

Dragons are not to be toyed with.

# Dragon<sup>®</sup>

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# Also Known As...

An orc is a norke, of course, of course—

by Ethan Ham

When players begin to memorize the monsters' abilities, the game loses much of its mystery. The encounters become nothing more than target practice, and the campaign takes its first steps toward becoming a Monty Haul dungeon instead of a suspenseful adventure into the unknown. The problem is: How does a DM maintain an air of mystery in a game where monster statistics and game rules are available to every player of the game?

The approach described by Ed Greenwood in the article "Keep 'em Guessing" (in the Best of DRAGON® Magazine Anthology, volume V) is a good way to maintain the suspense and mystery of the campaign.

Mr. Greenwood suggests giving the players only a vague idea of their characters' abilities. The AKA (Also Known As) system described in this article is complimentary to this idea. Instead of focusing on the characters, however, the AKA system uses "mystery monster" encounters.

DMs often forbid players to discuss monster attributes while in the dungeon. This doesn't solve the basic problem, however, since the players still know the information. Another technique is to constantly use new monsters in the dungeon. While this works, creating these new monsters is a real challenge and can strain the creativity of any DM.

The AKA system gives the official monsters alternative names. This method can be used in the AD&D® game without difficulty. The AKA system is based on the fact that each different society has different names for the same monsters. We could, of course, just start calling an ogre a "refrigerator," but much of the fun in role-playing games is in confronting legends hand-to-hand. The AKA system uses the many authentic regional names by which AD&D game monsters were known throughout history. For example, the leprechaun has various names in different areas of Ireland: *lurican* in Kerry, *cluricaune* in Cork, *lurikeen* in Kildare, etc.

## The AKA Thesaurus

Annis	Gentle Annie <sup>9</sup>	Faeries, generic	Daoine maithe <sup>41</sup> , denee shee <sup>41</sup> , sheehogue <sup>41</sup> , shingawn <sup>41</sup> , tylwyth teg <sup>42</sup> , wichthln <sup>16</sup>
Aquatic ogre	Moruand <sup>41</sup> , murduac <sup>41</sup> , soetrolde <sup>41</sup> , skrimst <sup>44</sup>	Genie	Genius <sup>29</sup> (singular form of genni), juno <sup>38</sup> (female), lares <sup>29</sup> , stoicheia <sup>17</sup>
(merrow)	Furors <sup>29</sup> , vadember <sup>19</sup> , wut <sup>16</sup>	Ghost	Bhut <sup>18</sup> , gangferd <sup>44</sup> , hantu <sup>25</sup> , kasa <sup>21</sup> , kuei <sup>5</sup> , maneen <sup>41</sup> , mora <sup>31</sup> , nair <sup>44</sup> , onyudu <sup>21</sup> , siabrae <sup>41</sup> , taidhbhse <sup>41</sup> , tais <sup>41</sup>
Berserker	Bogy <sup>9</sup> , bug <sup>9</sup> , kankas <sup>19</sup> , koko <sup>19</sup>	Giant, general	Athach <sup>42</sup> , jatte <sup>44</sup> , orch <sup>20</sup> , stalo <sup>23</sup>
Boggle	Bodachan sabhail <sup>42</sup> , bwbachod <sup>43</sup> , bwca <sup>43</sup> , dobie <sup>9</sup> , domovik <sup>31</sup> , fenoderee <sup>43</sup> , grogan <sup>42</sup> , kaukas <sup>24</sup> , kobito <sup>21</sup> , niagruisar <sup>44</sup> , nisse <sup>44</sup> , para <sup>13</sup> , pukys <sup>24</sup>	Giant, hill	Fanggen <sup>37</sup>
Brownie	Bwca <sup>43</sup> , bwciod <sup>43</sup>	Giant, stone	Foawr <sup>43</sup> , fomorian <sup>42</sup>
Buckawn	Bogy <sup>9</sup> , bodach <sup>41</sup> , bugan <sup>43</sup> , bull-beggar <sup>9</sup> , busbus <sup>19</sup> , mormolux <sup>17</sup> , mumus <sup>19</sup>	Giant, storm	Fankenmannikin <sup>37</sup> , fomor <sup>41</sup> , jotun <sup>44</sup> , orculi <sup>23</sup>
Bugbear	Bug-a-boo <sup>9</sup>	Gnome	Berg-monche <sup>16</sup> , coblynau <sup>43</sup> , heinzelmannchen <sup>16</sup> , husse <sup>44</sup> , genemos <sup>17</sup> , gomme <sup>14</sup>
Subrace	Apothami <sup>17</sup> , gandharva <sup>18</sup> , kentauroi <sup>17</sup> , kinnara <sup>18</sup> , kimpurusha <sup>18</sup> , phere <sup>17</sup>	Goblin	Bakemono <sup>21</sup> , bogy <sup>9</sup> , coblyn <sup>43</sup> (plural: coblynnau), fossegrim <sup>44</sup> , fuath <sup>42</sup> , ghello <sup>17</sup> , grim <sup>44</sup> , kirkegrimm <sup>44</sup>
Centaur	Callicantzari <sup>17</sup>	Gorgon	Catoblepas <sup>29</sup>
Subrace	Calcatris <sup>14</sup> , calcatris <sup>29</sup> , icheumon <sup>17</sup>	Griffon	Grup <sup>17</sup> , gryphus <sup>29</sup> , karga <sup>39</sup> , kirni <sup>21</sup> , senmurv <sup>31</sup> , sumargh <sup>31</sup>
Cockatrice	Ce sith <sup>42</sup> , cir sith <sup>42</sup>	Grippa	Kappi <sup>21</sup>
Cooshee	Hound-of-the-hill <sup>9</sup>	Groaning spirit (banshee)	Aine <sup>41</sup> , baobhan sith <sup>42</sup> , bean chaointe <sup>41</sup> , bean-nighe <sup>42</sup> , bean-tighe <sup>41</sup> , caoineag <sup>42</sup> , caoteach <sup>42</sup> , cwn mamau <sup>41</sup> , gwrach y rhibyn <sup>43</sup> , Mikanko <sup>21</sup>
Subrace	Arimaspi <sup>34</sup> , kuklops <sup>17</sup>	Guardian familiar	Banakil <sup>45</sup> , holbytl <sup>45</sup> , kud-dukan <sup>45</sup> , kuduk <sup>45</sup> , periannath <sup>45</sup>
Cyclopskin	Brag <sup>9</sup> , co-walker <sup>9</sup> , fetch <sup>42</sup> , fylgia <sup>44</sup> , vardogr <sup>44</sup> , waff <sup>9</sup>	Halfling	Arpuiai <sup>17</sup>
Doppelganger	Gwiber <sup>43</sup> , vipera <sup>29</sup> , wurm <sup>16</sup>	Harpy	Cwn mamau <sup>43</sup> , devil's dandy dog <sup>9</sup>
Dragon, general	Moko <sup>28</sup>	Hell hound	Cwn wybr43
Dragon, brass	Linnorm <sup>44</sup>	Subrace	Bwgan <sup>43</sup> , doobby <sup>9</sup> , lob <sup>9</sup> , puki <sup>41</sup>
Dragon, green	Payshitha <sup>44</sup>	Hobgoblin	Cwn annwfn <sup>43</sup> , gabriel hound <sup>9</sup> , ratchet <sup>9</sup> , yellhound <sup>9</sup>
Dragon turtle	Aloustina <sup>17</sup> (may also be oread), hulder <sup>44</sup> , jashtesme <sup>1</sup> , rusalka <sup>31</sup> (may also be nereid)	Hound of ill omen	Succubus (female), incubus (male)
Dryad	Jugenderinnerugen <sup>40</sup>	Kobold	Alp <sup>23</sup> (female), mara <sup>35</sup> , mare <sup>9</sup> , mora <sup>19</sup> , painajainen <sup>23</sup> (female)
Duergar	Abac <sup>41</sup> , arndt <sup>40</sup> , avanc <sup>43</sup> , corrigan <sup>42</sup> , dvergar <sup>44</sup> , dverge <sup>44</sup> , dvorgurin <sup>41</sup> , fain <sup>41</sup> , guerrieron <sup>42</sup> , hairdmandle <sup>37</sup> (plural: hairmandlene), hosegueannet <sup>42</sup> , marchen <sup>40</sup> , nain <sup>42</sup> , oennerbanske <sup>15</sup> , poulpique <sup>42</sup> , tusse <sup>44</sup> , vui <sup>28</sup> , wui <sup>28</sup> , zverge <sup>16</sup>	Korred	Alraune <sup>16</sup> , biersal <sup>16</sup> , galgenmannchen <sup>16</sup> , oarauncle <sup>16</sup>
Dwarf	Alfar <sup>44</sup> , ellyllon <sup>43</sup> , esprit follet <sup>42</sup> , fadet <sup>14</sup> , follet <sup>42</sup> , hidfolk <sup>44</sup> , hulder <sup>44</sup> , huldrafol <sup>44</sup> , huldukona <sup>44</sup> (female), liosalfar <sup>44</sup> , lutin <sup>14</sup> , ouph <sup>9</sup> , vaettir <sup>44</sup> , vattar <sup>12</sup>	Leprechaun	Corriquets <sup>14</sup> , crion <sup>14</sup> , guerrieronets <sup>14</sup> , hommes cornus <sup>14</sup> , korriks <sup>14</sup>
Elf	Daimones epichthonioi <sup>17</sup> , dock-alfar <sup>44</sup> , henkie <sup>42</sup> , trow <sup>42</sup>		Clurican <sup>41</sup> , leith brog <sup>41</sup> , luchorpain <sup>41</sup> , luchryman <sup>41</sup> , lurican <sup>41</sup> , lurikeen <sup>41</sup>
Elf, drow	Dames vertes <sup>14</sup>		
Elf, sylvan	Cait sith <sup>41</sup>		
Elfin cat			

# the Orc

using the AKA system



Artwork by Jim Holloway and Daniel Horne

## The AKA system campaign

When using the AKA system, you must be careful to prevent the players from thinking you are taking unfair advantage of your power as a DM. The method of introducing an alternative name is crucial and must be well thought out.

The most effective way is by means of an NPC encounter. If the characters are being hired by villagers, have the NPCs describe the monster that has been plaguing them as a “fetch” rather than a doppleganger. Then, instead of searching for the doppleganger, the party will look for a new and unusual monster that just happens to have shape-changing abilities.

The second, more difficult method is done without any NPCs. For example, when the party is confronted by orcs, say something like, “Several large humanoids with piglike faces are attacking you! You recognize them from stories you have heard. They are *norkes!*” The main drawback to the second method is that once you have established a particular alternate name for a monster, you must continue to use it. As a result, it is very likely the players will soon catch on to that alias. One solution to this problem is to have a different alternative name for the same monster for each different player. (Perhaps each of them learned the name of the

monster from a different source.) You pick the alternate name based on who is viewing the monster at the time. Once you establish an alternative name, you must stick with it.

Note that some of the alternate names for certain monsters in this AKA system are also the names of separate and sometimes unrelated monsters in the AD&D game (e.g., the gorgon is called the catoblepas in Roman folklore, and the stone giant and storm giant might be confused with the fomorian giant). Indeed, some people in fantasy countries might lump all large reptilian monsters together as “dragons: or all humanoids as “orcs.”

Subrace	Far darrig <sup>41</sup> (also called fear deara <sup>41</sup> and redman <sup>41</sup> )	Pixie	Meryon <sup>9</sup> , duine sith <sup>42</sup> , pobel vean <sup>6</sup> , tylwyth <sup>43</sup>
Subrace	Geanncanac <sup>41</sup> and red caps <sup>41</sup> (also called bloody caps <sup>33</sup> , dunters <sup>33</sup> , powries <sup>33</sup> , and red combs <sup>33</sup> )	Phoenix	Bennu <sup>8</sup> , feng <sup>5</sup> , ho <sup>21</sup> , hwang <sup>5</sup> , o <sup>21</sup>
Merman	Ben-varrey <sup>43</sup> , ceasg <sup>42</sup> , daoine mara <sup>42</sup> , dinnymerra <sup>43</sup> , gorgona <sup>17</sup> , hakenmann <sup>44</sup> , havfrue <sup>16</sup> , havmand <sup>44</sup> , maigndean-mhara <sup>42</sup> , maigndean-mhara <sup>42</sup> , maighdean na tuinne <sup>42</sup> , maremind <sup>44</sup> , meerfran <sup>16</sup> , meerweiber <sup>16</sup> , morgana <sup>42</sup> , murughach <sup>41</sup> , watermome <sup>16</sup> , wut-ian uder <sup>4</sup>	Roc	Angka <sup>2</sup> , bar yachre <sup>22</sup> , pyong <sup>5</sup>
Nereid	Naiad <sup>17</sup>	Satyr	Callitrice <sup>11</sup> , fauni <sup>20</sup> , pane <sup>17</sup> , urisk <sup>42</sup> , silvani <sup>20</sup>
Nighthag	Cailleach bheur <sup>42</sup> , calill eaca <sup>41</sup> , haetes <sup>9</sup> (the ae is a ligature), hexe <sup>16</sup> , krisky <sup>31</sup> , nocnitsa <sup>31</sup> , plaksy <sup>31</sup>	Troll	Elfor <sup>44</sup> , ellefolk <sup>44</sup> , foddenskkmaend <sup>12</sup> (the ae is a ligature), fulde <sup>12</sup> , huldre <sup>44</sup> , maanvaki <sup>13</sup> , pysslinger <sup>44</sup> , thusser <sup>44</sup>
Subrace	Makva <sup>3</sup> (also called a wood hag)	Subrace	Bjerg-trolde <sup>44</sup> , skovtrolde <sup>23</sup> (also called skogsra <sup>23</sup> ), ragnhildur <sup>44</sup>
Nixie	Dracae <sup>14</sup> , fenetten <sup>14</sup> , fossegrim <sup>41</sup> , fuath <sup>42</sup> , hakelmann <sup>16</sup> , kallraden <sup>41</sup> , nacken <sup>44</sup> , nakineiu <sup>10</sup> , nakk <sup>10</sup> , nakk <sup>13</sup> , nickelmann <sup>16</sup> , nikkisen <sup>43</sup> , seemannlein <sup>16</sup> , stromkarl <sup>44</sup> , vough <sup>42</sup>	Unicorn	Biasd na srogaig <sup>41</sup> , ch'i-lin <sup>5</sup> , monokeros <sup>17</sup>
Nymph		Vampire	Bampuras <sup>17</sup> , sukuyan <sup>38</sup> , tumpaniaios <sup>17</sup> , upior <sup>27</sup> , upir <sup>31</sup> , vrykolakas <sup>17</sup> (plural: vrykolakes)
Subrace	Oread <sup>17</sup> (also called anemikais <sup>17</sup> and anemogadzoudes <sup>17</sup> )	Subrace	Lidevic <sup>19</sup>
Ogre	Drakos <sup>17</sup> , drakaena <sup>17</sup> (female), lamid <sup>17</sup> (female), malbrou <sup>14</sup> , tengu <sup>21</sup> , yamauba <sup>21</sup>	Werewolf	Borbolakas <sup>17</sup> , kuldottfarkas <sup>19</sup> , legarou <sup>38</sup> , loup-garou <sup>14</sup>
Ogre magi	Oni <sup>21</sup>	Subrace	Prikolics <sup>30</sup>
Orc	—	Wight	Haug-bui <sup>41</sup> , tuath de danaar <sup>41</sup> , vitr <sup>44</sup>
Subrace	Norke <sup>37</sup>	Will-o-the-wisp	Annequins <sup>14</sup> , chandelas <sup>32</sup> , chere dansante <sup>14</sup> , culards <sup>14</sup> , eclaireux <sup>14</sup> , elf fire <sup>9</sup> , ellylldan <sup>43</sup> , fioles <sup>14</sup> , fuochi fatui <sup>20</sup> , heerwische <sup>16</sup> , huckepoten <sup>16</sup> , ignis fatuus <sup>42</sup> , irrbloss <sup>44</sup> , irrichter <sup>16</sup> , jack o' lanthorn <sup>9</sup> , joan-in-the-wad <sup>9</sup> , loumerottes <sup>14</sup> , luctenmaneken <sup>16</sup> , lygteman <sup>44</sup> , lyktgubbe <sup>44</sup> , merry dancers <sup>42</sup> , nimbleman <sup>42</sup> , rusalky <sup>31</sup> , spunkies <sup>9</sup> , swetylko <sup>7</sup> , tan noz <sup>14</sup>
Pegasus	Arion <sup>17</sup>	Subrace	Saint Elmo's fire <sup>26</sup>
Penanggalan	Azeman <sup>36</sup>	Wyvern	Wivre <sup>14</sup>
		Yeth-hound	Wish hounds <sup>9</sup>
		Zombie	Draugr <sup>44</sup> , rawga <sup>23</sup>

## Endnotes

1—Albanian; 2—Arabic; 3—Bulgarian; 4—Cheremissian; 5—Chinese; 6—Cornish; 7—Czechoslovakian; 8—Egyptian; 9—English; 10—Estonian; 11—Ethiopian; 12—Faroese; 13—Finnish; 14—French; 15—Friesian; 16—German; 17—Greek; 18—Hindu; 19—Hungaria,n; 20—Italian; 21—Japanese; 22—Jewish; 23—Lapp; 24—Lithuanian; 25—Malayan; 26—Mediterranean; 27—Polish; 28—Polynesian; 29—Roman; 30—Rumanian; 31—Russian; 32—Sardinian; 33—Scottish, Lowland; 34—Scythian; 35—Slavic; 36—Surinam; 37—Swiss; 38—Trinidadian; 39—Tukish; 40—Vendish; 41—Celtic, Irish, and Goidelic; 42—Brittany, Brythonic, and Highland Scottish; 43—Insular Brythonic, Manx, and Welsh; 44—Danish, Icelandic, Norwegian, and Swedish; 45 — *The Lord of the Rings*, Tolkien.

## How to use the AKA list

Listed alphabetically by official AD&D game names is a thesaurus of alternative monster names. Under the official name of each monster are two groups of entries. The first group is the AKA list. These names can be interchanged as equivalents of that monster's name. Below this is a second set of entries: the subraces of each monster type. These subraces are closely related to, but not the same as, the official monster; descriptions of subraces follow. All AKA names for the subraces are listed in the AKA Thesaurus.

All alternative names are endnoted to describe the cultural origin of the monster. For the names that come from true folklore, the country of origin is shown. Several names, however, are from J. R. R. Tolkien's *The Lord of the Rings*, and these are so noted. A more complete description of the source is given in the bibliography.



### Bjerg-trolde

The bjerg-trolde's abilities are identical to those of an ordinary troll. However, it lives in desert and hilly regions, and its hide is brown to tan.

### Bug-a-boo

CLIMATE/TERRAIN: *Any subterranean*  
FREQUENCY: *Rare*  
ORGANIZATION: *Tribal*  
ACTIVITY CYCLE: *Any*  
DIET: *Carnivorous*  
INTELLIGENCE: *Low (5-7)*  
TREASURE: *Individuals J (C)*  
ALIGNMENT: *Chaotic evil*  
NO. APPEARING: *4-24*  
ARMOR CLASS: *7 (10)*  
MOVEMENT: *12*  
HIT DICE: *1 + 1*  
THACO: *19*  
NO. OF ATTACKS: *1*  
DAMAGE/ATTACK: *By weapon type*  
SPECIAL ATTACKS: *Opponents have -2 on surprise*  
SPECIAL DEFENSES: *Nil*  
MAGIC RESISTANCE: *Nil*  
SIZE: *M (5' tall)*  
MORALE: *Steady (11-12)*  
XP VALUE: *65*

Bug-a-boos look like small and frail bugbears, and they are often mistaken for their larger kin, especially since they can often be found on the outskirts of bugbear territory. The 'boos live off whatever they are able to scavenge from bugbear activities. If seven or more 'boos are encountered, it is 30% likely that they have a bugbear leader close by. Occasionally, 'boos may be taken in by a bugbear tribe and used as expendable front-line troops.

'Boos use whatever weapons are available, usually ones of inferior craftsmanship. 'Boos speak their own dialect of the bugbear tongue, which anyone who knows the latter language can understand. They get along well with other humanoids.



### Callicantzari

Callicantzari (singular: callicantzaros) is a name most often used to describe centaurs, but it may also be used in naming forlarren, hybsil, korreds, satyrs, lamia, and wemics. See "The Ungrateful Dead" in DRAGON issue #138 for a description of this creature as an undead, ghoul-like monster.

### Cwn wybr

The cwn wybr are simply hell hounds with wings (MV 12, 24 fly (D); XP + 1 HD modifier). Although too small to make good mounts, cwn wybr make formidable opponents in the sky. Cwn wybr will hunt down any flying creature they can catch, and they are sometimes tamed by fire giants. They interbreed with normal hell hounds to produce either winged or normal offspring.

Duergar  
Dwarf

EH

Elf, drow

Elf, sylvan  
Elfin cat



### Far darrig

These larger than usual leprechauns (HD 1 - 1; SZ S (3' tall); XP 420) travel in groups of 1-4 and dress in red—but, unlike red caps, they don't use blood for a dye. Far darrig possess a mildly dangerous sense of humor; their favorite pastime consists of playing practical jokes on lawful beings (e.g., putting a beehive in a paladin's armor). In addition to the usual leprechaun powers, a far darrig can cast one *cantrip* spell per round. It can also cast mage spells from scrolls and, if a spell book is available, can memorize one first-level spell per day.

### Geanncanac

The geanncanac are closely related to the far darrig. The only noticeable difference between the two subraces is that the geanncanac are more malicious, having an alignment of chaotic evil. They will play cruel and often deadly tricks on all who fall into their clutches.

### Hound-of-the-hill

The hounds-of-the-hill are large dogs with white coats and red ears. They share the statistics for war dogs (see the *Monstrous Compendium*, "Dog") except for having 3 HD, THAC0 17, a bite doing 3-9 hp damage, and the ability to run at 15 when following prey in a straight line (XP 65). The hounds-of-the-hill are close cousins of the cooshee (*Monster Manual II*), and they may even be a cooshee/common-dog crossbreed. Though the hounds have been known to run with the cooshee, the cooshee seem to regard the hounds-of-the-hill as inferiors. Because of their poor camouflage, the hounds-of-the-hill are not highly valued by the sylvan elves. These hounds are most commonly seen in the company of half-elves, who feel some kinship to these animals. Once dally, a hound-of-the-hill can bark loudly, causing all within 120' to make saving throws vs. spells or be *confused* for 2-8 rounds.



### Lidevic

The lidevic is a vampire without the ability to *shape* change into bat form (so it cannot travel aerially except into *gaseous form*), and it cannot summon animals to assist it. However, the lidevic can *polymorph* itself three times a day (for an unlimited duration) into the image of a victim's absent or dead loved one; the lidevic has continuous *ESP* and can search a potential victim's mind while the lidevic drifts nearby in *gaseous form*. This tactic is especially effective at night when the moon is full. The lidevic can be destroyed in the same ways as can a vampire, and it has all other traits that vampires share (XP 3,000).

### Makva

Makva are basically identical in game statistics to night hags, except that they cannot travel into the Ethereal or Astral planes. Thus they cannot "ride" sleeping victims, nor do they need or make special periapts. They cannot cast *gates* to summon evil creatures, either. Because of this deficiency and their chaotic-evil alignment, makva are banished from night hag "society" and are usually found on the edges of wild forests. Like night hags, makva are able to employ magic missile and *ray of enfeeblement* three times a day, at the eighth level of ability. They are also able to cast *know alignment*, *sleep*, and *polymorph self* at will (the *sleep* power is of the normal sort). Additionally, they have the ability of *advanced illusion*, this being the source of many gingerbread houses that lost wayfarers report; they can cast this spell four times per day.

Makva are invulnerable to *charm*; *sleep*, *fear*, and fire- and cold-based attacks. Silver or +3 (or better) magical weapons are required to harm a makva. Makva have olive-green skin and coarse black hair (XP 4,000).



### Norke

Norkes are closely related to orcs (perhaps with a little hobgoblin in their veins) and look very much like their kin, sharing the same game statistics except as follows: AC 4 (10); MV 9 (12 w/o armor); HD 1 (5-8 hp); Dmg by weapon type, + 1 for strength; XP 35 and up; chain mail usually used. Norkes live only in mountainous areas, where they attack unwary travelers. They look down on orcs and smaller humanoids, enslaving them if possible.

### Oread

Oreads are a subrace of nymphs found in mountainous regions. Their abilities and attributes are the same as nymphs, with the addition of the ability to cast *control winds* as 12th-level druids; they may do so three times per day.

### Prikolic

CLIMATE/TERRAIN: *Any*  
 FREQUENCY: *Very rare*  
 ORGANIZATION: *Nil*  
 ACTIVITY CYCLE: *Night*  
 DIET: *Nil*  
 INTELLIGENCE: *Non-*  
 TREASURE: *Nil*  
 ALIGNMENT: *Neutral*  
 NO. APPEARING: *1-6*  
 ARMOR CLASS: *7*  
 MOVEMENT: *6 (9 in werewolf form)*  
 HIT DICE: *4*  
 THAC0: *17*  
 NO. OF ATTACKS: *1 weapon (1 bite in werewolf form)*  
 DAMAGE/ATTACK: *1-8 (3-8 in werewolf form)*  
 SPECIAL ATTACKS: *Nil*  
 SPECIAL DEFENSES: *See below*  
 MAGIC RESISTANCE: *Nil*  
 SIZE: *M*  
 MORALE: *Special*  
 XP VALUE: *270*

The prikolics are dead werewolves that have been animated as zombies. Prikolics initially appear to be normal zombies, but there is a 25% chance each time one takes damage that it will change into an undead "wolf-man" form, dropping its weapons

and biting savagely. In werewolf form, only + 1 or better or silver weapons will hit them. Cold-based, sleep, hold, charm, and all mind-affecting and death-magic spells have no effect on the prikolics, although they may be turned by a cleric as shadows. Holy water does 2-8 hp damage to these creatures.

## Ragnhilder

CLIMATE/TERRAIN: *Rocky or mountainous terrain*

FREQUENCY: *Very rare*

ORGANIZATION: *Group*

ACTIVITY CYCLE: *Any*

DIET: *Carnivore*

INTELLIGENCE: *Low*

TREASURE: *Q (C)*

ALIGNMENT: *Chaotic evil*

NO. APPEARING: *1-8*

ARMOR CLASS: *7*

MOVEMENT: *15*

HIT DICE: *4*

THACO: *17*

NO. OF ATTACKS: *3*

DAMAGE/ATTACK: *1-6/1-6/1-8 or by weapon type*

SPECIAL ATTACKS: *Hurl rocks*

SPECIAL DEFENSES: *Regeneration, camouflage*

MAGIC RESISTANCE: *Nil*

SIZE: *L (9' tall)*

MORALE: *Elite (14)*

XP VALUE: *420*

The ragnhilder are as large as normal trolls but are weaker (18 strength, +2 damage) and sometimes use hand-to-hand weapons. Their favorite form of attack is to hurl 5-10 lb. rocks out to 60', doing 1-6 hp damage. The ragnhilder have stone-gray hides that conceal them 60% of the time in rocky terrain.

## Red cap

CLIMATE/TERRAIN: *Temperate forests and ruins*

FREQUENCY: *Very rare*

ORGANIZATION: *Solitary*

ACTIVITY CYCLE: *Any*

DIET: *Omnivore*

INTELLIGENCE: *Exceptional*

TREASURE: *G (reduce coinage by 90%)*

ALIGNMENT: *Chaotic evil*

NO. APPEARING: *1*

ARMOR CLASS: *4*

MOVEMENT: *15*

HIT DICE: *5*

THACO: *15*

NO. OF ATTACKS: *3*

DAMAGE/ATTACK: *1-6/1-6/1-3 or by weapon type*

SPECIAL ATTACKS: *Hurl rocks*

SPECIAL DEFENSES: *See below*

MAGIC RESISTANCE: *Nil*

SIZE: *S (4' tall)*

MORALE: *Steady (12)*

XP VALUE: *420*

Believed by some authorities to be a subrace of leprechauns, the red caps are closely related to the far darrig and geannacanac. Red caps are remarkably strong, having strengths of 18 (+ 2 to weapons damage). Red caps occupy abandoned castles and towers, from which they drop rocks onto passersby for 1-4 hp damage per 10' fallen. The red caps use the victim's blood to dye their hair and caps. Though they aren't undead, the red caps may be turned by a cleric as shadows because of their innate terror of priests. Only swords (magical or not) of all weapons will do damage to these creatures; spells have normal effects, however. Red caps have long claws and sharp teeth which they use in combat. Red caps often (70%) carry staves, of which 10% are magical.

## Saint Elmo's fire

Saint Elmo's fire are will-o'-wisps that live over water. They usually appear before a violent storm, during which they feed off the life-force of the dying sailors.

## Skovtrolde

The skovtrolde are neutral-evil wood trolls found in dark forests. Their statistics are the same as for normal trolls, except for these changes: #AP 1-20; HD 8; THACO 13; SZ L (8' tall). They have low to average intelligence and often make their lairs in trees. Some skovtrolde (30%) carry crude long bows; their arrows are -2 to hit and do 1-4 points damage. These wood trolls have skin that is dark-green and covered with brown blotches. It is 85% likely that the skovtrolde will not be seen in a vegetated environment. If 15 or more trolls are present, they are 70% likely to have treasure type E.

## Holbytla



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