Dungeons & Dragons®

Monster Manual

GAME

By Robin Dijkema

Epic Adventure
with Wizards
Dragons

A Word of the Writer/Collector

At first a word about the D&D books I created/Wrote and collected. The work herein is not completely my own creation. Back in the days when TSR ruled the D&D world, I got a license to use all D&D materials to make new books. However, when Wizards of the Coast (WOC) took over TSR, and later was taken over by Hasbro, all agreements and contracts made were lost, and apparently annulled. The books I created or was busy creating, however, still did exist.

Basic D&D (for which these books were created), were replaced by D&D 3rd edition, D20, 3.5 and recently even a 4th edition. All commercially responsible materials, but the World of MYSTARA of Basic D&D (or now often called Old D&D), was abandoned. As I now can't legally sell these books in any way, not even to the new D&D owners (Since they apparently lost interest in Basic D&D materials), I still continued to finish my books for the Basic D&D games. Hereby I made use of any material D&D related I could lay my hands on.

Since the book is now solely for personal use (that is for use with my own groups of players) and is not made available on the outside market by me, and I do not gain any financial benefit from it (actually it did cost me more than I wanted—paper, ink, time (lots of), bindings, bookmaking, etc—much more), you would **not** normally have access to it. Therefore I made an agreement with my players only to use this material in a private sense. However, as I don't have control about the behavior of players and former players this book could end up on the internet.

If you do acquire this book, please keep then in mind that, all materials (system, text, tables) are owned by TSR (or their legal owner) and any legal creator / owner of any picture, art piece, drawing, or else. I have added lots of my own materials in the creation if this book, and these rights rest solely upon me (R. Dijkema), these include text, table additions, and some illustrations. I made also great use of the internet (especially Wikipedia).

Because of this and the enormous amount of contributors to this book (actually too much to name individually) the book became what I wanted. An "almost" complete monster manual for the world of MYSTARA, which included any normal animal, Lowlife, Monster, Undead or whatever creature ever did appear in word, text, image, table or otherwise in a MYSTARA book, Module, Gazetteer, Almanac, Boxed Set, Compendium, Magazine, Magazine Article, Internet article, directly linked towards the World of MYSTARA and basic D&D. The AD&D1 and AD&D2 and even D&D 3rd, 3.5, 4th, and d20 material is solely used herein to complement the list, or because the "monster' was listed in another basic D&D article.

It took me a lot of work and time collecting information about individual creatures and fixing them together as a whole. By doing this I tried to make the information of any creature as completely as possible. Bruce Heard (Official writer D&D) once called me; "The Fletcher", due to my skill of mixing game materials, real life information and other together as a whole, and he found that I was very good in it. I hope to those who use this book they will find also.

I tried to make every creature enlisted visually open to the players with the use of art and pictures. Tables were used to make all statistics consistently compatible with each other. Much of the information is copied from D&D books and other materials speaking about the creature (the Ecology series from the Dragon Magazines were excellent), other information (like art and pictures I retrieved from other sources. But also much information is added herein that comes from my own researches, studies, and investigations as a biology teacher / student, world traveler, Garden architect, herbalogist, survival trainee, years of gaming experience (1978-today), and other jobs. As a well traveled and experienced human I have encountered a lot, in word, image or even true experience. This reality I wanted to include in the D&D material. I hope I did at least partially succeed.

I used biological ecological backgrounds to create reasonably acceptable biological ecological environmental explanations of creatures, their abilities, or behavior. Of course, many of these creatures don't exist, but in a fantasy world here they would, and a balance must be available to them. And it is this I did try to explain in this book.

Some creatures were very difficult, either I could not retrieve an adequate illustration to clarify the creature, or it was incomplete in text. I tried to fill in these blanks, sometimes by altering other pictures, making my own pictures, renaming pictures, altering text and / or tables to complement the information given. Where this was not possible I still need this information. In later editions these pages will be exchanged to a better page.

Most information (text, Illustrations is taken from D&D, AD&D, AD&D2, D&D3, D&D3.5, D&D4 and Magic the Gathering materials of TSR owned by WOC. Other information, be it text or illustrations of any kind are primarily taken from Wikipedia, and secondary from other individual sites.
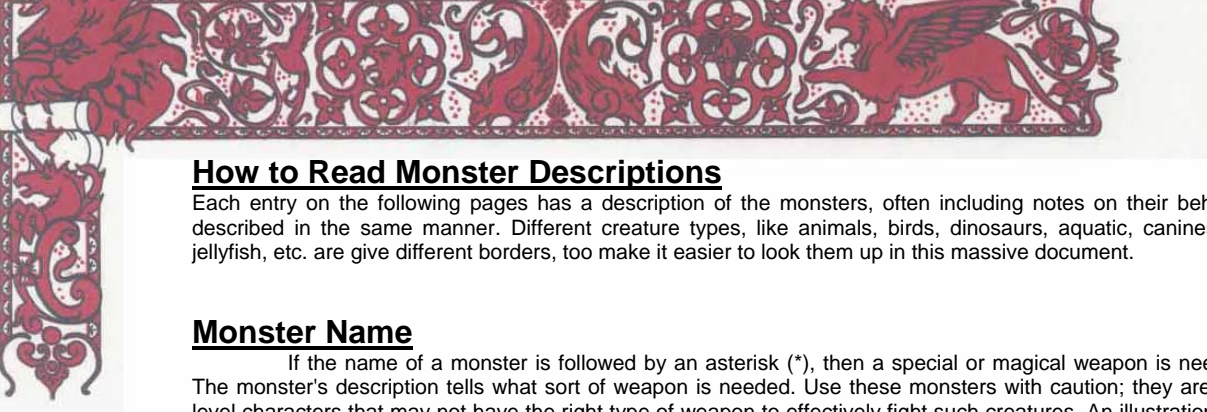
Creature

Catalogue

How to Read Monster Descriptions

Each entry on the following pages has a description of the monsters, often including notes on their behavior. Every monster is described in the same manner. Different creature types, like animals, birds, dinosaurs, aquatic, canines, slimes, fungi, worms, jellyfish, etc. are give different borders, too make it easier to look them up in this massive document.

Monster Name

If the name of a monster is followed by an asterisk (*), then a special or magical weapon is needed to hit that monster. The monster's description tells what sort of weapon is needed. Use these monsters with caution; they are very dangerous to low-level characters that may not have the right type of weapon to effectively fight such creatures. An illustration of the creature is given also.

Monster Type

This is a general guide as to the type of monster this creature is; different types of monsters have different sets of abilities. Sometimes a monster will belong to more than one of these categories. These monsters are listed in alphabetical order.

Normal Animal   (including Giant Animals and Prehistoric Animals)

A normal animal is any sort of nonmagical creature that belongs in its environment. If a game "monster" is an animal that occurs in the real world or is a variant breed of such an animal, it is a "normal animal." A normal animal may be something as inoffensive as a field mouse or as dangerous as a tiger.

A Giant animal is simply an oversized version of a normal animal. It is not magical and does not differ in attack forms or behavior from its smaller counterpart; it is simply more dangerous because it is much larger. These creatures are often magically enhanced in its size but bear rarely magical abilities the originally sized animal does not have.

A Prehistoric animal is a creature that was once a normal animal in the past but has become extinct on our world; such creatures as Sabretooth tigers, dinosaurs, and cave bears are prehistoric animals. In a game world, prehistoric animals may never have become extinct or may have become extinct in most places but still exist in isolated areas such as lost valleys. On (or actually in) Mystara extinct animals live in the Hollow World reserve the Immortals have created.

Lowlife   (including Insects, Arachnids, Fungi, Plants, Slimes, and similar creatures)

The lowlife creatures are, for the most part, nonintelligent (Intelligence 0) and have simple lifestyles, and act only upon instinct than intelligence. This could mean that a pudding sensing corporeal heat would attack. These creatures do not defend themselves often, they flee or attack mostly. Many others are plants, fungi, insects, arachnids, slimes, oozes, or other invertebrates such as worms or slugs. The category also includes specimens of huge size.

Construct

A construct is a monster that is not actually alive, but which has been created magically. Thus all constructs are also "enchanted" monsters. A lesser construct can be hit by any weapon. The lesser constructs include living statues. A greater construct can be hit only by magical weapons. They are very costly to make. The greater constructs include gargoyles and golems. The following general rules apply to all constructs:

1. They can be created only if the proper magical process is used. Rules for their creation are given in the Ultimate Spellbook or more information is gained in the debriefing of the construct.

2. They do not heal normally; magic must be used to cure them of any damage incurred. Some could heal only in specific circumstances, and then very slowly only), example; the bright sun, flowing water, fire, or old etc.

3. They are immune to the effects of poison, and mostly environmental effects (since they are not truly alive) and mental effects (charm, sleep, illusions, etc.).

4. They do not reproduce; there are never "baby gargoyles," for example.

Undead

The undead are creatures that were once alive but now owe their existence to powerful supernatural or magical forces upon their spirits or bodies. Most undead can be repelled by clerics or certain objects, such as holy symbols. Undead are not affected by special attacks that affect only living creatures (such as poison) or by spells that affect the mind (sleep, charm, hold, discord, insanity, Feeblemind, etc.). Undead created by magical spells are "enchanted" monsters, but undead from original (contagious, and emotional stress Undead) are not. These include Animated Zombies or Skeletons by the spell with the same name, yet not when they are animated due the evil presence of an Undead Overlord, limbiotic mishaps etc. also included are recently created ghouls, wights, wraiths, mummies, and other undead that are crated by a magical spell, but not when they are created by infecting a living body, limbiotic experiences, etc. the DM must decide beforehand what type of undead he places and why. Undead exist through the link a spirit or body has with the plane of Limbo. (Further information is given with each undead separately). Clerics have great effect over this link and can enhance, create, break or diminish this link by the use of the powers supplied by their immortals. And although Necromancers greatly understand the powers of limbo and are able to use them to create or destroy or use undead, even they know their effect upon this link is less than that a cleric can exert.

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Monster

A monster is any creature that does not fit into one of the other categories. They tend to be legendary or fabulous creatures, but otherwise may have little in common with each other. Some resemble members of other groups (humanoids or animals, for example) but have abilities or powers that set them apart. Some are magical versions of nature normally supplied beasts (such as the Unicorn) or come from other planes (like the Displacer Beast –see photo) or are created somehow (like the Beholder).

Dragon   (including Dragon like creatures or Dragon-Kin)

The dragons are among the fiercest and most dangerous of monsters. They are huge reptiles with great wings, cruel teeth, sharp claws, and a keen awareness of their own superiority. Most have "breath weapons" (i.e., attacks where they breath out a damaging effect such as fire), many are of great intelligence, and some can cast spells. Not all dragons are evil; some are very good, benevolent creatures. There are also dragon-kin, species related to dragons, such as Chimerae, drakes, dragon turtles, hydras, salamanders, and wyverns.
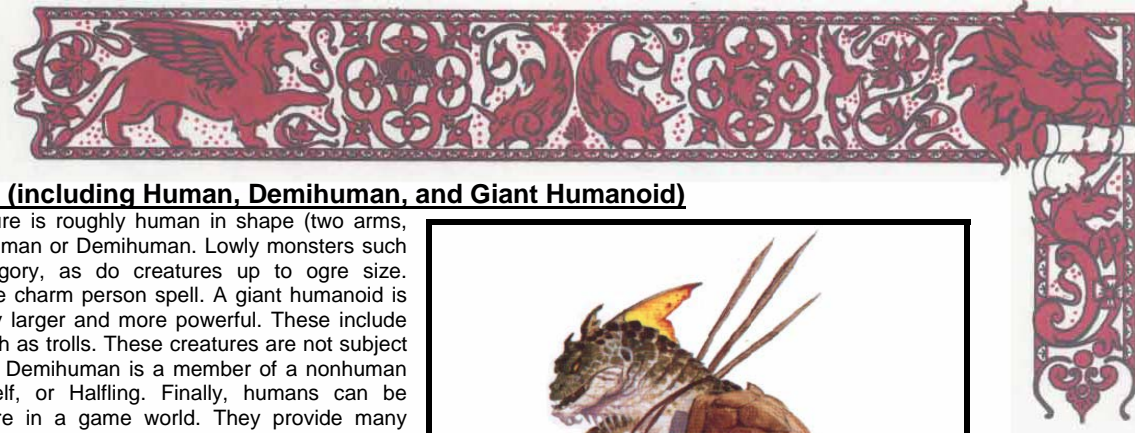

Planar Monster

All planar monsters have one thing in common: they come from a plane of existence other than the Prime Plane (the dimension that is the player characters' home). Some monsters will have both Prime Plane and other planar versions; these will be noted. Planar monsters that are summoned or gated to the Prime Plane are "enchanted" monsters as well. Most other-planar creatures do not have "normal" treasures but may have the equivalent in the material of their own planes. For example, valuable gems on the elemental plane of Water may appear as bits of colored ice. When the treasure type given is "Special," the DM may change the treasures to match the plane.

Enchanted Monster

"Enchanted" monsters are identified (i.e., the monster can only be harmed by magical weapons or is magically summoned or controlled), and these monsters can be affected by such spells as protection from evil 10' radius. These include Humanoid Lycanthropes, Some constructs, but mostly Conjurations of Planar creatures.

Humanoid   (including Human, Demihuman, and Giant Humanoid)

A humanoid creature is roughly human in shape (two arms, two legs, biped) but is not human or Demihuman. Lowly monsters such as goblins fall in this category, as do creatures up to ogre size. Humanoids are subject to the charm person spell. A giant humanoid is like a normal humanoid, only larger and more powerful. These include true giants and creatures such as trolls. These creatures are not subject to the charm person spell. A Demihuman is a member of a nonhuman character class: a dwarf, elf, or Halfling. Finally, humans can be encountered nearly anywhere in a game world. They provide many opportunities for role-playing by both the DM and the players. In addition, they can be used to provide goals for the player characters and can lead to entire adventures. In some cases, the reasons for the encounter may cause some changes in nearby rooms of the dungeon. For example, if the NPC's are acting as bait, the DM may wish to place a harpy in a nearby empty room or to change a given monster to a harpy. Since humans tend to be individuals, an encounter with humans will require some work by the DM, but the encounter can be quite entertaining. The NPC humans do not need to be as detailed as player characters. The DM may create each human NPC character in full detail or may use the Type of Human Checklist to find the necessary details. (Note: This same procedure can be used for demihumans). Use the NPC Reasons for Appearing Checklist to generate some encounter ideas.

NPC Reasons for Appearing Checklist

    1.   Alone, Injured (and Scared):
The NPC's had set out by themselves on an adventure but discovered that the dungeon is more dangerous than they expected. They wish to join the PC party for safety.

    2.   Bait:
The NPC's are bait, either charmed or controlled by a nearby monster. The NPC's will attempt to lead the party to the monster's location without creating suspicion. The monster may appear while the NPC's distract the party.

    3.   Escaping:
The NPC's were prisoners of a nearby monster but have escaped. They have little or no equipment. The monster might appear soon if aware of their escape.

    4.   Looking for a Friend:
The NPC's are looking for a friend, either rumored or known to have disappeared in the dungeon. The friend might be a prisoner of a nearby monster.

    5.   Looking for an Item:
The NPC's are looking for a special item either rumored or known to be in the dungeon.

    6.   Nor What They Seem:
The NPC's are not mere humans. They may be lycanthropes, doppelgangers, gold dragons, etc. The DM should determine the monster type and run the monsters normally.

    7.   Running Away:
The NPC's are running away from an encounter with a nearby monster. The monster may be chasing them.

    8.   Sole Survivors:
The NPC's are the only survivors of a recent battle with monsters. The remains of the rest of their party may be found in a nearby monster lair.

Type of Human(oid) Checklist		1d100	Level
1. Find Number Appearing			
2. Determine Class of each (roll 1d20):		1d100	Level
1-2	Clerical	01-19	1
3-6	Fighter	20-32	2-3
7-8	Magic-user, Wicca	33-44	4-5
9-10	Thief class	45-55	6-7
11	Druid	56-64	8-9
12	Mystic	65-72	10-11
13-20	no class	73-79	12-13
3. Determine Alignment of each (1d6)		80-85	14-15
1-3	Lawful	86-90	16-17
4-5	Neutral	91-94	18-19
6	Chaotic	95-97	20-24
4. Find Reason NPCs' appearance.		98-99	25-29
Select one from the checklist (1d8)		00	30-36
5. Select the equipment for the NPCs.			
Magical items may be added if desired. If so, the items should be used by the NPCs whenever needed. DM; Remember that the NPCs' items may become party treasure if the NPCs are slain, and powerful items should not be given out carelessly.			
6. Add other details as necessary, either by selecting or rolling randomly for AC, Hp, spells, and so forth.			

Climate/Terrain;

This line describes the type of terrain the monster frequents (where the creature is most often found. A monster's home is called its lair. Most monster lairs are in dungeon rooms or outside, hidden in the wilderness. Most monsters will defend their lairs fiercely. In some cases, a range is given; for instance, "cold" encompasses arctic, subarctic, and colder temperate regions. The monster need not be limited to this type of terrain. Terms used to define terrain include the following.

Most listed in the tables are self-explanatory.

Climates include	Typical terrain includes
Arctic, Subarctic, Temperate, Subtropical, Tropical.	Plain Forest, Forested Hills Coast Rough/Broken Lands
Aerial Spacial Inter-spacial Wanderer	Hill, Foothills Mountain, Swamp/Moor/Bog Desert

Cavern: This includes natural caves, deep fissures, grottoes, natural tunnel complexes, and other underground settings.

Cold/Arctic: These are areas of snow-capped mountains, ice-sheets, snow-covered plains, and tundra.

Desert: This terrain includes arid barrens, hot rocky plains, sand seas, and similar areas.

Lost World: This is a special area cut off from the outside world, where creatures from a bygone age live on unchanged, including prehistoric areas.

Mountain: These are rocky areas, including cliffs, gorges, mesas, peaks, volcanoes, and so on; it also extends to include hills, rocky barrens, and other very rough and broken terrain.

Ocean: Oceans include salt water seas and surface and underwater encounters. Coastal encounters are specially noted.

Plains; This is clear or rolling ground, without high vegetation (also called Open), including grasslands, Heide, savannahs, steppes, scrubland, Tundra, veldt, and moorlands.

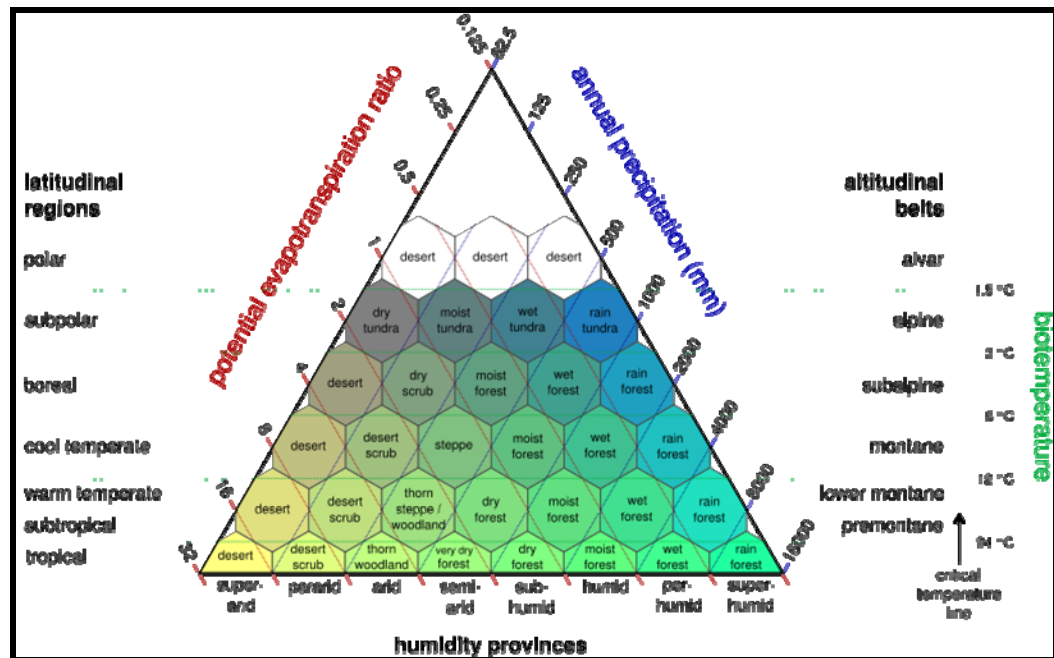River/Lake: This includes freshwater encounter areas, with both surface and underwater encounter possibilities.

Ruins: These are ruined or abandoned buildings, artificial underground complexes (dungeons), tombs, crypts, graveyards, and similar desolate places.

Settled: These areas contain villages, towns, cities, and other (generally human) communities from which most dangerous creatures have been driven. The opposite of a settled area is wilderness, where most adventures take place.

Swamp: This terrain includes swamps, marshes, bogs, and similar low, wet ground.

Woods: This terrain is woodland, forests, jungles, and similar terrain, including wooded hills.

Climates are regulated by average temperature and moisture differences (i.e. Rain and evaporation). So these regions know dry versions and wet versions as in the table.
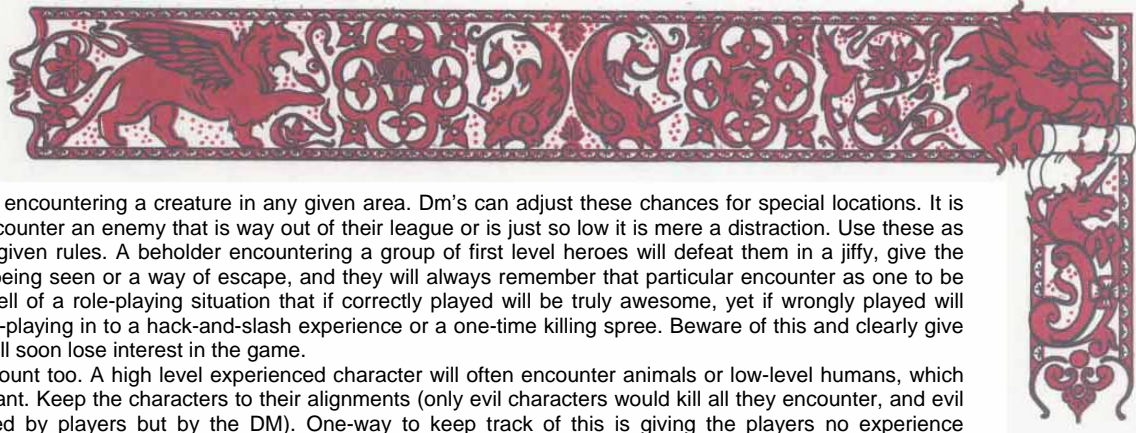
Arctic / Polar; The region on the Poles and top's of the highest mountains (called Alvar). Here grow no plants. And the overall temperature is very low. Seasonal differences are almost none.

Sub-arctic; This is the secondary climatic region, here grow only the lowest plants, and funghi. The overall temperature is cold and seasonal differences are small. This region is also found on mountains as the alpine region.

Temperate; This next region is border to the subarctic by the Tree border. From here bushes and trees grow more abundant the further towards the equator and lower down the mountains. The overall temperature is strongly regulated by seasonal trends ranging from cold to warm. The region is called in mountainous areas Montane.

Subtropical; This Region is rich in plant and animal life and very diverse in territory.

Tropical; This region on the equator is very prolific in plant and animal diversity.

Frequency;

Frequency is the likelihood of encountering a creature in any given area. Dm's can adjust these chances for special locations. It is possible for a character to encounter an enemy that is way out of their league or is just so low it is mere a distraction. Use these as the creature behaves by the given rules. A beholder encountering a group of first level heroes will defeat them in a jiffy, give the characters a way to prevent being seen or a way of escape, and they will always remember that particular encounter as one to be shit y'r pants full. That is a hell of a role-playing situation that if correctly played will be truly awesome, yet if wrongly played will destroy the whole sprit of role-playing in to a hack-and-slash experience or a one-time killing spree. Beware of this and clearly give players a chance, else they will soon lose interest in the game.

The other way around does count too. A high level experienced character will often encounter animals or low-level humans, which they could slay in a mere instant. Keep the characters to their alignments (only evil characters would kill all they encounter, and evil characters are not to be used by players but by the DM). One-way to keep track of this is giving the players no experience whatsoever for slaying these, not even for keeping their treasure. And if they continue to do this change their alignment one step (explain why) and the reactions of other characters thereupon. Or strictly forbid it and explain why; Evil characters are not to be used by Players!! A DM can create balanced heroes with all items and magic needed to vanquish these players if need be. Also remember, evil players will never be friends, and the other players will either want to vanquish it or take its place. This is a way of no-go, and thus would destroy the whole spirit of role-playing, and is the sole reason that evil characters are solely for the DM!!

Very rare =	4% chance	Very rare creatures should only show up in extraordinary places or Circumstances and should usually appear in carefully planned encounters or in Seldom-visited settings.
Rare =	11% chance	Rare creatures should appear seldom, but many know of them.
Uncommon =	20% chance	Uncommon creatures appear less frequently than common monsters
Common =	65% chance	Common creatures will appear frequently in a campaign;

Organization;

Organization describes the general social structure a creature adopts. There exist othr names for organization forms given here. These are used on this creature only. (see individual creature)

Solitary; Single individuals but includes small family groups.

Herd; Large group of intermixing creatures living together for safety of number.

Flock; Flying Herd

Pack; Group of creatures working together to achieve a goal.

Group; Any number of creatures living together

Family; Group of creatures related living together.

Nest; Parents and young living together during growth to adulthood.

Activity Cycle;

Activity cycle is the time of day when the monster is most active. Light is the key for "nocturnal" creatures; in subterranean settings, they could be encountered anytime. The activity cycle listed is a general guideline and exceptions are fairly common.

Night/Nocturnal: The creature is normally active at night, sleeping during the day. However, dungeons are often dark as night, and a nocturnal creature may be awake during "daylight hours" if found within a dark dungeon.

Day: The creature is active during daylight, and will often remain in its lair during night, darkness or twilight.

Twilight; The creature is active twice a day, in the 2 to 4 hours of twilight around sunrise and nightfall.

Other; Some rare creatures have their own activity periods.

Basic Era;

This gives the basic era in which the creature lived. The existence of live is divided in great eras of time, ending often with a geological disaster, like meteor impact, solar flares or similar. This also led to great extinctions worldwide, but gave also other creatures a chance to evolve. The table goes from left to right. Where this is not given, the creature exists in the present times and could thus also exist in more primitive forms in the neogenic era. Some creatures, like dragons have evolved early in time and still exist today. These living fossils are rare in the real world, but much more common on Mystara. The evolutionary disasters were not as great on Mystara as on our own world.

Preceded by Proterozoic Eon	542 Ma - Phanerozoic Eon - Present											
	542 Ma - Paleozoic Era - 251 Ma						251 Ma - Mesozoic Era - 65 Ma			65 Ma - Cenozoic Era - Present		
	Cambrian	Ordovician	Silurian	Devonian	Carboniferous	Permian	Triassic	Jurassic	Cretaceous	Paleogene	Neogene	Quaternary
	Geologic history of Mystara											

Ma means million years ago.

Ordovician Sea

Once the world was shaped, life is created upon its (outer) surface over millions of millennia. Some species and races evolve naturally; others are created by ancient, elemental Immortals and by unknown forces. Eventually a time comes when Mystara is occupied by great beasts of all sizes and varieties—especially huge reptiles and dinosaurs.
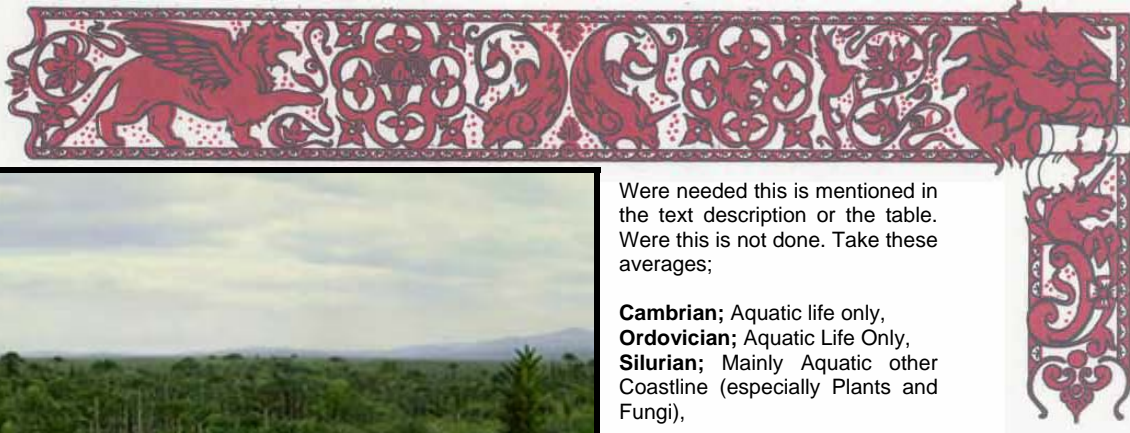
As some of these races learn to manipulate magic, they too begin creating entirely new species. And as they probe ever deeper into the workings of magic, some of them learn of the path they could take to Immortality. A few of the ones who learned of the path actually set out on it. A (very) few of the ones who set out on the path actually achieve Immortality.

Several Disasters passed by. Some accidentally and natural, other through war, stupidity or ignorance. All these changed the face of the planet and its inhabitants. The same happened elsewhere, and survivors accidentely or purposedly landed on Mystara. Some creatures became extinct, others evolved or were created. This means that some species may not anymore exist or exist yet in the time period the characters wander in.

Basically the eras are equal to those of Earth, yet more creatures survived from bygone eras and still can be found on isolated locations or in the Hollow World, which is made into a reserve for creatures of bygone eras. Others may have become extinct as the immortals did not notice their demise, were not interested or choose not to.

Devonian Era

Carboniferous Era

Were needed this is mentioned in the text description or the table. Were this is not done. Take these averages;

Cambrian; Aquatic life only,
Ordovician; Aquatic Life Only,
Silurian; Mainly Aquatic other Coastline (especially Plants and Fungi),

Devonian; Aquatic and Coastlines, primitive land creatures,
Permian; Global creatures (mainly coastlines),

Carboniferous; Early Dinosaurs,

Triassic; Dinosaurs, Early Birds and Mammals,
Jurassic; Dinosaurs, Small Birds and mammals,

Cretaceous; Great Dinosaur age, small birds and mammals,

Cretaceous era

Great Meteoric Disaster

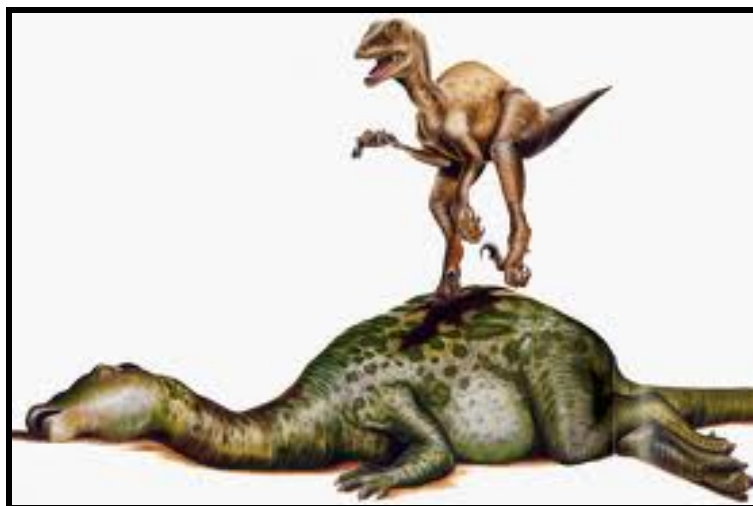**Great Meteoric Disaster;** major global extinction,

Palaeocene; Giant Mammals,

Miocene (also called Quaternary); Evolved Mammals, (This is the era the characters live in. it spreads from 2.5 million years ago to the characters current time). In this document are used timelines that further specify the era in it self or part thereoff as important to the creature.
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Diet;

Diet explains what the creature (this could be Plant, Animal, Extra-planar, Construct, Undead or different) usually eats. If a monster does not fit any of these categories, the substances it does devour are described in the main text. A Carnivore prefers to eat meat and does not usually eat plants, but as everybody knows, cats (example) do eat grass, or even fruits to complement their vitamins, or attempt to cure ailments. Elephants like to eat large amounts of mineral chalk and salt and would go for millennia long ancient paths to get to it, while camels, will even eat meat in periods of drought. In other words the creature can sometimes consume other food, it normally would prefer. Other creatures are a mixture of dietary types. Plants can be photosynthetic and parasitic; many creatures live in symbiosis with another while still having its own diet, and so on.

Diet	Type	
Meat	Carnivore	
Insect, Spiders	Carnivore	Insectivore
Dead Meat, Carrion	Carnivore	Scavenger
Essence	Carnivore	Limbotic
Blood	Carnivore	Hemovore
Plants	Herbivore	
Fruits	Herbivore	Fructivore
Fungus	Herbivore	Fungivore
Nearly anything Edible	Omnivore	
Sediments/Light	Photosynthesis	
Living on Creature	Parasite	
Living with Creature	Symbiosis	
Magic Energy	Ernergis	
Nothing	-	

A Word about Senses

Most creatures have senses like **Sight, Hearing, touch, taste,** and **Scent,** and they have these senses in much greater strength than humans.

When nothing is mentioned, it is assumed these creatures have low senses.

Some other creatures have additional senses like **Infravision** (many night or dark living creatures),

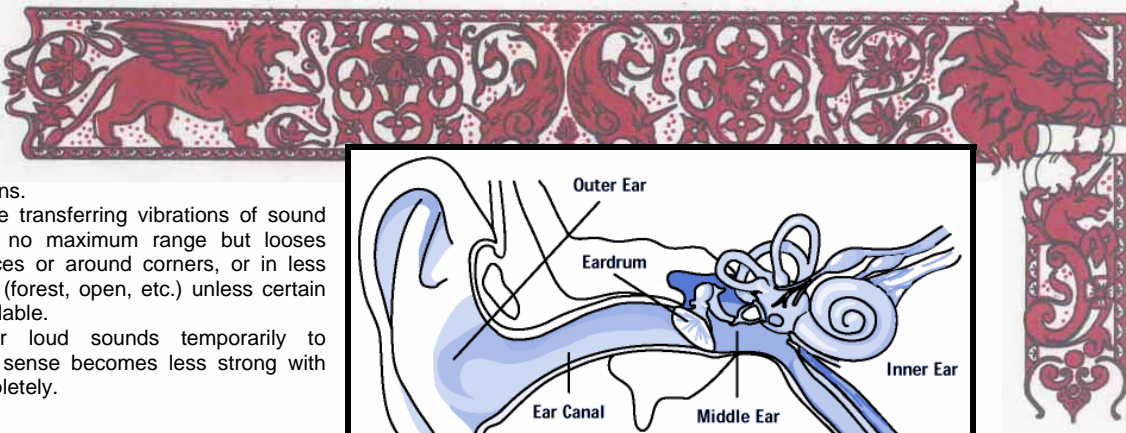| Special Abilities	Senses			
	High	**Medium**	**Low Senses**	**None(as Human)**
Detect Predator/Nemesis	83%	66%	0%	0%
Detect Invisible & Ethereal Beings:	Int +8	Int +4	Int +2	not
Tracking:	Wis +8	Wis +6	Wis+4	Only with skill
Odor Scenting; Race:	Success	Int. at +4	Int. at +2	not
Odor Scenting; Individual;	Int.	Int –2	Int –4	not
Detect Noise:	35% +2%/Lvl	30% +1%/Lvl	25%, no bonus	7%+/-Dex adjust
Weakness, Penalty vs. Saves odor- or sound-based attacks (a stinking cloud, a banshee's wail, etc).	-2	-1	No weakness	none

Darkvision (dark living creatures), **Tremorsense** (like worms and burrowing rodents), **electrical field detection** (like Sharks), **echolocation** (like Bats and Dolphins), **ESP thought reception** (planar creatures), or **even area detection fields** (like the Kraken or other giant squid. These are given in the descriptions of the creatures having these senses.

These abilities are often limited to a specific range. Beyond this range the creature does not sense anything, so an Infravision 60' would only reveal heat signatures within 60' in all directions viewed, but could only detect presences beyond this range when going there. If many creatures would have gathered beyond this range it is possible that their presence is betrayed even in to the radius of detection. In the example of Infravision, if just beyond the Infravision range of 60' a large amount of warm blooded creatures would have gathered, the not only generate body heat that could be seen within the normal range of 60', but they would also warm the surroundings, and this could betray their presence even beyond this range. This goes for almost all senses.
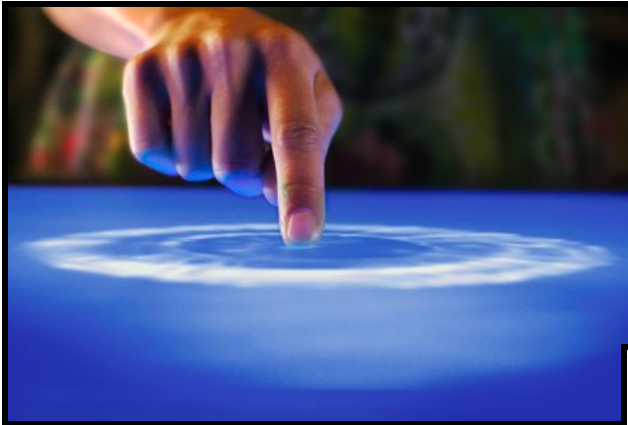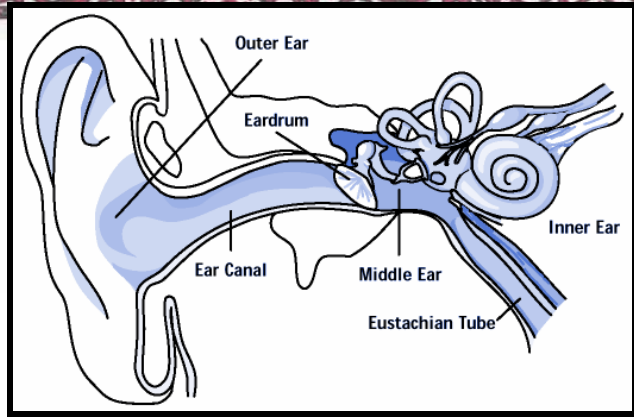
What follows is a listing of different senses, what controls this sense, what this sense receives. And what can temporarily or even permanently disable the sense. Wounding the affected area would of course always disable the sense. And lastly which magic could temporarily or permanently affect the sense.
Where not given assume that the creature has a sense equal to that of a human (oid).

Hearing;
Ears or similar organ near brains.
Receiving audible sounds due transferring vibrations of sound into electrical impuses. Has no maximum range but looses effectiveness at great distances or around corners, or in less sound reflective surroundings (forest, open, etc.) unless certain discernable information is available.
Blinded by heavy high or loud sounds temporarily to permanently, or during. This sense becomes less strong with age and could disappear completely.
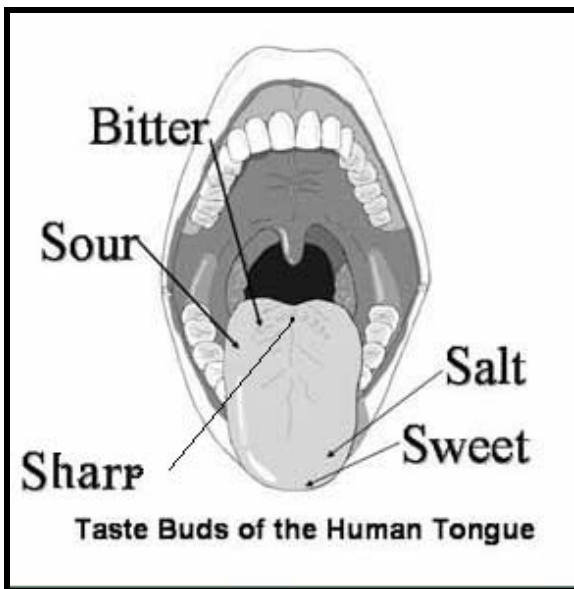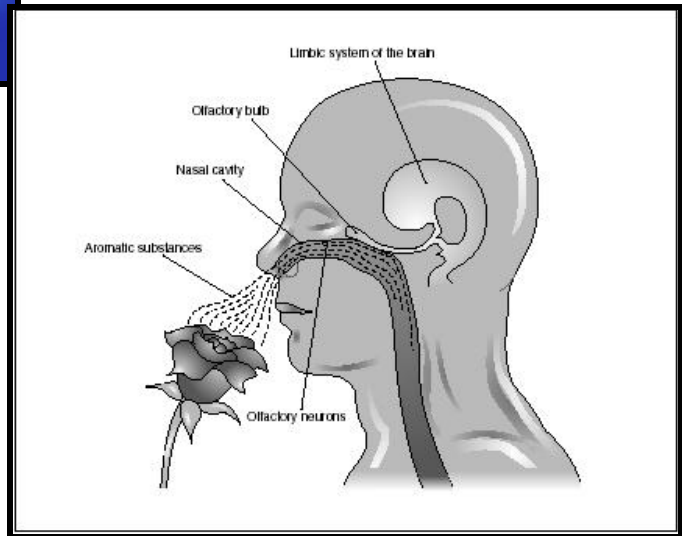Affected by Silence magic

Touch;
Skin, Hair, Whiskers (long solitary sturdier hairs)
Receiving tactile information of structures and temperature.
Temporarily Blinded by numbness, paralysis or pain, or irritating itching (like poison ivy, ant acid, jellyfish poison, mosquitoes, flees, etc.) permanently blinded by paralysis
Affected by Paralysis magic

Smell;
Nose and partially mouth. Has no maximum range but looses effectiveness at great distances unless certain discernable information is available.
Receiving chemical input of olfactory information.
Blinded after 2 Turns of continuous equal input to that scent alone, or sudden sharp input (like pepper vs. tracking dogs) or permanently after several months of continuous equal input. This sense becomes less strong with age and could disappear completely.
Affected by strong scents/tastes, Disease (Cold is commonly Known to have this effect), or scent magic (rare).
Important to note; Characters often covered in sweat, dirt and debris and other muck they encounter are also mostly covered in remains of what they have slain and seem to attract vermin or even predators, disgust humans, demihumans and even many humanoids. Lower the charisma of these heroes by 1 to 4 depending on the degree of filth to find out reactions, until they have bathed. A Mystara saying; Adventurers are their scent away; which means you smell them first before noticing them. This is also the reason of the stench in taverns.

Taste;
Mouth and some creatures can taste with their hands or other external extremities.
Receiving chemical input of tasting material by taking in mouth.
Blinded temporarily by sharp tasting objects, poison, disease, continuous equal input. Permanently blinded by disease.
Affected by paralysis, strong scents/tastes, Disease (Cold is commonly Known to have this effect) and taste/scent magic (rare)

Sight;
Eyes
Receiving visual information. Has no maximum range but looses effectiveness at great distances unless certain discernable information is available.
Blinded by low or non-sight during and temporary or even permanently by too bright light. This sense becomes less strong with age and could disappear completely.
Affected by Blindness, Light/Darkness magic

Dark vision;
Eyes or special eyes (like spiders which have special eyes for all their different forms of sight)
Receiving enhanced visual information. Like normal sight has no maximum range but looses effectiveness at great distances unless certain discernable information is available.
Increases the strength in the eye to receive available light. Faint shapes and movement become just that more clearly. Blinded by full darkness, temporary blinded by full light. This sense becomes less strong with age and could disappear completely.
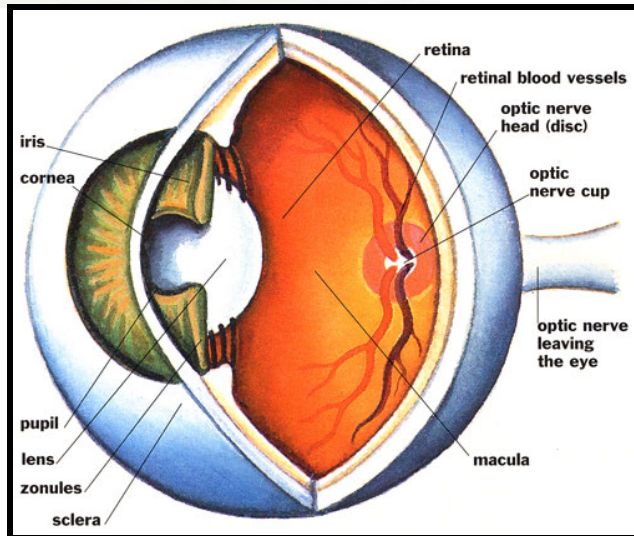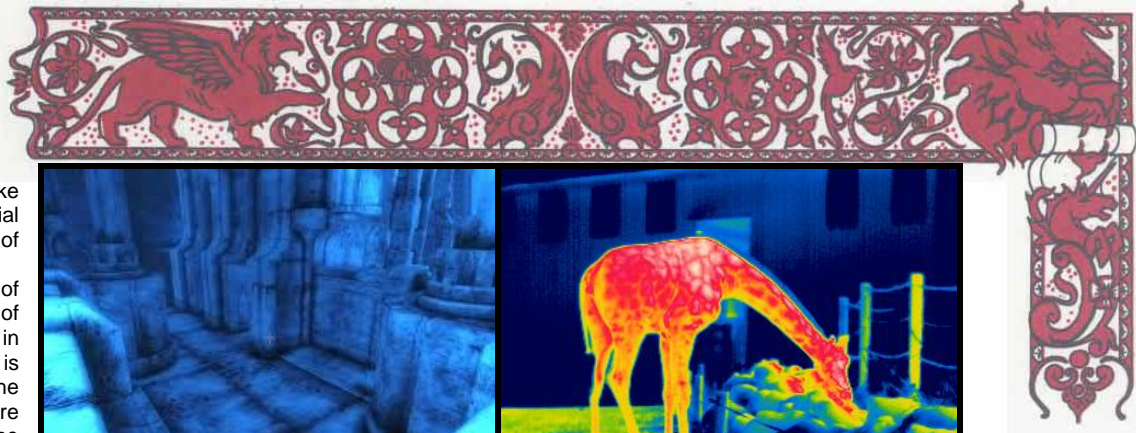Affected by Blindness, Light/Darkness magic
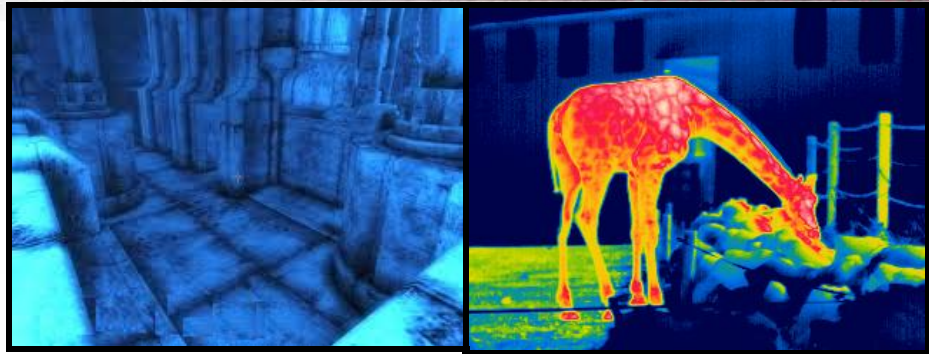
Example of Darkvision

Infravision;
Eyes or special eyes (like spiders which have special eyes for different forms of sight).
Receiving visual information of Heat signatures after 1 round of concentration this sight kicks in on command if no light is available. The warmer the brighter, the cooler the more bleu to black (following the spectrum of light—white, red, orange, yellow, green, indigo, blue, purple, black). Gives no exact information, but shapes can be discertained, not individuals. Has a maximum range (30', 60', 90', 120' or greater.).
Blinded by sudden bright light. Needs 1 round to adjust after using normal light, can't be used with normal light.
Affected by Blindness, Light/Darkness magic

Tremorsense;
Feet, backbone, intestinal organ. For those creatures without this sense, the ear functions likewise and can give some Tremorsense information if laying the ear on the surface to be checked. Has a maximum range (15', 30', 45', 60' or greater). If using ear method as above, only 15' all or 100' on metal railways at most.
Vibration detection of moving on surfaces, temporarily blinded by moving or flight, or massive explosion. Permanently blinded by scarring. (Wound closures).
Affected by most magic of explosive nature, Earthquakes, Cave-ins, etc.

Tremorsense of Giant worm

Electrical Field Detection
Lines sideways of underwater creatures (like Deepsee fish Rayfish, and Sharks) generating electrical field
Electrical detection of muscular activities. Has a maximum range (30' or 60').
Affected by Electrical magic. Temporarily Blinded by disease or electrical damage, permanently blinded by scarring. Does not work above water.

Echolocation
Ears
Receiving audible reflections of high pitched (almost inaudible to species without this sense) sounds (often vocal). Echolocation works up to 120' perfect, but like normal senses looses its effectiveness slowly thereafter. Temporarily blinded by loud sounds and mass moving, or hindered by many different sounds, or reflections.
Affected by Silence magic.

ESP
Mind, brain (sometimes special organ near brain)
Receiving mental activity in more or less depth. Has maximum range.
Temporarily blinded by disease, headache, remorse, pain elsewhere, permanently blinded by disease.
Affected by Mindmask or other mind dampening magic.

Magical Detections
Detect Life (undead), Detect Evil/Good (Planar creatures), Detect Invisible (Magical creatures), Second Sight (Fairies), Detect Magic (radiation energy) or similar. These often have a maximum range (30', 60', 90' or even 120' or greater)
Mostly eyes, otherwise mental.
Receiving (mostly only visual) information about source carrying that form of magic.
Magic often gives Blue light.
Life often gives a sickly Yellow-Green Light (even in real-life, as birds see this and thus detect grains between sand grains without mistake, or birds of prey follow mouse trails—ultra-violet vision maybe).
Invisible often sheds a light bleuish field aura (sometimes only the outer boundary of the object –see illustration) to a Detect Magic effect but does not visualize what is invisible, except maybe by shape and size. A Detect Invisible reveals the invisible objects, as they are but somewhat translucent.
Evil alignment will be seen as a reddish glow low in the area detected, Good alignment will be seen as a silver (or even golden) light high in the area detected.
Temporary blinded by over-input of the source detected A Demon's Awe under Detect Evil, or an Immortal's Awe under Detect Good, an Artifact unexpectedly revealed under Detect Magic.

Any form of Blindness also prevents these detections.
Detect Invisible or Second Sight can be blinded only temporary by overabundance of light thus blocking the view. Which means a character with this sense can see with this sense while being actually blind. This is due to that the brain actually "sees" the information. Second Sight see Fairies chapter.

17

Monster Statistics

Just as the player characters have abilities (Strength, Dexterity, etc.), monsters have statistics. Every monster in this chapter has the following set of statistics:

ST Strength; is the amount of Physical might. It affects how the chances to hit with melee and natural weapons and how much damage the creature does with melee and natural weapons, and with thrown weapons like hurled knives and spears. And it affects how often a creature can budge stuck doorways. The creature's adjustment for a high Strength score is applied to any roll he makes to hit someone in melee combat. For instance, if a creature has a Strength of 17 (therefore, a +2 adjustment), and rolls a 9 on his 1d20 to hit someone, it gets to add its Strength adjustment to that roll. It has actually achieved a roll of 11 (9 + 2 = 11). If the creature has a Strength of 8 (therefore, a - 1 penalty) and rolls a 9, it has to subtract its penalty; he has actually achieved a roll of 8 (9 - 1 = 8). Not only are many real animals larger than humans, nearly all are stronger, and pound for pound. For a number of biological reasons, humanoids have juvenile muscle characteristics, even in adulthood; animals do not. Thus, a lion that weighs around twice a man's weight has 10 times an average man's strength. The strength packed into a tiger, bull, or bear is immense. In terms of what they can carry, some animals are stronger than fantasy-game ogres and even some giants. Their strength scores range from 1 to 32, in a geometrically rising scale. This principle can even be seen in small animals like the house cat, which can leap comparatively great distances; in relative terms, humanoids can't match the cat's strength. When the strength of a creature varies from this average adjust the THAC0 and Damages accordingly.

Ability Score	Adjustment	Charisma		
		Max #	Morale	Enc.
0	Death	0	0	x0
1	-4	0	3	x0.5
These rates are common with most creatures				
2-3	-3	1	4	-3x adj
4-5	-2	2	5	-2xadj
6-8	-1	3	6	-1xadj
9-12	**0**	**4**	**7**	**normal**
13-15	+1	5	8	+1xadj
16-17	+2	6	9	+2xadj
18-19	+3	7	10	+3xadj
These rates are uncommon by some creatures and can only temporary by gained by other races by magic.				
20-21	+4	8	11	x2
22-23	+5	9	12	
24-27	+6	10	+1	x3
28-32	+7	11	+2	
Higher rates are impossible for any mortal race, (even by Magic)				

IN / WI Intelligence and Wisdom; this is the equivalent of human 'IQ." Certain monsters are instinctively cunning in combat, despite a low IQ; such cases are noted in the monster descriptions. When a monster is hit by a charm or maze spell or whenever the DM just needs to know approximately how bright the creature is, its Intelligence can be a guideline. This line gives the average intelligence for a creature of this type. The DM can vary the intelligence of individual monsters, as described later in this chapter. Monster intelligence scores range from 0 to 18+. Unthinking creatures such as insects and slimes rate an Intelligence score of 0. Common animals normally have Intelligence scores of 2. Some very bright animals (for example, pegasi) have Intelligence scores of 4 or 5, well into the human range. However, note that having scores of 3 to 5 doesn't mean these creatures think the way humans do, merely that they often seem clever in comparison with the stupidest of human beings. This number gives both wisdom and intelligence, as they averagely taken are equal for most creatures.

Wisdom is the understanding of the workings of the universe. Some say it is the same as instinct with animals. Some creatures have a higher wisdom, but then this will be explained separately or be explained in the main description. Wisdom is also used to determine scent. When the Intelligence or wisdom of a creature varies from this average adjust the effects accordingly.

The Intelligence of a creature is a valuable guide to role-playing an encounter. Stupid creatures may make tactical errors in combat; smart ones may surprise characters with brilliant traps, verbal assaults, and fast reactions to unexpected situations. Intelligence is also needed to find the results of a *charm* or *maze* spell. In the Monster List, average Intelligence scores are given for each monster race. But individuals may have higher or lower Intelligences. Spell casters always have higher-than-average Intelligence, for instance; leaders often do. To determine the Intelligence of an individual, find the average Intelligence of its race from the monster description. Go to the line corresponding to that score on the Monster Intelligence table. Roll 2d6. The first die is used to determine how much this individual's Intelligence varies from the race's average; move across to the column corresponding to the number you rolled. The second die is used to determine whether to subtract (1-3) or add (4-6) this amount from the race's average. Treat results of less than 0 as 0 and results of greater than 18 as 18. Undead like Vampires and lowlifes ignore subtractions. *Example:* The merman has a listed Intelligence of 12. To determine the score of an individual merman, a DM goes to the "9-12" line on the table above. He rolls 1d6 and the result is a 4; therefore, the variation will be a 2. He rolls another 1d6 and the result is a 6; therefore, the variation will be added to the Intelligence score. This merman's actual Intelligence is 14.

0	Non-intelligent or not ratable
1	Animal intelligence
2-4	Semi-intelligent
5-7	Low intelligence
8-10	Average (human) int.
11-12	Very intelligent
13-14	High intelligence
15-16	Exceptional int.
17-18	Genius
19-20	Supra-genius
21+	Divine-like int.

Monster Intelligence Table							
Race Average Intelligence	Maximum Variance	Die Roll (1d6)					
		1	2	3	4	5	6
0-1	1	0	0	0	0	1	1
2-3	1	0	0	0	1	1	1
4-5	2	0	0	1	1	2	2
6-8	3	0	1	1	2	2	3
9-12	4	0	1	2	2	3	4
13-15	4	0	1	2	2	3	4
16-17	3	0	1	1	2	2	3
18+	2	0	0	1	1	2	2

Int.	Languages
3	Has trouble Speaking, Can't Read/Write
4-5	Can't Read/Write
6-8	Can Write simple native words
9-12	Read/Write native languages (usually 2)
13+	Read/Write native languages +1 per adjustment

DX Dexterity is the creature's nimbleness and grace. It affects the creature's ability to wield missile and thrown weapons (such as bows and throwing knives) and can make it harder for enemies to hit the character. The effects of a high Dexterity are discussed above, under "Armor Class." Adjustments for high Dexterity scores affect the character's AC. They also affect the creature's ability to hit with missile weapons—any thrown weapons or weapons launched through the air. The creature's adjustment for a high or low Dexterity is applied to his roll to hit when he is using missile weapons. For example, a creature with a 17 Dexterity (adjustment + 2), using a bow, is trying to shoot a distant enemy. He needs a 13 to hit his enemy. On his 1d20 attack roll, he rolls a 12. He has failed. But now he adds his bonus for high Dexterity (+2) and his 12 becomes a 14: He has actually hit his opponent. Dexterity is often used to handle balance, evasion, motion vs. coordination, and similar dexterous feats. Many creatures have an above average (in comparison to humans) dexterity and nimbleness. When the DX of a creature varies from this average adjust the AC and corresponding saves accordingly. Dexterity of creatures range from extremely low (the creature will then also be slow), to a maximum of 32 (mortal limit) which makes them also very fast and agile. A high Dexterity gives rapid reflexes. The adjustment on Dexterity may (not standard) be used to influence Initiative. If doing so, use the same method then on the PC's too for that encounter.

CO Constitution; is the creature's physical health and vigor. It influences the creature's resistance against diseases, infections, wounds, fatigue, and exhaustion, in other words how long the body can function at it best or at it longest without suffering the circumstances. The Constitution score can affect the number of hit points it has. Apply the bonus or penalty to the number of hit points rolled. But whatever the adjustments, hit points can't be lowered to 0 (zero); it will have at least 1 hit point for HD rolled. Sick, depressed, cursed deprived or wounded creature would have a lower than average CO, or it is much better trained, had perfect food, and good rest. When the CO of a creature varies from this average adjust the Hit Points accordingly. Some creatures can have levels that give additional skills and hit points but these are declared where needed.

CH Charisma this is the character's force of personality and presence. It affects the way other characters, especially non-player characters controlled by the DM, react to the character. A character's Charisma score will affect how others, whether characters or monsters, react to him—when the character is talking to them (but not unless he is talking), in other words how the creature would reflect to a Human. For humanoids subtract this number from 20, to find out how it will affect them instead. A truly pungent troll of CH 4 would have a CH of 16 for members of the humanoid races, and suddenly be must more attractive to them.

Com Comeliness; This ability depicts the actual beauty over the average races, that means is equal to any race. A 12 comeliness kobold will be as beautiful to a 12 comeliness elf. This is of course not really so, but it depicts the chances of physical attraction between members of the same race and same sexual attraction. This ability is used in determining the strength and possibility of falling in love. Therefore it is the least used ability rolled for and most DM's discard it. This character ability is not normally given to other creatures as the Player characters neither should have interracial relations or attractions. However, some humanoids, or fairies could decide otherwise. The DM then must fill in this number, keeping the CH in mind.

Languages;
These are the average languages the creature knows. Often these are listed as local Human, Dwarf, Humanoid, or even by race. A kobold speaking local kobold would probably speak also a common humanoid, or even human language, but the DM must now which languages these are. These languages could differ per region and a south continental orc could probably not understand nor make itself understandable to an orc of the northern continent. As creatures have a common ancestry, however, they tend to have more communalities in communication, and could probably understand each other better if truly trying. In these cases languages can be learned more easily.

Spell casting limits;

These are the limits the creature could gain in spell casting. The following abbreviations are used, followed by the level of class they could gain. Remember that a creature gets an extra asterisk (*) for each two spell levels or less the creature can cast. Adjust experience accordingly by HD and the amount of *.

DR   Druid

MU   Mage

CL   Cleric
SH   Shaman

WI
Wokani/Wicca

Sz; Size

Most creatures are measured in height or length; some are measured in diameter. Those measured in diameter may be given a different size category than indicated above. For instance, a 6-foot-tall humanoid is considered' size M, a spherical creature 6 feet in diameter has much more mass, so it's considered size L. Similarly, a creature 12 feet long with a very slender body (ex. a snake) might be considered only man-sized. Adjustments like these should not move a creature more than one size category in either direction. Size is abbreviated as follows:

T	Tiny		2' tall or less
S	Small	Smaller than a Typical Human	2' to 4'
M	Medium	Man-sized	4' to 7'
L	Large	Larger than a Typical Human	7' to 12'
H	Huge	Giant-sized	12' to 25'
G	Gargantuan		25' +

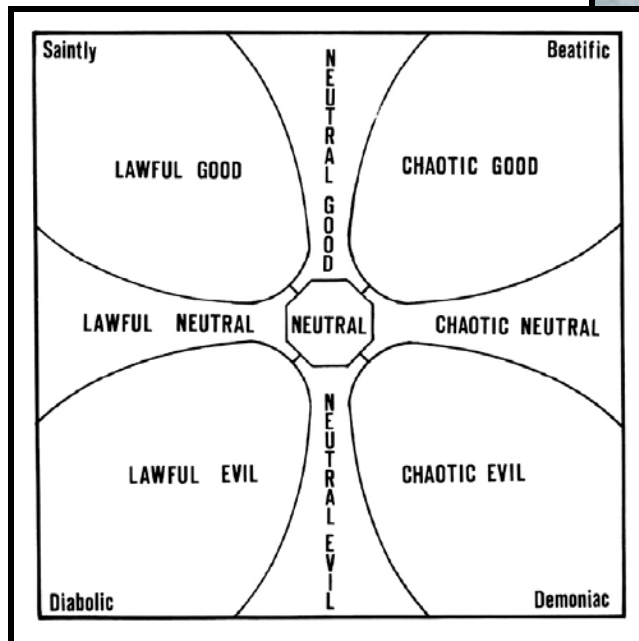| Size	if Smaller	Modifier
Effects	Much smaller than normal	-3
	Smaller than normal	-2
	Slightly smaller than normal	-1
	if Larger	
	Slightly larger than normal	+1
	Larger than normal (2-3 x size)	+2
	Much larger than normal (4 + X size)	+3
Hp	+ HD x Modifier*	
THAC0	+ Modifier	
Damage	+ Modifier*	
Save	Roll - Modifier	
AC	- Modifier	
*There must always be a minimum of 1 point per die		

To calculate the XP value of different size monsters, take the total number of bonus hit points and divide by 5, rounding up fractions; add the result base HD total of monster. This is the number of Hit Dice to be used when calculating XP value. For example, a normal-sized gorgon would have: AC 2; HD 8*; THAC0 12; Dmg 2d6; Save F8, XP 8* HD=1200. The largest variety of common gorgon would thus have: AC -1; HD 8 + 24*; THAC0 9; Dmg 2d6 + 6; Save F8 3; XP Value: As 13 HD=2300

Tribal Leaders: Some creatures that live in tribes have hereditary leaders who gain the title by birth. The larger size of these leaders can be reinforced through the generations; most will have modifiers of + 3 based on the guidelines above.

Turning Undead: An unusually large or small undead might be turned by a cleric with the same chances as the normal form, or possibly a more or les powerful undead (corresponding to the new Hit Dice).

The Hit Dice given for a type of creature should be taken as the average for the species. Both smaller and larger versions often exist. To change the size of a monster, decide whether you want this specific monster to be smaller or larger than average. Then, use the following modifiers: Choose whichever modifier you think is most appropriate for this type of monster. For example, an ogre that is Much Larger than Normal would take the + 3 modifier. These modifiers are similar to ability modifiers for characters. They are used in the following manner:

AI; Alignment

Creatures may be Lawful, Neutral, or Chaotic, and Good Neutral or Evil, just like the characters. Alignment reflects the common behavior of a typical specimen. Exceptions, though rare, can be expected. Normal animals are Neutral. A good Dungeon Master always considers alignment when playing the role of a monster. For example, a Lawful monster does not normally have any reason to attack a party of player characters; even if it is guarding an area, it will first warn the characters away.

IMPORTANT; Evil Characters are played solely by the DM!!

NA;   No. Appearing

No. Appearing indicates an average encounter size for a Wilderness encounter. The DM should adjust this number to fit other circumstances, as the need arises. In a dungeon, for example, the number appearing is lower. Note that some 'solitary" creatures are found in small groups. This could mean one of two things; the groups are very Small family units, or several individuals happen to be in the same place but not as a cooperative group (four alley cats feasting on the same garbage heap do not work as a pack, for example. The first number shows the number of monsters normally found in a dungeon room. The second number (in parentheses) gives the number found outdoors in wilderness. If eit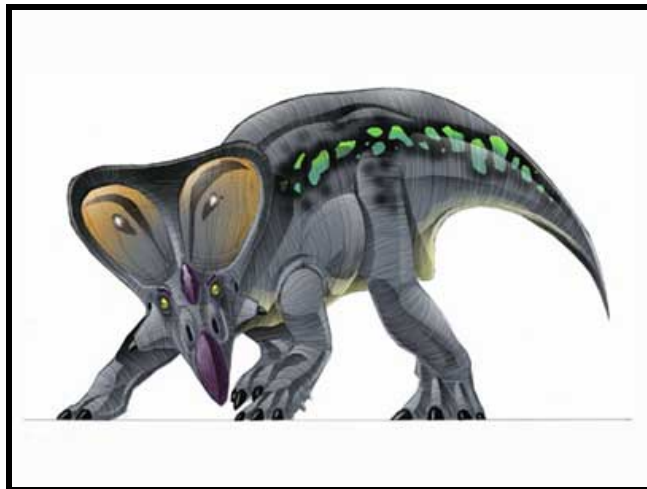her number is zero, the monster is not normally found in that location. The DM can always adjust the number according to the situation.

Dungeon: The first No. Appearing figure applies to dungeon encounters. Find the level of the dungeon upon which the encounter occurs. If the monster's level (Hit Dice) is equal to the level of the dungeon, use the listed Number of Appearing. If the monster's level is greater than the dungeon level, reduce the No. Appearing for this encounter (at least one will appear). If the monster's level is less than the dungeon level, then increase the No. Appearing for this encounter. If the creature is encountered in its dungeon lair, the No. Appearing can be multiplied by up to five times, but the DM must use his or her judgment when increasing monster numbers to avoid overwhelming the player characters.

Wilderness: The second No. Appearing figure (in parentheses) is used for non-dungeon encounters. If the creatures are found in their wilderness lair, the No. Appearing can be multiplied by up to five times as above. In any monster lair (whether in a dungeon or wilderness), up to half of the total number present may be young or very old creatures, sometimes with little or no combat ability. In addition, several adults may be absent (hunting, scouting, etc.), depending on the season, time of day, and other conditions.

AC;   Armor Class

This number works just like a character's armor class: the lower the number, the harder it is to hit the creature. A monster's armor class is determined by the creature's Size, Speed, Dexterity, cover or Shielding, Weapon Mastery and Magical protection but not by the toughness of skin, and armor worn (if any). The DM may adjust the armor class for special situations. For example, a hobgoblin is normally armor class 6 probably wearing leather armor), but may be changed to armor class 2 if the hobgoblin somehow finds plate mail armor +4.

AV;   Armor Value.

Covering		AV
Textile, Fur		1
Leather Armor	LA	2
Cuir-Bouilly Leather		3
Studded Leather		3
Spiked Leather		3
Hide Armor		3
Bone Cage		3
Scale Mail	SC	3
Bone Plate		3
Coin Armor	Ca	3
Chain Mail	CM	4
Ring Mail	RM	4
Brigandine Armor		4
Lamellar Armor		5
Banded Mail	BM	5
Splint Mail	SM	5
Plate Mail	PL	6
Dwarven Plate Mail	DL	7
Suit Armor	SL	9
Steel		6-10
Stone		7-12
Granite		13
Diamond		14-15

This depicts the hardness or lack of vulnerability of a creature. Often this is the type of armor. Some creatures like Dragons can have an AV of 9 and most stone or steel creatures (often constructs) can have even more. Steel goes to AV10, stone to AV12, Granite to AV13, and Diamond to AV15. There is nothing harder than Diamond, not even by magic.

HD;   Hit Dice

This gives the determines how many hit points a Creature can absorb before being killed. Unless otherwise stated, HD are 8-sided (for 1 to 8 hit points each), but could reach lower 1, 1d4 or 1d6, or greater 1d10, 1d12 or very rare 1d20. A line reading "Hit Dice: 11" means that the creature has 11d8 hit points. Some Hit Dice numbers are followed by adjustments (a plus or minus followed by another number). For example, "Hit Dice: 3 + 1" shows the number of Hit Dice (3) and an adjustment (+1). The adjustment is the number of hit points added to or subtracted from the total of the dice; for instance, with a Hit Dice 3 + 1 creature, the DM would roll 3d8 and add 1 to the total. If he rolled 14 on the dice, the creature has 15 hit points. If the dm does not want randomized hit points, it is easy to Calculate average hit points for a monster by multiplying the Number of hit dice by 4.5 (the average result of an eight-sided Die), rounding up. The average hit points of a 4+4 hit dice Monster, for instance, is 22 (4.5 x 4 = 18, +4 = 22). DM's' can of Course modify these numbers at their discretion; for example, a Stronger-than-average 4+4 hit dice monster might boast 25 or 30 hit points. A creature where the constitution is greater than its average must adjust its hit points accordingly, of course.

If an asterisk (*) appears next to the Hit Dice number, the monster has a special ability (usually either magical spells, a special attack, or a special defense) which will be explained in the creature's description. A creature may have several asterisks by its Hit Dice figure, one for each special ability. Special abilities affect the number of experience points the characters earn for defeating the monster.

MV;   Move

This gives the movement rate for the monster. Usually, on this line, you'll see two numbers, with the second number in parentheses. The first number is the number of feet the monster moves in one 10-minute turn; the second number is the movement rate per round (for encounters). Some monsters have secondary movement rates. The first (MV) is the rate when walking, and the second (FL, SW, BR, CL, WB) is a special form of movement, such as flying, swimming, Burrowing, Climbing, or moving along Webbing. Higher speeds may be possible for short periods. Whatever movement rate is given, it is not affected by the dominant terrain type(s) they can be found in.Thus a forest creature with a movement of 120'/40' will have that speed in the

FL		Flying
	MF	Maneuvering Factor
SW		Swimming
BR		Burrowing
CL		Climbing
	xx%	Succes Chance
WB		Moving across Webs

forest, while nonforest creatures will be severely hampered and have reduced speeds (standard 50%). This also includes flying in Jungle, Forest, Underground, or other terrain types where there are vertical barriers like branches, roots, stalagmites or similar, if the creature has flying and belongs in that terrain. Of course size does matter and the DM must mark this.

Demi-humanoid rates are often determined by armor/encumbrance Type (unarmored rates are given, logic and the load factor determines the rest.

MF   Maneuvering factor

For flying creatures include a *maneuverability factor (MF)* or how nimble the creature is while flying. MF are given in values of 5, 3, 1, ½, 1/3, 1/10 Maneuvering Factor scores of ½, 1/3, 1/5, and 1/10 mean that the beast can maneuver less than once per round.

If it is MF ½, it can make one maneuver every other

MF	Skill	Explanation	Slowest Speed	Turn	Attack
			without falling		Aerialy
5	19	Virtually total command air movement	Hover	any	each round
3	18	Very maneuverable	Hover	180 degrees	each round
1	16	Somewhat agile in the air	50% FL	90 degrees	every 2nd round
1/2	15	Somewhat slow	50% FL	60 degrees	every 3rd round
1/3 1/5 1/10	15	Large Clumsy Flyer	50% FL	30 degrees	every 6th round

round—the Player/DM announces the maneuver one round, and the beast performs it the following round. If MF is 1/3 the beast performs the maneuver in the 3rd round.

Each maneuver may be a 30-degree climb or 60 degree sideways turn, or a climb or a dive. Each beast must fly 10' between maneuvers. A flying beast may fly each round at a speed up to or less than) its full air speed. The first maneuver each round is "free'—safe subsequent maneuvers in the same round or any dangerous maneuvers or circumstances require the rider to make a riding (flying animal) skill check. Failure can leads the beast making flying mistakes, or the pilot falling off, or may other possibilities.

FI = air speed = how fast the creature flies.

MF= maneuvering factor = how nimble the creature is.

Example

 The gargoyle is a notorious flying monster. It has an air speed of 50' / round and an MF of 3

Therefore in a normal round the gargoyle can move 50' and during this 50' move can perform three maneuvers. The gargoyle might fly 10' straight ahead, maneuver to turn 60 degrees to the left maneuver to begin a climb fly 20 feet more and maneuver to level of to horizontal flight and fly 20' more in that fashion. Total 50' flown, three maneuvers performed.

All flying monsters must move in multiples of 10' between maneuvers, all distance spent climbing must be calculated in multiples of 20'. Its too much trouble to keep track of distances otherwise.

Continuing an old maneuver does not constitute starting a new maneuver. Lets say a flying monster begins to climb. That counts as a maneuver, but on its next round it continues to climb. That is not a new maneuver—it's a continuation of the old one, however, if the beast levels off to horizontal flight, that's a new maneuver.

Riding on a flying beast must be done with a riding flying animal skill

The first maneuver performed in any round of combat is considered free if the rider or pilot is conscious and the monster or vessel is responsive, the maneuver is automatically successful

But if this is the second or subsequent maneuver by that monster or vessel in the same round.

The rider or pilot took 10% of its hp total in damage in the last round

The rider or pilot took 50% of its hp total in total damage

The rider and beast are taking off or landing in any really difficult situation (fierce crosswinds, for example)

There is any other circumstance which the dm thinks would make maneuvering difficult (heave rains, beast spooked, etc.)

Then the rider must make a skill check (for animals; riding flying animals skill) else piloting skill.

Example

Sir tristostius is riding his Pegasus. The Pegasus has an air speed of 160'/round and an mf of 3. Sir wants to move this way during this round. Fly 30' ahead, begin climb for 40' more, then make two sudden 60 degree rightward turns and continue on for the remaining 90', sir and his mount are both unhurt and unfrightened.

The DM lets the Pegasus fly the 30' straightaway with no problem, -this doesn't constitute a maneuver, he lest the Pegasus perform the climb with no problem; that is the first maneuver. Then for each of the 60 degree turns he has sir check his Pegasus riding skill.
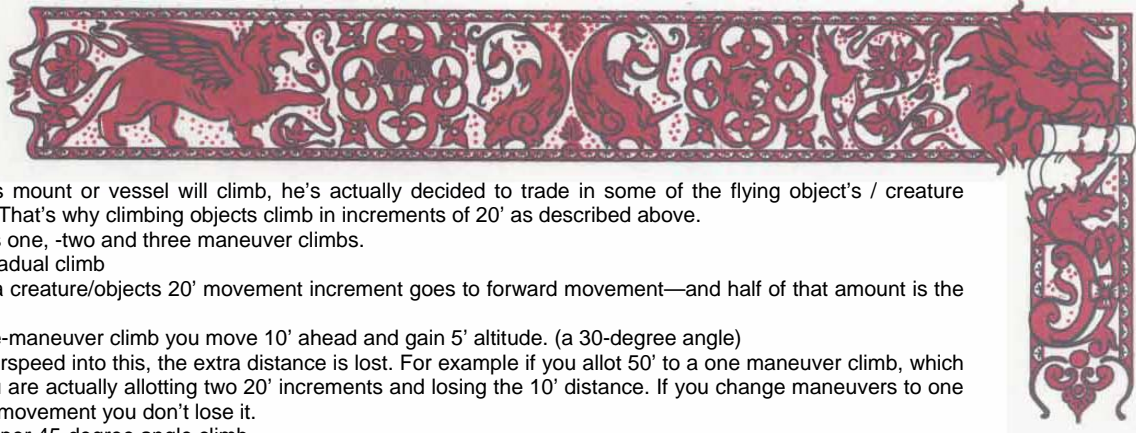
Failure of the riding check can mean any number of things; a chart of sample fates is given later.

Example

Sir has to make two riding checks. He succeeds with no problem on the first one but rolls a natural 20 on the second a catastrophic failure. The dm looks on the loss of control chart (printed later) and discovers that sir has been thrown free. Sir has to rely on magical gadgets if he has any to get him down to the ground safely.

Climbing rates

When a pilot decides that his mount or vessel will climb, he's actually decided to trade in some of the flying object's / creature forward air speed for altitude. That's why climbing objects climb in increments of 20' as described above.

Climbs come in three varieties one, -two and three maneuver climbs.

One maneuver is a smooth gradual climb

During this maneuver half of a creature/objects 20' movement increment goes to forward movement—and half of that amount is the actual distance climbed.

So when you allot 20' to a one-maneuver climb you move 10' ahead and gain 5' altitude. (a 30-degree angle)

If you put an odd amount of airspeed into this, the extra distance is lost. For example if you allot 50' to a one maneuver climb, which is rated in 20' increments, you are actually allotting two 20' increments and losing the 10' distance. If you change maneuvers to one where you can utilize that 10' movement you don't lose it.

Two-maneuver climb Is a steeper 45-degree angle climb

As the name implies it requires two climb maneuvers to commence. When this climb, you allot your flying movement in 30' increments each 30' increment allows the flier to fly 10' forward and gain 10' altitude.

Any extra movement is lost as with the one maneuver climb.

The three-maneuver climb is a very steep difficult climbing maneuver. It requires three climb maneuvers to commence.

With this climb you allow your flying movement in 50' increments.

Each 50' increment allows the flier to fly 10' forward and gain 20'altitude.

Any extra movement is lost as with the one maneuver climb.

The dm is within his right to disallow specific monster types from attempting this climb for winged creatures it's a terrific strain.

Example

Sir is back on his Pegasus. His feet are a bit flatter but he's richer in experience his Pegasus still flies at 160' and mf 3.

Sir decides to spend one whole round in a one-maneuver climb. He orders his Pegasus in a one-maneuver climb each 20 feet of movement becomes 10' moved forward and 5' gained in altitude.

Since the Pegasus has 160' to spend, this results in 80' forward move and 40' altitude gained.

He decides to make a two maneuver climb in the next round

Since this is his first climb maneuver in this new round it doesn't require a riding skill check. With this climb he trades 30' to move ahead 10' and gain 10' altitude. He spends all of the Pegasus airspeed this way and so this round the Pegasus moves 50' forward and gains 50' altitude. The extra 10'movement is lost since it is short of the standard 30' increment.

Sir decides to increase his climb the next round. His Pegasus is now performing a three-maneuver climb. Since this is his first climb maneuver this round it does not require a riding skill check.

With this type of maneuver he trades 50' to move ahead 10' and gains 20' altitude. He spends all of the Pegasus airspeed on this climb. The Pegasus moves 30' forward and gains 60' altitude. This is a very steep climb and the dm decides that the Pegasus has to struggle madly to accomplish it. Again, 10' of the Pegasus normal airspeed is wasted this round.

On the next round, sir decides, crazily, to resume that three maneuver climb in one round. He puts a three-maneuver at the start of the round and puts all of the Pegasus air speed to that steep climb, he has to make a riding check for the second and third maneuvers this round—and he fails his first roll. The dm checks the loss of control chart and determines due to the circumstances of this flight the Pegasus has stalled and begun dropping like a rock perhaps it's not build for such steep climbing.

Diving rates

As with climbing there are three types of diving.

One maneuver dive

The beast moves 10' forward for each 10' allotted, but also loses 10' of altitude.

This 10' round figure is called the dive rate and must be kept track of.

One-maneuver dives reaching the ground do no damage,

Two maneuver dive

Here the beast moves 10' forward for each 10' allotted but also loses 20' altitude. This 20' round figure is the dive rate.

Two maneuver dives reaching the ground do 3d6 points of damage to the vessel or creature and 2d6 damage to every rider or passenger within (or on). AV may be deduced completely from this damage.

Three maneuver dive. (Crash-dive)

The beast plummets straight down, losing 2' of altitude for every 1' of its allotted air speed and losing 1140' for every full round this dive is maintained.

In other words the beast is falling-a controlled plummet. If the plummet is not controlled (for example the beast is unconscious or dead) you allot none of its air speed to the dive and merely fall 1140' per full round.

If a flying beast has already used some of its air speed this round, and then decides to begin a dive, it can naturally only use the air speeds it has remaining for the dive. Thus if a flying beast has already used 80' of its 160' airspeed for the round, and suddenly decides to crash-dive only 160' (80' x 2) plus the amount of feet of a full round of diving.

In this case 50% of the airspeed was already used so half a round has already gone by. Thus the additional falling speed is 1140' x 50% = 570' remaining. At the end of the round this creature has thus fallen 160' + 570' = 730'

Losing control

We've already established that it is possible to lose control when failing a riding skill check.

Use the following table. If he missed his roll of 14 but rolled a 16 he missed by two. Compare that to the chart.

Loss of Control Table		
Riding Skill roll missed by;	Mount/Monster	Vehicle/Construction
1-2	ignores last maneuver	
	blaks, misunderstand, ignores	brief control problem
	keeps on last maneuver given til next round.	
3-4	accidental Maneuver (DM's Choice) Failed to perform maneuver correctly	
	unwanted turn, climb, or dive up to remaining movement	skill check to regain control
5-6	Uncontrollable for 1d3 rounds Blalky, refuses to respond	Appears succesful but stalls in Two maneuver dive. stalls until control regained
7-8	Crash-dive	
	Badly confused or upset 1 attempt to pull out at end round	lost control stalls until control regained
	1 attempt next rounds per MF Rider can't help with this (unless having magic to keep beast aloft Therafter uncontrollable 2d6 rounds if brutal treated during this kight buck free	
9+ or natural 20	rider hurled free	pilot hurled free
	any restraints could have broken in maneuver if can't be hurled free KO for 1d6 turns	

If the character is not tied down to his saddle or strapped into some sort of control chair add 3 to the number by which the roll was missed to determine what happened. The fact that the character was 'loose' has contributed to the aerial disaster.

Flying vessels and cross-country aerial travelers tend to fly at an altitude of 1500' or higher. Thus for every 1440' of altitude, you have a full round of preparation time in case something goes wrong.

Above 20.000 feet altitude, or just shy of 14 rounds' falling time, it becomes very difficult to breathe—the air is too thin. At that altitude it becomes necessary to use magic items based on the create air spell.

Keeping track of aerial movement

When you are planning to run an aerial encounter of some sort, you'll find that you need to keep track of the positions in three dimensions of numerous beasts and vessels. This can be trying, but it is not impossible. Run your aerial combats on hex pare. It will allow you to keep track of the relative two dimensional positions of all the participants in the aerial battle (standard 2 inch hexes must thus be seen as 10 feet, and their sides differ 30 degrees accordingly.

Then, you and each player should have a scratch sheet of paper with three columns labeled starting altitude, movement spent and dive/climb rate. The players need such a listing for their airborne characters. The dm needs one for each creature flying he controls.

Example

Sir, whose mount is pulled out of that wicked dive, is now at 3000'flying towards an airborne Alphatian ship beset by gargoyles. Its only about 80'higher than he, some 300'away.

This round he makes a 30-degree course correction (one maneuver) to turn towards the stricken airship, then puts his whole movement in a one-maneuver climb. He has to make a skill check for this second maneuver, and succeeds.
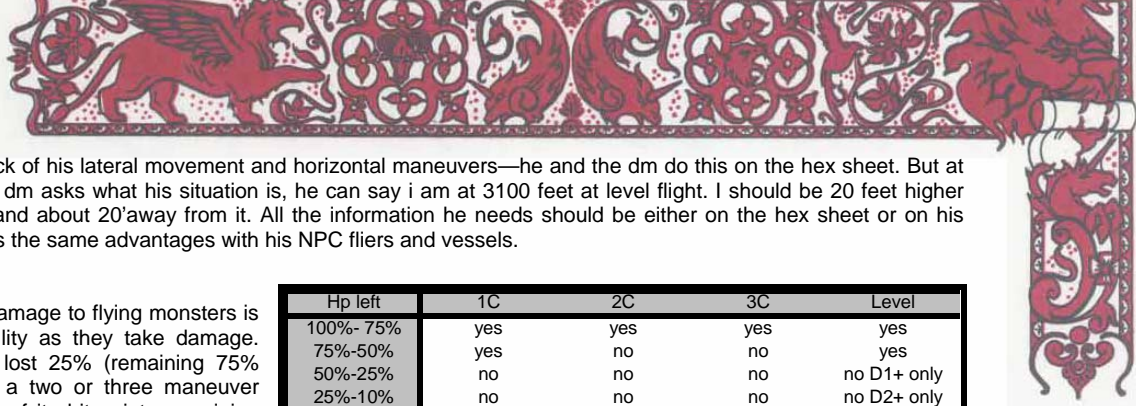
On the next round, he continues the one maneuver climb. He does not need to make a skill check as this was not a new maneuver and there were no extraneous factors to make him have to roll.

On the third round, he spends half of his movement on the same maneuver climb, then levels off (one maneuver) for the rest of the movement- he wants to be a little above the keel of the ship and not quite to the vessel. He also wants some maneuvering distance for when the gargoyles come sailing out at him, which they will.

Meanwhile his player is keeping track of his movements on the scratch sheet, as mentioned.

At the end of the three rounds his scratch sheet looks like this.

Rounds	Starting altitude	Movement spend	Dive/Climb Rate
1	3000	160	1C
2	3040	160	1C
3	3080	80	1C
	3100	80	level

He does not have to keep track of his lateral movement and horizontal maneuvers—he and the dm do this on the hex sheet. But at the end of round 3, when the dm asks what his situation is, he can say i am at 3100 feet at level flight. I should be 20 feet higher than the keel of the air ship and about 20'away from it. All the information he needs should be either on the hex sheet or on his scratch sheet, and the DM has the same advantages with his NPC fliers and vessels.

Damage to flying monsters.

The simplest way to handle damage to flying monsters is to have them lose flying ability as they take damage. When a flying monster has lost 25% (remaining 75% round up) it cannot perform a two or three maneuver climb. When it has only 50% of its hit points remaining (round up) it cannot perform any climb maneuver.

Hp left	1C	2C	3C	Level
100%- 75%	yes	yes	yes	yes
75%-50%	yes	no	no	yes
50%-25%	no	no	no	no D1+ only
25%-10%	no	no	no	no D2+ only
0%	no	no	no	Falling only

Exception; if it starts out on the ground (or water), it may use a climb maneuver it may use a climb to get to a maximum altitude of 10' for each MF –but can climb no higher.

When it has only 25% rounded up remaining it cannot even keep to level flight
 It must lose altitude in at least a 1d (one maneuver dive) of course it can dive faster. If it lands, it cannot take off again—it must rely on its ground speed.

When it has lost 90% (remaining round up 10%) it cannot even make a safe landing. It must lose altitude in at least a 2d (two maneuver dive) and will thus take 3d6 points of landing damage with its riders taking 2d6 damage themselves.

If lost 100% it drops like a rock losing altitude as in a 3d—a plummet, its riders take damage according to the distance they fall. The creature suffers also normal falling damage.

These conditions last until the beast is healed to a higher 'bracket' of health.

These rules do not apply to air elementals and levitating monsters like beholders, Djinni or persons utilizing fly spells. These are meant to apply to winged beasts and the dm can disqualify any monster from these effects if he wishes so and can explain why.

MF scores of ½ and 1.3 mean that the beast can perform less than once per round. If MF ½ it can perform a maneuver only once every two rounds. –The player announces it one round and the creature finally performs it the next round. A MF 1/3 is similar, the player announces it in one round and the creature finally performs it 2 rounds later.

If a low mf beast loses control and begins to plummet, it still gets a skill check to regain control at the end of that round and another every round thereafter—but once its has regained control, it can fly only in a one maneuver dive until two rounds later (for an MF ½) three rounds later (for an MF 1/3).

object size	Aerodynamic	non aerodynamic
0-2'	5	3
2'-10'	3	1
10'-50'	1	1/2
50'-250'	1/2	1/3
250'-1250'	1/3	1/5
1251'+	1/5	1/10

For vessels take the vessels longest measurement and compare it to the chart below.

If roughly aerodynamic or not use the column correspondingly.

Vessels built in the shape of sailing ships, aircraft, flying monsters, etc. Are considered aerodynamic those built in the form of mountains, houses and statues are not. Flying carpets are not aerodynamic, human beings and flying brooms are beasts

Take the length of the beast and look in the table. Most monsters are considered aerodynamic. Those that aren't example beholders are no aerodynamic.
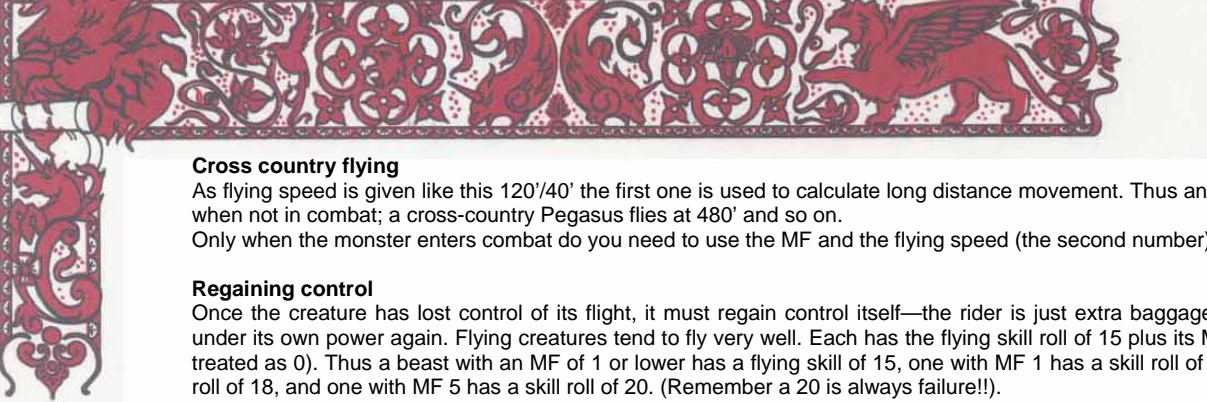
 Other no aerodynamic creatures are described as floating instead of flying or it has a move of 30' or less

If a creature is strongly related to the element of air, treat it as belonging one line up on the chart for instance the air elemental is large enough to belong to the 10' or larger but we treat it as if belonging to the 2' or larger line because its from the plane of air and very maneuverable.

Likewise monsters with a reputation for being good fliers should be treated as belonging one line higher than their sizes would indicate. Dragons are a good example—though they are huge, they are good flyers and so have a better mf than their sizes indicate.

Cross country flying

As flying speed is given like this 120'/40' the first one is used to calculate long distance movement. Thus an Efreet flies at 240' / turn when not in combat; a cross-country Pegasus flies at 480' and so on.

Only when the monster enters combat do you need to use the MF and the flying speed (the second number).

Regaining control

Once the creature has lost control of its flight, it must regain control itself—the rider is just extra baggage until the beast is flying under its own power again. Flying creatures tend to fly very well. Each has the flying skill roll of 15 plus its MF (MF of ½ and 1/3 are treated as 0). Thus a beast with an MF of 1 or lower has a flying skill of 15, one with MF 1 has a skill roll of 16, one with MF 3 has a roll of 18, and one with MF 5 has a skill roll of 20. (Remember a 20 is always failure!!).

At the end of the round during which it lost control, the beast rolls its flying skill one.

If it makes the check it regains control, if it misses it continues dropping. On subsequent rounds, it may try again a number of times equal to its mf, or once per round if its mf is ½ or 1/3. It will either regain control—or crash into the ground with normal falling damages.

Once a pilot has lost control of a vessel he must make a piloting check to regain control. He may make one check at the very end of the round in which he lost control; thereafter, he may make a number of checks per round equal to the vessel's MF (or once per round if this is ½ or 1/3). But the catch is this; he must make his piloting check at a penalty equal to the number by which he missed it in the first place. In other words if he had a skill roll of 15 but rolled a 19, he missed by 4—and thus he can't regain control until he makes his control check by at least 4 better. Again, if he doesn't regain control he may crash into the ground.

Above 680' falling characters and monsters have reached terminal velocity—meaning that air pressure has stopped their ground-ward acceleration; they can't fall any faster. Atmospheric reentry is another matter—but if your players start to fall to a planet's surface from airless space, you had best have some scientific texts on hand to help you explain to them what 's about to happen.

If a low maneuverability beast loses control and begins to plummet, it still gets a skill check to regain control at the end of that round and another every round thereafter—but once it has regained control, it can only fly in a one-maneuver dive as normal by its MF (MF1/2 until 2 rounds, etc.)   The Letter used in the MF is used to determine the type of flying.

A=   (magically) flotation, no difficulty in take off, can hover without difficulty. This mostly makes no sound.

B=   Flaps wings to take off, can be hampered by tight quarters, stops if wings bound or injured, hover with difficulty (Skill –3), prefers to circle, and wind drafts. The flapping wings can be heard, but any of these creatures Instinctively also knows how to glide the air (silently).

C=   Must drop from surface to begin flight, can't hover, must circle. This is also called Gliding (like flying squirrels). This is silent.

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	Climbing maneuvers			
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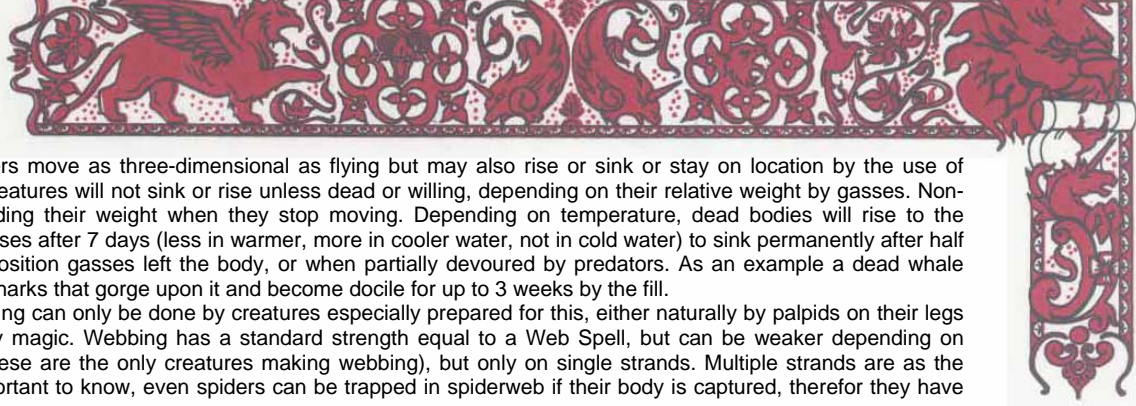
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Maneuvering factors for vessels/Beasts		
object size	Aerodynamic	non aerodynamic
0-2'	5	3
2'-10'	3	1
10'-50'	1	1/2
50'-250'	1/2	1/3
250'-1250'	1/3	1/5
1251'+	1/5	1/10

If a creature is strongly related to the element of air, treat it as belonging one line up on the chart for instance the air elemental is large enough to belong to the 10' or larger but we treat it as if belonging to the 2' or larger line because its from the plane of air and very maneuverable.

Likewise monsters with a reputation for being good fliers should be treated as belonging one line higher than their sizes would indicate. Dragons are a good example—though they are huge, they are good flyers and so have a better mf than their sizes indicate

SW Swimming characters move as three-dimensional as flying but may also rise or sink or stay on location by the use of gasses or weights. Aquatic creatures will not sink or rise unless dead or willing, depending on their relative weight by gasses. Non-aquatic creatures sink according their weight when they stop moving. Depending on temperature, dead bodies will rise to the surface by decomposition gasses after 7 days (less in warmer, more in cooler water, not in cold water) to sink permanently after half this period when the decomposition gasses left the body, or when partially devoured by predators. As an example a dead whale floating by will be a feast for sharks that gorge upon it and become docile for up to 3 weeks by the fill.

WB Moving along webbing can only be done by creatures especially prepared for this, either naturally by palpids on their legs (Spiders, some insects) or by magic. Webbing has a standard strength equal to a Web Spell, but can be weaker depending on spider or caterpillar breed (these are the only creatures making webbing), but only on single strands. Multiple strands are as the spell for game simplicity. Important to know, even spiders can be trapped in spiderweb if their body is captured, therefor they have protective hairs preventing this.

CL The success chance of Climbing is similar to the Climb walls roll of the thief. For each 100' of uneven surface, 10' of smooth or slippery a roll is made, to see if the creature climbs. Any failure will result in a fall. However, climbing creatures may roll a new climbing roll they may also do this when ropes (or similar) are within reach (no more than 5' away from falling trajectory) to grab the surface or rope while falling, in contradiction to humans. If they still fail, they fall and suffer normal damage. When this is not mentioned the percentage is 50%+HDx%.

Load

Some monsters can be harnessed to carry riders or loads of gear. Such monsters are given an encumbrance total the creature can carry. Normally, two numbers are given. The creature can carry up to the first number without difficulty; it can carry up to the second number at no more than half its listed movement rates. Normally a creature will refuse to lift any amount higher than the last number. To calculate the maximum carrying capacity of an animal when not given, multiply its HD x 1000. Each plus to a HD is worth an additional 100 cn weight. When a creature has above or below strength, adjust the load by 5% for each adjustment point. (Reminder: 10 cn = 1 pound.) Its unaffected load will be 1/3 to ½ of the maximum load depending on the creature.

BM; Barding Multiplier

Some monsters that carry riders can be fitted with specially crafted barding (armor for mounts). If they can use barding, that barding normally costs more and weighs more than horse barding. Choose a type of barding for the monster (see the "Armor" section of Chapter 4), note its cost and encumbrance, and then multiply that cost and encumbrance by the number shown on this line. The results are the cost and encumbrance. When this is not given the creature has no BM.

THAC0; To Hit Armor Class 0

Thac0 is the attack roll the monster needs to hit armor class 0. This is always a function of hit dice, except in the case of Very large, non-aggressive herbivores (such as some dinosaurs), or creatures that have innate combat abilities. A human Or Demihuman always uses a player character THAC0, regardless of whether they are player characters or "monsters. " Remember that some

creatures will have increased strength or weapon mastery what will affect THAC0, amount of attack, and Damage. The THAC0 does not include any special bonuses (such as those due To strength) noted in the descriptions. A rolled 1 is always a miss, when a weapon is used a Dex. check must be rolled or the weapon is dropped. A missile weapon rolls a d20, if it is lower than 3 the string is snapped. A creature with natural attacks rolling a 1, could trip (DM: DX check), hit someone or something completely different. A good DM could invent a multitude of possibilities when he had clearly described the surroundings to the characters, before the combat. An example; in a bar brawl, an angry ogre could charge forward to hit the character. With a loud roar it runs forward. The DM rolls a 1 followed by a failed DX check, and tells the following; the creature thunders towards the character, and then steps upon a loose lying bottle, it continues its forward momentum, and tumbles head-first straight into the bar. The character could be stuck temporarily, but then the failing creature should be incapable of giving further damage at least as long as the character could have a chance to escape. The creature however, should not die by the failure under normal circumstances, or it must suit the adventure and circumstances.

At   Attacks

This gives the number and type of attacks the monster can make in one round. Some monsters have additional special attacks, described later.

Dm   Damage

Damage shows the amount of damage each basic Attack a monster inflicts if its attack succeeds, given as the roll of one or more dice. When a monster has more than one attack in a round, the attacks and damages are given together.

"By weapon" means that the monster always attacks with a weapon; the damage is determined by the weapon type. A monster using a normal sword will do normal basic or unskilled (DM) damage for the normal sword, plus any damage bonuses listed on this line or in the monster description. When a creature has more attacks, each attack form will be listed by its damage, before the next attack form is given. Remember that some creatures will have increased strength or weapon mastery what will affect THAC0, amount of attack, and Damage.

Special Attacks;

Many monsters have special attacks, which are mentioned in their descriptions. A character can usually avoid the effects of a special attack by making a successful saving throw (though some attacks, such as energy drain, have no saving throw). Each special attack which a creature has gives it an asterisk (*) beside the creature's Hit Dice figure. Read the following explanations carefully and refer to this section whenever special attacks are used in a game.
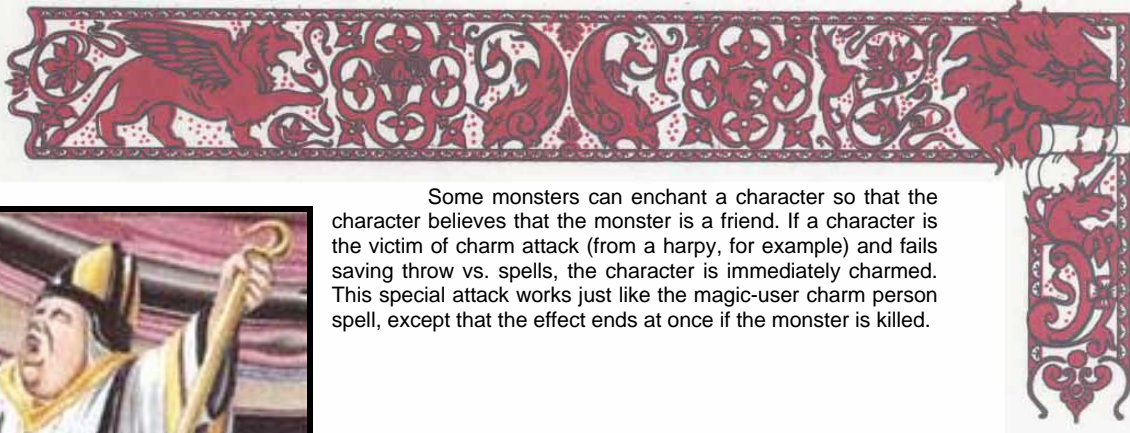
Acid

Acid damage is possible from the attacks of black dragon breath, Ooze and slime touch, Creatures stomach contents, and other creatures. The amount of damage done by an acid attack is given with the monster description; normal items can be ruined if the victim of the acid attack fails a saving throw. When not given (often with stomach content), use 1d8 per round damage until flushed with water (acid gives continuous damage each round until diluted with enough water. In the real world the destructive effects of acid would dilute itself depending on the strength of the acid. In game terms keep a minimum of 20 rounds acid effectiveness where after it loses its potency.

Blindness

Certain monster powers, spells, special actions, or fighting in the dark without Infravision can result in blindness. Some forms of blindness do not involve sight; for example, a bat can be "blinded" by the clerical silence 15' radius spell.
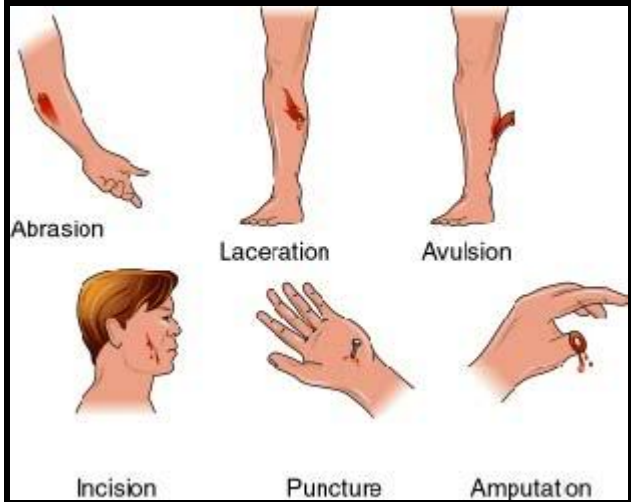
Charm

Some monsters can enchant a character so that the character believes that the monster is a friend. If a character is the victim of charm attack (from a harpy, for example) and fails saving throw vs. spells, the character is immediately charmed. This special attack works just like the magic-user charm person spell, except that the effect ends at once if the monster is killed.

Continuous Damage

Some monsters hold on when they hit heir victims. When this occurs, they need make no further attack rolls; the victim takes a given amount of damage each round, usually until the monster or its victim is killed. Constriction and blood draining are two examples of this type of special attack. Many magical attacks or Acid will have continuous effects like fire, drowning, crushing, etc. the DM will know this and apply the effects. Where known, it will be given in the description.

Disease

Unless a specific disease is listed with its effects listed in Pages of Virtue, disease requires a saving throw vs. poison. The incubation time will be the targets constitution in rounds, before the disease takes any effect. Failure means the character becomes sick. The most common disease will be the infection (see Pages of Virtue), but else use the following; headache, stomach or intestine pains, muscle cramps and/or pain, vomiting, partial or whole paralysis, blood loss, skin coloration, overall weakness, and a 25% chance of dying within 3+1d6 – Constitution adjustment days, and in any event he will need complete rest for that time. Success means the character avoids the disease. Disease can be cured at once by spells such as cure disease.

Energy Drain

This is a dangerous attack form, with no saving throw allowed. If a character is hit by an energy drain attack (by a Wight, for example), the character loses one level of experience. With particularly nasty energy-drainers (such as vampires), the character will lose two levels of experience.

The energy drain removes all the benefits of the lost experience levels (hit points, spells, and so forth) as soon as it occurs. The victim's experience point total drops to the midpoint of the new level.

Against powerful demihumans (those who have advanced beyond level limits), the attack drains 101.000-120.000 experience points (1d20 X 1000 + 100.000).

A 1st level character hit by an energy drain attack is killed and often returns as an undead under the control of slayer. If not specified, this occurs 24-72 hours after death. Lost experience levels can be regained through the 7th level clerical spell restore or by earning the experience through normal adventuring.
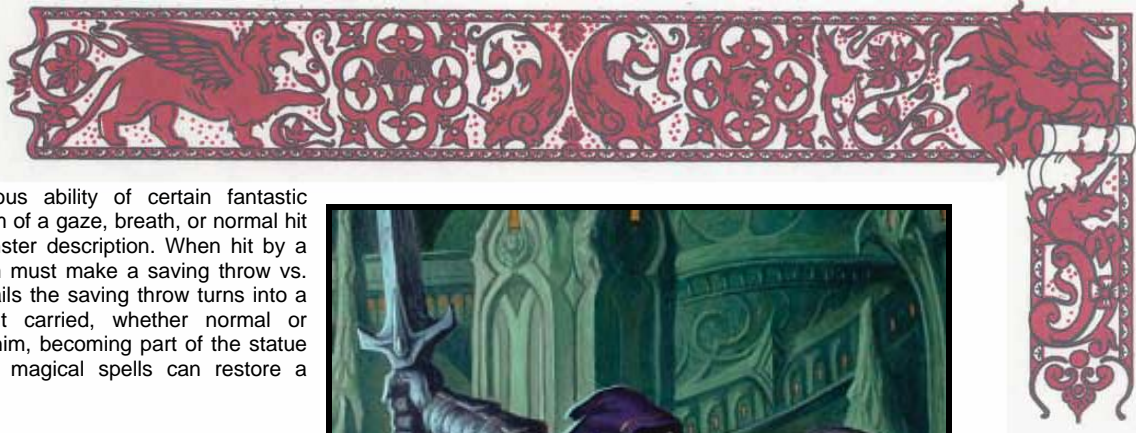
A monster hit by energy drain would lose one Hit Die from this effect, with loss of hit points and possible reduction of attack rolls and saving throws. In general, a monster with the energy drain ability must make a conscious attack with it for the power to take effect. In other words, a vampire could pick up and carry a human without harming him or her, if the vampire wished to do so; likewise, a mystic could attack a vampire with his bare hands and not lose experience levels just from hitting the vampire.

Paralysis

This effect "freezes" a character. If character is hit by a paralyzing attack and fails the saving throw vs. paralysis, the character is unable to do anything. The paralysis could be complete like Petrification, or partially like weakness of muscles. Many snakes, spiders, fish, or insects with paralyzing poison effects will cause weakness, or heart-failure by paralyzing the breathing muscles or those of the heart. In case of such a poison the character must make a second save (sometimes adjusted) or die by paralyzation.

Petrification

This is a dangerous ability of certain fantastic monsters. It may take the form of a gaze, breath, or normal hit in combat, as given the monster description. When hit by a Petrification attack, the victim must make a saving throw vs. turn to stone. A victim who fails the saving throw turns into a stone statue. All equipment carried, whether normal or magical, turns to stone with him, becoming part of the statue and not removable. Certain magical spells can restore a petrified victim to normal.

Poison

Snake bite

Creature poison is simple and dangerous. A character hit by poison who fails his saving throw vs. poison will be fully affected by it after the onset time (often a few rounds or minutes); if he makes his saving throw, is lesser affected or even not. The type of poison, onset, saved effects, and failed effects are given.
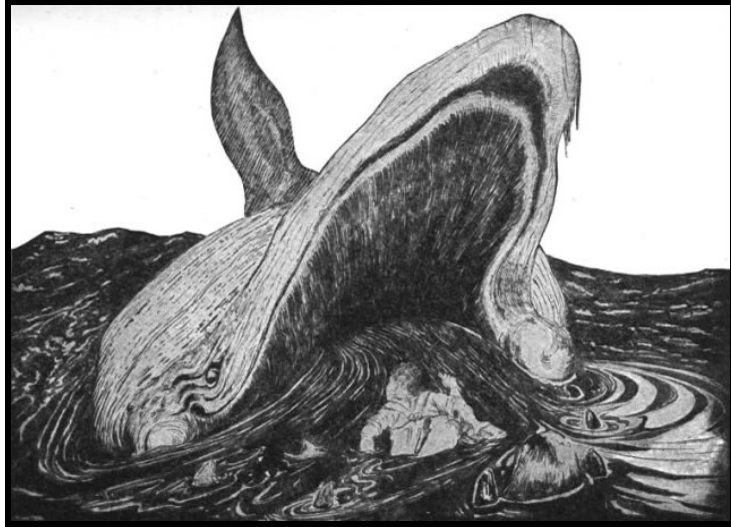
Spell Ability

This means a monster can cast one or more spells. Unless otherwise specified, the monster acts as a Spellcaster of level equal to its own Hit Dice. Usually the ability is innate (that is, the monster does not require spell books or time to memorize or meditate) and will be limited to a certain number of times per day. "At will" means the monster can use the ability every round if desired. Some monster Spell casters act like magic-users or clerics. These monsters, called Wokani and shamans, are detailed in the Ultimate Spellbook or Pages of Virtue.

A monster receives one asterisk (*) for every two-spell levels it can cast; thus, a creature that can cast 3rd level spells will have two asterisks for that ability.

Swallow

Some monsters are large enough to swallow a victim whole. This attack always succeeds if the attack roll is 20 and might succeed with a lower number (given in the description). The swallowed victim takes a given amount of damage each round until the monster or victim is killed. If the victim has an edged weapon, he may attack the monster from inside, but with a –4 to –8 penalty on attack rolls due to cramped space. The inside of any creature is AC 7 unless noted otherwise. Being swallowed often has effects other than damage (loss of consciousness, paralysis, Acid, etc.). If the victim dies, the body is completely digested in one hour (six turns) and cannot be recovered.

Swoop

This attack is similar to a charge, but is performed by flying monsters. Unlike the charge, the swoop only does double damage if monster surprises its opponent. If the attack roll is 18 or more and the monster has talons or some way to grab prey, the monster holds on and tries fly away with its victim. If the victim is too heavy, the monster lets go immediately. A swoop cannot be used in dense forest or jungle cover.

Animals to Humans

The D&D® game includes statistics for many mundane animals: lions, elephants, etc. While a few of these creatures have special attacks, most are assumed to simply wade into combat with claws and teeth bared, fighting to the death. This is far from realistic and denies the beasts their best tactics. This article presents some of the tactical combat methods used by animals in the real world, expressed in D&D rules. Before going into details about tactics, three general features of real-world animals must be discussed:

Strength:

Not only are many real animals larger than humans, nearly all are stronger, and pound for pound. For a number of biological reasons, humans have juvenile muscle characteristics, even in adulthood; animals do not. Thus, a lion that weighs around twice a man's weight has 10 times an average man's strength. The strength packed into a tiger, bull, or bear is immense. In terms of what they can carry, some animals are stronger than fantasy-game ogres and even some giants. This principle can even be seen in small animals like the house cat, which can leap comparatively great distances; in relative terms, humans can't match the cat's strength.
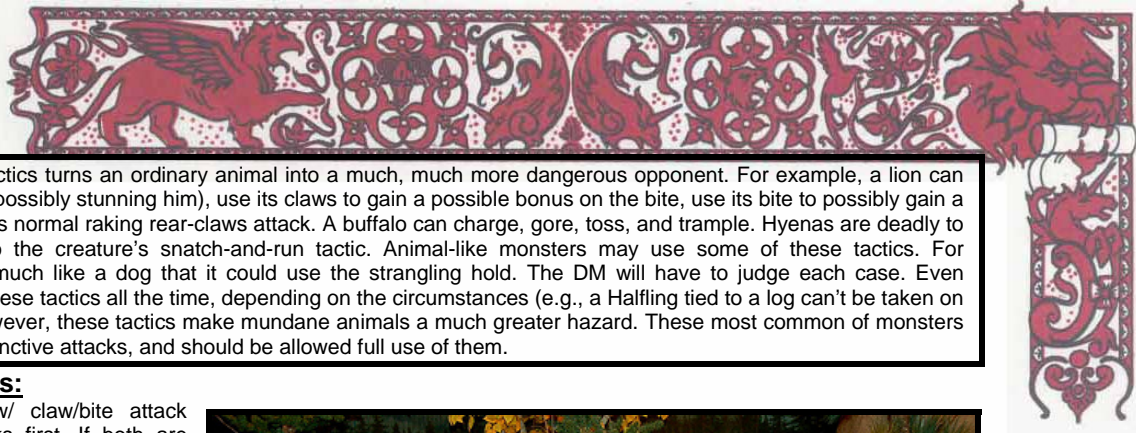
Senses:

While the sharpness of senses varies among species, many animals have one or more senses that far surpass those of men. Sight is not always their main sense. Wild animals should be surprised less often than humans and all their kin. In the D&D game, penalize characters approaching a beast with superior eyesight, hearing, or smell by –2 in their chances to surprise their prey for each uprated sense the prey possesses, to a maximum penalty of –4. Thus in the D&D game, animals and animal-like monsters (e.g., pegasi, unicorns, and blink dogs) are surprised on a roll of 1 on 1d10; those with two or more powerful senses are surprised on a 1 on 1d20. The special source of information. For many predators and prey, the sense of smell is supreme; deer and canines have a sense of smell so keen as to be unimaginable to humans. In addition to knowing what kind of animal left a scent trail, an animal can often determine the first animal's sex and size, and even know how long ago it passed by. The hearing of many animals, canines in particular, extend into ranges far greater than humans. Human vision is actually good compared to that of animals, but some creatures surpass us here, too. Eagles and other birds of prey have very keen sight, while cats are famed for their night vision. Mammals often have two or more of these keen senses; combined with their instincts, these mammals receive a great deal of information from their surroundings every second. Tactics surprise bonuses of the Underground races (Shadow Elves, Humanoids, etc.) should not apply against animals, since the latter rely on more than just vision. Cut off from their sense of sight, humans and Demihumans are extremely vulnerable in the dark; animals, which rely on several senses, would be less so.

Critical hits:

This allows a strike against a specific body part. However, this is an instinctive attack for animals, not a learned one. **A critical hit is any successful attack that occurs on an attack roll that is 8 or higher than the number needed to hit, or on a natural 19-20 in any case**. Critical hits have special effects (see in the Line of Duty). Only animals with certain innate weaponry use these tactics. As usual, the DM™ must determine if a particular animal can use a special attack, as circumstances dictate.
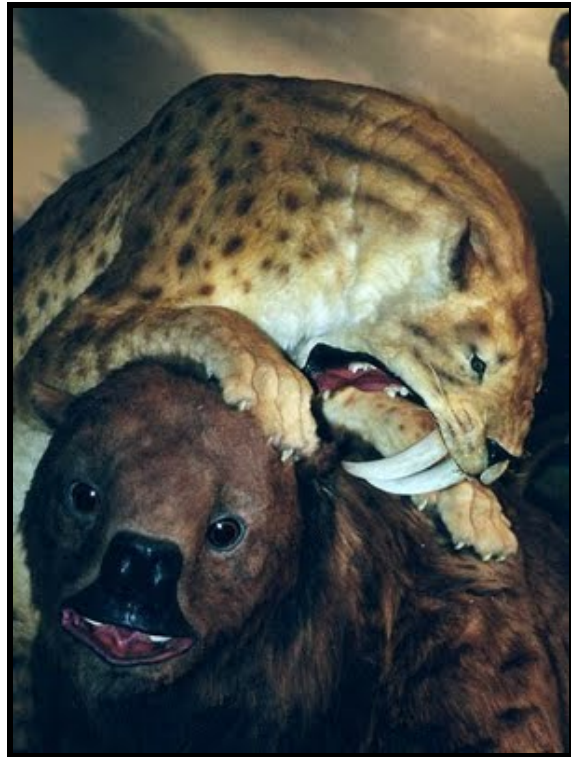
The use of special combat tactics turns an ordinary animal into a much, much more dangerous opponent. For example, a lion can leap onto a player character (possibly stunning him), use its claws to gain a possible bonus on the bite, use its bite to possibly gain a strangling hold, and still use its normal raking rear-claws attack. A buffalo can charge, gore, toss, and trample. Hyenas are deadly to low-level Halflings, thanks to the creature's snatch-and-run tactic. Animal-like monsters may use some of these tactics. For example, a hellhound is so much like a dog that it could use the strangling hold. The DM will have to judge each case. Even mundane animals can't use these tactics all the time, depending on the circumstances (e.g., a Halfling tied to a log can't be taken on a snatch-and-run attack). However, these tactics make mundane animals a much greater hazard. These most common of monsters have spent eons learning instinctive attacks, and should be allowed full use of them.

Biting bonus due claws:

Many animals have a claw/ claw/bite attack routine. Roll the claw attacks first. If both are successful, the bite attack gains a +2 to hit. In real life, claw attacks serve to give a secure grip for the bite.

Bears (all); Great Cats (all), Eagles (all), Hawks (all), owls (all); Apes (gorillas).

Bite and retreat:

Two very different animals use this tactic: poisonous snakes and Sabretooth tigers (Smilodons). Even the giant versions of the poisonous snakes are too small to swallow humans whole, so there is no reason for them to fight to the death. A poisonous snake's usual tactic is to deliver one bite, then retreat to a dark hole or brush, where they wait to see if the venom works.

Sabretooth tigers have been featured in fantasy novels for years, and the D&D game version is given hefty damage ranges. The reality is less exciting. Sabretooth cats probably ignored small, fast prey, concentrating on large, slow creatures. These cats did not leap on these animals and maul them to death. Instead, each used its sword like fangs to inflict a single pair of deep wounds in an unreachable area, such as the neck or rump. The cat then moved away and let the animal bleed to death. Every fight would be a risk for the creature, as when a tooth would break, he would die of hunger. For game purposes, assume that a critical hit inflicts a bite attack too deep to heal on its own; the wound then bleeds for 1d6 hp damage every round until bound or magically healed. A Sabretooth tiger would break a tooth on 5% chance per AV of the target above 4, when the creature moves fast, twists or similar, and would die in 1d4 weeks.

Sabretooth tigers (see Cats, Great—Smilodon), snakes (all poisonous), centipedes (all), spiders (all).

Charge:

Several large animals are capable of charging and ramming an opponent, as noted in their descriptions. If a monster can run toward its opponent for 20 yards (feet indoors), it inflicts double damage if it hits. A monster cannot charge in certain uneven types of terrain, unless it is accustomed to it: broken, heavy forest, jungle, mountain, swamp, etc.

This is devastating when used against humans, but it is rarely treated as more than a range of damage. On a successful charge attack, the victim will be thrown 1d6+4 feet, requiring a save vs. Paralyzation to avoid being stunned for 1-3 rounds. Some animals are capable of tossing an opponent on the charge (see following), but this occurs only on a critical hit on the charge.

Herd Animals (all horned: antelope, buffalo, cattle, sheep), Dinosaurs (all horned: Monoclonius, Styracosaurus, Triceratops), Pleistocene animals (wooly Rhino, Titanothere); Bulls, Giant Goats, Irish Deer, Rhinoceroses

Drowning:

This is a tactic used by crocodiles. These reptiles seize prey from ambush, attempting to get a firm hold with its jaws. On a critical hit, the crocodile's jaws are firmly clamped on the victim. The croc then drags the victim underwater. Once there, the victim lasts only a few rounds before drowning (the character is assumed to be exerting himself). Others may attempt to pull the victim free, but this requires at least 10 points of strength for every hit die of the crocodile. If the croc feels the prey being dragged away, it shakes the victim vigorously, requiring each puller to make a dexterity check or lose his grip; the shaking inflicts double bite damage to the victim in that round. If the victim is successfully pulled for two consecutive rounds, the crocodile gives up and releases its prey.
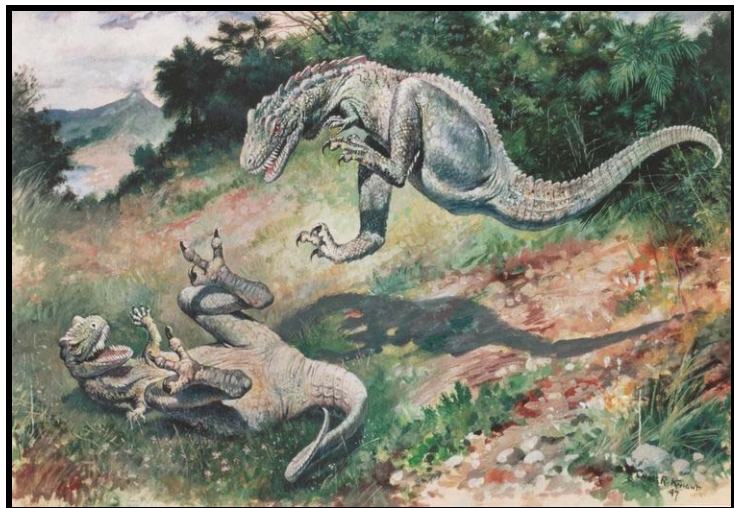

Crocodiles (all), Swamp Dragons.

Leaping/Dropping:

Many predators attack their prey from ambush, closing the distance by dropping on the prey from above or leaping. What the rules ignore is the impact of a heavy animal on an upright human frame. If the animal hits with both claws or makes a critical hit, the victim is knocked prone and must save vs. paralyzation or be stunned for 1-3 rounds.

Great Cats (all), Dinosaurs (Velociraptor, T-rex), Dogs (all), Hyenas (all), Wolves (all).

Snatch and run:

Fast, stout predators use this tactic. It can only be used against small and light prey, including gnomes and Halflings. The maximum prey weight allowed for this attack is 25 lbs. per hit die of the predator. This attack is done on the run, slowing briefly to make the attack, and the animal continues to run after the attack, successful or not. A critical hit (the animal may use only its bite attack) means that the animal has gotten a solid hold on its prey and inflicts automatic bite damage every round as the animal runs off with the victim in its mouth.
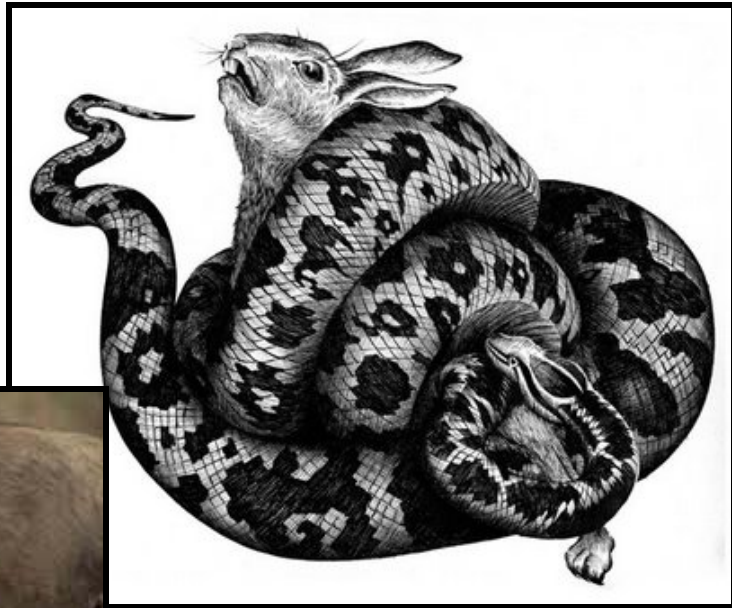
Dogs (all), Hyenas (all), Wolves (all).

Strangling:

Many predatory mammals do not kill by mauling their prey to death. Instead, they instinctively try to get a choking hold on the victim's neck, shutting down the air, blood, and nerve pathways. In game terms, a critical hit on a bite attack means that the animal has gotten a chokehold on the victim's neck; inflicting automatic maximum bite damage each round the chokehold is maintained. This tactic can't be used against characters with full helms, plate mail, plate armor; or similar protections, as the neck is too well protected.

Bears (all), Great Cats (all but Smilodon), Dogs (all), Hyenas (all), Wolves (all).

Tossing:

Large animals with horns often have a charge attack. Some of these animals are capable of tossing characters into the air. If these animals make a critical hit on the charge, use these tossing rules instead of the charge rules given above. The victim is thrown 1d6 +4 feet into the air and must save vs. paralyzation at a –2 or be stunned for 2-5 rounds.

Herd Animals (buffalo, cattle), dinosaurs (all horned); Bulls, Rhinoceroses.

Trampling:

Many creatures are capable of trampling humans, as noted in their descriptions. While this is a damaging attack, it is also a potentially immobilizing one, due to blows to the kidneys or lungs. In game terms, there is a 2% chance per hit die of the animal that the victim is stunned for 1-3 rounds with each successful trampling attack. Some monsters try to use their large size to crush their opponents. When trampling, a monster gains a + 4 bonus to its attack roll if the victim is man-sized or smaller. Some groups of animals (herds) may also trample, usually inflicting 1d20+HD points of damage through sheer number rather than large size.

Herd animals (all), Dinosaurs (all of size L or larger), Elephants (all), Horses (all), Pleistocene animals (Baluchitherium, Titanothere, Wooly Rhino); Stags (all); Bulls, Giant Goats, Hippopotami, Irish Deer, Giant Rams, Rhinoceroses (all).

Special Defenses;

In addition to good armor classes, high Hit Dice totals, and special attacks, some monsters have the additional special defenses of immunity to normal weapons and spell immunity. Special defenses are precisely that, and again are detailed in The monster description. The creature's senses are listed here if they are different then normal animals. (See above.)

Immune to;

Many enchanted monsters are completely immune to the effects of normal (i.e., nonmagical) weapons. These creatures are especially dangerous to low-level characters that are less likely to have magical weapons available. Some of these creatures (lycanthropes, for example) are vulnerable to silver weapons, while others are even immune to some magical weapons. For instance, some monsters are immune to normal weapons and weapons of up to a +1 magical bonus, a +2 bonus, or more. The greater the immunity, the more dangerous the monster is. Monsters with these immunities have an asterisk (*) beside their name in the monster listing.

The spell immunity defense may take many forms. Undead are immune to all forms of charm, sleep, and hold spells; many fire-using creatures are immune to fire-type spells. Some powerful creatures may be immune to spells of low power, such as all 1st and 2nd level spells, possibly in addition to immunity to a specific type of spell. When spell immunity is mentioned, it applies to all spell-like effects as well, including those produced by monsters or devices. For example, immunity to all 1st-3rd level spells also confers immunity to fireballs from a wand or staff (since fireball is a 3rd level spell). However, Dragon breath is a natural ability of dragons, not a magical one, and is not affected unless a description mentions it specifically.

Extra Vulnerable to;

As some creatures are immune to a specific attack form, they are also often more vulnerable to another. Plants resist blunt attacks better, but sustain more damage by fire or are easier to damage by it. Elemental creature sustains more damage by the element that is dominant to them. All these weaknesses are listed here. The players-characters, should find these only out through research, or try-and-error.
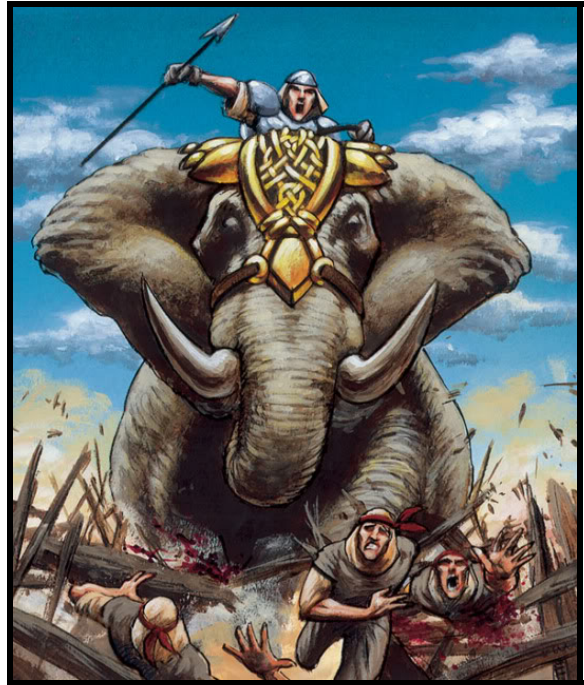
Turning as;

This gives the basic chance of which a clerical Turn Undead attempt can be made, in the normal table format as given in the Turn Undead Table of a Cleric able to Turn. Penalties can be imposed, due to evil areas, planar borders, immortal biases, undead lieges and wild magic (DM!!).

Holy Water

This gives the basic damage the creature suffers when exposed to Holy Water. Unholy water will give the reversed effect (yes it will heal Undead). Holy items will give the same basic amount of damage as Holy Water, but can be enhanced by further magic (or decreased).

Horror Rating

This is the number used in the penalty of the saving throw vs. fear, needed when the creature is encountered first or under special circumstances again (with former failed saves etc.). The DM guide will explain this in detail.

AM   Magic Resistance

Anti-Magic (AM) or Magic resistance is the percentage chance that any magic Cast upon the creature will fail to affect it, even if other creatures nearby are affected. If the magic penetrates the resistance the creature is still entitled to any normal saving throw. Creatures may have resistances to certain spells; this is not considered "magic resistance," which is effective against all spell. A creature with "nil" magic resistance receives any normal saving throw allowed.

ML   Morale

This optional rule measures the monster's courage in combat. Whenever a monster needs to make a morale check (see the "Morale" section of Chapter 8) the DM rolls 2d6 against the number shown on this line. If the result is greater than the morale score, the monsters try to run away or surrender. Otherwise, the monsters continue to fight. If the monsters are encountered in their lair or have special leaders, raise their morale scores by 1 or 2 points. Monsters   are   not   always ravenous beasts that automatically attack PCs and ferociously fight to the death. Monsters may be friendly or unfriendly, wild or tame, normal or bizarre. Some will be random, dangerous encounters; some will be long-term enemies of the PCs; some will be one-time or permanent allies of the PCs. The Monster Reaction Table and morale can be used to determine how monsters respond to the PCs at first if desired.

SV;   Save As

This line shows you the character class and level at which the monster makes saving throws. For example, if the description says "Save: F7," then the monster saves as a 7th level fighter. Refer to the applicable character class description to find the exact saving throws the monster uses. As a rule of thumb, unintelligent monsters usually save as fighters of half their monster level. Some monsters may have special adjustments to some saving throws, as given in their descriptions.

XP;   XP Value

This line indicates the experience points to be awarded for the defeat of one of that type of monster, but not necessary killing the monster. However, the DM may modify this result based on the degree of challenge, the encounter situation, and for overall campaign Balance. Give more experience points for monsters in "tough" encounters, such as an attack on a well-defended lair, or less experience points for encounters where the monsters never get to bring their abilities into play. A 20th level fighter killing a clan of 200 kobolds pestering the neighborhood should only get their original XP when the fighter has trouble succeeding in its task. A wizard fireballing the lair and thus killing the kobolds in a single strike would get minimum, or even no XP, as he took no risk in defeating them. On the other hand, a bunch of 1st level adventurers, stumbles in the rainforest upon a wandering beholder. While shitting their pants, they succeed to remain hidden. The dm should award the characters than with at least 25% (of the xp value gained as if killing the creature) even when no weapon was drawn, for the group would (if correctly playing the monster) never had a chance in real combat at such a low level.

Asterisks and Special Abilities

One asterisk is placed by the Hit Dice of a monster for each of its special abilities. Generally, a special ability is a power that can be used in melee, but which is not characteristic of basic survival skills. For example, a flying creature does not get an asterisk for good maneuverability, but it may have a swoop ability. Any creature able to cast spells gains one asterisk for each two spell levels that it can memorize (round up; a magic-user who can memorize up to 3rd level spells gets 2 asterisks). *A spellcaster's experience level is used for the calculation, instead of his or her Hit Dice.* If a creature has magical items with attack powers, add one ability for each combat ability if such an item. Defensive and miscellaneous effects should add no asterisks unless they have some real effect on the encounter.

Any creature with spell-like *attack* powers gains one asterisk for each such power. For example, the wight's ability to drain experience levels is a spell-like attack power. Again, defensive or miscellaneous spell-like powers do not normally add asterisks, though certain exceptional defenses may do so.

Modifying XP Values

You may modify the experience point value of any creature if it proves tougher or easier to defeat than its abilities would indicate. For example, defeating a 36th level magic-user would normally bring a total of 35,000 experience points. It would be counted as a 36 HD creature (base 6250 XP) that can use up to 9th level spells (5750 XP per asterisk times 5 asterisks = 28,750 XP). But if the party *disintegrates* him by surprise before he can cast a single spell, they should earn less XP—for instance, the base 6,250 experience points, with the characters receiving no points for the victim's spell powers. The DM can add or subtract asterisks for exceptional defenses *relative to the PCs' party.* For example, a gargoyle gets one bonus for its immunity to normal weapons, since low-level characters (its usual foes) are usually equipped with few, if any, magical weapons. But when highlevel characters face gargoyles, this defense is no longer exceptional; the DM may accordingly decide to remove the asterisk bonus, thus reducing xp gained, by defeating it.

Experience Points for creatures Table		
HD	Base XP	XP/asterisk *
0-1	5	1
1	10	3
1+	15	4
2	20	5
2+	25	10
3	35	15
3+	50	25
4	75	50
4+	125	75
5	175	125
5+	225	175
6	275	225
6+	350	300
7	450	400
7+	550	475
8	650	550
8+	775	625
9	900	700
9+ to 10	1000	750
10+ to 11	1100	800
11+ to 12	1250	875
12+ to 13	1350	950
13+ to 14	1500	1000
14+ to 15	1650	1050
15+ to 16	1850	1100
16+ to 17	2000	1150
17+ to 18	2125	1350
18+ to 19	2250	1550
19+ to 20	2375	1800
20+ to 21	2500	2000
every HD21+	+250	+250
every HD+ is counted as the next higher category		

Tt;   Treasure Type

To find out how much and what type of treasure is being guarded by the monsters, compare the letter given here to the letters on the Treasure Types Table (both Treasure Carried and Treasure in Lair) from (chapter 16-Rules encyclopedia or DM Guide) or use the treasure generator (software Help to D&D).. "Nil" indicates no treasure. A wandering monster with no letter in parentheses will have no treasure.

Most treasures are carried by individuals; treasure types appearing in parentheses are typically found in the Lair. If individual treasure is indicated, a single monster may carry it (or not, at the dm's discretion). Major treasures are usually found in the monster's lair; these are most often designed and picked by the dm. Intelligent monsters use any magical items present and try to carry off their Most valuable treasures if hard pressed. If treasure is assigned randomly, roll for each type possible; if all rolls fail, no treasure of any type is found. Treasure should be scaled down if only a Few monsters are encountered (fewer than the typical encounter, that is). Large treasures are noted by a multiplier (x10, for example). Do not use the tables to place dungeon treasures, since the numbers Encountered underground will often be much smaller. Use only these letters, never those given in other variants of D&D, as the different systems do not balance out in treasure in basic D&D.

a SPLENDID FEAST · CROWN · WIZARD'S KEY · an Ancient RELIC · Dragon Slaying BATTLEAXE · the flaming SWORD · SCROLL of BLESSING · GOLD COINS · SEVEN-LEAGUE BOOTS · the RING of SHADOWS

Weight

For some creatures the average weight or a random calculation method is given. This is needed to determine the amount of food that can be taken from the creature's remains. When not given, 1 standard day-ration per HD can be at most taken from the remains. However, these can be unpalatable, inedible or even poisonous. The DM must fill this in according to the creature's description. When characters want to pull the corpse away (to show off in the village, or similar), take an average from the average weight of a human (2000cn-200LBS, or a horse 5000cn-500LBS). When a creature is 6 times in volume bigger than a horse (thus 6 horses would equal its total body mass) it would weigh 6 x 500 LBS = 3000 LBS. Flying creatures would weigh 50% less, water creatures up to 100% more.

Description

This is a general description of the monster's habits, appearance, special abilities, and behavior. In the description, you may find any of the following terms. The text begins with a short introduction describing the monster's appearance and any languages it happens to speak, followed by the sections outlined below: Variations of a monster are given in a special section after the Main monster entry.

Combat

This defines special combat abilities, arms and any Tactics.

Habitat / Society

This outlines the monster's general behavior, Nature, social structure, and goals. In some cases, it further describes their lairs (the places they live in), breeding habits, and reproduction rates.

Ecology

This describes how the monster fits into the campaign World, lists any useful products or byproducts, and presents other miscellaneous information.

Main Predator

This includes the creatures that mostly hunt for this creature. These can be specialists living solely off the creature or the creature belongs somewhere in the line of diet of the Predator. This does not mean that other predators won't attack this creature, but only that these are mostly preying upon the creature (and thus found nearby, somewhere in the region).

Main Prey

This includes the main creatures the creature prays upon. This does not mean that the creature does not eat other species, but that the named creatures are its favored prey (and thus found nearby, somewhere in the region).

Dm tips: Getting more from your monsters

As a DM, do you want about having too few monsters to keep Players on their toes? Certainly, the D&D game offers a dizzying array of creatures, and you could consult other monster-filled appendices. But consider this: most action adventure writers manage with just one monster to pit against their protagonists: other human beings. Even without hundreds of Dragon species, writers of novels and screenplays find plenty of ways to entertain their audiences. That's because each human villain vanes from the last; they are not cut from the same cloth by the same principle, with a little innovation and imagination, even mundane monsters can offer a new surprises. The following text offers suggestions for getting maximum adventure from the creatures currently at your fingertips. The given monster descriptions are guidelines. The DM can change details of any individual monster to suit the needs of the campaign or or of a specific adventure. Unexpected changes add new levels of excitement and mystery.

Basic Ways to Vary Monsters

1. Change the Physical Description.
• Arctic snakes that have white fur but are otherwise identical to rock pythons.
• Oxen crossbred with gorgons, resembling the former, but with the statistics and breath weapon of the latter.
• A tribe of small cannibals: short and wizened bald men with bushy eyebrows, red tattoos of serpents on their arms, and filed teeth (kobold statistics).

2. Add Special Abilities.
• Skeletons that hurl their finger joints as magic missiles *
• A larger than average basilisk, such that saves versus its Petrification are at -2.
• A Halfling village whose militia is + 2 with slings instead of + 1.
• Winged elves with a flying move of 150' (50').

3. Take Details From Nature.
• Spiders that throw nets of web (up to 120') to snare their prey.
• Snakes, such as the poisonous coral snake and the harmless king snake, told apart by the order of their colored banding.
• Flying squirrels (possibly carnivorous or rabid) that glide to attack intruders.
• Creatures using natural behavioral patterns: such as hunting packs that drive the prey into ambush set by other pack members; or animals that threaten and retreat instead of mindlessly attacking.

4. Use Unusual Tactics or Weapons.
• A giant "bags" characters with a giant sack instead of using a weapon.
• An ogre uses an unusual club (the only oar of a boat the party finds later).
• Kobolds use flasks of flaming oil and pit traps that open when someone heavier than 50 pounds steps on them.
• Arctic cavemen pelt the party with bladders of seal blood, which attracts ravenous polar bears.
• Hobgoblins set spears against party charges, while their archers fire overhead.
• A wizard owns a pair of charmed and hasted hydras.

5. Create NPC's With Special Attack Forms.
• The King's Executioner, who has a +2 attack bonus with his axe, and chops off a man-sized opponent's head on a natural roll of 20.
• An orc cook carrying a pan of grease, who will throw it in front of the party before he runs away (PCs slip, slide, and possibly fall if they pursue).
• A Lawful archer, who can shoot a weapon out of someone's hand, sever a rope, or make any other type of nondamaging shot with his normal attack roll.

6. Reverse Party Expectations.
• An ochre jelly hiding up a chimney; soot covered, it looks like a black pudding.
• A gnoll leader that, when it sees the party, snarls: "It's about time you got here. Fall in and follow me . . ."
• A room with giant spiders that has reversed gravity (the spiders look right side up, but are actually on the room's ceiling).

7. Create Campaign-Based Cultural Details.
• A local encounter table that changes the frequency of monsters, including (or excluding) certain creatures. Special NPC's can be added to such tables.
• A hidden sect of druids who are Chaotic and evil due to an ancient curse.
• Orcs with different tribal traits:
1. Orcs of the Red Hand seldom run in combat (+ 2 morale bonus).
2. Orcs of the Crooked Tooth are cowardly and won't attack unless they have at least 2-to-l odds. They are especially treacherous and untrustworthy, even for Orcs.
3. Orcs of the Yellow Eye are assassins who prefer garrotes and blowguns. They are seldom seen; many have clerical spells. Each has a small dagger tattooed somewhere on its body.
4. Orcs of the White Mountain use black-fletched arrows. They always keep their word once they give it, and suffer no penalty in bright light.

8. Make Special Combination Monsters.
• Pixie archers riding giant bees.
• A troll lord with a ring of acid resistance, and horn of blasting, riding a giant slug.
• A medusa with twice normal hit dice, armed with a magic bow and poisoned arrows + 2, and immune to the effects of her reflected gaze.
• A symbiotic black pudding shaped like a black dragon that spits green slime.
• An obsidian golem that shatters when slain, revealing a bronze golem inside. This belches out small (2-3 Hit Die) fire elementals each round until slain.

The most important thing to remember about changing monsters is that the party will be set up by their familiarity with the existing monsters. Have fun! Sometimes a more detailed approach to changing monsters in useful. The following optional rules can be used if desired.

Age

Consider the average number of hit points per Hit Die as a reflection of a monster's age. A newborn creature would have 1 hit point per Hit Die (the minimum) and gradually gains more hit points as it ages. The average score (4 1/2 points per die on the average) is reached at the prime of life: a mature, well-developed creature just approaching middle age for its race. After that point, hit points usually decline, reaching as few as twice the minimum (newborn) hit points. Defeated monster should only be worth their full, listed XP value when at full adult hit points; you can reduce the XP value when a monster is too young or told to have full hit points by 50 to 90%. Monster size also often varies by age, beginning at 10-25% of adult size, growing to adult size and shrinking to 90% of adult size in old age.
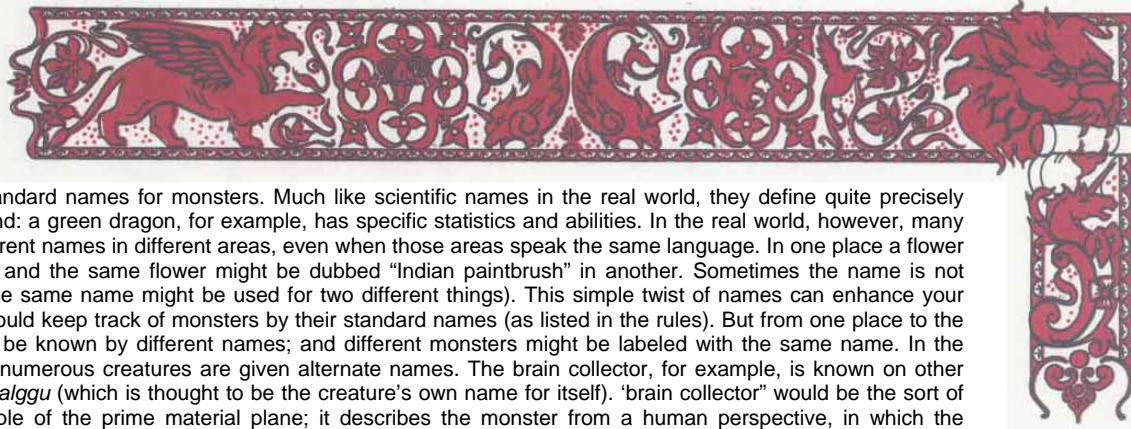
Environmental Variations

Monsters may easily be adapted to different environments. Under water, for example, players would expect the usual predators—fish, shark, octopus, etc.—but might be surprised to find underwater forms of birds, dragons, people, undead, and so forth. These variations should be the same size as their upper-world cousins, but with a few difference suitable for their adaptation to the new environment. The DM might decide to allow special water breathing creatures to venture into new territory only when conditions permit them to survive normally. Dense fog, pouring rain, deep snow, or other wet weather conditions might permit water creatures to be found wandering nearly anywhere. Snow sharks, their fins breaking through the drifts, might prove quite hazardous to travelers in the winter months. Giant jellyfish might be found floating about on low cloud cover, their tendrils trailing down in the rain, snagging passers-by. Remember that in adapting monsters to new conditions, the DM is not bound by limits of our normal world. But the DM should try to find logical reasons within the framework of fantasy world for why and how these unusual situations come about. Although it may be easier to just toss things in without worrying about reasons or consequences, "rational fantasy" can provide much more entertainment all around.

Monster Spell casters

The use of magical spells is not limited to humans and elves. Many humanoid races have their own magic-users, clerics, and even druids. A nonhuman cleric or druid is known as a *shaman,* and a nonhuman magic-user as a *Wokani.* Shamans and Wokani do not know all the usual spells. The spells they do know often cast in an unusual manner, involving dancing, shouts and howls, and waving strange items. The nonhuman spell casters that are known are listed below (under "Maximum Spellcaster Ability"), along with the maximum levels attainable by each. Some individuals may be both classes (a shaman/Wokani), but then the maximum level for each class is then half what is listed. Note that most nonhumans in a tribe or lair know nothing of magic, and may fear or distrust it; only the rare shamans and Wokani know how to use it. These Spellcaster often their skills to rise positions of power within their tribes. Only one nonhuman in 20 is a Spellcaster, and many groups have no Wokani, only a shaman. The spells usable by shamans and Wokani are listed in The Ultimate Spellbook or the pages of Virtue under "Spells Usable by Shamans" and "Spells Usable by Wokani"). Shamans and Wokani do not know, and can't learn, spells other than these. Only some Shamans and Wokani can read scrolls, but all may use other magical items. A shaman can use any clerical item; a Wokani use any item usable by a magic-user. A shaman or Wokani normally has 3-8 hit points per Hit Die (1d6 + 2 instead of 1d8), and gains a + 1 hit point bonus per Spellcaster experience level (even if the total exceeds the normal maximum for the monster type). *Important Note:* The tables, for the most part, does not list monsters that can cast spells as full members of the appropriate character classes—for instance, men, liches, devilfish, sphinxes, etc. Such creatures are not limited to the spell lists for shamans and Wokani.

Monster names

The D&D game rules use standard names for monsters. Much like scientific names in the real world, they define quite precisely what sort of creature is at hand: a green dragon, for example, has specific statistics and abilities. In the real world, however, many animals and plants go by different names in different areas, even when those areas speak the same language. In one place a flower might be called "hawkweed," and the same flower might be dubbed "Indian paintbrush" in another. Sometimes the name is not accurate (in the sense that the same name might be used for two different things). This simple twist of names can enhance your fantasy game. As dm, you should keep track of monsters by their standard names (as listed in the rules). But from one place to the next, the same monster may be known by different names; and different monsters might be labeled with the same name. In the monster entries in this book, numerous creatures are given alternate names. The brain collector, for example, is known on other planes of existence as *neh-thalggu* (which is thought to be the creature's own name for itself). 'brain collector" would be the sort of name used by common people of the prime material plane; it describes the monster from a human perspective, in which the monster's unsavory gathering of brains is the primary consideration. Characters who have traveled the planes, however, might call the monsters neh-thalggu. Or, imagine the village, which calls the local wyvern a "dragon." The villagers have probably never seen a real dragon, but they have heard of them-and in their eyes, the descriptions of dragons match this winged reptile that steak their live- stock. If the villagers persuade the player characters to rid them of the "dragon," how will the expectation of a real dragon affect events? Will the heroes attempt to parley with a stupid beast interested only in sheep for dinner each day? Will they expect a great hoard of treasure? If your players do not know exactly what to expect, the game will be filled with more suspense. Players who are familiar with the rules and monster descriptions will have to be a lot more careful, too.

Another colorful way to use names and monsters is to give individual monsters a proper name and a reputation to match. For example, perhaps the heroes learn of arkathog the hungry, an ogre whose name is used to frighten local peasant children who would rather not eat their vegetables. A monster with its own name, and even a reputation, is much more interesting to confront.

Terrain modifications

Monster descriptions include a note about preferred terrain. You can get more mileage out of the monsters by adapting them to reflect alternate habitats. Some monsters in this appendix are examples of creatures that have been modified for a different terrain: the velya is an aquatic version of the vampire, for Example. Since vampires cannot cross running water, a new Description was warranted to include appropriate modifications. Other monster descriptions include variant forms whose Attacks reflect their terrain. For example, the marine decapus can make more tentacle strikes than the land decapus, because the land decapus must use at least one tentacle to support its Body or hang from a tree. Just because variants have not been provided for different terrain does not mean you cannot make them yourself. In fact, you should. Take a monster and give it white fur and other minor Changes and you've created an arctic variety. Take a surface animal or fish and give it pale skin and blind eyes, and you've created a deep cavern version. Give a land monster gills and fins, and an aquatic variant springs into being. In many cases the changes will be purely "cosmetic": coloration, fur. Sometimes-as with the decapus and velya-more Substantial changes are required in order to account for the Strategies and special strengths and weaknesses of the creature. In your notes for play, be certain to record such things. Substantial changes in special attacks, defenses, strengths, and vulnerabilities may also affect the *xp* value of a monster.

Special twists

Faced with jaded players! Spice up existing monsters with special twists, *so* they are not what they seem. You can give monsters disguises, unusual appearances, special abilities, tools, Weapons, or even the ability to use magic (creating humanoid Spell casters, for example). Look at the entry for Ararat in this Volume. Essentially, a ghoul with special twist. Note that a special variant can be twice as surprising to char- or twice.

Unique monsters

In myth and legend, monsters are often unique. Medusa and Pegasus were individuals in Greek myth, not monster types. Following mythic precedent, you can make up unique monsters of your own or decide that certain published monsters are Unique. One monster in this appendix that might, for instance, be unique in your game world is the gray philosopher. Consider the situations:

Option one, not unique: "*here comes a gray philosopher. We pull out our +2 swords and attack.*"

Option two, unique: *Here sits Telarxes the wicked, pondering the decay and fall of the centuries-gone theocracy he once ruled. . !!*

The latter choice seems much more colorful, does it not? Note that it includes a personal name, following a tip described above. Combining these ideas is a good plan!
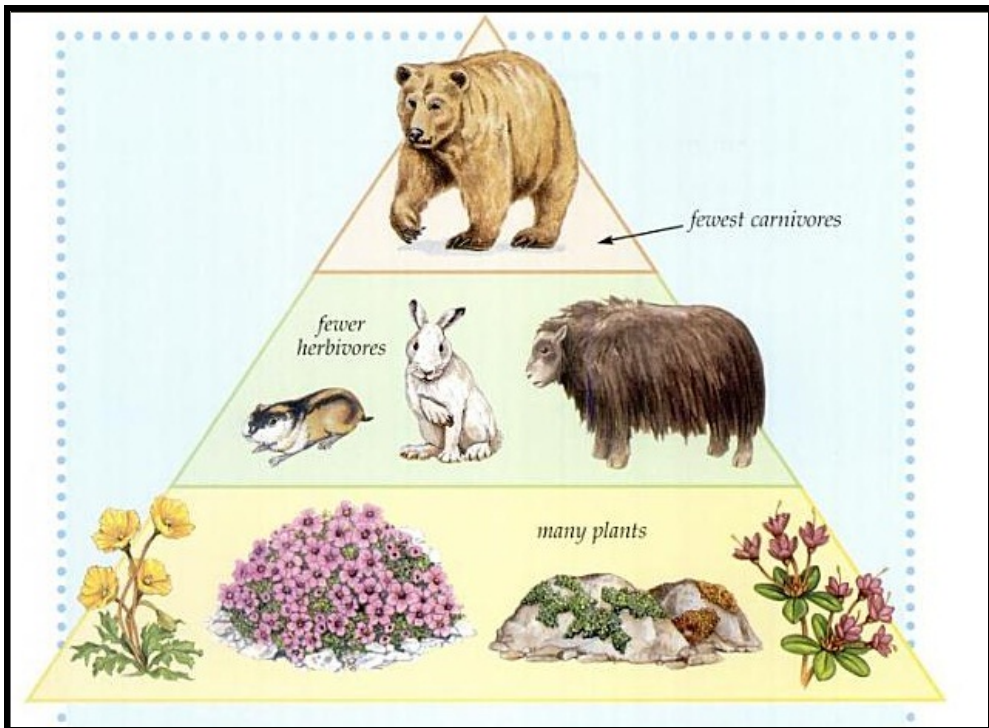
Different interpretations

Many D&D game monsters are derived from myth, legend, and folklore. These sources are not in agreement about their Monsters. Just because the D&D game adopts one interpretation of a mythical monster does not mean you cannot try others. When you discover different ideas about D&D monsters, feel free to design your own variants.

Special tactics and characterization

Whenever possible, you should devise special tactics or characterization for any monster. Instead of drawing up your dungeon Or wilderness and just noting the abbreviated monster statistics, Decide how each monster reacts to adventurers. What special Tactics might it boast that have allowed it to survive this 10%- Tactics that will make it difficult to defeat? Does it have traps, Escape routes, special weapons, or allies? With forethought, Even a clever kobold could make for an adventure in itself, as it Trips up the designs of the player characters. Many monster descriptions herein include detailed notes on how these monsters deal with opponents. Do not be constrained to those tactics alone; surprise your players!

Limiting the cast

The D&D game puts many monsters at your fingertips, but you don't have to use them all! In fact, there are some good reasons why you might prefer to limit the cast of monsters in your own campaign. A very real danger in running a D&D game is that, by braving such a plethora of beasts, you will ruin the sense of realism in the game. Remember the food pyramid: there are thousands of plants, plenty of herbivores, and far fewer predators. Fewer still would be creatures that only eat beings high on the Food chain (such as humanoids). By this reasoning, the most vicious monsters in your world ought to be the rarest. And they c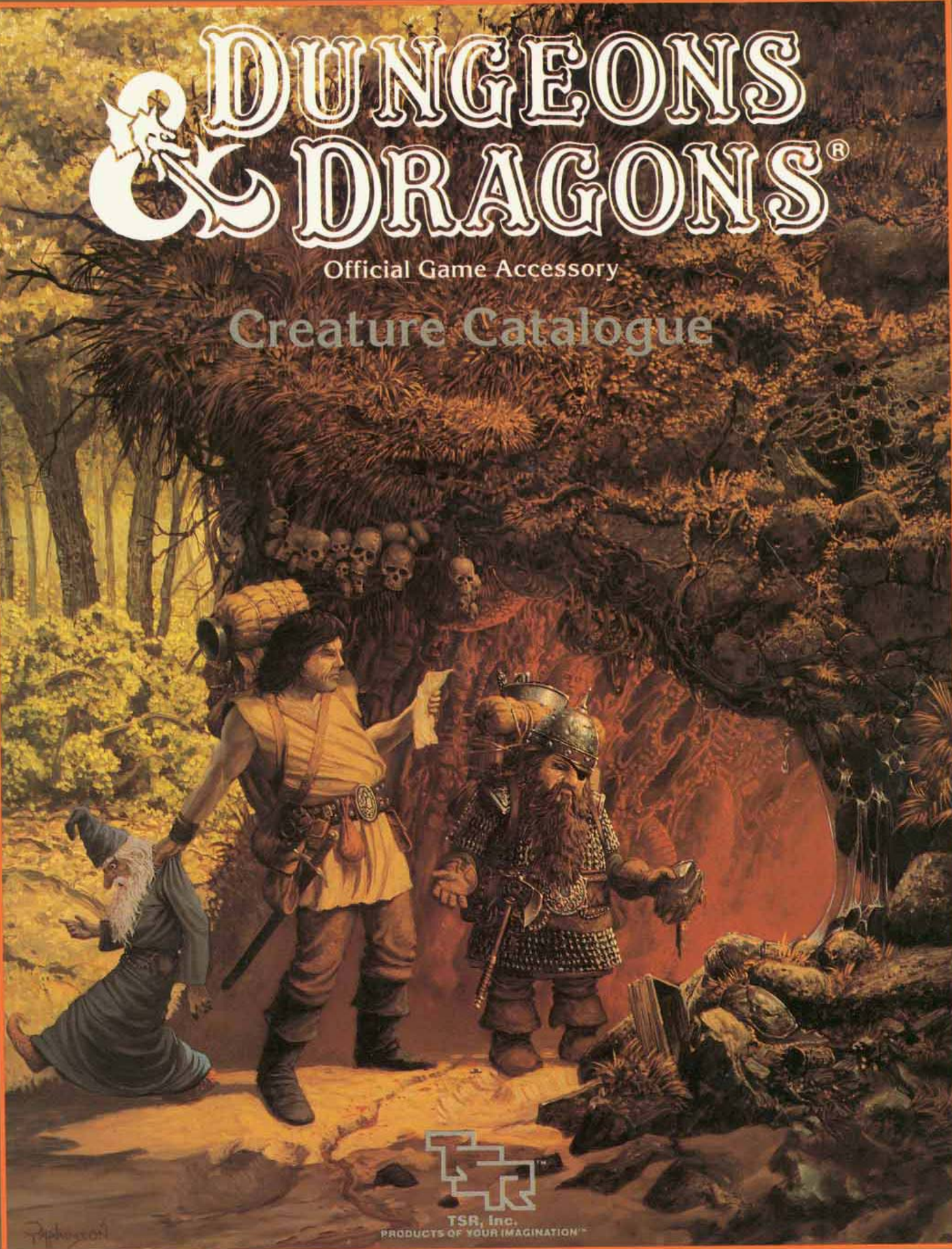ompete fiercely for the limited food supply. This means that the creatures that are not well adapted will succumb to extinction (or at least live in marginal ecosystems, the border areas where they may have some special advantage), while those best adapted will tend to flourish. Look at the Sprackle, a bird described in this appendix. It appeared recently on Mystara, created by magical circum- stances. Its Lightning Bolt ability makes it more powerful than the birds that compete for its ecological niche. At the present, there simply are not enough of this new species to go very far, but as Sprackles prosper and reproduce, they will spread. In due time they may drive a more "mundane" species of bird into extinction. A DM who does not want the sprackle to become a dominant species could decide that some special vulnerability limits the birds' number-perhaps a virus that does not affect normal Birds, or an unusual predator that gains sustenance from the Sprackle's inherent magic. If you limit the range of monsters normally encountered by Player characters, you can use the ideas outlined above to make Individual encounters more interesting. And, when the player characters meet something unusual (perhaps a monster from another Plane, or a creature flourishing in a marginal area or "lost" location), the encounter will have greater impact and significance.

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