

# THE MOLE MEN



**FREQUENCY:** Very rare

**NO. APPEARING:** 20-80

**ARMOR CLASS:** 4

**MOVE:** 9"

**HIT DICE:** 3+3

**% IN LAIR:** 80%

**TREASURE TYPE:** Individuals M; in  
Lair G, Q, R

**NO. OF ATTACKS:** 1

**DAMAGE/ATTACKS:** 2-5 or by weapon

**SPECIAL ATTACKS:** Ray pistol

**SPECIAL DEFENSES:** Nil

**MAGIC RESISTANCE:** Nil

**INTELLIGENCE:** Very

**ALIGNMENT:** Lawful evil

**SIZE:** M

**PSIONIC ABILITY:** Nil

**LEVEL/XP.VALUE:** 135 +4/hp

The Mole Men are subterranean dwelling humanoids native to the planet Quasar. They live in expansive tunnels far beneath the ground from whence they periodically emerge to raid the hated "surface peoples". Raids against the surface are always executed by 2-5 "mole ships", large cylindrical conveyances that can be crewed by two Mole Men, and transport up to 10 Mole Men each.

Mole Ships: 100hp, AC 2, 12" move, each equipped with a force ray canon which projects a destructive beam out to 200 yards, doing 3-30 hp to all within a 10 yard radius unless save vs. paralyzation is made.

Individual Mole Men will always be armed with a ray pistol capable of projecting two sorts of ray: A "magno-ray" that acts like a non-magical telekinesis spell cast from a 16th level magic-user, and a force beam with a range of 50 yards that does 2-12 points of damage to anyone struck. Mole Men can also deliver a vicious bite if they

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are somehow denied access to their ray pistols.

The subterranean tunnel-complexes of Mole Men will always consist of broad vaulted thoroughfares, for these creatures travel about their lair by means of levitating sleds. These sleds have 50 hp, AC 4, and move at 30". Each sled will be equipped with a ray cannon that emits a force beam out to 100 yards, doing 2-20 hp to anyone within 10 feet

that fail to save vs. paralyzation. These sleds are able to carry 2 Mole Men each, and any enclave of Mole Men will have 2-20 such vehicles.

In every Mole Man settlement, there is a 25% chance that a secret faction of lawful neutral alignment will be present. Such a faction will work clandestinely whenever possible in order to thwart the evil designs of the majority of their fellow Mole Men.

Mole Men have various shades of sickly green and yellow hued skin. Completely hairless, their bulbous heads, recessed chins and tooth filled maws make them repellant in appearance to most surface dwellers.

