

# 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.<sup>1)</sup>

## 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.<sup>2)</sup>

## 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*.<sup>3)</sup>

<sup>1)</sup>

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)

<https://www.dragonsfoot.org/forums/viewtopic.php?t=90505>

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