

# *LA LÉGENDE D'EPHIALTÈS*



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## 2 L'HISTOIRE, IL Y 5000 ANS

### 2.1 La légende

La forêt abrite depuis plus de 5000 ans les vestiges d'une civilisation abandonnée et perdue. Un grand mal sévissait ici, qui fut maté par une armée d'ents conduit par un druide légendaire. La civilisation vaincue vénérât le culte du minotaure et sacrifiait des êtres humains en guise d'offrande. En échange de ces sacrifices, de grands pouvoirs étaient accordés aux shamans, aux prêtres et aux magiciens. Ces pouvoirs avaient également un effet néfaste sur la végétation, qui était perverti et devenait noire.

Un druide pris alors la décision de mettre fin à ces abominations. Ephialtès pris alors la tête d'une horde d'ents et de créatures des bois. Ils restèrent ensuite comme gardien du lieu et de ses légendes.

Mais les légendes se sont perdues dans le temps et la garde qui fut organisée s'est aujourd'hui relâchée, faute de savoir ce que l'on garde. Les ents se sont endormis autour de la chambre des ents, ainsi que les légendes.

La chambre des ents elle-même a disparu sous la végétation

### 2.2 La forêt Elfique de Nemeton

Il y a 1500 ans une troupe d'elfes sauvages se sont installés au-dessus des ruines oubliées et ont construit une ville elfe assez grande. Ils prospèrent aujourd'hui sans se préoccuper de ce qui les entoure, sans se douter que le plus grand danger est sous leurs pieds. Et le danger s'est réveillé après bien des siècles.

Les choses ont de nouveaux empirées : les créatures des bois ont été perverties par le mal et se sont réunies pour attaquer la ville elfe. Sous l'assaut, les elfes des bois se sont retranchés en villes pour défendre leurs vies et leurs biens. Quant aux créatures des bois non encore pervertis, elles ont toutes choisi de fuir la forêt pour se réfugier dans un lieu plus accueillant, les baronnies de Lorivade et de Idril.

## 3 LA MISSION POUR LES JOUEURS

### 3.1 Les nouvelles Baronnies

La région devient de plus en plus fréquentée. Après l'arrivée de Lorivade aux abords ouest de la forêt, une nouvelle baronnie vient de voir le jour à l'est de la forêt. La baronne Idril Calanor vient de prendre ses appartements et commence à faire le ménage dans cette région encore troublée par quelques hordes de gobelins.

La baronnie de Lorivade prospère depuis maintenant plusieurs années, et la forêt abritant ses arbres gigantesques ont fait grand bruit dans la forêt de Nemeton. Les elfes espionnent discrètement et avec envie l'évolution de ces arbres.

La baronnie de Idril a été débarrassée récemment d'un mal étrange ayant failli décimer l'ensemble de la population. Le mal qui y régnait a été terrassé et la baronne commence à reprendre les rênes du pouvoir. Son nom, ainsi que son titre, sont maintenant reconnus et ses actions pour améliorer la vie de ses gens sont appréciées.

La proximité de ces deux baronnies avec la forêt n'a jusqu'à présent jamais posé de problème. Les elfes sont en effets très discrets et ne souhaitent pas entretenir de relation avec leurs voisins.

## 3.2 Les nouvelles de la forêt

La plupart des animaux qui se sont enfuis de la forêt ne sont pas doués de la parole, mais elles semblent complètement paniquées. Elles ont trouvées refuges dans les forêts de Lorivade et de Idril, et s'y cache du mieux qu'elles peuvent. Quelques créatures sylvestres sont arrivées, à bout de force, amaigries et blessées. Elles pourront raconter ce qu'elles savent : la nature est pervertie, la ville elfe subies les attaques des créatures perverties de la forêt. Personne ne sait d'où vient ce mal. « Aidez-nous, ne nous laissez pas tomber ».

## 3.3 La mission

- Aller dans la forêt et se rendre à la ville elfe, *(les joueurs seront harcelés pendant tout le voyage, avec de grande difficulté pour réviser ou se reposer)*
- Aider les elfes à se défendre, en essayant de ne pas tuer toutes les créatures qui attaquent (dissipation du mal permet de guérir une créature. Ensuite elle sera soumise de nouveau à jet de protection), *(les attaques sont incessantes et comme les elfes essaient de ne pas tuer les créatures sylvestres, ça n'en finit pas)*
- Trouver des renseignements dans les vieux parchemins archivés dans la bibliothèque (notamment le rôle qui fut joué par les ents il y a 5000 ans), *(il y a un vieux qui se souvient vaguement d'une histoire que son grand-père lui racontait quand il était petit)*
- Découvrir où se trouve la chambre des ents et réveiller les ents pour leur demander de l'aide. Ceux-ci donneront deux renseignements importants : la présence des souterrains sous la ville et le nom du sort permettant de vaincre le mal qui s'y cache, *(un druide pourra aisément trouver la chambre des ents dans la forêt, il aura bien une idée, une personne ailée trouvera également 3 endroits éligibles encore plus facilement)*
- Se rendre dans les souterrains, trouver la tombe d'Ephialtès (dans les racines les plus profondes du gros chêne du village) et récupérer le parchemin et les instructions pour s'en servir correctement, *(vade retro réussit sur le malin, incarné dans un minotaure puissant, et lancer le sort pour fermer le seuil de lave druidique. Il faut aussi redresser la croix qui a basculée à l'envers...)*
- Trouver l'entrée du labyrinthe, trouver son chemin dans le niveau inférieur, le labyrinthe, et trouver le malin,
- Vaincre le malin, et remonter en triomphe dans la ville elfe.

## 3.4 Les étapes

### 3.4.1 ETAPE 1 :

Le scénario commence chez Lorivade, au moment où tous les animaux de la forêt voisine envahissent la sienne : ours, belettes, blaireaux, rongeurs, oiseaux, serpents et autres animaux fouisseurs, en une petite semaine, la forêt s'est considérablement peuplée et le garde champêtre a demandé audience d'urgence pour en faire part au seigneur. Au même moment une petite troupe ensanglantée composée d'elfes des bois, de 3 satyres, de 4 centaures et d'un faerie dragon fera également son entrée dans la forêt, voir dans le village le plus proche. Lorivade peut s'enquérir de ce qui se passe. Les elfes assureront une reconnaissance à la baronnie pour ce service rendu.

### 3.4.2 ETAPE 2 :

Les autres joueurs se trouvent dans la baronnie de Lorivade : Mitrid d'Osinor a été repéré en ville car il porte une cote de maille semblable à celle du seigneur, et les espions en ont fait mention. Un troubadour bondissant a également fait son apparition et semble faire sensation.

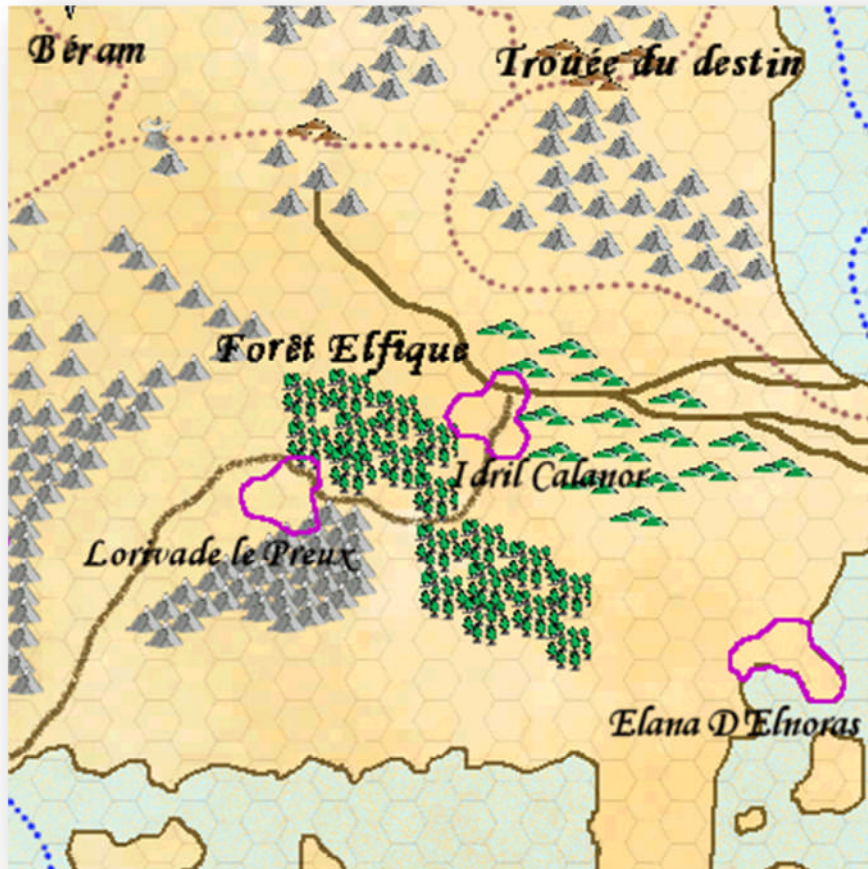
Les autres joueurs ne sont pas visibles, ou pas connus. Lorivade devra donc les trouver pour les engager. L'intégralité de la somme sortie sera remboursée par les elfes.

### 3.4.3 ETAPE 3 :

Les joueurs peuvent s'entretenir avec les elfes malades et blessés, ainsi qu'avec les créatures sylvestres. Les renseignements donneront des indications sur le chemin à prendre pour se rendre au village elfes. Il faut ensuite se mettre en route.

### 3.4.4 ETAPE 4 :

Le chemin est une route un peu passante au début, qui contourne la forêt et qu'il faut donc rapidement quitter afin de s'enfoncer dans la forêt. Les premières rencontres se feront au 2<sup>ème</sup> jour. L'orientation est difficile dans cette forêt dense, et seuls druide et rôdeur savent retrouver leurs directions.



#### ☐ Rencontre 1 : troupe de 5 centaures avec arc,

Attaque par arc sur un round, puis charge avec arc sur un round, puis charge, et un round pour faire demi-tour. Ensuite corps à corps.

#### ☐ Rencontre 2 : troupe de 5 centaures avec arc, et cavaliers satyres, aidés par une jungle giant

Attaque par arc sur un round (centaure + satyre) et lancé de tronc d'arbre (giant jungle), puis charge avec arc sur un round (centaure + satyre) + arc pour giant jungle, puis charge et corps à corps satyre, un round pour faire demi-tour (centaure + arrivée giant jungle). Ensuite corps à corps.

### **☐ Rencontre 3 : 5 wyverns attaques les joueurs de nuit, aidés de 5 will'o wisp**

Attaques seulement en volant et en essayant d'embarquer un joueur. Elles partiront si elles ne se sentent pas en force.

#### **3.4.5 ETAPE 5 :**

L'arrivée à la ville ne permet pas aux joueurs d'entrer sans se frayer un chemin parmi les combats en cours. Difficiles de savoir qui aider, sinon en voyant les yeux rouges. La ville redevient calme au crépuscule. Ensuite, les wyverns prennent le relai pour la nuit : 60% de chance d'attaque.

### **☐ Rencontre 4 : troupe de 15 centaures avec arc, et cavaliers satyres, aidés par 5 jungle giant**

### **☐ Rencontre 5 : 15 wyverns attaques le village de nuit, + 10 will'o wisp**

#### **3.4.6 ETAPE 6 :**

La ville, ses joies, ses peines. Après un combat un peu plus violent pendant lequel les joueurs auront beaucoup aidé les villageois, ils auront 2 jours de répit pour s'organiser et trouver les réponses aux questions.

Les réponses : trouver un vieux parchemin perdu au pied de l'arbre nouveau et retrouver la chambre perdue des ents pour avoir de l'aide.

#### **3.4.7 ETAPE 7 :**

Partir à la recherche des ents et de l'arbre nouveau.

### **☐ Rencontre 6 : la chambre des ents, gardées par des nymph et des dryads perverses**

Il faut trouver les ents, et remettre la chambre en état (purifier l'eau, bénir le lieu druidiquement, etc...). Ensuite les ents se réveilleront et se mettront en route pour aider la ville elfe à se défendre.



### **☐ Rencontre 7 : l'arbre nouveau**

Au pied de cet arbre se trouve une cache profonde, par laquelle il est possible de descendre en escaladant les racines de l'arbre. Au fond se trouve la tombe d'Ephialtès et un coffre en chêne difficile à ouvrir. Le parchemin s'y trouve enfermé, ainsi que les objets du druide. A ce moment, Solonor Thelandira apparaîtra à Mitrid pour lui donner une flèche tueuse : elle permettra à Mitrid de tuer le démon s'il arrive à le toucher. Seul Mitrid aura vue Solonor Thelandira.

### **☐ Rencontre 8 : le faerie dragon et ses acolytes**

Le retour en ville est semé d'embuche, principalement à cause du faerie dragon qui a succombé au mal.



### 3.4.8 ETAPE 8 :

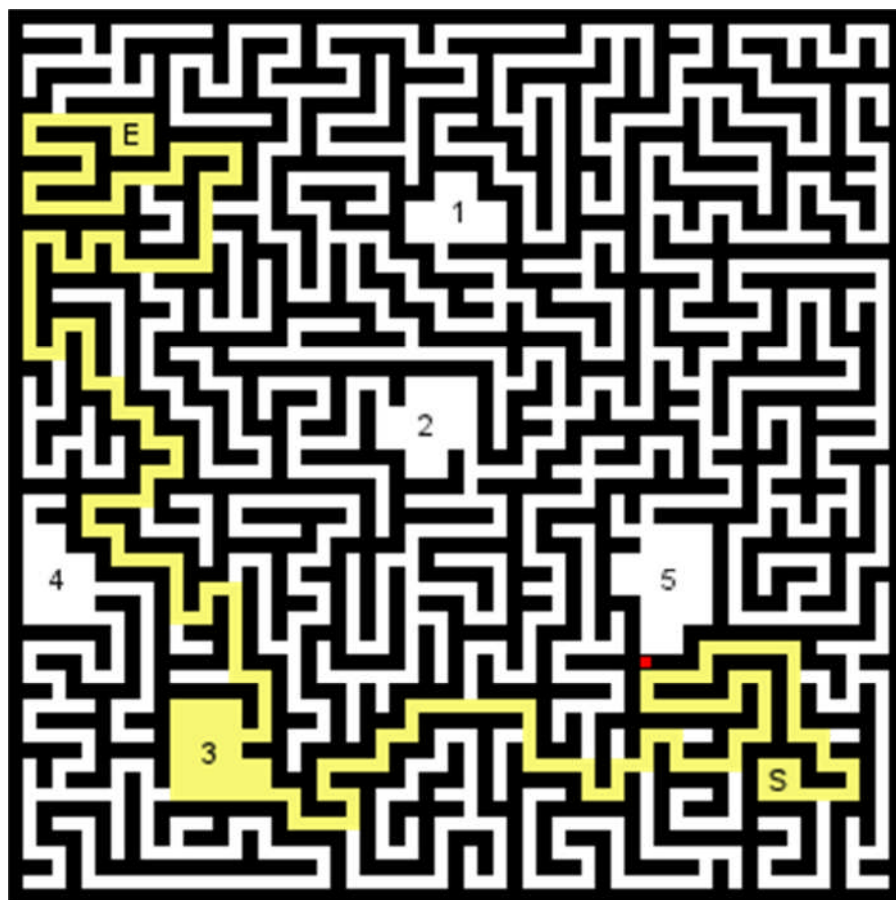
Retour en ville et accès au souterrain caché, dégagé par les ents. Les joueurs arrivent en face de 2 portes, ayant chacune une figurine de gnomes portant un anneau. Celui de gauche porte l'anneau dans les oreilles, l'empêchant d'entendre correctement ce qu'on lui dit. L'autre porte l'anneau dans sa bouche, ce qui l'empêche de parler. Pour accéder au labyrinthe, il faut ouvrir la bonne porte. L'un des gnomes ment toujours, l'autre dit toujours la vérité.

**Celui de droite est la bonne porte.** Pour reprendre le fermoir, celui de droite doit ouvrir la bouche : il faut lui pincer le nez.



### ☐ Rencontre 9 : l'entrée du labyrinthe

L'entrée du labyrinthe est gardée seulement par 4 minotaures, qui chargeront dès l'ouverture des portes.



### 3.4.9 ETAPE 9 :

Il faut trouver la sortie du labyrinthe.

1 : caverne des minotaures de force. Ils sont au nombre de 12. 6 males, 4 femelles et 2 enfants.

2 : caverne des coffres, gardés par 6 minotaures de force et 6 minotaures normaux. Ils sont encadrés par un minotaure de glace.

### ☐ **Rencontre 10 : les minotaures de glace**

3 : caverne de garde des minotaures de glace : ils sont au nombre de 6 et garde le passage. 1 essaiera immédiatement de s'enfuir pour aller chercher de l'aide.

4 : caverne des minotaures de glace : ils sont au nombre de 22, ils viendront rejoindre les autres s'ils sont prévenus.

### ☐ **Rencontre 11 : les minotaures démoniaques**

5 : caverne des minotaures démoniaques. Ils gardent la fin du passage vers la sortie et attaqueront les joueurs dans le dos. Ils sont 12 dans la caverne, ainsi que 3 de plus à la salle S.

#### 3.4.10 ETAPE 10 : dernière étape

Le petit labyrinthe final. Il faut aller au centre, trouver le minotaure-démon, réussir un vade retro (ou le tuer) et refermer le passage.

### ☐ **Rencontre 12 : les minotaures démoniaques, et leur seigneur**





## 4 LES MONSTRES

### Dragonet, Faerie Dragon

<b>Intelligence:</b>	Genius (17-18)
<b>Treasure:</b>	S, T, U
<b>Alignment:</b>	Chaotic good
<b>No. Appearing:</b>	1
<b>Armor Class:</b>	0 (-4 when invisible)
<b>Movement:</b>	6, Fl 24 (A)
<b>Hit Dice:</b>	150 PV
<b>THAC0:</b>	13
<b>No. of Attacks:</b>	1
<b>Damage/Attack:</b>	1-2
<b>Special Attacks:</b>	Breath weapon, spells (M12, P12)
<b>Special Defenses:</b>	Invisibility
<b>Magic Resistance:</b>	80%
<b>Size:</b>	T (1'-1 _' long)
<b>Morale:</b>	Steady (11)
<b>XP Value:</b>	3,000
<b>Elder</b>	3,000



A chaotic offshoot of the pseudodragon, the faerie dragon lives in peaceful, tangled forests and thrives on pranks, mischief, and practical jokes. Faerie dragons resemble miniature dragons with thin bodies, long, prehensile tails, gossamer butterfly wings, and huge smiles. Their colors range through the spectrum, changing as they age, from the red of a hatchling to the black of a great wyrm (see chart). The hides of females have a golden tinge that sparkles in the sunlight; males have a silver tinge.

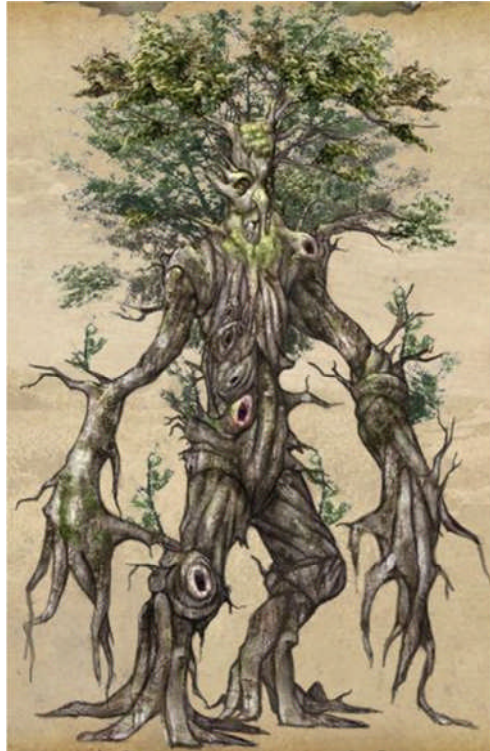
All faerie dragons can communicate telepathically with one another at a distance of up to 2 miles. They speak their own language, along with the language of sprites, pixies, elves, and the birds and animals in their area.

**Combat:** Faerie dragons can become invisible at will, and can attack, use spells, and employ breath weapons while invisible. They attack as 4-HD monsters, biting for 1-2 points of damage. The two most common spells of faerie dragons are *water breathing* and *legend lore*; other favorites include *ventriloquism*, *unseen servant*, *forget*, *suggestion*, *distance distortion*, *limited wish*, *obscurement*, *animal growth*, and *animate rock*.

A faerie dragon usually begins its attacks by turning invisible and using its breath weapon, a 2-foot-diameter cloud of euphoria gas. A victim failing a saving throw vs. breath weapon will wander around aimlessly in a state of bliss for the next 3d4 minutes, during which time he is unable to attack and his Armor Class is decreased by 2. Even though he is unable to attack, the victim can keep his mind on the situation if he succeeds on an Intelligence check (by rolling his Intelligence score or less on 1d20) each round; if he fails an Intelligence check, he completely loses interest in the matters at hand for the duration of the breath weapon's effect.

# Treant

<b>Intelligence:</b>	Very (11-12)
<b>Treasure:</b>	Q (x5), X
<b>Alignment:</b>	Chaotic good
<b>No. Appearing:</b>	1-20
<b>Armor Class:</b>	0
<b>Movement:</b>	12
<b>Hit Dice:</b>	7-12
<b>THAC0:</b>	9 (11-12 HD)
<b>No. of Attacks:</b>	2
<b>Damage/Attack:</b>	Variable
<b>Special Attacks:</b>	See below
<b>Special Defenses:</b>	Never surprised
<b>Magic Resistance:</b>	Nil
<b>Size:</b>	H (13'-18')
<b>Morale:</b>	Champion (15-16)
<b>XP Value:</b>	
<b>7 HD</b>	2,000 (+1000 per Hit Die)



**Combat:** The combat ability of treants varies with their size. Young treants (13 or 14 feet) have 7 or 8 Hit Dice and inflict 2-16 points of damage per attack. Middle-aged treants (15 or 16 feet) have 9 or 10 Hit Dice, respectively, and inflict 3-18 points of damage per attack. Elder treants (17 or 18 feet) have 11 or 12 Hit Dice and inflict 4-24 points of damage per attack.

Due to their tough, barklike skin, treants have a superior Armor Class rating against almost all weapons. Their only weakness is fire. Any fire-based attack against a treant is at +4 to hit and +1 damage. In addition, treants save against all fire-based attacks at -4. This weakness to fire also applies to animated trees controlled by a treant.

Treants have the ability to animate normal trees. One treant can animate up to two trees. It takes one round for a normal tree to uproot itself. Thereafter the animated tree can move at a rate of 3 per turn and fights as a full-grown treant (12 Hit Dice, two attacks, 4-24 points of damage per attack). A treant must be within 60 yards of the tree it is attempting to animate. Animated trees lose their ability to move if the treant who animated them is incapacitated or moves more than 60 yards away.

Treants (regardless of size) and treant-controlled trees can inflict structural damage when attacking a building or fortification.

# Nymph

<b>Intelligence:</b>	Exceptional (16)
<b>Treasure:</b>	Q (Qx10, X)
<b>Alignment:</b>	Neutral (good)
<b>No. Appearing:</b>	1-4
<b>Armor Class:</b>	9
<b>Movement:</b>	12
<b>Hit Dice:</b>	3
<b>THAC0:</b>	17
<b>No. of Attacks:</b>	0
<b>Damage/Attack:</b>	Nil
<b>Special Attacks:</b>	See below
<b>Special Defenses:</b>	See below
<b>Magic Resistance:</b>	50%
<b>Size:</b>	M (4'-6')
<b>Morale:</b>	Unsteady (7)



So beautiful that a glimpse can blind or even kill a man, the nymphs are the embodiment of loveliness, a triumph of nature.

A nymph's beauty is beyond words -- an ever-young woman with sleek figure and long, thick hair, radiant skin and perfect teeth, full lips and gentle eyes. A nymph's scent is delightful, and her long robe glows, hemmed with golden threads and embroidered with rainbow hues of unearthly magnificence. A nymph's demeanor is graceful and charming, her mind quick and witty. Nymphs speak their own musical language and the common tongue.

**Combat:** Neutral in their alliances and cares, nymphs do not fight, but flee if confronted by an intruder or danger. Nymphs are able to cast *dimension door* once per day, and can employ druidical priest spells at 7th ability level, giving a nymph four 1st, two 2nd, two 3rd, and one 4th level spell once per day. Looking at a nymph will cause permanent blindness unless the onlookers save versus spell. If the nymph is nude or disrobes, an onlooker will die unless a saving throw versus spell is successful.

# Satyr

<b>Intelligence:</b>	Very (11-12)
<b>Treasure:</b>	I, S, X
<b>Alignment:</b>	Neutral
<b>No. Appearing:</b>	2-8 (2d4)
<b>Armor Class:</b>	5
<b>Movement:</b>	18
<b>Hit Dice:</b>	5
<b>THAC0:</b>	15
<b>No. of Attacks:</b>	1
<b>Damage/Attack:</b>	2-8 or by weapon
<b>Special Attacks:</b>	See below
<b>Special Defenses:</b>	See below
<b>Magic Resistance:</b>	50%
<b>Size:</b>	M (5' tall)
<b>Morale:</b>	Elite (13)



**Combat:** Satyrs have keen senses, so they gain a +2 bonus on surprise rolls. They can be almost silent, and can blend with foliage so as to be 90% undetectable; this gives opponents a -2 penalty to surprise rolls. Satyrs have infravision to a distance of 60 feet.

A satyr attacks by butting with its sharp horns. Some (20%) use +1 magical weapons, especially long or short swords, daggers, or short bows. Before resorting to combat, a satyr often plays a tune on its pipes, an instrument only a satyr can use properly. Using these pipes, the satyr can cast *charm*, *sleep*, or *cause fear*, affecting all within 60 feet, unless they make a successful saving throw vs. spell.

Usually, only one satyr per band has pipes. If comely females (Charisma 15+) are in a group met by satyrs, the piping will be to *charm*. Should the intruders be relatively inoffensive, the piping casts *sleep*, and the satyrs steal all of the victims' choice food and drink, as well as weapons, valuables, and magical items. If intruders are hostile, the piping is used to *cause fear*. The effects of the piping lasts 1d6 hours or until dispelled. Any creature that saves vs. piping is not affected by additional music from the same pipes in that encounter. A bard's singing can nullify the pipe's music before it takes effect.



# Gnarled Tree

<b>Intelligence:</b>	Very (11-12)
<b>Treasure:</b>	Q (x5), X
<b>Alignment:</b>	Chaotic Neutre
<b>No. Appearing:</b>	1
<b>Armor Class:</b>	-4
<b>Movement:</b>	0
<b>Hit Dice:</b>	24
<b>THAC0:</b>	2
<b>No. of Attacks:</b>	8
<b>Damage/Attack:</b>	2-16 (x4) / 2-12 (x4)
<b>Special Attacks:</b>	Blunt, Sling
<b>Special Defenses:</b>	Barrier of protection, immune to blow weapon, hard to arrow
<b>Magic Resistance:</b>	Nil
<b>Size:</b>	H (21')
<b>Morale:</b>	Champion (15-16)
<b>XP Value:</b>	
<b>7 HD</b>	3,000



**Combat:** Cet arbre apparait comme un chêne classique mais d'une grande taille. Il a 8 branches énormes avec beaucoup de sous branches. Son seul point faible est sa fragilité au feu : toute attaque base sur le feu se fait +4 au touché et +1 au dommage, et ses sauvegardes se font à -4. Sa plus grande force est dans ses branches : 4 d'entre elles se transforment en puissants maillets, les 4 autres en long fouets. Si une attaque est réussie de plus de 5 sur le D20, les maillets projettent l'ennemi dans les airs à plus de 50 mètres pour 3d6 dommages de chutes, et les fouets s'enroulent autour de l'ennemi pour l'étouffer pour 2d6 dommage par round.

# Centaur

<b>Intelligence:</b>	Low to average (5-10)
<b>Treasure:</b>	M, Q (D, I, T)
<b>Alignment:</b>	Neutral or chaotic good
<b>No. Appearing:</b>	1-8
<b>Armor Class:</b>	2 (0 en charge)
<b>Movement:</b>	18
<b>Hit Dice:</b>	8
<b>THAC0:</b>	13
<b>No. of Attacks:</b>	3
<b>Damage/Attack:</b>	1-10/1-10 and weapon
<b>Special Attacks:</b>	Charge
<b>Special Defenses:</b>	Nil
<b>Magic Resistance:</b>	Nil
<b>Size:</b>	L(8'-9' tall)
<b>Morale:</b>	Elite (13-14)
<b>XP Value:</b>	350



**Combat:** A band of centaurs is always armed, and the leaders carry shields. Half of the centaurs will be wielding oaken clubs (the equivalent of morning stars), one quarter will carry composite bows and have 10-30 arrows (either flight or sheaf, depending on the current state of affairs in the area). The remainder of the band will be leaders (AC4; HD5) using medium shields and medium horse lances. Centaurs make 3 attacks each round in melee: once with their weapons and twice with their hooves.



# Dryad

<b>Intelligence:</b>	High (13-14)
<b>Treasure:</b>	M (x 100), Q (x 10)
<b>Alignment:</b>	Neutral
<b>No. Appearing:</b>	1 or 1-6
<b>Armor Class:</b>	9
<b>Movement:</b>	12
<b>Hit Dice:</b>	2
<b>THAC0:</b>	19
<b>No. of Attacks:</b>	1
<b>Damage/Attack:</b>	1-4 (knife)
<b>Special Attacks:</b>	Charm
<b>Special Defenses:</b>	See below
<b>Magic Resistance:</b>	50%
<b>Size:</b>	M (5' tall)
<b>Morale:</b>	Steady (12)
<b>XP Value:</b>	975



Dryads are beautiful, intelligent tree sprites. They are as elusive as they are alluring, however, and dryads are rarely seen unless taken by surprise -- or they wish to be spotted.

The dryad's exquisite features, delicate and finely chiseled, are much like an elf maiden's. Dryads have high cheek bones and amber, violet, or dark green eyes. A dryad's complexion and hair color changes with the seasons, presenting the sprite with natural camouflage. During the fall, a dryad's hair turns golden or red, and her skin subtly darkens from its usual light tan to more closely match her hair color. This enables her to blend with the falling leaves of autumn. In winter, both the dryad's hair and skin are white, like the snows that cover the oak groves. When encountered in a forest during fall or winter, a dryad is often mistaken for an attractive maid, probably of elvish descent. No one would mistake a dryad for an elf maid during the spring and summer, however. At these times of year, a dryad's skin is lightly tanned and her hair is green like the oak leaves around her.

Dryads often appear clothed in a loose, simple garment. The clothing they wear is the color of the oak grove in the season they appear. They speak their own tongue, as well as the languages of elves, pixies, and sprites. Dryads can also speak with plants.

**Combat:** Dryads are shy, nonviolent creatures. They rarely carry weapons, but they sometimes carry knives as tools. Though a dryad can use this as a weapon in a fight, she will not resort to using a knife unless seriously threatened.

Dryads have the ability to throw a powerful *charm person* spell three times a day (but only once per round). This spell is so powerful that targets of the spell suffer a -3 penalty to their saving throws. A Dryad always uses this spell if seriously threatened, attempting to gain control of the attacker who could help her most against his comrades. Dryads will only attempt to charm elves as a last resort because of their natural resistance to this type of spell. The dryad's use of her ability to charm is not limited to combat situations, however. Whenever a dryad encounters a male with a Charisma of 16 or more, she usually tries to charm him. Charismatic victims of a dryad's attentions are taken to the tree sprite's home, where the men serve as amorous slaves to their beautiful captors. There is a 50% chance that a person charmed and taken away by a dryad will never return. If he does escape from the dryad's charms, it will be after 1d4 years of captivity.

This tree sprite also has two other powers that are very useful in defense. Unless surprised, a dryad has the ability to literally step through a tree and then *dimension door* to the oak tree she is part of. She can also speak with plants (as the 4th-level priest spell). This enables the dryad to gather information about parties traveling near her tree, and even to use vegetation to hinder potential attackers.

## Wyvern

<b>Intelligence:</b>	Low (5-7)
<b>Treasure:</b>	E
<b>Alignment:</b>	Neutral (evil)
<b>No. Appearing:</b>	1-6
<b>Armor Class:</b>	3
<b>Movement:</b>	6, Fl 24 (E)
<b>Hit Dice:</b>	7+7
<b>THAC0:</b>	13
<b>No. of Attacks:</b>	2
<b>Damage/Attack:</b>	2-16/1-6
<b>Special Attacks:</b>	Poison
<b>Special Defenses:</b>	Nil
<b>Magic Resistance:</b>	Nil
<b>Size:</b>	G (35' long)
<b>Morale:</b>	Very steady (14)



A distant cousin to the dragon, the wyvern is a huge flying lizard with a poisonous stinger in its tail. The 35-foot-long dark brown to gray body of the wyvern is half tail. Its leathery batlike wings are over 50 feet from tip to tip. The head alone is 4 feet long and filled with long, sharp teeth. Unlike the dragon, it has only hind legs, using them the same way a hunting bird would. The tip of the tail is a thick knot of cartilage from which a 2-foot-long stinger protrudes, very much like that of a scorpion. The eyes are red or orange. A wyvern does not have a strong odor, although its lair might smell of a recent kill. These beasts can make two sounds: a loud hiss, which sounds like a hot sword plunged into water, and a low, deep-throated growl, much like that of a bull crocodile.

**Combat:** Rather stupid, but aggressive, wyverns will nearly always attack. In combat, the wyvern always prefers to be flying, and will seize any opportunity to take flight and continue combat. If trapped on the ground it will bite (2-16 points of damage) and use its stinger (1-6 points of damage), attacking the most convenient target or targets. The tail is very mobile, easily striking over the back of the wyvern to hit an opponent to its front. The stinger injects poison (type F) into the wound, against which the victim must make a save vs. poison or die. Even if the saving throw is successful, the victim suffers 1-6 points of physical damage from the sting.

From the air the wyvern is a far more deadly opponent. It dives upon ground targets, attempting to snatch them up in its two taloned claws (1-6 points of damage each) and fly off. Man-sized victims are snatched if at least one talon hits for damage. Large victims require both talons to hit in order to snatch them up. The wyvern cannot fly while carrying anything bigger. After a dive, it takes the wyvern a full round to circle around. On the next round it can dive again. Once airborne with prey in its talons, the wyvern stings and bites each round, both at +4 to hit, until the victim is motionless. In aerial combat, the wyvern will make a pass during which it will either bite or sting. Then it will land and feast, not hunting again until the next day.

As a hunter, the wyvern is cunning. It will avoid letting its shadow fall across its prey as a warning. The final approach of the dive is done in complete silence, imposing a -2 surprise modifier on the target. It trails its prey from downwind whenever possible. A mature wyvern often waits for the right moment to strike, and is willing to let prey go that is too powerful or within easy reach of cover. Such a wyvern understands that men, particularly those armed in bright metal, are stronger than their size would indicate. Given a perfect opportunity, it will attempt to snatch up an unarmored member and fly out of range.

## Giant, Wood (Voadkyn)

<b>Intelligence:</b>	High to exceptional (13-16)
<b>Treasure:</b>	E
<b>Alignment:</b>	Chaotic good
<b>No. Appearing:</b>	1-4
<b>Armor Class:</b>	8 (5 in armor)
<b>Movement:</b>	12
<b>Hit Dice:</b>	7+7
<b>THAC0:</b>	13
<b>No. of Attacks:</b>	1
<b>Damage/Attack:</b>	1-10 (weapon) +3 to +6 (Strength bonus)
<b>Special Attacks:</b>	-4 penalty to opponents' surprise rolls
<b>Special Defenses:</b>	Resistant to some spells
<b>Magic Resistance:</b>	Nil
<b>Size:</b>	L (9½' tall)
<b>Morale:</b>	Steady (11-12)



**Combat:** Voadkyn do not fight unless forced to defend themselves or allies. Their favorite weapon is their huge, non-magical long bow. They get a +1 bonus to attack rolls and 50% better range because of its unusual size. The matching arrows are over four feet long and cause 1d8 points of damage. Wood giants do not hurl rocks or boulders. If pressed into melee, they wield their two-handed swords with one hand. When encountered, the Strength of the voadkyn must be determined by rolling percentile dice. The resulting number is the 18/(roll) value for their strength. This gives them a +3 to +6 damage bonus. They do not receive any attack roll bonus for Strength. These giant-kin are usually in the company of 1d4 [wood elves](#) (60%), 1d4 [dire wolves](#) (30%), or both (10%).

Wood giants are 90% resistant to *sleep* and *charm* spells; they have infravision up to 90 feet.

The only magical skill voadkyn have is the ability to polymorph into any humanoid figure, from 3 to 15 feet in height. They cannot become a specific individual, only a typical specimen of that race. They have been known to use this ability to join a party and trick it out of treasure.

Wood giants can move silently in a forest, despite their great height, thus imposing a -4 penalty to opponents' surprise rolls. They can blend into forest vegetation, becoming effectively invisible. Only creatures able to detect invisible objects can see them. Although they are not invisible while attacking, they are extremely quick (Dexterity 16) and can move out of hiding, launch an arrow, and move back into hiding in the same round. These arrows seem to come from nowhere unless the target is looking at the wood giants' hiding spot.



# Will o'wisp

<b>Intelligence:</b>	Exceptional (15-16)
<b>Treasure:</b>	Z
<b>Alignment:</b>	Chaotic evil
<b>No. Appearing:</b>	1 or 1-3
<b>Armor Class:</b>	-8
<b>Movement:</b>	Fl 18 (A)
<b>Hit Dice:</b>	9
<b>THAC0:</b>	11
<b>No. of Attacks:</b>	1
<b>Damage/Attack:</b>	2-16
<b>Special Attacks:</b>	See below
<b>Special Defenses:</b>	See below
<b>Magic Resistance:</b>	See below
<b>Size:</b>	S (2'-4')
<b>Morale:</b>	Fanatic (17)



If they do not attack, will o'wisps are able to utterly blank out their glows, rendering them invisible to all those who cannot spot invisible objects, for 2-8 melee rounds.

**Combat:** As a rule, will o'wisps seek to avoid physical combat with other creatures, preferring to lead them to their deaths in the swamps around them instead. When pressed, however, they are dangerous adversaries who must be attacked with the greatest care. In combat, they glow blue, violet, or pale green.

Will o'wisps are very versatile flyers. They can hover in place without effort, often looking like lanterns or similar beacons to lure others toward them. When they decide to move, they can do so with rapid bursts of speed or slow drifting movements.

A will o'wisp's main weapon in combat is its ability to manifest a powerful electric charge. In melee, it swoops at its foe and attempts to brush against the victim, discharging the stored energy. A successful strike by one of these creatures will cause 2-16 points of damage.

Those attacking a will o'wisp with any form of physical weapon are able to inflict damage normally. Persons making use of magical attacks, however, will find their powers almost ineffective against them. As a rule, the only spells which have any effect on the will o'wisp are *protection from evil*, *magic missile*, and *maze*. A will o'wisp which is reduced to 5 or fewer hit points will attempt to escape. If it is unable to flee, the creature will surrender to its attackers and attempt to buy its safety by offering up any treasure which it may have. It is important to note, however, that the chaotic alignment of the will o'wisp can make any agreement with the creature uncertain.

# Sprite

	Grig	Pixie
<b>Intelligence:</b>	Low to	Exceptional (15-16)
<b>Treasure:</b>	average (5-10)	R, S, T, X
<b>Alignment:</b>	M (X, Y)	Neutral
<b>No. Appearing:</b>	Neutral (good)	5-20
<b>Armor Class:</b>	2-12	5
<b>Movement:</b>	2	6, Fl 12 (B)
<b>Hit Dice:</b>	6, leap 12	½
<b>THAC0:</b>	½ +1	20
<b>No. of Attacks:</b>	20	1
<b>Damage/Attack:</b>	3 (darts) or 2 (swords)	By weapon
<b>Special Attacks:</b>	By weapon	See below
<b>Special Defenses:</b>	See below	See below
<b>Magic Resistance:</b>	See below	25%
<b>Size:</b>	30%	S (2 ½' tall)
<b>Morale:</b>	T (1 ½' tall)	Steady (11)



Sprites are shy and reclusive faerie people, related to other faerie-folk, like brownies and leprechauns. There are several varieties, including pixies and nixies. Most have small, semitransparent wings, and elven features.

Normal sprites have distinctly elven features and live in meadows and wooded glens. The wingless sea sprites make their homes on colorful coral reefs, living in harmony with the sea creatures, protecting the reefs' delicate environment, and frolicking in the waves. The naturally invisible pixies are perhaps the most intelligent and mischievous of the faeries; they dwell in idyllic woodlands and delight in harassing travelers with their pranks. Nixies are water sprites that live in freshwater lakes, and, while they harbor no grudges against humankind, they delight in enslaving men as their beasts of burden. Other sylvan creatures related to sprites include the swift atomies and the mischievous grigs, both forest-dwellers.

**Combat:** Sprites hate evil and ugliness, and are capable of stout militancy, should their secluded homes be invaded by orcs or worse. They fight with long, slim swords which do damage as a human-sized dagger, or their own special bows. Bows have a range half that of a human short bow and do only half as much damage (1-3 points). The tips of their arrows are coated with a special ointment concocted by the sprites. Any creature struck by the drugged arrows, regardless of level, race, or magic resistance, must make a saving throw vs. poison or fall into a deep sleep lasting 1d6 hours. Normally sprites do nothing more than take their victims to safe a place very far away (often confiscating their weapons in the process), though evil creatures may be slain.

## Sprite (standard)

Sprites usually speak only their own language, common, and elven, but seem to get along with woodland mammals and other creatures anyway. Humans often mistake sprites for butterflies at a distance, and it is guessed that the majority of forest creatures also think of the fair sprites in this way.

**Combat:** Sprites can become *invisible at will* and *detect good/evil* within 50 yards, so they are hard to deceive, evade, or capture. When invisible, sprites get +2 to attack rolls against opponents, who suffer a -

4 penalty to hit the sprites.

### **Pixie**

Pixies stand about 2 ½ feet tall. When visible, they resemble small elves, but with longer ears. Pixies have two silver wings, like those of moths. They wear bright clothing, often with a cap and a pair of shoes with curled and pointed toes. Pixies speak their own language, Common, and the language of sprites.

**Combat:** Pixies carry sprite-sized swords and bows. They use three types of arrows, and shoot them with a +4 bonus to the attack roll. Besides standard sprite sleep-arrows, pixies use a war arrow, which inflicts 1d4+1 points of damage, and an arrow which does no physical harm to the target. Those hit by this arrow must make a successful saving throw vs. spell, or suffer complete loss of memory which can be restored only by a *heal* or a *limited wish*.

Pixies can, once per day, use each of the following magical powers, as if they were 8th-level mages: *polymorph self*, *know alignment*, *dispel magic*, *dancing lights*, and *ESP*. They can also do the following once per day: become visible for as long as they desire; create illusions with both audial and visual components; and cause *confusion* by touch. Their illusions require no concentration and last until magically dispelled. A creature attacked with *confusion* must make a successful saving throw vs. spell, or suffer its effects until a *remove curse* is applied. One pixie in 10 can use *Otto's irresistible dance*, also once per day.

Because pixies are normally invisible, opponents suffer a -4 penalty to attack rolls. A successful *dispel magic* against 8th-level magic makes any pixies, in its area of effect, visible for one round, then they automatically become invisible again. They attack while invisible without penalty.

### **Grigs**

Grigs are mischievous and lighthearted. They have no fear of big people and take great joy in playing tricks upon them.

A grig has the head, torso, and arms of a sprite, with the wings, antennae, and legs of a cricket. They can leap great distances. Grigs have light blue skin, forest green hair, and brown hairy legs. They usually wear tunics or brightly colored vests with buttons made from tiny gems. Grigs speak atomie, brownie, pixie, sprite, and Common. They have double normal hearing range and 180-foot infravision. The origin of the grigs remains a mystery.

**Combat:** Fierce (by sprite standards), each grig carries six small darts and a sprite sword. Grigs gain a +2 bonus to attack rolls with darts. Darts and swords do normal damage when used by grigs, but only 1 point of damage when used by non-grigs.

Grigs have the following spell-like abilities, usable once per round at 6th-level ability: *change self*, *entangle*, *invisibility*, *pyrotechnics*, *trip*, and *ventriloquism*. Grigs move silently in woodlands; they are surprised only on a 1, while opponents suffer a -6 penalty to surprise rolls. Some grigs throw darts, while others leap to attack, and one grig fiddler (grigs never go anywhere without a fiddle), plays a song with the same effect as *Otto's irresistible dance*. All non-sprites within 30 feet of the fiddler must make a successful saving throw vs. spell or dance until the grig ceases playing. Grigs can play for hours.

**Habitat/Society:** Grigs roam the forests in small bands. They have no permanent homes but often sleep in the limbs of treants, or near unicorns (who protect grigs even unto death).

Grigs are cautious but trusting. They delight in playing pranks on big people. Common ploys include stealing food, collapsing a tent, and using *ventriloquism* to make objects talk. Once a prank is set, the grigs sit back and watch, laughing at the unfortunate person. People who make fools of themselves are apt to be plagued by harmless jokes until they reach the forest edge. At that point, one of the grigs comes out of hiding and makes amends with a gift, either a harmless bauble such as a 1d6x100 gp gem (25%) or a precious jar of really fresh honey (75%).



# Minotaur

<b>Intelligence:</b>	Low (5-7)
<b>Treasure:</b>	(C)
<b>Alignment:</b>	Chaotic evil
<b>No. Appearing:</b>	1-8
<b>Armor Class:</b>	2
<b>Movement:</b>	12
<b>Hit Dice:</b>	8+16 (80 PV)
<b>THAC0:</b>	13
<b>No. of Attacks:</b>	2
<b>Damage/Attack:</b>	2-8/2-8 or 1-4/by weapon type
<b>Special Attacks:</b>	Grapple, charge
<b>Special Defenses:</b>	+2 bonus on surprise roll
<b>Magic Resistance:</b>	Nil
<b>Size:</b>	L (7½' tall)
<b>Morale:</b>	Elite (13) +Special



**Combat:** Minotaurs are very strong (equivalent human Strength of 18). Against man-sized opponents (minimum 6 feet tall) they may butt for 2-8 points of damage. Against smaller opponents, they bite for 1-4 points of damage. If a minotaur is 30 feet or more from its opponent, it can lower its head and charge against any creature that is at least 6 feet tall. If successful, the charge causes double head-butt damage. In addition to these attacks, most minotaurs also carry weapons -- a huge axe (treat as a halberd) or flail, with which it inflicts normal damage +2.

Minotaurs are not particularly intelligent, but are extremely cunning and have excellent senses. They have a +2 bonus on their surprise rolls, have infravision, and can track prey by scent like a ranger, with 50% accuracy. They always pursue an unfamiliar scent. Minotaurs are immune to *maze* spells. They attack any intruder without fear, and will retreat only if the creature is obviously beyond their ability to defeat (+3 to morale score in combat).

## Strength Minotaur

**Intelligence:** Low (5-7)  
**Treasure:** (C)  
**Alignment:** Chaotic evil  
**No. Appearing:** 1-8  
**Armor Class:** -2  
**Movement:** 18  
**Hit Dice:** 10+32 (112 PV)  
**THAC0:** 11  
**No. of Attacks:** 2  
**Damage/Attack:** 2-16/2-16 or 4-16/by weapon type  
**Special Attacks:** Grapple, charge, stone on hit +5  
Or 2 x 20 natural  
**Special Defenses:** +2 bonus on surprise roll  
**Magic Resistance:** Nil  
**Size:** L (7½' tall)  
**Morale:** Elite (13) +Special



## Ice Minotaur

**Intelligence:** Low (5-7)  
**Treasure:** (C)  
**Alignment:** Chaotic evil  
**No. Appearing:** 1-8  
**Armor Class:** -4  
**Movement:** 12  
**Hit Dice:** 12+32 (124 PV)  
**THAC0:** 9  
**No. of Attacks:** 2  
**Damage/Attack:** 3-18/3-18 or 2-16/by weapon type  
**Special Attacks:** Ice storm, Ice breath  
**Special Defenses:** +2 bonus on surprise roll  
**Magic Resistance:** Nil  
**Size:** L (7½' tall)  
**Morale:** Elite (13) +Special



## Demonic Minotaur

<b>Intelligence:</b>	Average (12-13)
<b>Treasure:</b>	(C, T, U)
<b>Alignment:</b>	Chaotic evil
<b>No. Appearing:</b>	1-12
<b>Armor Class:</b>	-3
<b>Movement:</b>	12
<b>Hit Dice:</b>	10+24 (104 PV)
<b>THAC0:</b>	11
<b>No. of Attacks:</b>	2
<b>Damage/Attack:</b>	1-6/1-6 or 2-16/by weapon type
<b>Special Attacks:</b>	As demon
<b>Special Defenses:</b>	As demon
<b>Magic Resistance:</b>	50%
<b>Size:</b>	L (7½' tall)
<b>Morale:</b>	Elite (13) +Special
<b>XP Value:</b>	1,400



## Demonic Minotaur Lord

<b>Intelligence:</b>	Genius (17-18)
<b>Treasure:</b>	(C, T, U)
<b>Alignment:</b>	Chaotic evil
<b>No. Appearing:</b>	1
<b>Armor Class:</b>	-8
<b>Movement:</b>	12
<b>Hit Dice:</b>	15+48 (168 PV)
<b>THAC0:</b>	5
<b>No. of Attacks:</b>	2
<b>Damage/Attack:</b>	1-12/1-12 or 3-18/by weapon type
<b>Special Attacks:</b>	As demon
<b>Special Defenses:</b>	As demon
<b>Magic Resistance:</b>	80%
<b>Size:</b>	L (7½' tall)
<b>Morale:</b>	Elite (13) +Special
<b>XP Value:</b>	19,350

