

Advanced Dungeons & Dragons

LONEWOLF

TM

Monstrous Compendium: Appendix



Akraa' Neonor (undead)

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANISATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Non- (0)
TREASURE:	E
ALIGNMENT:	Neutral
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NO. APPEARING:	1-4
ARMOR CLASS:	5
MOVEMENT:	6
HIT DICE:	9+3
THAC0:	11
NO. OF ATTACKS:	8 + 1
DAMAGE/ATTACK:	8 x 1-4/2-12
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	20%
SIZE:	L (8' tall)
MORALE:	Champion (15-16)
XP VALUE:	4 000
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MAGIC RESISTANCE: The creatures have a natural immunity versus spells like *sleep*, *charm*, etc. They also are immune to any *Poison*.



Anaphes

CLIMATE/TERRAIN:	Any swamp/marsh
FREQUENCY:	Very rare
ORGANISATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Low- (5-7)
TREASURE:	Z
ALIGNMENT:	Chaotic neutral
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NO. APPEARING:	1-4
ARMOR CLASS:	4
MOVEMENT:	12
HIT DICE:	7+5
THACO:	15
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1-6/1-6/2-12
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (7' tall)
MORALE:	Average (8-10)
XP VALUE:	650
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Antah Wasps

CLIMATE/TERRAIN:	Any Underground
FREQUENCY:	Rare
ORGANISATION:	Swarm
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral
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NO. APPEARING:	10-100
ARMOR CLASS:	3 (because of size)
MOVEMENT:	1, Fl 30
HIT DICE:	1 Hit Point
THAC0:	20
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1+Poison
SPECIAL ATTACKS:	May fire their stingers; Poison, Class O
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	T (5"-7")
MORALE:	15-16
XP VALUE:	35
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Ashradon

CLIMATE/TERRAIN:	Any cave
FREQUENCY:	Very rare
ORGANISATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Carnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	C
ALIGNMENT:	Chaotic Neutral
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NO. APPEARING:	1-4
ARMOR CLASS:	4
MOVEMENT:	6, Fl 24
HIT DICE:	5+4
THACO:	15
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2-12
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (10' -15' wing span)
MORALE:	Steady (11)
XP VALUE:	420

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Avarosi

CLIMATE/TERRAIN:	Any Underground
FREQUENCY:	Uncommon
ORGANISATION:	Tribe
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Average to Very (8-12)
TREASURE:	R (F)
ALIGNMENT:	Any evil
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NO. APPEARING:	3-30
ARMOR CLASS:	6 (10)
MOVEMENT:	12
HIT DICE:	2+2
THAC0:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	by weapon (1-8)
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (5'-6')
MORALE:	Steady (11-12)
XP VALUE:	65

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Baknar

CLIMATE/TERRAIN:	Arctic plains
FREQUENCY:	Uncommon
ORGANISATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral
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NO. APPEARING:	1-8
ARMOR CLASS:	5
MOVEMENT:	12
HIT DICE:	10
THACO:	11
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1-8/1-8/1-12
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L (9' tall)
MORALE:	Average (8-10)
XP VALUE:	1 400
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Bangrol

CLIMATE/TERRAIN:	Temperate mountains
FREQUENCY:	Very rare
ORGANISATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Animal (1)
TREASURE:	D
ALIGNMENT:	Neutral
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NO. APPEARING:	1-6
ARMOR CLASS:	5
MOVEMENT:	6, Fl 30
HIT DICE:	7+4
THACO:	13
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1-8/1-8
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (20' wing span)
MORALE:	Elite (13-14)
XP VALUE:	975
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<i>Lone Wolf, Book</i>	<i>19</i>

Bhakish

CLIMATE/TERRAIN:	Any swamp or lake
FREQUENCY:	Rare
ORGANISATION:	Clan
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	
ALIGNMENT:	Neutral
<hr/>	
NO. APPEARING:	2-20
ARMOR CLASS:	8
MOVEMENT:	9, Sw 15
HIT DICE:	1+1
THAC0:	19
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1-4/1-4
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (4'-6' tall)
MORALE:	Average (8-10)
XP VALUE:	35
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<i>Lone Wolf, Book</i>	<i>10</i>

Black Corvayl

CLIMATE/TERRAIN:	Temperate forest and hill
FREQUENCY:	Rare
ORGANISATION:	Solitary
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Chaotic neutral
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NO. APPEARING:	1-4
ARMOR CLASS:	6
MOVEMENT:	12
HIT DICE:	10+8
THACO:	9
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1-10/1-10/2-16
SPECIAL ATTACKS:	Hug (see <i>Bears, MM</i>)
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	H (16'+ tall)
MORALE:	Steady (11-12)
XP VALUE:	2000
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Cabalah (undead)

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANISATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	High (13-14)
TREASURE:	A
ALIGNMENT:	Chaotic evil
<hr/>	
NO. APPEARING:	1-6
ARMOR CLASS:	5
MOVEMENT:	12
HIT DICE:	9+2
THACO:	11
NO. OF ATTACKS:	2 or 1
DAMAGE/ATTACK:	2-16/2-16 or by weapon
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	+2 or better weapon to hit
MAGIC RESISTANCE:	20%
SIZE:	M (6' tall)
MORALE:	Champion (15-16)
XP VALUE:	4 000

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SPECIAL ATTACKS: Anyone hit by a Cabalah must succeed a saving throw versus *Poison*, or he suffers 1-12 additional damage by the burning acid-touch of the creature.

MAGIC RESISTANCE: The creatures have a natural immunity against spells like *sleep*, *charm*, etc. They also are immune to any *Poison*.



Caq

CLIMATE/TERRAIN:	Any cave
FREQUENCY:	Very rare
ORGANISATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Carnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	C
ALIGNMENT:	Neutral evil
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NO. APPEARING:	1-8
ARMOR CLASS:	6
MOVEMENT:	12
HIT DICE:	4+4
THAC0:	17
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1-6/1-6/2-20
SPECIAL ATTACKS:	Spits Acid (=3 rd attack)
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (5'-6')
MORALE:	Unsteady (5-7)
XP VALUE:	420
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Cave-Leekhon

CLIMATE/TERRAIN:	Cold mountains
FREQUENCY:	Rare
ORGANISATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	Z
ALIGNMENT:	Neutral Evil
<hr/>	
NO. APPEARING:	1-4
ARMOR CLASS:	0
MOVEMENT:	12
HIT DICE:	10+10
THAC0:	11
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1-6/1-6/2-12
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	25%
SIZE:	M (7' tall)
MORALE:	Elite (13-14)
XP VALUE:	3 000
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Cener-Ghost (undead)

CLIMATE/TERRAIN:	Any
FREQUENCY:	Rare
ORGANISATION:	Pack
ACTIVITY CYCLE:	Night
DIET:	Special
INTELLIGENCE:	Average (8-10)
TREASURE:	E
ALIGNMENT:	Chaotic evil
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NO. APPEARING:	2-20
ARMOR CLASS:	5
MOVEMENT:	F1 12
HIT DICE:	8+2
THACO:	13
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-6
SPECIAL ATTACKS:	Energy drain
SPECIAL DEFENSES:	+1 weapon or better to hit
MAGIC RESISTANCE:	25%
SIZE:	M (6' tall)
MORALE:	Steady (11-12)
XP VALUE:	3 000
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MAGIC RESISTANCE: The creatures have a natural immunity against spells like *sleep*, *charm*, etc. They also are immune to any *Poison*.

Cheghath

CLIMATE/TERRAIN:	Any
FREQUENCY:	Rare
ORGANISATION:	Community
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	R (E)
ALIGNMENT:	Chaotic evil
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NO. APPEARING:	1-50
ARMOR CLASS:	6 (10)
MOVEMENT:	12
HIT DICE:	3+1
THACO:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	by weapon (1-8)
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Psichic: TW (Level 13 /Power: 36)
MAGIC RESISTANCE:	Nil
SIZE:	M (5'-6' tall)
MORALE:	Average (8-10)
XP VALUE:	175
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Ciquali

CLIMATE/TERRAIN:	Tropical swamp or lake
FREQUENCY:	Rare
ORGANISATION:	Tribe
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	M, O (E)
ALIGNMENT:	Neutral evil
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NO. APPEARING:	2-20
ARMOR CLASS:	7
MOVEMENT:	6, Sw 12
HIT DICE:	2
THACO:	19
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1-4/1-4/1-6
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (4'-6' tall)
MORALE:	Steady (11-12)
XP VALUE:	65
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Crocaryx

CLIMATE/TERRAIN: Tropical forests
 FREQUENCY: Rare
 ORGANISATION: Tribe
 ACTIVITY CYCLE: Any
 DIET: Omnivore
 INTELLIGENCE: Average to very (8-12)
 TREASURE: M (D)
 ALIGNMENT: Neutral good

NO. APPEARING: 3-300
 ARMOR CLASS: 3
 MOVEMENT: 12
 HIT DICE: 4+4
 THACO: 17
 NO. OF ATTACKS: 3
 DAMAGE/ATTACK: 1-4/1-4/1-8
 SPECIAL ATTACKS: Nil
 SPECIAL DEFENSES: Nil
 MAGIC RESISTANCE: 50%
 SIZE: M (4'-6' tall)
 MORALE: Steady (11-12)
 XP VALUE: 270

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Cryopedean

CLIMATE/TERRAIN:	Outer Planes
FREQUENCY:	Uncommon
ORGANISATION:	Tribe
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	Nil
ALIGNMENT:	Lawful evil
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NO. APPEARING:	2-16
ARMOR CLASS:	5
MOVEMENT:	12
HIT DICE:	5+5
THACO:	15
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1-8/1-8/2-12
SPECIAL ATTACKS:	Gate in 1 new Cryopedean (30% - 1 use per Day)
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	20%
SIZE:	M (5')
MORALE:	Champion (15-16)
XP VALUE:	975
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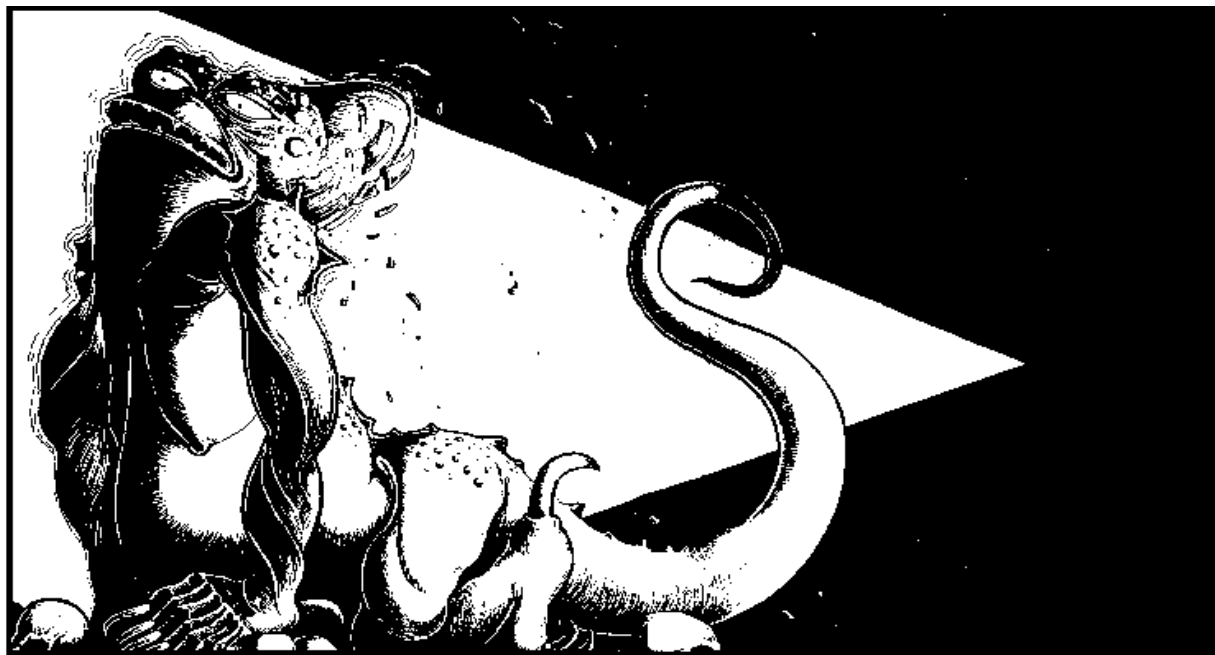


Dakomyd

CLIMATE/TERRAIN:	Temperate hills and caves
FREQUENCY:	Very rare
ORGANISATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Carnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	D
ALIGNMENT:	Chaotic evil
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NO. APPEARING:	1-6
ARMOR CLASS:	-2
MOVEMENT:	15
HIT DICE:	12
THACO:	9
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1-8/1-8/3-18
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	80%
SIZE:	L (8'-10' long)
MORALE:	Champion (15-16)
XP VALUE:	7 000
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Degradon

CLIMATE/TERRAIN:	Temperate forest
FREQUENCY:	Rare
ORGANISATION:	Solitary
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	E
ALIGNMENT:	Neutral
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NO. APPEARING:	1-6
ARMOR CLASS:	2
MOVEMENT:	12
HIT DICE:	12
THACO:	9
NO. OF ATTACKS:	6 (tentacles, tail, jaw)
DAMAGE/ATTACK:	1-8/1-8/1-8/1-8/2-12/3-24
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L (10' tall)
MORALE:	Steady (11-12)
XP VALUE:	7 000

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Dentaag

CLIMATE/TERRAIN:	Each Underground
FREQUENCY:	Rare
ORGANISATION:	Pack
ACTIVITY CYCLE:	Night
DIET:	Corpses
INTELLIGENCE:	Average (8-10)
TREASURE:	G
ALIGNMENT:	Chaotic evil
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NO. APPEARING:	2-8
ARMOR CLASS:	3
MOVEMENT:	15
HIT DICE:	10+8
THAC0:	11
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1-6/1-6/3-18
SPECIAL ATTACKS:	Psichic: PB (Level 16/ Power: 100)
SPECIAL DEFENSES:	Psichic: TW (Level 14)
MAGIC RESISTANCE:	Nil
SIZE:	L (10' long)
MORALE:	Champion (15-16)
XP VALUE:	5 000
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Dhax

CLIMATE/TERRAIN:	Temperate hills
FREQUENCY:	Rare
ORGANISATION:	Tribe
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	Nil
ALIGNMENT:	Neutral evil
<hr/>	
NO. APPEARING:	3-30
ARMOR CLASS:	6
MOVEMENT:	12
HIT DICE:	3
THACO:	17
NO. OF ATTACKS:	3 or 1
DAMAGE/ATTACK:	1-4/1-4/1-6 or by weapon (1-8)
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (4'-6' tall)
MORALE:	Average (8-10)
XP VALUE:	65
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Dholdaarg

CLIMATE/TERRAIN:	Temperate water
FREQUENCY:	Very rare
ORGANISATION:	Solitary
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Animal (1)
TREASURE:	C
ALIGNMENT:	Neutral
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NO. APPEARING:	1-4
ARMOR CLASS:	4
MOVEMENT:	Sw 24
HIT DICE:	8
THACO:	13
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	3-24
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	H (20' long)
MORALE:	Average (8-10)
XP VALUE:	1 400

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Dhorgaan

CLIMATE/TERRAIN:	Temp. hills and forests
FREQUENCY:	Very rare
ORGANISATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	E
ALIGNMENT:	Chaotic neutral
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NO. APPEARING:	1-4
ARMOR CLASS:	-1
MOVEMENT:	15
HIT DICE:	10+5
THACO:	11
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2-20
SPECIAL ATTACKS:	Poisonous cloud
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	45%
SIZE:	L (10'-12' long)
MORALE:	Champion (15-16)
XP VALUE:	6 000
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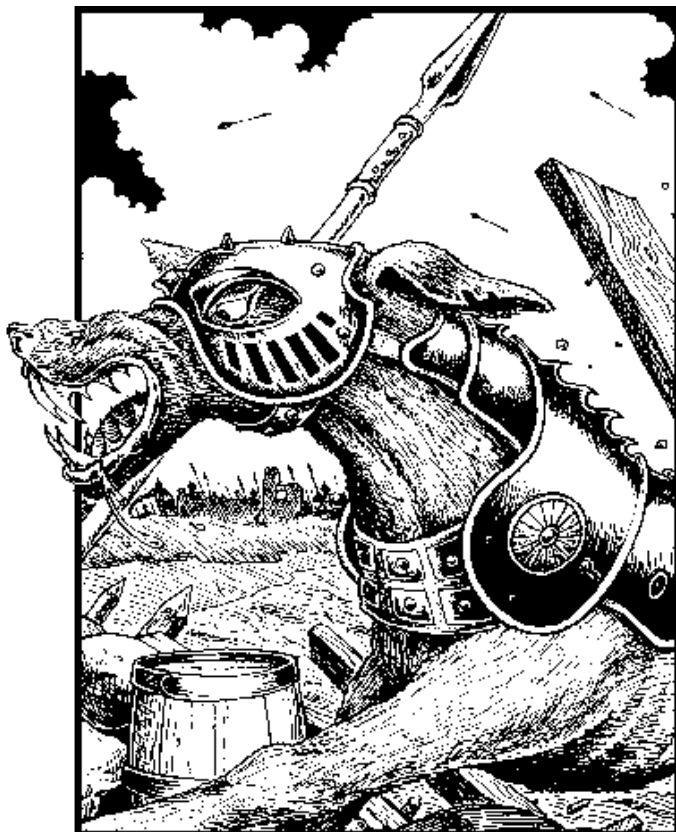
SPECIAL ATTACKS: A Dhorgaan has the ability to breath some kind of *poisonous cloud*. The victim must succeed a saving throw vs. *breath weapon* or take 3-30 points of damage. A success means only half damage.



Dog

	Akatatz	Plague hound	Deathhound	Hound of Vikkak
CLIMATE/TERRAIN:	Any	Any	Any	Any
FREQUENCY:	Rare	Very rare	Rare	Vary rare
ORGANISATION:	Pack	Pack	Pack	Pack
ACTIVITY CYCLE:	Any	Any	Any	Any
DIET:	Omnivore	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Semi- (2-4)	Semi- (2-4)	Semi- (2-4)	Semi- (2-4)
TREASURE:	Nil	Nil	Nil	Nil
ALIGNMENT:	Neutral	Neutral evil	Neutral evil	Neutral
NO. APPEARING:	3-30	2-12	2-20	2-20
ARMOR CLASS:	6	7	7	7
MOVEMENT:	12	12	12	12
HIT DICE:	2+2	4+1	3+3	3
THACO:	19	17	17	17
NO. OF ATTACKS:	1	1	1	1
DAMAGE/ATTACK:	2-8	1-10 + disease	1-10	1-8
SPECIAL ATTACKS:	Nil	Disease	Nil	Nil
SPECIAL DEFENSES:	Nil	Nil	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil
SIZE:	M (4'-6' long)	M (6' long)	M (5' long)	M (4'-6' long)
MORALE:	Steady (12)	Steady (11-12)	Steady (12)	Steady (11-12)
XP VALUE:	65	270	120	65
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SPECIAL ATTACKS: Anyone hit by a Plague hound must succeed a saving throw versus *Poison*. If he fails, he is infected by a dangerous rotting disease. Only a *cure disease* spell within one week can cure the rotting disease. Otherwise the victim dies. Until healed no hit points are gained for resting.



Plague hound

Dragon, Vaxagore

CLIMATE/TERRAIN:	Any
FREQUENCY:	Rare
ORGANISATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Exceptional (15-16)
TREASURE:	Variable
ALIGNMENT:	Any
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NO. APPEARING:	1
ARMOR CLASS:	Variable
MOVEMENT:	12, Fl 30
HIT DICE:	Variable
THACO:	Variable
NO. OF ATTACKS:	3 + Breath
DAMAGE/ATTACK:	1-10/1-10/3-30
SPECIAL ATTACKS:	Breath
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Variable
SIZE:	Variable
MORALE:	Fanatic (17-18)
XP VALUE:	Variable
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<i>Lonewolf, Book</i>	18



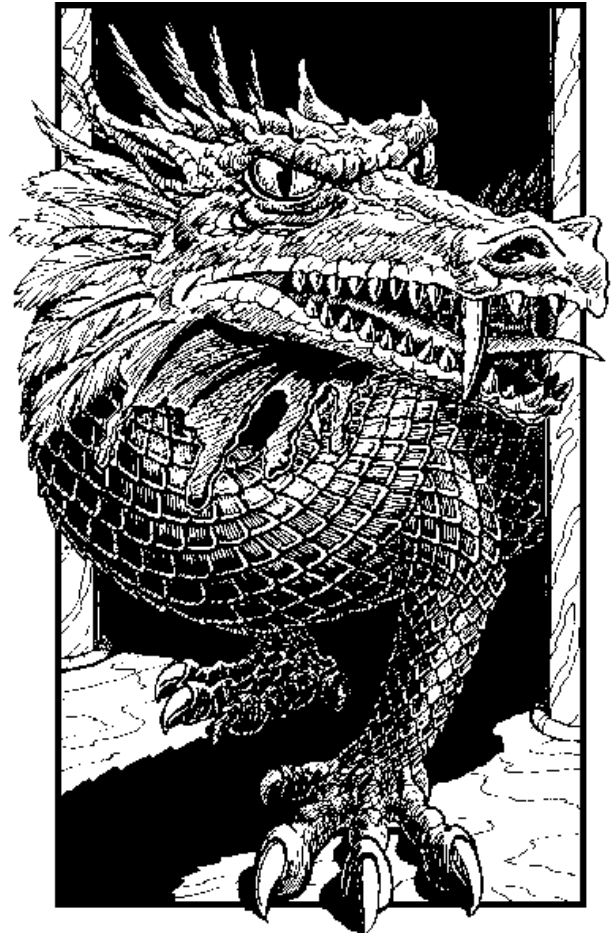
Breath weapon: The breath weapon of a Vaxagore dragon is a cone of fire, which ends in his maw. The dragon is immune to any sort of fire.

Age	Body Lgt. (')	Tail Lgt. (')	AC	HD	THACO	Dam. Mod.	Breath Weapon	MR	Spells Wizard/Priest	Treas. Typ	XP Value
1	11-24	4-8	1	8	13	+1	2d8+2	5%	Nil	Nil	8 000
2	24-41	8-16	0	10	11	+2	4d8+4	8%	Nil	Nil	11 000
3	41-58	16-22	-1	12	9	+3	6d8+6	10%	Nil	Nil	13 000
4	58-71	22-29	-2	14	7	+4	8d8+8	15%	Nil	½H	15 000
5	71-87	29-37	-3	16	5	+5	10d8+10	20%	1	H	17 000
6	87-102	37-44	-4	17	3	+6	12d8+12	25%	1 1	H	18 000
7	102-117	44-51	-5	18	3	+7	14d8+14	30%	2 1	H x 2	19 000
8	117-132	51-59	-6	19	1	+8	16d8+16	35%	2 1 1	H x 2	20 000
9	132-148	59-66	-7	20	1	+9	18d8+18	40%	2 1 1 / 1	H x 2, E	21 000
10	148-165	66-74	-8	21	1	+10	20d8+20	45%	3 2 1 / 2 1	H x 3, E	22 000
11	165-184	74-82	-9	22	1	+11	22d8+22	50%	3 3 2 1 / 3 2	H x 3, F	23 000
12	184-203	82-92	-10	23	1	+12	24d8+24	55%	4 3 3 2 / 3 2 1	H x 4, G	24 000

Dragon, Zadrakon

CLIMATE/TERRAIN:	Any
FREQUENCY:	Rare
ORGANISATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Exceptional (15-16)
TREASURE:	Variable
ALIGNMENT:	Any
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NO. APPEARING:	1
ARMOR CLASS:	Variable
MOVEMENT:	15
HIT DICE:	Variable
THACO:	Variable
NO. OF ATTACKS:	3 + Breath
DAMAGE/ATTACK:	1-8/1-8/3-24
SPECIAL ATTACKS:	Breath
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Variable
SIZE:	Variable
MORALE:	Fanatic (17-18)
XP VALUE:	Variable

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Breath weapon:The breath weapon of a Zadrakon is a cone of fire, which ends in his maw. The dragon is immune to any sort of fire.

Age	Body Lgt. (')	Tail Lgt. (')	AC	HD	THACO	Dam. Mod.	Breath Weapon	MR	Spells Wizard/Priest	Treas. Typ	XP Value
1	3-6	3-6	3	7	13	Nil	2d6+2	Nil	Nil	Nil	6 000
2	6-15	6-15	2	9	11	Nil	4d6+4	Nil	Nil	Nil	8 000
3	15-24	15-24	1	11	9	+1	6d6+6	Nil	Nil	Nil	10 000
4	24-33	24-33	0	13	7	+2	8d6+8	Nil	Nil	Nil	12 000
5	33-42	33-42	-1	14	7	+3	10d6+10	Nil	1	½H	14 000
6	42-51	42-51	-2	15	5	+4	12d6+12	20%	1 1	H	15 000
7	51-60	51-60	-3	16	5	+5	14d6+14	25%	2 1	H	16 000
8	60-70	60-70	-4	17	3	+6	16d6+16	30%	2 1 1	H, E	17 000
9	70-80	70-78	-5	18	3	+7	18d6+18	35%	2 1 1 / 1	H, E	18 000
10	80-93	78-85	-6	19	1	+8	20d6+20	40%	2 2 1 / 1 1	H x 2, E	19 000
11	93-110	85-90	-7	20	1	+9	22d6+22	45%	2 2 2 1 / 2 1	H x 2, F	20 000
12	110-130	90-100	-8	21	1	+10	24d6+24	50%	3 3 2 1 / 2 2 1	H x 2, G	21 000

Dragon-kin

	Firedraco	Frostdraco
CLIMATE/TERRAIN:	Any	Any
FREQUENCY:	Very rare	Very rare
ORGANISATION:	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any
DIET:	Carnivore	Carnivore
INTELLIGENCE:	Exceptional (16)	High (13-14)
TREASURE:		
ALIGNMENT:	Any chaotic	Any evil
NO. APPEARING:	1	1
ARMOR CLASS:	-3	-4
MOVEMENT:	15, Fl 30	15, Fl 24
HIT DICE:	13+10	15+5
THACO:	7	5
NO. OF ATTACKS:	3 + Breath	3 + Breath
DAMAGE/ATTACK:	1-6/1-6/2-12	1-6/1-6/2-16
SPECIAL ATTACKS:	+4 Dam., Breath	+3 Dam., Breath
SPECIAL DEFENSES:	Immune to Fire	Immune to Cold
MAGIC RESISTANCE:	45%	35%
SIZE:	L (8' tall)	L (10' tall)
MORALE:	Fanatic (17-18)	Fanatic (17-18)
XP VALUE:	10 000	12 000
<i>Lonewolf, Book</i>		14



Firedragon

Breath weapon:The breath weapon of a *Firedraco* is a cone of fire, which ends in his maw and makes 10d6+10 points of damage. The dragon is immune to any sort of fire. The breath weapon of a *Frostdraco* is a cone of icy air, which ends in his maw and makes 14d4+14 points of damage. The dragon is immune to any sort of cold.



Frostdragon

Egorgh

CLIMATE/TERRAIN:	Temp. hills and mountains
FREQUENCY:	Rare
ORGANISATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Animal (1)
TREASURE:	W
ALIGNMENT:	Neutral
<hr/>	
NO. APPEARING:	1-6
ARMOR CLASS:	2
MOVEMENT:	12
HIT DICE:	10+8
THACO:	11
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1-8/1-8/2-12
SPECIAL ATTACKS:	Hug
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	H (12'+ tall)
MORALE:	Average (8-10)
XP VALUE:	3 000
<hr/>	
<i>Lonewolf, Book</i>	12



SPECIAL ATTACKS: If an Egorgh scores a paw hit with an 18 or better it also hugs for 2-16 points of additional damage.

Ekmakon

CLIMATE/TERRAIN:	Any water
FREQUENCY:	Very rare
ORGANISATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Carnivore
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral
<hr/>	
NO. APPEARING:	1-6
ARMOR CLASS:	6
MOVEMENT:	Sw 20
HIT DICE:	7
THACO:	13
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2-12
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L (12' long)
MORALE:	Average (8-10)
XP VALUE:	420
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<i>Lonewolf, Book</i>	<i>19</i>

Elix

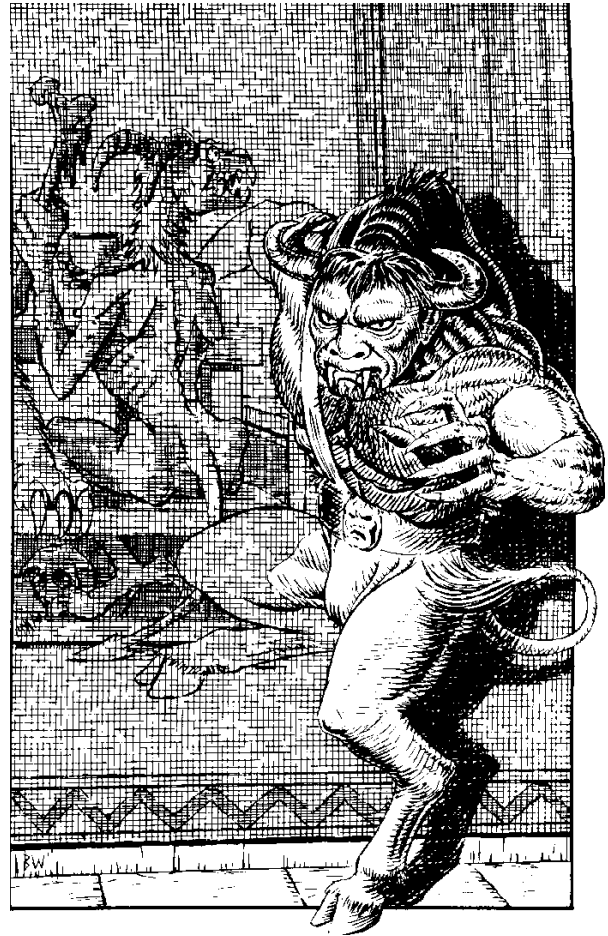
CLIMATE/TERRAIN:	Temperate hills
FREQUENCY:	Rare
ORGANISATION:	Tribe
ACTIVITY CYCLE:	Night
DIET:	Carnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	R
ALIGNMENT:	Neutral
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NO. APPEARING:	2-20
ARMOR CLASS:	7
MOVEMENT:	15
HIT DICE:	4
THAC0:	17
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1-4/1-4/1-6
SPECIAL ATTACKS:	Surprise (1 to 3 on 1d6)
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (4'-6' tall)
MORALE:	Average (8-10)
XP VALUE:	120
<hr/>	
<i>Lonewolf, Book</i>	4



Exterminus

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANISATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	Z
ALIGNMENT:	Chaotic neutral
<hr/>	
NO. APPEARING:	1-6
ARMOR CLASS:	3
MOVEMENT:	9
HIT DICE:	10
THACO:	11
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1-6/1-6/2-12
SPECIAL ATTACKS:	Surprise (1 to 9 on 1d10)
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	30%
SIZE:	M (6' tall)
MORALE:	Champion (15-16)
XP VALUE:	3 000
<hr/>	
<i>Lonewolf, Book</i>	<i>13</i>

SPECIAL ATTACKS: An Exterminus has the ability to make itself looking like a picture. He can move into a wall, and only a picture of him will remain. So the Exterminus has a very high chance to surprise anyone.



Gartoth

CLIMATE/TERRAIN:	Any ocean
FREQUENCY:	Very rare
ORGANISATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Carnivore
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral
<hr/>	
NO. APPEARING:	1-6
ARMOR CLASS:	0/7 (body+tentacles/eye)
MOVEMENT:	Sw 24
HIT DICE:	10+10
THAC0:	9
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1-6/1-6/4-40
SPECIAL ATTACKS:	Constricting tentacles
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L (12' long)
MORALE:	Elite (13-14)
XP VALUE:	5 000

Lonewolf, Book 15

SPECIAL ATTACKS: The creature tries to constrict its enemy with its two tentacles. If at least one of the tentacle attacks hits, follow the *constrict* rules in the *Monstrous Manual*, page 320, *constrictor snake*.



Ghagrim

CLIMATE/TERRAIN:	Jungle and swamp
FREQUENCY:	Rare
ORGANISATION:	Clan
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	P
ALIGNMENT:	Neutral evil
<hr/>	
NO. APPEARING:	1+
ARMOR CLASS:	6 (10)
MOVEMENT:	12
HIT DICE:	1
THAC0:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	by weapon (1-8)
SPECIAL ATTACKS:	Surprise
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (4'-6' tall)
MORALE:	Average (8-10)
XP VALUE:	15
<hr/>	
<i>Lonewolf, Book</i>	8

SPECIAL ATTACKS: If a Ghagrim attacks in the wilderness, he has a chance of 1-3 on d6 to surprise an enemy.



Giak

	Normal	Szall
CLIMATE/TERRAIN:	Any	Any
FREQUENCY:	Common	Common
ORGANISATION:	Tribe	Tribe
ACTIVITY CYCLE:	Any	Any
DIET:	Omnivore	Omnivore
INTELLIGENCE:	Average (9)	Average (9)
TREASURE:	L	L
ALIGNMENT:	Lawful evil	Lawful evil
NO. APPEARING:	1+	1+
ARMOR CLASS:	6 (10)	6 (10)
MOVEMENT:	9 (12)	6
HIT DICE:	1	½ (1d4)
THAC0:	19	20
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	by weapon (1-8)	by weapon (1-6)
SPECIAL ATTACKS:	Nil	Nil
SPECIAL DEFENSES:	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil
SIZE:	M (6' tall)	S (4' tall)
MORALE:	Steady (11)	Unsteady (6)
XP VALUE:	15	7
<i>Lonewolf, Book</i>	1	2



Giaks riding Doomwolves



Giganite

CLIMATE/TERRAIN:	Temperate/Cold forests
FREQUENCY:	Rare
ORGANISATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	R
ALIGNMENT:	Chaotic neutral
<hr/>	
NO. APPEARING:	1-6
ARMOR CLASS:	4
MOVEMENT:	12
HIT DICE:	10
THACO:	11
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1-10/1-10/2-16
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L (10' tall)
MORALE:	Average to Steady (8-12)
XP VALUE:	1 400
<hr/>	
<i>Lone Wolf, Book</i>	<i>13</i>

Gnagusk

CLIMATE/TERRAIN:	Cold forest or plain
FREQUENCY:	Rare
ORGANISATION:	Solitary
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral
<hr/>	
NO. APPEARING:	1-6
ARMOR CLASS:	5
MOVEMENT:	18
HIT DICE:	6+3
THACO:	15
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2-16
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	Average (6'-7' long)
MORALE:	Champion (15-16)
XP VALUE:	420

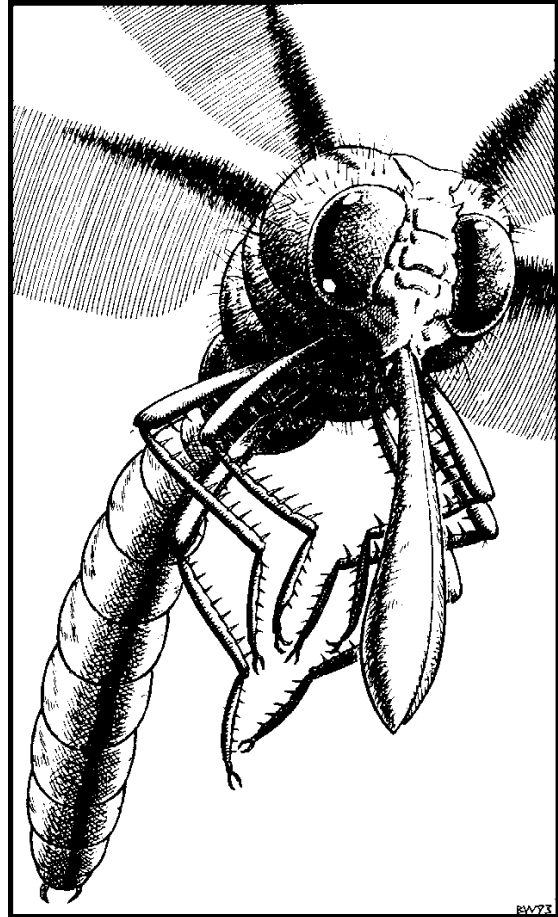
Lonewolf, Book

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Golasyx

CLIMATE/TERRAIN:	Tropical forests and plains
FREQUENCY:	Uncommon
ORGANISATION:	Solitary
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Non- (0)
TREASURE:	R, S, T
ALIGNMENT:	Neutral
<hr/>	
NO. APPEARING:	1-10
ARMOR CLASS:	1
MOVEMENT:	2, Fl 36
HIT DICE:	7
THACO:	13
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2-8
SPECIAL ATTACKS:	Poison, Class D
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (6'-7' long)
MORALE:	Average (8-10)
XP VALUE:	1 400
<hr/>	
<i>Lonewolf, Book</i>	<i>19</i>



Gorodon

CLIMATE/TERRAIN:	Hills and mountains
FREQUENCY:	Rare
ORGANISATION:	Solitary
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Non- (0)
TREASURE:	Nil
ALIGNMENT:	Neutral

NO. APPEARING:	1-6
ARMOR CLASS:	3
MOVEMENT:	12
HIT DICE:	12+5
THACO:	9
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2-12
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	H (20' long)
MORALE:	Average (8-10)
XP VALUE:	2 000

Lonewolf, Book

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Gourgaz

CLIMATE/TERRAIN:	Jungle or swamp
FREQUENCY:	Rare
ORGANISATION:	Tribal
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	D
ALIGNMENT:	Neutral evil
<hr/>	
NO. APPEARING:	2-12
ARMOR CLASS:	4
MOVEMENT:	9
HIT DICE:	5+3
THACO:	15
NO. OF ATTACKS:	3 or 1
DAMAGE/ATTACK:	1-4/1-4/1-6 or by 2-handed weapon (1-10)
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (6'-7' tall)
MORALE:	Elite (13-14)
XP VALUE:	270
<hr/>	
<i>Lonewolf, Book</i>	<i>1</i>



Gybia, ixian

CLIMATE/TERRAIN:	Any ocean
FREQUENCY:	Uncommon
ORGANISATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral
<hr/>	
NO. APPEARING:	1-6
ARMOR CLASS:	4
MOVEMENT:	Sw 24
HIT DICE:	9+5
THAC0:	11
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2-20
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	H (20' long)
MORALE:	Steady (11-12)
XP VALUE:	3 000
<hr/>	
<i>Lone Wolf, Book</i>	<i>17</i>

Helghast (undead)

	Normal	Hel-devil
CLIMATE/TERRAIN:	Any	Any
FREQUENCY:	Very rare	Very rare
ORGANISATION:	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any
DIET:	Nil	Nil
INTELLIGENCE:	High (13)	Exept (15)
TREASURE:	W	W, U
ALIGNMENT:	Chaotic evil	Chaotic evil
NO. APPEARING:	1-6	1
ARMOR CLASS:	5	3
MOVEMENT:	12	12
HIT DICE:	7	12
THACO:	13	9
NO. OF ATTACKS:	2 or 1	2
DAMAGE/ATTACK:	2-16/2-16 or by weapon	3-18/3-18 or by weapon
SPECIAL ATTACKS:	See below	See below
SPECIAL DEFENSES:	See below	See below
MAGIC RESISTANCE:	See below	See below
SIZE:	M (6' tall)	M (6' tall)
MORALE:	Champ. (15)	Champ. (15)
XP VALUE:	5 000	10 000
<i>Lonewolf, Book</i>	2	8



SPECIAL ATTACKS: Anyone hit by a Helghast must succeed a saving throw versus *Poison*, or he suffers 2-12 additional damage by the burning acid-touch of the creature.

-) A Hel-devils touch makes an *energydrain* of one Level with no saving throw allowed.

Additionally a Helghast has the ability to some kind of *mind blast* which attacks the victims mind. If a saving throw against *spells* fails, the victim has a -2 penalty on his attack rolls for this combat.

-) A Hel-devils *mind blast* causes a -4 penalty on attack rolls for this combat.

SPECIAL DEFENSES: Both, the Helghast and the Hel-devil, are immune to any form of psychic attack compareable to their own *mind blast*.

A weapon of +1 or better is needed for hitting a Helghast.

-) To hit a Hel-devil a weapon +2 or better is needed.

MAGIC RESISTANCE: Helghast have a natural immunity against spells like *sleep*, *charm*, etc. They also are immune to any *Poison*.

-) Hel-devils also have an additional 30% of magic resistance.

SPECIAL ABILITY: Helghasts or Hel-devils have the ability to *alter self* at will.

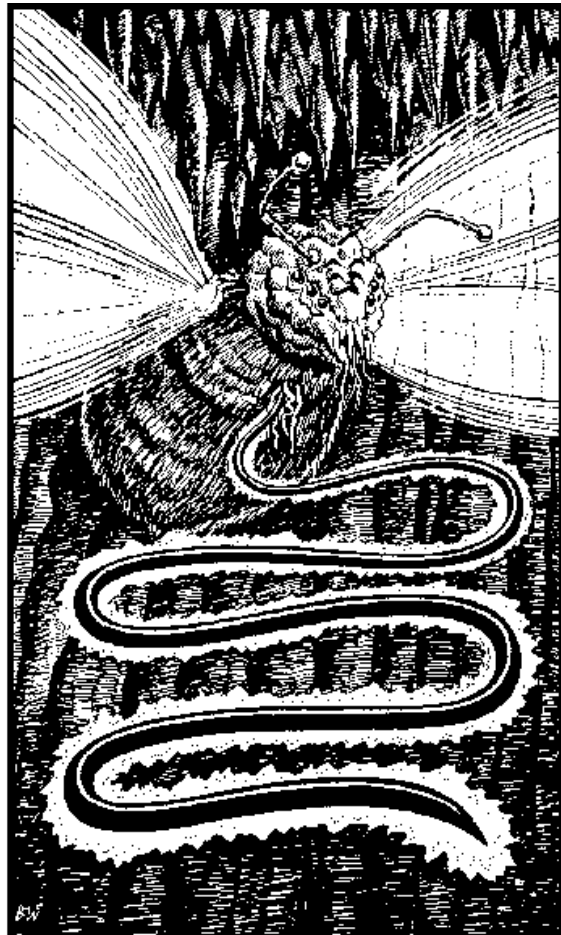


Ictakko

CLIMATE/TERRAIN:	Desert
FREQUENCY:	Rare
ORGANISATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral
<hr/>	
NO. APPEARING:	1-8
ARMOR CLASS:	4
MOVEMENT:	Fl 36
HIT DICE:	6
THACO:	15
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-6
SPECIAL ATTACKS:	Poison, Class F
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (5'-6' long)
MORALE:	Average (8-10)
XP VALUE:	1 400
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Lonewolf, Book

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Itikar

CLIMATE/TERRAIN:	Desert
FREQUENCY:	Uncommon
ORGANISATION:	Pair
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral
<hr/>	
NO. APPEARING:	1-6
ARMOR CLASS:	7
MOVEMENT:	3, Fl 30
HIT DICE:	4+3
THAC0:	17
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1-8/1-8/2-16
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	H (24' long + wingspan)
MORALE:	Steady (11-12)
XP VALUE:	420
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<i>Lonewolf, Book</i>	4



Kajarda

CLIMATE/TERRAIN:	Any forest
FREQUENCY:	Rare
ORGANISATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Carnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	W
ALIGNMENT:	Neutral
<hr/>	
NO. APPEARING:	1-8
ARMOR CLASS:	6
MOVEMENT:	12
HIT DICE:	10
THACO:	11
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	2-8/2-8/2-12
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L (8'-10' tall)
MORALE:	Elite (13-14)
XP VALUE:	1 400
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<i>Lone Wolf, Book</i>	<i>17</i>

Kalkoth

CLIMATE/TERRAIN:	Arctic hills and plains
FREQUENCY:	Uncommon
ORGANISATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Animal (1)
TREASURE:	R
ALIGNMENT:	Neutral
<hr/>	
NO. APPEARING:	2-12
ARMOR CLASS:	7
MOVEMENT:	12
HIT DICE:	5+5
THACO:	15
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1-4/1-4/1-6 + Poison
SPECIAL ATTACKS:	Poison (Class O)
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (6' long)
MORALE:	Average (8)
XP VALUE:	2 000

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Kataka

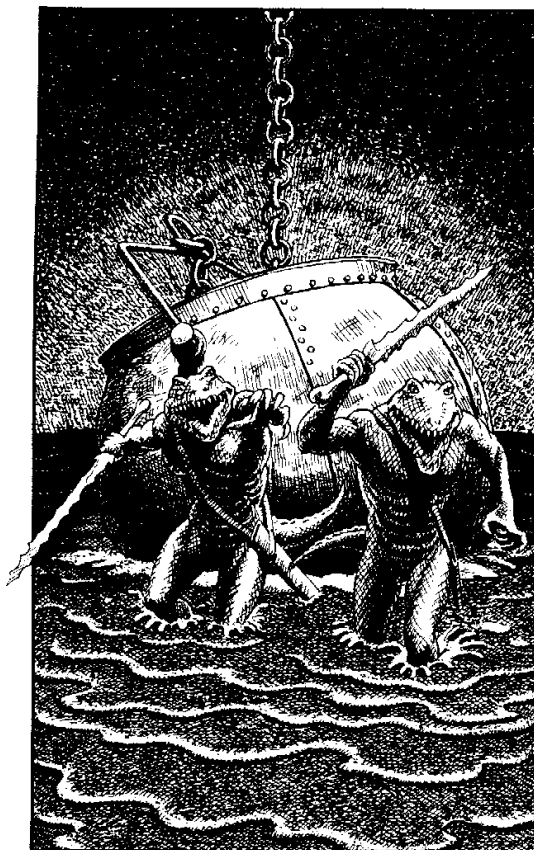
CLIMATE/TERRAIN:	Temperate/cold forests
FREQUENCY:	Very rare
ORGANISATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Carnivore
INTELLIGENCE:	Semi- (2-4)
TREASURE:	R, S
ALIGNMENT:	Chaotic evil
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NO. APPEARING:	1-6
ARMOR CLASS:	4
MOVEMENT:	18
HIT DICE:	10+12
THACO:	11
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1-8/1-8/2-16
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	H (15' long)
MORALE:	Champion (15-16)
XP VALUE:	3 000
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<i>Lone Wolf, Book</i>	<i>19</i>

Knoarc

CLIMATE/TERRAIN:	Tropical swamp
FREQUENCY:	Rare
ORGANISATION:	Tribe
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Average to very (8-12)
TREASURE:	P (A)
ALIGNMENT:	Neutral good
<hr/>	
NO. APPEARING:	1-20
ARMOR CLASS:	4
MOVEMENT:	12
HIT DICE:	6+4
THACO:	15
NO. OF ATTACKS:	3 or 1
DAMAGE/ATTACK:	1-4/1-4/1-8 or by weapon
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (4'-6' tall)
MORALE:	Steady (11-12)
XP VALUE:	420

Lonewolf, Book

19



Korozon

CLIMATE/TERRAIN:	Any swamp
FREQUENCY:	Very rare
ORGANISATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Semi- (2-4)
TREASURE:	C
ALIGNMENT:	Neutral
<hr/>	
NO. APPEARING:	1-4
ARMOR CLASS:	6
MOVEMENT:	12, Sw 20
HIT DICE:	16
THACO:	5
NO. OF ATTACKS:	8 + 1
DAMAGE/ATTACK:	8x (1-4)/3-30
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	G (30' diameter)
MORALE:	Elite (13-14)
XP VALUE:	9 000
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<i>Lonewolf, Book</i>	<i>14</i>

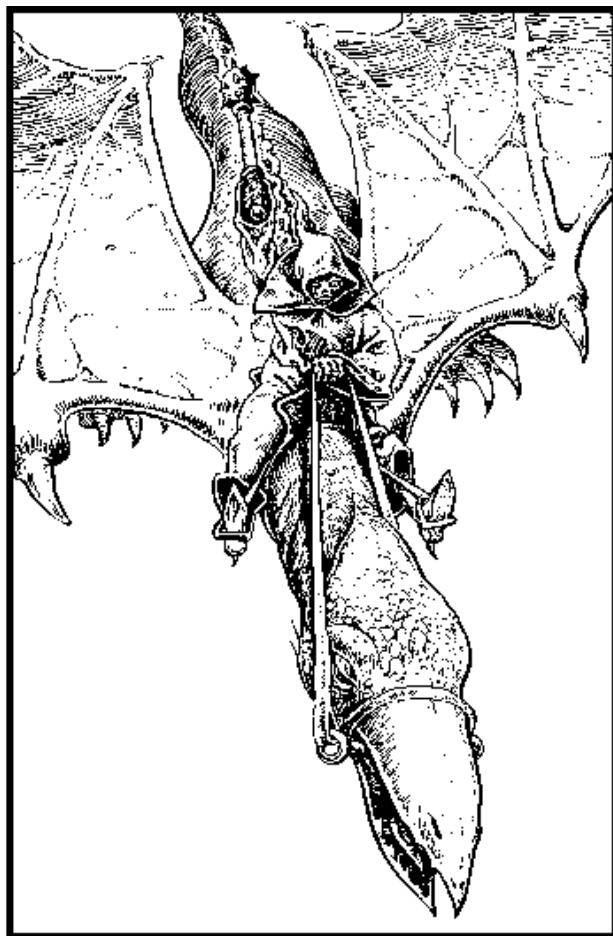


Kraan

	Normal	Zlanbeast
CLIMATE/TERRAIN:	Any	Any
FREQUENCY:	Rare	Very rare
ORGANISATION:	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any
DIET:	Carnivore	Carnivore
INTELLIGENCE:	Animal (1)	Low- (5-7)
TREASURE:	E	E, B
ALIGNMENT:	Neutral	Neutral
NO. APPEARING:	1-6	1
ARMOR CLASS:	4	2
MOVEMENT:	6, Fl 30	3, Fl 48
HIT DICE:	6+3	10+6
THACO:	15	11
NO. OF ATTACKS:	3	3
DAMAGE/ATTACK:	1-8/1-8/ 2-16	1-10/1-10/ 3-24
SPECIAL ATTACKS:	Nil	Nil
SPECIAL DEFENSES:	Nil	Nil
MAGIC RESISTANCE:	Nil	10%
SIZE:	G (30')	G (60')
MORALE:	Elite (14)	Champ. (16)
XP VALUE:	975	6 000

Lonewolf, Book

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Kronn



CLIMATE/TERRAIN:	Any plain
FREQUENCY:	Uncommon
ORGANISATION:	Tribe
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	O (D)
ALIGNMENT:	Lawful evil

NO. APPEARING:	1-100
ARMOR CLASS:	5 (9)
MOVEMENT:	10
HIT DICE:	2+3
THACO:	19
NO. OF ATTACKS:	2 or 1
DAMAGE/ATTACK:	1-4/1-4 or by weapon
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (5' tall)
MORALE:	Average (8-10)
XP VALUE:	65

<i>Lone Wolf, Book</i>	<i>10</i>
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Kwaraz

CLIMATE/TERRAIN:	Temperate hills & mountains
FREQUENCY:	Uncommon
ORGANISATION:	Solitary
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Animal (1)
TREASURE:	O, Y
ALIGNMENT:	Neutral
<hr/>	
NO. APPEARING:	1-8
ARMOR CLASS:	4
MOVEMENT:	8
HIT DICE:	6
THACO:	15
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1-4/1-4/1-10
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L (9' long)
MORALE:	Average (8-10)
XP VALUE:	270
<hr/>	
<i>Lonewolf, Book</i>	5



Lapilibore

CLIMATE/TERRAIN:	any hills and mountains
FREQUENCY:	Uncommon
ORGANISATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Non- (0)
TREASURE:	Nil
ALIGNMENT:	Neutral
<hr/>	
NO. APPEARING:	1-4
ARMOR CLASS:	4
MOVEMENT:	9
HIT DICE:	5+5
THACO:	15
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2-12
SPECIAL ATTACKS:	Surprise, Poison
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (4'-5' long)
MORALE:	Average (8-10)
XP VALUE:	975
<hr/>	

Lonewolf, Book 10

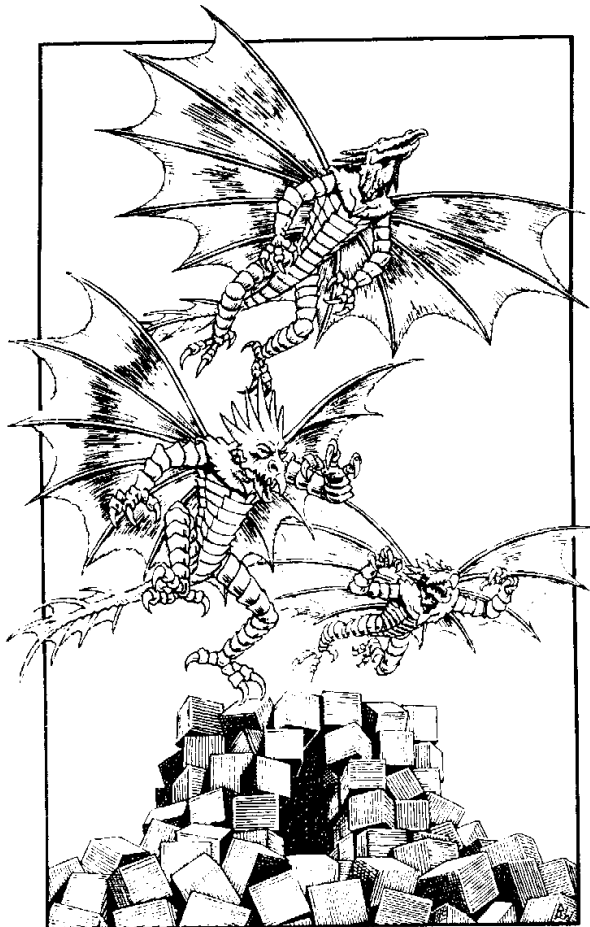
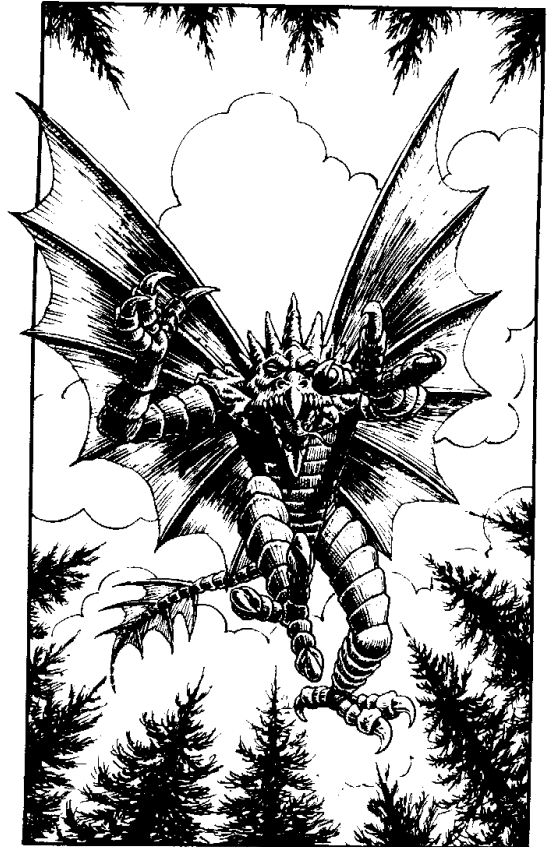
SPECIAL ATTACKS: A Lapilibore surprises its victim on a 1 to 5 on 1d6. It has a Class D poison.



Lava (Dragon-Men)

CLIMATE/TERRAIN:	Any (outher planes)
FREQUENCY:	Rare
ORGANISATION:	Clan
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	P
ALIGNMENT:	Neutral evil
<hr/>	
NO. APPEARING:	2-20
ARMOR CLASS:	5
MOVEMENT:	9, Fl 36
HIT DICE:	8
THACO:	13
NO. OF ATTACKS:	2 or 1
DAMAGE/ATTACK:	1-4/1-4 or by weapon (1-8)
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (4'-6' tall)
MORALE:	Steady (11-12)
XP VALUE:	1 400

Lonewolf, Book 16



Lekhor

CLIMATE/TERRAIN:	Any fresh water
FREQUENCY:	Rare
ORGANISATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Animal (1)
TREASURE:	R
ALIGNMENT:	Neutral
<hr/>	
NO. APPEARING:	1-8
ARMOR CLASS:	0
MOVEMENT:	12, Sw 12
HIT DICE:	8+6
THACO:	13
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-10
SPECIAL ATTACKS:	Poison (Class D)
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (10'-15' long)
MORALE:	Average (8-10)
XP VALUE:	1 400

Lonewolf, Book 7



Liganim

CLIMATE/TERRAIN:	Any
FREQUENCY:	Rare
ORGANISATION:	Tribes
ACTIVITY CYCLE:	Night
DIET:	Omnivore
INTELLIGENCE:	Very (11-12)
TREASURE:	R (E)
ALIGNMENT:	Chaotic evil
<hr/>	
NO. APPEARING:	1-20
ARMOR CLASS:	6 (10)
MOVEMENT:	12
HIT DICE:	9+4
THACO:	11
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	by weapon (1-8)
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (5'-6' tall)
MORALE:	Steady (11-12)
XP VALUE:	1 400

Lonewolf, Book

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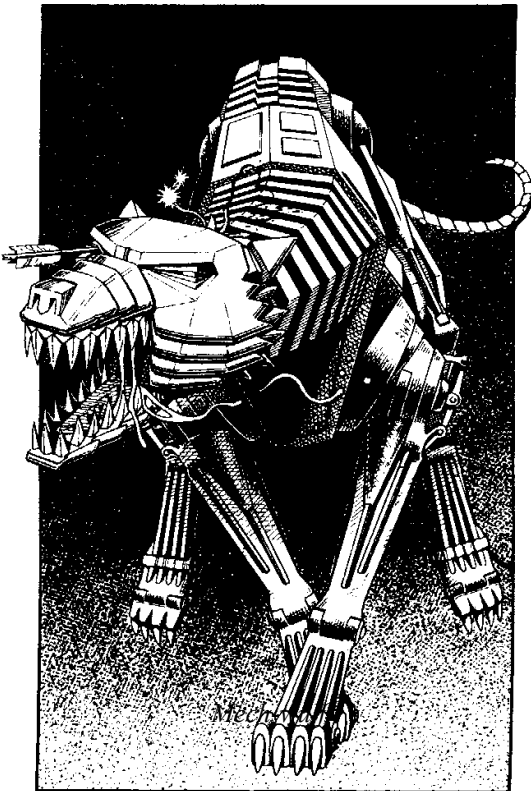
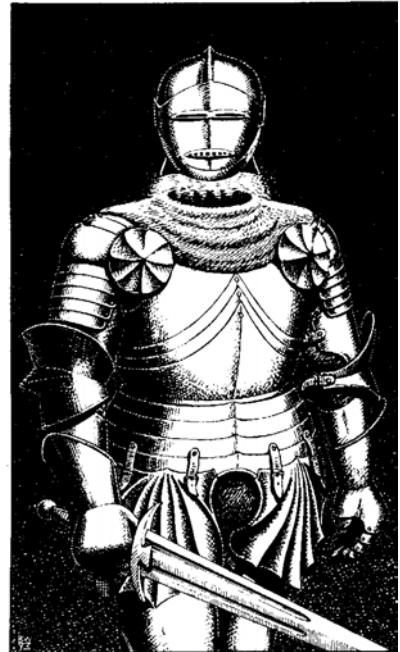
Mawtaw

CLIMATE/TERRAIN:	Cold forests
FREQUENCY:	Uncommon
ORGANISATION:	Solitary
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral
<hr/>	
NO. APPEARING:	1-6
ARMOR CLASS:	6
MOVEMENT:	12
HIT DICE:	10
THACO:	11
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1-10/1-10/3-24
SPECIAL ATTACKS:	Hug (see <i>Bears, MM</i>)
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	H (16' tall)
MORALE:	Average (8-10)
XP VALUE:	2 000
<hr/>	
<i>Lonewolf, Book</i>	15



Meghanic

	Normal	Manoyd	Mech-wulf
CLIMATE/TERRAIN:	Any	Any	Any
FREQUENCY:	Very rare	Very rare	Very rare
ORGANISATION:	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any	Any
DIET:	Nil	Nil	Nil
INTELLIGENCE:	Non- (0)	Non- (0)	Non- (0)
TREASURE:	Nil	Nil	Nil
ALIGNMENT:	Neutral	Neutral	Neutral
NO. APPEARING:	1-8	1-6	1-8
ARMOR CLASS:	0	0	0
MOVEMENT:	6	9	12
HIT DICE:	10 (60 HP)	13 (80)	9 (50)
THACO:	11	7	11
NO. OF ATTACKS:	2 or 1	2 or 1	1
DAMAGE/ATTACK:	1-6/1-6 or by weapon +3	1-10/1-10 or by weapon +5	1-10 +2
SPECIAL ATTACKS:	+3 to damage	+5 to damage	+2 to damage
SPECIAL DEFENSES:	Nil	Nil	Nil
MAGIC RESISTANCE:	80%	90%	80%
SIZE:	M (4'-6' tall)	M (4'-6' tall)	M (6' long)
MORALE:	Fearless (20)	Fearless (20)	Fearless (20)
XP VALUE:	5 000	9 000	4 000
<i>Lonewolf, Book</i>	19	19	19



Men, Cener druids

FREQUENCY:	Uncommon
INTELLIGENCE:	Very to Exept. (11-16)
TREASURE:	R (H)
ALIGNMENT:	Chaotic good
<hr/>	
NO. APPEARING:	1-100
ARMOR CLASS:	9
HIT DICE:	1, 5, 10
THACO:	20, 18, 14
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	by weapon (1-6)
SPECIAL ATTACKS:	Spells (Druid 1, 5, 10)
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
MORALE:	Steady (11-12)
XP VALUE:	Novice: 35
	Druid: 650
	Arch-Druid: 3 000
<hr/>	

Lonewolf, Book

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Men, Drakkarim

	Normal	Deathknight	Ziran
FREQUENCY:	Uncommon	Very rare	Very rare
INTELLIGENCE:	Very (12)	Very (12)	Exp. (16)
TREASURE:	K, M	L, M, O	Z
ALIGNMENT:	Chaotic evil	Chaotic evil	Chaotic evil
NO. APPEARING:	1-100	1-30	1-4
ARMOR CLASS:	6 (10)	4 (10)	2 (10)
HIT DICE:	1d10	8d10	12d10
THACO:	20	13	9
NO. OF ATTACKS:	1	1	1
DAMAGE/ATTACK:	by weapon	by weapon	by weapon
SPECIAL ATTACKS:	Nil	Nil	Energy-staff
SPECIAL DEFENSES:	Nil	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil	Nil
MORALE:	Steady (12)	Champ. (16)	Champ. (16)
XP VALUE:	35	975	4 000
<i>Lonewolf, Book</i>	1	10	10



Deathknight

SPECIAL ATTACKS:The Energy staff of a Ziran is a powerfull weapon which can fire lightning bolts of an intesity of 6d6. It can be used 2d20 times.



Ziran



Men

	Kai-Lords	Lencians	Tukodaks	Vakeros	Zagganozod
FREQUENCY:	Very rare	Common	Common	Very rare	Rare
TREASURE:	R	O	O	P	O
ALIGNMENT:	Any lawful	Any	Any	Any lawful	Any evil
NO. APPEARING:	1-50 (d100/2)	3-300	2-200	5-50	2-200
ARMOR CLASS:	8-4	10-6	10-4	10-6	8-4
HIT DICE:	Varies, 3d10	1d8	1d8	1d8	1d10
THACO:	Varies, 18	20	20	20	20
MORALE:	Champ. (16)	Steady (10)	Steady (10)	Steady (12)	Champ. (15)
XP VALUE:	Varies, 120	15	15	15	35

Lonewolf, Book

Any!



Mhagani, ixian

CLIMATE/TERRAIN: Temperate forests
 FREQUENCY: Very rare
 ORGANISATION: Solitary
 ACTIVITY CYCLE: Any
 DIET: Carnivore
 INTELLIGENCE: Average (8-10)
 TREASURE: C
 ALIGNMENT: Chaotic neutral

NO. APPEARING 1-4
 ARMOR CLASS: 4
 MOVEMENT: 12
 HIT DICE: 14
 THACO: 7
 NO. OF ATTACKS: 12
 DAMAGE/ATTACK: 10 x (1-8)/2-12/1-10
 SPECIAL ATTACKS: Nil
 SPECIAL DEFENSES: Nil
 MAGIC RESISTANCE: Nil
 SIZE: L (14' tall)
 MORALE: Elite (13-14)
 XP VALUE: 7 000

Lonewolf, Book

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Nadziranim (lower Darklord)

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANISATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Genius (17-18)
TREASURE:	Z (G)
ALIGNMENT:	Chaotic evil
<hr/>	
NO. APPEARING:	1-4
ARMOR CLASS:	6
MOVEMENT:	12
HIT DICE:	13+10
THAC0:	7
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	by weapon (1-6)
SPECIAL ATTACKS:	Spells (mage level 16)
SPECIAL DEFENSES:	+1 or better weapon to hit
MAGIC RESISTANCE:	90%
SIZE:	M (4'-6' tall)
MORALE:	Champion (15-16)
XP VALUE:	11 000
<hr/>	
<i>Lone Wolf, Book</i>	<i>14</i>

SPECIAL ATTACKS: A Nadziranim is able to cast spells like a level-16-mage (see *Players Handbook*)

Oudakon (undead)

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANISATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Nil
INTELLIGENCE:	Average (8-10)
TREASURE:	Nil
ALIGNMENT:	Chaotic evil
<hr/>	
NO. APPEARING:	1-6
ARMOR CLASS:	6
MOVEMENT:	12
HIT DICE:	6
THACO:	15
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	by weapon (1-8)
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	+1 or better weapon to hit
MAGIC RESISTANCE:	See below
SIZE:	M (4'-6' tall)
MORALE:	Champion (15-16)
XP VALUE:	650

Lonewolf, Book

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MAGIC RESISTANCE: An Oudakon has a natural immunity against spells like *sleep*, *charm*, etc. He also is immune to any *Poison*.

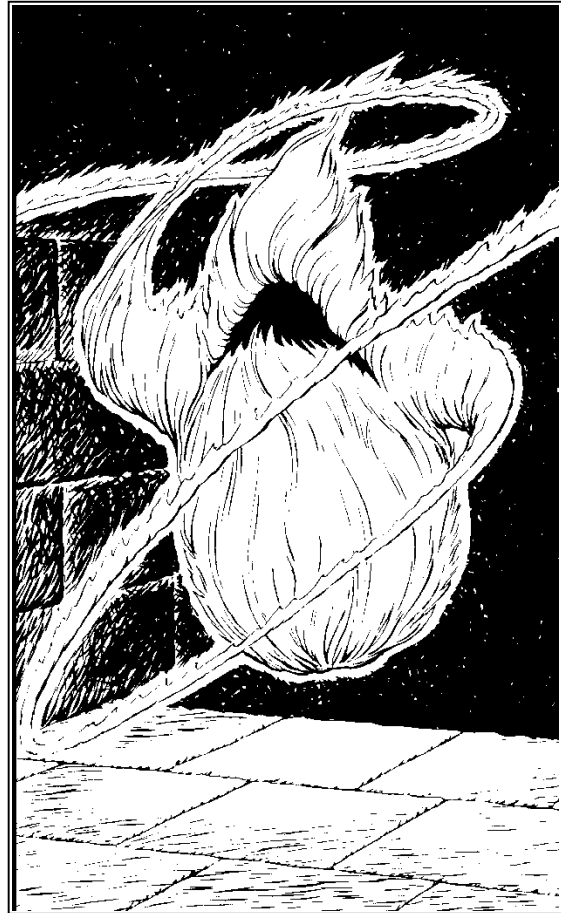


Pechdrazil (undead)

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANISATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Nil
INTELLIGENCE:	Semi- (2-4)
TREASURE:	Nil
ALIGNMENT:	Chaotic evil
<hr/>	
NO. APPEARING:	1-10
ARMOR CLASS:	0
MOVEMENT:	12
HIT DICE:	3
THACO:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2-12
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	+1 or better weapon to hit
MAGIC RESISTANCE:	See below
SIZE:	S (2'-4' diameter)
MORALE:	Champion (15-16)
XP VALUE:	270

Lone Wolf, Book 13

MAGIC RESISTANCE: Pechdrazil have a natural immunity against spells like *sleep*, *charm*, etc. They also are immune to any *Poison* and *Fire*.



Pit Agharashi

CLIMATE/TERRAIN:	Any Underground
FREQUENCY:	Uncommon
ORGANISATION:	Pack
ACTIVITY CYCLE:	Night
DIET:	Carnivore
INTELLIGENCE:	Animal (1)
TREASURE:	R
ALIGNMENT:	Neutral evil
<hr/>	
NO. APPEARING:	2-12
ARMOR CLASS:	6
MOVEMENT:	18
HIT DICE:	4
THACO:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-8
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (5'-7' long)
MORALE:	Average (8-10)
XP VALUE:	175

Lonewolf, Book

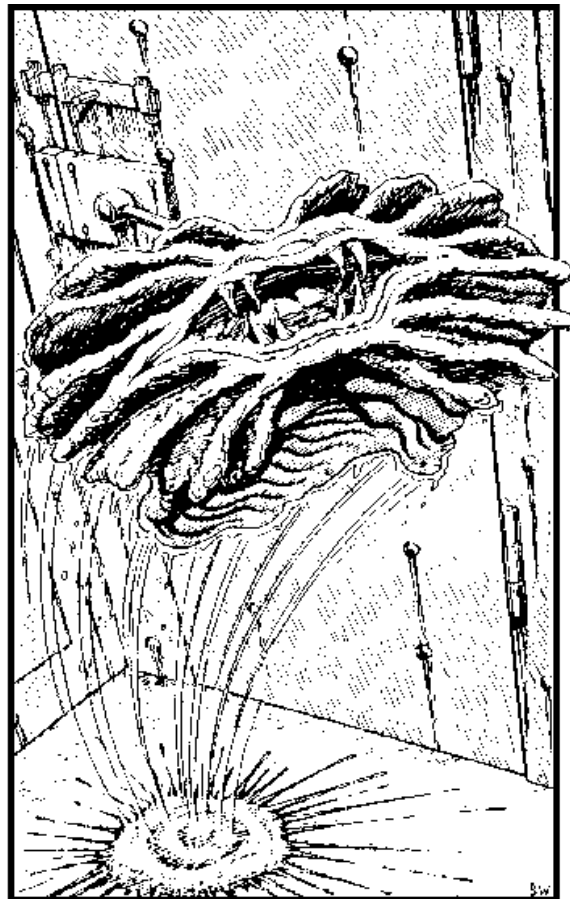
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Plaak

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANISATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Non- (0)
TREASURE:	Nil
ALIGNMENT:	Neutral
<hr/>	
NO. APPEARING:	1-10
ARMOR CLASS:	7
MOVEMENT:	Jumping 10
HIT DICE:	2+2
THACO:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2-12
SPECIAL ATTACKS:	Surprise (1 to 4 on 1d6)
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	S (1')
MORALE:	Champion (15-16)
XP VALUE:	65

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Plaghatar

CLIMATE/TERRAIN:	Any swamp
FREQUENCY:	Rare
ORGANISATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Animal (1)
TREASURE:	R, U
ALIGNMENT:	Neutral
<hr/>	
NO. APPEARING:	1-4
ARMOR CLASS:	0
MOVEMENT:	6, Sw 20
HIT DICE:	12
THACO:	9
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2-20
SPECIAL ATTACKS:	Surprise (1-2 on d6)
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	H (20' long)
MORALE:	Steady (11-12)
XP VALUE:	4 000
<hr/>	
<i>Lone Wolf, Book</i>	<i>13</i>

Plague Agharashi (undead)

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANISATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Nil
INTELLIGENCE:	Non- (0)
TREASURE:	C
ALIGNMENT:	Chaotic evil
<hr/>	
NO. APPEARING:	1-4
ARMOR CLASS:	4
MOVEMENT:	12
HIT DICE:	9+9
THAC0:	11
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-12
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	See below
SIZE:	M (7' long)
MORALE:	Champion (15-16)
XP VALUE:	1 400
<hr/>	
<i>Lonewolf, Book</i>	<i>13</i>

MAGIC RESISTANCE: The creatures have a natural immunity against spells like *sleep*, *charm*, etc. They also are immune to any *Poison*.



Rahgu

CLIMATE/TERRAIN:	Subtropical swamp
FREQUENCY:	Very rare
ORGANISATION:	Pairs
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	Y (Z)
ALIGNMENT:	Neutral
<hr/>	
NO. APPEARING:	1-2
ARMOR CLASS:	7
MOVEMENT:	12
HIT DICE:	3+2
THAC0:	17
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1-4/1-4
SPECIAL ATTACKS:	Smell (see below)
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	S (1')
MORALE:	Champion (15-16)
XP VALUE:	65
<hr/>	
<i>Lonewolf, Book</i>	8

SPECIAL ATTACK: The Rahgu secrete an extremely disgusting acid, which smells so odd, that anyone, who fails a saving throw versus *Poison* must take a -2 penalty on all his attack and damage rolls for this combat, because of his nausea.

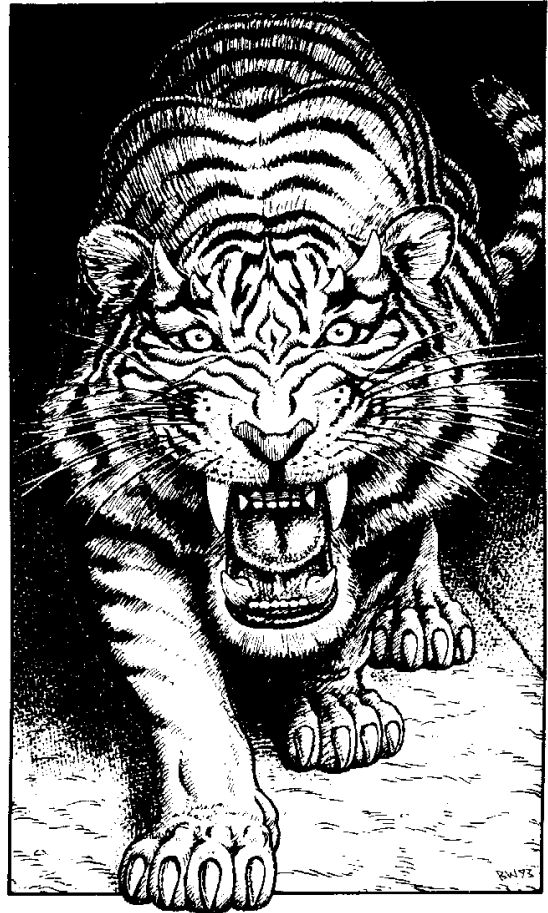


Rahjaz

CLIMATE/TERRAIN: Warm plains and hills
 FREQUENCY: Rre
 ORGANISATION: Solitary
 ACTIVITY CYCLE: Night
 DIET: Carnivore
 INTELLIGENCE: Animal (1)
 TREASURE: Nil
 ALIGNMENT: Neutral

NO. APPEARING: 1-6
 ARMOR CLASS: 6
 MOVEMENT: 12
 HIT DICE: 8+3
 THACO: 13
 NO. OF ATTACKS: 3
 DAMAGE/ATTACK: 1-6/1-6/1-10
 SPECIAL ATTACKS: Rear claws (1-6 each)
 SPECIAL DEFENSES: Never surprised
 MAGIC RESISTANCE: Nil
 SIZE: L (8'-12' long)
 MORALE: Steady (11-12)
 XP VALUE: 2 000

Lonewolf, Book 19



Rahkos

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANISATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Brain
INTELLIGENCE:	Non- (0)
TREASURE:	Z
ALIGNMENT:	Chaotic evil
<hr/>	
NO. APPEARING:	1-8
ARMOR CLASS:	5
MOVEMENT:	F1 15
HIT DICE:	5+1
THACO:	15
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-6
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	T (human hand)
MORALE:	Champion (15-16)
XP VALUE:	420

Lone Wolf, Book

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SPECIAL ATTACKS: A Rahkos always attempts to reach the victims head to get his brain to consume it. Any attack roll that exceeds the required score to hit by 4 or more indicates the victim has been hit on his head. If he fails a saving throw versus *deathrays*, the Rahkos has crashed his head and the victim dies immediately. If the victim wears an iron helmet, the Rahkos cannot crush his head (no saving throw needed).



Roctopus

CLIMATE/TERRAIN:	Any forest
FREQUENCY:	Rare
ORGANISATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Animal (1)
TREASURE:	P
ALIGNMENT:	Neutral
<hr/>	
NO. APPEARING:	1-6
ARMOR CLASS:	8
MOVEMENT:	9
HIT DICE:	6+1
THACO:	15
NO. OF ATTACKS:	6 + 1
DAMAGE/ATTACK:	6 x 1/1-4
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (4'-6' diameter)
MORALE:	Average (8-10)
XP VALUE:	420
<hr/>	
<i>Lonewolf, Book</i>	9



Skysnake, anarian

CLIMATE/TERRAIN:	Plains
FREQUENCY:	Rare
ORGANISATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral
<hr/>	
NO. APPEARING:	1-8
ARMOR CLASS:	6
MOVEMENT:	6, Fl 24
HIT DICE:	10+4
THAC0:	11
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1-6/1-6/1-10
SPECIAL ATTACKS:	Poison (Class D)
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	H (15' long)
MORALE:	Average (8-10)
XP VALUE:	2 000

Lonewolf, Book

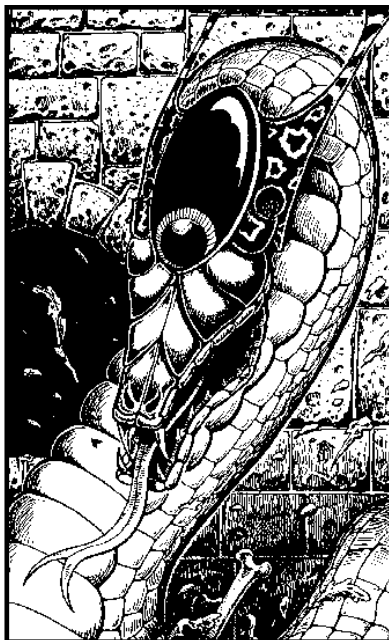
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Snake

	Giant Hactaraton	Silver Swamppython	Javek	Ukara
CLIMATE/TERRAIN:	Any cave	Any swamp	Arctic hills and mountains	Any swamp or lake
FREQUENCY:	Rare	Uncommon	Rare	Very rare
ORGANISATION:	Solitary	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Any	Day	Day	Any
DIET:	Carnivore	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Animal (1)	Animal (1)	Animal (1)	Animal (1)
TREASURE:	Nil	Nil	Nil	Nil
ALIGNMENT:	Neutral	Neutral	Neutral	Neutral
NO. APPEARING:	1	1-2	1-6	1
ARMOR CLASS:	2	4	4	2
MOVEMENT:	12	9, Sw 12	9	9, Sw 12
HIT DICE:	10	6	4+4	14
THAC0:	11	15	17	7
NO. OF ATTACKS:	1	2	2	2
DAMAGE/ATTACK:	3-18	1-4 + Poison/1-8	1-8/1-8 + Poison	1-8/2-16 + Poison
SPECIAL ATTACKS:	Poison (Class F)	See below	Poison (Class C)	Poison (Class F)
SPECIAL DEFENSES:	Nil	Nil	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil
SIZE:	H (20' long)	M (10'-20' long)	M (10' long)	H (25' long)
MORALE:	Average (8)	Average (8)	Average (8-10)	Steady (11-12)
XP VALUE:	2 000	975	420	6 000
<i>Lonewolf, Book</i>	7	8	3	19

SPECIAL ATTACKS: The snakes poison is a class C poison. For constriction see *Monstrous Manual*, page 320 *Constrictor Snake*.



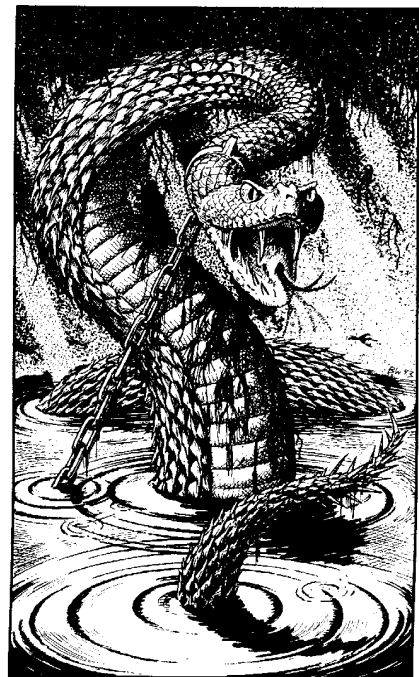
Giant Hactaraton



Silver Swamppython



Javek



Ukara

Solyx

CLIMATE/TERRAIN:	Tropical forests
FREQUENCY:	Rare
ORGANISATION:	Swarm
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral
<hr/>	
NO. APPEARING:	2-20
ARMOR CLASS:	4
MOVEMENT:	1, Fl 36
HIT DICE:	4+2
THACO:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-4
SPECIAL ATTACKS:	Poison, Class O
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	S (4' long)
MORALE:	Average (8-10)
XP VALUE:	650
<hr/>	
<i>Lone Wolf, Book</i>	<i>19</i>

Stragnah

CLIMATE/TERRAIN:	temperate forests
FREQUENCY:	Very rare
ORGANISATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	D
ALIGNMENT:	Neutral evil
<hr/>	
NO. APPEARING:	1-4
ARMOR CLASS:	2
MOVEMENT:	9
HIT DICE:	13
THAC0:	7
NO. OF ATTACKS:	6
DAMAGE/ATTACK:	1-10/1-10/1-10/1-10/3-24
SPECIAL ATTACKS:	Acid, Surprise (1-5 on d6)
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	H (15'-20' tall)
MORALE:	Elite (13-14)
XP VALUE:	10 000
<hr/>	
<i>Lone Wolf, Book</i>	<i>13</i>

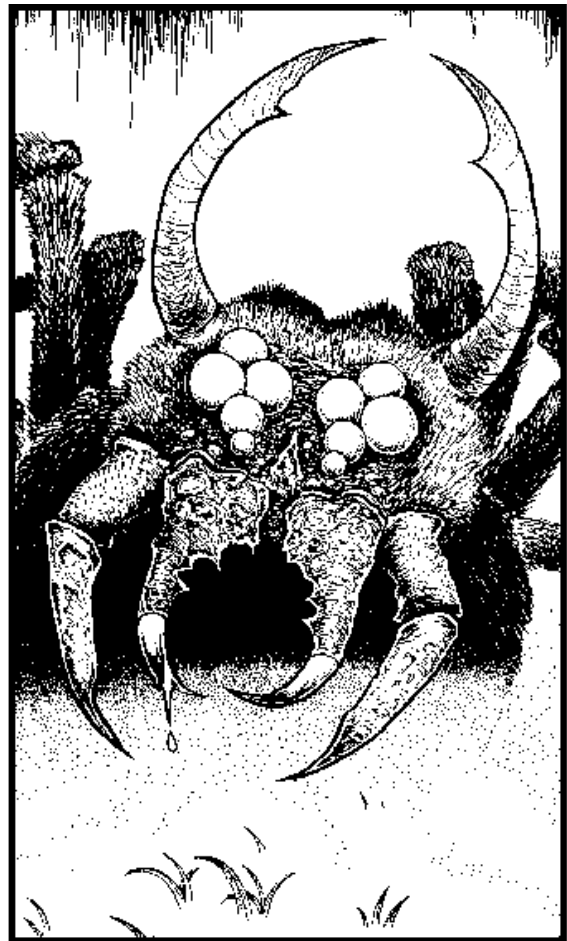
SPECIAL ATTACKS: At each hit of one of the creatures tentacles, the victim has to make a saving throw versus Poison or takes 2-12 extra damage because of the acid.

Suggaz

CLIMATE/TERRAIN:	Any swamp
FREQUENCY:	Rare
ORGANISATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Carnivore
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral
<hr/>	
NO. APPEARING:	1-6
ARMOR CLASS:	4
MOVEMENT:	6, Sw 15
HIT DICE:	6
THACO:	15
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2-16
SPECIAL ATTACKS:	Surprise (1 on d6)
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L (12' long)
MORALE:	Average (9)
XP VALUE:	650
<hr/>	
<i>Lone Wolf, Book</i>	<i>17</i>

Taan-Spider

CLIMATE/TERRAIN:	Any swamp
FREQUENCY:	Rare
ORGANISATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Carnivore
INTELLIGENCE:	Animal (1)
TREASURE:	R
ALIGNMENT:	Neutral
<hr/>	
NO. APPEARING:	1-4
ARMOR CLASS:	4
MOVEMENT:	12
HIT DICE:	8
THACO:	13
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2-12 + Poison
SPECIAL ATTACKS:	Poison (Class E)
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (6' diameter)
MORALE:	Average (8-10)
XP VALUE:	2 000
<hr/>	
<i>Lonewolf, Book</i>	8



Tarhdemon

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANISATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Carnivore
INTELLIGENCE:	Very (11-12)
TREASURE:	D
ALIGNMENT:	Chaotic evil
<hr/>	
NO. APPEARING:	1-6
ARMOR CLASS:	3
MOVEMENT:	24
HIT DICE:	13
THACO:	7
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	2-8/2-8/2-16
SPECIAL ATTACKS:	breathes <i>Fireballs</i>
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	60%
SIZE:	M (5'-7' tall)
MORALE:	Steady (11-12)
XP VALUE:	7 000
<hr/>	
<i>Lonewolf, Book</i>	<i>15</i>

SPECIAL ATTACKS: The Tarhdemon has the ability to breath some kind of fireball three times a day. Each of these fireballs makes 8d6 of damage.



Tunnel Stalker

CLIMATE/TERRAIN: Any underground
 FREQUENCY: Very rare
 ORGANISATION: Pack
 ACTIVITY CYCLE: Night
 DIET: Carnivore and corpses
 INTELLIGENCE: Average (8-10)
 TREASURE: R (A)
 ALIGNMENT: Chaotic neutral

NO. APPEARING: 2-20
 ARMOR CLASS: 6
 MOVEMENT: 15
 HIT DICE: 6+4
 THACO: 15
 NO. OF ATTACKS: 3
 DAMAGE/ATTACK: 1-6/1-6/2-12
 SPECIAL ATTACKS: Nil
 SPECIAL DEFENSES: Nil
 MAGIC RESISTANCE: Nil
 SIZE: M (5'-6' tall)
 MORALE: Average (8-10)
 XP VALUE: 420

Lonewolf, Book 15



Vazhag

CLIMATE/TERRAIN:	Plains
FREQUENCY:	Rare
ORGANISATION:	Clan
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	J
ALIGNMENT:	Neutral evil
<hr/>	
NO. APPEARING:	1-100
ARMOR CLASS:	7 (10)
MOVEMENT:	12
HIT DICE:	1+1
THAC0:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	by weapon (1-8)
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (4'-5' tall)
MORALE:	Average (8-10)
XP VALUE:	35
<hr/>	
<i>Lonewolf, Book</i>	<i>13</i>



Vorka

CLIMATE/TERRAIN:	
FREQUENCY:	Rare
ORGANISATION:	Clan
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	J
ALIGNMENT:	Neutral evil
<hr/>	
NO. APPEARING:	5-50
ARMOR CLASS:	5
MOVEMENT:	12
HIT DICE:	3+1
THAC0:	17
NO. OF ATTACKS:	2 or 1
DAMAGE/ATTACK:	1-4/1-4 or by weapon +1
SPECIAL ATTACKS:	+1 Dam. (Strength)
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (4'-5' tall)
MORALE:	Average (8-10)
XP VALUE:	

Lonewolf, Book 24



Vodok

CLIMATE/TERRAIN:	Any forest
FREQUENCY:	Rare
ORGANISATION:	Tribe
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	K, L, M
ALIGNMENT:	Neutral evil
<hr/>	
NO. APPEARING:	3-30
ARMOR CLASS:	7
MOVEMENT:	9
HIT DICE:	3+2
THACO:	17
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1-6/1-6/2-8
SPECIAL ATTACKS:	Poison, Class A
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	40%
SIZE:	S (3' tall)
MORALE:	Steady (11-12)
XP VALUE:	420
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Lonewolf, Book 14



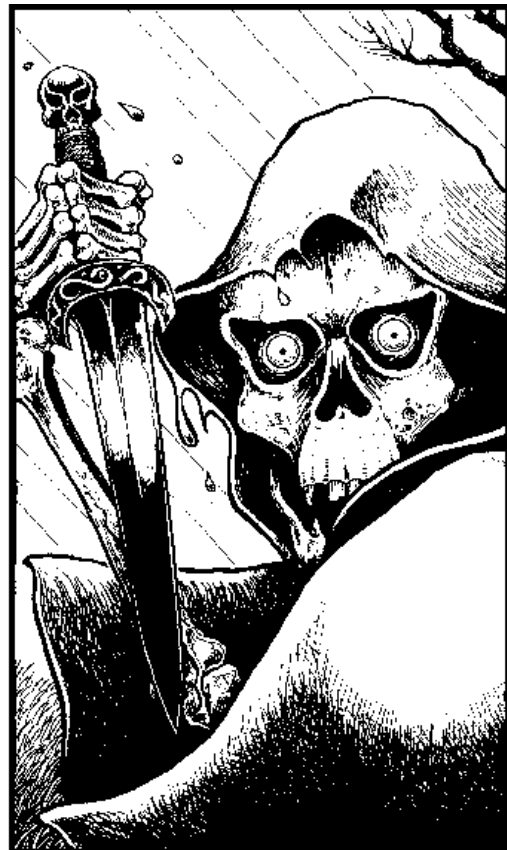
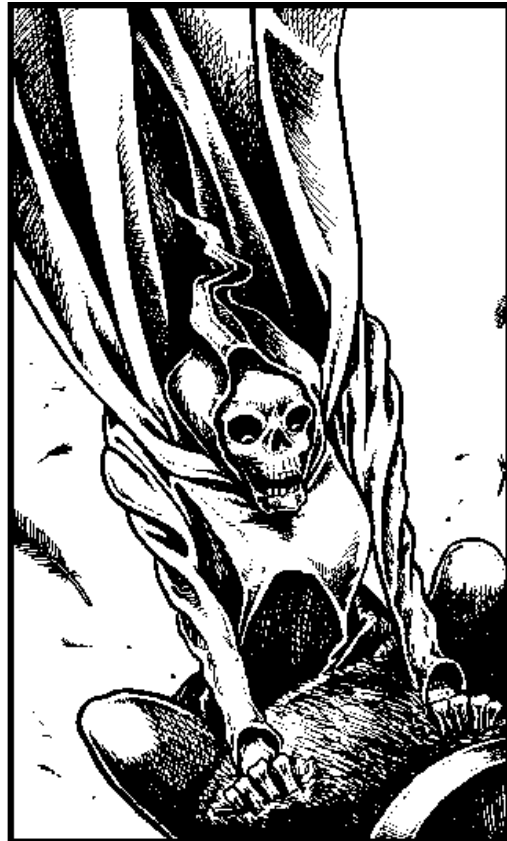
Vordak (undead)

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANISATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Very (11-12)
TREASURE:	W
ALIGNMENT:	Chaotic evil
<hr/>	
NO. APPEARING:	1-10
ARMOR CLASS:	7
MOVEMENT:	12
HIT DICE:	6
THAC0:	15
NO. OF ATTACKS:	2 or 1
DAMAGE/ATTACK:	1-6/1-6 or by weapon (1-8)
SPECIAL ATTACKS:	Mind blast (see below)
SPECIAL DEFENSES:	Mind shield (see below)
MAGIC RESISTANCE:	See below
SIZE:	M (4'-6' tall)
MORALE:	Steady (11-12)
XP VALUE:	1 400
<hr/>	
<i>Lonewolf, Book</i>	<i>1</i>

SPECIAL ATTACKS: A Vordak has the ability to some kind of *mind blast* which attacks the victims mind. If a saving throw against *spells* fails, the victim has a -2 malus on his attack rolls for this combat.

SPECIAL DEFENSES: A Vordak is immune to any form of psychic attack compareable to his own *mind blast*.

MAGIC RESISTANCE: Vordak have a natural immunity against spells like *sleep*, *charm*, etc. They also are immune to any *Poison*.



Vortexi (undead)

CLIMATE/TERRAIN:	Any (near outer plane-portals and <i>gates</i>)
FREQUENCY:	Very rare
ORGANISATION:	Nil
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Very (11-12)
TREASURE:	Nil
ALIGNMENT:	Chaotic neutral
<hr/>	
NO. APPEARING:	2-20
ARMOR CLASS:	2
MOVEMENT:	F1 24
HIT DICE:	8
THACO:	13
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2-12
SPECIAL ATTACKS:	Energy drain
SPECIAL DEFENSES:	+2 or better weapons to hit
MAGIC RESISTANCE:	15%
SIZE:	M (6' tall)
MORALE:	Elite (14)
XP VALUE:	4 000
<hr/>	
<i>Lone Wolf, Book</i>	<i>16</i>

MAGIC RESISTANCE: These creatures have a natural immunity against spells like *sleep*, *charm*, etc. They also are immune to any *Poison*.

Wolf

	Doomwolf	Taintor-Wolf
CLIMATE/TERRAIN:	Non-tropical	Any forest
FREQUENCY:	Uncommon	Rare
ORGANISATION:	Pack	Pack
ACTIVITY CYCLE:	Any	Any
DIET:	Carnivore	Carnivore
INTELLIGENCE:	Animal (1)	Low- (5-7)
TREASURE:	Nil	Nil
ALIGNMENT:	Neutral evil	Neutral
NO. APPEARING:	2-20	1-10
ARMOR CLASS:	6	5
MOVEMENT:	18	20
HIT DICE:	3+3	9+6
THACO:	17	11
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	1-10	2-12
SPECIAL ATTACKS:	Nil	Nil
SPECIAL DEFENSES:	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil
SIZE:	M (4'-7')	L (7'-12')
MORALE:	Average (9)	Elite (14)
XP VALUE:	120	1 400
<i>Lonewolf, Book</i>	<i>1</i>	<i>10</i>



Worm

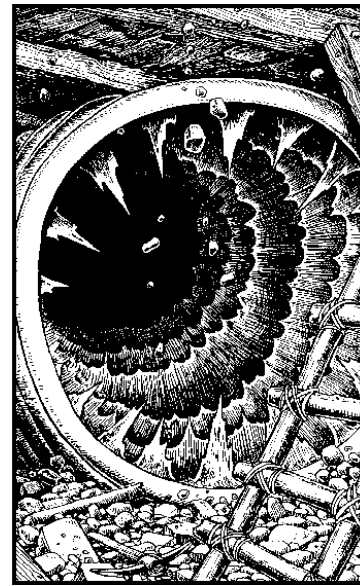
	Crystal-frostworm	Graveworm	Stoneworm
CLIMATE/TERRAIN:	Arctic plains	Any graveyard or swamp	Any underground
FREQUENCY:	Rare	Very rare	Rare
ORGANISATION:	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Day	Night	Any
DIET:	Carnivore	Carnivore	Omnivore
INTELLIGENCE:	Non- (0)	Animal (1)	Non- (0)
TREASURE:	I	P, Q	I
ALIGNMENT:	Neutral	Neutral	Neutral
NO. APPEARING:	1-6	1-6	1-6
ARMOR CLASS:	0	6	0
MOVEMENT:	9	9	9
HIT DICE:	8+4	2+2	11
THACO:	13	19	9
NO. OF ATTACKS:	1	4 + 1	1
DAMAGE/ATTACK:	1-10	4 x paralyse + 1-6	2-16
SPECIAL ATTACKS:	Surprise (1 on 1d6)	Poison (Class O)	Surprise (1 on 1d6)
SPECIAL DEFENSES:	Immune to cold-based attacks	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil	Nil
SIZE:	H (15' long)	M (6' long)	H (20' long)
MORALE:	Steady (11-12)	Steady (11-12)	Steady (11-12)
XP VALUE:	1 400	175	2 000
<i>Lone Wolf, Book</i>	3	1	4



Crystal-frostworm



Graveworm



Stoneworm

Xaghash (lower Darklord)

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANISATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	High (13-14)
TREASURE:	Z (E)
ALIGNMENT:	Chaotic evil
<hr/>	
NO. APPEARING:	1-8
ARMOR CLASS:	0
MOVEMENT:	9
HIT DICE:	15d10+15
THAC0:	5
NO. OF ATTACKS:	3 or 1
DAMAGE/ATTACK:	1-4/1-4/1-8 or by 2- handed weapon (1-10+5)
SPECIAL ATTACKS:	+5 to damage (Strength)
SPECIAL DEFENSES:	+1 or better weapons to hit
MAGIC RESISTANCE:	20%
SIZE:	M (5'-7' tall)
MORALE:	Champion (15-16)
XP VALUE:	11 000

Lonewolf, Book

12



Xargath

CLIMATE/TERRAIN:	Any ocean or sea
FREQUENCY:	Very rare
ORGANISATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Low- (5-7)
TREASURE:	H x 3
ALIGNMENT:	Neutral
<hr/>	
NO. APPEARING:	1
ARMOR CLASS:	-2
MOVEMENT:	Sw 15
HIT DICE:	20
THAC0:	1
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	4-40
SPECIAL ATTACKS:	Swallow
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	G (100'+ long)
MORALE:	Champion (15-16)
XP VALUE:	15 000

Lonewolf, Book 12

SPECIAL ATTACKS: Any attack roll that exceeds the required score to hit by 4 or more indicates the victim has been swallowed whole. Anyone swallowed can cut his way out (AC 9) if he isn't digested earlier by the aggressive digestive system of the Xargath which inflicts 2 to 20 points of damage each round.



Xlorg

CLIMATE/TERRAIN:	Any swamp
FREQUENCY:	Rare
ORGANISATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Carnivore
INTELLIGENCE:	Low- (5-7)
TREASURE:	R
ALIGNMENT:	Neutral
<hr/>	
NO. APPEARING:	1-8
ARMOR CLASS:	5
MOVEMENT:	7, Sw 12
HIT DICE:	7+4
THACO:	13
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1-6/1-6/1-8
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (5'-7' tall)
MORALE:	Steady (11-12)
XP VALUE:	650
<hr/>	

Lonewolf, Book

8



Yas

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANISATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Carnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	R
ALIGNMENT:	Neutral
<hr/>	
NO. APPEARING:	1-6
ARMOR CLASS:	6
MOVEMENT:	9
HIT DICE:	4+3
THACO:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-6 + Poison
SPECIAL ATTACKS:	Poison (Class B)
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L (8' long)
MORALE:	Steady (11-12)
XP VALUE:	420
<hr/>	
<i>Lone Wolf, Book</i>	5

Yawshath

CLIMATE/TERRAIN:	Any mountain or hill
FREQUENCY:	Very rare
ORGANISATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	B
ALIGNMENT:	Neutral
<hr/>	
NO. APPEARING:	1-4
ARMOR CLASS:	6 (10)
MOVEMENT:	6
HIT DICE:	5
THACO:	15
NO. OF ATTACKS:	2 or 1
DAMAGE/ATTACK:	1-4/1-4 or by weapon
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	S (3'-4' tall)
MORALE:	Average (8-10)
XP VALUE:	270
<hr/>	
<i>Lone Wolf, Book</i>	6

Zaaryx-Ghoul

CLIMATE/TERRAIN:	Any land
FREQUENCY:	Rare
ORGANISATION:	Pack
ACTIVITY CYCLE:	Night
DIET:	Corpses
INTELLIGENCE:	Low (5-7)
TREASURE:	B, T
ALIGNMENT:	Chaotic evil
<hr/>	
NO. APPEARING:	2-20
ARMOR CLASS:	5
MOVEMENT:	12
HIT DICE:	4+4
THACO:	17
NO. OF ATTACKS:	3 or 1
DAMAGE/ATTACK:	1-4/1-4/1-6 or by weapon
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (4'-6' tall)
MORALE:	Steady (10-12)
XP VALUE:	175
<hr/>	
<i>Lone Wolf, Book</i>	9

Zagothal

CLIMATE/TERRAIN: Temperate hills
 FREQUENCY: Very rare
 ORGANISATION: Solitary
 ACTIVITY CYCLE: Any
 DIET: Carnivore
 INTELLIGENCE: Low (5-7)
 TREASURE: R
 ALIGNMENT: Neutral evil

NO. APPEARING: 1-4
 ARMOR CLASS: -2
 MOVEMENT: 9
 HIT DICE: 10
 THACO: 11
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 2-16
 SPECIAL ATTACKS: Nil
 SPECIAL DEFENSES: Nil
 MAGIC RESISTANCE: Nil
 SIZE: L (10'-20' long)
 MORALE: Steady (10-12)
 XP VALUE: 1 400

Lonewolf, Book

7



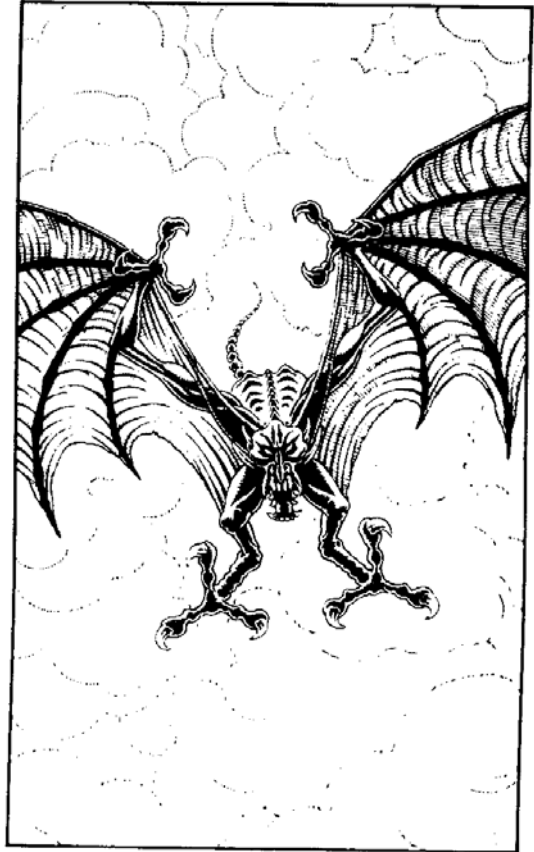
Zarthyn

CLIMATE/TERRAIN: Temperate/tropical plains
 FREQUENCY: Rare
 ORGANISATION: Solitary
 ACTIVITY CYCLE: Day
 DIET: Carnivore
 INTELLIGENCE: Low (5-7)
 TREASURE: O, M
 ALIGNMENT: Chaotic neutral

NO. APPEARING: 1-8
 ARMOR CLASS: 5
 MOVEMENT: 3, Fl 36
 HIT DICE: 9+4
 THACO: 11
 NO. OF ATTACKS: 5
 DAMAGE/ATTACK: 1-6/1-6/1-6/1-6/1-12
 SPECIAL ATTACKS: Dive +4 (at least 200 feet in the air)

SPECIAL DEFENSES: Nil
 MAGIC RESISTANCE: Nil
 SIZE: M (20' wing span)
 MORALE: Steady (11-12)
 XP VALUE: 2 000

Lonewolf, Book 16



Zavaghar

CLIMATE/TERRAIN:	Temperate forest or plain
FREQUENCY:	Very rare
ORGANISATION:	Solitary
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	R
ALIGNMENT:	Chaotic neutral
<hr/>	
NO. APPEARING:	1-4
ARMOR CLASS:	4
MOVEMENT:	15
HIT DICE:	12
THACO:	9
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1-8/1-8/3-30
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	H (20' long)
MORALE:	Steady (11)
XP VALUE:	6 000

Lonewolf, Book

14



Ziog (undead)

CLIMATE/TERRAIN:	Any
FREQUENCY:	Rare
ORGANISATION:	Nil
ACTIVITY CYCLE:	Night
DIET:	Nil (Magic)
INTELLIGENCE:	Low (5-7)
TREASURE:	P, M
ALIGNMENT:	Chaotic evil
<hr/>	
NO. APPEARING:	2-8
ARMOR CLASS:	6
MOVEMENT:	15
HIT DICE:	8+2
THACO:	13
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1-6/1-6/1-8
SPECIAL ATTACKS:	Poison, Class B
SPECIAL DEFENSES:	Spell absorb
MAGIC RESISTANCE:	*80%
SIZE:	M (6'-7' tall)
MORALE:	Elite (13-14)
XP VALUE:	1 400

Lonewolf, Book 17



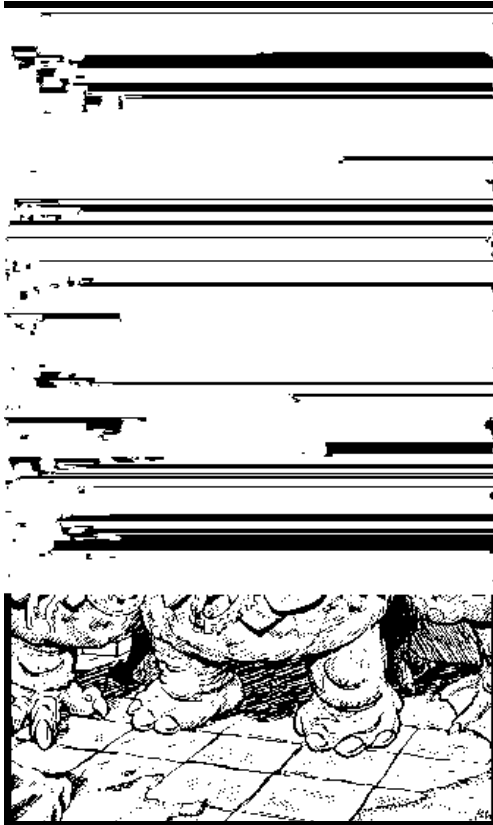
***SPECIAL DEFENSES:** The Ziog has the power to *absorb* a spell cast at him if he succeeds his *magic resistance* roll. Therefore he gets as many d4 hp healed, as the level of the spell was (e.g. for a 1st level spell 1d4, for a 4th level spell 4d4, etc.).

MAGIC RESISTANCE: Ziog have a natural immunity against spells like *sleep*, *charm*, etc. They also are immune to any *Poison*.

Creatures from the outer planes and Special Characters of Magnamund!

Agtah

	Normal	Octactah
CLIMATE/TERRAIN:	Daziarn sphere	Daziarn sphere
FREQUENCY:	Common	Uncommon
ORGANISATION:	Pack	Pack
ACTIVITY CYCLE:	Any	Any
DIET:	Omnivore	Omnivore
INTELLIGENCE:	Average (10)	Hight (12)
TREASURE:	R	R, S
ALIGNMENT:	Chaotic evil	Chaotic evil
NO. APPEARING:	5-50	1-20
ARMOR CLASS:	7	4
MOVEMENT:	12	12
HIT DICE:	5+2	9
THACO:	15	11
NO. OF ATTACKS:	3	5
DAMAGE/ATTACK:	1-6/1-6/1-8	4x(1-4)/1-10
SPECIAL ATTACKS:	Nil	+1 (Str.!)
SPECIAL DEFENSES:	Nil	Nil
MAGIC RESISTANCE:	15%	30%
SIZE:	M (5'-6')	M (5'-6')
MORALE:	Average (10)	Steady (12)
XP VALUE:	420	3 000
<i>Lonewolf, Book</i>	<i>11</i>	<i>11</i>



Octactah

Chaosmaster

CLIMATE/TERRAIN:	Daziarn sphere
FREQUENCY:	Unique
ORGANISATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Godlike (22)
TREASURE:	what you like!
ALIGNMENT:	Chaotic evil
<hr/>	
NO. APPEARING:	1
ARMOR CLASS:	-9
MOVEMENT:	18
HIT DICE:	25+50 (214 HP)
THACO:	-3
NO. OF ATTACKS:	6
DAMAGE/ATTACK:	4x(1-20)/4-40/3-24
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	*90% (see below!)
SIZE:	H (25' tall)
MORALE:	Fearless (20)
XP VALUE:	75 000
<hr/>	
<i>Lonewolf, Book</i>	<i>11</i>



SPECIAL ATTACKS: The Chaosmaster has the spellcasting abilities of a *level 18-mage* but needs no material components to cast spells. He simply thinks of the spell to let it happen (Casting time: always **1**) If he hits someone, he makes a double *energie drain* (two levels of experience!) The hideaus appearance of the Chaosmaster casts *fear* in anyone below level 15 watching him.

SPECIAL DEFENSES: The Chaosmaster has the power to *absorb* a spell cast at him. Therefore he gets as many d8 hp healed, as the level of the spell was (e.g. for a 1st level spell 1d8, for a 4th level spell 4d8, etc.). To hit the Chaosmaster a weapon with at least +4 is needed (hey - he is a god!)

Darklord Gnaag (Archlord of Helgedad)

CLIMATE/TERRAIN:	Any (Magnamund)
FREQUENCY:	Unique
ORGANISATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Genius (18)
TREASURE:	4 x H, etc.
ALIGNMENT:	Chaotic evil
<hr/>	
NO. APPEARING:	1
ARMOR CLASS:	-6
MOVEMENT:	12
HIT DICE:	22d10 (154 HP)
THACO:	1
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	2-8/2-8 or 2 by weapon
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	+3 or better weapon to hit
MAGIC RESISTANCE:	75%
SIZE:	M (6' tall)
MORALE:	Fearless (20)
XP VALUE:	40 000
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Lonewolf, Book 11



SPECIAL ATTACKS: Darklord Gnaag has the spellcasting abilities of a *level 18-mage*.

If he hits someone with his hands, he makes an *energie drain*.

The hideous appearance of Gnaag casts *fear* in anyone below level 12 watching him.

The Darklords weapon, the sword *Nadazgada*, is an intelligent sword +7. Its Alignment is *chaotic evil*, it has an **In of 15** and an **Ego of 20** and speaks 4 languages. It has the abilities to *locate good* (10' diameter), *locate invisible* (10' diameter) and the special ability of *teleport* (one per day, 600 pounds max.). It is made to *destroy all Kai-Lords* and their worshippers. Its ability for this is to *blind* anyone hit for 2d6 rounds.

WEAKNESS: If a Kai-Lord uses the *Sunfire* ability of the *Sommerswerd* against the Darklord, he dies immediately.

Darklord Kraagenskûl

CLIMATE/TERRAIN:	Any (Magnamund)
FREQUENCY:	Unique
ORGANISATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Genius (17)
TREASURE:	2 x H
ALIGNMENT:	Chaotic evil
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NO. APPEARING:	1
ARMOR CLASS:	-3
MOVEMENT:	12
HIT DICE:	15 (105 HP)
THAC0:	5
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	by weapon (Helshezag)
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	+2 or better weapon to hit
MAGIC RESISTANCE:	40%
SIZE:	M (6' tall)
MORALE:	Fanatic (18)
XP VALUE:	12 000
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SPECIAL ATTACKS: Darklord Kraagenskûl has the spellcasting abilities of a *level 15-cleric*.

The Darklords weapon, the sword *Helshezag*, is an intelligent sword +4. Its Alignment is *chaotic evil*, it has an **In of 12** and an **Ego of 5**. It has the ability to *locate good* (10' diameter).

WEAKNESS: If a Kai-Lord uses the *Sunfire* ability of the *Sommerswerd* against the Darklord, he dies immediately.

Wolf's Bane

CLIMATE/TERRAIN:	Any
FREQUENCY:	Unique
ORGANISATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Genius (18)
TREASURE:	3 x H
ALIGNMENT:	Chaotic evil
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NO. APPEARING:	1
ARMOR CLASS:	-6
MOVEMENT:	12
HIT DICE:	26d10 (181 HP)
THAC0:	1
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	by weapon +5
SPECIAL ATTACKS:	+5 to damage by strength
SPECIAL DEFENSES:	+4 or better weapon to hit
MAGIC RESISTANCE:	95%
SIZE:	M (6' tall)
MORALE:	Fanatic (18)
XP VALUE:	26 000

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SPECIAL ATTACKS: Wolf's Bane wields a magic longsword +5 which is designed to kill kai lords by the dark god Naar himself. Used against a kai lord it inflicts double damage.

