

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 4

Axebeak
Black Dragon
Bombardier Beetle
Bugbear
Direwolf
Gorgon
Halfling
Hippocampus
Hybsil
Korred

Leucrotta
Merman
Oblivix Moss
Rust Monster
Stone Giant
Succubus
Su-Monster
Vampire
Weretiger
Wind Walker



8012

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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) of each monster.

%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).

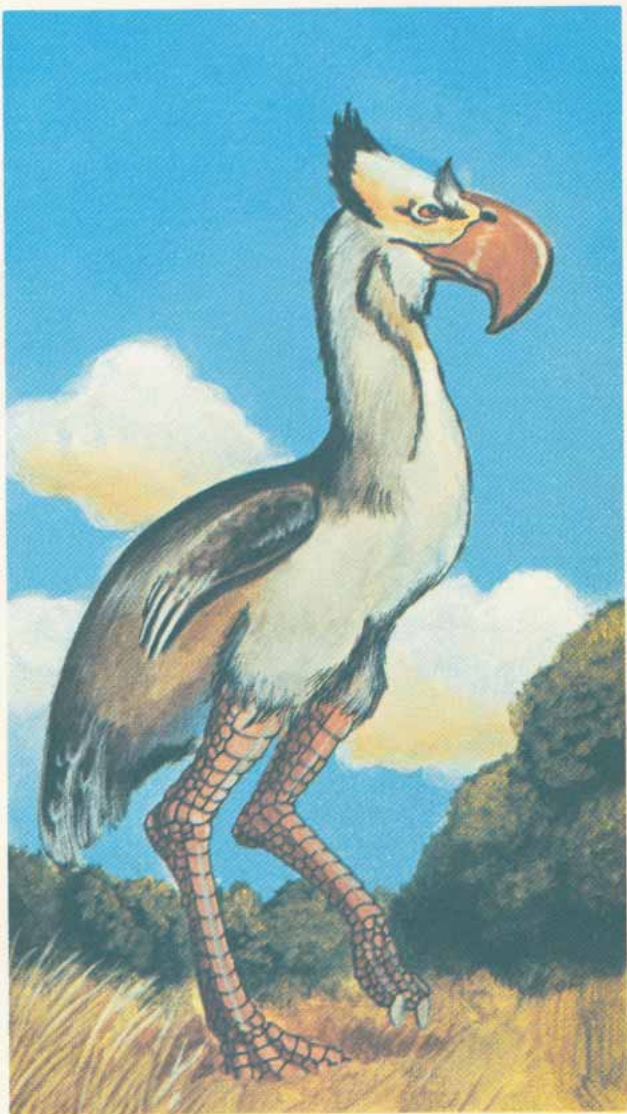
SZ: Size; S = small, M = man-sized, L = large.

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.



AXE BEAK

FQ: Uncommon

#E: 1-6

AC: 6

MV: 18"

HD: 3

%L: Nil

TT: Nil

AT: 2 kicks, 1 bite

DM: 1-3/1-3/2d4

SA: Nil

SD: Nil

MR: Standard

IN: Animal

AL: Neutral

SZ: L (7'+ tall)

PS: Nil

L/XP: II/35 + 3/hp

Axe beaks are prehistoric carnivorous birds that cannot fly. They are very fast runners and seem to be distantly related to the ostrich. They are usually encountered in "lost world" settings: plains, forests, and hills. Their nests are built of pebbles and are located on rocky outcroppings. Axe beaks are migratory birds, traveling together in small groups. They hunt aggressively during daylight and will chase wounded prey until the axe beak has eaten. The axe beak attacks with both legs, kicking, as well as tearing with its powerful beak.



DRAGON, BLACK

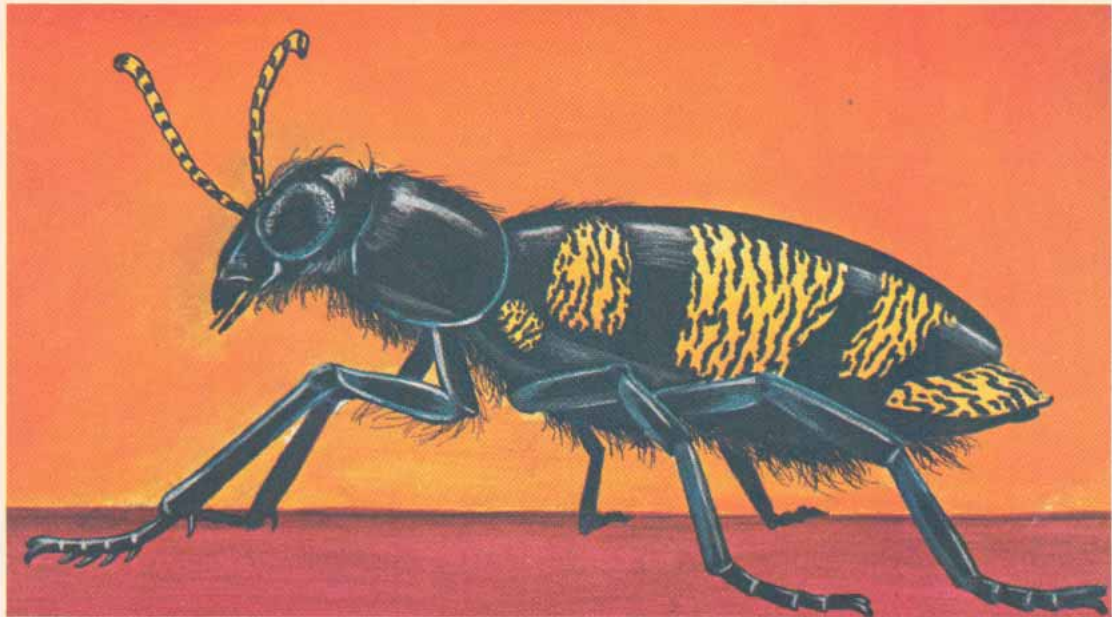
(Speak 30%, Magic 10%, Sleep 50%)

FQ:	Uncommon	SA:	Breath weapon + possible spell use
#E:	1-4		
AC:	3	SD:	Nil
MV:	12"/24"	MR:	Standard
HD:	6-8	IN:	Average
%L:	30%	AL:	Chaotic evil
TT:	H	SZ:	L (30' long)
AT:	2 claws, 1 bite	PS:	Nil
DM:	1-4/1-4/3d6	L/XP:	V/700 + 8/hp*

Black dragons live in underground caverns or in swamps. They can *detect hidden or invisible creatures* at 1" per dragon age due to their keen senses, and have **infravision** 60'.

A black dragon may attack with its claws and bite (50%) or breathe (a stream of **acid**, 1/2" x 6", usable 3 times/day and causing damage equal to their hit points — save for half damage). Earth and water based attacks are +1 to hit and damage black dragons. The saving throw level of adult or older dragons equal total hit points divided by 4. When flying overhead or charging, black dragons may panic creatures with less than 6 HD (MM p. 30). These dragons may be subdued and forced to serve. They have 1 hp/HD per age. Magic using black dragons gain first level magic spells as follows:

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



FQ: Common
#E: 3d4
AC: 4
MV: 9"
HD: 2+2
%L: Nil
TT: Nil
AT: 1 bite
DM: 2d6
SA: Acid cloud
SD: Firing cloud
MR: Standard
IN: Non-
AL: Neutral
SZ: M (4' long)
PS: Nil

BEETLE, BOMBARDIER

This beetle is usually found in wooded areas above ground. It feeds on garbage and dead carcasses, gathering huge heaps of rubbish to lay eggs in. If this beetle is attacked or disturbed, there is a 50% chance each round that it will turn its back toward the attackers and fire an 8' x 8' x 8' cloud of reeking, reddish acidic vapor from its abdomen with a loud boom. This cloud causes 3d4 points of damage to any creature caught in it. Furthermore, the sound caused by the release of the vapor has a 20% chance of stunning any creature with a sense of hearing within a 16' radius. A creature that is not stunned has a 20% chance of being deafened. Stunning lasts 2d4 rounds, plus an additional 2d4 rounds of deafness after recovering. Deafening lasts 2d6 rounds. The bombardier beetle can fire its vapor cloud every third melee round, but not more often than twice in eight hours.

L/XP: III/105 + 3/hp



BUGBEAR

FQ:	Uncommon	SA:	Surprise on 1-3
#E:	6d6	SD:	Nil
AC:	5	MR:	Standard
MV:	9"	IN:	Low to average
HD:	3+1	AL:	Chaotic evil
%L:	25%	SZ:	L (7+' tall)
TT:	M, K, L, M each;	PS:	Nil
	B in lair		
AT:	1 weapon		
DM:	2d4 or by weapon	L/XP:	III/135 + 4/hp

These hairy, giant goblins are usually found in the same areas as goblins. Although clumsy looking, they are quick and stealthy, surprising on a roll of 1-3. They fight equally well in daylight or darkness (**infravision** 60'), and can speak Bugbear, Goblin, and Hobgoblin.

Bugbears use a variety of weapons, from swords to morning stars. They can hurl small weapons (axes, maces, hammers, and spears) as missile weapons to a range of 4", with 2" being medium range. A group of 12 bugbears will also have a leader (AC 4; HD 4; hp 22-25; DM weapon +1). A group of 24 will also have another leader and a chief (AC 3; HD 4; hp 28-30; DM weapon +2). In their lair there will always be a chief and a leader. There will also be females and young, both in numbers equal to 50% of the number of males. The females (AC 5; HD 1+1; DM 1-8) and young (AC 7; HD ½; hp 1-4; DM 1-4) will only fight in life-or-death situations. The lair may also contain one or more bugbear shamans (DMG p.40).



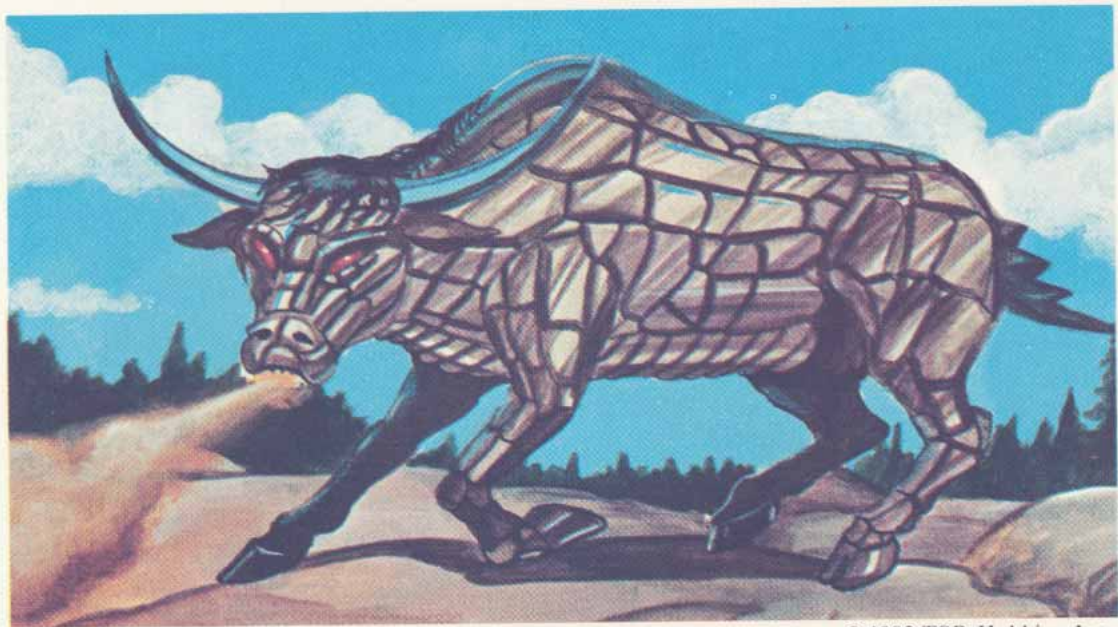
FQ: Rare
#E: 3d4
AC: 6
MV: 18"
HD: 3+3 (4+4)
%L: 10%
TT: Nil
AT: 1 bite
DM: 2d4
SA: Nil
SD: Nil
MR: Standard
IN: Semi- (low)
AL: Neutral (evil)
SZ: M (L)
PS: Nil

L/XP: III/60 +4/hp
IV (90 + 5/hp)

WOLF, DIRE (WORG)

Dire wolves are huge wolves found in wild forests from the arctic to the temperate zones. They always hunt in packs, and their howling is 50% likely to panic horses, mules, and grazers that are not being held by humans and calmed. If hungry (75% chance), they will follow and attack prey, always seeking to strike with surprise. They love horsemeat. If encountered in their lair there is a 30% chance there will be 1-4 cubs per pair of adult wolves. Cubs do not fight and can be trained as war dogs or hunting beasts if captured.

Worgs are larger, evil-natured dire wolves. They are as large as ponies and are often ridden by goblins. Worgs are intelligent and cooperate to capture prey or to kill for simple enjoyment. They also have their own language.



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FQ: Rare
#E: 1-4
AC: 2
MV: 12"
HD: 8
%L: 40%
TT: E
AT: 1 bite
DM: 2d6
SA: Breath petrifies
SD: Nil
MR: Standard
IN: Animal
AL: Neutral
SZ: L (10' long)
PS: Nil

L/XP: VII/1,750
+10/hp

GORGON

Gorgons are bull-like creatures with thick hides of metal scales. They live in remote wilderness areas or dreary caverns. A gorgon can breathe out a cloud of noxious vapors that will turn any creature to stone unless they make a save vs. Petrification. Gorgons will always use this attack in preference to butting or trampling their victims. The cloud is cone-shaped, 1/2" wide at the beast's mouth and 6" long, with an end diameter of 2". A gorgon is able to use its breath up to 4 times per day.

The gorgon can see into the astral and ethereal planes, and its breath weapon is effective against attackers on those planes.



HALFLING, HAIRFOOT

FQ:	Rare	SA:	+3 with bow/sling
#E:	3d10 x 10	SD:	Save at 4
AC:	7		levels higher
MV:	9"	MR:	Standard
HD:	1-6 hp	IN:	Very
%L:	70%	AL:	Lawful good
TT:	K each; B in lair	SZ:	S (3'+ tall)
AT:	1 weapon	PS:	Nil
DM:	1-6 or by weapon	L/XP:	1/18 + 1/hp

Halflings can move quietly and hide well, surprising on a 1-4. When hiding in natural vegetation they are treated as if invisible. Hairfeet prefer to avoid bodies of water and do not have infravision. They can speak Halfling, Dwarf, Elf, Gnome, Goblin, Orc and Common.

Halflings wear leather or padded armor and use spears, hand axes, short swords, slings, and short bows. They are +3 to hit with their slings and short bows. Halflings save vs. Spells, Rods/Staves/Wands, and Poison at 4 levels above normal.

For every 30 halflings encountered, there will be also two 2nd level fighters (AC 6). If more than 90 are encountered, there will be a 3rd level fighter (AC 5). If more than 150 are encountered, there will be a 4th level fighter (AC 4), two 3rd level fighters and three 2nd level fighters. All higher level fighters have a 10% chance per level of having magic armor or weapons. A halfling lair will have 1-4 dogs (AC 7; HD 1+1; DM 1-4) per halfling. There also will be females and young equal to 100% and 60% of the adult males.

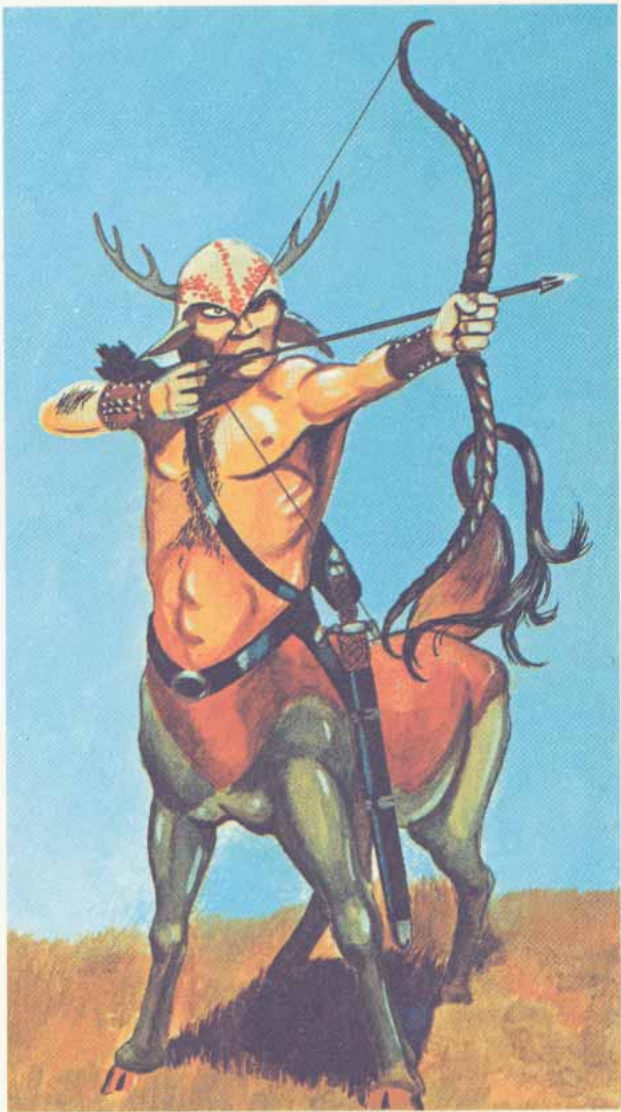


FQ: Rare
#E: 2d4
AC: 5
MV: 24"
HD: 4
%L: Nil
TT: Nil
AT: 1 bite
DM: 1-4
SA: Nil
SD: Nil
MR: Standard
IN: Average
AL: Chaotic good
SZ: L (12' long)
PS: Nil

L/XP: III/60 + 4/hp

HIPPOCAMPUS

The hippocampi are the most prized of marine steeds, for they are strong, swift, and intelligent. They travel in small herds and inhabit the deeper salt water regions. Hippocampi differ from the normal seahorse in that they have a long rear body similar to the tail of a great fish, and forelegs ending in powerful fins. Their bodies are covered with fine scales over the fore parts, and large scales on their fish tails. They speak their own language and can learn another if properly trained. The sea-dwelling race, tritons, often tame and ride these creatures. In battle, Hippocampi will attempt to bite their enemies, causing 1-4 points of damage.



HYBSIL

FQ:	Rare	SA:	Nil
#E:	1d6 x 10	SD:	+4 to all
AC:	7		saving throws
MV:	15"	MR:	See SD
HD:	1-1	IN:	Average — very
%L:	30%	AL:	Lawful good
TT:	1	SZ:	S (3' tall)
AT:	1 weapon	PS:	Nil
DM:	1-4 or by weapon	L/XP:	II/22 + 1/hp

These small antelope centaurs look like a cross between a centaur and a pixie, brownie, or sprite. They speak Hybsil, Elf, and Common. Bugbears, ogres, and especially gnolls are their mortal enemies. They are often on friendly terms with most four-legged mammals, including antelope, zebras, deer, and horses.

In combat, they use short daggers, but their main weapons are their arrows. These cause 1-4 points of damage and are coated with a rare plant juice that causes **sleep** for 1-4 hours (save vs. Poison at -4). Hybsils add +4 to all their saving throws due to their hearty constitutions.

Hybsils live in large families or close-knit tribes in temperate or subtropical grasslands. They are semi-nomadic, and may roam over vast areas or live an entire lifetime within a small thicket or grove. The tribal leader will be a shaman with either druid (60%) or magic-user (40%) spells and a casting ability of up to 7th level (DMG p.30).



KORRED

FQ:	Very rare	SA:	Hurl rocks (2d8)
#E:	1-4	SD:	Laugh (6"R)
AC:	5	MR:	25%
MV:	9"	IN:	Very
HD:	6+1	AL:	Chaotic neutral
%L:	1%	SZ:	S (3' tall)
TT:	E	PS:	Nil
AT:	1 or by weapon		
DM:	1-2 + 4 or by weapon	L/XP:	VI/900 + 8/hp

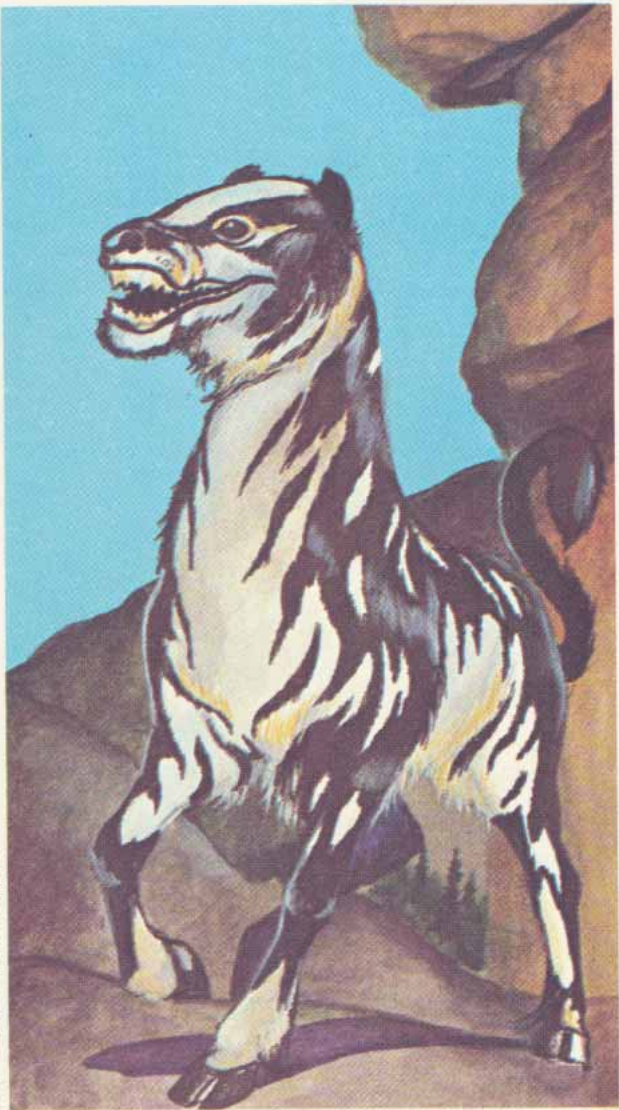
These dance-loving folk always carry cudgels and large pouches containing hair, shears, and other items. They can trap intruders by weaving the hair into animated entangling ropes and snares in 1-4 rounds (Rope: AC 1; hp 5; MV 3"; save vs. **Paralysis** or be trapped). The items in a korred's pouch will turn to gold if sprinkled with holy water (50-200 gp value).

Korreds have great strength and can hurl boulders up to 10" (DM 2d8) and are rumored to have built the druid stone circles. They can attack with their shears (DM d4+4), cudgel (DM d6+4), or without a weapon (DM 1-2 +4). Korreds may **laugh**, 3 times/day; anyone within 6" hearing it, must roll their Charisma or *higher* on 1d20 or be stunned for 1-4 rounds. Korreds can use the following abilities at will:

Stone Shape	Animate rock
Stone Door (teleport 3")	Shatter (rock)
Transmute Rock to Mud	Stone Tell

Each week, the korreds have a holiday where they dance and play music. Those who interrupt the dance must save vs. Spells or **dance**, losing 1-4 points per round until dead, restrained, or the korreds flee.

NEW



LEUCROTTA

FQ: Rare

#E: 1-4

AC: 4

MV: 18"

HD: 6+1

%L: 40%

TT: D

AT: 1 bite

DM: 3d6

SA: See below

SD: Kick in retreat

MR: Standard

IN: Average

AL: Chaotic evil

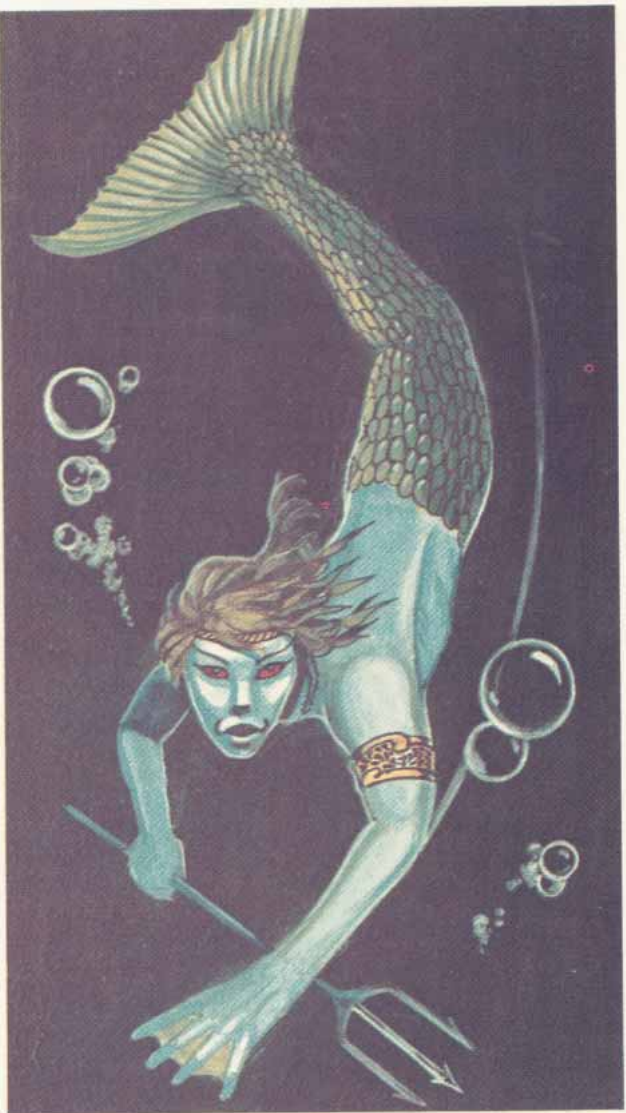
SZ: L (9' long)

PS: Nil

L/XP: V/475 + 8/hp

This ugly creature haunts deserted and desolated places, because most other creatures cannot bear the sight of it. It has the body of a stag, a tufted tail, and cloven hooves. Its head looks like a huge badger head, but instead of teeth it has jagged bony ridges. Leucrotta are intelligent and speak their own language as well as Common. It is a sly creature and can imitate the voice of a man or woman. This is done in order to trick prey into approaching to attacking distance.

Leucrotta attack by biting for 3d6 points of damage. It is rumored that their bony ridges and jaws are so powerful that it can even bite through metal. When a leucrotta retreats, it will turn its back on its opponent and kick with its hind legs causing 1-6 points of damage with each hoof. Leucrotta lair in treacherous ravines and rocky spires, because they are as surefooted as a mountain goat.



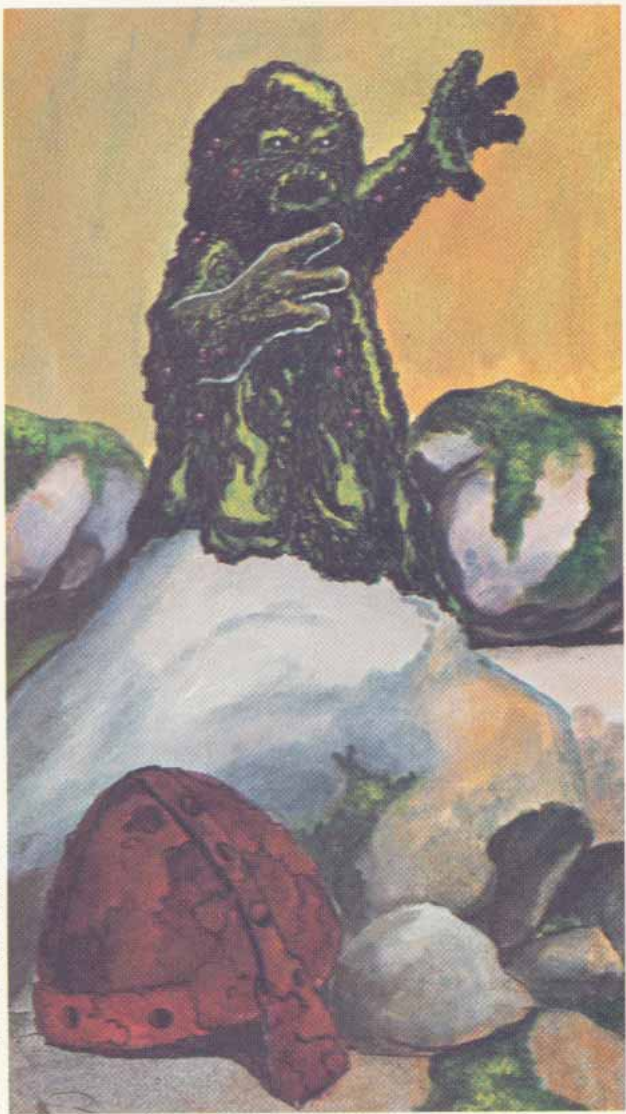
MERMAN

FQ:	Uncommon	SA:	See below
#E:	2d10 x 10	SD:	Nil
AC:	7	MR:	Standard
MV:	1"/18"	IN:	Average to very
HD:	1+1	AL:	Neutral
%L:	25%	SZ:	M (6'+ tall)
TT:	C, R	PS:	Nil
AT:	1 weapon		
DM:	By weapon	L/XP:	1/20 + 2/hp

Mermen live in warm tropical waters, harvesting kelp and hunting or herding fish. They only leave the water to sun themselves or visit a coastal spot. Mermen speak Merman and may (50%) speak Locathah.

Mermen use tridents, daggers, javelins, nets, and heavy crossbows (3" range underwater). They also use grapples (3" range, a 3 or better needed to hit) to grapple ships. Each grapple held by 10 mermen will slow a ship by 1". A ship, once stopped, is attacked and a hole knocked in its hull in 4d4 rounds, so the ship will slowly sink.

For every 20 mermen encountered, there is also one fighter (F 2-3) and may (25%) be 1-3 barracuda (AC 6; HD 3; DM 2d4). For every 40, there is also a leader (F 4). For every 120, there are also a chief (F 6), and two guards (F 4). There is a 10% chance per 10 mermen that there is also a fighter 4/cleric 4. Females and young will equal 100% and 100% of the males in a lair. Mermen lairs are also guarded by 3d6 barracuda. Mermen usually lair in reefs or cliffs, but may (10%) build a village of shell, rock, and coral.



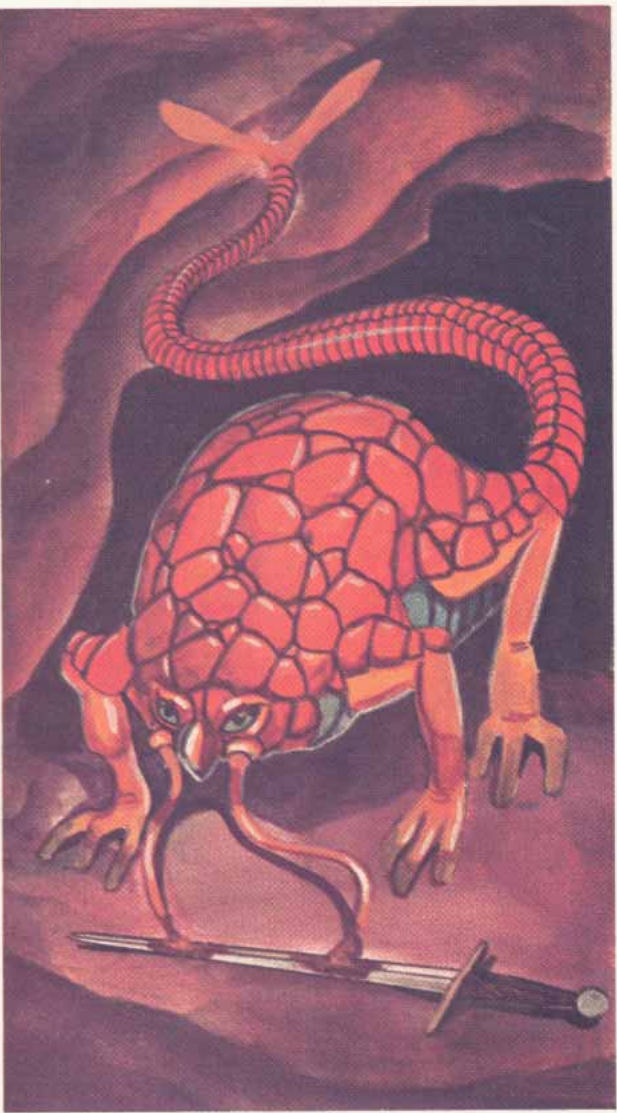
OBLIVIAX (MEMORY MOSS)

FQ:	Rare	SA:	See below
#E:	2d6	SD:	See below
AC:	10	MR:	Standard
MV:	Nil	IN:	Average
HD:	1-2 hit points	AL:	Neutral evil
%L:	100%	SZ:	S (1/2' square)
TT:	Nil	PS:	Nil
AT:	Nil		
DM:	Nil	L/XP:	II/30 + 1/hp

This evil black moss has the magical power to steal memories from others. When an intelligent creature is within 60' it must save vs. Spells or the moss will steal all the creature's memories from the last 24 hours (including memorized spells). It can try to steal memories from one creature per round until it succeeds, and then will not attack again for 24 hours.

If an obliviax with stolen memories is attacked, it will, in one round, form a part of itself into a tiny moss imitation of the creature whose memories it stole. This mossling remains attached to the parent moss and can only defend itself by casting any stolen spells.

The only way to regain stolen memories is to eat the living obliviax. This takes one round. If a save vs. Poison is made, the eater will gain all the stolen memories including spells. If the save fails the eater will become very ill for 3d6 turns. It is possible to gain another's memories by eating this moss. Anyone who gains spells by eating the obliviax can cast them. The memory gained this way fades in 24 hours.



RUST MONSTER

FQ: Uncommon

#E: 1-2

AC: 2

MV: 18"

HD: 5

%L: 10%

TT: Q (x10)

AT: 2 antennae

DM: Nil

SA: Rusts metal

SD: Rusts metal

MR: Standard

IN: Animal

AL: Neutral

SZ: M (7' long)

PS: Nil

L/XP: IV/185 + 4/hp

Rust monsters inhabit only dark subterranean places. They roam the passages in search of "food" — metals of all sorts, but most commonly ferrous metals such as iron, steel, and magical steel alloys (mithril and adamantite). Rust monsters can smell metal up to 9" away. If the rust monster touches metal with its antennae (roll "to hit") the metal will rust. Magic items have a chance of not being affected equal to 10% for each plus (a +2 weapon or armor has a 20% chance of not being affected). The affected metal rusts or corrodes and immediately falls to pieces which are easily eaten and digested by the creature. Metal weapons striking a rust monster are affected just as if the creature's antennae had touched them. Rust monsters will stop for one round to devour items such as a handful of iron spikes or a mace, if a fleeing party throws them behind, but they will go after ferrous metal in preference to copper, silver, etc.



GIANT, STONE

FQ: Uncommon

#E: 1-8

AC: 0

MV: 12"

HD: 9 + 1-3

%L: 30%

TT: D

AT: 1 club

DM: 3d6

SA: Hurl rocks (3d10)

SD: See below

MR: Standard

IN: Average

AL: Neutral

SZ: L (12' tall)

PS: Nil

L/XP: VII/1,800 + 14/hp

Most stone giants lair in caves and caverns of mountainous regions. Though not overly intelligent, they are cunning. They have their own language and may bargain with a party that is strong enough to defeat them, for they are greedy and eager for treasure. When outside their lairs, stone giants may carry large sacks containing spare boulders, worthless odds and ends, and 1,000 to 6,000 coins — usually gold. The adults find great sport in hurling boulders up to 30" (causing 3d10 points of damage if they hit). Stone giants are able to catch similar missiles hurled at them 90% of the time. In combat, stone giants attack with clubs (DM 3d6).

If more than 4 stone giants are encountered in their lair, the fifth and sixth ones will be female (HD 8 + 1-2; DM 2d8) and the rest will be young with 10% to 100% of the hit points and damage of an adult. In addition, stone giants are 75% likely to have 1-4 cave bears (AC 6; HD 6+6; DM 1-8/1-8/1-12) as guards and pets.



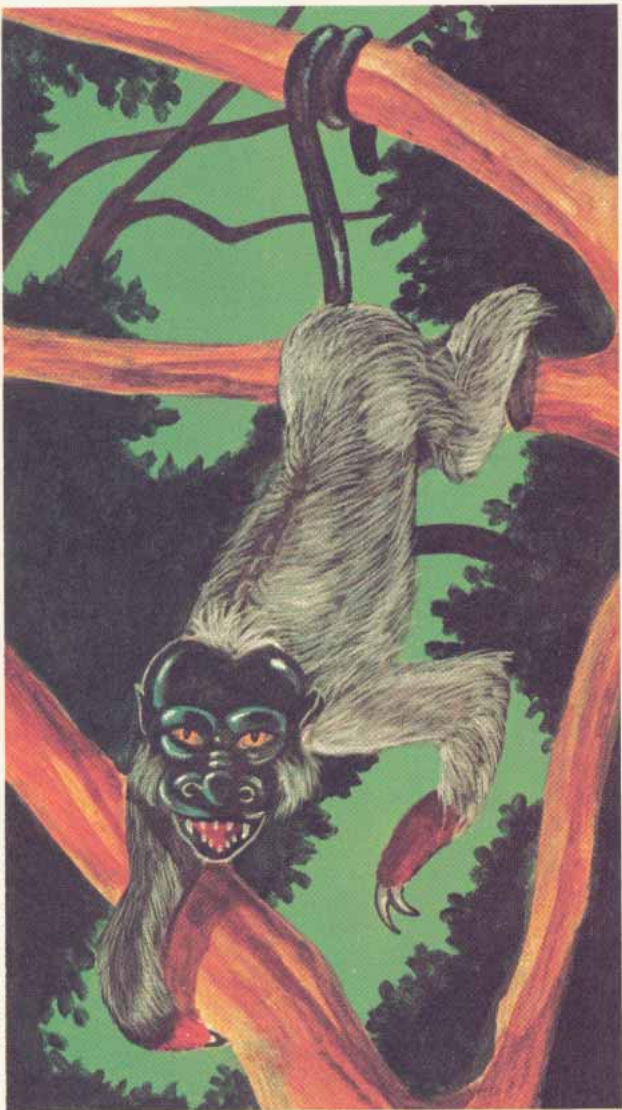
DEMON, SUCCUBUS

FQ:	Rare	SD:	+1 or better
#E:	1		weapon to hit
AC:	0	MR:	70%
MV:	12"/18"	IN:	Exceptional
HD:	6	AL:	Chaotic evil
%L:	5%	SZ:	M (6' tall)
TT:	I, Q	PS:	200
AT:	2 claws	At:	D
DM:	1-3/1-3	Df:	G, I
SA:	Energy drain	L/XP:	VII/2,100 + 6/hp

Succubi are loners, and rule lower demons by wit and threat. This demon is **telepathic** and can speak all languages. The **kiss** of a succubus drains one life level (hit dice, abilities, etc.). Normal weapons will not hurt them, but acid, poison, and attacks with magic or unforged (cold) iron weapons cause full damage. Cold, lightning, fire, and gas attacks only cause half damage. A succubus may be slain, but not subdued. Succubi can use these abilities at will:

Become Ethereal	Infravision 90'
Charm Person	Shapechange
Clairaudience	(to humanoid)
Darkness, 5'R	Suggestion
ESP	Teleportation (no error)

A succubus is kept at bay by a **thaumaturgic triangle**. It is repelled by holy (good) symbols. Able to travel the astral and ethereal planes freely, it cannot enter most planes unless summoned by ritual, gated in, or responding when its true name is spoken (5% chance). A succubus may (40%) **gate** in other demons. Roll 1d20: 1-14 Type IV 15-19 Type VI 20 Prince
MM 16,18

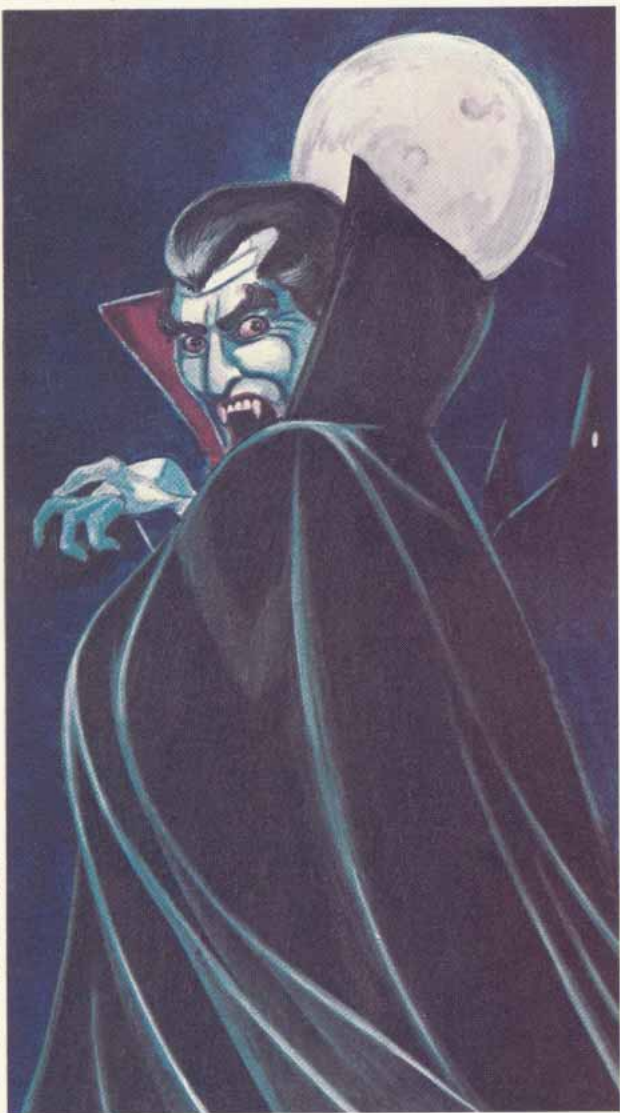


SU-MONSTER

FQ:	Uncommon	SD:	Immune to psionic attacks
#E:	1-12	MR:	Standard
AC:	6	IN:	Average
MV:	9"©9"	AL:	Chaotic evil
HD:	5+5	SZ:	M (5' long)
%L:	30%	PS:	120
TT:	C, Y	At:	See below
AT:	4 claws, 1 bite	Df:	Immune
DM:	1-4 (x4)/2d4	L/XP:	IV/225 + 6/hp
SA:	See below		

Su-monsters live in wilderness areas and subterranean lairs uninhabited by man. They have prehensile tails which they use to swing through tree branches. Su-monsters are at home upright or hanging upside down by their tail the latter being one of their favorite methods of lurking for prey. From such a position they can attack with all four clawed feet (DM 1-4 each) as well as their jaws (DM 2d4). If more than 4 are encountered it is likely that the group will be a male, female, and young. The female will fight as a 12 HD monster for 6 rounds if the young are attacked, and the male will fight as a 12 HD monster for 4 rounds if the female is attacked.

Su-monsters are immune to psionic attack; however, they have a natural psionic ability that enables them to deliver a psionic attack (strength 120) once per day if psionic activity occurs within 12" of them. Roll 1d6:
1,2 Psychic crush 3,4 Psionic blast 5,6 Mind thrust



VAMPIRE

FQ:	Rare	SA:	Energy drain
#E:	1-4	SD:	+1 or better weapon to hit
AC:	1	MR:	Standard
MV:	12"/18"	IN:	Exceptional
HD:	8+3	AL:	Chaotic evil
%L:	25%	SZ:	M (6' tall)
TT:	F	PS:	Nil
AT:	1	L/XP:	VIII/3,800 + 12/hp
DM:	d6+4 or by weapon +4		

Undead vampires can **become gaseous** or change into bats at will. They can summon underground 10d10 rats or bats to confuse foes or above ground 3d6 wolves (AC 7; HD 2+2; DM d4+1) arriving in 2d6 rounds. Vampires have 18/76 strength and gain +2 to hit and +4 on damage. Each hit drains 2 life levels (hit dice, abilities, etc.). Anyone totally drained becomes a vampire in one day. Anyone looking into a vampires eyes must save vs. Spells at -2 or be **charmed**.

Vampires are harmed only by magic weapons. They suffer half damage from cold or electricity, and are unaffected by **sleep**, **charm** and **hold** spells, or by poison or paralysis. Holy water causes d6+1 points of damage per vial. Vampires will not approach mirrors or lawful (good) holy symbols, but will move around them or have servants remove them. They will hesitate 1-4 rounds if confronted with garlic. Vampires regenerate 3 hp/round, and if reduced to zero, **become gaseous** and must return to their coffins in 12 turns for 8 hours. Sunlight makes them powerless and will kill a vampire in 1 turn. Immersion in running water kills in 3 rounds. A wooden stake through its heart will slay a vampire until the stake is removed. MM 99



FQ: Very rare
#E: 1-6
AC: 3
MV: 12"
HD: 6+2
%L: 15%
TT: D, Q (x5)
AT: 2 claws, 1 bite
DM: 1-4/1-4/1-12
SA: Rake for d4+1/
d4+1
SD: Silver or +1 or
better weapon
to hit
MR: Standard
IN: Average
AL: Neutral
PS: Nil

L/XP: VI/525 + 8/hp

LYCANTHROPE, WERETIGER

Weretigers are humans with the ability to assume tiger form. Most are female. They usually stay in human form, except during hours of darkness. In periods of full moon, weretigers are 90% likely to be forced into animal form. In this form, weretigers are similar to normal tigers in their habits and will surprise on a roll of 1-4. It is only 5% likely that they will mingle with other tigers. In addition to their own language, weretigers have the power to speak with all types of cats, and cats are 75% likely to be friendly with them in return.

Like all lycanthropes, weretigers can only be hit by silver or +1 or better weapons. They climb well and can leap up to 10' upward and 30' to 50' forward. If both forepaws hit the same target in the same round, the rear paws will each attack (rake) for d4+1 points of damage. Any human taking 50% or more damage from a weretiger is infected with **lycanthropy** (DMG p.22) and will become a weretiger.



WIND WALKER

FQ:	Rare	SA:	See below
#E:	1-3	SD:	See below
AC:	7	MR:	See below
MV:	15"/30"	IN:	Very
HD:	6+3	AL:	Neutral
%L:	20%	SZ:	L (15' long)
TT:	C, R	PS:	Nil
AT:	See below		
DM:	3d6	L/XP:	VI/575 + 8/hp

These invisible, ethereal beings come from the elemental plane of Air and appear as gusts of wind. They prefer to live high in mountains or deep within great caverns. Wind walkers are sometimes forced into service by storm giants. Their approach is detectable 10" to 30" away as a whistling, howling, or roaring of wind depending on their number. Wind walkers are telepathic; one can detect thoughts within 10", two within 20", and three within 30". They attack all within 1" by wind force, each wind walker causing 3d6 points of damage to all creatures hit.

Being ethereal, wind walkers can be fought only by such creatures as djinn, efreet, invisible stalkers, and aerial servants. They are only affected by certain spells: **control weather** (save vs. Spells or die), **slow** (does 1d6 of damage per level of the spell caster), and **ice storm** (drives them away for 1-4 melee rounds). **Haste** does half the damage of a **slow** spell, but doubles the damage caused by a wind walker. Wind walkers will pursue fleeing opponents for d4+1 rounds, but magical barriers will stop them. They are subject to mental attacks, including psionics.