

# Advanced Dungeons & Dragons<sup>®</sup> 2<sup>nd</sup> Edition

## Monstrous Compendium



### Appendix

TSR, Inc.  
POB 756  
Lake Geneva,  
WI 53147 USA



TSR Ltd.  
120 Church End, Cherry Hinton  
Cambridge CB1 3LB  
United Kingdom

Designers: Grant Boucher, William W. Connors,  
Steve Gilbert, Bruce Nesmith, Chris Mortika, and  
Skip Williams  
Editor: Mike Breault  
Typesetting: Angelika Lokotz  
Artistic Coordinator: Peggy Cooper  
Cover Art: Jeff Easley  
Interior Art: Thomas Baxa and Mark Nelson

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.

This work is protected under the copyright laws of the United States of America. Any reproduction or other unauthorized use of the material or artwork presented herein is prohibited without the express written consent of TSR, Inc.

©1990 TSR, Inc. All Rights Reserved. Printed in the U.S.A.

ADVANCED DUNGEONS & DRAGONS, AD&D GREYHAWK, PRODUCTS OF YOUR IMAGINATION, and the TSR logo are trademarks owned by TSR, Inc.

0-88038-836-6  
2105XXX1501

# How To Use This Book



Welcome to the fifth *Monstrous Compendium* volume. Here we detail the creatures unique to Greyhawk. 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 four 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 Greyhawk will find a wealth of useful information in the *GREYHAWK Adventures* hardback and the various *GREYHAWK* 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, demi-human, 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 + ').

# How To Use This Book



**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 5

This index includes only monsters in this appendix, which covers creatures of the WORLD OF GREYHAWK® Campaign Setting. "Name" refers to the creature in question. "Section" refers to the entry under which the creature is found. "Comp." notes that these creatures are found in this appendix to the *Monstrous Compendium*.

Monsters with their own entries (i.e. whose names appear at the top of a page) or whose type is obvious ("Sea Sprite" is listed under "Sprite") are not listed here.

Secondary or regional names are given in roman type.

Name	Section	Comp.	Name	Section	Comp.
<i>Atomie</i>	<i>Sprite</i>	GH	Norker	Hobgoblin	GH
<i>Buckawn</i>	<i>Brownie</i>	GH	Pestie	<i>Mite</i>	GH
<i>Cactus, vampire</i>	<i>Plant, Carn.</i>	GH	<i>Polyp, giant</i>	<i>Plant, Carn.</i>	GH
<i>Camprat</i>	<i>Rat</i>	GH	<i>Quickling</i>	<i>Brownie</i>	GH
<i>Crow</i>	<i>Raven</i>	GH	<i>Snyad</i>	<i>Mite</i>	GH
<i>Death worm</i>	<i>Necrophidius</i>	GH	<i>Soul beckoner</i>	<i>Wraith</i>	GH
<i>Drowned ones</i>	<i>Zombie, Sea</i>	GH	<i>Spriggan</i>	<i>Giantkin</i>	GH
<i>Fremlin</i>	<i>Gremlin</i>	GH	<i>Swordwraith</i>	<i>Wraith</i>	GH
<i>Galtritt</i>	<i>Gremlin</i>	GH	<i>Voadkyn</i>	<i>Giantkin</i>	GH
<i>Grigg</i>	<i>Sprite</i>	GH	<i>Wood giant</i>	<i>Giantkin</i>	GH
<i>Kampfult</i>	<i>Plant, Carn.</i>	GH			

	Drone	Larva	Cow
<b>CLIMATE/TERRAIN:</b>		Any/Subterranean	
<b>FREQUENCY:</b>	Rare	Rare	Very rare
<b>ORGANIZATION:</b>	Hive	Hive	Hive
<b>ACTIVITY CYCLE:</b>	Any	Any	Any
<b>DIET:</b>	Omnivore	Omnivore	Omnivore
<b>INTELLIGENCE:</b>	Very (11-12)	Non- (0)	Low (5-7)
<b>TREASURE:</b>	F	Nil	Nil
<b>ALIGNMENT:</b>	Neutral	Neutral	Neutral
<b>NO. APPEARING:</b>	2-20	6-60	1
<b>ARMOR CLASS:</b>	3 (2)	6	7
<b>MOVEMENT:</b>	15	1, Sw 6	3
<b>HIT DICE:</b>	6	2-5	10
<b>THACO:</b>	15	2 HD: 19 3-4 HD: 17 5 HD: 15	11
<b>NO. OF ATTACKS:</b>	2	1	1
<b>DAMAGE/ATTACK:</b>	1-4 or by weapon type	2-7	3-18
<b>SPECIAL ATTACKS:</b>	Nil	Nil	Nil
<b>SPECIAL DEFENSES:</b>	See below	See below	See below
<b>MAGIC RESISTANCE:</b>	Nil	Nil	Nil
<b>SIZE:</b>	M (6' long)	S (1½' - 3' long)	H (15' long)
<b>MORALE:</b>	Elite (13-14)	2-3 HD: Steady (11-12) 4-5 HD: Elite (13-14)	Elite (13-14)
<b>XP VALUE:</b>	650	2 HD: 50 3 HD: 120 4 HD: 175 5 HD: 270	2,000

Aspis are a race of insectoid creatures that dwell in underground nests not far beneath the surface. The majority of encounters with these unique beings are with the adult male drones; contact with or sightings of the larvae and cows are all but unheard of.

Aspis drones look much like giant weevils. They have hard, chitinous bodies that are gray or off-white in color and provide excellent protection from harm. Their heads have two multifaceted eyes, a pair of short, blunt antennae, and a long proboscis. Drones have six legs, each of which terminates in a cluster of fine manipulatory claws.

Aspis do not speak in the way that humanoid races do, although roughly 5% of them have been able to master a rough form of the common tongue. Among themselves, they have no spoken or written language; they communicate via a unique language of scents. The human olfactory system is wholly unable to detect the subtle changes of odor used by aspis in their conversations.

**Combat:** Almost all combat situations are dealt with by the drones, who are charged with protecting the nest and defending the larvae. If fighting to defend their cow, aspis warriors never check morale and fight to the death against any odds.

When an aspis drone does battle, it rises up on its rear two legs, leaving the other four limbs free to wield two weapons and hold two shields. When an aspis does this, its Armor Class is improved to AC 2.

The most common weapons employed by aspis in combat are short swords and hand axes. Although the structure of their bodies prevents them from using bows, they have been known to employ an unusual form of light crossbow in missile combat and are sometimes found with javelins and other throwing weapons.

The aspis is a very hardy creature, immune to attacks that use cold or electricity to inflict damage. In addition, fire-based attacks cause only half damage to an aspis.

When called upon to defend their nests, aspis drones place numerous traps in any area they are forced to withdraw from. Even

if they are caught off guard, the regions of the hive that surround the cow's chamber and the larvae rooms are always trapped as a precaution against trespassers. As a rule, aspis traps involve rockfalls, pits, and other crude devices. Delicate traps, like poisoned needles, are not encountered in aspis lairs.

**Habitat/Society:** Aspis drones have no sense of individuality, lacking even unique names or personalities. They are nothing more than cogs in the machine that is the hive itself. Despite their high intelligence, they take no actions on their own unless instructions from the cow are impossible to obtain.

An aspis nest is a collection of underground chambers connected by low tunnels bored out of soft rock or earth. A lair or nest always contains one to three egg chambers and as many as six grub hatcheries, which are inhabited by 1d10 larvae each. In order to feed the hive, there are also two to four granaries.

At the heart of each aspis lair is a huge central chamber in which the cow lives. The walls and floor of this room are covered with a thick, white liquid that is highly acidic and eats through metal or wood in a single round. If it comes into contact with living flesh, it inflicts 1d8 points of damage each round until washed off. As might be expected, all types of aspis are immune to this fluid.

The aspis knowledge of scents, musks, and perfumes is second to none. They are able to formulate and mix concoctions that simulate almost any odor; they use these compounds for many purposes. For example, a town that has taken action against a nearby aspis hive may find that its walls have been splashed with liberal doses of a sticky, yellow liquid that smells somewhat like chlorine. Imagine the surprise of the watch when they find that this substance not only attracts giant rats and similar rodents, but it also drives them into a wild fury. Such examples of aspis vengeance are not common, but they are numerous enough to be taken seriously by those who would molest the aspis.

# Aspis

---

**Ecology:** Because of the ferocity with which aspis drones defend their nest and its cow, this race has few natural enemies. They generally prefer to keep to themselves as much as possible. Most encounters with the aspis occur when hard times force a colony to begin raiding nearby human settlements for food and other supplies.

The acid that is secreted by the cow is highly prized by alchemists. In addition to its obvious uses as a corrosive agent, it is important in the preparation of magical inks and potions that relate to acids and corrosion.

Aspis are true omnivores as they eat almost anything. Their digestive systems are very efficient and they can derive nourishment from virtually any organic matter.

Aspis are able to domesticate other forms of giant insects via chemical cues and scents. The most common creatures they take as guardians are giant ants. In the average aspis lair, there are 1d10 such creatures, while on occasion (10%) there are ten times that many ants. It is not known for sure if the aspis are able to acquire control over other semi-intelligent insectoid races (like the cave fisher or giant hornet), but current wisdom speaks against this.

## Larvae

All aspis begin their lives as larvae. In this state, they resemble giant maggots or grubs, being white or pale pink in color. Their soft

skin is easily cut through by swords and similar edged weapons. Aspis larvae are blind and deaf, but they sense potential food by vibrations in the ground and scents in the air. Aspis larvae can attack only with their jaws.

Aspis larvae have incredible appetites and are always eating. As a rule, they are kept only in the grub hatcheries of the nest, which resemble nothing more than vast sewage pits. Food scraps and other waste products are dumped into these chambers and form a sort of soup in which the larvae swim and feed. The stench of a grub chamber is so vile that non-aspis who enter it must roll successful saving throws vs. poison or become violently ill until removed from the odor.

## Cows

Once in a great while, an aspis larva is selected by the drones of a nest and separated from its siblings. Fed a special diet and nurtured carefully, this larva does not mature into an adult drone, but instead becomes a cow.

Aspis cows look like huge larvae, reaching lengths of 15 feet when fully mature. They exude a dangerous corrosive that coats their bodies and adheres to the walls and floor of their chambers. Although they are slow and not at all agile, their great size makes their bite very dangerous.

Sample file