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Tome of Monsters

by Halaster Blackcloak



A compendium of creatures evil, chaotic, and collectible, as discovered and catalogued by the Lord of Undermountain!

Compatible with AD&D 1st and 2nd Edition Rules

Halaster Blackcloak's Tome of Monsters

This tome is a record of my travels to other worlds and other planes, and an accounting of the various and interesting monsters I have encountered and brought back with me to populate my dungeon on Toril, known as the Ruins of Undermountain. In the pages to follow, the reader will find useful information concerning the origins, habitats, and abilities of these creatures.

Great care has been taken to supply an accurate description of these rare and wondrous beasts. However, not everything I know of them has been revealed. Reference this work at your own risk!

Halaster Blackcloak

Body Snatchers

Climate/Terrain: Any
Frequency: Rare
Organization: Solitary
Activity Cycle: Any (usually night)
Diet: Animals, plants
Intelligence: Genius (17-18)
Treasure: Nil
Alignment: Chaotic Evil

No. Appearing: 1-6
Armor Class: 4
Movement: 10
Hit Dice: 10
Thaco: 11
of Attacks: 3
Damage/Attack: 1d6+3
Special Attacks: Poison, Body Possession,
Slow
Special Defenses: Immunities, +2 weapon to hit
Magic Resistance: 30%
Size: L (8')
Morale: Fanatic (17-18)
XP Value: 16,000



Appearance: Body Snatchers appear as large, rubbery-skinned columns with multiple, small-clawed hands (2) on each side as well as two tentacles (12' length) that end in barbed claws. They slither along the ground almost like snails. The head appears as a grotesque brain-like bulb with two antennae on top, 3 cat-like eyes arranged across the front, and tentacles hiding its mouth (similar to mind flayers).

Combat: If possible, a body snatcher will cast a *slow* spell on its opponents before engaging in combat. This is cast at 10th level. After *slowing* the opposition, body snatchers usually begin combat by striking with their tentacles. If these hit, there are two modes of attack it may use. If their goal is simply to kill the opponent, they do 1d6+3 damage (STR 18/75) for each tentacle that hits, plus they may elect to inject a poison into the victim through the barbed end of the tentacle. The poison is a powerful neurotoxin and affects the nervous system, causing paralysis and death. If only one tentacle injects venom, the victim must save vs. paralyzation with a -2 penalty or become flaccidly paralyzed (limp, unable to move) for 2d6 hours. If both tentacles hit and inject venom, the victim must also save vs death magic -2 or die from respiratory paralysis within 1d4 minutes. A *slow poison* spell will of course prevent death for the duration of the spell, if cast before death occurs. The spell has no effect on the paralysis. A *neutralize poison* spell negates all effects of the venom.

However, body snatchers prefer to use their primary power, which is possession. To do this, a body snatcher must hit a victim with at least 1 tentacle. The body snatcher then draws close to the victim's body, in an effort to merge with him. The victim must make a special saving throw to avoid this. This is determined by combining the victim's CON and WIS scores and dividing by two $((CON+WIS)/2)$. For calculation, round down the result. The victim must roll this score or lower on d20 to avoid possession. Failure allows the body snatcher to morph itself into the victim's body. No one knows the mechanism behind this. The body snatcher simply melds into the victim's body, and it becomes impossible to tell, except for a small telltale sign of a vacant stare, which the victim tends to drift in and out of (a result of the struggle between the two minds and bodies), that the victim is possessed.

While possessed, the victim is totally under control of the body snatcher, who will use the victim to achieve its goals, which often involve setting up allies of the victim and leading them into ambushes designed to allow other body snatchers to possess the original victim's teammates. The body snatcher knows anything the victim knew, including command words, secrets, etc. Victims with both WIS and CON scores above 12 are allowed a saving throw vs paralyzation each day, starting 24 hours after the possession takes place. If successful, the victim is able to expel the body snatcher. The body snatcher is unable to attempt another possession of that character for at least 24 hours. However, it can engage in combat with the now free character if it so desires. The body snatcher to avoid discovery often kills victims in this position.

During the period of possession, casting a *dispel evil* spell against the victim will allow another saving throw to escape the possession. The creature will be unable to possess that character again for 24 hours, but it may engage in combat or try possessing another character. A holy word spell drives the creature out with no saving throw whatsoever. The creature will also be forced to flee, unable to possess or engage in combat unless pursued. An *abjure* spell will send the creature back to the foul plane from which it originates (if successful), ending the possession.

After expelling the creature (regardless of method - spell or saving throw), the victim remains in a feeble minded state until healed (via *heal*, *restoration* or any other means of healing feeble-mindedness).

Note that in all cases, the creature's 30% magic resistance may negate any spell cast at it. While possessed, the character also enjoys a 30% magic resistance, though this may work against him, as in the case of healing spells or spells cast to drive the possessing creature out. The victim is also immune to mind altering spells or telepathy while possessed.

Body Snatchers are immune to polymorph, poison, cold, and mental attacks/telepathy. They take no damage from blunt weapons, but full damage from slashing or piercing weapons. If the victim is killed while possessed, the body snatcher also dies and is expelled from the victim's body.

Habitat/Society: Sages speculate that body snatchers are demonic creatures, originating in the Abyss. They seem to appear in small groups of 6 or less. It's rare to encounter a solitary body snatcher. These creatures try to merge with humans or humanoids whenever possible, infiltrating society in order to further their own evil agendas. What these agendas may be is anyone's guess. However, they do exhibit a tendency towards dominating pockets of elite amongst any particular society, for example the king and his court and advisors or a powerful adventuring group. Rumors have been heard of entire towns possessed by these evil creatures.

Ecology: When not possessing humanoids, body snatchers may be found in any environment, though they tend to favor hot, humid climates. Therefore, they are more likely to be found in jungles and swamps than other areas. According to some sages, these creatures serve the demon prince Demogorgon. Because they appear in such small numbers on the Prime Material Plane, they have little impact on the ecology until they begin possessing humanoids. They are able to live on any sort of organic diet, eating plants, animals, or even rotted organic matter.

Variants: None known.

Black Cube

Climate/Terrain: Any
Frequency: Uncommon
Organization: None
Activity Cycle: Any
Diet: Magic
Intelligence: Non- (0)
Treasure: Nil
Alignment: Neutral

No. Appearing: 1-4
Armor Class: 5
Movement: 12
Hit Dice: 10
Thaco: 11
of Attacks: 1
Damage/Attack: 1d8
Special Attacks: Absorb/negate magic
Special Defenses: See below
Magic Resistance: 75%
Size: L (10')
Morale: Steady (11-12)
XP Value: 3,000



Appearance: As their name implies, black cubes appear as dark cubes that are 10' tall and 5-10' wide (they can shift their size to accommodate their surroundings). What they are made of is unknown. They defy many known laws of nature. Some sages speculate that they're made of quasi-magical matter. In any case, they're a dark, flat black color, and hence nearly invisible in low light situations.

Combat: Black cubes attack by passing through opponents. Unlike a gelatinous cube, victims do not get "stuck" in a black cube. Instead, the cube passes through the victim as if immaterial, absorbing magic as it passes. When this happens, the victim takes 1d8 damage from the stunning/chilling effect. Spell casters who experience this find that they have all spells wiped from their minds, and must re-memorize them in order to cast them. In some unknown manner, the black cube absorbs the magical energy of the spells from

the victim's mind. Likewise, any spell in effect while the black cube passes through a victim is negated. For example, a *hasted* fighter would no longer be *hasted* once a black cube passed through him.

Magic items such as scrolls and potions are negated (ruined) by this attack, with no saving throw. Permanent magic items such as swords or staves get to make an item save vs. lightning to avoid being permanently negated. Each magical plus of the item gives it a +1 bonus to the save. Even if the item makes its saving throw, it is temporarily negated for 2d4 rounds. During this time, a magical weapon loses its plus bonuses as well as any magical abilities it had. For the duration of the 2d4 rounds, it is treated for all purposes as a non-magical sword. Intelligent weapons fear this monster greatly, and can sense its presence as a dull pain. Any intelligent magical item within 60' of a black cube will cry out in whatever way it can and attempt to force its owner to retreat. However, intelligent magical items get a +2 bonus to save, in addition to the normal bonus of +1 per plus of the weapon (ie if an intelligent sword +2 is attacked, it gains a total of +4 on its save vs. lightning to avoid being negated).

If attacked by spell, a black cube has a 75% chance to harmlessly absorb the spell. They can be struck by non-magical weapons, which is a good thing considering that any magical weapon which strikes it must also save vs. lightning or be negated, just as if the cube passed through it. It can "hover" on a victim for more than one round if the victim does not try to escape or is in a confined area. In such situations, saving throws are required of items each round. It likes to "feed" on spellcasters, since they have residual magic which the black cube enjoys slowly absorbing.

Habitat/Society: : Black cubes have no society to speak of. They simply wander looking for magic to absorb. If a black cube feeds on a spellcaster for more than 5 rounds the spellcaster dies, and even if raised can no longer learn spells. Only a full *wish* spell will enable the character to once again become a spellcaster.

Ecology: Black cubes have no effect on the environment except to absorb magic. Little is known about them other than that they absorb magic.

Variants: None.

Dreadbane

Climate/Terrain: Lower Planes/Abyss
Frequency: Rare
Organization: Solitary
Activity Cycle: Any
Diet: Carnivore
Intelligence: High (15-16)
Treasure: Nil
Alignment: CE
No. Appearing: 1-4
Armor Class: -4
Movement: 12, FL 18
Hit Dice: 10
Thaco: 11
of Attacks: 3
Damage/Attack: 1d8+6/2d8/1d6
Special Attacks: Flames, disease
Special Defenses: Immunities, +2 weapon to hit
Magic Resistance: 50%
Size: L (8-9' tall)
Morale: Fanatic (17-18)
XP Value: 12,000 (Greater: 15,000)



Appearance: Dreadbanes are frightening in appearance. Their upper bodies are muscular, scaly, red-skinned male torsos, covered in postulant open sores. They have long black hair, vampire-like fangs, and eyes like a serpent, cold and slotted. Their tongues are also forked like that of a snake. Their foreheads sport two large spiraling gazelle-like horns of dark bone. Two large bat wings protrude from their backs, black with reddish tinted membranes. Their fingers are tipped with large, sharp black nails. From the waist down, the dreadbane has a writhing snakelike body, cloaked in flames.

Combat: Dreadbanes are hideously strong, having 18/00 Strength. In combat their sharp claws do 1d8+6 damage each. If they attack with their horns, they cause 2d8+6 damage plus the victim has a 50% chance of contracting a possibly fatal disease. If a CON check is made, then the victim will survive the disease. A failed CON check means death at the end of the disease. The disease itself manifests within 1d4 days, beginning with postulant sores, which erupt all over the body, severe body aches, and high fever. When it manifests, the victim is infectious and will spread the affliction anyone who spends any time near him. There is no non-magical cure. During the infection, the victim is nearly helpless and unable to engage in travel, combat, or any other activity.

This stage lasts for two weeks, after which the victim recovers unless the CON check was failed, in which case death is the end result. This disease can be cured using a *cure disease* spell, which will work only if the original CON check was successful. In this case, the disease ends within 3 days of casting. If the CON check failed, only a full *heal* or *wish* will cure the disease.

Dreadbanes also attack with their bite, which causes 1d6 damage and also injects poison, which does 10 points of damage. A save vs. poison allows half damage. Anyone who stands within 5' of the dreadbane suffers 1d6 damage per round from the flames emitted by its snakelike lower body (no save).

The dreadbane's most fearsome weapon though, is its abyssal sword. Made of black Adamantite steel, these swords blaze with flame and emit a foul black smoke. Such swords can cut through any substance, even (to the dismay of many a wizard) the protection of a *stoneskin* spell. The sword does 1d10/3d6 + 9 damage, being essentially a two handed sword. It is a +3 weapon. If held by a mortal, it inflicts flame damage of 1d6 per round until dropped. There is no way to protect from this damage. Typically, the dreadbane will attack with its sword twice and its horns once in a combat round. If it loses its sword, the attack sequence is claw/horn/bite. When they appear in groups of two or more, they use highly devious battle tactics, being extremely intelligent.

It has standard tanar'ri immunities.

Habitat/Society: As part of the hierarchy of the abyss, the dreadbane is a true tanar'ri. However, they are outside the typical power struggles due to their remote duties. Dreadbanes are known as Guardians of the Abyss because their duties include guarding special treasure hordes and secret entrances to hidden lairs of the greater demon lords and princes. Often a demon lord or prince will assign several of these powerful guardians to protect its soul amulet in its hidden location.

Dreadbanes are fanatically loyal, and their presence always indicates something of importance is being guarded. Generally, they work in groups of four, although smaller groups or even solitary individuals may be encountered if the item or location being protected is relatively hidden or not of vital importance.

Ecology: Dreadbanes are not part of the Blood War, but rather serve the more powerful demon lords and princes as guardians. As such, even other true tanar'ri give them wide berth and respect. Even balors and mariliths are loathe to interfere with dreadbanes, despite their superior power. Dreadbanes often feed on the corpses of their victims.

Variants: Horrible as the dreadbane may appear to be, there is an even more horrid variant type, the Greater Dreadbane. It is rumored (by Abyssal scholars) that there are only six of these terrible demons, each assigned to a demon prince and overseeing entire legions of dreadbanes. The greater dreadbane differs from the normal dreadbane in that it has 4 arms, often carries two swords (similar to the dreadbane's, but of *sharpness*). Greater dreadbanes have 12 HD, AC -7, 17-18 INT, make 5 attacks per round, and have 75% MR.

Golem, Rubber Resin

Climate/Terrain: Any
Frequency: Very Rare
Organization: Solitary
Activity Cycle: Any
Diet: Nil
Intelligence: Non-(0)
Treasure: Nil (see below)
Alignment: Neutral

No. Appearing: 1
Armor Class: 7
Movement: 12
Hit Dice: 10
Thac0: 10
of Attacks: 1
Damage/Attack: 3d6, 1d12
Special Attacks: Bounce
Special Defenses: Repel blunt weapons, disarm
Magic Resistance: Nil
Size: M
Morale: Fearless (19-20)
XP Value: 3,000



Appearance: Rubber resin golems appear as humanoid shaped lumps of melted rubber, somewhat larger than human sized. They stand 7' tall and weigh 500 pounds. They are created using rare resins from a rubber tree plant. Rubber golems tend to be greenish yellow in color with indistinct facial features.

Combat: Rubber golems attack once per round, doing 3d6 damage with their hard fists. They are immune to piercing weapons, which do no damage. Piercing weapons also have a 2-in-6 chance of becoming lodged in the golem, due to the friction of the rubber material on the weapon and the suction effect created. A STR check is required to pull the weapon free. Slashing weapons do half damage due to the self-sealing nature of the material from which the golem is created. Bludgeoning weapons are dangerous to use against a rubber golem due to the fact that such blunt attacks are *repelled* by the golem's rubbery substance. If a blunt weapon is used against a rubber golem, the weapon bounces off the golem and has a chance to "ricochet" and hit anyone standing near it. Thus, if a group of adventurers is attacking a rubber golem and one of them uses a bludgeoning weapon, treat it as a repelled attack and randomly determine which party member is hit (for half normal damage) by the repelled weapon. Use the scatter diagram for grenade-like weapons in the DMG to determine who gets hit. Bludgeoning weapons do no damage to the golem.

There is also a 35% chance of any character striking the rubber golem being disarmed, regardless of the type of weapon used, due to the resilience of the golem's rubbery nature. A disarmed character loses his weapon as it bounces off the golem, and must spend a round recovering it.

Once every three rounds, the rubber golem can initiate a bounce attack. This consists of hurling itself at an attacker, doing 1d12 points of damage and requiring a DEX check for the character to avoid being knocked off his feet and stunned. A failed DEX check means the character is bounced off the golem, knocked to the ground, and stunned for 1d3 rounds.

Magical fire does double damage to a rubber golem, although burning it will cause dense clouds of noxious smoke to be emitted (it is immune to non-magical fire). Acid and electricity cause no damage to the golem. Cold-based spells will slow it for 1d4 rounds and will negate its repelling and bouncing abilities for the same duration. It is immune to all other spells directed at it.

Habitat/Society: Golems have no society or habitat. Rubber golems are generally found where wizards have access to rubber tree plants, usually in tropical areas.

Ecology: Golems are not natural creatures, and play no part in the world's ecology. They neither eat nor sleep, and "live" until their bodies are destroyed, usually in combat.

Variants: None.

Hellghost

Climate/Terrain: The Nine Hells

Frequency: Rare

Organization: Solitary

Activity Cycle: Any

Diet: Carnivore

Intelligence: High (13-14)

Treasure: Nil

Alignment: LE

No. Appearing: 2-8

Armor Class: -4

Movement: 12

Hit Dice: 8

Thaco: 13

of Attacks: 2 or 1

Damage/Attack: 1d6+6/1d6+6

or by weapon

Special Attacks: Shriek, spells

Special Defenses: +2 weapon to hit

Magic Resistance: 50%

Size: L (10')

Morale: Champion (15-16)

XP Value: 11,000



Appearance: Hellghosts are the royal guards of the diabolic hierarchy. Dukes and Arch-Devils often use them as bodyguards while traveling or to stand as honor guards at formal meetings. Hellghosts are dressed in horrific, polished black armor, replete with spikes and sharpened edges. Their armor is always engraved with scenes of depravity and pain, and diabolical runes. A hellghost's head is a devilish skull encased in bluish-white flames. They wear no helmets or other armor on their heads. They carry staffs topped with horned animal skulls, the shaft being carved of gnarled, twisting bone, engraved with fell runes. When speaking, a hellghost's voice reminds mortals of the sound of breaking bone.

Combat: Hellghosts are ferocious in combat, especially when protecting the Duke or Arch-Devil they're assigned to. Hellghosts tend to attack with their staves first, as this is their primary weapon. When striking, the +3 staff inflicts 2d6+9 damage (includes STR bonus). In addition, the victim must save vs. rod, staff, and wand or be stunned for 2d4 rounds. The hellghost may also use the magical abilities of the staff. Each staff can cast a cold blue fire burst which shoots forth in a cone 15' wide at the end, inflicting 12d6 damage (save vs spell for half damage). Though flame-like, this damage burns due to the intense cold (not heat), so treat as cold damage. The DM may require a save vs. cold for all affected items due to the brittleness inflicted upon them by such intense cold.

The staff can also cast *wither* by touch. This attack requires a save vs. petrification at a -2 penalty or the limb touched withers away. If the save is successful, the limb is merely numbed for 2d6 rounds or until healed with a *cure serious wounds* or stronger healing spell is applied.

Any mortal who handles the staff of a hellghost is paralyzed (no save) and takes 2d4 damage per round from intense cold. Anyone who touches the victim also takes 2d4 cold damage that round. The only way to remove the staff from the victim's grip is to cast *dispel magic* at 12th level or higher, or to use a *limited wish* or *wish* spell. Nothing else short of death will remove the victim's death grip on the staff, although a hellghost can dispel the grip to reclaim his weapon at any time.

If disarmed, the hellghost attacks with its gauntlet-covered fists, doing 1d6+6 points of damage per blow (2 per round). It can also shriek once every 3 rounds. The shriek is a chilling, piercing wail which numbs the soul. Anyone within a 60' radius who hears it must save vs. paralyzation or fall to the floor trembling, their soul numbed by the horror of the shriek. This trembling paralysis lasts 2d6 rounds and the victim can do nothing during this time. Anyone who saves vs. the shriek is immune to that particular hellghost's shrieks for the remainder of that encounter, but must save again if hearing a different hellghost's shriek or the same hellghost's wail in a later encounter.

Hellghost Society: Hellghosts serve only Dukes and Arch-Devils as honor guards as well as body guards. Being under the control of the most powerful devils, they are exempt from the Blood War, and are not subject to commands of more powerful devils such as pit fiends. They enjoy a special status in the Nine Hells. They are almost never seen in less than pairs of two or more, and tend to travel in groups of 4-8 when serving a Duke or Arch-Devil.

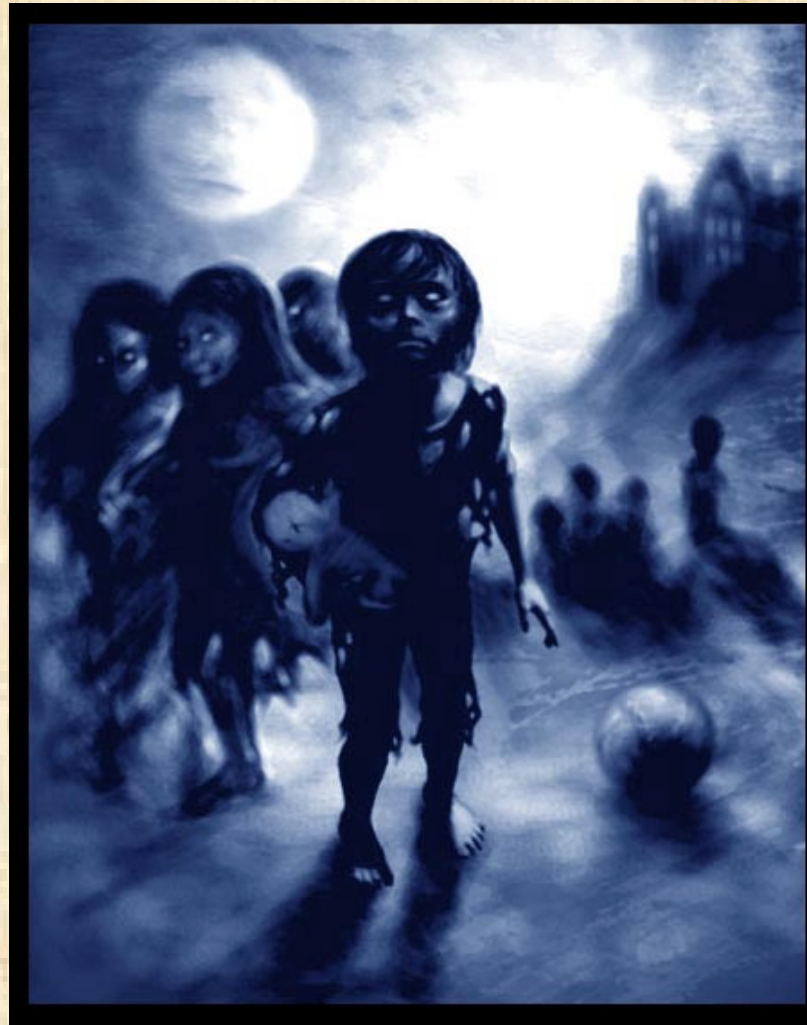
Ecology: Not being part of the Blood War, hellghosts serve no function in the ecology of the Nine Hells beyond their protective duties.

Variants: None.

Kinder-Toten

Climate/Terrain: Any
Frequency: Rare
Organization: Pack
Activity Cycle: Night
Diet: Humanoid intelligence
Intelligence: Low (5-7)
Treasure: Nil (see below)
Alignment: Neutral Evil

No. Appearing: 1d4
Armor Class: 7
Movement: 12
Hit Dice: 3
Thaco: 17
of Attacks: 1
Damage/Attack: 2d4
Special Attacks: Drain Intelligence, final guilt
Special Defenses: See below
Magic Resistance: Nil
Size: S-M
Morale: Steady (11-12)
XP Value: 420



Appearance: These wicked undead monsters (suitable for Ravenloft especially) look like sad, confused, malnourished children with staring eyes, pale skin, and tattered, dirty clothing.

Combat: The kinder-toten appears to be non-threatening, and will cry out in order to get attention. Their goal is to get an adult to pick them up or comfort them. While this is happening, the kinder-toten will touch the character who comes to their "aid", each touch (1 per round) draining 1 pt. INT. The character is allowed a WIS check with a -2 penalty in order to sense the INT drain happening. If the check is successful, the character receives sudden sharp pains in his head. If the character fails, he does not notice the drain. This check occurs each round the character is being touched by the kinder-toten. This INT loss can be restored only by a *restoration*, *regeneration*, or *heal* spell. If a victim is drained to zero INT, the victim becomes a zombie.

If attacked, the kinder-toten will fight as best they can, each clawed hit doing 1d4 damage. On any successful hit, the victim must also save vs. spell or lose 1 pt. INT.

Any character of good alignment must save vs. spell each time he tries to hit a kinder-toten. Failure means the victim temporarily sees the kinder-toten as a normal child and is unable to force himself to attack it that round. A *dispel magic* spell will allow the victim to overcome his hesitance and attack.

Any character of LG alignment that destroys a kinder-toten must roll a WIS check. Failure means the character has fallen victim to the dying kinder-toten's last attack...the character suffers great guilt and depression for having "killed a child". This guilt acts as a *symbol of hopelessness* spell. This disabling guilt can be only be alleviated by casting *dispel evil*, *bless*, or *atonement* on the afflicted character.

Habitat/Society: Found anywhere children were slain or died suddenly, as in a disaster or plague. Certain horribly evil and twisted necromancers keep small packs of these cruel things to send against their enemies.

Ecology: The Kinder-Toten attack with their INT drain only in an effort to understand their death and undead state. Since they died so young, they cannot comprehend the changes that dying entailed. This desire for understanding is what allows them to drain INT.

Variants: None.

Ore Eater

Climate/Terrain: Mountainous, rocky
Frequency: Common
Organization: Family
Activity Cycle: Any
Diet: Metal ore
Intelligence: Low to average (7-10)
Treasure: R (x2)
Alignment: Neutral

No. Appearing: 1-10
Armor Class: 0
Movement: 9
Hit Dice: 8
Thaco: 9
of Attacks: 2
Damage/Attack: 2d4+8 (1d4+8 vs heavy armor)
Special Attacks: Crushing blow, blind
Special Defenses: +1 weapon to hit, immunities
Magic Resistance: Nil
Size: L (10')
Morale: Average (10)
XP Value: 4,000



Appearance: Ore-eaters have bodies that stand about 10' tall, and appear as lumps of metallic ore in humanoid shape. Their feet appear as blocks of metal, and their hands as hammer-like clubs. They have one solid black stone-like eye and a large mouth with solid ridges of metal for teeth.

Combat: In combat, ore-eaters are savage and powerful. Their primary weapon is their club-like hands which inflict terrible crushing damage on opponents. An opponent wearing anything less than field plate armor takes 2d4+8 damage per blow. Armored opponents wearing field plate or better take just 1d4+8 damage per strike, but each strike takes off 1 level of armor. For example, field plate has an AC of 2. If someone wearing field plate took two blows from an ore-eater, that field plate would only be AC 4, due to extensive crushing damage and cracks in the armor. Such damage to armor is very hard to repair.

Every blow against a character results in an item save vs. crushing blow if the hit occurs on armor. If failed, the armor is rendered useless. At the DM's discretion, other items may need to make saves vs. crushing blows. They are as powerful as stone giants, having a STR of 20.

The only other attack ore-eaters make in combat is their blinding flash. They can do this once every other round in place of one of their normal attacks. They strike their hands together, creating a bright spark of light along with a spray of ore dust which together serves to blind the opponent for 1d4 rounds unless a save vs. rod, staff, wand is made.

Edged weapons do half damage to ore-eaters, and the weapon must make a save vs. crushing blow each time to avoid breaking against the ore-eater's body. Piercing weapons do no damage. Bludgeoning weapons do normal damage if metal, otherwise no damage (ie wooden clubs do no damage). A +1 weapon is needed to hit them. Acid and lightning do double damage to ore-eaters due to their metallic nature. Heat and fire do half damage, cold does no damage.

Habitat/Society: Usually found in mountainous areas which contain great amounts of metal, ore-eaters consume metal ore exclusively. They tend to live in small communities of several families, with each family consisting of about 6-10 members. They often compete with xorn when those creatures come to the Prime Material Plane. Dwarves hate them as they tend to deplete areas of ore that is needed to create armor and weapons. Ore-eaters tend to be shy and peaceful, unless attacked or their environment invaded, in which case they fight with savage vigor. Ore-eaters tend to weigh about 3,500 lbs and stand 10' tall.

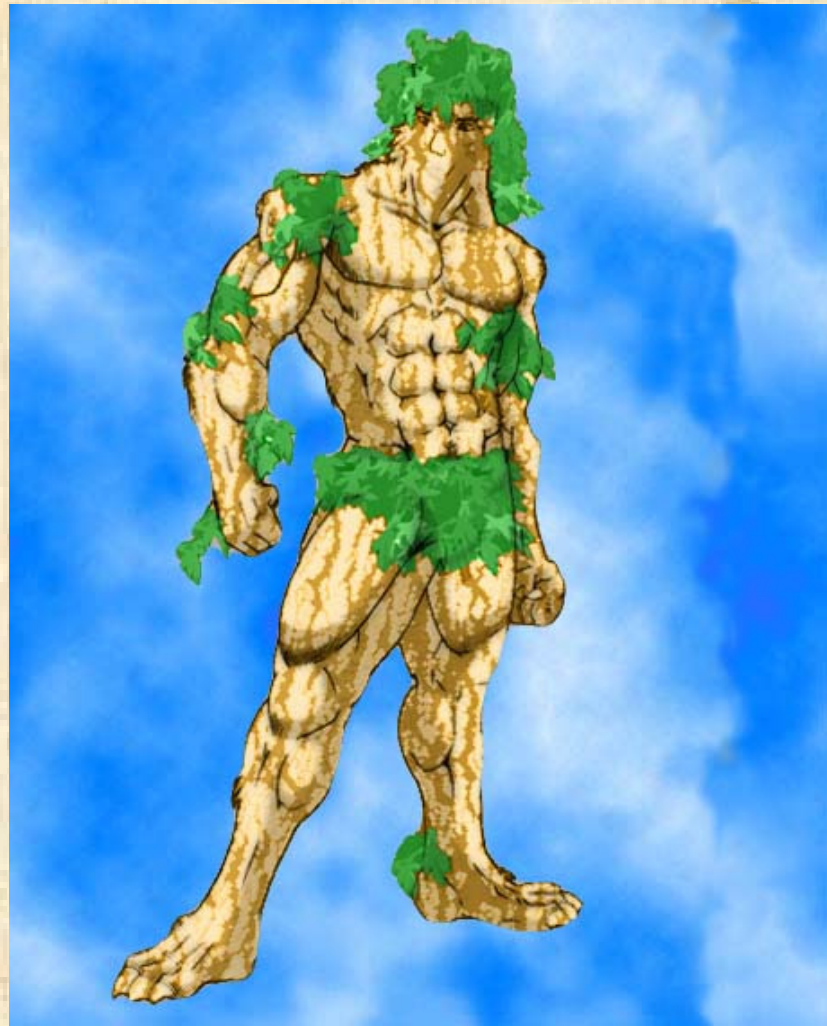
Ecology: Ore-eaters have little impact on the ecology as they eat only metallic ore and not plants or animals.

Variants: None known.

Reedzen

Climate/Terrain: Forest
Frequency: Rare
Organization: Nil
Activity Cycle: Any
Diet: Herbivorous
Intelligence: Very (11-12)
Treasure: Nil (see below)
Alignment: Neutral

No. Appearing: 1 (or 4-6; see below)
Armor Class: 3
Movement: 12, Cl9
Hit Dice: 7+7
Thaco: 13
of Attacks: 2
Damage/Attack: 1d6/1d6
Special Attacks: See below
Special Defenses: Nil
Magic Resistance: Nil
Size: M (5'-7')
Morale: Unsteady (5-7)
XP Value: 2,000



Appearance: Reedzens are humanoid creatures, somewhat related to trees. Their skin looks like thick, light brown bark. This gives them a natural armor class of 3. Their eyes are black.

Combat: Reedzens inflict 1-6 points of blunt damage per attack with their fists. However, before entering melee combat, reedzens generally use their ability to animate and control plants. Depending on the situation, they might use this ability in two ways.

They can animate one tree (no more than three times their height). The tree will move and attack like a small 7 hit dice treant (2d8 damage/attack, 2 att/rd), for the duration of one turn. This ability is usable 3 times per day. Reedzens can animate only a single tree at a time. They can also animate grass, thorns, brambles, small bushes and so on, the effect being similar to an *entangle* spell. This ability is usable 3 times per day, as well.

Reedzens also have a chance to control plant-like monsters (hangman trees, shambling mounds, yellow musk zombies, various fungi monsters, etc.). Plant-like monsters in a 120' radius must save versus magic or come under the control of the Reedzen. On a failed save, the Reedzen gains control over the plant-like monster as if *charmed*, for a duration of one turn. The Reedzen doesn't need to concentrate to maintain his control and can engage in other activities. If two or more plant-like monsters are present, the Reedzen can control only one of them. This power is usable once per day.

Reedzens also have the ability to *transport via plants* (as per the *pass plant* spell) at will. Combined with their climbing ability, this makes them virtually impossible to catch or capture. This might also explain their low morale score, as they usually have no problem fleeing from combat.

Habitat/Society: Being shy and elusive creatures, there is very little information available about Reedzens. Reedzens tend to live in any forest of at least one square mile; in fact no Reedzen has ever been spotted outside a forest. Reedzens tend to live alone and don't often interact with other creatures. They don't seem to have any kind of social structures, though some scholars suspect there may be small Reedzen communities.

Reedzens have no use for money, and therefore hoard no monetary treasure. They know about magic items, however, and 50% of Reedzen will own one magic item, usually taken from unlucky adventurers. This item will be a very simple one (i.e. a ring, cloak, potion, etc.). Complex items that necessitate reading (scrolls), using command words (wands and the like) or in-depth magic knowledge (books, crystal balls, etc.) will not be found. Reedzen also never use armors, shields or weapons.

Reedzens don't speak, and therefore do not interact much with other creatures. However, they have a type of empathy, which they can use to "communicate" with any creature, if they absolutely need to. They can communicate easily with plants (as a *speak with plants* spell, at will) and so have very good knowledge of their forest.

Reedzens are neutral creatures, but resent deeply the presence of humans or humanoid creatures in "their" forests. Druids are tolerated. If humans or humanoids stay in the forest for more than a few hours, they are very likely to be attacked by a Reedzen. If this is not enough to make the "intruders" leave, a group of 4-6 Reedzens will attack a few hours later. This is the only case where Reedzens gather.

Ecology: Very little is known about Reedzen ecology. Reedzens are herbivorous, but some scholars assume that they are sustained by some kind of photosynthesis. This would allow them to live for long periods of time without eating (possibly months). Reproduction remains a mystery, since Reedzens all look quasi-alike and there doesn't seem to be male or female species. Reedzen children have never been seen.

Variants: None.

Rigor Mortems

Climate/Terrain: Any
Frequency: Uncommon
Organization: Pack
Activity Cycle: Night
Diet: Dexterity
Intelligence: Low (5-7)
Treasure: B, T
Alignment: Chaotic Evil

No. Appearing: 2d4
Armor Class: 6
Movement: 9
Hit Dice: 3
Thaco: 18
of Attacks: 1
Damage/Attack: 1d4
Special Attacks: Cripple, DEX drain
Special Defenses: Nil
Magic Resistance: Nil
Size: M (5'-6')
Morale: Fanatical (17-18)
XP Value: 975



Appearance: Rigor Mortems are a horrifying form of undead, appearing as humans (or humanoids) with hideously deformed, crippled bodies. They howl in pain from their deformities and attack any living thing with fanatical zeal in an attempt to ease their pain (see below).

Combat: Rigor Mortems attack with clawed hands, doing 1d4 damage per attack. On a successful hit they drain 1 point of DEX from their victim. This drain is the result of the rigor mortem siphoning off life force from the victim's body, causing deterioration in the joints and bones of the victim. This draining of life force temporarily alleviates the constant pain felt by the rigor mortem, hence their fanaticism in combat. They will do anything to escape their eternal torment. The victim has a cumulative 10% chance per strike of being crippled to the point of being unable to wield a weapon or cast spells. Hence, a character who is struck 4 times by a rigor mortem has a 40% chance of being crippled badly enough to prevent spell casting or wielding a weapon. This effect can only be negated by a *heal* spell or a *regeneration* spell.

Any character drained by a rigor mortem to zero DEX dies and rises as a rigor mortem in 1d12 hours. The only way to prevent this is to cast a *remove curse* spell on the body prior to the transformation into a rigor mortem. Characters killed in this manner also cannot be *raised* until a *remove curse* spell is cast on the body, although the use of a *resurrection* spell will successfully resurrect the character without the need for a *remove curse* spell.

Rigor mortems are motivated by the sheer and unrelenting torment they feel and will attack fanatically until their opponents are dead, manage to escape, or ultimately destroy the rigor mortem. They are relatively slow moving due to their deformities.

Habitat/Society: Rigor mortems travel in small packs, killing anything-living thing they encounter without hesitation. However, only by draining humanoids of their DEX do rigor mortems gain the alleviation of pain they so badly desire. When created (see below), they will tend to hunt down groups of travelers along lonely paths in the woods and have even been known to enter busy cities in search of victims to relieve them of their pain.

Ecology: Rigor Mortems do not contribute to the ecology of the world, being undead. Rigor mortems are created by evil necromancers via a special curse that inflicts a slow acting but ultimately fatal disease in the victim, similar to arthritis. The joints and bones slowly fuse, swell, and deform, causing the victim to die an extremely painful death. The curse also causes them to rise in their misshapen, undead state and suffer their torment for all eternity. This horrifying death and agony is what drives the rigor mortem to seek out and drain humanoids, as this is the only thing (besides utter destruction) that can alleviate their suffering.

Variants: None.

Rock Men

Climate/Terrain: Any, mountains, subterranean

Frequency: Rare

Organization: Band

Activity Cycle: Any

Diet: Nil

Intelligence: Average (8-10)

Treasure: Nil (see below)

Alignment: Neutral

No. Appearing: 1d8+2

Armor Class: 0

Movement: 9

Hit Dice: 7

Thaco: 13

of Attacks: 2

Damage/Attack: 1d10/1d10

Special Attacks: None

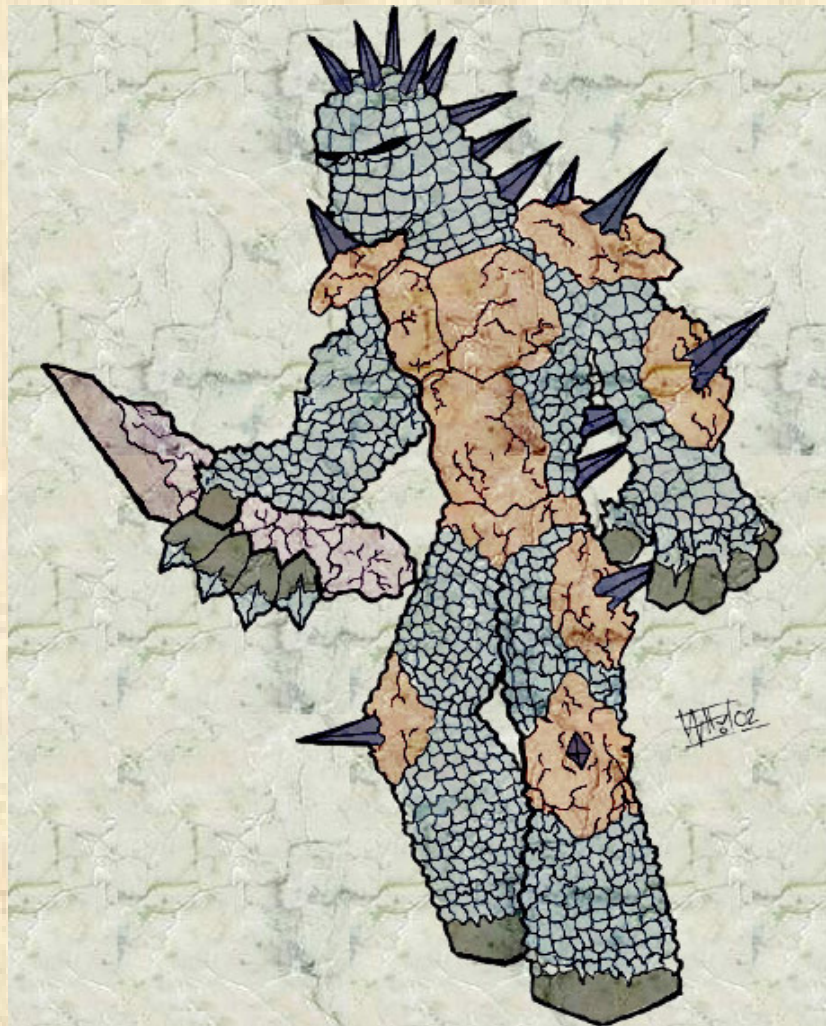
Special Defenses: *Slow*

Magic Resistance: 10%

Size: M

Morale: Champion (15)

XP Value: 2,000



Appearance: Rock men are strange humanoid creatures that act as protectors of the mountains and its resources. They are composed of their surroundings and often appear to be made of stone, thus their name. Their faces lack features and it seems that they sense the world through some mystical means.

Combat: Rock men are strong, and each of their powerful fists deliver a potent blow. Once engaged in combat, their opponents must make a successful saving throw vs. spells or suffer from the effects of a *slow* spell. Only those who attack or are attacked by the rock men are affected. Rock men are immune to spells that hinder movement or which are of the School of Elemental Earth or the Sphere of Earth.

Their rock hard bodies also make them nearly immune to slashing and piercing weapons, preventing the bonuses from a high strength as well. These weapons cause just one point of damage and only the magical bonus of a weapon may be applied to the attack and damage rolls. Bludgeoning weapons do only half damage.

Once slain, the body of a rock man may be analyzed by a miner or person familiar with minerals to reveal the quantity and quality of the mineral deposits in the mountain in which the rock man originated.

Habitat/Society: Though these creatures travel in bands of no less than three, they have never been seen in any sort of community, nor has any system of reproduction been noted.

Ecology: These protectors of the mountains have foiled many attempts to mine precious metals and are a constant threat to such operations. They often appear during the initial excavation and during the final stages of quarries and mining, in order to disrupt these operations. Some have conjectured that these creatures are mountain spirits, though their appearance has confused many.

Though rock men do not covet treasure or have need of it; they collect the metal items, gemstones, and minerals and take them to secret locations in order to give them back into the earth. If a cache of items taken from adventurers is found, it is likely that the items have been destroyed, though some magical items may survive.

Variants: None.

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