

THE CASTLE TRISKELION

MEGA-DUNGEON



NEW MATERIALS VOLUME 02

by **Tim Stypinski**

Triskelion – New Materials Volume 02

Contents

Note to Dungeon Masters.....	3
New Monsters	3
Bat, Scuttle.....	3
Beetle, Slub.....	4
Cellar Dweller.....	4
Crab, Cave.....	5
Creep (Piscomorph)	5
Dingle Mirk.....	6
Dusk Realm Stalker.....	7
Eel, Air.....	7
Elf, Cobbling	8
Fangtooth Fish Man.....	8
Glutinous Gunge.....	9
Gnawga	9
Gnit	10
Goblin, Dusk.....	11
Goblin, Hatchet-Faced.....	12
Golem, Wax	12
Gremlin, Gutter.....	13
Hag, Drudge.....	14
Jousting Wasp.....	14
Killer Klod.....	15
Lizard, Skung	15
Ratkin, Brown.....	15
Ratkin, Yellow	16
Scrapie	16
Screaming Scum.....	17
Soot Terror	17
Toad, Code.....	18
Watcher in the Walls, The.....	18
Winged Wag.....	18
Withered Husk.....	19
Worm, Cross	19
New Magic Items	20
Codex of Truth	20
Dagger +1, +3 vs Humans	20
Empyrean Harp.....	20
Hammer +1, Cursed.....	21
Moraxo's Magnificent Silver Ink.....	21
Necromantic Needles of Nox	21
Oil of Ooze Resistance	21
Ring of Sprax	22
Table of Plenty.....	22
Military Fork, Tempest.....	22
New Mundane Items.....	22
Essence Extractor	22
Vat Media.....	22
New Currency	23
Sionese Currency.....	23
Wolhusen Currency.....	23

Publication Statement

The **Castle Triskelion** is a work of fiction. It is not based upon real people or situations, and is the work of the author, Tim Stypinski.

The *& Publishing Group* is the authorized distributor for the **Castle Triskelion** material. These publications are available for download at <http://www.and-mag.com/>.

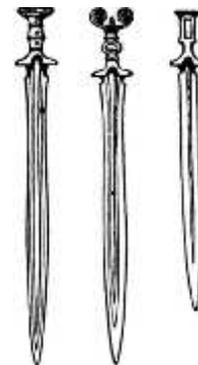


This material may be freely distributed in its original form. It may not be sold. When distributing this material a link to <http://castletriskelion.blogspot.com/> or <http://www.and-mag.com> would be appreciated, but it is not required.

I may be contacted at darnizhaan@hotmail.com or castletriskelion@gmail.com

Dungeons & Dragons™, *Advanced Dungeons and Dragons*™, *D&D*™ and *AD&D*™ are owned by *Wizards of the Coast* and their use here is not intended as a challenge to their ownership of that copyright. All materials are used here without permission. All other material is copyrighted to the listed author or artist, and used by permission.

Nothing in this publication constitutes official rules additions or changes to the AD&D game. Use is at the discretion of the game master and the players of individual games.



The Contributors

Author: Tim Stypinski
 Cover Artist: Robin Irwin
 Layout: Bryan Fazekas
 Editor: Handley Jackson



Cover art copyright 2014 Robin Irwin. Robin is a freelance illustrator utilizing both traditional and digital media based in Paducah, Kentucky. Robin is currently posting imagery at www.robinirwinart.blogspot.com. You may also contact Robin at robinirwinart@gmail.com.

Clip art from <http://etc.usf.edu/clipart/>

All other material, unless otherwise noted, copyright 2014 Tim Stypinski.

Note to Dungeon Masters

This document is the second supplement for the Castle Triskelion mega-dungeon. In the following sections you'll find new monsters, new magic items, new mundane items, and new campaign specific information.

Note that each module (segment) in the Castle Triskelion saga notes which supplements and modules are required to use it.

New Monsters

Bat, Scuttle

Frequency: Rare
 No. Appearing: 4d4
 Armor Class: 6
 Move: 15"/18" (MC: C)
 Hit Dice: 2+1
 % in Lair: 50%
 Treasure Type: Nil
 No. of Attacks: 1
 Damage/Attack: 1d6
 Special Attacks: Nausea, wounding bite
 Special Defenses: Nil
 Magic Resistance: Standard
 Save: Fighter 3
 Intelligence: Semi-
 Alignment: Neutral evil
 Size: S (3 to 4' long)
 Level/XP Value: III/ 65 + 3/hp

Scholars are often divided in opinion on how to classify the scuttle bat. Some claim they are arachnid, while others insist they are kin to mammals. Still others claim

they are no natural thing at all, but smack of dark magic. In any case, all agree they are dangerous and to be avoided.



When flying, their legs dangle below them in a repulsive and obscene manner. They can climb walls with ease and hang from ceilings when resting or sleeping. They hunt at

night, but even in the day about 25% or so of the colony will remain awake at any one time.

These creatures give off a strong odor of rotting garbage, feculent material, and carrion in a 10' radius. It is so overpowering that it causes retching unless a saving throw versus poison is successful. Any individuals who fail this roll must attack at -2 on "to hit" dice rolls for the duration of the encounter. Places where scuttle bats dwell and excrete their wastes take on this same characteristic.

Scuttle bats attack by means of a vicious bite. Their saliva is highly acidic and those bitten must make a saving throw versus poison or lose another hit point each round for the next 1d6 rounds as it corrodes nearby flesh. Successive bites have a cumulative effect.

This fierce beast has about the same mass as a goblin. Its dark gray or brown leathery wings have a span of six to seven feet when fully extended. Its eight legs are short and furred, as is its body. The hairless pale-skinned face bears sharp teeth, while the eyes are beady and black.

Beetle, Slub

Frequency:	Common
No. Appearing:	7-12
Armor Class:	4
Move:	1"/9" (MC: E)
Hit Dice:	1d3 hit points
% in Lair:	Nil
Treasure Type:	Nil
No. of Attacks:	Nil
Damage/Attack:	Nil
Special Attacks:	See below
Special Defenses:	Nil
Magic Resistance:	Standard
Save:	As non-intelligent monster
Intelligence:	Non-
Alignment:	Neutral
Size:	S (up to 3' long)
Level/XP Value:	I/ 5 +1/hp

These odd insects never attack on purpose. When startled, as can be caused by the sudden appearance of adventurers, they will take to the air, where they will have a 1 in 6 chance of colliding with a nearby individual, causing 1d4 hit points.

They have a healthy appetite, and are able to consume most organic materials, including fungi, cloth, leather, and books.

Description: These huge beetles are black to dark blue in color with yellow or green striped markings. Their thick carapace is spiked and quite strong.

Cellar Dweller

Frequency:	Rare
No. Appearing:	10d6
Armor Class:	6
Move:	9"
Hit Dice:	2
% in Lair:	45%
Treasure Type:	C
No. of Attacks:	2
Damage/Attack:	1d4/1d4 or by weapon type
Special Attacks:	Ink
Special Defenses:	Nil
Magic Resistance:	Standard
Save:	Fighter 2
Intelligence:	Average to exceptional
Alignment:	Lawful evil
Size:	M
Level/XP Value:	II/ 28 + 2/hp

Creations of hideous sorcery and science, the cellar dwellers appear to combine the worst features of insects and mollusks. Their heads and upper body are octopoid but they have four great jointed legs. Their upper bodies sport many small tentacles and two great ones, which can be used to grasp weapons and tools. Combining the use of their great and small tentacles, they have dexterity equivalent to that of a man. These creatures always obscure their bodies in strips of black cloth and they hide their faces behind stylized white masks. Removing the mask reveals their horrific face of wrinkled flesh and multiple misplaced mouths.

Once per day, the creature can squirt a stream of viscid ink up to 9". This foul-smelling liquid is extremely caustic and does 1d6 points of damage on a successful hit. The next round it will do another 1d4 points of damage automatically before becoming inert. Cellar dwellers can see, even in complete darkness, up to 90'. They speak among themselves in low-pitched whistles and clicks, but can also speak the common tongue of men.

Cellar dwellers are quite canny and inventive. The most brilliant are known to modify their bodies to make them more effective in combat and to attempt to put fear into their brethren. There are no young, as these creatures emerge fully formed from the vats.

Description: The octopoid portion of their body is pale pink, with unwholesome pale or gray patches. The insectoid legs and abdomen are glossy black or vomit green.

History: These foul beings are vat creatures, fabricated by Valerian Triskelion in the dungeons below Castle

Triskelion. When he saw what he produced, he was disgusted and scheduled them for termination. Before he had the opportunity to have his servants destroy them, however, a cataclysm struck the castle. In the confusion, the creatures escaped and fled, eventually finding their way to the cellars below the inner ward, founding a colony and preying on anything unfortunate enough to fall in their path.

With the passage of time the cellar dwellers, as they came to be known, were unable to reconcile their rejection by their creator. In their own minds they recast Valerian as a god who would one day come back to lead them to a promised land of pleasure and slaughter of men. Now they bide their time. They have built new vats to replenish their numbers and seek men and humanoids on which to experiment and satisfy their lust for torture.

Crab, Cave

Frequency: Rare
No. Appearing: 2d4

Armor Class: 5
Move: 9"/9"
Hit Dice: 1
% in Lair: Nil
Treasure Type: Nil
No. of Attacks: 2
Damage/Attack: 1d4/1d4
Special Attacks: Surprise on a 1-3
Special Defenses: Nil
Magic Resistance: Standard
Save: As non-intelligent monster
Intelligence: Non-
Alignment: Neutral
Size: S to M (up to 2-1/2' diameter)
Level/XP Value: I / 10 + 1/hp

Most frequently found in natural underground areas, cave crabs can also be found in dungeon corridors. Naturally, they prefer areas near water. These creatures will tend to hide before rushing out to surprise their prey (surprise on a 1-3 on a 6-sided die).

Creeper (Piscomorph)

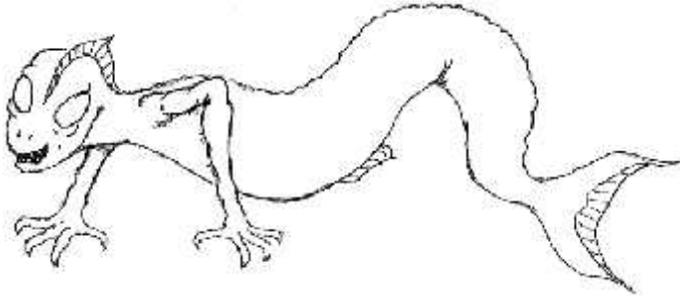
	Stage I	Stage II	Stage III
Frequency:		Very rare	
No. Appearing:	1d20	1d8	1d4
Armor Class:	7	5	4
Move:	6"/9"	15"	12"/9"
Hit Dice:	1	2+1	4
% in Lair:	10%	20%	45%
Treasure Type:	Nil	Nil	Y
No. of Attacks:	3	3	1
Damage/Attack:	1d3/1d3/1d4	1d4/1d4/1d6	1d8 or by weapon type
Special Attacks:	Nil	Spit acid	Gaze slows
Special Defenses:	Nil	Nil	Regeneration
Magic Resistance:		Standard	
Save:	Fighter 1	Fighter 3	Fighter 4
Intelligence:	Animal	Low	High
Morale:	50%	56%	65%
Alignment:		Neutral evil	
Size:	S	S	M
Level/XP Value:	I/ 10 + 1/hp	III/ 50 + 3/hp	V/ 190 + 4/hp

Hellish vat creatures of obscene aspect and brutal hunger the creepers, or piscomorphs as designated by their creator, share the characteristics of fish and primates.

Upon exiting their vat, these creatures are at the first stage of their existence. These stage I creepers have sharp

claws and a dangerous bite. They are about the size of a medium sized dog and while their forelimbs are well-developed, their body terminates in a fishy tail. These creatures can consume vat media or vermin, but only gain in strength by feeding on warm flesh.

When they have consumed enough mammalian or avian tissue, they evolve into stage II creepers. At this point, their tails atrophy, to be replaced by a pair of muscular legs. Larger than a stage I, they now have about the same mass as a large goblin. They also develop the ability to spit a glob of acid up to 3". They can only attack this way three times before needing to drink and eat to replenish the supply of acid in their gullets. Stage II creepers constantly seek human prey. Having consumed a certain amount, they will develop into stage III specimens.



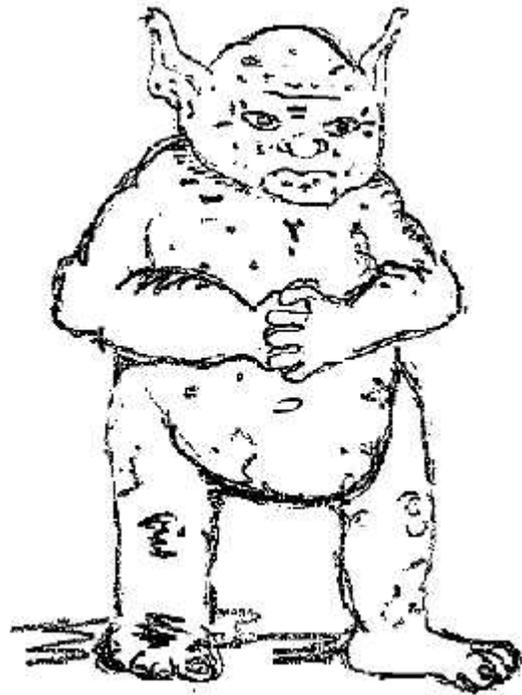
Stage III creepers are man-like in general shape. Though they retain the large toothy mouth of their antecedents, their claws become more like the hands of men, and they can manipulate weapons or tools. They also have a gaze attack. Stage III creepers that lock eyes with a target have a hypnotic attack which slows the victim if they fail to save versus paralyzation. The attack is mental, not physical, so maintaining eye contact is not necessary and there is no cumulative effect. Avoiding the eyes of the creeper is possible, but individuals who do so must make attacks at -4 on "to hit" rolls. Stage III creepers also gain the ability to regenerate lost hit points, replacing them at a rate of 1 hit point per round.

All creepers can see, even in complete darkness, up to 90'. Larger ones can learn the common tongue, but their monstrous mouths can never produce the syllables of men. Instead, stage III creepers have a form of telepathy that allows them to communicate with intelligent life forms that are within 1". It also gives them the ability to manipulate and command stage I and stage II creepers at a distance of up to 6".

History: Pelleas Triskelion developed this variety of vat creature within Castle Triskelion. He labeled the creature 'piscormorph', but most who encounter the monster know them only as creepers. Pelleas originally was able to keep the stage I creepers docile with vat media, drugs, and living insect and amphibian prey. When he introduced rats as a food source for the creatures, they rapidly evolved into stage II specimens and escaped. Since then he has been having his koalinth guards hunt down the stray beasts, unaware that some have progressed further than he knew was possible.

Dingle Mirk

Frequency:	Very rare
No. Appearing:	1d10
Armor Class:	7
Move:	12"
Hit Dice:	2+1
% in Lair:	100%
Treasure Type:	Nil
No. of Attacks:	1
Damage/Attack:	1d6
Special Attacks:	Nil
Special Defenses:	Regeneration
Magic Resistance:	Standard
Save:	Fighter 3
Intelligence:	Low
Morale:	61%, but see below
Alignment:	Lawful evil
Size:	S (4' tall)
Level/XP Value:	III/ 50 + 3/hp



Dingle mirks have the appearance of unwholesome beardless dwarves with warty pale flesh and faces of surprising ugliness. Slightly bloated and clammy to the touch, dingle mirks are always naked, but have no gender.

Dingle mirks attack by means of striking with their fists, doing 1d6 damage on a successful hit. They act as enforcers and guards for drudge hags, keeping prisoners from escaping and performing any other jobs which the drudge hag fancies.

Dingle mirks are not particularly brave, but need never make a morale role in the presence of their drudge hag because they are always more afraid of her than they are of anything else. When struck in combat, their wounds are bloodless and they regenerate one hit point each melee round.

Dingle mirks are created by drudge hags out of leaves, twigs, and dirt and if brought to zero hit points or if their drudge hag is killed, they collapse back into their base components. A drudge hag will sometimes leave the dingle mirks alone in the lair while she tries to capture another child. However, if she doesn't return within a day the dingle mirks will fall apart, so she is careful to come back in time to spare.

Dusk Realm Stalker

Frequency:	Very rare
No. Appearing:	1d4
Armor Class:	3
Move:	12"
Hit Dice:	6+6
% in Lair:	15%
Treasure Type:	I
No. of Attacks:	3 or 4
Damage/Attack:	1d4+3/1d4+3/1d8+1 and see below
Special Attacks:	Nil
Special Defenses:	Magic weapons needed to hit
Magic Resistance:	Standard
Save:	Fighter 8
Intelligence:	High
Morale:	81%
Alignment:	Neutral
Size:	L (8' tall)
Level/XP Value:	VI/ 475 + 8/hp

These inhabitants of the Dusk Realm are enforcers, bully boys, and trackers all in one. They are consummate mercenaries, lending themselves out to whichever force pays the most. Although quite intelligent, they are greedy and when not spurred on by the thought of acquisition of wealth and strong drink, they are quite lazy. Dusk Realm stalkers are sometimes hired to track, and are as capable as 9th level rangers.

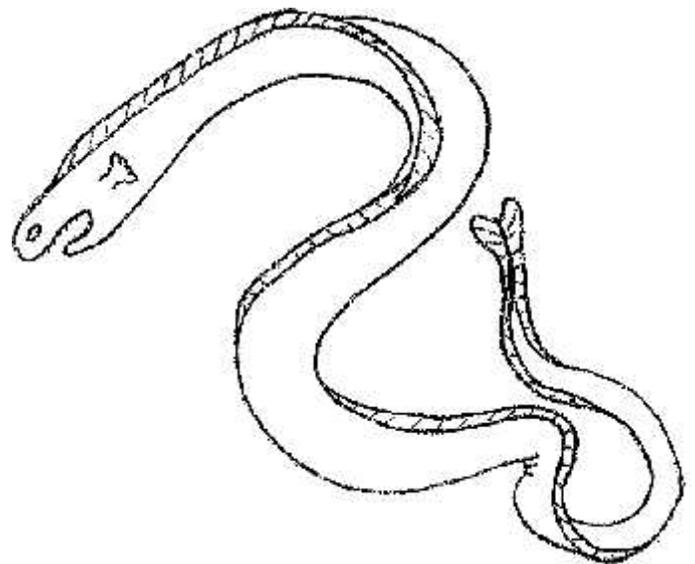
The Dusk Realm stalker always has the head of a canine, but it can be of any dog breed, or even a mixed breed, wild dog, wolf, coyote, etc. Its body is always that of a massive monkey.

Their normal attack routine is a claw/claw/bite. They have an 18/51 arm strength and can hold a weapon in one paw, in which case they gain +2 to hit, and +3 damage, but forfeit both claw attacks, so they do not normally do

so. However, they have sufficient agility to attack with a weapon held in the tail, although they get no strength bonus for this additional attack.

Eel, Air

Frequency:	Very rare
No. Appearing:	1d3
Armor Class:	9
Move:	3"/12" (MC: B)
Hit Dice:	3
% in Lair:	Nil
Treasure Type:	Nil
No. of Attacks:	1
Damage/Attack:	1d3
Special Attacks:	Breath weapon
Special Defenses:	Explode
Magic Resistance:	Standard
Save:	As non-intelligent monster
Intelligence:	Non-
Alignment:	Neutral
Size:	M (9' long)
Level/XP Value:	III / 90+ 3/hp



The rare and bizarre air eel swims through the air in the same way that normal eels swim through the water, though it can also slither on the ground if need be. They drown in water.

The air eel attacks by either a bite or by releasing a bolt of electricity from its mouth, having a range of 4" and striking but a single target. This is a clumsy attack (-2 to hit) but does 1d8+2 points of damage, saving throw effectively halves that. The eel can fire off a bolt of lightning once every other round, requiring the intervening time to recharge.

This creature possess lungs instead of gills and are able to float due to a special organ that holds a lighter-than-air gas. This gas is unstable and can explode in certain conditions. If the finishing blow to the eel is delivered by fire, such as a torch, **Flametongue Sword**, *Fireball*, red dragon breath, etc., the resulting explosion will cause 2d8 points of damage to anyone within 10 feet.

Elf, Cobbling

Frequency:	Very rare
No. Appearing:	2d10
Armor Class:	By armor type
Move:	12"
Hit Dice:	1+1
% in Lair:	10%
Treasure Type:	X
No. of Attacks:	1
Damage/Attack:	By weapon
Special Attacks:	+1 with hammer
Special Defenses:	90% to charm and sleep, see below
Magic Resistance:	standard
Save:	Fighter 2
Intelligence:	High and up
Morale:	51%
Alignment:	Chaotic good
Size:	S (2-1/2' + tall)
Level/XP Value:	II/ 28 + 2/hp

These delightful fellows and lasses should perhaps more properly be known as shoe-making elves, but much more commonly they are known as cobbling elves.

Unlike most other sorts of elves, cobbling elves prefer to make their homes near or even within human settlements. Not infrequently, they will adopt a kindly human family, acting as helpers and bringers of good fortune. Cobbling elves are adept at making and repairing shoes. They can work with wood, leather, and textiles, but are incapable of producing clothing. A cobbling elf can fix or make shoes at up to ten times the rate of a similarly employed human. They are not, however, employable as hirelings.

They do not typically use animals as guards or pets, but are able to speak with animals that normally make their homes in human dwellings, such as mice, ants, birds, and small vermin. They may use this ability to convince these creatures to leave the vicinity if they are a nuisance.

They do not employ weapons as such but each cobbling elf keeps a miniature work hammer that does as much damage as a fully sized weapon. Furthermore, they

attack at +1 on "to hit" rolls with this tool. They have no standard elf bonus to hit with bows or swords.



Cobbling elves are 90% resistant to charm and sleep spells of all sorts and they can see in complete darkness to 60'. When indoors, cobbling elves surprise on a 1d4. Like other elves, they are immune to the paralyzing touch of ghouls. They are adept at noticing secret or hidden doors. If actively searching for a secret door, they will find one on a 1d4 in 6 if there is one to be found. Even if they are just passing by a secret or concealed door, they will notice it on a 1-3 in 6. Cobbling elves can naturally see certain creatures such as pixies, sprites, sylphs, and leprechauns that can assume invisibility. This ability does not extend to non faerie-like beings, or those using invisibility spells or magic items.

Cobbling elves are capable of obtaining class levels as fighter, magic-user, or thief. Furthermore, they are able to operate in two or more classes simultaneously, so fighter/magic-users, for example, are possible.

Description: Cobbling elves resemble miniature versions of normal elves, except they tend to a bit of plumpness. Their most distinguishing trait is that they always have two feet of the same side, e.g., either two left feet or two right feet. Despite their penchant for fixing and making shoes, they themselves are barefoot 90% of the time. They prefer to dress in fine clothing that resembles that of humans that they live near.

Fangtooth Fish Man

Frequency:	Rare
No. Appearing:	1d8
Armor Class:	4
Move:	9"/18"
Hit Dice:	4+4
% in Lair:	30%
Treasure Type:	Y

No. of Attacks: 3 or 1
 Damage/Attack: 1d6/1d6/2d6 or by weapon +2 due to strength
 Special Attacks: Nil
 Special Defenses: Nil
 Magic Resistance: Standard
 Save: Fighter 5
 Intelligence: Low to genius
 Morale: 69%
 Alignment: Chaotic evil
 Size: L (8' tall)
 Level/XP Value: 90 + 5/hp

Fangtooth fish men are cold-blooded humanoids found deep under water or in subterranean lairs deep within the earth. They attack with two claws and a bite, and it is possible for them to use weapons and tools. If attacking with a weapon, they do +2 to damage due to their strength rating of 18. They can see in complete darkness to 90' and they can also see underwater and in sunlight. They can exist out of water for up to two weeks without fear of drying up, but after that time they take 1d4 points of damage each day until they can immerse themselves in water once again.

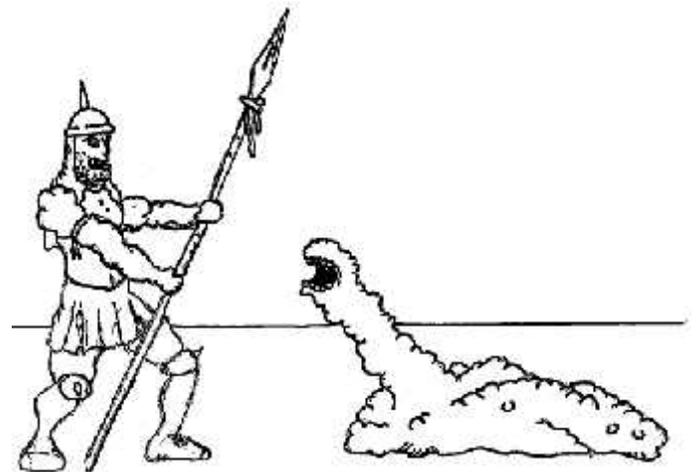
These creatures have been known to breed with other fish men and with humans. Exceptional types have superior intelligence and may possess levels as magic-users or function as clerics to dark and evil deities.

Glutinous Gunge

Frequency: Uncommon
 No. Appearing: 1d4
 Armor Class: 5
 Move: 3"
 Hit Dice: 3+2
 % in Lair: Nil
 Treasure Type: See below
 No. of Attacks: 1
 Damage/Attack: 2d4
 Special Attacks: Nil
 Special Defenses: Sticky
 Magic Resistance: Standard
 Save: Save as non-intelligent monster
 Intelligence: Non-
 Alignment: Neutral
 Size: S to M (3' to 6' diameter)
 Level/XP Value: III/ 85 + 4/hp

The terrible glutinous gunge, also known as the golden gunge, is a rarely found growth that most often resides in dungeons and ruins.

It looks like a pile of glistening golden brown slime or ooze. Creatures of less than 9 hit points are up to 3' in diameter, while those of 9 to 14 hit points are about 4' in diameter. Those with hit points of 15 to 20 are 5' in diameter and those with more hit points than 20 are 6' in diameter. An overlarge human-like mouth, resembling a magic mouth, is present on its surface, and it uses this to attack, delivering a frightful bite. The surface of the gunge is sticky, and if it is struck by a weapon, the wielder must roll under their strength on a 1d20 in order to free it at the end of the strike, or they must spend their next attack roll pulling it out of the gunge. These second attempts normally succeed without a roll required.



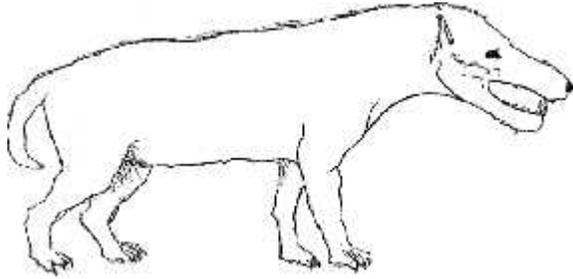
When killed, the gunge shrinks to a small pile of gold nuggets, worth 1 gold piece per hit point of the gunge.

Gnawga

Frequency: Rare
 No. Appearing: 2d6
 Armor Class: 5
 Move: 15"
 Hit Dice: 2+1
 % in Lair: 40%
 Treasure Type: Nil
 No. of Attacks: 1
 Damage/Attack: 2d4
 Special Attacks: Nil
 Special Defenses: Nil
 Magic Resistance: Standard
 Save: Fighter 3
 Intelligence: Semi-
 Alignment: Neutral
 Size: S (2-1/2' at the shoulder)
 Level/XP Value: III/35 + 3/hp

Gnawgas are reptile-like mammals with the same general body shape as boars, but have an oversized head and jaws. The body is covered by large portions of hairless

skin, with coarse patches of wiry hair in odd places. Their legs are muscular and dog-like. Gnawgas are found almost exclusively as guards and pets by gnits (q.v.) or evil gnomes. They serve their masters with blind devotion.



Gnit

Frequency:	Rare
No. Appearing:	30d4
Armor Class:	7
Move:	9"
Hit Dice:	1d4+1 hit points
% in Lair:	20%
Treasure Type:	Individuals J; B in lair
No. of Attacks:	1
Damage/Attack:	By weapon
Special Attacks:	Nil
Special Defenses:	Nil
Magic Resistance:	Standard
Save:	Fighter 1
Intelligence:	Low-average
Morale:	50%
Alignment:	Chaotic evil
Size:	S (3½' + tall)
Level/XP Value:	
typical	I/ 5 + 1/hp
w/misile weapon	I/ 7 + 1/hp
leader	I/ 16
leader w/misile weapon	I/ 20
gnight	II/ 20 + 2/hp
gnight w/misile weapon	II/ 28 + 2/hp
gnit-Wit	Variables preclude a fixed number

Gnits are small gnoll-like humanoids that generally dwell in permanent lairs, rather than traveling about looting. They dwell in large bands and extended family units and are likely to seek alliances with other humanoids or evil demi-humans in the vicinity. However, due to their size and relative weakness they more often find themselves serving or being enslaved by more powerful neighbors. Gnits can see in complete darkness to a distance of 60'.

Small groups of gnits will generally be led by a leader of greater size and toughness. This leader will usually be 4' tall or more with armor class 6, have 6 hit points, and will attack as a one hit die monster. There will be at least one such leader-type for every 30 members of the band. If 60 or more gnits are encountered, there will be an additional 1 or 2 stronger gnits, known as a "gnights". Gnights will have armor class 5 and have between 9 to 14 (1d6+8) hit points. Gnights will be size M creatures and attack as a 2 hit die monster. Each gnight will have an additional leader-type gnit serving as personal squire and lackey.

Gnits employ dog-like reptiles known as gnawgas as guards and pets. 2d10 gnawgas will generally be found in a gnit lair.

Female gnits fight as well as males and are practically indistinguishable from them. 50% of any gnit force (the 30d4 rolled in number appearing) will be female. Young equal to up to 50% of the number of adults will be present in a lair. Most young will be very small gnitlings resembling puppies which have only 1 hit point and do not fight. There will often be larger juveniles as well who have at least 2 hit points and typically fight alongside their elders.



Gnits usually inhabit ruined or abandoned shelters made by humans, humanoids, or demi-humans. They can also be encountered below ground. A full 50% of the time, the gnits will be dominated by stronger humanoids or evil demi-humans, usually gnolls. If this is the case, the stronger group will often kill off any gnights that would normally be present, unless they feel they can use them.

Most gnits will carry a modified pick known as a gnit pick. This weapon is usually 2' long with an encumbrance of 35 or so gp weight. It has a speed factor of 4 and does 1d4 points of damage to S, M, or L sized

creatures. It should be treated as a horseman's military pick if the armor class adjustment table is used. The head of the pick is sometimes decorated with the face of a gnit, gnawga, or reptile such as alligator or lizard. Gnits have also been seen using other weapons as circumstances dictate, usually daggers, darts, short bows, slings, short swords, and spears.

Description: Gnits generally appear as smaller, weaker gnolls. Their skin tends to pale green and hair color is usually dark yellow to gray. Their armor is usually made of gnawga-hide. Gnits have short lifespans with 25 years being considered very old amongst their kind.

Tribal spell casters: Tribal spell casters are found among gnits and are highly respected. Among their kind they are often called "gnit-wit" as a sign of deference to their great wisdom and power. These spell casters are divided into two types, shamans and witchdoctors. Gnits may become shamans (up to the 4th level of clerical experience) or may multi-class as a witchdoctor (up to the 2nd level of magic use). The spells available to tribal spell casters are limited. Note that wisdom does not affect the number of spells of tribal clerics and the number of spells any such tribal spell caster possesses is determined as if the spell caster were a cleric or cleric/magic user of the appropriate levels. A gnit group will have either shamans or witchdoctors, but not both.

As gnit shamans (and witchdoctors) increase in level, they also increase to a degree in hit dice and combat ability. For each level of ability above the 1st, the shaman adds 1d4 hit points to his or her total. For every two levels of shaman ability, the creature fights as if one hit dice better on the **Attack Matrix for Monsters**.

Witchdoctors' clerical (shaman) and magic user levels are not added together, but are paired, like multi-classed characters. They gain 1d4+1 hit points for each level above 1st/1st as long as they advance in tandem, but only the 1d4 hit points per level when their shaman abilities surpass their maximum magic-user abilities.

Goblin, Dusk

Frequency:	Very rare
No. Appearing:	4d4
Armor Class:	8
Move:	18"
Hit Dice:	1
% in Lair:	90%
Treasure Type:	A (copper, silver, and gold only)
No. of Attacks:	1
Damage/Attack:	By weapon or 1d4 or 1d6
Special Attacks:	Magic use

Special Defenses:	Nil
Magic Resistance:	Standard
Save:	Fighter 1
Intelligence:	Average to very
Morale:	50%
Alignment:	Neutral
Size:	L (4' tall)
Level/XP Value:	II/ 45 + 1/hp
Leader:	III/ 90 + 3/hp

Dusk goblins are so called because they only appear when the sun goes down, and they go away, along with their possessions, on the break of dawn. Dusk goblins are from the Dusk Realm, an alternate plane of reality. They enjoy journeying to other worlds for fun and profit.

Dusk goblins are medium gray with tiny pitch black spots on their skin. They otherwise look very similar to regular goblins, although they never wear armor, instead choosing to wear simple peasant clothing, although such will be white as snow.

Dusk goblins can *Polymorph* themselves into a monkey, dog, or goat, and cast *Know Alignment* at will. Once per day dusk goblins are able to use *Dispel Magic* (at 10th level/ability).

Dusk goblins that change into animals will retain their odd color. As dogs, they have an armor class of 7 and can bite for 1d4 points of damage. As goats they have an armor class of 7 and can butt for 1d6 points of damage. As monkeys they have an armor class of 8 and no effective attacks, but can pick pockets as a 5th level thief.

Dusk goblins do not normally carry any wealth on their person, yet as a group they always seem to have a ready supply of local money. They also appear to have access to virtually limitless amounts of alcoholic and non-alcoholic beverages.

Dusk goblins are loath to engage in physical violence, so it is uncommon for them to carry weapons. In extremis, they are capable of fighting, but they are much more likely to try to escape or turn themselves into a goat or dog and fight that way.

Dusk goblins are adept at speedily performing labor that humans find onerous. For example, a dusk goblin can easily and readily clean a stable in an hour, wash all the windows in a house in minutes, or count all the sheep in a herd in seconds.

If more than eight dusk goblins are encountered, they will have a leader, who has 3 hit dice and 14 to 16 hit points. It is rumored that in the Dusk Realm, there are huge dusk goblin cities ruled by powerful kings, but this is a damned lie.

Goblin, Hatchet-Faced

Frequency:	Rare
No. Appearing:	10d12
Armor Class:	5
Move:	9"
Hit Dice:	1+1
% in Lair:	50%
Treasure Type:	Individuals J (X 2), K (X 2), M (X 3); G, Q(X 20), R in lair
No. of Attacks:	1
Damage/Attack:	By weapon
Special Attacks:	Nil
Special Defenses:	Nil
Magic Resistance:	Standard
Save:	Fighter 2
Intelligence:	Average
Morale:	51%
Alignment:	Any non-good alignment
Size:	M (5' tall, broad)
Level/XP Value:	II/ 20 + 2/hp
W/misile weapon:	II/ 28 + 2/hp

Hatchet faced goblins are a race of strong, stocky and hairless goblins of extreme ugliness. They thrive in dank and dismal surroundings, preferring desolate rocky hills and subterranean lairs. Hatchet-faced goblins are individualistic, roaming in bands because it increases their chances of personal success. They are neither particularly loyal, nor are different bands especially competitive. Hatchet faced goblins are capable of attaining levels in the same way that humans and demi-humans do, and should be treated in the same way with regard to class abilities. These creatures are able to operate in two or more classes simultaneously, so fighter/thieves, for example, are possible. Note also that the level of proficiency may vary between the two or more classes one of these creatures is capable of performing in. These creatures are fairly strong (mean strength score of 15), and exceptional hatchet-faced goblins will tend towards great strength, to a maximum racial strength of 18/99.

For every 20 hatchet-faced goblins in a group in a group there will be a fighter of 2nd through 6th level (to determine level roll a 6-sided die, 1 equaling 2 and the other numbers indicating the level). If 60 or more monsters are in a group there will be in addition one 6th, and one 4th level fighter as chief, and lieutenant, of the group. If 75 or more are encountered there will be a magic-user of 3rd to 6th level ability in addition to the others. If 100 or more are encountered there will be the following additional hatchet-faced goblins with the group: an 8th level fighter, a 7th level fighter, a 6th level

fighter/7th level thief, and two 4th level fighter/thieves. If encountered in their lair (home) there will be in addition from 2d6 fighters of 2nd to 4th level (each category), and females and young equal to 50% and 25% respectively of the number of adult males. Females fight as males. Young do not fight. A hatchet-faced goblin lair is generally an underground complex in solid rock, although these creatures are not particularly affected by sunlight and have been known to live above-ground on rare occasions. In these situations they will always occupy a castle or fortified keep of solid stonework.

Hatchet-faced goblins are typically armored with chain undercoat and a leather jerkin which gives them an armor class of 5. They have the following typical weaponing:

- Sword & heavy crossbow 15%
- Polearm 20%
- Sword & spear 15%
- Battle axe & heavy crossbow 10%
- Battle axe & dagger 10%
- Hammer & dagger 10%
- Footman's mace & dagger 10%
- Hammer & military pick 10%

Higher level fighters and fighter/thieves have a 10% chance per level of having magic armor and /or weapons. While most hatchet-faced goblins do not use shields, if a fighter possesses a magic shield, he or she will use it.

Hatchet-faced goblins can see in the dark to a distance of 60'. Because of their mining skills, hatchet-faced goblins are good (50% to 75% likely) at detecting passages which slope upwards or downwards, sliding or shifting walls or rooms, new construction, approximate depth, or unusual stonework.

Description: Hatchet faced goblins are larger and stockier than other goblins. They weigh as much as a hobgoblin and tend to great muscularity. They are barrel chested and hairless. They live no less than 250 years on the average.

Golem, Wax

Frequency:	Very rare
No. Appearing:	1
Armor Class:	10, but see below
Move:	12"
Hit Dice:	4 to 7 (15 to 30 hit points)
% in Lair:	Nil

Treasure Type: Nil
 No. of Attacks: 1
 Damage/Attack: 1d8 or by weapon
 Special Attacks: Nil
 Special Defenses: See below
 Magic Resistance: See below
 Save: As non-intelligent monster
 Intelligence: Non-
 Alignment: Neutral
 Size: S to L
 Level/XP Value:
 15 hit points: III/ 145
 20 hit points: IV/ 230
 25 hit points: V/ 375
 30 hit points: VI/ 590

Armor Class: 6
 Move: 15"
 Hit Dice: 1d6 hp
 % in Lair: Nil
 Treasure Type: X
 No. of Attacks: 0
 Damage/Attack: Nil
 Special Attacks: Magic use
 Special Defenses: Never surprised
 Magic Resistance: Standard
 Save: Magic-user or Thief 11
 Intelligence: Average
 Morale: 50%
 Alignment: Neutral
 Size: S (1-1/2' tall)
 Level/XP Value: II/ 30 + 1/hp

Wax golems may be constructed by means of a magical tome or by a magic-user of 16th or higher level employing the following spells: *Enchant an Item* and *Polymorph Any Object*. The cost in materials is 200 gold pieces per hit point, and it requires 6 days construction time. A skull from a human or humanoid and an ample supply of wax are both necessary.

The creator of the wax golem completely controls it, being able to have it follow simple commands (go ahead, stop, kill, etc.). The master of the golem can have it suspend its functioning until a set event takes place (such as someone entering its room).

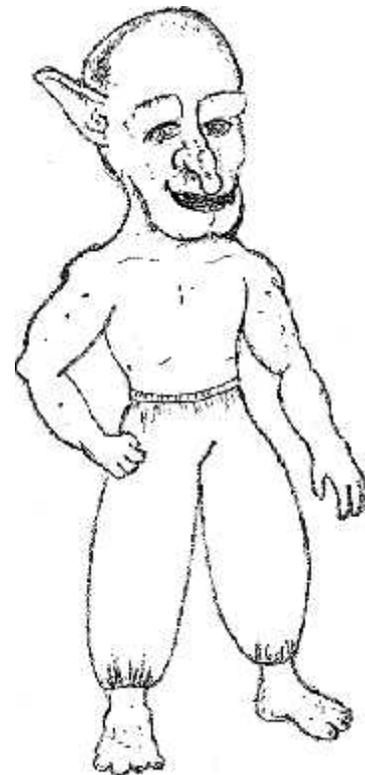
Wax golems may vary in size from that of a gnome to troll-sized, although this does not correlate to hit points. Their appearance varies by the whim of the creator. Wax golems have an armor class of 10, which may be modified by wearing armor. A heavily armored wax golem can easily be mistaken for a man. They may strike with a fist for 1d8 hit points of damage or use a weapon.

Wax golems are immune to cold-based magic, as well as any spell which affects the mind, such as sleep, hold, and charm. They may be struck by normal weapons, and fire causes +3 on attack dice to them. For purposes of determination of hit dice, figure 4.5 hit points per hit die, with points being rounded up. Thus a 15 hit point wax golem has 4 dice, a 20 hit point wax golem 5, a 25 hit point wax golem 6, and a 30 hit point wax golem 7.

It is likely that with an expenditure of more wealth powerful magic-users would be able to create even more powerful wax golems.

Gremlin, Gutter

Frequency: Rare
 No. Appearing: 1d10



These mischievous miniature goblins are also known as roof runners or ledge leapers. They can occasionally be found in cities where they are a great nuisance as they may throw fruit, acorns, or snowballs at people as they pass by. Gutter gremlins enjoy teasing, insulting, and distracting the wealthy and powerful, or those who are prideful or ill-tempered. Adventuring parties that venture into their territory will suffer nuisance attacks such as having their bow strings removed, food stolen, syrup or glue poured into sword sheaths and quivers, and so on. In general, treat such activities as a pick pockets thief ability, with gutter gremlins having the skills of an eleventh level thief (90% base chance).

Despite their small size, gutter gremlins may jump as far as 20 to 30 feet, always landing safely. They have overlarge ears which prevent them from being surprised. They may become transparent at will. Treat this ability as being able to hide in shadows at a 70% success rate. They may use *Ventriloquism*, *Clairaudience*, and *Audible Glamer* spells as often as they like, as if they were spell casters of the eleventh level of ability. They can create *Darkness* in a 15' radius once per day and can themselves see even in complete or magical darkness as well as humans see in sunlight. Like an insect or spider, they can walk up vertical surfaces and even hang suspended from ceilings by their feet or hands.

Gutter gremlins are not particularly friendly or even polite, but on occasion they will trade reliable information for red wine or fresh milk, which they adore. They have a deathly fear of domestic cats (automatic morale check failure).

Hag, Drudge

Frequency:	Very rare
No. Appearing:	1
Armor Class:	6
Move:	12"
Hit Dice:	5+1
% in Lair:	99%
Treasure Type:	Q, X
No. of Attacks:	1
Damage/Attack:	By weapon type + 3 to damage due to strength
Special Attacks:	Magic use
Special Defenses:	Nil
Magic Resistance:	Standard
Save:	Magic-user 6
Intelligence:	High
Morale:	71%
Alignment:	Lawful evil
Size:	L (7-1/2' tall)
Level/XP Value:	VI/ 525 + 6/hp

Drudge hags inhabit ruins or make their homes in hovels found deep in the wilderness. They are infamous kidnappers, and prefer to capture little girls and boys, whom they force to work for them.

Their captives are expected to clean all day long under constant threat of being devoured by the horrid hag. Bad little children are often warned by their parents to be good "or the drudge hag will get you!" In truth, the hag will capture any little boy or girl they can, bad or good.

Drudge hags can employ the following magic-user spells once per day: *Detect Magic*, *Locate Object*, *Polymorph Other*, *Polymorph Self*, *Read Magic*, *Reduce*, *Remove Curse*, *Slow*, and *Stinking Cloud*. They can also cast the cleric spell *Create Food and Water* up to three times per day. The hag will create cold mush to feed her prisoners, or possibly candy or pie if she is trying to lure a child into her clutches. The *Polymorph Self* ability will be used to appear as a fair damsel, cute puppy, or shaggy pony for similar purposes. For purposes of spell effects, the hag should be considered eighth level.

A drudge hag can create crude servants called dingle mirks (q.v.). A hag can usually control up to nine or ten of these malformed creatures.

Drudge hags rely on short wands or carved fetish sticks which, although non-magical, allow them to focus their powers. If their stick is stolen or broken, their spells will fail 20% of the time, until they can replace it. If used in combat treat it as a club, remembering to add the hag's strength bonus of +3, due to the her 18/01-50 strength.

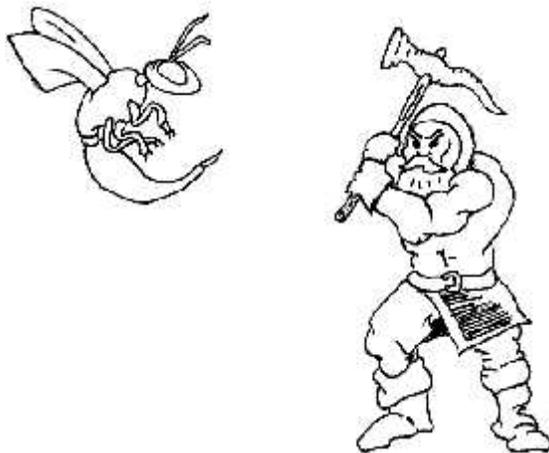
Drudge hags are confirmed pipe smokers and consume large amounts of alcoholic beverages. They will always have a large supply of these substances handy. Because of these habits, drudge hags will often have commerce with brigands or humanoids who can supply slaves, alcohol, and tobacco.

The drudge hag appears as a hideous, but strong and tall, old crone. Their skin is covered with blemishes and their clothes are always stinky and dirty. Their foul breath is matched only by their repulsive body odor.

Jousting Wasp

Frequency:	Rare
No. Appearing:	4d4
Armor Class:	5
Move:	3"/ 15" (MC: B)
Hit Dice:	1d4 hp
% in Lair:	25%
Treasure Type:	Nil
No. of Attacks:	1
Damage/Attack:	1d2
Special Attacks:	See below
Special Defenses:	Nil
Magic Resistance:	Standard
Save:	Fighter 0
Intelligence:	Animal
Alignment:	Neutral
Size:	S (2' long)
Level/XP Value:	I/ 5 + 1/hp

These large white and red insects are very aggressive. They get their name from their tendency to fly straight at an opponent, attacking as a 4 hit die monster on their initial attack. Nests are usually made out of a paper-like substance they regurgitate. As with giant wasps, a successful strike with fire will burn off their wings.



Killer Klod

Frequency:	Very rare
No. Appearing:	1d10
Armor Class:	9
Move:	9"
Hit Dice:	2+1
% in Lair:	Nil
Treasure Type:	Nil
No. of Attacks:	1
Damage/Attack:	1d8
Special Attacks:	Spit clay
Special Defenses:	Immune to blunt weapons
Magic Resistance:	Standard
Save:	Fighter 3
Intelligence:	Low
Alignment:	Neutral evil
Size:	M
Level/XP Value:	III/ 50 + 3/hp

Killer klods are animated magical creations made out of clay. They appear as extremely thin half-formed men with black bumps for eyes gaping holes where a mouth should be.

A killer klod may attack by striking with its fists, or by spitting a gob of clay from its insides. When they eject their clay spittle, they aim for the eyes and on a successful "to hit" they will blind the opponent for 1 to 4 rounds unless the victim makes a saving throw versus paralyzation. These malevolent entities are immune to blunt weapons which serve only to deform them.

Lizard, Skung

Frequency:	Common
No. Appearing:	1d4+1
Armor Class:	6
Move:	15"
Hit Dice:	1d3 hit points
% in Lair:	Nil
Treasure Type:	Nil
No. of Attacks:	1
Damage/Attack:	1d2
Special Attacks:	Nil
Special Defenses:	Spitting
Magic Resistance:	Standard
Save:	As non-intelligent monster
Intelligence:	Non-
Alignment:	Neutral
Size:	S (1' long)
Level/XP Value:	I/ 7+1/ hp

These dungeon reptiles are more of a nuisance than a threat. They run in small packs along the walls and ceilings, feeding on creatures smaller than themselves, such as normal rats and insects. They rely on their speed to get away from larger predators.

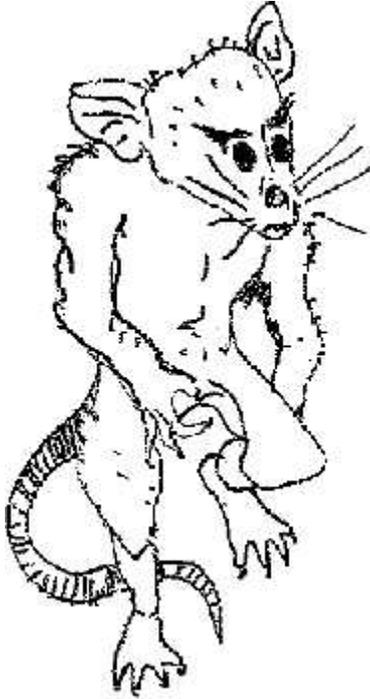
If they feel threatened they are 50% likely to spit instead of bite. They instinctively aim for the eyes and if they hit the target must save versus dragon breath or be blinded for 1d4 rounds.

Description: The lizard's blue frills and bright red claws give in an exotic appearance. Their scaly skin is typically dark green to blue green, with albino lizards being not too rare.

Ratkin, Brown

Frequency:	Uncommon
No. Appearing:	2d10
Armor Class:	6
Move:	12"/6"
Hit Dice:	2
% in Lair:	10%
Treasure Type:	B
No. of Attacks:	1
Damage/Attack:	1d4 or by weapon type
Special Attacks:	Disease
Special Defenses:	Nil
Magic Resistance:	Standard
Save:	Fighter 2
Intelligence:	Average
Alignment:	Neutral (evil)
Size:	S
Level/XP Value:	II / 28 + 2/hp

Huge brown-furred rats of average intelligence, brown ratkin are capable of controlling normal giant rats. Their front paws can be used to grasp and manipulate objects, including small weapons such as daggers. They can also bite and any individual bitten by a brown ratkin has a 5% chance per bite of contracting a severe disease if a saving throw versus poison is unsuccessful.



Brown ratkin are size small creatures, up to four feet from nose to tip of tail. They are voracious in appetite and will consume any available food source, be it grain, vegetable, meat, or carrion. They prefer fresh meat and can be aggressive. Their royalty are unusual in terms of size, strength, and intelligence, and often have unusual mutations.

Ratkin, Yellow

Frequency:	Rare
No. Appearing:	1d4+1
Armor Class:	6
Move:	12"/6"
Hit Dice:	2+1
% in Lair:	Nil
Treasure Type:	Nil
No. of Attacks:	3
Damage/Attack:	1d2/1d2/1d4+1
Special Attacks:	Nil
Special Defenses:	Phase, limited spell immunity
Magic Resistance:	Standard
Save:	Fighter 2
Intelligence:	Semi-

Alignment:	Chaotic evil
Size:	S
Level/XP Value:	III/ 50 + 3/hp

Scholars and sages, at least those who concern themselves with such distasteful subjects as these creatures, believe that yellow ratkin are only quasi-real phenomena who appear spontaneously near lairs of brown ratkin and attack the brown ones with the ferocity of homicidal insanity. This does not mean they limit themselves to attacking brown ratkin, however, as they will aggressively tear to pieces any creature they encounter. In the case where they meet a mixed group of brown ratkin and other creatures they will preferentially attack the ratkin.

Their origin is profoundly unclear. Some hold that they are plagues upon brown ratkin, created by ancient gods to bring revenge for a past slight. Others believe that brown ratkin are themselves unnatural or alien, and that yellow ratkin are generated by reality itself to eliminate them just as a body produces antibodies to fight disease.

Due to their transient nature, yellow ratkin occasionally phase out of reality during times of high stress, such as combat. Roll a 1d6 for each yellow ratkin each combat round. One a '1', they have temporarily lost existence for that round, cannot be attacked, and themselves cannot attack. They will usually, 90% of the time, reappear the next round. If slain, yellow ratkin pop out of existence, as if they were never there in the first place.

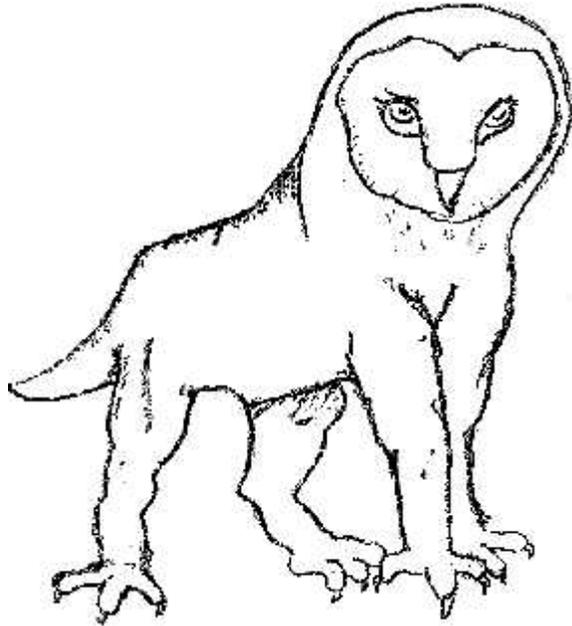
Silver weapons do double damage to yellow ratkin. The minds of these creatures naturally resist such compulsions as sleep, charm, or hold spells and they are completely immune to such magic. On the other hand, they have no special connection to or ability to communicate with normal rats, who avoid them. Wererats will slaughter yellow ratkin on sight.

Yellow ratkin appear very similar to brown ratkin, but are usually leaner and, of course, have dull yellow fur. Eyes are black with white pupils and tails are pale grey.

Scrapie

Frequency:	Uncommon
No. Appearing:	1d8
Armor Class:	7
Move:	12"
Hit Dice:	3+1
% in Lair:	40%
Treasure Type:	Nil
No. of Attacks:	3
Damage/Attack:	1d6/1d6/2d4

Special Attacks: Nil
 Special Defenses: Nil
 Magic Resistance: Standard
 Save: Fighter 4
 Intelligence: Animal
 Alignment: Neutral
 Size: M
 Level/XP Value: III/ 60+4/hp



These flightless birds are very unusual for their type, for they have no wings, instead sporting a double pair of legs and talons. They are normally scavengers and refuse-eaters, but are likely to attack when in the mood for fresh meat. During mating season, large males will be quite aggressive and more likely to attack than not.

Description: The face of a scapie most closely resembles an owl, but the mouth contains sharp teeth. Eyes are overlarge, like those of an owl. Plumage is black or grey-brown, except in mating season, when males will molt and produce a new coat of orange, red, and blue feathers.

Screaming Scum

Frequency: Rare
 No. Appearing: 1d6
 Armor Class: 7
 Move: 6"
 Hit Dice: 4+1
 % in Lair: Nil
 Treasure Type: Nil
 No. of Attacks: 1
 Damage/Attack: 1d4
 Special Attacks: Drain blood for 2d4

Special Defenses: Scream
 Magic Resistance: Standard
 Save: As non-intelligent monster
 Intelligence: Non-
 Alignment: Neutral
 Size: M
 Level/XP Value: IV/ 110 + 4/hp

This horrible creature resembles a moving rust colored puddle, but its smooth surface is broken by hundreds of tiny animal-like mouths. The screaming scum has a perfect memory, and it repeats whatever it hears, which is usually the screams of previous victims. The weird cacophony of the screams produced by the scum has a strange effect on spell casters and scroll readers. Any time a spell is cast in the presence of a screaming scum, the character must roll a save versus spells or the spell is ruined.

The scum attacks by flowing into its opponent, at which point the myriad mouths will attack. A successful attack will cause only 1d4 points of damage, but on the melee round after it successfully bites an opponent the mouths sucks the blood from the victim at a rate of 2d4 hit points of damage per round.

Soot Terror

Frequency: Rare
 No. Appearing: 1d4
 Armor Class: 0
 Move: 9"
 Hit Dice: 3
 % in Lair: Nil
 Treasure Type: Nil
 No. of Attacks: 1
 Damage/Attack: 1d6+2
 Special Attacks: Surprise on a 1d3
 Special Defenses: Magic weapons to hit
 Magic Resistance: 30%
 Save: Magic-user 3
 Intelligence: Low
 Morale: See below
 Alignment: Neutral evil
 Size: M
 Level/XP Value: IV / 120 + 3/hp

Soot terrors are evil semi-material creatures that dwell in coal bins, fireplaces, and like areas. The soot terror resembles a cloud of smoke or black particles. Paler areas are evident, recognizable as eyes and a sinister mouth. It has been suggested that these are not natural creatures at all, but rather the by-product of some terrible sorcery. They hate all forms of life and strike out in anger, their

fine particles causing abrasive damage to flesh. This does 1d6+2 points of damage. Due to their smoke-like appearance and ability to suddenly rise up and attack, they are likely to surprise opponents on a 1-3 in 6.

Soot terrors do not fear for their own safety, as they are consumed with the urge to extinguish the spark of life in any creature they encounter. For this reason, they never need to face morale checks, although magical fear is effective against them. Their insubstantial bodies make them difficult to hit and magic weapons are needed to cause them harm. They are particularly susceptible to a gust of wind spell or other forms of high wind which causes them 3d6 damage. They are destroyed by such attacks as the whirlwind powers of djinn or air elemental.

Toad, Code

Frequency:	Very rare
No. Appearing:	1
Armor Class:	9
Move:	1"
Hit Dice:	1 hit point
% in Lair:	90%
Treasure Type:	Nil
No. of Attacks:	0
Damage/Attack:	Nil
Special Attacks:	Nil
Special Defenses:	Nil
Magic Resistance:	Standard
Save:	Fighter 1
Intelligence:	Semi-
Alignment:	Neutral
Size:	S
Level/XP Value:	Nil

The code toad greatly resembles a common toad. However, when in the presence of sentient beings using speech the mature code toad exhibits an unusual characteristic. Whatever words are spoken aloud in the toad's presence appear on its back, scrolling along from head to posterior. The words appear to be translated into readable content based on the observer. Different readers who do not share a common language will each be able to read the speech in their own language. Therefore, this appears to be a memetic effect based upon the observer rather than a conscious effort produced by the toad.

Code toads cannot make illiterate individuals understand written language. Adult code toads are worth as much as 1000 gold crescents on the open market.

Watcher in the Walls, The

Frequency:	Very rare
No. Appearing:	1
Armor Class:	0
Move:	9"
Hit Dice:	10 (50 hit points)
% in Lair:	100%
Treasure Type:	Nil
No. of Attacks:	1
Damage/Attack:	1d12
Special Attacks:	Nil
Special Defenses:	Magic weapons needed to hit, limited spell immunity
Magic Resistance:	Standard
Save:	Magic-user 10
Intelligence:	Average
Alignment:	Neutral
Size:	S (2' wide by 1-1/2' high)
Level/XP Value:	VII / 2,950

The *Watcher in the Walls* is a mysterious guardian which moves about on the surfaces of the strange green rock walls of the Fourth and Fifth Floors of the East Tower in the Inner Ward of Castle Triskelion.

It appears as a red-pupiled eye which drifts along the face of the walls. It distorts reality, as wall features such as windows will slide aside as it passes by. It can move through doorways and squeeze through secret doors with ease. To attack, the Watcher can project a bolt of searing red light once per round to a range of up to 6", which does 1d12 damage.

The Watcher is immune to forms of attack which affect the mind, such as charm, sleep, hold, and similar spells. Magic weapons are required to hit it. If destroyed the Watcher fades away, leaving no trace that it once existed on the wall. It can move only on this green rock surface, so it cannot chase those who flee away from the Fourth or Fifth Floors of the East Tower.

There is always only ever one Watcher. If destroyed, it will be reborn in Room 7 of the Fifth Floor.

Winged Wag

Frequency:	Rare
No. Appearing:	2d4
Armor Class:	7
Move:	6"/12" (MC: C)
Hit Dice:	3+4
% in Lair:	20%
Treasure Type:	O
No. of Attacks:	3

Damage/Attack: 1d4/1d4 and by weapon +1 due to strength
 Special Attacks: Nil
 Special Defenses: Surprised only on a 1
 Magic Resistance: Standard
 Save: Fighter 4
 Intelligence: Low
 Morale: 64%
 Alignment: Chaotic evil
 Size: M
 Level/XP Value: III/ 60 + 4/hp
 w/missile weapon: IV/ 85 + 4/hp

Winged wags have the lower bodies of vultures with the torso and arms of a man and the head of an uncouth donkey. These creatures are often found serving harpies, sea hags, lamia, or medusa, all of whom they adore.

They are fond of human flesh and their digestive system can only tolerate raw meat. They attack with their talons and some type of weapon, usually a club, morning star, or sword of some kind. They have powerful muscles in their arms and chest, equivalent to a 17 strength, and do extra damage with melee weapons.

Some sages contend that there is a marine variety of this creature, called a "finned wag", but reliable witnesses have yet to provide substantial evidence to support this claim.

Withered Husk

Frequency: Rare
 No. Appearing: 1d12
 Armor Class: 7
 Move: 12"
 Hit Dice: 3+1
 % in Lair: 80%
 Treasure Type: Nil
 No. of Attacks: 1
 Damage/Attack: 1d10
 Special Attacks: Fear
 Special Defenses: See below
 Magic Resistance: See below
 Save: Fighter 3
 Intelligence: Low
 Morale: See below
 Alignment: Neutral evil
 Size: M
 Level/XP Value: IV/ 125 + 4/hp

These undead creatures resemble wrinkled, dried out zombies. Their gangrenous skin is tougher than leather and their eye sockets hold an undefinable darkness. Withered husks normally attack by striking with their

arms. Their hands are fused into claw-like members, making grasping weapons or manipulating tools impossible. They do have a sense of their own condition and this serves only to make them more hateful of the living. Due to their hateful condition, the withered husk need never make a morale check, but can be commanded to retreat by its master.

Seeing a withered husk will cause fear. Creatures of 2 hit dice or levels or less will save at -4. Creatures of 3 hit dice have normal saving throws. Four hit die creatures save at +4 and creatures of 5 hit dice or more are unaffected. Individuals affected by fear flee at their fastest rate for the two to five melee rounds.

They can be turned or destroyed as if they were shadows, but cannot be compelled by evil clerics the way other undead can, although evil clerics may turn or destroy them. They are immune to mind-affecting spells such as *Sleep*, *Charm*, and *Hold*, and suffer no damage from normal or magical cold.

A withered husk can be created by a magic-user using *Animate Dead* and *Fear*, or by a cleric casting *Animate Dead* and *Cause Fear*. In either case the body must belong to a murderer convicted in a righteous court and the body must be embalmed in a special solution for a week in order for the magic to take effect. The cost in materials is 100 gold pieces per hit point of the creature. This solution gives the husk its leathery, wrinkled appearance.

Following this process, the cleric or magic-user can force the withered husk to obey in the same fashion as a zombie, but it is far easier to set it to guard an area than to let it roam. Should the withered husk be sent on a mission where it can encounter living things without its master present there is a 10% cumulative chance per day that its hatred of life will cause it to abandon its master's orders and begin attacking those it meets indiscriminately. In such cases there is a chance equal to the master's level plus intelligence that it they can regain dominance, but they have only one attempt to be successful, and after that the husk is beyond their control forever. A cleric or magic-user can control a number of withered husks equal to their level.

Worm, Cross

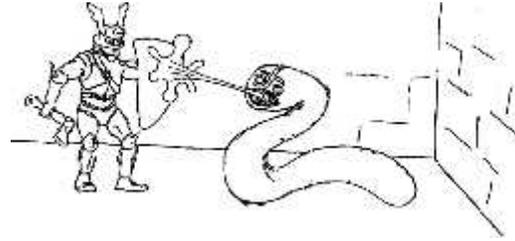
Frequency: Rare
 No. Appearing: 1d4
 Armor Class: 8
 Move: 10"
 Hit Dice: 2+1
 % in Lair: Nil
 Treasure Type: Nil

No. of Attacks: 1
 Damage/Attack: 1d4+1
 Special Attacks: Webs
 Special Defenses: Nil
 Magic Resistance: Standard
 Save: As non-intelligent monster
 Intelligence: Non-
 Alignment: Neutral
 Size: M
 Level/XP Value: III/ 50 + 3/hp

The cross worm is most commonly found in ruins or underground labyrinths, although they are encountered them in vile sewers. They normally eat rodents and other small vermin, but are non-discriminatory and will attack even creatures as large as a horse when hungry.

These huge, fat, pink carnivorous worms get their names from a purple cross on their head. They attack with a bite or by spitting a thick wad of webbing at a target up to 3", requiring a "to hit" roll. On a successful hit the target will be immobilized. Characters of 18 or greater strength can

shrug off the webbing in less than one round. Any character with 17 or greater strength can break free in 1 melee round, a 16 strength requires 2 melee rounds, and so on. Very large creatures such as giants and elephants are so huge they are effectively immune to this attack.



The worm secretes a waxy substance smelling of vanilla beans through their skin, and they give off a strong odor of vanilla. The sudden appearance of this odor may give savvy adventurers a clue that a cross worm is somewhere nearby. Some people claim that this wax can be used as a topical agent to cure people with a bad complexion.

New Magic Items

Codex of Truth

This book appears as any other tome. Reading it gives insight into the terrible truths behind all of life and the meaning of the universe. Any being of less power than a demigod will experience soul-shocking revelations. Such is the power of this experience that no mortal mind can hold the terrible truth. A person reading a phrase from the book will begin to weep inconsolably, then swiftly lose memories of the books contents, their mind unable to contain the hideous knowledge. They will be left with a deep feeling of sadness and must roll on this table:

1d6	Result
1	Permanent loss of 1 of intelligence
2	Permanent loss of 1 of charisma
3	Make a system shock roll or lose a level, as if touched by level-draining undead
4-6	Permanent gain of 1 of wisdom

GP value 35,000; XP value nil

Dagger +1, +3 vs Humans

Strictly speaking, demi-humans and humanoids should not be considered humans. Shape shifters, including animal form druids, beast form lycanthropes, and those under the influence of the *Polymorph* spell are also subject only to the +1 bonus until they assume human form once again.

GP value 2,000; XP value 250

Empyrean Harp

This instrument is a golden harp, about two and a half feet tall, with a beautiful golden maiden carved into the pillar. The harp plays itself, and the maiden is animated and quite able to move her arms, sing, etc. She is able to converse, but speaks only of music and song.

If asked politely or when she feels in the mood, the Empyrean Harp will play enchanting music appropriate to the situation (for example, a lullaby if characters are trying to sleep, or fast paced music during a fight). When extant, this music will also prevent adventurers with the harp from surprising any monsters that are not deaf and

it will also double the chance of encountering wandering monsters.

On request, the harp can perform a *Chant*, as the cleric spell, up to three times per day. This chant will only last as long as the encounter.

In the hands of a bard or elf, the harp can perform the following additional spell-like abilities instantaneously once each per day, as if by an twelfth level spell caster, requiring verbal component (singing) only: *Cure Light Wounds*, *Charm Monster*, *Detect Magic*, and *Sleep*.

GP value 36,000; XP value 3,000

Hammer +1, Cursed

This weapon is similar to a **Sword +1, Cursed**. It will act in all ways as a +1 weapon, but when the possessor is confronted by an enemy, the hammer will appear in the character's hand and force him or her to fight until killed or all of the enemies are killed. After this, the owner can lose the hammer, but it will always reappear in the character's hand during a fight. A clerical *Exorcism* will allow the character to be free of it for good.

GP value Nil; XP value 300

Moraxo's Magnificent Silver Ink

This magic ink appears as a thick, almost syrupy liquid resembling quicksilver (liquid mercury). There is usually enough ink for 1d4+1 (1d4+1) applications. It can be used to improve things or deceive. Its uses include the following:

Scrolls written using the ink function as if they were two levels higher when cast, and have no chance of scroll writing failure.

It may be used in lieu of a diamond for a glyph of warding, and such a glyph works as if it were cast by a cleric of two levels higher than the actual caster.

It may be used instead of the normal material components for illusionary script or any symbol spell.

It may be used as the only necessary material component for inscribing a spell into a spell book using the write spell, and the attempt will always succeed.

If the ink is spilled on a magic item with a '+' value (sword, ring of protection, etc.), it improves the item to the next higher values for a period of 1 to 6 turns. Thus a sword +1, +4 versus reptiles would become a sword +2, +5 versus reptiles.

Forgeries made with the ink are virtually undetectable, as the ink reflects what the reader expects to see rather than what the inscriber actually wrote. This forgery can still be undone by magical means including a gem of seeing or a true seeing spell.

If ingested, it is a deadly poison, save or die.

GP value 2,500; XP value 700

Necromantic Needles of Nox

These twin silver needles once belonged to Old Mother Night. They have the following qualities:

They strike as +1 weapons doing 1d3 points of damage +1 for the magical bonus. It is possible to strike with just one needle or to strike with one in each hand, in which case there are normal penalties for fighting with a weapon in each hand. For weapon proficiency, the needles should be considered daggers.

They act as +4 weapons against undead.

If both needles are grasped in one hand (not used to fight), they give a +4 bonus to saving throws against undead special attacks such as ghoulish paralysis. If the attack is one that does not usually allow a saving throw, such as shadow strength drain, mummy rot, or energy drain, the possessor of the needles is granted a saving throw, though without a bonus. Holding the needles in such a way prevents one from using a shield in that hand.

Presenting the needles forcefully allows one to turn undead as if the possessor was a third level cleric.

GP value 8,000; XP value 1,500

Oil of Ooze Resistance

This potion is actually a greasy tan oil which is applied to the clothing and skin. It confers resistance to the attacks of oozes, puddings, jellies, and such creatures. Damage dealt by such creatures is reduced to one-half normal and in addition, its effect causes 1d4+2 points of damage to the attacking creature coming into contact with it. It is also a completely effective preventative against the effect of green slime. The oil takes effect 1d4 rounds after being applied and lasts for 1d4+8 turns. It can be applied to objects as well as creatures (coating a sword, for example). Normally there is enough of the oil to cover a human and his or her possessions (armor, clothing, gear, and 2 or 3 weapons).

GP value 450; XP value 300

Ring of Sprax

This marvelous ring is said to have once belonged to the goddess-heroine Sprax and it has several unusual features:

- Improves armor class by 4 against missile weapons.
- Absorbs up to 10 hit points of *Magic Missile* damage per day.
- Gives its wearer one additional saving throw versus poisons of all types.
- Heals the wearer by 1d4 hit points, once per day.
- The ring appears as made of silver set with a bright blue stone.

GP value 10,000; XP value 2,000

Table of Plenty

These remarkable magic tables will reproduce nourishing and delicious food once per day. The food will be well prepared and be fit for the most educated palate. If the owner speaks of what he or she desires, that type of food

will be prepared, otherwise it will continue to produce the previous day's type of food over and over again.

These tables come in various sizes:

1d10	Size	Size	Feeds
1-4	Small	2'x2'	2 persons/day
5-7	Medium	6'x4'	6 persons/day
8-9	Large	8'x6'	12 persons/day
10	Banquet	16'x5'	30 persons/day

GP value 25,000; XP value 5,000

Military Fork, Tempest

This weapon is a normal appearing military fork, although one that is in excellent condition, and it carries its name inscribed on one tine. It functions as a **Military Fork +2**, and in addition once per day it has an effect similar to a *Shocking Grasp* spell. With a successful hit the wielder can cause the weapon to deliver an additional 2d4+2 points of electrical damage.

GP value 5,500; XP value 1,200

New Mundane Items

Essence Extractor

This looks like a giant metal syringe, including an elaborate plunger, but there is only a small pore where a needle would normally be. The contraption is held against the subject's chest and drawn back, where it removes a bit of the vital force, causing 1 hit point in damage. It is too clumsy to use in combat, so subjects must generally be restrained or sedated for its operation. Along with the appropriate magic and super science it is a valuable tool in the creation of vat creatures.

Vat Media

Different parts of this thick sludge give off different hues, with every color imaginable being represented in patches. It is necessary for the creation of vat creatures, who can consume it as a form of nourishment even when they reach maturity. Other living creatures will experience one of the following effects if they consume any of this hazardous material:

1d12	Effect
1	Take 1d6 damage, save versus poison or die.
2	Cured 1d4+4 hit points.
3	Experience uncontrolled cell growth, roll on the Disease (Or Disorder) Table on page 14 of the <i>DMG</i> .
4	Gain 1 point of constitution.
5	Lose 1d4 points of constitution.
6	Treat as if it was a Potion Of Delusion .
7	Treat as if it was a Potion Of Longevity .
8	Experience complete bodily transformation over the course of 1d6 rounds. This resembles reincarnation, using the druid's table on page 64 of the <i>PHB</i> (50%) or the magic-user's table on pages 85 to 86 (50%).
9	Turn into an ochre jelly.
10	Treat character as if greatly intoxicated, according to rules on pages 82 to 83 in the <i>Dungeon Master's Guide</i> .

1d12	Effect
11	Character is now pregnant with a vat creature of the dungeon master's choice. It will gestate in 1d4+4 hours. All characters will give birth by abdominal rupture causing 5d4 points of damage.
12	Roll twice on this table and ignore another result of '12'.



New Currency

Two new forms of coinage can be encountered in the Inner Ward. Like many of the coins encountered in the previous supplements, these are from neighboring petty kingdoms. These are introduced for the purposes of flavor only, and if you find that your campaign works better without delving into this amount of detail, feel free to use more generic references to coins found in the castle.

Sionese Currency

The good king of Sionese requires three types of coins to be minted in his realm.

Gold wheels are the most valuable, showing a wagon wheel on one side and an open fan on the reverse.

The next coin is the silver scale, showing a land drake on one side and a carp on the other.

Table 1 Human Currency

City/Nation	cp	sp	gp	pp
Sionese	Wheels	Scales	Spelts	n/a
Wolhusen	Guilders	Ducats	Plugs	n/a

Table 2 Exchange Rates

	cp	sp	gp	pp
cp	1	0.1	0.005	0.001
sp	10	1	0.05	0.01
gp	200	20	1	0.2
pp	1000	100	5	1

Copper spelts always depict an olive branch on one side. The other side might show a stoat, badger, or hawk but usually shows a bear.

Wolhusen Currency

The misers of Wolhusen use three kinds of coins.

The gold coin is the guilder, decorated with a house on one side and a skull on the opposite.

Silver coins are ducats, showing the face of the current reigning Wolhusen duke or duchess on one side and an axe on the other.

Copper plugs are the least valuable, showing a bag of grain on one side and a pitchfork on the reverse.

