

How To Use This Book



Welcome to the fourth *Monstrous Compendium* volume. Here we detail the creatures unique to Krynn, the world of the DRAGONLANCE® saga. As in previous volumes, all entries are given in alphabetical order on removable loose-leaf sheets. The loose-leaf sheets can be placed in a master binder for easy reference as needed for an adventure.

Important Note: These monsters should *not* be intermingled with the monsters from the previous three volumes of the *Monstrous Compendium*; keep these monsters together in a separate section of your binder.

All monsters included here are typical for their type; likewise, the encounter tables are guidelines for general play. Variations of your own design are encouraged. Those DMs unfamiliar with the world of Krynn and its concepts (such as the Cataclysm, the War of the Lance, and the Wizards of High Sorcery) will find a wealth of useful information in the *DRAGONLANCE Adventures* hardback and the various DRAGONLANCE modules and books.

Each entry includes the following information:

CLIMATE/TERRAIN defines where the creature is most often found. Climates include arctic, subarctic, temperate, and tropical. Typical terrain includes plain/scrub, forest, rough/hill, mountain, swamp, and desert.

FREQUENCY is the likelihood of encountering a creature in an area. *Very rare* is a 4% chance, *rare* is 11%, *uncommon* is 20%, and *common* is a 65% chance. Chances can be adjusted for special areas.

ORGANIZATION is the general social structure the monster adopts. "Solitary" includes small family groups.

ACTIVE CYCLE is the time of day when the monster is most active. Those most active at night may be active at any time in subterranean settings. Active cycle is a general guide and exceptions are fairly common.

DIET shows what the creature generally eats. *Carnivores* eat meat, *herbivores* eat plants, and *omnivores* eat either. *Scavengers* eat mainly carrion.

INTELLIGENCE is the equivalent of human "IQ". Certain monsters are instinctively cunning; these are noted in the monster descriptions. Ratings correspond roughly to the following Intelligence ability scores:

0	Non-intelligent or not ratable
1	Animal intelligence
2-4	Semi-intelligent
5-7	Low intelligence
8-10	Average (human) intelligence
11-12	Very intelligent
13-14	Highly intelligent
15-16	Exceptionally intelligent
17-18	Genius
19-20	Supra-genius
21+	Godlike intelligence

TREASURE refers to the treasure tables in the *Dungeon Masters Guide*. If individual treasure is indicated, each individual may carry it (or not, at the DM's discretion). Major treasures are usually found in the monster's lair; these are most often designed and placed by the DM. Intelligent monsters will use magical items present and try to carry off their most valuable treasures if hard pressed. If treasure is assigned randomly, roll for each type possible: if all rolls fail, no treasure of any type is found. Treasure should be adjusted downward if few monsters are encountered. Large treasures are noted by a parenthetical multiplier ($\times 10$, etc.)—not to be confused with treasure type X. Do not use the tables to place dungeon treasure, as numbers encountered underground will be much smaller.

ALIGNMENT shows the general behavior of the average monster of that type. Exceptions, though uncommon, may be encountered.

NO. APPEARING indicates an average encounter size for a wilderness encounter. The DM should alter this to fit the circumstances as the need arises. This should not be used for dungeon encounters.

ARMOR CLASS is the general protection worn by humans and humanoids, protection due to physical structure or magical nature, or difficulty in hitting due to speed, reflexes, etc. Humans and humanoids of roughly man-size that wear armor will have an unarmored rating in parentheses. Listed AC do not include any special bonuses noted in the description.

MOVEMENT shows the relative speed rating of the creature. Higher speeds may be possible for short periods. Human, demihuman, and humanoid movement rate is often determined by armor type (unarmored

rates are given in parentheses). Movements in different mediums are abbreviated as follows: *Fl* = fly, *Sw* = swim, *Br* = burrowing, *Wb* = web. Flying creatures will also have a Maneuverability Class from A to E.

HIT DICE controls the number of hit points damage a creature can withstand before being killed. Unless otherwise stated, Hit Dice are 8-sided (1-8 hit points). The Hit Dice are rolled and the numbers shown are added to determine the monster's hit points. Some monsters will have a hit point spread instead of Hit Dice, and some will have additional points added to their Hit Dice. Thus, a creature with 4 + 4 Hit Dice has $4d8 + 4$ hit points (8-36 total). Note that creatures with +3 or more hit points are considered the next higher Hit Die for purposes of attack rolls and saving throws.

THACO is the attack roll the monster needs to hit armor class 0. This is always a function of Hit Dice, except in the case of very large, non-aggressive herbivores (such as some dinosaurs). Humans and demihumans always use player character THACOs, regardless of whether they are player characters or "monsters". THACOs do not include any special bonuses noted in the descriptions.

NUMBER OF ATTACKS shows the basic attacks the monster can make in a melee round, excluding special attacks. This number can be modified by hits that sever members, spells such as *haste* and *slow*, and so forth. Multiple attacks indicate several members, raking paws, multiple heads, etc.

DAMAGE PER ATTACK shows the amount of damage a given attack will make, expressed as a spread of hit points (dice roll combination). If the monster uses weapons, the damage will done by the typical weapon will be followed by the parenthetical note "weapon". Damage bonuses due to Strength are listed as a bonus following the damage range.

SPECIAL ATTACKS detail attack modes such as dragon breath, magic use, etc. These are explained in the monster description.

SPECIAL DEFENSES are precisely that, and are detailed in the monster description.

MAGIC RESISTANCE is the percentage chance that magic cast upon the creature will fail to affect it, even if other creatures nearby are affected. If the magic penetrates the resistance, the creature is still entitled to any normal saving throw allowed.

SIZE is abbreviated as: "T," tiny (2' tall or less); "S," smaller than a typical human (2 + ' to 4'); "M," man-sized (4 + ' to 7'); "L," larger than man-sized (7 + ' to 12'); "H," huge (12 + ' to 25'); and "G," gargantuan (25 + ').

MORALE is a general rating of how likely the monster is to persevere in the face of adversity or armed opposition. This guideline can be adjusted for individual circumstances. Morale ratings correspond to the following 2-20 range:

2-4	Unreliable
5-7	Unsteady
8-10	Average
11-12	Steady
13-14	Elite
15-16	Champion
17-18	Fanatic
19-20	Fearless

XP VALUE is the number of experience points awarded for defeating (not necessarily killing) the monster. This value is a guideline that can be modified by the DM for the degree of challenge, encounter situation, and for overall campaign balance.

Combat is the part of the description that discusses special combat abilities, arms and armor, and tactics.

Habitat/Society outlines the monster's general behavior, nature, social structure, and goals.

Ecology describes how the monster fits into the campaign world, gives any useful products or byproducts, and presents other miscellaneous information.

Close variations of a monster (e.g. merrow, ogre) are given in a special section after the main monster entry. These can be found by consulting the index to find the major listing.

ALPHABETICAL INDEX TO MONSTROUS COMPENDIUM 4

This index includes only monsters in this volume, which covers the creatures of the DRAGONLANCE® saga. "Name" refers to the creature in question, "Section" refers to the entry under which that creature is found, and "Compendium" entry notes that all these creatures are found in this volume of the *Monstrous Compendium*.

Monsters listed here do not have entries of their own—they are found under the entry listed in "Section." For example, *bakali* is found under "Lizard Man (of Krynn)." Monsters with their own entries (i.e., whose names appear at the top of a page in the Compendium) are not listed here.

Name	Section	Comp.	Name	Section	Comp.
<i>Abanasinian centaur</i>	<i>Centaur (of Krynn)</i>	DL	<i>Knight of Solamnia</i>	<i>Man</i>	DL
<i>Aghar</i>	<i>Dwarf, Gully (Aghar)</i>	DL	<i>Kodragon</i>	<i>Dragon, Kodragon</i>	DL
<i>Amphi dragon</i>	<i>Dragon, Amphi</i>	DL	<i>Locust</i>	<i>Insect Swarm</i>	DL
<i>Ant, velvet</i>	<i>Insect Swarm</i>	DL	<i>Mad gnome</i>	<i>Gnome, Tinker</i>	DL
<i>Aurak</i>	<i>Draconian, Aurak</i>	DL	<i>Mountain dwarf</i>	<i>Dwarf, Mountain (Hylar)</i>	DL
<i>Baaz</i>	<i>Draconian, Baaz</i>	DL	<i>Neidar</i>	<i>Dwarf, Hill (Neidar)</i>	DL
<i>Bakali</i>	<i>Lizard Man (of Krynn)</i>	DL	<i>Orughi</i>	<i>Ogre (of Krynn)</i>	DL
<i>Blood Sea imp</i>	<i>Imp, Blood Sea</i>	DL	<i>Othlorx</i>	<i>Dragon, Othlorx</i>	DL
<i>Blood Sea minotaur</i>	<i>Minotaur (Krynn)</i>	DL	<i>Plainsmen</i>	<i>Man (of Krynn)</i>	DL
<i>Bozak</i>	<i>Draconian, Bozak</i>	DL	<i>Prickleback</i>	<i>Kalothagh</i>	DL
<i>Crystalmir centaur</i>	<i>Centaur (of Krynn)</i>	DL	<i>Qualinesti</i>	<i>Elf, High—Qualinesti</i>	DL
<i>Daergar</i>	<i>Dwarf, Daergar</i>	DL	<i>Rebel</i>	<i>Man (of Krynn)</i>	DL
<i>Dargonesti</i>	<i>Elf, Sea—Dargonesti</i>	DL	<i>Revered ancient one</i>	<i>Shadowperson</i>	DL
<i>Death knight</i>	<i>Knight, Death</i>	DL	<i>Saqualaminoi</i>	<i>Yeti-kin, Saqualaminoi</i>	DL
<i>Dimernesti</i>	<i>Elf, Sea—Dimernesti</i>	DL	<i>Sea dragon</i>	<i>Dragon, Sea</i>	DL
<i>Emre</i>	<i>Avian</i>	DL	<i>Silvanesti</i>	<i>Elf, High—Silvanesti</i>	DL
<i>Endscape centaur</i>	<i>Centaur (of Krynn)</i>	DL	<i>Sivak</i>	<i>Draconian, Sivak</i>	DL
<i>Ghaggler</i>	<i>Slig</i>	DL	<i>Skyfisher</i>	<i>Avian</i>	DL
<i>Gholor</i>	<i>Beast, Undead</i>	DL	<i>Theiwar</i>	<i>Dwarf, Theiwar</i>	DL
<i>Grasshopper</i>	<i>Insect Swarm</i>	DL	<i>Thorian minotaur</i>	<i>Minotaur (of Krynn)</i>	DL
<i>Gully dwarf</i>	<i>Dwarf, Gully</i>	DL	<i>Tinker gnome</i>	<i>Gnome, Tinker</i>	DL
<i>Half-elf</i>	<i>Elf, Half (of Krynn)</i>	DL	<i>Traag</i>	<i>Draconian (proto), Traag</i>	DL
<i>Hill dwarf</i>	<i>Dwarf, Hill</i>	DL	<i>Trap door spider</i>	<i>Spider (of Krynn)</i>	DL
<i>Hylar</i>	<i>Dwarf, Mountain (Hylar)</i>	DL	<i>Walrus man</i>	<i>Thanoi</i>	DL
<i>Ice bear</i>	<i>Bear, Ice</i>	DL	<i>Warrior skeleton</i>	<i>Skeleton, warrior</i>	DL
<i>Ice Folk</i>	<i>Man (of Krynn)</i>	DL	<i>Wendle centaur</i>	<i>Centaur (of Krynn)</i>	DL
<i>Irda</i>	<i>Ogre, High</i>	DL	<i>Whisper spider</i>	<i>Spider (of Krynn)</i>	DL
<i>Jarak-sinn</i>	<i>Lizard Man (of Krynn)</i>	DL	<i>White stag</i>	<i>Stag</i>	DL
<i>Kagonesti</i>	<i>Elf, Wild—Kagonesti</i>	DL	<i>Wild elf</i>	<i>Elf, Wild (Kagonesti)</i>	DL
<i>Kapak</i>	<i>Draconian, Kapak</i>	DL	<i>Wild stag</i>	<i>Stag</i>	DL
<i>Kingfisher</i>	<i>Avian</i>	DL	<i>Zahkar</i>	<i>Dwarf, Zahkar</i>	DL

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Distributed to the book trade by Random House, Inc., and in Canada by Random House of Canada, Ltd. Distributed to the toy and hobby trade by regional distributors. Distributed in the United Kingdom by TSR Ltd.

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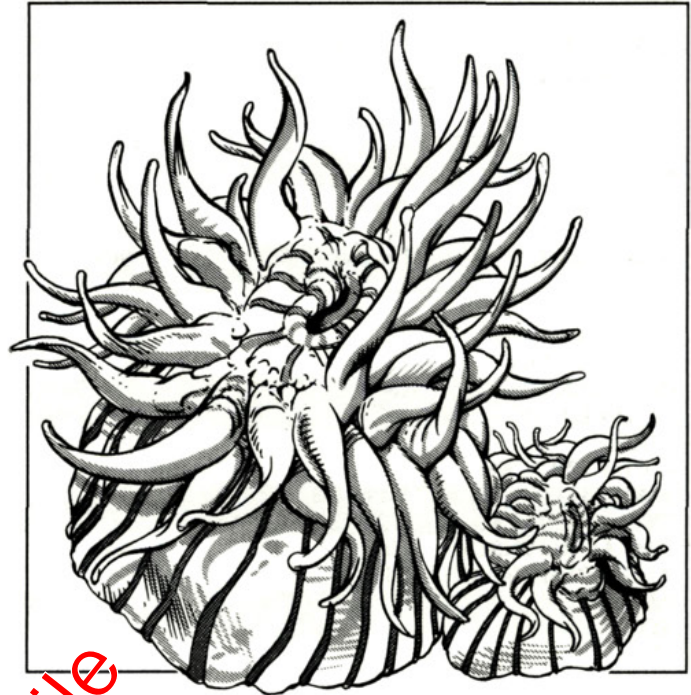
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Anemone, Giant



CLIMATE/TERRAIN:	Tropical, subtropical, and temperate/Salt water
FREQUENCY:	Very rare
ORGANIZATION:	School
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Animal (1)
TREASURE:	See below
ALIGNMENT:	Neutral

NO. APPEARING:	3-18
ARMOR CLASS:	2
MOVEMENT:	1/4
HIT DICE:	16
THACO:	5
NO. OF ATTACKS:	See below
DAMAGE/ATTACK:	See below
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	L (10' diameter trunk)
MORALE:	Steady (11)
XP VALUE:	12,000



The anemone is a mobile, plant-like creature. A voracious carnivore, it is a threat to all denizens of the sea.

The anemone has a thick, cylindrical trunk that is ten feet in diameter and about eight feet tall. The trunk is usually bright purple, but can also be blue, red, pink, or any combination of these colors. The bottom of the trunk is covered with small suckers, while the top contains a toothless mouth surrounded by ten translucent tentacles, each 10-15 feet in length.

Combat: The anemone attacks with whip-like lashing of its tentacles. It makes 1d3 attacks per round; each attack consists of 1d10 tentacle strikes. A victim struck by a tentacle suffers 1d4 points of damage and also must roll a saving throw vs. paralysis. A victim succeeding on the saving roll is immune to all paralyzing and poison effects of that particular anemone. If the saving throw is unsuccessful, the victim suffers an additional 1d6 points of poison damage and becomes paralyzed for the next 3d6 rounds. During this time, the victim is unable to attack or take any other actions. Should the effects of the paralysis wear off, the anemone will attack him again; if it hits, the victim can again attempt a saving throw to avoid the poison and the paralysis.

The anemone uses its tentacles to drag a paralyzed victim to its mouth, a process that takes one round to complete. It requires at least two tentacles to drag a victim; the anemone can use any free tentacles to continue attacks on other opponents. The mouth leads directly to the anemone's trunk cavity. When a victim is inside the cavity, the mouth seals shut. Tiny valves at the base of the trunk expel all of the water within the cavity (this takes eight rounds). When the cavity is empty, it begins to refill with acidic juices secreted from glands in the base. The cavity fills with acidic juices at the rate of one foot per turn until the entire cavity is filled. Beginning on the first round of secretion, victims trapped in the cavity suffer 1d4 points of damage (no saving throw). Digestion is completed when the victim is reduced to -12 or fewer hit points, after which resurrection is impossible.

Because of the confined space, victims trapped in the cavity can use only short, sharp weapons to hack themselves free. Maximum normal damage is 1 point per round plus magical and Strength bonuses. Rescue must usually come from outside. If the anemone suffers a loss of 50% of its hit points, and all of the damage is directed at its trunk, the victim can be freed. Thrusting and

stabbing weapons have a 20% chance of striking the victim trapped in the trunk. If a trapped character is freed, characters on the outside have a chance of suffering damage from the acidic juice, assuming they are within ten feet of the anemone. The percentage chance of receiving damage is equal to 5% for each foot of juice in the anemone when the victim inside is freed. Characters affected by the juice suffer 1d4 points of damage. (For instance, if the cavity was filled with four feet of acidic juice when the victim inside was freed, all characters within ten feet of the anemone have a 20% chance of suffering 1d4 points of damage from the juice.)

Each tentacle can suffer only 5 points of damage before it is severed, assuming that the attacker is directing his attacks to the same area in order to chop it off. An anemone regenerates at the rate of 1 point per turn, and it always repairs its tentacles first. If the anemone suffers 30 or more points of damage in a single round, it withdraws all of its tentacles inside its body for 1d10 rounds and spews acidic juices in a ten-foot radius. Those within ten feet of the anemone when it spews juice have a 90% chance of suffering 1d4 points of damage; this check must be made for each round the character is exposed to the acid. When the anemone releases its tentacles, it stops spewing (for instance, if the anemone withdraws its tentacles for six rounds, it also spews juice for six rounds).

Habitat/Society: Anemones wander the ocean floor. They move slowly and with great effort, generally preferring to remain stationary for long periods by attaching to a rock or other solid surface. They usually travel in schools of three or more.

Anemones are asexual, reproducing via buds which break off and grow into new anemones. Indigestible treasure items can sometimes be found beneath their trunks.

Ecology: Anemones eat all species of marine life. Anemones relish humanoids, especially elves and small humans. Although most sea creatures give anemones wide berth, manta rays and small sucker fish are sometimes seen swimming among a school of anemones, as these creatures are immune to the effects of their tentacles.

	Emre	Kingfisher	Skyfisher	'Wari
CLIMATE/TERRAIN:	Plain	Plain, forest, and hill	Tropical, subtropical, and temperate Mountain and hill	Plain
FREQUENCY:	Rare	Uncommon	Uncommon	Rare
ORGANIZATION:	Flock	Flock	Flock	Flock
ACTIVITY CYCLE:	Day	Day	Any	Day
DIET:	Herbivore	Carnivore	Carnivore	Herbivore
INTELLIGENCE:	Animal (1)	Animal (1)	Highly (13-14)	Animal (1)
TREASURE:	Nil	Q	L, M, N, and Q	Nil
ALIGNMENT:	Neutral	Neutral	Neutral	Neutral
NO. APPEARING:	2-20	4-24	1-20	6-60
ARMOR CLASS:	7	5	3	6
MOVEMENT:	18, Fl 24 (C)	1, Fl 36 (C)	3, Fl 24 (C)	15
HIT DICE:	3	1	4	3
THACO:	17	19	17	17
NO. OF ATTACKS:	1	1	1 or 2	2 or 1
DAMAGE/ATTACK:	1-4 or 2-8	1-4	3-11 or 1-6/1-6	1-2/1-4 or 3-12
SPECIAL ATTACKS:	Nil	Nil	Dive/Drop	Trample
SPECIAL DEFENSES:	Nil	Nil	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil
SIZE:	M (6' tall)	M (4'-5' tall)	S (3'-4' tall)	M (6' tall)
MORALE:	Unsteady (7)	Unsteady (7)	Average (9)	Unsteady (7)
XP VALUE:	120	35	270	65

Among Kryn's rich variety of bird life are the ostrich-like emre and the ominous kingfisher, the intelligent skyfisher, and the foraging 'wari.

Both the emre and 'wari are ground-dwelling birds, though the emre can become airborne for up to one turn. The emre has a plump body covered with white feathers, a long neck, piercing blue eyes, and thick, clawed feet. The 'wari is a bulkier version of the emre, with bronze, gold, or blue feathers. The kingfisher has a crested head, short legs, and a long, pointed bill; it is deep blue or bluish gray with a white chest. The skyfisher looks like a cross between a giant bat and a vulture, black or gray in color, with long, dangling legs and a sharp beak.

Combat: The emre, kingfisher, and 'wari are all relatively harmless. Each can make beak attacks, and the emre and 'wari can strike with their clawed feet. When spooked by loud noises or the odor of blood, 'waries can stampede. Those caught in the path of stampeding 'wari suffer 3d4 points of damage per round.

The skyfisher is the most dangerous of these birds. It can attack with either its beak or talons, but not both in the same round. It can dive for its first attack, gaining a +2 bonus to its attack roll

and doubling the damage inflicted. Each time the skyfisher hits with its claws, the victim must roll a Dexterity check to try to avoid the bird's grip. If the victim fails the check, he is carried aloft for 1d4 rounds and then dropped. Damage from the fall is 1d6 points for each round aloft. A skyfisher drops its prey if it receives 10 points of damage. It cannot lift prey in excess of 200 pounds.

Habitat/Society: All of these birds live in flocks. They lay 2d4 eggs once a year. The emre and 'wari range over a few square miles, while the migratory kingfishers and skyfishers range over much larger areas. The intelligent skyfishers collect a variety of shiny treasure items. Kingfishers prefer gems.

Ecology: Emre and 'wari forage for insects, grains, and small rodents. These birds are favorite prey for wolves and other meat-eaters ('wari are so dumb that they allow wolves to mingle among them). Kingfishers spear fish with their beaks, while skyfishers eat rabbits and other small mammals. Primitive tribes domesticate emre as mounts. Many cultures believe skyfishers are omens of war and death.

Bear, Ice



CLIMATE/TERRAIN:	Arctic/Plain, hill, and mountain
FREQUENCY:	Uncommon
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	Nil
ALIGNMENT:	Neutral

NO. APPEARING:	1-4
ARMOR CLASS:	6
MOVEMENT:	12, Sw 3
HIT DICE:	6+2
THAC0:	15
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1-8/1-8/2-16
SPECIAL ATTACKS:	Hugs for 2-12
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	L (12' tall)
MORALE:	Average (10)
XP VALUE:	975



Resembling a cross between a polar bear and a cave bear, the ice bear is a ferocious meat-eater inhabiting the southernmost regions of Krynn. It is the most intelligent of all bears.

A mature ice bear averages 12 feet in length and weighs nearly 1,500 pounds. Its coat of dense white fur keeps it warm and makes it difficult to see against a background of ice and snow. It has a huge head, long ears, and bright blue eyes. Thick pads on its feet enable it to walk on ice without slipping. Its lean body and powerful legs enable it to swim with relative ease.

Ice bears have no formal language, but can communicate simple ideas to each other by a system of grunts. Ice bears who have established relationships with other races are able to understand brief spoken phrases from them.

Combat: Irritable and aggressive, the ice bear is a fearsome opponent. The ice bear has excellent vision and hearing. Its sense of smell is so acute that it can sniff out prey up to 100 yards away. Because of its sharp senses, an ice bear gains a +5 bonus to its surprise roll when encountering victims.

When attacking, the ice bear rears on its hind legs and lunges at its victim, striking with its forepaws and jaws. If the ice bear scores a paw hit with an 18 or better, it also hugs for an additional 2d6 points of damage. It continues to fight for 1d4 rounds after reaching 0 to -8 hit points. When reduced to -9 or fewer hit points, it dies immediately.

The ice bear is immune to all harmful effects of cold temperatures. It is similarly immune to *cone of cold* and all other cold-based spells.

Habitat/Society: Caves in icebergs serve as lairs for ice bears. Most ice bears live near arctic coastlines, but some live on small islands hundreds of miles from the mainland. Ice bears spend most of their waking hours swimming and fishing; their preferred hunting area is the edge of an ice floe where they can scoop passing fish out of the water. Ice bears seldom stray more than a few miles from their lairs.

Every winter, a female ice bear retires to her cave and gives birth to one or two cubs. Though not as dangerous as their parents, ice bear cubs older than six months are also formidable opponents (AC 7, HD 4, THAC0 17, Dmg 1d4/1d4/1d8, hugs for

1d6 points of damage). The cubs remain with their parents until they reach maturity (about seven years), then leave to establish lairs of their own.

The ice bear has an uncanny ability to track prey over snow and ice. If no new snow has fallen, an ice bear has a 100% chance of following a trail that is one day old or less. For each day (after the first) since the trail was made, this chance is reduced by 10%. The chance is reduced by an additional 10% for each inch of snow that has fallen on the trail. (For instance, if the trail is two days old and is covered by an inch of new snow, an ice bear's chance of following the trail is 80%.) A tracking roll is made once per day; if the roll is successful, the ice bear can follow the trail for the entire day. Otherwise, the trail is lost forever.

Ice bears have been known to establish cooperative relationships with members of other races, including minotaurs and humans. Most commonly, ice bears establish relationships with the thanoi (also known as walrus men). The ice bears track prey for the thanoi, who then slay the quarry and share the meat with the bears. When threatened, ice bears and thanoi unite to defend themselves against common enemies. To facilitate movement over ice and snow, the thanoi have designed special sleds that can be pulled by ice bear teams.

Though often associated with evil races, ice bears are not inherently evil themselves. Their memories are long, and they remain friendly to those who have helped them in the past, regardless of race or alignment. Characters who feed starving ice bears, free them from traps, or heal their wounds can find themselves befriended by those bears years or even decades later. Ice bears can help friends by serving as guides through hostile arctic terrain or by joining them as allies to fight off hostile creatures.

Ecology: The ice bear mainly eats fish and seals, but any type of prey that stumbles into its path is likely to be eaten as well. Ice bear pelts can be made into warm coats, gloves, and mufflers. Some races, especially evil- and neutral-aligned humans, value ice bear claws as jewelry; a finely crafted ice bear claw necklace can fetch as much as ten stl.

Beast, Undead



	Stahnk	Gholor
CLIMATE/TERRAIN:	Any	Any
FREQUENCY:	Very rare	Very rare
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any
DIET:	Nil	Nil
INTELLIGENCE:	Non- (0)	Non- (0)
TREASURE:	G	G, H
ALIGNMENT:	Neutral	Neutral

NO. APPEARING:	1	1
ARMOR CLASS:	6	6
MOVEMENT:	9, Sw 9	Nil
HIT DICE:	12 + 12	12 + 12
THACO:	7	7
NO. OF ATTACKS:	3	3 or 1
DAMAGE/ATTACK:	3-9/3-9/3-24	3-9/3-9/3-24 or 3-18
SPECIAL ATTACKS:	Ensnare and fling	Acidic bite
SPECIAL DEFENSES:	See below	See below
MAGIC RESISTANCE:	20%	20%
SIZE:	H (20' long)	H (20' long)
MORALE:	Elite (14)	Elite (14)
XP VALUE:	8,000	8,000

The undead beast is a mindless killer of unknown origin, compelled to destroy the living. The most common variety of undead beast is called the stahnk.

The size of a small dragon, the stahnk's bones protrude from rotting flesh. It has a great horned head, and its ribs are bare and barbed, forming a nasty cage. It walks on all fours, but it can rear on its hind legs, balancing with its stubby tail, to bring its powerful forearms to bear.

Combat: The stahnk assaults anything that moves, attacking with its razor-sharp claws and horned head. Any victim struck by a claw must roll a successful saving throw vs. death magic or be flung for 1d20 additional points of damage. The beast can also charge its victims in an attempt to trample them (roll its normal attack roll). A trampled victim must roll a saving throw vs. death magic, suffering 1d8 points of damage if the roll succeeds and 3d8 points of damage if the roll fails. Additionally, a trampled victim who fails his saving throw vs. death magic must then roll a saving throw vs. wand. If he fails this saving throw, he is ensnared in the beast's rib cage and suffers 1d4 points of damage from the barbs each round the beast moves. An ensnared character can break free from the rib cage if the beast loses 50% of its hit points (a stahnk that has already lost half of its hit points cannot ensnare victims). Victims ensnared in the rib cage can continue to attack the beast, but they do so with a -3 penalty to both attack and damage rolls.

The stahnk can be turned by a priest as a special monster. It is unaffected by flame and suffers only minimum damage (1 point plus any applicable bonuses) from edged or pointed weapons. Blunt weapons, such as clubs and maces, affect the beast normally.

Habitat/Society: The stahnk dwells in the most desolate regions of the world. It is almost always found alone, having long ago destroyed all other creatures in its immediate environment. Each stahnk claims an area of no more than a few acres as its domain. A stahnk never leaves its domain, and it kills all living creatures that trespass. Since stahnks destroy the bodies of their victims but leave the possessions untouched, they tend to accumulate sizeable treasure caches.



Ecology: Stahnks do not eat their victims, but instead crush and rend them into pulp. Powerful evil wizards occasionally use stahnks as guards.

Gholor

The gholor, also known as the feaster, is an undead beast with no hind legs or rib cage. It cannot make ensnaring, trampling, or flinging attacks. Instead, it attacks with two 20-foot-long bony hooked arms and its sharp teeth; its jaws secrete acid, causing an additional 1d8 points of acid damage with each successful bite.

Gholors live at the bottom of deep funnel-like depressions located in deserts, on ocean floors, or in similarly desolate areas. They cannot move from their funnels. Gholors radiate a magical pull within a 1d10-mile radius of their funnels, causing all victims in the area to feel a desire to travel to the funnel. For every hour a being is within this radius, it must roll a successful saving throw vs. spell or continue to move toward the funnel at its normal movement rate. When a victim reaches the funnel, it begins to slip inside; it slips to the center and into the arms of the waiting gholor in three rounds.

Anhkolox

About 10% of all undead beasts, including gholors, have enchanted bones that glow green. Such undead beasts are called anhkolox. These beasts are very hot; a character touching a glowing bone with his bare hands suffers 1 point of damage. If the beast is touched with any inflammable object, such as a wooden staff, the object bursts into flames.

An anhkolox can also attack with a breath weapon, an ice-cold cone of green fire seven feet long with a base diameter of 2 1/2 feet. A victim struck by the green fire must roll a saving throw vs. spell. If he succeeds, he suffers 1d4 points of damage. If he fails, he suffers 2d4 points of damage and his bones throb inside his body for the next 1d6 turns; his AC is increased by +1 and all attack rolls suffer a -1 penalty during that period. These effects can be negated by *dispel magic* or a similar spell, though the PC still suffers the damage.