

ALL THE WORLDS' MONSTERS II

In its third printing, volume II of the ALL THE WORLDS' MONSTERS series contains 243 creatures from literature, fantasy, and nightmare. Included is a conversion article by Ken St. Andre for TUNNELS & TROLLS, and Steve Perrin's historic "Conventions." Created by 54 DMs from across North America, each monster is rated for hit dice, armor class, movement, whether or how well it swims and flies, its intelligence range, dexterity, alignment, normal habitat, the average times it's found in its lair, the die roll for the number present of the type, any probable treasure and type, how the being attacks, and a description of general appearance and special characteristics. Here's some data about the nasty-thinking little fellow at the right:

IMP

2 claws, 1D4 to 1D10 depending on size. A small demon found almost anywhere, and is constantly causing trouble. It has normal magic resistance.

TYPE SPELLS

- A "Sleep" and "Charm Person"
- B "Magic Missile" and "Web"
- C "Pyrotechnics" and "Mirror Image"
- D 3D8 Fireball, "Sleep," "Magic Missile," and "Gate" in 1D4 type A imps or 1 Type I demon
- E 4D8 Lightning, "Invisibility," "Slow," and "Gate" in 1D4 type B imps or 1D2 type I demons
- F 5d8 "Cold," "Hold Person," "Dispel Magic," and "Gate" in 1D6 type B imps plus 1D4 type A imps or 1D4 type I demons
- G 7D8 Fireball, "Fear," "Ice Storm," "Protection from Normal Missiles," and "Gate" in 1D2 or 1D4 type I demons, 1 type II, and 1 type III....

A standard fantasy role-playing reference, companion ALL THE WORLDS' MONSTERS I and III are published in similar format and are available at most hobby stores or by mail from Chaosium. Though directly incompatible with RUNEQUEST, volume III includes a RUNEQUEST conversion procedure.

Editors Jeff Pimper and Steve Perrin are well-known San Francisco Bay area gamers. Mr. Perrin is a co-author of RUNEQUEST, also published by Chaosium.

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ALL THE WORLDS'

MONSTERS

VOLUME 2

Edited by Jeff Pimper & Steve Perrin

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To all of you coming to this volume of ATWM from the first one, thank you.
For those of you entering this book for the first time, thank you as well. You'll find an explanation of how to use the information in this book on the following page.

While most of this book comes from individually submitted monsters, several have appeared first in one of the three sources just below.

THE DUNGEONEER (now available from Judges Guild, Box 773, Decatur IL 62525) provided a number of goodies for this collection. Every monster whose creator has the letters DUN and a number after his name was taken from that number issue of THE DUNGEONEER. Each issue has been full of monsters, mini-dungeons, and articles and stories of high quality as Paul Jaquays' amateur publication; now that Judges Guild has begun presenting it, we are sure that level will continue.

Dave Hargrave, author of the outstanding ARDUIN TRILOGY, is much in evidence in this volume. Many of his monsters we did not have room for before, and there is now a heavy sampling of the ARDUIN GRIMOIRE, the first volume in the series. This is a rich book, full of rules interpretations, added tables, new character classes—a hundred pages of items sprucing up any campaign. It and its sisters WELCOME TO SKULL TOWER and RUNES OF DOOM are available from Grimoire Games, 2428 Ellsworth, 102, Berkeley CA 94704. Write for details. Any monster with an AG after Dave's name is a Grimoire monster.

A final published source is the brain child of Lee Gold and her husband Barry. ALARUMS & EXCURSIONS magazine has been delighting fantasy role-players since its first issue. It is large, monthly, and full of articles and assorted natterings from some very talented people (it is beside the point that your editors have been contributors!). A sample copy can be had from Lee at 3965 Alla Road, Los Angeles CA 90066; write her for details. Monsters with the letters A&E and a number after the contributor's name were taken from the pages of that issue of A&E.

You have by now enjoyed Tim Kirk's cover, depicting the plight of those who meddle in the dungeons of users of this book. Sherry Kramer, a very talented lady, has spruced up the interior of this issue no end. Everyone else has improved tremendously over their already excellent work, and we are pleased to keep up the Chaosium tradition of quality artwork in every product.

This book contains two major extras with the monsters. Ken St. Andre explains how to convert our statistics to TUNNELS & TROLLS. Steve Perrin's CONVENTIONS have been used entirely or in part by fantasy role-players in the San Francisco bay area and beyond since they debuted at DUNDRACON I in March 1976. They are revised and expanded here for all those who want to know how people fight these monsters. While the ideas start from D&D™, much of the material can be used with any system.

Our list of thank yous resembles the last volume: Tim Kirk, Carol Rode, Sherry Kramer, Cora Healy, and Steve Reichmuth for illoes, our wives Luise Perrin and Chris Lofthus for illoes and patience, Greg Stafford and Tadashi Ehara for rushing us into production, all of the contributors without whom we would have been at a loss for words, and to Messrs. G. and A. for reasons about which we would be more explicit if their lawyers weren't watching.

We can use new monsters—especially of the unusual and less murderous sort. See the submission form in the back of this book.

Until next time, remember—save the sword and spoil the monster!

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CREATOR CREDITS

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HOW TO INTERPRET THE MONSTER ENTRIES

The first line of each entry tells what the monster is and under what encounter table it is found. This is followed by the name of the person who submitted the monster. The name given is the person who actually developed the specifications for the monster, not necessarily the person who invented it. The original source is credited in the narrative description of the monster.

Ranges of numbers are, wherever possible, expressed as die rolls. The notation used for die rolls: (Number of dice) "D" (type of dice) (+ or -) (adds), where "number of dice" can be a single number or a range of numbers in parentheses. An example of this is the AIR SHARK. It can have from 3 to 24 eight-sided dice and after the dice are rolled 1 is added to the total.

Armor class is expressed as a single number, a single number with additions or as a range of armor classes. See, for example, the AGARRETT, AIR SHARK, or CAP KING. The movement speeds are in units which depend on the map and the scale you use. The IQ and dexterity ranges are given as die rolls.

"Found In" tells where the monster is typically found. Due to limitations on the system we used, we had to compress some of the locations. So "Cities" include ruins, "Dungeons" and "Mountains" include caverns, "Rivers" and "Seas" mean 'found along' as well as 'found in', so non-aquatic monsters may be encountered in these areas.

"Lair" tells what percent of the time the monster is found in its lair, how many are found (as a die range), the probability that it has treasure and what type of treasure. The same information is then given for wandering monsters. If a monster always wanders, then there is no lair entry and vice versa.

Next follows the monster's attacks. The damage done is given as a die roll range and is the amount done per attack so the AGARRETT has 4 claw attacks which do 1D3 each. In some cases the monster has several attacks. Exactly which ones it uses and how many it uses per turn is up to the DM. In some cases there is a further explanation of the attacks in the narrative description on the monster. Often the number of attacks and the damage they do is variable, depending on the size or number of hit dice the monster has. See AIR SHARK.

Finally there follows a description of the monster: what it looks like, what its habits are, and any special immunities or vulnerabilities it may have. Also included will be any other names it may be known by and in some cases what book or film suggested it.

There is an index of all the monsters in the front of the book, including cross references to aid you in finding things. There is a comprehensive index to the first two volumes of the *All the Worlds' Monsters* series in the back.

THE PERRIN CONVENTIONS

Many thanks to Steve Henderson, Clint Bigglestone, Nicolai Shapero, Jerry Jacks, Michael McNeil, Owen and Hilda Hannifen, Dave Hargrave, Dan Pierson, and the many contributors to Alarums & Excursions: may your characters have close shaves and your dungeons be hairy.

SEQUENCE OF PLAY—Melee Round

In a melee round, (which takes up 10 seconds), each character can perform one or more of the functions below, unless he is busy bleeding his life away and is no longer interested. The functions below are listed in the order to be followed, even if some of them can be thought to be simultaneous. For those wishing to subdivide movement into seconds, the approximate seconds within the round during which the action may occur are shown in italics after the description of the action.

Anyone attempting to use missile or spell when meleed cannot use them, and will strike last in that melee round (see the description of combat for the usual strike order) if he manages (via a dexterity roll) to get a hand weapon free. Otherwise, he will have no strike at all for that round, and must take the punishment if his armor fails.

ORDER OF ACTION

- (1). Monster Motivation. The DM determines what his monster will do in the coming round. *No melee time (MT) spent.*
- (2). Declaration of Intent. Players declare their character(s)'s intentions for the coming round, including specific target and the nature of missile or spell. Target can be "first one to come through the door," "the last one in line," etc. Once declared, the character may follow through or abort, but not change his target or objective. But alternate targets can be chosen as a contingency plan. *No melee time (MT) spent.*
- (3). Preparation. The undertaking of something to be completed by the next round or of the end of the current one. Involves complicated procedures such as finding a special item in a full pack, changing dissimilar weapons, pouring oil in front of the character to make a barricade, etc. It should be an activity which will last the whole turn. A DM can vary the speed of completion because of various characteristics. *MT: 10 seconds base.*
- (4). Missile Fire from Prepared Weapons. This refers to crossbows, guns, bows, wands, spells, etc., which already have been aimed. Missile weapons can be fired at this time only if the same target was fired at previously or if the character has prepared (see 3. above) opportunity fire for a specific area, such as a doorway or corner. *MT: 2nd second.*
- (5). Movement Up To 30'. If characters meet within this space, missile fire or spells at one of them after this phase may hit the other, unless their sizes are disparate. *MT: 2nd-5th second.*
- (6). "At Hand" Missile Fire. At-hand missile weapons which were not already aimed may be fired at an obvious target. The intention to fire at an obvious target must have been declared during the Declaration of Intent. *MT: 6th second.*
- (7). Movement Up To 30'. More movement available for those not already engaged in melee. *MT: 6th-9th seconds.*
- (8). Melee Resolution. Fought out for all who came next to an enemy after the first movement (see 5.). Those who came next to an enemy during the second movement (see 7.) do not have time to strike a blow for this turn, must take any fire from at-hand missiles (see 6.), but prevent even a prepared missile (see 4.) from being used on them next turn. *MT: 4th-9th seconds.*

(9.) Spells and New Missile Fire. This can be done by unengaged characters who have not moved more than one 30' movement phase. *MT: 7th-10th seconds.*

(10). Bookkeeping. Take this time to add points regenerated, subtract spell points, updating the character for the next round.

NOTES

MOVEMENT—from the basic "armored man moves 60 feet." The phases of a character who can move 120' (12") can be done as two movement phases of 60' (6") each. The derivations and possibilities are obvious.

PREPARATION TIME—time required for complex tasks can be based on a dexterity roll. For every 10% of a roll better than the needed dexterity, a character completes the task one second earlier. *Example: a character with a dexterity of 12 rolls a 23. He needed 60, bettering the roll be 37%, or three increments of 10%. His task could be done within 7 seconds instead of 10, leaving him free to meet an attack. If he was spreading oil of Slipperiness in front of himself and an enemy came next to him on the second move phase, that's one enemy down. The dexterity roll would not work on anything which takes a set period of time, like gathering energy for a spell. If the character had rolled an 83, that would put him 3 increments of 10% over what he needed. The task goes 2 seconds into the next round.*

MISSILE FIRE—a wand or spell takes a certain time to be ready for another burst, so spell or a charge could be expended a melee round. Missile weapons have other limits, which follow.

Heavy Crossbow—one shot per two melee rounds, always to be fired in the first missile phase the first one was, unless purposefully released. Cannot move.

Longbow, Composite Bow, Light Crossbow: two shots per melee round. First either at Prepared or Ready phase (assuming either applies), and then at the New Missile Fire phase. If moving, forsake one shot for every 30' or fraction thereof moved.

Short Bow, Modern Guns: three shots per melee round if Prepared for the first one and there is no movement. Lose one shot per round for every 30' or fraction thereof moved. Thus a user of such a weapon could fire a Prepared shot, then run 60' in that round. The same applies to the user of a wand or staff or a Prepared spell or device.

Early Gunpowder Gun: one shot per three to six melee rounds, depending on just how ancient the piece is. No movement allowed by firer in a round in which the piece fires.

DEXTERITY—the term "dexterity roll" appears throughout these conventions. The ability to do many things, especially combat and magic, as well as complex actions such as changing weapons, turning and firing, opening a box and jumping back, closing a door quickly, etc., depends on a combination of dexterity and experience. Success in the percentile dice roll depends on the following: the basic dexterity roll is a simple roll of 5% per point of dexterity. A dexterity of 3 always has a 15% chance of succeeding; a dexterity of 18 always has a 10% chance (91-00) of muffing it.

OPTIONAL RULE

The type of armor worn can decrease the effectiveness of dexterity. For plate, subtract 2 from the dexterity bonus; for mail, subtract 1 from the dexterity bonus; for bare skin, add 1 to the dexterity bonus. This could be offset by experience.

COMBAT

(1). First strike in any situation, whether melee combat, spell casting, or whatever depends on who has the highest dexterity. This does not apply to surprise situations, unless it is mutual surprise. Hasted or sped conditions do count. Haste doubles dexterity in this connection. (Wayne Shaw Option: once the first strike dexterity is determined, all haste bonuses, etc., are figured, roll 2D6 for each character and add the result to the dexterity. This will give a little variety to just who gets to strike first.) (Further Modification: a character with a long weapon or a long reach and a dexterity of at least half of his opponent's will have first strike.

(2). When a character takes more than 10% damage, and each time he takes damage thereafter, the percentage of hit points he has left shall be found and percentile dice rolled. If the percentage or less is not rolled, the character is knocked back (if less than 50% down) or knocked down (if 50% or more damaged). If not knocked down, roll again to see if the character is knocked back.

Knocked Back: a character must make his dexterity roll in order to get in a blow if he has the lesser dexterity and therefore must strike after being hit, or retain his place of first strike on the next round if he has the higher dexterity.

Knocked Down: a character gets no strike on that turn (if he has the lesser dexterity) and must make his percentage to get a strike on the next turn. If he does get a strike, it will be the last one of the turn. If left alone, he can regain his feet on making a percentage roll, but if pressed he will stay down, defending himself as best he can, continuing to get in the last shot.

Remember: a character must make his percentage every time he takes damage, after the initial 10% damage is taken.

(3). One-to-one combat cannot be broken off unless an opponent has been knocked back or down, or the higher dexterity fighter makes a dexterity roll. If the higher dexterity fighter makes his roll, the lower dexterity fighter may pursue, getting first shot, if he makes his own dexterity roll.

(4). A combined strength, dexterity, and level score of 30 is necessary to allow a character the use of two weapons in melee combat (and strength and dexterity must each at least be 11). Anyone using two weapons without the necessary total will add the difference between the necessary total and his total to the number needed to hit his opponent. A dexterity roll must be achieved to use the second weapon in any melee round.

(5). When using two weapons, the first weapon strikes according to the wielder's dexterity, and the second weapon as if his dexterity were halved. **EXAMPLE**: a character with a dexterity of 16 is fighting someone with dexterity 12. The 16-man will get his first weapon in first, then the 12-man will strike with his, and then the 16-man will get in with his second weapon as if his dexterity were 8.

(6). A two-weapon man may up his armor class by one by using one weapon as a shield in man-to-man combat. Despite any pluses on the weapon, it acts as a simple shield. Of course, if used as a shield, the second weapon cannot be used to strike.

— Steve Perrin
Oakland, California
November, 1977

HOW TO CONVERT ATWM STATS TO THE TUNNELS & TROLLS SYSTEM

ALL THE WORLDS' MONSTERS 1 is beautifully done and should be a boon to all dungeon masters everywhere. But despite what it says in the introduction, the book is not cast in a form of any use to TUNNELS & TROLLS players. The following article is meant to solve that problem.

There are two basic monster types in ATWM. Type 1 is dangerous because they fight with weapons or spells and are generally intelligent—these are such creatures as trolls or evil magicians. Type 2 is the essence of bestial fury, all claws and paws and fangs and stingers. We must consider the two types separately. Type 1 creatures can be thought of as characters and played as such; type 2 can be handled easily enough by the monster rating system.

Type 1 creatures either use spells or weapons. The spells they can use are enumerated in the description of each monster in ATWM. In the T&T universe, the only thing that can stop a spell is a stronger counter-spell, such as Protective Pentagram. If the monster is magical, I'm afraid T&T characters will just have to take it on the chin, and hope their own wizards can quickly knock it out.

To figure how many T&T hits it will take to slay a Type 1 monster, multiply the maximum hit dice allowed by the number of sides on the die and divide the whole thing by 4. Thus a Blue Horror is rated as 7D8 in possible hits. For T&T games, it would have 7x8 divided by 4=14 Constitution points. In other words, 14 hits would kill it.

For Type 1 monsters that use weapons, it works a bit differently. First of all, the DM must arm his creature with an appropriate weapon or two from the T&T weapons tables. That automatically will give it a certain number of dice to use in combat. Then the DM must figure out how many personal adds the creature gets from excess strength, luck, and dexterity. Since strength and luck are not used in most systems, we need instead a simple formula for computing total adds. And we have one. It is the same formula given in the paragraph above. Combat adds are exactly equal to the Constitution rating.

Fortunately there are far more Type 2 (simple beast) monsters than Type 1 things.

Type 2 monsters require a little more math, but they are easier and faster to deal with, since in T&T the monster rating tells the DM everything he/she needs to know (how many hits the monster can take before dying and how many dice and adds it gets). The procedure is to multiply the number of attack dice the monster is listed for times the number sides and take a total. For example, the Air Squid has (6-12)D8+1 and 1D10 which equal 12x8 + 1x10 equals 96+10 equals monster rating of 106. That monster rating is worth 11 dice and 53 adds in combat. Simple, right? $Mnd \times Ds = MR$ (maximum number of attack dice times the number of sides of those dice equals monster rating). I'll give more examples later.

When there is a chance that a T&T character may or may not have to fight any given monster on a specific combat turn, the character will make a saving roll based on his luck to decide if he is in combat or not. The level of saving roll the character

needs depends on the dexterity of the monster according to the following formula. *Maximum monster dexterity divided by 4 equals character saving roll level.* Example: the Air Squid has a maximum dexterity of 12, divided by 4 equals 3. To totally avoid an attacking squid's tentacles, a T&T character would need to make his 3rd level saving roll (30 minus luck attribute on 2 dice). It is usual to allow characters making their saving rolls to inflict hits on the monster without suffering any themselves.

The number of monsters you must cope with in any given situation will be given by the appropriate range in ATWM for either Wandering Monsters, or those found in their lair. For T&T players who don't have the multi-sided dice, I recommend you acquire two 20-sided dice numbered 0-9 for probability dice and lots of ordinary 6-sided dice which you need for regular T&T. Then let D4, D6, and D8 all equal 1D6. D10 and D12 can be simulated closely enough by rolling 2D6. D20 is D20 (or you might try 4D6-4). D100 = 2D20, using one of the dice for the tens column and the other for the ones column.

The above formulas given for figuring monster ratings should be counted as creating first level monsters. For each tougher level of monster you wish to create, double the previous level's monster rating. Third level Air Squid would have a rating of 424. You should be able to see how I reached that figure. You probably won't want to create any 10th level monsters unless you are going to have a duel with very high-level wizards.

Monsters often have treasure in their lairs or on their persons. ATWM gives you treasure class and probability. T&T DMs can ignore those things. If you think the monster should have treasure, or a treasure of, then create it quickly by using the random treasure generator.

To show how well the conversion scheme works, I'm going to give some examples, taken from monsters on pp. 44-48 of ATWM1.

- (1). THE HEFFALUMP. Beast. Type 2.
MR=172 (2x8x10 for tentacles + 1x12 for bits = 172)
Adds=86. Total Combat Strength: 18D6+86 adds.
(hereafter D6 will just be called dice)
Saving roll to avoid combat: 3rd level.
Description: elephant-sized with tentacles, immune to fire, lightning, and any spell that would change its shape or attributes.
- (2). THE HELLFLOWER. A magic plant. Type 1.
Saving roll to avoid being caught by one=3rd level.
(13 divided by 4=3)
Description: If caught, your constitution drops 1 point for each turn you remain caught. The chance of pulling the flower out of the ground or stone in which it grows is 1/8 x your strength expressed as a percentage and rolled on 2D20 (i.e., with a Str. of 16, there is a 2% chance of uprooting one; Str. of 40 gives you a 5% chance; automatic success for anything with a strength or monster rating greater than 800.) Ignore the idea of monsters clinging to the roots—that's dumb anyway. To get free of one, you should probably use fire or counter magic.

- (3). THE HORNED BELLOWER. Beast. Type 2.
MR=60 (a vorpal spell in T&T doubles the effectiveness of a blade and thus enhances the monster rating).
Adds=30. Total combat strength: 7 dice + 30 adds.
Saving roll to evade in combat=3rd level.
Description: Its bellow counts toward weakening you in combat and therefore has been included in the monster rating.

- (4). HORSE OF THE EINHERIAR. Elemental. Type 2.
MR=44.
Adds=22. Total combat strength: 5 dice + 22 adds.
Saving roll to avoid in combat=5th level.
(6+14)/=5.
Description: An air elemental in the shape of a horse, it is immune to all non-magical weapons, and also to all shape and attribute-changing spells.

- (5). NORTH HOUND. Beast. Type 2.
MR=20.
Adds=10. Total combat strength=3 dice +10 adds.
Description: The north hound is a dog-like animal which also uses 2 psionic spells constantly: Fear and Paralysis. To avoid being subject to these spells, make a 4th level saving roll or higher for each one on first encounter. Fear halves your combat total for lack of coordination in weapons play. Paralysis leaves you unable to move or defend.

- (6). THE HUMBABA. Scorpion Man. Type 1.
Arm him with 1 pole weapon or two hafted weapons of your choice.
Adds=20.
Saving rolls: Make a 4th level saving roll each combat turn to avoid the poisonous sting tail. If you are hit and you are wearing chain mail, ring mail, or plate armor, make a 3rd level saving roll to see if your armor was penetrated and you must take full poison hits. If not wearing some form of full metallic armor and you are hit, you must take 80 poison hits on Con.—almost always fatal. Make a 4th level saving roll each combat turn to see if Humbaba's great roaring voice inspired you with fear. If you miss the saving roll, halve your combat total for piss-poor fearful fighting.
Description: Being a guardian creature of the gods, the Humbaba is impervious to any spell you cast at him, and will negate or dispell anything you use on yourself or your weapons. Aside from that, it knows no offensive spells.

- (7). THE ICE PERSON. Humanoid. Type 1.
Arm it with 2 ice lances worth 2 dice each. It knows one spell (DM's choice). Choose any spell from the T&T spellbook, but the Ice Person must have the natural strength required to use that spell.
Adds: Since the type is specifically humanoid, generate the character as a normal T&T human, and figure adds from strength, luck, and dexterity.
Description: Ice People have the powers described as relates to fires. Ignore limitations as to spells possible, except that the Icer wouldn't use flame spells. Since this is a fully intelligent humanoid creature, a spell used by it against you cannot be avoided, only negated by higher magic.

So much for my examples. The hundreds of monsters in ATWM have lots of clever powers invested in them by their creators. Converting them to be useful in a T&T format may require a bit of imaginative extrapolation or hedging on your part, but it should be worth it to get something new. I'm going to do it for my dungeon Gristlegrim as soon as I can.

—Ken St. Andre

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BIONIC UNICORN	8	DRAGON, MAHOGANY/DIAMOND	23	GOLEM, WOOD	38
BLACK DEATH	8	DRAGON, RUSSET/EMERALD	24	GRABTUSK	38
BLACK DRACONETTE (SEE DRACONETTE)		DRAGON, UMBER/RUBY	24	GRAZAN	39
BLIND WORM (SEE WORM)		DUST GOLEM (SEE GOLEM)		GREEN DRACONETTE (SEE DRACONETTE)	
BLOOD MOTH (SEE MOTH)		EEL, ELECTRIC	25	GREMLIN	39
BLOODROSE	9	EIDAR	25	GREY HORROR	39
BLOODSCREAM	9	ELDILA	25	GRIFFOPOTOMUS	40
BLUE CRUSHER	10	ELECTRIC EEL (SEE EEL)	26	GRIFYLISK	40
BLUE DRACONETTE (SEE DRACONETTE)		ELEMENTAL, COLD	26	GROANER	40
BLUE MOON	10	ELEPHANT-FLYING	26	GROND	40
BOBALYNX	10	ELEPHANT-FLYING	27	GRUBBER	41
BOMB MONSTER	11	EMERALD DRAGON (SEE DRAGON)	27	GRULD	41
BOOGIE MAN	11	EMERALD GOLE	27	GUTORRBYN	41
BOULANE	11	ERB	27	GYRAPHONT	42
BRASS DRACONETTE (SEE DRACONETTE)		FALCON, GIANT HUNTING	28	HARVESTMAN	43
BRONZE DRACONETTE (SEE DRACONETTE)		FIGHTER IN MIRROR ARMOR	28	HELL HORSE (SEE HORSE)	
BUFFER	12	FIRE BEETLE (SEE BEETLE)	28	HELL MAIDEN	44
BUNNY, VORPAL	12	FIRE NEWT	29	HELL STAR	44
BUTTERFLY, NYOSAN	12	FIRECLAW	29	HELLCAT	44
CARBUNCLE	13	FIRESTRIDER	29	HELLSHREW	45
CARP KING	13	FLAILSPIKE	30	HELLTIDE	45
CARP KING (SMALL)	14	FLAILTAIL	30	HIGH HUNTER	45
CINNAMON DRAGON (SEE DRAGON)		FLAME TIGER (SEE TIGER)	30	HOPPER	46
CLANPER	14	FLAMEBEAR	30	HORNED TUSKER	46
COCKROACH THAT ATE CINCINATTI	14	FLAMEQUILL	30	HORROR, WHITE (SEE UNDER WHITE)	
COLD ELEMENTAL (SEE ELEMENTAL)		FLAUNTFIRE	31	HORSE, GHOST	46
COLDTUSK	15	FLYING ELEPHANT (SEE ELEPHANT)	31	HORSE, HELL	47
CONEHEAD	15	FOIL MONSTER	31	HUMTONGUE	47
COPPER DRACONETTE (SEE DRACONETTE)		FOULMOUTH	31	HUNTING FALCON (SEE FALCON)	
COPPER FOIL MONSTER (SEE FOIL MONSTER)		FREEZETUSK	32		
COYOTE	15	FROSTWIND	32		
CRACKLEPAW	15	FURIDELL	32		
CYBERSCORP	16				