



Monstrous Compendium

VOLUME THREE

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PREHISTORIC AND PLEISTOCENE ENCOUNTERS

Prehistoric Plain or Scrub

- 2 Tyrannosaurus Rex
- 3 Tyrannosaurus Rex
- 4 Dilophosaurus
- 5 Ankylosaurus
- 6 Gorgosaurus or deinochus
- 7 Struthiomimus
- 8 Stegosaurus
- 9 Pentaceratops or triceratops
- 10 Trachodon
- 11 Iguanodon or lambeosaurus
- 12 Camarasaurus or plateosaurus
- 13 *Pteranodon or pterosaur*
- 14 Podokesaurus
- 15 Styracosaurus
- 16 Monoclonius
- 17 Ornitholestes
- 18 Ceratosaurus
- 19 DM Special
- 20 DM Special

Prehistoric Forest

- 2 Snake, giant con.
- 3 Snake, giant con.
- 4 Lizard, giant
- 5 Brontosaurus
- 6 Megalosaurus
- 7 Allosaurus
- 8 Ankiasaurus
- 9 Trachodon
- 10 Plateosaurus
- 11 Stegosaurus or dacentrurus
- 12 Iguanodon or lambeosaurus
- 13 Euparkeria
- 14 Compsognathus
- 15 Ceratosaurus
- 16 Paleocinthus
- 17 Teratosaurus
- 18 Massopondylus
- 19 DM Special
- 20 DM Special

Prehistoric Hill or Rough

- 2 Tyrannosaurus Rex
- 3 Tyrannosaurus Rex
- 4 Allosaurus
- 5 Gorgosaurus
- 6 Compsognathus
- 7 Dimetrodon
- 8 Euparkeria
- 9 Ankiasaurus
- 10 Iguanodon
- 11 Pentaceratops or styracosaurus
- 12 Pteradactyl
- 13 *Pteranodon or pterosaur*
- 14 Triceratops
- 15 Stegosaurus
- 16 Lizard, minotaur
- 17 Ankylosaurus
- 18 Paleocinthus
- 19 DM Special
- 20 DM Special

Prehistoric Marsh

- 2 Tanystropheus
- 3 Tanystropheus
- 4 Snake, giant, con.
- 5 Dimetrodon
- 6 Euparkeria
- 7 Nothosaurus
- 8 Crocodile, giant
- 9 Trachodon or kentrosaurus
- 10 Iguanodon or lambeosaurus
- 11 Camarasaurus or cetiosaurus
- 12 Brontosaurus or brachiosaurus
- 13 Diplodocus or mamenchisaurus
- 14 *Pteradactyl*
- 15 *Pteranodon or pterosaur*
- 16 Massopondylus
- 17 Lizard, giant
- 18 Lizard, Minotaur
- 19 DM Special
- 20 DM Special

Prehistoric Fresh Water

- 2 Snake, giant con.
- 3 Snake, giant con.
- 4 Plesiosaurus
- 5 Plesiosaurus
- 6 Elamosaurus
- 7 Tanystropheus
- 8 Nothosaurus
- 9 Piranha, giant
- 10 Fish, school
- 11 Fish, school
- 12 Fish, school
- 13 *Pteradactyl*
- 14 *Pteranodon or pterosaur*
- 15 Crocodile, giant
- 16 Eel, weed
- 17 Gar, giant
- 18 Crayfish, giant
- 19 DM Special
- 20 DM Special

Prehistoric Deep Water or Ocean

- 2 Archelon ischyras
- 3 Archelon ischyras
- 4 Eel, marine
- 5 Tenuodontosaurus
- 6 Dinichthys
- 7 Elamosaurus
- 8 Shark, common
- 9 Plesiosaurus
- 10 Plesiosaurus
- 11 Fish, school
- 12 Fish, school
- 13 Whale, common
- 14 Shark, common
- 15 Shark, giant
- 16 Whale, giant
- 17 Squid, giant
- 18 Ray, manta
- 19 DM Special
- 20 DM Special

Prehistoric Shallow or Coastal Waters

- 2 Lamprey, land
- 3 Strangleweed
- 4 Elamosaurus
- 5 Lamprey
- 6 Shark, common
- 7 Archelon ischyras
- 8 Plesiosaurus
- 9 Crab, giant
- 10 Fish, school
- 11 Fish, school
- 12 Fish, school
- 13 Pteradactyl
- 14 *Pteranodon or pterosaur*
- 15 Barracuda
- 16 Snake, sea
- 17 Octopus
- 18 Ray, sting
- 19 DM Special
- 20 DM Special

Pleistocene Marsh

- 2 Snake, giant con.
- 3 Snake, giant con.
- 4 Phororhacos
- 5 Phororhacos
- 6 Axebeak
- 7 Axebeak
- 8 Crocodile, giant
- 9 Crocodile, giant
- 10 Animal, herd
- 11 Animal, herd
- 12 Animal, herd
- 13 Animal, herd
- 14 Megatherium
- 15 Mastodon
- 16 Mammal, small
- 17 Lizard, giant
- 18 Cavemen
- 19 DM Special
- 20 DM Special

Pleistocene Plain or Scrub

- 2 Horse, wild
- 3 Horse, wild
- 4 Lion, spotted
- 5 Weasel, giant
- 6 Boar, giant
- 7 Axebeak
- 8 Hyenodon
- 9 Tiger, S.T.
- 10 Animal, herd
- 11 Animal, herd
- 12 Animal, herd
- 13 Mammoth or mastodon
- 14 Titanotherium
- 15 Baluchitherium
- 16 Rhino, wooley
- 17 Camel
- 18 Caveman
- 19 DM Special
- 20 DM Special

Pleistocene Forest

- 2 Snake, giant con.
- 3 Snake, large con.
- 4 Wolf, dire
- 5 Lion, spotted
- 6 Weasel, giant
- 7 Ape, carnivorous
- 8 Tiger, S.T.
- 9 Baboon
- 10 Animal, herd
- 11 Animal, herd
- 12 Animal, herd
- 13 Megatherium
- 14 Mammal, small
- 15 Mammoth or mastodon
- 16 Boar, giant
- 17 Baluchitherium
- 18 Caveman
- 19 DM Special
- 20 DM Special

Pleistocene Rough or Hill

- 2 Tiger, S.T.
- 3 Ape, carnivorous
- 4 Ape, carnivorous
- 5 Wolf, dire
- 6 Wolf, dire
- 7 Bear, cave
- 8 Hyenodon
- 9 Lion, spotted
- 10 Animal, herd
- 11 Animal, herd
- 12 Animal, herd
- 13 Animal, herd
- 14 *Vulture, common*
- 15 Rhino, wooley
- 16 Mammal, small
- 17 Cavemen
- 18 Cavemen
- 19 DM Special
- 20 DM Special

Pleistocene Mountain

- 2 Ape, carnivorous
- 3 Ape, carnivorous
- 4 Wolf, dire
- 5 Wolf, dire
- 6 Lion, spotted
- 7 Lion, spotted
- 8 Bear, cave
- 9 Bear, cave
- 10 Animal, herd
- 11 Animal, herd
- 12 Animal, herd
- 13 Animal, herd
- 14 *Vulture, common or giant*
- 15 Caveman
- 16 Caveman
- 17 Caveman
- 18 *Condor*
- 19 DM Special
- 20 DM Special

Notes:

Monsters in *italic type* are typically airborne when encountered.

Pleistocene Marsh: Herd animals are 80% likely to be giant flightless birds of 1-3 Hit Dice. These are non-aggressive unless provoked or startled.

Waterborne: Fish schools are huge schools of harmless fish. They are preyed on by aquatic carnivores. Some harmless schools of fish might be mistaken for piranha (or vice versa).

	Adult Female (Mother)	Young (Biter)	Adult Male (Shadow)
CLIMATE/TERRAIN:	Salt Water	Salt Water	Salt Water
FREQUENCY:	Rare	Rare	Very Rare
ORGANIZATION:	School	School	Solitary
ACTIVITY CYCLE:	Any	Any	Any
DIET:	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Average (8-10)	Average (8-10)	Average (8-10)
TREASURE:	Nil	Nil	Nil
ALIGNMENT:	Neutral	Neutral	Neutral
NO. APPEARING:	1	2-12	1
ARMOR CLASS:	6	3	5
MOVEMENT:	18	20	22
HIT DICE:	6+6	1+1	5+5
THAC0:	15	19	15
NO. OF ATTACKS:	1	1	1
DAMAGE/ATTACK:	6-48	2-8	5-20
SPECIAL ATTACKS:	Nil	Nil	Nil
SPECIAL DEFENSES:	See below	See below	See below
MAGIC RESISTANCE:	Nil	Nil	Nil
SIZE:	H (18' long)	T (1' long)	L (8' long)
MORALE:	Steady (12)	Steady (12)	Steady (12)
XP VALUE:	1,400	65	975

Sometimes known as scallions or 'scallions, ascallions are fearsome predators that inhabit the world's oceans. Those coastal and aquatic communities that find themselves contending with ascallions quickly learn to respect their powerful bite and lightning speed. The most unusual feature of ascallions is the manner in which the female and her young hunt.

Adult female ascallions are much larger than their male counterparts, averaging 18 feet in length. The female ascallion is dark grey along her dorsal surface and shades to light grey on her underside. Like the males, they are similar in appearance to sharks.

Ascallion young are small and fairly harmless looking, averaging just over one foot in length. As a rule, they are light grey in color with occasional individuals being a dark grey or black. They normally dwell inside the gaping maw of their mother and are seen only when she releases them to attack her prey.

Combat: Female ascallions usually attack their prey in conjunction with their young. When a victim is spotted, the female remains at a safe distance and opens its jaws wide. Instantly, 2d6 young dart forth from within the mouth and tear at the prey with their razor-sharp teeth. After they have eaten their fill, the mother moves forward and consumes what remains. In the event that the young are unable to contend with the chosen victim, the mother can rush forward and come to their aid.

The female ascallion's powerful jaws have been known to splinter the hulls of small boats and make short work of most opponents. When employed to attack a ship or similar construct, the jaws of the female ascallion deliver 2d4 points of hull damage.

All types of ascallions have an unusual nervous system that is far less centralized than that of most other creatures. The result of this unique physiology is that, while the creature has virtually no sense of touch or pain, it is utterly immune to all forms of mental attack or paralysis (including both mental and chemical attacks.)

Habitat Society: Ascallions are nomadic creatures that roam throughout the world's temperate and tropical seas. Although

they cannot live in fresh water, the females have been known to venture up wide rivers in search of prey for brief periods of time.

Ascallions spawn only rarely, with each mother giving birth to 2d6 young. These young are protected by the mother, living safely inside her mouth and coming out only to hunt and feed, for roughly three years. When the young reach maturity, they turn on their mother and eat their way out of her body, killing her in the process. Mature young are treated as adults of the species, but have half the hit points that they will acquire when they are full grown.

Once the young ascallions have slain their mother, they disband and leave the company of their siblings forever. If the mother is slain before they reach maturity, they will generally remain together until they are old enough to strike out on their own.

Because of the singular nature of their nervous system, ascallions are unable to hunt by sensing vibrations in the water as many ocean predators do. Instead, they are forced to seek out their prey by sight and smell alone.

Ecology: The ascallion regards all other forms of aquatic life as potential prey. Even sharks, which often stay near other predators to share in their kills, do not remain in an area occupied by an ascallion.

Ascallions are deadly enemies of octopi and attack them on sight, abandoning whatever else they may be doing at the time.

Shadow

Male ascallions, commonly called shadows, range in color from black to charcoal grey. They greatly resemble sharks and average around eight feet in length at adulthood.

Adult male ascallions attack with their powerful jaws and sharp teeth. Although their bite is not nearly as powerful as that of female ascallions, the males can hold their own against creatures as deadly as the giant shark.

Asperii



CLIMATE/TERRAIN:	Mountain peaks
FREQUENCY:	Rare
ORGANIZATION:	Herd
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	High (13-14) to Exceptional (15-16)
TREASURE:	Nil
ALIGNMENT:	Neutral good

NO. APPEARING:	1-4
ARMOR CLASS:	4
MOVEMENT:	21, Fl 42 (C)
HIT DICE:	4
THAC0:	17
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1-8/1-8/1-4
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	L (8')
MORALE:	Elite (13-14)
XP VALUE:	420



Commonly known as wind steeds, the asperii is highly prized as a mount and can be very loyal to its rider.

Asperii are white, grey, or dun in color and have small manes that are usually silver, white, or light grey.

Combat: Although asperii are gentle beings, they are also quite capable of defending themselves if forced into combat. Each round, asperii can kick with their front hooves and bite with their sharp teeth. As a rule, they direct their bites at the wings and faces of their opponents.

Asperii are utterly immune to damage from any form of cold-based attack. Similarly, they are unharmed by winds of any type (including the whirlwind attacks of an air elemental or a djinni and so forth). This ability also enables them to slip free of the grasp of an aerial servant with unusual ease (they have a 40% chance to do so.)

Conversely, they are unusually vulnerable to flames (though not to heat) and suffer double the normal amount of damage from any attack that employs flames.

Asperii have keen eyes that not only give them the power of true sight but can also see into both the Ethereal and Astral planes. This being the case, they are often able to warn their riders of the approach of creatures that might otherwise be undetected. The unusual nature of asperii makes them immune to all forms of gaze attacks, such as those of the basilisk or catoblepas.

When flying, the typical asperii is fairly agile (having a maneuverability class of C). They retain such quick response times until they are burdened with more than 150 pounds. An asperii can carry as much as 600 pounds but its maneuverability class is reduced by one for each 150 pounds carried.

A loyal asperii (that is, one who has accepted an individual as its master) flies so smoothly that its rider may even cast spells from its back. Obviously, any normal restrictions to the use of a particular spell still apply. If an asperii elects to strike with its hooves or bite in combat, this prevents the rider from engaging in spellcasting.

Habitat/Society: Asperii sometimes live in herds of as many as 20 animals but are most often encountered in groups of two or three. As a rule, they live in the uppermost regions of virtually inaccessible mountain peaks.

Asperii communicate with each other by means of a limited

form of telepathy, which has a range of 60 yards. With this power, they can also speak with other intelligent beings.

Asperii are the mortal enemies of hippogriffs and griffons, tending to attack these creatures on sight. They have also been known to do battle with rocs, although they normally ignore such creatures if possible. Pegasi and asperii get along quite well, and the two species are often found in each other's company.

If taken when young, an asperii can be trained to accept a single master. If this is done, it becomes utterly loyal to this individual and will not bear another upon its back unless so instructed by its master. An asperii will refuse to accept a master who is not of neutral, lawful neutral, or neutral good alignment. Young asperii, commonly known as "doffs," can be sold to those who wish to train them for between 4,000 and 6,000 gold pieces.

The wingless asperii are capable of flight due to their natural powers of levitation. In addition, they are able to ride winds of either magical or mundane nature. When they do so, they add 1 to their movement rate for each mile per hour over 20 of wind. Asperii also have an inherent ability to cast a feather fall spell up to four times per day on themselves or on any being they are able to touch.

Ecology: Although asperii are omnivorous and eat a great variety of plants and animals, they do have a few favorite foods. Asperii prize mint leaves, mistletoe, fish, and hawk flesh. In fact, they so delight in eating fish that they have been known to raid fishing boats and coastal villages in search of them. Perhaps because asperii can go for long periods of time without eating, they seem to have unlimited appetites when given the chance to feed on their favorite foods.

Noble Asperii

The noble asperii are a very rare off-shoot of this species. Many people describe the hide of a noble as looking like an iridescent, polished abalone shell.

Their telepathy is more powerful than that of their more common counterparts, having a 90-foot range and being forceful enough to permit the noble to implant a suggestion on creatures of 3 or fewer Hit Dice.

Nobles have 6 Hit Dice (THAC0 15) and are often found at the head of large herds of asperii.

	Spectator	Gauth (Nighteyes)
CLIMATE/TERRAIN:	Any	Any Subterranean
FREQUENCY:	Very rare	Rare
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Day	Night
DIET:	Omnivore	Carnivore
INTELLIGENCE:	Very to highly (11-14)	Exceptional (15-16)
TREASURE:	See below	Any
ALIGNMENT:	Lawful neutral	Neutral evil

NO. APPEARING:	1-2	1
ARMOR CLASS:	Body 4, eyes 7	0/2/7
MOVEMENT:	Fl 10 (B)	Fl 9 (B)
HIT DICE:	4 +4 hit points	6 +6 to 9 +9
THACO:	15	13 (6 +6 HD) 11 (9 +9 HD)
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	2-5	3-12
SPECIAL ATTACKS:	See below	See below
SPECIAL DEFENSES:	See below	See below
MAGIC RESISTANCE:	5%	Nil
SIZE:	S (4' diameter)	L (4'-6' diameter)
MORALE:	Elite (14)	Champion (15-16) to Fanatic (17-18)
XP VALUE:	4,000	6,000 (6 +6 HD) 9,000 (9 +9 HD)



Spectator

Another relative of the beholder, the spectator is a guardian of places and treasures. Once it is given a task, it guards for up to 101 years and lets no one use, borrow, or examine an item of treasure.

The spectator has a large central eye and four smaller eye stalks protruding from the top of its hovering, spherical body.

Combat: The spectator is difficult to surprise, as it has a surprise modifier of +2. Since the spectator is basically a passive creature, it attempts to communicate and implant its suggestion as its first act, unless it is immediately attacked. In close combat, the spectator can bite for 1d4 + 1 points of damage.

The creature's body is covered in tough hide and thus is AC 4. Any blow is 70% likely to hit the body, which contains all of the beast's hit points.

Hits on the eye stalks (AC 7) occur 20% of the time, while hits on the central eye (also AC 7) happen only 10% of the time. Any hit on an eye or eye stalk destroys it; a spectator blinded in every eye cannot defend its treasure and teleports to the outer plane of Nirvana. This is the only condition under which it leaves its post. Its eyes regenerate in one day and then it returns. If the treasure is gone, the creature again leaves for Nirvana, never to return.

The spectator has a general magic resistance of 5%. But when the central eye is undamaged, it can *reflect* one spell cast at it per round back against the caster. This does not apply to touch spells. The reflection occurs only if the spectator rolls a successful saving throw vs. spell.

Reflection is possible only if the caster is standing within a 60° arc of the front of the central eye.

For example, if a mage casts a *lightning bolt* spell at a spectator, the DM rolls the spectator's saving throw to see if the spell is reflected. If the roll fails, then the spectator's magic resistance is rolled. Only if this roll fails as well does the lightning bolt cause any damage (and even then the spectator gets a saving throw for half damage).

The spellcaster is allowed a normal saving throw vs. his reflected spell and only he risks any damage. Thus, in the earlier example, if the lightning bolt were reflected, only the mage could be hit by it. If the mage's saving throw is successful, he receives no damage (though a failed saving throw means he suffers the full damage rolled).

The spectator has an initiative modifier of +1. All three "attack eyes" can be brought to bear on the same target. The small eyes have the following powers:

#1: *Create food and water.* Creating up to the amount of food and water for a large meal (up to six people) takes one full round.

#2: *Cause serious wounds.* Inflicts 2d8 + 3 points of damage to a single being at a range of 60 yards. A saving throw vs. spell is allowed for half damage. This attack has a casting time of 1.

#3: *Paralyzation ray.* Range of 90 feet, one target only, duration 5d4 rounds. This attack has a casting time of 1. The spectator never attacks a paralyzed character; the character may even be allowed to go his own way if he leaves in peace.

#4: *Telepathy.* Range 120 feet, only one target. Communication is possible in this way. The beast can also plant a suggestion if the target fails a saving throw vs. spell. The suggestion is always to leave in peace, and it has a casting time of 1. Communication takes twice as long.

Habitat/Society: If properly met, the spectator can be quite friendly. It will tell a party exactly what it is guarding early in any conversation so that there is no argument. If its charge is not threatened, it can be very amiable and talkative via its telepathy.

Spectators move by a very rapid levitation in any direction. They will drift aimlessly when asleep (20% likely when encountered), never touching the ground.

Under rare circumstances, a powerful mage might have summoned two spectators to guard a particularly valuable treasure. In this case, there is no chance of surprising the creatures, as they sleep in shifts.

On the plane of Nirvana, spectators live in large groups of up to 1,000 individuals, using their eyes to create vast feasts. Outsiders are usually not welcome at these spectator feasts, but at times spectators are known to share their company with guests.

Ecology: The treasure being guarded is 90% likely to be a magical item with a value of at least 15,000 gp. If the spectator gains incidental treasure while performing its duty, this is not part of its charge and it freely allows this to be taken. Incidental treasure can be generated as follows: 40% for 3-300 coins of mixed types, 30% for 1d6 gems of 50-gp base value, 20% for 1d4 potions, 15% for a +1 piece of armor, 15% for a +1 weapon, and 5% for a miscellaneous magical item valued at 1,000 XP or less.

Spectators are summoned from Nirvana by casting *monster summoning V* with the material component of three or more small eyes from a beholder. (The chance of success is 10% per eye.) The spectator can be commanded only to guard some treasure. It performs no other duty, and if commanded to undertake some other task, it returns to Nirvana immediately. If its guarded treasure is ever destroyed or stolen, the spectator is released from service and returns to Nirvana. The summoner may take the item with no interference from the spectator, but this releases the creature to go back to Nirvana.

Gauth

The gauth is believed to be a distant relative of the beholder, although this has never been proven. While it is quite similar to that creature, its ability to feed on the energy of magical objects makes it even more dangerous in some ways.

The spherical body of a gauth is normally five feet in diameter and generally brown in color, mottled with purple and grey. A thick layer of hard flesh provides the creature's body with an AC of 0. Located in the center of the gauth's forward hemisphere is its large central eye, which is AC 7.

The central eye is surrounded by a ring of smaller eyes that are protected by ridges of tough flesh (giving them the same Armor Class as the body). These eyes provide the creature with normal vision in lighted areas and infravision out to 90 feet in darkened places.

On the underside is the beast's fearsome mouth with its accompanying cluster of four feeding tendrils, while the top is adorned with a crown of six eye stalks. Both the eye stalks and the feeding tendrils are AC 2.

Combat: When a gauth moves into combat, it begins to glow, much as if it were the target of a *faerie fire* spell, to attract the attention of its foes. Any creature distracted by this runs the risk of being caught in the beam of the gauth's central eye. A creature that meets the gaze of this great eye must roll a successful saving throw vs. spell, with a -2 penalty, or be affected as if the victim of a *feeblemind* spell.

If a gauth chooses to bite with its great maw, its sharp fangs inflict 3d4 points of damage. The four tendrils around the mouth can grab and hold victims as if they had a Strength of 18, but they can inflict no damage themselves.

These creatures have an unusual physiology that enables them to regenerate 1 hit point every two turns.

A gauth in combat can also employ its six eye stalks. Although these are fully retractable when not in use, they are usually all extended prior to the start of any conflict. These eyes have the following powers:

Cause serious wounds: This power has a 30-foot range but is otherwise the same as the 4th-level priest's spell, inflicting 2d8 + 1 points of damage.

Repulsion: This power has the same effects as the 6th-level wizard's spell, with a 10-foot wide path and a 40-foot range.

Cone of cold: This terrible power is similar to the 5th-level wizard's spell. It causes 3d4 points of damage and has an area of effect five feet wide at the base, 50 feet long, and 20 feet wide at the mouth. It can be used only three times per day.

Lightning bolt: This eye can unleash a straight bolt of lightning from the eye outward to an 80-foot range. It inflicts 4d4 points of damage, although a successful saving throw vs. spell cuts that in half. This power can be used up to four times per day and is otherwise similar to the 3rd-level wizard's spell.

Paralyzation: This eye can affect a single target up to 40 feet away from the gauth. If the target fails its saving throw vs. paralysis, then it is unable to move. Only a *dispel magic* spell can free the victim from the effects of this eye.

Dweomer drain: Perhaps the most feared of the gauth's powers, this ability permits the gauth to drain charges from magical items. It has a 40-foot range and can be targeted on one individual per round. In addition to preventing an object from functioning for the duration of that round, this power drains one charge from any charged object. Permanent objects, such as magical swords, are rendered powerless for one round by this ability. Artifacts are not affected by the dweomer drain.

In addition, this eye has no effect on spells that have been memorized (but not yet cast) and does not break the concentration of a wizard engaged in invoking a spell. It does neutralize any spell cast by its target that round, however.

A *dispel magic* spell cast on any of the gauth's eye stalks prevents its use for 1d4 rounds. The central eye, any fully retracted eye stalks, the body's ability to glow, and the gauth's natural levitation are not subject to harm by such a spell.

If a gauth is slain, its magical energy is dissipated. Usually, this is a harmless event, but there is a 2% chance that it is catastrophic, inflicting 4d4 points of damage to all creatures within ten feet. No saving throw is possible against this damage.

Gauth are immune to their own powers and to those of other gauth.

Society Habitat: Gauth prefer to dwell in dark caves and caverns, coming out only to feed on livestock. They are cunning enough to avoid taking from the same herd and try to avoid instigating any organized attempts to kill them.

Although gauth are not known to fight over territories or prey, they do go to great lengths to avoid each other. Even when they encounter another of their kind in the wilderness, they often ignore them utterly.

Ecology: A gauth can survive by eating livestock and such, but it greatly prefers to devour magical objects. In some unknown manner, the creature is able to absorb magical energy and feed on it. Each turn that an object spends in the gauth's stomach causes it to lose one charge. A permanent object is rendered inoperative after one day (but artifacts are not affected). Magical objects that cannot be wholly digested by a gauth are spat out after they have been drained of all their power.

Gauth are thought to live a century or so and then die of something akin to old age. Within a week of their death, however, two young gauth emerge from the corpse after devouring much of it. Although smaller than their parent (each has 2+2 or 3+3 HD and a bite that causes only 2d4 points of damage) they have all the powers of a full-grown adult.

Various portions of a gauth's body (the eyes, primarily) are much sought after by mages who wish to understand the biology of these mysterious creatures.