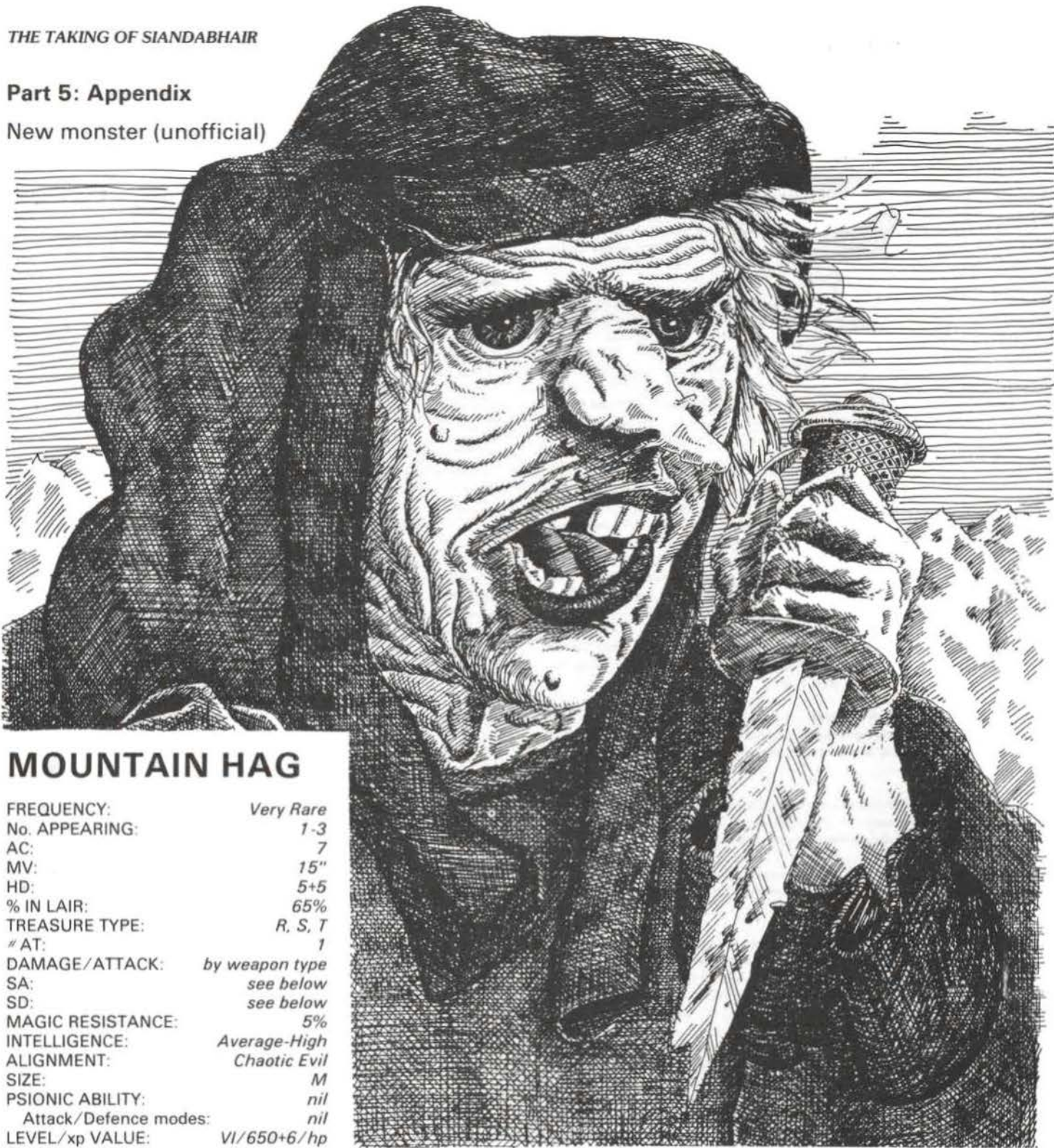


Part 5: Appendix

New monster (unofficial)



MOUNTAIN HAG

FREQUENCY:	Very Rare
No. APPEARING:	1-3
AC:	7
MV:	15"
HD:	5+5
% IN LAIR:	65%
TREASURE TYPE:	R, S, T
# AT:	1
DAMAGE/ATTACK:	by weapon type
SA:	see below
SD:	see below
MAGIC RESISTANCE:	5%
INTELLIGENCE:	Average-High
ALIGNMENT:	Chaotic Evil
SIZE:	M
PSIONIC ABILITY:	nil
Attack/Defence modes:	nil
LEVEL/xp VALUE:	VI/650+6/hp

The Mountain Hag is a relative of the Sea Hag, inhabiting mountains and dismal rocky wastes. The lair of the Mountain Hag is typically a cave in a mountainside. Like all other Hags, they hate beauty and goodness, and when they come out of their caves it is always to commit some act of evil.

The appearance of a Mountain Hag is so hideous as to require any character of less than 5th level to save vs magic or lose 1-10 strength points for 1-8 turns; Clerics and Paladins are allowed a bonus to this saving throw equal to their level.

The Mountain Hag fights using a filthy, jagged and rusty dagger (D 1-4), which has a 75% chance of carrying a disease (treat as chronic, severe, affecting blood and gastro-intestinal organs — see *Dungeon Masters Guide* p14). However, a Mountain Hag will rely whenever possible on followers and on her magical abilities, fighting hand-to-hand only as a last resort to clear a path for her escape.

A Mountain Hag can fly, 1/day, paralyse (as a wand of paralysis) by touch, 3 times/day, and cause darkness, 3 times/day. She can use magic-user scrolls as a 10th level thief, and can also speak with animals at will. There is a 30% chance that a Mountain Hag will have a familiar, of a type determined as for the first level magic-user spell find familiar.

A Mountain Hag may call down a terrible curse on one victim, who must save vs magic or lose 1-4 constitution points, and must make all subsequent saving throws vs poison or disease at -2 while the curse is in effect. Any wound sustained during this period will heal at half the normal rate, and has a 25% chance of becoming infected. The curse lasts for one lunar month or until the victim dies or receives a remove curse spell. A Mountain Hag may only have one curse in effect at any given time.

Finally, Mountain Hags are immune to poison and disease, and make all saving throws against mind-influencing spells at +2.

Horses

New Monster (unofficial)

There are three types of horse available; light riding horses, as in the **Players Handbook**, which will panic under abnormal stimuli (presence of monsters, fights, etc), cavalry horses (as the **PHB** warhorses, light medium and heavy, trained to stand still while the rider fights, or to fight no matter what the rider is doing, according to command, and unlikely to panic in the same way as a riding horse would), and the very rare full warhorse (see next column).

Whenever such a horse encounters a situation it does not like, it has a chance of bolting. As an alternative to the percentage chances of this given in the **Monster Manual**, you might like to try the following. To avoid having the horse bolt, the rider must make a saving throw of 17+ on d20, modified by:

- +2 per 5 points total Str/Dex of rider
- +1 per point of the horse's stability
- +3 for Horse Combat proficiency
- +1 for teamster/freighter secondary skill
- 2 if there's a fight nearby, or if it smells a normal carnivore
- 4 if there is a fabulous beast visible or it sees a large carnivore
- 6 if in the middle of a fight, or if it is already bolting
- 8 if there is a large monster (such as a dragon) nearby
- 10 if struck by missiles, spells, or (if not a cavalry or war horse) hand weapons
- 12 if the rider is fighting a large monster

The stability of the horse should be determined secretly by the DM when the horse is obtained. Normal riding horses have a stability of 1-6, cavalry horses 6-9 (d4+5), and full warhorses are always stability 10.

If the horse bolts the rider may fall off. The chance is decided by Strength, Dexterity, and a saving throw on a d20:

Str + Dex Total	Saving Throw
6-10	14
11-15	13
16-20	12
21-25	11
26-30	10
31-35	9
36-40*	8
41-45*	7
46 (ie 18/00 + 18)*	6

* For each ten points of exceptional strength, add one point to the Str/Dex total.

The saving throw for characters with Horse Combat proficiency is at +4, and a character with Horse Combat specialization is at +6. If cavaliers fail this roll, they still have their special 85% + 1% per level chance of staying on board.

 Chris Felton

Full Warhorse

FREQUENCY: *Very rare*

No APPEARING: 1

ARMOUR CLASS: 7

MOVE: 15"

HIT DICE: 5+3

% IN LAIR: Nil

TREASURE TYPE: Nil

No of ATTACKS: 3

DAMAGE: 1-10/1-10/1-4

SPECIAL ATTACKS: Nil

SPECIAL DEFENCES: Nil

MAGIC RESISTANCE: Nil

INTELLIGENCE: *Animal*

ALIGNMENT: *Neutral*

SIZE: L

PSIONIC ABILITY: Nil

Attack/Defence Modes: Nil

LEVEL/XP VALUE:

IV/150 + 6 per hit point



The full warhorse is the natural mount of the mounted fighter — though very few ever have the chance to own one. They are the result of the finest stock selection and breeding between ordinary heavy horses, so rare that barely one foal in five hundred bred in such a way will be a young full warhorse. Very few horsebreeders have acquired the skill and knowledge to improve on those odds, and such men and women become very rich indeed, serving great princes and kings. There are those who sell these powerful mounts to anyone who has the requisite influence and wealth to obtain one. The price of a full warhorse obtained in such a way is never less than 1500gp, and can be more in times of war or civil unrest.

In addition, the warhorse must then be trained to work with its new owner. This takes at least six weeks of intensive work, and again, the opportunities are very rare. Most trainers capable of such work are already in the service of wealthy masters, and the few prepared to be hired for such work will demand 1800gp for a six week 'course'.

Once trained, the full warhorse will recognize only one rider. It will resist anyone who attempts to mount it, lead it away or whatever, even if it recognizes the person as a friend of its owner.

In practice, most player characters who manage to obtain one of these steeds will

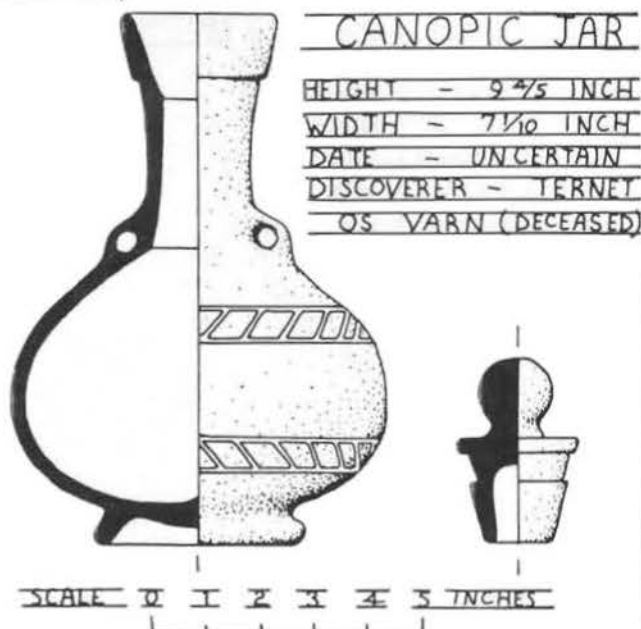
be cavaliers who perform some great service to their patron — provided the patron can afford the price, or have a stockbreeder on their staff. Training might be included in the reward. Often, a cavalier can be persuaded to accept a full warhorse, fully trained, in exchange for a reward or a 'gift' of twice the value. If an opportunity occurs, a cavalier should be prepared to do almost anything to obtain one.

When its owner dies, a surviving full warhorse can only be retrained 10% of the time. There is a further 15% chance that it will go wild, attacking all creatures it meets, until its inevitable demise. In the remaining 75% of cases, the warhorse merely lapses into the deepest despair, dying 1-8 days after the loss of its rider. Similar risks are run when an owner voluntarily abandons a warhorse for any period longer than a month. In such circumstances there is a 50% chance per month that the horse will pine away.

A cavalier who wishes to pass on his full warhorse, or to sell it, will find its loyalty a hindrance. Most knowledgeable horse-dealers will pay only a fraction of the price (150gp). Warhorses can only be retrained in 25% of cases, and both buyer and seller must be involved in the process, which will take 10 weeks. A trainer will be required as well, at a cost of 4000gp, the money being due regardless of whether or not the retraining is successful.

CANOPIC SHADE

FREQUENCY:	<i>Rare</i>
No. APPEARING:	<i>Usually 2 (one of each type, see below)</i>
ARMOUR CLASS:	<i>Not applicable</i>
MOVE:	<i>Instantaneous (up to 10 feet)</i>
HIT DICE:	<i>1+6</i>
% IN LAIR:	<i>100%</i>
TREASURE TYPE:	<i>Nil</i>
# ATTACKS:	<i>Nil</i>
DAMAGE/ATTACK:	<i>Nil</i>
SPECIAL ATTACKS:	<i>See below</i>
SPECIAL DEFENCES:	<i>See below</i>
MAGIC RESISTANCE:	<i>Total</i>
INTELLIGENCE:	<i>None</i>
ALIGNMENT:	<i>Neutral</i>
SIZE:	<i>Not applicable</i>
PSIONIC ABILITY:	<i>Nil</i>
LEVEL/xp VALUE:	<i>Attack/Defence modes: Nil III/100 xp + 2xp per hit point.</i>



These non-corporeal entities may be thought of as fragments of an undead creature. They are created when the brain and heart of a corpse are removed to be interred separately in containers known as canopic jars.

Any undead creature which arises from this corpse will be sundered into three parts. The first will be one of the usual kinds of undead. This will develop from the main corpse and will have all the usual attributes except that, lacking a brain, it will be non-intelligent and, lacking a heart, will be fearless even to the extent of being resistant to the turning effect of clerics. Clerics (and Paladins) affect them as if they were 3 levels below their actual level. Therefore, clerics of levels 1—3 cannot affect these undead.

The other two fragments, which arise from the brain and heart, are known as canopic shades. These shades are quite separate from the main undead and remain inside their canopic jars until a living being comes within 10 feet. When this occurs the shade will move instantaneously from the jar into the creature's body and there try to fulfil its one desire, to become free of the earthly plane by killing the creature and finding rest along with it.

The ability of a character to resist the attack depends on two of its ability scores; **intelligence** and **wisdom** in the case of a shade which arises from the **brain**, and **strength** and **constitution** in the case of the shade from the **heart**.

Brief Encounters are short scenarios, designed to be inserted into any campaign, either to introduce some new element into the game, such as a new monster, spell or magic item, or just as an entertaining diversion along the way.

Could you write a Brief Encounter for **IMAGINE** magazine? Why not give it a try?

The only thing which can prevent a canopic shade from entering a character is a **protection from evil** (spell or otherwise). Failing this, the shade will automatically gain entry and begin to attack the creature from within. Each round that the shade is within the character the DM should subtract $d8 \times d6$ (i.e. $d8$ multiplied by $d6$) from the current total of the character's two appropriate ability scores and apply the results as follows:

Total of abilities minus $d8 \times d6$ is:	Result
0 to 35	Shade takes one hit point of damage
-1 to -12	Character loses $d4$ points (temporarily) from one randomly determined ability score.
-13 to -34	Character loses one point (permanently) from one randomly determined ability score.

If any of the character's ability scores falls below 3 (including temporary effects), it will be fatal. If the victim dies the shade will pass away with it and not attack any other character.

Canopic shades will always attack until destroyed (reduced to zero hit points) or until the victim dies.

A victim managing to destroy a shade will gain one point on one randomly determined ability score.

CREDITS!

Art and Design: Graeme Morris



MARSH DRAGON

(Draco Fatalus Plagues)

FREQUENCY:	Very rare
NO. APPEARING:	1-4
ARMOUR CLASS:	3
MOVE:	6"/18"/9"
HIT DICE:	5-7
% IN LAIR:	50%
TREASURE TYPE:	E,P,T
# ATTACKS:	3
DAMAGE/ATTACK:	1-3/1-3/2-24
SPECIAL ATTACKS:	Breath weapon + spit
SPECIAL DEFENCES:	Immunity to all diseases
MAGIC RESISTANCE:	Standard
INTELLIGENCE:	Average to genius
ALIGNMENT:	Neutral Evil
SIZE:	L (25 feet long)
PSIONIC ABILITY:	Nil
Attack/Defence modes:	Nil
CHANCE OF:	Speaking: 10% Magic use: 95% (if the dragon can speak). Sleeping: 70%
LEVEL/xp VALUE:	Ill and up/Variable

Marsh dragons favour fetid habitats such as swamps or dank subterranean lairs. They are thoroughly evil and take great pleasure in causing mayhem, especially to any nearby human or demi-human populace. Like all dragons they are highly avaricious. It is believed that they are the result of a union between Tiamat and Anthraxus.

These creatures prefer a solitary existence, therefore an encounter with such a dragon is 75% likely to be with a single individual. This reclusive behaviour results in the deterioration of their ability to speak. Only a few still practise the art and the majority of these as a result of their preoccupation with magic. Such dragons that are able to employ spells can utilize a maximum of 8 spells. Their acquisition over the course of the dragon's life is as follows:

Very young:	1st level spell
Young:	2nd level spell
Sub-adult:	3rd level spell
Young adult:	1st level spell
Adult:	2nd level spell
Old:	3rd level spell
Very old:	4th level spell
Ancient:	5th level spell

The dragon's breath weapon is of a specialized form; it breathes forth a yellowish cloud some 5" long, 4" wide and 2" high, which is riddled with pestilence. A save vs. Breath is allowed with the following modifications due to the victim's constitution rating:

3-5	-2
6-9	-1
10-12	0
13-15	+1
16	+2
17	+3
18	+4

Failure indicates that the victim has contracted a disease (determine randomly). The affliction will always be acute in



terms of occurrence, with its severity being equal to the dragon's age category (1-8). To be cured of the disease requires the intervention of a cleric 4 levels above the age category of the dragon. This immediate contraction of a disease (through a massive onslaught of thousands of pathogens in the victim's body) means damage will accrue, depending upon the severity of the disease. A mild form will cause $\frac{1}{4}$ of the dragon's total hit points in damage, severe will result in $\frac{1}{2}$ of the dragon's total hit points in damage, while a terminal form will have the victim suffering the full total of the dragon's hit points in damage. Of course, if a save is made then only half of the damage will be suffered.

In addition to the draconian monster's breath weapon (usable twice per day), it can spit once per day (must roll to hit) against a single target at a maximum range of 6". As well as being a mild acid (1 point of damage per age category, half if a save vs. Poison is made), the spittle will result in a parasitic infection (no save due to its extreme virulence). The actual type of infection is randomly determined although — as with the breath weapon — the severity is determined by the age of the dragon.

If the marsh dragon is forced into physical combat it will attack with two webbed fore-claws and a vicious bite.

Description: These reptiles are yellow in colour, although this can vary between localities, producing a range from orange-yellow to greenish-yellow. Its basic physical appearance is that of a somewhat squat dragon with a thick powerful tail, webbed claws and short stumpy, but powerful wings. Unlike most dragons, its hide is not covered in horny projections, but has more of a warty complexion on a grand scale!

Due to their preference for swamps and its frequent behaviour of hiding (90%) in mud, when first encountered they often appear to be black in colour. In fact, among the other dragons they seem to tolerate black dragons, probably because of the latter's tendency towards neutral evil and choice of habitat.

N. The Faerie Hill

The Faeries of Tir Nan Og dwell in halls beneath one of the island's hills. If the adventurers manage to lift the curse placed upon Fintan by the faeries — and the revenant does not manage to kill him — they may see him leave his tower and make towards the faerie hill.

Although the entrance to the faerie halls only becomes generally visible by moonlight, it may be found by walking round the base of the hill 13 times in an anti-clockwise direction. It will then appear as a stone doorway let into the southern side of the hill. Fintan will, given the opportunity, walk — almost jog — around the hill, and then go into the faerie halls. If the revenant has not already caught him, it will do the same. Should the adventurers not see the method of finding the entrance, a ranger will have no trouble in following the tracks as they circle the hill.

Anyone standing on the hill will be able to hear faint sounds of merriment from below — actually listening at ground level will make the sounds louder, but no clearer.

The entrance to the faerie halls will appear when night falls — and warm, inviting lights will be seen behind the door. The sounds of revelry will be much clearer. Should the adventurers attempt to enter the halls, they will be made welcome — as mainlanders who have finally accepted the faeries' original invitation.

Any adventurers who accept this offer are effectively trapped within the faerie halls. Time does not run concurrently beneath the hill, and any time spent there is the equivalent of 100-300 years. Any character who leaves the faeries has this time added to his current age. As a result, the DM may care to warn the players of possible drawbacks to taking up the faeries' offer. Providing the halls are never left, all will be well, and the character's may continue to live normally — endlessly enjoying the hospitality of the faerie folk.

If the adventurers are foolish enough to attack the faeries, they will be fought by the entire population beneath the hill — including Fintan (should he still be alive) and the 200 or so villagers (see DMG p88, Typical Inhabitants).

30 faeries: AC 5; MV 18"; HD 1; hp 5 each; #AT 1; D by weapon type; SA Spells, +1 weaponry; SD Limited weapon and spell immunity; MR 5%; xp 97 each; S S; New monster - see Part 3.

1 faerie knight: AC 4; MV 18"; HD 2; hp 11; #AT 1; D by weapon type; SA Spells, +2 weaponry; SD Limited weapon and spell immunity; MR 5%; xp 156 each; S S; New monster - see Part 3.

1 faerie marchioness: AC 3; MV 18"; HD 3; hp 16; #AT 1; D by weapon type; SA Spells, +3 weaponry; SD Limited weapon and spell immunity; MR 5%; xp 238; S S; New monster - see Part 3.

The Sinking of the Isle

After spending 1d12+36 hours above the waves, Tir Nan Og will once more vanish into the depths.

Before it does so, however, the mist will begin to gather, firstly at the water's edge and then spread inland. The mist will take but two turns to cover the whole island — and once it is covered it will sink. Once beneath the waves it will vanish totally — searching the bottom of the bay will not reveal its location.

Anyone caught on the island will be dragged down as it sinks. They will drown in 3 melee rounds unless they have some form of escape from the ocean's effects (eg a **helm of underwater action**, a **ring of water walking** etc) or they have taken refuge in one of the island's buildings or with the faeries. If the adventurers choose to enter one of the buildings, they will automatically fall into temporal stasis (as the spell) until the Tir Nan Og again appears above the waves — after 2d10 + 30 years.

Those who have taken refuge with the faeries will not suffer any ill-effects when the island sinks. They will, of course, be trapped beneath the faerie hill.

CREDITS

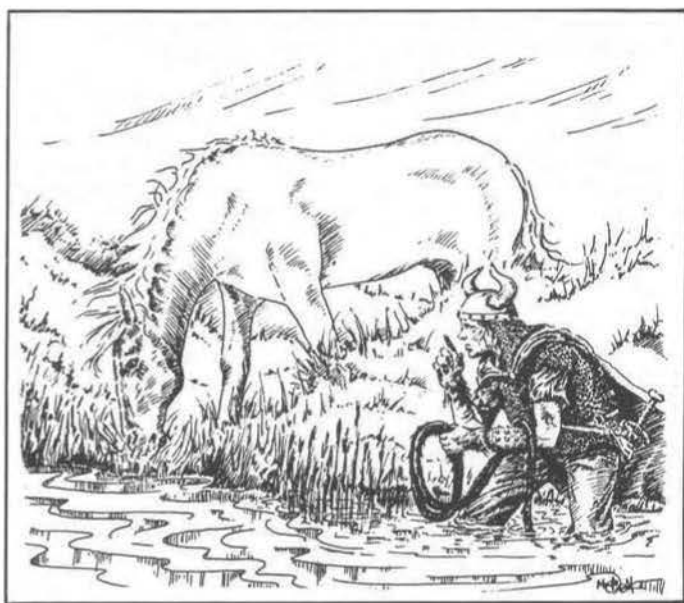
Design: **Chris Barlow**
Development: **Mike Brunton**
Art: **Mark O'Dell**
Cartography: **Paul Ruiz**

Part 3 - New monsters

All the monsters given below are unofficial.

AUGHISKY (Water-horse)

FREQUENCY: *Very rare*
NO. APPEARING: *1 or 2*
ARMOUR CLASS: *3*
MOVE: *18"*
HIT DICE: *6+4*
% IN LAIR: *Nil*
TREASURE TYPE: *Nil*
NO. OF ATTACKS: *1*
DAMAGE/ATTACK: *4-16*
SPECIAL ATTACKS: *Drowning*
SPECIAL DEFENCES: *See below*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Very*
ALIGNMENT: *Chaotic evil (neutral evil)*
SIZE: *L*
PSIONIC ABILITY: *Nil*
Attack/Defence Modes: *Nil/nil*
LEVEL/XP VALUE: *VI/650+8 per hit point*



The Irish aughisky (pronounced *Agh-iski*), or water-horse, is a fell water faerie that appears in the guise of a handsome horse. It is usually close to a body of water of some description.

When first encountered, the aughisky appears almost eager to be ridden, and if anyone is brave — or foolhardy — enough to climb on its back, it makes a splendid mount, but it must never be allowed sight, sound or smell of the sea.

Should it catch sight of, smell or hear the sea, it will immediately rush into the water, taking its rider with it. Once in the sea, it will throw off its rider and attack in an effort to devour him or her. Anyone who is carried into the sea by the aughisky will drown in 3 melee rounds unless they can reach the surface (swimming or treading water precludes any form of attack if armour is worn).

Like many faeries, the aughisky is vulnerable only to cold iron — silver and magical weapons do no damage whatsoever. It is also immune to all mind-influencing and water-based spells, and cold-based attacks do only half damage. Fire-based attacks cause full damage.

Each Uisge and Cabyll-ushtey: The each uisge (same pronunciation) and cabyll-ushtey are, respectively, the Highland and Manx versions of the same creature. They differ only in their ferocity, as they will not wait to see, hear or smell the sea before carrying victims into the depths and attacking them. The Manx cabyll-ushtey is also rumoured to attack domestic livestock that wander near the shore.

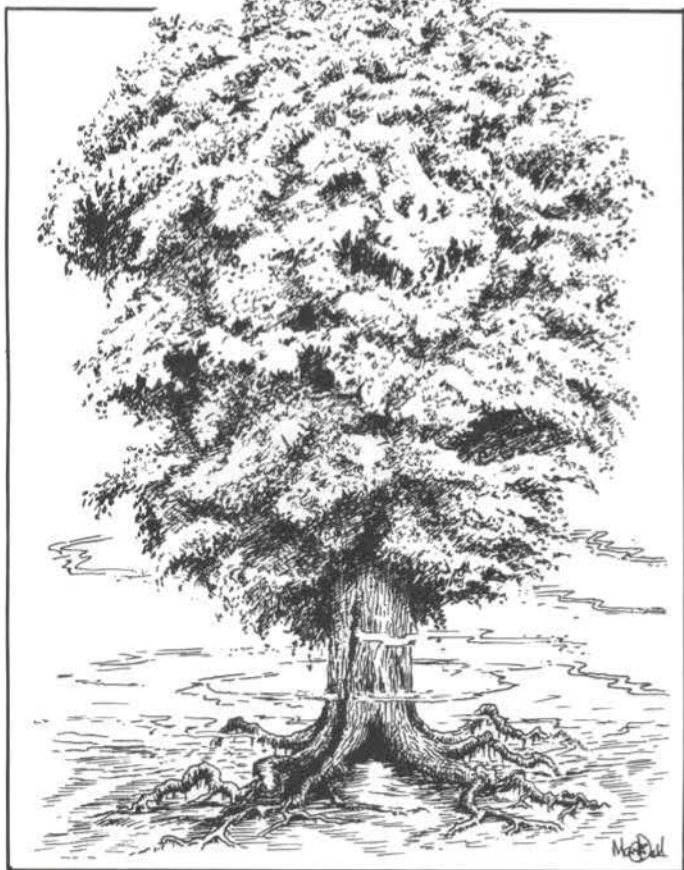
The each uisge has the ability to appear in human guise, which it occasionally does in order to 'spy out the land' before selecting a likely victim to approach in horse-form.

BIRCH TREE SPIRIT

FREQUENCY: *Very rare*
 NO. APPEARING: 1
 ARMOUR CLASS: 1 or 7
 MOVE: 3"
 HIT DICE: 5+1
 % IN LAIR: 100%
 TREASURE TYPE: *Nil*
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 1 hit point
 SPECIAL ATTACKS: *Insanity*
 SPECIAL DEFENCES: *Spell and weapon immunity*
 MAGIC RESISTANCE: *Standard*
 INTELLIGENCE: *Low*
 ALIGNMENT: *Neutral (evil)*
 SIZE: *M*
 PSIONIC ABILITY: *Nil*
 Attack/Defence Modes: *Nil/nil*
 LEVEL/XP VALUE: *V/465+6 per hit point*

A birch tree spirit appears as an amorphous white cloud, smelling slightly of new, green wood. It attacks with a pseudopod with which it attempts to touch the forehead of a victim. A successful 'to hit' roll indicates that it has done so, and the victim must save vs Spells or become insane (see DMG p83). The victim also develops a white, leaf-shaped mark upon his or her forehead. The insanity and the mark persist until the victim receives a **remove curse** spell.

While in cloud form, a birch tree spirit cannot move more than 6" away from the wooden object/tree to which it is bound. It is immune to all spells, has an Armour Class of 1 and may only be hit by silver or magical weapons. However, it may be 'turned' by a druid. The druid is treated as an equivalent level cleric, and the birch tree spirit as the equivalent of a wraith.



If turned, it will return to the object/tree to which it is bound. It is then much more vulnerable to attack. Its Armour Class drops to 7, and it may be struck by any type of weapon. Fire-based attacks do double damage, and a **warp wood** spell will cause 1d4 points of damage per level of the caster. It remains immune to the effects of all other spells.

Birch tree spirits are bound into the service of druids or magic users specialising in plantcraft by either a **hold plant** or **charm plant** spell. It will never have any treasure of its own, only what it has been given to watch over. Because they are always guardians, they are never encountered as wandering monsters.

FAERIE

FREQUENCY: *Rare*
 NO. APPEARING: 1-100
 ARMOUR CLASS: *Variable*
 MOVE: 18"
 HIT DICE: 1-4+1
 % IN LAIR: 50%
 TREASURE TYPE: *R, S, T*
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: *By weapon type*
 SPECIAL ATTACKS: *Spells*
 SPECIAL DEFENCES: *Spell and weapon immunity*
 MAGIC RESISTANCE: 5%
 INTELLIGENCE: *Exceptional-genius*
 ALIGNMENT: *Chaotic neutral (evil)*
 SIZE: *S (4' tall)*
 PSIONIC ABILITY: *Nil*
 Attack/Defence Modes: *Nil/nil*
 LEVEL/XP VALUE:
 1 HD: *III/92+1 per hit point*
 2 HD: *III/134+2 per hit point*
 3 HD: *IV/190+3 per hit point*
 4 HD: *V/360+5 per hit point*



Faeries, also called the Little People or Wee Folk, are a widely divergent group of creatures. Those described here are really 'generic' faeries, having some — but not all — of the abilities that these creatures are capable of displaying.

All Faeries are natural magicians — at least the equivalent of 3rd level magic users or illusionists (these faeries have but 1 Hit Die). However, they are also natural pranksters and teasers. As a result, they will rarely use 1st level magic-user or illusionist spells, preferring instead to torment their victims with Cantrips (see *IMAGINE™* magazines 8 & 9).

For every 20 faeries encountered, one will be a member of their lesser nobility (2HD), and the equivalent of a 7th level magic user or illusionist. For every 30 faeries, one will be a 10th level magic user or illusionist (3HD), and for every 50 faeries one will be a member of the greater nobility (4+1HD), and the equivalent of a 15th level magic user/illusionist. He or she will be accompanied by a retinue of 1-4 7th level magic user/illusionist equivalents.

Because of their magical abilities, faeries prefer not to fight — but can do so when forced into battle. They wear silver armour appropriate to their social station, ranging from chainmail to full suits of platemail, and use a wide variety of weapons, with combat bonuses ranging from +1 to +4.

They are invulnerable to all mind-influencing spells, and magical and silver weapons do but 1 point of damage when they hit. Iron weapons cause normal damage. Due to their sorcerous nature, faeries cannot stand the sight of clerics of good alignment, and will avoid contact with such people, even to the extent of fleeing.

Faeries are an extremely proud folk, and will remember any slur or harm done to them — and punish/torment those they consider guilty, even to death. However, they are not totally evil, merely fickle — and if need be, vengeful — to those they encounter. But they are also be generous to those who aid them. Any gifts or rewards they give will often be two edged — items which bring good fortune to the possessor providing that certain conditions are never violated, in which case the good fortune is replaced by bad fortune of equal magnitude.

Finally, faeries seem to be able to manipulate time. Visitors to faerie halls and dwellings do not age while they are there, and years may pass in the outside world. However, once a mortal leaves a faerie hall, the full burden of the years that have been spent 'outside' time is imposed — typically a period of 20-200 years, often killing the person in the process — death by simple old age.



The Art of Animation

by Mark Davies

Frankenstein's monster was galvanized into activity. Duncan Idaho as a Tleilaxu ghola, (from Frank Herbert's *Dune* series), had life re-established through the secret arts of the Tleilaxu guild. One of the most famous golems of legend, the giant, bull-headed, bronze Talos, was placed on the island of Crete by the greek god Zeus to act as guardian. Not all such creatures are found in human form. In Tanith Lee's *Death's Master*, Lylas, the handmaiden of Lord Death, lives with a blue enamel dog that acts as her servant and has the gift of speech.

What do all these creatures have in common? Well, they all represent the creation of an animate being from inanimate matter; usually through the use of magic. Of course not all 'golems' need to be such monumental achievements. The basic concept is seen behind the tale of Goethe's *Sorcerer's Apprentice*, as well as favourites like *Pinocchio* and *The Wizard of Oz*. The emphasis in fiction and in the D&D games is that the 'golem' is created almost inevitably in the image of man, but should this be the case?

What's in a Name?

The word *golem* appears in the Hebrew language and occurs in the Old Testament (Psalm 139.16), where it means a human being that is incompletely formed. It also appears in the Talmud (the body of Jewish law and legend) describing Adam's body prior to life and consciousness. It is not until much later in history that the word became synonymous with the end product of magical procedures involved in creating a 'living being'.

Golem Evolution

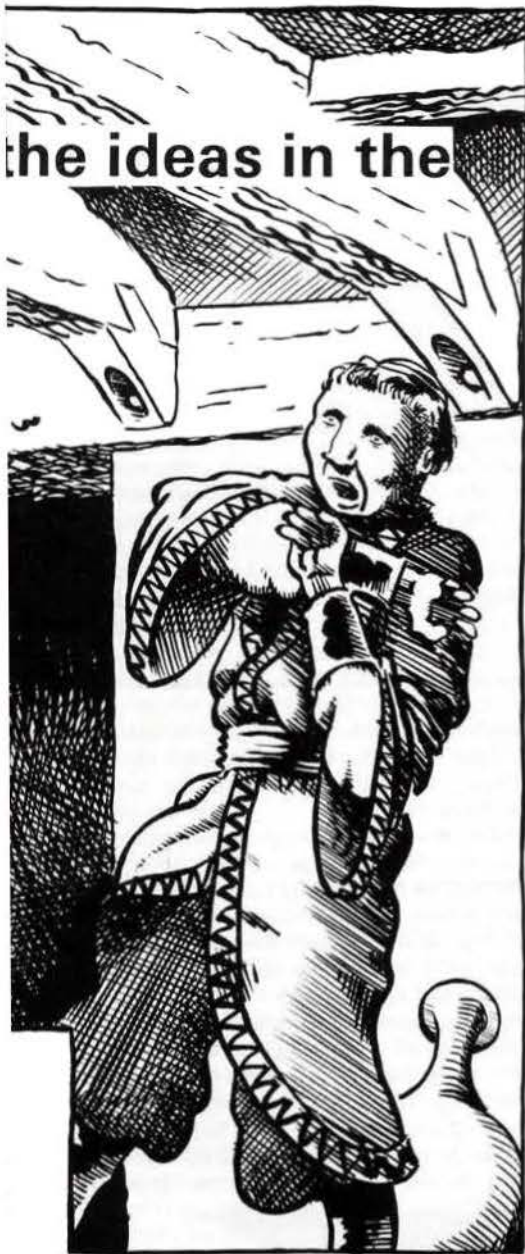
Since *golem* originated as a Hebrew word, what of the Jewish legends? As reported by Grimm in his *Journal for Hermits* (1408), the golem is a thing constructed of mud or clay. It seems that such beings were mostly, but not exclusively, in the guise of man. Such manufactured creatures were inarticulate save a rare few, but all could understand limited speech, in the form of commands. They were used as servants, although

they were not allowed to wander. A drawback of such retainers was the uncanny property of the golem to grow larger each day!

Every golem had inscribed upon its forehead the word *emeth* meaning 'truth'. To deactivate a golem, and thus change it back into its elementary components, *emeth* had to be transformed into *meth*, which means 'he is dead'. Such a switch in words was not always a simple procedure.

One unfortunate creator it seemed, let his golem grow out of hand so that when he came to deactivate his 'art work', he found the golem had grown too tall for him to reach the creature's forehead. Therefore, he commanded the golem to remove his shoes, and while it was bending down the man rushed in and altered the wording successfully; unluckily he was crushed by the weight of clay that fell on top of him.

Around the 12th century the idea of the golem made its first showing in the *Sefer*



the ideas in the

Yetsirah or 'Book of Creation'. As a result, the Hasidim of Germany (Jewish mystics) became exponents of the mystical rites required to create a golem. In all probability, regardless of its 'magical nature', the ceremony was essentially a symbolic event. However, awareness of these rituals increased, with exaggerated and incorrect interpretations being expressed in the form of folklore and legend which became widespread during the 15th century. With the growth of such myths, earlier tales of reanimating the dead and the manufacturing of homonculi were being ascribed to the golem of legend.

Review of the Golem in D&D

Initially, the epitome of a 'living being' created by magic, the golem was perceived exclusively in the mould of man. In addition it was constrained by the ruling that 'the creation of a golem involves ultra-powerful spells and elemental forces'. If this view is held then where do the homonculus (MM), necrophidius (FF) or stone guardian (MM2) come into

picture? All are animated beings, but each lacks one or more of the basic ingredients of the 'true' golem. What follows is a general classification system for DMs to adapt when designing magically created protégés for their favourite spell casters. The first distinction to be made is a broad division between Reinstated and Created animation.

Reinstated Animation

This category contains those monsters that are the result of a corpse having its 'vitality' reinstated through magic. It is not created, since that which is animated already existed as a living whole. Creatures that fall under this heading are mostly different forms of non-independent undead, such as skeletons, zombies and zombie monsters (MM2), but not julu zombies (MM2) or yellow musk zombies (FF). The special case of the ghola in the Dune series is a good, if not a highly sophisticated, example.

Created Animation

Beings animated in this manner are usually in the form of man (anthropomorphic), already known as Golems, or beast (theriomorphic), which I have termed Totems. It is possible however, to produce animate 'non-living' beings, for example a witch's broom. This last group, which has been neglected to a large degree in the past, I have titled Hylem, short for hylomorphic animation. Thus created animation falls under 3 basic headings with all having their 'true' forms (ie resulting from ultra powerful spells and elemental forces), plus those that do not hold with all such requirements. For game purposes there is little difference and therefore I will largely ignore this distinction. I suggest that DMs make note for future reference in case such a division proves useful as, for example, the effects of a **rod of smiting**.

In general hylems, totems and golems are created as either guardians or menial assistants to spell casters. They undertake all commands given by their maker, although they usually lack intelligence. Most are formed by (in)famous magicians or divinely favoured clerics. Their duties and creation can be very specific at times as, for example, when constructed in the name of a specific deity (see iron cobra FF; see below black widow).

Hylems

These are objects that are animated, but are not in the form of living creatures. Hylems are seen with an ephemeral existence amongst a number of spells like: **animate object** (cleric), **animate rock** (druid), **wizard's eye** (magic user) and the magic user Bigby's hand spells. Furthermore, this animation is also present in a number of magic items, namely: **broom of animated attack**, **broom of flying**, **carpet of flying**, **loun stones**, **Quaal's feather tokens** (fan; ship), magical ropes and even a **sword of dancing**; not to mention artifacts! On top

of all this there is even a monster, the Gale duhr (MM2), which has the ability to create temporary hylems. It seems that hylems are classed as magic items rather than monsters. With most examples this is very plausible, but what of those that can be given limited commands, specific to a situation, and act upon them accordingly. One such hylomorphic being is the gem hylem:

(Note: In all the monsters in this article, stats are given for both the D&D and AD&D games. Where different from Advanced figures, Basic stats are given in bold. Notes for both games follow the stats)

Gem Hylem

Frequency	Very rare
No. Appearing	1
Armour Class	-2
Move	18"/18" (MC:A) 240' (80')
Hit Dice	8
% In Lair	Nil
Treasure Type	Nil
#Attacks	1
Damage/Attack	2-20
Special Attacks	Spells
Special Defences	+2 or better weapon to hit
Magic Resistance	40%
Intelligence	Semi-
Alignment	Neutral
Size	S (2-6 inches)
Psionic Ability	Nil
Attack/Defence modes	Nil
Level/xp Value	VII/1920 1200
Save As:	Fighter: 18
Morale	12

Advanced: The makers of gem hylems are exclusively illusionists of at least 14th level. They take 1 month to create, costing 25,000gp in the process. The illusionist, assuming there is no magical tome available to enable a short cut to be taken, needs to cast the following spells: **major creation**, **light**, **fear**, **confusion**, **maze**, **demi-shadow magic** and **alter reality**. Like their cousins, they understand and obey all commands given by their creator.

At will, gem hylems can once per round use the following abilities: **light**, **fear**, **confusion** and **maze**; as a 10th level illusionist. In addition, the hylem can attack once per round with a lightning strike (no save) for 2-20 damage; it has a range of 6". Only hit by +2 or better weapons, but blunt weapons cause double damage. On destroying (deactivating) the hylem a 5,000gp gem will be left in its place.

Basic: The DM should follow existing campaign rules for the creation of golems. The gem hylem can, once per round, use the following abilities: **light**, **charm person** and **confusion**. Attacks and other notes as above.

Description: These animated beings appear as perfect examples of their gem type, though they are found constantly spinning furiously in the air.

Totems

This group holds a greater potential for DMs to be inventive, dealing with animations in the form of beasts. Transient examples as seen in spells are few, but include: **sticks to snakes** (cleric) and **live oak** (druid); **simulacrum** (magic user) is an example that is permanent in effect. As with hylems, there are corresponding magical items, for example, the **figurines of wondrous power** or **Quaal's feather token** (bird). Also there exist monsters that possess related powers which can induce temporary theriomorphic animation (see treant MM; algoid FF). Permanently animated theriomorphic beings are not particularly numerous in the bestiaries (see homonculus; iron cobra and necrophidius). To begin altering this discrepancy I have outlined two totems that I found entertaining as a DM.

Rock Totem

Advanced: These are fashioned from rock in the guise of the animal chosen by the creator. They can only be constructed by name-level Druids, unless a magical tome is employed. These totems are slightly unusual in the fact that they are intelligent, can think for themselves and are capable of speech. They are totally loyal to their maker.

The type of animal sculpted can be anything from the range which the druid himself can **shape change** into. It takes 1 month to construct such a totem and requires the following spells to be cast: **detect poison**, **shape rock**, **animate rock**, **commune with nature** and **reincarnate**. The only material cost incurred by the druid is the need of 2 jewels (worth 5,000gp each) for the eyes.

Totems communicate in both common and druidic tongue. They possess average intelligence and wisdom, so that the finished totem mimics the chosen animal in all attributes excluding mentality. If the creator concentrates upon his totem while it is within 20" he will be able to see through its eyes. All rock totems can **detect poison**; as a 6th level druid.

A rock totem can only be hit by +3 or better weapons. Furthermore, only a limited retinue of spells can actually affect them: **rock to mud** will destroy the totem if it fails its save vs. spell, while **stone to flesh** change its armour class to that of the mimicked animal. For example, if the druid had created a rock totem in the form of a stag (MM), then the armour class change would be from 2 to 7. This change is permanent unless the magic is dispelled or reversed. All rock totems save as 12th level druids.

Basic: As above (using campaign rules for the creation of the totem), except that **passwall** is the only spell that will destroy it. Also, the rock totem can **neutralize poison** three times a month.

Black Widow

Advanced: This totem is specifically constructed by noble drow (FF), who honour Lolth (FF) as their patron deity. Its creation is unusual because it requires

	Rock	Black Widow
Frequency	Very rare	Very rare
No. appearing	1	1
Armour Class	2	6
Move	Variable	24"/15" 150' (50')
Hit Dice	Variable	7
% in lair	Nil	Nil
Treasure Type	Nil	Nil
# Attacks	Variable	1
Damage/Attack	1-10	Variable
Special Attacks	Variable	Poison
Special Defences	See below	See below
Magic Resistance	See below	See below
Intelligence	Average	Average
Alignment	Neutral	Neutral
Size	Variable	S (2' diameter)
Psionic ability	Nil	Nil
Attack/Defence modes	Nil	Nil
Level/xp value	Variable	V11/1415 850
Save As:	Cleric: 9	Fighter: 5
Morale:	12	12

cooperation between a male drow magic user and a female drow cleric. The former needs to be of at least 12th level, while the cleric must have attained 11th level. First a black opal and a ruby, worth at least 5,000gp each, must be sought. When obtained, they are then crafted into a black spider with a red cross central on its abdomen. This is then followed by the casting of the spells from both cleric and mage. The mage spells required are: **web** and **reincarnation**; while the cleric performs **bless**, **prayer**, **poison**, **commune** and **animate object**. It takes 2 months to fabricate and costs 30,000gp overall.

The totem can only be successfully controlled by the female cleric involved in its making. All others, including the

assisting magic user, require a specific trigger word or action detailed by the cleric, to be able to bypass the spider without difficulty.

The Black Widow can cast once per round, over a range of 5", a normal strength **web** spell (not requiring support) at a single opponent; cast at 12th level of ability. To determine whether the target has been hit by the spider, the totem needs to roll 'to hit'. If the black widow attacks a webbed victim, the spider will automatically hit. The creature's bite does 1-10 damage and contains a virulent poison, resulting in a save at -4.

A +2 weapon or better is needed to score a successful hit on this creature and the only spell that affects the black



widow is **neutralize poison** which will deactivate the totem's poison for 1 turn (if it fails its save).

Basic: The black widow totem is the creation of chaotic elves. Other details as above.

Golems

The only example of anthropomorphic animation in the form of a spell is the magic user's permanent **simulacrum** spell. However, this group is very well represented in the AD&D monster tomes, such as the true golems, caryatid column (FF), scarecrow (FF) and stone guardian. The golem has been well documented in the past and reflects the keen interest in anthropomorphic creations. I wonder if Shelly's Frankenstein would have been as successful if the monster had been a patch-work cat or dog? Anyhow, I follow the trend of emphasising the golem as the most challenging group of created beings with this a mixed choice of new ones:

Bone Golem

Advanced: In appearance this golem is like a skeleton. It can be created only by a non-good cleric of 19th level or higher, unless a magical tome is utilised. The necessary ingredients are the appropriate bones to allow the construction of a complete, whole skeleton, which then has the following spells cast upon it: **bless**, **prayer**, **curse**, **commune**, **animate objects**, and **wither**. The minimum cost is 50,000gp, plus 100,000gp for religious rites and appropriate sacrifices. On completion, the bone golem will undertake any commands given by its master.

The creature can only be hit by piercing or edged weapons if they are +3 or better, even then they will cause normal damage to the golem. Fire attacks that would normally result in 23 points of damage or more, will effectively **slow** the golem for the next 1-4 rounds. If holy water is used against the creature successfully, it will hold the monster for 2-8 segments, but unholy water will restore 2-8 lost hit points. It is not possible to turn a bone

golem, although it is equal to a 'special' in terms of a **mace of disruption**.

In combat, the golem attacks with a raking claw for 1-20 points of damage. Concurrent with the damage, the victim must save vs spell or suffer a **withering** of the portion of the body hit; it removes all flesh and leaves just the bone. If the head or torso of the victim is affected in this way then automatic death will result. Other portions will operate normally; a fighter with a skeletal hand can still hold and wield a weapon. Each such attack also results in the permanent loss of 1 point of constitution. To recover from either effect requires a cleric of at least 19th level to administer **regenerate** or **restoration**. Only one afflicted area of the body or lost point can be restored with the casting of a single spell. Therefore a character with both hands withered needs 2 **regenerate** spells to be completely cured, along with 2 **restoration** spells for lost constitution.

Basic: See the Expert Rulebook, p50.

Bronze Golem

Advanced: This is a specialised form of iron golem and requires a magic user of 18th level or higher; a magical tome could be used by one of lower level. First a specially crafted bronze cast of a hollow sphere (1' diameter) has a ruby worth at least 50,000gp placed inside through the use of the spell **vanish**. Next, **enchant an item**, **wizard lock** and **maze** spells are cast upon the sphere. The mage should then use a **polymorph any object** spell to transform the sphere into a miniature statue of a man. The finishing touch to the preparations is the casting of a **sympathy** spell. All this is in special readiness to the summoning of an individually identified para elemental (Magma), which must be 16HD. The little bronze statue is the trigger item for a **trap the soul** spell; the creature is brought to this plane using an **ensnarement** spell and is ordered to pick up the statue! Additional cost, other than the ruby is 200,000gp; it takes 6 months to complete the construction.

After trapping the magma para elemental, additional spells need to be cast upon

the bronze figure: **burning hands**, **geas** and **wish**. The golem thus created is certainly a durable servant and guardian!

It can strike with its fists in combat for 2-20 damage. If the golem obtains a 'to hit' score 5 greater than required, it means that it can clench its fist around a small or medium sized opponent, resulting in a further 20 points of damage from fire (no save). In subsequent rounds the golem can keep hold of his victim (unlikely unless commanded specifically to do so). In this case, damage from crushing (2-20) and fire (20) will automatically accrue. Furthermore, all those within 10' of the bronze golem will be under the effects of a **heat metal** spell. A bronze golem can not only do 1 point of structural damage, but it can also hurl rocks for 1-12 damage over a range of 16".

A bronze golem can only be struck by +3 or better weapons. They are also vulnerable to a **knock** spell if it is aimed at the area between heel and ankle of either foot. The **knock** spell needs to combat the **wizard lock** of the maker. A more surprising weakness is that they are not immune to poison.

If a successful attempt is made at removing the bronze pins in either foot, the imprisoned para elemental will immediately be set free. There is only a 10% chance that it will turn on the party, for its real desire is to get revenge on the mage who imprisoned it. 1-3 rounds after it vacates the golem the latter will topple forwards or backwards (50% chance). Anyone unlucky enough to be under it at the time will be instantly killed. As with iron golems, magical fire attacks repair damage on a 1 hit point to 1 hit point basis. Cold based attacks such as **cone of cold**, **ice storm** and **Otiluke's freezing sphere** will **slow** the golem for 4 rounds.

Basic: See the Expert Rulebook, p50.

Rag Golem

Advanced: Unlike others of its kind the rag golem does not rely upon sheer force as a means to an end. A mere 6 inches tall, it is constructed of whatever household rags the magic user finds handy at the time. Consequently, the cost of pro-

	Bone	Bronze	Rag	Sand	Wood
Frequency	Very rare	Very rare	Very rare	Very rare	Very rare
No. appearing	1	1	1	1	1
Armour class	7	0	10	4	0
Move	12"	18"	3" 30' (10')	10" 90' (30')	12"
Hit Dice	10	24	1hp	16	12
% in lair	Nil	Nil	Nil	Nil	Nil
Treasure type	Nil	Nil	Nil	Nil	Nil
# Attacks	1	2	Nil	1	2
Damage/attack	1-20	2-20	Nil	3-12	2-16
Special Attacks	Wither	Clench fist	Cantrips	Sleep	See below
Special Defences	See below	See below	See below	See below	See below
Magic Resistance	See below	See below	See below	See below	See below
Intelligence	Non-	Non-	See below	Non-	Non-
Alignment	Neutral	Neutral	Neutral	Neutral	Neutral
Size	M	L (24')	S (6')	L (8')	L (16')
Psionic Ability	Nil	Nil	Nil	Nil	Nil
Attack/Defence mode	Nil	Nil	Nil	Nil	Nil
Level/xp value	VIII/4230	X/25,650	I & up/62 6 IX/11,100 2300	2300	IX/7530
Save As:	The Bone, Bronze and Wood golems have already been detailed in the D&D Expert Set.			Fighter: 5	Fighter: 5
Morale:				12	12



ducing a rag golem can be as little as 1,000gp. Once a vaguely humanoid shape has been made the following spells must be cast: **tongues, anti-magic shell, geas, teleport without error, polymorph any object and wish.**

The newly-produced golem is physically fully developed, but mentally possesses only 1 point of intelligence. It gains a further point for each subsequent week of animation until the mage's own intelligence score is reached. Until then, the mage must be engaged with its upbringing, to the exclusion of other activities; any break in the process will result in deactivation of the little fellow.

On gaining its final intelligence point the ragamuffin can perform the following at will: limited telepathy with the magic user (3" range), teleport (no error), speak and comprehend any spoken language. Related to the last ability is the golem's full literacy in normal and magical script.

The rag golem has a perfect memory and knows everything its master has seen fit to teach it, including spells (from cantrips to 9th level spells). Thus a rag golem often serves as a walking spell book. Provided it is within its telepathic range, the mage can re-learn any spell in its memory (normal time required), subject to the maximum permitted by intelligence, level and magic. However, although the golem holds all its maker's spells, itself is powerless to use any except for the cantrips. The golem can cast any cantrip memorised at will.

Like its larger brethren, the rag golem is immune to most magical attacks, apart from spells cast by its creator and the various Bigby's hand spells. On top of this, these little monsters are immune to physical attack, be it due to weapon, fire, acid or whatever. Fortunately for the magic user, they are completely loyal.

If required the golem will use its own initiative to achieve its master's ends.

Over time it will develop its own personality, invariably humorous and mischievous, often mimicking the idiosyncrasies and foibles of its creator. Even so, the golem will never behave in a deleterious manner towards its maker. No matter how its personality develops the golem's alignment remains neutral.

If its master dies, a rag golem will set off alone into the big world. As a source of spells such as a wandering rag golem is a prize find. However, it is now 'freelance', it must be enticed into cooperation. A 'rogue' rag golem will work with a magic user they find worthy, but not for him!

Basic: As above. The rag golem can only be damaged by spells cast by its creator. It has no magical ability of its own.

Sand Golem

Advanced: A sand golem can only be created by a 16th level chaotic evil cleric, or one greater in levels (unless working from a magical tome). The material components for this creation are the bodies of a sandling (MM2) and a sandman (FF), which must be emulsified in the life fluids of a dune stalker (FF). After the production of the emulsion the following spells must be cast: **command, curse, prayer, commune, animate objects and resurrection.** The materials for this procedure cost 30,000gp, while the cost of the accompanying ceremonies is a minimum of 10,000gp.

After creation the sand golem is under the total control of the cleric that made it. It is usually employed as a guard of some precious item(s) or unholy place. It is well built for such a job since the golem can only be successfully struck with +2 or better blunt weapons, edged or piercing arms need to be +3 or better and even then will only inflict half the weapon damage plus its bonus. Strength bonuses only apply to the blunt weapons. Furthermore, sand golems are immune to all forms of magic unless they are water-based, the latter form of attack will **slow** the creature for as many rounds equal to the level of the spell.

Its own offensive capabilities rely on its ability to hit an opponent. Striking with its fist it causes 3-12 points of damage to be suffered. In addition, the victim must save vs spell or fall into a catatonic sleep. Those that fail their save will remain asleep for 3 turns no matter what is done to them. After this time, there is a 10% chance per round, if an attempt is made to wake them, of the sleepers being revived. If no such attempt is made then the victims will not wake of their own accord and will slowly fade and die.

Basic: As above.

Wood Golem

Advanced: These are powerful creations, produced by druids of 13th level or higher. Of course a lesser druid could manufacture one with the aid of a magical tome. Their construction begins with the druid choosing a suitable sapling. It is best if a treant (MM) is enlisted as adviser in this venture, since the latter's

perfect knowledge of the properties of all trees and saplings under his care will ensure total success. Of course there must be a very valid reason for such action or else the treant will flatly refuse to help and may even actively hinder the druid's actions. If the druid 'goes it alone', then there is a 1% chance per year of a boggart (MM2) which is ready to metamorphose into a will-o-wisp (MM), entering the golem in preparation for its pupation. Its usual choice are the sentient types of plant life, such as young treants or even the hangman tree (MM2). Under such possession the golem acts in a most chaotic evil manner for 2-5 months, at the end of this period the golem 'dies' as the boggart leaves as a fully fledged adult.

In either case, once a sapling has been selected the following spells must then be cast by the druid: **entangle, plant growth, control temperature 10' radius, protection from lightning, live oak, commune with nature, reincarnate and transmute metal to wood.** There is little cost to this procedure since most of what is required is all around the druid.

To be able to hit a wood golem a +3 or better weapon is needed unless an axe is wielded, in which case only a +1 weapon is required. Blunt weapons cause only half damage when a successful hit is attained. As with others of its kind, the wood golem is very resilient when faced with magical attacks. **Warp wood**, if the golem fails its save, will cause it to strike at -2 for 2-8 rounds. **Hold plant** will **slow** the golem for 1-6 rounds, but **turn wood** will have no effect.

In melee, each time it hits an opponent, it inflicts 2-16 points worth of damage and has the power to **transmute metal to wood**. This is also the case for any metal that touches the golem. As a further aid against its foes, the golem also can cast an **entangle** spell once every turn. If necessary the golem can cause 1 point of structural damage.

In the introduction I made the point that the emphasis in the past seemed to be on an anthropomorphic approach to animation. I have not deviated from this line in this article. Most encounters will quite often be best served by incorporating a golem as the formidable servant to be confronted, but this need not always be the case. Some gods for example, only materialise in animal form; should not their clerics produce a totem in their honour (see Raven; American Indian mythos; DDG), rather than a golem?

The D&D game revolves around diversity and this should be expressed within a species of monster as well as between such groupings. Under the influence of a DM's inventive mind, the ramifications can be endless, touching on magical items, ideas for adventures and even stimulus for further expanding the art of animation.

Basic: See the Expert Rulebook, p50.

Mark Davies

Rag golem co-written with Derrick Norton

The Vampire Revamped

Derrick Norton takes a (not-too-close) look at a savoury monster

Vampire: (n) reanimated corpse that leaves its grave to suck the blood of sleepers.

Given the above dictionary definition it is surprising to recall that for the AD&D vampire no mention is made of any blood-sucking trait. This is a sorry state of affairs; the bite of the vampire is as much an integral part of the monster as is the breath-weapon of dragons. In this article I will offer one interpretation of the vampire's bite, plus information concerning another previously unrepresented characteristic: that of having a loyal henchman. These additions to the AD&D vampire are then complemented by a new (unofficial) range of 'greater vampires' that takes account of other undocumented aspects of the creature, both mythological and cinematic.

The Vampire's Bite

'A creature so afflicted to rise as a vampyr is cursed to a terrible existence. When newly risen, each day is filled with torment: during rest it is taunted with dreams of its former life, and when active it is driven to take blood, since it is only during the act of drinking fresh blood that the creature's misery is mitigated. Yet in time an individual can come to master its blood-lust and from then on it is doubly-dangerous, for it possesses, in general, both a desire and cunning unequalled amongst rational beings.'

Vecna's Book of the UnDead

As correctly noted by Vecna, a vampire is first forced, and later tempted, to drink blood if it is briefly to escape from pain. While a vampire has a matchless capacity for blood it prefers to imbibe it slowly in order to prolong the pleasure. Obviously any victim of this activity must either be charmed, asleep or bound before the vampire strikes. Since the bite of a vampire is highly narcotic, sleeping victims only rarely wake up: 1% chance per level. If the victim is under the vampire's **charm** it cannot resist the command to expose its neck...

Having bitten its prey the vampire then proceeds to suck blood at the rate of 1 pint per turn. Although the creature will die before all the blood has been removed the vampire is able to suck the corpse dry. Unlike a vampire's hand attack the bite does not drain life-levels, only blood.

Contrary to popular belief the body of a creature killed in this way does not automatically rise as a vampire. It takes time for the contagious agent to infect the body completely, and dark damp conditions are also needed. Consequently a vampire can only form if the body is buried within 3 days, and even then the chance is just 1%. It is a common tactic among old vampires to hide the bodies of their prey. Not only does this reduce the chance of discovery, it also helps to prevent any rise in the undead population. When found, bodies are often seen to be somewhat eaten; this was once thought to be the work of vampires — but it is now known that ghouls actively follow a vampire so as to gain a free meal!

On rare occasions a victim of a vampire's bite may live to tell the tale. However, this is a mixed blessing since the probability that the creature has contracted vampirism is much greater. Depending on the amount of blood lost the victim suffers as follows.

drained of blood (at least 1 pint per night) on 3 successive nights will automatically die by the end of the 3rd night, only to rise as a vampire at the next sundown. In other cases the victim will take some 3-12 days to transform. As the time draws near he or she will become progressively more vampiric in behaviour, although the victim will find its actions clouded with amnesia. Just before the change the creature will seek out a dark place in which to hide from sunlight, since it is here that it will die at dawn in 'readiness' to rise as a vampire at dusk. Note that it is quite possible for a creature to be bitten while asleep, and not know about its predicament apart from a general tiredness similar to a heavy cold. Even use of a mirror will fail to reflect the puncture marks; they can only be seen by others!

Strange as it may seem a vampire does not drain blood from all-and-sundry. Irrespective of its previous race a vampire will, if given a choice, take human blood above other types. The full order of

TABLE 1: EFFECTS OF BLOOD-LOSS ON A SURVIVING VICTIM

PERCENTAGE OF ¹ BLOOD LOST	HUMAN EQUIVALENT (in pints)	EFFECT ²	DURATION (days)
1 - 15	1	tiredness	1-3
16 - 30	2	slightly weak	2-6
31 - 45	3	fairly weak	3-9
46 - 60	4	'mild disease'	see DMG
61 - 75	5	'severe disease'	see DMG
76+	5+	death	---

Notes

¹ To calculate the approximate volume of blood in an individual, use the ratio of 1 pint for every 18 lbs weight

² The DM should adjudicate the results of 'weakness' as appropriate; reducing damage done, increasing the chance of spell failure and so on.

Blood-loss also dictates the likelihood that the victim will become a vampire, with a check to be made each time the individual is drained partially of blood and survives. To calculate the chance, divide the amount of blood lost by 2: thus a human/oid losing 40% of its blood has a 20% chance of turning into a vampire. This value is halved again if a LG holy symbol and/or LG holy water is applied to the wound within 1 round of the attack. Such treatment will inflict 2-7 points of damage, and unless a successful 'system shock' roll is made the victim will also be unconscious for 2-5 rounds. In any event a sleeping creature partially

preference is as follows: human, half-orc, 'giant-class creatures', halfling, gnome, mammal, half-elf, avian, dwarf, 'warm-blooded monsters', elf. A vampire will never willingly drink blood from cold- or non-red-blooded creatures. It is interesting to note that those races least favoured by vampires (dwarf and elf) are also those with few (if any) legends concerning the monster's activities.

DM's note: it is suggested that a normal vampire be awarded a further 400 points onto its experience value to take account of the blood-draining ability, which greatly enhances the danger characters face.



The Vampire's Henchman

'Forget not the vampire's minions. Many charmed servants will it have, and one will be especially favoured. In loyalty this servant is without equal, and to ignore him is to court disaster. Unnaturally strong in both mind and body this 'henchman' may go where his master cannot, and by dark and secret deeds achieves much to protect his lord and harm his enemies.'

Van Helsing Guide to Vampire Hunting

The standard cinematic and literary henchman is at odds with the monster's mythological description. Apart from other undead, only rats, bats and wolves habitually associate with the vampire. However, so ingrained is the fantasy expectation of a loyal minion that it takes little imagination to accept the notion.

To obtain this exceptional servant a vampire must first find a willing human or

demi-human of CE alignment that actually likes the idea: a vampire may not **charm** or otherwise command a creature into service. The vampire may threaten the individual with death (or worse) should the offer be refused, and the individual will then have to decide whether death is preferable to service! Apart from alignment considerations the selected person can follow any class, and since the vampire can only have one such servant it is normal for only powerful and intelligent individuals to be chosen. Once both have agreed, the pact is sealed with blood; the servant drinking a small amount of the vampire's unholy fluid. As might be expected, the rewards for such an evil alliance are high indeed...

1 The henchman immediately becomes immune to normal and silver weapons. Immunity is also gained with respect to disease and the servant regenerates at the rate of 2 hit points per round, though severed limbs cannot be regrown.

2 Although in appearance the henchman is (slowly) affected by age, he does not suffer the detrimental effects of growing old. Thus, unless slain, the individual is virtually immortal. However, this 'stasis' extends to preventing any further rise in level from experience. The henchman does not require sleep and needs only small amounts of food and water. His stamina is many times greater than normal: any task made difficult by its repetition can be performed for days on end.

3 On drinking the vampire's blood, the henchman is imbued with an unbreakable sense of loyalty, and is incapable of acting in conflict with his master. Indeed over the years a sincere bond of friendship may develop. In practice it is simply not possible to control the henchman's mind either directly (eg **psionic domination**), or indirectly (eg **charm**).

4 As the years of service lengthen the henchman gradually increases in power. Every 10 years* the henchman gradually gains a cumulative 1% absolute resistance to **hold**, **sleep** and **paralysis** magic, plus a similar resistance to poison. For every 50 years* of service the henchman's strength increases to the next category: 18/91 to 18/00 to 19 and so on. Race and sex do not limit this progression but the maximum value is 24.

* These values are based on the human life span. For other races consider 1 year to be 1% of the average life-span.

If and when the vampire is slain, the henchman (if alive) has a period of grace before these powers are lost and age catches up. This period is one day for each year of service. During that time the henchman will do everything possible to bring the master back, or failing that, to punish those responsible.

Greater Vampires

It is a fair comment to make that above medium levels of play, a vampire, though dangerous, is no longer deadly. Bearing in mind its unique weaknesses (eg its attitude to the presentation of a mirror) the vampire as a race is in danger of being overshadowed by other powerful monsters. Yet like dragons the vampire is one of the classic creatures to face, and it seems a shame that the monster is not represented at high levels of play. Good DMing can mitigate this, but even so, in a straight fight a vampire is more frustrating than fatal. Rather than substantially alter the AD&D vampire, a new hierarchy of 'greater vampires' is given. It is suggested that a normal vampire ascends to 'greater' status after 999 years of unlife, with promotion to the next level after a similar period and so on. Except where noted otherwise a greater vampire should be treated as per MM1.

Notes on Table 2

In frequency all greater vampires are 'very rare'. Unless commanded by some evil entity they are only ever encountered singly. All have 1 attack per round for the damage shown; as normal this attack will drain 2 levels. Irrespective of title a greater vampire can only produce, by draining, half-strength vampires as per MM1. All are CE in alignment and possess 19 intelligence. They have neither magic resistance nor psionic ability. They are turned as a 'special' on the cleric undead matrix.

¹ Blood Drain Any greater vampire can drink blood as described in this article. In addition, a greater vampire has the ability to suck blood rapidly during combat, making this an effective attack form. This bite attack can be used at the vampire's option in place of the hand attack during 'surprise' situations; that is, when a creature is surprised by the vampire. At other times the bite can only occur if the vampire has rolled a hand 'to hit' value 5 places better than required. The monster then gains an immediate 'to hit' roll for the bite (with no DEX or shield considerations on AC). If this bite succeeds the vampire proceeds quickly to drain the opponent of blood. For any one bite the actual amount taken (in pints) depends on the vampire's title and is the value shown. Obviously in combat a vampire ignores any thoughts of blood-type preference. The effects of this very sudden loss in blood are different from those produced by the previously described gradual decrease (see Table 3).

For example: a human suffering 50% blood loss would lose 9 points each in STR, DEX and CON, would not be able to attack by weapon or by spell, and could only move at a stagger. Of course all these penalties would be extra to the damage and drain effects caused by the initial hand attack that gripped the human so as to facilitate the bite!

It is important to note that the decrease in ability points arises indirectly from the blood loss; they are not drained as such. Thus it is possible for negative values to result and the victim to remain alive. However, if and when CON falls below 3, the individual must make a 'system-shock' roll (based on original constitution) or else die. If CON falls to zero or below another check is required; the chance this time being 20%. In any event an individual with a negative CON value immediately becomes unconscious. Lost ability points are regained with rest at the rate of 2 points per day for each affected characteristic. Alternatively, a heal spell will restore values to their original number.

Any human/oid creature bitten by this 'combat-drain' has a chance of becoming a vampire as described previously under 'partial blood-drain'.

² Charm The powers seen in Table 2 are gained cumulatively; a Princeling of Vampires being able to charm mammal and monster. They are in addition to the standard charm person attack. Each is usable once per night and any effect is broken at dawn. To employ, the vampire must make a 1 second somatic

gesture; for other details see spells of same name. As per DMG, a greater vampire can mentally communicate with, and control, its charmee(s).

³ Hold These powers are gained cumulatively and each type can be used once per night, any effect being broken at dawn. To employ, the vampire must speak the command to 'stop'; it is not necessary that the target(s) hear or understand the vampire in order to be affected. For other details see spells of same name.

⁴ Summon In addition to the summoning powers described in the MM1 a greater vampire can, once per night, summon monsters of level according to title. Such creatures will never be of good alignment and can be commanded mentally by the vampire. See spell for other details.

⁵ Weapon Plus The magical weapon bonus needed to affect the vampire.

⁶ Regenerate The value given is the number of hit points per round.

⁷ Magical Immunities These are gained cumulatively and are in addition to those described in MM1.

⁸ Turning Immunities As a greater vampire gets older it becomes progressively more resistant to the standard methods of defence. These immunities are gained cumulatively; a Princeling being immune to either garlic or mirrors. If presented, such items would wither or crack. In addition, a Prince of Vampires has a certain resistance to clerical 'turning', being unaffected by the actions of any evil cleric. Likewise an Arch-Prince is additionally resistant to the turning power of any neutral cleric. These very powerful undead are simply too evil to be swayed by other evil (or, for an Arch Prince, neutral) force. This immunity also extends to certain uses of a LG holy symbol: if a greater vampire is immune to turning by a cleric of a particular alignment then it will also be immune to other characters of that alignment that try to keep it at bay by presenting a LG holy symbol! Thus only good-aligned clerics have a chance of turning the most powerful greater vampires, and only good-aligned characters can keep one at bay by use of a LG symbol.

TABLE 2: THE FIVE GREATER VAMPIRES

TITLE	LORD	ARCH-LORD	PRINCELING	PRINCE	ARCH-PRINCE
AC	-1	-2	-3	-4	-5
MOVE	18"/24"	24"/30"	30"/36"	36"/42"	42"/48"
HIT DICE	10+5	12+7	14+9	16+11	18+13
% IN LAIR	20%	15%	10%	5%	1%
TREASURE	W	W,Y	Z	Y,Z	U
DAMAGE	1-8+6	1-10+7	1-12+9	2-16+11	3-18+14
SPECIAL ATTACKS					
¹ BLOOD-DRAIN	1 pint	2 pints	3 pints	4 pints	5 pints
² CHARM	mammal	nil	monster	nil	mass
³ HOLD	person	nil	animal	nil	monster
⁴ SUMMON	III	IV	V	VI	VII
SPECIAL DEFENSES					
⁵ WEAPON PLUS	+1	+2	+2	+3	+3
⁶ REGENERATE	4	5	6	7	8
⁷ IMMUNITY (magic)	cold	nil	petrification	nil	polymorph
⁸ IMMUNITY (turning)	nil	garlic	mirrors	see below	see below
SIZE	7'	7'6"	8'	8'6"	9'
STRENGTH	18/00	19	21	23	25
EXPERIENCE VALUE	7000+14	10850+16	13950+18	16850+20	24500+25

TABLE 3: EFFECTS OF RAPID BLOOD LOSS

PERCENTAGE OF BLOOD LOST	EFFECTS ON STR, DEX & CON	EFFECTS ON MOVEMENT
1-15	nil	no change possible
16-30	-1	fast trot max
31-45	-3	walk max
46-60	-9	can only stagger*
61-75	-15	can only crawl**
76+	death	death

Notes

* Victim cannot attack or cast spells; may only defend

** Victim cannot attack, cast spells or defend

Greater Vampire Powers

A greater vampire may, in one segment, change form to a wolf or bat. In the new form the vampire loses all special attacks but retains all defensive powers, as well as keeping AC and Movement Rate. In wolf-form the vampire also retains its strength and may employ a bite attack for the damage appropriate to title. Of course this bite can neither suck blood, drain levels nor inflict vampirism.

These shape-changed forms are much used by greater vampires in order to roam about the countryside without discovery. Very often the monster deliberately kills creatures while in wolf-form so that other unexplained disappearances will be attributed to the 'rogue wolf' and not the actions of a more deadly enemy!

A greater vampire is also capable, in one round, of changing form to that of any human or demi-human norm of desired age, sex and appearance. Unlike the previous power the vampire's clothing and belongings remain as normal. Although the vampire's voice is also altered, the new facial appearance will always, in some subtle respect, resemble the vampire's own; the type of similarity one can recognise after the fact has been pointed out... In the new state the vampire again loses all special attacks, but apart from AC and Movement, retains its defensive powers. The vampire still has its own strength and can attack once per round for a base damage according to size plus the damage bonus due to strength.

In any altered form a greater vampire does not leave a reflection and moves with the silence associated with the undead. The monster can only ingest fresh blood or small amounts of raw meat. Normal and giant-sized animals will sense something amiss in the vampire's presence, but will not attack nor otherwise indicate that it is the vampire that is making them nervous. Only if physical contact occurs will the animal realise the source of its unease.

A greater vampire can change between forms as desired, eg from vampire to bat to gaseous. In any form it has the ability to 'see' the life-form of creatures up to a distance of 12". Even 'elemental' life-forms can be detected, as can the absence of life generated by other undead. Only animated (eg golems) and magically protected creatures cannot be so 'seen'; thus the various forms of invisibility are useless unless combined with such powers as an **amulet of proof vs detection and location**.



In addition, greater vampires also possess supernatural sense of smell as well as an excellent sense of hearing (treat as equivalent to an owl). From scent alone the vampire can recognise race, sex, etc, plus the presence of armour and other such factors. Even the presence of magic and its type can be picked up, and if provided with a fairly recent scent of a creature the vampire may even **know alignment**.

In true-form only, a greater vampire also has the following powers:

When desired, and in any event when overtly stressed, the monster can exude a foul stench that will affect all creatures within a 3" radius as the stench of a ghast. Apart from holy water the stench will also spoil food and drink.

A greater vampire continually radiates **fear** that affects creatures as below (no saving throw).

12" radius: all normal and giant-sized animals become agitated

6" radius: as above, plus untrained animals will attempt to flee

3" radius: as above, plus trained animals also attempt to flee.

Obviously, rats, bats and wolves are immune to these effects as are non-intelligent animals, and those animals under the vampire's control.

In human-kind the vampire is especially feared: any zero-level human that gazes upon the vampire's true face will be turned permanently insane (no save): 75% catatonia, 25% suicidal mania.

Once per turn a greater vampire can breath forth a noxious vapour of cone dimensions 3" long, 1" high and 2" base diameter. Creatures within this area are automatically infected with a random disease, and must also save versus poison or else be helpless with nausea for 1-4 rounds. The area of this breath attack remains highly infectious for a few days afterwards.

Once per round a greater vampire can: cause **sleep** as a spell (5 times per night), **knock** as spell, **hold portal** as spell (which will remain held for as long as the vampire stays within 6" and for 2-5 rounds afterwards; such held portals can still be broken down or dispelled as normal).

Finally I leave the last word to the most famous vampire hunter of all: Dr Van Helsing. Speaking of a certain vampire he said,

'...was he no common man; for in that time, and for centuries after, he was spoken of as the cleverest and most cunning of the sons of the 'land beyond the forest'. That mighty brain and iron resolution went with him to his grave, and are even now arrayed against us.'

Dracula by Bram Stoker

Good hunting!

Derrick Norton

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New Monsters

HEADLESS HORSEMAN



	Rider	Mount
FREQUENCY:	Very rare	Very rare
No APPEARING:	1	1
ARMOUR CLASS:	-1	4
MOVE:	9"	15"
HIT DICE:	6	4+4
% IN LAIR:	nil	nil
TREASURE TYPE	nil	nil
No of ATTACKS	1	3
DAMAGE	3-18 (lance)/ 2-9 (sword)	1-8/1-8/1-3
SPECIAL ATTACKS	Fear	none
SPECIAL DEFENCES	+2 or better weapon to hit	magic or silver weapons to hit
MAGIC RESISTANCE	Immune to charm, sleep, hold or cold based attacks	Immune to charm, sleep, hold or cold based attacks
INTELLIGENCE	Very	Animal
ALIGNMENT	LE	NE
SIZE	M	L

Headless Horsemen are the spirits of cavalymen who have died in violent circumstances — normally beheaded. Very often they were cavaliers or noblemen in life, and retain a sense of purpose into afterlife. They are normally encountered on roadways, heralded by the sound of approaching horses that will cause **fear** in all creatures of animal intelligence. The horseman will appear as a figure swathed in mist, so that the missing head cannot be detected from distance. Once within twenty yards, this abnormality will be visible, and all who see it must save vs magic or suffer the effects of a **fear** spell.

Most headless horseman are encountered riding pell-mell, as if to fulfil some urgent mission. These will only attack in self-defence. Others, who take upon themselves the specific purpose of guarding a place or object, will offer single combat by word or action, charging with the lance and then using a sword in melee. They will never attack a cleric, except in self-defence, and may be turned as a spectre.

REVENANT-MAGNA



Very rare	1
	0
	18"
	10
	nil
	nil
	2
	2-12/2-12
fear, insanity	
+1 or better	
weapons to hit	
80%	
Exceptional	
LE	
M	

Revenant-Magnas are the spirits of innocents slain in an evil fashion. Unlike ordinary revenants, they may only arise from the body of persons too weak to defend themselves in life; a child, or an adult with strength of less than 8. Once reborn, they are enormously strong and are driven by an insane desire for revenge — no trace of their former innocence will remain. As with a normal revenant, they will pursue the individual(s) who slew them, never resting, and never erring in their pursuit. They will ignore all those in their path, unless they seek to halt their pursuit, but all characters that see them must save vs spells or be driven insane.

One last diabolical twist separates these creatures from the normal revenant; their need for revenge is such that, should their quarry be slain by someone else, they will pursue the slayer with equal vigour. It is possible for a 'chain' of responsibility to be built up, and for the revenant-magna to finally achieve its purpose on an entirely blameless individual.

New Magic Item

Bell of Peace: This small, delicate item is made of clear glass and gold leafed, and is normally stored in a padded box made of ash. In the long distant past, these items were relatively common in Pelinore, keeping the nations from war, until a weakness was discovered which perverted its use. Basically, when chimed, the bell has a range of sixty feet, and all within hearing distance must save vs spells or drop their weapons for d6 turns (the effect is negated by any attack). It may be chimed once a week. Since the note is magical, it cannot be silenced by any physical means, although it will not penetrate the circle of a **silence** spell. Thus its use as an instrument of maintaining the peace was destroyed; at the siege of Cannartha, a youth approached the lines of the Theocratic Knights, and tolled the bell, while his fellows from the city sat within the radius of their clerics' magic. The Cannarthans then sallied forth, and the army of the Theocratic Principalities was routed.

xp value 3,000; gp value 25,000; Creation method: bell cast by expert glass-smith, decorated by goldsmith (cost 12,750gp). **Enchant an item, charm, clairaudience, permanency** cast during process.

New Magic Item

Shield of assassin detection: A very common item among the nobility and rulers of Pelinore, the shield appears to be plain white — it cannot be painted or decorated in any way. It acts as a **shield +1, +4 vs normal missiles**, and offers two additional protections to the owner. First, should an assassin approach within ten feet, the shield will turn bright red, and will cry an alarm. In such circumstances it will also automatically parry the first strike of an assassin. Its second protection is that once per year the owner may ask it who is the most likely person to seek his or her life; the shield will answer accurately. Many a plot in its very infancy has been revealed in this way. The existence of this item and its widespread use makes the class of assassin largely powerless — but it has a flaw. If an assassin or his minions can sprinkle unholy water upon the shield, it becomes useless for 2d10 days, and will act as a **cursed shield (AC 10)** during that time.

xp value 800; gp value 8,000; Creation Process: common shield enameled white (normal cost x40); **enchant an item, detect evil, magic mouth, protection/normal missiles, wish, and permanency.**

The Gebbeth

Armour Class: *0 or variable*
Hit Dice: *8***
Move: *180' (60') or variable*
Attacks: *1 touch or weapon*
Damage: *insanity, ability drain*
or by weapon
No. Appearing: *1*
Save As: *Magic User 8*
Morale: *11*
Treasure Type: *nil*
Alignment: *C*
XP Value: *1750*

The Gebbeth is an insubstantial malevolent spirit that can only be released into the world as the result of powerful and misguided magic. When a magic user casts a summoning spell of some type, a spell involving any of the Planes or an **animate dead** spell, there is a 1% chance that a Gebbeth will be accidentally involved.

In its insubstantial form a Gebbeth attacks by touch. If it strikes its victim — and that victim has an intelligence of 10 or less — the Gebbeth enters the victim's mind, gaining total control of the victim's body in the process. If the attack is successful the Gebbeth 'makes itself at home' and then is raised to 18 as the creature's natural wiliness takes command. The victim is entitled to a saving throw vs magic wands, and if this is successful the Gebbeth cannot attack again that day.

Once in a body, the Gebbeth can use all the abilities and skills that its victim had before it took over, including any weapon handling skills and spells that were memorised at the time of the initial attack. It can only memorise half the original number of spells of a victim, eg a Gebbeth-Warlock could only memorise 3 spells at any one time. The Gebbeth-body does not need food (but does require water), although if it doesn't eat it will become gaunt and cadaverous.

Gebbeth in possession of a body can still attack, but it can now restrain itself so as to cause less damage to a target. Each successful touch drains 1 point of Intelligence or Constitution



from its target — when either of these drops to zero the victim dies. If these attacks are spread over a period of days or months — as is likely because the Gebbeth takes a positive delight in tormenting its victims if it has the chance — the victim will also suffer from some form of insanity, usually an irrational fear of some item connected with the Gebbeth. The Gebbeth uses the ability to weaken a foe before attempting to possess his or her body.

Gebbeths can only be hit by magical weaponry. They are not undead and cannot be turned by a cleric.

A Gebbeth has one particular 'ability' that is more terrifying than any other. In times of stress — when wounded, for example — there is a 1 in 6 chance that the creature's features will start to fade. The process takes 3 rounds in total, at the end of which the face will be completely blank. Anyone witnessing such a change should save vs spells or suffer the effects of a **blight** spell due to the unnerving prospect of an opponent's features altering without apparent reason.

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MONSTERS FROM THE FOLKLORE OF THE PHILIPPINES

by Graeme Davis

The folklore of the Philippine Islands contains a number of new and interesting monster types, which are treated here for the **AD&D®** game. Since the Philippines is an area with a number of native languages, the same monster may appear with slight variations under a number of different names; most of the local names are given for those treated here, and for a more complete survey, the reader is recommended to Maximo D Ramos' **Creatures of Philippine Lower Mythology** (University of Philippines Press, 1971).

Demons

Filipino demons seem to be creatures of a highly magical nature rather than inhabitants of another plane. Many of them live in large trees, and they are rarely pernicious or evil, content for the most part to frighten away those who intrude on their territories or fail to treat them with due respect, and only killing when greatly enraged. They are great pranksters.

All Filipino demons can become invisible at will, and each has a personal charm or jewel which is the source of its strength. If this can be won from the demon by wit or force, it will give the bearer the same strength (typically in the region 18⁰¹-23 — the DM may select according to the power of the demon or roll on d6). Bright sunlight banishes them.

While the DM might rule that Filipino demons should be turnable on the 'Special' line of the clerics vs undead matrix, they do not seem to be deterred by holy symbols, and some actually delight in collecting numbers of them from frightened villagers.

AGTA (Demon)

Frequency: *very rare*
No Appearing: 1
Armour Class: 3
Move: 12"
Hit Dice: 8
% in Lair: 90%
Treasure Type: R
No of Attacks: 2
Damage/Attack: *variable*
Special Attacks: *size change, fear*
Special Defences: *size change*
Magic Resistance: *standard*
Intelligence: *average-very*
Alignment: *Chaotic Neutral*
Size: *variable*
Psionic Ability: *nil*
Attack/Defence Modes: *nil*
Lvl/xp value: Agta: VII/1450 + 10/hp
Kapre: VII/1900 + 10/hp

The Agta, Bawo or Ungo appears as a muscular, black-skinned humanoid, and can vary its size instantly between 1ft and about 30ft. It is generally about 10-12ft in height, which may be its natural size.

As it increases in size, it becomes stronger, as follows: when it shrinks to 1ft, it has 2hp, attacks as a 1HD monster and causes 1d4 damage on a successful hit. It can enlarge itself to a maximum height equal to half its maximum hit points (as rolled on 8d8) in feet, ie an Agta with 54hp can reach a maximum height of 27ft. For every foot of its height, it will have 2hp, and for every 4ft of its height it attacks as a monster of 1HD and cause 1d4 damage. Thus, at 1-4ft it attacks as a 1 HD monster and causes 1d4 damage, at 5-8ft it attacks as a 2HD monster for 2d4 damage, and so on, up to a maximum of 8HD and 8d4 damage.

Agta live in large trees, particularly favouring banyans and mangroves, and resent any interference with their trees. They attack with two fists, and on a successful double attack can rend as a Carnivorous Ape (**Monster Manual**), causing additional damage as for two successful fist attacks.

Another type of Agta is the Kapre or Pugot, which has a shapechange ability in addition to the Agta's size change. Its favourite forms are those of a dark cat, dog or boar which has fiery eyes and breathes blue-green fire, a pure white fowl, or a headless and often mutilated corpse. In this last form it will caper along, singing merrily to itself and eating by pushing food into its bubbling neck-stump. Characters of less than 4th level who see it in this form must save vs spells or flee.

BATIBAT (Demon)



Frequency: *very rare*
 No Appearing: 1
 Armour Class: 4
 Move: 12"
 Hit Dice: 6
 % in Lair: 80%
 Treasure Type: R
 No of Attacks: 2
 Damage/Attack: 2-12
 Special Attacks: *ride*
 Special Defences: *none*
 Magic Resistance: *standard*
 Intelligence: *low-average*
 Alignment: *Chaotic Neutral*
 Size: L (8-10ft)
 Psionic Ability: *nil*
 Attack/Defence Modes: *nil*
 Lvl/xp Value: V/ 475 + 6/hp

The Batibat is a relative of the Agta and Pugot, but does not have their shape-changing abilities. It is a dark-skinned humanoid, 8-10ft tall and broad enough to fill a doorway as it enters. The only magical ability it possesses is the ability to ride a sleeping victim in the same manner as a Night Hag (*Monster Manual*), although it will only do this under great provocation. In the one story where this occurs, the Batibat attacks members of a family which owns a large post — all that remains of its home tree, which it still inhabits. It is not known what happens to the souls of those ridden to death by a Batibat.

Both forms of this demon can also emit a great roar once per turn, which causes **fear** as the spell unless the appropriate saving throw is made.

One favourite trick of the Pugot is to rush between the legs of an unwary traveller in its boar form, increase its size and carry its victim off, never to be seen again.

TIKBALANG (Demon)

Frequency: *very rare*
 No Appearing: 1
 Armour Class: 1
 Move: 12"/18"
 Hit Dice: 6
 % in Lair: 20%
 Treasure Type: I+R+U
 No of Attacks: 3 or 2
 Damage/Attack: *feet 1-8, claws 1-4, bite 1-8*
 Special Attacks: *see below*
 Special Defences: *see below*
 Magic Resistance: 10%
 Intelligence: *very*
 Alignment: *Chaotic Evil*
 Size: M (6-7ft)
 Psionic Ability: *nil*
 Attack/Defence Modes: *nil*
 Lvl/xp value: VII/ 1275 + 6/hp

The Tikbalang, Binangunan or Tulung is one of the most feared of Filipino demons. It is humanoid in appearance, tall and gaunt, with a horse's head armed with sharp teeth. Its straight black hair flows down over its shoulders, and its horse-like legs end in strong taloned feet.

It is, however, an adroit shapechanger, and commonly takes the form of an old man. It enjoys misleading travellers into the bamboo thicket where it lairs, usually in a small hut. Depending on its mood, it will then devour its victims or turn **invisible** and enjoy the spectacle as they try to find their way out. When a Tikbalang leads a victim into its thicket, it can cast over the victim a glamor similar to that caused by a **maze** spell — the victim will be trapped for the same length of time, although the effect does not include travel to another plane.



Apart from these abilities, the Tikbalang can **fly** at will by walking on air, and can cause **blindness**, **disease** and **insanity** once each per day. It can use a **word of recall** once per day, vanishing in a cloud of dust and falling stones similar in effect to the hailstone type of **ice storm**, which causes 1d6 damage to any within 10ft of the spot it vacates (saving throw halves damage). In its natural form, it can also roar once per turn, causing **fear** as the spell unless the appropriate saving throw is made. 5% of Tikbalangs can also **immolate** in the same way as a Type VI Demon (*Monster Manual*), the flames causing 3d6 damage to any within range.

If forced into hand-to-hand combat, the Tikbalang will assume its natural form, and can attack either with two claws and a bite or with its two talons.

The Tikbalang may be forced to surrender its charm if it can be ridden like a horse until exhausted. The stone is a rounded pebble which glows like a hot coal, and no Tikbalang stone confers less than 20 strength; some may also confer other of the Tikbalang's abilities. Tikbalangs have immense strength, and if pressed throw rocks as a Stone Giant (*Monster Manual*) or uproot trees to use as weapons.

Tikbalangs sometimes have great wealth, and are particularly enthusiastic collectors of holy symbols and other religious items, sometimes extorting them from villagers along with other valuables on a protection-racket basis.

ASWANG

Frequency: *very rare*

No Appearing: 1

Armour Class: 4

Move: 12"/18"

Hit Dice: 5

% in Lair: *see below*

Treasure Type: *nil*

No of Attacks: 2

Damage/Attack: 1-3

Special Attacks: *see below*

Special Defences: *see below*

Magic Resistance: *standard*

Intelligence: *average-very*

Alignment: *Chaotic Evil*

Size: *M (5-6ft)*

Psionic Ability: *nil*

Attack/Defence Modes: *nil*

Lvl/xp value: *Aswang: V/435 + 5/hp*

Balbal: V/360 + 5/hp



The Aswang, Mangalok or Boroka has the appearance of a normal human woman, and indeed exists as such by day, often living a normal village life. At night, however, she takes on her true nature, becoming a humanoid monster with a hag-like appearance, strong nails and a very long threadlike tongue. She may also shapechange at will to the form of a huge night-bird with the head of a woman.

The Aswang can sense death in the same way as the Segben, at a distance of up to 1 mile, and will sit on the roof of a house where the corpse lies, sucking out its blood and organs through her long tongue. The tongue may be extended up to 12ft in length, and has a sharp point, but is so fine as to be undetectable 90% of the time, except to individuals with the ability to see invisible. She will attack the living in the same way, piercing the

jugular vein with her tongue as the victim sleeps, and draining blood at the rate of 1hpper round. Her saliva contains a local anaesthetic, which requires sleeping victims to save vs poison or continue to sleep through the attack. When fully gorged (having taken blood equal to half her original hit points) the Aswang's humanoid form appears swollen as if with an advanced pregnancy, and her movement rate is halved. The Aswang is particularly vulnerable at this time, and takes great care not to be seen.

The Aswang will only fight if she cannot flee. She uses her strong nails or the talons of her avian form in self-defence, a successful hit causing 1-3 points of damage in either case.

A human may become an Aswang in one of four ways:

- i) by the application of a magical ointment compounded of chicken dropping dissolved in coconut oil and mixed with human flesh and blood, along with certain other magical operations;
- ii) the daughters of an Aswang will inherit her condition;
- iii) the kiss of a dying Aswang will pass on her condition to one willing initiate;
- iv) an Aswang may force her condition upon another by lacing their food with human flesh or with her own saliva.

The ointment is the secret of the transformation ability; normally hidden about the house in a stoppered bamboo tube or clay jar, it is used every night to effect the transformation. Human form may be regained by exposure to sunlight, or by washing off the ointment in fresh water. The Aswang is repelled by salt, vinegar and certain spices in the same way as a

MANSALAUAN

Frequency: *very rare*

No Appearing: 1-12

Armour Class: 7

Move: 4"/18"

Hit Dice: 1+1

% in Lair: 20%

Treasure Type: *nil*

No of Attacks: 2

Damage/Attack: 1-4/1-4

Special Attacks: *see below*

Special Defences: *see below*

Magic Resistance: *standard*

Intelligence: *animal*

Alignment: *Neutral (evil tendencies)*

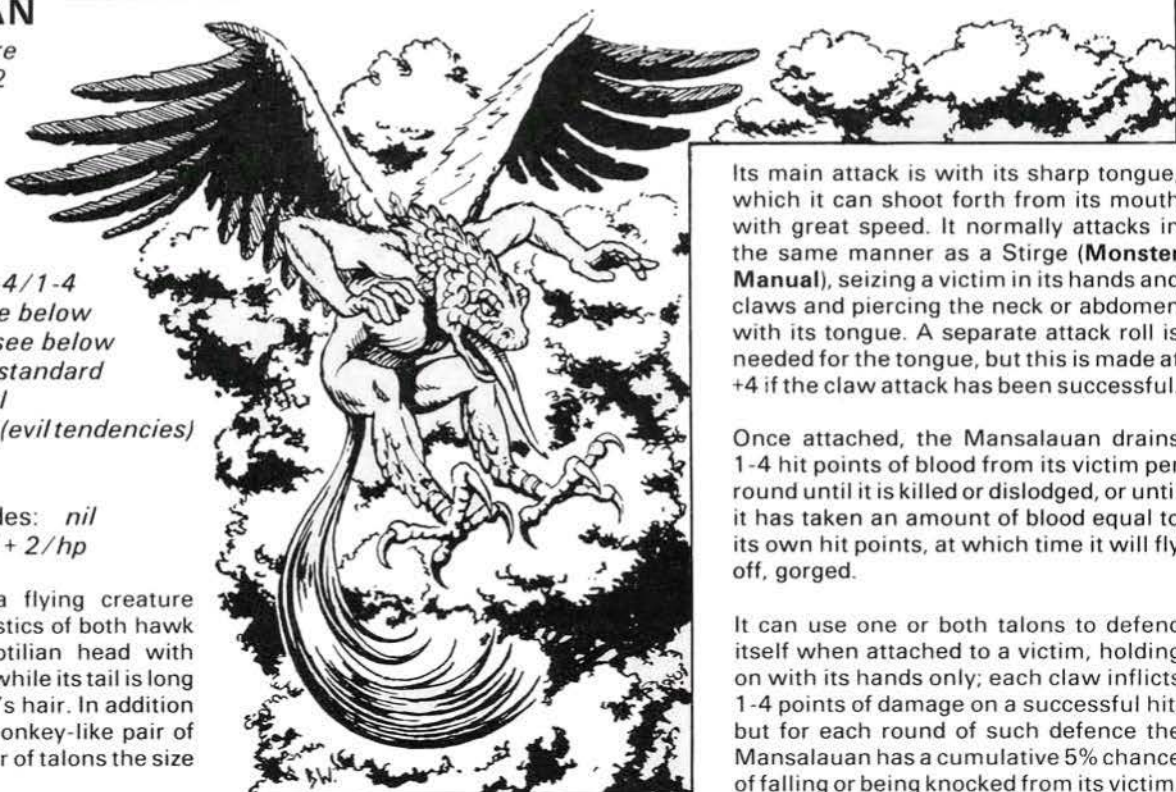
Size: *S*

Psionic Ability: *nil*

Attack/Defence Modes: *nil*

Lvl/xp value: *II/44 + 2/hp*

The Mansalauan is a flying creature sharing the characteristics of both hawk and bat. It has a reptilian head with glowing gemlike eyes, while its tail is long and fine, like a woman's hair. In addition to its wings it has a monkey-like pair of hands, and a strong pair of talons the size of human feet.



Its main attack is with its sharp tongue, which it can shoot forth from its mouth with great speed. It normally attacks in the same manner as a Stirge (**Monster Manual**), seizing a victim in its hands and claws and piercing the neck or abdomen with its tongue. A separate attack roll is needed for the tongue, but this is made at +4 if the claw attack has been successful.

Once attached, the Mansalauan drains 1-4 hit points of blood from its victim per round until it is killed or dislodged, or until it has taken an amount of blood equal to its own hit points, at which time it will fly off, gorged.

It can use one or both talons to defend itself when attached to a victim, holding on with its hands only; each claw inflicts 1-4 points of damage on a successful hit, but for each round of such defence the Mansalauan has a cumulative 5% chance of falling or being knocked from its victim.



Vampire is repelled by garlic. Although the Aswang has certain vampiric tendencies, it is not classified as Undead and is not vulnerable to holy symbols or other religious objects.

The **Iqui** is the rarer male Aswang.

The **Balbal** is a variant form of Aswang. It is a forest-dweller, and does not change form, always appearing as a gaunt humanoid figure with very loose skin, which it can use to glide for distances of up to 60ft after the manner of a flying squirrel. Its tongue is thicker and stronger than that of an Aswang, and its modus operandi is to use its tongue to lift a corpse through a hole in the thatch which it has made with its strong nails. The corpse is then taken back into the forest to be devoured. In all other respects, the Balbal is identical to the Aswang.

SEGBEN

Frequency: *very rare*
 No Appearing: 1-3
 Armour Class: 7
 Move: 18"
 Hit Dice: 2+2
 % in Lair: 10%
 Treasure Type: *nil*
 No of Attacks: 1 or 2
 Damage/Attack: *hooves 1-3, bite 1-4 + special*
 Special Attacks: *see below*
 Special Defences: *see below*
 Magic Resistance: *standard*
 Intelligence: *low*
 Alignment: *Chaotic Evil*
 Size: *S (3ft at shoulder)*
 Psionic Ability: *nil*
 Attack/Defence Modes: *nil*
 Lvl/xp value: *III/ 120 + 3/hp*

The Segben is similar in appearance to a hornless goat, with glowing eyes and large ears. It exudes a sickening charnel smell which requires any character coming within 5ft of the beast to save vs poison or attack at -1 for 2-8 turns through nausea.

Segben are destroyed by sunlight, and generally hide in the darkest recesses of the forest until dusk, when they appear under the floor of a house where someone lies gravely ill or dying. They can sense the smell of death at a distance of up to a mile, and will seize any opportunity to make off with an unguarded corpse. They are not known to frequent graveyards, however, apparently preferring to move in immediately after death.



If surprised at their feast Segben will usually flee, fighting only if cornered or if the odds are heavily in their favour. They can attack by lashing out with their small forehooves, but their most feared attack is their bite — if they successfully bite any victim, or even his shadow, the victim must make a System Shock roll or die immediately.

Although they have a number of ghoulish characteristics, Segben are not Undead and are not affected by holy symbols or the like.

MANTABUNGAL

Frequency: *very rare*
 No Appearing: 1-6
 Armour Class: 7
 Move: 15"
 Hit Dice: 4
 % in Lair: 20%
 Treasure Type: *nil*
 No of Attacks: 2 or 3/2
 Damage/Attack: *hooves 1-4, tusks 1-10*
 Special Attacks: *nil*
 Special Defences: *nil*
 Magic Resistance: *standard*
 Intelligence: *animal*
 Alignment: *Neutral*
 Size: *L*
 Psionic Ability: *nil*
 Attack/Defence Modes: *nil*
 Lvl/xp value: *III/ 85 + 4/hp*



These ferocious beasts are described as having a bovine body with a shaggy coat like a yak. They have no horns, but their jaws are equipped with two sets of huge boarlike tusks, one pointing upwards and the other downwards. Mantabungal are forest-dwellers, and appear to be similar to wild boars in their habits. They are extremely aggressive, and will attack on sight.

Their main weapon is their tusks, with which they can attack three times in two melee rounds; they have been known to engage two opponents at once, attacking each alternately. They can also lash out with their forehooves, but not while fighting with their tusks. They are sometimes thought of as demons, but have no personal charms nor any of the typical abilities of other Filipino demons; this reputation may have arisen as a result of their ferocity.

Other Monsters



The descriptions given above are for some of the more distinctive Filipino monsters; the folklore of the Philippine Islands contains several other creatures which can be equated more or less precisely with European counterparts.

Aghoy, Encante, Mangmangkit, Mahomanay, Palasekan and Tahamaling are some of the local names given to a race of creatures almost identical to the Sylvan Elf (MM). Their physical appearance is the same as Tolkien's Elves, and their activities are the same as those of British Elves or Faerie, although they dress like ordinary Filipino villagers.

Calanget, Lampong, Lupa, Matanda and Tianak are beings similar to Dwarves and Gnomes (MM). Their underground dwellings are usually guarded by large termite mounds, and they are reputedly very wealthy, although their gifts of gold and gems to humans frequently turn into dung or pebbles after a short time. They have the power to ruin crops if offended.

The **Catao** and **Ughoy** are the Merfolk (MM) of the Philippines. Being partly fish and partly mammal, they attack those who eat fish or meat, and they have the **charm** ability of Nixies (MM). They generally drag victims underwater to drown, but have been known to become enamoured of charismatic humans, kidnapping them and casting **water breathing** on them in the same way as Nixies.

Several types of Giant and Ogre also inhabit the Philippines. The **Bannog** is a giant bird similar to a Roc (MM), and the **Ikugan** is a giant monkey, but the others are similar to Hill and Stone Giants (MM) and the Mountain Giant (FF). Filipino Ogres are, for the most part, identical to their European cousins (MM); their names include **Kumao, Sir'ing, Ta-awi, and Tarabusao**. The **Busao** is a Cyclops type, and the **Dato-Busao**, or King Busao, has a forehead horn. The **Kurita** has two or three pairs of arms. Some Filipino Ogres have the ability to shapechange into human or animal form. Strangely, the Indian **Garuda** (*Deities & Demigods* — now *Legends and Lore*) is known in the Philippines, but has the habits of a bloodthirsty Ogre.

Certain types of **Aswang, Iqui** and **Boroka** (see above), as well as the **Manananggal**, seem to be identical to the **Penanggalan** of Indonesia (FF); they may be related, but the description of the Aswang given above deliberately excludes the separable head characteristic of the Penanggalan, since the Aswang is almost always a normal human with the ability to transform, rather than an Undead monster taking possession of a headless body.

Since a great number of Filipino monsters have the ability to shapechange into animal form, it is difficult to tell whether there are creatures which can be described as Lycanthropes (MM), although

the **Malakat** and an unnamed beast from Apayao do appear to be European-style werewolves. The latter may even be a Jackalwere (MM) or something similar, since it has a doglike smell even when in human form. At any rate, an iron knife with which one was attacked passed through its body without causing it any harm.

Lastly, the Philippines abound with witches and wise-women, who, like their European counterparts, can cause and cure all kinds of diseases and ailments and assume the form of various animals.

There are also a few unique and extremely powerful monsters, which seem to be an attempt by the natives to explain solar and lunar eclipses. The **Minokawa** or **Baua** is a huge bird, the **Baconaua** is an immense shark, and the **Mamelu** or **Marcupo** is a huge snake, all of which swallow the sun or moon from time to time, but are persuaded to release it by the noise and music made by the Filipinos at the festival of each eclipse.

Graeme Davis

Coming soon: next in the series of our culture specials

The **NORSE**

New Monster (Unofficial)

The

TAUMET

FREQUENCY: *Unique*

No APPEARING: 1

ARMOUR CLASS: *Variable*

MOVE: 3"/18"

HIT DICE: *Variable*

% IN LAIR: *Nil*

TREASURE TYPE: *Nil*

No OF ATTACKS: 3

DAMAGE/ATTACK: *Variable*

SPECIAL ATTACKS: *Breath weapon, spells*

SPECIAL DEFENCES: *Variable*

MAGIC RESISTANCE: *Standard*

INTELLIGENCE: *Genius*

ALIGNMENT: *Variable Evil*

SIZE: S-L

PSIONIC ABILITY: *Nil*

Attack/Defence Modes: *Nil/Nil*

LEVEL/XP VALUE: X/18750+25hp

The Taumet is a magically-created dragon construct, made from five relics whose origins are lost in the mists of time according to the instructions in a book of unknown authorship called the Taumet Codex.

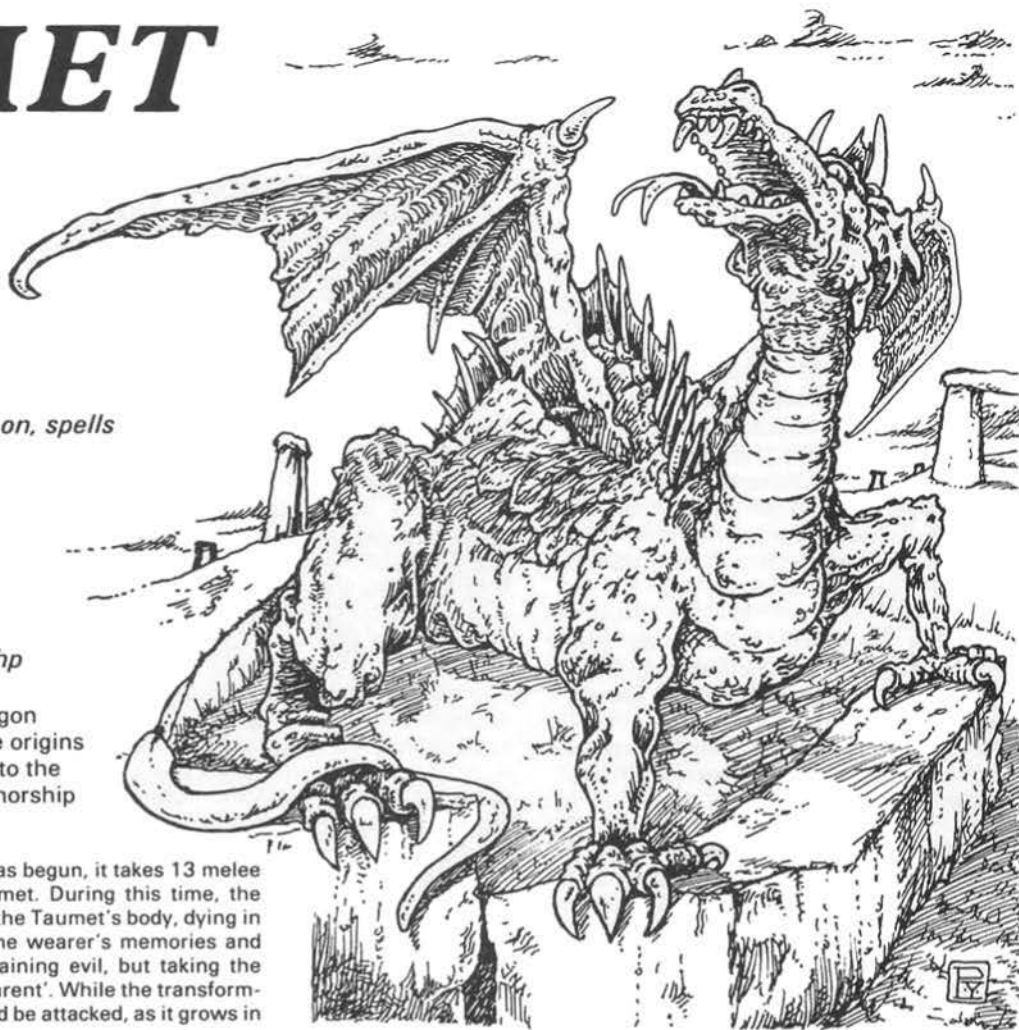
Once the process of creating the Taumet has begun, it takes 13 melee rounds to develop into the complete Taumet. During this time, the wearer of the relics is used as the basis of the Taumet's body, dying in the process. The Taumet takes some of the wearer's memories and alignment during its growth, always remaining evil, but taking the Lawful, Neutral or Chaotic attitude of its 'parent'. While the transformation takes place, the Taumet can attack and be attacked, as it grows in power and size:

Round	AC	HD	Damage	SA/SD
1&2	5	1	1-4/1-4/1-6	Immune to attacks causing less than 4 points of damage
3&4	3	3	1-6/1-6/1-8	Immune to 1st level spells, +1 or better weapons to hit
5&6	1	5	1-6/1-6/2-12	Non-edged weapons cause half damage
7	0	7	1-6/1-6/2-16	Breath weapon usable, +2 or better weapons to hit
8	-1	9	1-6/1-6/3-18	Immune to 2nd level spells and attacks causing less than 8 points of damage
9	-2	11	1-8/1-8/3-24	+3 or better weapons to hit
10	-3	13	1-8/1-8/3-30	Immune to 3rd level spells
11	-4	15	1-10/1-10/3-36	Spell use, immune to attacks causing less than 12 points of damage
12	-5	17	1-10/1-10/4-40	Immune to 4th level spells and damage from non-edged weapons
13	-6	18	1-12/1-12/5-50	+4 or better weapons to hit

If the Taumet suffers more than 40 points of damage in a single round during this period of growth, the process will be halted for that round, and in the early stages this will be sufficient to cause the Taumet to disassociate into its component relics.

Like all normal dragons, the Taumet has a set number of hit points per hit dice, but this depends on the original wearer of the relics:

Wearer	hp/HD
MU or Illusionist	4hp
Thief, assassin	6hp
Cleric, monk, druid	8hp
Fighter, ranger, paladin	10 hp



The Taumet can breath 3 times per day, but can choose what form this takes; either as a black, blue, green, red or white dragon. Once it has the use of spells, it can cast, once per day, those spells that the relics knew at the time of the transformation or 5 x 1st, 5 x 2nd, 5 x 3rd, 4 x 4th, 4 x 5th and 2 x 6th level spells as though it were a 13th level magic user.

If the Taumet is reduced to zero hit points, it will not be killed, but forced to disassociate into its component relics and the withered remains of the original wearer. The relics cannot be destroyed except by the application of earth-shattering magic (depending upon individual DM's campaigns), but they can be kept separate to prevent the Taumet reforming around another wearer.

The bane of the Taumet is the Wyrnhorn. When this horn is sounded within 60' of the construct it must make a saving throw at -7 against death magic or dissociate into its component relics. A successful saving throw still means that the Taumet has taken 8-80 points of damage, but is immune to the effects of the Wyrnhorn until the next sunrise. The DM will have to decide how best to place the Wyrnhorn in the campaign.

The Taumet Codex

This tome has, over the course of the centuries since it was written, been badly mistreated, burnt and partially destroyed. The only remaining pieces of the Codex, now bound into a new book little concerned with the truth of the Taumet, describe the relics and some of their powers, although not the fact that they will attempt to dominate their wearer(s).

The last stained and partial section of the Codex concerns the creation of the Taumet, and is little more than a phonetic speech (in an unintelligible, forgotten tongue) to be read out in the presence of the wearer of the relics. 'The Taumet', says the text, 'will then be released upon the World and all its kindred.'

Dungeon Masters using the D&D® game rules should note that the Taumet can be used as a variation on the drolom given on p31 of the Dungeon Masters Companion in the Companion Set.