	Protector	Defender	Guardian
CLIMATE/TERRAIN:	Upper Planes	Upper Planes	Upper Planes
FREQUENCY:	Very rare	Very rare	Very rare
ORGANIZATION:	Group or Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any	Any
DIET:	Omnivore	Omnivore	Omnivore
INTELLIGENCE:	Exceptional (15–16)	Exceptional (15–16)	Genius (17–18)
TREASURE:	Nil	Nil	Nil
ALIGNMENT:	Any good	Any good	Any good

NO. APPEARING:	10–100 or 1	1–10 or 1	1
ARMOR CLASS:	0	-1	-3
MOVEMENT:	14, Fl 32 (B)	16, Fl 36 (B)	20, Fl 42 (B)
HIT DICE:	6	8	10
THAC0:	13 (see below)	10 (see below)	8/6 (see below)
NO. OF ATTACKS:	2	2	2
DAMAGE/ATTACK:	1–8/1–12 (+3)	1–8/1–12 (+4)	see below
SPECIAL ATTACKS:	Sharpness severing	Fireball, flames	Immolation, flames
SPECIAL DEFENCES:	see below	see below	see below
MAGIC RESISTANCE:	30%	40%	50%
SIZE:	M (6' tall)	M (6' tall)	M (7' tall)
MORALE:	Champion (15–16)	Fanatic (17–18)	Fearless (19-20)
XP VALUE:	24,000	33,000	40,000

Scilds are inhabitants of the good-aligned upper outer planes; like other aasimon, they are the servants of the powers that reside in those planes.

Scilds have several forms in which they appear, one for each race they deal with; not surprisingly, their most common forms are that of humans, half-elves, elves, and dwarves; in addition, scilds may appear as either male or female, although the male form is more common. A scild is able to change from one form to another whenever it wishes; when dealing with more than one race at a time, scilds usually choose to appear in their human forms. Scilds always appear as the most-beautiful example of the chosen race (protectors and defenders have a charisma of 18, while guardians have a charisma of 19). Scilds have muscular bodies, and their eyes appear to glow softly. Perhaps the feature that sets them apart most from the race they choose to emulate, is their graceful wings that extend from their backs. Scilds in the form of a human male, appear much the same as a deva.

While a scild's main duty is the protection of the various good races, they are still quite capable in combat, although they will normally fight only in dire circumstances; they prefer to solve problems by more peaceful means.

In addition to those powers available to all aasimon, all scilds can use the following spell-like abilities, one at a time:

- *aura of protection* , always active (see below)
- *cure critical wounds* , once per day
- *protection from evil* , always active
- *minor globe of invulnerability* , three times per day
- *dismissal* , twice per day

The scild's *aura of protection* renders them invulnerable to normal, fire-based attacks, and reduces damage from magical and dragon fire attacks by half; A *magic missile* cannot penetrate the barrier, and it allows a saving throw vs. spells that do not normally grant one (i.e. *power word, kill*). The aura will also grant certain protections to those within its radius as follows: all friendly creatures within the confines of the aura receive the equivalent of *fire resistance* as per the ring, and receive a bonus to their AC and magic resistance (see below). All scilds are immune to normal, non-magical weapons.

Under normal circumstances, only scilds or other aasimon may use scild weapons; however, in rare instances, a scild may bestow its weapon on a high-powered, deserving mortal (it will then forge itself a new weapon). These mortals must exibit the utmost devotion to a power of good, and may never use the weapon in any manner that would threaten the causes of good; if these guidelines are not followed, the scild will attempt to reclaim the weapon. These weapons will not maintain their *aura of protection* in the hands of a mortal; this special power will only work when the blade is in the hands of a scild.

On the upper planes, scilds are primarily guards for the good powers and their places of residence; however, they also have an important role to serve on the prime material plane: scilds are the primary protectors of the intelligent, good-aligned races. While movanic devas also share this responsibility, they are mostly concerned with the more prominent mortals; scilds are the guardians of all mortals, be they kings or slaves. If a lower class mortal is in dire need, and a movanic deva deems it unworthy of his attention, he will often send a scild to aid the mortal.

When protecting mortals, scilds will try parleying and defensive spells to avoid combat, if possible; if this fails, they will use all necessary means to protect themselves and their charges.

Scilds are organized in a hierarchical manner: protectors report to the defenders, while the defenders are under the command of guardians. Guardian scilds report directly to the movanic devas.

Scilds are on good terms with other aasimon, especially movanic devas. These devas will often lead groups of scilds on important missions for the cause of good.

Protector scilds have tan skin, long, dark hair, and amber eyes.

All protectors carry a +1 longsword that shines with a holy light; this weapon is believed to be the source of their *aura of protection* . Protectors have a strength of 17, which gives them a +1 to hit and damage. Their swords deliver normal longsword damage: 1-8/1-12, with a total damage bonus of +2. These swords also act as a *sword of sharpness* .

A protector's aura of protection has a radius of 10'; it gives all friendly creatues within its confines +2 to AC, and a +10% bonus to magic resistance (in addition to the benefits listed above). These bonuses are not applied to the protector itself, as they are already figured into the statistics in the table above. A protector's *protection from evil* sphere has a radius of 10'.

Protectors are immune to any type of life level loss, and are hit only by +1 or better weapons.

Protectors are also priests of the 3rd level; they have a wisdom of 18 and have access to the protection sphere.

Protectors are by far the most common type of scild; it is thought that one exists for every good-aligned mortal who worships a good power. On the upper planes, protectors may be encountered in groups of 10-100 where they serve as sentries and guards for the powers of their planes.

If the mortal a protector is assigned to protect is in great trouble, it is 100% likely to gain the attention of its protector. However, protectors cannot travel to the prime material plane of their own accord; therefore, they must gain the attention of a greater scild, or a movanic deva. The protector has a chance of doing this equal to: 25%, plus 1% per level of the creature in need. If the protector successfully attracts the attention of a superior, that superior will allow it to aid the mortal 95% of the time. However, only one protector will be allowed to aid a single group of 50 or less individuals.

If the protector itself is seriously threatened, it may call upon a defender for aid; this plea has a 30% chance of being heard and answered.

Defender scilds have white skin, dark hair, and silver eyes.

Defenders carry a flaming longsword with a +2 combat bonus; the have a strength of 18 which gives them a +1 bonus to hit, and a +2 damage bonus. Their swords inflict 1-8/1-12 points of damage, with a total of +4 to damage; if the same target is struck twice in the same round with this sword, it will engulf the victim in flames for an additional 2-12 points of damage, with no save. Also, twice per day, a defender's sword may emit an 8-die *fireball* as per the spell.

A defender's *aura of protection* has a radius of 15' and imparts (among its other benefits) a +3 bonus to AC and +15% to magic resistance to all friendly creatures within its radius. The defender's *protection from evil* sphere has a radius of 20'. In addition to the powers available to all scilds, defenders may also perform the following, one at a time:

- *anti-magic shield* , twice per day
- *globe of invulnerability* , twice per day
- *banishment* , once per day

Defenders are immune to any form of life level loss, and are hit only by +1 or better weapons.

Defenders are priests of the 5th level, and have a wisdom of 19; they may cast spells from the protection and healing spheres.

Defenders are far less common than protectors; one defender exists for approximately every 100 protectors. Defenders may be encountered in groups of up to 10 on the upper planes where they serve as elite guards of the powers' residences.

If a mortal in their protection is in dire need, there is a chance the defender will notice; this chance is equal to: 20%, plus 1% per level of the mortal in need; if this roll fails, it indicates the defender was attending to some greater need (this percentile roll should be modified as the DM sees fit). If the defender notices the mortal in trouble, he may elect to send a protector to aid the being, or may choose to go himself, as all defenders are fully capable of travelling directly to the prime material plane on their own. A Defender may also be sent to the prime plane at the wish of a guardian or a movanic deva. Only one defender may aid a single group of mortals of 500 or less; groups larger than that may attract the attention of multiple defenders.

If a defender on the prime plane is in great peril, it may either gate in 1-2 protectors, or attempt to summon the aid of a guardian; this summons has a 30% chance of being heard.

Guardian scilds have golden skin, hair, and eyes.

Guardians carry a mighty blade that is the equivalent of a *sun blade* (+2/+4 vs. evil); they have a strength of 18/50 which gives them a +1 bonus to hit, and a +3 damage bonus. A guardian's sword inflicts normal bastard sword damage (1-8/1-12, one-handed; 2-8/2-16, two-handed) with total strength and weapon damage bonuses of +5, or +7 vs. evil opponents. Anyone hit twice in the same round by a guardian's blade is engulfed in flame and suffers 2-20 points of additional damage, with no save. Additionally, three times per day, the blade allows the guardian to immolate itself; this has the affect of a *fire storm* on all unfriendly creatures (area of effect is as per the spell). This fire storm will last for 1-4 rounds. Friendly creatures in the area of effect are not harmed by the fire storm.

A guardian's *aura of protection* has a radius of 20' and gives a +4 bonus to AC and a +20% bonus to magic resistance to all friendly creatures within its confines (in addition to those benefits already listed above). A guardian's *protection from evil* sphere has a radius of 30'. Guardians have all the powers of protectors and defenders; in addition, they are able to use the following powers, one at a time:

- *spell turning* , three times per day
- *prismatic sphere* , once per day
- *blade barrier* , once per day

Guardians are immune to all forms of life level loss and death magic, and are hit only by +2 weapons or better.

Guardians are priests of the 7th level; they have a wisdom of 20, and are able to access the protection, guardian, and healing spheres.

Guardians are the least common type of scild; there exists a single guardian for approximately every 1000 protectors. Guardians are almost always encountered alone, whether it is on the upper planes or on the prime plane. On the upper planes, guardians serve as personal bodyguards to the various powers.

A guardian has a chance of noticing a mortal in trouble equal to: 15%, plus 1% per level of the mortal. If the guardian does in fact notice the being in trouble, he may elect to send either a protector or defender, or he may choose to go to the mortal's aid himself; guardians may travel directly to the prime plane at will. A guardian may also be sent to the prime plane at the request of a movanic deva. Only one guardian may aid groups of up to 5000 in size; larger groups may gain the attention of additional guardians.

A guardian in great trouble, may gate in 1 defender or 1-4 protectors, or may attempt to summon a movanic deva to his aid; this summons has a 30% chance of being heard.

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Unknown
INTELLIGENCE:	Genius (17–18)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	6 (see below)
MOVEMENT:	12 (see below)
HIT DICE:	7
THAC0:	13
NO. OF ATTACKS:	1 (see below)
DAMAGE/ATTACK:	1–8 (see below)
SPECIAL ATTACKS:	Adaptation
SPECIAL DEFENCES:	Adaptation, Regeneration
MAGIC RESISTANCE:	See below
SIZE:	M (6' tall) (see below)
MORALE:	See below
XP VALUE:	4,000

When they are summoned, adaptoids look like featureless people, made from a malleable clay. However, then they take the appearance of their target.

Adaptoids are creatures summoned from another plane of existence, and instructed to assassinate a specific target. They will not stop until this target is killed. The only way to defeat an adaptoid is to return it to it's home plane. Adaptoids can alter their body to solve any problems they encounter on their quest to kill their target. For example, if their target has jumped flown away, they can create wings, to follow him/her. If the adaptoid is attacked, it can change one of it's arms to a shield to protect itself. If it's target is hiding behind a locked door, the adaptoid can make itself flat, and slide under the door. The only limitation on this power is that it cannot increase it's mass to more than 500 lbs. Normally, adaptoids attack by punching, but they can change themselves to create any weapon they need to combat their target. Adaptoids regenerate one hit point per round. Neither fire nor acid will stop the regeneration. A special benefit of their adaptation power is that any spell cast on adaptoid will only affect it once. After that, it is immune to that spell. When an adaptoid is returned to it's home plane, it loses all of these immunities, however.

Nothing is known about adaptoid society, however, adaptoids will never attack one another, and also will never cooperate with anyone to kill their target.

Adaptoids interact with nature just as a member of their target's race would.

CLIMATE/TERRAIN: Temperate and sub-arctic forest
FREQUENCY: Rare
ORGANIZATION: Family
ACTIVITY CYCLE: Day
DIET: Omnivore
INTELLIGENCE: Very (11–12)
TREASURE: Special
ALIGNMENT: Neutral Evil

NO. APPEARING: 1–2 (2–6)
ARMOR CLASS: Variable
MOVEMENT: 12, Fl 30 (C)
HIT DICE: Variable
THAC0: Variable
NO. OF ATTACKS: 3 + special
DAMAGE/ATTACK: 1–8/1–8/2–20
SPECIAL ATTACKS: Breath Weapon, spell use, hug
SPECIAL DEFENCES: Nil
MAGIC RESISTANCE: Variable
SIZE: H (16' base)
MORALE: Champion (15–16)
XP VALUE: Variable

Age	Age Category	Age Modifier	Hit Dice	THAC0	Combat Modifier
1	Very Young	0-5 years	6	14	+0
2	Young	6-15 years	7	13	+1
3	Adult	16-30 years	8	12	+2
4	Mature Adult	31-50 years	9	11	+3
5	Old	51-75 years	10	10	+4
6	Very Old	76-100 years	11	9	+5

Age	Body Lgt(')	Tail Lgt(')	Armor Class	Breath Weapon	Wizard Spells	MR	Treasure Type	XP Value
1	2-5	1-2	5	2d6+1	Nil	Nil	Nil	1,400
2	5-10	2-4	4	4d6+2	Nil	Nil	Nil	2,000
3	10-14	4-6	3	6d6+3	1	10%	E	3,000
4	14-18	6-8	2	8d6+4	1 1	15%	E, S	5,000
5	18-22	8-10	1	10d6+5	2 1	20%	E, S, T	8,000
6	22-26	10-12	0	12d6+6	2 2	25%	E, S, T×2	10,000

A bandor is the result of ancient genetic experiments by a crazed wizard. To create a bandor, a cave bear of the largest size was cross-bred with each of the five types of evil dragons. Therefore, there are five sub-species of bandors: black, white, blue, green, and red. A bandor has the head, neck, tail, and wings of its respective dragon, and the body of a cave bear, although dragon scales are interspersed throughout the body fur. These scales grow more abundant as the bandor ages, but do not generally show through the fur until the mature adult stage is reached.

A bandor is wingless at birth; as the wings grow throughout the first two stages of life, they are too small to enable flight. A bandor is able to fly only upon reaching the adult stage (age 16).

Bandors of all sub-species speak a tongue common to all bandors, a tongue common to all evil dragons, and 12% of very young bandors have an ability to communicate with any intelligent creature. The chance to possess this ability increases 5% per age category of the bandor.

Bandors are generally aggressive and will attack most anything that is a threat to their territory. These creatures are intelligent enough to decide when bite and claw attacks will be sufficient, or when it is necessary to employ spells and/or breath attacks; these latter two attack forms are reserved for very powerful opponents. If a bandor scores a hit with a paw on an 18 or better, it also hugs for 2-16 (2d8) points of additional damage. Bandors will continue to fight for 1-4 melee rounds after reaching 0 to -8 hit points; at -9 or fewer hit points, they are killed immediately.

Each sub-species of bandor has a breath weapon identical in shape, size, and composition to that of their respective dragon; however, damage of all types is identical, as per the table above. Any creature who makes a successful save vs. breath weapon only suffers 1/2 normal damage. A bandor has no fear aura or other special magical abilities that dragons do, but they are immune to attacks with the same composition as their breath weapon. Bandors cast their spells at 6th level, plus the combat modifier.

Bandors live in thick forests in temperate and sub-arctic regions. Their lairs are usually in large, well-hidden caves in the center of their territory. Bandors live alone or in families; if two bandors are encountered together, there is a 20% chance of there being 1-4 cubs (age category 1 or 2) present as well. Bandors are very protective of their young, and will attack anything attempting to harm them. Bandors are normally at odds with other forest-dwelling creatures due to their aggressive nature. A green bandor will sometimes ally itself with a green dragon, but the other sub-types do not get along with dragons.

Bandors are omnivorous, but prefer to eat meat. They hunt woodland animals such as bears and deer, and have even been known to attack centaurs and elves, the latter of which they consider to be a delicacy.

CLIMATE/TERRAIN: Any
FREQUENCY: Very rare
ORGANIZATION: Group of victims
ACTIVITY CYCLE: Any
DIET: None
INTELLIGENCE: Average (8–10)
TREASURE: F
ALIGNMENT: Chaotic Evil

NO. APPEARING: 2–5
ARMOR CLASS: 4
MOVEMENT: 12
HIT DICE: 5+3
THAC0: 12
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1d6 (4 rounds till death)
SPECIAL ATTACKS: Strangle
SPECIAL DEFENCES: Invisible in darkness
MAGIC RESISTANCE: Nil
SIZE: M (4–7')
MORALE: Fanatic (17–18)
XP VALUE: 350

The strangler are black humanoids, usually of human size. They are a region of darkness with sharply defined features, looking like a caracture from the side with a pointy noise. They have a dull red glow eminating from their eyes and mouth.

Stranglers rely on misdirection. If need be one of their number will engage or distract a party from one side while the others sneak up from behind. If they successfully sneak up behind they get one roll to hit (with normal bonuses if they apply) with their sole weapon, a length of metallic looking chain. Victims who are ”hit” successfully will begin to take a 1d6 each round and in any case will die at the end of the fourth round. They may attack the Strangler at -2 until that time. Stranglers who fail to hit will try to distract other party members from the stranglers who were successful. If all miss and they cannot get behind anyone, they will withdraw.

Black stranglers are victims of a curse and are a form of undead. The victims of a strangler rise as a strangler after a period of days. When they rise, their chain will form at that time as well. The chains are related and cursed. Possessing any one of them will attract all other members of a given strangler pack. Possessing the chains will also lead the owner into strangling people in time in a fashion similar to the manner that the bite of a werewolf results in the victim becoming a werewolf. The chains are valuable for they are almost unbreakable. Removing the curse on any of the chains will remove the curse on all of the chains from a given pack, however doing so releases a strangler who is invisible, and immune to normal (non-silver, non-magical) weapons and who has armor class of 2 and 8 hit dice.

Black Stranglers are undead and have no place in nature.

CLIMATE/TERRAIN:	Subterranean
FREQUENCY:	Very rare
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Night
DIET:	Carnivore
INTELLIGENCE:	Low (5–7)
TREASURE:	F
ALIGNMENT:	Lawful Evil

NO. APPEARING:	4–40
ARMOR CLASS:	6
MOVEMENT:	6
HIT DICE:	2+2
THAC0:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	By weapon
SPECIAL ATTACKS:	Nil
SPECIAL DEFENCES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (6' tall)
MORALE:	Unsteady (5–7)
XP VALUE:	65

Blue goons look like humanoids layered with blue pancakes, and fumes coming out of their mouth.

Blue goons typically attack with whatever weapons they can make, usually crude clubs and spears. The fumes coming out of their mouths are not harmful. They are fairly strong, having an average strength of about 16.

Blue goons are very warlike. They kill anything which they can find, except members of their own tribe. It is not uncommon to see tribes of Blue goons fighting with each other.

Blue goons kill whatever they see. Although they have no "natural" enemies, they are constantly at war. They occasionally raid neighboring tribes for food and weapons.

CLIMATE/TERRAIN:	Temperate woods and subterranean
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Low (5–7)
TREASURE:	B, Q×5, V
ALIGNMENT:	Neutral

NO. APPEARING:	1–6
ARMOR CLASS:	4
MOVEMENT:	15
HIT DICE:	8
THAC0:	13
NO. OF ATTACKS:	3 + special
DAMAGE/ATTACK:	1–10/1–10/2–16
SPECIAL ATTACKS:	Psionic mind blast
SPECIAL DEFENCES:	Nil
MAGIC RESISTANCE:	15%
SIZE:	M (7')
MORALE:	Steady (11–12)
XP VALUE:	3,000

Brainstormers are a lizard-like creature of about 7' in length. They are a dull yellow in color with small green and red speckles. Hatchlings are light brown with no speckles. Brainstormers have a very keen sense of smell and also have infravision out to 60'.

Brainstormers can attack with a claw/claw/bite routine. In times of need, they can use the special attack that gives these creatures their name: three times per day, they may employ a psionic mind blast or "brainstorm" as it is also called. This weapon may be used in one of two ways: it can be used to inflict 2-16 points of damage on every creature within 30', or it may be employed against a single target up to 50' away, in which case it causes 3-30 points of damage. In either case, a successful saving throw vs. spell reduces the damage by half. Those who fail their saving throw are also stunned (as per the *power word, stun* spell) for 1d4 rounds. Brainstormers are themselves immune to this weapon.

Brainstormers are found in temperate woods, but also love to live underground. Although they are generally solitary in nature, they gather in small groups to hunt. Larger groups sometimes attack small bands of humanoids or adventurers, if there is a good chance of obtaining treasure (they especially like gems). Brainstormers usually lair underground.

Brainstormers eat small and medium-sized rodents and snakes, but have also been known to eat the flesh of larger creatures (such as humanoids) they have killed for treasure. Brainstormer blood is an ingredient in the ink used to create a *power word, stun* scroll.

CLIMATE/TERRAIN:	Any mountains
FREQUENCY:	Very rare
ORGANIZATION:	Solitary or clan
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Genius (17–18)
TREASURE:	Special
ALIGNMENT:	Neutral Good

NO. APPEARING:	1 (2–5)
ARMOR CLASS:	-4 (base)
MOVEMENT:	12, Fl 38 (C), Jp 3
HIT DICE:	16 (base)
THAC0:	5 (base)
NO. OF ATTACKS:	3 + special
DAMAGE/ATTACK:	2–12/2–12/4–40 (4d10)
SPECIAL ATTACKS:	Special
SPECIAL DEFENCES:	Variable
MAGIC RESISTANCE:	Variable
SIZE:	G (54' base)
MORALE:	Fanatic (17–18)
XP VALUE:	Variable

Age	Body Lgt(')	Tail Lgt(')	AC	Breath Weapon	Spells Wizard/Priest	MR	Treasure Type	XP Value
1	2-12	3-12	-1	2d12+1	Nil	Nil	Nil	3,000
2	12-24	12-20	-2	4d12+2	Nil	Nil	Nil	4,000
3	24-38	20-30	-3	6d12+3	Nil	Nil	Nil	6,000
4	38-56	30-42	-4	8d12+4	2	Nil	E,Z,T	8,000
5	56-78	42-52	-5	10d12+5	2 2	40%	H,Z,T	10,000
6	78-98	52-60	-6	12d12+6	2 2 2	45%	H,Z,T	13,000
7	98-115	60-70	-7	14d12+7	2 2 2 2	50%	H,Z,T	14,000
8	115-128	70-76	-8	16d12+8	2 2 2 2 1/1	55%	H,Z,T×2	15,000
9	128-140	76-82	-9	18d12+9	2 2 2 2 2/2	60%	H,Z,T×2	17,000
10	140-150	82-90	-10	20d12+10	2 2 2 2 2 1/2 2	65%	H,Z,T×2	18,000
11	150-160	90-96	-11	22d12+11	2 2 2 2 2 2/2 2 2	70%	H,Z,T×3	19,000
12	160-166	96-102	-12	24d12+12	2 2 2 2 2 2 1/2 2 2 2	75%	H,Z,T×3	20,000

Adamantite dragons are among the most powerful of all good dragons; they are also one of the rarest species. An encounter with an adamantite dragon is at best a once-in-a-lifetime event for all but the most fortunate (or unfortunate) of individuals.

An adamantite dragon's scales change little in color throughout its life; they are dark black from birth to old age. The scales are very small at birth, but as the dragon grows, they become larger and thicker, and are soon harder than steel. Once the mature adult stage is reached, the dragon develops silver flecks throughout its scales; these flecks grow more abundant as the dragon ages.

Adamantite dragons speak their own tongue, a tongue common to all good dragons, and 18% of hatchling adamantite dragons have an ability to communicate with any intelligent creature. The chance to possess this ability increases 5% per age category of the dragon.

An adamantite dragon encountered in human form will usually take the shape of a human wizard or fighter.

Adamantite dragons will not attack good creatures unless their lives are in danger, and will not fight most neutral individuals unless attacked first. However, they will attack all but the most powerful evil creatures on sight without a second thought; they have little tolerance for evil beings.

An adamantite dragon will not hesitate to immediately close with most opponents and fight with claws and bite. Against extremely powerful foes, spells, breath attacks, and/or special abilities will be used before entering melee. An adamantite dragon has little trouble deciding when an enemy has been sufficiently weakened by these attacks, so these weapons are rarely wasted on senseless attacks.

An adamantite dragon has two breath weapons. The first is a cloud of frost with a radius of 50' in all directions. This cloud will remain in effect for three rounds; on the first round, damage is taken as per the table above (save vs. breath weapon for half damage); on the second and third rounds, the area of effect is hit by an *ice storm* as per the spell (no damage is taken on the above table these two rounds).

The second breath weapon is a cone of fire 100' long, 5' wide at the dragon's mouth, and 25' wide at the base. Anyone caught inside the area of effect must save vs. breath weapon for half damage. If the dragon breathes its fire-based breath weapon into an *ice storm* previously created by its frost-based breath weapon, the area of overlap turns into a driving rainstorm for the duration of the frost cloud; anyone inside this rainstorm has a -2 to hit due to poor sight, and missile fire is impossible (this is in addition to the affects of the fire-based breath attack). An adamantite dragon casts its spells and uses its special abilities at 10th level plus its combat modifier.

At birth, adamantite dragons are immune to fire and cold. They may also *polymorph self* three times per day. As they age, they gain the following additional powers:

Young	*Magic missile* (three times per day)
Juvenile	*Slow* (three times per day)
Adult	*Fireball* (twice per day)
Mature Adult	*Cone of cold* (twice per day)
Old	*Forcecage* (once per day)
Very Old	*Polymorph any object* (once per day)

Adamantite dragons live deep within the highest mountain ranges they can find; they exist in all climates, as long as mountains are present. Their lairs are located in well hidden, spacious caves, and are protected by various magic and mundane traps, as well as faithful guards such as good giants and even ki-rin.

An adamantite dragon's worst enemies include red dragons and evil cloud giants; they will attack these foes on sight, and the insuing combat is usually spectacular and deadly; the adamantite dragon will usually prevail in these contests, but serious injury to the dragon can still result.

Adamantite dragons are on good terms with most good-aligned creatures in their territory, including silver dragons and gold dragons. They also have close ties with electrum dragons [q.v.], when their territories overlap. Their closest allies are mithril dragons [q.v.]; these two species will often work together, as they share common goals and ideals.

Adamantite dragons consume a diet of precious metals; gold, silver, platinum, and of course adamantite are all part of their diet. They do not need much to sustain themselves however, and the majority of metals they find are added to their treasure hoard. Adamantite dragons will not hesitate to help good-aligned creatures in times of need.

CLIMATE/TERRAIN:	Temperate wooded hills and montains and subterranean
FREQUENCY:	Very rare
ORGANIZATION:	Solitary or clan
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	High (13–14)
TREASURE:	Special
ALIGNMENT:	Neutral Evil

NO. APPEARING:	1 (2–5)
ARMOR CLASS:	-2 (base)
MOVEMENT:	9, Fl 30 (C), Sw 9, Jp 3
HIT DICE:	13 (base)
THAC0:	7 (base)
NO. OF ATTACKS:	3 + special
DAMAGE/ATTACK:	2–12/2–12/3–30 (3d10)
SPECIAL ATTACKS:	Special
SPECIAL DEFENCES:	Variable
MAGIC RESISTANCE:	Variable
SIZE:	G (42' base)
MORALE:	Fanatic (17–18)
XP VALUE:	Variable

Age	Body Lgt(')	Tail Lgt(')	AC	Breath Weapon	Spells Wizard/Priest	MR	Treasure Type	XP Value
1	2-8	1-6	1	2d10+1	Nil	Nil	Nil	3,000
2	8-20	6-14	0	4d10+2	Nil	Nil	Nil	4,000
3	20-32	14-26	-1	6d10+3	Nil	Nil	Nil	6,000
4	32-52	26-34	-2	8d10+4	1	Nil	H	8,000
5	52-70	34-45	-3	10d10+5	2	35%	H	10,000
6	70-88	45-52	-4	12d10+6	2 1	40%	H,T	11,000
7	88-96	52-62	-5	14d10+7	2 2 1	45%	H,S,T	12,000
8	96-106	62-70	-6	16d10+8	2 2 2	50%	H,S,T	15,000
9	106-116	70-78	-7	18d10+9	2 2 2 1	55%	H,S,T×2	17,000
10	116-124	78-82	-8	20d10+10	2 2 2 2	60%	H,S,T×2	18,000
11	124-132	82-90	-9	22d10+11	3 2 2 2/1	65%	H×2,S,T×2	19,000
12	132-142	90-98	-10	24d10+12	3 3 2 2/2	70%	H×3,S,T×2	20,000

Crested dragons are a cross between red and green dragons; they have the body of a green dragon (but larger) and the head and tail of a red dragon. The distinguishing feature of a crested dragon is the red, cakatoo-like crest that extends from the top of the head to halfway down the back of the neck. The coloration of the crested dragon's scales are similar to those of the green and red dragons in the repective body parts. Due to cross-breeding, a crested dragon's body scales are thicker than those of the green, hence the better armor class. Crested dragons speak their own tongue, a tongue common to all evil dragons, and 14% of hatchling crested dragons have an ability to communicate with any intelligent creature. The chance to possess this ability increases 5% per age category of the dragon.

Crested dragons will attack most good-aligned and neutral creatures without a second thought, but have also been known to attack evil creatures that invade their territory. Crested dragons will use their spells, breath weapon, and special abilities against more formidable foes before closing to fight, but will use claws and bite against weaker opponents.

At times, a crested dragon will attempt to control foes through use of suggestion and charm. These controlled creatures will be used as guards, or as information-gatherers. Their favorite targets for these tactics are humans and demi-humans.

A crested dragon's breath weapon is a cloud of flamming gas 70' long, 40' wide, and 30' high. Creatures caught in this cloud must make two saving throws vs. breath weapon as follows: the first is against gas for 3/4 damage and the second is against fire for 1/2 damage. This breath weapon is composed mostly of flames; therefore, if a target is immune to gas, damage is automatically 3/4 normal, save against fire for 1/2. On the other hand, if a victim is immune to fire, damage is automatically 1/2 normal, save against gas for 1/4 damage.

From birth, crested dragons are immune to both fire and gasses. Crested dragons cast spells and use their special abilities at 8th level, plus their combat modifier. As they age, they gain the following additional powers:

Young	*Affect normal fires* (three times per day)
Juvenile	*Water Breathing*
Adult	*Suggestion* (once per day)
Old	*Wall of Fire* (once per day)
Venerable	*Hypnotism* (once per day)
Great wrym	*Pass without trace* (three times per day)

Crested dragons are found in temperate hilly and mountainous regions as long as these areas are heavily forested. Crested dragons are solitary creatures (except when mating and child-rearing) and fiercely protect their territory. Crested dragon lairs are usually found in large caves well hidden in deep forests. Crested dragons are good parents, and will protect their young to the death if necessary.

Enemies of crested dragons include hill giants and green dragons with whom they share their territory. They will attack hill giants on sight, but will not fight green dragons unless provoked.

Although crested dragons can eat nearly anything, they prefer humans and elves, especially females; they have been known to attack small villages to obtain food. They will also eat plants and medium-sized animals if necessary.

CLIMATE/TERRAIN:	Subtropical and temperate hills and montains
FREQUENCY:	Very rare
ORGANIZATION:	Solitary or clan
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Exceptional (15–16)
TREASURE:	Special
ALIGNMENT:	Neutral (5% lawful or chaotic)

NO. APPEARING:	1 (2–5)
ARMOR CLASS:	-1 (base)
MOVEMENT:	12, Fl 36 (C), Jp 3
HIT DICE:	12 (base)
THAC0:	9 (base)
NO. OF ATTACKS:	3 + special
DAMAGE/ATTACK:	2–12/2–12/3–30 (3d10)
SPECIAL ATTACKS:	Special
SPECIAL DEFENCES:	Variable
MAGIC RESISTANCE:	Variable
SIZE:	G (42' base)
MORALE:	Fanatic (17–18)
XP VALUE:	Variable

Age	Body Lgt(')	Tail Lgt(')	AC	Breath Weapon	Spells Wizard/Priest	MR	Treasure Type	XP Value
1	5-15	3-10	2	3d6+1	Nil	Nil	Nil	3,000
2	15-26	10-16	1	6d6+2	Nil	Nil	Nil	4,000
3	26-36	16-24	0	9d6+3	Nil	Nil	Nil	6,000
4	36-46	24-38	-1	12d6+4	2	Nil	G	8,000
5	46-62	38-50	-2	15d6+5	2 1	25%	G,S	10,000
6	62-74	50-66	-3	18d6+6	2 2	30%	G,S	11,000
7	74-84	66-78	-4	21d6+7	2 2 1	35%	G,S,Z	12,000
8	84-98	78-90	-5	24d6+8	2 2 2	40%	G,S,X,Z	14,000
9	98-120	90-112	-6	27d6+9	2 2 2 1	45%	G,S,X,Z	16,000
10	120-140	112-120	-7	30d6+10	2 2 2 2	50%	G,S,X,Z	18,000
11	140-158	120-130	-8	33d6+11	2 2 2 2 1/1	55%	G,S,X,Z×2	19,000
12	158-166	130-142	-9	36d6+12	2 2 2 2 2/2	60%	G,S,X,Z×3	20,000

Crimson dragons are closely related to red dragons; they are nearly identical in appearance to reds, although they are smaller in size. Aside from the brighter red scales and some minor facial differences, the only appreciable difference is the black throat and belly of the crimson dragon. At ranges of 120' or greater, crimson dragons appear identical to red dragons; at closer distances, the differences are easier to distinguish (a successful Int check results in the observation of the brighter scales and/or the black belly. In any case, the differences are obvious at 60' or less. Unlike most dragons, the scales of a crimson dragon change little in color throughout their lives; they stay a bright crimson red from birth to old age.

While crimson dragons resemble red dragons in appearance, their temperment and outlook on life are quite different. They are far less vain and greedy than the red; while they still hoard treasure, it is not the crimson's main goal in life. Crimson dragons rarely take sides in conflicts between good and evil, only doing so to maintain the balance of neutrality, which is their main concern. Most (90%) crimson dragons are stricly neutral in alignment; of the remaining 10%, half are neutral with lawful tendancies, and the other half are neutral with chaotic leanings.

Crimson dragons speak their own language, a language common to all neutral dragons, and 16% of hatchling crimson dragons have an ability to communicate with any intelligent creature. The chance to possess this ability increases 5% per age category of the dragon.

Crimson dragons prefer to close with their opponents, engaging them with every attack mode available; if possible, combat will commence with a screaming plummet from the sky above in order to gain surprise. The attack will then continue with claw, bite, wing buffet, tail slap, etc. Spells, breath weapon attacks, and special abilities will not normally be employed; instead they will saved for truly dangerous encounters. Crimson dragons are not above retreating if obviously out-classed.

The breath weapon of a crimson dragon is a cloud of noxious vapors measuring 50' in all dimensions. Anyone caught in this cloud must make a saving throw vs. breath weapon or fall unconscious for 1d6 rounds; those who succeed must make a second saving throw vs. poison or suffer nausea (-2 on all "to hit" rolls) for 1d4 rounds. On the round following the breath attack, the cloud bursts into flames, inflicting the damage listed on the table above to all still in the area of effect (victims may save vs. breath weapon for 1/2 damage). Strong winds or a gust of wind spell will move the cloud, but no amount of wind short of hurricane-force will disperse it. Any fire (such as torches carried by victims) will set the cloud ablaze immediately and any damage caused (such as from a *fireball*) will be cumulative with the breath weapon damage. A favorite tactic of the crimson dragon is to cast a *fireball* spell into the cloud the following round, causing tremendous damage.

Crimson dragons are born immune to fire. As they age, they gain the following additional powers:

Juvenile	*Flaming sphere* (three times per day)
Adult	*Wall of Fire* (twice per day)
Old	*Telekinesis* (twice per day)
Venerable	*Reverse gravity* (once per day)
Wrym	*Incendiary cloud* (twice per week)

Crimson dragons cast spells and use their special abilities at 8th level, plus their combat modifier.

Like red dragons, crimsons can be found in hilly or mountainous terrain, but unlike their cousins, dislike the tropics. Their lairs are usually in large caves in high hills or mountain peaks.

Crimson dragons are usually loners; they associate with other crimson dragons only when mating, and keep company with other creatures even less fre frequently. This is due mainly to the fact they are often mistaken for red dragons and are therefore mistrusted by most other creatures.

These cases of mistaken identity are the most common cause of unwarranted attacks against crimson dragons, and is also the main reason behind their neutral alignment - they don't trust others, and rarely form alliances; they spend most of their efforts furthering the goals of neutrality.

Crimson dragons prefer to eat meat, but can eat nearly anything. When hunting, they rarely will kill an intelligent creature for food, except in extreme circumstances.

A crimson dragon's worst enemy is the red dragon, who think their cousins are inferior and give them a bad reputation. Combat bewteen the two types are relatively common, and, assuming the combatants are of roughly the same age, these fights are usually quite evenly matched.

CLIMATE/TERRAIN:	Temperate and subtropical forest
FREQUENCY:	Very rare
ORGANIZATION:	Solitary or clan
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	High (13–14)
TREASURE:	Special
ALIGNMENT:	Neutral Good

NO. APPEARING:	1 (2–5)
ARMOR CLASS:	-1 (base)
MOVEMENT:	14, Fl 40 (C), Jp 3
HIT DICE:	13 (base)
THAC0:	7 (base)
NO. OF ATTACKS:	3 + special
DAMAGE/ATTACK:	1–8/1–8/6–24 (6d4)
SPECIAL ATTACKS:	Special
SPECIAL DEFENCES:	Variable
MAGIC RESISTANCE:	Variable
SIZE:	G (32' base)
MORALE:	Champion (15–16)
XP VALUE:	Variable

Age	Body Lgt(')	Tail Lgt(')	AC	Breath Weapon	Spells Wizard/Priest	MR	Treasure Type	XP Value
1	2-6	1-5	2	1d20+1	Nil	Nil	Nil	2,000
2	6-15	5-10	1	2d20+2	Nil	Nil	Nil	3,000
3	15-26	10-22	0	3d20+3	Nil	Nil	Nil	5,000
4	26-38	22-32	-1	4d20+4	1	Nil	F,S,T	7,000
5	38-48	32-40	-2	5d20+5	2	20%	F,S,T	9,000
6	38-58	40-50	-3	6d20+6	2 1	25%	F,S,T	11,000
7	58-67	50-58	-4	7d20+7	2 2	30%	F,S,T	13,000
8	67-75	58-66	-5	8d20+8	2 2 1	35%	F,S,T×2	14,000
9	75-86	66-72	-6	9d20+9	2 2 2	40%	F,S,T×2	16,000
10	86-94	72-78	-7	10d20+10	2 2 2 1	45%	F,S,T×2	18,000
11	94-100	78-84	-8	11d20+11	2 2 2 2	50%	F,S,T×3	19,000
12	100-108	84-88	-9	12d20+12	3 2 2 2 1	55%	F,S,T×3	20,000

Electrum dragons are distant relatives of both gold and silver dragons; some sources report they are a crossbreed of the two types, but this rumor is unfounded. Electrum dragons are basically unagressive and are usually quite friendly towards any good-aligned creatures; on the other hand, they have little tolerance for anyone or anything evil.

At birth, an electrum dragon's scales are silver in color; throughout the young stage, the scales turn yellow and then gold. Once the adult stage is reached, the scales obtain a bright amber hue.

Electrum dragons speak their own language, a tongue common to all good dragons, and 16% of all hatchling electrum dragons have an ability to communicate with any intelligent creature. The chance to possess this ability increases 5% per age category of the dragon.

Electrum dragons will not normally fight unless provoked; however, if they witness acts of evil, they may initiate combat, if they feel the need is great great enough. If possible, an electrum dragon will attempt to disable or confuse opponents with spells or special abilities in order to gain an advantage before entering melee, or to convince the foe to break off the fight. If this tactic does not work, breath weapon attacks, more powerful spells, and all-out attacks with special abilities will all be employed before resorting to claw and bite attacks. Two or more electrum dragons will often work together to defeat a common foe, if the need arises.

An electrum dragon's breath weapon is a swarm of lightning when the dragon breathes, a cloud billows forth from the dragon's mouth; this cloud has a radius of 5' per age category of the dragon. Within this cloud, dozens of lightning bolts strike in all directions. Anyone caught inside the area of effect suffers the listed damage; a successful save vs. breath weapon reduces the damage by half. Electrum dragons cast their spells and use their special abilities at 7th level plus their combat modifier. Electrum dragons are born immune to electricity. As they age they gain the following abilities:

Young	*Shocking grasp* (three times per day)
Young Adult	*Lightning bolt* (twice per day)
Mature adult	*Call lightning* (twice per day)
Very Old	*Thunderlance* (once per day)†
Wrym	*Chain lightning* (twice per week)

†see Forgotten Realms Adventures^{TM}

Electrum dragons inhabit wooded areas in temperate and subtropical climates. They spend the majority of their time deep within the forests, and venture into the open only rarely. Electrum dragons live in large underground caverns; the enterances to their lairs are usually well hidden with natural vegetation, and are quite difficult to find.

Electrum dragons have good relations with most good-aligned inhabitants of the forests, as well as with most other good dragons. Their closest allies are mithril and adamantite dragons [q.v.], probably due to their identical alignments. These three types of dragons often form alliances in times of need.

In the past, electrum dragons were far more common than they presently are; hundreds of years ago, their numbers began to fade, due to numerous wars with evil humanoids and dragons. Today, they are one of the rarest of all dragon species.

Although they are capable of eating nearly anything, electrum dragons prefer a diet of fruits and shrubs; they appear to require very little nourishment Electrum dragons are normally very friendly towards good forest creatures, and will protect or help them in any way they can; they are especially fond of elves, and will often form close friendships with them.

CLIMATE/TERRAIN:	Special
FREQUENCY:	Rare (native plane) Very rare (prime plane)
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Average (8–10)
TREASURE:	Nil
ALIGNMENT:	Neutral

NO. APPEARING:	1–2
ARMOR CLASS:	0 (base)
MOVEMENT:	Air: 10, Fl 40 (A) Earth: 10, Fl 20 (D), Br 10 Fire: 12, Fl 28 (C) Water: 6, Fl 18 (D), Sw 20
HIT DICE:	14 (base)
THAC0:	7 (base)
NO. OF ATTACKS:	3 + special
DAMAGE/ATTACK:	2–20/2–20/2–20 (2d10)
SPECIAL ATTACKS:	Special
SPECIAL DEFENCES:	Variable
MAGIC RESISTANCE:	Variable
SIZE:	H (24' base)
MORALE:	Fanatic (17–18)
XP VALUE:	Variable

Age	Body Lgt(')	Tail Lgt(')	AC	Breath Weapon	Spells Wizard/Priest	MR	Treasure Type	XP Value
1	2-4	1-2	3	2d8+1	Nil	Nil	Nil	1,400
2	4-10	2-6	2	4d8+2	Nil	Nil	Nil	2,000
3	10-18	6-12	1	6d8+3	Nil	Nil	Nil	3,000
4	18-30	12-20	0	8d8+4	Nil	Nil	Nil	5,000
5	30-40	20-26	-1	10d8+5	Nil	35%	Nil	7,000
6	40-46	26-32	-2	12d8+6	Nil	40%	Nil	9,000
7	46-54	32-40	-3	14d8+7	Nil	45%	Nil	10,000
8	54-62	40-47	-4	16d8+8	Nil	50%	Nil	11,000
9	62-70	47-54	-5	18d8+9	Nil	55%	Nil	13,000
10	70-78	54-60	-6	20d8+10	Nil	60%	Nil	14,000
11	78-85	60-64	-7	22d8+11	Nil	65%	Nil	15,000
12	85-94	64-68	-8	24d8+12	Nil	70%	Nil	16,000

There are four types of elemental dragons: fire, water, air, and earth. Each sub-species is native to its corresponding elemental plane, and are most often encountered there. However, an elemental dragon is capable of travelling to, and existing on the prime plane as well (see Habitat/Society for more information).

Each elemental dragon is made up of the appropriate elemental substance, and is similar in appearance to the "common" elemental, although it takes on more of a dragon-like appearance instead of a humanoid form.

It is not known if elemental dragons are capable of speaking humanoid languages or the tongues of other dragons, but they are able to communicate with most other elemental creatures native to their home plane.

Elemental dragons are quick to anger and will attack with the least provocation; any perceived threat is a fair target. These creatures have most of the combat tactics and behavior of their more common elemental cousins.

While an elemental dragon has attacks that originate from the creature's "head" and "claws," these do not actually represent a "claw/claw/bite" routine; instead, all three attacks are composed of the dragon's native element (similar to a common elemental's attacks) and therefore deliver identical damage.

Each sub-type of elemental dragon has a breath weapon composed of its corresponding element:

Air	*Blast of compressed air*	90' long	5' wide	30' wide
Earth	*Cone of rocks and debris*	85' long	5' wide	30' wide
Fire	*Cone of flames*	90' long	5' wide	30' wide
Water	*Cone of scalding water and steam*	80' long	5' wide	35' wide

All four types inflict an identical amount of damage, as indicated on the table above. A successful saving throw vs. breath weapon reduces the damage by half (saves are at -2 on the elemental dragon's home plane).

Elemental dragons have no spell-casting capabilities or spell-like powers, but each has an immunity to attacks composed of their native element. All sub-species may be hit only with a weapon of +2 or better enchantment, and a creature with fewer than 5 hit dice cannot harm an elemental dragon without some sort of magical assistance. All elemental dragons earn a +2 to hit and a +4 to damage when fighting in their native element (not just in their home plane).

While elemental dragons are native to the various elemental planes, they are able to travel to the prime planes at will. They may exist there for one day per age category of the dragon; if this limit is exceeded, the dragon's material shell is destroyed, forcing it to return to its plane of origin. In addition, while on the prime planes, an elemental dragon may not stray from an area of its native element for more than one hour per age category of the dragon, as this too will lead to its material demise. It is not suprising then, that elemental dragons will most often be encountered in or near their native element when existing on the prime plane.

An elemental dragon may not be summoned or controlled like a normal elemental, as there are no known magic devices or spells that will allow this.

Elemental dragons do not fit into the normal ecological system, as they are extra-planar beings. They sustain themselves on a diet consisting of their native element.

Elemental dragons of opposing planes are bitter enemies and will attack each other on sight; these battles usually result in the death of one or both of the combatants.

CLIMATE/TERRAIN:	Temperate, sub-tropical, and sub-arctic lakes and rivers
FREQUENCY:	Very rare
ORGANIZATION:	Solitary or clan
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Exceptional (15–16)
TREASURE:	Special
ALIGNMENT:	Lawful evil

NO. APPEARING:	1 (2–5)
ARMOR CLASS:	-2 (base)
MOVEMENT:	6, Fl 30 (C), Sw 14
HIT DICE:	14 (base)
THAC0:	7 (base)
NO. OF ATTACKS:	3 + special
DAMAGE/ATTACK:	1–10/1–10/4–32 (4d8)
SPECIAL ATTACKS:	Special
SPECIAL DEFENCES:	Variable
MAGIC RESISTANCE:	Variable
SIZE:	G (36' base)
MORALE:	Fanatic (17–18)
XP VALUE:	Variable

Age	Body Lgt(')	Tail Lgt(')	AC	Breath Weapon	Spells Wizard/Priest	MR	Treasure Type	XP Value
1	2-6	1-5	1	1d8+1d10	Nil	Nil	Nil	3,000
2	6-18	5-12	0	2d8+2d10	Nil	Nil	Nil	4,000
3	18-28	12-24	-1	3d8+3d10	Nil	Nil	Nil	5,000
4	28-42	24-32	-2	4d8+4d10	1	Nil	H,Z,T	7,000
5	42-60	32-42	-3	5d8+5d10	2	25%	H,Z,T	9,000
6	60-74	42-50	-4	6d8+6d10	2 1	30%	H,Z,T	11,000
7	74-84	50-60	-5	7d8+7d10	2 2	35%	H,Z,T×2	13,000
8	84-92	60-68	-6	8d8+8d10	2 2 1	40%	H,Z,T×2	15,000
9	92-102	68-74	-7	9d8+9d10	2 2 1/1	45%	H,Z,T×3	16,000
10	102-110	74-80	-8	10d8+10d10	2 2 2/1	50%	H,Z,T×3	18,000
11	110-120	80-86	-9	11d8+11d10	2 2 2 1/2	55%	H,Z×2,T×3	19,000
12	120-130	86-92	-10	12d8+12d10	2 2 2 1 1/2	60%	H,Z×2,T×3	20,000

The indigo dragon is a species of dragon that has adapted to life in the water: their bodies are smaller and more slender than most other dragons, and their hind feet are webbed to allow for greater maneuverability when swimming. They are able to breathe underwater, which enables them to stay submerged for extended periods of time.

At birth, the scales of an indigo dragon are a pale blue; as they age, the scales become brighter and richer, until they reach a deep indigo color when the mature adult stage is reached. This coloration enables indigo dragons to remain virtually unseen in the depths of lakes and larger rivers.

Indigo dragons speak their own tongue, a tongue common to all evil dragons, and 16% of hatchling indigo dragons have an ability to communicate with any intelligent creature. The chance to possess this ability increases 5% per age category of the dragon.

During combat, indigo dragons prefer to remain in the water; they will take to the air only if they require greater mobility, and will rarely, if ever, fight on land. An indigo dragon is a fearsome foe when encountered in its native environment; its swimming ability gives it great mobilty in the water. An indigo will attack most creatures with claw and bite, but will not hesitate to use breath attacks and/or special abilities against more dangerous foes. Great indigo wyrms will use their *summon water elemental* ability if greatly threatened. Indigo dragons' most prized magical possessions are those that summon and/or control water-based creatures; these will also be used in combat, if the situation warrants.

When attacking boats and ships, an indigo dragon will attack from beneath the waterline, and attempt to capsize the craft (if small enough) or puncture or weaken the hull. If this fails, they will surface and use a breath attack on the crew before closing to fight with claw and bite.

The breath weapon of an indigo dragon is a cloud of super-heated steam measuring 60' long, 50' wide, and 30' high. Anyone caught inside this cloud is scalded by the steam for the indicated amount of damage; a successful saving throw vs. breath weapon reduces the damage by one half. The heat of the steam is sufficient to melt most metals (including armor); if the initial save is failed, all possessions must save vs. magical fire or melt into uselessness. This weapon is as effective underwater as it is in the open air. An indigo dragon casts its spells and uses its magical abilities at 8th level, plus the combat modifier.

At birth, indigo dragons are immune to all types of heat; in addition, they may employ *water breathing* at will. As they age, they gain the following additional powers:

Very young	*Wall of fog* (three times per day)
Juvenile	*Fog cloud* (three times per day)
Adult	*Water walk* (twice per day)
Very old	*Part water* (once per day)
Great wrym	*Summon water elemental* (once per week)

Indigo dragons can be found swimming in freshwater lakes and rivers in any climate except topical and arctic. They spend little time on dry land, as they are quite clumbsy out of the water; indigo dragons are master swimmers however, and love to spend long hours swimming about their territory. Indigo dragons are playful and good-natured, at least as far as evil dragons are concerned. However, if threatened, they will not hesitate to fight.

Indigo dragons are good parents, and will protect their young to the death if necessary; offspring are rarely forced to leave the lair - they will strike out on their own only when they are ready.

Due to their relatively good demeanor, indigo dragons go rouge more so than most other types of dragons; most will become lawful neutral in alignment, while some make the jump to lawful good. These rogues live in isolation, for they are persecuted by evil dragons who consider them traitors, and by good dragons who do not know of their reformation.

The lair of an indigo dragon is always underwater, usually in a large cave or shipwreck. The lair itself is usually dry, but will sometimes be completely filled with water, as is the case with most shipwreck lairs. Although indigo dragons will sometimes venture into salt water, they much prefer freshwater locations; their lairs will always be in an area of freshwater.

An indigo dragon's greatest enemy is the bronze dragon, with whom they often come into contact. In close combat, an indigo will usually get the best of the bronze, but if the battle is fought at a distance, the indigo will be more hard pressed due to the longer range and superior spell casting abilities of the bronze. If the indigo cannot safely come within range of its own breath weapon, it will use its superior swimming speed to escape.

Although indigo dragons can eat nearly anything, they prefer to consume the fish and other aquatic animals they find all around them. Their diet consists of everything from small fish to mammals such as otters.

CLIMATE/TERRAIN:	Any mountains and hills
FREQUENCY:	Very rare
ORGANIZATION:	Solitary or clan
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Genius (17–18)
TREASURE:	Special
ALIGNMENT:	Neutral good

NO. APPEARING:	1 (2–5)
ARMOR CLASS:	-3 (base)
MOVEMENT:	10, Fl 35 (C), Jp 3
HIT DICE:	16 (base)
THAC0:	5 (base)
NO. OF ATTACKS:	3 + special
DAMAGE/ATTACK:	2–8/2–8/6–36 (6d6)
SPECIAL ATTACKS:	Special
SPECIAL DEFENCES:	Variable
MAGIC RESISTANCE:	Variable
SIZE:	G (52' base)
MORALE:	Fanatic (17–18)
XP VALUE:	Variable

Age	Body Lgt(')	Tail Lgt(')	AC	Breath Weapon	Spells Wizard/Priest	MR	Treasure Type	XP Value
1	6-20	3-8	0	disintegrate	Nil	Nil	Nil	3,000
2	20-30	8-16	-1	disintegrate	Nil	Nil	Nil	4,000
3	30-40	16-22	-2	disintegrate	Nil	Nil	Nil	6,000
4	40-54	22-28	-3	disintegrate	2	Nil	E,R,T	8,000
5	54-68	28-32	-4	disintegrate	2 2	30%	H,R,T	11,000
6	68-78	32-40	-5	disintegrate	2 2 2	35%	H,R,T	13,000
7	78-86	40-48	-6	disintegrate	2 2 2 1	40%	H,R,T	14,000
8	86-100	48-54	-7	disintegrate	2 2 2 2/1	45%	H,R,T×2	16,000
9	100-114	54-60	-8	disintegrate	2 2 2 2 1/2	50%	H,R,T×2	17,000
10	114-124	60-66	-9	disintegrate	2 2 2 2 2/2 2	55%	H,R,T×2	18,000
11	124-138	66-74	-10	disintegrate	2 2 2 2 2 1/2 2 2	60%	H,R,T×3	19,000
12	138-150	74-80	-11	disintegrate	2 2 2 2 2 2/2 2 2 1	65%	H,R,T×3	20,000

Mithril dragons are closely related to silver dragons; in appearance, they are quite similar to their cousins, except a mithril dragon is somewhat larger and has distinct facial features: the mithril's head is bigger, and it has two "fins" on the top of its head, as opposed to the silver's one. A mithril dragon's scales are also a richer silver in color and have more of a metallic brilliance than the silver dragon's.

Mithril dragons speak their own tongue, a tongue common to all good dragons, and 18% of hatchling mithril dragons have an ability to communicate with any intelligent creature. The chance to possess this ability increases 5% per age category of the dragon.

Mithril dragons prefer to avoid combat; instead, they will try to convince their opponents not to attack. If combat does ensue, mithril dragons will fight without hesitation - they will rarely back down from any opponent. Unless the foe is clearly inferior, a mithril dragon will almost never enter melee prior to using a special attack form, be it spells, breath attacks, or special abilities; however, these attacks are not used foolishly - the mithril dragon's high intelligence gives it the ability to choose the appropriate attack mode(s) with near-perfect accuracy. Once the enemy is sufficiently softened up, the mithril dragon will leap (or plummet) to the attack, using claws, bite, tail slap, etc. with great efficiency.

A mithril dragon has two breath weapons. The first is a *cloud of paralyzing gas* ; this cloud has a radius of 5' per age category of the dragon. All creatures caught inside the cloud must save vs. breath weapon or become paralyzed for 1d10 turns + 1 turn per age category of the dragon. This cloud may not be dissipated by anything short of a hurricane (although it may be moved) and will stay in effect for 1d3 rounds. The second breath weapon is a *cone of disintegration* 50' long, 5' wide at the dragon's mouth, and 20' wide at the base. Anyone/anything caught inside this cone is disintegrated as per the spell. A successful save vs. breath weapon (not spell) negates this affect.

Mithril dragons cast their spells and use their special abilities at 9th level plus the combat modifier. At birth, they are immune to paralyzation and all forms of *death magic* (that is, any magic that kills outright such as *power word, kill* , *disintegrate* , etc.; this does not include magic attacks that due to excessive damage such as *fireball* , *lightning bolt* , etc.). They are also able to *polymorph self* three times per day. As they age, they gain the following additional powers:

Young	*Gaze reflection* (three times per day)
Young adult	*Blink* (three times per day)
Adult	*Feeblemind* (twice per day)
Mature adult	*Mass suggestion* (once per day)
Old	*Spell turning* (once per day)
Venerable	*Maze* (three times per week)

Mithril dragons reside in any climate; they prefer to inhabit high mountains, but will sometimes be found travelling in hilly regions. Their lairs will almost always be located on the top of the tallest peak in their territory; the entrances to these lairs are nearly unaccessible, and will always be protected by various traps and magics.

Mithril dragons sometimes clash with red dragons, since their territories often overlap; these fights are fierce and deadly, and eventhough the mithril dragon will usually get the best of the red, the latter will rarely back down.

Mithril dragons have been known to band together with silver dragons in order to accomplish a common goal (such as defeating a group of persistent red dragons), and the bond between the two species is especially close. Mithril dragons will also ally themselves with electrum and adamantite dragons [q.v.], as their goals are usually similar.

Mithril dragons prefer a diet of silver; the higher the quality, the better. They are able to sustain themselves indefinately on this metal, but will also eat meat from time to time. Mithril dragons will sometimes aid good humanoids in times of trouble, but will usually expect a service in return, such as a quest to thwart evil or to further the aims of good.

CLIMATE/TERRAIN:	Temperate woods and hills
FREQUENCY:	Very rare
ORGANIZATION:	Solitary or clan
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Genius (17–18)
TREASURE:	Special
ALIGNMENT:	Lawful Evil

NO. APPEARING:	1 (2–5)
ARMOR CLASS:	-3 (base)
MOVEMENT:	10, Fl 35 (C), Jp 3
HIT DICE:	15 (base)
THAC0:	5 (base)
NO. OF ATTACKS:	3 + special
DAMAGE/ATTACK:	1–10/1–10/4–40 (4d10)
SPECIAL ATTACKS:	Special
SPECIAL DEFENCES:	Variable
MAGIC RESISTANCE:	Variable
SIZE:	G (50' base)
MORALE:	Fanatic (17–18)
XP VALUE:	Variable

Age	Body Lgt(')	Tail Lgt(')	AC	Breath Weapon	Spells Wizard/Priest	MR	Treasure Type	XP Value
1	2-12	3-10	0	1d12+1d10+1	Nil	Nil	Nil	3,000
2	12-24	10-20	-1	2d12+2d10+2	Nil	Nil	Nil	4,000
3	24-44	20-30	-2	3d12+3d10+3	Nil	Nil	Nil	6,000
4	44-63	30-50	-3	4d12+4d10+4	1	Nil	H,Z,U	8,000
5	63-84	50-69	-4	5d12+5d10+5	2	30%	H,Z,U	10,000
6	84-104	69-88	-5	6d12+6d10+6	2 1	35%	H,Z,U	12,000
7	104-120	88-108	-6	7d12+7d10+7	2 2	40%	H,Z,U×2	13,000
8	120-140	108-126	-7	8d12+8d10+8	2 2 2	45%	H,Z,U×2	15,000
9	140-157	126-148	-8	9d12+9d10+9	2 2 2 2/1	50%	H,Z,U×3	17,000
10	157-166	148-154	-9	10d12+10d10+10	2 2 2 2 1/2	55%	H,Z,U×3	18,000
11	166-178	154-164	-10	11d12+11d10+11	2 2 2 2 2/2 2	60%	H,Z,T,U×3	19,000
12	178-186	164-174	-11	12d12+12d10+12	2 2 2 2 2 1/2 2 2	65%	H,Z,T,U×3	20,000

Orange dragons are one of the most powerful of all evil dragons. While they are not quite as greedy as red dragons, orange dragons still love to hoard treasure; magic items (especially wands and staves) are their most prized possessions.

At birth, an orange dragon's scales are a dull yellow or peach in color; they turn to a dull orange at the end of the young stage, and reach a bright orange once the young adult stage is obtained, at which time they also develop dark black ribbings on both the top and bottom wing surfaces.

Orange dragons speak their own tongue, a tongue common to all evil dragons, and 18% of hatchling orange dragons have an ability to communicate with any intelligent creature. The chance to possess this ability increases 5% per age category of the dragon.

Orange dragons prefer to make heavy use of magic in combat; this includes both spells and magical devices. A young adult orange dragon has a 25% chance of possessing at least one magic device when encountered; this chance increases 10% for each additional age category. There is an 80% chance that at least one of these magical possesssions will be a wand or staff.

Due to the high intelligence of orange dragons, they realize when magic is not necessary, so their spells and magic possessions are rarely wasted on inferior foes. Instead, the orange will use the more normal means of attack such as claw, bite, and, if necessary, breath attacks.

An orange dragon is a fierce opponent and will rarely, if ever, back down or flee from a flight, unless clearly outnumbered. If necessary, several orange dragons will work together to defeat a common foe.

An orange dragon's breath weapon is a *cone of magma* 100' long, 5' wide at the dragon's mouth, and 25' wide at the base. All creatures caught inside the area of effect must save vs. breath weapon for half damage. The magma expelled by the dragon will continue to burn for two additional rounds. Creatures still in the affected area (or those who move into it) suffer 1d6 points of damage per age category of the dragon (saves for half damage are applicable only to those who move into the area; those already in the area of effect are considered to be covered with the burning material, so saves do not apply). Orange dragons cast spells and use their special abilities at 10th level, plus the combat modifier.

At birth, orange dragons are immune to heat and all forms of fire. As they age, they gain the following additional powers:

Very young	*Burning hands* (three times per day)
Juvenile	*Flaming sphere* (three times per day)
Mature adult	*Wall of fire* (twice per day)
Very old	*Teleport* (once per day)
Wrym	*Maze* (three times per week)

Orange dragons may be found in both hilly and forested areas in temperate climates. Their lairs are usually well-hidden and well protected with traps, both magical and mundane; these lairs are normally underground and quite spacious.

Orange dragons prefer to spend the majority of their time outside their lairs; they enjoy soaring high over their domains, where they may survey their entire territory and all that takes place therein.

Orange dragons are excellent parents; they will protect their young to the death if necessary. Orange dragons are also quite sociable as far as evil dragons are concerned. It is not uncommon for them to work together, or even with other types of evil dragons, to further their goals. The two types of evil dragons they most often come into contact with, are green and red dragons. For the most part, orange and green dragons will cooperate with one another. As for the relationship between orange and red dragons, while they tolerate each other, they will rarely associate with one another; this is due mostly to the temperment of the red. Orange dragons will also not hesitate to work with evil humans when the situation warrants.

Orange dragons prefer to eat meat, although they may consume nearly anything. They will hunt most medium or large creatures that can be found in their territory.

CLIMATE/TERRAIN:	Any plains or hills
FREQUENCY:	Very rare
ORGANIZATION:	Solitary or clan
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Genius (17–18)
TREASURE:	Special
ALIGNMENT:	Neutral Evil

NO. APPEARING:	1 (2–5)
ARMOR CLASS:	-4 (base)
MOVEMENT:	12, Fl 36 (C), Jp 3
HIT DICE:	16 (base)
THAC0:	5 (base)
NO. OF ATTACKS:	3 + special
DAMAGE/ATTACK:	2–12/1–12/3–36 (3d12)
SPECIAL ATTACKS:	Special
SPECIAL DEFENCES:	Variable
MAGIC RESISTANCE:	Variable
SIZE:	G (52' base)
MORALE:	Fanatic (17–18)
XP VALUE:	Variable

Age	Body Lgt(')	Tail Lgt(')	AC	Breath Weapon	Spells Wizard/Priest	MR	Treasure Type	XP Value
1	4-14	3-10	-1	red	Nil	Nil	Nil	3,000
2	14-26	10-20	-2	red	Nil	Nil	Nil	4,000
3	26-46	20-32	-3	orange	Nil	Nil	Nil	6,000
4	46-64	32-50	-4	orange	1	Nil	H,R,T	9,000
5	64-84	50-70	-5	yellow	2	35%	H,R,T	10,000
6	84-106	70-90	-6	yellow	2 2	40%	H,R,T	12,000
7	106-120	90-108	-7	green	2 2 2	45%	H,R,T×2	13,000
8	120-142	108-125	-8	green	2 2 2 2	50%	H,R,T×2	15,000
9	142-160	125-145	-9	blue	2 2 2 2 1/2	55%	H,R,T×3	17,000
10	160-170	145-152	-10	indigo	2 2 2 2 2 1/2 2	60%	H,R,T×3	18,000
11	170-180	152-160	-11	violet	2 2 2 2 2 2 1/2 2 2	65%	H,R,V,T×3	19,000
12	180-190	160-168	-12	violet	3 2 2 2 2 2 2/2 2 2 1	70%	H,R,V,T×3	20,000

Prismatic dragons are a very rare, powerful species of evil dragon; they hate anything good and will attack most good-aligned creatures on sight. They love to subjugate weaker creatures, and will often have several slaves within their lairs.

At birth, a prismatic dragon is white with thin red stripes running the length of its body from nose to tail; as they age, they slowly gain stripes of different colors until the wyrm stage, when they are striped with all colors of the spectrum. The categories at which a prismatic dragon gains a new color stripe is listed under the breath weapon category in the table above. For example, a very old prismatic dragon is white with red, orange, yellow, green, and blue stripes. This unique coloration gives a clue as to the age of a prismatic dragon; however, illusion magic is often used to alter the pattern of colors (prismatic dragons have developed spells for this sole application).

Prismatic dragons speak their own tongue, a tongue common to all evil dragons, and 18% of hatchling prismatic dragons have an ability to communicate with any intelligent creature. The chance to possess this ability increases 5% per age category of the dragon.

Since prismatic dragons are highly intelligent, they are quite adept at choosing the most appropriate attack mode in combat; they will nearly always use one or more breath attacks against dangerous opponents, such as other dragons. Spells and special abilities may also be used in these cases, if the dragon perceives the threat as great enough. When closing to fight with other flying creatures, prismatics will usually employ a grapple attack on their opponent (see the Forgotten Realms Draconomicon^{TM}for more details).

When confronted with weaker foes, prismatic dragons will often toy with their enemies before dispatching them, as they seem to enjoy watching their opponents die a slow and agonizing death. When faced with foes of moderate power, prismatics prefer to employ plummet and snatch attacks; snatched creatures will be clawed and bitten nearly to the point of death at which time they will be dropped to their doom.

The breath weapon of a prismatic dragon is a *prismatic spray* which is in the shape of a cone 90' long, 5' wide at the dragon's mouth, and 25' wide at the base. The effects of the breath weapon are as per the spell of the same name, except all saves are vs. breath weapon. In addition, younger prismatics are not capable of employing all colors of the spray. At birth, the breath weapon is only composed of red rays; as the dragon ages, new color rays are added at the same rate as scale stripes, as listed under the breath weapon category in the table above (i.e. an old prismatic dragon has a breath weapon composed of red, orange, yellow, and green rays). Thus, it is possible to determine the potency of a prismatic dragon's breath weapon by the stripes on the scales (unless, of course, the dragon has altered the pattern with illusion magic). Prismatic dragons cast spells and use their special abilities at 11th level, plus the combat modifier.

At birth, prismatic dragons are immune to poison, petrification, and all forms of insanity. They may also *polymorph self* three times per day (a change to their normal form does not count towards this total). As they age, the gain the following powers:

Young	*Color spray* (three times per day)
Juvenile	*Chromatic orb* (three times per day)[†]
Adult	*Rainbow pattern* (twice per day)
Old	*Otiluke's radiant screen* (once per day)[‡]
Very old	*Nystul's radiant arch* (once per day)[‡]
Wrym	*Prismatic wall* (three times per week)
Great wrym	*Prismatic sphere* (twice per week)

[†]see The Complete Wizard's Handbook™
[‡]see The Greyhawk Adventures Sourcebook™

Prismatic dragons are by nature solitary creatures; on rare occasions, they have been known to band together with other evil creatures in order to further their own goals; once this is accomplished, they will more than likely turn on their former allies.

Under normal circumstances, prismatics will attack most good creatures on sight and those of other alignments with the slightest provocation - this includes other evil dragons, whom they consider inferior. They usually do not attack their own kind (unless they feel they have something to prove) but do not enjoy their company either. In most cases, if more than one prismatic dragon is encountered, it will be a mated pair with offspring.

Prismatic dragons have adapted to life in any climate, from the frozen arctic wastes, to the tropics. They prefer to live in the plains or gently rolling hills. The lairs of prismatics are usually located in large, underground caverns, that are sometimes excavated with magic. The entrances are well hidden with illusions, and protected with assorted traps and hazards. Slaves often abound in these lairs, acting as guards and servants.

Prismatic dragons are able to eat nearly anthing, but they appear to sustain themselves almost exclusively from the sun's energy.

CLIMATE/TERRAIN:	Temperate hills and mountains
FREQUENCY:	Very rare
ORGANIZATION:	Solitary or clan
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Genius (17–18)
TREASURE:	Special
ALIGNMENT:	Lawful Good

NO. APPEARING:	1 (2–5)
ARMOR CLASS:	-3 (base)
MOVEMENT:	10, Fl 32 (C), Jp 3
HIT DICE:	15 (base)
THAC0:	5 (base)
NO. OF ATTACKS:	3 + special
DAMAGE/ATTACK:	2–12/2–12/3–36 (3d12)
SPECIAL ATTACKS:	Special
SPECIAL DEFENCES:	Variable
MAGIC RESISTANCE:	Variable
SIZE:	G (46' base)
MORALE:	Fanatic (17–18)
XP VALUE:	Variable

Age	Body Lgt(')	Tail Lgt(')	AC	Breath Weapon rnd:1 (2,3)	Spells Wizard/Priest	MR	Treasure Type	XP Value
1	3-10	3-10	0	2d12+1 (1,1)	Nil	Nil	Nil	3,000
2	10-21	10-19	-1	4d12+2 (2,1)	Nil	Nil	Nil	4,000
3	21-40	19-28	-2	6d12+3 (3,1)	Nil	Nil	Nil	6,000
4	40-58	28-47	-3	8d12+4 (4,2)	2	Nil	H	8,000
5	58-77	47-66	-4	10d12+5 (5,2)	2 2	35%	H,T	10,000
6	77-96	66-85	-5	12d12+6 (6,3)	2 2 1	40%	H,T	12,000
7	96-115	85-100	-6	14d12+7 (7,3)	2 2 2/1	45%	H,T,Z	13,000
8	115-132	100-120	-7	16d12+8 (8,4)	2 2 2 1/1	50%	H,T×2,Z	15,000
9	132-150	120-138	-8	18d12+9 (9,4)	2 2 2 2/2	55%	H,T×2,Z	17,000
10	150-160	138-146	-9	20d12+10 (10,5)	2 2 2 2 1/2 1	60%	H,T×2,Z×2	18,000
11	160-170	146-156	-10	22d12+11 (11,5)	2 2 2 2 2/2 2	65%	H,T×2,Z×2	19,000
12	170-178	156-164	-11	24d12+12 (12,6)	3 2 2 2 2/2 2 1	70%	H,T×2,Z×3	20,000

Scarlet dragons are related to red and crimson dragons; in appearance, a scarlet dragon is nearly identical to a crimson dragon, with the following exceptions: it is larger (nearly the size of a red), has different color scales, and has no black throat and belly; instead it has a black stripe on the back of the head, body, and tail, and has black wing ribbings on the top side.

Like crimson dragons, a scarlet dragon can easily be mistaken for a red dragon. If viewed from above, the chances for a mistaken identity are the same as for a crimson dragon; if only the underside is visible, these chances are as follows: at ranges of 80' or more, it is impossible to differentiate a scarlet from a red; at closer distances, a successful intelligence check is required to do so (unlike the crimson, there is no minimum distance where the differences are automatically apparent in this situation).

Scarlet dragons speak their own tongue, a tongue common to all good dragons and 18% of hatchling scarlet dragons have an ability to communicate with any intelligent creature. The chance to possess this ability increases 5% per age category of the dragon.

Under normal circumstances, a scarlet dragon will not attack unless provoked. If they do fight, their high intelligence allows them to quickly determine what attack mode to use; they are therefore, very unlikely to use up spells and breath attacks against weaker foes, and in most circumstances will have these abilities available for use against dangerous enemies. If faced with powerful opponents, they will be softened up with spells and breath attacks at a distance, before the scarlet dragon closes to fight in melee. When attacked, a scarlet dragon is a viscous fighter, and once the battle has been joined, will rarely back down.

A scarlet dragon's breath weapon is a *cone of greek fire* 100' long, 5' wide at the dragon's mouth, and 40' wide at the base. Anyone caught inside the area of effect may save vs. breath weapon for 1/2 damage. The flames caused by this attack will continue to burn for two additional rounds; anyone still in the area of effect suffers the damage given in the parenthesis (the numbers represent the damage taken in the second and third rounds, respectively), and is considered to be covered by the flaming material. Therefore, these victims do not get a saving throw. However, all items carried by these victims must make saves vs. magical fire in these additional rounds, or be consumed by the fire. Anyone not initially hit by the flames, but who moves into the area of effect, gets a normal saving throw vs. dragon breath for 1/2 damage.

Scarlet dragons cast spells and use their special abilites at 10th level, plus their combat modifier. They are born immune to fire and all types of heat; as they age, scarlet dragons gain the following additional powers:

Very young	*Faerie fire* (three times per day)
Juvenile	*Flaming Sphere* (three times per day)
Adult	*Wall of force* (twice per day)
Mature adult	*Flame strike* (once per day)
Old	*Moonbeam* (twice per day)
Wrym	*Prismatic sphere* (three times per week)

Scarlet dragons inhabit temperate hills and mountains (they prefer hills, however). Their lairs are most often deep within a hilly area, in a will hidden cave. Scarlet dragons will protect their lairs and territory with various types of traps, both magical and mundane.

Scarlet dragons are very family-oriented; they will protect their young and mates to the death if necessary. Even after their offspring have grown and left the lair, a mated pair of scarlet dragons will stay together more often than not. Scarlet dragons also enjoy the company of other good dragons, such as silver and gold dragons, and will form alliances with them in times of great need.

Like crimson dragons, a scarlet dragon will often be mistaken for a red dragon, and they are therefore, attacked unjustly at times. This is a source of great frustration for scarlet dragons, since they are often assailed by good-aligned creatures and adventurers; in these cases, instead of counter-attacking, a scarlet dragon will attempt to disable their attackers and explain to them their mistake. If this does not work, the scarlet dragon will try to fly away. If attacked by evil creatures, they will retaliate without mercy.

Scarlet dragons prefer to eat meat, but will eat nearly anything if it is necessary. Like crimson dragons, the scarlet's prey is almost always non-intelligent creatures.

Scarlet dragons and red dragons are fierce opponents; because their territories sometimes overlap, fights between the two types are not uncommon. The scarlet will usually get the best of these confrontations, but the pure persistance of the red often pays off with a victory, or at least a draw.

CLIMATE/TERRAIN:	Valleys and subterranean
FREQUENCY:	Very rare
ORGANIZATION:	Solitary or clan
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Average (8–10)
TREASURE:	Special
ALIGNMENT:	Chaotic Evil

NO. APPEARING:	1 (2–5)
ARMOR CLASS:	1 (base)
MOVEMENT:	12, Fl 35 (C), Sw 12
HIT DICE:	12 (base)
THAC0:	9 (base)
NO. OF ATTACKS:	3 + special
DAMAGE/ATTACK:	2–12/2–12/2–16+1
SPECIAL ATTACKS:	Special
SPECIAL DEFENCES:	Variable
MAGIC RESISTANCE:	Variable
SIZE:	G (28' base)
MORALE:	Fanatic (17–18)
XP VALUE:	Variable

Age	Body Lgt(')	Tail Lgt(')	AC	Breath Weapon	Spells Wizard/Priest	MR	Treasure Type	XP Value
1	2-5	1-5	4	2d6+1	Nil	Nil	Nil	2,000
2	5-14	5-12	3	4d6+2	Nil	Nil	Nil	3,000
3	14-24	12-19	2	6d6+3	Nil	Nil	Nil	4,000
4	24-32	19-28	1	8d6+4	Nil	5%	1/2G,O	6,000
5	32-41	28-36	0	10d6+5	1	10%	G,O×2,X	8,000
6	41-51	36-44	-1	12d6+6	2	15%	G,O×3,X×2	9,000
7	51-60	44-52	-2	14d6+7	3	20%	G,O×3,X×2	11,000
8	60-68	52-60	-3	16d6+8	4	25%	G×2,O×3,X×3	12,000
9	68-78	60-68	-4	18d6+9	5	30%	G×2,O×3,X×3	14,000
10	78-86	68-75	-5	20d6+10	6	35%	G×3,O×4,X×3	15,000
11	86-96	75-82	-6	22d6+11	7	40%	G×3,O×4,X×4	17,000
12	96-105	82-90	-7	24d6+12	8	45%	G×3,O×4,X×4	18,000

Skunk dragons are a cross between black and white dragons, and combine the features and abilities of each type. They have the head and wings of a white dragon and the body of a black. Throughout the first two stages of a skunk dragon's life, its scales are light to dark gray in color; however, as it reaches the young stage, a skunk dragon obtains the distinctive coloration that gives it its name: white head with a black stripe on top, white wings with black ribbing, and a black body with a white stripe along the belly from the throat to the tip of the tail.

Skunk dragons speak their own language, a tongue common to all evil dragons, and 10% of hatchling skunk dragons have an ability to communicate with any intelligent creature. The chance to possess this ability increases 5% per age category of the dragon.

Against small or clearly inferior foes, a skunk dragon's favorite tactic is the snatch attack; the prey will be clawed, bitten, or dropped to its death. When fighting more numerous or stronger foes, a skunk dragon will close and melee with the opponent(s) using all of its available combat techniques. Against truly dangerous enemies, the skunk dragon will use its breath weapons and special abilities at a distance before closing to fight in melee. An opponent that clearly out-classes a skunk dragon will cause it to flee; its flying speed allows it to escape from most larger and superior foes.

A skunk dragon has two different breath weapons; only one breath attack (of either type) may be employed every three rounds, and the same one cannot be used more than three times in a 10-round period. The first breath weapon is a *cone of acidic frost* 80' long, 5' wide at the dragon's mouth, and 30' wide at the base; the second is a *stream of near-frozen acid* 70' long, and 10' wide. Two saving throws are necessary for these attacks: the first is against cold for 3/4 damage, and the second is against acid for 1/2 damage; full damage is suffered if both are failed. If a target has immunity to one component, damage is automatically halved, save against the other component for 1/4 damage.

From birth, skunk dragons are immune to acid and cold; they cannot breathe under water as black dragons can, but they may hold their breath for an ex extended period of time (5 minutes per age category of the dragon). As they age, they gain the following additional powers:

Juvenile	*Darkness* (three times per day, 10' radius per age category)
Adult	*Corrupt water* (as per black dragons)
Mature adult	*True seeing* (priest version, permanent duration)
Very old	*Acid rain* (once per day, see below)
Wrym	*Ice storm* (once per day)

A skunk dragon casts its spells and uses its special abilities at 5th level, plus its combat modifier.

Acid rain falls for 2 rounds per age category of the dragon. It has a radius of 10' per age category and victims caught in it will suffer 1d10 points of damage per round (save vs. spells for 1/2 damage). In addition, every 5 rounds items are exposed to acid rain they must make a saving throw vs. acid or be destroyed.

Skunk dragons live in deep mountain valleys in temperate climates far from civilization. They lair in large caves or subterranean caverns, preferrably near lakes and light woods. Sometimes, these lairs are reachable only from the water, but they are always dry. Skunk dragons are excellent swimmers and can often be found swimming about in lakes, either for fun or while hunting fish or other aquatic animals. Skunk dragons are good parents and will fight to protect their offspring unless their own lives are threatened. Both parents rear the young until they strike out on their own at about 15 years of age.

Skunk dragon lairs can sometimes be found in the vicinity of copper, and to a lesser extent, bronze dragons. Skunk dragons usually avoid the bronze, using their superior speed to escape; they have been known to attack copper dragons, however, using their cold-based breath weapon and acid immunity to weaken the copper before entering melee (if the copper is not sufficiently softened up by breath attacks, the skunk dragon will usually flee, due to the superior bite of the copper dragon).

Skunk dragons like any kind of treasure, but prefer coins and gems, especially diamonds and black onyx.

Skunk dragons can eat nearly anything, but prefer fish, aquatic animals, and other medium-sized creatures that can be found in their territory.

CLIMATE/TERRAIN: Any mountains
FREQUENCY: Very rare
ORGANIZATION: Solitary or clan
ACTIVITY CYCLE: Any
DIET: Special
INTELLIGENCE: Supra-genius (19–20)
TREASURE: Special
ALIGNMENT: Lawful Good

NO. APPEARING: 1 (2–5)
ARMOR CLASS: -5 (base)
MOVEMENT: 12, Fl 45 (C), Jp 3
HIT DICE: 18 (base)
THAC0: 3 (base)
NO. OF ATTACKS: 3 + special
DAMAGE/ATTACK: 2–12/2–12/5–50 (5d10)
SPECIAL ATTACKS: Special
SPECIAL DEFENCES: Variable
MAGIC RESISTANCE: Variable
SIZE: G (58' base)
MORALE: Fearless (19–20)
XP VALUE: Variable

Age	Body Lgt(')	Tail Lgt(')	AC	Breath Weapon	Spells Wizard/Priest	MR	Treasure Type	XP Value
1	8-20	4-14	-2	4d8+1	Nil	Nil	Nil	5,000
2	20-34	14-28	-3	8d8+2	Nil	Nil	Nil	6,000
3	34-48	28-38	-4	12d8+3	Nil	Nil	Nil	8,000
4	48-64	38-51	-5	16d8+4	1	Nil	H,W,T	10,000
5	64-82	51-70	-6	20d8+5	2 1	45%	H,W,T	12,000
6	82-100	70-88	-7	24d8+6	3 2 1	50%	H,W,T	15,000
7	100-120	88-110	-8	28d8+7	4 3 2 1	55%	H,W,T	16,000
8	120-140	110-128	-9	32d8+8	5 4 3 2 1/2	60%	H,W,T×2	18,000
9	140-162	128-147	-10	36d8+9	6 5 4 3 2 1/2 2	65%	H,W,T×2	19,000
10	162-170	147-158	-11	40d8+10	7 6 5 4 3 2 1/2 2 2	70%	H,W,T×2	20,000
11	170-178	158-166	-12	44d8+11	8 7 6 5 4 3 2 1/2 2 2 2	75%	H,W,T×3	21,000
12	178-190	166-175	-13	48d8+12	9 8 7 6 5 4 3 2 1/2 2 2 2 2	80%	H,W,T×3	22,000

Titanium dragons are among the most powerful of all good dragons. They hate everything evil and their goal in life is to defeat the forces of evil in any way they can. Like gold and silver dragons, titanium dragons are often encountered in human form. The two forms they usually choose are paladins and ancient wizards; females opt to appear as beautiful young maidens. At birth, a titanium dragon's scales are dull gray or even white; as they age the scales become silver, platinum, and finally a deep titanium in color. Due to these colorations, and because their appearances are similar, younger titanium dragons can be mistaken for silver dragons. A titanium dragon has two "fins" on top of its head, instead of one like the silver, and they also have two smaller "fins" on the sides of their necks; otherwise, they are nearly identical to silver dragons.

Titanium dragons speak their own tongue, a tongue common to all good dragons, and 20% of hatchling titanium dragons have an ability to communicate with any intelligent creature. The chance to possess this ability increases by 5% per age category of the dragon.

Because of their great strength, few intelligent creatures are willing to attack a titanium dragon; those that do, usually meet with a swift death. A titanium dragon will only attack unprovoked only if it witnesses acts of great evil.

A titanium dragon has two forms of breath weapons, each of which maybe used once every three combat rounds. The first type is similar to a *fireball* when used, a two-foot diameter sphere shoots forth from the dragon's mouth out to any distance the dragon chooses, up to 50 yards, plus 10 yards per age category of the dragon. Any creature caught in the straight-line path of this weapon hslf normal damage (save vs. breath weapons for a quarter of the damage). The burst radius is of any size the dragon wishes up to 10' per age category of the dragon. Creatures within the burst radius may save versus breath weapons for half damage.

The second breath weapon is a *bolt of chain lightning* which is identical to the spell of the same name, except for the following: damage is taken as per the table above (all victims may save versus breath weapons for half damage). The possible number of targets affected is equal to the number of hit dice of the breath attack; each additional arc loses 1d8 points of damage. Thus, a juvenile dragon can affect up to sixteen targets with this breath weapon. The first target will suffer 16d8+4 damage, the second 15d8+4, the third 14d8+4, etc. The range is 50 yards plus 10 yards per age category of the dragon. The chain will never arc back on the originating dragon, or to any other lawful good dragon. There is only a 50% chance it will arc to acreature that is immune to lightning (electricity). If the chain gets out of hand the dragon, the originating dragon can end it at will.

A titanium dragon casts its spells and uses its magical abilities at 12th level, plus its combat modifier. Like gold dragons, titanium dragons usually seek formal magical training; they also use spell books which will contain carefully selected and useful spells.

At birth, titanium dragons are immune to fire and electricity. They may also *polymorph self* four times per day as a gold dragon can. As they age, they gain the following additional powers:

Young	*Wall of fire* (three times per day)
Juvenile	*Prayer* (twice a day)
Adult	*Luck bonus* (same as gold dragon's except +2 instead of +1)
Mature adult	*True seeing* (priest version, permanent duration)
Very old	*Monster summoning VII* (once per day, good creatures only)
Venerable	*Prismatic sphere* (once per day)

Titanium dragons can be found in any mountainous region; they lair in the tops of the highest mountain peaks in caves or castles. They have loyal guards such as storm giants, good cloud giants, ki-rin, and even gold and silver dragons. They have been known to help good adventurers in times of need (they will usually require a service in exchange for their help, such as a quest to further the goals of good).

Because their territories often overlap, titanium dragons often clash with red dragons, which are one of the few creatures brave (or foolish) enough to attack titanium dragons. Because of their mutual immunity to fire, reds will usually attack in groups using spells, while titanium dragons use their chain lightning breath weapon and spells. The red dragons usually come out on the short end of such battles; there have been reports of an ancient titanium dragon killing five reds with a single chain lightning breath attack, but this remains unproven. If a red dragon is lucky enough to survive these combats, it will usually avoid titanium dragons in the future - even red dragons are not that foolish.

Titanium dragons can eat nearly anything, but they prefer a diet of metals and gems. They will always have plenty of this stored in their treasure hoards, but will gratefully accept more from adventurers; they consider this a great gift, and will reward the gift-givers, if they are sincere.

CLIMATE/TERRAIN: Any mountains
FREQUENCY: Very rare
ORGANIZATION: Solitary or clan
ACTIVITY CYCLE: Any
DIET: Special
INTELLIGENCE: Supra-genius (19–20)
TREASURE: Special
ALIGNMENT: Lawful Good

NO. APPEARING: 1 (2–5)
ARMOR CLASS: -4 (base)
MOVEMENT: 12, Fl 45 (C), Jp 3
HIT DICE: 18 (base)
THAC0: 5 (base)
NO. OF ATTACKS: 3 + special
DAMAGE/ATTACK: 2–12/2–12/5–50 (5d10)
SPECIAL ATTACKS: Special
SPECIAL DEFENCES: Variable
MAGIC RESISTANCE: Variable
SIZE: G (58' base)
MORALE: Fearless (19–20)
XP VALUE: Variable

Age	Body Lgt(')	Tail Lgt(')	AC	Breath Weapon	Spells Wizard/Priest	MR	Treasure Type	XP Value
1	8-20	4-14	-1	4d6+1	Nil	Nil	Nil	5,000
2	20-34	14-28	-2	8d6+2	Nil	Nil	Nil	6,000
3	34-48	28-38	-3	12d6+3	Nil	Nil	Nil	8,000
4	48-64	38-51	-4	16d6+4	1	30%	H,W,T	10,000
5	64-82	51-70	-5	20d6+5	2 1	35%	H,W,T	12,000
6	82-100	70-88	-6	24d6+6	2 2 1	40%	H,W,T	15,000
7	100-120	88-110	-7	28d6+7	2 2 2 1	45%	H,W,T	16,000
8	120-140	110-128	-8	32d6+8	2 2 2 2 1	50%	H,W,T×2	18,000
9	140-162	128-147	-9	36d6+9	2 2 2 2 2 1/1	55%	H,W,T×2	19,000
10	162-170	147-158	-10	40d6+10	3 2 2 2 2 2 1/1 1	60%	H,W,T×2	20,000
11	170-178	158-166	-11	44d6+11	3 2 2 2 2 2 2 1/2 1 1	65%	H,W,T×3	21,000
12	178-190	166-175	-12	48d6+12	3 3 2 2 2 2 2 2 1/2 2 1 1	70%	H,W,T×3	22,000

Titanium dragons are among the most powerful of all good dragons. They hate everything evil and their goal in life is to defeat the forces of evil in any way they can. Like gold and silver dragons, titanium dragons are often encountered in human form. The two forms they usually choose are paladins and ancient wizards; females opt to appear as beautiful young maidens. At birth, a titanium dragon's scales are dull gray or even white; as they age the scales become silver, platinum, and finally a deep titanium in color. Due to these colorations, and because their appearances are similar, younger titanium dragons can be mistaken for silver dragons. A titanium dragon has two "fins" on top of its head, instead of one like the silver, and they also have two smaller "fins" on the sides of their necks; otherwise, they are nearly identical to silver dragons.

Titanium dragons speak their own tongue, a tongue common to all good dragons, and 20% of hatchling titanium dragons have an ability to communicate with any intelligent creature. The chance to possess this ability increases by 5% per age category of the dragon.

Because of their great strength, few intelligent creatures are willing to attack a titanium dragon; those that do, usually meet with a swift death. A titanium dragon will only attack unprovoked only if it witnesses acts of great evil.

A titanium dragon has two forms of breath weapons, each of which maybe used once every three combat rounds. The first type is similar to a *fireball* when used, a two-foot diameter sphere shoots forth from the dragon's mouth out to any distance the dragon chooses, up to 50 yards, plus 10 yards per age category of the dragon. Any creature caught in the straight-line path of this weapon hslf normal damage (save vs. breath weapons for a quarter of the damage). The burst radius is of any size the dragon wishes up to 10' per age category of the dragon. Creatures within the burst radius may save versus breath weapons for half damage.

The second breath weapon is a *bolt of chain lightning* which is identical to the spell of the same name, except for the following: damage is taken as per the table above (all victims may save versus breath weapons for half damage). The possible number of targets affected is equal to the number of hit dice of the breath attack; each additional arc loses 1d8 points of damage. Thus, a juvenile dragon can affect up to sixteen targets with this breath weapon. The first target will suffer 16d8+4 damage, the second 15d8+4, the third 14d8+4, etc. The range is 50 yards plus 10 yards per age category of the dragon. The chain will never arc back on the originating dragon, or to any other lawful good dragon. There is only a 50% chance it will arc to acreature that is immune to lightning (electricity). If the chain gets out of hand the dragon, the originating dragon can end it at will.

A titanium dragon casts its spells and uses its magical abilities at 12th level, plus its combat modifier. Like gold dragons, titanium dragons usually seek formal magical training; they also use spell books which will contain carefully selected and useful spells.

At birth, titanium dragons are immune to fire and electricity. They may also *polymorph self* four times per day as a gold dragon can. As they age, they gain the following additional powers:

Young	*Wall of fire* (three times per day)
Juvenile	*Prayer* (twice a day)
Adult	*Luck bonus* (same as gold dragon's except +2 instead of +1)
Mature adult	*True seeing* (priest version, permanent duration)
Very old	*Monster summoning VII* (once per day, good creatures only)
Venerable	*Prismatic sphere* (once per day)

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Titanium dragons can eat nearly anything, but they prefer a diet of metals and gems. They will always have plenty of this stored in their treasure hoards, but will gratefully accept more from adventurers; they consider this a great gift, and will reward the gift-givers, if they are sincere.

CLIMATE/TERRAIN:	Any
FREQUENCY:	Rare
ORGANIZATION:	Pairs or groups
ACTIVITY CYCLE:	Any
DIET:	Special (Carnivore)
INTELLIGENCE:	Low (5–7)
TREASURE:	Special
ALIGNMENT:	Any chaotic

NO. APPEARING:	2–20
ARMOR CLASS:	-2 (base)
MOVEMENT:	14, Fl 38 (C)
HIT DICE:	13 (base)
THAC0:	7 (base)
NO. OF ATTACKS:	3 + special
DAMAGE/ATTACK:	2–12/2–12/4–40 (4d10)
SPECIAL ATTACKS:	Special
SPECIAL DEFENCES:	Variable
MAGIC RESISTANCE:	Variable
SIZE:	G (44' base)
MORALE:	Champion (15–16)
XP VALUE:	Variable

Age	Body Lgt(')	Tail Lgt(')	AC	Breath Weapon	Spells Wizard/Priest	MR	Treasure Type	XP Value
1	3-10	2-10	1	2d10+1	Nil	Nil	Nil	3,000
2	10-20	10-16	0	4d10+2	Nil	Nil	Nil	4,000
3	20-38	16-26	-1	6d10+3	Nil	45%	Nil	5,000
4	38-52	26-44	-2	8d10+4	Nil	50%	E,Y,V	7,000
5	52-75	44-62	-3	10d10+5	Nil	55%	E,Y,V	9,000
6	75-93	62-82	-4	12d10+6	Nil	60%	E,Y,V×2	11,000
7	93-106	82-96	-5	14d10+7	Nil	65%	E,Y,V×2	13,000
8	106-126	96-116	-6	16d10+8	Nil	70%	E,Y,V×2	15,000
9	126-144	116-134	-7	18d10+9	Nil	75%	E,Y,V×3	16,000
10	144-152	134-142	-8	20d10+10	Nil	80%	E,Y,V×3	18,000
11	152-164	142-150	-9	22d10+11	Nil	85%	E,Y,V×3	19,000
12	164-170	150-156	-10	24d10+12	Nil	90%	E,Y,V×4	20,000

War dragons were bred hundreds of years ago to serve as minions of several nations' armies. They were intended to be highly resistant to magic and to be good fighters; in this role, they excel.

While all war dragons have bodies of similar size and shape, each alignment has a unique head, as well as minor differences in colorations. All three types have black bodies and heads. Chaotic good types have a silver neck, tail, and wings; their heads are similar in shape to a silver dragon's. Chaotic neutral war dragons have a gray neck, tail, and wings, and heads similar to that of a brass dragon. Evil versions have a white neck, tail, and wings, with heads similar to a blue dragon's in shape.

War dragons speak their own tongue, a tongue common to their appropriate type of dragon (good, neutral, or evil), and 7% of hatchling war dragons have an ability to communicate with any intelligent creature. The chance to possess this ability increases 5% per age category of the dragon. A war dragon will also develop a telepathic link with a single rider; see below.

War dragons normally fight with a rider who directs the attacks; the dragonrider (usaully a fighter, wizard, or fighter/wizard) ensures the breath weapons and special abilities are used at the right time and against the proper targets. Some armies have considerable numbers of war dragons; these highly organized "dragoncorps" are normally found at the forefront of battle, attacking enemy ground forces from above, or engaging enemy aerial forces.

Of the three types of war dragons each has three separate breath weapons; one breath attack (regardless of composition) may be made once every three rounds, as long as the same one is not used more than three times in a 10-round period. Each breath weapon does identical damage, as per the table above (all targets may save vs. breath weapon for 1/2 damage). The dimensions of the various breath weapons are as follows: *cone of fire/frost* : 80' long, 5' wide at the mouth, and 30' wide at the end; *gas cloud* : 50' long, 50' wide, and 40' high; *lightning bolt* : 100' long and 5' wide; *acid stream* : 75' long and 5' wide. Good war dragons may breathe (and are immune to) fire, lightning, and gas; neutral ones may employ (and are immune to) fire, gas, and frost; the evil variety may use (and are immune to) frost, acid, and gas.

All war dragons use their special abilities at 5th level plus their combat modifier. In addition to the immunities mentioned above (which they have from birth), war dragons gain the following additional powers as they age:

Young	*Protection from normal missiles* (three times per day)
Young Adult	*Minor globe of invunerability* (twice per day)
Mature adult	*Glode of invunerability* (twice per day)
Old	*Anti-magic shell* (once per day)
Wyrm	*Prismatic wall* (twice per week)

A war dragon's magic resistance may be extended to include one or two riders at will. All special abilites will extend to completely envelop the dragon and its rider(s), except the *prismatic wall* , which will obviously cover only one side of it. Being immobile, the *globes of invulnerabilty* are not of much use when flying, but will be used in ground melee, or to protect friendly ground forces (if other creatures are to be protected by a war dragon's special abilities, then the radius of the effect is as per the corresponding spell).

The majority of war dragons are "domestic" dragons, as they are used and controlled by humans. They are bred not unlike horses, and the offspring are trained for war while still in the very young or even hatchling stage. Each war dragon is exclusively trained by one dragonrider; after one year of training per age category of the dragon, a war dragon and its rider develop a telepathic link which is used to direct the dragon in combat. Once this link is established, the war dragon will not willingly leave its rider until one or the other is killed. If one of the pair is killed, the survivor immediately suffers 2-20 hit points of damage with no saving throw. A war dragon may not be ridden into combat until it has established a link with its rider. If anyone attempts to ride a war dragon without a link to that dragon, the war dragon will attempt to throw the rider, unless its controlling rider is present as well.

War dragons are basically carnivores, but are capable of eating other food as well. They are either fed by their riders, or are allowed to hunt. Chaotic evil war dragons will often feast on the corpses of slain enemies after a battle has ended.

War dragons are normally encountered in patrols of 2-4 or in battle groups of 2-20. War dragons do not collect hordes of treasure like most dragons unless they are of the renegade type.

If a war dragon's rider is killed, there is a 5% chance per age category of the surviving dragon, that it becomes a renegade, unless it is subdued or otherwise prevented from doing so. Renegade war dragons will live in any climate and terrain, and are usually loners; renegade war dragons will only rarely mate. Renegades are the only war dragons that will hoard treasure. If a war dragon is prevented from becoming a renegade, a new rider may take control of it, but only after it is retrained and a new link is established with the new rider. This new link is established in half the normal time (1/2 year per age category of the dragon).

If a renegade war dragon is encountered in the wild, it may be retrained. This may only be done by someone with war dragon riding proficiency, and only after the dragon is subdued. The retraining of a renegade takes twice the normal time (2 years per age category of the dragon), and as the dragon will normally try to resist, it may have to be subdued a number of times throughout the retraining process.

Renegade war dragons (those that have struck out on their own) usually use breath weapon attacks at the beginning of any battle; their low intelligence prevents them from making better use of their abilities, and they are sometimes caught in a tough fight with no remaining breath attacks.

CLIMATE/TERRAIN: Temperate and subtropical plains and subterranean
FREQUENCY: Very rare
ORGANIZATION: Solitary or clan
ACTIVITY CYCLE: Any
DIET: Special
INTELLIGENCE: High (13–15)
TREASURE: Special
ALIGNMENT: Neutral evil

NO. APPEARING: 1 (2–5)
ARMOR CLASS: -1 (base)
MOVEMENT: 12, Fl 38 (C), Br 6
HIT DICE: 13 (base)
THAC0: 7 (base)
NO. OF ATTACKS: 3 + special
DAMAGE/ATTACK: 1–6/1–6/5–50 (5d10)
SPECIAL ATTACKS: Special
SPECIAL DEFENCES: Variable
MAGIC RESISTANCE: Variable
SIZE: G (42' base)
MORALE: Champion (15–16)
XP VALUE: Variable

Age	Body Lgt(')	Tail Lgt(')	AC	Breath Weapon	Spells Wizard/Priest	MR	Treasure Type	XP Value
1	2-8	2-6	2	1d10+1d8+1	Nil	Nil	Nil	1,400
2	8-20	6-16	1	2d10+2d8+2	Nil	Nil	Nil	2,000
3	20-38	16-34	0	3d10+3d8+3	Nil	Nil	Nil	3,000
4	38-48	34-42	-1	4d10+4d8+4	1	Nil	1/2 H	5,000
5	48-60	42-50	-2	5d10+5d8+5	2	25%	H	8,000
6	60-72	50-58	-3	6d10+6d8+6	3	30%	H,T	10,000
7	72-80	58-68	-4	7d10+7d8+7	3 1	35%	H,T,U	11,000
8	80-89	68-76	-5	8d10+8d8+8	3 2	40%	H,T,U	12,000
9	89-100	76-84	-6	9d10+9d8+9	3 2 1	45%	H,T×2,U	13,000
10	100-110	84-88	-7	10d10+10d8+10	3 2 2 1/1	50%	H,T×2,U,X	15,000
11	110-120	88-96	-8	11d10+11d8+11	3 2 2 2/2	55%	H,T×3,U,X×2	17,000
12	120-128	96-106	-9	12d10+12d8+12	3 3 2 2/2	60%	H,T×3,U,X×3	18,000

Yellow dragons are by nature timid and reclusive; they shun all other creatures including their own kind. When two or more yellow dragons are encountered together, it is almost always a mated pair with offspring.

At birth, a yellow dragon's scales are ivory or even white in color; as they age, the scales gain streaks and splotches of yellow. Once the adult stage is reached, the scales are a dull yellow, and a black stripe develops along the back of the dragon. The scales become a bright yellow once the old stage is reached. The most distinguishing feature of a yellow dragon is its huge head, which appears well out of proportion with the rest of its body.

Yellow dragons speak their own language, a tongue common to all evil dragons, and 14% of hatchling yellow dragons have an ability to communicate with any intelligent creature. The chance to possess this ability increases 5% per age category of the dragon.

Due to their timid nature, yellow dragons avoid combat whenever possible; they are not above fleeing, even from equal or slightly inferior foes. However, if forced to fight, yellow dragons can be viscious opponents - they will use all available attack modes, including spells and breath weapon attacks. Because of this, yellow dragons will usually retreat to their lairs for an extended period of time after a major battle, in order to rest and recover used spells and breath attacks.

The yellow dragon's most used attack form is its bite; due to its oversized head and mouth, a yellow dragon is able to deliver one of the most ferrocious bites of any dragon species. Opponents are often snatched or pinned with claws in order to make the bite more effective.

A yellow dragon's breath weapon is a *sonic blast* in the shape of a cone 80' long, 5' wide at the dragon's mouth, and 25' wide at the base. Creatures caught in the area of effect suffer the indicated damage and are deafened for a number of turns equal to the age category of the dragon. A successful saving throw vs. breath weapon negates the deafness and halves the damage. If a target is already deaf, a +2 bonus is added to the save, but if this save fails, the target is deafened permanently (until healed). Exposed glass and crystal items are shattered, and brittle items will break unless they make a successful save (at -2) vs. crushing blow. Creatures who are deafened by this blast suffer a -1 penalty to surprise rolls, and spells with a verbal component have a 20% chance of misfiring. A yellow dragon casts its spells and uses its magical abilities at 7th level, plus its combat modifier.

At birth, yellow dragons are immune to any attack that directly affects the senses such as those that cause blindness or deafness (this does not include spells such as *invisibility* , *blur* , and the like). As they age, they gain the following additional powers:

Young	*Blindness* (three times per day)
Juvenile	*Hypnotic pattern* (three times per day)
Adult	*Shout* (twice per day)
Old	*Eyebite* (once per day)
Wrym	*Forcecage* (three times per week)

Yellow dragons live in regions of open plains in temperate and subtropical climates. They lair in large underground caverns or caves; some yellow dragons spend much of their lives in old dungeons and will come out in the open only to hunt or to gather more treasure.

Yellow dragons dislike and distrust most other creatures; they prefer to spend the majority of their time in solitude. They rarely associate with other dragons and almost never form alliances; this behavior has earned them the hatred of nearly all dragonkind, both good and evil; of course this only serves to reinforce their policy of isolationism.

Yellow dragons may eat nearly anything but prefer to consume meat. They will usually hunt for creatures that are easy to find and kill; this allows them to spend as little time as possible out in the open.

CLIMATE/TERRAIN:	Mountain cliffs
FREQUENCY:	Common
ORGANIZATION:	Flocks
ACTIVITY CYCLE:	Any
DIET:	Canivore
INTELLIGENCE:	Low (5–7)
TREASURE:	E
ALIGNMENT:	Neutral (Evil)

NO. APPEARING:	1 – 20
ARMOR CLASS:	2
MOVEMENT:	12, Fl 24 (B)
HIT DICE:	8
THAC0:	13
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	2-12/2-12
SPECIAL ATTACKS:	Poison/Breath weapon
SPECIAL DEFENCES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L (20' long)
MORALE:	Steady (11–12)
XP VALUE:	2,000

Dragon Fishers are distant relatives to wyvern and dragons. The look very similar to a wyvern.

Their normal attack mode is a diving attack with both claws. They can also make a slow pass and use their tail. The tail attack does 1-8 points and the target must save vs poison or lose strength equivalent to 4d6 minus their constitution for 1d10 turns. If grounded, these creatures attack with their bite for 2-20 points of damage. Their breath weapon is "*fish breath* ". Target must make save or be sick for 1d6 rounds.

They commonly inhabit cliffs overlooking large water bodies. Their normal diet consists of fish, however, they will attack other creatures if they look like easy prey.

CLIMATE/TERRAIN:	Elemental Plane Of Fire
FREQUENCY:	Common
ORGANIZATION:	Band
ACTIVITY CYCLE:	Any
DIET:	Minerals
INTELLIGENCE:	Low (5 –7)
TREASURE:	Nil
ALIGNMENT:	Neutral

NO. APPEARING:	4 – 24 (1 – 6)
ARMOR CLASS:	6
MOVEMENT:	6, (Sw 15)
HIT DICE:	5
THAC0:	15
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1-4/1-4/2-8
SPECIAL ATTACKS:	See below
SPECIAL DEFENCES:	See below
MAGIC RESISTANCE:	See below
SIZE:	M (7' tall)
MORALE:	Steady (11)
XP VALUE:	2,000

The flame servant appears as animated, vaguely humanoid, magma. Instead of legs, however, its torso rests on the ground and a constant flowing action gives it locomotion. The flame servant has no real head. Its vague facial features, which consist of a gaping mouth and two blazing white eyes, are situated on the creatures chest. When active, the flame servant glows red with heat, and can turn white with searing heat if extremely active or combative. When dormant, a grey, rocky shell forms and it is almost safe to touch. This shell can be absorbed instantly by the flame servant. When moving it can move over surfaces (igniting flamable materials) or, if it is travelling over rock, it can turn the rock in a 10' diameter sphere into lava and 'swim' (hence the 15" in brackets next to movement). This ability is at will and takes no concentration to maintain.

The flame servant was not designed for combat, but for manual labour. It is still a formidable opponent to have to fight. Its primary mode of locomotion is also adaptable to a favoured attack form. If fighting on a rock surface, it will turn the ground around it to magma and burrow downwards. It will then burrow to where it thinks an opponent is most likely to be and burst through to the surface. Unless the intended target moved after the flame servant disappeared, he will be engulfed in magma. Damage is 3d10 points per round. A successful saving throw indicates that the victim was warned and was able to jump back, only being splashed by magma, for half damage. In the Fire Realms, this will always be a favoured attack, but when on the Prime Material, most rock is covered by soil, making this form difficult. Any creature coming within 10' of the flame servant will suffer d6 damage every round. Those actually coming into contact will take an additional d6 damage and risk having their clothing catch fire. The two punches and the bite that the flame servant has therefore cause 1d4, 1d4, and 2d4 respectively, plus 1d6 for contact, 1d6 for proximity, and may cause combustion. Once per turn the flame servant can breath a jet of flame at one target within 20'. The jet does 2d8 damage, half if a saving throw is successful.

Flame servants are immune to any form of fire, magical or otherwise. Cold- based spells do double damage, and large amounts of water will affect the flame servant as if a *slow* spell had been cast upon it.

The flame servants inhabit the Fire Realms of the Elemental Plane serving Efreet and the other major races of the Realms. Their special abilities make them very efficient builders when supervised, and they are the labour force for the Realms. They can only speak the common tongue of the Realms, and only with great difficulty, due to their less than adequate vocal facilities.

When it wishes to, it can contain its heat within itself so that it can be approached without causing damage. Contact, however, will always cause damage. When 'swimming', any rock will be turned to magma, this includes walls, the stone head of a warhammer, and even a *wall of stone* . The magma will remain such after the flame servant's passing, cooling naturally. This means that most Fire Lords dislike having them inside their homes, as it ruins the floors and leaves holes in the walls. The heat from a flame servant can also melt metal, given time. It must contact the surface of the metal and concentrate on melting the item. It can melt one inch of metal per round of such concentration, in the area that was contacted (eg. A flame servant leans against a four inch thick iron wall. In four rounds it will have burnt a hole through it in the shape of its own body. Also, if a flame servant manages to grab onto a fighter's sword and hold on, in one round, it will be destroyed–magical items get a saving throw).

There is very little to the ecology of the flame servant. They are created by Efreet or other higher Fire Lords when needed for construction or labour, and are destroyed when not needed. More often, however, they are sent out into uninhabited sections of the Realms to serve as a patrol force. In rare cases, the accompany a Lord to another Plane. In such a case, there will be between one and six, and their Lord will always be present.

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Constant
DIET:	None
INTELLIGENCE:	Average (8–10)
TREASURE:	A
ALIGNMENT:	Lawful Evil

NO. APPEARING:	1
ARMOR CLASS:	3
MOVEMENT:	12
HIT DICE:	5
THAC0:	15
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1–6/1–6
SPECIAL ATTACKS:	Nil
SPECIAL DEFENCES:	Nil
MAGIC RESISTANCE:	10%
SIZE:	M (6' tall)
MORALE:	Average (8–10)
XP VALUE:	420

Green ghosts are almost invisible, except for a pale green outline around their bodies. They have two arms, a head, a body, and no legs. They move by floating above the ground.

Green ghosts are not undead, therefore, they cannot be turned by Priests. They attack with two claws, doing 1-6 points of damage with each successful hit. They have a limited resistance to magic.

Green Ghosts are solitary creatures. They do not have any form of society.

It is believed that Green Ghosts are not native to the prime material plane, and therefore have no place in nature. Green Ghosts never need to eat, sleep, drink or rest.

CLIMATE/TERRAIN:	Cliffs
FREQUENCY:	Uncommon
ORGANIZATION:	Families
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Average (8–10)
TREASURE:	E
ALIGNMENT:	Chaotic Evil

NO. APPEARING:	1–6
ARMOR CLASS:	3
MOVEMENT:	12
HIT DICE:	12
THAC0:	9
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	6-36
SPECIAL ATTACKS:	Hurl rocks
SPECIAL DEFENCES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L (11' tall)
MORALE:	Average (8–10)
XP VALUE:	5,000

Cliff giants are a cross-breed between Hill giants and Mountain giants. They have a dark brown skin colour and have hair colour ranging from light grey to black. They typically are dress in skins gleaned from mountain goats.

The Cliff giant prefers to stay out of close combat situations and relies on trick and traps it sets up to catch their food. One of their favorite tactics is to hide in the cliffs above steep canyon passes in the mountains. When unwary travellers enter this area, the giants begin to casting down large boulders and tree limbs upon them. Cliff giants can throw these projectiles up to 300 feet.

Cliff giants live in caves in the sides of cliffs, thus getting their name. They generally live in small family groups and the male will be the predominate hunter. However female giants can fight equally as well, but usually are found in the cave cooking and tending after their young. Young generally do not fight except as a last resort.

Cliff giants often are associated with giant spiders and keep them both as pets and as guards. There is a 40% that their cave will house 1d6 giant spiders. These creatures will attcak all intruders and can understand simple instructions and commands given to them by their masters. The commands are usually one word commands similar to those understood by an attack dog.

Cliff giants usually live in small families. They tend not to group together to anymore that the immediate family. Which at most is usually two parents, and four children.

CLIMATE/TERRAIN: Unholy sites and graveyards
FREQUENCY: Very rare
ORGANIZATION: Solitary
ACTIVITY CYCLE: Night
DIET: Human and demi-human blood
INTELLIGENCE: Genius (17–18)
TREASURE: S, Tx3, V, Z
ALIGNMENT: Any evil

NO. APPEARING: 1
ARMOR CLASS: -2
MOVEMENT: 12
HIT DICE: 17-20
THAC0: 17–18 HD: 3
19–20 HD: 1
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 2–20/2-20
SPECIAL ATTACKS: Priest spells, Chill voice
SPECIAL DEFENCES: +2 or better weapon to hit
MAGIC RESISTANCE: Nil
SIZE: M (7' tall)
MORALE: Fanatic (17–18)
XP VALUE: 17 HD: 18,000
18 HD: 19,000
19 HD: 20,000
20 HD: 21,000

Gravewalkers are the undead spirits of evil high priests who have served their gods exceptionally well; after death, these priests have been granted the "privilege" of returning to the prime plane to continue their unholy work. These undead creatures retain their abilities (including spells) of their previous existence, except where noted above (i.e. genius intelligence, AC, etc.). A gravewalker's memories and emotions also remain intact, so an enemy in life will still be an enemy in its undead state.

Only the most worthy servants will be chosen for transformation into a gravewalker, and only if the priest has obtained at least 17th level at the time of death.

A gravewalker appears as the typical "grim reaper" - a skeletal body about seven feet tall, shrouded in black robes; the eyes of a gravewalker glow a sickly green, and their voice is slow and deep, and chilling to hear.

A gravewalker is the enemy of everything good, and their goal is the torment and eradication of good whenever they encounter it.

Upon transformation, a gravewalker is bestowed with a (possibly magic) scythe for a weapon. A gravewalker has the following chances of obtaining a magical weapon:

17	20%	10%	5%
18	25%	15%	10%
19	30%	20%	15%
20	35%	25%	20%

This scythe is jet black and delivers 2-20 points of damage per hit (plus any magical bonus); a gravewalker is able to make two attacks per round with this weapon. A gravewalker is considered proficient in this weapon regardless of any proficiencies in its previous existence.

In addition to its scythe, the gravewalker also retains its full compliment of priest spells, plus any additional spells its god wishes to grant it. These spells are gained and cast as per a priest of the level corresponding to the gravewalker's hit dice.

The gravewalker's final weapon is its chilling voice; anyone who listens to a gravewalker speak for more than one round must make a saving throw versus spells; those who fail are struck with a feeling of hopelessness (as per the *emotion* spell) and immediately suffer the effects of a *chill touch* spell. Anyone who succeeds in making the saving throw is not affected for the current round; a new saving throw must be made each round. A gravewalker's speech is affected by magic such as a *silence* spell.

Although they possess great intelligence, theirs is an unnatural intellect; therefore, like most undead, gravewalkers are unaffected by sleep and charm spells. In combat, only weapons with a +2 or better enchantment may harm a gravewalker.

A gravewalker normally inhabits unholy sites and graveyards, as they seem to obtain sustinence from these places. However, as they also need a supply of human or demi-human blood to continue their existence, gravewalkers will often venture into towns and cities in search of victims; they will do so only at night. Unlike the vampire, a gravewalker lacks fangs; therefore, the victim is usually torn assunder to allow the gravewalker access to the blood. Because of this, a gravewalker's blood drain is not considered a special attack mode, since this is not done until after the victim is killed by other means.

An individual killed and drained of blood by a gravewalker may not be raised or resurrected until the body is brought to a holy site to receive a *remove curse* spell from a good-aligned priest; this priest's level must be at least equal to the gravewalker's hit dice. Even if a victim is successfully returned to life, he will be haunted by nightmares of his attacker for the rest of his life; more often than not, insanity is the result. The only way to remove this condition is to track down and kill the offending gravewalker (the victim's nightmares will often give clues to the whereabouts and identity of the gravewalker in question; for instance, the nightmares are more intense and occur more often, the closer the victim is to the gravewalker). The aforementioned curse and nightmares only occur if the victim is actually drained of blood; they do not occur if the gravewalker simply kills the victim, but fails to drain its blood.

The arch-enemies of a gravewalker are, naturally, paladins and priests of the god (force) of good; they will often seek out and destroy these agents of good.

CLIMATE/TERRAIN:	Mountains
FREQUENCY:	Rare
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Night
DIET:	Omnivore
INTELLIGENCE:	Average (8–10)
TREASURE:	E
ALIGNMENT:	Neutral

NO. APPEARING:	2–8
ARMOR CLASS:	8 (10)
MOVEMENT:	12
HIT DICE:	1+3
THAC0:	19
NO. OF ATTACKS:	2 or 1
DAMAGE/ATTACK:	1d4/1d4 or by weapon type
SPECIAL ATTACKS:	Nil
SPECIAL DEFENCES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (7' tall)
MORALE:	Average (8–10)
XP VALUE:	35

Hugok look like tall, ugly humans. They look very rugged, and have claws on their hands and feet.

Hugok attack with their claws, or with whatever weapons they have available. They do not have enough technology to produce metal weapons or armor, so they usually use spears, and wear furs. Hugok will fight only if they believe their survival is at stake. Using their claws, they can climb walls with a 90% success rate.

Hugok society is very primitive. They live in caves, do not trade with other cultures, and eat whatever food they can find.

Hugok and dwarves hate each other. The hugok are constantly in the dwarves' way, and the dwarves are constantly mining in hugok territory.

CLIMATE/TERRAIN:	Subterranean
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Average (8–10)
TREASURE:	Nil
ALIGNMENT:	Neutral

NO. APPEARING:	1
ARMOR CLASS:	-3
MOVEMENT:	Fl 36 (A)
HIT DICE:	8
THAC0:	13
NO. OF ATTACKS:	2 + special
DAMAGE/ATTACK:	2–12/2-12
SPECIAL ATTACKS:	Flash attack (stun, blind)
SPECIAL DEFENCES:	Regenerates, Edge weapons do 1/2 damage
MAGIC RESISTANCE:	Special
SIZE:	S (1' radius sphere)
MORALE:	Steady (11–12)
XP VALUE:	5,000

Lightspheres appear as fuzzy, blue spheres of crackling energy, somewhat similar in appearance to a will-o-the-wisp. They are intelligent entities composed of pure energy. Lightspheres dwell in underground locations, and in large, dark caves and caverns. They move about by an unknown means, at high rates of speed; they are highly manouverable, and may hover at will.

Lightspheres are harmless to most creatures, but are drawn to, and thrive on, anything composed of energy, such as light sources, and especially magic. They are able to detect faint sources of energy (i.e. torch light) at ranges of up to 50 yards. Strong energy sources, such as magic (spellcasting, magic items, etc.) are detectable at distances of up to 200 yards.

When a lightsphere detects a source of energy, it will move towards it at top speed to investigate; if it thinks a battle can be won, the lightsphere will immediately move in to attack; it will usually commence with a flash attack, and will continue with bolt attacks. If a lightsphere is seriously threatened, it will retreat temporarily, in order to attack again with surprise at a later time.

If all its opponents are killed or disabled, the lightsphere will feed off the energy it finds. This feeding will drain all spells from memory; the affected spellcaster must rest for 1d4 hours longer than normal before rememorizing any spells. Drained magic items will lose all affectiveness for 1d4 hours, and must make a successful saving throw vs. electricity to avoid a permanent loss of all magical abilities. Magical items are drained in order to gain sustinence; normally, 1d8 items will be drained at a time. Magical spells are drained in order to regenerate lost hit points - each spell level drained, regenerates a single hit point. A lightsphere will stop draining spells once its maximum hit points have been reached.

A lightsphere's normal mode of attack is electrical bolts; these bolts may be fired in any direction the lightsphere chooses. Two bolts may be discharged per round; each may be targeted independently, or may strike the same victim, at the lightsphere's discretion. There is no save against this attack mode, although targets with immunity to electricity are not affected.

Once per turn, a lightsphere may conduct a "flash" attack; the lightsphere emits a piercing, bright light that affects all targets within 50 feet. Anyone inside the area of effect (as long as they have eyes to see the flash) must make two saves: the first is vs. spells; those who fail are blinded for 1d4 turns (normal healing methods apply to this blindness), while those who make their saves are not affected; the second save is vs. paralyzation; those who fail this save are stunned (as per the *power word, stun* spell) for 1d6 rounds. Targets who make the second save have a -2 penalty on all "to hit" rolls for 1d2 rounds, but suffer no other ill affects.

Lightspheres are immune to almost all spells, as they are able to drain the spells of their energy; in fact, a lightsphere has, in effect, 100% magic resistance - any spell directed at a lightsphere will not harm it, but instead will cause it to regenerate lost hit points at the rate of 1 per level of the spell (i.e. a *fireball* directed at a lightsphere, will cause it to regenerate 3 hit points). The only spells that are immune to a lightsphere's draining effects are *disintegrate* and *wish* , which are handled normally, and spells that cause darkness; a pre-existing magic darkness will keep a lightsphere at bay, while one cast directly at a lightsphere will inflict 2d6 points of damage, and will force the lightsphere to flee the vacinity immediately.

Use of magic items (except those that create one of the above 3 affects) on a lightsphere will be unaffective; the lightsphere will absorb these attacks as sustinence. A lightsphere will leave the area after 1d8 magic item uses, as their appetite becomes satisfied.

Edged weapons only inflict half normal damage on a lightsphere; blunt weapons cause normal damage.

Lightspheres are normally solitary in nature, but at rare times will be found in pairs (it is not known if this is a mated pair, since the lightsphere's reproductive methods are unknown). Lightspheres live underground, and will avoid direct contact with the sunlight; it is thought that the sun's energy is too intense for the lightspheres to digest. Lightspheres normally live in areas of darkness (such as large caves and caverns), which allows them to more easily detect digestable energy, but for some reason, magic darkness is a lightsphere's bane (it is suggested that magic darkness drains a lightsphere's life-giving energy).

Lightspheres feed off all forms of energy, except solar radiation, which they avoid. Not much is known of their origin or purpose.

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Low (5–7)
TREASURE:	C
ALIGNMENT:	Chaotic Evil

NO. APPEARING:	1–8
ARMOR CLASS:	3
MOVEMENT:	3, Fl 15 (B)
HIT DICE:	4
THAC0:	17
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1–8/1–8
SPECIAL ATTACKS:	Catch opponent
SPECIAL DEFENCES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (5' head to tail)
MORALE:	Steady (11–12)
XP VALUE:	270

Giant Flying Lobsters look like big lobsters. The only strange thing is that they hover above the ground. They do not have wings, their flight powers appear to be magical in nature. They can hover up to 10' above the ground, and can fly until they tire.

Giant Flying Lobsters attack with their two pincers, doing 1-8 points of damage with each successful hit. If they hit, and if the roll is 18 or higher, they have trapped an opponent's limb with a pincer. This does not do extra damage, but a character with a trapped limb cannot move that limb until the Lobster releases it.

These strange creature live near underground lakes. They catch and eat small fish. All though they seem to be able to communicate with each other, they do not have a spoken language.

Giant flying lobsters have the same role in nature that lobsters have. However, they are known to attack humanoids.

CLIMATE/TERRAIN:	Subtropical and temperate plains
FREQUENCY:	Rare
ORGANIZATION:	Herd
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Low (5–7)
TREASURE:	M, O
ALIGNMENT:	Chaotic neutral

NO. APPEARING:	2–20
ARMOR CLASS:	4
MOVEMENT:	14
HIT DICE:	14
THAC0:	7
NO. OF ATTACKS:	5 + special
DAMAGE/ATTACK:	4–16/4-16/2–16(2–12)/2–12/2–12
SPECIAL ATTACKS:	Breath weapon
SPECIAL DEFENCES:	Fire immunity
MAGIC RESISTANCE:	Nil
SIZE:	L (11–12' tall)
MORALE:	Steady (11-12)
XP VALUE:	10,000
female	8,000
young	4,000

An oligondrall (pronounced ah li GON drul) resembles an elephant in appearance except it has longer tusks, smaller ears, and it has several spikes at the end of its trunk. Oligondralls have gray or tan skin and thick hides. They are covered with short, coarse hair.

An oligondrall may make up to 5 attacks per round; it gores with its tusks for 4-16 points each and tramples for 2-12 points of damage with each of its feet. The trunk may be used to constrict for 2-16 points of damage; once a constriction hit is scored with the trunk, the victim must make a sucessful bend bars roll to break free; if this roll fails, the target receives automatic constriction damage the next round. Creatures larger than an ogre cannot be constricted in this manner; in this case (or if constricting would harm the trunk) the trunk may be used as a clubbing/piercing weapon (using the spikes) for 2-12 points of damage.

Oligondralls do not share an elephant's fear of fire - in fact they are immune to its effects from birth (this includes both magical and mundane fires).

In addition to its normal attack modes, an oligondrall may also employ a breath weapon of fire up to three times per day. The fire shoots out of the trunk in the shape of a cone 60' long, 20' wide at the base, and 1' wide at the trunk. This breath attack inflicts 3-30 points of damage to all creatures caught inside the area of effect; a successful save vs. breath weapon reduces this damage by half.

Oligondralls travel in herds of up to 20 in number; they prey on many medium-sized animals that can be found in the temperate and subtropical plains where they reside, but will also graze on grasses and small bushes.

Oligondralls are fairly aggressive creatures, and have been known to attack with little or no provocation; they especially dislike most humanoids - this is most likely due to the fact they are hunted by these creatures for their ivory tusks.

A typical herd of oligondralls will consist of 50% males, 25% females, and 25% young; females have 12 HD and a THAC0 of 9. Young oligondralls have 8 HD, a THAC0 of 13, and AC 5; their damage per attack is also lower: 2-12 per tusk, 2-8 while constricting with the trunk (1-6 while clubbing), and 1-10 per foot.

A herd of oligondralls will maintain a semi-permanent dwelling in a large thicket or copse of trees; any treasure they have accumulated will be stored here.

Oligondralls are nearly impossible to tame and/or train, and will resist any attempt to do so.

An oligondrall's tusks are composed of high-grade ivory; a single tusk is worth 500-3000 gold pieces, or about 5 gp per pound in the open market; on the black market, the amount is anywhere from 2-5 times higher.

CLIMATE/TERRAIN:	Subterranean
FREQUENCY:	Uncommon
ORGANIZATION:	Colony
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Low (5–7)
TREASURE:	Nil
ALIGNMENT:	Neutral

NO. APPEARING:	2–8
ARMOR CLASS:	5
MOVEMENT:	4
HIT DICE:	6+2
THAC0:	15
NO. OF ATTACKS:	1 + special
DAMAGE/ATTACK:	2–12
SPECIAL ATTACKS:	Poison spit
SPECIAL DEFENCES:	Immune to poison
MAGIC RESISTANCE:	Nil
SIZE:	M (6' long)
MORALE:	Average (8-10)
XP VALUE:	1,400

Pit slugs are large worms of about six feet in length; they are white, ivory, or yellowish in color. A pit slug's eyes are large, but nearly worthless - it relies instead on its sense of touch to "feel" the approach of intruders (they are particularly sensitive to vibrations in the ground around them, as they can sense the approach of a small band of humanoids hundreds of feet away).

Pit slugs are capable of climbing sheer surfaces, and can suspend themselves from ceilings; they may move across walls and ceilings at their normal movement rate.

A pit slug's large mouth is filled with sharp teeth - this is the slug's primary attack form; while a pit slug is by no means large enough to swallow most victims whole, a bite is nevertheless painful, inflicting 2-12 points of damage per hit.

A pit slug also employs a special attack in the form of poison spit. Once every three rounds, a pit slug can spit a globe of spit at a single target; this globe measures about one foot in diameter as it leaves the pit slug's mouth, but rapidly expands to about three feet in diameter. A normal "to hit" roll must be made, with a +2 bonus; use the grenade scatter diagram if the spit attack misses the intended target. Anyone hit by the poison, suffers 3-24 points of damage (a successful save vs. poison reduces this damage by half); target failing their saves are also blinded until they make a successful dexterity check to clear away the spit from their eyes. The pit slug's poison also possesses a corrosive property; a target who fails the initial save must roll saves vs. acid for all possessions. Normal weapons that fail to save are destroyed, while normal armor loses two levels of effectiveness (i.e. AC 5 becomes AC 7); magic weapons and armor lose one plus from their combat bonus, unless they are totally immersed in water within one round. The potency of this poison dissipates after one round, and is harmless after that point. Pit slugs are immune to all poisons.

Pit slugs prey on humanoids such as orcs, goblins, and humanoids, but are not above dining on adventurers, if the opportunity presents itself. A pit slug colony will act in unison during combat in order to be more affective; this is thought to be more instinctive than planned. When combat is initiated, approximately one-fourth of the pit slugs present will spit immediately; after that point, spit attacks are more or less random.

Pit slugs will normally wait for prey to come them, but if the need arises, they will actively seek out and hunt humanoids in their vacinity. Pit slugs often drop from walls or ceilings when attacking; a favorite "tactic" is for two or three slugs to drop from the ceiling (in close proximity to their lairs) behind a group of humanoids, and attempt to drive their prey into the pit where the rest of the slug colony awaits.

As their name implies, pit slugs usually dwell in dark pits in caverns or dungeons; these pits are normally in the vacinity of humanoid dwellings. They will eat most anything that falls into their lairs, but will also actively hunt, if necessary.

Pit slugs prefer to eat humanoids, but will eat any type of meat they can find. It is thought that pit slugs are the distant cousins of purple worms.

CLIMATE/TERRAIN:	Mostly hills and mountains
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Average (8–10)
TREASURE:	C
ALIGNMENT:	Chaotic Evil

NO. APPEARING:	1 (1–4)
ARMOR CLASS:	4
MOVEMENT:	6, Fl 24 (A)
HIT DICE:	5–9
THAC0:	5–6 HD : 15
	7–8 HD : 13
	9 HD : 11
NO. OF ATTACKS:	5 – 9 (same as Hit Dice)
DAMAGE/ATTACK:	1–6/1–6/1–8/1–6 (tails)
SPECIAL ATTACKS:	Lightning bolts 4–24 (4d6)
SPECIAL DEFENCES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L (7'–9' long)
MORALE:	Steady (11–12)
XP VALUE:	5 HD: 975
	6–7 HD : 1,400
	8–9 HD : 2,000

Rapiertails appearance is much like a dragon and from a far distance may be mistaken as one. Though it's smaller size and many tails give it away upon closer inspection. They are greyish in skin colour and have reptilian like hides which acts as effective armour. Perhaps a rapiertails most distingushed feature is the fact it has more than one tail. Rapiertails have 2–6 tails, and the more tails the higher it's hit dice. (Hit dice is equal to 3 + the number of tails the creature has).

Rapiertails gets it name from it extraordinary ability to use it's tails in combat. The creature can use it's claws, bite, and tails to attack any number of opponents near it. It's claws do 1d6 points of damage as does each tail, but it's bite does 1d8 points of damage. Besides this a rapiertails can also shoot forth a *lightning bolt* from its eyes and strike an opponent doing 4d6 damage or half if saving throw is made. It can attack this way up to five times a day but beyond that it will not have energy to use this attack again until eight hours of rest. Also since rapiertails is an effective flyer it can hover which enables it to use it's many attack forms or it can dive from above. In this attack form only two possibilities can happen. Either the rapiertails attacks straight into a single creature doing a tackle procedure or it attack by a fly by whipping all creatures to either side of it with it tails.The type of attack it does depends whether it considers a whole group of creatures to be the threat or just a single individual. Either attack form uses the same bonuses and penalities of a charge. A successful hit does twice normal damage, but the creature must climb to an height of 480 yards to do this attack. Normal a rapiertails only does this kind of an attack in the first attack round.

Rapiertails prefer more temperate climates and are more likely to be found in warmer regions. Rapiertails are excellent warriors and they know it. They love killing for any reason and have learned to appreciate treasure. Not so much as a means of worth but a showing of power. They make their homes almost anywhere, sides of cliffs, in caves, on islands, and in large trees. They lair the area with the treasures they have collected and build nest. They do not appericate anything find their next and kill all that enter it, including other rapiertails.

Rapiertails will be found together for a short time when mating. In this case their will be two parents and one or two eggs or hatchlings. Hatchlings are born with 2 tails (use a 1d3 to determine hit points) and do only half damage and can only move half the normal speed. Depending on how old they are hatchlings normally will not know how to fly (mainly because shortly after learning to fly they leave to live on their own). When mating the rapiertails will have a nest built to have their young born in where their treasure will not be located. Just because two rapiertails share a moment doesn't mean they are going to trust the other.

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Unknown
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral

NO. APPEARING:	1
ARMOR CLASS:	7
MOVEMENT:	3 (15 if rebounding)
HIT DICE:	2
THAC0:	19
NO. OF ATTACKS:	0
DAMAGE/ATTACK:	0
SPECIAL ATTACKS:	Rebounding, Gas
SPECIAL DEFENCES:	Rebounding
MAGIC RESISTANCE:	Nil
SIZE:	M (4'–6' tall)
MORALE:	Nil
XP VALUE:	120

Rebounders are somehow related to gas spores and beholders. They look exactly like Gas Spores.

If a rebounder is struck with a blunt weapon, it takes no damage, and releases a cloud of gas, and then "rebounds" away at it's full movement rate. With every bounce, it loses 1/4 of it's momentum. If it bounces in the direction of a creature, and it successfully rolls to-hit, then that creature takes 1-8 points of damage (or 1-6, 1-4, or 1-2, depending on how many times the rebounder has bounced.) With every impact, a 5x5x5 cloud of poison gas is released. This gas does 1-4 points of damage for 1-4 rounds to anyone breathing it, until it dissipates. Slashing weapons do 1/2 damage, and knock the rebounder back at 1/2 it's movement rate. Puncturing weapons slay the rebounder instantly. When a rebounder dies, it explodes, doing 1-10 points of damage to anyone within 5 feet, and 1-4 to anyone between 5 and 15 feet away.

Nothing is known about rebounder society, if it exists. Never has more than one rebounder been seen at one time.

Rebounders do not interact with nature. It is possible that they are mutant gas spores, and not a race of their own.

CLIMATE/TERRAIN:	Temperate to tropical
FREQUENCY:	Very rare to rare
ORGANIZATION:	Loose clans
ACTIVITY CYCLE:	Dyurnal
DIET:	Carnivore
INTELLIGENCE:	Average to very (8–12)
TREASURE:	see below
ALIGNMENT:	Neutral

NO. APPEARING:	1–2 (80%) 3–10 (15%) 20–50 (5%)
ARMOR CLASS:	See below
MOVEMENT:	See below
HIT DICE:	See below
THAC0:	See below
NO. OF ATTACKS:	See below
DAMAGE/ATTACK:	See below
SPECIAL ATTACKS:	See below
SPECIAL DEFENCES:	Acute hearing (1 mile)
MAGIC RESISTANCE:	Nil
SIZE:	Variable
MORALE:	Average (8–10) Fanatic (17–18) (guarding nest)
XP VALUE:	14 HD: 7,000 17 HD: 12,000 20 HD: 17,000 23 HD: 20,000

Hatchling	-2	3 Fl 36 (B)	14	7	2	2d6/1d6 (×1)	Nil	Nil
Young	-5	3 Fl 40 (B)	17	3	3	4d6/1d6 (×2)	1d6	1d6
Mature	-8	3 FL 44 (A)	20	1	5	8d6/1d6 (×4)	3d6	8d6
Aged	-11	3 Fl 48 (A)	23	1	7	12d6/1d6 (×6)	6d6	12d6

Cross a giant dragonfly and a skycrane helicopter and you have a rhoon. Being bio-mechanical in nature, they are immune to poisons and become more talkative when drunk. They are carnivores with voracious appitites and hunt and kill dinosaurs (or your campaign equivalent) for food. Huge mouth and compound eyes forwards, six double- elbowed legs along the body, huge lift rotor (like a huge helicopter) on top of the body; small control rotor on the tail. Metallic skin.

The bite is a main attack, it's effect is like a sword of sharpness. All six claws can be used while airborne, only one while grounded. Young and older can carry and throw rocks as a heavy crossbow, ballista, and trebuchet for range for young, mature, and aged. This is done at altitude of 2×range. It is also done at night, but only if the beasts have been deeply offended or enraged.

Ramming is the beast flying into the target. This is not done against weapons set to receive charge. Ram damage is from impact, a bite is attempted at the same time. Separate to-hit rolls required. If the bite misses, 2 claw attacks are attempted. If either hits, the target may be lifted into the air and dropped.

Rotor downblast is used to blind ground targets and mess up missile fire. This is dust and small debris kicked up by the fierce winds of the rotor. Rhoon will scare heards of grazing animals into stampeding towards annoying groups of experienced irritants. Threats to nests will get the whole clan involved in the defense and counter-attack. These may even set a fire and fan it towards the offenders. This driven fire attacks as a fire elemental.

Their hide, basically metallic/organic, is a defense comparable to the Tarrasque; though it is not a source for valuable material. Although the Rhoon are rather territorial, they are not suicidal except in the defense of their nest. They do not use their rotors as direct weapons.

They do not cast spells or believe in magic.

Rhoon are loosly clannish. They excel in wisdom and poetry, at least in their own opinion. We see them as ale-house philosophers, and their corney, doggerel poetry as worthless. It is, however, their main treasure. They have excellent hearing and idetic memories... although they will retell what they have witnessed in cheap poetry form. They have no interests in "groundlings" affairs, and recognize no national borders. They guard their own nests, their own hunting grounds and their own precious philosophy. If somehow confined indoors they will go mad, and die.

For a hefty bribe in horseflesh or cattle, and some cute trash poetry or limerick, they will occasionally transport humans across mountains or flatlands; they do not cross large bodies of water. They go around. They do not lie. They admit no masters or equals in the air, but avoid dragons and sky jellies. Djiini admire them. Their lifespan is about 40 years. They do not manufacture anything. They suffer a penalty to a singing charm effect as from a bard or siren as though they had a wisdom of 3. If they have then been cheated of their fair trade for transport or some such, they will be enraged when the charm wears off.

The Rhoon see the world they guard as a living sculpture, and they the sculptor. The wind and the light of the sun is the worlds loving embrace to them. They are roving carnivores and kill and eat dinosaurs and large herd animals converting them to hot air and crack-pot philosophy and unscannable poems. They live mostly above flatlands and plains, nesting on the tops of buttes and volcanic spires. They lay eggs (2-5) every 5 years. These hatch in 3 months. They graduate an age bracket every 4 years, with ‘aged’ status for 4d12 years.

CLIMATE/TERRAIN:	Montains and Subterranean
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Carnivore
INTELLIGENCE:	Semi (2–4)
TREASURE:	Nil
ALIGNMENT:	Neutral

NO. APPEARING:	1
ARMOR CLASS:	2
MOVEMENT:	3
HIT DICE:	2
THAC0:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1–10
SPECIAL ATTACKS:	Surprise, Poison
SPECIAL DEFENCES:	Camouflage
MAGIC RESISTANCE:	Nil
SIZE:	S (3' in diameter)
MORALE:	Unsteady (5–7)
XP VALUE:	120

Rock turtles look like mounds of rock. However, this rockpile is merely their shell. When they attack, their reddish body is exposed.

Every two rounds, a rock turtle may lunge out from beneath it's shell and bite at it's opponent. When they are attacking, they are at AC 7, due to a lack of protection for their underbodies. They have a weak poison, injected by a successful bite, which does one point of damage per round for one to four rounds. Saving throws against this poison are at +1. Rock turtles are never surprised, and can surprise an opponent almost always. They are almost undetectable, unless they are moving.

Nothing is known about rock turtle society.

Rock turtles are believed to be similar to horseshoe crabs. They kill small animals by crawling up to them and then devouring them. Rock turtles are normally left undisturbed in nature, because they are very hard to spot.

	Normal	Tentacled
CLIMATE/TERRAIN:	— Swamps and moist caverns —	
FREQUENCY:	Rare	Very rare
ORGANIZATION:	None	Pack
ACTIVITY CYCLE:	Any	Any
DIET:	Herbivore	Herbivore
INTELLIGENCE:	Animal (1)	Low (5–7)
TREASURE:	Nil	J, K, L, M
ALIGNMENT:	None	Neutral evil
NO. APPEARING:	1–2	1–4
ARMOR CLASS:	8	6
MOVEMENT:	3	9
HIT DICE:	1	4
THAC0:	19	17
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	1	1–8
SPECIAL ATTACKS:	Nil	Spit poison
SPECIAL DEFENCES:	1/2 damage from blunt weapons	
MAGIC RESISTANCE:	Nil	Nil
SIZE:	S (3' high)	M (5' high)
MORALE:	Unsteady (6)	Average (8)
XP VALUE:	35	650

Screamers are sentient vegetables, which look like 3' tall cauliflowers, with green, yellow, and blue patches.

Screamers attack by "biting" their opponents. Their digestive acids cause 1 point of damage with each successful "bite". Screamers only receive half damage from crushing-type weapons, as they are cushioned by the Screamers' soft vegetable bodies.

Screamers have no organized social units. They spend most of their lives scavenging for food.

Screamers reproduce very quickly, to offset the fact that in nature, they are eaten almost as soon as they are born. When a screamer is born, it immediately releases several spores which land, and grow to maturity in a day. Both types of screamers scavenge for fungi, and plant life, which they eat. The bodies of tentacled screamers are inedible to humans, demi-humans, and humanoids. One normal screamer will feed one adult human for one day. Screamers are a common source of food for many subterranean communities. Their quick reproductive rate makes them an almost limitless source of food.

Tentacled screamers are 5' tall, and look like elongated green mushrooms. They have four thin tentacles at the level where a human's arms would be. One tentacle is in the front, one on the right side, one on the left, and one in the back.

Tentacled screamers attack by flailing with their sharp, but flimsy tentacles, which do 1-8 points of damage. They can only attack an opponent with one tentacle, because of how the tentacles are situated, but they can attack four opponents at once. Also, once every six rounds, tentacled screamers can spit a glob of poison up to 30 feet. If this glob touches skin, it does 1-12 points of damage. Both types of Screamers take 1/2 damage from crushing-type weapons, as they are cushioned by the Screamers' soft vegetable bodies.

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Electricity
INTELLIGENCE:	Exceptional (15–16)
TREASURE:	Nil
ALIGNMENT:	Neutral (chaotic)

NO. APPEARING:	1
ARMOR CLASS:	-2
MOVEMENT:	18
HIT DICE:	16 or 24
THAC0:	16 HD: 6 24 HD: 5
NO. OF ATTACKS:	2 + special
DAMAGE/ATTACK:	16 HD: 1–8 + 16/1–8 + 16 24 HD: 1–8 + 24/1–8 + 24
SPECIAL ATTACKS:	Lightning
SPECIAL DEFENCES:	See below
MAGIC RESISTANCE:	25%
SIZE:	L (12'–14' tall)
MORALE:	Fanatic (17–18)
XP VALUE:	16 HD: 14,000 24 HD: 18,000

Shockers are residents of the quasi-elemental plane of lightning; they are most often encountered on their home plane, but they may also be found on the prime material planes as well. Unlike most elementals, they are capable of traveling to the prime planes on their own (without being summoned), and are able to exist there for extended periods of time. However, shockers may enter the prime planes only via a natural lightning bolt, such as during a lightning storm, and on rare occasions, have even been known to enter through a call lightning spell (this is the only lightning-based spell that is capable of doing this; devices such as a wand of lightning may not do so either). A shocker has 24 HD on its home plane, but they are reduced to 16 HD on the prime planes, due to absense of the energy they thrive on.

Shockers are slightly different in appearance from other lightning quasi-elementals: they appear as a sheet of shimmering blue energy of a vaguely humanoid shape. However, they possess a limited shape-change ability that allows them to take the form of a human, elf, or half-elf five times a month. When encountered on a prime material plane, they will take the shape of a humanoid 75% of the time. When in this form, they appear indistinguishable from real humanoids; however, a detect magic spell will reveal a faint blue shimmering of alteration and evocation magic, and a true seeing spell, a gem of seeing, or other similar magic will show the creature's true form. The origin of this shape-change ability is unknown. A shocker will always appear in its natural form on its home plane.

When attacking, a shocker uses its two "hands" to deliver two viscous shocking grasps, each doing 1d8+16 (or 1d8+24) points of damage. In addition, a shocker can emit lightning attacks of up to 30d6 points of damage per day. A single bolt can inflict 5d6 or 10d6 hit points of damage, and either one or two bolts can be discharged per round. A bolt may originate from anywhere on the shocker's body, so an attack can be made in any direction; however, these attacks usually eminate from the hands, mouth or eyes so as to duplicate spells, breath attacks, and/or gaze attacks (this is especially true' if the shocker is in humanoid form).

Shockers also have several special defenses: a +2 or better weapon is required to score a hit on one, and a creature with fewer than 5 hit dice cannot harm a shocker without some sort of magical assistance. They are also immune to lightning and all types of electrical attacks, as well as air and weather-based magic. Any creature scoring a hit on a shocker in melee will suffer 1d8 points of damage (save vs. spell for half damage) unless the attack is made via a non-conductor.

Shockers are not natives of the prime material planes, but can be found wandering in any climate or terrain (though they dislike rain), usually near civilization. They normally use their shape-change ability to fit into their surroundings. Shockers often take an interest in the affairs of humans and demihumans and they seem to take pleasure in antagonizing them in any way they can. There are many speculations as to the reason for this type of behavior, but no one knows their true motives. For some reason, they seem to ignore dwarves and gnomes.

Not much is known of the origin, behavior, or social structure of these creatures. It is thought that they are composed of pure energy, but this is only speculation.

There is a 2% chance that a conjure air elemental spell, staff, or similar device will summon a shocker instead of an air elemental. Shockers encountered in this manner will be in their natural form 95% of the time. The summoner has only a 5% chance per level over 6 of successfully controlling a shocker conjurered in this manner (to a maximum of 90%). Also, there is a 10% chance per round that control will be lost, in which case the shocker will immediately attack the summoner and his or her party. Devices which control or protect against normal elementals do not work on shockers; dismissal, banishment, and similar spells and devices have a 20% chance of failing even if the shocker fails its magic resistance roll and saving throws. It is rumored that magics exist that will summon and/or control a shocker directly; these are said to give results similar to the more common elemental-related devices.

CLIMATE/TERRAIN:	Tropical
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Constant
DIET:	Carnivore
INTELLIGENCE:	Animal (5–7)
TREASURE:	Unique, as fits the area
ALIGNMENT:	Neutral

NO. APPEARING:	1 per target
ARMOR CLASS:	0 (last 25% of hits -10)
MOVEMENT:	0
HIT DICE:	20+
THAC0:	10 (treat all armor as AC:10)
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	0 (special)
SPECIAL ATTACKS:	Drowning, Paralyzation, ESP, Slight charm, and illusions
SPECIAL DEFENCES:	Camouflage, Feign death, Immunity to fire
MAGIC RESISTANCE:	Nil
SIZE:	H–G (12'–25')
MORALE:	Unreliable (2-4)
XP VALUE:	15,000

Silent death is an intelligent piece of swamp that can change appearance and inner structure to either cause a creature to fall fast to its death, or permit passing over without falling through. It's hard to see, hard to recognize, and hard to re-locate.

A silent death only attacks when it feels doing so is safe. It can lure animals by emitting a smell that the target finds pleasant, or create an illusion of something that the target would like (generally, food). It can use its ESP ability to detect close-by animal life to it, as well as sensing the tremors of foot steps. With hunger, it gets more aggressive, attacking even numerous targets, even when they are not all within attack range; with size, it gets more intelligent. People are a favorite target. A general attack starts with paralytic venom to target's foot or paws so as to stop it from fighting back and crying for aid. After that, success causes the target to disappear, falling into the silent death, failure may stop the attack unless the victim detects it. Armor one might not.

Solitary, thinking food-oriented. However, with size its powers increase, permitting communication with others of its kind. Also, the scope of interests widens with intelligence, and one may converse with other races, too.

As rare, it imbalances little. It's fruit and flowers, the only sure way to detect one, are food to local animal life.

There are multiple dungeon variations.

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Group
ACTIVITY CYCLE:	Constant
DIET:	Unknown
INTELLIGENCE:	High (13–14)
TREASURE:	Nil
ALIGNMENT:	Neutral

NO. APPEARING:	1–4
ARMOR CLASS:	0
MOVEMENT:	12
HIT DICE:	4
THAC0:	17
NO. OF ATTACKS:	0
DAMAGE/ATTACK:	0
SPECIAL ATTACKS:	Spells
SPECIAL DEFENCES:	Intangibility, +1 or better weapon to hit
MAGIC RESISTANCE:	25%
SIZE:	M (5' long)
MORALE:	Steady (11-12)
XP VALUE:	2,000

A spell vine looks like four vines hanging in mid-air, with a glowing globe of light in the center.

Spell vines are constantly shifting in and out of the prime material plane. Only when they are entirely in the prime material plane, can they be struck with weapons, and even then, +1 weapons are required to hit. This only occurs just as they cast a spell. If a spell vine is provoked, it will attack by casting spells as a 9th level mage.

Spell vines spend most of their time wandering around. No one knows why they do this. They will generally take no hostile action unless threatened.

Spell vines are not a part of nature, and do not interact with it.

CLIMATE/TERRAIN:	Any arctic or subarctic
FREQUENCY:	Rare
ORGANIZATION:	Clan
ACTIVITY CYCLE:	Any (but usually day)
DIET:	Carnivore
INTELLIGENCE:	Very (11–12)
TREASURE:	E
ALIGNMENT:	Lawful neutral

NO. APPEARING:	1–2 (10–20 in lair)
ARMOR CLASS:	0 (10% chance of -2)
MOVEMENT:	9
HIT DICE:	15 + 1–4 hit points
THAC0:	2 (+3 Strength bonus)
NO. OF ATTACKS:	1 or 2 + special
DAMAGE/ATTACK:	4 – 40+8 or 1–10 + 8/1–10 + 8
SPECIAL ATTACKS:	Breath weapon (mature only)
SPECIAL DEFENCES:	Frost barrier (mature only), Cold immunity
MAGIC RESISTANCE:	30%
SIZE:	H (15' tall)
MORALE:	Champion (15–16)
XP VALUE:	16,000
female	10,000
immature	2,000

Tallin are large humanoids that live in the frozen arctic wastelands. Their skin is gray, tan, or dull brown, and they are almost completely hairless. Tallin stand about 15' tall, weigh approximately 5000 pounds, and are very muscular; females are slightly shorter and lighter. Tallin live 300 years or more.

Tallin wear little except for some scraps of fur around their necks and waist; their low armor class is due to their very thick skin. Most tallin also wear a pair of wide bracers on their wrists; there is a 10% chance that these are special bracers of defense, which lower the tallin's armor class to -2. Tallin have never been known to use spells or any other magic items; it is not known whether they are capable of enchanting these bracers themselves, or if they are obtained elsewhere. The only other possession they carry, is their huge warhammer; their remaining items are kept in the lair.

From birth, tallin are immune to all cold-based attacks, but take +1 point of damage per die from fire-based attacks, as they are especially sensitive to heat. Tallin may punch or smash with their fists for 1-10 + 8 points of damage with each fist. However, tallin much prefer to use their massive warhammers in combat. These huge hammers are about 6' long and 3' across, and are intricately carved. The hammers are made of some strange metallic alloy of unknown origin; it is widely accepted that no one has ever sucessfully returned one of these hammers to civilization for study. These hammers are extremely strong and heavy - a strength of 18/00 is needed to pick up these hammers, and a strength of at least 20 is required to weild one in combat. When a tallin connects with a hammer in combat, it delivers 4-40 + 8 points of damage due to the weight and unique composition of the weapon (the +8 bonus is the tallin's strength bonus).

When a tallin warrior reaches maturity (at the age of 10 years), he must forge and carve his own hammer (only the males do this; female tallin do not own a hammer and will use their fists in combat). All male tallin are proficient weapon smiths because of this experience, but the only weapon this proficiency applies to is the tallin's hammer.

Three times per day, a mature tallin (of either sex) may use a *cone of cold* breath attack. This cone is 40' long, 5' wide at the tallin's mouth, and 15' wide at the base; it inflicts 3-30 points of damage to all targets caught in the area of effect; those who successfully save vs. breath weapon suffer half damage.

This breath weapon may also be used in a defensive capacity: a tallin may breathe directly at the ground beneath itself to create a *frost barrier* that completely envelopes the tallin in the same round it is used. This barrier lasts 1d6 rounds and will negate a total of 50 hit points of fire damage.

Any excess fire damage destroys the barrier and affects the tallin normally. Any ranged fire directed through this barrier suffers a -2 to hit due to the obscured target. Anyone passing through this frost barrier suffers the normal breath weapon damage, although a cumulative +1 bonus is given on the saving throw each round after the first (i.e. +1 on the 2nd round the barrier is in affect, +2 on the 3rd round, etc.).

Tallin live in clans of about 10-20; they reside in any arctic or subarctic region. They usually lair in large underground caverns in which they spend the majority of their time. They venture forth only to hunt or to fight (usually against white dragons or frost giants who invade their territory). The strongest male tallin is the leader of the clan. His word is law to the other tallin; he is the leader of the hunt and the commander in battle.

When encountered in the lair, 50% of tallin present will be mature males, 25% will be mature females (AC 2, 13 HD, THAC0 4, D/A 1-10 + 7 per fist), and 25% will be immature tallin (AC 4, 8 HD, THAC0 10, D/A 1-8 + 6 per fist). There is also a 20% chance of 1d4 subdued white dragons being present as well (usually of adult age or younger). These are used as pets and/or guards.

Tallin will eat nearly any type of meat, but especially like polar bear and seals. They often clash with white dragons and frost giants, with whom they share their territory.

CLIMATE/TERRAIN:	Any hills and subterranean
FREQUENCY:	Uncommon
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Very (11–12)
TREASURE:	M (D, U)
ALIGNMENT:	Chaotic neutral

NO. APPEARING:	5–50 (10–100 in lair)
ARMOR CLASS:	6 (8)
MOVEMENT:	8
HIT DICE:	3+2
THAC0:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1–8 or by weapon type
SPECIAL ATTACKS:	Nil
SPECIAL DEFENCES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L (10' tall)
MORALE:	Average (8–10)
XP VALUE:	120
young	65
archers	175
guards	270
shield guards	420
leader	650

Tarqs (pronounced TARKs) are large humanoids that dwell in hilly regions in tribes of up to 100 in number; they have adapted to life in any climate. Tarqs also thrive is subterranean locations; their lairs are always underground.

Tarqs average about 10 feet in height and resemble a cross between an ogre and a hill giant; in fact, it is rumored that tarqs are a cross breed of these two creatures. They have brown, tan, or olive green skin and long, dark hair; their eyes are usually black.

Tarqs speak their own language, as well as those of several other humanoids such as orcs, ogres, goblins, and giants.

Although tarqs appear quite formidable, they are not nearly as powerful as their appearance might suggest. They are timid and even cowardly in combat, and prefer to use surprise and ambush tactics - if they fight at all. They try to avoid combat entirely or flee from foes; this is especially true if a single tarq is encountered alone. Tarqs are also not as strong as other creatures of similar size: they have few hit dice, and gain no strength bonus in combat; their natural armor class is poorer than other comparable creatures.

Tarqs use a variety of weapons, including swords of all types, maces, axes, and most polearms; archers use light crossbows or longbows. Tarqs have a natural armor class of 8, but most use leather armor, which lowers their AC to 6.

Tarq tribes can be found in hilly terrain in any climate, as well as in subterranean settings. Lairs are underground, and are usually deep within a hilly region, well-hidden from outsiders. A typical tribe contains 80-100 members. Approximately half these are adult males, a quarter are adult females, and the remaining quarter are young tarqs. There is no appreciable statistical difference between the sexes, but young tarqs have only 2+1 hit dice, and a THAC0 of 19. Females and young will normally be encountered only inside the lair. A tarq tribe is ruled by the strongest adult male.

Tarqs of different tribes usually will not interfere with one another - they do not contest with each other as orcs and goblins do. If two tarq tribes have a dispute, it will be handled dimplomatically, if at all possible. In times of great need, two or more tarq tribes may band together in order to defeat a common enemy, or solve some other problem.

Tarqs prefer to be left alone, and will not attack outsiders unless their lives are in danger or their lair is threatened. They hunt small animals, but also gather herbs and berries, and have even been known to participate in primitive farming practices.

For every group of 25 tarqs, five will be archers; these are normal tarqs armed with short swords and either a longbow or a light crossbow, instead of the normal weaponry.

The lair and its vicinity is protected by 10-20 elite warriors; these guards carry a missile weapon (as per archers) in addition to the normal armament. They wear hide armor (AC 4) and have 4+2 hit dice and a THAC0 of 17.

For every group of 20 tarqs, there will be a leader present. Leaders will own the finest weapons of the tribe, and even have a 20% chance of possessing a magical weapon of some sort. They wear chain mail (AC 3), have 6+2 hit dice, and a THAC0 of 15. The strongest leader is also the chieftan of the tribe. Leaders will have in their possession, 1d2 miscellaneous magic items usable by the fighter class.

A leader is rarely (10%) without his shield guard. This group is comprised of 5 elite guards whose duty it is to protect or "shield" their leader from harm; they sware an oath of loyalty to their leader, and will protect him to the death. Their equipment and statistics are similar to that of a leader, except they have 5+2 hit dice, and only have a 10% chance of owning a magical weapon (they will possess 1d2 miscellaneous magic items).

Tarqs have an average lifespan of 90-100 years. They have a gestation period of 11 months; female tarqs normally give birth to 1-2 offspring. The birth rate and infant mortality rate are relatively low compared to some other humanoids, since they engage in warfare less often, and generally have better living conditions than orcs, goblins, et al.

While tarqs prefer to live in isolation from the world around them, they are often marked as targets by orcs, ogres, hobgoblins, and their ilk, despite their large size. These humanoids take advantage of the tarqs' timid nature in any way they can; tarqs are killed at times solely for sport by these creatures.

CLIMATE/TERRAIN:	Woods and Plains
FREQUENCY:	Uncommon
ORGANIZATION:	Packs
ACTIVITY CYCLE:	Night
DIET:	Carnivore
INTELLIGENCE:	Animal (1–2)
TREASURE:	Nil
ALIGNMENT:	Neutral

NO. APPEARING:	1–8
ARMOR CLASS:	-2
MOVEMENT:	15
HIT DICE:	6
THAC0:	15
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1–6/1–6
SPECIAL ATTACKS:	Bite with poison
SPECIAL DEFENCES:	See below
MAGIC RESISTANCE:	60%
SIZE:	S (3' tall)
MORALE:	Champion (16)
XP VALUE:	4,000

These creatures are three feet tall and are covered in an ink black fur from head to foot. They have pointed ears that gives them exceptional hearing. They have long front claws with black talons and their feet are padded which reduces the amount of noise they make when they scurry across the ground (50% move silently). Because of their predominatly black colour Tass Demons are very hard to detect when hiding in shadows (75% chance of success).

These little devils will run up attack with both claws and usually scury off. If both hits are sucessful then the creature has dug into the players skin and the creature will attempt to bite its opponent. This bite does 1d4 points of damage and deliever type A poison with it's bite.

These creatures live in small unorganized packs and attack almost any creature to obtain food. They usually just visiously attack an oppent until it kills it or gets killed. Not having the brain power to think of retreating usually. They make their homes in burrows in the ground.

These creatures were made by a wizard who wanted to create cute furry creatures that would attack visiously upon a command word. Of course this didn't quite work to the wizard's expectations.

CLIMATE/TERRAIN:	Any (but usually big caves)
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Low (5–7)
TREASURE:	Nil
ALIGNMENT:	Neutral

NO. APPEARING:	1
ARMOR CLASS:	0 (because of speed)
MOVEMENT:	16, Jp 24
HIT DICE:	5–9
THAC0:	5–6 HD: 15 7–8 HD: 13 9 HD: 11
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	4–24 (4d6)
SPECIAL ATTACKS:	See below
SPECIAL DEFENCES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	T (1/2'–2' long)
MORALE:	Steady (11–12)
XP VALUE:	5 HD : 975 6–7 HD : 1,400 8–9 HD : 2,000

Vorpal bunnies typically appear as other rabbits. They come in various colors, and are considered "cute" by some. (For a while, anyway.) Specimens usually range from six to twenty-four inches in length, and as high as thirty-two inches when standing on their rear legs.

Vorpal bunnies lure their prey to them by hopping about and acting cute. They emit a gentle cooing sound, which has the effect of a low power charm spell (save vs. spell at +2). Those charmed will be disposed toward picking up the "cute little rabbit" and perhaps petting it. Once it's prey is off guard, the vorpal bunny leaps at the throat of it's prey.

On a natural to hit roll of 18 to 20 indicates that the bunny has structed the victim's throat and decapitated them.

The vorpal bunny will run if it is seriosly pressed (ie battle goes against it), and will try and return later to consume anyone (or anything) it was successful in killing.

The low armor class of the bunny is due to his blindingly fast attack, and the fact that it usually catches it's prey off guard.

Vorpal bunnies tend to enjoy living near big caves and caverns. It is believed that the vorpal bunnies find these places good for hunting prey as many large game seek shelter at them.

Vorpal bunnies will usually be found alone unless a mating pair is discovered. This case is rare however as the male tends to mate with the female and then leave.

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Night
DIET:	Carrion
INTELLIGENCE:	Low (5–7)
TREASURE:	B
ALIGNMENT:	Lawful evil

NO. APPEARING:	1–6
ARMOR CLASS:	8
MOVEMENT:	9
HIT DICE:	2+3
THAC0:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1–6
SPECIAL ATTACKS:	Dust of Death
SPECIAL DEFENCES:	Nil
MAGIC RESISTANCE:	See below
SIZE:	M (6' tall)
MORALE:	Average (8–10)
XP VALUE:	270

Red skull zombies look like humans with shriveled red skin. The most noticable thing about them is that their heads are shriveled to the point where only a red skull remains.

These strange creatures attack by pummeling their opponents. Also, once every 5 rounds, a red skull zombie may breathe the "Dust of Death" on an opponent. If the opponent fails their save vs. breath weapon, they will take on the appearance of a red skull zombie, and die in 1-4 rounds, and arise a week later as a red skull zombie. Casting *cure disease* will prevent death, or if the character is already dead, stop them from arising as a red skull zombie. Red skull zombies are not undead, and are not affected by priests attempts to turn them, or by holy water. However, they can be slain by a *cure disease* spell.

Red skull zombies live in loosely organized packs. They were originally created by a mage's experiment, and now reproduce by using the "Dust of Death" on humanoids.

Red skull zombies have no natural enemies, but fight as a way of "life".