

Dragons are not to be toyed with.

Dragon[®]

M A G A Z I N E

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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 ⁹	Faeries, generic	Daoine maithe ⁴¹ , denee shee ⁴¹ , sheehogue ⁴¹ , shingawn ⁴¹ , tylwyth teg ⁴² , wichthln ¹⁶
Aquatic ogre	Moruand ⁴¹ , murduac ⁴¹ , soetrolde ⁴¹ , skrimst ⁴⁴	Genie	Genius ²⁹ (singular form of genni), juno ³⁸ (female), lares ²⁹ , stoicheia ¹⁷
(merrow)	Furors ²⁹ , vadember ¹⁹ , wut ¹⁶	Ghost	Bhut ¹⁸ , gangferd ⁴⁴ , hantu ²⁵ , kasa ²¹ , kuei ⁵ , maneen ⁴¹ , mora ³¹ , nair ⁴⁴ , onyudu ²¹ , siabrae ⁴¹ , taidhbhse ⁴¹ , tais ⁴¹
Berserker	Bogy ⁹ , bug ⁹ , kankas ¹⁹ , koko ¹⁹	Giant, general	Athach ⁴² , jatte ⁴⁴ , orch ²⁰ , stalo ²³
Boggle	Bodachan sabhail ⁴² , bwbachod ⁴³ , bwca ⁴³ , dobie ⁹ , domovik ³¹ , fenoderee ⁴³ , grogan ⁴² , kaukas ²⁴ , kobito ²¹ , niagruisar ⁴⁴ , nisse ⁴⁴ , para ¹³ , pukys ²⁴	Giant, hill	Fanggen ³⁷
Brownie	Bwca ⁴³ , bwciod ⁴³	Giant, stone	Foawr ⁴³ , fomorian ⁴²
Buckawn	Bogy ⁹ , bodach ⁴¹ , bugan ⁴³ , bull-beggar ⁹ , busbus ¹⁹ , mormolux ¹⁷ , mumus ¹⁹	Giant, storm	Fankenmannikin ³⁷ , fomor ⁴¹ , jotun ⁴⁴ , orculi ²³
Bugbear	Bug-a-boo ⁹	Gnome	Berg-monche ¹⁶ , coblynau ⁴³ , heinzelmannchen ¹⁶ , husse ⁴⁴ , genemos ¹⁷ , gomme ¹⁴
Subrace	Apothami ¹⁷ , gandharva ¹⁸ , kentauroi ¹⁷ , kinnara ¹⁸ , kimpurusha ¹⁸ , phere ¹⁷	Goblin	Bakemono ²¹ , bogy ⁹ , coblyn ⁴³ (plural: coblynau), fossegrim ⁴⁴ , fuath ⁴² , ghello ¹⁷ , grim ⁴⁴ , kirkegrimm ⁴⁴
Centaur	Callicantzari ¹⁷	Gorgon	Catoblepas ²⁹
Subrace	Calcatris ¹⁴ , calcatris ²⁹ , icheumon ¹⁷	Griffon	Grup ¹⁷ , gryphus ²⁹ , karga ³⁹ , kirni ²¹ , senmurv ³¹ , sumargh ³¹
Cockatrice	Ce sith ⁴² , cir sith ⁴²	Grippa	Kappi ²¹
Cooshee	Hound-of-the-hill ⁹	Groaning spirit (banshee)	Aine ⁴¹ , baobhan sith ⁴² , bean chaointe ⁴¹ , bean-nighe ⁴² , bean-tighe ⁴¹ , caoineag ⁴² , caoteach ⁴² , cwn mamau ⁴¹ , gwrach y rhibyn ⁴³ , Mikanko ²¹
Subrace	Arimaspi ³⁴ , kuklops ¹⁷	Guardian familiar	Banakil ⁴⁵ , holbytl ⁴⁵ , kud-dukan ⁴⁵ , kuduk ⁴⁵ , periannath ⁴⁵
Cyclopskin	Brag ⁹ , co-walker ⁹ , fetch ⁴² , fylgia ⁴⁴ , vardogr ⁴⁴ , waff ⁹	Halfling	Arpuiai ¹⁷
Doppelganger	Gwiber ⁴³ , vipera ²⁹ , wurm ¹⁶	Harpy	Cwn mamau ⁴³ , devil's dandy dog ⁹
Dragon, general	Moko ²⁸	Hell hound	Cwn wybr43
Dragon, brass	Linnorm ⁴⁴	Subrace	Bwgan ⁴³ , doobby ⁹ , lob ⁹ , puki ⁴¹
Dragon, green	Payshitha ⁴⁴	Hobgoblin	Cwn annwfn ⁴³ , gabriel hound ⁹ , ratchet ⁹ , yellhound ⁹
Dragon turtle	Aloustina ¹⁷ (may also be oread), hulder ⁴⁴ , jashtesme ¹ , rusalka ³¹ (may also be nereid)	Hound of ill omen	Succubus (female), incubus (male)
Dryad	Jugenderinnerugen ⁴⁰	Kobold	Alp ²³ (female), mara ³⁵ , mare ⁹ , mora ¹⁹ , painajainen ²³ (female)
Duergar	Abac ⁴¹ , arndt ⁴⁰ , avanc ⁴³ , corrigan ⁴² , dvergar ⁴⁴ , dverge ⁴⁴ , dvorgurin ⁴¹ , fain ⁴¹ , guerrieron ⁴² , hairdmandle ³⁷ (plural: hairmandlene), hosegueannet ⁴² , marchen ⁴⁰ , nain ⁴² , oennerbanske ¹⁵ , poulpique ⁴² , tusse ⁴⁴ , vui ²⁸ , wui ²⁸ , zverge ¹⁶	Korred	Alraune ¹⁶ , biersal ¹⁶ , galgenmannchen ¹⁶ , oarauncle ¹⁶
Dwarf	Alfar ⁴⁴ , ellyllon ⁴³ , esprit follet ⁴² , fadet ¹⁴ , follet ⁴² , hidfolk ⁴⁴ , hulder ⁴⁴ , huldrafol ⁴⁴ , huldukona ⁴⁴ (female), liosalfar ⁴⁴ , lutin ¹⁴ , ouph ⁹ , vaettir ⁴⁴ , vattar ¹²	Leprechaun	Corriquets ¹⁴ , crion ¹⁴ , guerrieronets ¹⁴ , hommes cornus ¹⁴ , korriks ¹⁴
Elf	Daimones epichthonioi ¹⁷ , dock-alfar ⁴⁴ , henkie ⁴² , trow ⁴²		Clurican ⁴¹ , leith brog ⁴¹ , luchorpain ⁴¹ , luchryman ⁴¹ , lurican ⁴¹ , lurikeen ⁴¹
Elf, drow	Dames vertes ¹⁴		
Elf, sylvan	Cait sith ⁴¹		
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 ⁴¹ (also called fear deara ⁴¹ and redman ⁴¹)	Pixie	Meryon ⁹ , duine sith ⁴² , pobel vean ⁶ , tylwyth ⁴³
Subrace	Geanncanac ⁴¹ and red caps ⁴¹ (also called bloody caps ³³ , dunters ³³ , powries ³³ , and red combs ³³)	Phoenix	Bennu ⁸ , feng ⁵ , ho ²¹ , hwang ⁵ , o ²¹
Merman	Ben-varrey ⁴³ , ceasg ⁴² , daoine mara ⁴² , dinny-merra ⁴³ , gorgona ¹⁷ , hakenmann ⁴⁴ , havfrue ¹⁶ , havmand ⁴⁴ , maigndean-mhara ⁴² , maigndean-mhara ⁴² , maighdean na tuinne ⁴² , maremind ⁴⁴ , meerfran ¹⁶ , meerweiber ¹⁶ , morgana ⁴² , murughach ⁴¹ , watermome ¹⁶ , wut-ian uder ⁴	Roc	Angka ² , bar yachre ²² , pyong ⁵
Nereid	Naiad ¹⁷	Satyr	Callitrice ¹¹ , fauni ²⁰ , pane ¹⁷ , urisk ⁴² , silvani ²⁰
Nighthag	Cailleach bheur ⁴² , calill eaca ⁴¹ , haetes ⁹ (the ae is a ligature), hexe ¹⁶ , krisky ³¹ , nocnitsa ³¹ , plaksy ³¹	Troll	Elfor ⁴⁴ , ellefolk ⁴⁴ , foddenskkmaend ¹² (the ae is a ligature), fulde ¹² , huldre ⁴⁴ , maanvaki ¹³ , pysslinger ⁴⁴ , thusser ⁴⁴
Subrace	Makva ³ (also called a wood hag)	Subrace	Bjerg-trolde ⁴⁴ , skovtrolde ²³ (also called skogsra ²³), ragnhildur ⁴⁴
Nixie	Dracae ¹⁴ , fenetten ¹⁴ , fossegrim ⁴¹ , fuath ⁴² , hakelmann ¹⁶ , kallraden ⁴¹ , nacken ⁴⁴ , nakineiu ¹⁰ , nakk ¹⁰ , nakk ¹³ , nickelmann ¹⁶ , nikkisen ⁴³ , seemannlein ¹⁶ , stromkarl ⁴⁴ , vough ⁴²	Unicorn	Biasd na srogaig ⁴¹ , ch'i-lin ⁵ , monokeros ¹⁷
Nymph	Oread ¹⁷ (also called anemikais ¹⁷ and anemogadzoudes ¹⁷)	Vampire	Bampuras ¹⁷ , sukuyan ³⁸ , tumpaniaios ¹⁷ , upior ²⁷ , upir ³¹ , vrykolakas ¹⁷ (plural: vrykolakes)
Subrace	Oread ¹⁷ (also called anemikais ¹⁷ and anemogadzoudes ¹⁷)	Subrace	Lidevic ¹⁹
Ogre	Drakos ¹⁷ , drakaena ¹⁷ (female), lamid ¹⁷ (female), malbrou ¹⁴ , tengu ²¹ , yamauba ²¹	Werewolf	Borbolakas ¹⁷ , kuldottfarkas ¹⁹ , legarou ³⁸ , loup-garou ¹⁴
Ogre magi	Oni ²¹	Subrace	Prikolics ³⁰
Orc	—	Wight	Haug-bui ⁴¹ , tuath de danaar ⁴¹ , vitr ⁴⁴
Subrace	Norke ³⁷	Will-o-the-wisp	Annequins ¹⁴ , chandelas ³² , chere dansante ¹⁴ , culards ¹⁴ , eclaireux ¹⁴ , elf fire ⁹ , ellylldan ⁴³ , fioles ¹⁴ , fuochi fatui ²⁰ , heerwische ¹⁶ , huckepoten ¹⁶ , ignis fatuus ⁴² , irrbloss ⁴⁴ , irrichter ¹⁶ , jack o' lanthorn ⁹ , joan-in-the-wad ⁹ , loumerottes ¹⁴ , luctenmaneken ¹⁶ , lygteman ⁴⁴ , lyktgubbe ⁴⁴ , merry dancers ⁴² , nimbleman ⁴² , rusalky ³¹ , spunkies ⁹ , swetylko ⁷ , tan noz ¹⁴
Pegasus	Arion ¹⁷	Subrace	Saint Elmo's fire ²⁶
Penanggalan	Azeman ³⁶	Wyvern	Wivre ¹⁴
		Yeth-hound	Wish hounds ⁹
		Zombie	Draugr ⁴⁴ , rawga ²³

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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Of course, then there is also the common orc, and the half-orc. Filby. Villager. - Viperhand Orcs: The orcs of Maztica, created along with Viperhand ogres and trolls just over a decade ago by the god Zaltec from evil humans. - Zakhara Orcs: Just as civilized as any other race in Zakhara. - Half-orcs, ologs, and ogrillions can also be found on Toril. See the Creature Catalog. - Norke: No connection to norkers. Mountain-dwelling orcs, perhaps with a bit of hobgoblin blood. From Dragon Magazine 158. Orc crossbreeds: - Half-orc: See PH. - Orgrillon: Offspring of a male orc and female ogre. Sterile. See the CC. - Orog: Offspring of a male ogre and female orc. See the CC. - Scorpiorc: Scorpion-orcs. Of course, he had seen many goblins in his decades in the Under-dark, in Menzoberranzan, where the ugly things were more numerous among the slaves than any other race - other than the kobolds who lived in the channels along the great chasm known as the Claw rift. Goblins could be molded into fierce fighting groups, but the amount of work that required made it hardly worth the effort. The winged horse appeared again, flying low over the battlefield then climbing gradually as it passed over the orcs, who of course threw a few spears in its direction. The rider and pegasus went up even higher as they glided over the elves. The rider meant to direct the retreat, obviously, and good fortune sent the winged horse in Tos'un's general direction. ORC is a 2-month course when soldiers take leave, solve admin. issues, adopt lessons learned, & train for next assignments. #AfghanStrong pic.twitter.com/76vNzeAukX. 10:17 PM - 17 Jun 2018. Loading seems to be taking a while. Twitter may be over capacity or experiencing a momentary hiccup. Try again or visit Twitter Status for more information. Promoted Tweet.