other realms although such migrations are thankfully rare.

LANGIT WORM

Combat

The langit worm is essentially an elongated torus which sucks its way through dense atmospheres rather like a jet engine. This produces a screeching or whining noise (depending on the atmosphere's density) which is audible over a mile away. Within 20' this sound becomes so high-pitched that it becomes inaudible and the hearer must save vs. spell or suffer from *dizziness* (Dexterity checks every round to maintain balance, Wisdom checks every round to maintain concentration). Within 10' a person begins to suffer from *deafness* (save vs. spell -4 to avoid). This deafness will persist for a number of hours equal to the number of rounds which the person spent within 10' of the worm.

The suction force which allows the worm to move can also be used as an attack although the worm will collapse after such a strike and only attempts this as a

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final, desperate effort. A successful attack will expose the victim to the bencana parasite (save vs. poison -2 or infestation).

When the worm collapses the bencana parasites fall into a pile on the ground and as the worm reforms itself a pile of them will be left behind. Regular movement will also periodically release parasites from the worm's body. Refer to the bencana parasite below for the effects of these situations.

Habitat/Society

Langit worms are solitary, instinctual quasi-elemental animals. Their movement rate fluctuates according to atmospheric conditions. It can fall as low as 6 during periods of very low pressure while mist and fog seem to allow for freer movement. Winds do not affect the worm's movement in any way. If the worm stops moving it 'collapses,' essentially dissipating and requiring one full round to reform. A collapsed worm has no form which can be harmed although it is defenseless while reforming (+4 to be hit).

Ecology

Langit worms feed on particulate matter and liquids in mists and fog. They particularly relish the 'taste' of ozone.

No one has been able to study langit worms closely enough to determine exactly how the bencana parasites remain with the worm as it moves.

Loss of the parasites, or having them for that matter, neither harms nor helps the worm in any way.

BENCANA PARASITE

Combat

The bencana parasite is capable of movement via minuscule cilia affording it a movement rate of 1"/30 minutes. They are otherwise at the mercy of wind and water, behaving exactly as the sand particles which they appear to be. The parasites have no sensory organs and move in random directions.

Bencana parasites may infect wounds caused by a langit worm unless the victim saves vs. poison. Inhaled or ingested parasites require a save vs. poison -4.

Once internalized by a host the parasite consumes its body weight in tissue every day after which it divides into two equal-sized parasites. This doubling process will eventually lead to phenomenal numbers of parasites consuming a host from within. During the first week of a parasitic infestation the victim suffers from pain and the loss of 1 hp. Thereafter they begin to lose a cumulative 1

hp/day (day 7 -2hp, day 8 -3hp, etc.). When a host has been reduced to half of their original hit point total the parasites begin to reach the surface and thereafter spill from the wound like sand through an hourglass.

Regenerating creatures are essentially immune from this damage although the parasite can still infect their bodies.

The bencana parasite is susceptible to salt water and aggravated damage both of which kill individual parasites instantly. Dry salt crystals will also kill a parasite if it is immersed. A *cure disease* spell will cleanse a host entirely.

Habitat/Society

The bencana parasite can be found in any non-saltwater environment where a langit worm has passed or where it has been carried by wind or water after having fallen from a langit worm's body.

Ecology

The bencana parasite is mindless and in this state innocently lays waste to the animal kingdom of its local environment. All tissue, living or dead, is susceptible and thus corporeal undead are at risk. The bencana parasite has no effect on vegetative tissues.

The Langit Worm and the Bencana Parasite are intended to be used in an indirect manner. The sound of the langit worm or an eruption of the sand plague should add mystery and fear to the PC's lives long before they ever encounter the 'culprits' themselves. Some creature may also use the langit worm's appearance as a cover for its own activities. After all, who would think to notice the effect of a vampire on corpses which are turning to sand?

LIFE-BANE MOTH

by Mike Cobb
Kentucky, USA

| | |
|--------------------------|-----------------------|
| Climate/Terrain: | Any |
| Frequency: | Rare |
| Organization: | Group |
| Activity Cycle: | Nocturnal |
| Diet: | Life energy |
| Intelligence: | Animal (1) |
| Treasure: | Nil |
| Alignment: | Neutral Evil |
| <hr/> | |
| No. Appearing: | 1d12 / 4d12 in lair |
| Armor Class: | 2 |
| Movement: | 2, Fl 18 (B) |
| Hit Dice: | 4+1 |
| THAC0: | 15 |
| No. of Attacks: | 1 |
| Damage/Attack: | 1d4 |
| Special Attacks: | Level drain / Disease |
| Special Defenses: | Fear |
| Magic Resistance: | 20% |
| Size: | S (2' wingspan) |
| Morale: | Average |
| XP Value: | 1,400 |

The Life Bane Moth was originally brought here when Barovia was drawn into the Mists of Ravenloft. They were beautiful and peaceful moths of normal size which only came out in the light of a full moon. Many people would wait for the full moon and watch the moths dance in a spectacular frenzy of pale blue light for hours. The dark powers noticed the beautiful creatures and, seeing the people still harbored hope in seeing the beauty of the moths, changed them into a hideous shadow of what they once were. Count Strahd von Zarovich used a dark and fiendish ritual to change the moths into a hideous form of undead. In the change they grew in size and gained a horrible appetite for blood and life energy. It is this hunger which causes them to come out in the light of the full moon and hunt for their prey.

The hideous form of the creatures is a huge moth of about 2' in length with glowing light blue wings. The body has patches of flesh hanging from it and the wings have small holes through them. The foul stench of death lingers within 10' of the creatures. A 6 inch-long tube jutting from their mouth allows the moth to impale its victim and start to drain blood. The legs now end in claws which are used to hold onto a victim and are very hard to get loose once they are attached.

Even though they are undead they are still swift and agile fliers being able to maneuver at a rating of B.

Combat

The Life Bane moth tries to attach itself to a victim with its clawed legs. If the attack succeeds the victim will take 1d4 points of damage and on the next round the creature will start to drain blood. Once attached they are hard to remove from the victim and any attack which misses the moth has a chance to damage the victim instead (roll against the victim's Armor Class to check for a hit on him). After it attaches the moth inserts its long bony tube into the victim and begins to drain blood at a rate of 1d4 points per round. After the victim takes 10 points of damage he will also lose 1 level and all abilities and bonuses associated with the level. After the moth has drained 10 hp and 1 level it will let go and return to its lair to sleep until the next full moon. Even if the character survives the attack with the moth there is a 25% chance of contracting a disease from contact with the foul beasts. If a disease is contracted roll on the table in the *Dungeon Master's Guide* to see which disease is contracted and the severity of the affliction.

Because of the nature and reputation of the moths all creatures of level 3 or lower will flee in panic if a save vs. petrification is failed.

Habitat/Society

The moths reside in ruins and caverns where they can find a safe haven from sunlight. A place humans seldom go but still near a source of food is preferred, such as a tomb in an old cemetery. There may be up to 48 moths in a single lair but most lairs are no more than half of the maximum. On the night of the full moon the moths will emerge and hunt for their human prey. They have the ability to sense any living creature within 200' of them and will always attack humans or demihumans. They have even been known to attack dogs and cats if they are hungry enough but they usually only attack larger prey.

Ecology

The Life Bane Moth is driven by an insatiable hunger for life energy and blood. This hunger causes them to attack any human or demihuman they encounter. The only ones immune to these creatures are the lords of the various domains. Strahd has even been known to call forth these creatures to attack his enemies. He may call 1d10 of these creatures at will per turn for up to 3 turns, giving a maximum of 30 moths summoned after 3 turns. The moths will appear within 1 turn after calling and stay until they have taken their fill of blood or the victims have fled at which time they will leave. The moths must be within 2,000' of the lord in order to hear his call, at which time they will immediately head toward him.

There is a 25% chance that the moths will lay 1d20 eggs in a victim before they release from him. After 1d4 days the person will become sick and suffer from a 3 on all rolls. After another 1d4 days the larvae will hatch and burrow into the person. This causes 1d8 points of damage per round until the person dies. The only cure for this is a *remove curse*, *heal* or *wish* spell. They will then emerge in 6 hours as they change into their true undead form.

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LORD'S

NIGHTMARE

by Henry Hamilton

British Columbia, Canada

| | |
|--------------------------|--|
| Climate/Terrain: | Anywhere within Ravenloft |
| Frequency: | Very Rare |
| Organization: | Single or by group |
| Activity Cycle: | Special |
| Diet: | Unknown |
| Intelligence: | Exceptional (15) |
| Treasure: | Typically 3 weapons, 2 armor, 1 ring (2 if more than one entity), 5 misc. |
| Alignment: | Varies |
| No. Appearing: | 1-10 |
| Armor Class: | 2 (corporeal), -2 (incorporeal) |
| Movement: | Fl 18 (A) |
| Hit Dice: | Lord's level and/or HD +1 |
| THAC0: | Varies |
| No. of Attacks: | 2 or better |
| Damage/Attack: | 2-12 / 2-12 or weapon or special |
| Special Attacks: | As per lord |
| Special Defenses: | Spell immunities, Only hit by magic weapons |
| Magic Resistance: | 10% |
| Size: | T to L |
| Morale: | Special |
| XP Value: | Varies |

A Lord's Nightmare is only found in the world of *Ravenloft*. This creature was not ever named, the title is just what it is. This creature or creatures are thought to be enforcers of the Mists. The creature(s) form only when a darklord attempts to transgress the borders of the demiplane, not just in thought but when action is taken. The Mists simply know when the time is right much the same way as the Mists are able to pluck beings away and stick them within the niche of the demiplane upon knowing of an evil act committed by those personages.

The being(s) have no definite form, an agenda only comprehensible by the Mists, and an alignment that continually shifts to fit the situation. Their place is to ensure the survival of the demiplane and the continuance of the motives of the Mists, whatever they may be. Though they generally desire no confrontation they are adequately equipped for combat. The creature(s) are meant as an irresistible distraction whose last resort is violence, but subtlety and guile are their strong points. It may be noted that the incarnations of Tatyana (Strahd of

Barovia) and that of Kitiara (Soth of Sithicus) are incarnations of the Mists who have sent these beings in order to keep the respective lords occupied with them instead of escape; like toys used to distract a child.

Some sample forms they may take: a lord's equaled rival, a prize he/she cannot capture, a bothersome pest who steals things of importance, or whatever distraction(s) is needed to keep them within the folds of the dread domain.

Combat

The creature(s) will be armed with magic armor, weapons, rings (it can only employ one ring at a time) & other miscellaneous items (no potions or salves, etc..) that are beneficial to its survival & its agenda.

If lacking any sort of weapon or other attack form it can attack with two raking / rending / pummeling tendrils (which some might call hands) which cause 2d6 points of damage each. They are considered to have a Strength score of 19. With any weapon they can make two attacks per round, given a +7 to damage due to Strength (though quite often not showing such powerful Strength, as to continue the masquerade). These are just standards which may be modified if the dark lord in question has better attacks or abilities, etc. (see below).

They cannot be harmed by weapons of non-magical nature, and are immune to all cold-based & mind-affecting attacks. They are not affected by any movement restricting spell (*slow*, *web*, etc.) though their armor could be *webbed* (though they would simply have to go incorporeal, all items goings with them, then turn back corporeal). It takes a matter of 2 segments to make this shift (1 segment each way). When wearing armor they have a redundancy which grants only half the AC bonus of the armor (thus *chain mail* +3 would give the creature an AC bonus of 4, round down).

Habitat/Society

The Nightmare is only alive (in a sense) while it exists in the Demiplane of Dread. Existing in any climate (including the deadly Mists) it is able to employ its tactics against the deadliest of adversaries including the Lords, their minions or even meddlesome adventurers that wish to get in the way. They are a non-biological being which cannot even be fathomed by any except the most wicked of heart from which they are born. If ever any of the darklords could dream a nightmare, it would be only rivaled by this entity. They blend in effortlessly to the environment that the lord in question occupies. They cannot leave the domain to which they are born, except to go into the Mists.

Ecology

A Lord's Nightmare need not take a form or even arm itself with magical items if this would jeopardize its function or arouse too much suspicion, although it can arm itself appropriately if needed. Its sole purpose is to stop all attempts of any dark lord to escape Ravenloft. They begin life when the Mists decree it, forming into one powerful being of almost equivalent strength or several lesser beings of its "designated darklord."

If the darklord to be restrained had 12 HD then the creature(s) would have a total of 13 HD. The entity does not necessarily have to form into one being (yet all share the same mind & know what the others see & hear) just as long as the total HD are not more than the darklord's +1. The creature(s) could form into an 8 HD, 3 HD, & a 2 HD (or any combination), but may not change their HD and "distributed lord powers" after they have been assigned. In the case of hit points a 10-sided die is used. The maximum entities created is the amount of HD to distribute divided by three, due to survival chance in such a climate as Ravenloft.

Another trait when forming is that it (or they) will gain all the abilities of the dark lord (not including salient powers, THAC0, Hit Points, or spells). These are distributed (meaning each power the dark lord in question possesses is granted once) over the creature(s) during the forming stage. Powers which can be distributed include natural traits such as ability scores, weapon specialization, AC, movement, innate powers, etc. Plus any other traits due to its undead / lycanthrope / (whatever) state. The entity will never degrade itself by gaining a lesser strength, movement form, lesser natural AC or any other ability. Unless otherwise noted the creature(s) are considered to have abilities scores of 12 (high Constitution scores grant it a HP bonus as per fighter). Although this makes for a very devastating monster(s), it is necessary to ensure stability within the swirling chaos of the Mists.

The creature is granted an excellent mode of movement (i.e., flight) in order to help it cope with any terrain difficulties it may encounter.

An example has been included to clarify any of the above concepts that may not have been clear enough:

Strahd Von Zarovich (Lord of Barovia):

AC 1/-1 or -3* (natural/Dex*); MV 12 or 18*, Fl 18 (C); HD 16 (necro)/ 11+1; hp 55; THAC0 11 (8 with weapon); #AT 1; Dmg 1d6+4, +6 with weapon; SA energy drain (2 levels); *charm person gaze* (-3 to save); *shapechange* (wolf or bat); summon wolves, rats or bats; spider climb; close or open any door in the castle at will; undead minion control; SD hit only by +2 or better weapons; half damage from electricity or cold; *gaseous form*; immune to *sleep*, *charm*, *hold*, mind-affecting spells; regenerate 3 hp/rd or 4 hp/rd*; immune to garlic & mirrors; can withstand 10 rounds of sunlight; *contingency* spell: *teleports* if exposed to dangerous sunlight; SZ M; AL LE
S 18/00 D 16 C 17 I 18 W 17 Ch 16

* Using *Van Richten's Guide to Vampires*, ability scores would also change as follows: S 18/00 D 18 C 17 I 18 W 17 Ch 17

Basically the Nightmares have their standard stats adjusted by the following abilities to distribute:

- 1) 28 HD/Levels (total combined +1)
- 2) AC 1 (tangible state)
- 3) Energy drain (2 levels)
- 4) *Charm person gaze* (-3 to save)
- 5) Summon wolves, rats or bats
- 6) Undead minion control
- 7) Hit only by +2 or better weapon
- 8) Regenerate 4 hp/round
- 9) Half damage from electricity
- 10) Intelligence 18
- 11) Wisdom 17
- 12) Dexterity 18
- 13) Constitution 17
- 14) Charisma 17

Abilities they would get that are redundant or they already have in some better form are:

- 1) # attacks per round
- 2) Move 12/18, fl 18 (C)
- 3) *Shapechange* (wolf or bat)
- 4) *Spider climb*
- 5) *Gaseous form*
- 6) Immune to *sleep*
- 7) Immune to *charm*
- 8) Immune to *hold*
- 9) Immune to mind affecting spells
- 10) Immune to garlic (if this includes magical garlic which I'm sure is catalogued somewhere, I suppose it would be used as well)
- 11) Immune to mirrors (same story as the garlic)
- 12) Can withstand 10 rounds of sunlight
- 13) Strength 18/00

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Powers that would just not be gained include:

- 1) hit points
- 2) THACO
- 3) Any spells
- 4) close or open any door within Strahd's castle (a power like this may seem a little strange but could be used effectively, given this creature's granted purpose, though I'm under the impression that this is one of those salient powers)

Lord's Nightmare: (I decided to make it into 3 creatures just because, though it could be whatever the DM wants.)

#1 (used primarily as warrior): AC 2/-2, or -2/-6 (incorporeal, +4 bonus from armor); MV Fl 18 (A); HD 14; hp 14-140+42 (14d10+Con adj.); THACO 7 or 4 with sword; #AT 2; Dmg 2-12/2-12 (hands) or 1-8+10 (Str adj., magic sword); SA turn incorporeal (1 segment); *shapechange* (1 segment per shift); **energy drain** (2 levels); SD immune to cold-based & mind-affecting attacks; immune to movement restricting attacks; +2 or better weapons to hit; **undead minion control**; **regenerate 4 hp/round**; SZ T to H; AL Varies
S 19 D 18 C 17 I 15 W 12 Ch 12

Items: *longsword*+3, *bow*+1, *plate* +2, *stone of mysterious sounds*, *ring of readiness*

#2 (used mostly as infiltrator): AC 1/-2, or -3/-6 (incorporeal, +3 AC bonus from armor); MV Fl 18 (A); HD 11; hp 11-110 (d10); THACO 9 or 7 with sword; #AT 2; Dmg 2-12/2-12 (hands), or 1-6+9 (Str adj., magic sword); SA turn incorporeal (1 segment); *shapechange* (1 segment per shift); **charm person gaze** (-3 to save); SD immune to cold-based & mind-affecting attacks; immune to movement restricting attacks; need +1 or better weapons to hit; SZ T to H; AL Varies
S 19 D 12 C 12 I 18 W 17 Ch 17

Items: *short sword* +2, *chain mail* +2, *flask of curses*, *gloves of missile snaring*

#3 (used solely as scout/spy): AC 2 or -2 (incorporeal); MV Fl 18 (A); HD 3; hp 3-30 (d10); THACO 17; #AT 2; Dmg 2-12/2-12 (hands); SA turn incorporeal (1 segment); *shapechange* (1 segment per shift); **summon wolves, rats or bats**; SD immune to cold-based & mind-affecting attacks; immune to movement restricting attacks; need +1 or better weapons to hit, **half damage from electricity**; SZ T to H; AL Varies
S 19 D 12 C 12 I 15 W 12 Ch 12

Items: *flute of sleeping* (same as bagpipes), *ring of spell eating*

LYCANTHROPE, WEREOWL

by Johnathan M. Richards
Nevada, USA (NE)

| | |
|--------------------------|--|
| Climate/Terrain: | Any land |
| Frequency: | Very Rare |
| Organization: | Solitary |
| Activity Cycle: | Night |
| Diet: | Carnivore |
| Intelligence: | Average to High (10-14) |
| Treasure: | J, W |
| Alignment: | Lawful Neutral |
| <hr/> | |
| No. Appearing: | 1 |
| Armor Class: | 6 |
| Movement: | 3, Fl 18 (E) |
| Hit Dice: | 4+4 |
| THAC0: | 17 |
| No. of Attacks: | 3 |
| Damage/Attack: | 2-8 / 2-8 / 2-5 |
| Special Attacks: | Surprise |
| Special Defenses: | Surprised only on a 1, +1 or silver weapons to hit |
| Magic Resistance: | Nil |
| Size: | M (20' wingspan) |
| Morale: | Elite (13-14) |
| XP Value: | 975 |

Wereowls are humans who can change themselves into giant owls. They have exceptional vision and hearing in both forms: 120' infravision and a sense of hearing four times that of a normal human. This makes it extremely difficult to sneak up on a wereowl.

A wereowl in human form is often distinguished by his abnormal ears. Many owls have ears of different size and location; one might be placed slightly higher than the other. This allows the owl to pinpoint prey by sound alone. The trait carries over to the creature's human form—one ear may be slightly larger than the other, or one may stick out or have a different "look" to it.

There are different subspecies of wereowl. In the temperate plains and forests, the creatures usually take the form of a giant horned owl, screech owl, or barn owl. In colder climates, the bird form is that of a giant snowy owl. In any case, individuals have only one specific bird-form; a wereowl from the arctic does not take the form of a giant screech owl when visiting warmer climes.

Combat

Wereowls prefer engaging in combat as giant owls, for they have the advantages of three attacks per round (two claw attacks for 2d4 each and a bite for 1d4+1) and the ability of flight. Due to the structure of their wing feathers, wereowls are completely silent when they fly, causing a -6 penalty to opponents' surprise rolls. Their superior vision and hearing ensure that they are seldom surprised themselves.

In human form, a wereowl fights with a weapon. Most wereowls prefer a life in the wilderness, so proficiency with axes, swords, and bows are not uncommon.

Because of their lycanthropic nature, wereowls take no damage from normal weapons; only weapons of silver or those with an enchantment of +1 or higher can hurt them. It is believed that wereowls are susceptible to silver because of its symbolic link with the moon; wereowls are most comfortable hunting during the hours of darkness.

Habitat/Society

True wereowls are solitary in nature, preferring to dwell in wilderness areas away from civilization. For that reason, they are one of the least-frequently encountered lycanthropic races. They are not truly evil, although they are strictly carnivorous and see nothing wrong with preying upon humans. Once their prey has been slain, a wereowl usually carries it in its talons to a favorite roosting spot and rips chunks from the victim's carcass, swallowing the bite-sized pieces whole. Later, it regurgitates any indigestible bits as compact, fuzzy pellets. These pellets are one of the best indicators of the proximity to a wereowl's lair.

Wilderness wereowl lairs are usually high up in the mountains, in caves or burrows inaccessible to most non-flying creatures. Mated wereowls stay together long enough for their young to hatch; wereowls of both sexes strike at +2 to hit when defending their eggs or young. Wereowl eggs are round and hatch after 2 months. Wereowls mature quickly, achieving adult size after five years. Their normal life span is about sixty years.

DMs allowing lycanthropes to learn character class skills should permit wereowls to become rangers of up to 4th level, druids of up to 3rd level, or psionicists of up to 5th level (see *Van Richten's Guide to Werebeasts*, page 60). Character class skills are usable only while in human form.

Infected lycanthropic wereowls, on the other hand, usually keep their human residences. As the full moon rises, they become claustrophobic, feeling an irresistible desire to be outside in the open air. When the change comes, they take to the air and seek prey. If they can master their bloodlust, they might make it out of the city

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or village and find a wild animal or, at the very worst, some goatherd's livestock to prey upon; unfortunately, all too often the wereowl attacks a human walking the streets alone and without protection.

Ecology

Wereowls are at the top of the food chain, hunting down prey ranging from snakes and lizards to mammals as large as a deer or a man. Wereowls require on the average about 2 pounds of flesh a day. They eat only fresh, raw meat, disdaining carrion or cooked food (although they can eat normal food while in human form, if only to divert suspicion).

Unlike most known lycanthropes, the wereowl does not seem to have a chemical susceptibility, like the werewolf's aversion to wolfsbane or the werebear's vulnerability to belladonna. It is possible that individual wereowls might have aversions to different substances, but so far no such weakness has been documented.

Wereowls dislike wererats, hunting them down as prey whenever encountered. Wereowls and wererats can usually sense the other's lycanthropic nature, even if one or both is in human form at the time. Lowering the wererat population is perhaps the wereowl's greatest contribution to society; unfortunately, this benefit is often counteracted by the wereowl's own acts of violence upon humankind when the full moon rises and the urge to hunt is uncontrollable.

LYCANTHROPE, WERESTIRGE

by Jeffery Woodfield
Arkansas, USA

| | |
|--------------------------|-------------------------------------|
| Climate/Terrain: | Forest or Subterranean |
| Frequency: | Uncommon |
| Organization: | Pack, Clusters, Solitary |
| Activity Cycle: | Night (lycanthrope) or Any |
| Diet: | Warm Blood |
| Intelligence: | Very to Exceptional (11-16) |
| Treasure: | Nil |
| Alignment: | Lawful Evil |
| <hr/> | |
| No. Appearing: | 1, 3-18, or community |
| Armor Class: | 6 |
| Movement: | 12 |
| Hit Dice: | 4+3 |
| THAC0: | 15 |
| No. of Attacks: | 1 + Blood Drain |
| Damage/Attack: | 2-5 (1d4+1) / Blood Drain 1d6/round |
| Special Attacks: | Drain Blood |
| Special Defenses: | Silver or +1 or better weapons |
| Magic Resistance: | Nil |
| Size: | S-M (3' - 6') |
| Morale: | Steady (11-13) |
| XP Value: | 420 |

Werestirges are humans who can transform into different forms of a stirge due to lycanthropy. The forms consist of the human form which tends to be thin and wiry and usually is shorter and smaller of build than normal humans. Skin color leans toward light brown and dark brown hues while the eyes tend to be yellowish. A werestirge in human form looks as if they have a cold because of the eyes and constant sniffing (smelling for blood).

The other form when fully transformed is about 3' long with a 6' to 8' wingspan. Werestirges prefer this form for travel and spying, and obviously for attacks.

A single werestirge may attract 1-6 other werestirges if nearby, but all are free-willed.

Combat

In human form any weapon may be used if allowed by their class. Blood drain cannot be used while in human form.

If a group of werestirges is encountered and not spotted they will attempt to ambush a group after night

has fallen and the victims are asleep. This gives the werestirges a +2 bonus on their first attack.

If the PC's come across a community of werestirges they will be hospitable and may offer free room & board for a few stories. This is to lull the PC's into letting down their guard. When night falls and the PC's sleep, the attack begins in earnest.

A lone werestirge will often set traps and lure their prey to them in human form. They prefer deadfall pits and lockjaw traps.

Once a werestirge latches onto its victim, it suffers 2-5 hps of damage and the stirge begins draining blood at 1d6 points of damage per round. After a total of 18+1d6 hp has been drained the werestirge will retreat to a safe haven to digest its meal. If the victims are attacked in a community and the victims are not killed they may be tied up for later or outright killed. Any victim not killed has 1% chance per point of blood drained to contract lycanthropy.

Once a werestirge is attacked it is attached for good unless a 17 or greater Strength score is had by the victim in which case a Bend Bars/Lift Gates roll is required to break free. If the stirge is attached to the back of its victim is won't come off unless killed. If another PC attempts to attack an attached werestirge all missed attacks automatically damage its victim as per the weapon used. Knocking a werestirge unconscious or putting it to sleep does not stop the blood drain. It only keeps the stirge from removing itself from the victim once its hp max has been reached. This results in the explosion and death of the werestirge. All within 10' are thus covered in the victim's blood.

Habitat/Society

Werestirges generally live in packs. Solitary werestirges are known to exist but are uncommon; even more uncommon is a community of werestirges consisting of 20-40 people. Werestirges mate with their own kind due to their isolation. Offspring mature in two years at which time they have a 50% chance of becoming a full werestirge or a regular stirge which will immediately leave in search of other stirges.

Werestirges prefer forested areas or subterranean caves so they may safely rest after feeding. They must sleep 1 day plus 1 for every 2pts. of blood drained. If attacked during this time, a werestirge has a -3 penalty to its surprise roll and the attack's first hit is always successful (as long as the weapon is silver or magical).

Werestirges have been known to completely inhabit small villages and create their own community akin to any humans' village with laws, leaders, and even militia. This allows for all werestirges to rest safely after feeding while others are protecting them. Often, raiding trips to

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surrounding communities will be made when they “go out” for dinner.

PC's will find such communities very friendly and welcoming to “new blood,” often giving free room and board. Few travelers are known to leave after the first night.

Ecology

Werestirges feed on warm-blooded humanoid creatures, and sometimes on livestock if needed. They are known to eat cooked foods when around a potential victim but this is usually regurgitated before the actual attack. In a werestirge community, observant PC's may notice a complete lack of wildlife including pets and livestock. They may also notice any fields or gardens present are uncultivated and usually weeded over. If a community exceeds 50 werestirges half may pick up and leave to take over another community or break up into packs, 5% / 95% chance, respectively.

LYCANTHROPE, WERE-VULTURE

by Matthew Richter
Kansas, USA

| | |
|--------------------------|--|
| Climate/Terrain: | Warm plains and deserts |
| Frequency: | Very Rare |
| Organization: | Flock |
| Activity Cycle: | Any |
| Diet: | Scavenger |
| Intelligence: | Very (10-12) |
| Treasure: | C |
| Alignment: | Neutral Evil |
| <hr/> | |
| No. Appearing: | 1-20 |
| Armor Class: | 6 |
| Movement: | 3, Fl 24 (D) |
| Hit Dice: | 4 |
| THAC0: | 17 |
| No. of Attacks: | 1 |
| Damage/Attack: | 1-6 |
| Special Attacks: | Nil |
| Special Defenses: | Hit only by gold or +1 or better magical weapons |
| Magic Resistance: | Nil |
| Size: | S (3) |
| Morale: | Average (8-10) |
| XP Value: | 420 |

Were-vulturism is a rare form of lycanthropy that only affects halflings. In their animal forms the beasts appear to be oversized vultures while in their halfling forms the lycanthropes appear to be extremely emaciated halflings. Their most horrifying form by far is their half-beast form, a bipedal mix of halfling and vulture characteristics. Some twisted natives of Ravenloft, however, have found this form to be amusing since most of the creature's mass seems to be divided between its oversized neck and vulture-like head and its huge taloned feet with little body mass to connect the two. (These feet are generally useless in combat.)

Combat

Were-vultures prefer to avoid toe-to-toe combat and instead simply follow their enemies (or circle overhead) and wait for a time of weakness in which they may strike.

In halfling form, were-vultures attack with weapons (preferably missile weapons), while in hybrid or beast form they attack with their bite. Any halfling, but no

other creature, that takes damage from a were-vulture's bite has a 5% chance per point of damage done of becoming infected.

Were-vultures can be harmed in combat only by gold or +1 or better magical weapons. Were-vultures are obscure enough, though, that there is no known documentation of or folklore concerning their vulnerability to gold. The only way that characters are likely to discover this vulnerability is if they deduce it themselves. Possible clues that could lead them to this conclusion would be observations that the creature's treasure hordes never will contain gold (or electrum) and that these treasures will remain on corpses that the were-vultures otherwise loot down to the last copper piece.

Occasionally, (10% chance) a were-vulture will retain thieving skills of 1st to 10th-level that it acquired before becoming a lycanthrope. In this case the were-vulture will use these skills to help make sure that any combat occurs in as favorable circumstances as possible for the were-vulture.

Habitat/Society

Were-vultures will try to continue to inhabit the abodes that they did before being infected with the disease. This usually means that they are integrated into a community of halflings. Those driven out of their communities tend to gravitate towards the natural habitats of vultures. Sometimes, however, even those were-vultures that do not move find themselves inhabiting untitled plains and deserts as droughts ruin harvests and the surrounding population dies or flees.

Were-vultures allow gluttony to drive their actions above all else, although they will collect treasure if only to purchase what food they cannot kill or steal themselves.

Ecology

Were-vultures contribute little or nothing to their communities or environments. They will let former gardens grow to weeds and will kill wildlife in excess in order to assure that their stockpiles of rotting meat never run low.

Halflings cursed to bear the form of the vulture must bear the additional curse of altered dietary requirements. Were-vultures in any form only have an appetite for food that is spoiled, rotten, infested with parasites, or has otherwise gone bad. They suffer no ill effects from consuming this food, but will be sick if they ever eat wholesome food. In fact, consuming significant quantities of wholesome food or drink may even lead to the death of the lycanthrope.

Were-vultures are frequently ravenously hungry—even more so than the average halfling. Although they do not necessarily favor eating people over animals, many have discovered that disappearing travelers are often less likely to be missed than the neighbors' livestock.

The various magical cures for lycanthropy work as normal for infected werevultures except that such creatures that wish to shed the disease face the additional hurdle of being required to undergo an extended period of ritual fasting.

M

MAHR

by David Hubbard
Texas, USA

| | |
|--------------------------|--|
| Climate/Terrain: | Temperate to tropical mountains |
| Frequency: | Very Rare |
| Organization: | Solitary |
| Activity Cycle: | Night |
| Diet: | Special |
| Intelligence: | Very (12) |
| Treasure: | F |
| Alignment: | Chaotic Evil |
| <hr/> | |
| No. Appearing: | 1 |
| Armor Class: | 4 |
| Movement: | 6, Fl 24 (B) |
| Hit Dice: | 5+4 |
| THAC0: | 15 |
| No. of Attacks: | 1 |
| Damage/Attack: | 1d6 + special |
| Special Attacks: | Soul drain |
| Special Defenses: | +1 or better magic weapons to hit, Spell immunity |
| Magic Resistance: | Nil |
| Size: | H (15' - 20' wingspan) |
| Morale: | Fanatic (17) |
| XP Value: | 3,000 |

Mahr are horrifying creatures that have the bodies of giant moths with brightly colored wings and the heads of giant vampire bats. They use echolocation to navigate in the dark and as a means of communicating with their own kind.

Combat

The mahr possess innate abilities which they use to lure unsuspecting humans and demihumans to their doom. Every mahr can use *hypnotism* and *hypnotic pattern* at will, once each per night. This is accomplished by subtly flapping their wings to produce multicolored patterns. Victims are allowed a save vs. spells at a -2 penalty to escape the hypnotic effects (elves get their normal charm resistance roll). Those that fail stand motionless and are unable to take any action.

A mahr attacks by biting a victim (automatic hit if the victim is hypnotized). This bite does not break the hypnotic effect on a victim. If the attack succeeds, the mahr begins to drain the victim's life force. After three rounds, a victim is completely drained and becomes a mindless automaton. The victim must be told to eat, move, etc. and is unable to act on his/her own. To restore a victim's life force, the mahr that drained it must

be located and a wooden stake must be driven through the monster's heart. Failing this, if the creature's heart can be removed and burned in a bronze brazier, the soul is freed and returns to the body of the victim. If a soul is not returned to the body after one full month (from new moon to the next new moon), it is lost forever, consumed by the mahr, and the body dies. Only a *wish* can restore a victim at this point.

All mahr are immune to *sleep*, *charm* and *hold* spells and can only be hit by weapons of +1 or greater enchantment. Exposure to direct sunlight will kill a mahr in one round if it cannot find shelter. A *sunray* spell causes them the same damage as listed for undead in the spell's description. Mahr are not undead, however, and cannot be turned by priests nor are they affected by spells that specifically harm undead.

Habitat/Society

Mahr lair in caves in mountainous regions, usually close to human or demihuman settlements so that prey is readily available. They are intelligent enough to know that repeated feedings in the same place can create problems, so they often hunt from several villages, thus spreading out their victims and making it harder for their lairs to be found. They have on occasion been encountered in the Underdark near humanoid settlements. Mahr are solitary except during mating season.

Ecology

It is not known for certain if the mahr are related in some way to vampires, though it does seem likely. Vampires are able to command mahr as if the mahr were undead of equal Hit Dice. Mahr hunt once each month during the night of the new moon. Their blood can be substituted in spells and other arcane preparations calling for vampire blood and their wings can be used in various other magical projects. Beyond that mahr are foul predators at the top of the food chain.

I gazed around and saw that the sand was gold and glowed ever so slightly. I looked up at them. They flew above us in hypnotic patterns and talked to each other in musical voices. They were perverse angels. All had beautiful nude bodies, but all were hermaphrodites . . .

—Cleric Lamar

MALETHNAH

by Bevan Thomas

British Columbia, Canada

| | |
|--------------------------|----------------------|
| Climate/Terrain: | Lower Planes |
| Frequency: | Very Rare |
| Organization: | Solitary |
| Activity Cycle: | Any |
| Diet: | Special |
| Intelligence: | Supra-genius (19-20) |
| Treasure: | Nil |
| Alignment: | Any Evil |
| <hr/> | |
| No. Appearing: | 1 (on our planes) |
| Armor Class: | 0 |
| Movement: | 12, Fl 25 (A) |
| Hit Dice: | 10 |
| THAC0: | 10 |
| No. of Attacks: | 2 or 3 |
| Damage/Attack: | 1d6 / 1d6 / 1d4 |
| Special Attacks: | See below |
| Special Defenses: | See below |
| Magic Resistance: | 50% |
| Size: | L (8') |
| Morale: | Elite (13-14) |
| XP Value: | 14,000 |

Hidden in every shadow and behind every stone, all sorts of monstrosities wait to devour or damn all those near. Few are as loathsome and dangerous as the malethnah. Lurking in dark houses and even darker ruins, these demonic entities wait to feast upon the souls of men, for this is Ravenloft, where nightmares come alive.

The malethnah are not native to Ravenloft; they are from some hidden area of the Lower Planes, and their true forms show their unholy origins. All malethnah possess great multicolored wings like that of a bird-of-paradise. They have the bodies of beautiful humans or elves. They are hermaphrodites, possessing properties of both men and women. Their faces are constantly flickering from that of beautiful men to that of women to that of great serpents. Their faces never stay the same for one second. Their heads are surrounded by a slight halo of orange flame.

Malethnah speak their own language, and most of the languages of the Lower Planes. The malethnah have a limited form of telepathy that allows them to speak all languages.

Combat

The physical power of the malethnah is not great. A blow from either hand will inflict 1d6 points of damage. Each turn there is 33% chance that the malethnah has the head of a snake; then it will attack with its fangs as well, inflicting 1d4 points of damage and injecting venom into its prey. The target must make a save vs. poison. at -3 or fall into a trance for 1d20 rounds.

In their true forms all malethnah have a charisma from 19 to 24 (18 + 1d6), and they can cast a powerful *charm* with their gaze. Those affected must save vs. spell or obey any and all commands that the malethnah wishes, even those resulting in self destruction! Each day, the victim may make another save to attempt to break the spell. If the person succeeds in his save, he may never be charmed by that particular malethnah again.

The malethnah have the ability to cast *alter self*, *know alignment* (lawful and chaotic aspect only, in Ravenloft), *infravision*, *suggestion*, *mirror image*, *teleport without error*, and *shadow monsters* at will. Once per day they can cast *cloudkill*, *demishadow monsters*, *disintegrate*, or *Mordenkainen's sword*. Once per week they can cast *symbol*, *maze*, or *Bigby's crushing hand*. Additionally, depending upon their alignment, they fall under the rules in *Van Richten's Guide to Fiends* for Lawful, Neutral, or Chaotic fiends.

Malethnah have the ability of the *Dance of Lost Secrets*. With this ability, one or more malethnah begin to dance in a hypnotic pattern. The target must make a save vs. spell (-2 for each malethnah engaged in the dance after the first) or be totally mesmerized, and begin to *slowly* walk towards the fiends. A sharp pain will make the victim recover.

+2 or better magic weapons or weapons forged from cold iron are required to harm malethnah. They take half damage from cold, electricity, and fire. They are immune to poison, acid, and gas.

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All malethnah are wizards of at least 10th-level. Most malethnah are mages, though a few are specialists (usually enchanters or illusionists).

goes without this ceremony, it loses one magic level each week, and when it is reduced to zero levels, it dies.

Habitat/Society

On a world called Earth, the Knights of the Temple ravaged the land in the name of the god Chritas. All other faiths were ravaged and all wizards burned at the stake. Berames Stormcrow, the famed archmagus, appeared to the cleric Lamar. He said that he would show him true evil, so that he could judge whether the Templars were just. Berames took him through the Lower Planes to show him how evil men were punished. On one layer, there were the malethnah...

Their master is Magolor the Dark Sorcerer, and all the malethnah tempt mortals with the ideas of dark secrets. Golem making, necromancy, ghoul creation, all these and more do the malethnah know. They inhabit a beautiful island in the Lower Planes. Here they dance and sing over the souls of the damned. Though the island has great beauty, there is hidden evil, a serpent behind every apple.

Sometimes, the malethnah are brought to another plane, usually through summoning. The malethnah then strike up an agreement with the mortal, a contract written on the skin of a human with a quill pen made from pure obsidian. The petitioner must write down the contract in his own blood which will state what each side gains. The malethnah has the power to grant a *wish* in the form of a contract, and usually it requires the petitioner to slay a particular person or gain a particular object (thus severely damaging his soul).

In Ravenloft it is rather different. When the fiends discover that they are trapped, they usually try to make the best of the situation. Combining their *alter self* and *charm* abilities, they can build a huge criminal empire or circle of devout worshippers. They then use the souls accumulated by the servants in order to attempt to gain Magolor's attention, and be returned.

Ecology

Malethnah do not eat in the natural sense, though once every full moon they must reestablish their link with their home plane. At this time at least 12 malethnah converge at a secluded area and draw many mystic runes. At midnight, they cut out the heart of a great scholar (a wizard whose Intelligence is 14+, or someone else with the scholar kit or sage abilities) with a ceremonial knife. The highest-ranking malethnah (highest level) then squeezes the heart until enough blood pours out to fill a chalice (an effigy of the Anti-Grail). The chalice is passed around to each malethnah, who drinks from the chalice and thus restores the connection. If a malethnah

MEALY-EYES

by Johnathan M. Richards
Nevada, USA (NE)

| | |
|--------------------------|--|
| Climate/Terrain: | Any land |
| Frequency: | Very Rare |
| Organization: | Solitary |
| Activity Cycle: | Night |
| Diet: | Nil |
| Intelligence: | Very (11-12) |
| Treasure: | Nil |
| Alignment: | Chaotic Evil |
| <hr/> | |
| No. Appearing: | 1 |
| Armor Class: | 7 |
| Movement: | 6, Fl 12 (A) |
| Hit Dice: | 2+2 |
| THAC0: | 19 |
| No. of Attacks: | 1 |
| Damage/Attack: | 1d4 |
| Special Attacks: | Illusions, Infestations |
| Special Defenses: | Immune to <i>sleep</i> , <i>charm</i> , and <i>hold</i> spells, poison, cold-based attacks |
| Magic Resistance: | Nil |
| Size: | M |
| Morale: | Fearless (19-20) |
| XP Value: | 420 |

Mealy-eyes are terrible creatures to behold. Their diseased flesh is drawn tightly across their bones, and a charnel stench of the grave accompanies them wherever they go. Their ragged clothing is always filthy and matted with dirt, and worms and maggots crawl over and out of their skin. The flesh is stretched back from their mouths, revealing wicked teeth in rotting gums. The creatures' eye sockets are devoid of the organs of sight; in their place are the writhing mealy-worms that give them their name. Mealy-eyes often wear a crude crown loosely woven from living earthworms; this disgusting headgear gives them the nickname of "worm-kings."

Combat

Mealy-eyes shamble and weave like zombies when walking. However, they can levitate off the ground and fly at a movement rate of 12, although they remain upright while doing so (much like a ghost), drifting through the air with arms outspread. Unlike zombies, mealy-eyes can strike quickly in combat, lashing out with their jagged claws. Claw damage is only 1d4 since mealy-eyes are usually missing several fingernails, casualties of when they clawed their way out of their buried coffins.

Mealy-eyes also have limited powers of illusion, which they use to terrorize their foes. A mealy-eyes can cast the equivalent of an *improved phantasmal force* three times a day; these illusions are always used to strike terror into the hearts of their victims. Popular illusions include the mealy-eyes vomiting forth a stream of worms and beetles which cover their victims, having a horde of worms wriggle up from the ground to ensnare the victim's legs, and having the victim's skin move as if creatures are already burrowing through his flesh. These illusions can be disbelieved normally, although the strength of the illusion often forces victims to make a fear or horror check.

A mealy-eyes likes nothing better than to cause victims to inflict damage upon themselves. It might cause a woodcutter to see a rot grub leap onto his arm and start burrowing its way through his flesh, and laugh in glee when the woodcutter takes an axe to his own arm in order to save himself. Of course, the problem with automatically disbelieving mealy-eyes' illusions is that they aren't always illusions—the same mealy-eyes might actually fling a rot grub or two at a victim, especially if the victim has already seen through the mealy-eyes' illusions once before.

Mealy-eyes enjoy playing with their victims. Once a victim is overcome by fear and flees from the creature, it usually takes flight and cuts him off, forcing him to flee in another direction. A mealy-eyes gains horrid pleasure from its victim's panic and desperation, often playing with him for hours on end, until the victim drops to the ground from exhaustion. Even then, the mealy-eyes is unpredictable. Sometimes it will slay its victim where he lies; other times, it might grab its victim's head in its grub-infested hands, forcing him to look into his worm-eaten eyes... and then leave him to a life of nightmares ever after. Victims allowed to live are often obsessed with the mealy-eyes for years (see "Obsession" under Failed Horror Checks in Chapter Six of *Domains of Dread*).

Mealy-eyes can be turned as ghouls.

Habitat/Society

A mealy-eyes is the result of a person being buried alive in a coffin and awakening, in the dark, to find himself trapped and helpless. This could be the deliberate act of an evil being, or the premature burial of a coma victim. Knowing that they will soon die of asphyxiation, imagining that they can already hear the worms and beetles eager to feast upon their still-living bodies, the victims' minds snap and they plead to the dark powers for release. Embracing the unholy power that is offered to them, they become a form of undead following a

M

philosophy of doom—in the end, no one is anything more than food for the worms.

Occasionally, lichens or other powerful forms of undead will deliberately set out to create mealy-eyes by burying human victims alive. The mealy-eyes created in such a fashion feel they owe little allegiance to the lich who created them, and usually go off on their own to spread their own brand of terror. However, every once in a while a mealy-eyes might be encountered working directly for a lich or vampire lord.

Of all the various forms of undead, a mealy-eyes is most likely to be encountered with a son of Kyuss (see the *Monstrous Compendium Annual Vol. III*, page 69), for the two types of undead share many attributes. In such cases, the physically weaker mealy-eyes is often the leader of the stronger sons of Kyuss, if only because of its higher intelligence.

Ecology

As undead beings, mealy-eyes have little impact upon the ecology. They neither eat nor are eaten, for the worms that constantly crawl over their bodies will never totally consume them—their undead flesh grows back as it is devoured. Their rotting bodies can be host to all manners of creatures: beetles, earthworms, rot grubs, spiders, even patches of mold.

MERLING

by Douglas M. Burck
Kentucky, USA

| | |
|--------------------------|------------------------------|
| Climate/Terrain: | Any water |
| Frequency: | Very Rare |
| Organization: | School |
| Activity Cycle: | Day |
| Diet: | Carnivore |
| Intelligence: | Average |
| Treasure: | J, K, L, M, N, O |
| Alignment: | Any non-Neutral |
| <hr/> | |
| No. Appearing: | 1-5 |
| Armor Class: | 4 |
| Movement: | Fl 15 (C), Sw 15 |
| Hit Dice: | 7 |
| THAC0: | 13 |
| No. of Attacks: | 3/2 |
| Damage/Attack: | 1-4 / 2-16 or by weapon type |
| Special Attacks: | Charm song, Crushing hug |
| Special Defenses: | Nil |
| Magic Resistance: | 1% |
| Size: | M to L |
| Morale: | 1-8 |
| XP Value: | 1,075 |

A Merling is an interesting creature that's native to Ravenloft. In appearance, it has the head and torso of a human female (there are no known males), with feathered wings sprouting from the shoulder blades. A dorsal fin appears between and behind the wings. From the navel down, the body is a shark-tail complete with fins. Gill-slits along the neck and four rows of sharp teeth complete the picture. They can be found in any natural swamp, lake, river, stream or ocean big enough to hold a decent fish supply.

Combat

An unarmed merling attacks with a clawed handslap every round and a destructive bite every other round. An armed merling will attack at the rate of 3/2 rounds and will use a weapon that works equally well in and out of water.

A merling can choose to grapple an opponent and crush it in a bearhug for 2d6 points of damage each round. An opponent can break a merling's bearhug by making a Bend Bars/ Lift Gates roll at -4.

Finally, a merling is able to sing in such a manner as to *charm/fascinate* any mate, living or dead, animal, mineral or vegetable in nature. Females find the singing cute, but are not controlled. This charm-song enables a

merling to command those affected to do anything she wants them to.

Habitat/Society

Merlings are only native to Ravenloft, and then only the wettest parts. They will work with others in exchange for breeding males. They also travel in small schools for mutual support and protection.

Ecology

Merlings only occur as females; in order to reproduce they must mate outside their species. Merlings favor mermen or harpies, but will breed with any kind of humanoid or demihuman in a pinch. A merling lays 3 to 6 eggs in late autumn, and these eggs then hatch in the spring into more merlings. Males used for breeding are randomly eaten, stored for later use, or set free at the whim of the merling. Merlings seem to be distantly related to lamias.

M

MIRROR WRAITH

by Jamie L. Anderson
Minnesota, USA (?)

| | |
|--------------------------|--|
| Climate/Terrain: | Any Land |
| Frequency: | Very Rare |
| Organization: | Solitary |
| Activity Cycle: | Any |
| Diet: | Special |
| Intelligence: | Exceptional (15-16) |
| Treasure: | Special |
| Alignment: | Neutral Evil |
| <hr/> | |
| No. Appearing: | 1 |
| Armor Class: | 1 (or as host) |
| Movement: | Fl 12 B, or as host |
| Hit Dice: | 7+3 |
| THAC0: | 13 |
| No. of Attacks: | 3 |
| Damage/Attack: | 1-4/1-4/1-6 +special |
| Special Attacks: | Energy drain, Charm. See below |
| Special Defenses: | +1 or better magical weapons to hit, Undead immunities, See below |
| Magic Resistance: | 20% |
| Size: | L (8' tall) |
| Morale: | Champion (15-16) |
| XP Value: | 5,000 |

Mirror Wraiths are malevolent undead creatures disguised in the form of extravagant mirrors. Sages have been pondering where these creatures have originated from, but so far they have come up with no definite answers, just theories.

The true form of a mirror wraith varies, though all wraiths sport three sinister green eyes and a pair of ghostly batwings.

Mirror wraiths speak Common and any languages they acquire after taking over a body.

Combat

Mirror wraiths have the same attack as a common wraith. They drain 1 level per touch. Their bite is somewhat more sinister. Upon a successful bite attack, the victim must save vs. spells or become possessed similar to the *magic jar* spell. The difference is the victim's life force is trapped in the mirror and the mirror wraith has complete bodily transfer into the host. Only a *dispel evil* spell will return a victim's life force to his or her body, though a *protection from evil* cast before possession will stave off the effects for the duration of the spell.

Once per turn a mirror wraith can cast the following spell-like abilities: *darkness 15' radius*, *charm person*, *suggestion*, *protection from good/evil*, and *polymorph self*. Mirror wraiths also radiate fear in a 10' radius.

Only +1 or better magic weapons can harm mirror wraiths in their true forms. They are also immune to *sleep*, *charm*, *hold*, and any mind-affecting spells. However, when possessing a host they lose all of these benefits except the 20% magic resistance. Contrary to popular speculation, destroying the mirror which the mirror wraith is tied to does not kill it or weaken it in any way. It does however lose the life force (if any) trapped in the mirror. If this happens the soul is lost forever. The wraith will have to look for sustenance elsewhere.

Habitat/Society

Mirror wraiths are the deceased remnants of lesser fiends trapped and killed in the Demiplane of Dread. Unable to return to the lower planes, the dark powers shape their souls into semi-living abominations which serve them.

These creatures live to corrupt the living. They will typically travel to a large city if possible and incorporate their fiendish activities there. Then they seek out a place of business, usually a jeweler's shop. There they place themselves in or near a mirror (sometimes *polymorphing* into a gem or as a completely different mirror). Then it is just a matter of time. Sometimes they will just seek out a large manor or home and place themselves there unnoticed.

Once a mirror wraith is in place it will start to sow seeds of deceit into its intended victim. Using suggestion or charm person to achieve this. When the host becomes suitably corrupted, the mirror wraith attacks, using its deadly claws and bite to drain and possess the victim. When this has been achieved it will spend the whole day (if possible) draining the victim's life force, memories, habits, etc. from the mirror. In uninterrupted, within 24 hours the soul is utterly consumed and the mirror wraith becomes that person (remaining neutral evil, of course). It will then try to gain power in high standing (much like a baatezu hierarchy). If this cannot be achieved, the mirror wraith abandons its host for more favorable surroundings, thus leaving the host as a zombie.

Ecology

Mirror wraiths do not need to rest, but need to feed on life forces at least once a month. Otherwise, for every week the don't feed, they lose 1 hit die until they finally wither away and turn to fine dust.

MIRROR, MIRROR ON THE WALL

By Jamie L. Anderson

"I hate him," muttered Johnas while lifting a cup of ale to his lips.

"Give it a rest will you?"

One of his comrades downed the last drop of his spirits. "You're Johnas Craystone the third."

"Only the second richest family in Egertus."

"You have every wench from here to Port-A-Lucine chasing you, why this fix on Dreana?"

Johnas just looked at his half drunk companion with disgust. It was true he was first and only son to the Craystone legacy. He was handsome and muscular. His riches flowed like wine in this city. But he couldn't understand why she had chosen Brongal over him.

Johnas spoke up so his drinking companions could hear.

"So what if he killed those two werewolves? That doesn't make him better than me!"

"Johnas, the man is a hero. Ladies go for that heroic garb, now sit down and have another round with us." Johnas kicked his chair aside, knocking it into the table and spilling his friend's tankard. He then stormed out of the tavern and marched up the street to the gates of Craystone Manor.

"Good evening, sir," one the guards blurted out as he passed by. Johnas gave no response back to the man.

After two hours of cooling down, Johnas went up to his chambers to rest and to plot. He strode into his room and glanced at a beautifully extravagant mirror hanging on his wall. He looked into it and smiled. "I am better than that axe wielding buffoon."

"Of course you are," replied a voice in his head.

Johnas shook his head and looked around. "I need to sleep off this ale," he muttered to himself.

"Offer to buy him a round of ales then poison him. No one will ever suspect you." Johnas froze; *how could I have come up with something so sinister*, he thought.

"Comfort Dreana after his death, then she will be yours."

Johnas backed up to his bed and sat down. "Got to stop thinking these evil thoughts," he moaned.

"Not evil merely necessary thoughts." Johnas shot up out of bed and ran out down the stairs into the main chamber. With sweat beading down his face he grabbed hold of one of the many swords hanging above his head on a mantle. He gripped it clumsily and went back up to his bedroom.

"I am bewitched!" Johnas cried out.

"No, you are merely coming to your senses. It is the only way you will get Dreana's affections."

"Not by murder!" Johnas was now in tears. He swung the long sword wildly hitting only empty air.

"I am merely your voice of reason. Without my advice you will remain miserable, and Dreana will live out her life filling Brongal's desires."

"No!!!" Johnas's fear now turned to anger. "She will not be his, she will be mine!" Johnas threw down the sword. "Tomorrow, Brongal drinks his last ale." Johnas thought he heard a small hint of laughter inside his head. He then left the room and went downstairs to make preparations for tomorrow. Johnas never noticed that his reflection in the mirror stayed behind and smiled.

All he could think about was holding Dreana in his arms. He had everything prepared. He had sent out invitations to all of his close companions and to Brongal and Dreana. It was to be a hero's feast in honor of Brongal's deed to Egertus. He purchased a vial of widow's venom from the seedier side of town. He would wait until they were well into their drinking activities before slipping the venom into Brongal's tankard. He dismissed the servants early. There would be no witnesses. At least sober ones that is.

The guests started showing up promptly. Brongal and Dreana showed up last. They seemed skeptical of Johnas' hospitality, but Johnas, ever the sly plotter, threw on a big smile and announced their arrival. Johnas played the ever entertaining host. Music was played, food devoured and ales consumed. This went on into the later hours. Then when he was satisfied that everyone was well into the ale so to speak, he announced a toast to Brongal and Dreana. He then handed a tankard to Brongal. Holding his mug up high he wished them "everlasting happiness." They drank their ales down. Johnas waited, looking the other way to other people making toasts and clanging tankards with them. He smiled to himself, thinking that at any moment big ol' Brongal would fall into a heap of convulsions. Minutes passed by, then an hour, then two hours. Johnas couldn't believe it. Brongal should've died; why wasn't he dead?

The party lasted until early morning. Most everyone had passed out except Brongal and Dreana, who left earlier. Johnas cursed himself. He went about cleaning up the minor messes that were spread about. He decided to leave the passed out guests where they were; he would kick them out later.

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Later, after his guests left halfheartedly, Johnas sat on his father's antique chair and wept. It didn't work; he had failed. A commotion was building up outside in the street which caught his attention. He went to the window and gazed out into the ever growing mass. All he could make out were the cries "Brongal has been killed!" Johnas' eyes widened. He couldn't believe what he was hearing. Apparently a werewolf had gotten a hold of him, no doubt for revenge. Johnas grew excited. He would go out later when everything settled down. Then he would give his heart felt sentiments to Dreana. He could hardly contain his excitement. He rushed to his half full tankard from last night and downed it in two big swigs, then went upstairs to bathe and change clothes.

Johnas, fully cleansed and wearing one of his finest set of silk breeches and tunic, combed his hair. He gazed into the mirror and smiled at himself.

"Mirror, mirror on the wall, who's the luckiest man of them all?" Johnas laughed at his clever little pun. The reflection did not laugh back. Johnas noticed this and his laughter stopped immediately. He looked into the mirror and waved his arms around. The reflection merely smiled back. Johnas fell backwards, hitting his head on the bed post. He was frozen with fear.

The reflection distorted and started stepping out of the mirror. The creature was hideous. It had three glowing green eyes and a long, angular head like a gargoyle. Its mouth was filled with needle-like teeth. Large wispy bat-like wings sprouted out of its back. The creature was completely black like a dark shadow.

"What in the Nine Hells are you!?" Johnas screamed.

The creature produced an impossibly large smile on its maw. Then, without answering, it launched itself at Johnas, sinking its teeth into his chest. Johnas slipped into darkness.

Johnas awoke sometime later. He did not know how long he was out but it felt like hours. He looked around; everything seemed normal. Everything except the big pane of glass that stretched across the room. He bolted for the door but could not open it. He heard laughter behind him. Johnas slowly turned and saw a reflection of himself smiling back at him.

"What are you?" His voice quivered with fear.

The reflection responded cryptically. "Why, I am Johnas Craystone."

Johnas shook his head in disbelief. "No it can't be, you're that thing!"

The reflection laughed eerily.

"You can't keep me locked in this room long!"

Johnas retorted as bravely as he could.

The creature just looked back and replied, "That depends on which side of the mirror you're trapped on." Without giving him time to respond, the reflection drew a

long sword and brought it crashing into the glass. Johnas looked around in disbelief and screamed, as his body was turning into a fine mist. He closed his eyes for a moment, then reopened only to find himself in a land of gray mist.

MORTANAX

by David Hubbard
Texas, USA

| | |
|--------------------------|-------------------------|
| Climate/Terrain: | Tropical/ Swamp, jungle |
| Frequency: | Rare |
| Organization: | Community |
| Activity Cycle: | Night |
| Diet: | Carnivore |
| Intelligence: | Exceptional (16) |
| Treasure: | F, Q x5 |
| Alignment: | Neutral |
| <hr/> | |
| No. Appearing: | 2-5 |
| Armor Class: | 4 |
| Movement: | 9, Fl 15 (C) |
| Hit Dice: | 5 |
| THAC0: | 15 |
| No. of Attacks: | 2 or 1 |
| Damage/Attack: | 1-6 / 1-6 or special |
| Special Attacks: | See below |
| Special Defenses: | See below |
| Magic Resistance: | Nil |
| Size: | M (6' tall) |
| Morale: | Steady (12) |
| XP Value: | 3,000 |

The Mortanax appear as humanoid creatures about six feet tall with no mouths or ears and large flaps of skin stretched between their arms and legs forming membranous wings. They are usually colored a mottled pink/red/purple and appear to be androgynous. They communicate via telepathy with any intelligent creature.

Combat

The mortanax prey mostly upon smaller mammals, but are not above attacking humans or demihumans for food. If possible, they attempt to make a dive attack, gaining a +2 to hit and imposing a -3 penalty to opponent's surprise rolls. They normally attack with their clawed hands, inflicting 1d6 points of damage with a successful strike. They never use weapons, though they will employ tools of various sorts on occasion.

Their most feared attack is by wrapping a victim within their wings (termed the "embrace") and secreting powerful digestive enzymes that cause 2d8 points of damage per round until the victim breaks free (requiring a Bend Bars roll), is slain, or the mortanax is forced to release the victim. Entrapped victims can use edged or piercing weapons of size S to attempt to cut free of their attacker, but all such attacks only inflict half damage to the mortanax. All organic items on the victim's person

must make item saving throws vs. acid or be destroyed, though metals and minerals remain unaffected. A victim who remains within the embrace for more than five rounds is completely digested and absorbed through the mortanax's abdomen. A victim so killed can only be restored to life through a *resurrection* or *wish* spell.

Due to their unusual mental processes, mortanax are immune to all *charm* spells, *ESP* and illusions of less than 6th level. One in five possess a wild psionic talent (roll for each individual, powers common to Telepathy and Psychometabolism are most common).

Habitat/Society

The mortanax live in communal caves deep in jungles or swamps and seem to enjoy the company of bats and stirges to other creatures. There is a 50% chance any lair will contain from 10-100 normal bats, a 30% chance for 5-20 stirges, and a 20% chance for 1d6 giant bats. They apparently elect a leader who serves as spokesperson for the community in all outside relations (as few as they may be).

Ecology

They commonly eat small mammals and especially prize wild boar and pigs for food. They will sometimes trade jewelry and rare herbs or spices for livestock with local communities of humans, demihumans or non-evil humanoids. They are the top predators in their environment, only occasionally being preyed upon by fantastic creatures such as dragons, chimera, etc. Their jewelry can fetch high prices from eccentric collectors.

Mortanax blood is an effective ingredient in potions of *ESP* and *telepathy*.

M

MOTHMAN

by Andy Miller
Ohio, USA

| | |
|--------------------------|---|
| Climate/Terrain: | Any |
| Frequency: | Very Rare |
| Organization: | Solitary |
| Activity Cycle: | Night |
| Diet: | Special |
| Intelligence: | Very (11-12) |
| Treasure: | Nil |
| Alignment: | Neutral Evil |
| <hr/> | |
| No. Appearing: | 1 (1d4) |
| Armor Class: | 0 |
| Movement: | 6, Fl 24 (A) |
| Hit Dice: | 8 |
| THAC0: | 13 |
| No. of Attacks: | 2 |
| Damage/Attack: | 2d4 / 2d4 |
| Special Attacks: | Constitution drain |
| Special Defenses: | +1 or better to hit, Hypnosis, Immune to mind-affecting magic |
| Magic Resistance: | 50% |
| Size: | M (6½' - 7' tall) |
| Morale: | Elite (14) |
| XP Value: | 7,000 |

Moth men (or doom-bringers as they are sometimes called) are tall, thin, humanoid, headless creatures with large, back-swept wings in the place of arms. They are completely black and featureless, having only two round white spots between their shoulder blades which are thought to be the creature's eyes.

Some think (incorrectly) that moth men are the mutant form of the shadow, created by some evil wizard (usually Azalin is blamed). However, the moth men have physical mass and depth and are not undead (or at least are not turned by clerics). Like the shadow, they are 90% undetectable in darkness. They are never seen during the day.

Combat

Moth men rarely engage in melee combat, preferring to feed on lone victims. They typically approach a lone traveler on the road or even fly to the upper window of a house and make a noise to attract someone from their bed to investigate. Once the victim gazes on the creature, it uses a powerful *hypnotism* to subdue him (save vs. spells at -4). If the victim fails his saving throw, he comes under the moth's power, usually submitting himself to whatever the creature wants.

Moth men literally live off the lives of others. Once a victim is hypnotized, the creature drains 1 point of Constitution via a small, accordion like tongue below its eyes. The process takes about two minutes and leaves no mark. The moth man mentally commands its victim to forget the entire experience afterwards. The creature also uses its power to leave a subconscious command for the victim to return to the same spot the following night, where it tries to hypnotize him again. Each time a victim is hypnotized after the first adds an additional -2 to his save vs. spells. If the victim makes his save, the moth man has no hold over him except for its power of paralysis and the inducing of dreams (see below).

Those drained of Constitution can regain it at a rate of 1 point per week of complete rest. As the moth man usually returns to the same victim night after night to continue feeding, the unfortunate victim usually gets worse instead of better. When the victim's Constitution lowers to 2 or less, he falls into a coma. If his Constitution drops to 0, the victim dies. This makes *raising* or *resurrection* impossible and unless the body is burned, it raises from the dead as a moth man within 1d4 days. If the body is entombed or buried, the creature probably dies before it can escape.

If forced into melee combat, the moth man fights as best it can with its wings, each one inflicting 2d4 points of damage per successful attack. The creature can also use its hypnosis once per round to paralyze those it gazes upon for 2d6 rounds (save vs. spells at -4). They are completely immune to any mind magic (including *charm* and illusion) and can only be struck by magical weapons. Still, the creatures rarely fight face to face, preferring to flee from large numbers.

Habitat/Society

Moth men tend to be loners although small "family" groups have been reported. These usually consist of up to 4 fully grown creatures although they are only rarely seen together at the same time. No immature moth men have ever been sighted.

It is unknown where moth men make their homes or where they go during the day (as they are seen exclusively at night). Some speculate that they live among the stars of the night sky but this is pure supposition.

Moth men are greatly feared as they usually appear before some great disaster that results in many deaths. Those who are hypnotized by the creature and manage to either break its hypnosis or somehow survive its attentions often have terrible nightmares about it afterwards. They also tend to dream about the upcoming disaster, seeing it with unnerving exactness. Whether the moth men are harbingers of doom or actually cause the disasters somehow is, as yet, unknown.

Ecology

Moth men are not natural creatures. They have little impact on anything in their surroundings except for people (though they have been known to kill watchdogs). Animals do not like them and either flee from the creatures or attack them outright. Where they come from and how they are able to predict disasters is also unknown, though they might be connected with the dark powers of Ravenloft.

MOUNTAIN CHIMERA

by Max Donovan
California, USA

| | |
|--------------------------|-----------------------------|
| Climate/Terrain: | Any mountains and forests |
| Frequency: | Rare |
| Organization: | Solitary |
| Activity Cycle: | Any |
| Diet: | Omnivorous |
| Intelligence: | Semi- (2-4) |
| Treasure: | F |
| Alignment: | Chaotic Evil |
| <hr/> | |
| No. Appearing: | 1 |
| Armor Class: | 5 / 6 / 7 |
| Movement: | 12, Fl 24 (D) |
| Hit Dice: | 7 |
| THAC0: | 13 |
| No. of Attacks: | 5 |
| Damage/Attack: | 2-7 / 2-8 / 2-7 / 2-5 / 2-5 |
| Special Attacks: | Ramming |
| Special Defenses: | Nil |
| Magic Resistance: | Nil |
| Size: | L (5' at the shoulder) |
| Morale: | Elite (13-14) |
| XP Value: | 1,350 |

Like its fellow kind, the mountain chimera or Barovian chimera appears as a terrifying amalgam of disparate beasts. The main girth of the beast as well as its hind legs is that of a giant goat or ibex, as is the horned center-most head. On one shoulder is the neck and head of a ferocious worg, while on the other stretches the sinister neck and head of a giant vulture. The vulture influence may also be recognized by its taloned forelegs and the long heavy spread of its arched vulture-like wings, which are attached behind its shoulders. Typically the beast will retain the colors and markings of its recipient creatures while possessing a decidedly malevolent gleam in their uncaring eyes.

Combat

Although not as powerful as some others of their kin, mountain chimerae can be deadly foes. Their powerful wings make them by far the best flyers of their kind, helping them to surprise their opponent(s). Their strength is such that one might carry aloft a man-sized object of less than 300 lbs if both leg attacks (2-5/2-5)

successfully grasp a creature (Dex or less on 1d20 to break free). The massive horns of the goat/ibex head may gore for 1d6+1 points of damage, which also may charge attack, either on foot or while flying, giving the mountain chimera +2 to hit and inflicting an additional 4 hp of damage. The worg's head will bite for 2d4, and the giant vulture's beak may snap and tear for 1d6+1. Mountain chimerae have no breath weapon.

The armor classes are split as follows: giant goat (body) AC 5; worg AC 6; giant vulture AC 7.

Habitat/Society

Originally mountain chimerae were known to lair high amongst the jagged crags and steep precipices of the Barovian mountains, though they are now acknowledged to reside in other mountainous regions. Their powerful wings allow them a wide hunting range and it is not rare to see one or more of these monsters flying over and through the great forests that lay at the base of the mountains. The beastie is omnivorous, able to sustain itself on fresh meat, grasses and shrubs, and carrion as well.

Ecology

The mountain chimera is an intense predator, attacking with a maniacal ferocity, and few creatures are able to reach the isolated mountain lairs where these monsters will carry the remains of their prey.

N

NETHER BAT

by Matthew Sernett
New York, USA

| | |
|--------------------------|-----------------|
| Climate/Terrain: | Any |
| Frequency: | Rare |
| Organization: | Swarm |
| Activity Cycle: | Night |
| Diet: | Carnivore |
| Intelligence: | Low (5-7) |
| Treasure: | Nil |
| Alignment: | Chaotic Evil |
| <hr/> | |
| No. Appearing: | 5-100 (5d20) |
| Armor Class: | 6 |
| Movement: | 2, Fl 48 (C) |
| Hit Dice: | 1+2 |
| THAC0: | 17 |
| No. of Attacks: | 1 |
| Damage/Attack: | 1d4 |
| Special Attacks: | Swoop |
| Special Defenses: | Etherealness |
| Magic Resistance: | Nil |
| Size: | S (2' wingspan) |
| Morale: | Elite (13-14) |
| XP Value: | 175 |

Nether Bats are creatures of the Ethereal Plane that became trapped in Ravenloft after venturing into its Border Ethereal. They adapted well to their new environment and exist in nearly every domain. Nether bats hunt creatures by night, using their ability to become ethereal and their great speed to overtake prey and slash them as they swoop by.

On first examination, nether bats look much like normal bats, but careful observation reveals more. Nether bats have no teeth or lower jaw. Instead they have a sucker-like mouth. Their only natural defense is a black razor-like ridge that extends from their breastbone down the length of their body.

Combat

Nether bats spend most of their waking hours in the Border Ethereal. As such they can pass through anything on the Prime Material Plane. Normally beings in the Border Ethereal cannot be seen or affected by beings on the Prime Material. Nether bats, however, remain visible and can be affected by magic weapons or spells.

Nether bats hunt in a swarm. When attacking, they generally focus on one target, though large swarms may divide their attacks among a group.

Nether bats attack by swooping by their targets at top speed and slashing with their breastbone blades. Because of the swiftness of the attack and their ability to rapidly change between being material and ethereal, nether bats are very difficult to hit. Anyone attacking in melee must have a better initiative than the nether bats to hit. Missile attacks suffer a -3 to hit because of the nether bat's speed. Usually nether bats can't be hit by non-magical missile attacks because they become material too close to an attacker to be hit. A non-magical missile attack can hit when a nether bat is attacking someone else, but then there is a 60% chance the attack will strike whoever the nether bat is attacking. Magical missile weapons can hit at any time but still suffer the -3 penalty to hit.

Nether bats are clever creatures and will use their ethereal nature to their advantage by attacking from behind things or even from underground. If attacking from behind or within something they cannot see through, nether bats have a -2 to hit.

Habitat/Society

Nether bats can live just about anywhere but prefer temperate climates. They tend to lair in caves with small or very distant openings to the surface because when sleeping nether bats are material.

Ecology

Nether bats hunt any warm-blooded creature of at least Small size. Typically they single out one animal and attack it *en masse*. When it is dead the nether bats all settle down to suck out its blood. Nether bats must become material to feed. The larger a swarm becomes, the bigger the animal it will hunt.

The breastbone blades of nether bats can be used to strike ethereal creatures if wielded like a dagger or made into a spearhead or arrowhead.

And at twilight, dreading to repass that ominous spot, I walked circuitously back to the town by the curving road on the south. I vaguely wished some clouds would gather, for an odd timidity about the deep skyey voids above had crept into my soul.

—Howard Phillips Lovecraft
The Colour Out of Space (1927)

RUNNER—UP

NICHTANGLER

by John W. Mangrum
New York, USA

| | |
|--------------------------|--|
| Climate/Terrain: | Ravenloft |
| Frequency: | Very Rare |
| Organization: | Swarm |
| Activity Cycle: | Clear Nights |
| Diet: | Carnivore |
| Intelligence: | Very (11-12) |
| Treasure: | Nil |
| Alignment: | Chaotic Evil |
| No. Appearing: | 2-8 |
| Armor Class: | 7 |
| Movement: | Fl 9 (A) |
| Hit Dice: | 9 |
| THAC0: | 12 |
| No. of Attacks: | 4+ |
| Damage/Attack: | 1-4 / 1-4 / 1-4 / 1-4 + Special |
| Special Attacks: | Surprise, Engulf |
| Special Defenses: | Hit only by <i>blessed</i> or +1 magic weapons |
| Magic Resistance: | Nil |
| Size: | M (Body 7' long) |
| Morale: | Elite (13-14) |
| XP Value: | 4,000 |

The Nichtangler, more rarely known as the Puppeteer, is an utterly alien predator seen only during Ravenloft's long nights. To date, they have only appeared on those nights when stars were visible in the sky, and their attacks are most commonly centered around unusual celestial events, such as a falling star or lunar eclipse. This strange connection between nichtanglers and the stars above is just one of many mysteries surrounding their existence.

Nichtanglers are amorphous, naturally levitating entities whose bodies appear to be composed entirely of dense, oily black smoke. They can shape their essence

into long tendrils; these tendrils are barely an inch thick, but can stretch out as long as 50 feet. The nichtangler floats in the dark sky, dangling its tendrils beneath its body. In all, the nichtangler resembles nothing so much as the silhouette of a jellyfish.

Combat

Nichtanglers attack with their drooping tendrils. The number of tendrils the creature can create is limited only by their hit points; a nichtangler forms a tendril by allocating 1 hp of its body mass for each 10' of the tendril's length. Thus, a nichtangler would have to allocate 5 hit points from its pool to create a 50' long tendril. The nichtangler can regain these hit points simply by withdrawing the tendril back into its body.

No matter how many tendrils a nichtangler shapes, it can only coordinate a maximum of 4 attacks per round.

A nichtangler attack invariably begins with the creature drifting down out of the night sky and forming tendrils to snatch at victims below. Since nichtanglers move in complete silence and are virtually invisible when seen against the night sky (Int check to spot one before it attacks), they usually strike with surprise in the first round of combat. In that first round, the nichtangler will divide its attacks evenly between all the living targets within a 30' diameter area directly beneath its main mass. However, as soon as the nichtangler successfully strikes a victim, all further attacks will be directed against that target.

It is said that the touch of a nichtangler feels like the bite of a thousand ice-cold needles. With a successful attack, a tendril inflicts 1-4 hp damage, and lashes itself to the victim. Once so attached, a tendril simply will not let go, and no longer counts against the number of attacks the creature can coordinate in a single round. A snared victim can be freed with a successful Bend Bars roll, or by severing the tendril. To sever a tendril, an attacker must use an edged weapon and inflict the tendril's full hp in a single attack. Any severed tendrils immediately dissipate into rancid vapor. However, nichtanglers can only be harmed by spells, magic weapons, or weapons which have been *blessed* for this purpose.

A single tendril has an effective 7 Strength. Each additional tendril which successfully latches onto the

N

victim raises this effective Strength score by 2. When the nichtangler's tendrils are strong enough to lift the victim (determined by the Maximum Press limit in the *Player's Handbook* Strength table, and also taking the victim's carried gear into account), the victim's time runs out. In the next round, the victim will be yanked up into the nichtangler's main body mass and engulfed. Once so engulfed, the victim will take 2d8 hp damage each round until such time as the nichtangler is killed or the victim is completely (and messily) digested. Nichtanglers cannot digest stone, gems, or metals, and anything on the victim's person made of these materials will clatter back to the ground along with a horrid rain of most of the victim's blood.

If a victim dies before a nichtangler can pull it off the ground, the creature may demonstrate the chilling behavior which hints at its true cunning, and has earned the creatures their "puppetmaster" nickname. A tendril will attach itself to each of the victim's limbs, and the nichtangler will manipulate the corpse like a macabre marionette. Nichtanglers have been known to use this tactic to lure potential victims out in the open, to communicate basic concepts, or simply to further terrify or mislead additional victims.

Since the main body mass of a nichtangler is usually kept well above ground, it is often easier to drive the creatures away than to kill them. Nichtanglers will typically retreat if they lose more than 2/3 of their hit points to severed tendrils. Being creatures of darkness, they also appear to be afraid of bright lights; nichtanglers must make a morale check whenever they encounter illumination as bright as a *light* spell or brighter.

Habitat/Society

Virtually nothing is known about the origins of nichtanglers, nor is it known if they truly need to feed on their victims, nor does anyone know how nichtanglers propagate their kind. Some sages theorize that nichtanglers may be at the root of numerous unexplained vanishings recorded over the years. Others claim the nichtangler is some strange, distant kin to the mist horror, but this is mere speculation.

Ecology

Nichtanglers are unnatural predators and a blight on whatever land they visit. A few alchemists claim that if the smoky essence of a nichtangler can be contained, it can be quite useful in the creation of *potions of levitation*.

NIMBUS

by Douglas M. Burck
Kentucky, USA

Nimbus controls it. He makes the lands below him paradise or hell as he chooses.

| | |
|--------------------------|--|
| Climate/Terrain: | Any |
| Frequency: | Unique |
| Organization: | Nil |
| Activity Cycle: | Any |
| Diet: | Unknown |
| Intelligence: | Genius |
| Treasure: | Incidental |
| Alignment: | Neutral Evil |
| <hr/> | |
| No. Appearing: | 1 |
| Armor Class: | -10 |
| Movement: | Fl 60 (A) |
| Hit Dice: | 30 (135 hp) |
| THAC0: | 2 |
| No. of Attacks: | 2 or 5 |
| Damage/Attack: | 3-30 / 3-30 or 5-30 / 5-30 / 5-30 / 5-30 / 5-30 |
| Special Attacks: | Weather control |
| Special Defenses: | +4 or better weapon to hit |
| Magic Resistance: | 95% |
| Size: | G (2 cubic miles!!) |
| Morale: | 20 |
| XP Value: | 20,625 |

Nimbus is a giant living cloud consisting of a central mass that constantly rotates about its core, a face-shaped frontal area, and two arm-like appendages. It's currently unknown if he is a true elemental, a magical construct, or an avatar of the living malevolence of Ravenloft. The truth may be a mixture of all three.

Combat

Nimbus is a true foe in combat for he literally is the weather in the domain he occupies. He can hammer foes from miles away by unleashing torrential rains, blizzards, tornadoes, hail and floods at will. Against foes who are immune to bad weather, Nimbus can attack by striking with his clenched fists for 3d10 damage or by unleashing a salvo of ball lightning (5 shots/ 5d6each).

Habitat/Society

The interactions of other creatures seem beneath Nimbus. He wanders aimlessly and acts as the mood takes him. Those few who have tried to interact with him have only triggered his rage.

Ecology

O

OL'VHAKIN

(OAK'S BREATH)

by Scott Stein

Arizona, USA

| | |
|--------------------------|-------------------------------|
| Climate/Terrain: | Tangled forests, Graveyards |
| Frequency: | Rare |
| Organization: | Cluster |
| Activity Cycle: | Night |
| Diet: | Omnivore |
| Intelligence: | Semi- (3) |
| Treasure: | W |
| Alignment: | Neutral Evil |
| <hr/> | |
| No. Appearing: | 3-12 |
| Armor Class: | 2 |
| Movement: | 3, Fl 18 (C) |
| Hit Dice: | 4+4 |
| THAC0: | 17 |
| No. of Attacks: | 3 +special |
| Damage/Attack: | 1d4 / 1d4 / 2d4 |
| Special Attacks: | Sap spit, Cloud of rot, Swoop |
| Special Defenses: | Camouflage |
| Magic Resistance: | Nil |
| Size: | S (4' wingspan) |
| Morale: | Steady (11) |
| XP Value: | 270 |

Ol'Vhakin means "oak's breath" in the Vistani tongue. These bat-like creatures prey upon unsuspecting travelers, using the rotting corpses of their victims for sustenance. They use their claws and wings to cling to the trunks and branches of large trees while preparing an ambush. Their body and wings are dark grayish-brown and have a rough bark-like texture allowing them to camouflage themselves against the tree. While gripping the tree with their claws, they wrap their bat-like wings around the sides of the tree so their eyes and mouth face outwards.

This posture leads most townsfolk to believe these creature to be a Vistani curse due to numerous instances of crazed peasants fleeing the forest, covered in deep scratches, screaming, "the trees have eyes..."

Combat

Ol'Vhakin tend to inhabit dark tangled forests or graveyards with ancient trees where their ability to camouflage themselves with the trees gives them a 90% change of surprise. They will also perch on high limbs, allowing for a 'swooping' attack with a +4 bonus.

Ol'Vhakin have sharp claws and teeth which are used to rake at victims' exposed areas.

They also have two natural attack abilities used to incapacitate their victims; *sap spitting* and a *cloud of rot* breath weapon. The *sap spit* may be used on a single opponent once every three rounds in addition to normal attacks. A sticky sap-like substance is spit in a glob with a range of 30 feet. Opponents struck by this mass have their Movement and Dexterity reduced by half, and subtract 4 from attack and initiative rolls. This substance may only be removed by burning or rubbing with oil. Victims carrying torches struck by the *sap* have a 25% chance of igniting the sap on themselves (1d6 additional points of damage).

The *cloud of rot* may be expelled in a 20'-diameter globe centered on the creature once per day. Victims entering this *cloud* must save versus breath weapon to avoid choking on the rotting vapors. Opponents failing their save will be unable to do anything except choke uncontrollably for 2-5 rounds after leaving the area.

Ol'Vhakin have low Armor Class from their bark-like hide and high maneuverability.

Habitat/Society

Ol'Vhakin band together in small clusters and work together to overcome prey. They will usually have a small, communal lair where eggs and any treasure is hidden. These creatures will collect metal weapons, gems, and coins of all types. An occasional scroll or potion may be found if the container is shiny or ornate. Despite Vistani tales of these creatures roaming the land on eerie nights in savage packs, the Ol'Vhakin are actually territorial, only attacking intruders venturing into their domain.

The bodies of their victims are left to rot where they fall, being used later as sustenance for both themselves and the trees they call home.

Ecology

It is sometimes possible to suspect their presence by the smell of damp, rotting leaves they exude. They have superior infravision out to 120' and will usually only be encountered at night. When killed, the Ol'Vhakin's body will decompose in 2 rounds into a *cloud of rot* similar to their attack ability. This cloud will linger for 2d6 rounds before dispersing. Due to this rapid decomposition, little more knowledge of these fell creatures is known by sages.

ORNAMENTAL EYE

by Robert I. Davis
Iowa, USA

| | |
|--------------------------|---------------------|
| Climate/Terrain: | Any |
| Frequency: | Rare |
| Organization: | Solitary |
| Activity Cycle: | Same as host |
| Diet: | Same as host |
| Intelligence: | Very (12) |
| Treasure: | Nil |
| Alignment: | Chaotic Evil |
| <hr/> | |
| No. Appearing: | 1-2 |
| Armor Class: | 4 |
| Movement: | Fl 24 (B) |
| Hit Dice: | 2 |
| THAC0: | 12 |
| No. of Attacks: | 1 |
| Damage/Attack: | 1-4 |
| Special Attacks: | See below |
| Special Defenses: | See below |
| Magic Resistance: | 25% |
| Size: | S (6"- 8" wingspan) |
| Morale: | Same as host |
| XP Value: | 1,000 |

These small but very intelligent creatures often appear to their unsuspecting hosts as a type of brooch or ornament. Their initial appearance is a gemstone-type eye set in a white marble pair of wings. These wings are always different; some are bird wings, some are bat wings, etc.

This creature survives by attaching itself to an unwitting host and functioning as a parasite. The host then assumes the alignment of the creature and refuses to part with it (not like they can willingly do so anyhow). While this creature is small it is very intelligent and actually bonds with its host making them nearly inseparable.

Combat

This creature will often fly into the path of an adventuring group and simply lay on the ground hoping to be discovered and picked up. Once in the hands of a potential victim, the creature shows its true nature and animates. A four inch projection on its back extends as it flies around its potential host and at the first opportunity it will strike. The eye attaches to the forehead of the victim and pierces their head with a spike like protrusion on its back. Once in place the creature cannot be removed without severely harming the host. After the creature attaches it begins to alter the host's alignment

and feeds off both the host's body and essence. This creature has no special protection other than its small size and its permanent attachment to its host. It can be removed by being salted, *remove curse*, *limited wish*, or the death of the host. However, the creature must also be killed individually or it will fly off to find a new victim.

Habitat/Society/Ecology

These creatures are basically solitary by nature and rarely if ever appear in groups. If a party is large enough it may attract more than one but no more than four at one time. They have no standard lair and collect no treasure.

P

PAINWRAITH

by William DeFranza
New York, USA

| | |
|--------------------------|--|
| Climate/Terrain: | Any |
| Frequency: | Rare |
| Organization: | Solitary |
| Activity Cycle: | Night |
| Diet: | None |
| Intelligence: | Semi (2-4) |
| Treasure: | Nil |
| Alignment: | Chaotic Evil |
| <hr/> | |
| No. Appearing: | 1 |
| Armor Class: | 2 |
| Movement: | Fl 36 (A) |
| Hit Dice: | 4 |
| THAC0: | 17 |
| No. of Attacks: | 2 |
| Damage/Attack: | 1d8 / 1d8 |
| Special Attacks: | Pain, Special Domination |
| Special Defenses: | Hit only by +1 or better magical weapons |
| Magic Resistance: | Nil |
| Size: | M (5' - 7') |
| Morale: | Fearless (20) |
| XP Value: | 975 |

Painwraiths are the unruly spirits of people who have been tortured to death. They wander the lands seeking revenge on those who killed them, their killer's peers and families, and living things in general. The only pleasures they ever feel is when they kill, maim, and torture humans and demihumans.

Painwraiths are all but mad and possess only a fraction of their former intelligence. They have a misty translucence, and still bear the wounds of their torturous demise. They are powerless and insubstantial during the daylight hours, becoming semi-material (see Ghost) and active at night. They fly at will and can pass through any solid matter.

Combat

Painwraiths prefer stalking and harassing victims to open combat, but are fearsome fighters and fight until destroyed. They have the ability to cause nightmares in any sleeping intelligent creature they touch and delight in scaring a person who has just awoken from a nightmare.

They can inflict debilitating pain with a touch. Victims must save vs. Rods or be overcome with agony and collapse screaming and helpless. This torment continues until the victim succeeds in a

Wisdom/Willpower check. Beginning with the round following the attack, one check can be made each round, with a cumulative +1 bonus until the victim succeeds.

If pressed into combat, Painwraiths strike with their clawed hands. If the Painwraith makes three hits on one target in a row, it can exert a unique *domination* over the victim unless they save vs. Paralyzation with a -4 penalty. Unlike the wizard spell *domination*, the subject will obey self-destructive commands. The victims are almost always commanded to literally tear themselves apart with their bare hands. Fully aware of what they're doing but unable to stop, they inflict 1d10 points of damage to themselves each round until killed.

To break the Painwraith's domination, the victim must be knocked unconscious, or the Painwraith must be turned or destroyed.

Those who survive such an ordeal must make a Horror check and are usually maimed and scarred for life.

Painwraiths are turned as ghosts and due to their undead and semi-material state, are immune to *sleep*, *charm*, cold, fire and electricity magic.

Habitat/Society

These undead have no society, or any place in any society. They seek to have revenge on any living things they find. A lich will take control of a painwraith whenever possible to use as a torturer and executioner.

Ecology

Being undead, painwraiths contribute nothing to the ecology. When destroyed, they disappear completely.

PILLAR GHOST

by Matthew Sernett
New York, USA

| | |
|--------------------------|---|
| Climate/Terrain: | Any |
| Frequency: | Very Rare |
| Organization: | Solitary |
| Activity Cycle: | Night |
| Diet: | None |
| Intelligence: | Average to Genius (8-18) |
| Treasure: | Nil |
| Alignment: | Any |
| <hr/> | |
| No. Appearing: | 1 |
| Armor Class: | 6 |
| Movement: | Fl 48 (A) |
| Hit Dice: | 6 |
| THAC0: | 15 |
| No. of Attacks: | 2 |
| Damage/Attack: | 1d8 |
| Special Attacks: | Chill touch, Vampiric touch, Revenge attack |
| Special Defenses: | +2 or better magical weapons to hit |
| Magic Resistance: | 60% |
| Size: | M |
| Morale: | Fearless (19-20) |
| XP Value: | 5,000 |

Pillar ghosts are the spirits of great leaders murdered by someone they trusted. Carried aloft on a pillar of souls, the pillar ghosts seek out their murderers to get revenge.

A pillar ghost appears much as it did just after the murder. Unlike normal ghosts, a pillar ghost is always visible and solid. Since pillar ghosts always appear to be dead and inanimate bodies many people focus on the spirits that bear them. These semitransparent, incandescent bodies whirl and writhe about each other, rising up to support the pillar ghost and falling down to support the other souls as they in turn rise, and all the while issuing a low droning moan. These spirits are completely intangible and exist only to carry the pillar ghost.

Pillar ghosts can understand any language they knew in life but cannot make any sound or movement to communicate. The spirits of the pillar do not take any notice of the world around them and cannot be contacted by any known means.

Combat

Pillar ghosts are consumed by a need for revenge. They normally do not acknowledge anyone or anything other than the target of their rage, but will attack all that blocks

their passage, attacks them, or attempts to protect their murderers.

Pillar ghosts have three forms of attack. The first attack they are likely to use is the *chill touch* effect that contact with the spirit bearers causes. The souls of the pillar are unnaturally cold and suck the warmth and life from what they touch. A trail of frost and wilted plants is evidence of their passing. Pillar ghosts will hover above an opponent, often far out of missile range. Because of their maneuverability and speed they can effectively trap an opponent within their pillar of supporting spirits. Contact with the supporting spirits has the same effect as a *chill touch* spell. Victims of this attack who have their Strength reduced to zero by the spell are killed. The souls of the pillar come up from whatever hard surface is beneath them so shelter provides protection. If in combat with a creature of a greater or equal movement rate, pillar ghosts must roll to hit each round in order to stay above them. Only Dexterity applies when figuring the Armor Class of a target.

The second attack is their revenge attack. This attack affects as many creatures as the pillar ghost desires within a 30' radius of the pillar of spirits. The revenge attack takes the form of the way the pillar ghost was murdered. If it was killed by a weapon, ghostly versions of it strike, attacking with the pillar ghost's THAC0 and causing 1d10 damage. If it was poisoned, poison infects the bodies of the targets causing 1d10 damage each round that a poison save is failed. If the pillar ghost was suffocated or drowned, victims find themselves unable to breathe and suffer 1d10 points of damage each round. Whatever attack caused the pillar ghost's death causes 1d10 damage after applying appropriate saving throws and attack rolls. The revenge attack can be used once every round in addition to the chill touch effect of the spirits.

Pillar ghosts sometimes employ a third attack. Any being touching the pillar ghost's body suffers the effect of a *vampiric touch* spell as though cast by an eighth level mage. A pillar ghost will only employ this last attack if its other powers prove ineffective as such close proximity places its body in jeopardy.

Pillar ghosts cause fear and any creatures of less than eight hit dice that see a pillar ghost for the first time must save vs. spell or drop what they carry and flee for 2d4 rounds. They are immune to sleep and charm magic.

Pillar ghosts are turned as ghosts. The spirits of the pillar are turned as shadows. Each spirit that is turned or destroyed dissipates. For every spirit that dissipates the pillar ghost's movement rate is reduced by one for that round.

Pillar ghosts can see 360 degrees even if their eyes are missing or damaged. They are immune to illusions and can see in darkness or bright light.

P

Habitat/Society

Pillar ghosts rise from the ground at sunset and dissipate with the rays of the morning sun. They first form at the place where most of their remains lie and afterwards will form where they dissipated earlier that day.

Pillar ghosts exist only to destroy their betrayers.

No matter what alignment they once were in life, their desire to punish their murderer consumes them and twists them to evil.

As in the living world, these great leaders are served in the afterlife. It is these servants that support the pillar ghost on its quest for revenge. The body of a pillar ghost is not the actual body of the leader but is a representation of the body immediately after death.

Although it is rare, some pillar ghosts have been known to hunt the wrong person. Sometimes the pillar ghost assumes the wrong person is the traitor or seeks the right person but attacks someone who looks very similar. When this happens the pillar ghost knows it as soon as the mistakenly hunted person is killed. Pillar ghosts that are unsure who they seek will seek to kill everyone they knew in life. A pillar ghost can rest only when its murderer is dead.

Ecology

Pillar ghosts have no affect on the ecology of an area and generally ignore everything but their goal.

RAUCUX

by Max Donovan
California, USA

| | |
|--------------------------|---|
| Climate/Terrain: | Any |
| Frequency: | Very Rare |
| Organization: | Solitary |
| Activity Cycle: | Any |
| Diet: | Omnivorous |
| Intelligence: | Average (8-10) & cunning |
| Treasure: | S, X |
| Alignment: | Neutral (Evil 90%, Good 10%) |
| No. Appearing: | 1 |
| Armor Class: | 4 |
| Movement: | 6, Fl 12 (C) |
| Hit Dice: | 6+9 |
| THAC0: | 13 |
| No. of Attacks: | 3 or 2 |
| Damage/Attack: | 3-6 / 3-6 / 3-6 or 2-8 / 2-8 |
| Special Attacks: | “Leaping,” Magic use |
| Special Defenses: | +1 or better magical weapons to hit, See below |
| Magic Resistance: | 25% |
| Size: | L (7' + tall) |
| Morale: | Champion (15-16) |
| XP Value: | 1,400 |

A raucux is a giant raven of nightmarish form. This creature's size and its ringed gaggle of seven heads are quite striking atop its plump body, with only a vestigial pair of Dodo-like wings and tail feathers. The creature paces and squats with its powerful set of scaly-black rooster-like legs, each backed with a large slightly curved spur. Raucux weigh 350+ pounds. Coloration and feathering are that of a typical raven (glossy-black), while its skin color is a dead white. Each of its 14 eyes appear clear-black and soulless.

Combat

Raucux prefer to surprise an enemy both from above and behind when possible. Its initial form of attack is to “leap” upon an opponent Man-sized or smaller (no more than 7' tall). Raucux receive a +1 to hit when leaping to attack, but attack only with their legs (2-8/2-8). If both leg attacks score hits, damage is doubled (x2) for each and the opponent is knocked prone, with the raucux gaining an additional +4 to hit on its following attack. Its other method of attack is by one of the beast's seven huge beaks, though only three of which may be used to attack either a single opponent, or as many as three, even from opposite sides of the beast. Raucux will alternate

between “leaping” and biting attack forms depending on the circumstances.

Additionally, raucux possess enough malign intelligence that they are empowered with the following spell-like abilities, usable once per round at will, as a 7th-level spellcaster: *detect illusion* (continuous), *detect invisibility* (continuous), *hypnotism* (1 /day), *comprehend languages* (1 /day), *fly* (2/per day), and ‘*slow-flash*’ (7/per day). The last, *slow-flash*, is their most heinous power, causing all creatures within 30' of the raucux to save vs magic (although at +4). Those that fail their saving throw lose their next attack(s), and whether saves are made or not, all within the 30' sphere must subtract one point (-1) from their next initiative roll. Its stunted wings enable only limited flying (they usually walk or hop) being able to sustain flight for no more than 1 turn after which the must alight and rest, walk, or hop for at least 3 rounds before again flying. Often their ability to fly will be used for more effortless pursuit of prey or to flee if necessary. A raucux may utilize all 5 of its attacks while flying in such a manner. They may descend from any height without taking failing damage. +1 or better weapons are required to hit a raucux and they have a 25% magic resistance. They receive +4 on all saves vs. paralyzation, poison, and death magic. Raucux are never surprised.

Habitat/Society

Initially it was believed that these monsters came from the Dimension of Nightmares from whence the Malfera also hail. Recently though it is believed that these monsters are the minions of a renegade baatezu lord, *Cuervix*, who appears as a very large raucux covered in cardinal red feathers, with nasty ivory-yellow spurs and black-rimmed, ice-blue eyes. Whatever their exact origin their appearance in the Dark Domain was likely brought about by unscrupulous and paranoid priests, sages, and alchemists who desired powerful servants for guardianship of themselves or their machinations.

Ecology

Raucux do not fill any niche within the natural order of things. They are “monsters” in the greatest sense of the word, serving as the guardians of foul purposes. Occasionally a rogue raucux will be encountered, one that has lost its compulsion for some reason, yet continues to bode ill for the adventurer.

Variants

It has been rumored that there is a type of raucux that is neutral good in alignment. It appears much the same as its evil brethren, but has satiny shades of dark blue in its plumage, and purple eyes.

R

RELENTLESS

by Walter F. Lockwood
Ohio, USA

| | |
|--------------------------|---|
| Climate/Terrain: | Ravenloft |
| Frequency: | Very Rare |
| Organization: | Solitary |
| Activity Cycle: | Any |
| Diet: | Emotions |
| Intelligence: | 16 (See below) |
| Treasure: | Nil |
| Alignment: | Chaotic Evil |
| <hr/> | |
| No. Appearing: | 1 |
| Armor Class: | 0 |
| Movement: | Fl 11 (C) |
| Hit Dice: | 10 (See below) |
| THAC0: | 10 (See below) |
| No. of Attacks: | 2 |
| Damage/Attack: | 1-10 / 1-10 + special |
| Special Attacks: | Fear |
| Special Defenses: | +3 or better weapons to hit, spell immunity |
| Magic Resistance: | 30% |
| Size: | T-H (3' - 50') |
| Morale: | 17 |
| XP Value: | 16,000 |

The Relentless is a misshapen humanoid form that seems to float and drift above the ground like fog does on a cooling summer eve. Like fog itself, this being is semi-transparent with a ever-shifting smoky color. Its facial features are nonexistent; only a hole for a mouth, that looks like it was cut out by a dull knife, and shallow holes that seem to be where the eyes once were. The relentless are able to change size and shape at will, but prefer a drifting fog shape over all others.

Combat

Relentless do not like combat except to prove to there prey that they are unbeatable and invincible. But when forced to fight they are deadly opponents, attacking with two appendages (arms, claws, tentacles, weapons, etc.) doing 1d10 points of damage per attack. Also, for every hit scored, the opponent needs to make a save vs. fear at a -4, or be caught in one of their own personal nightmares for 1 turn, using their base saving throw. If it is reduced to 10 hit points, the relentless will sink into the ground, fleeing its opponents. But if reduced to 0 hit points it dissipates, forever dead.

When tracking its prey, the relentless assumes a shape from the prey's most nightmarish and horrifying

dream. This assumption of form alters the abilities of the relentless to the nightmare's form, usually giving it up to 5 more Hit Dice, total immunity from the spells of the victim, a THAC0 of 5, no saving throw for their touch which now only paralyzes, maximum damage every hit it lands, and the ability to crush any barrier or warding spell.

The only way for the character to defeat it in this form is to over come their fear of the nightmare itself. Not an easy feat!

Ecology

Once an elf in life, now only a wandering spirit with a relentless need. Unfortunately they crave emotions and subside on them; because of this they have caused many a death due to heart attack. Because the relentless is a spirit there is no effect on nature.

CONTEST WINNER

RESIDENT

by David Wu
California, USA

| | |
|--------------------------|--|
| Climate/Terrain: | Any |
| Frequency: | Rare |
| Organization: | Solitary |
| Activity Cycle: | Any |
| Diet: | None |
| Intelligence: | Medium |
| Treasure: | None |
| Alignment: | Lawful Neutral |
| <hr/> | |
| No. Appearing: | 1 |
| Armor Class: | 0 |
| Movement: | Fl 18 (A) |
| Hit Dice: | 6 |
| THAC0: | 12 |
| No. of Attacks: | 2 |
| Damage/Attack: | 1d20 or special / 1d20 or special |
| Special Attacks: | See below |
| Special Defenses: | Can only be hit with magical weapons, Invisibility at will |
| Magic Resistance: | 25% |
| Size: | M |
| Morale: | Fanatic (18) |
| XP Value: | 1,150 |

Fueled by anger, Residents are tormented souls, doomed to exist among the living until they can find forgiveness in themselves. Once upon a time, in a distantly remembered life, they were among the very few to be offered true love. But in their mortal shells, they had lacked the conviction to earn the blessing.

To understand them, a common tale of these creatures tells of a lad named Jonas, who met his true love on a chance encounter. He befriended her, and found himself growing more fond of her as time passed. But she was met by a suitor one day, who seemed to make her very happy. And so Jonas, believing that her happiness was more important, supported his love's decision to pursue the relationship. She eventually married the suitor, and raised a family.

Although he buried his anger, self-hatred, and jealousy deep within him during life, Jonas' inability to forgive himself damned his soul in death. His Resident is said to inhabit the ruins of his love's cottage, which few venture near.

Residents, when they choose to, appear to mortal eyes to be vaporous apparitions, although roughly man-

like in shape. They cannot communicate except through magical means. In general, these creatures will roam about a fixed location, such as a building or a grave site, but should they come into contact with someone who resembles their lost love, Residents will abandon their vigils and proceed to follow this surrogate love, whom they will never harm. They seek not to impose their own will, but to find a focus for existence.

Surrogates can begin to detect a Resident's presence from the small deeds it does. For example, if a bed is left unmade, the surrogate will return to find that someone has done the chore for them. Or, if they made a comment of desiring a trinket or bauble, they will suddenly, find it resting on their pillow.

But Residents are also protectors of their loves, and will seek to avenge themselves on whomever is unreachable by the surrogate. If a noble speaks a harsh word to a Resident's love, he risks a slow retribution at its hands, often in the form of permanent disfigurement. Even to annoy a surrogate is to risk punishment, and to instill hatred in one is to court death. But above all, they will without hesitation slay any who inflames its jealousy.

In melee, however, Residents will only attack if their surrogates are in trouble. They still follow the rules that they lived by in life, in that they will not dishonor their loves by defeating challenges for them.

Residents can be exorcised by defeating them in combat or by a *remove curse* spell. Though once the spell is cast, there is a 25% chance that the Resident will: Become enraged and attack the cleric; attack the party members (except the surrogate); emit a keening wail of despair for 5d6 damage (save versus spell for ½ damage); or release the surrogate quietly.

Whether to defeat in combat or to exorcism, the Resident cannot truly be destroyed. It will reform in its chosen home in 1d4 days, and continue its vigil. Only by forgiving itself can it pass on.

Combat

Residents can attack with their bare hands, inflicting 1d20 damage per strike. If they so choose, they can also attempt to *grasp* a target instead, draining him of 1d4 hit points, as well as 1 point from either Strength, Dexterity, or Charisma.

Once engaged, they will not relent in their attack unless the surrogate is in danger. Otherwise, combat is to the death.

These creatures also cannot be hit except by magical weapons, are completely silent and have a 95% chance of hiding in shadows even when not cloaked by invisibility.

Ecology

Although unattached Residents usually remain close to home, they also walk among the living to remind themselves of what could have been. Thus, their faith in their curse is renewed. They are driven creatures, clinging to self-hatred and anger, quick to offer their love and devotion, and quicker to defend it.

R

RIFT STALKER

by Jason Maraviglia
Oklahoma, USA

| | |
|--------------------------|--|
| Climate/Terrain: | Aerial; Temperate Caves, Grasslands, High Mountains, or Subterranean |
| Frequency: | Very Rare (4%) |
| Organization: | Solitary |
| Activity Cycle: | Night |
| Diet: | Carnivores |
| Intelligence: | Average (8-10) |
| Treasure: | Nil |
| Alignment: | Chaotic Evil |
| <hr/> | |
| No. Appearing: | 1 |
| Armor Class: | 5 |
| Movement: | 12, Fl 36 (C) |
| Hit Dice: | 6+3 |
| THAC0: | 17 |
| No. of Attacks: | 2 |
| Damage/Attack: | 2d6 (claws) / 2d6 (tail) / 2d4 (fangs) |
| Special Attacks: | Dive +4 |
| Special Defenses: | Invisibility, Hit only by magical or silver weapons |
| Magic Resistance: | Nil |
| Size: | M |
| Morale: | 13 |
| XP Value: | 975 |

A Rift stalker is a fearsome creature, man-sized with a thin, sickly looking body covered with pallid grey leathery skin. It has overly long arms and legs, both ending with long sharp talons. Leathery, bat-like wings spread from its back, balanced by a long tail tipped with a lethal barb at its end. Its face is gruesomely similar to a human skull, with sharp dagger-like teeth filling its oversized mouth. It can, at will, change the tone of its skin to blend with its surroundings, making it invisible to the naked eye, and secretes a mucus film from the skin that masks its body heat making it invisible to infravision. Rift stalkers can Move Silently 95%, Hide in Shadows 95% and Climb Walls 95%

Habitat/Society

Rift stalkers are solitary creatures who nest in dry dark places such as caves. They seem to exist mostly in the domains that border the mysterious Shadow Rift such as Tepest, Keening, eastern Falkovnia and southern Necropolis and it is believed by many that the first of the creatures emerged from the Rift, a belief that led to them being called what they are. It is believed that they have no spoken language but some assume that they are

capable of communicating telepathically. More precise information about the creatures is not available due to the fact that those who have tried to study the beasts have either been killed or have joined their increasing numbers.

Ecology

Rift stalkers are notorious for their habit of "stalking" their prey, picking them off one at a time, often dropping noiselessly from the sky and claiming a victim before anyone even knows it's there. It is rumored that entire villages have fallen to a single stalker either feeding its insatiable appetite or becoming one such as it. A rift stalker was at one time a human or demihuman. The process by which stalkers multiply is similar to the passing of the lycanthropy disease, passed through the bite. When a victim is bitten by a rift stalker he can be healed with a *cure disease* spell within 1d12 days, at which point the disease is incurable and irreversible. At that point the victim undergoes a painful 1d6 day transformation into a rift stalker.

SABULAVIS

by Andy Miller
Ohio, USA

| | |
|--------------------------|--------------------------|
| Climate/Terrain: | Mountains |
| Frequency: | Very Rare |
| Organization: | Solitary |
| Activity Cycle: | Night |
| Diet: | Carnivore |
| Intelligence: | Exceptional (15) |
| Treasure: | Nil |
| Alignment: | Chaotic Evil |
| <hr/> | |
| No. Appearing: | 1 (1d6) |
| Armor Class: | 2 |
| Movement: | 9, Fl 36 (B) |
| Hit Dice: | 10 |
| THAC0: | 11 |
| No. of Attacks: | 3 |
| Damage/Attack: | 1-4 / 1-4 / 2-12 |
| Special Attacks: | Eye pluck, Blinding sand |
| Special Defenses: | Etherealness |
| Magic Resistance: | 30% |
| Size: | M (6'-6½' tall) |
| Morale: | Champion (16) |
| XP Value: | 6,000 |

Sabulavi appear to be tall, pale, perpetually-grinning men with hooked noses and very large eyes. The creatures are very thin and covered with feathers that almost seem to form the outline of a suit of clothing around their bodies. Their arms are likewise lined with large feathers almost a foot and a half long that press back against the creatures' arms when not in flight. They generally have white or gray feathers which form only stubby wings that seem far too small to support them. They bear an uncomfortable resemblance to human beings though both their hands and bird-like feet sport long, sharp claws. They usually wear no clothing or carry weapons. At most, each has a belt with a large pouch tied securely to its side which contains a magic powder (see below).

The word sabulavis comes from an ancient language and translates into common roughly as "sand-bird." They are also known in some places as "ansulafur," which means "eye-thief" in that same language.

Combat

The sabulavis is able to attack in flight with the large talons on its feet, as well as its hooked nose (which is more akin to a beak). When on the ground, the creature strikes with the long, claw-like nails of either hand and

its beak. An attack roll of 18, 19, or 20 by the claws indicates that the creature has also plucked one of its victim's eyes out. This special attack is automatic if the victim is paralyzed.

The sabulavi have the ability to turn ethereal once a day for up to ten minutes. They can also move silently (75%) and hide in shadows (85%) at will.

Sabulavi powder has the weight and consistency of sand, though it is golden in color. If thrown in the eyes of a victim (called shot to open eyes only) it has the power to paralyze as a hold person spell for 4d6 rounds. Each creature carries 4d6 doses in its pouch. This powder is rendered inert if exposed to sunlight.

Sabulavi usually avoid direct combat, especially with groups of more than two. Usually, they use their power to turn ethereal to quietly enter a sleeping house late at night. The creature moves silently and hide in the shadows until it finds the most helpless of inhabitants (preferably a small child). Making enough noise to wake the victim, the creature paralyzes him with magic powder and proceeds to pluck both eyes out of the unfortunate's head. The creatures keep these for their own needs.

Some speculate that the sabulavi use the eyes to feed itself or its young. Others claim that the creature has the power to enchant the eyes, allowing it to look through the now-empty eye sockets of its victims, possibly to locate more. Still others hypothesize that the creatures simply collect eyes because they find them attractive. To date, the truth is not yet known.

Habitat/Society

No female sabulavi have ever been seen, though there are persistent rumors about the creature's young. If found in groups of more than one, there will be 1-5 young in a lair somewhere high in the mountains and inaccessible to any but fliers. As far as is known, the creatures do not socialize with each other any more than with men, though it is thought that they are highly territorial.

If encountered in their lairs, the creatures fight to the death, using every dirty trick they know. The lairs are generally empty of any treasure except a supply of 8d6 doses of magic paralyzing powder.

The sabulavi have no known language of their own.

Ecology

Sabulavi only interact with humanity for the purpose of harvesting eyes. Most victims of sabulavi are children.

S

SERVANT OF THE

LORDS:

THE AVATAR OF THE MISTS

by Thomas W. Hansen

Illinois, USA

| | |
|--------------------------|----------------------------|
| Climate/Terrain: | Any |
| Frequency: | Believed to be Unique |
| Organization: | Solitary |
| Activity Cycle: | Moonlit nights |
| Diet: | Torment |
| Intelligence: | Genius (17-18) / See below |
| Treasure: | Nil |
| Alignment: | Chaotic Evil |
| <hr/> | |
| No. Appearing: | 1 |
| Armor Class: | 0 / See below |
| Movement: | See below |
| Hit Dice: | 0 / See below |
| THAC0: | 11 / See below |
| No. of Attacks: | 3 |
| Damage/Attack: | 1-6 / 1-6 / 1-12 |
| Special Attacks: | See below |
| Special Defenses: | See below |
| Magic Resistance: | See below |
| Size: | M (6' tall) |
| Morale: | Fearless (19-20) |
| XP Value: | 11,000 |

Scholars believe The Servant of the Lords to be the “Avatar” of the Mists. It is said that the Servant of the Lords was created by the Mists the night Strahd von Zarovich murdered his brother. A gargoyle was wrenched from the castle walls, and the Mists became its breath of “life.” As the new lord of Castle Ravenloft proclaimed, “I, Strahd, am the Land,” he sealed the oath in blood. The blood that dripped from his dagger poured from the Mists and into the Servant.

The Avatar of the Mists had been created to serve any lord at an incredible price. Those who have seen the creature speak of it as a demon with a great, scaled torso like that of a dragon and a wingspan of twenty feet. The lower portion of its body is composed entirely of mist that slithers from the creature’s point of origin (see Combat below). Its face is a twisted and misshapen version of the lord that summoned it forth. But the most disturbing reports are those from several lost ones who speak of tormented souls that beat against the Servant’s

slitted eyes from within. The screams of their eternal damnation echo from its mouth.

Combat

The Servant of the Lords has many of the rumored talents of the Mists. It is the only known creation that can move onto other worlds, utilizing the Mists as a form of transportation between Ravenloft, its world, and others. It resides in another “dimension” (perhaps from wherever it is that the Mists originate) and treats the entire land of Ravenloft as a landscape painting, watching its inhabitants like a careful, omniscient admirer. The creature’s only point of entry into Ravenloft is the moon, where it tears a hole between its world and the Land of Terror like a pen breaks through the canvas of a painting. This creates the terrifying and constant image of wings against the moon.

The creature then flies to its point of destination, traveling at the speed of darkness (Fl 21, class A within its “home world”). Mist shaped like a great serpent trails from the porthole to the Servant’s upper torso, allowing it constant contact with its native world. This mist is impervious to attack.

A lord may summon the Servant out of absolute necessity or intense desire. The land has granted each lord the instinctual ability to do so, though many remain unaware of this until their time of need. Once summoned, the “Avatar” has a telepathic bond with the lord. Through this bond the Servant is able not only to correspond with and offer another pair of eyes to the lord, but to channel any of the lord’s powers as well.

Employing this tactic requires one segment for the Servant, but leaves the lord void of this power for one turn per round of its use. This ability may be used without restriction to *any* power that the lord possesses. The lord has no control over the Servant’s choice. The Servant may not employ that same power again until it is restored to the lord.

The Servant also has powers of its own, despite its formidable attack with claw/claw/bite. *Sleep of Death* is usable once per night when both claw attacks succeed. The misty tail enwraps its victim, causing him/her to fall into a fitful, nightmarish sleep for 2d4 turns unless a saving throw versus spell is successfully rolled.

Staring into Madness is usable three times per evening and causes the opponent to lock eyes with the servant. 1d20 is then rolled versus his/her Wisdom score. Greater Wisdom grants the victim greater comprehension into the torments of this creature’s origin, therefore the roll must be equal to or *above* the Wisdom rating. Failure indicates the loss of 1d4 wisdom points. Once two-thirds of the original Wisdom rating is lost, the

victim becomes a Lost One forever. If he/she survives the conflict, Wisdom returns at one point per hour.

Screams of the Damned causes all within 30' to hear the moans of the tortured souls. Victims must save versus breath weapon or flee in terror for 1d6 rounds. If the saving throw is critically failed by a natural roll of 20, the victim must save versus death magic or die. His/her soul is then swallowed by the Servant and tormented with the others.

The Servant can only be harmed by spells or magical weapons. Due to its evil essence, anything composed of good has twice the normal effect. The Servant is considered special for turning purposes and does not receive any sinkhole bonus due to its sensitivity to good.

Habitat/Society

The “Avatar” may only remain active during moonlit nights. On moonless evenings, it has no “doorway” into Ravenloft—the canvas is unbreakable. The “doorway” will close as the sun rises, therefore the creature must return to its world or fall to mist at the touch of daylight.

The Servant of the Lords is cunning, ruthless, and powerful. It will outwit all opponents, often betraying even the lords of Ravenloft to accomplish the desires of the Mists. Once the mission has been finished, the Servant returns to the Mists where it again waits to be called forth.

Ecology

Some scholars believe the Servant returns to its inanimate form. The gargoyle is only a vessel for the evil entity that awakens within it. It is rumored that it may only be truly destroyed by the dagger Strahd used in the ceremony of lordship.

S

SHADOW BAT

by Mike Metcalf
Arkansas, USA

| | |
|--------------------------|--|
| Climate/Terrain: | Any |
| Frequency: | Uncommon |
| Organization: | Solitary / Pack |
| Activity Cycle: | Dusk / Dawn / Night |
| Diet: | Strength |
| Intelligence: | Low (5-7) |
| Treasure: | Nil |
| Alignment: | Neutral Evil |
| <hr/> | |
| No. Appearing: | 1 or 1-4 |
| Armor Class: | 4 (-4 in complete darkness) |
| Movement: | Fl 36 (A) |
| Hit Dice: | 3+3 |
| THAC0: | 16 |
| No. of Attacks: | 2 |
| Damage/Attack: | 1-2 +Strength / Blood sap |
| Special Attacks: | Strength/Blood sap |
| Special Defenses: | Silver or magical weapons to hit, Invisible in darkness |
| Magic Resistance: | 15% |
| Size: | T (1') |
| Morale: | Elite (13-14) |
| XP Value: | 520 |

A Shadow Bat looks like any other common bat at 10' or farther away. It's not really a bat at all but a creature made of shadow. Because it's made of shadow it is able to move and maneuver at very high speeds when shadows are present. These bats can lair anywhere there are shadows, including rafters of houses and barns.

Combat

A shadow bat will only attack when and where shadows are present. Their unique composition gives them 2 attacks when shadows are present. If the first attack succeeds the second attack automatically hits. Each attack causes 1-2 points of damage; on top of that, any roll of 16 or higher on a successful attack drains 1 point of Strength and 1d6 additional hit points from blood drain. Any creature killed by a shadow bat has a 50% chance of becoming a shade on the next sunset. During night a shadow bat completely blends into any darkness giving a -4 attack penalty to attackers. Only *true sight* and *see the invisible* abilities or spells negate this penalty. A shadow bat cannot be turned but can be destroyed by a *continual light* spell with a successful attack roll or any Holy weapon that touches it. *Cure* spells damage it for what they would normally heal. A

heal spell will also destroy a shadow bat without an attack roll.

Habitat/Society

A shadow bat has no society whatsoever. Its habitat is anyplace dark. They do not gather in large numbers and are known to attack other "true" bats. No one knows how a shadow bat is created. They are believed to be wisps of shadow stuff from perished shades.

Ecology

If a shadow bat is actually caught it looks like a cloud of smoke in the shape of a bat. They have no known sensory organs. Rare tomes have hinted of evil mages catching and training (commanding) shadow bats as pets. Shadow bats have no known lifespan and live only to feed.

SHRIEK SPIDER

by Johnathan M. Richards
Nevada, USA (NE)

| | |
|--------------------------|-------------------------|
| Climate/Terrain: | Any non-arctic land |
| Frequency: | Rare |
| Organization: | Solitary |
| Activity Cycle: | Any |
| Diet: | Carnivore |
| Intelligence: | Animal (1) |
| Treasure: | Incidental |
| Alignment: | Neutral Evil |
| <hr/> | |
| No. Appearing: | 1-6 |
| Armor Class: | 8 |
| Movement: | 12, Wb 9, Fl 3 (D) |
| Hit Dice: | 1 |
| THAC0: | 19 |
| No. of Attacks: | 1 |
| Damage/Attack: | 1 |
| Special Attacks: | Poison, Shriek |
| Special Defenses: | Nil |
| Magic Resistance: | Nil |
| Size: | T (8" or less diameter) |
| Morale: | Average (10) |
| XP Value: | 175 |

Shriek spiders are small, narrow-bodied arachnids with long, thin legs. Their sleek bodies are a pale gray, enabling them to blend in with stone when seen from above, or to a lesser extent with the sky when seen from below.

Combat

Shriek spiders are an odd form of arachnid that have adopted an unusual form of attack. Making their homes in trees or along cliffsides, when a shriek spider detects potential prey it begins spinning a line of webbing from its abdomen. The strand is gossamer-thin, catching the wind and dancing in the air like an unseen ribbon. The spider continues paying out the line until the web-strand is long enough to support the spider's own weight, at which time the creature releases its hold and drifts in the air, pulled aloft by its own strand of webbing.

While such behavior is not unknown in normal spiders (the process is called "ballooning," and is the standard way many types of newborn spider spread throughout the world), the shriek spider is one of the only spiders known to travel in such a fashion in their adult forms. Furthermore, the shriek spider is not at the mercy of the breeze; using homemade "fins"—a weave of webbing between the two front legs on either side of its

body—it can "steer" to some extent, gliding in on targets. To assist it in landing on prey, when it gets near its target the spider lets forth a wild shriek, seemingly too loud to have come from such a small creature. The shock of hearing the shriek causes most creature to freeze in place (save vs. paralyzation or be immobilized for one round); this gives the spider a non-moving target. If a shriek spider cannot steer itself to land directly on a victim, it will aim for a point above the victim, cutting its web-line at the last minute and dropping down upon him. The spider attacks a moving victim normally, but strikes at +2 to hit if the victim is immobilized by the sound of the creature's shriek.

Once the spider lands on a victim, it delivers a vicious bite that inflicts only a single point of damage, but also pumps venom into the victim. Shriek spider venom burns like acid; victims must save vs. poison at -2 or take an additional 1d4 hp damage for the next three rounds. The bites of a shriek spider become inflamed at once, causing a reddish-purple welt around the bitten area.

Habitat/Society

Shriek spiders are loners, each seeking its own prey. They do not cooperate in the hunt; however, in an area hosting several of the creatures, an unfortunate victim could find himself being attacked by more than one shriek spider.

Shriek spiders mate in the springtime, the male usually being devoured immediately afterwards by the female. Several hundred eggs are later laid in a sticky cluster and webbed together, usually at the base of a tree or along the side of a large rock. The eggs are then abandoned by the female and left to hatch on their own.

When the young spiderlings hatch, the larger immediately prey upon the smaller, then the tiny spiders cast their first web-lines upon the wind and disperse to different areas.

Shriek spiders do not make permanent webs for themselves. Instead, they lead a nomadic existence, traveling where the winds take them, ever in search of prey.

Ecology

Shriek spiders are themselves preyed upon by creatures that normally eat spiders and insects: primarily birds, snakes, and lizards. They are valued by necromancers and evil alchemists, who distill shriek spider venom for their own uses. The venom is also highly prized by torturers, for the intense pain caused when such a substance is applied to open wounds.

S

SKELETAL TERROR

by Rex Crossley
Ohio, USA

| | |
|--------------------------|--------------------------------|
| Climate/Terrain: | Any |
| Frequency: | Rare |
| Organization: | Pack |
| Activity Cycle: | Any, usually night or darkness |
| Diet: | Nil |
| Intelligence: | Low (5 to 7) |
| Treasure: | Nil |
| Alignment: | Neutral |
| <hr/> | |
| No. Appearing: | 1-8 |
| Armor Class: | 5 |
| Movement: | 4, Fl 24 (C) |
| Hit Dice: | 5+5 |
| THAC0: | 15 |
| No. of Attacks: | 3 |
| Damage/Attack: | 1-6 / 1-6 / 1-10 |
| Special Attacks: | Fear |
| Special Defenses: | See below |
| Magic Resistance: | See below |
| Size: | M (4'-6' tall) |
| Morale: | Special |
| XP Value: | 3,000 |

Skeletal Terrors are a unique form of undead creature that are drawn to cemeteries, battle sites and even the occasional rural cottage searching for bones to use in the propagation of their species.

A mismatched assembly of bones at best, skeletal terrors do have a number of features that they mimic when they reproduce themselves. They average between 4 to 6 feet in height, most often with a long, whip-like tail and thin, almost gossamer, wings that seem to somehow hold them in the air, although they aren't really necessary for flight. They have two long arms with large claws and opposable thumbs, but no hind legs. They have a very wide jaw inset with many mismatched, razor-sharp teeth and two large, milky-white orbs atop it that serve as eyes. The head is usually at the end of a long neck.

Although a horrific sight, they have a silent, serpentine grace to their flight that some have likened to dragonkind, though no one has successfully linked the two creatures to date.

Skeletal terrors are incapable of speech, the only sound they make being the clacking of their bones as they move, but whenever more than one of them is encountered, they seem to be of one mind and compliment each other's movements perfectly.

Combat

When engaging a pack of skeletal terrors in combat, opponents must first overcome the aura of fear that they produce. Effects are identical to the second level wizard spell *scare* and applicable saves are modified by -1 for every two terrors

encountered. The creatures themselves are immune to fear tests of any kind and are so devoted to their objectives that they need never check for morale.

During a combat round, skeletal terrors attack with two raking claws and a bite.

As with other types of skeletal creatures, terrors are immune to all *sleep*, *charm* and *hold* spells and take no damage from cold-based attacks. Also, edged or piercing weapons strike for only half damage.

The milky white orbs that serve the skeletal terror as eyes confer them the ability of *true seeing*, as the sixth level wizard spell. Once a terror is destroyed, their eyes lose this ability, but they can be used to replace the usual material components a wizard would need to cast this spell.

Habitat/Society

Many theories exist to explain the genesis of the skeletal terror. The most popular is told to children to keep them from wandering outside alone after dark. This tale marks their creator as a necromancer who endeavored to create slaves that could understand and execute multiple tasks without question, needing no upkeep to distract him from his studies.

The necromancer assembled the original terror, looking much as they appear now, animated it as he would any skeletal creation and then gifted it with a piece of his own life force, which he housed in the creature's eyes. This spark of life endowed the creature with intelligence, the desire to propagate and the skills needed to carry out the act.

It is said that things went well for both master and creation for a number of years but eventually, and in some unknown fashion, the necromancer died and the skeletal terrors that served him were left to their own devices. They no longer had his commands to keep them busy and used their newfound freedom in the only manner which they were familiar. Reproduction.

Once a Skeletal Terror has assembled enough bones to create a new member of its species, it removes one of its own eyes and places it in one of the other creature's empty eye sockets, animating it. Whether or not some sort of ceremony or incantation is involved remains to be seen. Regardless, within a week, both creatures will have regenerated their second eye and both will be able to repeat this process. Over the years their numbers have grown steadily and where one would be encountered before, it is now just as likely that a pack will be seen.

It is said that the first skeletal terror was very smart and powerful, but every time a new creature is created, the shared intelligence and life force dims. It is also said that when this became evident to the original creatures, some of them stopped reproducing, making it likely that stronger, more cunning versions of the beast exist.

Ecology

Their master gone, skeletal terrors exist only to create more skeletal terrors. They roam the countryside around a central point where the new creature is being assembled, collecting bones. They readily attack wounded or isolated creatures if other sources are scarce.

I was walking down the Svalich Road when I saw a fellow traveler ahead of me. The sky was dark and the wind was whipping, but he seemed human and so I called out to him. He answered and came up to me, and I saw he was human. Then his face and body ripped, and he pulled away his own skin, and underneath was a nightmare . . .

SKIN-SHAPER

by Bevan Thomas

British Columbia, Canada

| | |
|--------------------------|---------------|
| Climate/Terrain: | Any |
| Frequency: | Very Rare |
| Organization: | Solitary |
| Activity Cycle: | Night |
| Diet: | Special |
| Intelligence: | High (13-14) |
| Treasure: | Incidental |
| Alignment: | Chaotic Evil |
| <hr/> | |
| No. Appearing: | 1 |
| Armor Class: | 2 |
| Movement: | 12, Fl 15 (C) |
| Hit Dice: | 8 |
| THAC0: | 12 |
| No. of Attacks: | 2 |
| Damage/Attack: | 1-4 / 1-4 |
| Special Attacks: | See below |
| Special Defenses: | See below |
| Magic Resistance: | 20% |
| Size: | M (6') |
| Morale: | Elite (13-14) |
| XP Value: | 3,000 |

In all Ravenloft, there are few creatures that are more insidious or dangerous than skin-shapers. In their true form, the skin-shapers appear to be humanoid creatures whose bodies are a grotesque mixing of snake and human. Each skin-shaper has a huge set of bat wings that can be folded right against their body.

Most skin-shapers are not seen in their true form, for they have the ability to destroy a human, leaving nothing but his skin. The skin-shaper can then wear the skin, thus granting them the appearance of humanity.

Combat

If the skin-shaper lacks a skin to wear, it will attack from the sky, swiftly flying towards its prey. Because of its silent movement, the victim has a -3 penalty to his

surprise roll. The skin-shaper will then attack with its claws which are covered in a paralytic poison. The victim must make a save vs. paralysis or be immobile for 1d6 rounds. Once all the victims are paralyzed, the skin-shaper will begin to feed.

It will inject its long tongue down the gullet of a victim, and will secrete an acid into the body of the prey. The target must make a save vs. poison or die, as the person's insides are dissolved. All that is left is a green liquid and the victim's skin. The skin-shaper feeds on the liquid, and can then wear the skin, thus making itself appear as that creature. The skin-shaper may only appear as a humanoid of size M. The skin-shaper does not gain the powers or abilities of the victim.

If a skin-shaper attacks someone when it is already wearing a skin, it will spread its wings, thus tearing the skin apart. All those witnessing this must take both a fear and a horror check, and suffer a +4 penalty to their initiative that round.

All skin-shapers possess infravision and immunity to all acids, poisons, and paralysis.

Habitat/Society

Skin-shapers are asexual, and cannot mate with each other. For some unexplainable reason, the only way skin-shapers can reproduce is if they reproduce with a humanoid female while wearing the skin of that race.

The female would give birth to 1d4 skin-shapers in five months who would claw their way out of the womb, thus killing the mother. The "father" would then look after the young skin-shaper until it reaches six years, when it becomes able to fend for itself. The longest a skin-shaper can live for is seventy-five years, and most do not live after fifty.

Unless they are raising children, skin-shapers tend to be on their own, looking for prey.

Ecology

It is unclear how the first skin-shapers were created. Some suggest that they are mongrelmen with doppelganger blood that have been altered by magic. Skin-shapers feed upon the liquid that they get from humans and their ilk. Skin-shapers are very rare, for which we can all give thanks.

S

SOUL GOBBLER

by Harald Müller
Krefeld, Germany

Nowadays the Soul Gobbler has not been seen, and so nobody knows how many specimens still exist.

| | |
|--------------------------|---|
| Climate/Terrain: | Any |
| Frequency: | Rare |
| Organization: | Solitary |
| Activity Cycle: | Any |
| Diet: | Omnivore |
| Intelligence: | Supra-genius (22) |
| Treasure: | None |
| Alignment: | Chaotic Neutral |
| <hr/> | |
| No. Appearing: | 1 |
| Armor Class: | -10 |
| Movement: | Fl 33 |
| Hit Dice: | 39, 250 hp |
| THAC0: | -3 |
| No. of Attacks: | 3 or 4 |
| Damage/Attack: | 3d8+9 / 3d8+9 / 2d12 or 2d12+11 (x4) |
| Special Attacks: | None |
| Special Defenses: | Immunities |
| Magic Resistance: | 99% |
| Size: | H (30' tall) |
| Morale: | Fearless |
| XP Value: | 48,000 |

The Soul Gobbler is a mixture of a demonic creature with bat-like wings and elements of insects. This personified chaos was first created by the most mighty demons in the planes of chaos. It escaped from the deepest chaos plane and landed by chance in the misty domain of Ravenloft. His creators, the demons, lost the trail of their ultimate creation which they needed to conquer other planes.

The Soul Gobbler became accustomed to his new hunting area. It specialized itself to eat souls of innocent victims, e.g. it prefers the souls of little children. Looking for food, the Soul Gobbler only hunts in the nighttime, because it hates the daylight. Therefore light is the only weapon against this crude, highly intelligent beast. In some areas of Ravenloft people also call this creature "the Flying Nightmare." They tell their children that they will be eaten by the Soul Gobbler if they do not obey their parents. After the Soul Gobbler has drunk the soul of a child which it needs to survive, the child becomes a undead, soulless being. But that is not the only danger caused by this "Flying Nightmare." The Soul Gobbler will duplicate itself, once it swallows its thousandth soul.

SOUL RAVEN

by Luke Garrison Francis Green
The Mists

| | |
|-------------------------|--------------------------------|
| Climate/Terrain: | Temperate Mountains or Forests |
| Frequency: | Very Rare |
| Organization: | Solitary |
| Activity Cycle: | Night |
| Diet: | Carnivores |
| Intelligence: | Very (11-12) |
| Treasure: | C |
| Alignment: | Chaotic Evil |

| | |
|--------------------------|--------------|
| No. Appearing: | 1-2 |
| Armor Class: | 5 |
| Movement: | 3, Fl 36 (B) |
| Hit Dice: | 3+2 |
| THAC0: | 17 |
| No. of Attacks: | 1 |
| Damage/Attack: | 1-2 (peck) |
| Special Attacks: | See below |
| Special Defenses: | See below |
| Magic Resistance: | 15% |
| Size: | T (1' - 2') |
| Morale: | 8-10 / 13-16 |
| XP Value: | 4,500 |

Soul ravens appear like any other raven with one slight difference; there is what appears to be a diamond embedded in the raven's forehead. They use their innocuous appearance in combination with their intelligence to approach their prey unnoticed.

Combat

Soul ravens avoid combat except to acquire "food" or defend their nests. For these circumstances they have the higher morale ratings listed above; for any other situation use the lower ratings. They do enjoy causing havoc even when they don't [...]

For their primary mode of defense, soul ravens have a powerful fear aura that they can activate or suppress at will. All within a 30' radius of the raven when this aura is activated must save versus spells or be affected by a *fear* spell as if it were cast by a 12th-level mage. However, this is only the least of their abilities.

When on the hunt soul ravens leave their fear aura off, and fly high until they can find a victim on their own. Then they drop quickly and silently, providing a -1 to the surprise roll. The physical attack itself is a small peck causing a measly 1-2 damage, being hit by this attack causes the victim to have to make a saving throw versus spell or be sucked into the soul raven's diamond, as per

the spell *trap the soul*. The soul raven can only hold one living victim at a time in this manner.

The victim trapped in the soul raven's prison must make a saving throw versus death. Failure means they lose a life level, while success means they lose one point from each of their physical attributes. When one of the victim's physical attributes, or their level, reaches 0 then they are lost forever, short of a *wish* spell, and become transformed into a wraith.

The soul raven generally will have 1d6 of these wraiths within its prison and another 2d4 protecting their lairs. They can disgorge one of these wraiths each round, appearing to breathe out a black vapor that shapes into the man-like form of a wraith. These wraiths are under control of the soul raven that produced them. Soul ravens generally only do this in emergencies, however.

Killing a soul raven releases any captured soul they hold as well as any wraiths they still hold and the possessions of past victims. Any lost attribute points are recovered at a rate of 1 per week, but lost levels are permanently lost. The ravens sometimes release these prisoners on their own, if they do so then the former prisoners are also under the soul raven's control, as per a *charm person* spell. They can only have a maximum of four such servants at a time. The victim is capable of resisting as per the *charm person* spell as well, but they are not safe until the soul raven is dead, and they don't recover lost attribute points.

Despite their immunity to normal weapons, the attacks of natural ravens can harm soul ravens.

Soul ravens are immune to any spell of imprisonment, such as: *hold monster*, *binding*, *trap the soul*, *imprisonment*, and any spell that traps creatures purely by means of magical energy (a *rope of entanglement* will work fine).

Habitat/Society

Soul ravens can appear anywhere normal ravens do, but generally avoid natural ravens. This is because natural ravens have an uncomfortable tendency to attack soul ravens they know are in the area. Before setting up a lair in a location, soul ravens will generally use a few released humans to clear the area of ravens first. If wereravens are known to exist in a territory then they don't even try that, but move on. Most soul ravens are found in the northwest portions of the Core realms. None are ever seen in Barovia. The only place where people actually believe in their existence is a small corner on the border of Lamordia and Necropolis.

Soul ravens require the life force of intelligent living beings. They can survive as long as two months without a living soul. They sometimes release victims for that amount of time in order to stretch the time between

S

hunts. In this way they can avoid detection for a long time.

The only time more than one soul raven will be encountered is when a pair has come together for mating purposes. Producing a brood of eggs takes approximately two years, most of that time involved in deciding which of the pair is charge of the situation. Soul ravens are hatched in broods of 3-6 and are hatched full-grown. The parents don't stay for the hatching, merely leaving a pair of wraiths to guard the nest, which is never within either parent's domain.

Upon hatching the new soul ravens typically tear their guardian wraiths to shreds as well as approximately half their siblings. They flee as soon as possible to escape this fate.

Ecology

In all probability, soul ravens are a magical experiment gone awry. They seem to serve no purpose to the ecology. They are of some use to wizards, however. The diamond in their forehead can be reactivated and used in the casting of a *trap the soul* spell. The gem can hold creatures of up to twenty hit dice, though it can only hold one living creature at a time. When this gem is used in a *trap the soul* spell then the effects duplicate the ability of the soul raven, including producing wraiths under the caster's control. Any use of the gem requires a Ravenloft powers check, even though *trap the soul* usually does not. *Permanency* must be cast on the gem to activate it.

SOVEREIGN

SERVANT

by David K. Howe
Connecticut, USA

| | |
|-------------------------|---|
| Climate/Terrain: | Demiplane of Dread |
| Frequency: | Very Rare |
| Organization: | Solitary |
| Activity Cycle: | Any |
| Diet: | Nil |
| Intelligence: | Supra-Genius (19-20) |
| Treasure: | Special (see below) |
| Alignment: | Neutral (their will is the will of the demiplane) |

| | |
|--------------------------|---------------|
| No. Appearing: | 1 |
| Armor Class: | -7 |
| Movement: | 15, Fl 36 (B) |
| Hit Dice: | 20 (100 hp) |
| THAC0: | 5 |
| No. of Attacks: | 2 or 1 |
| Damage/Attack: | See below |
| Special Attacks: | See below |
| Special Defenses: | See below |
| Magic Resistance: | 80% |
| Size: | L (7' tall) |
| Morale: | Fearless (20) |
| XP Value: | 48,000 |

The Sovereign Servants are beings twice or more as powerful as any lord of Ravenloft yet a lord of nothing, the power of a deity with the chains of a slave holding them back; their will is the will of Ravenloft. Heralds, messengers, punishers, and gift-givers of the Demiplane of dread.

They are the darkness that embraces lost souls and carries them away into this land, and also the light that shows them a small ray of hope in that darkness. They secretly, invisibly, watch over the lords of Ravenloft, and also they play minor roles in the lives of all the mortals of the plane until such time when the powers that be command otherwise.

Sovereign servants appear as large, 7' tall humanoids in gray hooded robes. Their right side resembles a solar, and the left appears as a Tanar'ri. From the waist down, their features are that of swirling fire.

Combat

These beings are seldom seen by the lords of Ravenloft, let alone by mortals. In combat, they are quite superior, and if they have to eliminate a lord for one reason or another, it usually doesn't take them long. Servants always carry a huge brass key on a large iron chain around their neck—if met face to face with one be you a lord or just a mortal, that is your key to freedom. If there are two or more opponents battling the servant, the person delivering the killing blow is awarded the key. But destroying one isn't so easy a task. They always have the initiative, and due to their high Armor Class nothing under a +3 enchanted weapon will even harm them, nor are they harmed by poison, cold, fire, electricity, paralyzation, charm, hold, sleep, or summoning spells. But, making one look at itself in a mirror paralyzes it for 1d10 rounds, giving ample time to take its key. With the strength of a titan (25) it can rip any opponent apart with its bare hands.

In a servant's very large right human hand, they choose to wield a large +5 *vorpal sword* (1d10 hp damage and Strength bonus, and also acts as a +6 *Lordslayer* inflicting 2d10 hp plus Strength bonus). Its left hand, a very large, out of proportion, scaled, spike-knuckled, taloned hand can inflict horrific wounds (2d10 hp damage) causing an infectious disease to all mortals; save vs. poison at -3 or slowly rot till death occurs within 2-5 days, unless a *cure disease* spell is cast within 24 hours. Sovereign Servants can use these spell-like powers: *detect invisibility*, *invisibility* (always active), *suggestion*, *detect magic*, *polymorph self* (3x a day), plus any of the powers or curses the demiplane bestows through them. They can also regenerate 5 hp per round.

Habitat/Society

No one knows exactly how many sovereign servants exist, but it is speculated that there is at least one for every lord of Ravenloft. They originally weren't native to this plane, however, this is the only place you are likely to encounter them now.

Ecology

It is said sovereign servants are the offspring of a male solar who was seduced by a very beautiful and seductive Tanar'ri Princess, Malaeshk. These children were cast out, but were adopted by the demiplane, serving as the ultimate stewards for the powers that be.

S

SPARGOYLE

by Johnathan M. Richards
Nevada, USA (NE)

| | |
|--------------------------|------------------------------------|
| Climate/Terrain: | Any land or subterranean |
| Frequency: | Rare |
| Organization: | Tribe |
| Activity Cycle: | Any |
| Diet: | Carnivore |
| Intelligence: | Low (5-6) |
| Treasure: | C |
| Alignment: | Chaotic Evil |
| <hr/> | |
| No. Appearing: | 1-4 |
| Armor Class: | 2 |
| Movement: | 6, Fl 12 (D) |
| Hit Dice: | 5+4 |
| THAC0: | 15 |
| No. of Attacks: | 5 |
| Damage/Attack: | 1-4 / 1-4 / 1-6 / 2-5 / 2-12 |
| Special Attacks: | Knuckle spikes, Impaling |
| Special Defenses: | +1 or better magical weapon to hit |
| Magic Resistance: | Nil |
| Size: | M (6' tall) |
| Morale: | Champion (15) |
| XP Value: | 1,400 |

Gargoyles prowl many of the lands of Ravenloft, swooping down from the sky and tormenting travelers. Occasionally, these gargoyle tribes are led by one of the stronger, more powerful gargoyles, whose thicker skin takes even more punishment than those of their lesser brethren. Recently, another form of gargoyle has been identified—dubbed the *spargovle*, these vicious creatures are built for combat, as well-designed for attack as the margoyle is for defense.

A spargovle stands about 6' tall with large, bat-like wings folded upon its back. Great, twisted horns sprout from its head, and curving fangs protrude from its wicked mouth. Spikes jut out from the creature's body in all directions: from the knuckles of the hand, along the edges of its forearms and lower legs, and in a great profusion along the surface of its chest and stomach. Even the long, thin tail sports a spiked end like a morningstar.

Spargovles speak the guttural language of gargoyles.

Combat

Spargovles revel in combat, although their bloodlust often gets them carried away. Whereas normal gargoyles are able to use restraint, preferring not to kill their victims too quickly so that they can savor their fear and torment, a spargovle enjoys inflicting pain too much to show any form of finesse. It wallows straight into combat, attacking five (or more) times per

round: two claw attacks for 1d4 hp damage each, a bite for 1d6, a horn attack for 1d4+1, and a tail swipe for 2d6.

If that wasn't bad enough, the spargovle's intense combat training gives it several further attacks: any time the creature misses with a claw attack, it can make an immediate backhand attack against the same opponent. If this second attack is successful, the creature's knuckle spines inflict 1d4 hp damage. This attack occurs only if an attempt at clawing fails (in effect, it gives the spargovle two "shots" at inflicting claw damage with each hand). Furthermore, if both claw attacks in a single round hit a single opponent, the spargovle can pull his victim in towards his own body, crushing him against the spikes protruding from his chest and belly. This causes 10 hp damage, minus 1 point per Armor Class of the victim (thus, a victim with AC 6 suffers 4 hp damage). Victims with shields or metallic armor can save vs. paralyzation for half damage from this impaling attack. Spargovles are not overly strong, so the victim can escape the creature's embrace with a successful Strength check.

Because of their hardened, stone-like skin, it takes a weapon of +1 or greater enchantment to harm a spargovle. Lesser weapons do the creature no damage.

Like other gargoyles, the spargovle can swoop down from the sky upon enemies. When attacking in this fashion, the spargovle uses a tail smash and either its two claw attacks or a horn attack. It does not get to slash with its knuckle spikes if a claw attack misses, nor can it impale victims on its chest spikes; for this reason, spargovles prefer landing and battling opponents on the ground rather than swooping down upon them. They are not very nimble in the air, anyway (their numerous spines increase air resistance, dragging their maneuverability class down to D).

Habitat/Society

Spargovles are members of normal gargoyle tribes, although not all gargoyle tribes have spargovles among them, nor is it unheard of to encounter a group of spargovles out on their own. They are typically less intelligent than either the standard gargoyle or the margoyle, and in mixed groups always serve in "front line" roles rather than as leaders. A spargovle's love for inflicting damage upon enemies often comes at odds with the gargoyles' love for exquisite, drawn-out suffering; many times a spargovle will be pulled off of a victim by the other gargoyles in its tribe in order to save the victim from a quick death (they much prefer a long, slow death for their victims).

Ecology

Spargovles neither eat nor drink, nor do they require sleep. Like others of the gargoyle race, they can remain motionless for hours on end, posing as statuary until a victim comes within range. Spargovles seldom have the patience for such stealth, however, preferring to actively hunt for their victims.

Spargovles are also less likely to covet personal treasure. Any treasure they have is usually kept in the gargoyle tribe's lair. Spargovles on their own are seldom found working for other beings, although they will do so if the whole tribe is under some powerful evil creature's employ.

SPIDERBAT

by Douglas M. Burck
Kentucky, USA

| | |
|--------------------------|-----------------------------------|
| Climate/Terrain: | Underground / Forest |
| Frequency: | Common |
| Organization: | Nil |
| Activity Cycle: | Night |
| Diet: | Carnivore |
| Intelligence: | Animal (1) |
| Treasure: | Special |
| Alignment: | Neutral Evil (Chaotic tendencies) |
| <hr/> | |
| No. Appearing: | 2-5 (10-40 in lair) |
| Armor Class: | 6 |
| Movement: | 6, Fl 15 (B), Wb 9 |
| Hit Dice: | 2 |
| THAC0: | 16 |
| No. of Attacks: | 1 |
| Damage/Attack: | 1-4 |
| Special Attacks: | Webs, Poison |
| Special Defenses: | Nil |
| Magic Resistance: | 25% |
| Size: | S (3' wingspan) |
| Morale: | 15-20 |
| XP Value: | 105 |

After realizing that they were stuck here, the drow decided to redecorate the Demiplane of Dread to their taste. Part of this plan was crossbreeding every kind of animal they could find with spiders. The spiderbat was one of the early successes, a crossbreed between a vampire bat and tarantula.

Spiderbat physiology is intimidating. The wings and body are pure bat, with eight legs and a thorax. The head has eight eyes (4 mammal and 4 compound), big ears and mandibles. They have 360 degree vision and sonar. Spiderbat lairs consist of a web spun between two trees or a high point in a cave. They fly off at night to hunt in small family units and sleep by day in large groups.

Combat

Spiderbats favor using a bat-like flying pounce against prey of equal or smaller size. Against larger prey, they will spin a web and drop it on the target in an effort to slow down its food. A spiderbat's bite is poisonous. The poison paralyzes the victim for (30-Con) hours and inflicts 2d6 points of damage due to partial liquidation of internal organs. A save vs poison negates paralysis and reduces damage to 1d4. Once a victim is paralyzed, the spiderbat wraps it in a cocoon and sucks out enough body fluids to permanently reduce the victim by 1

HD/level. A spiderbat returns daily (or takes the prey home, if possible) to feed on its prey until the victim is dead or escapes.

Habitat/Society

Domesticated spiderbats are used by the drow as guard-beasts and as a method of sending web lines across chasms and up sheer walls quickly. Wild spiderbats are a danger to everything in their territory. A spiderbat's treasure consists of the incidental wealth of its last meal, its silk, and its venom. An elf casting find familiar can get a spiderbat on a special result, or a failed powers check.

Ecology

Spiderbats are mid-level predators, with an impact comparable to foxes or badgers. They are, in turn, hurried by giant snakes, large flying predators and bears. Scavengers favor a spiderbat's high-quality leftovers.

S

STRANGLING MIST

by Gary L. McNeil II
Michigan, USA (MI)

| | |
|--------------------------|--------------------------|
| Climate/Terrain: | Any |
| Frequency: | Very Rare |
| Organization: | Solitary |
| Activity Cycle: | Night |
| Diet: | Life energy |
| Intelligence: | Low |
| Treasure: | E |
| Alignment: | Chaotic Evil |
| <hr/> | |
| No. Appearing: | 1 |
| Armor Class: | Special / 0 |
| Movement: | 3, Fl 24 (B / C) |
| Hit Dice: | 12 |
| THAC0: | 9 |
| No. of Attacks: | Special / 2 |
| Damage/Attack: | Special / 7-12 / 7-12 |
| Special Attacks: | See below / Energy drain |
| Special Defenses: | See below |
| Magic Resistance: | 50% |
| Size: | L / M |
| Morale: | [...] |
| XP Value: | [...] |

Strangling Mist is created when a powerful vampire on the Dark Plane is “killed” while in gaseous form. In these cases, if the will of the evil creature is strong enough, the Vampire will not end its undead existence. It will instead bond with the ever present fog of Ravenloft and become an entity known as the Strangling Mist.

Combat

The Strangling Mist exists at most times as a dense patch of fog or mist which is often found over the place it dwelt as a vampire. The creatures vary in size. For every 8 hp the creature possesses it will measure 100 feet in diameter. Therefore a Mist with 96 hp will measure 1200 feet in diameter. In this form the Mist often lures victims into itself by displaying lights similar to a will o’ wisp. Once a creature has entered the mist these lights behave as a *charm* spell. The Strangling Mist can cast 3 *charm* spells per day. When victims enter the Mist their lungs are filled with its substance which causes a slow energy drain. Lawful Good player characters will experience nose and throat irritations while in the Mist and will cough and sneeze often. Every 3 rounds of exposure causes a cumulative -1 to hit and damage. A player character rolling lower than their Constitution on 4d6 will prevent this penalty. After 3 additional rounds the roll must be made again. Penalties accrued will not disappear

until one full night’s rest. Once a player character is at -3 to hit and damage, hit points will start to drain at the rate of one a round. Rolling against the PC’s Constitution as above will stave off this drain. This damage can be healed normally. If players seek to escape the Mist the creature will become more aggressive. For every 10 hp the Strangling Mist possesses it can attempt to strangle 1 human sized creature. The Mist requires no roll to hit for this attack. Rules for holding your breath apply. Due to the sudden attack characters are not allowed “a good gulp of air” and so use ½ their Constitution score to determine how many rounds they have before they expire. While being strangled, casting spells with a vocal component is impossible. The only way to stop the strangling is to exit the body of the creature or cast *protection from evil* on the individuals being strangled.

In this form the creature is immune to all weapons damage except for their magical bonuses. No to hit roll is required. In addition to its 50% magic resistance some spells will have altered effects. Magical fire will do ½ normal damage while cold-based attacks will cause the creature to act as if *slowed* for 1-4 rounds. Air-based magic such as *gust of wind* will move the creature but cause no damage. *Purify food and drink* will cause 1d6 hp damage for every level of the caster. The creature can regenerate 3-6 points of damage a round while in this form. Holy water does 3d6 points of damage per full vial; this damage cannot be regenerated.

If the Mist is attacked and begins to take substantial damage it will assume a second form more suited for combat. This process takes 1 round and no other action by the Mist is possible during this time. The Mist will coalesce into a large humanoid creature with talon-like claws and bat-like wings. In this form the Strangling Mist can attack twice a round with each hit draining 1 life energy level in addition to normal damage. Instead of attacking the creature can opt to use its huge wings to create a *gust of wind* effect. Also the creature can emit a shriek which forms a cone of sound 120 feet long with a base diameter of 60 feet. All those within the area of effect must *save vs. paralysis* or lose their ability to perform actions the following round. This shriek can be sounded every third round.

In this form sharp weapons do 1 hp damage plus any magical bonuses while blunt weapons do full damage. The creature regenerates 1-4 hp a round while in this form. Cold and fire-based spells have the same effect as noted above.

Habitat/Society

The Strangling Mist must return to its place of death just as it had to while a vampire. In this form however it does not need to rest in a coffin or other burial chamber; it will instead seep into the soil around its grave. The Strangling Mist is more a creature of instinct than an intelligent creature, it seeks only to absorb as many living beings into its body as it can. Most villages within one night’s travel of the winged form of the creature will be lifeless husks from the Mist’s depredations. Garlic and mirrors have no effect on the Mist. Holy symbols have no effect unless successfully used by a cleric to turn the Mist. The only way to kill the Strangling Mist is to bring it below 0 hp and then splash it with holy water. Creatures killed by the Strangling Mist do not become undead.

TANAR'RI, GREATER

— NEXXAR

by David Hubbard
Texas, USA

| | |
|--------------------------|---|
| Climate/Terrain: | The Abyss (Any non-arctic/Prime) |
| Frequency: | Rare (Very Rare) |
| Organization: | Troop |
| Activity Cycle: | Any |
| Diet: | Special |
| Intelligence: | Exceptional (12-15) |
| Treasure: | D |
| Alignment: | Chaotic Evil |
| <hr/> | |
| No. Appearing: | 1d4 |
| Armor Class: | -2 |
| Movement: | 12, Fl 24 (C) |
| Hit Dice: | 10+5 |
| THAC0: | 9 |
| No. of Attacks: | 3 or 1 or by weapon |
| Damage/Attack: | 1-8 / 1-8 / 1-6 or 3-24 or by weapon +4 |
| Special Attacks: | Fire breath, Spells |
| Special Defenses: | Spell immunity, Spells, +2 or better to hit |
| Magic Resistance: | 20% |
| Size: | L (12' tall) |
| Morale: | Champion (15-16) |
| XP Value: | 45,000 |

These powerful creatures appear as tall, hulking humanoids with armor-plated skin, huge muscled arms and legs, a pair of giant, bat-like wings and a long, spiked tail. Where their heads should be there is only a large, burning flame and it appears as if their heads were ripped from their bodies as the neck is jagged and torn. No features are discernible in the flaming “face” and their voices (when they speak) are hissing and crackling like a fire. They can communicate via telepathy.

Combat

Nexxar are terrors in combat, they can attack three times per round with their powerful claws and slashing tall for 1d8 and 1d6 points of damage, respectively. They can also wield any weapon (usually large swords or pole arms, 15% chance of being magical) and inflict a bonus of +4 points of damage due to their high Strength. Nexxar can also “breathe” a cone of flames 10' long and 10' wide at its terminal diameter which inflicts 3d8

points of damage to all creatures caught within (save vs. breath weapon for half). They cannot be surprised, as they can “see” in all directions at once. If attacking from the air, they can dive, gaining a +2 to hit, but can only make attacks with their claws.

In addition to those powers available to all tanar'ri, nexxar have the following spell-like powers that can be used one at a time, once per round, at will at the 9th level of ability:

- ◆ *fear*
- ◆ *heat metal*
- ◆ *affect normal fires*
- ◆ *fire burst*
- ◆ *stinking cloud*
- ◆ *produce fire*
- ◆ *animate flame*
- ◆ *fire storm* (1/day)
- ◆ *fireball* (2/day)
- ◆ *wall of fire* (2/day)
- ◆ *know alignment* (always active)
- ◆ *detect invisibility* (always active)

They may attempt to *gate* in 1-6 bar-igura or 1-2 additional nexxar with a 40% chance of success. This *gate* can only be attempted once per day. Nexxar are completely immune to all fire-based attacks, but suffer full damage from cold-based attacks. They have a 20% resistance to all spells and can only be hit by weapons of +2 or better enchantment.

Habitat/Society

Nexxar serve as elite bodyguards for powerful tanar'ri and other creatures of the lower planes and as shock troops in the Blood War. They are exceptionally loyal to their masters, a trait not seen in almost any other denizen of the Abyss. They generally ignore less powerful tanar'ri and other creatures, unless they are of good alignment, whereupon they are attacked and tortured if possible; slain if not.

Ecology

Beyond their roles as bodyguards and troops, nexxar provide nothing of value. They can consume flesh, but generally gain their sustenance from the flames and fires so common in the Lower Planes. They can sometimes be found on the Prime Material on missions to further the Blood War and have been summoned on rare occasions by powerful, evil mages and priests.

T

TENARESKOTOS (TENTACLES OF THE DARK)

by Dana Arvadro
New Hampshire, USA

| | |
|--------------------------|----------------------------------|
| Climate/Terrain: | Any |
| Frequency: | Very Rare |
| Organization: | Solitary |
| Activity Cycle: | Any |
| Diet: | Carnivore / Scavenger if need be |
| Intelligence: | Very |
| Treasure: | Nil |
| Alignment: | Chaotic Evil |
| <hr/> | |
| No. Appearing: | 1 |
| Armor Class: | 4 |
| Movement: | 4, Fl 24, Sw 12, Cl 6 |
| Hit Dice: | 8 |
| THAC0: | 11 |
| No. of Attacks: | 9 |
| Damage/Attack: | 1-6(x8) / 2-12 |
| Special Attacks: | See below |
| Special Defenses: | See below |
| Magic Resistance: | 10% |
| Size: | 10' |
| Morale: | Elite (13) |
| XP Value: | 1,000 |

Spawned by the very evil essence of the Dark Demiplane, the Tenareshkotos is a vicious, cunning, and aggressive carnivore that loves to stalk, terrorize, and eat its prey! It is the monster that steals children into the shadows when parents look away. It is the creature that ambushes the stragglers of any traveling group. Because of its black coloring and amorphous form, the very existence of the tenareskotos is not known. While being responsible for many disappearances, those who do glimpse a tenareskotos come away with horrified reports of black feathers or flailing tentacles, only to have their stories to be dismissed as hysterical and the creature misidentified as a more common monster!

Combat

Several points need to be exposed to understand the “perfect” evolutionary adaptations of this natural killer. First, being mobile in and on any terrain means there is no escaping its tentacles. Also, because of the ‘soft’ nature of its form, it gains a Move Silently ability at 55%. Second, because of the lack of bones in its body, it not only can squeeze through small openings, but crushing

damage only does 1/3 damage! (As a side note, its wings become soft by a depressurization of the liquid in “veins” in the winds.) Third, its black plumage and coloration give it a chance of Hiding in Shadows of 75%. Fourth, because of its dark origin, the four eye stalks have infravision to 60’, and can even *detect invisible* at 30%.

Fifth, like a giant squid, the tenareskotos likes to grab its opponents in its tentacles and constrict them, while bringing the thrashing victims to its mouth. All eight tentacles can attack, but only one can constrict a man-sized opponent at a time, causing 2d6 points of damage/ round after the initial strike. Tentacles can grow back over several months if cut off. Sixth, after yanking its prey to its mouth, it sprays the victim (biting would take too long) with a strange gooey mixture of contact poison and “webbing.” This can only be used at a three foot range, thus the victims are pulled close. Victims must save vs. poison at +2 or suffer paralysis, and the web goo needs an 18 Strength to pull free. It requires one round per point under 18 of Strength to get free. Effected victims are at a +4 to be hit, lose Dex AC adjustments, and cannot cast spells with somatic or material components.

Seventh, if 3 or more tentacles are severed, it will most likely squirt out a cloud of jet-black ink into a cone of 20’x20’x30’ (if sprayed up: radius 15’). It works for 3 rounds in the air and 6 rounds in water, obscuring all vision. It is also extremely flammable! It will explode for 2d6 points of fire damage, igniting any flammable objects coated with the spray. The tenareskotos has not been seen to use this as an offensive device. Because of the very trackable smell of ammonia from the cloud, it will flee to water to cleanse the scent from itself (3 rounds to do). Anyone in the cloud will serve as a distraction however, and their own olfactory senses will be overloaded. The smell comes off by rinsing with water. It is possible a smart tenareskotos may realize it could use this to cause terror, attack, and flee to water.

TENTACLE TERROR

by Douglas M. Burck
Kentucky, USA

| | |
|--------------------------|--|
| Climate/Terrain: | Shadow Rift, cloud islands, the moon, mountain peaks |
| Frequency: | Rare (Shadow Rift), Unique elsewhere |
| Organization: | Nil |
| Activity Cycle: | Any |
| Diet: | Omnivore |
| Intelligence: | High |
| Treasure: | A or Z |
| Alignment: | Any Chaotic |
| No. Appearing: | 1 |
| Armor Class: | 0 |
| Movement: | Fl 18 (D) |
| Hit Dice: | 10 |
| THAC0: | 10 |
| No. of Attacks: | 7 to 10 |
| Damage/Attack: | 1d4+2 each |
| Special Attacks: | Spell use |
| Special Defenses: | +2 or better weapon to hit, Takes double damage from earth magic, Takes damage from dirt |
| Magic Resistance: | Nil |
| Size: | H |
| Morale: | 3 to 18 |
| XP Value: | 4,000 |

Tentacle terrors are native to the Shadow Rift region of Ravenloft and are very slowly moving out to other domains. Sages who study arboreal monsters are divided as to whether these creatures are native to the Rift or originated in the void of wildspace and captured by the Demiplane of Dread. The pro native sages argue that tentacle terrors are made out of the Mist, while the pro wildspace sages counter-argue that a creature so harmed by the ground can't be from any world.

A tentacle terror has from 7 to 10 tentacles, each of which is milky-white, with a row of suckers flanked by two rows of curved barbs. The tentacles emanate from a central fog cloud that seems to be the body. Inside the cloud are two pulsating orbs that serve as eyes and organs of communication.

Combat

A tentacle terror attacks by lashing out with its tentacles. Three or more successful hits on a target in a round mean the target has been grabbed and can be hauled up and dropped from a great height. A tentacle terror can attack

as many opponents as it has tentacles. Tentacles can be severed without harming the main body (each tentacle has 2 HD) and will grow back in a week or two.

Tentacle terrors are harmed by contact with the ground. A handful of dirt or sand does 1 point of damage and inflicts a -1 penalty to all actions for the next turn. Pinning a tentacle terror to the ground or burying it causes 3d4+2 hit points damage per round.

Finally, a tentacle terror has the following spell-like powers that it uses at the 10th level of ability. At will, it can cast *dust devil*, *control weather*, *commune with nature*, and *comprehend languages*. Three times per day, it can cast *wind wall*, *gust of wind*, *chain lightning*, *stinking cloud* and *cloudkill*. Once per week, a tentacle terror can cast a *gate* spell. If it works, one of the following will come through:

| 2d6 Roll | Result |
|----------|--------------------------|
| 2 | Tentacle terror |
| 3 | Faerie dragon |
| 4 | 1d100 Ravens |
| 5 | Succubus |
| 6-8 | Nothing |
| 9-12 | Air elemental (12-15 HD) |

Habitat/Society

While not the most social creatures in the world, tentacle terrors do recognize that most of the food in the world is ground-dwelling and that having someone suited to run on the ground gathering food is desirable, so they will occasionally offer magical assistance and money to powerful creatures in exchange for gathering food. What wealth a tentacle terror has is carried inside itself.

Ecology

The tentacle terror is an omnivore that feeds on birds, treetops, and the occasional flying ship. It favors the heights and is almost never encountered by non-flying opponents.

T

TWILIGHT BEAR

by Marty A. Godsey
Virginia, USA (VA)

| | |
|--------------------------|--|
| Climate/Terrain: | Mountains, Forest, Rough |
| Frequency: | Uncommon |
| Organization: | Barbaric, tribe |
| Activity Cycle: | Night |
| Diet: | Carnivore |
| Intelligence: | Average (8-10) |
| Treasure: | I (lair only) |
| Alignment: | Neutral Evil |
| <hr/> | |
| No. Appearing: | 1-8 (1-20 in lair) |
| Armor Class: | 5 |
| Movement: | 12, Fl 18 (C) |
| Hit Dice: | 8+8 |
| THAC0: | 13 |
| No. of Attacks: | 3 |
| Damage/Attack: | Claw 1d6+2 (x2) / Bite 1d10+2 |
| Special Attacks: | Surprise |
| Special Defenses: | Hide in shadows, Only hit by magical weapons |
| Magic Resistance: | Nil |
| Size: | L (10' + tall) |
| Morale: | Steady (11-12) |
| XP Value: | 2,000 |

Twilight Bears are a rare breed of bears that have been touched by the powers of Ravenloft. These bears are more intelligent than normal bears, having average intelligence rather than animal. Twilight bears look like normal grizzly bears except that they have short fine black fur, and are about 3' taller. The twilight bears also have a very interesting physical appearance. They have large eagle-like wings growing from their back. These wings however are made of nothing but shadow. The wings are capable of carrying the bears at an extremely fast rate for their size. The bears can also carry one creature of medium size or smaller and still fly. Till just recently, twilight bears were seen as nothing but myths. Recently, a Forester had supposedly sighted one of these creatures. The thing that helped people believe him was that when he returned, he changed his lifestyle to that of a Cleric. He claimed that he promised his service for his life from these "Twilight Bears" as he called them.

Combat

Twilight bears tend to stay in the air whenever possible, which gives them an immediate advantage over their prey. In twilight or darker light, twilight bears are virtually non-detectable. Their wings cannot be seen in darkness

down to twilight. Their wings also can not be seen by infravision. The bears themselves are visible to infravision but appear smaller than their actual size. Twilight bears have a natural ability to hide in shadows while in flight and while upon the ground. Their chances are 50% in twilight or moonlight, 70% in starlight, and 90% in cloudy moonless nights. Twilight bears are also very strong, gaining +2 to damage because of their strength. The favored mode of ground combat is a claw/claw/bite combination. They also favor a dive attack whenever possible. This gives the bears all the benefits of an attack from the air onto an opponent on the ground (see the DMG for air-to-ground attacks). Twilight bears have a virtually noiseless flight. This gives them the ability to surprise their opponents very easily. Depending on the preparation of their prey, they can surprise on a roll of 6 on 1d10. Twilight bears are excellent tacticians. They are very skilled at using their dark nature and the darkness to their advantage. Twilight bears are only affected by magical weapons of +1 or better enchantment. This is a gift given to them by the dark powers of Ravenloft. Twilight bears also have a very rare form of vision called ultravision. Ultravision allows the bears to see in total darkness as well as if they were in a well-lit area. This vision does however give the bears a penalty to attack in well-lit or daylight illuminated areas. The penalty is also applied to all perception rolls by the bears. This penalty is -2 or -10% depending on the type of roll.

Habitat/Society

Twilight bears are primarily nocturnal creatures. They tend to stay in what are called packs of 5-50, with each pack consisting of families numbering about 1-12. The Twilight bears' form of rulership is structured in a barbarian-style government. All leaders are appointed by their might more than their family status. Any bears wishing to take over the role as pack leader must challenge the current leader in a one on one combat ceremony called "Passage to Night." This ceremony is used to determine the pack leader. Any bears from any family may challenge the leader at any time for rulership. Once the combat ends, with the winner being the one left living, their rulership is accepted without question.

Twilight Bears hunt in groups of 1-8. They use a type of tactic for hunting that is normally used by creatures of greater intelligence than typical bears. They send out lone bears to scout the area ahead. This allows the bears to be more aware of any prey or any other things of note ahead of them. The one unique trait of the twilight bears is that they are the only type of their closest species (bears) that actually hoard magical items. It is said that they do this because the twilight bears are

rumored to have some human contacts that do work and jobs for the bears. The humans' payment is some of the items that the bears collect from their prey. Some people believe that the idea of bears or any other type of animal gaining power in the human world is absurd.

Ecology

Twilight bears are carnivores by nature but will eat fruits and vegetables if necessary. The reproductive cycle of twilight bears is the same as normal bears of their type. Twilight bears are naturally aggressive. Being evil in nature, twilight bears show no mercy on their prey when they are hunting. The origins of these bears are shrouded in mystery. There have never been any sages who could find any solid information on these bears to start an ecology report. The reason for the gifts given to the bears by the dark powers of Ravenloft can lead to a very intriguing series of adventures.

U

UNDEAD PEGASUS

by Wesley Schneider
Maryland, USA

| | |
|--------------------------|-----------------------------|
| Climate/Terrain: | Any |
| Frequency: | Very Rare (4%) |
| Organization: | Nil |
| Activity Cycle: | Night |
| Diet: | Nil |
| Intelligence: | Highly Intelligent (13-14) |
| Treasure: | Nil |
| Alignment: | Chaotic Evil |
| <hr/> | |
| No. Appearing: | 1-5 |
| Armor Class: | 4 |
| Movement: | 24, Fl 48 (C) |
| Hit Dice: | 6 |
| THAC0: | 5 |
| No. of Attacks: | 5 |
| Damage/Attack: | 1-4 / 1-4 / 1-4 / 1-8 / 1-8 |
| Special Attacks: | See below |
| Special Defenses: | Immunity to fire |
| Magic Resistance: | 50% |
| Size: | L (5½' at the shoulder) |
| Morale: | Fearless (20) |
| XP Value: | 1,500 |

Undead Pegasi are as fearsome and frightening as their living counterparts are magnificent. Created by a series of rituals involving the blackest of magical rites, these creatures are transformed from their natural benevolent forms to animated skeletal mockeries of their former selves. In stark opposition to the creatures which they once were, undead pegasi hunt down and destroy all forms of goodness, especially those which they aided in creating in their former lives.

Through the magical process which warped their minds and bodies, undead pegasi have gained several frightening abilities. These new abilities include: wing bones which are more akin to razor blades than normal pegasus wings, a flaming aura, and the ability to pass through solid objects. Undead pegasi no longer speak in any form but make their intentions known through their brutal and destructive actions. They serve their creators for a short time after they are transformed, but soon turn on or leave them so they can pursue their own evil goals.

Combat

In many ways the undead pegasus attacks much like a living pegasus but with several augmentations. Due to its ability to pass through solid barriers and its flaming aura, these creatures are much more capable in enclosed

areas than they ever were in life. Also, due to the flames which constantly surround their bodies, all undead pegasi, gain a +2 adjustment to their damage rolls. Victims of an undead pegasus' attacks must also have their items roll saving throws vs. fire.

Undead pegasi prefer to surprise opponents and to do so they rely on the dive attack they perfected in their past lives. However, now when they dive at an opponent, they fall directly at their target in an attempt to crush them. Due to their flaming aura, the diving attack of an undead pegasus resembles a fireball falling from the heavens. This devastating attack causes 3d10+2 points of damage but a character may save vs. breath weapon for half damage. The force of the pegasus hitting the ground throws its bones in all directions creating an explosion of fire and bones. This second effect of the pegasus' dive attack causes all characters within ten feet of the pegasus' attack area to perform a Dexterity check, with a failed check resulting in 1d6 points of piercing damage. After this attack an undead pegasi must stay on the ground for one round without attacking while its scattered bones reform the creature. Attacks during this time only do one half normal damage.

Due to its newly sharpened wing bones, undead pegasi now can attack with their wings. Each wing slashes for 1d8+2 damage and never grow dull. Also, a pegasus may charge on the ground or swoop from above, holding its wings outstretched. This fearsome attack does 2d8+2 damage from the ground and 3d8+2 from the air.

Due to the unnatural and brutal nature of several of the undead pegasus' attacks, those that view them are often stricken with intense fear. Anyone who witnesses an undead pegasus' dive, or charge attacks must make a fear check. Also, so horrible is the sight of this undead horse in flight or in its stage of reformation after diving, that those watching are forced to make fear checks as well. These checks only need to be done once for each fear inspiring sight or attack made by the pegasus.

Habitat/Society

Being wandering undead creatures, undead pegasi have no social life but do have several unique habits. For a short time after their creation, about 1d6 months, undead pegasi make their home near their creator. During this time these undead horses are slaves to the whim of their creators and perform as normal unintelligent undead. They are also known to act as mounts for flame resistant and undead warriors, if it is their master's wishes.

After they leave their creators, which is usually a peaceful process, pegasi which aided in the cause of good during their lives now go to hunt down figures from their past. Something in the dark processes which create

undead pegasi perverts their minds and bends them to hate that which they once loved. From this point they will single-mindedly destroy anything they even remotely helped create and anyone they have the slightest memory of.

Once the undead pegasi has finished its evil vendetta, they will usually either return to the service of their creator or go on a rampage across the lands they once inhabited, becoming a very powerful and rare wandering monster.

Ecology

Undead pegasi are fairly simple to destroy as far as most powerful undead creatures go. They can be destroyed by the continued attacks of magic and magical weapons, but this is the least effective and most dangerous way to combat these horrors.

Corrupted pegasi are also known to have a strong bond with their creators in the time which they are bound to them (before and after their killing spree). During these times, if the creator is slain all of the undead pegasi which he/she has raised, turn to dust and are unable to be raised again.

Pegasi which are still living, though very rare on the Demiplane of Dread, are also known to have a deep hatred for these perversions. If heroes can convince a living pegasus that they need its help for the purpose of destroying one of these abominations, the living pegasus will always aid in any way it can. Because of living pegasi's intense hatred for their undead brothers they gain a +2 to their attack rolls when engaging these monsters.

V

VAIVODE

by Ian Vincent
British Columbia, Canada

| | |
|--------------------------|----------------------------|
| Climate/Terrain: | Mountains, Hills |
| Frequency: | Very Rare |
| Organization: | Solitary |
| Activity Cycle: | Night |
| Diet: | Carnivore |
| Intelligence: | High |
| Treasure: | None |
| Alignment: | Any Evil |
| <hr/> | |
| No. Appearing: | 1 |
| Armor Class: | -2 (flying), 3 (on ground) |
| Movement: | 9, Fl 24 (C) |
| Hit Dice: | 12+3 |
| THAC0: | 8 |
| No. of Attacks: | 3 (claw / claw / bite) |
| Damage/Attack: | 1-8 / 1-8 / 2-12 |
| Special Attacks: | See below |
| Special Defenses: | See below |
| Magic Resistance: | 55% |
| Size: | M (6' tall) |
| Morale: | Elite (14) |
| XP Value: | 6,000 |

Vaivode are solitary creatures whose sole purpose in life is to carry off humans and eat them. They are able to eat any warm-blooded animal, but seem to like the terror they inspire in humans. Some sages argue they feed off this terror. Nobody knows their real name, so most humans call them *Vaivode*, which corresponds to "Lord" in many of the human dialects. Mothers often invoke their name to get children to stay near home. ("Don't go wandering or the Vaivode will get you!")

In appearance they look like a huge bipedal human-bat cross. Their wings attach to their elongated arms and down to their legs, just as a bat's wings do. They have an incredibly thick hide and are amazingly dexterous for their size.

Combat

Vaivode attack with a claw, claw, bite attack, usually aimed toward only one person. In addition they are incredibly strong. Any person who is hit by both claws has been caught by the creature's hind legs and will be borne aloft. The Vaivode can carry the person up at a rate of 10'/round. A successful Bend Bars roll must be made by the person to break free. An attempt can be made each round, but the person will then have to suffer

the relevant falling damage for the height of the Vaivode at that time.

They radiate a permanent *non-detection* spell, which makes tracking them very difficult (generally only by line of sight). Some people argue this is the only reason they have not been hunted down and destroyed before now. They also radiate a continuous aura of fear. Anyone who can see a Vaivode must save vs. Spells at -4 or flee in terror until the Vaivode is out of sight. They may then return, but must save again. It should be noted that a character being born aloft can not roll vs Bend Bars if he or she has already failed the fear save.

Habitat/Society

Vaivode live alone in caves. They tend to pick very remote caves and there usually is not anything that indicates they live there. They never eat their prey near their home so as not to leave any telltale carcasses lying about.

Vaivode have no society. As far as anyone knows they are solitary. Nothing is known about their mating or child rearing habits, and no two have ever been spotted together. When killed they rot at an incredible rate, so no one has even been able to perform an autopsy on one.

Ecology

Vaivode live to hunt humans. They create nothing and keep nothing. Adventurers may find this rather depressing; a Vaivode lair will be nothing but an empty cave in a mountain or hill. Vaivode get their enjoyment out of terrorizing humans, not hoarding treasure.

They love to capture humans who have wandered just a bit too far from their village, but who are yet within hearing distance. Any villager hauled screaming off into the night is reputed to have been taken by a Vaivode, whether true or not.

Surprisingly, considering how powerful they are, they have no interest in combat. They prefer to attack solitary targets. If the target manages to break out of the Vaivode's clutches twice in four rounds (by a successful Bend Bars roll), the Vaivode will usually leave and look for a less brawny meal.

VULTURE, GRAY

by Chris Keller
Wisconsin, USA

| | |
|--------------------------|----------------------------------|
| Climate/Terrain: | Any temperate, Ravenloft |
| Frequency: | Very Rare |
| Organization: | Flock |
| Activity Cycle: | Day |
| Diet: | Carnivore, scavenger |
| Intelligence: | Low (5-7) |
| Treasure: | Nil |
| Alignment: | Neutral Evil |
| <hr/> | |
| No. Appearing: | 1-4 |
| Armor Class: | 5 |
| Movement: | 3, Fl 24 (D) |
| Hit Dice: | 3+1 |
| THAC0: | 17 |
| No. of Attacks: | 1 |
| Damage/Attack: | 1-3 |
| Special Attacks: | Hopelessness aura, Venomous peck |
| Special Defenses: | Hit only by silver weapons |
| Magic Resistance: | Nil |
| Size: | L (10'+ wingspan) |
| Morale: | Average (8-10) |
| XP Value: | 975 |

The gray vulture appears similar to the giant vulture. It has dull gray plumage with patches of faded red on the tail feathers. The head is colored a darker gray and appears scabrous and filthy. Close inspection of the great avian shows a thick putrid slime covers the beak.

Combat

The gray vulture will usually perch on a high vantage point to spot potential victims. Once a potential victim is spotted, the great bird will take to the air and begin to circle the prey in a seemingly haphazard circular pattern. In reality, it is waiting for its target to succumb to its hopelessness aura. The aura is a continuous form of the 4th-level wizard spell *emotion* (hopelessness). The aura affects all creatures in a 120' radius. Gray vultures are immune to each other's auras. All creatures in the area of affect must save vs. spell or become despondent and unresponsive. The victim becomes oblivious to what is happening around them. Once the victim has fallen under the sway of the aura, the gray vulture attacks with its beak. The beak is covered with a viscous phlegm that causes paralysis unless a save vs. poison (-1) is successful. The victim instantly becomes immune to the fear aura the moment they are paralyzed. The gray vulture takes a perverse pleasure in the terror and pain of

the paralyzed prey as it begins to feast on the flesh of the live victim. The paralysis wears off in 2-8 hours if the great bird is driven away from its victim.

Habitat/Society

These malevolent birds are found in any desolate wilderness. They prefer to lurk on lonely roads waiting for an opportune meal. Gray vultures will cooperate to take down a stronger creature and are often spotted roosting together. At night gray vultures hide themselves in the thick boughs of tall trees, inaccessible mountain ledges, or even in abandoned buildings. The mating habits of the gray vulture are largely unknown. There are no reported sightings of gray vulture eggs or chicks.

Ecology

The origins of the gray vulture are obscure. A few sages have speculated that these terrible birds were once normal vultures that were drawn into the land and adapted to the lands. Other wise men have concluded that the hope that the gray vulture nullifies is fed to the dark powers or perhaps to the land itself. While most people curse the mention of this terrible avian, others have put the bird to practical use. Gray vultures are perched on prison walls and towers to dissuade prisoners from escaping. The putrid phlegm of the bird and its beak can be used to concoct a most potent paralyzing poison. It is rumored that an enchanter in Darkon has created a hat made from the feathers of the gray vulture. It supposedly duplicates the aura of hopelessness around him while rendering himself immune to the effects of the gray vulture.

W

WASP, VAMPIRE

by Dennis Jasin
New York, USA

| | |
|--------------------------|--------------------|
| Climate/Terrain: | Any |
| Frequency: | Uncommon |
| Organization: | Nest |
| Activity Cycle: | Night, Dusk |
| Diet: | Bodily fluids |
| Intelligence: | Semi (2-4) |
| Treasure: | Nil |
| Alignment: | Neutral |
| <hr/> | |
| No. Appearing: | 6+(1d4) |
| Armor Class: | 4 / 0 in darkness |
| Movement: | 6, Fl 21 (B) |
| Hit Dice: | 3 |
| THAC0: | 17 |
| No. of Attacks: | 2 (bite and sting) |
| Damage/Attack: | 1d4 / 1d4 |
| Special Attacks: | Nil |
| Special Defenses: | Spells |
| Magic Resistance: | Nil |
| Size: | T (1' long) |
| Morale: | Average (9) |
| XP Value: | 420 |

Vampire Wasps look very much like giant wasps. They are almost completely black in color with clear wings; a few have been known to have small white dots on their abdomen. Few people have ever seen a vampire wasp, due mostly to their ability to create darkness and their night activity cycle. All those wasps that have been seen have been dead.

It is unknown if vampire wasps were created in some bizarre magical experiment or if they are a natural evolution of a creature on the Demiplane of Dread.

Combat

Vampire wasps attack with both a bite (for 1d4), and a sting (for 1d4 +poison). If the save vs. poison is failed the victim becomes paralyzed for 2d6 hours.

The wasp's most feared ability is its combined magic. If three or more wasps are together and take no other action that round then they can cast the following spells:

| Minimum needed | Spell |
|----------------|----------------------------|
| 3 | <i>Darkness 15' radius</i> |
| 4 | <i>Levitate</i> |
| 5 | <i>Stinking cloud</i> |

All spells can be cast at will as long as the required number of wasps are alive and take no other action.

While hunting, vampire wasps cast *darkness, 15' radius* centered on each member of the swarm. This serves to conceal them and to hide their numbers. The wasps can see normally in

this darkness through the use of their fin hearing and a radar-like ability. A *silence, 15' radius* spell effectively "blinds" all wasps in the area. Vampire wasps also have a 50% chance each of "seeing" any invisible characters. The only sound they make is a soft buzzing. A person has only a 20% chance of seeing a moving cloud of darkness.

As soon as combat is joined the wasps cast *stinking cloud*; this is to disorientate the victims. Anytime a *darkness* is dispelled or wears off a new one is cast to take its place. If their number ever falls down to 3 they cast *darkness* at the ground and fly away.

The wasps communicate through a limited form of telepathy. This also lets them sense when anyone fails a fear check. The wasps will immediately attack anyone who fails a fear check.

After two or more human-sized victims are paralyzed the wasps cast *levitate* on them and fly them back to the nest.

Habitat/Society

Vampire wasps prefer to burrow out their nest. They dig into the soft soil around the roots of a living tree. There is a 2' diameter hole near the base of the tree. All of this digging kills the tree.

Each nest contains twice the number listed above and one Queen. The Queen is slightly bigger and has all of the statistics of a normal wasp except HD 5, THAC0 15, and Damage 2d4 for bite. The Queen can cast any of the communal spells by herself.

The Queen only lays eggs to replace wasps that have been killed. Any other member of the nest can fertilize a Queen's egg. Eggs are laid on top of a paralyzed victim. When a larva hatches it begins to feed on the victim. After a week it is a full-grown member of the nest. An egg that is laid on the head of the victim and that starts out feeding on brain fluid will grow to be a Queen.

If a normal vampire wasp starts a diet of brain fluid and continues to do so for a week it will become a Queen and its first batch of eggs will already be fertilized.

Ecology

The vampire wasp feeds on the bodily fluids of warm-blooded animals. They have been known to feed on any type of animal from mice to magical creatures.

All prey are first paralyzed then carried back to the nest. The Queen feeds first on the brain fluids. Only the Queen may feed on brain fluid. The other wasps feed on the blood and other fluids. One normal-sized human can feed 20 wasps and one Queen for two days. During this time the victim remains alive and alert. After each feeding all ability scores are reduced by 1/3 of their normal amount. After 3 feedings the person is dead and cannot be brought back by anything short of a *wish*.

The body is taken out on the next hunt and dropped randomly. The corpse, when found, appears as a dried husk with many small puncture marks covering the body. Most of the possessions of the victim remain on the body, except that some armor appears to have been cut away and all helmets are lost. Many bodies attributed to vampires have instead been the work of Vampire Wasps.

WICKEDWING

by William DeFranza
New York, USA

| | |
|--------------------------|-----------------------|
| Climate/Terrain: | Any |
| Frequency: | Rare |
| Organization: | Flock / Pack |
| Activity Cycle: | Night |
| Diet: | Carnivore |
| Intelligence: | Low to Average (5-10) |
| Treasure: | Nil |
| Alignment: | Lawful Evil |
| <hr/> | |
| No. Appearing: | 6-36 (6d6) |
| Armor Class: | 7 |
| Movement: | 6, Fl 24 (C) |
| Hit Dice: | 3+2 |
| THAC0: | 17 |
| No. of Attacks: | 2 or 1 |
| Damage/Attack: | 1d8 + <i>wounding</i> |
| Special Attacks: | Weakness screech |
| Special Defenses: | Nil |
| Magic Resistance: | Nil |
| Size: | S-M (2½' - 6') |
| Morale: | Elite (13) |
| XP Value: | 420 |

Wickedwings are monsters constructed from normal creatures by evil magic and used to serve evil masters. They appear as twisted, gray-black shadowy husks of their former selves. The magic process gives them razor-sharp claws and wickedly barbed tails. Creatures such as Aarokoca, Swanmays, Wyverns, Urds and Kenku can be transformed into Wickedwings, but planar creatures such as Imps and Mephits can not.

Combat

Wickedwings are very organized in combat. The group will break into three squads, one of which will land and attack on the ground, while the other two take turns attacking from the air every other round, taking the opportunity to fly out of missile range before looping around for another pass, if possible. Every three rounds, the squads rotate so that fresh troops are always on the front. Wickedwings on foot always attempt to attack from the flanks while airborne Wickedwings will try to attack from behind.

When flying, Wickedwings can only attack once each round, using their tail stinger. Those on the ground will rake with their claws and stab with their tails. Hits from a Wickedwing's tail bleed for an additional 1d2 points of damage the following round.

Wickedwings have infravision with a range of 60 feet. Three times a day they can let out a blood-curdling screech which causes *weakness* (as the *ray of enfeeblement* spell) lasting 2d4 rounds unless a saving throw vs. Paralysis is made. This screech also has a 25% chance to summon 1d8 more Wickedwings if there are any in the vicinity.

Habitat/Society

Even though the ceremony to create Wickedwings has been lost to history, it is known that the beasts will only obey a master with one of the enchanted talismans that are somehow connected to the monster's magical nature. Each talisman can control about 50 (1 d20+40) Wickedwings. One person may have any number of talismans.

Wickedwings serve as guards, assassins, or menial laborers. They're smart enough to carry out organized attacks, but do not make good spies.

Wickedwings are sexless, never reproduce and have no family structure. They are immortal until killed. They usually follow the lead of the biggest or meanest of their kind if their master isn't nearby. Due to the magical transformation process, Wickedwings are unable to betray their masters in any way. There is one exception: Wickedwings can not attack anyone who holds any Wickedwing talisman.

Ecology

Aside from killing small animals and an occasional horse to eat, Wickedwings have little impact on ecology. A skilled blacksmith can mount a large Wickedwing tail stinger into a handle to make a *dagger of wounding*, which acts in all respects as a *sword of wounding*.

W

WINGED

SCORPION

by Douglas M. Burck
Kentucky, USA

| | |
|--------------------------|----------------------|
| Climate/Terrain: | Swamp / Desert |
| Frequency: | Very Common |
| Organization: | Swarm |
| Activity Cycle: | Day |
| Diet: | Parasite / Scavenger |
| Intelligence: | Non- (0) |
| Treasure: | Nil |
| Alignment: | Any Evil |
| <hr/> | |
| No. Appearing: | 100-10,000 |
| Armor Class: | 10 |
| Movement: | 9, Fl 36 (A) |
| Hit Dice: | ¼ HD (1-2 hp) |
| THAC0: | 20 |
| No. of Attacks: | 4 |
| Damage/Attack: | 1 / 1 / 1 / 1 |
| Special Attacks: | Poison, Disease |
| Special Defenses: | Nil |
| Magic Resistance: | Nil |
| Size: | T (4" wingspan) |
| Morale: | 8-15 |
| XP Value: | 60 |

Of all the monsters of the Demiplane of Dread, the winged scorpions are the worst of them all. These bugs are a cross of scorpion and mosquito, with four wings, six legs, two claws, a prehensile poison stinger, and a mouth lined with chewing mandibles and a blood-sucking proboscis. Body color is sandy with blue legs and wings.

In the spring, winged scorpions lay clutches of several hundred eggs in stagnant water. The eggs hatch into harmless larva that swim about for 30 days. The survivors then crawl out of the water, shed their skins, and fly off to the desert. In the desert, flying scorpions suck blood from the living and eat the dead. In late autumn, the males mate with and are eaten by the females, who then fly to the swamps to bury themselves in the mud for the winter. Females live five years.

Combat

Flying scorpions attack with two claws, a bite and a sting. If the bite hits, the scorpion sucks blood for 1d4 rounds. The victim must roll to see if he contracts a

disease. Flying scorpions may carry any disease from athlete's foot to mummy rot.

The tail sting is poisonous. A person who saves vs poison suffers a loss of 1d4 Str, Dex, and Con for 1d6 days. Those who fail the save lose 1d3 points of Constitution per day until dead or magically cured.

Habitat/Society

Aside from some references to flying scorpions being a divine wrath, they have no ties to any society. They do seem determined to wipe out all societies though.

Ecology

Flying scorpions are incredibly aggressive scavengers bordering on being a great plague. Fortunately, They're low on the food chain and appeal to a wide range of predators.

WITCH OWL

by Matthew Sernett
New York, USA

| | |
|--------------------------|----------------------------------|
| Climate/Terrain: | Temperate forests and swamps |
| Frequency: | Very Rare |
| Organization: | Solitary |
| Activity Cycle: | Night |
| Diet: | Carnivore |
| Intelligence: | Supra-genius (19-20) |
| Treasure: | Z |
| Alignment: | Lawful Evil |
| <hr/> | |
| No. Appearing: | 1 (3-5) |
| Armor Class: | 6 |
| Movement: | 8, Fl 24 (D) |
| Hit Dice: | 8 |
| THAC0: | 13 |
| No. of Attacks: | 2 (claw / bite) |
| Damage/Attack: | 1-12 / 1-10 |
| Special Attacks: | Summon spiders, Magic use |
| Special Defenses: | Spell immunity, Immune to poison |
| Magic Resistance: | 60% |
| Size: | H (12' tall, 40' wingspan) |
| Morale: | Fearless (19-20) |
| XP Value: | 7,000 |

The brooding Witch Owls are keepers of dark secrets and seekers of forbidden knowledge. They are ancient creatures, often sought by the foolhardy who want answers to questions they should not ask.

Witch owls look like enormous horned owls. So old are they, that their bones can be heard grinding together when they lurch out of their lairs at night to take wing. Covered with cobwebs, their feathers are dusty and gray. Their talons and sharp beak are black but their great eyes shine a pale yellow in the darkness.

Witch owls can speak and understand any language. They have a language of their own but rarely use it, instead relying on telepathy to communicate.

Combat

Witch owls dislike engaging in combat and tend to rely on their charmed servants for defense. These servants are spiders of varying size which are drawn to the witch owl's lair. A witch owl usually has 3d4 large spiders, 2d4 huge spiders, and 1d6 giant spiders under its control. In addition, the witch owl has the innate power to summon spider swarms three times a turn. This power functions as the second level wizard spell *summon swarm* except that it always summons spiders and the

witch owl does not need to concentrate or remain stationary to retain control of the swarm.

If forced into physical combat, the witch owl will fight with its beak and talons and employ spells in its defense. A raking attack with its foot causes 1d12 points of damage and a bite attack causes 1d10.

A witch owl casts spells as a 13th-level diviner but rarely has many combat spells memorized. Their most frequently memorized spells include *detect magic*, *wall of fog*, *shield*, *detect invisibility*, *darkness 15-foot radius*, *web*, *ESP*, *clairaudience*, *clairvoyance*, *non-detection*, *dispel magic*, *haste*, *detect scrying*, *magic mirror*, *minor globe of invulnerability*, *Otiluke's resilient sphere*, *animal growth*, *avoidance*, *contact other plane*, *legend lore*, *anti-magic shell*, and *true seeing*.

Witch owls are immune to all poisons and constantly function as though a *free action* spell has been cast on them. A witch owl's eyesight is very acute and allows it to see in complete darkness.

Witch owls avoid contact with other creatures and dislike being disturbed. Their spider guardians warn them of approaching creatures before they arrive so witch owls are rarely surprised.

Habitat/Society

Witch owls live beneath or within very large trees in swamps and forests that border the Mists. There they pursue their quest for knowledge through magical means. Only the witch owls know what they are searching for, but it's very clear that witch owls know a great deal about just about everything. Some say the witch owls can divine the future more clearly than the Vistani and seek a way to save Ravenloft from some future cataclysm. Others insist the witch owls search for a way to give the gods power in Ravenloft, especially Lolth. The most persistent rumor is that witch owls seek a way out of the Demiplane of Dread. This rumor has the most support for domain lords tend to be pleased to accommodate witch owls on the border of their realms.

Though there are both male and female witch owls, there is no record of any mating or offspring.

Witch owls are territorial creatures and only one will live in any given domain. However, once every five years the witch owls meet in groups of three to five to share the knowledge they've gained. These meetings last until every witch owl has learned from every other witch owl, a process that takes several months. The Vistani call this the "Time of the Webbed Wing" and killing owls or spiders during this period is said to bring the evil eye.

Witch owls profess to be as old as Ravenloft itself and will often hint that they are much older. The

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knowledge and wisdom they've gained over such long lives has caused many who quest for truth to seek out a witch owl. This is a dangerous act, as the secretive witch owls usually respond by killing the visitor who interrupted their magical studies. However, there are ways to avoid destruction.

A witch owl will not harm Vistani, drow, or anyone in the company of those races. Ancient pacts prevent them from doing so unless they are attacked first. The witch owl may attempt to provoke aggression but it will not do harm until it is attacked. Witch owls are bound by a similar pact not to harm any creature who speaks to it in the witch owl language.

Witch owls will answer truthfully to the best of their ability the first question asked by a drow, Vistani, or speaker of their language. At that point the pact is broken for that individual and the witch owl is free to attack.

The Vistani, drow, and sages of Ravenloft have long forgotten the pacts which bind the witch owls but the witch owls have not. Witch owls never forget and never break their word.

Ecology

Witch owls have little effect on the surrounding ecology as they hate to waste time hunting when they could be scrying for knowledge. They have little need to eat but when hungry they eat their spider servants.

The feather of a living witch owl can be used as a component to double the effectiveness (duration, range, area of effect) of a divination spell. The feather is consumed in the casting.

MOST DISGUSTING ZOMBIE, PUTRID

by Keith D. Barger
Ohio, USA

| | |
|--------------------------|----------------|
| Climate/Terrain: | Any |
| Frequency: | Rare |
| Organization: | Nil |
| Activity Cycle: | Any |
| Diet: | Nil |
| Intelligence: | Non |
| Treasure: | Nil |
| Alignment: | Neutral |
| <hr/> | |
| No. Appearing: | 1-6 |
| Armor Class: | 9 |
| Movement: | 6, Fl 18 |
| Hit Dice: | 5 + see below |
| THAC0: | 15 |
| No. of Attacks: | 1 |
| Damage/Attack: | 1-10 |
| Special Attacks: | See below |
| Special Defenses: | Spell immunity |
| Magic Resistance: | See below |
| Size: | M |
| Morale: | Special |
| XP Value: | 1,400 |

A Putrid Zombie appears as a bloated, rotting version of the standard zombie. Any human-like race can be used. The entire body is the color of a bad bruise ranging from green-yellows to violet-blacks. Any wounds have been meticulously stitched tight, stretched to their limits by the swelling. Every movement forces pus from any orifice or missed stitch. Perhaps the most gruesome aspect is that anyone close enough will notice the flesh rippling and writhing as if many worm-like creatures are cavorting just under the surface. As an extra psychological assault, putrid zombies are often left unclothed. Although mindless, they are capable of accepting fairly detailed instructions from the priest or mage that created them.

Combat

Putrid zombies are slow-moving and attack last in the round doing 1-10 damage to anything struck with their bloated arms. They are basically a one-shot magical creation exploding when they receive only 1 hit point of damage. This explosion does no physical damage to anyone in melee, but splatters their opponents with a mixture of rotting flesh, pus, and bodily fluids. (More

than one would believe could come from a creature of this size). Anyone in the 10' splash radius must make a Constitution check at -2 or be incapacitated with nausea and vomiting for the next three rounds. They will also suffer ½ Strength for 1 hour. After the explosion, in the zombie's remaining muck will be left a large, pulsing glandular object that will immediately begin to grow tentacles and act as the *Evard's black tentacles* spell centered where the creature had been. A favored tactic of the villains who create these creatures is to also imbue it with the ability to fly, using it as a kamikaze attack (preferably when the party is sitting around the campfire, maybe even unarmored) before the animator sends in his reserve troops.

Sleep, charm, hold, paralysis, poison, and cold have no effect on a putrid zombie. They are turned as a wraith or a 5+ HD monster. A successful *dispel magic* against the level of the creator will render them into a pile of disgusting goo.

Habitat/Society

Putrid zombies are employed by evil priests and mages. They are used as guards or as a distracting obstacle while the villain escapes. They make a good first wave to soften up a party before he sends in the rest of his forces. In one case the putrid zombie was located at the bottom of a basic pit trap. The hapless adventurer who landed upon it, thus causing it to explode, did not fare well.

The basic putrid zombie is created when a human, humanoid or demihuman corpse is prepared in a special process that leaves the corpse stuffed with a concoction that causes the insides of the corpse to rot and putrefy leaving the skin intact. The most important ingredient of this mixture is the fruit of the Retch Plant. All wounds and orifices are now stitched tightly shut to insure a good amount of rotting pressure to build up for optimal splatterage.

After casting *animate dead* and performing other necromantic rites, the *contingency* spell is cast followed by *Evard's black tentacles*.

Note that, based on the levels of the spells required, a mage must be at least 12th-level to create a putrid zombie. A priest must be of similar level and somehow have access to similar powers at the DM's discretion.

Ecology

Putrid zombies play little part in the ecology of a any creature other than Rot Grubs which are on occasion purposefully introduced into their system at the time of their creation for an extra little surprise upon explosion.

Putrid Variations

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Variant putrid zombies have been encountered and can be created by adding other *contingency* spells and other spell-like abilities. Unlike when cast on a living being, the putrid zombie may have more than one *contingency* on it at a time without negating any previous castings.

Some of the variants and their effects are listed in the table below.

The DM should feel free to create variations of her own using any standard spells that she feels appropriate.

| Spell | Effect |
|------------------|--|
| <i>Fly</i> | As per the spell, but the duration is not started until the zombie initiates flight. |
| <i>Haste</i> | Allows the zombie two attacks per round until it explodes. Haste does not effect <i>Evard's black tentacles</i> . |
| <i>Contagion</i> | As spell, but good for only 1 attack. |
| <i>Silence</i> | Can be used in 2 ways, 1 of which must be specified at the time of casting. 1) To make the zombie silent for added surprise. This is negated upon explosion, or 2) the Silence starts upon explosion foiling spell casting during the tentacle attack. |
| <i>Shield</i> | When cast on a Putrid Zombie the effect is permanent until the explosion. It is used to reduce the odds of a missile attack initiating the tentacle attack with no one in the area of effect. |

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The Kargatane would also like to thank to the many people who sent in illustrations with their entries. Although we cannot include that artwork in this netbook due to memory concerns, we may still be able to include them in a future edition. Keep an eye out for it!