

Nonafel (Cat O' Nine Tails)  
(from the Fiend Folio)  
FREQUENCY: Very rare  
NO. APPEARING: 1  
ARMOR CLASS: Parent 5,  
children' 6  
MOVE: Parent 9", 'children' 12"  
HIT DICE: 9  
% IN LAIR: 40%  
TREASURE TYPE: Nil  
NO. OF ATTACKS: 1  
DAMAGE/ATTACK: 2-20 or 1-8  
SPECIAL ATTACKS: Nil  
SPECIAL DEFENSES: See below  
MAGIC RESISTANCE: Standard  
INTELLIGENCE: Low  
ALIGNMENT: Chaotic evil  
SIZE: L  
PSIONIC ABILITY: Nil



Attack/Defense Modes: Nil

LEVEL/X.P. VALUE: VII/1,400+12/hp

At first sight this creature appears to be a large black panther with yellow, bloodshot eyes. It is usually found in caves in warm zones of the underworld. It is carnivorous and its skin has been known to fetch as much as 1,500 gold pieces.

The creature displays a most unusual dissociative power which enables it to divide into nine individual black panthers. This transformation takes place in one segment of time and appears to be instinctive, requiring no concentration on the part of the 'parent' beast. The creature will always attack a party of adventurers or any other monster it encounters, usually (90%) transforming itself as soon as its enemies are sighted and then attempting to surround the party, all nine 'children' acting in co-operative fashion as though there exists some telepathic bond between them which gives them the effective power of a corporate brain. There is only a small chance (10%) that the creature will remain in parent form before attacking, and even if this is the case the dissociation will take place after 1-2 melee rounds of combat.

If one or more of the 'children' are damaged during melee there is a 25% chance (check each melee round, but the chance is not cumulative) that the children will be re-associated to form the parent. This takes place by means of a blink operation and all the children can be re-associated so long as they are within a 50' radius (the reassociation will not take place if all children are not within a 50' radius); the children can still engage in combat during the round of their re-association.

When re-associated, the parent can regenerate 9 hit points each round, one for each of the offspring (if one or more of the offspring were unharmed before re-association, the hit points due to them from the regeneration are lost and cannot be transferred to one of their damaged brethren). Once one round of regeneration has taken place, the parent will again dissociate into

nine (or perhaps fewer, if one has been killed) offspring; again the parent can partake in combat during the melee round of dissociation. If an offspring is killed, the body will blink to the parent-body when re-association takes place, but the regeneration has no effect on that particular individual beast, and when dissociation next takes place, there will be one fewer offspring.

After the second dissociation, the whole process begins again, with a 25% chance each round that the parent will re-form if one or more of the children have been damaged.

The parent beast has 9 hit dice, each child 1 die. When the creature dissociates, the parent's hits will be divided as equally as possible between the children (so a parent of 49 hits will divide into five children with 5 hits each and four with 6 hits each).

The parent attacks as a 9 HD monster using its flail-like tail to hit for 2-20 hit points of damage. The tail is swung over the head in a manner similar to the tail attack of a wyvern.

Each child fights as a 2HD monster, using its tail in a similar manner to inflict 1-8 hit points of damage.