



HALAKASTERS HANDELSBOID



GOBBLINS DA SPRANG

Orcus (Prince of the Undead)

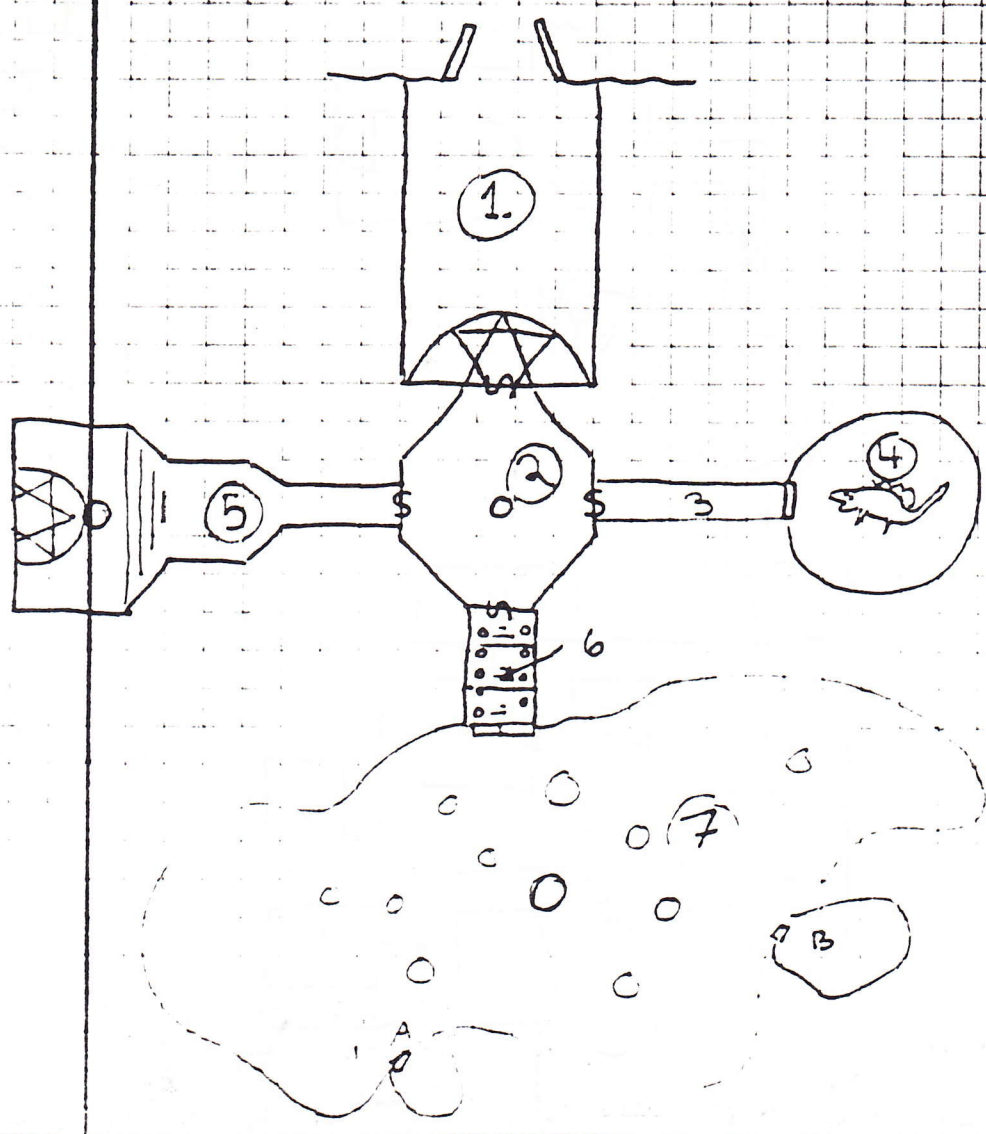
FREQUENCY: *Very rare*
NO. APPEARING: 1
ARMOR CLASS: -6
MOVE: 9"/18"
HIT DICE: 120 hit points
% IN LAIR: 50%
TREASURE TYPE: P, S, T, U.
NO. OF ATTACKS: 2
DAMAGE/ATTACK: *See below*
SPECIAL ATTACKS: *See below*
SPECIAL DEFENSES: +3 or better
 weapon to hit
MAGIC RESISTANCE: 85%
INTELLIGENCE: *Supra genius*
ALIGNMENT: *Chaotic evil*
SIZE: L (15' tall)
PSIONIC ABILITY: 350
 Attack/Defense Modes: All/all



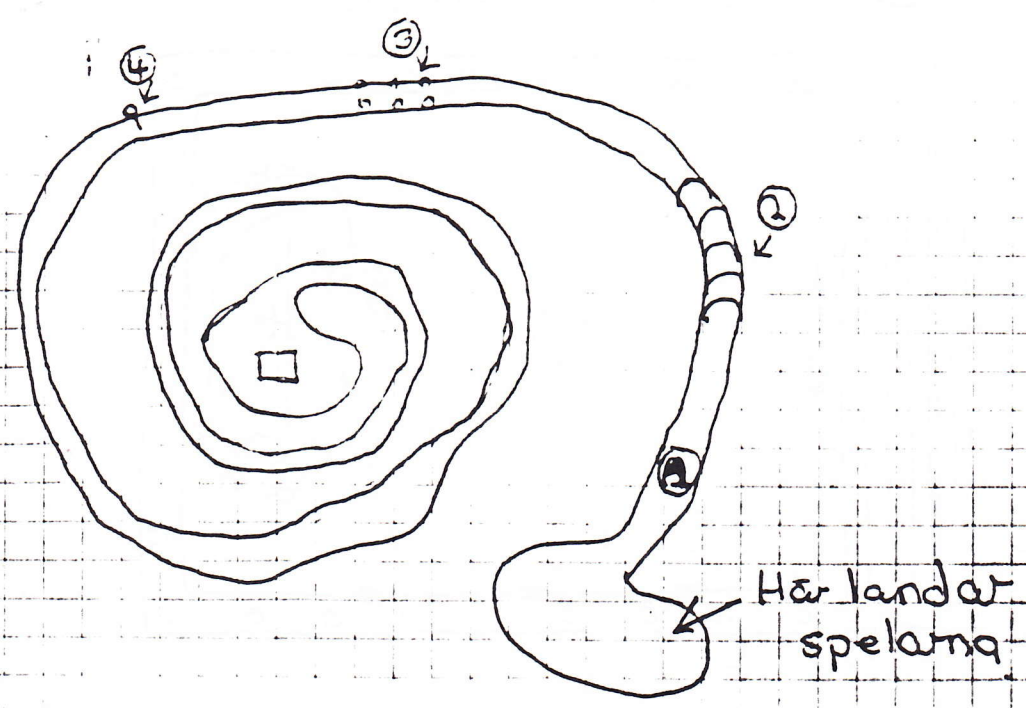
It is probable that this creature is one of the most powerful and strongest of all demons. If he so much as slaps with his open hand the blow causes 1-4 hit points of damage. His terrible fists can deliver blows of 3-13 hit points. If he uses a weapon he strikes with a bonus of +6 to hit and +8 on damage. Additionally his tail has a virulent poison sting (-4 on all saving throws against its poison), and his tail strikes with an 18 dexterity which does 2-8 hit points each time it hits.

Orcus can, at will, use any one of the following powers: *Cast continual darkness, charm person, create illusion (as a wand of that kind), cause fear (as a fear wand), detect magic, read magic, read languages, detect invisible objects, ESP, cause pyrotechnics, dispel magic, clairvoy, use clairaudience, cast a 12-die lightning bolt, suggest, polymorph self, create a wall of fire, telekinese 12,000 gold piece weight, animate dead (as a 19th level magic-user), cast a feeblemind spell once per day, project image, use any one of the symbols once per day each, polymorph any object, shape change, time stop once per day, and has an 80% chance of gating in any demon of type I-V (but only a 50% chance of gating a type V or VI and will never call upon another prince). Orcus can speak with the dead (as 20th level cleric).*

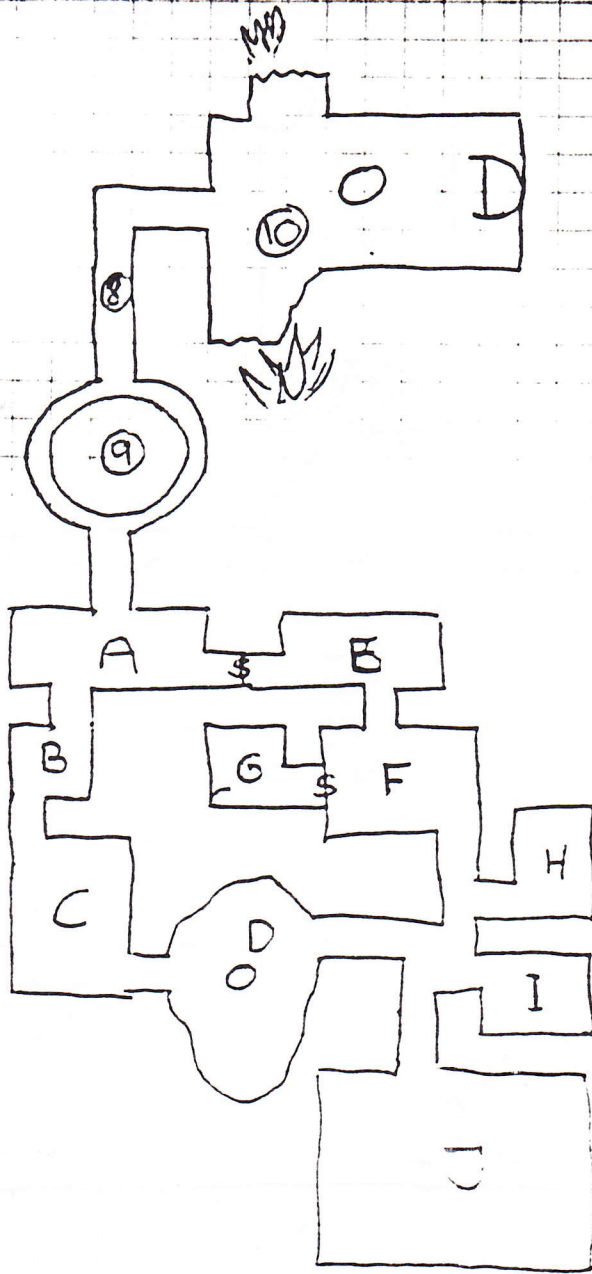
Orcus furthermore is able to summon certain of the undead, for he is their prince. If random calling is desired by the referee the following chart is suggested:



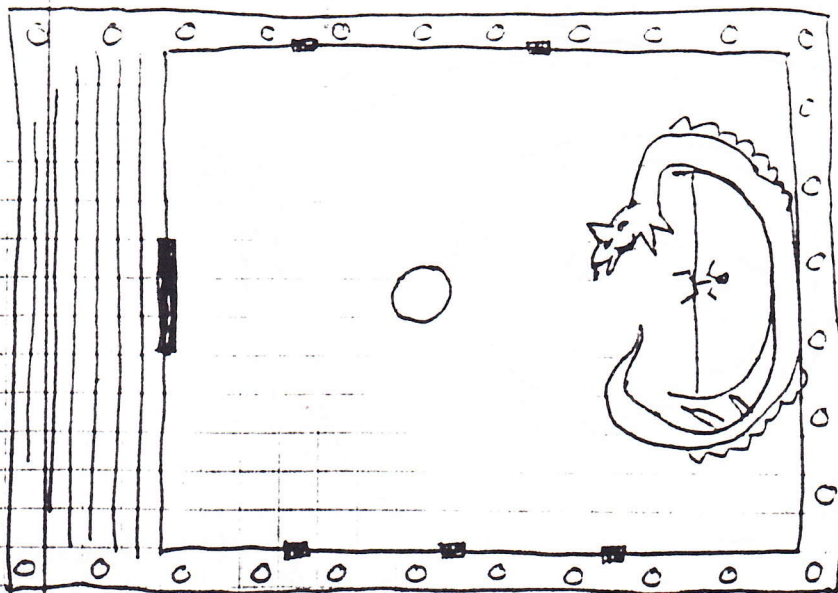
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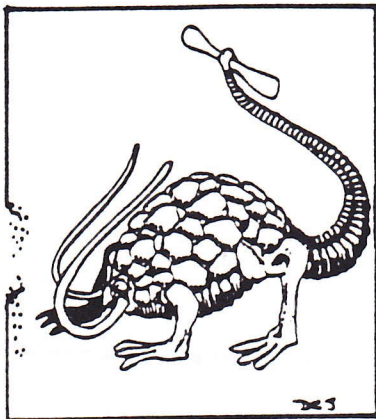


Ondoelaks tempel



RUST MONSTER

FREQUENCY: *Uncommon*
NO. APPEARING: 1-2
ARMOR CLASS: 2
MOVE: 18"
HIT DICE: 5
% IN LAIR: 10%
TREASURE TYPE: Q (X 10)
NO. OF ATTACKS: 2
DAMAGE/ATTACK: *Nil*
SPECIAL ATTACKS: *See below*
SPECIAL DEFENSES: *Nil*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Animal*
ALIGNMENT: *Neutral*
SIZE: M
PSIONIC ABILITY: *Nil*
Attack/Defense Modes: *Nil*



Rust monsters inhabit only dark subterranean places. They roam such places in search of their food — metals of all sorts, but principally ferrous based metals such as iron, steel, and steel alloys (such as mithral and adamantite arms and armor). If the rust monster touches the metal with its two antennae (roll "to hit" die) it rusts or corrodes the metal. Note that magically endowed items gain a saving throw, a 10% chance of not being affected for each plus, i.e. a +2 weapon or armor gains a 20% chance of being saved. Metal affected rusts or corrodes and immediately falls to pieces (which are easily eaten and digested by the creature). Weapons striking a rust monster are affected just as if the creature's antennae had touched them. Rust monsters can smell metal at 9" distance. They will stop for a melee round to devour such items as a handful of iron spikes or a mace if a fleeing party throws them away, but they will go after ferrous metal in preference to copper, silver, etc.

PIERCER

FREQUENCY: *Uncommon*
NO. APPEARING: 3-18
ARMOR CLASS: 3
MOVE: 1"
HIT DICE: 1-4
% IN LAIR: *Nil*
TREASURE TYPE: *Nil*
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-6/2-12/3-18
or 4-24
SPECIAL ATTACKS: 95% likely to surprise
SPECIAL DEFENSES: *Nil*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Non-*
ALIGNMENT: *Neutral*
SIZE: S to M
PSIONIC ABILITY: *Nil*
Attack/Defense Modes: *Nil*



Piercers inhabit caves, caverns, and similar subterranean places. With their stoney outer casing these monsters are indistinguishable from stalactites found on cave roofs. They are attracted by noise and heat, and when a living creature passes beneath their position above they will drop upon it in order to kill and devour it. Larger varieties will be found with smaller ones.

The size of a piercer is equal to its hit dice, and there is an equal probability of a piercer being 1, 2, 3, or 4 dice in size. The largest piercer is about 6' long, 1" base diameter, and weighs 500 pounds.

MIMIC

FREQUENCY: *Rare*
NO. APPEARING: 1
ARMOR CLASS: 7
MOVE: 3"
HIT DICE: 7-10
% IN LAIR: *Nil*
TREASURE TYPE: *Nil*
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 3-12
SPECIAL ATTACKS: *Glue*
SPECIAL DEFENSES: *Camouflage*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Semi- to average*
ALIGNMENT: *Neutral*
SIZE: L
PSIONIC ABILITY: *Nil*
Attack/Defense Modes: *Nil*



Mimics are subterranean creatures which cannot stand the light of the sun.

They are able to perfectly mimic stone or wood. There are two varieties of this creature, the large (9-10 dice), semi-intelligent carnivorous "killer mimic" and the slightly smaller, intelligent sort. While the former will attack anything which is nearby, the latter are generally friendly if offered food. All mimics move about constantly in their search of prey.

Mimics pose as stonework, door, chests, or any other substance or item they can imitate. When a creature touches the mimic, the latter lashes out with a pseudopod, delivering 3-12 points of damage per hit. Meanwhile, the mimic excretes a glue which holds fast whatever member the creature touched the mimic with.

The killer mimics do not speak, but the other breeds have their own language and can usually speak several other tongues such as common, orcish, etc. For consideration they will usually tell a party about what they have seen nearby.

GOBLIN

FREQUENCY: *Uncommon*
NO. APPEARING: 40-400
ARMOR CLASS: 6
MOVE: 6"
HIT DICE: 1-7 Hit points
% IN LAIR: 40%
TREASURE TYPE: *Individuals K, Lair C*
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-6 or by weapon
SPECIAL ATTACKS: *Nil*
SPECIAL DEFENSES: *Nil*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Average (low)*
ALIGNMENT: *Lawful evil*
SIZE: S (4' tall)
PSIONIC ABILITY: *Nil*
Attack/Defense Modes: *Nil*



Goblins have a tribal society, the strongest ruling the rest, allowing fealty to the goblin king. It is possible that goblins are distantly related to kobolds. Like the latter, goblins enjoy dwelling in dismal surroundings, although they tend to inhabit caves and similar underground places in preference to any habitation above ground. They too hate full daylight and attack at a -1 when in sunlight. Goblins have normal infravision (60' range).

LARVA

FREQUENCY: Common
NO. APPEARING: 10-40
ARMOR CLASS: 7
MOVE: 6"
HIT DICE: 1
% IN LAIR: 100%
TREASURE TYPE: Nil
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 2-5
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
INTELLIGENCE: Low
ALIGNMENT: Evil
SIZE: M
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil



The larvae are the most selfishly evil of all souls who sink to lower planes after death. They abide in the gloom of Hades, controlled by the night hags. These creatures are desired by demons and devils alike, as they are used to form quasits (qv) or imps (qv) respectively. Liches employ their essence in order to retain their un-dead status and powers. Because of the value of larva the night hags use them to trade off and thus maintain the freedom of their planes.

Larvae appear as sickly yellow worms with distorted human faces.

HARPY

FREQUENCY: Rare
NO. APPEARING: 2-12
ARMOR CLASS: 7
MOVE: 6"/15"
HIT DICE: 3
% IN LAIR: 25%
TREASURE TYPE: C
NO. OF ATTACKS: 3
DAMAGE/ATTACK: 1-3/1-3/1-6
SPECIAL ATTACKS: Singing & charm
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
INTELLIGENCE: Low
ALIGNMENT: Chaotic evil
SIZE: M
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil



Harpies have the bodies of vultures but the upper torsos and heads of women. They are voracious carnivores and foul creatures. Those that dwell along seacoasts are generally known as sirens. All harpies are able to emit sweet-sounding calls. Any creature hearing these calls will proceed towards the harpies unless they use verbal magic. Similarly, the touch of a harpy charms those creatures which fail to make their saving throw versus magic. The harpies attack, torture, and devour their choiced prey. What they do not want they foul with excrement. A harpy attacks with her vulture claws and some form of weapon — often a bone club or some weapon left from one of her former victims. They speak their own language and none other.

GREEN SLIME

FREQUENCY: Rare
NO. APPEARING: 1-6
ARMOR CLASS: 9
MOVE: 0"
HIT DICE: 2
% IN LAIR: Nil
TREASURE TYPE: Nil
NO. OF ATTACKS: 0
DAMAGE/ATTACK: Nil
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: See below
INTELLIGENCE: Non-
ALIGNMENT: Neutral
SIZE: S
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil



Green slimes are strange plant growths found in subterranean places. Although they cannot move, they slowly grow, feeding on animal, vegetable and metallic substances. They are sensitive to vibrations and will often drop upon passing creatures from above.

Green slime will attach itself to living flesh, and in 1-4 melee rounds thereafter turn the creature into green slime (no resurrection possible). It eats away wood slowly, consuming but one inch thickness in an hour. Green slime eats metals quickly, going through plate armor in 3 melee rounds.

It can be scraped off quickly (if the scraper is then discarded), excised, frozen, or burned. A cure disease spell kills green slime. Other forms of attack — including weapons or spell — do it no harm.

Occasionally huge slimes or colonies of dozens have been reported.