

ADVANCED
DUNGEONS & DRAGONS®

MONSTER CARDS

Monster Cards combine full-color illustrations with vital information on 20 AD&D™ monsters, including 3 totally new creatures, on handy 3" x 5" cards.

SET 3

Androsphinx
Blink Dog
Carnivorous Ape
Carrion Crawler
Efreeti
Ettin
Giant Slug
Gnoll
Grey Elf
Jaguar

Locathah
Mummy
Nycadaemon
Peryton
Silver Dragon
Sea Wolf
Sylph
Tunnel Worm
Wemic
Will O'Wisp



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HOW TO USE AD&D™ MONSTER CARDS

The DM can show the players a monster's picture and use the information on the back of the card to run encounters. Abbreviations used on the cards are:

(MM p.#): MONSTER MANUAL info.

(FF p.#): FIEND FOLIO™ info.

(DMG p.#): DUNGEON MASTERS GUIDE info.

FQ: Frequency of encounters (MM p.5).

#E: Number of monsters encountered.

AC: Armor Class equivalent or armor worn.

MV: Movement rates—outdoors, 1"=10 yds/turn;
indoors, 1"=10 ft/turn

#" = ground speed © #" = climbing in trees

/#" = flying speed * #" = climbing in webs

//#" = swimming speed (#") = burrowing speed

HD: Hit Dice, the number of d8 to roll + point adjustments to find total hit points (hp).

%L: Chance of encountering monster in lair.

TT: Treasure Type (MM p.105).

AT: Attacks allowed in 1 round.

DM: Damage per attack (order listed per AT.).

SA: Special Attacks, (dragon breath, etc.).

SD: Special Defenses, (immunities, etc.).

MR: Magic Resistance; the chance a spell will not affect a monster if cast by an 11th level spell-caster; +5%/level less than 11th; -5%/level greater than 11th.

IN: Intelligence (MM p.6).

AL: Alignment (DMG p.23).

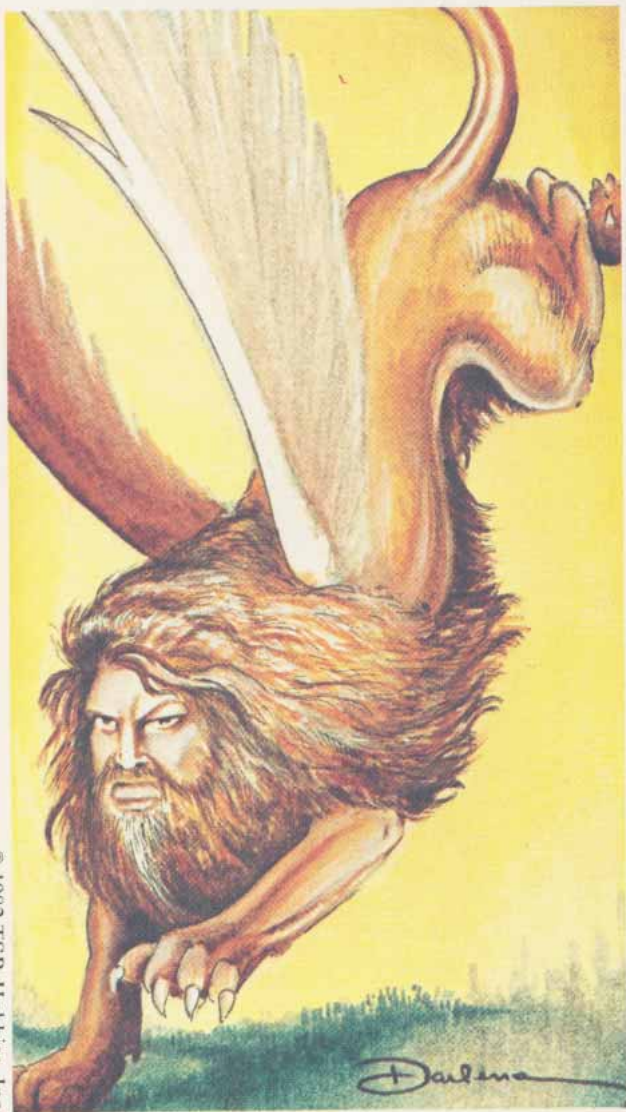
SZ: Size; S = small, M = man-sized, L = large.

PS: Psionic Strength points, see
PLAYERS HANDBOOK p.110.

At/Df: psionic attack and defense forms.

L/XP: Monster Level/Experience Point value.

*Average value only, see DMG p.85.

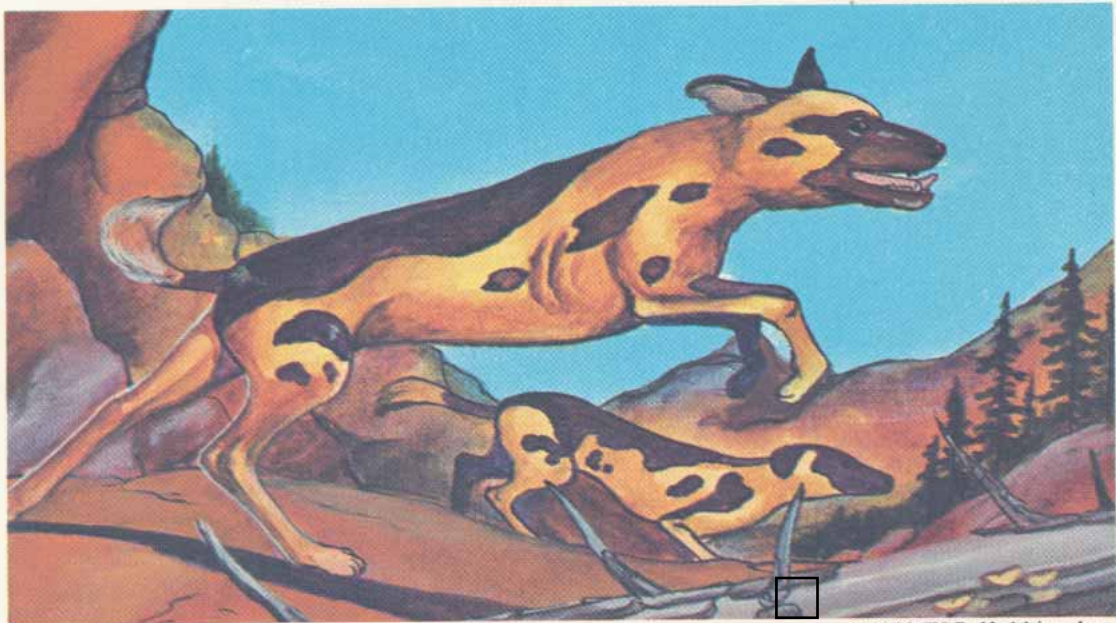


SPHINX, ANDRO-

FQ:	Very rare	SA:	Roar
#E:	1	SD:	Nil
AC:	-2	MR:	Standard
MV:	18"/30"	IN:	Exceptional
HD:	12	AL:	Chaotic good
%L:	60%	SZ:	L (8' tall)
TT:	U	PS:	Nil
AT:	2 claws		
DM:	2d6/2d6	L/XP:	VII/2,850 + 16/hp

Androsphinx are male only and dwell in warm climates. They attack with their 2 great paws and can cast clerical spells as if they were 6th level clerics. They shun the smarter, female gynosphinx and speak all the dialects of Sphinx and Common.

Androsphinx can roar three times per day in anger. The first roar causes all creatures within 36" to save vs. Wands or flee in panic for 3 turns. On the second roar, creatures within 20" must save vs. Petrification or be paralyzed with fright for 1-4 rounds. This roar will deafen creatures less than ogre size within 3" of the androsphinx for 2d6 rounds, unless they have protected their ears. The third roar causes creatures within 24" to save vs. Spells or lose 2d4 points of strength (to be regained at a rate of 1 point per round). This roar also knocks over creatures smaller than ogre size within 3" and in front of the androsphinx. Creatures knocked over must save vs. Breath Weapon or be stunned for 2d6 rounds. Creatures not knocked over take 2d8 points of damage (unless they are lion or part lion). The third roar will also crack stone within 3" unless a saving throw vs. Petrification is made.



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FQ: Rare
#E: 4d4
AC: 5
MV: 12"
HD: 4
%L: 20%
TT: C
AT: 1 bite
DM: 1-6
SA: Attack from rear
75% of the time
SD: Teleports
MR: Standard
IN: Average
AL: Lawful good
SZ: M (3' at shoulder)
PS: Nil

L/XP: IV/170+5/hp

BLINK DOG

Blink dogs are as intelligent as humans, having a complex language of barks, yaps, whines, and growls. Their natural enemies are displacer beasts and they will attack them on sight.

Blink dogs run in packs of 4d4 members and each is able to use a form of teleportation — the blink. When attacking, each dog will blink in and out in a random manner, teleporting at the start of each round on a roll of 7 or better on a 12-sided die. If a dog blinks, roll again to determine where it will reappear;

1=in front of opponent,

3=right side,

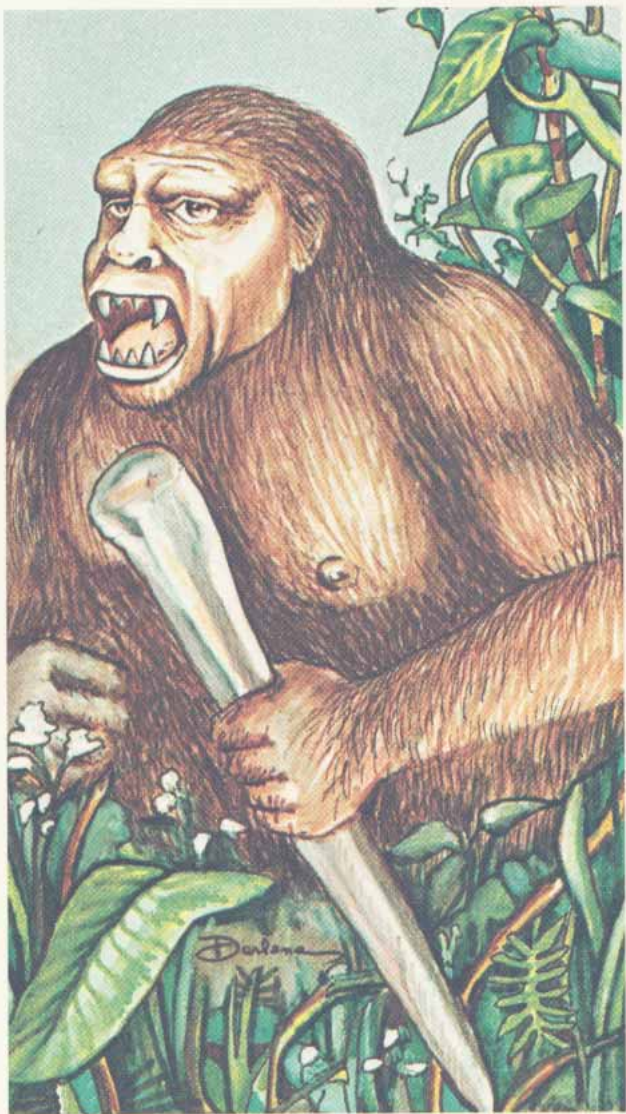
2=left side,

4-12=behind.

Blink dogs will appear within range to attack immediately. They will not teleport into solid objects. If seriously threatened, or if the pack takes 25% casualties, the entire pack will blink away and not return.

If encountered in their lair there is a 50% chance that there will be 3d4 pups (HD 1 or 2; DM 1-2 or 1-3). These pups can sometimes be trained and will sell for 1,000 to 2,000 gold pieces.

MM 10



APE, CARNIVOROUS

FQ: Rare	SA: Rending (1-8)
#E: 2d4	SD: Nil
AC: 6	MR: Standard
MV: 12" © 6"	IN: Low
HD: 5	AL: Neutral
%L: 10%	SZ: L (7'+ tall)
TT: C	PS: Nil
AT: 2 claws, 1 bite	
DM: 1-4/1-4/1-8	L/XP: IV/170 + 5/hp

Carnivorous apes are a larger, stronger and more aggressive relative of the gorilla. They live in rain forests, jungles and plains, often lairing in large trees. These beasts can travel swiftly on the ground or swing through trees. Carnivorous apes have fair intelligence and are very cunning. They have a rudimentary language and have been known to occasionally ally with hobgoblins as their guards. Their eyesight, hearing and sense of smell are keen, and they are only surprised on a roll of 1 on 1d6.

Carnivorous apes are omnivorous, eating fruit and flesh, but prefer human flesh to other foods. When attacking, they rear back on hind legs and flail with their long, massive arms. If an ape strikes its opponent with both hands in the same round, it will rend for an additional 1-8 points of damage. When an ape defeats a foe it will give a victory bellow that has been known to panic the timid.

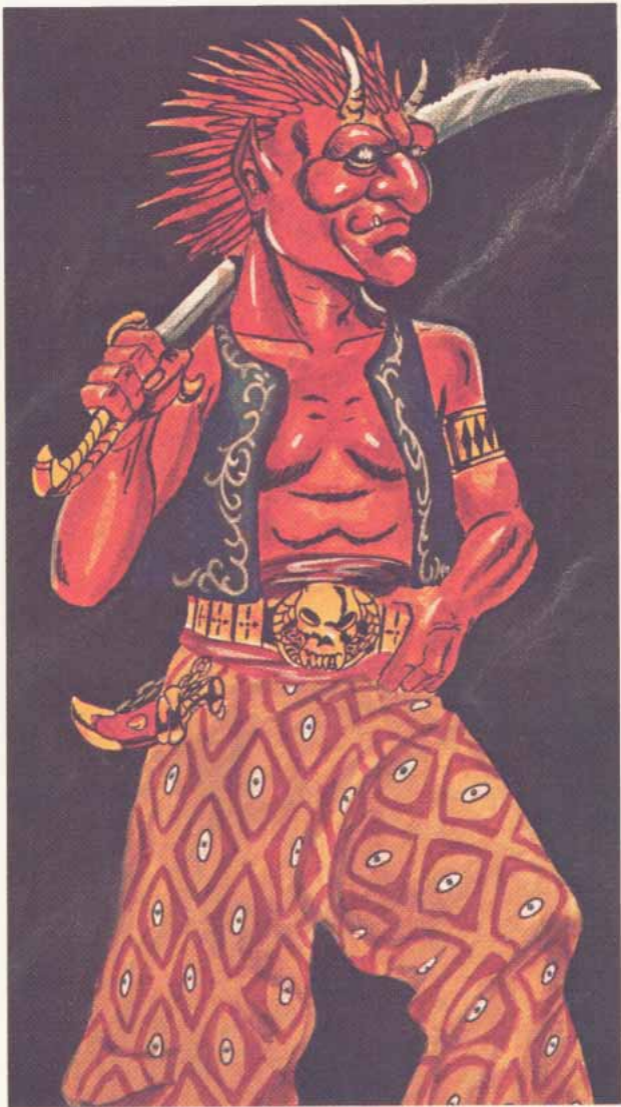


CARRION CRAWLER

FQ:	Uncommon	SA:	Paralysis
#E:	1-6	SD:	Nil
AC:	3 head/7 tail	MR:	Standard
MV:	12"	IN:	Non-
HD:	3+1	AL:	Neutral
%L:	50%	SZ:	L (9' long)
TT:	B	PS:	Nil
AT:	8 tentacles		
DM:	Paralysis	L/XP:	VI/580 + 4/hp

Carrion crawlers are usually found only in subterranean areas. They are scavengers, but will attack living creatures. They can walk on floors, walls and ceilings, for their feet are equipped with sharp claws to hold it fast. The head of this monster is well protected, AC 3, but its body is only AC 7.

Carrion crawlers attack with 8 tentacles that secrete a gummy fluid that will paralyze any opponents hit for 2d6 turns unless they save vs. Paralyzation. Carrion crawlers will continue to attack as long as any opponents are unparalyzed. They will kill paralyzed creatures with their bite (DM 1-2), in order to have a constant supply of bodies to eat and to lay eggs in.



EFREETI

FQ:	Very rare	SA:	See below
#E:	1	SD:	Nil
AC:	2	MR:	Standard
MV:	9"/24"	IN:	Very
HD:	10	AL:	Neutral (tends to Lawful evil)
%L:	Nil	SZ:	L (12' tall)
TT:	Nil	PS:	Nil
AT:	1 weapon	L/XP:	VII/1,950 + 14/hp
DM:	3d8		

These creatures from the Elemental Plane of Fire can be forced to be a servant for 1,001 days or to grant 3 wishes. They are unwilling servants, and will try to distort their orders whenever possible. They can communicate telepathically with any intelligent creature and freely travel the material, elemental and astral planes. Efreet can carry up to 7,500 gp weight without tiring, or up to 15,000 gp weight for 3 turns on foot or 1 turn in the air. They must then rest for 6 turns afterwards.

Efreet are not affected by normal fire. Magical fire attacks are -1 to hit and cause -1 point/die of damage. Efreet can cause **pyrotechnics** and **produce flame** at will. Once per day they can:

assume gaseous form	enlarge (as MU 10)
become invisible	grant 3 wishes
create illusions	polymorph self
detect magic	wall of fire

The illusion can be seen and heard, and will last without the efreeti concentrating on it until it is touched or magically dispelled.



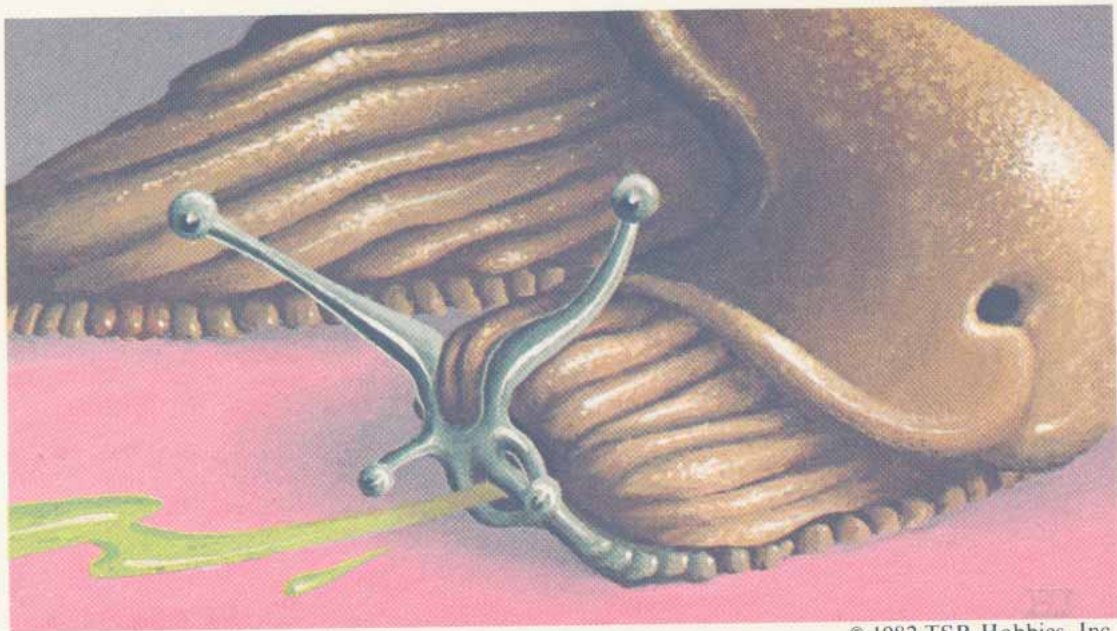
ETTIN

FQ: Very rare	SA: Nil
#E: 1-4	SD: Surprised only on a 1
AC: 3	MR: Standard
MV: 12"	IN: Low
HD: 10	AL: Chaotic evil
%L: 20%	SZ: L (13'+ tall)
TT: O, C each; Y in lair	PS: Nil
AT: 2 weapons	
DM: 2d8/3d6	L/XP: VII/1,950 + 14/hp

Ettins are two-headed, giant-like creatures of little intelligence. They live in remote, underground places, preferring darkness. They are nocturnal and hunt mostly at night. One of an ettin's two heads is always likely to be alert, so they are surprised only on a 1 on 1d6. Ettins sometimes cooperate with hill, frost and fire giants.

Ettins attack with both arms, using spiked clubs and saplings as weapons. The left head controls the left arm, causing 2d8 points of damage with each blow. The right head controls the right arm, which is more powerful and causes 3d6 points of damage with each blow.

Ettins have been known to occasionally lair with 1-2 cavebears (AC 6; HD 6+6; DM 1-8/1-8/1-12 + hug 2d8). They may sometimes ride titanotheres (AC 6; HD 12; DM 2d8; SA charge for 4d8, and trample for 2d6 per foot).



FQ: Uncommon
#E: 1
AC: 8
MV: 6"
HD: 12
%L: 0%
AT: 1 bite
DM: 1-12
SA: Spit acid (4d8)
SD: See below
MR: Standard
IN: Non-
AL: Neutral
SZ: L (24' long)
PS: Nil

L/XP: VIII/2,000 + 16/hp

SLUG, GIANT

Giant slugs dwell in dark places. They eat plants, garbage and carrion. Their rasp-like tongues are hard enough to eat through wood and hard earth. Giant slugs have no bones and are able to squeeze through narrow openings. Their tremendous strength enables them to break down doors with ease.

Giant slugs may attack by biting with their rasp-like tongue, but they prefer to attack by spitting their highly acidic, corrosive saliva up to 10". The first spitting attack has only a 10% chance to hit. Subsequent attacks have a 10% chance to hit at 10", with this chance increasing by 10% for each 1" decrease in distance. Thus, they have a 50% chance to hit their target at 6". The acid causes 4d8 points of damage to those hit. The creatures hit may save vs. Breath Weapon to reduce damage to half.

Due to their size, lack of bones, and thick, rubbery hide, giant slugs are not harmed by blunt weapons. They must be attacked with edged weapons or magic.



GNOLL

FQ:	Uncommon	SA:	Nil
#E:	2d10 x 10	SD:	Nil
AC:	5	MR:	Standard
MV:	9"	IN:	Low to average
HD:	2	AL:	Chaotic evil
%L:	20%	SZ:	L (7'+ tall)
TT:	L, M each; D, Q (x5), S in lair	PS:	Nil
AT:	1 weapon		
DM:	2d4 or by weapon	L/XP:	II/28 + 2/hp

Gnolls live, travel and plunder in bands, and are found in all areas except arctic and arid lands. They are friendly with orcs, hobgoblins, bugbears, ogres and trolls, and speak Gnoll, Troll and often (60%) Orc or Hobgoblin. They have **infravision** 60'.

For every 20 gnolls in a band, there is one leader (AC 5; HD 3; hp 16). A band of 100 also has a chieftain (AC 3; HD 4; hp 22; DM 2d4+2) and 2d6 guards (AC 4; HD 3; hp 20; DM 2d4+1). There will always be a chieftain and 5d4 guards in the lair, plus females and young equal to 50% and 200% of the adult males.

Gnoll lairs are usually (85%) underground, and may (30%) have 1-3 troll guards (AC 4; HD 6+6; DM d4+1/d4+1/2d6; regenerate 3 hp/round). They occasionally (15%) lair in ruins above ground, and there, may (65%) have animal guards: (80%) 4d4 hyenas (AC 7; HD 3; DM 2d4) or (20%) 2d6 hyenodons (AC 7; HD 5; DM 3d4). There will be at least 1 slave per 10 gnolls and there may be one or more tribal shamans (DMG p.30).

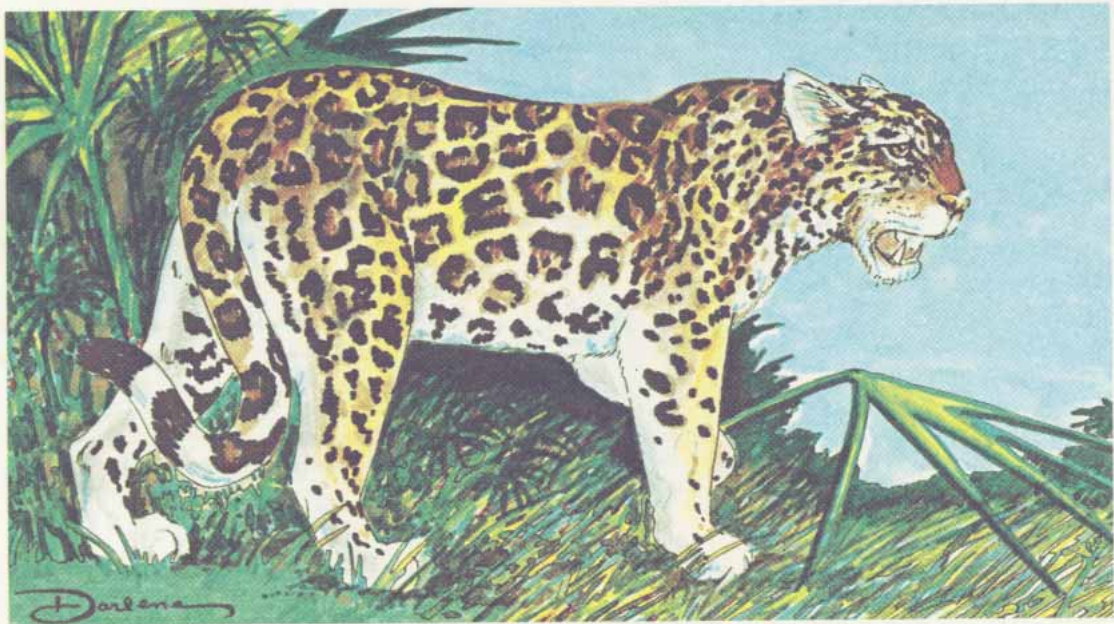


ELF, GRAY (Faerie)

FQ:	Very rare	SA:	+1 with bow and sword
#E:	2d10 x 10	SD:	See below
AC:	5	MR:	Standard
MV:	12"	IN:	High to supra
HD:	1+1	AL:	Chaotic good
%L:	10%	SZ:	M (5'+ tall)
TT:	N each; G, S, T in lair	PS:	Nil
AT:	1 weapon		
DM:	1-10 or by weapon	L/XP:	III/73 + 2/hp

Gray elves are the most powerful of the elvish races. They speak Elf, Gnoll, Gnome, Goblin, Halfling, Hobgoblin, Orc, and Common. Gray elves have **infravision** 60' and detect secret doors on a roll of 1-2 on 1d6. They move silently and hide in natural vegetation as to seem invisible and surprise on 1-4. Elves are 90% resistant to **charm**, **sleep** and **hold** spells.

Gray elves are +1 when attacking with sword and bow. They sometime (50%) will be mounted: (70%) on hippogriffs (AC 5; HD 3+3; DM 1-6/1-6/1-10) or (30%) on griffons (AC 3; HD 7; DM 1-4/1-4/2d8). In elven bands there are additional high level fighters (F), magic-users (MU), and clerics (C). For every 20 elves there is one fighter (F 2-3). For every 40, there is one sergeant (F 2-3/ MU 1-2). For every 100, there are one F 4/ MU 9 leader, two F 4/ MU 5 lieutenants and one F 4/ MU 4/ C 4. For every 160, there are one F 6/ MU 9 chieftain with two F 4/ MU 5, and one F 6/ MU 6/ C 6 with two F 3/ MU 3/ C 3. In the lair there are also a F 6/ MU 11 wizard, a F 6, a F 5, and a F 4 and one F 2/ MU 2/ C 2 for every 40 elves, and females and young equal to 100% and 50% of the males. High level elves have a 10% chance per level per class of having usable magic items.



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FQ: Uncommon
#E: 1-2
AC: 6
MV: 15"
HD: 4+1
%L: 5%
TT: Nil
AT: 2 claws, 1 bite
DM: 1-3/1-3/1-8
SA: Rear claws
for d4+1/d4+1
SD: Surprised only
on a 1
MR: Standard
IN: Semi-
AL: Neutral
SZ: L (7'+ long)
PS: Nil

L/XP: IV/205 + 5/hp

JAGUAR

These ferocious predators are found in jungles and tropical rain forests. They are ravenous carnivores and will hunt prey much larger than themselves; they have even been seen attacking snakes and crocodiles. Jaguars are good climbers and strong swimmers. They can leap up to 30' to attack their prey. Due to their keen senses, jaguars are surprised only on a roll of 1 on 1d6. They will attack any creature they consider a threat.

If a jaguar hits its opponent with both of its forepaws in the same round, it will attack with its two rear claws. Each raking rear claw which hits will inflict 1d4+1 points of damage.

If jaguars are found in their lair, there is a 75% chance there will be 1-3 cubs. Cubs have 10% to 40% of the hit points of an adult jaguar, but do not fight effectively.



LOCATHAH

FQ: Rare	SA: Nil
#E: 2d10 x 10	SD: Nil
AC: 6	MR: Standard
MV: 12"	IN: Very
HD: 2	AL: Neutral
%L: 10%	SZ: M (6'+ tall)
TT: A	PS: Nil
AT: 1 weapon	
DM: By weapon	L/XP: II/20 + 2/hp

These humanoid aquatic nomads are fish-like men who hunt and gather food in shallow sea waters. They are always mounted on giant eels (AC 6; HD 5; DM 3d6) that are trained to fight. A typical locathah party will be armed with a variety of weapons: 30% will carry tridents, 30% - crossbows, 20% - lances, and 20% - nets and daggers. For every 40 locathah encountered there will be one leader (F 4, hp 18) and four assistants (F 3, hp 14 each). A group of 120 or more locathah will be led by a chief (F 5, hp 22) with 12 guards (F 3, hp 12-14 each).

A locathah lair is typically a castle-like undersea rock formation, which the locathah have hollowed out into rooms and passages. It will be protected by stout doors and guarded by 4d4 giant eels. There is a 50% chance that there also will be a portuguese man o' war trap (AC 9; HD 4; DM 1-10 + paralyzation).

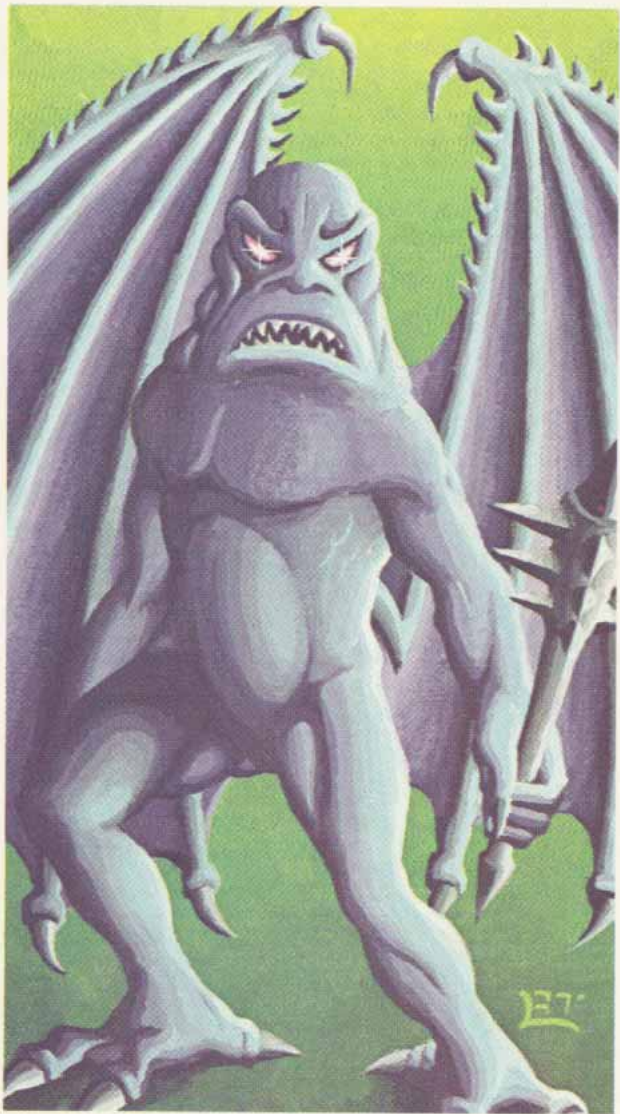


MUMMY

FQ:	Rare	SA:	Rotting disease
#E:	2d4	SD:	Fear
AC:	3	MR:	Standard
MV:	6"	IN:	Low
HD:	6+3	AL:	Lawful evil
%L:	80%	SZ:	M (6' tall)
TT:	D	PS:	Nil
AT:	1 blow		
DM:	1-12	L/XP:	VII/1,150 + 8/hp

Mummies are undead humans found in or near tombs. The sight of a mummy within 6" causes creatures to save vs. Magic or be **paralyzed** with fright 1-4 rounds. Humans can save at +2; parties that outnumber mummies by more than 6 to 1, save at +1 per additional character. The touch of a mummy causes a rotting disease, fatal in 1-6 months, which permanently reduces the victim's charisma 2 points per month. The diseased person cannot be affected by any **cure wounds** spells and heals at 10% of the normal rate. Creatures killed by mummies, rot immediately. A **cure disease** and a **raise dead** spell must be used within 6 turns or the creature cannot be raised.

Mummies can be harmed only by magic weapons, fire and holy water. Magical weapons inflict half damage; torches cause 1-3 points the first round and 2d8 the second round. Magical fire inflicts +1 point per die of damage. Holy water inflicts 2d4 points per vial. **Sleep, charm, hold, cold** based spells, **poison** and **paralysis** have no effect. A **raise dead** spell turns a mummy into a 7th level living human unless it saves vs. Magic.



NYCADAEMON

FQ:	Very rare	SA:	See below
#E:	1 (2 very rarely)	SD:	+2 or better weapon to hit
AC:	-4	MR:	See below
MV:	12"/36"	IN:	Exceptional to Genius
HD:	12+36	AL:	Neutral evil
%L:	Nil	SZ:	L (8' tall)
TT:	Q (x10), X	PS:	Nil
AT:	2 claws or 1 weapon		
DM:	d8+8/d8+8 or by weapon +8	L/XP:	IX/6,800 + 16/hp

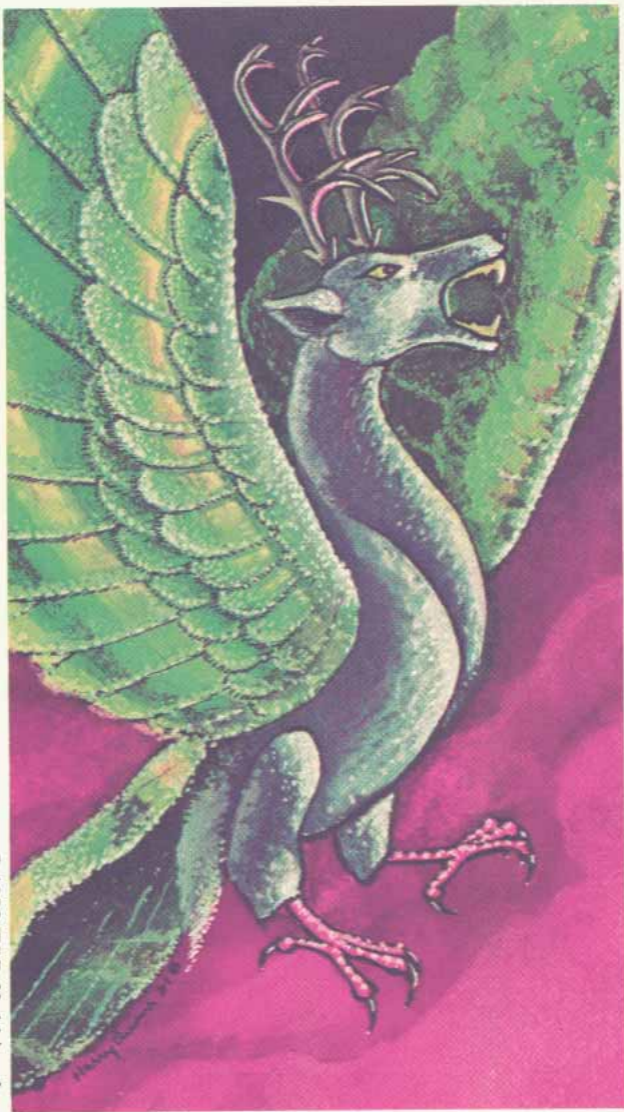
Nycadaemons are cunning, wicked and uncaring. They are **telepathic**, speak all languages and have **infravision**, **ultravision**, and **x-ray vision** 90'.

Nycadaemons are strong and gain +4 to hit, +8 on damage, and can be only hit by +2 or better magic weapons. Acid, cold, and fire cause only half damage, they are immune to **beguiling**, **charm**, **suggestion**, **paralysis** and **poison** and **regenerate** 3 hp/turn.

Nycadaemons can use the following abilities at will:

Detect Invisibility	Invisibility, 10'R
Detect Magic	Polymorph Self
Enlarge/Shrink	Projected Image
Fear (by touch)	Read Magic

They can also: **become gaseous**, and use **word of recall** once/day; **dispel magic**, **mirror image**, and **reverse gravity** twice/day; and **command**, **dimension door** and **wind walk** 3 times/day. Nycadaemons can be kept at bay by a **pentacle**. To enter most planes, they must be summoned, gated in, or hear their true names spoken (5%). The magic resistance of nycadaemons is special: it is 100% vs. first level spells and decreases 5% per level of spell *greater* than first (i.e. 95% vs. 2nd, 90% vs. 3rd, etc.).



PERYTON

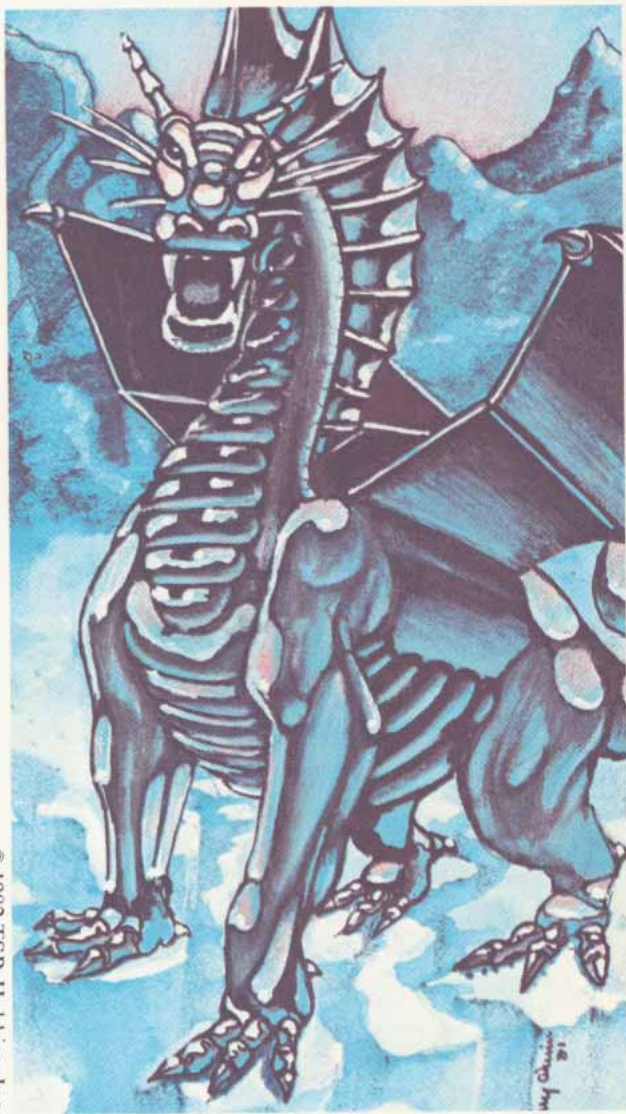
FQ: Rare	SA: +2 to hit
#E: 2d4	SD: +1 or better weapon to hit
AC: 7	MR: Standard
MV: 12"/21"	IN: Average
HD: 4	AL: Chaotic evil
%L: 10%	SZ: M (4½'-5')
TT: B	PS: Nil
AT: 1 gore	L/XP: III, IV/150 + 4/hp
DM: 4d4	

Perytons dwell in rocky hills or mountainous regions. They have the head of a stag and the body of a giant hawk. These creatures have their own language.

Although their claws are too weak to use as weapons, perytons attack their prey savagely with their horns, gaining +2 on all "to hit" rolls. Each peryton will attack only one victim, preferably a human. When the victim is dead, the peryton tears out the heart with its teeth and flies away. Perytons can be hit only with magic weapons.

Perytons have no spell abilities, but cast a shadow which appears to be that of a human.

Perytons lair in caves high up in cliffs or on mountain peaks. They will sometimes keep live humans and other creatures until the perytons need them as food or for other purposes.



DRAGON, SILVER

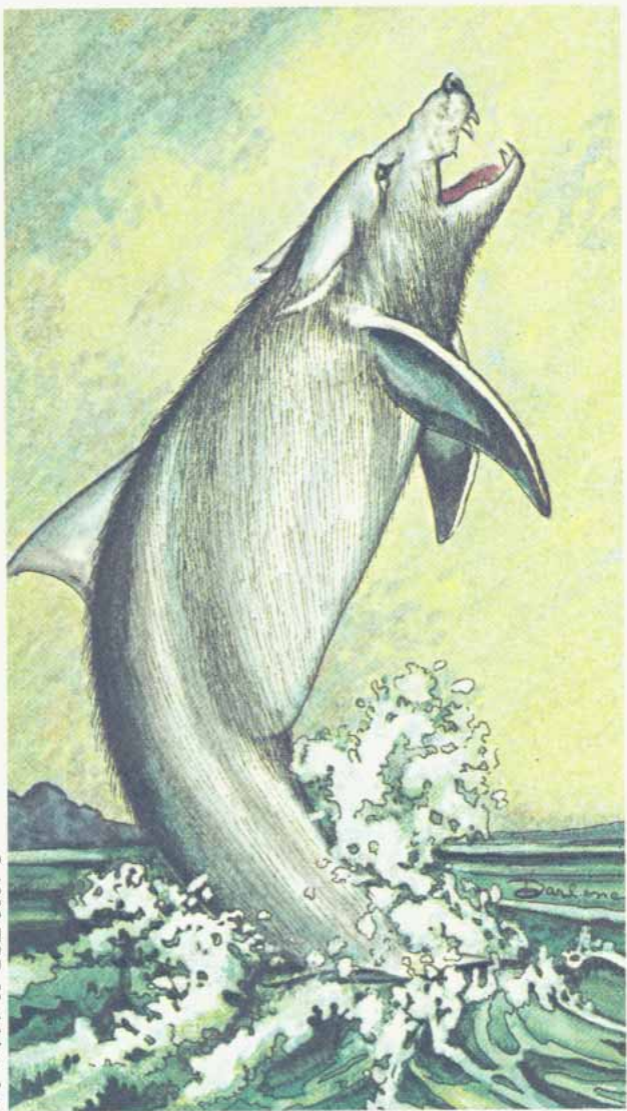
(Speak 75%, Magic 75%, Sleep 15%)

FQ: Very rare	SA: Breath weapon and spell use
#E: 1-4	SD: Nil
AC: -1	MR: Standard
MV: 9"/24"	IN: Exceptional
HD: 9-11	AL: Lawful good
%L: 55%	SZ: L (48' long)
TT: H, T	PS: Nil
AT: 2 claws, 1 bite	L/XP: VI/3,900 + 14/hp*
DM: 1-6/1-6/5d6	

Silver dragons lair on mountain peaks, in clouds and some even say behind the winds. They can **polymorph** to human or animal form up to 3 times per day. Silver dragons have **infravision** 60', and can *detect hidden or invisible creatures* within 1" per dragon age.

A silver dragon may attack with its claws and bite (50%) or breathe (using either **paralyzing gas**, 5" x 4" x 2" cloud, or **frost** (cold), 8" x 3" cone, which causes damage equal to the dragon's hit points — save for half damage) 3 times/day. The saving throw level of adult or older dragons equals total hit points divided by 4. When flying overhead or charging, silver dragons may panic creatures with less than 6 HD (MM p.30). Silver dragons may be subdued. They have 1 hp/HD per age and some may use magic spells, 25% will have spell books from which to select spells:

HD Age	Spells	HD Age	Spells
1 Very young	2	5 Adult	2 2 2 1
2 Young	2 2	6 Old	2 2 2 2
3 Sub-adult	2 2 1	7 Very old	2 2 2 2 1
4 Young adult	2 2 2	8 Ancient	2 2 2 2 2



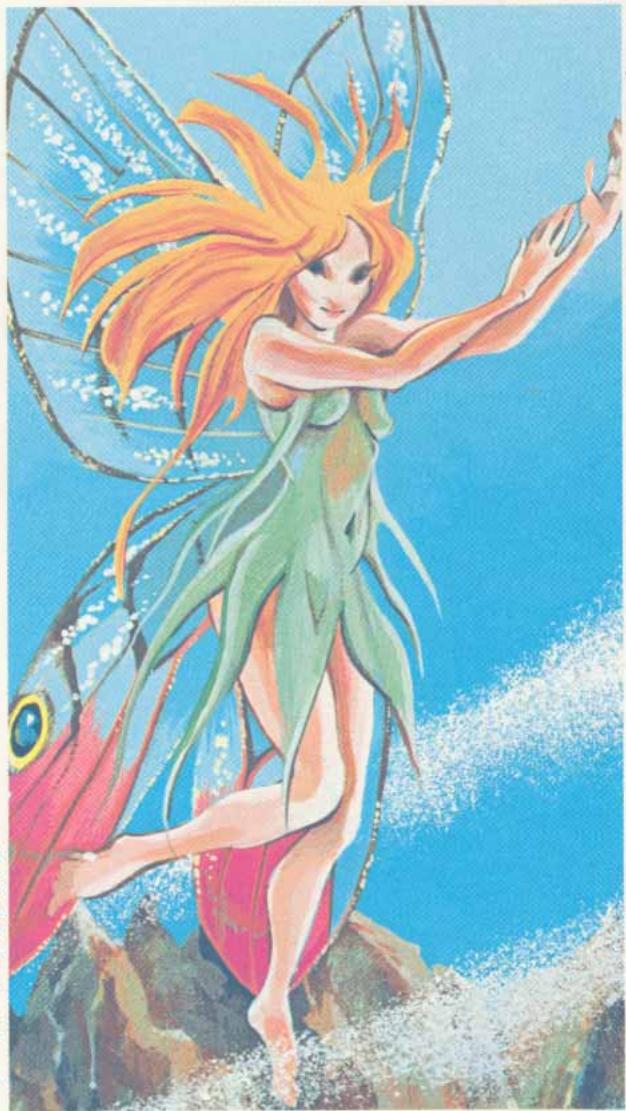
LYCANTHROPE, SEAWOLF

FQ:	Very rare	SA:	Nil
#E:	3d6	SD:	Nil
AC:	6 (7)	MR:	Standard
MV:	30"/12"	IN:	Average
HD:	2+2	AL:	Neutral evil
%L:	Nil	SZ:	M (6'-7')
TT:	Nil	PS:	Nil
AT:	1 (3)		
DM:	2d4 (1-2/1-2/1-4)	L/XP:	II/50 + 3/hp

These savage lycanthropes have two forms. The first form is a furred mammal, porpoise-like in shape, with a wolf's head. In this form, seawolf packs hunt the creatures of the sea, surrounding their prey and biting with their canine fangs. The second form is a wolfman, a man shape possessing the fur, claws, and teeth of a seawolf. (Statistics for the wolfman form are given in parentheses above.) Seawolves breathe air, and must surface periodically.

Unlike other lycanthropes, seawolves can be hit by normal weapons. Humans taking 50% or more damage from seawolves will contract this form of lycanthropy. If humans are infected while on land, they will travel as fast as possible to the sea. At sea, they will disappear overboard on the next full moon.

If a seawolf pack encounters a ship, the seawolves will change to wolfman form and attempt to board it. Their only purpose is to slay all those aboard and sink the ship.



SYLPH

FQ:	Very rare	SA:	See below
#E:	1	SD:	See below
AC:	9	MR:	50%
MV:	12"/36"	IN:	Exceptional
HD:	3	AL:	Neutral (good)
%L:	10%	SZ:	M (4½'-5' tall)
TT:	Q (x10), X	PS:	Nil
AT:	Nil		
DM:	Nil	L/XP:	V/325 + 3/hp

Sylphs are very beautiful creatures, related to nymphs. Sylphs dwell primarily in aerial places, such as high mountain peaks and lofty tree branches. They are fond of flitting about, and it is unlikely that they will be encountered near the place where they lair. Sylphs speak their own language and Common.

There is a 20% chance that sylphs will befriend creatures of good alignment and provide them with some form of aid for a favor in return.

Sylphs have magical abilities equal to those of a 7th level magic user. They can cast four 1st level spells, three 2nd level spells, two 3rd level spells and one 4th level spell per day. In addition, sylphs can become **invisible** at will, and can **conjure** an **air elemental** once per week.



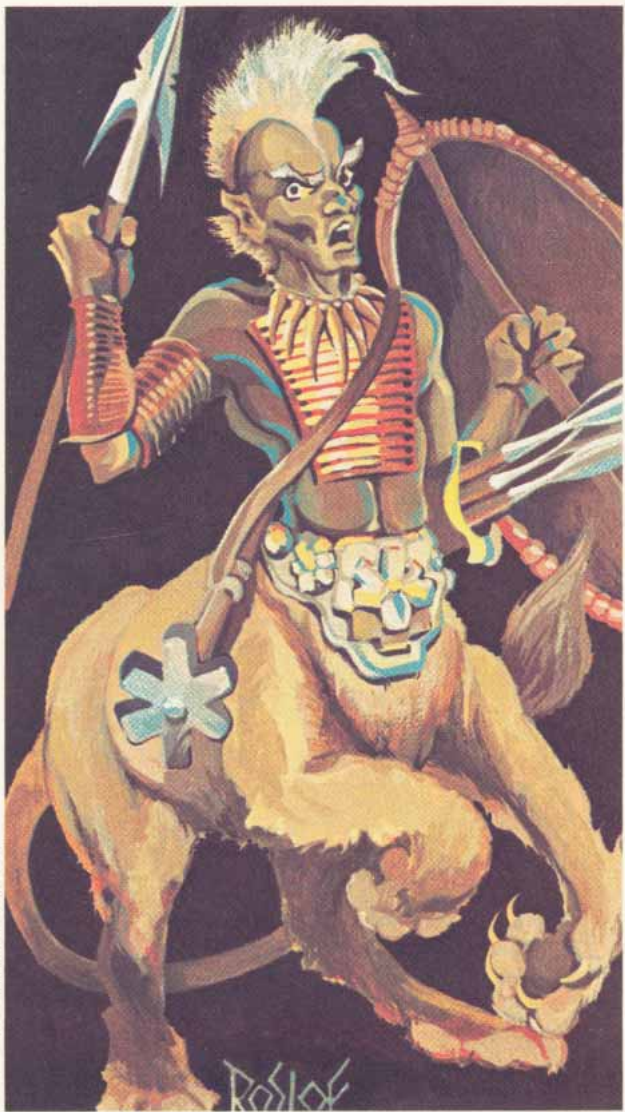
TUNNEL WORM

FQ: Uncommon	SA: Lunge at +2
#E: 1-6	to hit
AC: 4	SD: Nil
MV: 6"	MR: Standard
HD: 9+3	IN: Non-
%L: 75%	AL: Neutral
TT: M, N, Q	SZ: L (30' long)
AT: 1 bite	PS: Nil
DM: 2d8	L/XP: VII/1,350 + 14/hp

This giant cousin of the centipede is an aggressive predator and scavenger. It lives in burrows, honeycombing the walls and ceiling of caves and dungeons. The tunnel worm feeds on and lays its eggs on carrion. It will drag corpses back to its lair and lie in wait near the hidden entrance to its burrow, waiting for prey to pass.

A tunnel worm attacks by lunging out of its tunnel and seizing prey with its mandibles at +2 to hit. If it hits, no damage is scored until its teeth have torn through the victim's armor. The tunnel worm takes 1 round to chew through leather, 2 rounds for chain mail, and 3 rounds for plate mail. Once the armor is bitten through, the worm will automatically bite for 2d8 points of damage per round. If the tunnel worm takes 15 or more points of fire damage, or if it loses more than 60% of its hit points, it will release its victim and retreat into its burrow, not attacking again unless cornered.

Tunnel worm burrows are 2' in diameter. There may be treasure in its nest which was dragged in with a corpse.



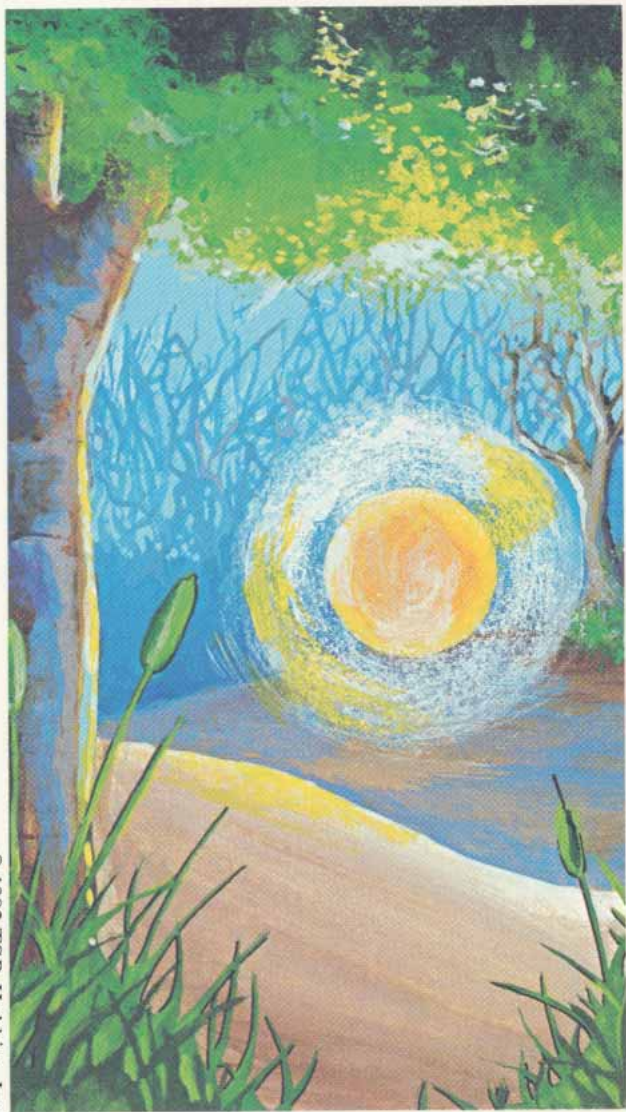
WEMIC

FQ: Very rare	SA: Nil
#E: 2d8	SD: Surprised on a 1
AC: 6 (5)	MR: Standard
MV: 12"	IN: Average
HD: 5+8	AL: Neutral
%L: 50%	SZ: L (7'+ long)
TT: B	PS: Nil
AT: 2 claws, 1 weapon	
DM: 1-4/1-4 + weapon	L/XP: IV/200 + 7/hp

Wemics are large lion centaurs, that roam temperate grasslands and savannas, hunting antelope and similar herd animals. They speak their own language and Common. Wemics are intelligent, know how to use fire, and are reported to be excellent trackers and guides.

Wemics are surprised only on a 1. In combat they attack with claws and a weapon. They are able to leap 10' upward and 30' forward. Wemic males carry javelins and a stone club or short sword. They often use tough leather shields (AC 5). Females fight without weapons but gain a +2 on "to hit" rolls if the young are attacked.

Wemics live in groups, called prides, of 4d4 males, 2d12 females, and 1-12 young. From 3 to 30 prides will band together to form a tribe, led by a chief (AC 5, HD 6+4, DM 1-6/1-6 + weapon +1). Sometimes 2d4 tribes will form a clan or nation led by a king (AC 3, HD 9, DM 1-8/1-8 + weapon +2) and 2d4 chieftain bodyguards. There is a 70% chance a witchdoctor will be present with any tribe (7th level cleric/4th level magic-user maximums). (DMG p.30)



WILL-O-(THE)-WISP

FQ:	Uncommon	SA:	See below
#E:	1 (or 1-3)	SD:	See below
AC:	-8	MR:	See below
MV:	18"	IN:	Exceptional
HD:	9	AL:	Chaotic evil
%L:	5% (90%)	SZ:	S (1' diameter)
TT:	Z	PS:	Nil
AT:	1		
DM:	2d8	L/XP:	VII/1,200 + 12/hp

Will-o-wisps commonly haunt deserted, dangerous places such as bogs, fens, swamps, or catacombs filled with hazards such as mires, quicksand and pit traps. The will-o-wisp seeks to lure prey to their doom in these traps and feeds on the victims' life force as they die. For each encounter, there is a 10% chance of meeting 1-3 will-o-wisps. In this event, the chance of the will-o-wisps being encountered near their lair increases to 90%. If cornered, the will-o-wisp will attack causing 2d8 points of electrical damage. In combat they glow blue, violet, or pale green. A will-o-wisp can control the intensity of its light and can even blank out its glow entirely for 2d4 rounds if it does not attack, becoming invisible to all creatures except those that can detect invisible objects.

While any weapon will harm a will-o-wisp, most spells do not. The only spells that can affect this creature are **protection from evil**, **magic missile**, and **maze**. If reduced to 5 or fewer hit points, a will-o-wisp will lead characters to its lair and give up its treasure to save its life.