

CREATURE FEATURES

PRESENTING NEW DUNGEONS & DRAGONS MONSTERS FOR YOUR ENJOYMENT

(A)

The Yeti:
(Abominable Snowman)

Number	
Appearing	1-6
Armor Class	6
Move	12"
Hit Dice	4
% in Lair	10%
Treasure Type	D
2 Claws =	1-6 pts. cold damage each
Hug (as Owl Bear) =	2-16 pts. cold damage
Surprise = looking into Yeti's eyes; save vs. paralyzation must be made	
Intelligent	
Alignment =	N

(B)

The Shambling Mound
(or the "Shambler")

Number Appearing	1-3
Armor Class	0
Move	6"
Hit Dice	6-9 (10's)
% in Lair	25%
Treasure Type	I
Clubs twice per turn for 2-16 points—2 hits on same target = entanglement and suffocation in 2-5 turns (no attacks during this period by Shambler)	
Fairly Intelligent	
Alignment =	N

(C)

The Leprechaun

Number Appearing	1+
Armor Class	8
Move	15'
Hit Dice	1-3 pts.
% in Lair	10%
Treasure Type	F
Magic Resistance	80%
Highly Intelligent	
Alignment =	N

(D)

The Shrieker

Number Appearing	2-5
Armor Class	7
Move	1"
Hit Dice	3
% in Lair	—
Treasure Type	Nil

(A)

Inhabiting only regions of icy cold, Yeties are seldom encountered by a warm-blooded mankind. Those who do have the misfortune to stumble upon these monsters seldom live to tell the tale, for Yeties are very fond of human flesh. If found in their lair there is a 30% chance that there are 1-3 females there also, and a 15% chance of an additional 2-5 young if females are present. Because of their adaption to cold, Yeties are very susceptible to fire, and attacks employing such heat do 50% greater damage. The typical male is 8' tall, 350 pounds, and his white coat blends perfectly with snow and ice; thus, a Yeti is nearly invisible until within 10' to 30' of its prey. (For each level above 1st add 5% chance of spotting a Yeti at normal distance, i.e. a 2nd level character has a 5% chance of spotting one.)

(B)

Appearing as a heap of rotting vegetation, the Shambler is actually an intelligent form of vegetable life. It is generally from 6' to 9' in height, with a girth of about 6' at its base and 2' at its summit. The brain of the Shambler is located in its mid-portion, and its thick, fibrous layers make it difficult to penetrate to its only vital area. In fact, most hits upon it do but little damage (thus Armor Class 0). As it is wet and slimy, fire has no effect, lightning causes it to grow (add 1 hit die), and cold does either one-half or **no** damage due to its vegetable constitution. All weapons score only one-half damage. It can flatten itself, so that crushing has small effect upon the Shambler. Plant Control and Charm Plants are effective.

(C)

These are small, fairy-like creatures of magical talent and mischievous nature. They can become invisible at will, polymorph non-living objects, create illusions, and use ventriloquism spells as often as they like. Their keen ears prevent them from being surprised in most cases. Being full of mischief they will often (75%) snatch valuable objects from persons, turn invisible, and dash away. The object stolen will be valuable, and there is a 75% chance of such theft being successful. If pursued closely there is a 25% chance per turn of pursuit that the Leprechaun will drop the stolen goods. If caught or discovered in its lair the Leprechaun will attempt to mislead its captor into believing he is giving over his treasure while actually duping the captor. It will require great care to actually obtain the Leprechaun's treasure. Note: Leprechaun's have a great fondness for wine, and this weakness may be used to outwit them.

(D)

These are normally quiet, mindless fungus which are ambulatory. They live in dark places beneath the ground. Light within 30' or movement within 10' will cause them to emit a piercing shriek which lasts for 1-3 turns. This noise has a 50% chance of attracting wandering monsters each turn it lasts and 1 turn thereafter. Purple Worms and Shambling Mounds greatly prize Shriekers as food.

(E)

The Ghost

Number Appearing	1+
Armor Class	8
Move	9"
Hit Dice	10
% in Lair	35%
Treasure Type	E
Attack Magically	
Cause Fear	
Intelligent	
Alignment =	C

(F)

Naga

Number Appearing	1+
Armor Class	5
Move	15"
Hit Dice	7-12
% in Lair	60%
Treasure Type	H
Damage	1) bite = 1-3* spit 3"* constriction = 2-8 2) bite = 1-4* 3) bite = 1-3* + special
Highly Intelligent	
Alignment =	1) L 2) N 3) C
*must also make saving throw vs. poison	

(G)

The Wind Walker

Number Appearing	1-3
Armor Class	8
Move	15"/30"
Hit Dice	6
% in Lair	20%
Treasure Type	Nil
At 20' deafen	
Attack by wind force at 10' for 3-18 pts. damage/turn	
Intelligent	
Alignment =	N

(H)

The Piercer

Number Appearing	2-12
Armor Class	3
Move	1"
Hit Dice	1 to 4
% in Lair	—
Treasure Type	Nil
Hit = 1-4 dice (6-24) damage	

(I)

The Spider

Number Appearing	1-3
Armor Class	8
Move	15"
Hit Dice	1-3
% in Lair	25%
Treasure Type	Nil
Attack by web force at 10' for 1-6 pts. damage/turn	
Intelligent	
Alignment =	N

(E)

These creatures are not true Undead, although they are the spirits of humans who were totally evil. They are powerful supernatural things which hate all life. Being non-corporeal they can only be attacked by things in a like state (such ethereal creatures) or through telepathic means. The mere sight of a Ghost will cause the viewers to save vs. Magic unless above the 9th level (5th level if a Cleric) or age 10 years and flee in panic for 2-12 turns. Ghosts will attempt to Magic Jar any intelligent living creature which comes within 6". They otherwise attack by touch which causes aging of from 10 to 40 years, but in order to do this they must assume a semi-corporeal form, and when they do so they may be attacked by magic weapons (but not spells) as if they were Armor Class 0.

(F)

There are three different types of Naga: Naga are basically snake-like in form.

1) Guardian Naga are found in sacred places or guarding the treasure of Lawful minions. They are about 15' to 20' in length and can spit poison, bite, or constrict. In addition, they are able to use Cleric spells as if they were a Bishop. Hit Dice 11-12

2) Water Naga are the most numerous of all Naga. They inhabit only fresh water, usually living in palaces deep beneath the surface of large ponds and lakes. They are about 10' in length and have a poisonous bite. In addition they are able to use Magic as if they were a Thaumaturgist, although they cannot employ spells which bring forth fire or lightning. Hit Dice: 7-8

3) Spirit Naga are totally evil and have human-like heads atop their snakey bodies. Their bite is poisonous. Their eyes will **permanently** Charm the looker unless save vs. paralyzation is made. They are able to use Cleric (evil) and Magic spells as if a Bishop/Enchanter. Length is generally about 15', Hit Dice: 9-10.

(G)

These airy creatures live high in mountains or in great caverns far below the surface. Being ethereal, Wind Walkers can be fought only by such creatures as Djinn, Efreet, Invisible Stalkers, or Aerial Servants or affected by spell! such as Control Weather (unless save is made the monster dies), Slow (affects monster like a fire ball), and Ice Storm (drives away for 1-4 turns) Haste does one-half damage (as if a Fire Ball) to Wind Walkers, but it also doubles the amount of damage done by the Wind Walkers. Magical barriers will stop them, but Wind Walkers will otherwise pursue for 10 turns minimum. Their approach is detectable at from 10"-30" as a whistling, howling or roaring depending on the number coming. These monsters are telepathic and can detect thoughts within 10"-30" (as they work in series to boost range). They are subject to attack by telepathy. Wind Walkers are sometimes forced into servitude by Storm Giants (for obvious reasons).

(H)

With their stoney outer casing these monsters are indistinguishable from stalagmites found on cave roofs. They are attracted by noise and heat, and when a living creature passes beneath their position above they will drop upon it in order to kill and devour it. Larger varieties will be with smaller ones.

The Lurker Above	
Number Appearing	1-4
Armor Class	6
Move	1"/9"
Hit Dice	10
% in Lair	50%
Treasure	Nil
1-6 pts. damage/turn	constriction
Also smothers	

This terrible beast somewhat resembles a large manta ray. Its greyish belly is so textured as to appear to be stone, and the Lurker typically attaches itself to a ceiling where it is almost impossible to detect (90%) unless actually prodded. They move about by means of a gas which makes them neutrally buoyant and a flapping of their wing-like appendages which can be over 20' tip to tip. When disturbed the Lurker drops from the ceiling, smothering all creatures beneath in the tough folds of its "wings." This constriction causes 1-6 points of damage per turn, and the victims will smother in 2-5 turns in any event unless they kill the Lurker and thus break free. Unintelligent, the Lurker will fight until dead. Prey caught in its grip cannot fight unless the weapons used are both short and in hand at the time the creature falls upon them.

MONSTER REFERENCE TABLE ADDITION, HOSTILE & BENIGN CREATURES

by Wesley D. Ives

Special characteristics are dealt with in the separate paragraphs pertaining to each monster which follow this table.

Monster type	Number Appearing*	Armor Class	Move**	Hit dice	% Is Liar	Type or Amount of Treasure
Drolls	1-25	Obscure	Erratic	yes	100%	Obscure
Buydras	0-0	Thick	Fast	no	50%	1-20 G.S.# ea.
Hobnobblins	1-50	Magnetic	Never	always	100%	10-100 Bottles##
Weregamers	2-10	120 mm.	Column	repeatedly	1000%	0-0 G.S.# ea.,
Umpyrs	1-2	Invulnerable	Dodge	never	100%	Modified
Grifferees	1-2	None	Too slow	yes	100%	Never enough
Hippygriffs	½-5	Alberto Balsam	Slow/Fast	no	100%	Illegal
Green Granules	1-1,000,000	None needed	None	none	0%	none

*Depending mainly on the phase of the moon.
 **Movement to right of slash is movement when flying. Creature may also "crank up" and receive bonus for extra speed.
 # G.S. = Green Sheets
 ##Roll %ile dice — percentage given is alcoholic content of potion in bottle.

WEREGAMERS: There are several types of Weregamers, with varying armor class, hit dice, and treasure.

TYPE	ARMOR CLASS	MOVEMENT	HIT DICE	ALIGNMENT
Wererommels (see Tractics)		overextended	Until July 1944	OKW
Wererussians	Skin	en masse	After Dec. 1942	NKVD
Werenays	Supposedly	CHARGE!	Until Moscow	in reserve
Weregandalfs	Magic	with Phillip's	maybe yes'	helpless
			maybe no	

Anyone seriously infected by a Weregamer will become a similar Weregamer within 2-24 days unless they are given a **Cure Obsession** spell by a Lobotomist.

DROLLS: Dim and blubbery, loathesome Drolls are able to reiterate, so that beginning the third repartee round after one is scored upon it will begin to ignore its deteriorating position vis-a-vis other Drolls. Even totally devastated Drolls will reiterate eventually, so unless severely seared by caustic humor or burned by heated sarcasm, they will resume repartee after they have recovered 6 or more obscure facts.

BUYDRAS: These creatures are wild and exceedingly shy, being most difficult to entice into any kind of bargaining position, and they seldom part with any more than a small portion of their treasure at any one time. Their favorite prey is always someone else, evidently.

HOBNOBLINS: These monsters are large and shameless Buydras, having a +1 on cheek. Hobnobblins are not intelligent, though they may be used to maneuver one's troops, if watched closely.

THE STRATEGISTS CLUB

The Awards Banquet at GenCon is almost filled, that is we have 46 names out of 50 possible, and most of them have paid. It will be a success, of that we are sure, and it seems likely that there will be a repeat at GenCon IX in 1976. The voting wasn't as heavy as we would have wished, but there was over a 50% vote from SC members, so we can't complain, but we will push harder next year. Results will be announced in the next issue, by the way.

Although there are only 42 answers on hand from the preference poll in SR #2, they are quite enlightening — although not really surprising. We won't waste a lot of space telling you in detail what you like, but here are the more interesting results:

Fantasy mean score	8.5!
Ancients mean score	6.5!
ACW mean score	5.5!
WW I mean score	3.5!

We would not have gone ahead with **BOOT HILL** based on survey answers, but sometimes the publishers can know more than their market, for we are part of that market ourselves. The fellows here at TSR, and our LGTSA play-testers, and the Woodstock Wargamers play-testers all love the the game, and we believe that once it is played the response will jump from the area of 5-6 to 7-8. What would fantasy have rated before D&D was published? See who is right in a few months . . .

Space is really at a premium this ish, so we will ask only a few questions. Please drop a card with your answers if you can manage!

Rate from 9-0 (best - worst) your opinions of the following specific fantasy game rules:

1. J.R.R. Tolkien
2. R.E. Howard's "Conan"
3. Fritz Lieber's "Lankhmar"
4. John Norman's "Gor"
5. Lin Carter's "Jandar of Callisto"
6. Jack Vance's "Dying Earth/Eyes of Overworld"
7. List any similar fantasy world you wish and rate it.

UMPYRS: These monsters are properly of the "Scumsucker" class rather than Weregamers. If they are exposed to the bright light of Truth, soaked in running commentary, or impaled thru the heart with an obvious historical inaccuracy, they are helpless. They reiterate during arguments as do Drolls, but they do so immediately upon being contradicted. Umpyrs are immune to normal repartee and are armed with magical rule-books which they can interpret in any way they see fit, thus scoring two frustration hits on normal opponents.

GRIFFEREES: Small, unassuming Grifferees are found only between things- two fires, the devil and the deep blue sea, the frying pan and the fire. There are no Grifferees more than one minute old, since they are considered a delicacy by Weregamers, Umpyrs, and each other.

HIPPYGRIFFS: Although the name would suggest some connection between Grifferees and Hippygriffs, the Hippygriff is another kind of beast entirely. It spends most of its waking hours lost in the ozone, but if enticed into repartee, the Hippygriff's small but solid vocabulary (eight words: "wow," "yeah," "like," "man," "uh," "huh," "far," and "out.") is potent enough to score two dice of boredom on all creatures except Umpyrs, which are congenitally deaf.

GREEN GRANULES: A scrunching horror which closely resembles dry sand and gets into the weirdest places. Green Granules are found only within 25' of sand-tables occupied by one or more Weregamers or Hobnobblins. Green Granules cannot be combatted, and can never be removed once they have seeped onto clean floors, rugs, hair (a special horror for Hippygriffs), clothes, or other objects. Rough contact with a table of Green Granules causes it to send forth an asphyxiating mass of dust which cannot be tolerated by any creatures except Wererommels suffering terminal Tobrukitis.