

SANCTUM SECORUM

Halloween 2018

Appendix
N(ightmares)

COMPATIBLE WITH

DCC
RPG

The Sanctum Secorum Podcast Presents

Halloween 2018

Appendix N (ightmares)

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A Animated Armor – Animated Brooms – Animated Corpse – Ant, Giant – Arachni-Ursidae – Argonian Mermaids – Azdorian Spider

ANIMATED ARMOR

Animated armor: Init +2; Atk strike +2 (damage as weapon (see below)); AC see below; HD 1d8; hp 5; MV 30'; Act 1d20; SV Fort +4, Ref -1, Will -3; AL N.

Commonly found within the demesne of wizards, these empty suits of armor are used as guardians to ward off unwanted trespassers. The armor can be found in several combinations, noted below.

Animated Armor Type			
Roll	Armor	Roll	Weapon
1	Leather	1	Club(1d4)
2	Studded Leather	2	Flail (1d6)
3	Hide Armor	3	Longsword (1d8)
4	Chainmail	4	Polearm (1d10)
5	Platemail	5	Great sword (1d12)

ANIMATED BROOMS

Once ordinary brooms, now magically animated. When a mess is made within the home of their master, they come out to clean it up. The brooms are unaggressive but will attack anyone caught making a mess or anyone impeding them cleaning.

Brooms: Init +1; Atk Stick -2 melee (1d2); AC 10; HD 1d3; hp 2; MV 30'; Act 1d20; SV Fort -2, Ref +4, Will -2; AL L.

ANIMATED CORPSE

Least among the intentionally created un-dead, animated corpses are normally made from local peasants who have somehow irritated a dark wizard. Normally quite feeble (yet still quicker than their zombie kin), these creatures are not intentionally used as guards but are still aggressive towards interlopers.

Animated corpse: Init +0; Atk Dagger +0 melee (1d4); AC 9; HD 1d6; hp 3; MV 30'; SP Un-Dead; Act 1d20; SV Fort +0, Ref +0, Will +0; AL N.

It is possible for a wizard to grant them greater power via the placement of phlogistanically charged gemstones. If removed, the wielder of both stones may cast the Spell "sleep" with a +4 bonus with any failure resulting in misfire. Note that non-wizard characters may attempt using this item with a d10 action dice.

Gem-fueled corpse: Init +0; Atk Dagger +0 melee (1d4); AC 9; HD 2d6; HP 6; MV 30'; SP Un-Dead, can cast *sleep* with 1d14+4 once per round; Act 1d20 (+1d14 for *sleep*); SV Fort +0, Ref +0, Will +0; AL N.

ANT, GIANT

Ant swarm: Init +5; Atk swarming bite +1 melee (1 plus sting); AC 11; HD 4d8; MV fly 40'; Act special; SP bite all targets within 20' x 20' space, half damage from non-area attacks, sting (DC 5 Fort save or additional 1d4 damage); SV Fort +0, Ref +10, Will -2; AL N.

Big ants: Init +0; Atk bite +1 melee (1d3); AC 14; HD 1d8+1; hp 6 each; MV 40'; Act 1d20; SV Fort +4, Ref +2, Will +0; AL L.

These ants are about 2 feet long; a maximum of 20 can be encountered.

ARACHNI-URSIDAE

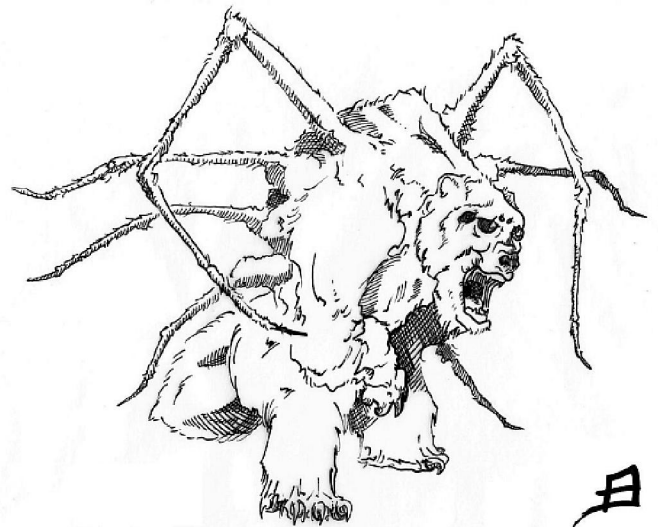
The fearsome looking arachnid-ursidae, or spider-bear, is a well-known nuisance in the forests of the dimension of Klah. Posing a danger to small game and wildlife, seldom will the creature be brave enough to attack something as large as a human target. Themselves only the size of a Chihuahua, spider-bears will often work together in small groups of 4-5. Dangerous as they may look, they are generally not considered a threat and their bark is often worse than their bite.

Spider-bear: Init +4; Atk bear claw +0 melee (1d2) or bite +1 melee (1d3 + poison); AC 11; HD 1d5; hp 3; MV 60' or 20' climb; Act 1d16; SP venom, web; Fort +2 Ref +3, Will +0; AL C.

Venom: Upon a successful bite the target must immediately pass a DC 10 Fortitude save. Failure results in the target falling unconscious for 1d3 rounds or until the save is passed.

Web: The spider-bear may empty its web gland once per day in an attempt to capture prey. The ability mimics the spider web spell found in the DCC rulebook. Treat as if a spell check result of 15 was rolled on the spell chart.

Climb: The arachnid-ursidae may use its spider appendages to climb any surface.



Arachni-Ursidae ©2016 J. Benjamin Wilson, used with permission

ARGONIAN MERMAIDS

Mermaids of Argonia, also sometimes referred to as sirens, are generally solitary and peaceful creatures. While their underlying intent is to lure others to their doom from afar, they are civil if encountered face-to-face, and attempt to strike bargains in exchange for additional souls to join the deep. It is rumored that the offspring of mermaids inherit a powerful singing voice, but so far nobody with first-hand knowledge of this has deigned to share insight on the mating process.

Finned from the waist down, Argonian mermaids tend to wear their greenish-hued hair long -- all the better to remain unseen while under the surface of the water, the tendrils flowing like kelp.

Argonian mermaid: Init +0; Atk tail slap -1 melee (1d3); AC 12; HD 3d8; MV swim 50'; Act 1d20; SP underwater stealth, captivating song, immune to charm person; SV Fort +2, Ref +2, Will +5; AL C.

Underwater stealth: Mermaids get a +8 to all opposed stealth checks when they are in their element. If magical means are being employed to detect mermaids present within range, 3 points of this bonus are negated (use Will save of +5 instead).

Captivating song: All creatures within earshot (approx. 300') must make a DC 14 Will save or be dazed for the song's duration. Anyone within range who fails the Will save does not necessarily hear the mermaid's voice; rather, they begin to hear the voices of the people they most desire to encounter (see table below). These effects cause the listener to pause in the midst of their action or movement, unable to take another step for they are so entranced by the seeming presence of their loved ones. This is often to the detriment of their own safety (the crew of a ship could very well awaken after the vessel has crashed into a reef).

If resisted, a swirl of memories fills the PC's vision for 1 round: family, friends, lovers, fellow adventurers compete for space, as the song cannot seem to lock onto one personality who might have enough of an emotional tie.

Forcing the mermaid to cease singing by physical means is difficult and may only be managed by dropping her hit points below half of her maximum. A sleep or paralysis spell is necessary to completely break her concentration and circular breathing techniques. Judges are encouraged to insert entertaining effects if other spells are cast to combat this trance-inducing ability.

As long as the song continues, anyone affected can only be roused by (a) magical means; or (b) when their hit points are reduced to 1, PCs may awaken by rolling under their current Luck. If successful, they should be given a saving throw to avoid certain doom in their current environment. If not awakened or endangered by the time the song has stopped, all affected creatures will remain in this trance-like state for an additional 2d4 rounds before rousing to continue the interrupted action.

**Roll 1d7
+Luck Mod
0 or less**

Captivating Song Effects

- | | |
|----|--|
| 1 | Ah, grandmother's lullaby. Even while dazed, you sway on your feet. When the song and its effects wear off for others, you crumple to the ground, still asleep (treat as sleep, spell result 12). |
| 2 | Your best friend from childhood is hailing you from behind. You dropped your favorite toy. The first chance you get, you're driven to turn around and seek them out (even if it means turning your back on an enemy). |
| 3 | Your mother is calling. You should come home and wash up for supper. When you come to, you have the urge to leave your current location—by any means—lest she tell your father you've disobeyed. |
| 4 | The foe you have longed to confront is calling you, teasing, taunting. It's as if this enemy has personally restrained you, and is waving a finger, "I'm not touching you..."
When released from the song's pull, you will immediately lash out at the creature nearest you in frustrated rage. |
| 5 | The voices of your past are judging you. You've disappointed them all horribly, leaving everything behind and just gallivanting off on some stupid adventure. When you come to, suffer a -1 penalty to all saves for 1 hour as the depression saturates your being. |
| 6 | The object of your heart's desire is trapped nearby, in a place you are afraid to tread. A DC 14 Will save is required immediately: if failed, you are freed from the paralyzing effects of this trance and will blindly venture in search of this person, as if sleepwalking. |
| 7 | Your dearest. But...you watched your love die. You prepared the burial ground, even took place in the ceremony. Where is her voice calling from? It's calling you to join... When the song's echoes fade away, you feel driven to return to her burial ground as soon as it can be arranged. |
| 8+ | You have been away from home for far too long. If a DC 10 Will save is failed, the lilting tone of your <i>objet de désir</i> has your blood pumping faster. Anything you are told to do while entranced is done with gusto, as you pave the way to being finished with this place and return to the person whose mere voice arises your lust... When the song is replete, you, sadly, are not; but gain a +1 bonus to attack rolls for the rest of the day as you work out your frustrations. |
| | Your loved ones have gathered here today to praise you and all you have accomplished thus far in your journeys. Family, friends, dalliances—all are highly impressed with your bravery, and you feel your chest puffing up in pride as such inspiration is heaped upon you. When released from this song, you carry this confidence with you for another 1d6 hours, granting a +1 bonus to all attack rolls, spells cast, and saving throws. |

AZDORIAN SPIDER

The Azdorian spider is a fearsome hybrid of a giant spider crossed with that of an equally as large scorpion. The creature stands almost as large as a horse, scaling walls or crawling using its eight legs, and using its scorpion tail to impale prey, paralyzing those not felled by the vicious attack. Three large white orbs glow faintly, serving as the creature's eyes, giving it excellent vision. Several adventurers have lost their lives battling the creature, being unaware that the web it nests in also serves as a semi-sentient organism. The web can be made to attack by simple electrical impulses from the spider, sending silent ropelike strands to reach out in an attempt to attack the poor unsuspecting party.

Azdorian spider: Init +1; Atk tail sting +2 melee (1d8 plus paralysis) or bite +2 melee (1d6); AC 14; HD 4d8; MV 30' or climb 20'; Act 1d20; SP paralysis (victim must pass a DC 12 Fortitude save or suffer paralysis for 1d8 rounds), web symbiosis, flammable web; SV Fort +2, Ref +1, Will -1; AL C.

Web symbiosis: The Cumberian spider's web is actually semi-sentient and makes 1d4 attacks per round using 1d16 as an attack die. Any victim struck must immediately make an opposed grapple check, applying any Strength bonus. Losing the check means the victim is held fast and automatically attacked

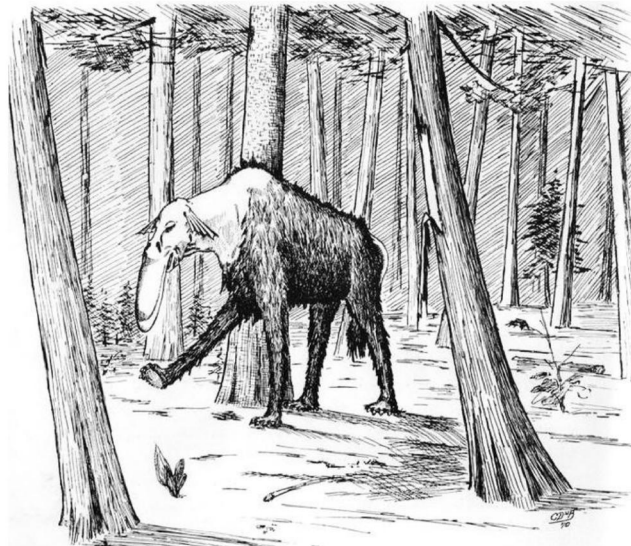
again by a new strand of web on the following round, using one of the 1d4 attacks. Grapple checks are made using -1d for each strand already entangling the victim.

Flammable web: The living web is vulnerable to fire and takes full damage from flame-based attacks. The web is AC 10 and can withstand 30 hit points before being destroyed.



Spider Scorpion Creature by Najumul Osmani. This work is licensed under a Creative Commons Attribution Noncommercial-No Derivative Works 3.0 License.

B Bammat – Bat, Giant – Batfaces – Bear Bat – Bear Crab – Bearantula – Bearboon – Beareagle – Beast of Monster Lake – Becky Til Hoppard – Behinder – Bird, Vancian – Bit-Yakin – Black Swan, Giant – Blood Rat – Blood Toad Swarm – Bone Ghost



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BAMMAT

"And the Bammat. Big, the Bammat is.. The Bammat's something hairy-like, with big ears and a long wiggly nose and twisty white teeth sticking out of its mouth—"

- Manly Wade Wellman, 'The Desrick on Yandro'

Bammat: Init +6; Atk slam +12 melee (2d12) or trample +6 melee (4d16); AC 16; HD 16d8; hp 36; MV 20'; Act 1d20; SP cold resistance; SV Fort +6, Ref +10, Will +6; AL N.

Cold Resistance: The wooly-hide of a bammat provides it with some protection against cold-based attacks and effects. The creature makes associated Fort saves with a +3 modifier.

BAT, GIANT

These massive beasts have a 15-foot wingspan and weigh 200 pounds. Voracious predators, they are often found alone – after having killed and eaten any competing creatures (including others of their kind).

Giant bat: Init +5; Atk bite +3 melee (1d5 + disease); AC 15; HD 3d6; hp 11; MV 10' or fly 60'; Act 1d20; SP disease (Fort DC 12 or permanently lose 1 Strength after 1 hour), blindsight 240'; SV Fort -2, Ref +8, Will -2; AL N.

BATFACES

"The moonlight showed several score bipeds, each about two and a half feet high. They were covered with sleek gray fur, mouselike, but had a white ruff around their necks. The faces were black and pushed in and resembled a bat's. Their ears were enormous and pointed."

- Philip Jose Farmer, *The Maker of Universes*

Small, predatory humanoids who dwell in the darkness of cliff-side warrens, emerging only by night to stealthily search for unwary prey. The batfaces speak a language of their own, and also can understand (though not speak) the common tongue.

Batfaces: Init +2; Atk claw +2 melee (1d3+1) or bite +2 melee (1 plus venom); AC 11; HD 1; hp 5 each; MV 20'; Act 1d20; SP silent, strong, soporific venom; SV Fort +0, Ref +1, Will +1; AL C.

Silent: Batfaces are capable of operating in complete silence. While this effect is non-magical in nature, its effect upon their actions is equal to that of magical silence, allowing the creatures to stealthily move up on sleeping or otherwise unsuspecting targets and surprise them. Even while in the

midst of attacking and feeding, the batfaces use this talent to avoid alerting other creatures in the area to their presence.

Soporific Venom: The soporific venom of the batfaces is capable of rapidly diminishing their victim's will to struggle. Each bite injects a small dose of venom, requiring a DC 12 Fort save to ignore. Those succumbing to the venom lose a temporary point of Personality. Once successfully injected, a DC 10 Will save is required to attempt to escape from or take action against the batfaces as the victim becomes more and more lethargic.

Strong: Unsuspecting victims grabbed by batfaces (requiring the target to be unaware or otherwise surprised) are often taken aback by just how strong these small creatures are. Escaping the grasp requires a Strength check vs. a DC of 9 + 1 per batface holding the target.

BEAR BAT

"The Nocturnal bear bat is known for its massive black leathery wings. Bear bats cannot see very well in light and have sensitive ears that can follow the echoes of their roars. The creatures sleep in large caves or hollowed out buildings while hanging upside down. They sleep in groups of ten or more."

– Dickinson Killdeer, *Dickinson Killdeer's Guide to Bears of the Apocalypse*

These fierce and feared creatures descend from the night sky on leathery wings to bring chaos and death in their wake. Even their cubs are known for their especial cruelty, carrying humans aloft only to drop them screaming earthward to their deaths. Frequently encountered in groups of ten or more (referred to as "devastations") these creatures are reputed to have been magically engineered by a mad wizard determined to commit suicide in the most horrific manner imaginable. If the legend is true, it appears that he succeeded.

Bear bat: Init +3; Atk bite +4 melee (1d14 plus poison) or grab +2 melee (1d10 plus grab); AC 15; HD 8d8; MV 40' or fly 60'; Act 1d20; SP breath weapon, poison; SV Fort +8, Ref +6, Will +3; AL C.

Breath weapon: These arcane horrors produce chloroform, which coats their teeth. Once per round a bear bat may exhale at a target within 5'. The victim must make a DC 10 Fort save or be groggy for 1d3 rounds and suffer a -1d penalty to all actions.

Grab: Victims grabbed by the bear bat must succeed in a DC 18 Strength check to break free. While the victim is held, the bear bat automatically hits with its bite attacks.

Poison: Victims bitten by the bear bat must succeed in a DC 15 Fort save or be knocked unconscious for 2d6 rounds and, after waking, continue to be groggy for an additional 1d3 turns.

BEAR CRAB

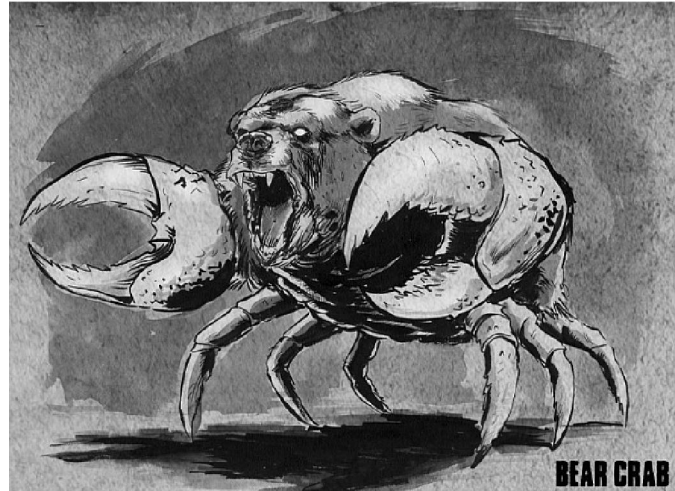
"The bear crab has been scientifically proven to give more nightmares than any other creature."

– Dickinson Killdeer, *Dickinson Killdeer's Guide to Bears of the Apocalypse*

These crustaceans are ocean dwelling in nature and are dependent on saltwater to survive. Magically constructed, bear crabs have no organs but their brains, hearts and gills. They are incredibly hard to kill and are considered by some to be immortal.

Bear Crab: Init +2; Atk bite +6 melee (1d10) or claw +4 melee (3d5); AC 22; HD 8d10; MV 20'; Act 2d20; SP regeneration, immune to critical hits; SV Fort +8, Ref +6, Will +3; AL C.

Regeneration: The bear crab regenerates 5 hit points per round. – Dickinson Killdeer, *Dickinson Killdeer's Guide to Bears of the Apocalypse*



Bear Crab © Ethan Nicolle, used with permission

BEARANTULA

"An investigation following the path of the long-sought winged horse, Pegasus, ended with the grizzly discovery of its corpse, sapped of its innards and tangled in webs in an abandoned barn in Threeson, Arizona. The discovery shocked the paranormal science community until investigators realized that the webbing the horse was encased in was made up of tarantula and grizzly bear DNA. Soon after, the researchers on the scene were snatched up by giant hairy legs, wrapped in webbing and devoured by an enormous half-tarantula, half-bear."

– Ethan Nicolle, *Bearmageddon News Network*

A horrific hybridization of spider and bear, the bearantula is capable of bringing down even some of the toughest foes. With its combination of webbing and paralytic poison, this nightmarish hell-beast is more than a match for the unwary. Commonly found in abandoned buildings with large, open spaces (such as barns, underground salt mines, etc.), the bearantula is another sign of the impending Bearmageddon.

Bearantula: +3; Atk bite +6 melee (2d5 + poison) or slam +8 melee (1d8+5); AC 15; HD 6d8; MV 40' or climb 20'; Act 4d20; SP rend for additional 1d8 damage if more than 2 slam attacks hit same target in one round, poison, webbing; SV Fort +10, Ref +6, Will +2; AL C.

Poison: The bearantula is armed with a paralytic poison injected via its bite. Victims must make a DC 18 Fort save or be paralyzed for 1d3 turns.

Webbing: In place of two of its actions, the bearantula may create a sticky web with which to entrap its prey. A creature that touches the web becomes stuck, only escaping with a DC 25 Strength or Agility check. The web can be burned off or cut with a very sharp blade by a creature not already caught (AC 16, 5 hp to free one creature).

BEARBOON (I)

"When asked for a statement Dr. David Berkpocet A.F.C. stated conclusively 'The BEARBOON will rip your face off then wipe his bright red hind parts with it.'"

– Christopher Ouellette, Bearmageddon News Network

The first of two known types of baboon/bear hybrids, this ursine-sized creature combines the aspects of a brown bear and a baboon in a misleading countenance. If encountered when its hindquarters cannot be seen, this creature can pass for a large example of an ordinary baboon, until it is too late.

Bearboon (I): Init +2; Atk bite +4 melee (1d6+5) or grab +2 melee (1d8+5 plus rake); AC 15; HD 6d8; MV 40' or climb 20'; Act 1d20; SP rake for additional 1d8+5 damage per round target is held; SV Fort +10, Ref +6, Will +2; AL C.

Rake: Once the bearboon successfully grabs a target it continues to clutch their victim in subsequent rounds. Breaking the hold requires a DC 18 Strength check. Each round the target is held (including the first) the bearboon automatically succeeds in raking its victim while additionally being able to bite.

BEARBOON (II)

"San Diego Zoo officials confirmed the zoo was placed on lock down moments after the new bearboon exhibit was opened. The raging hybrids breached their enclosure Saturday, maiming hundreds and killing at least ninety-seven people. Many zoo animals were killed as well, including three hippos, all of the flamingos, and famed elephant TV star, Quentin Snuffly, best known for her role in car insurance commercials."

– Mike Weber, Bearmageddon News Network

The second of two known types of baboon/bear hybrids, this creature, while smaller than its cousin, is no less dangerous. A baboon with the head and claws of a bear, this bearboon combines the ferocity of a bear with the agility and speed of a baboon. To make them even more terrifying, these bearboons hunt in packs.

Bearboon (II): Init +5; Atk bite +4 melee (1d8+2) or claw +3 melee (1d6+2); AC 15; HD 3d8; MV 30' or climb 30'; Act 3d20; SP piling; SV Fort +4, Ref +6, Will +2; AL C.

Piling: If a single bearboon scores two claw hits in a round, subsequent attacks made by other bearboons in the same round gain a +1 bonus to hit and damage. This bonus is cumulative for each bearboon that piles onto a single, hapless target.

BEAREAGLE

A beareagle is a large magical beast resembling a winged bear with the beak of an eagle. Its wingspan often exceeds 20' and it can weigh upwards of 800 pounds. Beareagles live in forested mountains, just beneath the tree-line. Beareagles are particularly fond of dwarven flesh and are known to stake out the hidden byways leading into dwarven mines so as to ambush the unwary.

Beareagle: Init +2; Atk bite +9 melee (2d6) and claw +5 melee (1d6); AC 17; HD 6d10; MV 40', fly 80'; Act 2d20; SP terrifying screech; SV Fort +7, Ref +8, Will +4; AL N.

Terrifying screech: Prior to entering combat the beareagle releases a bloodcurdling screech. The shrieking cry is enough to shake even the most hard-bitten of travelers. All targets within

earshot must make a DC 16 Will save or be frozen in terror for 2d3 rounds

BEAST OF MONSTER LAKE

Towering 30' tall with a shell that is easily 50' around, this crab-like aberration is found within the aptly named "Monster Lake." While it may have evolved from some sort of crab, as evidenced by its shell, pinchers, and eye stalks, it is far more than just a giant crab. The fore of its shell is open, revealing a horrific face with a gaping maw and another set of brightly burning eyes that seethe with radioactive fire.

Beast of Monster Lake: Init +4; Atk 2 claws +10 melee (2d16 each) and bite +10 melee (1d24), or rad-vision; AC 20; HD 10d8; MV 60'; Act 2d20+1d16 (or special); SP rad-vision, rend; SV Fort +10, Ref +10, Will +10; AL C.

Rad-Vision: In lieu of attacking physically, the beast's glowing eyes can generate waves of crackling red energy capable of turning a target into a gelatinous mass in short order. All targets within a chosen 20' radius must succeed in a DC 15 Reflex save or be bathed in destructive radioactive energy. Those caught in the blast suffer 3d14 damage and a loss of 1d5 points of Stamina as the flesh sloughs off their bones. Survivors may heal the damage as normal, but the Stamina loss caused by the radiation is permanent.

Rend: Upon hitting a single target with both claws, the beast may immediately attempt to rend the foe in two by squeezing and pulling with its massive pinchers. The target takes an additional 3d24 points of damage and slain foes are immediately bisected in a horrifically gory fashion. Creatures greater than 20' in size (height or length) are immune to this attack due to their greater bulk.

BECKY TIL HOPPARD

"Junius Worral reckoned to win her with a love charm ... [he] went up to her cabin to court her and didn't come back, and the law found his teeth and belt buckle in her fireplace ashes; and when the judge said just prison for life, a bunch of the folks busted into the jail and took her out and strung her to a white oak tree. When she started to say something, her daddy was there and he hollered, 'Die with your secret, Becky!' and she hushed and died with it, whatever it was."

– Manly Wade Wellman, "Where Did She Wander?"

To most, she was known simply as a beauty with strange, dark ways. To her peers, however, Becky Hoppard was the witch-girl with the emerald eyes shared by every member of her family line. Though her father dug the grave and set the large stone, she wasn't put in the ground. Her folks "said some words and burnt some plants" and that was it.

Since dying, Becky hasn't gotten around much. She's been kept in the family house by future generations, kept up to date on all the gossip of the land and trails by her caretaking descendants. She is keen on meeting traveling newcomers. Since everybody knows everybody else up here, Flatlanders are the best choice for renewing her spirit. Even better: If one of the local folk done one of the Hoppards wrong, set the visitors with the task of taking care of the problem. They'll surely want to visit Becky again for their "reward"... She resides in a large room with a soot-encrusted fireplace set in the rock wall, and most commonly greets her guests from a wooden armchair set beneath an enormous pair of deer horns.

Pencil-thin brows top slanty, Hoppard-green eyes, and teeth with porcelain as white as the Almighty intended gleam in an unholy smile from blood-red lips. Her grossly stretched-out neck is supported by a large scarf, tied tight as a bandage.

Becky Til Hoppard, un-dead witch: Init +0; Atk claw +0 melee (1d4) and special (see below); AC 8; HD 6d6; hp 26; MV 0'; Act 1d20; SP love curse, cantrip (+5 spell check), rejuvenating blaze, immobile, vulnerable to silver, immune to mind-affecting spells, protective family; SV Fort +2, Ref N/A, Will +8; AL C.



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Love curse: The bold green eyes aren't the only thing passed down in the Hoppard family. Through oral tradition, Becky learned a spell-like ability that takes effect as a curse: "Stay and give me your life," she says with a sing-song quality affecting up to 1d4 targets in the room. With a failed DC 18 Will save, targets will be fervently willing to extend her longevity by nearing the flames. If saved, targets must make a follow-up DC 12 Will save the following round before attempting any action.

Cantrip: Becky will often use the cantrip spell to distract unwilling targets or lure them toward the rock wall at the back of her chamber.

Rejuvenating blaze: When targets reach within 10' of the cauldron-sized fireplace, Becky need only narrow her eyes for the old hearth magicks to spark to life. With a sudden roar of flame, each target takes 1d8 fire damage (DC 15 Ref save for half) and lose 1 Stamina per round of proximity. If anyone is unfortunate enough to fall—or be pushed—into the blaze, they

lose 1d4 points of Stamina per round and 2d8 fire damage (no save) as they are engulfed. Pushing oneself out of the hearth takes a full action, during which the victim loses an additional 1d2 points of Stamina and 1d8 fire damage (DC 18 Ref save for half). Conversely, Becky Til Hoppard gains any Stamina points lost in this fashion, and may gain mobility (requires 10 Sta).

Immobile: While she can gesture with her hands, until she gains 10 Stamina by way of the rejuvenating blaze, Becky cannot rise to her feet. As such, she may not be affected by most functions of turn unholy (though she may be destroyed). If attacked, she cannot deflect blows, but she may push herself out of the armchair with a cry for a +3 AC bonus against one attack, leaving herself—and her neck—prone until assistance arrives. Likewise, without the Stamina gain, she cannot hold her head upright if the scarf is removed from her neck.

Vulnerable to silver: Contact with silver weapons or items causes an additional 1d4 damage to the un-dead crone. 12 hit points of silver damage will cause her body to go limp, head lolling in her lap as the "words and plants" are rendered null and her neck loses its ability to stay upright.

Protective family: At a mere yell from the witch, at least two of her descendants rush to her aid, ready to lay flat any poor soul who dares upset their dear ol' Becky.

Hoppard kin (2d3): Init +3; Atk club +3 melee (1d4+1) or hatchet +3 melee (1d6+1); AC 11; HD 3d12; MV 30'; Act 1d20; SP familial loyalty; SV Fort +5, Ref +3, Will +2; AL C.

Familial loyalty: The young Hoppards are not only tasked with protecting ol' Becky, but their sense of familial duty is so ingrained that they gain a +5 bonus to Will saves against any attempts to turn them away from their great-great-great-aunt-once-deceased's care.

BEHINDER

"And what," said Mr. Yandro, "might the Behinder look like?"
 "Can't rightly say, Mr. Yandro. For it's always behind the man or woman it wants to grab."

- Manly Wade Wellman, 'The Desrick on Yandro'

Behinder: Init +3; Atk bite +6 melee (1d14) and claw +4 melee (1d8); AC 17; HD 3d10; hp 16; MV 40'; Act 2d20; SP backstab, stealth; SV Fort +4, Ref +8, Will +4; AL C.

Backstab: A behinder generally catches its opponent unaware with its first attack. The creature has a +4 backstab bonus and a hit is automatically treated as a critical.



The Hidebehind is in the Public Domain

Stealth: For purposes of hiding behind objects a behinder is treated as having both Sneak Silently and Hide in Shadows at +10.

The behinder achieves its mastery of stealth via its incredibly elastic form. It is capable of drawing in its body to be no wider than the smallest of saplings nor taller than the smallest shrubs.

BIRD, Vancian (I)

"They were garish garrulous creatures, pigmented red, yellow, blue, with long necks, jerking inquisitive heads, an inherent irreverence which no amount of discipline or tutelage could overcome."

- Jack Vance, *The Last Castle*

Their original racial name having been lost to history, these multi-winged creatures are simply referred to as "birds." Insufferable, odious, and insulting in their mannerisms, the birds are an intelligent and gregarious race of roughly humanoid appearance but bearing three sets of wings with which to propel them through the air. Despite their disagreeable nature, they are quite clever and can carry out a multitude of tasks. The birds of earth are bound by the presence of a "syrup sack," which replaces their normal digestive process with one specially engineered for man-made nutritional syrup.

The birds are amazingly fast in the air and are capable of prolonged flight at speeds of 50 mph or more. This is reflected in their MV attribute as the second number. For ordinary combat and close maneuvering, their speed is greatly reduced by the need of finer movement versus sprinting through the sky.

Bird, Vancian: Init +0; Atk claw +4 melee (1d6); AC 14; HD 1d8+1; hp 6; MV 20' or fly 60'/700'; Act 1d20; SP syrup dependent; SV Fort +0, Ref +5, Will +0; AL C.

Syrup Dependent: Having been transformed and now bred as a servant race for humanity, the birds are reliant on man for their nutritional needs. The genetically-spliced "syrup sacks" on their backs allow them to digest the nutritional syrup to the exclusion of all things and the natural digestive processes of the creatures have long since atrophied away. While birds do not need to eat any more or less often than most creatures, their diet is wholly centered around the syrup and, without a source of the syrup, they will starve.

BIRD, Vancian (II)

Vancian Birds are a peculiar sight. While undoubtedly flying creatures, their nearly-skeletal forms could be mistaken for humanoids, if not for the wings...the wings that hoist them airborne with but a single step of momentum...the wings that make scratching sounds with every flexion...the wings that, when fully expanded, appear to have multiplied. Able to carry the weight of two humans (or one with medium armor), a single Bird has considerable strength in its hind legs, its musculature plain to the eye. When assigned in groups of up to six, larger cargo can be rigged together with multiple leads.

These Birds have a peculiar temperament; while cocky and bantering with each other and passer-by, they are quick to obey the humans who feed them. They are also unbelievable cowards. No amount of food can lure them into small spaces or underground, and humans have yet been unsuccessful in training Birds for any land-based combat. They are likely to take to the skies and wait — while hurling insults — for melee to sort itself out. Their talons appear to be deadly weapons, but Birds will only attack if cornered. They are exceptionally jovial when tasked with aerial strikes, and are skilled at targeting from above, often hurling simple objects such as rocks.

Bird, Vancian (II): Init +4; Atk talons +2 melee (1d6) or aerial strike +5 missile fire (1d6+2); AC 13; HD 3d10; MV 30' or fly 60'; SP aerial assault; SV Fort +4, Ref +7, Will +0; AL N.

Aerial assault: Birds gain a +3 to ranged attacks, as when carrying large objects to drop upon targets. However, when Birds are assigned to groups, they act as one unit (no separate initiatives or attacks until they drop the object or rigging).

BIT-YAKIN

Found in a cliff-face niche, the desiccated remains of Bit-Yakin are wrapped tightly in funeral bands and are adorned with jeweled bangle bracelets along with a silver headband encrusted with gems. Tampering with any of the jeweled belongings will cause the corpse to animate and attack the party foolish enough to not leave the remains intact. The corpse will wait for the characters to begin their descent, before heaving head-sized stones down upon the characters holding the stolen items.

Bit-Yakin (unique un-dead): Init +3; Atk slam +3 melee (1d8 and knocked prone) or stone toss +2 ranged (1d6 and target must pass DC:10 Reflex save or be knocked clear of the wall, suffering 8d6 damage with any roll of 6 resulting in a broken bone); AC 16; HD 6d8; hp 32; MV 30'; Act 1d20; SP un-dead traits; SV Fort +4, Ref -4, Will +2; AL C.

BLACK SWAN, Giant

These ebony giants have feathers that are black as the pupil of an eye and a 30' wingspan. The giant swans may be harnessed together in a team to pull a small boat or they may be saddled as mounts. In addition, at least one spellcaster has been rumored to have summoned these birds as familiar creatures and, in doing so, bound a group of three of them to his will.

Black Swan, Giant: Init +2; Atk bite +8 melee (1d10); AC 15; HD 6d8; hp 27; MV 20', swim 40', or fly 50'; Act 1d20; SV Fort +6, Ref +5, Will +2; AL N.



Blood Rat © 2018 Jon Hook. Used with permission.

BLOOD RAT

Blood rats are hairless creatures with tough leather skin. They have large black orbs for eyes, and a circular lamprey-like mouth. Blood rats have a gland highly sought after by wizards, for it contains a secretion that is vital in the creation of the *Vampirism* potion (per the 3rd-level Wizard spell, *make potion*).

Blood Rats: Init +4; Atk bite +2 melee (1d4+1 plus blood drain); AC 14; HD 1d6+3; MV 30' or climb 20'; Act 1d20; SP blood drain (automatic 1d4 damage per round after bite); SV Fort +4, Ref +4, Will -1; AL N.

Potion	Min. DC	Special Ingredient	Effect
Vampirism	22	Blood rat gland	Imbiber gains the ability to heal lost hit points by drinking the life blood of another. Every two hit points drained from the victim heals one hit point for the imbiber. The imbiber gains vampire fangs for 2d4 turns.

BLOOD TOAD SWARM

These creatures are most often found in dank places devoted to the worship of Bobugbubilz. Lurking within dark pools covered with a thick layer of algae, blood toads immediately swarm and attack any creature who tampers with their home, striking with their venomous bite and stripping flesh from bone,

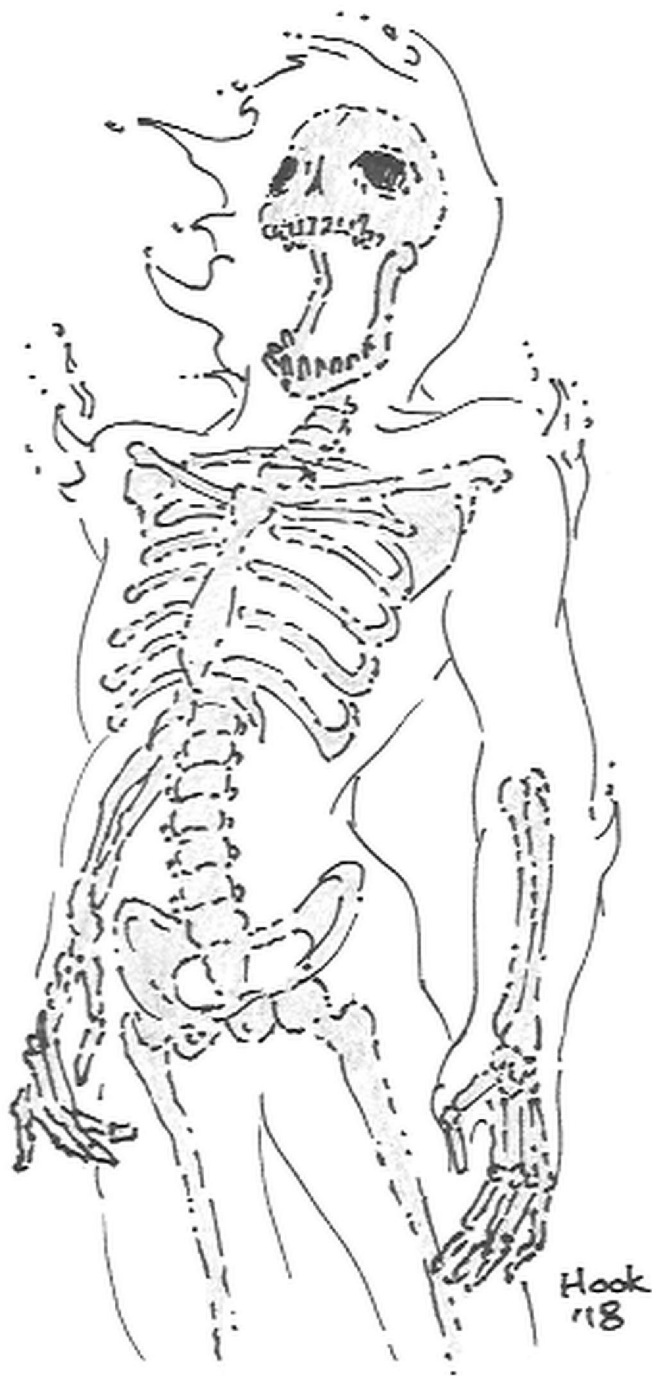
Blood toad swarm: Init +3; Atk swarming bite +2 melee (1d3 plus venom); AC 11; HD 4d8; MV hop 20'; Act special; SP bite all targets within 20' x 20' space, half damage from non-area attacks, venom (DC 10 Fort save or additional 1d4 damage); SV Fort +0, Ref +10, Will -2; AL N.

BONE GHOST

Bone ghosts are created when a wizard, aspiring to become a lich in his afterlife, steals a bone from a recently-deceased individual and uses it in an arcane ritual. The wizard who took the bone may or may not have completed his transformation into a lich, but he still has possession of the dead man's bone. The spirit of the recently deceased whose bone is defiled is forever doomed to walk the earth as a bone ghost, unless his missing bone can be returned to him. Adventurers who are able to reunite a bone ghost with his missing bone are able to successfully lay a bone ghost to rest, earning XP for defeating the bone ghost and a +1 Luck bonus for restoring a bit of harmony in the universe.

Bone Ghost: Init +2; Atk chill touch +4 melee (1d4 plus 1d4 Strength loss) or soul stare (special); AC 10; HD 2d12+2; MV fly 40'; Act 1d20; SP soul stare (see below), un-dead traits, immune to non-magical weapons; SV Fort +4, Ref +6, Will +3; AL C.

Soul Stare: A bone ghost has the ability to look within a person and assault their soul directly. When a bone ghost attempts a soul stare, it can make no other attacks that round. The bone ghost does not need to lock eyes with its victim, for it is looking beyond the adventurer's mortal flesh. The selected victim of a soul stare must succeed at a DC 16 Will save or lose 1d10 Luck.



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C Candy Man – “Cat” – Cauldron-Born – Centaur – Centipede, Giant – Con Crud – Consuming Ooze – Creeping Willow – Crocobear – Cryo-Fungus

CANDY MAN

Made up of bits of sweets and treacle, the creatures known as Candy Men exude sickly sweetness with their passing. Their cold, soulless eyes are more frosting than humours, and even their attire is made up of sticky treats. They are often armed with makeshift weapons, also made from candy.

Candy Man: Init -1; Atk bite -1 melee (1d3) or as weapon -1 melee; AC 10 + armor; HD 1d6-1; MV 20'; Act 1d20; SP candy weapons, infravision 60'; SV Fort -2, Ref +1, Will -2; AL L.

Candy weapons: The weapons of the candy men, while fragile, can be even more deadly because of their nature. Upon any hit with a natural roll of 15 or higher, a piece of the weapon breaks off and imbeds itself within the target's skin, temporarily reducing their Stamina by 1 for a duration of 1 turn. Any target whose Stamina is reduced to zero in this fashion goes instantly into a coma and must be recovered.



Peppermint Butler by Eric T. Asaris. This work is licensed under a Creative Commons Attribution Noncommercial-No Derivative Works 3.0 License

“CAT”

“It grew another pair of appendages toward its rearward extremity, formulated a massive head, a fat, triangular tail. Its outline flowed. It became sleek and glistening, a thing of rippling cords beneath a glassy surface. Its head developed a single faceted eye at its center.”

- Roger Zelazny, *Eye of Cat*

Last of a shape-shifting, telepathic race, from beyond the stars “Cat” is highly intelligent and an accomplished tracker. Able to use its telepathic abilities to reach out to antagonize or frighten prey, the creature takes great enjoyment from the hunt, especially of intelligent beings. While it can be reasoned with, being the last of its kind, it has no fear of death. It is, without doubt, one of the deadliest predators that walks.

“Cat”: Init +8; Atk bite +10 melee (2d10+8) or claw +8 melee (2d8); AC 20; HD 8d10+10; hp 54; MV 50'; Act 4d20; SP envelop, infravision, shape-shifting, stealth, telepathic fear, telepathy, vulnerable to electricity; SV Fort +7, Ref +8, Will +8; AL N.

Envelop: If Cat succeeds in striking a man-sized or smaller target with two claw attacks in the same round, it immediately shifts form and envelops them. This attack does no damage, but the target is now trapped within Cat's amorphous body and takes 1d8 constriction damage per round while Cat may continue to attack the target by manifesting claws and teeth internally. The trapped creature may try to cut itself out with a small weapon (such as a dagger), by inflicting 10 points of damage against AC 18.

Infravision: Cat's infravision extends for 100'.

Shape-shifting: As an action Cat may use his shape-shifting ability. Treat as the spell polymorph with a spell check of 25. In addition, Cat may change its appearance to that of naturally formed, inanimate objects matching its own mass (tree stumps, boulders, and the like). The change lasts until Cat chooses to change its form again.

Telepathy: Cat is able to detect, and communicate with, any intelligent life it chooses within a five-mile radius. In addition, it can actively read the target's mind, giving it information as to the target's whereabouts, intentions, and thoughts. Cat may use this ability to track his target. The target must succeed in a Will save vs. DC 15 to detect the mental presence of Cat (should he not make it known) and succeed in a Will save vs. DC 20 to shake the connection.

Telepathic fear: As a full round action, Cat may project feelings of fear, comingled with telepathic communication and images, to any single selected target in a two-mile radius. The selected target must make a Will save vs. DC 20 or be subjected to a -2 on all die rolls for the next 1d3 hours. Cat may only affect one target in this manner at a time but may voluntarily end the psychic barrage at any time to be able to attack a different target.

Telepathic link: Once Cat has mentally connected with a target within five miles, he may attempt to telepathically link himself to the target, allowing him mental access to the target anywhere within 500 miles. The target must succeed in a Will save vs. DC 20 to avoid the connection but receives a +5 bonus if they are aware of Cat's telepathic presence.



Medieval Zombie by Dio Mahesa. This work is licensed under a Creative Commons Attribution-Noncommercial-No Derivative Works 3.0 License.

CAULDRON-BORN

“Even as the attackers had begun to withdraw, two more riders galloped forward. They reined their horses sharply, dismounted without hesitation, and ran swiftly toward Gwydion. Their faces were pallid; their eyes like stones. Heavy bands of bronze circled their waists, and from these belts hung the black thongs of whips. Knobs of bronze studded their breastplates. They did not bear shield or helmet. Their mouths were frozen in the hideous grin of death.”

- Lloyd Alexander, *The Book of Three*

Unlike their slow-moving brethren, the cauldron-born are a foe that few have the courage to face. Stolen from their crypts by their patron-liege Arawn, the cauldron-born are tireless, silent foes with a resilience that inspires fear among even the greatest of warriors. Utterly silent other than the rasping of their armor and weapons, the cauldron-born will only give up a pursuit when they run out of energy.

Cauldron-Born: Init +2; Atk longsword +3 melee (1d8+2), scourge +2 melee (1d6+entangle, 15' range); AC 10; HD 10; hp special; MV 30'; Act 2d20; SP relentless, un-dead, patron dependent; SV Fort +4, Ref +0, Will n/a; AL C.

Relentless: The cauldron-born are immune to all but the most egregious of wounds, shrugging off arrows and sword slashes as nothing. Only critical hits reduce their body's integrity, and they can withstand a great deal of punishment – requiring critical hits equal to their current number of Hit Dice to return them to their natural state of death. They can be held at bay with magics such as protection spells but cannot be wholly turned.

Patron dependent: Imbued with power by Arawn, the cauldron-born are his favored guards and soldiers. However, there are times when an especially important task will cause the Lord of the Dead to send a group of cauldron-born beyond the borders of Annvin. Beyond Arawn's kingdom, the cauldron-born begin to weaken, losing 1 Hit Die for each week spent away. Cauldron-born reduced to 0 Hit Dice crumble to a pile of rot and cannot be reanimated, beyond the power of even the Black Cauldron.

CENTAUR

“The equine part was about the size of an Indian pony of Earth. The hides were red, black, white, palomino, and pinto. The horsehair covered all but the face. This was almost twice as large as a normal-sized man's and was broad, high-cheekboned, and big-nosed. They were, on a larger scale, the features of the Plains Indians of Earth, the faces of Roman Nose, Sitting Bull, and Crazy Horse. Warpaint streaked their features and feathered bonnets and helmets of buffalo hides with projecting horns were on their heads.”

- Philip Jose Farmer, *The Maker of Universes*

Living in a society driven by the respect of bravery won through counting coup, these plains-dwelling Hoi Kentauri were engineered using the genetic stock of North American plainsmen.

Respecting only strength and courage, the younger centaurs will often engage in single combat with a chosen target who has proven dangerous, to prove their ferocity. Success in such a combat brings great honor, while victory over many centaurs will earn their grudging respect... posthumously. The older centaurs generally will not allow too many young braves to fall before launching an all-out attack on their foes.



Centaur Sketch by Benjamin McFadden. This work is licensed under a Creative Commons Attribution-Noncommercial-No Derivative Works 3.0 License.

They are known to mutilate the corpses of their victims prior to stripping the flesh from their bones to serve in orgiastic feasts. Those they have come to respect or admire will not be mutilated prior to being devoured.

Centaur: Init +2; Atk hooves +1 melee (1d5+2), lance +3 melee (1d12+2) or war club (2d3+2), bow +3 missile fire (1d6) or bola +3 missile fire (1d4+2; Ref save vs. attack roll or be entangled for 1d3+1 rounds), or other weapon; AC 14; HD 2d12; hp 13; MV 60'; Act 1d20; SP none; SV Fort +3, Ref +0, Will +2; AL C.

CENTIPEDE, GIANT

Large Centipede: Init +3; Atk bite +3 melee (1d3 plus poison); AC 14; HD 1d6; hp 1, 6, 4; MV 40'; Act 1d20; SP poison, detect thoughts 500'; SV Fort -2, Ref +4, Will +0; AL C.

CON CRUD

This horrid creature, demonic in appearance, roams the world in search of gatherings of friends and companions, seeking to be their undoing. In its natural state the creature has silvery skin that flows like quicksilver and burning red eyes.

Con Crud: Init +4; Atk touch +6 melee (disease); AC 14; HD 4d12; hp 26; MV 30'; Act 1d20; SP disease, shape-change; SV Fort +8, Ref +4, Will +4; AL C.

Disease: Upon making physical contact with the flesh of its target (via combat or subterfuge) the con crud spreads its horrid afflictions. The target must make individual Fort saves for each disease carried and is allowed one save per week for each disease contracted.

Roll Disease

- 1 **Blood Pox:** DC 16 or lose one Stamina per day as bleeding sores erupt all over the patient's body. Highly contagious, any sentient making contact with the patient must likewise save at DC 16. Merely being within 100' requires a DC 10 Fort save to avoid contracting the disease. Those who survive the Blood Pox are forever immune against re-infection.
- 2 **Common Cold:** DC 10 or be reduced by 2 Stamina for two weeks' time while sneezing and coughing.
- 3 **Flaming Shingles:** DC 14 or have movement reduced by half as fiery red blisters envelop the patient's thighs.
- 4 **Weeping Death:** Resistant to magic, DC 16 or permanently lose one Stamina per day until save is made.
- 5 **Screaming Plague:** DC 14 or be unable to stop shrieking until temporarily mute (1d7 hours). This causes permanent damage to the vocal chords resulting in a loss of 1 Personality.
- 6 **Snotty Doom:** DC 12 or lose 1 temporary Strength and Stamina per week until a successful save is made.

Shape-change: The con crud is mildly telepathic and can change its form to resemble any single person whom their victim would expect to be present at the gathering. Drawing the features of the target from the victim's mind, the victim cannot notice any physical differences (as the appearance is based upon their memories) although onlookers may detect the deception if intentionally looking for it on a DC 15 Will save.

CONSUMING OOZE

The consuming ooze was the project of a mad mage, who created it with a mixture of curiosity and ill will. The ooze does not physically attack its targets to harm, but instead tries to pull them in. Trapped characters take 1 point of damage every round and can try to escape with a DC 20 strength check. Help from the outside lowers this to a DC 15 check. Up to three characters can be trapped inside simultaneously.

Consuming Ooze: Init +0; Atk consume +2 melee (1 per round. Strength DC20 to escape); AC 5; HD 3d6; hp 12; MV 10'; SP Vulnerable to fire and cold, Immune to weapon damage, creates ooze corpses (as above); Act 1d20; SV Fort +5, Ref -8, Will -2; AL C.

Ooze corpses: If a living being dies inside the ooze it gets re-animated into an ooze corpse after 1d30 minutes. Stats for humanoid ooze corpses can be found here while non-human ooze corpses should be improvised. Ooze corpses are aggressive towards everything alive.

Ooze Corpses: Init +0; Atk Punch +0 melee (1d3) or weapon +0; AC 10; HD 1d6; hp 4; MV 30'; SP Un-Dead; Act 1d20; SV Fort +2, Ref -1, Will -3; AL C.



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CREEPING WILLOW

"Maggie picked up a wad of the hems of her cape and skirt in one hand and used the other to push away the wet willow wands that slapped at her face and clothing. Willows in such profusion made her uneasy with their sharp-tongued leaves and the way they had of making the path ahead or anything behind them hard to see. She was glad it was not later in the day, for Gran had told her that there were willows which actually uprooted themselves to follow travelers who stayed on the road past twilight."

- Elizabeth Ann Scarborough, *Song of Sorcery*

Creeping willows occupy numerous forests of ill-repute and are known to slowly close ranks behind travelers, leaving no sign of the trail that they have just traversed. Normally not aggressive so much as curious and mischievous, if threatened the trees can lash out with a whirlwind of stinging, grasping branches. In combat the tree may lash out with 12 branches, normally striking at a single target.

Creeping Willow: Init -2; Atk branch +2 melee (1); AC 11; HD 4d10; hp 22; MV 5'; Act 12d20; SP grasp (1d4), hard to kill; SV Fort +2, Ref -4, Will +2; AL N.

Grasp: For each whip-like branch that strikes the same character, the willow receives 1d4 on an opposed Strength check to hold the character down. If the Willow wins the check, the character is held down helpless and cannot attack unless he spends the next round struggling and succeeds on an opposed Strength check.

Hard to kill: Creeping willows damaged to 0 hit points are not slain, but instead become dormant for a period of 1d3 days while they recover from the trauma of their injuries. Slaying a

creeping willow takes a minimum of 200 points of damage and such an act will incite the rage of the trees. Those who destroy a creeping willow are doomed to always have them erasing the trail behind them.



Crocobear by Mobuco © 2015. Used with permission.

CROCOBEAR

"There is no such thing as a crocobear. The idea is totally absurd. It is...arghhhh...arghhh...get it off me, get it off me... aarrrrghhhhhhhhhhhhhhh!"

– Marlin Perkins, Mutual of Omaha's Wild Kingdom

The crocobear is an unholy union of two of nature's most dangerous living predators: the North American grizzly and the Nile crocodile. Fused together by means unknown, this beast is highly dangerous and not to be underestimated. Discovered in the 1980's by late zoologist Marlin Perkins, the footage of his death at the hands of this nightmarish beast has only recently surfaced.

Unlike the crocodile with which it has been merged, the crocobear is not an ambush predator. Instead it uses surprising speed to chase down its prey. The creature firmly holds its catch and then uses its massive jaws to rapidly finish its meal.

Crocobear: Init +4; Atk bite +6 melee (2d8+4) or claw +3 melee (1d8+4); AC 18; HD 7d8; MV 40', climb 20', or swim 30'; Act 2d20; SP grab; SV Fort +10, Ref +6, Will +2; AL C.

Grab: Once successfully striking with both front claws in a single round, the crocobear grabs its target and holds them tightly. This allows the crocobear to automatically succeed with bite attacks so long as the victim is held. Breaking free of this horrific hold requires a DC 20 Strength check.

CRYO-FUNGUS

Cryo-fungus is an extremophile organism that thrives in the presence of low temperatures, explosively growing towards sources of ice and cold within range. Once in contact with its preferred environment, it blankets the nearby area in beautifully delicate and icy-white crystals shaped like frost flowers, clustering on and clinging to all sources of cold.

Cryo-fungus: Init +5 (surprise); Atk frostbite +5 melee (1 cold damage plus hallucinate); AC 10; HD 5d8; MV 5' plus special; Act special; SP gradient movement, attack all targets within 10' of a source of cold, half damage from non-area attacks, hallucinate (DC 15 Fort save or random behavior; DC of save increases by 5 for each subsequent encounter); SV Fort +0, Ref +8, Will +0; AL N.

The fungus is highly volatile and can penetrate most forms of protective clothing. When touched, the fungus is extremely cold, burning and stinging any bare skin that it touches. In addition, creatures coming into contact with the fungus or inhaling its crystalline spores are subject to a strong hallucinogenic effect that grows with subsequent exposure. The fungus gives off a sweet scent as a by-product of its metabolism that is a precursor to its effects.

Cryo-fungus cannot survive outside of its native low temperature environment for more than a few turns. If released, it will noiselessly proliferate in the direction of any source of below freezing temperatures within 60', slowly at first, and then spreading with growing speed. Its movement rate starts at 5' and doubles each round, only stopping once there are no more sources of cold within range. Thus, after one round it will have moved 5', after two rounds 15' feet, after three rounds, 35', etc.

When spreading, the cryo-fungus is completely silent and causes surprise 50% of the time, receiving a free 1d20 attack against all targets within 10' of any source of below-freezing cold. Regardless of whether the contact inflicts damage or not, creatures in the affected area must make a save or be subject to the spore's highly-psychotropic effects. Each time the target is affected, roll on the table below hallucinations manifestation, combining the results for the amalgamation of the illusion. Creatures that are affected by the hallucinations coming into contact with cryo-fungus in the future find the spores to be much more difficult to resist as their neural pathways carry residual effects from previous attacks:

D10	Hallucination
1	A leaping horde of green scorpion-things the size of weasels.
2	A grand ball where the target proceeds to be led into a dance of three galops, a triple-polka and a kind of a strutting cake-walk where the victim is obliged to raise one leg high in the air, jerk his elbows, throw back his head, then repeat the evolution with all briskness, using the other leg.
3	The target proceeds to attempt a variety of calisthenics: push-ups, skipping rope, chin-ups on a non-existent horizontal bar, etc.
4	The target perceives nearby creatures as monstrous humanoid forms. Roll 1d10 for subtype: (1) eagle; (2) spider; (3) eel; (4) goat; (5) bat; (6) lion; (7) dragon; (8) chicken; (9) wolf; (10) lizard.
5	Sparkling, dancing lights surround the target, circling in elliptical orbits.
6	Surrounded by friends. The target sees all enemies as a comforting image from the past (e.g., their kin, loved one, favorite pet, etc.).
7	Surrounded by foes. The target attacks the nearest ally.
8	The target starts spinning dizzily like a dancing mouse.
9	The target perceives everything to be moving as if underwater or in slow-motion.
10	Bright lights swirl about the area, blinding the target if looked directly into. Oddly, they provide no additional light.

D Death Dealer – Demon – Devourer of Beauty – Dog – Doroschuk – Dragon – Dreadnought – Drowning Man – Dweller in the Mist

DEATH DEALER

The Death Dealer is an un-dead reaver mounted on a great black warhorse. His eyes glow red, but no visage can be seen beneath his horned helmet. He gains a d7 deed die (as a warrior) and uses 1d24 on Table V for critical hits, with a critical threat range of 18-20.

The Death Dealer: Init +5; Atk battleaxe +1d7+2 melee (1d10+deed die+2) or longsword +1d7+2 melee (1d8+deed die+2) or searing gaze +0 ranged (1d6 plus lose action); AC 17; HD 5d12; hp 33; MV 20'; Act 1d20 + 1d14; SP un-dead traits, d7 deed die, extended crit range, control horse, searing gaze; SV Fort +5, Ref +2, Will +6; AL C.

Control horse: The Death Dealer has the power to control any horse he rides by force of will alone. A warhorse controlled by

the Death Dealer gains +4 hit points and a +4 bonus to Will saves.

The Death Dealer's Warhorse: Init +1; Atk hoof +5 melee (1d6+3); AC 14; HD 4d8+4; hp 26; MV 60'; Act 1d20; SV Fort +6, Ref +4, Will +6; AL N.

Cursed armor: The Death Dealer wears cursed half-plate armor. Anyone who dies while wearing this armor arises 1d5 rounds later as the new Death Dealer. However, the fumble die for the cursed armor is only 1d12.

Searing gaze: The Death Dealer may make a ranged attack up to 60' away with the force of his gaze. This causes 1d6 damage (deed die does not apply), and the target of a successful attack must succeed in a DC 15 Will save or be unable to act for 1 round.

DEMON

Rank	Ahriman, Lord of Anger and Greed	Baphomet, the Sabbatic Goat	Dorini, She Who Dwells in Darkness	Lilith, Mother of Monsters	Orcus, Demon Emperor of Destruction
Type I	<i>Unknown</i>	Greater Larvae	<i>Unknown</i>	Empusa	<i>Unknown</i>
Type II	Plague Reaper	Rangdayak Suanggi	<i>Unknown</i>	Lillim	Demon Mount
Type III	<i>Unknown</i>	Vanth	<i>Unknown</i>	Lamia	<i>Unknown</i>
Type IV	<i>Unknown</i>	Lillit	Brugnath	Succubus	<i>Unknown</i>
Type V	<i>Unknown</i>	<i>Unknown</i>	Cakgor	<i>Unknown</i>	<i>Unknown</i>
Type VI	Korpuz	Baal Zymymar	Doraki	<i>Unknown</i>	<i>Unknown</i>

DEMONS OF AHRIMAN

Plague Reaper (type II demon, Ahriman): Init -3; Atk redirect wounds +3 melee (special, see below); AC 16; HD 6d12; MV 30'; Act 1d20; SP inflict disease, detect good (+6 spell check), fear (5' radius, DC 12 Will save), immune to non-magical weapons, demon traits; SV Fort +6, Ref +5, Will +6; AL C.

The plague reaper has two primary means of attack: redirect wounds and inflict disease.

Redirect wounds: If the plague demon is attacked by a non-magical weapon, the attacker must make a Luck save or find that he has actually attacked himself using the same roll for attack and damage.

Inflict disease: The plague reaper casts inflict disease (a reverse of neutralize poison or disease) with a +6 spell check. The plague reaper's disease of choice is Red Death, a fast-acting, fatal disease whose symptoms include sharp pains, sudden dizziness, and profuse bleeding of the pores. Characters who contract the Red Death must be magically cured of disease or die within 1d3 + 6 turns.

The plague demon appears as a tall gaunt death shroud, dabbled with splotches of both dried and flesh blood. Atop the cloak is a hairless head covered with the desiccated skin of a withered corpse with blossoming red pustules commonly found on those infected with the red death disease. Those attempting melee with the plague reaper will realize it has no body.

Korpuz, Messenger of Ahriman (type VI demon, Ahriman): Init +7; Atk horns +16 melee (4d10+8), smoke arms +16 melee

(DC 16 Will or illusionary battle), claw +12 melee (2d8+6), or spell; AC 22; HD 15d12; MV 60' or fly 60'; Act 2d20; SP spells (+10 spell check: lotus stare, bolt from the blue, turn to stone, affliction of the gods), illusionary battle, vocal assault, molten dung, demon traits; SV Fort +16, Ref +12, Will +14; AL C.

Deities often use intermediaries to communicate directly with their worshipers and priests. Only the most fervent and powerful among a deity's clergy have any hope of interacting with their godhead. Korpuz is one of Ahriman's messengers. He is tasked with conveying his master's desires and answering his charges' prayers.

Korpuz appears to mortals as a sphinx (human head with a lion body) comprised of dried dung. It stands 4' high at the shoulder with its great rotund bulk brushing the floor. From its head two great antelope horns protrude and its eyes are stark white with no pupils.

Illusionary battle: From its chest four arms of smoke writhe. As the arms move, a din of battle is heard as if it's taking place within the smoky tendrils. Those encircled in his smoky arms must make a DC 16 Will save or be mentally trapped in battle-field realm where the skies are filled with foul-smelling smoke and the cries of the dying. The ground is wet with unending bloodshed and littered with broken bodies and arms of the dead. For each round spent in Korpuz's arms, the victim suffers a permanent point of Personality damage. The victim may attempt to break free with a successful DC 16 Will save each subsequent round until they each 0 Personality – at which point they die.

Molten dung: As it moves the outer skin cracks and superheated dung is ejected in splatterings that reach out up to 20' radius. There is a 20% chance of the molten dung striking anyone within the area of effect. If someone is struck, they must make a DC 17 Fort save or suffer major corruption.

Vocal assault: Like its master Ahriman, Korpuz's voice is a harsh and jarring mental assault. Those that hear it are compelled to kneel in obeisance unless they make a DC 15 Will save.

DEMONS OF BAPHOMET



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Greater Larvae (type I demon, Baphomet): Init +1; Atk bite +5 melee (1d7); AC 12; HD 1d12; MV 20' or swim 30'; Act 1d20; SP infravision, half damage from non-magical weapons and fire, darkness (+4 spell check); SV Fort +4, Ref +3, Will +1; AL C.

These are scarlet, worm-like proto-demons, created from the souls of those whose afterlife merits such treatment. They can speak the Infernal tongue and the common language they knew in life but cannot travel the planes of their own volition. Greater larvae have a sulfuric stench that mortals find repulsive, but which many demons treat as an aphrodisiac.

[Lesser daemonic larvae can be encountered in *Curse of Mistwood*, published by Shinobi 27 Games]

Rangdayak (type II demon, Baphomet): Init +4; Atk claw +7 melee (1d10+3 plus drain XP) or breath weapon; AC 13; HD 7d12; MV 40'; Act 2d20; SP infravision 60', demon traits, drain XP (DC 14 Will save or lose 1d6 XP; this loss cannot alter the PC's current level, but must be regained in order to progress), breath weapon (cloud of madness, 30' diameter, up to 30' away; all within must succeed on a DC 14 Will save or attack nearest creature until a save succeeds [a new attempt is allowed each round]), immunities (immune to non-magical weapons or natural attacks from creatures of 3 HD or less; half-damage from fire, acid, cold, electricity, gas), projection (can teleport back to native plane or any point on same plane, as long as not bound or otherwise summoned), read minds, critical threat range 19-20, darkness (+8 spell check); SV Fort +5, Ref +5, Will +4; AL C.

Rangdayak appears as a lizard-like woman, whose open fanged maw reveals the head of a demonic baby which is her true visage. A tail grows where her genitalia would otherwise be.

Like Suanggi, Rangdayak promotes cannibalism, but she specifically promotes the consumption of infants. She is a friend to witches and can grant any witch a +1d6 bonus to a spell check one time between full moons (once a month), in exchange for which she requires some action be fulfilled that reflects her nature. If the witch fails to keep her part of the bargain, the judge may choose any two spells during the next month and apply a -1d6 penalty to their spell checks. It is often left to the witch herself to ensure that she has done enough to "pay back" the magic loaned to her by Rangdayak. In general, the higher the bonus gained, the more that must be done to balance the scales. If the judge is in doubt, a Luck check can be used to determine whether or not Rangdayak accepts the repayment.

(Within this context, the judge must determine exactly which characters qualify as a "witch". Generally, chaotic female wizards and elves qualify, but some settings, such as *Tales from the Fallen Empire* or *Hubris*, may have classes that the judge wishes to restrict Rangdayak's favor to. The judge is always right.)

Suanggi (type II Demon, Baphomet): Init +3; Atk by weapon +8 melee (by weapon +5) or grapple +8 melee (1d4+5 plus constrict) or gaze (sleep); AC 14; HD 8d12; MV 50'; Act 2d20; SP infravision 60', demon traits, grapple (opposed Strength check vs. +5 to escape), constrict (automatic damage each round), gaze (DC 16 Will save or sleep 1d5 turns; attempt to wake allow new saves), illness (DC 16 Fort save negates), immunities (immune to non-magical weapons or natural attacks from creatures of 3 HD or less; half-damage from fire, acid, cold, electricity, gas), projection (can teleport back to native plane or any point on same plane, as long as not bound or otherwise summoned), read minds, critical threat range 19-20, darkness (+8 spell check); SV Fort +6, Ref +7, Will +8; AL C.

This demon promotes cannibalism and disease. Anyone subjected to any successful attack she makes must succeed in a Fort save or suffer 1d3 points of temporary attribute damage to Strength, Agility, or Stamina (determine which randomly each time this damage is taken). If the initial save fails, a new save must be attempted each day, or additional damage is taken. Once a save succeeds, the disease has run its course.

This demon appears as a scrawny woman with red skin and prominent horns.

Vanth (type III demon, Baphomet): Init +4; Atk tail lash +11 melee (1d8+2); AC 19; HD 9d12; hp 51; MV 40'; Act 2d20; SP infravision 60', demon traits, immunities (immune to weapons of less than +2 enchantment or natural attacks from creatures of 5 HD or less; half-damage from fire, acid, cold, electricity, gas), projection (can teleport back to native plane or any point on same plane, as long as not bound or otherwise summoned), critical threat range 18-20, spines, darkness (+12 spell check); SV Fort +8, Ref +8, Will +8; AL C.

Vanth is a bright red female demon with features that are semi-insectile and semi-chthonic. She is covered in spikes that cause 1d8 damage to any who attack her with melee weapons unless a Reflex save (DC 18) succeeds. Vanth has a bird's head emerging from her mouth; it is this which speaks when she chooses to communicate in that way. Otherwise, she can communicate telepathically.

Despite her fearsome appearance, Vanth can be summoned by wizards and elves seeking a guide in the Underworld. In this role, she acts as a psychopomp, meeting the dead and escorting them to their designated place thereafter. In the role of

guide for the dead or living through the Underworld, she may even be seen as benevolent despite her fearsome appearance.

Lillit (type IV demon, Baphomet): Init +5; Atk claw +11 melee (1d10+4 plus paralysis) or peck +9 melee (1d12+4); AC 22; HD 12d12; hp 73; MV 40'; Act 2d20; SP infravision 60', demon traits, paralysis (1d6 turns; DC 22 Will save negates), immunities (immune to weapons of less than +3 enchantment or natural attacks from creatures of 7 HD or less; immune to fire, cold, electricity, gas; half-damage from acid), projection (can teleport back to native plane or any point on same plane, as long as not bound or otherwise summoned; can project astrally and ethereally), darkness (+16 spell check), critical threat range 17-20; SV Fort +12, Ref +13, Will +10; AL C.

Lillit has the ability to appear as a beautiful woman, but her true form has a raptor-like bird's head and torso erupting from her shoulders, and her hands and feet are the claws of enormous predatory owls. In woman's form, her touch can cause paralysis (as a claw attack) but does no other damage. She seduces men for their seed, which is of value in Hell. She can speak all languages and communicate telepathically.

There are those who claim that Lillit was the consort of the first mortal man, bringing him equal parts terror and pleasure, before being banished to Hell.



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Baal Zymymar (type VI demon, Baphomet): Init +13; Atk charge +24 melee (2d12+12); AC 23; HD 25d12; hp 151; MV 50'; Act 4d20; SP demon traits, infravision 120', immunities (immune to weapons of less than +4 enchantment or natural attacks from creatures of 9 HD or less; immune to fire, cold, electricity, gas, acid), projection (can teleport at will to any location, as long as not bound or otherwise summoned; can project astrally and ethereally), breath weapon (swarm of stinging flies, 60' cone with 40' base, damage equal to current hit points, DC 23 Fort save for half; 3 uses/day), critical threat range 16-20, darkness (+20 spell check); SV Fort +15, Ref +18, Will +18; AL C.

This potent demon has power over a legion of seventy-two lesser demons. It appears as a giant (20' tall) goat-headed man with a patch of bare flesh shaped somewhat like an upside-down star on its forehead. Baal Zymymar gives off an offensive smell, not unlike that of a great goat, but muskier and strangely disturbing to those who smell it. The demon can communicate telepathically or speak in any known tongue.

Summoning Baal Zymymar for any occasion except the most important is fraught with peril, for this demon is vain, has a long memory, and has an entourage which can be sent to punish the presumptuous. However, as a demi-patron, it is possible for wizards and elves to call upon Baal Zymymar to power their spells. When a wizard calls upon Baal Zymymar for spellburn, roll 1d4 + spell level + Luck modifier and consult the table below:



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Roll	Effect
≤0	You dare disturb Baal Zymymar with so feeble a request? The caster immediately suffers 2d12 damage and must succeed in a DC 15 Will save or die. No spellburn is granted.
1	Baal Zymymar is not amused by your request. The caster immediately suffers 2d6 damage and must succeed in a DC 10 Will save or be knocked unconscious for 2d5 days. No spellburn is granted.
2	Baal Zymymar is not amused by your request. The caster immediately suffers 2d3 damage and must succeed in a DC 5 Will save or be knocked unconscious for 2d5 rounds. No spellburn is granted.
3	Baal Zymymar is not interested in your plea. The caster is not punished, but neither is spellburn granted.
4	A cloud of biting flies surrounds the caster, crawling over his flesh, up his nostrils, into his eyes, and into his clothing. This is expressed as Strength, Agility, or Stamina loss. The caster may gain a maximum of 6 points of spellburn. The vermin leave as the spellburn damage is healed, and the damage heals at half the normal rate. Finally, the caster now owes a service to Baal Zymymar, and the demon will collect regardless of the wishes of the caster.
5	A cloud of biting flies surrounds the caster, crawling over his flesh, up his nostrils, into his eyes, and into his clothing. This is expressed as Strength, Agility, or Stamina loss. The caster may gain a maximum of 10 points of spellburn. The vermin leave as the spellburn damage is healed, and the caster now owes a service to Baal Zymymar, and the demon will collect regardless of the wishes of the caster.
6	A cloud of biting flies surrounds the caster, crawling over his flesh, up his nostrils, into his eyes, and into his clothing. This is expressed as Strength, Agility, or Stamina loss. The vermin leave as the spellburn damage is healed.
7	The caster feels a portion of his soul being sliced away, where it is stored by Baal Zymymar in his palace in Hell. Spellburn is expressed as Strength, Agility, or Stamina loss. As the caster recovers, he becomes accustomed to the loss of part of his soul, but that part is never truly restored unless the caster journeys to Hell itself, seeks it out, and frees it from its bondage. From this day forward, the caster will sometimes dream of his soul's bondage in hell.
8	A gaping wound in the shape of an inverted star appears on the caster's forehead. Spellburn is expressed as Strength, Agility, Stamina, or Personality loss. The wound heals as this damage is recovered, but it forever leaves a visible scar. This scar is identifiable as the mark of Baal Zymymar by demons, and may be recognized by wizards, priests, sages, and others at the judge's discretion.
9	The power of Baal Zymymar infuses the caster, leaving him with a goaty reek that is disturbing to those who encounter it. The caster may spellburn as normal, but can take points off Personality as well as Strength, Agility, and Stamina. Moreover, for each point taken from another ability score, one must be taken from Personality (i.e., at least half of all the spellburn must come from Personality). This damage heals as normal, but damage to other attributes must be healed before Personality damage can be restored. As the Personality damage heals, the reek fades, until it finally disappears.
10	Wild Bacchanal: The caster may have up to 10 points of spellburn at no immediate cost. However, every night thereafter (up to the number of nights equal to spellburn granted), the caster is plunged into the wild orgiastic rites of Baal Zymymar in his dreams, and gets no benefits from rest (i.e., the caster does not heal damage and does not regain lost spells). The caster may become the unwitting parent of a half-demon child at the judge's discretion. Female casters do not become pregnant themselves in this case; the child is carried in a surrogate womb provided by a succubus in Baal Zymymar's entourage.
11	An offer you cannot refuse: The caster may have up to 10 points in spellburn without immediate cost, but there is a task that Baal Zymymar wishes completed within 1d30 days. If the task is not completed by that time, the caster takes 1d7 points of damage per point of spellburn gained – the cost of Baal Zymymar's displeasure.
12+	This great work is pleasing to Baal Zymymar's vanity. The caster gains 10 points of spellburn without cost but is marked somewhere upon his body with the sign of the inverted star. From this point forward, the caster rolls 1d5 rather than 1d4 on this table, but for all future spellburn requests (regardless of the result), the caster owes a favor to the demon that Baal Zymymar will make use of. If the spellburn result indicates that the caster owes Baal Zymymar a favor, this is an additional favor owed. If this result is rolled again, the die used by the caster continues up the dice chain to a maximum result of 1d8.

DEMONS OF DORINI

Brugnath (Type IV Demon, Dorini): Init +6; Atk claw +12 melee (3d8+6) or +4 *blade of darkness* +16 melee (2d10+10 plus 1d20 vs. lawful creatures); AC 22; HD 10d12; MV 50'; Act 2d20; SP infravision 100', *darkness* (+16 spell check), immunities (cold, electricity, gas, weapons of less than +3), demon traits, creature of shadow, planar travel, steed form, critical threat range 17-20; SV Fort +12, Ref +10, Will +12; AL C.

Creature of shadow: As a demon bound to darkness, Brugnath is susceptible to the magically bright light of *divine symbol*, taking an additional 2d10 damage when struck by such an empowered holy symbol and 1d6 per round spent within 100' of such a symbol. Further, Brugnath is empowered within the divine darkness of Dorini. When within *darkness* (including its own), Brugnath regenerates 10 hit points per round.

Planar travel: Brugnath can transport himself (and rider, if in steed form) anywhere within the multiverse – save for the realms of light ruled by Lorini.

Brugnath (Steed Form): Init +8; Atk hoof +14 melee (2d12+6); AC 26; HD 10d16; MV 75'; Act 2d20; SP infravision 100', *darkness* (+16 check), doom breath, immunities (cold, electricity, gas, weapons of less than +3), demon traits, creature of shadow, planar travel, critical threat range 16-20; SV Fort +12, Ref +10, Will +12; AL C.

Doom breath: The demon steed exhales clouds of gray billowing miasma. All within 200' must make a DC 18 Fort save or suffer a -5 penalty to all actions for 1 hour, as the futility of resisting oncoming doom darkens their souls.



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“Doraki, astride the great black steed Brugnath, circled the battle in the cloak of the snowstorm, maddening all those who saw him, and the tall, powerful, iron-crowned servant who was in the form of a horse demon to bear down Doraki from the World Between Time breathed out choking grayish poisoned gases over the field, deadening men’s minds and hopes.”

- Neil Hancock, *Greyfax Grimwald*

A powerful demon in its own right, Brugnath is the servant of the demon prince Doraki. Both serve Dorini, *she who dwells in the palace of darkness*, in her never-ending war upon her sister Lorini and all the forces of light. Brugnath is fearsome when he strides out into the lands but is most often encountered in its form as the demon steed of his master.

Cakgor (Type V Demon, Dorini): Init +6; Atk claw +12 melee (3d12+15) or bite +16 melee (2d10+15, DC 15 Strength check or be held helpless until released or freed); AC 25; HD 15d12; MV 60'; Act 2d20; SP infravision 100', *darkness* (+20 spell check), immunities (cold, electricity, gas, and weapons of less than +4), demon traits, creature of shadow (see previous page), freezing touch, fearful presence, planar travel, shifting forms, vulnerable to fire (double damage), critical threat range 16-20; SV Fort +12, Ref +12, Will +10; AL C.

Fearful presence: Creatures within 1 mile of Cakgor instinctively feel dread at even so distant a proximity and suffer a -1d penalty on all actions while within the radius. Intelligent creatures may make a DC 15 Will save to ignore the penalty, while still feeling the grave dread. Beings of 7 HD or greater are immune to this effect.

Freezing touch: The heart of Cakgor burns at near absolute zero, radiating outward through his form. So cold is his flesh that merely touching it inflicts 10 points of damage (factored into attack damages above) unless he wills it not to be. Fur-

ther, it allows the creature to walk across any liquid surface, freezing it solid with its steps.

Shifting forms: Cakgor is capable of assuming a number of varying forms, each more horrifying than the last. His most common are his wolf form and his body of burning wind, but judges are encouraged to create strange powers for other forms that he may take. Each of these forms brings with it a special power:

- **Death form:** As above, plus additional 4 HD; SP doom shroud.
- **Burning winds form:** As above, plus additional 100 HD; SP mind-shattering; no physical attacks.
- **Wolf form:** As above; SP icy blast.

Doom shroud: Cakgor exhales a slimish green-colored breath that extends forward at a rate of 100' per round for 1d10 rounds. Intelligent creatures caught in the shroud must make a DC 18 Will save or fall into a waking, nightmare-ridden sleep for 2d12 hours. Non-sapient creatures of 2 HD or less are immediately slain, and mundane objects that are the focus of the shroud are rent asunder with explosive force.

Icy blast: As an action, Cakgor releases a blizzard-like blast of freezing air from deep within. The gust inflicts 2d24 cold damage to a selected target and all creatures within a 20' radius of the victim.

Mind-shattering: The mere sight of Cakgor in his largest form, towering into the stars, breaks the minds of lesser creatures. Creatures of 1HD or less immediately die, gibbering in fear. Creatures of up to 5 HD must make a DC 15 Fort save or suffer heart failure and die in 1d3 rounds without magical aid. Creatures of 6-10 HD must make a DC 12 Will save or flee in terror. Beings of greater than 10 HD are immune to this power but still apply caution in dealing with the colossus of icy winds.



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“Cakgor had heard Bear’s great defiant war cry, and laughed to himself at the thought of how puny and helpless the bear would find himself should Cakgor reveal to him his presence in any one of his terrible forms. Sometimes he chose the wolf, such as his father Suneater, or the body of a burning wind, a cold blue figure that closely resembled a cloud of snow or sleet, but with a great, yawning mouth with long, jagged teeth that shone a vile greenish glow and eyes that were taller than high mountains and phosphorescent in all their dim depths. His dreadful laughter had rung out over the mountains, and took up the sound of the trees rattling dry leaves, or the grating, harsh sound of sand across parched skin.”

- Neil Hancock, *Greyfax Grimwald*

Grandchild of the dark mother Dorini, sired by Suneater and Fireslayer, Cakgor is exceptionally cruel – even for a demon – towards all who dwell within the light. Often accompanying Doraki, this demon does not serve Doraki so much as begrudgingly work with him, for Doraki is a rival to Dorini's affections.

Doraki (Type VI Demon, Dorini): Init +4; Atk claw +24 melee (2d16+8) or +6 *blade of darkness* +30 melee (2d10+14 plus 1d30 vs. lawful creatures); AC 28; HD 30d10; MV 50'; Act 2d20; SP infravision 100', *darkness* (+20 spell check), immunities (cold, electricity, gas, weapons of less than +4), demon traits, creature of shadow, poison touch, chaos lightning, critical threat range 16-20; SV Fort +12, Ref +10, Will +12; AL C.

Chaos lightning: As an action, Doraki may throw a bolt of green chaos lightning at any target within sight. The bolt's strike is rolled as a +10 ranged attack doing 3d30 points of damage. Victims who are slain explode in a cloud of singed flesh and bone dust and may only be recovered through an act of divine intervention.

Poison touch: Doraki is so corrupt and foul that any non-chaotic creature he touched must immediately make a DC 25 Fort save or suffer 10d16 points of damage. This damage is reduced by one die for every hit die of the creature touched (with creatures of 10+ HD suffering no damage). In contract, chaotic creatures touched gain 1d3 temporary HD for 1 hour.

"Up one cloud mountain, then crashing down another, the phantom warriors struggled, the prince Na'tone afoot, Doraki mounted, and loud thunder clapped and rolled across western Atlanton Earth, and great geysers of fire and lightning rolled and flashed, lighting the darkness until it was as bright as full day. Time and again, the tide turned first one way, then the other, as Na'tone and Doraki fought. The black-clad armies below howled and sent up a great cry as they saw Doraki throw the white prince down, and Brugnath reared to smash the hated figure with his coal-black forehooves."

- Neil Hancock, *Greyfax Grimwald*

Child of Dorini, and her second in command, there are few beings outside of legend who can directly stand against his awesome might. Able to change his size from that of a man to a towering, shimmering warrior of the skies, Doraki commands the obedience of all Dorini's armies, save for that of Cakgor, who bides his time waiting for its moment to crush Doraki and leave Suneater as supreme among Dorini's children.

Cruel to a fault, Doraki's mind vacillates between smug superiority and terror of failing his mother.

DEMONS OF LILITH

Empusa (type I demon, Lilith): Init +1; Atk bite +4 melee (1d8+3); AC 14; HD 3d12; MV 40'; Act 1d20; SP demon traits, charm person, limited teleport; SV Fort+3, Ref +4, Will +2; AL C.

Limited teleport: Empusa can teleport from one shadow to another.

Some say Empusa look like attractive women, but from the waist up. One leg is solid brass and the other is a donkey's. Others say that they have the form of a dog but are covered in scales and their head is that of a beautiful blonde woman. Regardless of how they appear, these are Lilith's most plentiful children. They have human intelligence and speak normally

despite their appearance. On top of charm person, they may cast 1d3 additional wizard spells.

Lillim (type II demon, Lilith): Init +5; Atk claw +7 melee (1d8+3, +1d4 to lawful creatures); HD 5d12; MV 30' or fly 60'; AC 16; Act 1d20; SP demon traits, charm person, drain personality; SV Fort +4, Ref+6, Will+6; AL C.

Drain personality: A Lillim may kiss a target creature as an action. The target must succeed at a DC 15 Will save or lose 1d3 Personality.

The Lillim are named after their dread mother. They look like attractive young women with pale skin and stark black hair. Their eyes have no pupils. A pair of jet-black bat wings sprout from their back, allowing flight. Although considered plain-looking compared to the succubi, Lillim know they are at least cute and titter and giggle constantly as if at some unspoken jest.

Lamia (type III demon, Lilith): Init +6; Atk bite +12 melee (1d10+5 plus bleeding) or spear +2 melee (1d8+7, +1d6 to lawful creatures); HD 8d12+4; MV 40'; AC 20; Act 2d20; SP demon traits, charm person (+8 spell check), eldritch hound, bleed creatures, cannibal; SV Fort +8, Ref +10, Will +9; AL C.

Bleed creatures: Lawful creatures must make a DC 19 save or bleed out, losing 1d2 Sta per round. They may spend an action to make a DC 18 Luck save to stop the bleeding. After combat, a minute's use of first aid, a potion, or magical healing will cause the bleeding to stop.

Cannibal: A Lamia who consumes the flesh of sentient humanoids may heal itself as if an aligned cleric used lay on hands successfully.

Another child with varying form, the Lamia all have the top body of a perfectly attractive woman form the top up. From the bottom they either have the body of a lion or a serpent. Regardless of their form they are the proud warriors and hunters among Lilith's children. They hunt and track their prey with the glee and pleasure. When they finally meet up with their quarry, they are ruthless and tear their opponents to shreds. Contrary to the rumors, they do not eat the children they steal, but take them to their dread mother to ensure that they are cared for. Many of these are transformed into Empusa when they come of age.

Succubus (type IV demon, Lilith): Init +8; Atk abyssal whip +12 melee (1d14+2d7 fire,+1d4 to lawful creatures) or spell; HD 14d12+4; MV 30' or fly 60'; AC 22; Act 2d20; SP demon traits, alternate form, charm person, spells, corruptive kiss; SV Fort +8, Ref+10, Will +9; AL C.

Alternate form: Succubi can assume the shapes of small and medium humanoids and usually choose female forms. The truth may only be revealed by magic.

Charm person: As powerful casters, a succubus can cast the Charm Person spell at will, using their HD as their wizard level.

Corruptive kiss: Those caught within the embrace of a succubus find themselves changing. Targets must make a DC 20 save (judge's choice) or roll 1d4: (1) minor corruption; (2) major corruption; (3) greater corruption; (4) Lilith's patron taint. The victim may use normal means in the corruption and patron taint rules to circumvent this affect.

Spells: Succubi know an additional 1d4 spells.

What is there to say that has not been said of Lilith's favorite children? They embody the ideals of mortal beauty and exist to pervert the natural order by taking advantage of said ideals. These foul ladies seek to seduce men, destroy and dethrone paragons of good and law, and to topple the churches of her hated rivals.



Succubus by Setvasi. This work is licensed under a Creative Commons Attribution-NonCommercial-No Derivative Works 3.0 License.

DEMONS OF ORCUS

Demon mount (type II demon, Orcus): Init +4; Atk claw +10 melee (1d8+2) or bite +8 melee (1d12); AC 16; HD 6d12; MV 30' or fly 500'; Act 1d20; SP demon traits; SV Fort +6, Ref +8, Will +6; AL C.

Demon mounts obey their master's commands and can be hobbled with a word whispered in the demon's ear, remaining in a location for up to 1d4+CL hours until the summoning wizard returns.

The demon mount is a chimera-like demonic steed summoned by powerful wizards to traverse great distances at an extremely high rate of speed. Regardless of the type of locomotion, they appear to move entirely silently, seeming to run on wind and nothingness with driving, pounding legs, wings, or other appendages except when a roar of sound accompanies them as they rocket into the air.

Roll on the table below three times for the mount's appearance, combining the results for the amalgamation of the mount (e.g., an eagle's head on a scaled and feathered body):

Demon Mount Appearance			
d10	Head	Torso	Locomotion
1	Eagle	Scale	Great feathered wings
2	Spider	Feathered	Eight spider legs
3	Lizard	Worm segments	Human legs
4	Eel	Turtle shell	Four lion legs
5	Goat	Human	Snake belly
6	Bat	Carapace	Bat wings
7	Lion	Dead flesh	Floating silk
8	Dragon	Fur	Biomechanical gears and wheels
9	Chicken	Clammy, rubbery hide	Rocket pods
10	Wolf	Hard metal flanks	Teleportation

DEVOURER OF BEAUTY

"Where does beauty vanish when it goes?"

"Beauty is a luster which love bestows to guile the eye. Therefore it may be said that only when the brain is without love will the eye look and see no beauty."

- Jack Vance, "Guyal of Sferè" (*The Dying Earth*)

While some believe that beauty fades with time, or with the dying of love, there is a third cause – a more malevolent cause. The devourer of beauty is the foul spirit of a suicide that has been transformed by self-loathing into a creature determined to make the world over in their own self-image.

Devourer of Beauty: Init +2; Atk touch +6 melee (see below); AC 10; HD 3d12; MV fly 40'; Act 1d20; SP un-dead traits, immune to non-magical weapons, 1d4 special abilities; SV Fort +2, Ref +4, Will +6; AL C.

Corrupting touch: Any creature touched by a devourer of beauty may be drained of their beauty (-1d4 Personality, DC 14 Fort save to resist). In addition, this touch tarnishes metals, fades pigments, withers flowers, and more (per judge's discretion).

DOGS, MUNDANE

Hound: Init +2; Atk bite +2 melee (1d4); AC 12; HD 1d6; MV 40'; Act 1d20; SP track by scent (DC 10 to remain on a trail); SV Fort +2 Ref +1, Will +0; AL N.

Favored by angry villagers around the world, hounds are capable of scenting, tracking, treeing, and sometimes even killing, the targets which they are set upon.

Irish Wolfhound: Init +3; Atk bite +2 melee (1d5); AC 14; HD 2d6; MV 40'; Act 2d20; SP formidable; SV Fort +4 Ref +3, Will +3; AL N.

Formidable: Irish wolfhounds are massive animals, with full-grown males weighing anywhere from 140-180 lbs. and they can run at speeds upwards of 40 miles per hour. The sight of a pack of wolfhounds in pursuit has often been enough to break the will of their quarry. Intelligent beings fleeing on foot and confronted with the sight of a wolfhound pack (minimum of four hounds) in pursuit must make a DC 14 Will save or immediately change their flight objective from one of escape to one of safety from the hounds (climbing up a tree, for example). A failed roll indicates that the quarry will do anything to avoid the hounds, even surrendering to the owner of the wolfhounds.

Taller than a Great Dane, yet built like a greyhound, the Irish Wolfhounds were bred from an ancient line of war hounds as many as 7,000 years ago. These hounds, or Cú Faoil (or, more simply, cú) were once solely allowed to nobility.

It is believed by some scholars that the Cú Faoil are merely the earthly shadow reflection of the Cú Stoirm, the storm hounds of Amber.

DOROSCHUK

Every man wears a hat in the village of West Kingston, and those approaching the village without hat or helm are liable to be set upon...and perhaps even killed...for West Kingston is haunted by the Doroschuk. Although these creatures look much like mortal men, their heads are so sensitive that they cannot bear to wear anything upon them.

Whether the world of the Doroschuk is a realm of never-ending dances and merriment, without any social requirements as to how one acts, or whether the Doroschuk consume their abducted victims, is open to speculation. At this point, the world of the Doroschuk is one that none has ever found. There are even some who claim that, in some ineffable fashion, the Doroschuk are capable of devouring the very rhythm of youth.

Doroschuk: Init +3; Atk fist +1 melee (1d3+1); AC 13; HD 2d8; MV 30'; Act 2d20; SP dance abduction; SV Fort +4, Ref +6, Will +2; AL C.

Dance abduction: The Doroschuk are alien creatures from another world, who seek to abduct those which exhibit even the least bit of frivolity. If they can induce their victims to dance (Will DC 10 avoids, but the natural inclinations of their victim determines the die rolled from 1d14 to 1d24), they are drawn into the world of the Doroschuk after 1d5 rounds of dancing, leaving the real world and their friends far behind.

A wizard or elf trying to learn planar step may have to intentionally join this dance in order to watch and learn the patterns made by their hands, which may be part of casting that spell.

DRAGON, Devan (Immature)

Dragons of every size can be found in the marketplace of Deva, but the young ones are especially impressionable: all it takes is a simple offer of food (or a bite snatched without leave) and they are attached to that creature for life. From that point, the dragon will follow its new friend tirelessly; it heeds any suggestions or commands; and woe betide any who attempt to attack a dragon's bonded master.

Charms are available to control unattached dragons – even those of great age and power – but these charms are null once a dragon is bonded. Unfortunately, mortal masters will likely die long before an attached dragon reaches maturity, and the dragon cannot become re-attached.

The hatchling dragons found in Deva are scaled, as one might expect, but these scales are soft and flexible. While considered small, they are larger than the average riding horse at approx. 4' high and 10' long. Their coloring is solid and vibrant with few variations in hue at this stage, and their eyes are large bright blue pools. Their wings are naught but small nubs protruding from their backs, but belying their youth, most hatchlings already have a set of flaring facial phalanges, giving them a drooping white mustache before they reach their tenth year. The younglings' teeth are needle-sharp, not yet worn down with use, and only one row has grown into their diminutive

jaws. And finally, a hatchling's talons are just as devastating as those of a full-grown dragon.

Immature dragons tend to have very limited vocabularies but are capable of expressing themselves in tones to match their masters'. This also limits the dragons' ability to progress beyond basic martial skills in their first couple of centuries, whereas mature dragons – particularly attached older dragons whose masters have discovered a way to extend their own lifespans – excel at casting spells and evoking mystical powers.

The following is an example of an immature dragon that can be acquired in Deva (such as Gleep).

Dragon, Devan (immature): Init +8; Atk 2 claws +9 (1d8+1) and bite +9 (1d12+1); AC 21; HD 8d12; hp 61; MV 40' or fly 80'; Act 3d20; SP steam breath 2/day (1d4x10' cloud, 60' range, DC 18 Fort save or ½ dragon's hp in damage [¼ with save]), hypnotic stare (DC 18 Will save or stupefied as long as gaze is held), infravision 100', charm reptiles 1/hr (all within 100', DC 18 Will save to resist), Luck giver (can grant a permanent +1 Luck bonus 1/day, only 1/month to repeated recipients), change shape 1/day (assumes all physical traits of a stallion); Fort +8, Ref +8, Will +8; AL N.

DREADNOUGHT

The Dreadnought is an arcane creation of some unknown sorcerer who it is conjectured conjured a creature out of dust, cobwebs and lint, and embedded it in a metal amulet bearing an eye.

Usually found in a pile of dust, anyone touching the amulet will have a sensation of panic and have to resist the desire to flee uncontrollably. If they fail their save, a dust devil will rise from the dust, form into the creature, and pursue the character or NPC until they are successful in their saving throw, at which point the creature will leave and search for another.

If the dreadnought is encountered in its physical form (looking like some giant dusty cornucopia lying on the ground), and the characters approach its closed eye, they will have the same panic experience when the eyelid opens.

Attacks on the dreadnought will cause it to sink down, and when killed, it will revert to a pile of dust, cobwebs and lint with an amulet buried inside.

Dreadnought: Init +2; Atk special (see below); AC 12; HD 6d10; hp 33; MV 40'; Act 1d20; SP ravaging fear, sense weakness, SV Fort +3, Ref +3, Will +3; AL N.

Ravaging fear: Each round, the dreadnought's target must make a DC 17 Will save. For each round the victim fails, they lose a temporary point of Stamina and must continue running uncontrollably. Victims will run until their Stamina reaches zero, wherein they then curl up into a ball, only reviving with full Stamina points restored after 24 hours of rest. The dreadnought will remain active until it is destroyed or until it has devoured Stamina equal to its maximum hit points.

Sense weakness: The dreadnought seems to sense the character with the weakest constitution, so this is a bane to wizards. It is rumored a clever wizard could use this amulet as a trap for other wizards or fling this amulet from a container to cause real problems for any who pick it up, or, for a person with a weak stamina (such as another wizard) – cause them to panic at the mere sight of it.



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Drowning Man © 2018 Mario Garcia. Used with permission

DROWNING MAN

These massive fish live in dark deep lakes both on the surface or underground their large eyes let them see prey from a long distance away. They move slowly in the shallows looking like large boulders. They have a fleshy lure on their head that is in the shape of a human. When thrashed in the water, air and water moving mimic the sight and sound of a person struggling in the water. When a rescuer approaches and tries to assist, the drowning man will strike lightning fast and with piercing teeth and attempt to swallow the rescuer.

If a rope is thrown and looped around the lure the fish will try to pull the thrower into the water (DC 10 Reflex Save). If several people have hold of the rope, they can try to pull the fish from the water (DC 15 Strength check). On land, the drowning man will jump around on its powerful front fins, attacking with bites and tail thrashes.

Drowning Man: Init +5; Atk bite +3 melee (1d8) or tail thrash +1 melee (1d6); AC 13; HD 3d6; MV 10' or swim 50'; Act 1d20; SP swallow whole; SV Fort +2, Ref +1, Will +3; AL N.

Swallow whole: On a critical bite attack the fish swallows the victim whole for 1d6 per round as they are squeezed and shredded by the powerful gut.

DWELLER IN THE MIST

The ghostly cosmic forces unleashed by The Death made the mingling of strange life possible, giving rise to inhuman things such as the dweller which should never have known the breath of life. The dweller in the mist is a creature of the vast marsh that borders the inland sea. Swathed in a whitish cloak and hood, the dweller navigates the waterways on a silent skiff of black wood, seeking mental life in the swamp, the aim of which is the total enslavement of mind and soul.

The dweller almost always achieves surprise in its native marsh, stalking its victims in the dreary hours when the white fogs of night began to rise from the meres and dark waters. If not detected through some magical means, the dweller chooses the moment of attack and always achieves surprise. In death, the dweller dissolves into a sticky, oily substance accompanied by a foul charnel stench.

Dweller in the Mist: Init +2; Atk SP; AC 10; HD 4d6+4; hp 20; MV 30'; Act 2d20; SP mental parasitism, paralysis field; SV Fort +0, Ref +0, Will +8; AL N.

Mental parasitism: The dweller uses its inherent mental powers to overwhelm its prey, holding their physical forms in place as it consumes their minds. At the start of combat, the dweller attempts to place a mental hold on all creatures in a 30' radius, numbing their senses. Creatures that are awake must make a DC 15 Will save or fall asleep for 1d4 hours and can only be roused with violent shaking. Creatures already asleep receive no save and are automatically held in an unconscious state.

Paralysis field: When attacking, the dweller sends a wave of fell power and evil intent which overwhelms its victims like a vast and clammy net. Characters targeted by the dweller are flooded by a mingled loathing and delight at same time a must make a DC 20 Will save; those who fail are unable to act: no combat, skill, or magic use until the effect drops. Each round thereafter that the dweller chooses to maintain the hold, the victim must make a further DC 20 Will save or lose 1d3 Personality as the character is seduced by the promise of unspeakable pleasures. Characters reaching 0 Personality are mentally consumed by the dweller. Once held, characters can only break free of the assault if the dweller is interrupted by a physical attack or through the use of a mental ability such as psionics.



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E Elemental – Elf – Experiment Man

ELEMENTAL

Elemental, Desert: Init +8; Atk slam +8 melee (2d6) or hurled object +8 missile fire (1d6, range 100'); AC 16; HD 8d8, 12d8, or 16d8; MV 50' (flight); Act 1d20 (or more); SP abrasive, cyclone, haboob, elemental traits; SV Fort +6, Ref +10, Will +6; AL N.

Abrasive: Each round, targets caught within the sandstorm of the desert elemental must make a Fort save vs. the elemental's HD+10 or suffer 1d3 points of damage as the skin is peeled from their flesh. Inanimate objects also suffer from the scouring power of the elemental (judge's discretion).

Cyclone: Once per day, a desert elemental can take a round to shape its winds into sand filled cyclonic winds. On the second round, after the cyclone is formed, the elemental transforms into a towering pillar of wind and sand 5' across and 50' tall. The dimensions of the cyclone double for every four additional HD. The cyclone lasts 1d4 rounds, and during that time the elemental hurls its targets high into the air (1d6 damage per 10' fallen). Targets in the path of the elemental's normal course of motion may dodge the attack with a successful Reflex save vs. the elemental's HD+4.

Haboob: If so ordered, a desert elemental may spread its winds and sands, creating a massive sandstorm. The size of the storm is 1 square mile per HD of the elemental and it sweeps across the land scouring all in its path doing 1d3 points of damage to everything within the storm. The haboob lasts for 2d5 hours after which the elemental dissipates back to its natural plane and cannot return for one year.

"Looking back, Rolf saw a gray maelstrom of wind and dust settling upon, or very near, the area where the fighting must have been. Loford must have managed to raise a desert elemental. The Eastern troops would be powerless to advance as long as it blasted and blinded them with sand..."

- Fred Saberhagen, *Changeling Earth*

Desert elementals are close kin to air elementals and share many of the same traits. However, desert elementals are not merely warm, living zephyrs, they are the howling manifestations of the deserts heat coupled with unrestrained winds.

The smallest desert elemental is 1,000 cubic feet (10'x10'x10') of wind and sand. Its dimensions double with every four additional Hit Dice, allowing it to grow at an alarming rate, achieving sizes of 64,000 cubic feet.

Elemental, Forest: Init +6; Atk slam +12 melee (3d5); AC 18; HD 8d8, 12d8, or 16d8; MV 40"; Act 1d20 (or more); SP path finder, trail maker, vulnerable to fire and heat, elemental traits; SV Fort +8, Ref +8, Will +8; AL N.

Pathmaker: When summoned, the forest elemental may reach out with its senses, determining where any threats to its master lay along a given route. The elemental must succeed at a DC 15 Will save to reach out for a distance in miles equal to the elemental's HD. The elemental can innately determine what along its route (living as well as environmental) poses a danger to its charges and will seek to alter the course appropriately where possible.

Trailmaker: The elemental may physically move plant life from one place to another, simply sliding it to one side with a brush of its large arms. Via this method the elemental may allow for the passage of large groups, or even armies. Once the area is clear, the elemental may return the growth to its point of origin, completely obscuring any signs of passage. All attempts to track movements so disguised are rolled at a penalty of -2d.

"He had come some fifty paces past the last human sentry before he got a direct look at his pathmaker: a forest elemental, almost tree-like in appearance, raised great gnarled limbs at some distance to Duncan's left. It was guiding him in turns and doublings, supposedly preventing the approach of any unfriendly power."

- Fred Saberhagen, *Changeling Earth*

The gentle force of life given form, the forest elemental is normally the most gentle and peaceful of all their summoned kin. Unwilling to enter combat unless strongly provoked by actions of a greatly destructive nature or forced self-preservation, the forest elemental is greatly sought after for its skill in aiding passage through woodlands.

Elemental, Snow: Init +5; Atk freezing touch +10 melee (3d8) or icy bolt +10 missile fire (2d8, range 40'); AC 18; HD 8d8, 12d8, or 16d8; MV 40"; Act 2d20 (or more); SP freezing touch, multiple limbs, vulnerable to fire, elemental traits; SV Fort +8, Ref +8, Will +8; AL N.

Freezing touch: Any creature which touches a snow elemental – whether wounded in combat or initiating a melee attack – takes an additional 4 points of cold damage.

Multiple limbs: A snow elemental will have 1d4+1 arms and receives a d20 action die for each arm possessed.

Snow elementals are immune to cold and cold-based attacks. They cannot bear the touch of fire water and will not pursue prey towards flames. They take double damage from fire attacks.

Made up of stacked spheres of snow and ice, snow elementals have expressionless faces made of coal and root vegetables. Their arms are oddly flexible sticks, and they are often found clad with scarves or hats. The air around them is unbearably cold and they freeze anything they touch.

ELF, Underearth (I)

The elves that make Underearth their home are a varied lot. Accustomed to a life of cruelty and survival, rarely will an explorer meet one of the silent striders and find the welcome "warm".

Several types can be found while delving into the claustrophobic depths; while each could be classified by subtle variations, all seem to lack any sort of skeletal structure, defying all logic.

The races are silent, rarely speaking. Instead, variations in breaths and barely-audible whistles fill the gap for communication. All variations of these pitiable creatures will resort to cannibalism when the opportunity arises.

The lack of protein in their main food source "Attercorn" leaves them deficient and instilled with a blood hunger. At any point

during battle should an Underearth elf become wounded, other elves must immediately pass a DC10 Will save to avoid turning on the wounded, killing and eating them.

Elf, Underearth (gray): Init +0; Atk cudgel+1 melee (+1d6); AC 10; HD 1d8; hp 4; MV 30'; Act 1d20; SP dark vision, boneless, move silently, steel weakness; SV Fort +1, Ref +1, Will +0; AL C.

Dark Vision: Gray elves can see in complete darkness 60', however any source of light with the equivalent brightness of daylight will affect the creature adversely causing a -1d penalty on the dice chain to all actions.

Boneless: Elves of Underearth have a different physiology than that of their above ground cousins. As a result, gray elves may squeeze through tight spaces. A typical gray elf may fit through a gap no less than 6". Keep in mind that any equipment carried may hinder this ability which is why the gray elves rarely carry much in the way of equipment.

Move silently: Use the same rules for the halfling class with regards to movement and advancement.

Steel Weakness: Touching any form of steel causes 1 point of damage per round; cuts and wounds cause +1d on the die chain for damage and heal at ½ normal rate.

Considered the fodder of the race, the gray elf can be identified by its ashen skin and black hair. Gray elves often serve as food for the more domineering variations, in addition to weaker specimens being attacked and eaten by their own.

Elf, Underearth (black): Init +2; Atk club +3 melee (1d4+2); AC 12; HD 3d8; hp 13; MV 30'; Act 1d20; SP dark vision, boneless, telepathy, move silently, steel weakness; SV Fort +1, Ref +1, Will +0; AL C.

Telepathy: Black elves have the ability to communicate by means of telepathy with all other varieties of elves residing in the Underearth. Thoughts can be exchanged within 90' for black elves.

Another variation of the Underearth Elf is considered to be on the upper tier of leadership. Skin that is the color of night itself, the black elf stands taller and is considerably stockier than their gray cousins. War parties often consist of a party of gray elves led by one, or two black elves. Black elves prefer clubs for weapons and communicate telepathically.

ELF, Underearth (II)

The hallucinogenic people from Underearth have existed from time immemorial, hidden far beneath the surface of the earth. Their primary form of nourishment is a strange hallucinogenic-grain but they hunger for human flesh. Surviving on the addictive atter-corn, as well as the flesh of the unwary, the elves of the Underearth have lithe, highly flexible bodies that allow them to pass through any opening wide enough to accommodate their heads. This adaptation, seen through all castes of the silent people, aids them greatly in their hunting for food-stuffs. In addition, they have a highly developed sense of smell and can scent atter-corn within 1000'. Like their more common kin, Underearth elves are vulnerable to iron.

Elf, Underearth (black): Init +2; Atk elven club +4 melee (1d5) or blowgun +4 missile fire (see elfshot); AC 18; HD 2d8; hp 9; MV 30'; Act 1d20; SP infravision 100', flexible form, iron vulnerability, telepathy 20', immune to atter-corn; SV Fort +2 Ref +1, Will +1; AL L.

The skin of the black elf is so dark as to appear to be made of the color black. Their visage absorbs all light, making the elf resemble a man-shaped hole in reality more than a living creature. This effect is non-magical in nature and is mediated by whatever garments are worn by the elf. In addition, the black elves have developed a strong telepathic nature and communicate by invasively speaking to and reading from a subject's mind. This may be resisted with a Will save (DC 15).

The nobility of the Underearth, black elves tend to be well equipped. In addition, they may freely move between the Underearth and the world above with the ingestion of atter-corn causing no barrier.

Elf, Underearth (gray): Init +0; Atk elven club +1 melee (1d5); AC 11; HD 1d8; hp 5; MV 30'; Act 1d20; SP infravision 100', flexible form, iron vulnerability; SV Fort +1 Ref +1, Will +0; AL C.

The most common of the silent people, the gray elves are a race of cunning savages, most of which are trapped below by their addiction to atter-corn. More clever examples of the caste manage to avoid or overcome the addiction so as to move freely into the world above to scavenge for food.

Often collecting into tribal groups numbering from a mere handful to several score, the gray elves can cooperate with one another to accomplish a common goal but are easily distracted by the scent of blood. Injury to one member of a group requires all other members to make a Will save (DC 10) or turn upon him (and others subsequently injured) in an orgy of cannibalistic violence.

There do exist examples of a quasi-split within this caste of elves. There are members who are highly intelligent, on par with the black elves, who are able to gather power and exert dominance over others.

Elf, Underearth (green): Init +1; Atk elven club +3 melee (1d5); AC 16; HD 2d8; hp 9; MV 30'; Act 1d20; SP infravision 100', flexible form, glamour (appear human), immune to atter-corn, iron vulnerability; SV Fort +2 Ref +1, Will +1; AL C.

While having a naturally green tinge to their skin, green elves have the ability to exude a glamour which makes them look to be perfectly ordinary human to all non-elves who look upon them. It is this, coupled with their immunity to atter-corn, that makes them feared as they are able to move amongst the world above undetected by anything other than rumored magics.

Movers and shakers of the Underearth, the green elves rank just beneath the black elves in the hierarchy and they are often used to further the strange and dark machinations of the masters of Underearth.

Elf, Underearth (white): Init -2; Atk elven club -1 melee (1d5); AC 9; HD 1d4; hp 3; MV 30'; Act 1d20; SP infravision 100', flexible form, iron vulnerability; SV Fort +2 Ref -2, Will -4; AL N.

The lowest caste in the Underearth the white elves are rarely seen. Most often used for basic menial tasks by their masters, these elves are responsible for grinding and distributing the atter-corn and are capable of carrying out other, simple or repetitive, tasks

EXPERIMENT MAN

The creation of the Good Doctor, the Experiment Man is a large, living humanoid created from corpses and artificial flesh. To creatures with good senses of smell, the Experiment Man reeks of death.

Experiment Man: Init +0; Atk slam +2 melee (1d4+4) or grapple +4 melee (1d5+4); AC 12; HD 4d12+8; hp 34; MV 30'; Act 1d20; SP grapple, immune to electrical attacks, damage resistance; SV Fort +6, Ref +0, Will +0; AL N.

F Felix Atrax – Following Thing – Formless Spawn – Frog, Giant

FELIX ATRON (American Lion)

Covered in short, reddish hair, these mane-less lions measure up to 8' long and stand 4' tall at the shoulder. Larger than the saber-toothed cat, the American lion can weigh over 1,000 lbs.

Felix Atrax: Init +2; Atk bite +8 melee (2d7) and claw +4 melee (1d5); AC 15; HD 6d10; hp 30; MV 30'; Act 2d20; SP ambush; SV Fort +7, Ref +8, Will +4; AL N.

Ambush: The felix atrax, or American lion, is so well adapted to its environment, and attacks with such vocal ferocity, that when in plains-based terrain it nearly always strikes with surprise. A DC 18 Reflex save allows a PC to act normally in the first round of combat.

FOLLOWING THING

It looks like a well-dressed man in a long black suit with tails, but its face is a stag skull with dead white eyes. It does not walk, but crawls on all surfaces with equal ease. Once it selects a victim, it will pursue that victim relentlessly, attempting to paralyze it with its venomous bite (DC 13 Fort save or paralyzed 1d3 rounds) in order to remove and eat its victim's eyes. It can remove and devour one eye each round from a helpless victim.

The Following Thing: Init +2; Atk bite +4 melee (1d3 plus DC 13 paralyzing venom); AC 15; HD 3d8+10; hp 30; MV 30' or climb 30'; Act 1d20; SP venom, pursue, impossible to kill, one night only; SV Fort +4, Ref +4, Will +18; AL C.

Impossible to kill: If successfully turned or slain, its body fades away with a high-pitched giggling noise, and it is forced to wait 3d6 turns (30 to 180 minutes) to reform and pursue.

Pursue: Once a victim is selected, the Following Thing can always follow it, appearing 1d6×10' away in a random direction each time an insurmountable barrier is placed between it and its prey. (The judge may wait to have the Following Thing appear so as to build up tension.)

One night only: The Following Thing is only active against its selected victim for one night; once dawn arrives the victim is no longer followed. How it chooses its victims is unknown, but some have speculated that miscast spells or the gods' great disapproval might draw it. In some tales, the Following Thing

The Experiment Man is extremely strong and durable but is not overly intelligent. He has a +4 bonus for opposed Strength checks, and if grappling an opponent does automatic damage until that opponent can escape. The Experiment Man is immune to all damage from electricity and reduces damage from all other sources by 2 points. Although considered an abomination of nature for the purposes of clerical turning, the Experiment Man is not un-dead.

appears as a punishment, sent by forsworn patrons. Few people are ever selected by the Following Thing more than once, and the Wise believe that there is only one such monster in all the multiverse.

(The wise may, of course, be wrong.)

FORMLESS SPAWN

Formless Spawn (servitor of Tsathoggua): Init +3; Atk pseudopod +5 melee (1d4 plus blood drain); AC 10; HD 8d8; MV 60' or climb 40'; Act 3d20; SP half damage from slicing and piercing weapons; SV Fort +8, Ref +6, Will +6; AL N.

Blood Drain: Upon a successful hit a formless spawn begins siphoning the blood from their prey. This bonus damage, beginning at +1, increases exponentially for each consecutive round that the spawn is attached to its victim.

FROG, GIANT

Most commonly found in scum and weed-covered pools, giant frogs hide among the weeds and beneath lily pads, instinctively attacking any creature that comes within range of their tongues. Giant frogs are approximately 5' long and weigh approximately 350 pounds.

Giant frogs: Init +4; Atk tongue strike (0 plus entrap) or bite +2 melee (1d4+1); AC 13; HD 2d8; MV 30' or swim 30' or jump 50'; Act 1d20; SP tongue, swallow whole; SV Fort -2, Ref +4, Will +0; AL N.

Swallow whole: On a natural "20", instead of the normal critical effect, a giant frog can swallow a halfling (or similar-sized creature) whole, doing 1d6 damage per round to the swallowed creature. The victim creature can do nothing that requires movement. Against larger creatures, use normal critical effects.

Tongue: A giant frog can pull in a creature with its tongue at a speed of 5 feet per round unless it makes an opposed Strength check (+2 bonus for the frog). Attacking the tongue doesn't affect a frog's hit points, but the tongue is AC 13, and can be severed with 6 hp damage from a slashing weapon or by a successful Mighty Deed. Any frog whose tongue is severed in combat will flee and hide.



Gargoyle, Graven – Ghost Light – Ghoul'ound – Goblloid – Gorgolac – Gray Demon – Grizzly Boar – Guardian Fox - Gwythaint

GARGOYLE, GRAVEN

The product of twisted craftsmanship and enchantment, the graven gargoyles bear only a passing resemblance to their fleshy kin. The gargoyles are shaped by the virtues or vices of their creator and those aspects, and their number, define the gargoyles' forms and powers. The beasts are, for all purposes, immortal, only slain by damage but never the simple passage of time.

Basic Traits: In game terms, every graven gargoyle is unique. Use the tables below to randomly create a graven gargoyle or select as you consider appropriate. Roll on the following tables as needed (I through VII) to sculpt the creature, beginning with the creature's base form and overlaying the additional traits upon that form. This can sometimes produce exotic results, like a scaly, rat-headed gargoyle with feathered wings. This strangeness is part of the oddity of the graven gargoyle. The guidelines below give additional information.

Alignment: The leanings of a graven gargoyle are determined by the virtues and vices of their creator and are thusly either lawful or chaotic. There are no neutrally-aligned graven gargoyles.

Hit Dice: Graven gargoyles use a d10 for their Hit Dice, with the number of Hit Dice determined on table I.

Actions: The gargoyle receives one d20 action die for every attack shown on tables IV through VI.

Armor Class: The graven gargoyle's armor class is equal to 15 plus its Hit Dice.

Attack Modifier: A graven gargoyle's attack modifier is equal to its Hit Dice plus 1.

Damage Dice: A gargoyle will have one or more attacks, depending on its Hit Dice, as shown on table II. The form of these attacks, as well as damage, is reflected on tables III through VII.

Initiative: A graven gargoyle's initiative modifier is equal to its Hit Dice.

Movement: A graven gargoyle's speed is shown on table I. If winged, a gargoyle flies at twice its speed.

Saving Throws: A graven gargoyle's saves are all the same, each equal to its Hit Dice.

1d20	Number of Virtues/Vices	Hit Dice	Speed	Attack Bonus
1-5	1	2	20'	+3
6-10	2	4	30'	+5
11-15	3	6	40'	+7
16-20	4	8	50'	+9

1d7	Lawful	Chaotic
1	Chastity	Lust
2	Temperance	Gluttony
3	Charity	Greed
4	Diligence	Sloth
5	Patience	Wrath
6	Kindness	Envy
7	Humility	Pride

1d14	Lawful	Chaotic
1	Human, male	Goblin, male
2	Human, female	Goblin, female
3	Elf, male	Gnoll, male
4	Elf, female	Gnoll, female
5	Dwarf, male	Bugbear, male
6	Dwarf, female	Bugbear, female
7	Halfling, male	Orc, male
8	Halfling, female	Orc, female
9	Humanoid, agender	Humanoid, agender
10	Bear	Rat
11	Lion	Ape
12	Rooster	Vulture
13	Wolf	Hyena
14	Snake	Crocodile

Lawful	Form	Attack
Chastity	Unicorn	Horn (1d8)
Temperance	Hound	Bite (1d6)
Charity	Cat	Bite (1d4)
Diligence	Rooster	Bite (1d3)
Patience	Owl	Bite (1d4)
Kindness	Hart	Antlers (2d4)
Humility	Crane	Bite (1d3)
Chaotic	Form	Attack
Lust	Ram	Horns (1d6)
Gluttony	Rhino	Horn (1d10)
Greed	Rat	Bite (1d2 + disease)
Sloth	House Fly	Acid Spittle (1d7)
Wrath	Bat	Scream (DC 15 Stun)
Envy	Catfish	Bite (1d4)
Pride	Ape	Bite (1d8)

Table V: Arms					
Lawful	Form	Attack	Chaotic	Form	Attack
Chastity	Unicorn	Hooves (2d7)	Lust	Human	As weapon
Temperance	Hound	Claws (1d4)	Gluttony	Ape	Slam (1d8+5)
Charity	Cat	Claws (2d3)	Greed	Rat	Claws (1d3)
Diligence	Rooster	Wing Buffet (1d4)	Sloth	Vulture	Wing Buffet (1d6)
Patience	Owl	Wing Buffet (1d6)	Wrath	Ghoul	Claws (1d6)
Kindness	Hart	Hooves (2d6)	Envy	Shrooman	Slam (4d4)
Humility	Crane	Wing Buffet (1d5)	Pride	Crocodile	Claws (2d3)

Table VI: Legs					
Lawful	Form	Attack	Chaotic	Form	Attack
Chastity	Unicorn	Hooves (2d7)	Lust	Goat	Hooves (2d4)
Temperance	Hound	Claws (1d4)	Gluttony	Rhino	Kick (2d7)
Charity	Cat	Claws (1d8)	Greed	Rat	Claws (2d3)
Diligence	Rooster	Claws (1d5)	Sloth	Crocodile	Tail Slap (1d10)
Patience	Kangaroo	Kick (1d10)	Wrath	Bat	Claws (2d4)
Kindness	Catfish	Tail Slap (2d8)	Envy	Octopus	Tentacles (2d8)
Humility	Elephant	Kick (1d14)	Pride	Ape	Bite (1d6)

Table VII: Monstrous Gift			
Lawful	Gift	Chaotic	Gift
Chastity	Feathered wings (flight)	Lust	Powerful legs (50' leap)
Temperance	Turn unholy (1d20+5)	Gluttony	Flame breath (15', 5d8, DC 15 Reflex for ½)
Charity	Agile (+2 AC, +1 Reflex)	Greed	Spines (+2 AC)
Diligence	Feathered wings (flight)	Sloth	Insect swarm (as DCC RPG, p. 419)
Patience	Lightning fast (+3 init)	Wrath	Bat wings (flight)
Kindness	Hypnotic gaze (<i>sleep</i> , result 16)	Envy	Stinger (1d6 + DC 15 poison)
Humility	Sonic attack (DC 15 stun, 1d6 rounds)	Pride	Feathered wings (flight)

GHOST LIGHT

Often found near forgotten, and overgrown cemeteries, these dancing balls of bluish white light do not attempt to mislead travelers (like the will-o-wisp) but will immediately attack. Anyone who has come upon a ghost light has already strayed far from the path.

Ghost light: Init +4; Atk soul burn +3 melee; AC 16; HD 2d8; MV fly 60'; SP soul burn (DC 15 Will save or -1d4 Personality loss; Personality 0 leads to death and returning as a Ghost Light); Act 1d20; SV Fort +2 Ref +6, Will +4; AL C.

GHOUL'OUND

The warped remnants of the followers of the twisted patron Lao T'zai, disdained for their weakness and twisted into usefulness, the ghou'ounds are muscular beasts, their skins stretched to the point of tearing and stitched together. They roam the Plateau of Leng in packs.

Ghou'ound: Init +5; Atk bite +7 melee (1d8+2); AC 15; HD 3d6; MV 60'; Act 1d20; SP diseased bite; SV Fort +4, Ref +4, Will +3; AL C.

Diseased bite: Any creature taking damage from a ghou'ound bite may contract Leng fever (DC 14 Fort save). Leng fever causes the victim's body to slowly freeze and become frostbitten. Affected creatures take 1 Stamina damage each day and are constantly cold. The Stamina damage will not heal naturally until the frostbite is reversed through the application of

magic. Sufferers of Leng fever do gain a resistance (1 hit point) to any fire damage.

GOBLOID

A goblinoid is a goblin mutant created by the experiments of the twisted Baron Nahum Whitlock. By exposing ordinary goblins to the otherworldly rays of the Outre Stone while directing their transmutation and ensuring their obedience with ancient demonic rites, Whitlock hopes to create a monstrously twisted army that he can unleash on his enemies. The goblinoid is often so bloated and misshapen that in many cases it is hardly recognizable as having once been a lowly goblin. It is covered with sores and pustules oozing a dark greenish ichor along with small toothy mouths appearing in random locations all over its body. Most goblinoids have an extra limb or two and usually at least one of their appendages have transformed into a slimy tentacle with sharp spines and multiple biting mouths. Goblinoids are insanely aggressive and always hungry for flesh of any kind, which they devour with their many mouths. They attack on sight any living (edible) creature unless otherwise commanded by their master. In this constantly maddened state, goblinoids have no concern for their own preservation and thus will never retreat or surrender.

Goblinoid: Init +1; Atk bite +1 melee (1d3) or tentacle +2 melee (1d3 plus grab) or weapon +2 melee (as weapon); AC 11 (remnants of hide armor); HD 2d6+3; MV base 20', varies; Act 1d20+1d16; SP additional arms, tentacle grab, infravision 60'; SV Fort +2, Ref +2, Will 0; AL C.

Additional arms: 1d3-1 (0 possible); each appendage, including the original four, has a 1/3 chance of being a spiny mouthed tentacle. For goblroids with one tentacle leg, their movement is cut in half to 10'. For goblroids with both legs transmuted into tentacles, their movement is cut by 75% to 5', but those tentacle legs may improve other movement options such as swimming or climbing, as per judge's discretion. Goblroids are typically armed with wickedly spiked and bladed weapons, usually caked with the gore of previous victims.

A goblroid with at least one tentacle will always attempt to latch on to an opponent and draw them in close (or draw themselves to the opponent) to bite them with its plethora of mouths. Upon a successful tentacle attack, the attack does 1d3 damage and, with a successful opposed Strength check (goblroid rolls 1d16+0) grabs the opponent. Until the victim frees themselves from the tentacle's grasp, on subsequent rounds they will suffer an automatic 1d3 biting damage in addition to being subject to the goblroid's two normal attacks. To get free of a tentacle's hold, the character must spend an action extricating themselves with a successful opposed Strength check (goblroid rolls 1d16+0) or some other situationally appropriate action as per judge's discretion.

GOLEM

Pummel Golem: Init 0; Atk arms +8 melee (1d10+4) or stomp +3 melee (1d12+5); AC see below; HD see below; MV 20'; Act 2d20; SP variable stats dependent upon creation material; SV see below.

	AC	HD	Saves	Arm stats
Clay	10	6d8+6	Fort +3, Ref +2, Will +4	AC 12, 15 hp each
Stone	12	8d8+16	Fort +4, Ref +2, Will +4	AC 14, 20 hp each
Iron	14	10d8+30	Fort +6, Ref +3, Will +5	AC 16, 25 hp each

Pummel golems appear as 8' tall statues of clay, stone, or metal manufacture, but apparently have been fashioned without arms.

If found inert, there will be two short thick columns of similar substance found nearby. These columns are their arms which can also be disguised as architectural details or stacked upon their ends to appear as columns supporting the room.

Upon activation, a pummel golem pulls its colonnaded "arms" to itself and carries out whatever instructions they have been given by their creators (usually pulverizing something into a bloody paste with their massive pinions).

The arms can independently move with a flying speed of 40' and serve as the golem's primary attacks. When not being actively used, they hover near the automaton's shoulders. The arms can be attacked and destroyed. If the golem no longer has arms or is engaged in close combat, it will resort to stomping on its foes.

GORGOLAC

The rank and file of Dorini's armies, gorgolacs are descended from men who long ago surrendered their humanity to the corrupting power of the darkness of primordial chaos. Their forms twisted and obscene, no gorgolac looks exactly like any other, although they share a similarity of brutish size (ranging from 7'-9'), hulking form, and brooding cruelty. Flesh eaters, gorgolac

raiders have been known to descend on a village and devour all who reside there (often while the victims still live), while leaving only a single survivor to spread the terrifying tale of their attack

Gorgolac: Init +1; Atk slam +6 melee (1d8+7), bite +5 melee (1d4+6 and gorgolac regenerates 1 hp), or great club +4 melee (1d12+5); AC 16; HD 3d12+3; MV 20'; Act 1d20; SP death throes; SV Fort +6, Ref +5, Will +5; AL N.

Death throes: So dedicated to their hatred, so are they driven by their hunger, that Gorgolacs continue fighting for two rounds past the receipt of their mortal wound.

GRAY DEMON

Despite the name, these creatures are not demonic in origin but rather, they are un-dead apes. Reanimated through the power of sheer hatred and filled with unimaginable strength, these creatures lurk in jungles near the sites of forgotten temples and palaces.

Gray demons: Init +3; Atk bite +4 melee (1d6) or rend +3 melee (special); AC 14; HD 4d8; MV 30'; Act 1d20; SP un-dead traits; resistant to magic (50% chance of spell failure when targeted); SV Fort +4, Ref +3, Will +4; AL C.

Rend: The gray demons' superhuman strength allows them to rend their opponents' bodies apart. On a successful rending attack, target must make an opposed Strength check; failure results in 1d8 damage and having their appendage ripped from their torso.



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GRIZZLY BOAR

"A billionaire paid scientists to combine the DNA of a wild boar and a grizzly bear to create the ultimate big game hunt."

- Ethan Nicolle, Bearmageddon News Network

The horrific creation of science gone awry, the grizzly boar is a near unstoppable engine of destruction. Capable of razing entire villages, this monstrous behemoth is a match for all but the greatest of heroes. The first encounter with the creature lead to the deaths of a seasoned group of hunters, fully prepared and armed to the teeth for their encounter. The grizzly boar destroyed them, impaling them with its mighty tusks and laying waste to the entire hunting preserve. Now the creature is at large and may be encountered by unwary adventurers.

Grizzly Boar: Init +1; Atk tusks +12 melee (2d14+10) or claws +14 melee (2d10+10); AC 17; HD 10d8+10; hp 55; MV 60' or climb 20'; Act 3d20; SP rend, impervious, immune to electrical attacks; SV Fort +14, Ref +8, Will +6; AL C.

Rend: Rend for additional 2d8 damage if more than 2 claw attacks hit same target in one round.

Impervious: The advanced science that created the grizzly boar also gave it increased durability and an ability to shrug off all but the strongest blows. They can only be wounded normally by magic weapons, spells, other extraplanar denizens, or creatures with naturally magical attacks (including paralysis, sleep, poison, acid, breath weapon, etc.). Creatures of at least 4 HD are powerful enough to wound the grizzly boar for half damage, and creatures of at least 6 HD can cause normal damage.



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GUARDIAN FOX

"Something stepped into the open from behind a tree trunk. Sara's mouth was open for another shout. A red-brown, black, and white animal with a plumed tail and a thin, pointed nose sat down to look at her with interest. Sara stared back. Her fright was fading fast, and she was sure that the animal was laughing at her. Now she knew it was a fox. Only, she was puzzled. Were foxes always so big? The ones she had seen in the zoo were much, much smaller. This one was as large as the Great Dane that had lived two houses away on the post in Colorado."

- Andre Norton, *Steel Magic*

Protector of magical woods, the guardian foxes are friends to all, natural creatures and lawful fae that dwell within. They are fiercely loyal to their duties and, as one would expect, are very cunning.

Guardian Fox: Init +4; Atk bite +1 melee (2d5); AC 16; HD 1d8+4; hp 5; MV 40'; Act 2d20; SP animal communication, polymorph (spell check +4); SV Fort +3, Ref +6, Will +8; AL L.

Animal communication: A guardian fox may speak with any form of animal – even creatures merely polymorphed into an animal.

GWYTHAINT

"The gwythaints, which, at a distance, had seemed no more than dry leaves in the wind, grew larger and larger, as they plunged toward horse and riders. Downward they swooped, their great black wings driving them ever faster."

- Lloyd Alexander, *The Book of Three*

These massive black birds of prey have been known to hunt young dragons and are well feared and respected through the lands of Prydain. The "eyes of Annuvin," the gwythaints are spies for Arawn and what they see they report back to him using a language that only the Lord of the Dead understands. Once gentle creatures, they have been tortured and bred to serve the purposes of their dark patron-liege.

Gwythaint: Init +2; Atk bite +8 melee (1d10+3) or claw +2 melee (1d6+3 x2); AC 15; HD 6d10; MV 10' or fly 80'; Act 1d20 or 2d20; SV Fort +6, Ref +5, Will +2; AL C.

In a single round a gwythaint may attack a single target using its beak or both of its claws.

H Harringo – Hell Horse – Hollow Knight – Horned Monster – Horse of the Hills – Hunter – Hydandeatya

HARRINGO

A harringo is the grotesque amalgamation of an old crone, a reptile, and an ostrich. This 12' tall beast has 7' long legs and a 3' long neck. The she-creature is covered in pale green scales and long black feathers on its head, wings, and back. Harringos are flightless birds, but they are swift runners; their incredibly strong legs also allow them to make amazing leaps. Harringos can use their breath weapon once a day; they typically use it on their prey once they have wounded it enough to hold it down on the ground with one foot. They then dip their heads down to vomit acid on their helpless prey, but this acid can be used as a true breath weapon if need be.

Harringo: Init +1; Atk kick +1 melee (1d6) or acid breath -2 missile fire (3d4/2d4/1d4); AC 12; HD 6d8; MV 50' or jump 20'; Act 1d20; SP breath weapon (cone, width 1d4x3', length 1d3x3', acid does 3d4 on the first round, then it automatically inflicts 2d4 the following round, and another 1d4 the round after that, DC 13 Fort save for half damage); SV Fort +3, Ref +4, Will +4; AL C.



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HELL HORSE

"He heard the sound as it came from the shadows behind the church. It was the sound of a horse moving among the graves, a horse old and lame and weary unto death, stumbling among the graves as it sought him, and he whimpered in his throat. For he knew that this was the Hell Horse, and whoso looks upon it shall die."

– Poul Anderson, *Three Hearts and Three Lions*

Hell Horse: Init +0; Atk hoof +1 melee (1d3+2); AC 13; HD 8d8; MV 60'; Act 1d20; SP fatal visage, undying; SV Fort +2, Ref +3, Will +8; AL N.

Fatal visage: All who gaze upon the Hell Horse and its rider, whether directly or indirectly (such as by reflection) must, each round, make a DC 25 Fort save or die.

Undying: Upon being banished or slain, the Hell Horse reforms in one day's time.

HOLLOW KNIGHT

"The stranger came over a ridge. He bestrode a tall horse, snowy white, with flowing mane and proudly arched neck; yet the beast was subtly wrong to look at, too long of leg, too small of head. The rider was in full plate armor, his visor down so that he showed no face; white plumes nodded on the helmet, his shield was blank and black, all else shimmered midnight blue."

– Poul Anderson, *Three Hearts and Three Lions*

Created by the magics of the fey, the Hollow Knights are indefatigable and relentless foes. Once encountered and engaged by such a construct, the only succor to be found is in its destruction.

Hollow Knight: Init +4; Atk longsword +6 melee (1d8+3), dagger +6 melee (1d4+3), lance +6 melee (1d12+3), or bow +6 missile fire (1d6); AC 19; HD 6d12; MV 30'; Act 1d20; SP elfin steed, mounted combat; SV Fort +4, Ref +3, Will +9; AL C.

Elfin steed: Hollow knights patrol the fey kingdoms from atop their swift and strange warhorses. Should the knight be slain, its elfin steed immediately rushes to report what has transpired.

Mounted combat: A hollow knight atop an elfin steed receives a +2 bonus to his AC and a +2 bonus to hit unmounted opponents. All else as per DCC RPG p. 87.

Elfin Steed: Init +3; Atk hoof +5 melee (2d3+3); AC 18; HD 4d8; MV 80'; Act 1d20; SP unnaturally calm; SV Fort +6, Ref +8, Will +4; AL C.

Unnaturally calm: An elfin steed cannot be spooked.

HORNED MONSTER

A dark spirit that roams the land feasting on flesh, the horned monster, or Wendigo, feasts on the flesh, blood, and souls of the unwary.

With huge glowing eyes and a head crowned by a massive 30+ point rack of antlers, the Wendigo is a fearsome sight. Long, needle-like claws tip overly-long, triple jointed fingers, while bits of bone grow from the joints of its arms and legs.

Horned Monster: Init +4; Atk bite +8 melee (2d10), claw +12 melee (3d8), or antlers +4 melee (1d24); AC 19; HD 10d12; hp 65; MV 40', or fly 100'; Act 2d24; SP blood drain, hard to kill, near divine, planar reach, spirit vision, immune to non-magical weapons, immune to ice and cold; SV Fort +10, Ref +4, Will +8; AL C.

Blood drain: In combat, the Wendigo may gore an opponent with its antlers and, if successful, it may begin to drain the targets blood for an additional 1d12 points per round. Any target impaled by the antlers must succeed in a Reflex save vs. DC 20 or be held on the antlers of the massive creature for another round.

Hard to kill: No mortal may truly slay the Wendigo. If reduced to 0 hit points the creature dissipates into mist and reforms in 1d12 months.

Near divine: Due to the primal nature of the Wendigo and its strong linkage to the spirit world, all attempts to turn unholy made against it suffer a 1 die penalty.

Planar reach: The Wendigo can reach across the veil of the spirit worlds and attack any creature within its reach, despite any difference in planar location.

Spirit Vision: The horned monster can see all creatures within 100' regardless of camouflage, stealth, invisibility, or being located on another plain of existence.

Drawing its power from primal forces, the horned monster may not be struck by ordinary weapons and can only be harmed by enchanted weapons and magic. It was last driven from the world by the native patron, Monster-Hunter, who tracked it across the cold woods of the far north and forced it to flee from the realm of men.

Should the horned monster slay a foe it will immediately halt other hostilities to take the time to eat its prey. Only after it has completely devoured the body (2d5 rounds), or upon being attacked again, will it renew hostilities.

HORSE OF THE HILLS

"There was a splash, as water washed about hoofs, and the flapping of huge wings. Two black horses stood in the shallow river, the cool water eddying about their legs. But such horses! Ribbed wings like those of bats were folded against their powerful shoulders as they shook their heads and neighed a welcome to the man who had summoned them. They wore neither saddle nor bridle, but it was clear they had come to serve Huon."

- Andre Norton, *Steel Magic*

Horse of the Hills: Init +1; Atk hoof +5 melee (1d8+4); AC 14; HD 5d8; MV 60' or fly 100'; Act 2d20; SV Fort +6, Ref +6, Will +3; AL L.

While this race of flying horses has all but died out, those which remain are powerful and loyal allies. These creatures are not kept as mounts but, from time to time, will let champions of Law and their compatriots ride upon their backs. Intelligent and gifted with an understanding of the common tongue, a horse of the hills can obey complex commands (should it so choose). These creatures will almost never willingly allow chaotic creatures to ride astride them and only then after great coaxing by a powerful champion of Law.

HUNTER

Used as hunting dogs by the tribes of Mars, the lizards known as hunters are spiked, almost thorny beasts. Capable of running down prey over long distances, the tenacity of these creatures is only matched by their foul disposition. A pack of hunters is a match for nearly any beast on Mars, with the exception of the dreaded rock dragon.

Hunter: Init +4; Atk bite +5 melee (1d10) or claw +3 melee (1d4); AC 16; HD 4d8; hp 18; MV 40'; Act 2d20; SP tremor-sense; SV Fort +6, Ref +1, Will +1; AL C.

Tremor-sense: So attuned is the hunter to the shifting of the sands of Mars that it is able to detect even the subtlest variations to the natural movements of the soil. Even the shifting

caused by subtle movements up to half a mile away may be picked up.

HYDANDEATYA

Created in the conservatory of the warlock Baron Nahum Whitlock, the hydrandeatya is a once-normal flowering plant mutated by exposure to the entropic effects of the Outre Stone into a giant carnivorous abomination. This monstrosity stands 8-10' tall with 3-6 (1d4+2) blossoming "heads" filled with row upon row of razor-sharp teeth and can shuffle about slowly on its root-like "feet". They have only a basic animal intelligence and no eyes, utilizing a combination of sensory abilities to locate their prey. Hydrandeatya will typically lie in wait, blending in with its surroundings, until a victim gets close enough for a surprise attack.

Hydrandeatya (giant carnivorous plant): Init +0; Atk bite +3 melee (1d8); AC 14 (thick leathery integument); HD 1d6 per "head"; MV 10'; Act 1d20 per "head"; SP poison (DC 10 Fort save or paralysis for 1d4 rounds); SV Fort +3, Ref +0, Will +3; AL C.

In combat, hydrandeatya can attack multiple targets in the same round, but will only attack a single target with at most two "heads" per round. Attacking a single target with more than two heads seems to somehow interfere with their sensory abilities. Once a victim has been brought down, either dead or paralyzed, the hydrandeatya will use its bite to dismember the body and "fertilize" the earth beneath its roots.

Any critical hit with an edged weapon against the hydrandeatya that does 5 or more hit points of damage will sever one "head". For warriors, any hit with a deed die result of 3 or more and resulting in 5 or more hit points of damage will sever one "head". Note that unless completely destroyed by fire (or other method as per judge's discretion) hydrandeatya will re-grow one head and gain 5 hp per day until it reaches its randomly-determined new statistics.



Hydrandeatya Photo #2 © 2018 by Anton Wlischbach. Used with permission.



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I Ichthyosaur, Mutant – Ink Wraith

ICHTHYOSAUR, MUTANT

“Swimming through the water, behind a smaller group of the bubble men, were ten huge creatures of unbelievable ugliness. They looked like a cross between a crocodile and an unusually ugly fish. Their huge heads were almost all mouth and teeth, and their bodies were covered with ugly grayish warts that glowed with a faint phosphorescence. They were over twenty feet long, dwarfing the men who led them on halters of some sort.”

- Lester Del Rey, *Attack from Atlantis*

Ichthyosaur, Mutant: Init +6; Atk bite +8 melee (1d12) or tail +8 melee (1d20); AC 18; HD 6d12; MV 60' swim; Act 2d20; SP aquatic, water jet; SV Fort +6, Ref +6, Will +3; AL N.

Aquatic: Unlike most aquatic creatures, which use gills, the lungs of these mutants have adapted to draw oxygen from the water and have developed an orifice beneath their ribs for discharging the water for additional propulsion.

Water Jet: Once per day the ichthyosaur may release a concentrated blast of water through its sub-thoracic vent. It may use this jet as an attack (1 target, DC 16 Reflex save or stunned 1d4 rounds) or for propulsion (additional 100' movement).

J Jack Frost – Jungle Harpy

JACK FROST

Jack Frost has the appearance of a troll, made of semi-fluid ice. Clad in strange clothing, and coated with hoarfrost, this demon of winter is a harbinger of evil tidings to come.

Jack Frost: Init +10; Atk bite +12 melee (2d12+4), claw +10 melee (2d10+4), or snowball +10 ranged (2d7); AC 22; HD 10d10+5; hp 60; MV 40'; Act 4d20; SP freezing touch, regeneration, immune to critical hits, vulnerable to fire; SV Fort +12, Ref +10, Will +8; AL C.



Snow Miser by Eric T. Asaris. This work is licensed under a Creative Commons Attribution Noncommercial-No Derivative Works 3.0 License.

INK WRAITH

The ink wraith usually finds itself in the service of some dark lord, or sorcerer, as its ability to channel dark energies into permanent painted marks, or tattoos, make it highly sought after.

The ink wraith is a foul type of un-dead said to be souls of former tattoo artists that caused disease and death from uncleanness. Known for its ability to leave a “lasting” mark on its target, loose ebon bandages cover desiccated a corpse whose skin is almost as pitch as the cloth that wraps it. If attacked or deterred from its mission, the ink wraith animates its hanging bandages to become rigid and stabs outward at its opponents. The creature is a master of stealth, and often uses flight to find open windows to glide effortlessly into, all in hopes of catching its prey asleep and unsuspecting.

Ink wraith: Init +2; Atk gauze stab +3 melee (1d8); AC 16; HD 3d8; MV 30' or fly 30'; Act 2d20; SP un-dead traits, move silently, dark mark; SV Fort +2, Ref -1, Will -1; AL N.

Dark mark: The ink wraith carries a bowl with a viscous black ink and brush in attempt to “mark” its target. This ability can only be used on immobile, sleeping targets. The act of leaving the mark is painless, and if successful leaves the target in a charmed state specifically attuned to the ink wraith’s master. “Marked” are considered to be under the effects of a charm spell at check result 18 while in the presence of said master. This effect is permanent unless the mark is carved from the flesh (causing 1d6 damage).

Freezing Touch: Any creature which touches Jack Frost – whether wounded in combat or initiating a melee attack – takes an additional 4 points of cold damage.

Immune to criticals: Jack Frost has no internal organs, brain, skeleton, or concentrations of nerves, and is thus immune to critical hits, as well as poison and disease.

Regeneration: Jack Frost heals at an astonishing rate, regenerating 1d12 points of damage at the end of each round, including the round it is killed. It can only be truly put down by taking its hit points negative such that its final regenerative burst does not raise its total above 0. Jack’s severed head or limbs will even crawl back and re-attach. Jack Frost’s only vulnerability is to fire, from which he does not regenerate.

JUNGLE HARPY

A harpy is an old woman with monstrous traits: scaly skin, eagle-like wings, and a mass of tangled jade hair. Jungle harpies live in niches of cliffside and can use an action to scream.

Jungle Harpy: Init +2; Atk claws +3 melee (1d4); AC 12; HD 2d8; MV 20' or fly 70'; Act 1d20; SP stunning scream (DC 13 Will save or 1d8 sonic damage); SV Fort +2, Ref +3, Will +6; AL C.

K Kangaroo – Killer Dolly – Khom

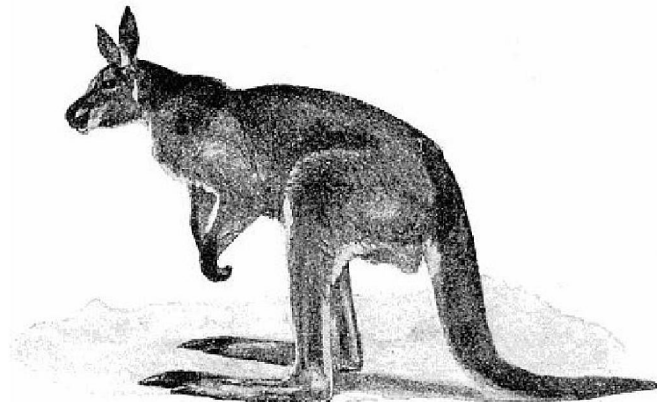
KANGAROO

"Their scouts, mounted on beasts that look like huge, long-tailed rabbits, approach the wall of Ardyman's Tower."

- L. Sprague de Camp, *The Fallible Fiend*

Kangaroo: Init +2; Atk kick +4 melee (2d6); AC 13; HD 3d10; MV 60'; Act 1d20; SV Fort +3, Ref +2, Will +0; AL N.

Kangaroos are used as mounts by the aboriginal Paaluan tribes. The secret of training these creatures as mounts is known only to them and is a closely guarded secret.



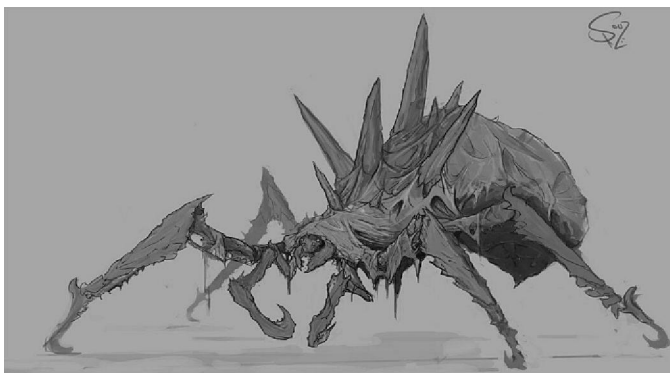
Red Kangaroo is in the Public Domain

KILLER DOLLY

Appearing as a misshapen child's poppet, the killer dolly generally appears as a miniature, toy version, or the prevailing race of the region (human, elf, halfling, etc).

L Leng Spider – Lich – Loper – Lurk

LENG SPIDER



Nerscylla, the Shadow Spider by Ramires de Souza. This work is licensed under a Creative Commons Attribution Noncommercial-No Derivative Works 3.0 License.

Greatly feared across the Plateau of Leng, the Leng spider's ice-cold chitinous body is propelled by its crimson legs, each ending in wicked hooks. Highly intelligent, the spiders loathe spellcasters and will attack them at their first opportunity.

Leng Spider: Init -2; Atk mandibles +3 melee (1d4+2 plus poison) or talon +3 melee (1d8+2); AC 16; HD 3d8+2; MV 30' or

Killer Dolly: Init +1; Atk tiny sword -2 melee (1d4-1); AC 11; HD 1d4; MV 20'; Act 1d20; SP patchwork, regeneration, invisibility 40'; SV Fort -2, Ref +0, Will -2; AL N.

Patchwork: When encountered in groups, the dolls have the ability to merge themselves together with crude stitches and fasteners. This combines their number of attacks and hit points, while increasing their movement by 5' and their AC by 2 per doll added to the collective. This patchwork combination takes a full round for two dolls to complete and may be done any number of times, limited only by the number of dolls present.

Regeneration: When reduced to zero hit points, the killer dolly will enter a torpid state and begin to regenerate 1 hit point per round until fully healed, when it will rise again and attack. The demonic toy may only truly be destroyed by fire.

KHOM

Highly aggressive, Martian bison. If unmolested, the herd will ignore any lifeform. If something comes within 60' of the herd however, the males of the herd will turn their attentions to the interlopers and attack.

Khom: Init +4; Atk gore +4 melee (2d6) or tail +6 melee (2d10); AC 16; HD 5d8; hp 23, MV 60'; Act 1d20; SP impale; SV Fort +8, Ref +7, Will +3; AL N.

Impale: Targets gored by the khom's horns must make a DC 12 Reflex save to avoid being fully impaled and lifted into the air. Targets so impaled suffer an additional 1d5 points of damage as they are tossed into the air and crash to the ground.

climb 20'; Act 1d20; SP webbing, poison (DC 13 Fort save or die); SV Fort +2, Ref +2, Will +5; AL C.

Webbing: Leng spiders may spray icy webbing forth from their spinnerets. Treat as the spider web spell with a result of 22. The webbing does 1 point of cold damage per round to any creature caught within.

LICH

The withered brown body on the slab—he could make out bits of whitened bone and grisly fragments of flesh and hair protruding from the rotted cloth—was moving. It sighed, as if it breathed immeasurable distances away. Its chest lifted and fell in a slow pulsing.

Dwallka of the War Hammer! What was this thing? The corpse turned its head so that it could look at Kothar out of its empty eye-sockets. The barbarian felt the touch of eyes, even though there were no eyes to see or be seen.

- Gardner F. Fox, 'The Sword of the Sorcerer'

Among the followers of Eldrak of the Seven Hells, the most powerful and corrupt of wizards may be offered the opportunity to become a lich. Their mummified corpses are infused with the raw stuff of magic, and they rise again in a state of un-

death, to observe the slow passage of eternity and to continue working their will upon the world. A lich's second and third action die must be used for spellcasting. Most powerful of the Liches is Afgorkon, said to be the first among them.

Lich: Init +0; Atk debilitating touch +4 melee (-1 Str), soul burn +10 missile (-1d3 Per), or spell; AC 11; HD 10d4+20; hp 45; MV 20'; Act 2d20+1d14; SP damage reduction 10, soul burn, spellcasting (+12 spell check), lethargic, resilient, un-dead traits; SV Fort +2, Ref +3, Will +10; AL C.

Soul burn: The lich's fearsome gaze attack drains a target of 1d3 Personality, allowing the lich to use that power to immediately fuel a spell. Points of soul burn not used immediately are lost to the Lich and return to the Lich's victim. Targets reaching 0 Personality immediately die as the last of their soul is devoured.

Spellcasting: In life Liches were 10th-level wizards. In death they retain their knowledge of magic. Each Lich's spell list is different but will consist of 18 spells between 1st and 5th level.



Mummy Costume #6 by Ben Holmes. This work is licensed under a Creative Commons Attribution Noncommercial-No Derivative Works 3.0 License.

Afgorkon, First Among Liches: Init +0; Atk debilitating touch +3 melee (-2 Str), soul burn +10 missile (-1d4 Per), or spell; AC 11; HD 10d4+20; hp 55; MV 1'; Act 2d20+1d14; SP damage reduction 15, soul burn, spellcasting (+13 spell check), lethargic, resilient, un-dead traits; SV Fort +4, Ref +0, Will +11; AL C.

LOPER

"He pulled the reptile's head around and thumped bootheels into its scaly sides. It voiced a shrill hiss of displeasure, then broke into that clumsy gait for which it was named."

- Lin Carter, *Down to a Sunless Sea*

Favored by the nomadic nation-clans, the loper is the chosen desert mount of Mars, the loper is capable of traveling through the heat and harsh environments of open mars for great periods of time while requiring very little water.

Loper: +1; Atk bite +6 melee (1d7+4); AC 15; HD 5d10; hp 23; MV 90'; Act 1d20; SP tremor-sense 50'; SV Fort +8, Ref +2, Will +0; AL N.

Tremor-sense: So attuned is the loper to the shifting of the sands of Mars that it is able to detect even the subtlest variations to the natural movements of the soil. Even the shifting caused by the subtle movements of a buried sandcat may be

picked up (should the rider succeed in a Luck check) and will spook the loper.



Giant Riding Gecko by Géraud Soulié This work is licensed under a Creative Commons Attribution Noncommercial-No Derivative Works 3.0 License.

LURK

These fey creatures appear as thin, almost skeletally emaciated humanoids with bright green eyes. Their arms and legs are unnaturally long and can extend to greater lengths than would seem possible. They can squeeze into cracks even six inches wide and lurks often lair in places that are impossible to reach by human-sized creatures.

Lurks collect shiny things in their burrows, which they steal from travelers. A lurk loves nothing more than creeping up behind a lonely traveler, throttling him from behind, and then taking all the shiny objects the traveler had. Sometimes a lurk will be seen pawing through its treasures in some lonely place under the light of a bright moon.

Lurk: Init +6; Atk claws +3 melee (1d6); AC 15; HD 3d8; hp 19; MV 30'; Act 1d20; SP stealthy, squeeze into small spaces, strangle and drag; SV Fort +6, Ref +4, Will +4; AL C.

Stealthy: Lurks are very stealthy, usually gaining surprise on a 1-2 on 1d3.

Strangle and drag: If a lurk's initial attack is successful, it has gotten hold of its victim's throat, and can strangle for automatic damage each round. Victims being strangled cannot call out, and it requires a DC 15 Strength check (using an Action Die) to break free from the lurk's grasp. A lurk can move at half speed while dragging along a victim; the victim can resist with a DC 10 Strength check, but this also uses an Action Die.

M Mammoth – Manticora – Martians – Mek – Mimicker – Minokar

MAMMOTH

"The mammoth is a fell weapon," said one, "but the beasts have a craven mislike of wounds and death. Confront them with some outlandish sight and smell, like these dragons, and they are wont to panic and flee back through their own host. This leaves the host in an untidy state."

- L. Sprague de Camp, *The Fallible Fiend*

Mammoth: Init +1; Atk stomp +4 melee (4d6) or trunk +6 melee (3d4); AC 14; HD 8d10; MV 25'; Act 1d20; SP roar; SV Fort +8, Ref +0, Will -4; AL N.

Roar: The trumpeting cry of the mammoth is so loud that it can be heard from several miles away. This roar is used by various militaries as a form of signal communication, to coordinate attacks and troop movements.

MANTICORA

"I could not believe it. Never in my memory had one been seen this near to Amber. Perhaps twelve feet in length, bearing that terrible parody of a human face on the shoulders of a lion, eagle-like wings folded above its now bloody sides, a still-twitching tail like that of a scorpion, I had glimpsed the manticora once in isles far to the south, a frightful beast that had always held a spot near the top on my unclean list."

- Roger Zelazny, *Nine Princes in Amber*



Manticora is in the Public Domain

Manticora: Init +4; Atk bite +8 melee (1d5) or 2 claws +4 melee (1d7); AC 16; HD 6d8+6; MV 40' or fly 60'; Act 3d20; SP barbed tail, pack hunter; SV Fort +5, Ref +4, Will +6; AL C.

Barbed tail: Manticoras have long scorpion tails. In combat, as an action, they may lash out with a single tail strike per round at +8 melee (1d14 plus poison). The poison requires a DC 12 Fort save or the target loses 1d5 Stamina with each strike.

Pack hunter: Unlike its nearest relation, the mantichore, the manticora are a race of highly-intelligent and dangerous creatures. The manticora prefer to hunt alone; however, if something has been determined to be interfering with their ability to hunt—or worse, responsible for manticora deaths—

the creatures will unite into packs of 11-17 members (1d10+7). For each additional manticora attacking a group, the manticora gains a cumulative +1 to attack and damage rolls.

MARTIANS

The inhabitants on the once great world of Mars now live a meagre, subsistence-based life. In the human colonies, they can be found performing menial jobs, or hiring themselves out as guides to the more adventurous off-worlders. In the wilds, nomadic tribes travel the canal-ways, strange moon-cultists perform strange rites by the light of the Mad Moon, and raiders wait to waylay the unwary.

All Martians are proficient in Martian knife fighting and are treated as halflings for the purposes of two-weapon fighting.

Martian Cultists: Init +2; Atk 2x knife +3 melee (1d4) or spell; AC 10; HD 3d6; hp 11 each; MV 40'; Act 2d16 or 1d20; SV Fort +1, Ref +2, Will +0; AL C.

Spellcasting: The cultists know the following spells: (1st level) *choking cloud, color spray, magic shield*.

Priestess of Denderon (the Mad Moon): Init +1; Atk dagger +2 melee (1d4) or spell; AC 11; HD 5d6; hp 18, MV 40'; Act 1d20; SP spells (caster level 5); SV Fort +2, Ref +2, Will +3; AL C.

Spellcasting: A priestess knows the following spells: (1st level) *charm person, magic missile, magic shield, sleep*; (2nd level) *mirror image, scorching ray*.

Martian Raiders: Init +3; Atk 2x knife +4 melee (1d4+2) or heavy beamer +3 ranged (2d7); AC 13; HD 4d8; hp 18 each; MV 40'; Act 2d16 or 1d20; SV Fort +2, Ref +3, Will +1; AL C.

Heavy Beamer: Heavy beamers are combat rifles and are good for 20 shots before needing to recharge. Recharging takes 5 rounds.

Martian Toughs: Init +2; Atk 2x knife +3 melee (1d4) or light beamer +2 ranged (1d7); AC 13; HD 2d8; hp 9 each; MV 40'; Act 2d16 or 1d20; SV Fort +1, Ref +2, Will +0; AL C.

Light Beamer: Light beamers are hunting weapons, not combat rifles, and are good for six shots before needing to recharge. Recharging takes 1 turn.

Terrans aren't popular in the backwaters of Mars, and it doesn't take but a moment for that dislike to manifest in the form of a group of local toughs, drawn by the noise of the arriving shuttle. While more than happy to kill an off-worlder, these men aren't suicidal. They will taunt and insult humans while not making any overt hostile action. If weapons are drawn and the toughs feel that they are clearly outnumbered or outclassed, they will mutter to themselves and move on, coming back later to follow the Terrans in hopes of catching them unawares.

Clad in the leather of the desert tribesman, the toughs wear hooded red woolen cloaks. They look through eyeholes in the hoods, pulled low to keep out sand, and to prevent identification.

MEK (I)

Whisked away from their home planet in the Etamin system, the insect-like race known as the Mek have been used for slavery for close to a century. The creatures stand upright at close to six feet in height and are covered in a bronze carapace that offers superior protection from the elements and most melee weapons.

The Mek are often thought to be bereft of emotions, but those who have studied the race find they do indeed have the capacity for emotion. These feelings are all geared towards “The One” and all Mekes find comfort in the constant mental chatter of the brethren of the hive.

Mekes have several spine-like antennae sprouting from their back, scalp, and neck. These growths are coated with an organic copper film that is also conductive. Mekes use these growths to communicate telepathically at a range of 1 mile.

Mekes who have been taken from their native land are no longer able to subsist on their natural diet of decayed swamp vegetation. They are fitted with syrup sacs, which are sewn under the skin in the shoulder area. The syrup is a man-made substance fed to “lower” life forms and is fortified with nutrients designed to keep the species thriving.

Mek: Init +1; Atk short sword +1 melee (1d6) or pellet gun +2 ranged (+1d8); AC 12; HD 1d8; hp 6; MV 30'; Act 1d20; SP telepathy, food dependency (syrup sac), mechanical aptitude, armor; SV Fort +2, Ref +0, Will +0; AL N.

Armor: A hard exoskeleton wraps the Mekes and with the exception of their faces, they are highly resistant to pain. This translates to blunt and slashing weapons doing one less die of damage on the dice chain, unless a called shot is made for the face or sensory organ.

Telepathy: The Mek all have a series of highly conductive antennae that can be used to mind-link with others of their species, in addition to intercepting various frequencies made by technological items used for communication. A Mek may effectively communicate telepathically with any member of its species within a one-mile radius. This same range applies to intercepting communications from mechanical devices. Should the Mek ever have its spines damaged, or purposefully removed, the creature will be cut off from its network and loses this ability until healed. A called shot dealing a sum total of half the starting hit points of the Mek will successfully remove the spines. The spines will regrow and become functional once the creature reaches its max total.

Mechanical aptitude: The Mek are gifted problem solvers and have the innate ability to build or repair mechanical devices. They are often used to maintain systems put in place to transport and care for their owners. Any roll involving creation or repair of technological items results in a Mek making the roll as skilled (1d20 as opposed to unskilled 1d10). If the Mek has access to proper tools it may add +2 to any related rolls.

Food dependency: The Mek are fed a nutrient-dense syrup by their captors. The syrup is the only means the species has to gain substance from after being taken away from its home world. Should the syrup become unavailable the Mek must make DC 15 Fortitude checks each day after having gone 48 hours without feeding. Failure results in 1d4 Stamina damage from the effects of starvation each day.



Hulk-Bug Concept Art © Kerry Gammill. Used with permission

MEK (II)

“The Mek, standing as if a specimen in a museum case, was a man-like creature native, in his original version, to a planet of Etamin. His tough rusty-bronze hide glistened metallically as if oiled or waxed. The spines thrusting back from scalp and neck shone like gold, and indeed they were coated with a conductive copper-chrome film. His sense organs were gathered in clusters at the site of a man’s ears; his visage—it was often a shock, walking the lower corridors, to come suddenly upon a Mek—was corrugated muscle, not dissimilar to the look of an uncovered human brain. His maw, a vertical irregular cleft at the base of his ‘face’, was an obsolete organ by reason of the syrup sac which had been introduced under the skin of the shoulders, and the digestive organs, originally used to extract nutrition from decayed swamp vegetation and coelenterates, had atrophied. The Mek typically wore no garment except possibly a work apron or a tool-belt, and in the sunlight his rust-bronze skin made a handsome display. This was the Mek solitary, a creature intrinsically as effective as man—perhaps more by virtue of his superb brain which also functioned as a radio transceiver. Working in the mass, by the teeming thousands, he seemed less admirable, less competent: a hybrid of sun-man and cockroach.”

- Jack Vance, *The Last Castle*

Mek: Init -1; Atk claw +3 melee (1d4+2) or pellet ejector +1 ranged (1d10) or throw knife +1 ranged (1d4); AC 18; HD 3d8+2; hit points 15; MV 30' or climb 20'; Act 1d20; SP hive mind, radio-telepathy, syrup dependent, telepathic; SV Fort +2, Ref +0, Will +2; AL L.

Hive Mind: Mekes, so long as they can connect to the collective via their radio-telepathy, are in constant communication with one another. This allows them to act in complete unison and a single Mek can speak on behalf of all of its kind.

Radio-Telepathy: The brain of the Mek operates much like a technological radio. The Mekes can “tune” their reception in to varying wavelengths and can use this ability to communicate amongst themselves or to intercept more traditional radio communications. Their reception is dependent on coarse

spines which grow from the backs of their necks which, if severed, disable this communication until regrown.

Syrup Dependent: Having been transformed and now bred as a servant race for humanity, the Meks are reliant on man for their nutritional needs. The genetically spliced "syrup sacks" on their backs allow them to digest the nutritional syrup to the exclusion of all things and the natural digestive processes of the creatures have long since atrophied away. As their diet is wholly centered on the syrup, without a source of the syrup, most Meks will starve. There have been recent rumors of non-syrup dependent Meks.

MIMICKER

"The massive wooden chest suddenly springs open, revealing multiple huge rows of teeth. Two legs, like a cross between horse and monkey, emerge from below the chest and two large arms grow out of its side. The 7-foot tall chest roars as it tries to bite you."

- Marc Elsenheimer, "Fate of the Ruthless Wizard"

Mimicker: Init +6; Atk claw/bite +5 melee (1d8); AC 14; HD 3d6; hp 13; MV 30'; Act 1d20; SV Fort +8, Ref +1, Will +0; AL N.

If killer, mimickers can be opened and searched. They calcify small remains that they are unable to purge, creating wildly (and sometime familiarly) shaped pearls worth anywhere from 1d5-1d30gp.

MINOKAR

"The man-body was covered by reddish hair, it was even larger and fully as muscular as himself, with the head of a bull tipped by wide, flaring white horns. The bull-eyes were red, mean. The muscles of chest and arms and legs—

Kothar grunted. The legs were the legs of an animal, ending in split hooves. He could see them fully, now that the monster was no longer huddled in a ball. His hand lifted Frostfire, held the blade at the ready as the bull-man lowered its horned head. Out from behind its hips lashed a thin, hairless tail."

- Gardner F. Fox, 'The Treasure in the Labyrinth'

Minokar: Init +8; Atk gore +8 melee (1d14+4), fists +8 melee (1d5+4), or warhammer +8 melee (1d8+4); AC 15; HD 6d8+6; MV 30'; Act 1d20; SP bellow, charge, mighty deed (trip); SV Fort +6, Ref +8, Will +2 (see below); AL C.

Bellow: Once per turn the minokar can unleash a deafening, blood-curdling roar. All foes within 100' must make a DC 12 Will save or be paralyzed with fear and helpless for 1d3 rounds. Bellowing does not count as the minokar's action and can be made in conjunction with an attack.

Charge: The minokar's charge, coupled with its terrifying bellow, is its preferred tactic for beginning combat. This powerful charge grants a +2 attack bonus and a -2 AC penalty, inflicts a critical hit on a natural 18-20, and the target must make an opposed Strength check (treat the minokar as Str 24) or be hurled back 20'.

Mighty deed (trip): The Minokar may use its prehensile tail to perform the trip deed. The creature effectively has a d6 deed die, but the die roll is only for determining attack and the effectiveness of the deed. The die adds no damage to successful attacks.



Minotaur Muscle Practice by Illogical-lynx. This work is licensed under a Creative Commons Attribution 3.0 License.



OCTOBEAR

Transmogrifier and teratologist, Xultich, bred abominations in his laboratories. One of his earliest experiments was the arctic monstrosity, the octobear. The octobear has the head of an octopus and the body of a polar bear. Octobears have the tracking abilities and raw strength of a polar bear, plus the tentacle dexterity, ink cloud defense, and camouflage abilities of an octopus.

Octobear: Init +1; Atk grab +6 melee (DC 14 Ref save or grappled) or claw +4 melee (1d4); AC 10; HD 3d8; MV 20' or swim 40'; Act 2d20; SP cold resistance, ink cloud, camouflage; SV Fort +4, Ref +2, Will +6; AL C.

Camouflage: The octobear is covered in a thick layer of white fur, but the octobear is able to change the color and texture of its fur to match its surroundings. Because of this, octobears are able to hide in plain sight; a DC 18 Intelligence test is needed to spot a camouflaged octobear. If prey walks up next to a camouflaged octobear, the octobear always gains a surprise attack.

Ink Cloud: While in the water, the octobear can emit an ink cloud to cover its escape; the ink cloud cannot be used outside of the water. When it attacks, the octobear usually grabs its prey with its tentacles, and then rakes its defenseless prey with its claws.

OWL

Great horned owl: Init +0; Atk beak or talons +0 melee (1d3-1); AC 12; HD 1d4; hp 3; MV 5', fly 140'; Act 1d20; SP excellent night-vision and hearing; SV Fort -4, Ref +2, Will +0); AL N. It is possible for a successful hit to do 0 damage.



Octobear ©2018 Jon Hook. Used with permission.

P Peasant, Vancian – Phane – Plague Specter – Plague Zombie

PEASANT, Vancian

Not known for their intelligence so much as their strong backs and ability to handle menial tasks, the “peasants” are small andromorphs originally from the world of Spica Ten. Taken as a servant race during the human occupation of the Altair colonies, these creatures are almost incapable of hostile action without strenuous training.

Peasant, Vancian: Init +0; Atk club +0 melee (1d4-2); AC 10; HD 1d6; hp 4; MV 30'; Act 1d16; SP harmless, slow to anger, suggestible, syrup dependent; SV Fort +0, Ref +5, Will +0; AL C.

Harmless: So docile are the peasants that, without special training, they are not capable of offensive action other than in the defense of their own lives. Only peasants that have been specifically trained for combat may disregard this penalty.

Slow to anger: Because of their docious and obliging manner, peasants are slow to engage in combat. As a result, no matter their initiative result, they will always act last in the first round of combat. They act in their normal initiative order in all subsequent rounds.

Suggestible: Complacent and near child-like, the peasants are especially prone to mental and emotional manipulations. Successfully cast spells that influence behavior (charm person, word of command, et al.) are treated as one degree of success greater. In addition, attempts to manipulate them via the Personality attribute are made at +2.

Syrup dependent: Having been transformed and now bred as a servant race for humanity, the peasants are reliant on man for their nutritional needs. The genetically spliced “syrup sacks” within their bodies allow them to digest the nutritional syrup to the exclusion of all things and the natural digestive processes of the creatures have long since atrophied away. While peasants do not need to eat any more or less often than most creatures, their diet is wholly centered around the syrup and, without a source of the syrup, they will starve.

PHANE (I)

Phanes are delicate, butterfly-like creatures, native to the caverns of Albireo Seven's moon. They are naturally vain and preen their delicate gauze covering, affixed to them at points behind their ears, along their arms, and down their backs; the remainder of their form is covered in a fine, soft pelt. Normally docile, playful, and affectionate, the females of this race have been selectively bred by humans to serve as platonic companions during the first twenty years of the insectoid-womens' lives. If used in a lower-common “companionly” manner, their gauzes droop and discolor, automatically a tell-tale sign of misuse by their human.

Phane, young: Init +1; Atk claws -2 (1d4); AC 11; HD 2d8+2; MV 40' or glide (special); SP entrancing movement, glide; SV Fort +0, Ref +5, Will +1; AL N.

Entrancing movement: To watch a Phane dance is to watch art itself. In the presence of such beauty, a DC 14 Will save is required to remain focused on one's surroundings, else be entranced into a stupor for 2d6 rounds.

Glide: While Phanes cannot fly, per se, they may avoid being damaged if falling from any considerable height. For every 10' of height above 20', a young Phane may reduce 1d4 from the normal falling damage of 1d6 per 10', as her gossamer gauze buffets the force of gravity on her light frame. (Ex: Falling from 40 feet = 4d6 falling damage - 2d4 gliding benefit = total damage, for a minimum of 1 point.)

As Phanes mature, their joints begin to stiffen, their luxurious pelts become coarse, and their once-majestic gauze “wings” turn a pale gray. No longer a Dionysus-esque pleasure to touch or behold, they are commonly set to menial tasks, away from the public eye. Such treatment harbors moderate resentment toward humans.

Phane, mature: Init -2; Atk claws +1 (1d5); AC 12; HD 3d8+2; MV 30' or glide (special); SP advanced glide; SV Fort +2, Ref +3, Will +3; AL N.

Advanced glide: Mature Phanes have gained experience in the art of gliding from heights. For them, a DC 12 Reflex save can negate all falling damage from heights up to 100' and falling from a mere 20' results in no damage.

PHANE (II)

“These were creatures native to the caverns of Albireo Seven's moon: a docile race, both playful and affectionate, which after several thousand years of selective breeding had become sylphs of piquant beauty. Clad in a delicate gauze which issued from pores behind their ears, along their upper arms, down their backs, they were the most inoffensive of creatures, anxious always to please, innocently vain...”

Their life-span was perhaps thirty years, during the last ten of which, after they had lost their beauty, they encased themselves in mantles of gray gauze and performed menial tasks in boudoirs, kitchens, pantries, nurseries and dressing rooms.”

- Jack Vance, *The Last Castle*

Phane: Init 0; Atk claw +0 melee (1d3); AC 8; HD 1d6+1; hp 5; MV 30'; Act 1d20; SP delicate, syrup dependent; SV Fort -1, Ref +2, Will +0; AL N.

Delicate: So delicate and fragile are the phanes that they are filled with fear by the idea of conflict. Morale checks for phanes are made at a -4 penalty.

Syrup Dependent: Having been selectively bred as a servant race for humanity, the phanes are reliant on man for their nutritional needs. As syrup sacks would destroy the aesthetics of the creatures, they are forced to ingest small amounts of syrup, lapping delicately from small saucers of the nutrient solution.



Figure. Coat, Person by Alexandru Petre is in the Public Domain

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Entrancing movement: To watch a Phane dance is to watch art itself. In the presence of such beauty, a DC 14 Will save is required to remain focused on one's surroundings, else be entranced into a stupor for 2d6 rounds.

Glide: While Phaness cannot fly, per se, they may avoid being damaged if falling from any considerable height. For every 10' of height above 20', a young Phane may reduce 1d4 from the normal falling damage of 1d6 per 10', as her gossamer gauze buffets the force of gravity on her light frame. (Ex: Falling from 40 feet = 4d6 falling damage - 2d4 gliding benefit = total damage, for a minimum of 1 point.)

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PLAGUE SPECTER

On occasion, overzealous followers of the Red Death find themselves transformed into a twisted mockery of life. Their humanoid form is replaced by a skeletal-crimson mist. These mists normally inhabit the Land of the Flies, native plane to the Red Death, but there are exceptions. The specters are sometimes sent to defend the faithful or form spontaneously where plague has gone unchecked in heavily populated areas. The plague specters exist only to infect.

Plague Specter: Init +2; Atk envelope +2 melee (1d4 Stamina plus choking mist); AC 15; HD 4d8; MV fly 30'; Act 1d20; SP choking mist, immune to non-magical weapons, un-dead traits, telepathy 20'; SV Fort +2, Ref +3, Will +1; AL N.

Choking mist: The plague specter attacks by enveloping its target and forcing its mist form down the throat of the target. A successful attack results in the target taking an immediate 1d4 points of Stamina damage, and the victim must pass a DC 16 Fortitude save to avoid contracting a deadly pox. The Stamina loss is cumulative with each successful strike. Targets reduced to 0 Stamina die, the poor soul drowning from the mist overwhelming the lungs. The corpse will re-animate in 24 hours as a plague zombie unless the remains are burned.

PLAGUE ZOMBIE

The very mention of the word "plague" is enough to send entire kingdoms into mad hysteria. They sweep from the shadows, embracing both strong and weak, rich and poor. Plagues ravage the systems of the human body, often leaving the poor soul meeting merciful death in a puddle of its own liquefied remains. There are strains of fevers and pox that refuse to be satisfied with their host's death. They continue to twist and change the corpse, giving it an un-life with a desire to "infect". Plague zombies are almost always humanoid, but animals have been known to reanimate when whole communities are ravaged. Plague zombies spread their pestilence by both bite and pus-laden boils.

Plague Zombie: Init -2; Atk bite +1 melee (1d4 plus disease) or boils +2 missile fire (disease); AC 10; HD 1d8; MV 20'; Act 1d20; SP disease, undead traits; SV Fort +2 Ref -2, Will +1; AL C.

Disease: Whether by bite or boils, should a victim be exposed to the disease the zombie carries, an immediate DC 12 Fortitude save must be passed to avoid contracting the disease. Those infected slowly begin to rot from the inside out until death is brought on by horrific convulsions. This amounts to a daily loss of 1d4 Stamina points each day the save is failed, and victims finally die when they reach 0 Stamina.

R Ramas – Rat, Dire – Rock Monster Eagle

RAMAS

These immortal Martians are often encountered as a lone, elderly Martian traveling alone. He will appear eager to help them and to join their company. The ramas will attempt to steal a body and flee at the first opportunity.

Ramas: Init +5; Atk special (see below) or by weapon type; AC 12; HD 4d12; hp 26; MV 30'; Act 1d20; SP body snatch; SV Fort +2, Ref +4, Will +6; AL C.

Body snatch: The ramas is capable of stealing the living body of one mortal creature. The ramas must touch the target (+6 melee attack). The target receives a DC 14 Will save; on a failure, the ramas forces the spirit of the target to switch bodies and it takes over its new host form. The displaced victim may regain control of its body if the ramas can be restrained and forced to make the switch back. If either body is killed, no switch may take place and the spirit inhabiting the slain is forever lost.

RAT, DIRE

These massive rodents are the size of a great jungle cat, such as a tiger, and easily as dangerous. Specially bred for ferocity, these creatures are normally encountered with their handler, and very rarely in the wild.

Rat, Dire: Init +4; Atk bite +4 melee (1d8); AC 12; HD 4d8; hp 16, 14; MV 40' or swim 20'; Act 1d20; SP disease (Fort DC 12 or suffer muscle cramps for 1d5 days, reducing Strength and Agility by 1d5 each); SV Fort +6, Ref +3, Will +0; AL C.

ROCK MONSTER EAGLE

The rock monster eagle is a massive bird whose wingspan can block out the sun. The size of a small keep, its natural enemy is dragon-kind. Its main drive is to hunt out and destroy dragons, wherever they may be found, and it does so with relish, devouring the meat from the carcasses of its prey with single-minded gusto. Should there be no dragons in the vicinity other prey will suffice to assuage its hunger. Capable of overwhelming all but the greatest of wyrms, the massive bird is capable of carrying off any creature the size of a bull elephant or smaller in a single claw.

Immortal and highly intelligent, the monarch of the skies is able to understand all languages, despite being unable to speak any but the tongue of the eagles.

Ancient beyond belief, born during the creation of the skies, the rock monster eagle predates the coming of the phlogistic forces of magic and may only be affected by the magic of the gods (directly or as channeled through a cleric).

An encounter with the rock monster eagle should be fearsome indeed, as this legendary beast has only ever been taken down by the native patron Monster-Slayer, who had to work in tandem with his brother Born-of-Water to accomplish such a feat.

Rock Monster Eagle: Init +16; Atk bite +22 melee (1d12), claw +22 melee (1d8), slam +22 melee (10d20), wing buffet +22 melee (2d12); AC 37; HD 16; hp 192; MV 60' or fly 120'; Act 18d20; SP elemental form, hard to kill, slam, immune to arcane magic; SV Fort +16, Ref +16, Will +16; AL N.

Elemental form: Once per day the rock monster eagle can turn into an air elemental of equal hit dice and hit points. This transformation lasts for 2d5 rounds. During this time the rock monster eagle loses its immunity to magic but gains the qualities of the elemental.

Hard to kill: The king of all eagles is immortal and thus can never truly be slain. Should he be reduced to 0 hit points, the bird vanishes into a cloud of molted feathers. The rock monster eagle will reform in 1d24 years' time and will immediately attempt to seek out those who defeated him.

Slam: The rock monster eagle's favorite tactic against a flying foe is to slam down upon it from above. The target must make a Reflex save vs. a DC of the attack roll or be slammed to earth, potentially taking massive damage from the strike. The eagle is capable of so striking targets on the ground, but such targets take half the damage from the slam, and the eagle takes 2d30 hit points damage from the impact.



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S Sandcat – Sea Dragon – Sea Serpent – Sea-Slug – Sea-Slug, Giant – Siren – Snake, Mundane – Snake, Giant – Snapper – Spider, Giant – Spider-Bear – Storm Hound – Sun Jelly

SANDCAT

"The sandcat was bigger than a Bengal tiger, and curiously catlike in appearance, for all that it was reptilian."

- Lin Carter, *Down to a Sunless Sea*

Sandcat: Init +4; Atk bite +9 melee (2d8) and claws +5 melee (1d7); AC 15; HD 7d10; hp 31; MV 75'; Act 1d20+2d14; SP ambush, tremor-sense 100'; SV Fort +7, Ref +8, Will +2; AL N.

Ambush: A fearsome desert predator, the sandcat buries itself in the sand and waits for prey to pass nearby. Unless the target is already aware of the sandcat's presence (via tremor-sense or some other notification) it is automatically surprised as the sandcat springs to attack. From its position under cover of the shifting sands, the sandcat can spring up to 40' in its initial attack.

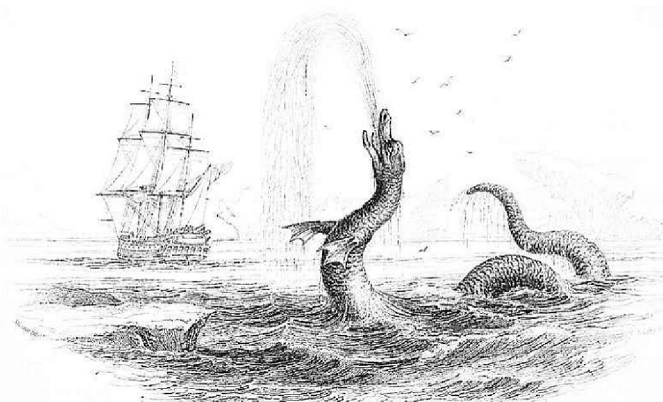
Tremor-sense: Even while covered in the sands of Mars, the sandcat is aware of its surroundings and is able to strike from ambush. It achieves this by detecting subtle vibrations in the sand as they spread across its scaly hide.

SEA DRAGON

Not to be confused with their aquatic cousin, the sea serpent, sea dragons are fearsome creatures descended from lormungar, the first dragon to forsake the land and dive into the depths. Like whales, these creatures do require air to breathe, but can remain submerged for days at a time at the darkest and most crushing depths before rising to strike.

Sea dragon: Init +14; Atk bite +20 melee (1d12), tail slap +18 melee (1d20), 3 tentacle bites +15 melee (1d10); AC 32; HD 14; hp 126; MV 30' or climb 20'; Act 5d20; SP structural crush; SV Fort +14, Ref +14, Will +14; AL C.

Structural crush: Due to the sea dragon's immense size, the creature is capable of damaging ships at sea, caverns, and even cliff faces. Damage to the structure is at the judge's discretion, but all individuals in the threatened area must make a DC 18 Reflex save or immediately be slain. This action must be the sea dragon's sole action for the round.



Sea Serpent is in the Public Domain.

SEA SERPENT

"Mr. Jackson says he saw the monster with his naked eye a half mile from shore, and also had a view of it when two miles away, though Mr. Shaw's Marine glasses.

He says it was traveling through the water at a great rate of speed, and was about 100 feet long. A number of folds in his body were plainly seen as they rose and fell. At times the monster raised his body ten feet in the air, and it then presented a terrible sight. Mr. Jackson says that, so far as he is concerned, he has no doubt that the object he saw was a genuine sea serpent."

- New York Times – September 30, 1885

As long as man has ventured out into dark waters there have been strange sightings of things that cannot be explained. Most fearsome among them are the sea serpents, colossal snake-like beasts that have been known to follow ships and, in extreme cases, even attack them.

In combat, the sea serpent's attacks vary based upon the challenge presented. Powerful ships are rammed again and again in an attempt to sink them, crew upon the decks may be swallowed whole, and sailors in the water may be subjected to a thunderous tail slap crushing them into the depths.

Sea Serpent: Init -4; Atk bite +6 melee (1d12+8), tail slap +0 melee (10d10, or 1d10 structural damage), or ram +0 melee (50d10 structural damage); AC 18; HD 10d12; MV swim 8 knots (eight 15' hexes per round); Act 1d20; SP aquatic, structural damage, swallow whole; SV Fort +8, Ref +4, Will +4; AL N.

Aquatic: These large behemoths of the deep are reliant upon their buoyancy in water to maneuver their colossal mass. If forced into the shallows or washed ashore, the sea serpent's move is reduced to 1d6-4' per round.

Structural damage: The ramming power of a sea serpent is so great that no mortal man could ever survive such a blow. It is "fortunate," then, that the creature uses its great strength to ram vessels and not men. The damage inflicted by the attack is directly to the ship's superstructure, just as any ordinary attack (such as cannon fire or mundane collision).

Swallow whole: Plucking a sailor from the decks and plunging them into their gullet is the attack that haunts the nightmares of sailors across nearly every culture. If the sea serpent succeeds in a bite attack, it may immediately make another bite attack in the same round and attempt to swallow the target. If the second bite attack succeeds, the target does not take damage—but instead plunges down the sea serpent's throat and into the acrid dark of the creature's stomach, where it takes damage each round thereafter equal to 2d14 acid and 1d10 constriction. A trapped creature can try to cut its way out with a weapon (such as a dagger) by inflicting 20 points of damage against AC 18.

SEA-SLUG

Sea-slugs float just below the surface the phosphorescent ocean in swarms, lazily feeding on algae or anything slow enough to float into its eyeless face. Whether a product of their bioluminescent diet or the sunless sea they call home, sea-slugs have gelatinous skin devoid of pigment, through which their thick blubbery flesh glistens. They resemble obese worms; a 100-pound sea-slug may only measure 1-2 feet long. Occasionally a swarm will churn to the surface, causing the water to boil. A normal bed consists of 2d8 sea-slugs.

There is no known predator of the sea-slug. If hunted, the sea-slug will attempt to escape by rolling away and plunging deep beneath the water's surface.

Sea-slug: Init -1; Atk none; AC 9; HD 2d4; MV swim 25'; Act 1d20; SP evasive roll (+2 to Ref saves to avoid capture), dead weight, blind; SV Fort -1, Ref +1, Will +0; AL N.

Dead weight: The sea-slug transforms its excessive stores of blubber into a solid mass, resulting in a plummeting slug "bullet" that sinks toward the bottom of the sea bed at a rate of 100' per round, even amid turbulent water.

It is said that gigantic specimens exist deep within the hidden seas of Mars, sea-slugs growing to the size of a house or greater.

Sea-slug, giant: Init +3; Atk maw +5 attack (1d8+2) or slam +10 melee (2d12); AC 13; HD 4d10+6; MV swim 60'; Act 1d20; SP heightened senses, misophonia; SV Fort +2, Ref +2, Will +0; AL C.

Heightened senses: Despite no obvious eyes or ears, the giant sea-slug has developed a heightened sense of awareness within its habitat. It can detect motion in the water up to 200' away.

Misophonia: When the giant sea-slug successfully attacks with its toothless maw, all creatures within a 100' radius must make a DC 5 Will save or flee; a DC 11 Will save is required to ignore the squelching noises and continue attacking the sea-monster once it has begun to work its sphincter-like orifice.

Similar to its smaller counterparts, the giant sea-slug's skin has grown into a thick hide like that of a dirty window, just muddied enough so one can't see through the creature. The solidification of blubber in the 60'-long leviathan has created a devastatingly heavy body capable of damaging anything that doesn't move fast enough. Unlike the floating sea-slug, the sea-monster is aggressive and will attempt to devour any objects or creatures in its path. If provoked, the giant sea-slug will fight by slamming its magnificent form into the offending force twice before turning its constantly-working maw to the water's surface to suck up the carnage. Its life is solitary, as the squelching sound of its uncoordinated mealtime drives most other life forms away.

SIREN

Normally solitary and well feared by sailors, the siren is the sweetly voiced call of death upon the sea. Loathe to actually enter physical combat unless in dire need, a siren will instead use her voice to gently croon sailors to their deaths, urging them to drown themselves on her behalf. The siren will then later descend into the water and feed on the dead flesh of those she ensnared with her song. If directly challenged, sirens are timid and petulant, claiming that they serve an important role in the lives of maritime folk.

Siren: Init +1; Atk dagger +1 melee (1d4), hypnotic song; AC 11; HD 1d10; hit points 6; MV 10' or Swim 60'; Act 1d20; SP hypnotic song, infravision 100'; SV Fort +3, Ref +2, Will +3; AL C.

Hypnotic song: All within 300' of the siren, and able to hear her song, must make a Will save vs. 20 or fall under her influence as per the charm person spell, but without restrictions against committing suicide. The song itself manifests differently within the ear of all who hear it, for it is the voice of the one they hold most dear, calling to them, begging them for aid. Should there be loud noises, those affected may make an additional save each round until they can no longer hear the noise (via it being muffled, its cessation, or the death of the listener).

SNAKE, MUNDANE

Poisonous adder: Init +6; Atk bite +3 melee (1d2 plus poison); AC 14; HD 1d6; hp 4; MV 20'; Act 1d20 + 1d16; SP poison; SV Fort -2, Ref +8, Will +0; AL N.

SNAKE, GIANT

Cobra, giant: Init +8; Atk bite +6 melee (2d4 plus poison DC 20 Fort save or death); AC 14; HD 3d8; MV 40'; SP 25% spitting; Act 1d20; SV Fort +3, Ref +8, Will +2; AL N.

Spitting: The cobra may send a jet of venom into the face of a target up to 150' away. Treat as ranged attack +10. The cobra may do this twice in an encounter.

Two-headed viper, giant: Init +6; Atk bite +8 melee (3d6 plus poison); AC 16; HD 4d8; MV 30'; Act 2d20; SP poison (bitten target must make DC 12 Fort save or temporarily lose 1d4 Stamina); SV Fort +6, Ref +4, Will +2; AL N.

The two headed variety of giant viper is an exotic rarity and any number of wealthy individuals (kings, sorcerers, emirs, potentates) would pay up to 1000 gp for a living specimen. Slain, the skin of the viper will sell for 50 gp on the typical open market.

SNAPPER

"The snapper's hideous beaked head was four feet long and three wide. The giant turtle squattered out of the water in one explosive rush, clawed feet scrabbling for a hold on the rock, the high, gray, serrated shell spraying foul water as it came, yellow eyes gleaming. Overall, it must have weighed over three tons, but it moved very fast just the same. From a sixty-five-pound maximum weight before The Death, the snappers had grown heroically, and they made many bodies of water impassable except by an army."

— Sterling E. Lanier, *Hiero's Journey*

Snapper: Init +4; Atk bite +11 melee (1d24) or claw +12 melee (2d8); AC 18; HD 8d12; MV 40' or swim 80'; Act 3d20; SP worrying bite; SV Fort +8, Ref +8, Will +8; AL N.

Worrying bite: Should the snapper score two successful bite attacks against the same target in a single round, it begins shaking the target from side to side, seeking to break the target's spine. Target must make a DC 18 Fort save or have their back broken, leaving their lower extremities paralyzed. Healing damage of this type requires a cleric to score 4 dice on a lay on hands check.

SPIDER, GIANT

There are thousands of species of arachnids crawling around in the known world, some harmless while others prey upon man and humanoid alike. Ranging from the size of a small dog to that of a small hut, these creatures are not to be taken lightly. Arachnid intelligence and instincts make for a deadly foe.

Large spider: Init +4; Atk bite +1 melee (1d4 plus poison); AC 15; HD 1d8+1; hp 9; MV 20' or climb 20'; Act 1d20; SP poison (Fort DC 10 or an additional 1d5 damage for 3 rounds), eerie movement, webs (entangle, DC 10 Strength check to break free); SV Fort -2, Ref +2, Will +0; AL C.

Eerie movement: Fully three foot across, these spiders glint in the darkness as if coated with liquid nightmare. Traveling upon long, spindly legs, their alien gait is enough to cause fear in lesser creatures. Intelligent creatures of 2 HD or less must make a DC 8 Will save or suffer a -1d penalty when within a 50' proximity to the spider. Unintelligent creatures of 2 HD or less immediately attempt to flee. Creatures of 3 or more HD are immune to the effect.

Mushroom spider: Init +2; Atk bite +6 melee (3d4+3 plus poison) or drift-web +4 ranged (DC 12 Ref save or be entangled); AC 16; HD 3d8+6; hp 19; MV 50' or climb 40'; Act 1d20; SP poison, webbing; SV Fort +7, Ref +3, Will -3; AL C.

Poison: DC 16 Fort save or suffer 2d7 rounds of paralysis. The spider will attempt to web any paralyzed target and flee with its meal.

Webbing: The spider is capable of dropping 10' square sections of webbing from above in an attempt to snare victims. Those so caught must pass a DC 15 Strength test, risking further entanglement on a failure. Failure results in the subsequent DC increasing by 1 point per failed attempt. Any difficulty greater than 20 results in the target being completely immobilized and unable to take any action unless released by outside forces.

Working together, the spiders will build webs spanning several hundred yards, and they are dangerous pack hunters. Often found in groups of 3-5 spiders, they work in concert with one another to drive prey into a maze of webbing from which there is no safe retreat.

Spider-cap: Init +3; Atk bite +2 (1d3); AC 12; HD 1d6; MV 20'; Act 1d20; SP webbing, poisonous bite, camouflage; SV Fort +0, Ref +2, Will +0; AL N.

Camouflage: The spider-cap is 75% undetectable while remaining stationary amongst the mushroom grove it infests. The formidable arachnid also gains +5 to surprise rolls while in its lair.

Poisonous bite: Once bitten, the victim must pass a DC 12 Fortitude save or become paralyzed for 1d6 turns. Spider-caps sense any movement and will continually inject the prey over the course of several days while they feast on the still living victim.

Webbing: Spider-caps may spin a long strand while clinging to the ceiling of its lair. Victims must pass a DC 12 Reflex save to avoid becoming entangled. Each round, the save DC increases by +2. Once the DC reaches 20 the victim is held fast by Strength 18 fibrous webbing and falls prone.

There are thousands of species of arachnids crawling around in the known world, some harmless while others prey upon

man and humanoid alike. One such predator is known to nest among groves of mushrooms and other related fungi and grow to the size of small hounds. The spider-cap is notorious for being highly intelligent, and unlike the solitary nature of most arachnids, the spider-cap is a pack hunter, preferring to hunt with others of its ilk. Add this uncharacteristic behavior to an uncanny ability to camouflage and appear almost identical to the fungi it nests within, and you have a very deadly fight on your hands.

The spider-cap builds its nest among larger crops of mushrooms, usually in caverns and dank underground environments. Tiny webs are spun on the floor of the lair in patterns that alert them to the presence of a potential meal. Once the intruder is detected, spider-caps will crawl to the ceiling and begin to spin single strands, dangling them down in hopes the unsuspecting victim will walk directly into their path. The webbing is extremely adhesive, and could be compared to rope in tensile strength due to a diet that includes the fibrous mushrooms it nests in. Once a single strand is attached, the packmates scurry across the ceiling with more strands to begin the process of entanglement.

Once a poor soul has fallen to the strands of web, only a prayer to the Fates will save the captured prey. The spiders quickly descend and inject a paralytic poison that prevents further movement and allows the pack to make quick work of the final stage of cocooning. At this stage the victim is often drug to a secluded area of the lair where it is continually injected and kept in a paralytic state, allowing the spider-caps the privilege of feasting over the next several days.



Monster spiderbear by Tim S. Holm. This work is licensed under a Creative Commons Attribution Noncommercial-No Derivative Works 3.0 License.

SPIDER-BEAR

The ferocious creature known as the spider-bear has been terrorizing small communities for decades. Little is known of the creature's origin, but legend has it the beast was created by a demented wizard set upon creating a better guardian for his arcane trove of wondrous items. The wizard crossed a dire bear with a captured giant spider, creating a beast so hideous that just one glance has been known to stop a heart! Two of the creatures were created and mated before the wizard was slain by his "cubs" after underestimating their abilities. The creatures escaped into the darkest parts of a nearby forest and have been preying on locals while propagating their species.

The spider bear is slightly larger than a full-grown grizzly bear, standing 15' in height. The head of the bear is grotesque, with eight eyes and a gaping maw filled with venomous fangs. The spider-bear is equipped with large spider legs that stay nested against the creature's stomach until needed for climbing. The creature also inherited a spinneret gland capable of producing thick strands of silk webbing. The spider-bear suffers from poor

vision; however, the olfactory senses are so acute that creature can track by scent for miles. The spider-bear spends much of its day high in the strongest oaks of the forest, where it spins large webs, waiting for unsuspecting victims.

Spider-bear: Init +2; Atk bear claw +3 melee (1d10) or bite +2 melee (1d8); AC 14; HD 5d12; MV 40' or climb 20'; Act 3d20; SP venom, web; Fort +3, Ref +1, Will +2; AL C.

Venom: With a successful bite the target must immediately pass a DC 13 Fortitude save. Failure results in 1d4 points of Stamina loss per round until the save passed. Targets reduced to zero Stamina are assumed to have all organs liquefied and ready for digestion.

Web: The spider-bear may empty its web gland once per day in an attempt to capture prey. The ability mimics the *spider web* spell (DCC RPG, p. 196). Count the attempt as if a 22 was rolled on the spell check.

Climb: The spider-bear may use its spider appendages to climb any surface.

Nearsighted: The spider-bear has poor vision and suffers a -4 penalty to sight-dependent rolls for anything more than 10' away from the creature.

STORM HOUND

More fearsome than any terrestrial dog are the Cú Stoirm, the Storm Hounds of Amber. These massive animals are capable of pursuing automobiles traveling at speeds of 55 mph or more—and doing so successfully. With their powerful jaws, they can tear the bumper from an auto as easily as they rip limbs from bodies. Employed nearly exclusively within the confines of Amber, these beasts do not run wild; rather, they are trained hounds in service to some members of the royal family of Amber.

Storm Hound: Init +5; Atk bite +4 melee (2d8+3); AC 15; HD 4d6; MV 40'; Act 2d20; SP pack attack, steel jaws, terrifying; SV Fort +6, Ref +5, Will +5; AL N.

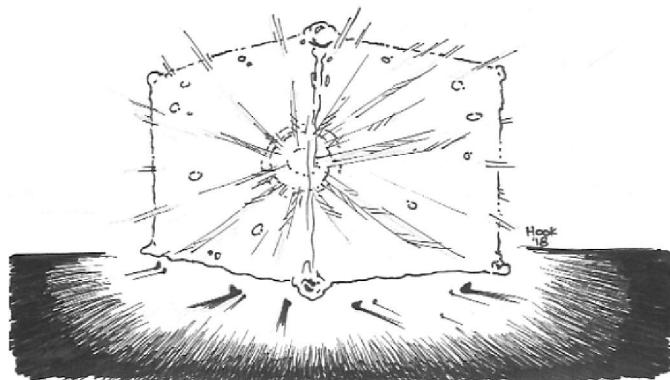
Pack attack: Rather than striking individually, storm hounds can collectively attack as a pack. Unlike a swarm, they do not forgo their individual hit points and AC and are still treated as separate creatures for defense. The true benefit is in the ferocity of the attacks rendered. Like the hounds themselves, the pack has 2d20 actions. For every five hounds in the pack (rounding down), the pack receives the following bonuses:

- +1d20 action die
- +1d to damage rolls

No more than 10 hounds may attack a human-sized creature, although threats of greater size may be targeted by substantially larger packs.

Steel jaws: The bite strength of the Cú Stoirm applies up to 1,000 psi, able to sever human limbs and crush the spines of lesser animals. In addition, their sheer physical strength used in conjunction with their jaws allows them to tear apart larger structures, like automobiles, by the application of group effort.

Terrifying: Storm hounds cause fear in all creatures 2HD or less. All such creatures within 50' immediately attempt to flee, often causing the hounds to give chase (unless ordered not to). Once out of the presence of the hounds, terrified creatures will continue to flee for an additional 1d14 rounds. If restrained and unable to flee, animals panic, while intelligent beings enter a catatonic state.



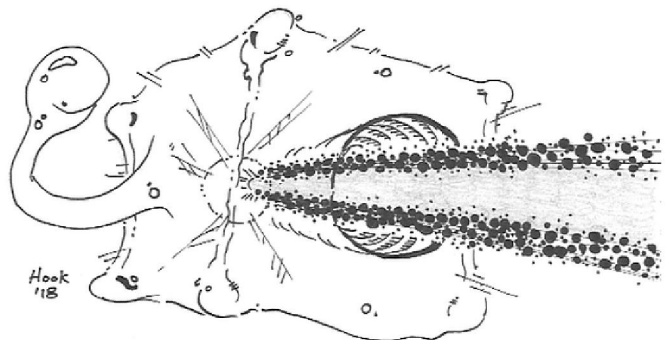
Sun Jelly #1 ©2018 Jon Hook. Used with permission.

SUN JELLY

Sun Jelly: Init (always last); Atk pseudopod +4 melee (1d4), heat ray +3 missile fire (2d6); AC 10; HD 1d8 per 5' square; MV 5' or climb 5'; Act 1d20 per 5' square; SP heat-ray, half damage from slicing and piercing weapons; SV Fort +6, Ref -8, Will -6; AL N.

Related to the gelatinous cube, sun jellies are cube-shaped semi-transparent slime monsters. Sun jellies get their name because they each carry one 2' diameter sphere in the center of their gelatinous form that glows like a miniature sun. Sun jellies are easy to identify in the Underdark because of the bright light they emit.

Heat-ray: During combat, one of the sun jelly's actions can be to open a funnel within itself in order to expose the creature's sun orb. When exposed, the sun orb shoots a heat-ray in a straight line through the "gun barrel" the jelly just formed. The sun jelly cannot make more than one heat-ray attack in a single combat round, and it cannot make a heat-ray attack in consecutive combat rounds. There must be at least one combat round without a heat ray attack, so it can reform the funnel-barrel.



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T Temple Wrack – Tentacled Beast – Thing in the Wardrobe – Tracking Bear – Traveling Rock – Tribearatops – Twk-Men

TEMPLE WRACK

Temple wracks are remnants of those foolish enough to plunder sacred places of worship. They're cursed to an eternal un-life wracked in pain as part of their punishment. The pain pushes the spirit wrack to lethal cunning and a fearless voraciousness for living flesh. Consuming the corpse of a victim frees the essence of the wrack. The process involves the newly formed clawing and chewing its way out of its tormented killer, freeing the original wrack of its cursed servitude.

Temple wrack: Init +0; Atk choke +5 melee (1d4 / 2d4 / 3d4 / etc.) or bite +3 melee (1d6+2); AC 12; HD 5d12+8; hp 45, 30; MV 30'; Act 1d20; SP damage reduction 5, vulnerable to silver, un-dead traits; SV Fort +4, Ref +2, Will +4; AL C.

TENTACLED BEAST

The tentacled beast looks something like an oily black squid with pulsing red veins and only three tentacles. Its eyes glow with a pale lavender light. It can attack opponents up to 10' away with its tentacles, grasping opponents to draw to its beaked maw on the next round (Strength DC 10 to escape). Grasped opponents take tentacle damage automatically each round.

These creatures are intelligent enough to flee if reduced to half their hit points and, normally, guard no treasure.

Tentacled beast: Init +4; Atk tentacle +4 melee (1d6) or bite +4 melee (1d8); AC 19; HD 4d8; hp 20; MV swim 30'; Act 3d20; SV Fort +5, Ref +5, Will +10; AL C.

THING IN THE WARDROBE

"The wardrobe doors were open. The Thing stood before it.

"Free!" it announced, flexing its limbs, furling and unfurling its dark, scaly wings. "Free!"

- Roger Zelazny, *A Night in the Lonesome October*

The Thing in the Wardrobe: Init +4; Atk claw +5 melee (1d7+3) or bite +5 melee (1d12); AC 12; HD 3d8+6; hp 20; MV 30' or fly 20'; Act 1d20; SP charm, demon traits, infravision 60'; SV Fort +3, Ref +0, Will +2; AL C.

Charm: Through wheedling and flattery, the Thing in the Wardrobe can beguile and charm a target. Treat as charm person with a spell check of 20.

Damage resistance: The Thing's tough, scaly hide protects the creature protection from mundane attacks. The Thing takes only half damage from non-magical attacks and fire.

The Thing in the Wardrobe is a sinister being summoned from "someplace else" to serve as fodder in Jack the Ripper's attempts to keep the gateway closed during the ritual of the great game.

TRACKING BEAR

Weighing over 2,000 pounds, the tracking bear is a relentless engine of destruction. Created by the gods themselves, the beast hunts its prey without ever deviating from its course.

Tracking Bear (20' tall): Init +1; Atk bite +12 melee (6d8), claw +24 melee (3d14); AC 20; HD 17d10; hp 94; MV 50' or swim 20'; Act 3d24; SP bear hug, perfect tracker, terrain immune, immune to cold and ice, Crit Table G; SV Fort +12, Ref +6, Will +8; AL N.

Bear hug: Upon striking a target with two claw attacks, the tracking bear immediately begins to bear hug the victim for an additional 3d8 hit points per round. The target is held fast and must make a Strength check vs. DC 24 to break loose. The tracking bear may continue to bite their foe, considered helpless, but cannot continue to make claw attacks while hugging, nor may the tracking bear attack any other foe.

Perfect tracker: Once the tracking bear has crossed the trail of an individual, it automatically can follow them wherever they may go, so long as the prey does not use magical transportation such as teleportation or a dimensional gate. Flight does not negate the bear's ability to follow and the tracking bear will never cease its pursuit until it slays and devours its quarry.

Terrain immune: Tracking bear can cross any sort of terrain and is immune to any effects caused by special terrain. Tracking bear is slower moving in water but is unaffected by tides or storms.

TRAVELING ROCK

A giant boulder, yet intelligent and capable of speech, the traveling rock is one of the oddest creatures faced by native patron Monster-Slayer. While the boulder is just that—a boulder—it is capable of developing a rudimentary mouth for speech or for eating its prey. The mouth is crudely formed, and of no use in combat.

Traveling Rock (Tse'Naga'Hai): Init +6; Atk slam +14 melee (5d7); AC 20; HD 8d8; hp 36; MV 30'; Act 2d20; SP hard to kill, elemental traits; SV Fort +10, Ref +6, Will +10; AL C.

Hard to kill: A creature of stone, the traveling rock may be broken, but may never truly be slain. Should the pieces be reassembled, the traveling rock will heal its wounds and shall be restored.

The rock, while capable of being peaceful, is quick to react to any sleight and its anger; once roused, it is unquenchable. All damage done to the rock represent chips being struck off its form, and this gravel retains the elemental traits.

TRIBEARATOPS

"How to defeat them: There is a soft spot between the chest and belly that can be speared. Horns can be chained to a moving train. Also, feed it bombs."

- Dickinson Killdeer, *Dickinson Killdeer's Guide to Bears of the Apocalypse*

Created by the mad wizard Ethcolle, the tribearatops is an absolute horror of fur and scales. A force of utter devastation, the tribearatops rivals a dragon for sheer destructive power. It is thus quite fortunate that the creature is also slow-moving – as entire villages have been known to literally relocate their structures out of the monster's path.

Tribearatops: Init +0; Atk bite +6 melee (3d6), gore +8 melee (2d12 plus poison), stomp +4 melee (3d10), or tail sweep +10

melee (1d16 and DC 20 Reflex save or knocked prone); AC 35; HD 10d14; MV 20'; Act 2d24; SP long tail, maternal, poisonous horn, vulnerable spot (AC 18), critical hits as dragon (table DR/d24); SV Fort +8, Ref +6, Will +3; AL C.

Long tail: The tribearatops' tail is long enough that, on a successful hit, additional targets within 5' must make a Reflex save vs. 15 or also be struck prone.

Maternal: The normally slow-moving creature enters a frenzy should its young be threatened, doubling both its movement rate and number of attacks.

Poison: Tribearatops horns are coated with naturally-occurring oxytocin. Merely coming into contact with the horn requires a DC 15 Fort save, while being impaled by the horn increases the DC to 20. Failure results in the victim being overwhelmed by emotion and leaping onto the horn and killing themselves in sacrifice.

Vulnerable spot: There is a single vulnerable spot on the beast which may be successfully targeted with a precision shot Mighty Deed of Arms with a result of 6+.



Tribearatops © Ethan Nicolle. Used with permission.

TWK-MEN

Twk-men are an intelligent race of insect-sized humanoids. Loathe to enter combat unless defending themselves, the Twk-men are skilled scouts and spies who trade the intelligence they gather for supplies (primarily salt), or other exotic oils.

Twk-Man: Init +4; Atk lance -1 melee (1d2); AC 12 + armor; HD 1d4-1; MV 10'; Act 1d20; SP telepathy; SV Fort -2, Ref +1, Will -2; AL L.

Telepathy: Twk-Men are able to telepathically communicate with insects. This ability allows them to easily break and train their dragonfly mounts. Additionally, it allows them to summon insect swarms (as per DCC RPG Core Rules, p. 419) to their defense if needed.



Kamen Rider Farfalla by RiderB0y This work is licensed under a Creative Commons Attribution Noncommercial-No Derivative Works 3.0 License.

W Water Weasel – Werewolf, Atlanton Earth – Wishler

WATER WEASEL

“Their undershot, sharklike jaws and vicious teeth glistened in the light as they blinked their beady eyes and then recovered. Each one, from wet muzzle to long tailtip, was at least ten feet and could hardly have weighed any less than a full-grown man. Collars of bluish metal glistened and betrayed their wearers’ allegiance, even as they scuttled out of the water and rushed to the attack, snarling as they came.”

– Sterling E. Lanier, *Hiero’s Journey*

Water weasels are a type of leemute emerging after the corruption of The Death that hunt in small packs of 4-6 individuals and are adept at moving through water and streams when seeking prey. Water weasels are large creatures, and a fully-grown adult is typically 10’ long from muzzle to tailtip and weighs up to 200 lbs.

Water weasel: Init +6; Atk bite +4 melee (2d4); AC 14; HD 4d8+6; MV 30’ or swim 50’; Act 1d20; SP pull; SV Fort +2, Ref +6, Will +2; AL C.

Pull: Despite their size, they are incredibly quick, and attack using their undershot, shark-like jaws to lacerate targets or attempt to drag them into prone positions to be vulnerable to further attacks from the pack. With a successful bite, the water weasel receives an opposed Strength check against its opponent. If the water weasel wins the Strength check, the character is knocked prone and must spend an action to stand up.

WEREWOLF, ATLANTON EARTH

“On silent feet the two beasts slipped away, leaving only the foul odor of their filth to stain the earth where they had hidden, and the birds hung to their branches high above, terrified and silent. Soon afterward, a silence fell in the green woods that guarded the valley, for a dark presence was felt to descend into its undisturbed tranquility...”

– Neil Hancock, *Greyfax Grimwald*

Stealthy flesh-eaters in the service of the darkness, Atlanton Earth werewolves, unlike their lycanthropic counterparts, cannot change from man to beast and back again. Instead, once changed they are forever bound in their wolfen form.

Werewolf: Init +4; Atk claws +6 melee (1d6+2) or bite +6 melee (1d8+2); AC 14; HD 3d6; MV 40’; Act 1d20; SP bloodlust, eerie presence, heightened senses, hunger, hide in shadows +13, sneak silently +10, SV Fort +6, Ref +5, Will +5; AL N.

Bloodlust: Driven to a frenzy by the scent of blood, werewolves gain a +1d bonus to their attacks when made against an already bleeding foe.

Eerie presence: The unnatural taint of the werewolf casts a pall over the immediate vicinity. Mundane animals and insects go quiet and intelligent creatures feel that something is off, when a werewolf stalks within 200’.

Heightened senses: Werewolves can track a foe by scent (+20 to tracking rolls using scent) and, thanks to their glowing yellow eyes, can see in complete darkness.

Hunger: These feral beasts are constantly hungry. After a successful bite, they must make a DC 12 Will save to avoid

continuing to attack by biting and chewing, ignoring all else, until their prey is devoured.



Beast of Gevaudan by Asanbonsom. This work is licensed under a Creative Commons Attribution-NonCommercial-No Derivative Works 3.0 License.

WISHLER

The Wishler is a creature that is summoned by uttering the phrase “I wish...” The creature uses the sound vibrations of the person speaking as a conduit, and teleports to the utterer’s location.

Once the Wishler is within the presence of its intended victim (for sadly these creatures are chaotic and delight in ruining people’s lives for their own amusement), the creature will attempt to charm the victim (DC 15 Will save) with a promise of granting the aforementioned wish.

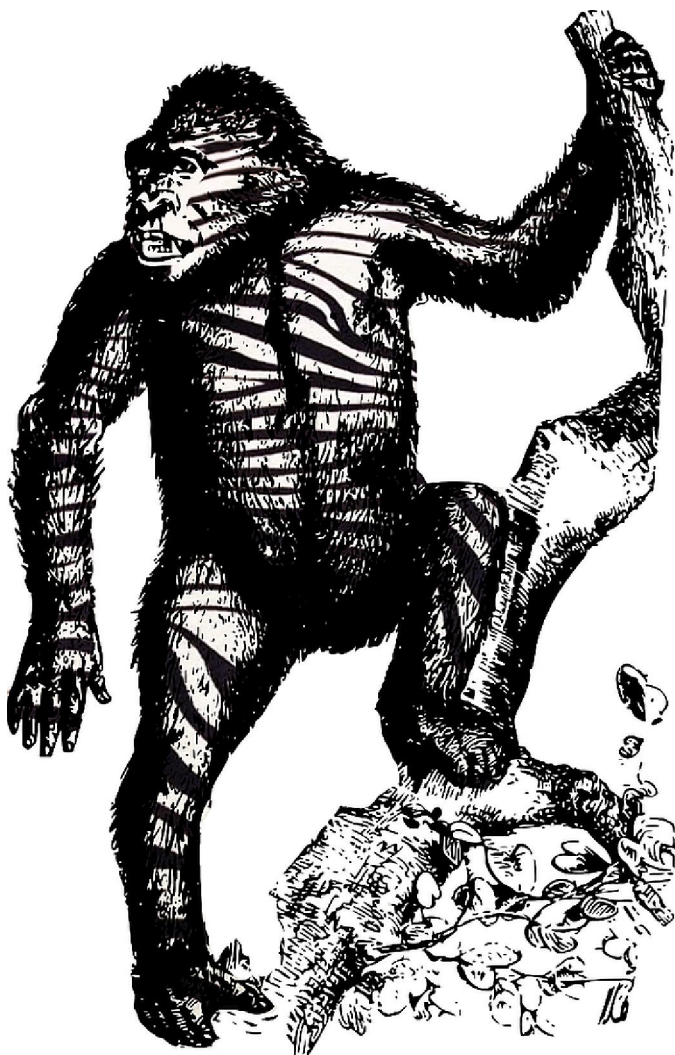
If the person agrees, or if the save fails (on the chance the character doesn’t agree to the deal) no save is needed as the Wishler will begin a low melodic whistle/hum that will entrance its victim. This acts as a curse that will ensure the character’s wish arrives as a perverted and wholly undesirable version of its intended purpose. The judge is encouraged to indulge themselves and create an ongoing series of dilemmas that will chase the character until a proper removal of the curse is performed by a lawful cleric.

The Wishler: Init +2; Atk by weapon; AC 13; HD 2d6; hp 12; MV 30’; Act 1d20 or 2d16; SP summoned by wishing aloud; cannot be permanently slain; SV Fort +2, Ref +4, Will +2; AL C.



The Wishler ©2018 Mars Homeworld. Used with permission

Z Zebrilla – Zone Devil



Zebrilla by Bob Brinkman from image in the Public Domain

ZEBRILLA

“However, it was not a gorilla—not a Terrestrial one, anyway. Its fur was not a solid black. Alternate stripes of broad black and narrow white zigzagged across its body and legs. Its arms were much shorter than those of its counterpart on Earth, and its legs were not only longer but straighter. Moreover, the forehead, although shelved with bone above the eyes, was high.”

- Philip Jose Farmer, *The Maker of Universes*

Gifted by their creator with high human-level intelligence, zebrillas are often fluent in numerous languages to accompany their gorilla-level strength. Unfortunately, with lifespans measured in centuries and millennia rather than years they tend to succumb to ennui which leaves them unable to take decisive action unless directly confronted. To dull their existential pain, zebrillas spend much of their lives (from the second century onwards) in a state of heavy intoxication.

Zebrilla: Init +1; Atk slam +5 melee (1d8+3) or thrown stone +3 missile fire (1d6+1); AC 12; HD 3d12; MV 30' or climb 15'; Act 1d20; SP long memory; SV Fort +8, Ref +2, Will +0; AL N.

Long memory: Because of their artificially long lifespan, and coupled with their high intelligence, zebrillas make wonderful sources of information – if they are focused (and sober) enough to remember. Upon succeeding at a DC 15 Will save, the zebrilla can remember details from virtually any event of the past 1d24 centuries (judge's discretion).

ZONE DEVIL

“From behind the distant barrier, something emerges! Something monstrous!

- Jack Kirby, 'Kamandi: The Last Boy on Earth,' issue #21

Of all of the horrors spawned by radiation, the giant insectile creatures often referred to as devils are certainly out of the collective nightmares of humanity. An amalgam of untold insect genus and species, these creatures dwell in radioactive zones, where their DNA brews ever greater abominations. While no two of these creatures are completely alike, they share enough common features to be identified together.

Zone devil: Init +4; Atk sting +8 melee (3d6 plus poison) or bite +6 melee (2d8); AC 15; HD 5d8; hp 23; MV fly 50'; Act 1d20; SP poison (DC 12 Fort save or 1d4 Stamina loss); SV Fort +8, Ref +7, Will +3; AL N.



Insect Thingy by Nils-Petter Norlin. This work is licensed under a Creative Commons Attribution-Share Alike 3.0 License.

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SANCTUM SECORUM

Appendix N(ightmares)

Compiling three year's worth of monstrous creations, this sinister tome contains over 150 monsters to bring to your DCC RPG Table.

It has everything from
Animated Armor
to
Zone Devil

Did we mention that it is still free?!
(Psst...It's still free!)



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