

Monsters

Variations

Monsters can come in variations and forms unlike the ones listed in the monster books. Variations on monsters are common in modules and other publications throughout the age.

Paralyzing attacks

Ghouls, carrion crawlers, and other creatures which paralyze but do not have an effect duration listed paralyze for 1d10+2 turns.¹⁾

Constricting attacks

See [Constriction](#).

Gaze attacks

Use rules under Dracolisk MM2 entry to determine if gaze is met, unless otherwise stated. Ranged avoiding-gaze attacks always miss, only melee has a chance to hit while avoiding gaze.

Polymorph ability

Monsters' [polymorph](#) ability is *polymorph self* unless explicitly stated otherwise.

Dragon breath

Dragon breath's damage is based on the dragon's maximum hit points, not its current hit points.²⁾

Brain moles

Brain moles always *mind thrust* with 121 strength, and do not have points to spend or lose. The brain mole *mind thrust* is more of a natural power than the standard psionic *mind thrust*. They cannot be psionically attacked as a psion, only escaped, slain "normally," or 100+ point *psionic blasted*.³⁾

¹⁾

TODO: This is sourced from official modules but we need to list the exact source(s).

²⁾

Do not nerf dragons. They are supposed to be scary.

³⁾

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From:

<https://old.demonidol.com/> - **Demon Idol**

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Last update: **2025-08-08 02:54**

