

ACCESSORY

DUNGEONS & DRAGONS
CREATURE CATALOGUE II



BY SEAN ROBERT MEANEY

VOP
VAULTS OF PANDIUS

CREATURE CATALOGUE II

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Forward

This has been a long time coming. It is pretty much every creature I ever created for a D&D Game. And yes I did draw every one. And its a terrible thing when you start out with almost non existent art skill. I hope you enjoy using them in your own D&D Games as much as I enjoyed creating them.

Introduction

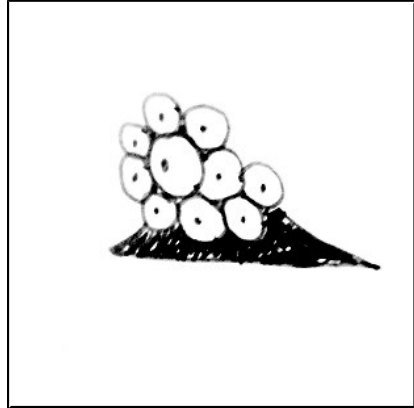
This accessory contains a vast collection of one hundred and twenty eight creatures with statistics usable with the B/X, BECM1 and RULES CYCLOPEDIA D&D game. You can convert them to whatever D&D, Labyrinth Lord, OSR version Role Play Game you like.

Entry Format: The Creature entries adhere to a standard format:

Creature Name: Armour Class; Hit dice; Movement Rates; Attack forms; Damage; Number

Appearing; Save as; Morale; Intelligence; Experience Value
[Description text]

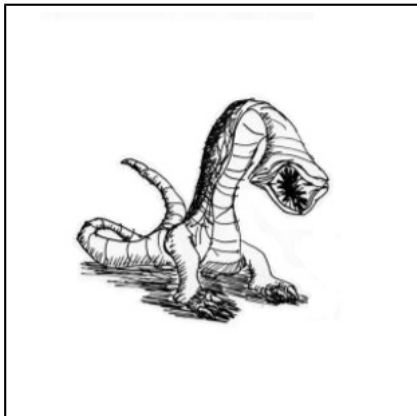
Example:



Queerly Reticular: AC 8; HD 1hp*/eyeball; MV 3'(1'); AT Slippery under foot; DA 1 hp falling; NA 1 (Unique); SA Magic-user: L36; ML 12; INT 18-1/eyeball; XP 1/ victim

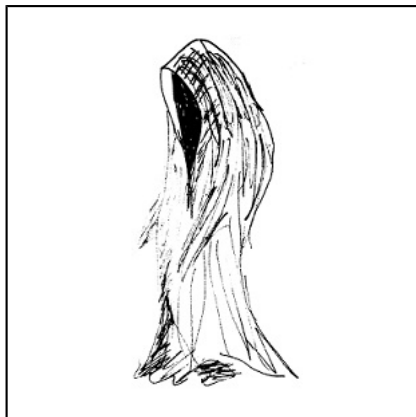
Description: This is where Wizard eyes go after the spell ceases to function. They coalesce as a residual organism that shows up under foot as the Adventurers are running for their lives. A Queerly Reticular might have 3d6 eyeballs at any given moment.

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Aard: AC 7; HD 2+2; MV 180' (60'); AT 1 Bite/ 2 Claws / Tail; DA 1d6/ 1d4/1d4/1d4; NA 3-18; SA Fighter: L1; ML 8; AL Chaotic; INT 3; TT Nil; XP 25

Description: This beast has no eyes and hunts exclusively by the feel of movement through the earth sensing any foe with a heartbeat up to fifty feet away. Aard were once Wolves but have become something terrible having quenched their thirst at the Waters of Chaos.



Albo: AC -2; HD 8***(L); MV 12,000' (4,000'); AT 2 claws/ bite/ Aura; DA Restrain Victim/ 8d8 per round/ special; NA 1 (unique) + Wight Worms; SA Elf: L8; ML 12; AL Chaotic; INT 12; TT as Victims; XP 2,300

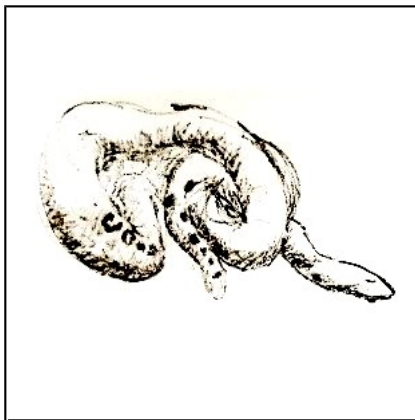
Description: eight feet tall 'cloak' that conceals the mother parasite. It must nest in its 'consecrated' soil to heal, yet has strength (lifting up to a ton) and intelligence to put that soil in a container and carry it to some safe lair as needed. Its presence whispers in the minds of those with low charisma or ML (a charisma or Morale check to resist being lured to its chosen feeding site). Related to the Hob, it needs Iron and must

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feed on blood. It is always spawning tiny Wight-worms.

Wight-worms: AC 3; HD 1hp*; MV 3'(1'), AT Burrow/infest; DA Infect; NA 10-100; SA Elf: L1; ML 12; INT 1; TT As Host; XP 6; One inch long, it will search for a host and turn them into a Ge-hul in ten turns becoming new organs.

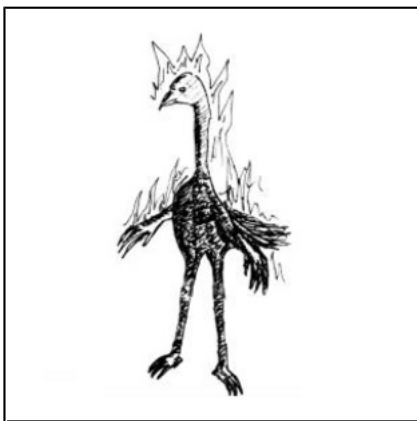
Ge-hul Template: HD+3; AC3; MV +30 (+10); AT Bite/infest; ML 12 (2 in Sunlight); INT $x\frac{1}{2}$



Anaconda: AC 4; HD 7+1*; MV 90' (30'); AT Bite + Squeeze; DA 1d6+3d4/round; NA 1 (1-3); SA Fighter: L4; ML 9; AL Neutral; INT 2; TT U; XP 1025

Description: The Green Anaconda is thirty two feet long and 881lb. It can crush and swallow an un-armoured human. Common in Jungles and Swamps. Lairs in caves.

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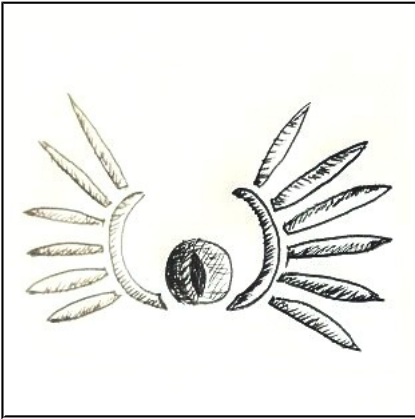
Asawi: AC 5; HD 9*; MV 60' (20'); AT 2 Claws/Spells; DA 3d6+2/ Spells; NA 1(1); SA Magic-user: L25; ML 12; AL Neutral; INT 18; TT Nil; XP 1,750

Description: Asawi, the Burning Bird, wanders the Plane of Decay and can only rarely be encountered on the Prime Plane, and only in the morning mist. From a distance it appears to be an Ostrich up to ten feet tall but it is only closer that the differences become apparent, the illuminating fire in particular. Asawi is one of the dominant forces on the Plane of Decay. It is a Magic-user of considerable power though it seems entirely focused on

Charm and Quest Magic. Asawi is a Bard with considerable talent in Singing, Music and Mimicry. It is also a skilled Tracker.

Stats: Magic User L25; Claws 3d6+2; Str (22), Dex (18), Con (9), Int (18), Wis (11), Cha (18);
Skills: Tracking (I+2), Mimicry (I), History of the Plane of Decay (I), Alertness (D), Danger Sense (W), Singing (CH+2), Musical Instrument (Ch+2)

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Augen-eye: AC 7; HD 1+1*; MV 120' (40'); AT 1 Blade/round; DA 1d6+ Special; NA 1-6 (3-30); SA Fighter: L1; ML 12; AL Neutral; INT 9; TT See Description; XP 19

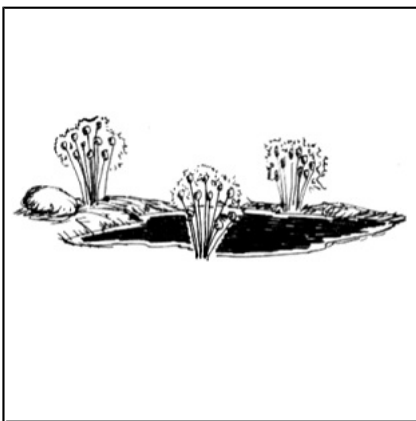
Description: This construct is an obsidian automaton that can be piloted by a wizard using a crystal ball and control may be wrested from the pilot by a wizard of greater experience level. It can attack out of self defence with its obsidian feathers as blades. If not piloted it will wander inquisitively, exploring its surroundings.



Banished One: AC -2; HD 20**; MV 10' (3'); AT Claw; DA 1d4 + Poison; NA 1 (1); SA Magic-user: L20, Druid: L20; ML 12; AL Chaotic or Neutral; INT 23; TT A; XP 5,975

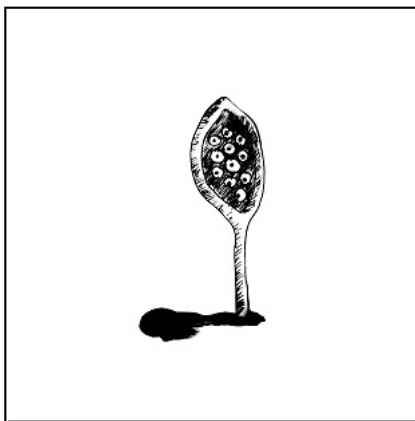
Description: The M'aal Toroc (a 20' tall shroom with a 10' diameter cap) are horrors that crawl about on small crab-like legs coated in a poison which will result in death of any who is scratched by one (and fails to save vs. poison). Having fled the Plane of Decay (or otherwise banished for heresy) these Sentient Fungi are mostly Chaotic Magic-users of 20th level (1% are Neutral Druids who chose to worship Nature).

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Bather's Light: AC 9; HD ½*; MV 0'; AT Special; DA 1d6/round; NA 1 (1); SA Normal Human; ML 12; AL Neutral; INT 1; TT A; XP 6

Description: This Primordial fungi looks more like a flower yet atop its clustered ash-gray stalks a collection of fluorescent white heads illuminate the darkness with their iridescent glow. Bathers Lights can often be found in proximity to a pool of still water of absolute purity as it causes contaminants to settle out. This is the problem with the fungi – it will do the same to water in living organisms within ten feet of a fungi.



Beholder's Mirror: AC 5; HD 1+1*; MV 0'; AT Special; DA Special; NA 1 (0); SA Normal Man; ML 12; AL Neutral; INT 9; TT See Description; XP 19

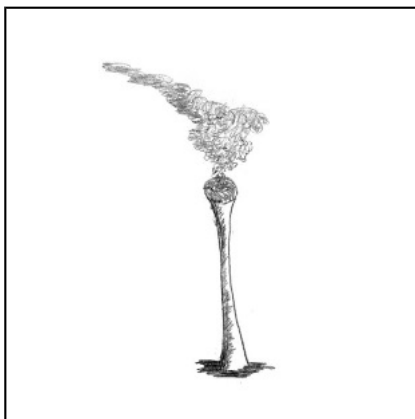
Description: This fungi has a gelatinous membrane in which wizard eye spells can become trapped. When a Wizard or Elf uses Wizard eye in an area where a Beholder's Mirror is growing it can literally trap the spell caster in their own Wizard Eye spell while their body shuts down and dies. Save vs turn to stone or become trapped. A successful save causes one hit point of injury to the spell caster causing them to break concentration.

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Berserker Droid: AC 7; HD 1+1*; MV 120' (40'); AT 1 Blade/round; DA 1d6+ Special; NA 1-6 (3-30); SA Fighter: L1; ML 12; AL Neutral; INT 9; TT See Description; XP 19

Description: It spins its blades around it attacking any one target with a single blade each round. It is a killing Machine with a +2 Bonus to Hit and Damage when it goes into a Berserk Rage having taken half its hit points in damage. The Circular Cap of the bot can be salvaged as a Small Shield +1.



Black Smoker: AC 7; HD 4*; MV 0'; AT Foul Poisonous Miasma; DA See Description; NA 1 (1); SA Fighter: L4; ML 12; AL Neutral; INT 1; TT V; XP 200

Description: Growing 4'-7' tall, these fungi grow partly on the Plane of Decay and give off a black smoke which causes any victim unable to save vs. Dragon breath to change to a chaotic and evil alignment until cured with a wish.

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Blackwax: AC 5; HD 1/1000 cubic feet; MV 0'; AT attracts rats, giant rats, snakes; DA as attracted predator; NA 1; SA F10; ML 12; INT 12; TT V; AL Neutral; XP varies

Description: A Sugary web of black wax like organisms that give off an aroma that attracts predators.

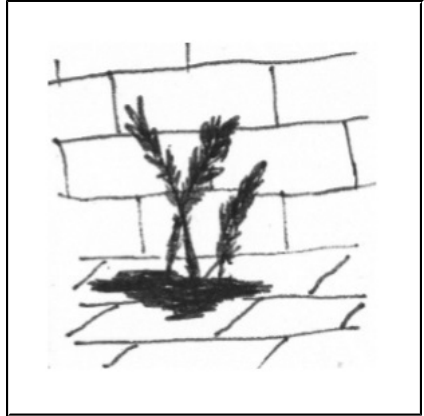
Scent Attracted Predators

1-3 Rats

4-5 Giant Rats

6 Were Rat

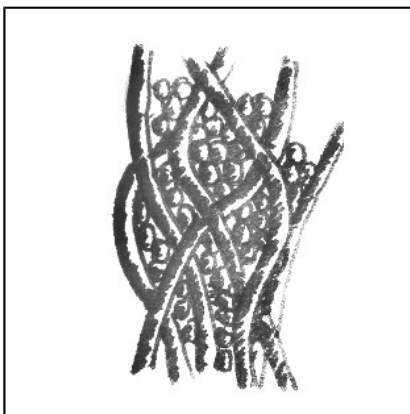
The Scent also sticks to PCs who make physical contact drawing the local predators to the PC.



Blackwheat: AC 9; HD 1/2*; MV 0'; AT Hallucinatory Pollen; DA See Description; NA 1-4 Stalks; SA Normal Human; ML12; AL Neutral; INT 0; TT Nil; XP 6

Description: Blackwheat is rather poisonous in that it will release hallucinatory Pollen that will cause anyone who approaches within fifty feet and fails to save vs. poison to see terrible things for as long as they continue to fail a daily save vs. poison check. Victims of Blackwheat might become enraged or violent out of fear at what they are seeing.

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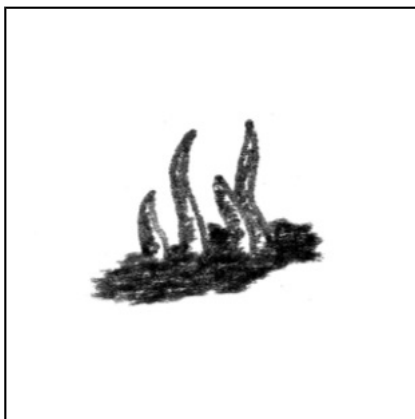
Brainhive: AC4; HD 1-100*; MV 0' (special); AT 1-4 spells; DA as spells; NA 1; SA F1-36; ML 12; INT as brains; TT nil; AL Chaotic (Insane); XP Varies
Description: A Type of Black wax, this collects the DNA of any life making contact physically and grows a clone brain in a white egg sac. Any Wizard brains might have spells stored. 10% Chance of a Teleport spell allowing the brain hive to escape.



Brain-spider: AC as host; HD as host; MV as host; AT as host; DA as host; NA 1 per host; SA host; ML 12; AL Chaotic; INT 17; TT Nil; XP as host
Description: The Brainspider will grow out of the top of the skull forcing its way to the surface through cracks in the bone. It exerts considerable influence over the host and poses a significant threat to others as it has the ability to take control of the host when it's survival is concerned. The things that look like legs of the spider are in fact numerous feeding tubes through which the fungi breaths air. Any attempt to damage the brain spider or the host will result in violence. Its

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removal requires a death spell and cure disease. Fully grown (a year old) the Brainspider simply lifts itself out of the skull – brain and all – abandoning the host corpse to explode and establish a spore bed over a hundred square feet of area.



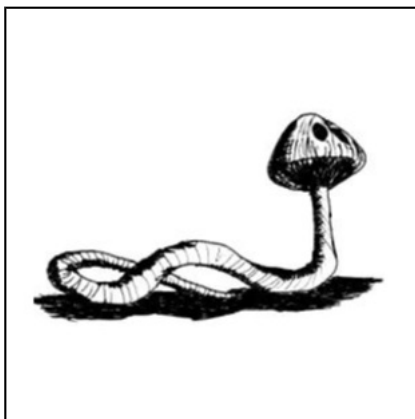
Cockatrice Fodder: AC 6; HD 4-7; MV 0'; AT 4-7 Tentacles; DA 1d4/tentacle; NA 1 (1-10 clusters); SA Fighter: L4-L7; ML 12; AL Neutral; INT 1; TT Special; XP 75, 175, 275, 450
Description: Amber tentacles growing from the soil can stretch up to 10 feet to attack prey in an attempt to strangle them for nutrients. Its real value is as a food source. Anyone consuming Cockatrice Fodder should save vs. disease or they gain the ability to move fast (triple their current movement rate). Some Barbarian tribes are known to chew this fungus when they need to travel great distances quickly.

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Coffinscrew: AC 9; HD 1hp*; MV 0'; AT Age; DA 1 year; NA 1-10 (1-100); SA Fighter: L4-L7; ML 12; AL Neutral; INT 1; TT A; XP 6

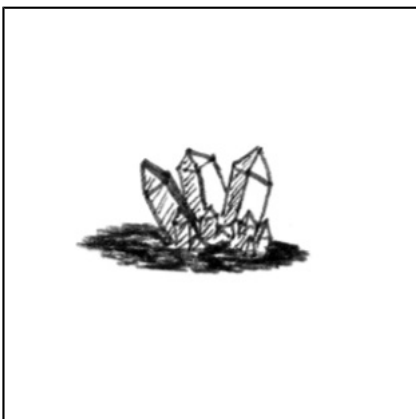
Description: These nasty fungi will when their prey is within ten feet begin to twist – aging a single victim by one year. Once a year has been taken from a victim the shroom will twist its cap off and die becoming spore for the next generation. While a year may not seem much of a loss multiple shrooms could age even a dragon to death.



Constrictor: AC 5; HD 5; MV 90'(30'); AT 1 Squeeze; DA 1d10; NA 1; SA Fighter: L3; ML 12; AL Neutral; INT 1; TT U; XP 175

Description: What initially appears as either a short mushroom or a Long Stalked Shroom will in proximity to a foe cause a root-like tail to erupt from the soil to entangle and squeeze the victim or in the case of the long stalk cause the upper half of the shroom to wrap around the victim. Either way the Shroom will constrict until the victim is nutrients. A Strength Roll to escape its grasp is required otherwise it will exert squeeze damage each round.

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Crystalshroom: AC -5; HD 5*; MV 0'; AT 1 Explosion; DA 5d6; NA 1-10 (1-100); SA Fighter: L5; ML 12; AL Neutral; INT 1; TT As seed gem/number appearing; XP 300

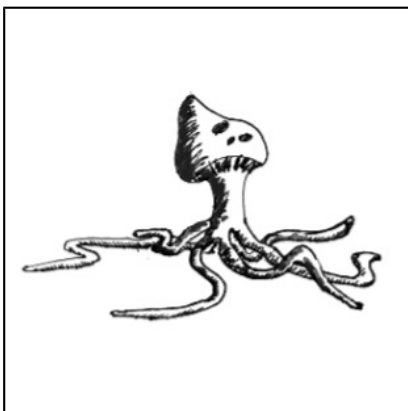
Description: This fungus contaminates gems with its 'spore' causing them to grow into large 'false crystals' of that particular gem type. The 'crystalline Gem' Explodes on contact unleashing terrible damage. Adventurers don't get experience points for this one unless they can prevent it from exploding with something along the lines of a hold monster spell.



Deadwood: AC 4; HD As height of host tree (feet); MV 2' x height of host tree (feet); AT 1-4 Strangling Roots DA as height of host; NA 1 (100-1000); SA Fighter Level as height of tree (feet); ML 12; AL Neutral; INT 1; TT Nil; XP Varies

Description: This looks like a dead tree with some sort of large black growths all over it. The Fungi animates the old tree causing it to move about on its roots and attack animals and other living creatures in an attempt to drink them for nutrients needed to maintain the fungi and its host tree. There are rumours of a wandering wood of dead trees.

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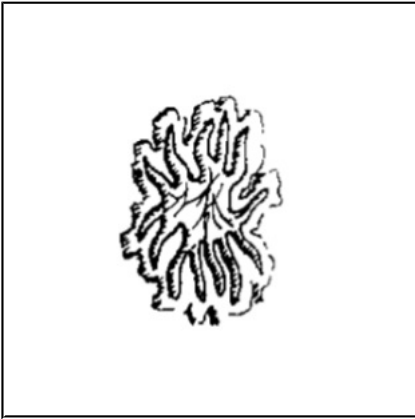


Death-kap: AC7 HD 4; MV 20' (7'); AT 2 Tentacles/ 1 Bite; DA Grapple / 1d6+special NA 1 SA Fighter L3; ML 12; AL Neutral; INT 1; TT Nil; XP 75

Description: Also known as the Cave Kraken, these large fungi come with heavy root like appendages extending from the trunk of the plant. Any foe entering within ten feet of the plant will be grappled by two of the tentacles (or one tentacle each if two or more foes can be attacked at once). A beak exists under the cluster of limbs which when a grapple is successful (any successful hit roll against the target) the Death-kap will bite - infecting the victim (save vs. poison) with spore that will

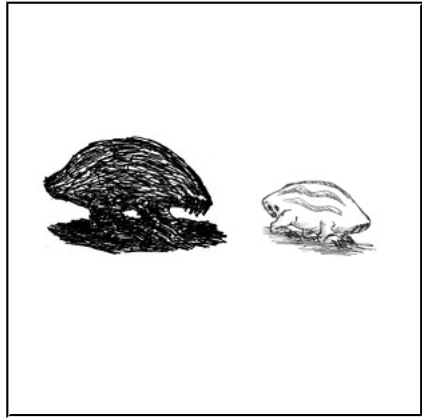
germinate in 7-10 days as a new Death-kap (killing the victim). Colossal Death-kap are known to exist in fungi forests in huge numbers and are often mistaken for trees though their prey is more on the scale of giants and dragons.

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Death-knell Amoeba: AC -1; HD 1hp; MV 3'(1'); AT Acid; DA See Description; NA River Swarm (10d100)/Lake Nest (1d100 per square ft); SA Normal Human; ML 12; AL Neutral; INT 1; TT Nil; XP 5

Description: This microscopic little buggger lives in some lakes and waterways and will swim up the nose into the brain unnoticed where it will slowly eat the brain. Victims loose one point of intelligence (01-76)/Wisdom (7790)/Charisma (91-100) every week until death (one stat is reduced to zero). Only a wish or regenerate spell can cure the damage. Only a Wish can remove the creature from a victim.



Deathmoth: AC 7/5; HD 2+2/1+1; MV 180'(60')/150'(50'); AT 1 Bite; DA 1d6/1d8; NA 3-18 Males/1 Female; SA Fighter L1; ML 8; AL Neutral; INT 2; TT Nil; XP 25/15

Description: This beast has no eyes and hunts exclusively by scent. The Males are twice the size of the female having utterly black fur – making them invisible in shadow or darkness giving it surprise in such environments. The only scent over powering enough to lure them away from a meal is the scent of the hairless albino female. The Female on the other hand is a hairless, albino, and half the size, giving off a

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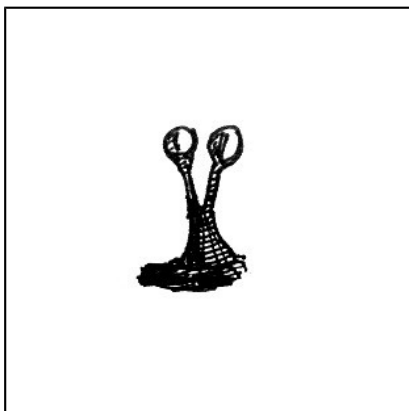
scent through physical contact that will attract the larger and aggressive males driving them to kill any perceived 'rival' that has been exposed through the slightest contact.



Deaths Hand: AC 9; HD 1*; MV 15'(5'); AT See description; DA 1d6/round; NA 1; SA Fighter: L1; ML 12; AL Neutral; INT 1; TT As Victim; XP 13

Description: The Spores of these fungi are breathed in. It will then grow in the lungs until it can dig its way out in to the chest cavity and grab the heart which it will crush feeding on the blood like a sponge until the victim is dead. It will then rip its way out of the chest and find some place to plant itself until it goes to spore.

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The Defiled One: HD 5*; AC 5; MV 30'(10'); AT Mind Control DA special; NA: 1 (unique); SA Magic-user L5; ML 12; AL Neutral; INT 13; XP 300

Description: It was created by a wizard. The tiny creature has crab-like legs and eyeballs on stalks that glow necrotic purple when it attacks (Charisma check). It's needs are simple. It feeds on the thought Waves of those who succumb. Those capable of resisting pose a threat. Once it has control of even one PC it has that PC attack any over whom it has no control.

Demon, Minor: All minor demons have a basic immunity to normal weapons from 4HD; and the ability to swap places with a victim (Transposition) where the victim must be of near equal mass and within view. So it might swap places with a distant flock of crows or some unsuspecting peasant escaping death at the hands of the PCs.

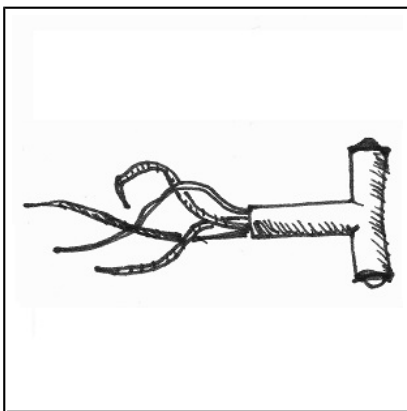
Demons can be any alignment, though they can only be Clerics of Orcus, Magic-users, Fighters, or Thieves.

The four common Minor Demon Races are:

- Ryujo
- Okami
- Shiroy Karasu
- Tsukiakari No Ryoshi

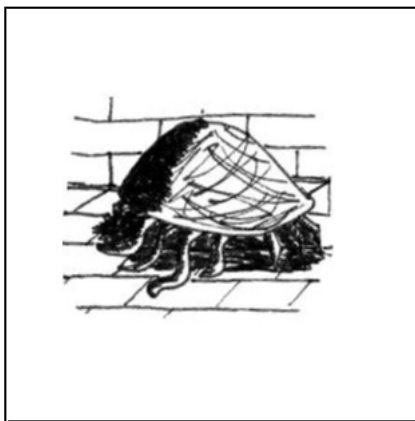
Minor Demons as PCs: Any player wishing to role play any of the four common demons may simply roll up a human character and add the common demon abilities as well as the specific abilities of the subtypes.

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Demon Key: HD 1*; AC 2; MV 3'(1'); AT Special; DA special; NA: 1 (1); SA Thief L1; ML 12; AL Neutral; INT 10; XP 13

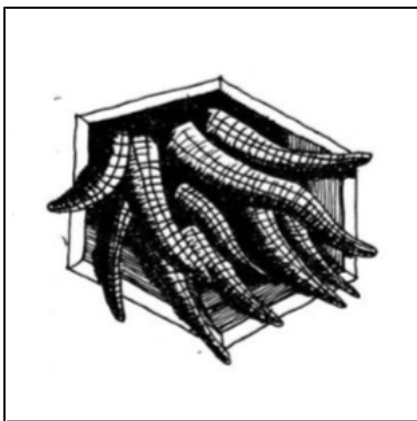
Description: This squid like creature from another plane is bread by demons to allow them to pick a lock; or pick a pocket as a thief. It can also steal the thoughts of a victim (with a pick pocket and open locks roll) by reaching into the ear or up the nose of the victim as easily as if it were lifting a coin-purse or popping lock on a chest.



Devourer: AC 8; HD 2*; MV 20'(7'); AT 1-4 Tentacles; DA Paralysis; NA 1(1-4); SA Fighter: L2; ML 12; AL Neutral; INT 2; TT A; XP 25

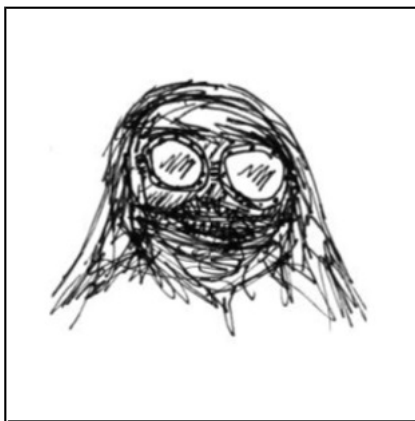
Description: Often encountered as a large Mushroom atop. Often encountered as a large mushroom atop a pile of dead and rotten things they will attack with their tentacles, paralyse a target, and wait on the corpse until the corpse rots into nutrients. When a Devourer leaves a Fungi Mound it is to seek a new food leaving behind a spore bed from which new offspring will germinate.

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Duct-worms: AC 5; HD 1*; MV 15'(5'); AT Acid; DA 1d6; NA 1d10 (0); SA Fighter: L1; ML 12; AL Neutral; INT 1; TT Nil; XP 13

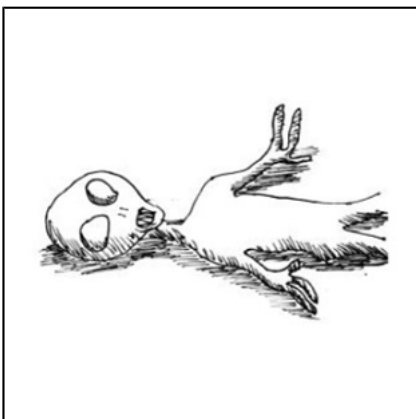
Description: These acid coated, thick skinned Worms live in wet dark places such as ducts, drains, sewers, Caves. Black-water is of particular interest because it is where they can multiply.



Dwergi: AC 3; HD 3(L); MV 30'(10'); AT 1 Weapon; DA As Weapon+2; NA 1(1) SA Dwarf: L3; ML 10; AL Chaotic or Neutral; INT 12; TT(Q+S) G; XP 35

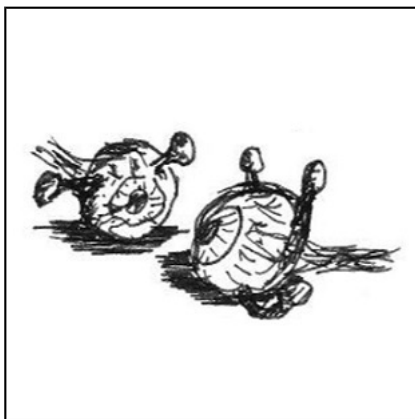
Description: This sub-species is also known as the Dire Dwarf. It is a vicious man-eater that is larger (eight foot tall) and more intelligent than the regular dwarf. Consequently it indulges in a passion for technology mixed with torture.

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Extraterrestrial: AC 5; HD 4*; MV 90'(30'); AT 1 Weapon; DA As Weapon; NA 1-6 (1-6); SA Fighter: L8; ML 8; AL Chaotic; INT 19; TT E; XP 125

Description: This insidious alien makes your brain see an alternate version of reality as opposed to the actual one – where it is a nasty Extraterrestrial who can read and write your brain.



Eye of the Beholder: AC 9; HD 1hp*; MV 3'(1'); AT Disease; DA See description; NA 2 (as a pair); SA Fighter: L1; ML 12; AL Neutral; INT 10; TT Nil; XP 6

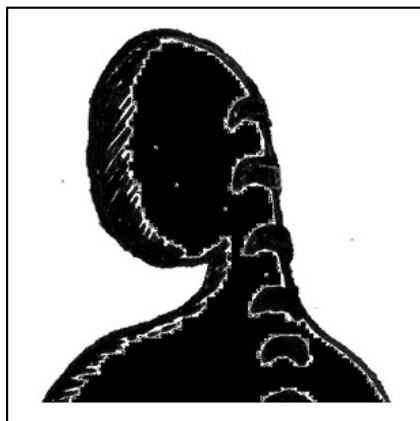
Description: The spore of this fungus causes the eyes to fall out (save vs. Disease) and fungi stalks rupture from the eyeballs and cause the eye to swell to a huge size. The fungus stalks become eye stalks as the eye becomes a beholder. It takes a while for the ability to fly to kick in – they are unable to do so until they become beholders after a year rolling about. When an adult Beholder dies it will become a ball of spores that will explode and disperse.

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Eye-stalker: AC 9; HD 1hp/eye-stalk; MV 0'; AT Nil; DA See description; NA 1; SA Normal Human; ML 12; AL Neutral; INT 1; TT Nil; XP 5

Description: These fungi are parasitic in nature and will infect any open wound as spores growing into a mature eye-stalk at the rate of one per week connecting into a host's neural network and functioning as an actual eye. The host will die after a number of eye-stalks equal in hit-points have grown to maturity. The infestation can be removed by a wish though it will leave the victim blinded. This particular fungus is capable of functioning with the Oozers as their 'eyes'.

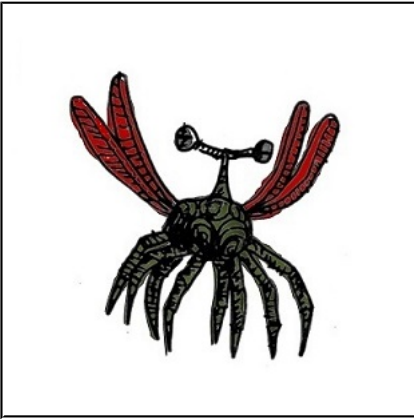


Faceless Man: AC 9; HD 1; MV 90'(30); AT 2 Hands; DA See description; NA 0(1-10); SA Normal Human; ML 12; AL Neutral; INT 9; TT Nil; XP 5

Description: They all appear to be human shaped, though they have no facial features or apparent gender, ESP Spells reveal a person who thinks nothing is wrong.

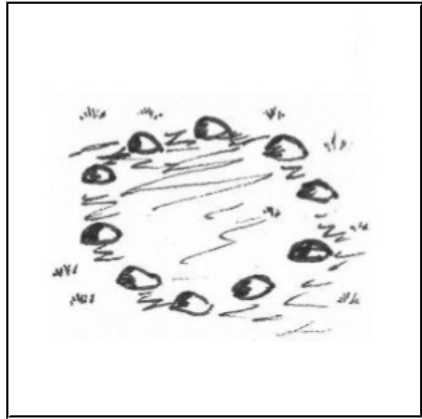
These people are humans who lost their humanity for what ever reason; Immortal intervention, Oard machination, or experiment of the Old Ones.

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Face-ripper: Armour Class: 5; Hit Dice: 1; Move: 15' (5'); Attacks: Bite; Damage: 1d4; No. Appearing: 10d10; Save As: Normal human; Morale: 12 Alignment: Neutral; Intelligence: 2; Treasure Type: nil; XP: 5

Description: This insect appears to have wings but they are gills which allow it to extract oxygen from a victim's blood. They attack in large swarms crawling over a victim until they find access to exposed skin, and bite, sucking blood. They move on once they have drained a victim dry.



Faerie Ring: AC 9-2; HD 1*-8*; MV 0'; AT Nil; DA Nil; NA 1 (1); SA Fighter: 1-8; ML 12; AL Neutral; INT 1; TT A (1*HD); XP 13-1,200

Description: The really big and old ones are known as Stone Circles. The smaller faerie ring is none the less a dangerous foe. They both gate anyone entering the circle of fungi into the pocket dimension from which the fungi emerged. Arriving in what appears to be a colossal subterranean chamber they are left to die and break down into food for the fungi. Having accumulated many victims Fairy races will use these pocket planes to create a fairy realm. If killed the gate to

CREATURE CATALOGUE II

the pocket plane closes permanently. The Pocket plane will contain considerable wealth of previous victims if the current victim can only escape with it (a wish or gate spell should do the trick).



Fairy Lights: AC 9; HD $\frac{1}{2}$ *; MV 0'; AT See description; DA See description; NA 1d10; SA Normal human; ML 12; AL Chaotic; INT 1; TT Nil; XP 6

Description: These annoying glowing fungi charm Pixies in large numbers (as Mass Charm spell) and cause the Pixies to act as a chaotic alignment.

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Faerie Wings: AC As host; HD host MV Fly: host 60'(20'); AT See description; DA See description; NA 1 pair per host; SA See description; ML host; AL host; INT host TT; host; XP host

Description: A fine membrane grows from the shoulders of the infected host granting the ability of flight. For anyone larger than a brownie, every time the infected takes flight the wings glow with a poisonous light that slowly kills the host (-1 Con) causing the victim to vomit blood the host's constitution until it drops below three at which death will occur. Faerie wings can only be removed by a wish.



Feeder: AC -10 Steel Flyer, AC 2 Tentacles; HD 10**; MV 0' Fly 360' (120'); AT 6 Tentacles; DA 1d4 / 1d4 / 1d4 / 1d4 / 1d4 / 1d4; NA 1 (1); SA Fighter L10; ML 10; AL Chaotic; INT 11; TT C; XP 2,500

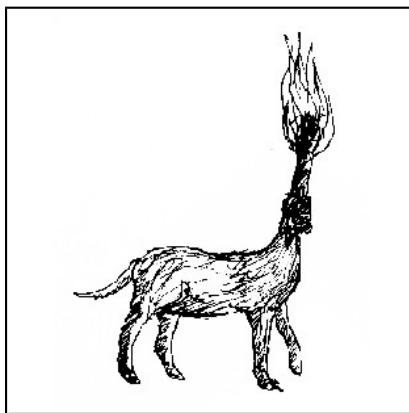
Description: Created by a wizard enchanting a flying craft and opening a gate from the nightmare dimension of the Brain-feeders into the inner workings of the craft trapping a feeder. The steel flying vessel is designed to torment the Brain Feeder. It can feed and fly the craft but it cannot escape its prison or access spells of spell casters- unable to harvest a brain intact. If the shell takes 100hp the brain-feeder escapes.

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Ferral: AC7; HD 1+1; MV 120' (40'); AT Bite; DA 1d6; NA 1 (6d6); SA Thief: L2; ML 7 (8 in Pack); AL Chaotic; INT 6; TT (R) C; XP 15

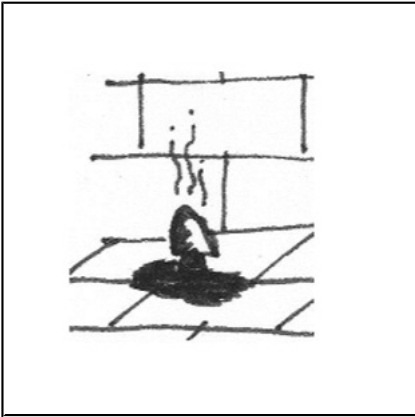
Description: Appearing to be no more than a small dog, feral and deformed, with a hairless body other than a lion's mane of fur around its head the Ferral (Barghest) is the offspring of Goblin and wild Dog. Though not as intelligent as a goblin it has the ability to speak, and plot, and scheme.



Firehound: AC 9; HD 1*; MV 0'; AT See description; DA See description; NA 1; SA Normal human; ML 12; AL Neutral; INT 0; TT Nil; XP 6

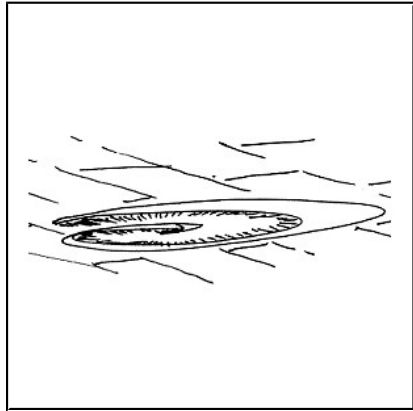
Description: A Messenger of the Witch Queen, these hounds have a hand where their head should be and more often the message they carry is a burning torch, to either guide the way in the night, or set fire to crops. The witch queen's message is always clear.

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Fire-shroom: AC 9; HD 1*; MV 0'; AT See description; DA See description; NA 1; SA Normal human; ML 12; AL Neutral; INT 0; TT Nil; XP 13

Description: This mushroom gives off a faint blue gas which when presented with an open flame will burn like a fire-storm through the atmosphere of all the accessible parts of the dungeon feeding on the very air as the source of fuel. It requires considerable pressure so will not burn the air in dungeons above a hundred feet deep. Fire-shrooms are sometimes found at the bottom of deep wells causing a pool of fire to burn where the atmospheric pressure is high.



Flatworm: AC 7; HD 1; MV 30'(10'); AT Crush; DA 1d6 per round; NA 1d100; SA Fighter: L1; ML 12; AL Neutral; INT 1; TT As Victims; XP 5

Description: This worm appears to be nothing more than an odd spiral pattern on the Cave or stone floor. It will suck up water or blood. The worm attacks anyone stepping on it or walking past it (within five feet) by wrapping around their prey's body and crushing them until dead. Once it begins crushing it will continue to do so until the worm or its prey is dead.

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Forest Guardian: AC 7; HD 8*; MV 30'(10'); AT 2 Fists + Miasma Breath; DA 4d6/4d6/Special; NA 1d10; SA Fighter: L8; ML 12; AL Neutral or Chaotic; INT 23; TT Nil; XP 1200

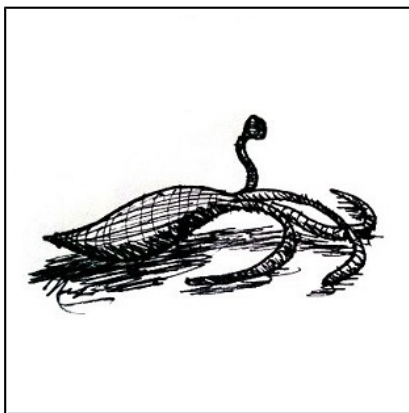
Description: This ten feet tall fungal aberration is a conglomeration of pretty much every fungi type into a single collective organism capable of surprising intelligence and power. It dominates the forest because it shares a link with the fungi forest that spawned it. It breathes out a hallucinogenic miasma that functions as a hallucinatory terrain (save at a -4 save vs. Poison penalty).



Glammour: AC 9; HD 1hp/spore*; MV 0'; AT See description; DA See description; NA 1-100 spores; SA Normal Human; ML 12; AL Neutral; INT 1; TT Nil; XP 6

Description: This fungus contaminates the pollen of certain rare flowers and is harvested by wee folk. Sprinkled on the eyes it causes the victim to be vulnerable to illusion magic – making the ugly reality a more palatable beautiful dream – by lowering the victim's wisdom to three (save vs. Poison to avoid). Fairies use it to lower their own wisdom. A fairy free of glammour might think themselves out of existence.

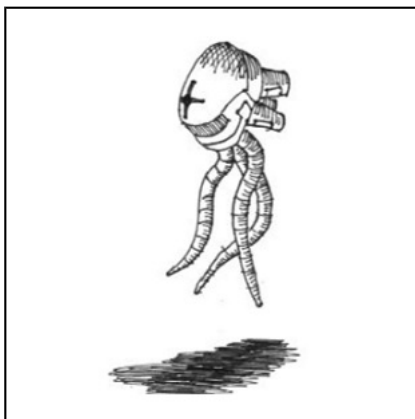
CREATURE CATALOGUE II



Gobble: AC 4; HD 1; MV 3'(1'); AT 1 Bite; DA 1hp; NA 1 (1); SA Normal Man; ML 12; AL Neutral; INT 1; TT nil (as host); XP 10

Description: The Gobble will creep up on an unsuspecting victim while they sleep on the ground or are unconscious and attach itself to a host at the back of the neck. They alter their host's behaviour changing a host's alignment to Neutral. Some subterranean cultures use it to eliminate non neutral behaviour.

Exposure to sunlight will cause it to shrivel and drop off after which the host will return to their previous alignment.



G.O.B.L.I.N.: AC 6; HD 1-1*; MV 90'(30'); AT 1 Electrical Discharge Tentacle/round; DA 1d6; NA 2-8 (1 Rogue); SA Normal Human; ML 7; AL Neutral or Chaotic (Rogue); INT 9; TT P; XP 6

Description: The G.O.B.L.I.N. is primarily a basic repairs Robot. It can however function as a Zero Level Security Robot. Its circuits contain some precious metal value.

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Goblin's Mother: AC 9; HD 7*; MV 0'; AT See description; DA See description; NA 1 (1-100); SA Normal Human; ML 12; AL Neutral; INT 0; TT Nil; XP 850
Description: This large 'cup' is filled with primordial ooze from which Black Goblins are born at the rate of one an hour. This mushroom is very popular with fiends that dwell in the deepest caverns who are raising an army of black goblins as their minions. Black Goblins are a lot like Kobolds except they have no fear (12ML) and can move twice as fast.



Goilroot: AC 2; HD 4; MV 0'; AT up to six spines; DA 1d6/spine + 1hp/spine/round; NA 1-6; SA Fighter: L4; ML 12; AL Neutral; INT 2; TT Nil; XP 75

Description: Goilroot is found hanging from the ceiling of caves and dungeons. The Fungi will sense the approach of any foe and when they are beneath the goilroot spines grow quickly downward through the foe (even armoured) seeking moisture from the victim. Unless the victim is freed quickly and healed they will die. Once done the spines will break off allowing the fungi to begin again as a stubby root cluster growing from the ceiling.

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Hammerhead: AC 5; HD 3; MV 0'; AT Bludgeon; DA 2d8; NA 1-4 (10-100); SA Fighter: L3; ML 12; AL Neutral; INT 1; TT S; XP 35

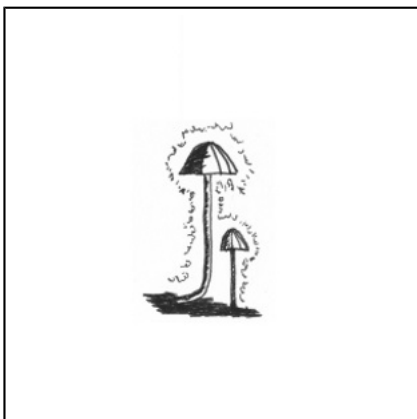
Description: This fungi will attack any in 5-10 feet range with a bludgeoning head with the intent of killing their prey. Hammerheads will pulverise even large skeletal remains leaving no evidence as to how they get nutrients.



Hob: AC 6; HD 1+3*; MV 90'(30'); AT 1 Large Weapon + Curse; DA Weapon+3/ Curse (See Description); NA 0 (2d3); SA Fighter: L2; ML 9; AL Chaotic; INT 11; TT (P)E; XP 19

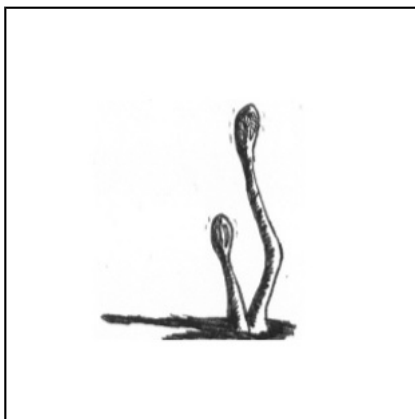
Description: Ancestor to elves, sprites, fairies and Hobgoblins; the Hob is stronger and larger than even most humans (6 ½' – 7 ½' tall). The Hob is cursed: Hule-Bhe meaning 'forest-to burn'. The Hob gives off sparks capable of igniting dry plant matter and parchment. The most powerful of the Hob is up to 7HD and defended by Bodyguards of 6HD.

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Hobs Nail: AC 2; HD 1*; MV 0'; AT See Description; DA See Description; NA 1; SA Normal Human; ML 12; AL Neutral; INT 1; TT Nil; XP 13

Description: Also known as the Coffin Nail, this iron-like purple 'shroom' will cause undead who have been destroyed by a cleric to return to the world of undeath. Some intelligent undead (vampires, lich, etc.) will cultivate the fungi for the purpose of a second chance at undeath although few are willing to become the 'minion' of a mushroom for the centuries it takes the 'shroom' to produce offspring and become an Odic. Elves can use it to return as Banshee.



Holywater Sprinkler: AC -5; HD 6*; MV 0'; AT See Description; DA See Description; NA 1-4 Sprinklers (1); SA Fighter: L6; ML 12; AL Neutral; INT 1; TT S; XP 500

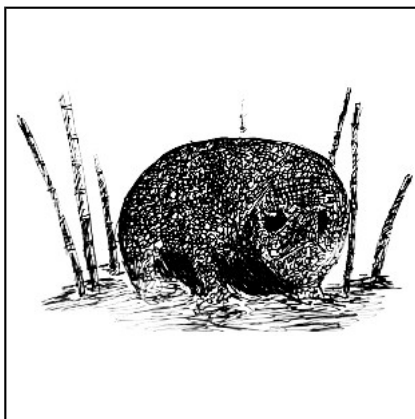
Description: This fungus does not sprinkle holy-water; rather it sprinkles flammable oil which explodes as a 5d6 Fireball when exposed to an open flame as prey approaches within its range. The oil sells at a hundred gold pieces per undischarged sprinkler to Alchemists and Wizards.

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Horns of Aeroth: AC 3; HD 4*; MV As Host; AT See Description; DA See Description; NA 1 Pair per Host; SA Fighter: L4; ML 12; AL Chaotic; INT 1; TT As Host; XP 125

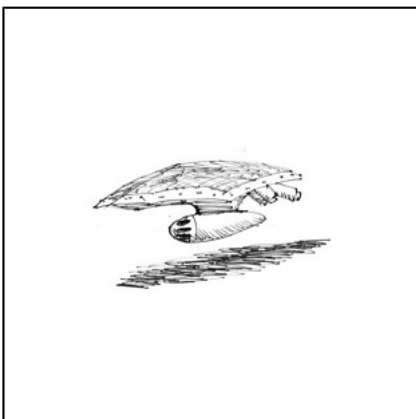
Description: The Horns of Aeroth are fungi which grow from the skull of the victim. They will force the victim to make a charisma check every time he/she is insulted. A fail to save results in a temporary shift to chaotic alignment and the victim will fly into a violent rage attacking the source of the insult. The alignment shift will remain until the source of the insult is dead and the horns coated in the opponent's blood.



Howliscream: AC 2; HD 6*; MV 30' (10'); AT Crush or Special; DA 4d6 or special; NA 0(1); SA Fighter: L3; ML 10; AL Neutral; INT 2; TT Nil; XP 500

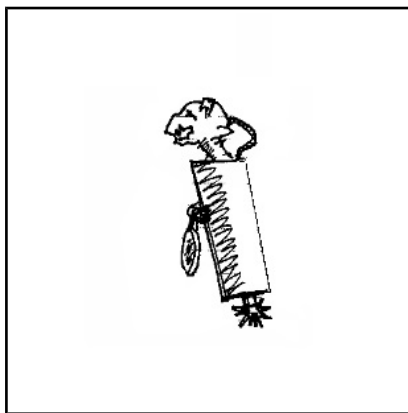
Description: This huge leathery beast is a giant toad. Rather than aggressive combat, if confronted by a predator it will howl like a small wounded baby deer to summon any predators in the area to its location to attack its enemy. It stands very still and looks like a large leathery boulder hoping to avoid being noticed (Spot on 1-2 in 6). on the rare occasion it is known to trample or fall on anyone in its way.

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Hunter-killer: AC 6; HD 3*; MV 120' (40'); AT Weapon Pod (2 Darts per round/ Sonic Excavation); DA 1d4/1d4/See description; NA 1-6 (1-10); SA Fighter: L3; ML 10; AL Neutral/Chaotic (Rogue); INT 9; TT Nil; XP 50

Description: The HK or Hunter-Killer is designed to chase down targets and take them out as need be. The Alloy Cover can be salvaged as a Small Shield +2. Sonic Excavation mode can tunnel through stone at a slow rate. Stone takes one hit point damage per round.



Hunter: AC -10; HD 2*; MV 0' Fly 360' (120'); AT mace or mirror of life trapping; DA 1d6 or special; NA 10-100 (2d4); SA fighter L2; ML 12; AL Chaotic; INT 1; TT see description; XP 20

Description: Little more than undead zombies animated and bonded to an enchanted flying apparatus where the legless and armless corpses will fly and capture a target with their mirror of life trapping at the command of their master.

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Ichor: AC 9; HD 1hp/square ft*; MV 0'; AT Smother; DA 1 hp/day; NA 1 (1); SA See description; ML 12; AL Neutral; INT 1; TT Nil; XP 6

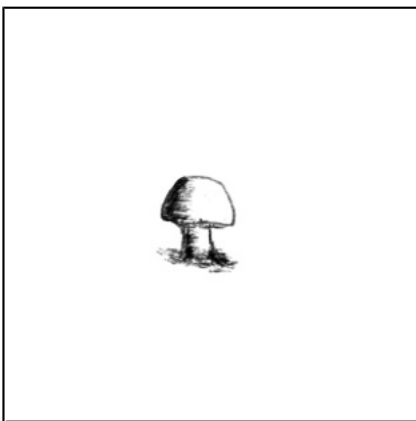
Description: The fungi is a refugee from the Plane of Decay this white slime spreads on living things (particularly plants) slowly causing damage and discharging a foul smell (save vs. Disease or vomiting the first time it is encountered). It's immune to everything but fire. And will spread unchecked to devour the countryside reducing entire forests and crops to a rotten slimy mass. Trolls can deliberately coat themselves in this, making fire their only vulnerability.



Imu: AC 8; HD 1; AT Beak or Kick; DA 1d4/1d4/1d4; MV Running 300'(100'); NA 1-4 (1-4); SA Fighter: L1; ML 3; AL Neutral; INT 1; TT nil; XP 5

Description: A bird similar to the ostrich except that its feathers are particularly fine and it seems more hairy than feathered. It is six feet tall fully grown tough giant Imu exist in prehistoric locations. It will flee Humanoids on sight or at a loud noise and if captured will peck with its beak or strike with talons to escape.

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Ironshroom: AC 1; HD 7*; MV 0'; AT 6 fungi-stalks /round; DA 1d8; NA 1 (1); SA Fighter: L7; ML 12; AL Neutral; INT 2; TT Nil; XP 850

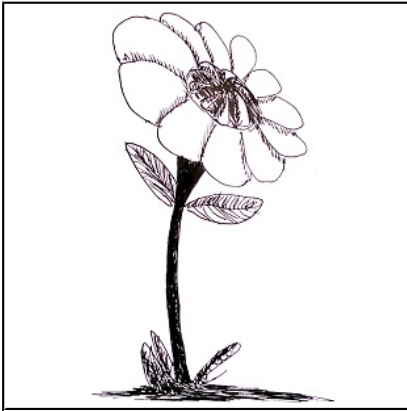
Description: The main body of this shroom is below the surface – covering an area up to ten feet in diameter. It erupts from the surface and smacks against ankles of feet that are putting pressure on the Fungus from the surface like a hammer.



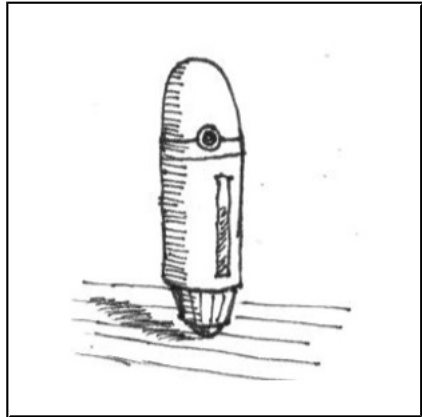
Jumping Scorpion: AC 3; HD ½*; MV 360' (120'); AT 4 Mandibles +Poison Sting; DA 1/1/1/1 +See Description; NA 1; SA Normal Human; ML 12; AL Neutral; INT 4; TT Nil; XP 6

Description: The Jumping Crater Scorpion evolved from a local stick insect. Its four limb totting mandibles allow the 3 inch insect to leap into the air from the ground where it can attack a passer-by. It is very fast and is able to always attack first. If it is able to secure all four mandibles it will sting the victim. Any fail to save vs. Poison reduces the victim to one hit point for a year (incapacitating them).

CREATURE CATALOGUE II

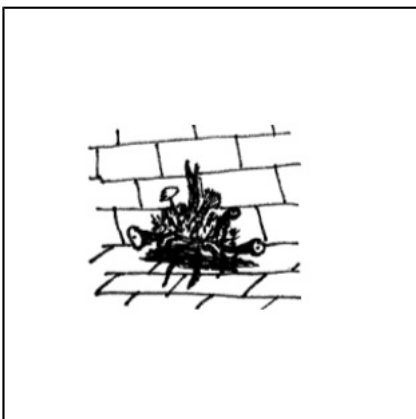


Killer Flower: AC 4; HD 1-20; MV 0' (0'); AT 1 bite; DA 1d4/HD; NA 0 (1-100); SA varies; ML 12; AL Neutral; INT 1; TT P x HD; XP varies
Description: this flower is 1' tall per hit dice and can be found alone or in a field of such flowers. It attacks anything within range (out to twice its physical height).



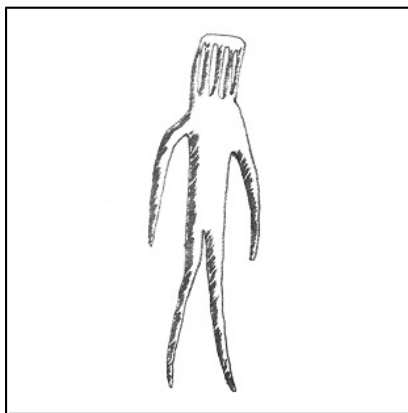
K.O.B.O.L.D.: AC 7; HD ½ (1d4hp); MV 90' (30'); AT 1 Contact TASER Electrical Discharge; DA 1d6-1; NA 4-16 (6-60); SA Normal Human; ML 6 (8); AL Neutral/Chaotic (Rogue); INT 9; TT P; XP 5
Description: The Knock-Out Bollard is a zero level Security Robot designed to function in groups as a wall of Bollards each capable of electrostatic discharge (Contact TASER) through anyone making physical contact with the Bollards. They are self righting and capable of swarming a target or simply moving down a hallway as a barrier.

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Krabbes: AC 7; HD As Fungi Total*; MV 20' (7'); AT 1 Bite + Special; DA 1d4 + Spore; NA 1 (2-5); SA As Fungi Total; ML 12; AL Neutral; INT 1; TT Nil; XP as fungi total

Description: Krabbes serve as the spore bed for future fungal colonies and might be encountered anywhere. Made up of 3-6 types of immature fungi and spore, the Krabbes is a little mister bitey looking to infect anyone it can take a bite out of as it travels outward to create new colonies.



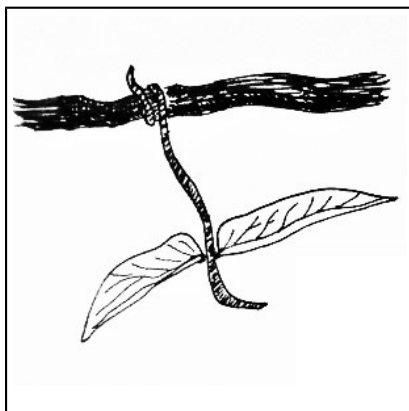
Lantern-head: AC 4; HD 9; MV 60' (20'); AT 1 hand; DA 2d4; NA 1 (unique); SA Fighter L9; ML 12; INT 10; TT Nil; AL Neutral; XP 900

Description: This fifty foot tall bronze statue has no hands or feet (they end in spear points). When not pretending to be public art, the Lantern illuminates a burning glow that is a 30' radius glow or a 200' long search beam.

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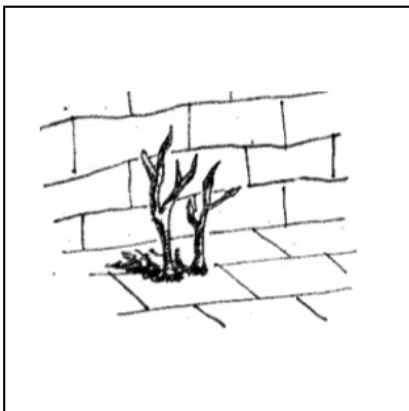


Laughing Jack: AC 7; HD $\frac{1}{2}$ (1d4hp); MV 90' (30'); AT 2 claws; DA 1hp/1hp; NA 0 (1); SA Elf (L1); ML 10; AL Chaotic; INT 9; TT Q; XP 5
Description: A Laughing Jack is a small (6 inch tall) woodland creature that makes a tree its home. At night it might be mistaken for the foliage but in daylight it is a stick-like insect wearing near black insect-like armour. It is known for its laughter, jumping up and down on a branch if it sees something exciting making a scratching noise.



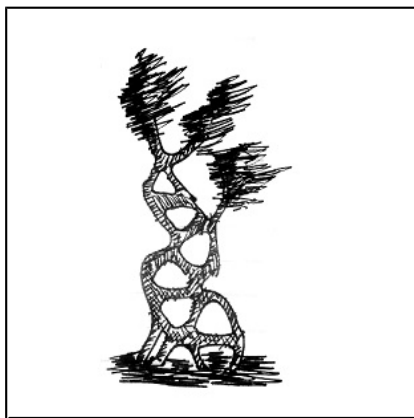
Leaf-Dragon: AC-2; HD 1-1*; MV 30'(10'); AT Bite, Breath-weapon; DA 1hp/as current hit points; NA 10-100(1); SA NM (+10 vs. dragon breath); ML 11 (7 if attacked with fire); INT 12; TT Ux2; AL Neutral; XP 6
Description: A Single Leaf dragon will claim a tree, while a wooded territory will be defended by a swarm. They pretty much pretend to be a small twig branch with leaves.

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Lightning Brush: AC 9; HD 1 hp/stalk*; MV 0'; AT Lightning Discharge; DA 1hp / stalk; NA 1-100 stalks; SA Normal Human; ML 12; AL Neutral; INT 1; TT Nil; XP 6xp/stalk

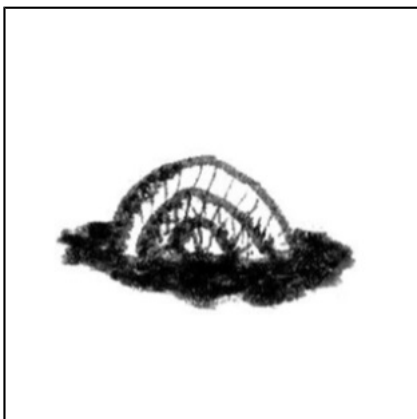
Description: These Amber stalks will discharge a lightning bolt through any foe within one hundred feet. They take a day to recharge before a second electrical strike can be discharged. Outdoors: A huge lightning brush can be mistaken for a dead tree and will kill all other trees out to a hundred feet radius with its lightning creating a region of 'lightning-struck' trees.



Lightning Mangrove: AC4; HD 1*-20*; MV 0'; AT Lightning Discharge; DA 1d6/HD; NA 1d100; SA F1-F10; ML 12; INT 1/Tree; TT A; AL Neutral; XP 13-4,175

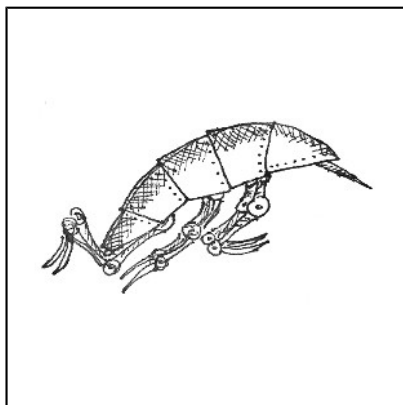
Description: Lightning Mangrove grow in coastal swampy areas with Iron Ore. Anyone in range (10'/HD) will be hit by an electrical discharge. It takes a day for a tree to recharge. A Mangrove Forest will be 1x 20HD, 2x 19HD, 4x 18HD...

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Matnarn's Gill: AC 7; HD 4*; MV 0'; AT Special; DA See Description; NA 1(1); SA Fighter L4; ML 12; AL Neutral; INT 1; TT Nil; XP 125

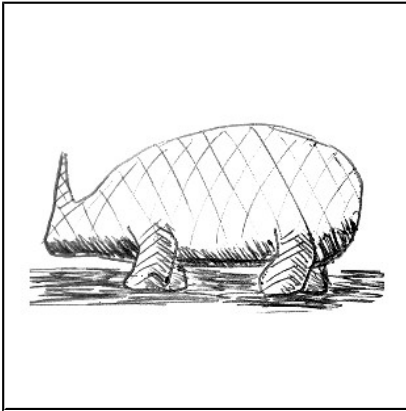
Description: Matnarn's Gill is a strange fungi – it doesn't pose a threat until the Victim exposed to its invisible Miasma attempts to swim underwater then it adapts the victim to a water-breathing environment making any attempt to return to the surface world near-impossible. Only a wish can reverse the effects.



Mechanical Flea: AC -10; HD 1hp; MV 300' (100'); AT 1 bite + poison; DA 1hp + special; NA 1 (unique); SA Fighter L36; ML 12; AL Neutral; INT 9; TT nil; XP 5

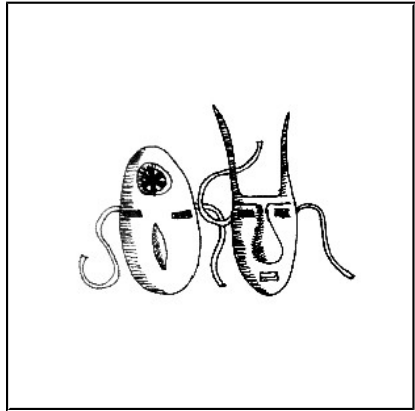
Description: This mechanical construct was created by Demogorgon to torment 'special people' who have angered her, the mechanical flea is pretty much indestructible and can only be removed with a wish. Its poison can be anything Demogorgon wants it to be. If 'killed' the flea returns to Demogorgon.

CREATURE CATALOGUE II



Megafauna: AC 1; HD 20; MV 300' (100'); AT 1 horn or Trample; DA 8d6/20d6; NA 0 (1); SA Fighter L10; ML 12; AL Neutral; INT 2; TT special; XP 2000

Description: the Megafauna is a colossal rhino-like beast fifty feet high. It lives on grassy plains in forgotten worlds. Its unable to attack anything smaller than a hill giant with its horn though it can trample any smaller opponent. It is always hostile and territorial.

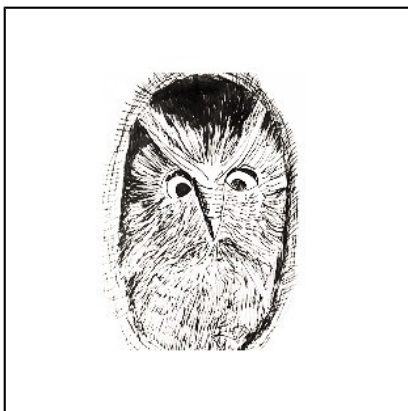


Men-rei-ki: AC -2; HD 8*; MV As Wearer; AT Touch; DA As Mask; SA F8; NA 1 (1-12); ML As Mask; Personality; TT As Wearer; Chaotic; XP 1200

Description: Men-Rei-Ki are the personalities of a would-be Immortal looking to purge itself of all emotion and contemplate logic from a purely logical standpoint. Unfortunately trapping its emotions in this form has resulted masks which possess the wearer. Masks regenerate even if disintegrated.

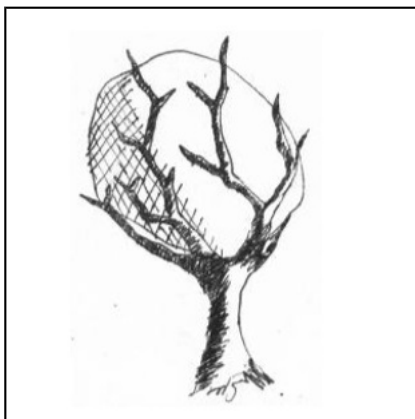
| Personality | ML | Result |
|-------------|----|----------|
| Jealousy | 9 | Chaotic |
| Hunger | 10 | Bite 1d6 |
| Hate | 11 | Weapon |

CREATURE CATALOGUE II



Mesmer: AC 8; HD 1*; MV 3' (1') / Fly: 30' (10'); AT Peck + Special; DA 1d4/se description; NA 1; SA F1; ML 11; INT 3; TT B(V); AL Chaotic; XP 13

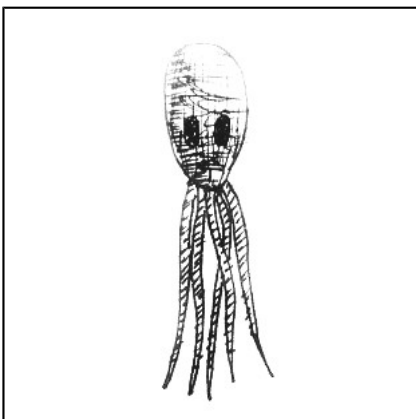
Description: This species of one-legged owl find a hole in a tree (or chip one with their beak). They then charm small prey with their eyes to come close enough to eat – or large prey to bring them food. PCs require a charisma check to resist.



Miasma Tree: AC 7; HD 1*; MV 0'; AT Up to six Branches/Poison Cloud; DA 1d6 per branch/see description; NA 1-10 (1-100); SA Fighter: L1; ML 12; AL Neutral; INT 2; TT K; XP 13

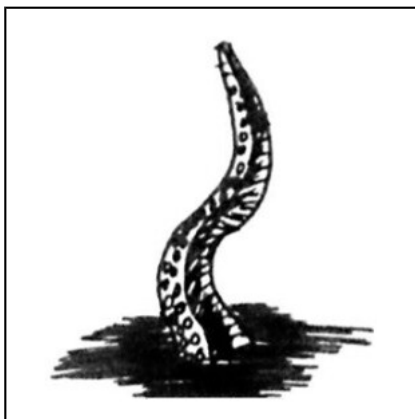
Description: These will bludgeon any foe who damages the gas bladder. The Gas Bladder in its branches is used to absorb poisonous gasses found in deep dungeons crystallising them into gemstones and refined metals of highest purity. Rupturing the bladder releases a poison cloud fifty feet diameter area and requires a save vs. poison or death ensues.

CREATURE CATALOGUE II



Mind Horror: AC 8; HD 1*;
MV 0', Fly 90' (30'); AT 1-5
Tentacles; DA special; NA 1 (1);
SA Normal Human; ML 5; AL
Chaotic; INT 2; TT nil; XP 5

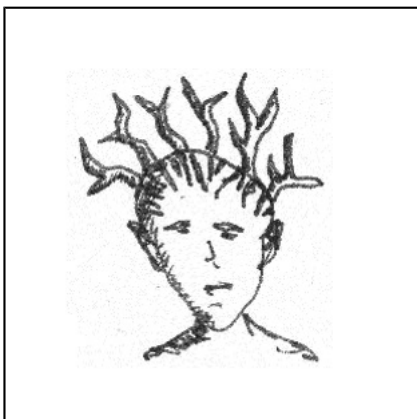
Description: this tentacled creature likes to leach of intelligence from it's victim. The Victim gets a save vs Magic Wand or loses one point of intelligence per turn it is able to wrap a tentacle around the victim's head without waking them from their sleep. It will not reveal itself to an awake opponent.



Moat Horror: AC 3; HD
1HD/tentacle; MV 0'; AT 1d6
Tentacles; DA 1d4 per tentacle;
NA 1; SA F L1-L6; ML 12; AL
Neutral; INT 2; TT B; XP
5/tentacle

Description: This is much like the Tentacle horror. It's a creature that reaches out of whatever stagnant shallow pool it calls home and grabs your unsuspecting victim, dragging them down to their doom.

CREATURE CATALOGUE II



Host will kill these fungi. The Monarch's Crown has one advantage – it doubles the existing intelligence of the victim. Consequently some subterranean cultures deliberately infect their ruling class with the Monarch's Crown.

Monarch's Crown: AC As host; HD As host; MV As host; AT As host; DA As host; NA 1; SA As host; ML As host; AL Neutral; INT 2x Host; TT As host; XP As host

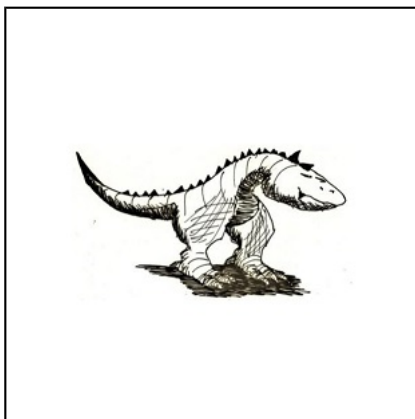
Description: Monarch's Crown is in fact the final stage of these fungi. The victim having been infected with spore has experienced loss of bone and marrow as the fungi uses it to grow the crown from the victim's skull. Unfortunately the victim develops a need to suck the marrow from bones of freshly killed victims and should he/she/it be exposed to sunlight will germinate into spores as though the whole body was a spore pod. Not even killing the

CREATURE CATALOGUE II



Monk's Halo: AC As host; HD As host; MV As host; AT As host; DA As host; NA 1 per host; SA As host; ML 12; AL Neutral; INT Collective intelligence (1/host); TT As host; XP As host

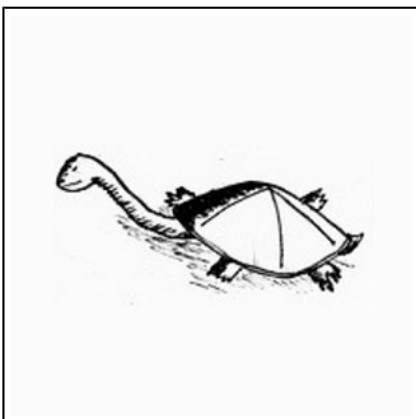
Description: This odd fungus seems harmless enough as it simply grows as a ring of glowing fungi about the skull of its host, but it is its ability to connect the brains of the infected when in sight of one another has seen many monks actively seek infection through consumption of the fungus. Entire monastic orders are known to have been infected.



Mozgoku: AC 5; HD 9 (L); MV 105' (35'); AT 1 Bite/Tail/Rake Claws; DA 2d6/1d8/2d4/2d4; NA 1(5d6); SA Fighter: L9; ML 8; AL Neutral or Chaotic; INT 5; TT V; XP 900

Description: Mozgoku stand ten feet tall and fifteen feet long weighing one ton. It is able to pivot on its tail in order to rake both its claws down the front of an opponent's belly. Mozgoku or 'Marrow Hollow' is named for this intelligent opponent's habit of using a hollow bone tool as a snorkel allowing it to hide in murky pools or bury itself under soil to ambush (or hide from) an opponent.

CREATURE CATALOGUE II



Mumundu: AC 7; HD 1; MV 3'(1') Swimming 15'(5'); AT Bite; DA 1d6+1hp/round; NA 1(1-10); SA Fighter: L1; ML 9; AL Neutral; INT 2; TT nil; XP 10

Description: The long neck turtle can strike unnoticed from below water latching on inflicting continuous injury sufficient to prevent even a spell caster from concentrating on a spell. They are common in tropical swamps rivers, and even in long grass where they are moving over land or in search of insects. There are larger 'Swamp sharks' as the natives call them and these can be up to 8HD.



Niiknik: AC7; HD 2; MV 120' (40'); AT Beak; DA See 1d6+1; NA 1-6 (1); SA F1; ML 9(7 if attacked with fire); INT 4; TT V; AL Chaotic; XP 20

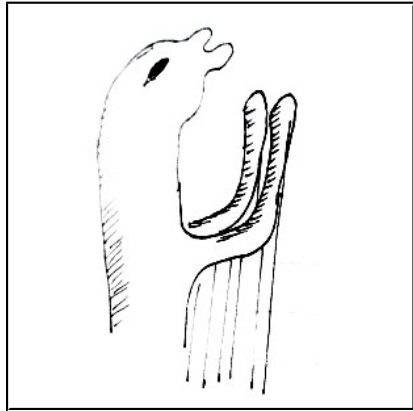
Description: These birds live in long grass in equatorial regions and stab prey with their beak. this aggressive bird is only afraid of fire and will retreat to safety when chased off with fire.

CREATURE CATALOGUE II



Okami: AC 7; HD 1-9****; MV 150' (50'); AT 1 bite, 2 claws; DA 1d6/ 1d6/1d6; NA 1-4 (1-6); SA fighter L1-9; ML 7 (10); AL Any; INT 9; TT A; XP 28-3700

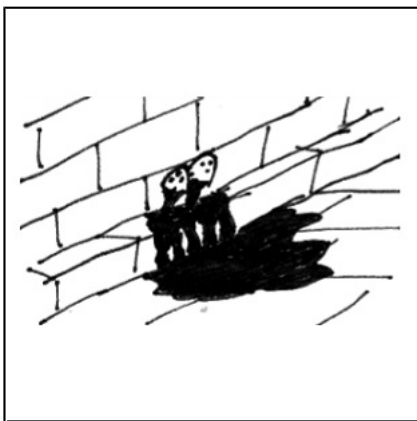
Description: This minor demon is the one encountered by red riding hood. It is often mistaken for a Werewolf though it cant assume a human form and remains as it is at all times. It has the abilities of Minor Demons such as Transposition and Immunity to Normal Weapons.



Old One: AC 8; HD 9*; MV 90' (30'); AT Spells; DA as spell; NA 1 (unique); SA Magic-user L36; ML 6 (8); AL Lawful; INT 18; TT A; XP 1600

Description: This Powerful Wizard is the first sentient being to go to the stars. It established itself as the guardian of diverse worlds which it seeded with life that it not be alone and crafted numerous artefacts including a dyson sphere. There is also a massive stellar nursery out in the galaxy in a cloud that looks like the Old One. It created this by destroying a star in its quest to become immortal. Unfortunately it failed and though it still lives it can die.

CREATURE CATALOGUE II

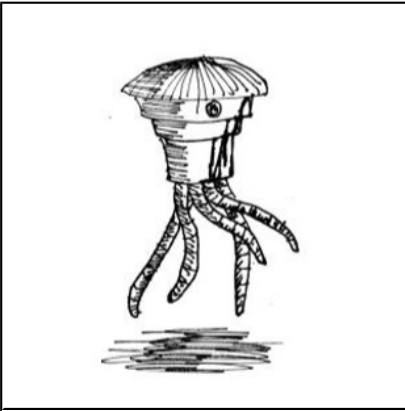


Oozer: AC 9; HD 1hp; MV 0'; AT Ooze; DA See Description; NA 1-100; SA Normal Human; ML 12; AL Neutral; INT Individual (1), Collectively (2-100); TT Nil; XP 6

Description: These fungi are unusual in that even though they are individually weak they are a collective intelligence. Depending on the scale of intelligence they are as smart as a door-knob or as brilliant as an Immortal. The Ooze they give off is a mind control agent on par with a mass charm spell. As a consequence they have the ability (depending on parallel neuron capacity) to manipulate an entire region by simply infecting victims with ooze (save

vs. poison). The needs of the plant are very specific – survival - and given the capacity of these particular fungi to infect and control other host are capable of being the BBEG that most Adventurers are incapable of comprehending.

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Overseer: AC 5; HD 3*; MV 90' (30'); AT 1; Energy Tentacle; DA Energy Drain; NA 1-6 (1-8); SA Fighter: L3; ML 12; AL Chaotic; INT 9; TT B; XP 50

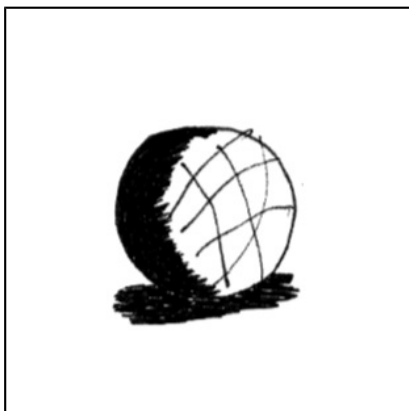
Description: This floating Bot is able to absorb Energy from the living victim at the rate of one level per hit – as a means of punishing dissident slaves. The Circuitry is particularly valuable in these bots.



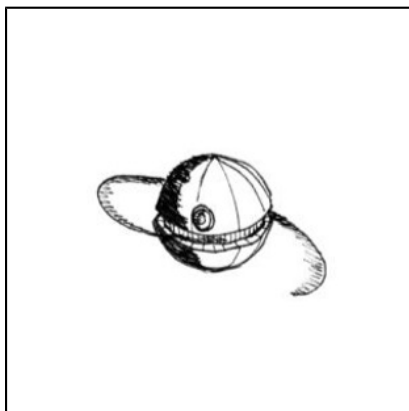
Poisoner's Cup: AC 9; HD ½*; MV 0'; AT Poisonous Splash; DA See Description; NA 1(1); SA Normal Human; ML 12; AL Neutral; INT 1; TT Poison worth 5,000gp; XP 6

Description: This fungus produces a black juice in its 'cup' which it will deliberately spill in the direction of its prey in an attempt to splash a victim with the poison. The poison itself is a cruel death – the victim will age a year every day they do not make a save vs. Poison. Making the Saving throw only staves off the effect for twenty four hours – in the end only a wish can cure this poison.

CREATURE CATALOGUE II

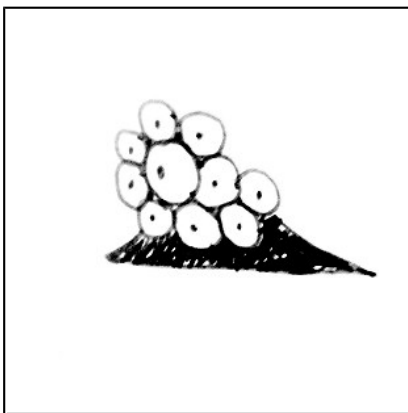


Puffball: AC 8; HD 1 hp*; MV 20' (7'); AT Crush/ Explode; DA 1d4/3d6; NA 1(1-10); SA Normal Human; ML 12; AL Neutral; INT 1; TT Nil; XP 6
Description: A Puffball will roll around its environment but will not actively pursue prey. Any Damage will result in an explosion of air and fungus spore inflicting 3d6 damage to everyone in a fifty feet radius. Victims of an explosion will need to save vs. Disease or become host to a Puffball growing in their stomachs causing bloating. Death is certain but may be averted by a cure disease.



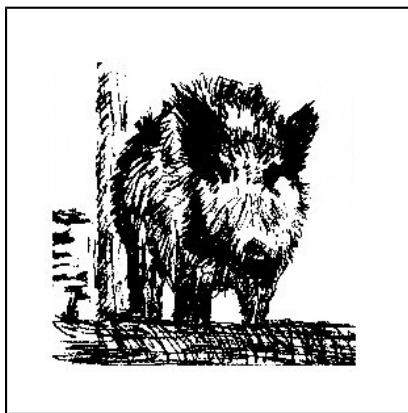
Punisher Drone: AC 2; HD 1*; MV Fly: 30' (10'); AT 1d12 Whips/round; DA 1hp/whip; NA 1; SA Fighter: L1; ML 12; AL Neutral/Chaotic (Rogue); INT 9; TT See description; XP 13
Description: The Punisher drone is employed to cause pain to slaves and round up intruders. Its broken remains are worth fifty gold pieces to a Wizard.

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Queerly Reticular: AC 8; HD 1hp*/eyeball; MV 3'(1'); AT Slippery under foot; DA 1 hp falling; NA 1 (Unique); SA Magic-user: L36; ML 12; INT 18-1/eyeball; XP 1/ victim

Description: This is where Wizard eyes go after the spell ceases to function. They coalesce as a residual organism that shows up under foot as the Adventurers are running for their lives. A Queerly Reticular might have 3d6 eyeballs at any given moment.



Radboar: AC 7; HD 4** (M); MV 90' (30'); AT 1 Tusk + Radiation; DA 2d4+special; NA 1d6 (1d6); SA Fighter: L2; ML 9; INT 2; XP 175

Description: The Radboar is slightly larger and Woollier than a Normal Boar. It is irradiated thanks to its time in radioactive areas where it can be found. Consequently if it successfully gores or bites an opponent they must save vs Death ray or become irradiated.

Radiation Exposure is a slow and painful death reducing constitution one point per day until cured with a wish or death at zero.

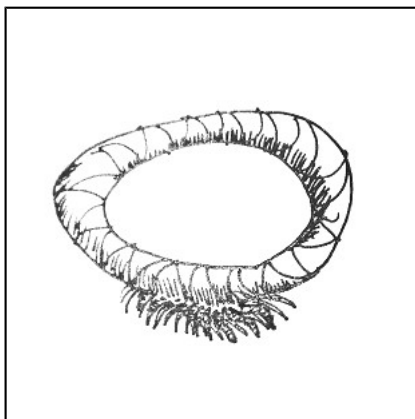
CREATURE CATALOGUE II



Radium Ape: AC 6; HD 3; MV 90' (30'); AT 1 Carbine; DA 1d6-1; NA 2-8 (10-100); SA F3; ML 8 (10); AL Any; INT 9; TT P; XP 35

Description: These people are from the radiated Blackmoorean Age known as the Rain of Fire. All civilisation has been washed away and the Radium Apes have risen from the Radioactive Ashes to become the dominant people to inherit Mystara. What little technology is left has been salvaged for use by the Radium Apes.

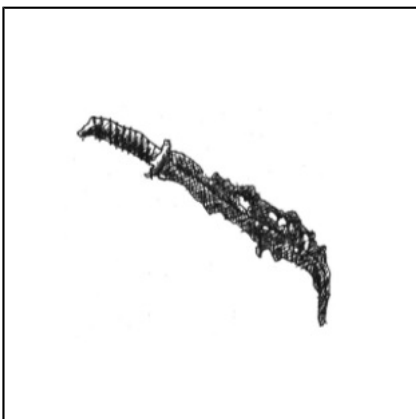
Carbine: A Rifle that uses ammunition propellants that are a powdered blend of two metals salvaged from the ruins. DA 1d6-1 (100'/200'/300').



Ringwurm: AC-3; HD 20*; MV 3' (1'); AT Crush; DA See description; NA 1 (Unique); SA F10; ML 12; INT 2; TT nil; AL Chaotic; XP 4,175

Description: This large subterranean creature is basically a walking gate. The Large Loop-like body that is ten feet in diameter with a seven feet diameter hole. While there is one creature it is located in two places at the same time. It eats a gem and opens a portal allowing gate travel between the origin and destination.

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Rot Iron: AC 9; HD ½*; MV 0'; AT See description; DA See description; NA 1(1); SA Normal human; ML 12; AL Neutral; INT 1; TT nil; XP 6

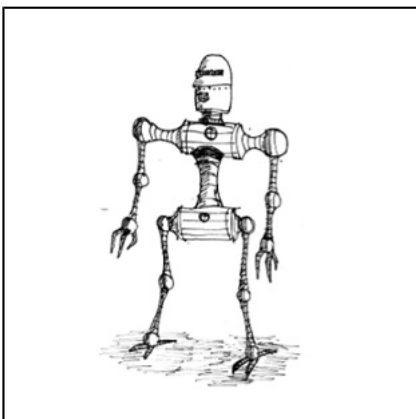
Description: This fungus has come from the Plane of Decay. Its food source is Iron so Swords and Armour are an obvious meal which it will cause to decay and rot quickly (a turn per pound weight). Its real threat is to Iron in blood – quickly infecting open wounds and the whole body with rotting fungi - reducing the Constitution at the rate of one per turn until constitution drops below three and death occurs. Only a wish can cure a victim of this fungus. It will also feed on Ironshroom.



Ryuojo: AC 7; HD 4***; MV 120' (40'); AT 1 weapon, Tail; DA 1d6/1d6; NA 2-8 (1); SA Fighter L4; ML 6 (8); AL Chaotic; INT 9; TT Q; XP 225

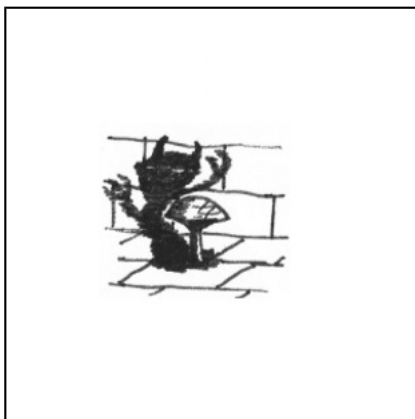
Description: This demon looks part Snake part Human though has the same abilities as other Demons it can coil and spring up to fifty feet through the air. It has the basic abilities common to all Minor Demons such as Transposition and Normal weapon Immunity.

CREATURE CATALOGUE II



Servitor: AC 2; HD 4*; MV Fly: 30'(10'); AT 2 Claws; DA 1d8/1d8+Special; NA 1d4 (1d4); SA Fighter: L4; ML 11; AL Neutral; INT 9; TT Nil; XP 125

Description: This almost humanoid Bot is designed for non combat tasks like retrieval of Materials vital to the Ship and though it is a slow mover it is a considerable threat to normal humans. It is also able to absorb metal to heal itself.



Shadow-shroom: AC 8; HD 5* MV Fly: 0'; AT See description; DA See description; NA 1(1) SA Fighter: L5; ML 12; AL Neutral; INT 1; TT A; XP 300

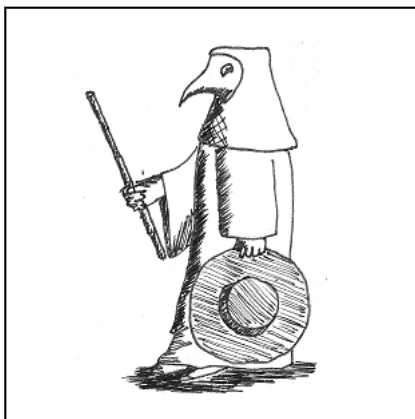
Description: Anyone making physical contact with this shroom will lose levels at the rate of one per round until they reach zero. The Victim then becomes a shadow tied to the Shadow-shroom that turned them into a shadow. A Shadow-shroom will have 0-3 previous occupants who can attack any foe entering within ten feet. The Shadow-shroom can only house up to three shadows – old victims will be ejected and be able to wander freely in order to make way for a new victim.

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Shadowsloth: AC 1; HD 2+1; MV 150' (50'); AT 1 Bite/ 2 Claws; DA 1d8/1d6/1d6; NA 2-8; SA Fighter: L1; ML 12 (7); AL Neutral; INT 2; TT Nil; XP 25

Description: These are large Night Hunters that prowl the forest floor in search for prey in packs. If one of the pack is killed their morale drops to 7. They have Infravision 90'.



Shiroi Karasu: AC 8; HD 4**; MV 90'(30'); AT Rod/Talons; DA 1d6/1d6/1d6; NA 1(2d4 Flock); SA Cleric: L4; ML 12; AL Chaotic; INT 19, TT A; XP 175

Description: This demon is also known as the Albino Crow. They like to pass themselves off as Plague-Physicians and are never seen without the 'bird-mask', black full length robes and black broad-brimmed hat. The Shiroi-Karasu is usually involved in the burial of the victims of the Miasma (which is spread by the lice of the Shiroi-Karasu). As carrion eaters they will eat their victims. Undisguised this fiend has the body of a Human, and the

CREATURE CATALOGUE II

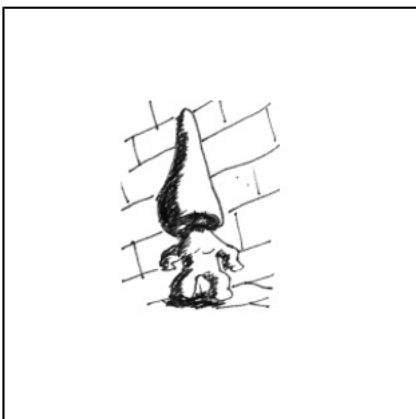
Head and Legs of a Carrion Bird. They are Clerics of Orcus and have access to spells and abilities of Chaotic and Evil clerics. They have the basic abilities common to all minor demons such as Transposition and Normal Weapon Immunity.



Skewer: AC 5; HD 1; MV 0'; AT 1 spear; DA 3d6; NA 4-16 (6-60); SA Fighter L1; ML 12; AL Neutral; INT 2; TT Q; XP 10

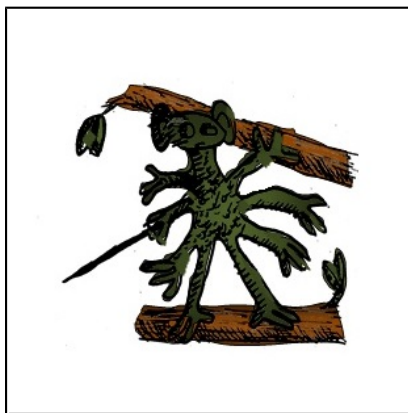
Description: This odd plant looks like a denuded tree stripped of its foliage. It will skewer an opponent in ten feet range impaling them until they die and become nutrients. It can be harvested as a Trident.

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Smudger: AC 8; HD ½*; MV 20' (7'); AT See description; DA See description; NA 1; SA Fighter: L1; Ml 12; AL Neutral; INT 2; TT Nil; XP 6

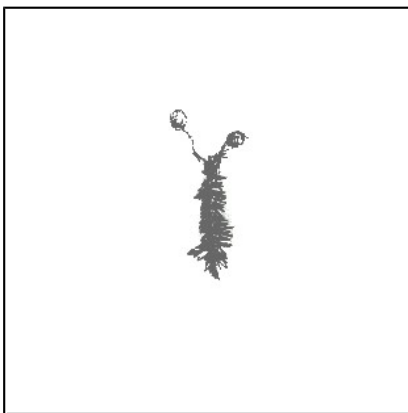
Description: They may look like cute little mushroom people about a foot tall. They like to rub themselves against any prey swanning through their habitat coating their victims in an attractant that will draw aggressive species to the target in a frenzied attack (ML12, +2 Hit Roll Bonus). They then lay spores in the carcass which germinate into 3d4 new Smudgers. Outdoors the Attractant will draw maximum possible predators to the victim from up to a mile away.



Spider-simian: AC 6; HD 1; MV 60' (20'); AT 1 spear or Bite; DA 1d6/1d4; NA Lone Scout (1) Hunting Party (2-20) Village (10-100); SA Fighter: L1; ML 12; AL Neutral; INT 8 or 13; TT nil; XP 5

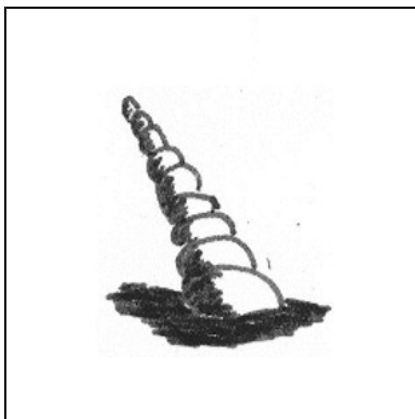
Description: This is a 4' tall creature with eight limbs – six arms and two legs and muddy green skin. It is vaguely simian and fairly intelligent. It can use its chameleon qualities to give surprise on a 1-3 (1d6). The Spider-simian will attempt to capture anyone entering their territory and return them to the village to meet the leader of the village. Spider-simian Leaders have an above average intelligence.

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Spine: AC 6; HD as Victim*; MV Fly: 30' (10'); AT special; DA special; NA 1(0); SA Victim; ML 12; AL as victim; INT 1; TT nil; XP varies

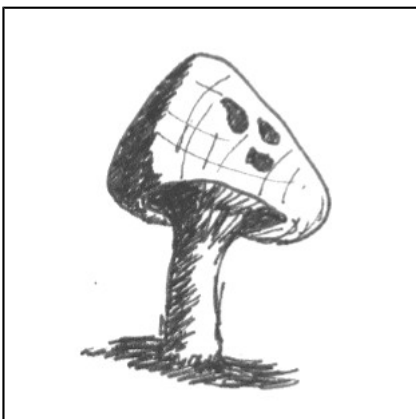
Description: A section of spine with white eyeballs attached by stalks, the brain long withered. The spine attacks the charisma of the opponent. The victim must roll higher than their charisma to resist the attack of the spine. If they fail their spine and eyeballs tears loose of their body and they become an undead spine. A Spine turns as undead of equal Hit Dice.



Spirax: AC 2; HD 2; MV 0' AT entangle; DA 1d10/round; NA 1(1); SA Fighter: L2; ML 12; AL Neutral; INT 1; TT V; XP 20

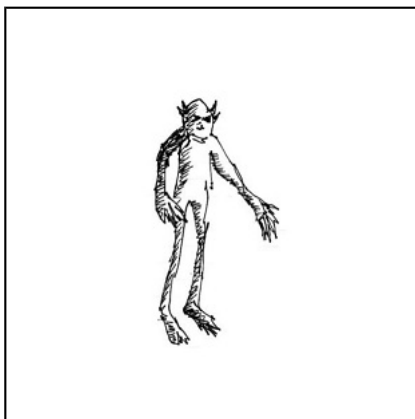
Description: This appears to be a large conical seashell however when any prey approaches within ten feet it will uncoil and attempt to tangle its prey. It will then proceed to coil back up crushing the victim in an attempt to drink the prey for nutrients.

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Stalker: AC Mushroom: 4 Body: -8; HD 4-7 Mushroom: 8-14hp Body: 32-59hp; MV (Burrowing) 30' (10'); AT: Bite; DA: 1d6xHD; NA 1(1); SA Fighter: L4-L7; ML 12; AL Neutral; INT 1; TT I; XP 75-450

Description: It is a kind of giant worm with teeth. The 7' tall 'Mushroom' is a lure/mouth with bone teeth which is pushed to the surface by the worm in order to breathe and feed on prey. When prey enters within fifty feet of the 'mushroom' the trunk of the mushroom stretches out and the mouth takes a bite out of the target. A successful hit will swallow anything up to Halfling size.

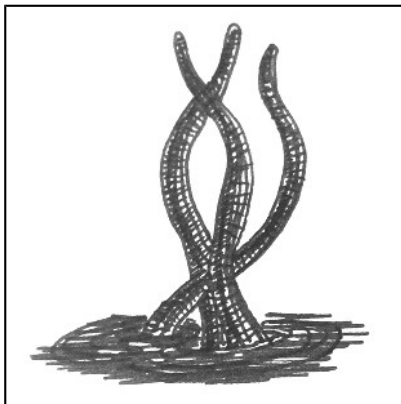


Strangling Horror: AC 6; HD As Summoner; MV Cloud: 300' (100') Humanoid: 15' (5'); AT Spore Cloud or Claws; DA Special/3d6+4/3d6+4; NA 1(1); SA As Summoner; ML 12; AL Neutral; INT See description; TT Any Guarded (or nil); XP As Summoner

Description: Usually summoned from its Plane of Decay with a Gate Spell to guard an object, or place for a specified time, or hunt a victim by some powerful wizard this fungi has two forms: As a cloud of Spores it may travel great distances at incredible speed and the choking cloud can infect any victim with spores – forcing the victim to make a save vs.

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disease or turn into a strangling demon in 10 days. Only a Wish will reverse this prospect. DMs not prepared to have their PCs become a Strangling Horror should fudge any failed saving throws. As a Humanoid it is ten feet tall and has incredible physical strength 23 and dexterity 18 (other stats are as its summoner or the stats of the previous life if spore infected) and solidifies into this form with hands around a victim's neck from spore cloud form as it always takes surprise. It is however vulnerable to a combination of Silver and Fire in humanoid form – and invulnerable to non magical attack in cloud form.



Swamp-tongue: AC2 (+1 Damage Absorb/HD); HD 1*-40*; MV 3'/HD(1'/HD); AT Swallow; DA 1hp/round/HD; NA 1(1); SA F1-F20; ML 11 (7); INT 12; TT A x HD; AL Neutral; XP varies

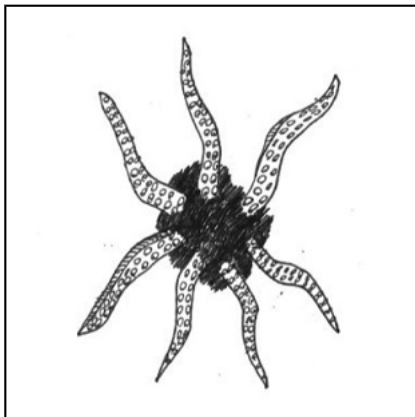
Description: It appears to be a cluster of blue glowing tentacles protruding from the bog. This is the tongue of a Sink-hole dwelling predator that swallows anything wandering on to its tongue. Mouth Diameter 1'/HD, Length 10'long/HD.

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Teddy: AC 8; HD 1-1* (5hp);
MV 15'(5'); AT
slam/bite/claw/Poisoned
Sewing Needle; DA
1d3/1hp/1d4/1hp+Poison; NA
1(1); SA Fighter L1; ML 12; TT
special; XP 6

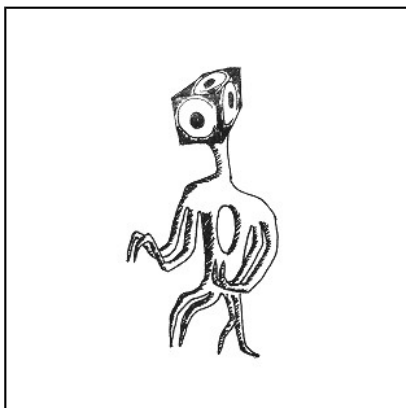
Description: A small (1' tall) cloth golem that looks like a teddy bear with a shoulder shield. Powered by a magic ring of animate objects sewn on inside. Has darkvision 60'.



Tentacle Horror: AC 7; HD 2*;
MV 0'; AT 1 Tentacle per
round; DA 1d8 + Poison; NA
1(1); SA Fighter: L1; ML 7; AL
Neutral; INT 1; TT as victims;
XP 25

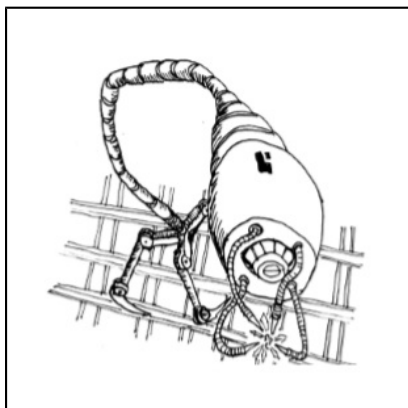
Description: These are a lot like the Moat Horror in that they are little more than some indiscernible creature whose true form will never be visible beyond the tentacles that spring from the darkness with surprise on its side.

CREATURE CATALOGUE II



Tesseraktor: AC 3; HD 5*; MV 45' (15'); AT Death Ray; DA 5d6; NA 1 (Unique); SA F2; ML 12; INT 2; TT nil; AL Neutral; XP 300

Description: Because it can see in all directions Tesseraktor's head is piloted by an other-planar operator. The death ray is up to 100' range. Save vs. death ray for half damage.



Tormentor: AC 2; HD 4*; MV 15' (5'); AT Electric Welder/Grapple Claw DA 4d6/1d6 per round; NA 1(1); SA Fighter: L4; ML 12; AL Neutral; INT 9; TT 1gp gold circuitry; XP 125

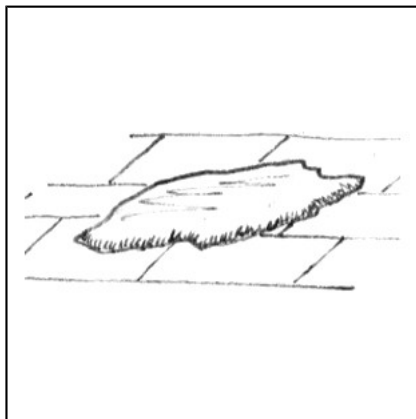
Description: This Bot is specifically a torture-droid which grabs its prey inflicting crush damage with a claw and uses this to anchor itself while it applies its welder.

CREATURE CATALOGUE II



Totem-shroom: AC 6; HD 1*; MV 0'; AT Symbol of insanity; DA See description; NA 1 (10-100); SA Normal Human, ML 12; AL Neutral; INT 1; TT Nil; XP 13

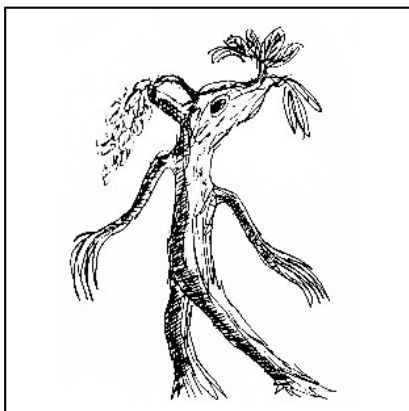
Description: These are used by the lords of Decay to isolate a region of interest. The Totem-shroom serves as a symbol of insanity – though non-magical in nature. Any looking upon them is driven mad (requires a charisma check to avoid madness).



Touchmold: AC 9; HD 1 hp/square ft*; MV 0'; AT See description; DA See description; NA 1(1); SA Fighter:1 Level/8 square ft; ML 12; AL Neutral INT 1; TT Nil; XP 6

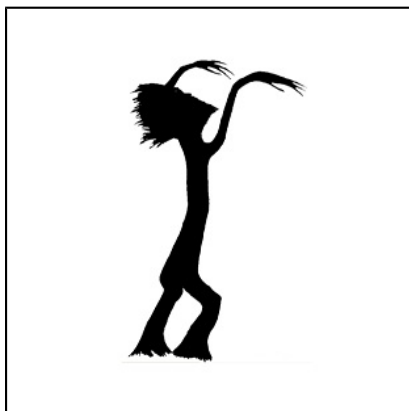
Description: This leathery yellow mould patch can often be found growing in moist conditions on wood or stone. Its insidiousness is its curse – any fool touching this patch of mould will be marked for life. Fungi of all types will go out of their way to respond with hostility toward the Victim.

CREATURE CATALOGUE II



Tree Horror: AC 8; HD 1-1*
MV 3'(1'); AT bite; Damage:
1hp/round NA 1(1) SA Normal
Man; ML 12; AL Chaotic; INT
3; TT nil; XP 5

Description:



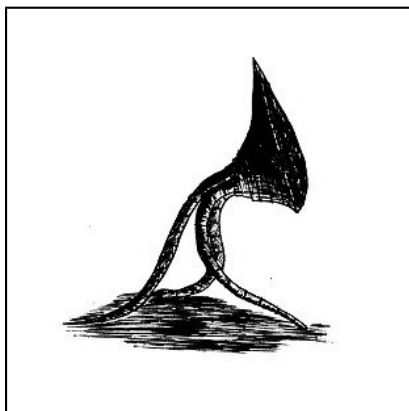
Tree Shadow, Greater: AC 3;
HD 8* MV 3'(1'); AT nil; DA
nil; NA 1(1); SA Fighter: L8;
ML 12; AL Chaotic; INT 9; TT
nil; XP 1200

Description: This playful entity only moves at night emerging from the plant foliage it uses as concealment. It likes to play with night animals that live in trees. It will make no attempt to defend itself though slaying one will mark such a person for life as a woodland enemy no matter their alignment.

CREATURE CATALOGUE II



Tree Shadow, Parasite: AC 8; HD 1-1* MV 3'(1'); AT bite; Damage: 1hp/round NA 1(1) SA Normal Man; ML 12; AL Chaotic; INT 3; TT nil; XP 6
Description: Related to the Greater Tree Shadow, this lesser creature is aggressive where the Greater Tree Shadow is calm and sedate. The Parasite will feed of a tree or tree-like entity for nutrients or any other living thing if the need arises.



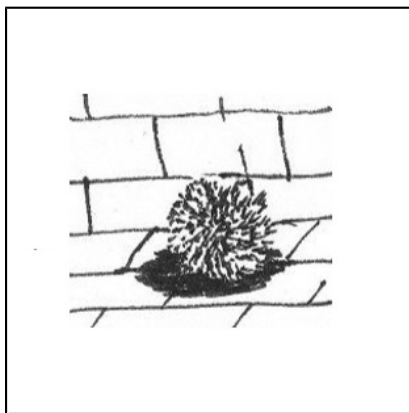
Tripod: AC 2; HD 5; MV 120' (40'); AT Tentacle; DA 1d6; NA 1 (1-100); SA Fighter L2; ML 12; AL Neutral; INT 15; TT B; XP 175
Description: The Tripods are other planar servitors that harvest sentient life for their masters. They walk by remaining in contact with the ground, dragging a tentacle forward one at a time with considerable speed. They appear to be a metallic exoskeleton around a soft tissue organism. A Tripod can wrap a tentacle around its target and simply drag the hapless victim along the ground.

CREATURE CATALOGUE II



Tsukiakari No Ryoshi: AC 5; HD 1-9****(M); MV 150' (50'); AT Weapon or Spells, Special; DA as Weapon, Spell, or other special abilities; NA 1(1); SA character class; ML 9; AL Chaotic; Int 14; TT A; XP varies.

Description: The Tsukiakari No Ryoshi is a Demon and as such has the common Demon Abilities or Normal Weapon Immunity and Transposition (see the entry for Demon, minor). It can also spin a web (AC-10, 50hp). At 9HD+ it can also weave near indestructible Silk robes (AC-10; +50hp) which take damage in sunlight (-1hp/round).



Tumblebriar: AC 8; HD 1*; Move: 60'(20'); AT See description; DA See description NA 1-100 (0); Fighter: L1; ML 12; AL Neutral; INT 3; TT As victim; XP 13

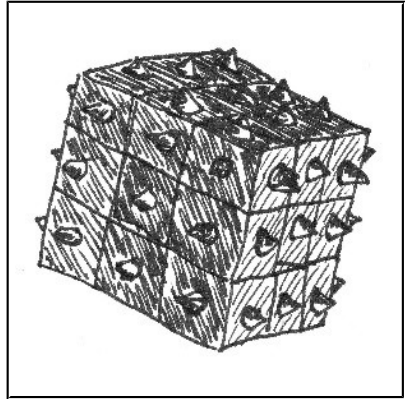
Description: The Tumble-briar is the epitome of strength in numbers. One briar alone will simply be annoying but larger numbers will gather and attack the only way they can - by snagging on loose clothing or fur until the opponent is immobilised. They then wait until the prey dies of hunger and becomes nutrients.

CREATURE CATALOGUE II



Tunnel Scavenger: AC4; HD 1-1; MV 30'(10') Fly 90'(30'); AT Claw/ Bite; DA 1hp/1d4; SA Fighter L2; NA 2-100 (10-40); ML 12; AL Neutral; INT 5; TT B; XP 5

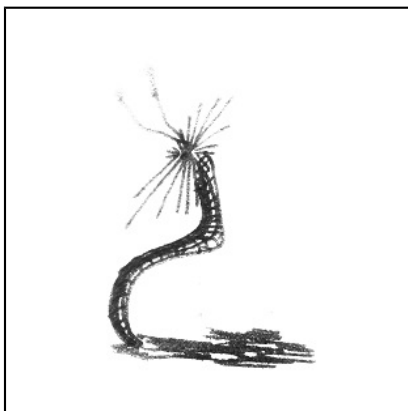
Description: Dwelling in tunnels and caverns the dog sized Tunnel Scavenger is a sentient featherless flyer with infravision 90'. These intelligent creatures will collect treasure and gather in families.



Tyrant's Mace: AC 6; HD 1; MV 30' (10'); AT 1d6 Spikes; DA 1hp/spike; SA Fighter L1; NA 1 (1-100); ML 12; TT B; XP 10

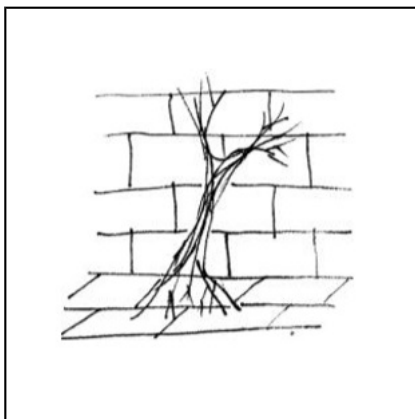
Description: This odd cube appears to be made of Wood and studded with metal spikes. On contact the Mace must undertake a Morale Check or its spikes will erupt through whatever is holding it.

CREATURE CATALOGUE II



Water-snake: AC 6; HD 1; MV 0'; AT 10d10 needle; DA 1hp/needle; NA 1-20; SA Fighter L1; ML 12; INT 1; TT V; AL Neutral; XP 10

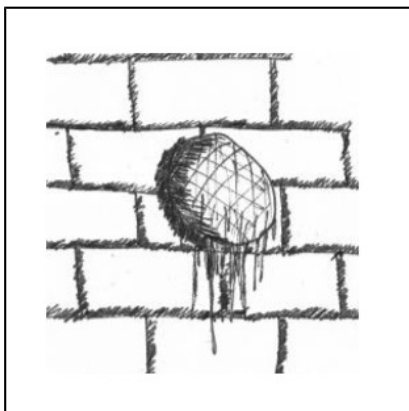
Description: This plant grows in tropical waterways and around the edges of lakes. It filters out nutrients and toxins and leaves fresh water. Movement in the water causes the plant to sway unleashing a 10' radius cloud of needles.



Web of Som: AC 9; HD ½*; MV 0'; AT See description; DA See description; NA 1; SA Normal Human; ML 12; AL Neutral; INT 17; TT Nil; XP 6

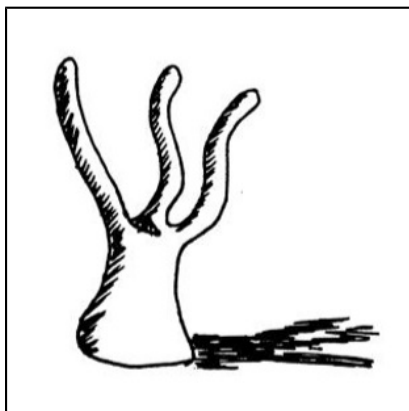
Description: This white fine fungal web can be found growing in pretty much any cave, dungeon or subterranean wilderness. It has the ability to analyse environmental changes and counter them with Weather Control (as the spell). If a warm body of a PC is detected (raising the temperature) it will counter the temperature increase with cold. A fireball spell will be countered with an ice storm out of nowhere followed by a tornado to bring in non toxic air.

CREATURE CATALOGUE II



Wharts: AC 5; HD ½; MV 0'; AT Explode; DA 2d6'; NA 1-10; SA Normal Human; ML 12; AL Neutral; INT 1; TT Nil; XP 5

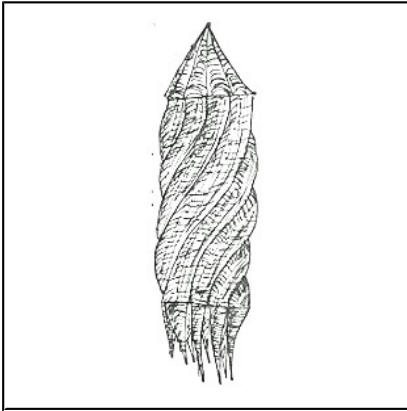
Description: These fungi sacks grow to one foot in diameter on the walls of Dungeons and caves. When they detect heat within ten feet or are attacked they explode releasing spores for the growth of the next generation. Kobolds like to scrape them off the walls with ten foot poles and run with them at adventurers like a hornet hive on a stick.



Wizard-flail: AC 6; HD 4; MV 0'; AT 3 Tentacles +Bite; DA 1d3/1d3/1d3/1d4; NA Lone Hunter(1), Pod(2-5), Spawning Lair(2-20); SA Fighter: L2; ML12; AL Neutral; INT 2; TT A; XP 75

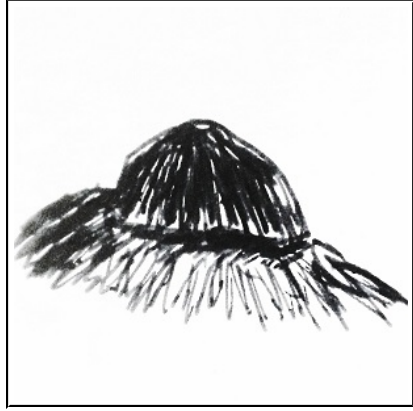
Description: This is a 4' tall warm blooded Amoeba with a basic Stump and three Tentacles (at the centre of the tentacles cluster is a small beak with which it bites). It is referred to as a Wizard Flail because of its aggressive assaults on Wizards using Spells with a Verbal component. Blind, it hunts by sound vibration sensing noise up to 60'. It can also sense heat as a primitive infravision up to 10'.

CREATURE CATALOGUE II



Wood-beast: AC -10; HD 40*; MV (levitate) 150' (50'); AT 7 Tentacles+ 1Bite/Corruption; DA 4d8+1 per tentacle/8d8 bite/Special; NA unique (1); SA Fighter L36; ML 12; INT 36; TT V; AL Chaotic (Neutral when dormant); XP 14,000

Description: The colossal Wood-beast is an elder being escaped from its prison beneath the ocean. It corrupts those who fail a daily charisma check while in its presence causing a chaotic alignment shift or insanity for those of chaotic alignment.

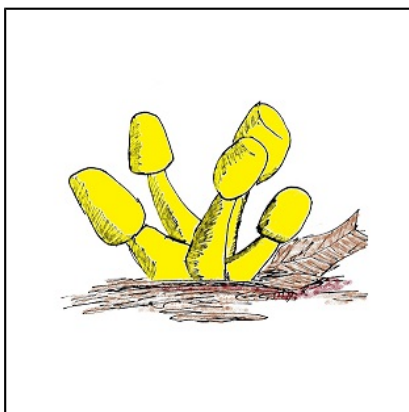


Xenophobic Rotator: AC -2; HD 1-100*; MV special; AT Special; DA Psychological; NA 1; SA Fighter L1-36; ML 12; INT 2; TT 1gp/HD; AL Neutral; XP 6-44,000

Description: These these for all appearances a rock. The difference being they are sentient creatures which hate the sight of other organisms so when an adventurer shows up the Rock proceeds to rotate on its base to look the other way.

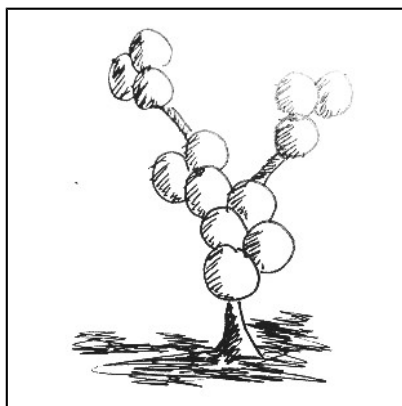
Anyone encountering a Xenophobic Rotator should save vs. Poison or not be able to get a good night's sleep as they think about 'moving rocks'. This can affect spell recovery.

CREATURE CATALOGUE II



Yellow Death: AC 8; HD 1-1*; MV 0'; AT 10' radius poisonous cloud; DA see description; NA 2-5 clusters; SA Normal Human; ML 12; INT 1; TT A; AL Neutral; XP 6

Description: The Yellow Death is a poisonous Fungi cluster of 2d4 finger sized mushrooms found in tropical regions on forest floors. Its kill power means it wracks up a pile of corpses and treasure. Green Dragons will grow this to as a narcotic medicinal and to eliminate intruders. Anyone within the 10 feet radius perfume cloud must save vs. poison or die in 1d4 rounds.



Zinj: AC9; HD 1-1*; MV 0' (0'); AT Poison; DA Death; NA 1-100; SA NM; ML 12; INT 1; TT V; AL Neutral; XP 6

Description: This dangerous Proto-plant gives of a Poisonous Miasma as it turns minerals into atmosphere creating fungi environment. This might be found fighting with miasma trees, both creating minerals.