

# TRILEMMA ADVENTURES

The background of the cover is a dark, atmospheric illustration. A woman with long dark hair, wearing a white, flowing, off-the-shoulder dress and a small crown, stands in the center. She holds a long spear with a three-pronged, leaf-like tip in her left hand and gestures with her right. She is positioned in front of a stone archway. Inside the archway, several ghoulish, pale creatures with dark, hollow eyes and tattered clothing are visible. The scene is set in a dark, forested area with gnarled trees and vines. The ground is covered in moss and small plants.

## Compendium Bestiary

112 Creatures for classic **Basic/Expert**

This book provides B/X-compatible stats for over a hundred monsters from the award-winning Trilemma Adventures series.

Inside are alien aberrations, beasts of the wood, people of the underworld, celestial horrors, demonic incursions, ghostly remnants of ages past, and scores of other entries to surprise your players and enrich your campaign.

Use them along with the Trilemma Adventures Compendium, or in adventures of your own design.



## TRILEMMA ADVENTURES



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# BESTIARY





## ACOLYTE OF RAAL

Occasionally, a vision or seer catches a glimpse of the dread ritual of Thiru that made the primordial orcs. Some try to mimic the ritual, consuming the spirits of the dead, in the hopes of obtaining the power of those legendary creatures.

Unfortunately, the ritual is subtle, and imperfect performance has many side effects. Each acolyte of Raal has different orcish gifts: glowing, night-seeing eyes; a tough leathery hide; claws and bestial strength; regeneration; the ability to take sand and soil as sustenance; or even ageless vitality.

They may also have numbed limbs, weakness, leprosy, or rotting flesh—before overuse of the ritual causes them to succumb to unthinking ghouldom or death.



### ACOLYTE OF RAAL

**Numbers:** 1d6 (2d10)

**Alignment:** Chaotic

**Move:** 120' (40')

**AC:** 7

**HD:** 2+2

**Damage:** 1d8 (weapon)

**Save:** Fighter 4

**Morale:** 8

**Treasure:** U (K)

**XP:** 25xp each

Roll 1d6 to determine each acolyte's orcish gift:

| d6 | Orcish Gift                             |
|----|-----------------------------------------|
| 1  | Ageless vitality (+10 hit points).      |
| 2  | Claws and bestial strength (+2 damage). |
| 3  | Glowing eyes (darkvision).              |
| 4  | Regeneration (2 hit point per round).   |
| 5  | Sand and soil is sustenance.            |
| 6  | Tough leathery hide (AC Chain).         |

For every 5 Acolytes of Raal encountered, there is a 2 in 6 chance of an additional leader accompanying them. This leader has 4 Hit Dice and two orcish gifts.

## AETHER SERPENT

When the astral wind blows strangely, the sands of that realm form into writhing serpents which grind along the dunes in pursuit of material travelers. The sands of the astral realm are soaked in the dreams and fears of the ages, so the **bite** of an aether serpent inflicts potent, incapacitating visions of lives long past. Do not tarry in the astral realm!

### AETHER SERPENT

**Numbers:** 1d4 (2d6)

**Alignment:** Neutral

**Move:** 120' (40')

**AC:** 7

**HD:** 2

**Damage:** 1d4 (bite)

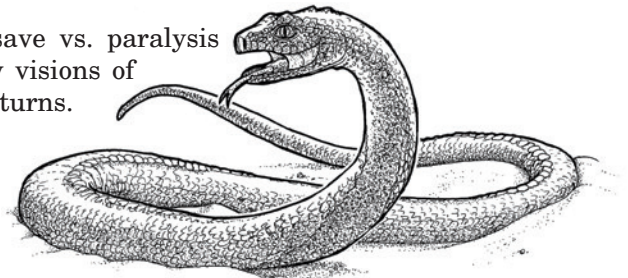
**Save:** Fighter 2

**Morale:** 7

**Treasure:** Nil

**XP:** 25xp each

Anyone bitten must save vs. paralysis or be incapacitated by visions of lives long past for 2d4 turns.



## ANT, BLIGHT

Blight ants bring total destruction when they come, like a slow-moving wildfire. Dog-sized **scout ants** find and mark suitable food. A few hours later, squads of **forager ants** arrive and carry away anything living. Horse-sized **blight soldier ants** watch over the operations and protect the smaller ants from reprisals.

Trees, bushes, injured or slow-moving animals—everything they can cut down and haul—are pulled underground to rot in their subterranean fermentation pits.

Their ravages are cyclical: they enter an area, strip it down to the bare ground, and move on. After a few years (if the soil hasn't dried up and blown away) the area begins to recover. Saplings grow and the animals return, but not long afterwards, so do the ants.

Blight ants prefer hot, dry climates, as their colonies are vulnerable to flooding in more temperate lands. In cold weather, they grow sluggish and vulnerable to hot-blooded scavengers. This small mercy is all that keeps them from sweeping over everything.

### BLIGHT ANT SCOUT

**Numbers:** 2d4 (6d10)

**Alignment:** Neutral

**Move:** 120' (40')

**AC:** 7

**HD:** ½ (1d4 hp)

**Damage:** 1d4 (bite)

**Save:** Fighter 1

**Morale:** 6

**Treasure:** Nil

**XP:** 5xp each

- Double damage from cold, frost, and water-based effects.
- Half damage from fire, heat, and desiccation effects.

### BLIGHT ANT SOLDIER

**Numbers:** 1d4 (2d6)

**Alignment:** Neutral

**Move:** 120' (40')

**AC:** 5

**HD:** 1+1

**Damage:** 1d8 (bite)

**Save:** Fighter 2

**Morale:** 7

**Treasure:** Nil

**XP:** 15xp each

- Double damage from cold, frost, and water-based effects.
- Half damage from fire, heat, and desiccation effects.

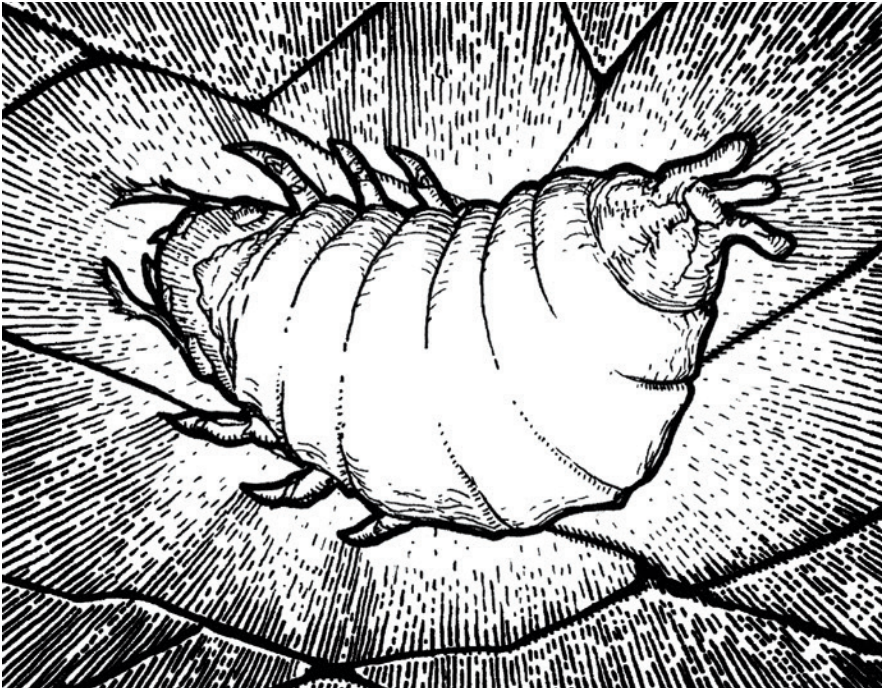
A lair of blight ants includes scouts, soldiers, and a swarm of foragers, which functions like a single 4 HD creature that can only harm plants and creatures subdued by other blight ants. The swarm can cover creatures fighting the other blight ants and give them a -2 penalty to their attacks, but it takes 1 damage each round for each creature it penalizes (as individual forager ants are crushed and squashed in the commotion).

## APOCALYPSE LARVA

Fat white grubs (2 paces long) cling to cavern walls, sloshing with precious oils. They are passive, but if disturbed they can burst explosively, splashing anyone nearby with flaming oil.

In order to carefully step past apocalypse larvae or gingerly transfer them to a suitable container, a successful save vs. breath weapon is required. Failure results in being doused in flaming oil and set alight, and taking 1d4 damage right away, and another 1d4 damage at the end of every round unless the flames are doused.

Each larva contains 1d6 pots' worth of fire oil, each valued at 30gp.





## AUTOMATON

These Seree-made automatons have bodies of wood, leather, and brass. Their heads are human skulls. They are built for hard labor, and are a full head taller than most humans.

### AUTOMATON, SERVANT

**Numbers:** 1d6 (2d8)

**Alignment:** Neutral

**Move:** 90' (30')

**AC:** 4

**HD:** 2

**Damage:** 1d6 (unarmed)

**Save:** Fighter 2

**Morale:** 12

**Treasure:** (Skull crystal)

**XP:** 20xp each

- Half damage from cutting and slashing weapons.
- Immune to piercing weapons.

There is only a 1 in 3 chance of a servant automaton fighting back if attacked, or obeying if given an order. Otherwise, it ignores the situation. Even if they do react, servant automatons always strike last in the initiative order.

### AUTOMATON, VAULT JACKAL

**Numbers:** 1d8 (2d8)

**Alignment:** Chaotic

**Move:** Move 120' (40')

**AC:** 4

**HD:** 2+2

**Damage:** 1d8 (bite)

**Save:** Fighter 2

**Morale:** 12

**Treasure:** (Skull crystal)

**XP:** 25xp each

- Half damage from cutting and slashing weapons.
- Immune to piercing weapons.

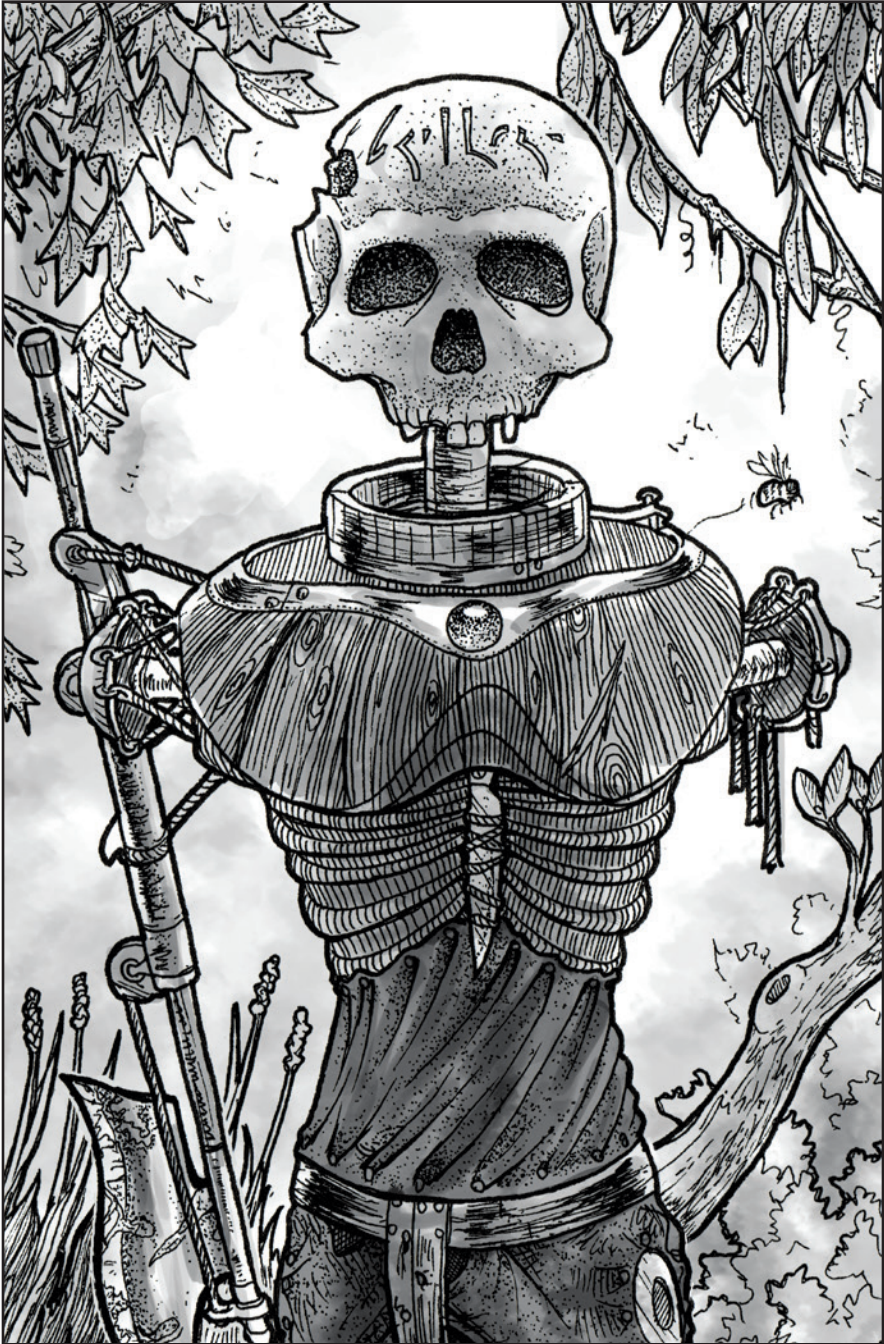
The Seree also maintained a store of crystal-infused skulls for defensive purposes, made from starved jackals. Automatons with jackal skulls hunt in packs, sneak carefully, attack from ambush, and stop only when their victims are torn apart. A group of jackal-skull automatons surprises an enemy on a roll of 1-3 (instead of 1-2), and is only surprised on a roll of 1.

### WIZARD FLOWERS

Inside each automaton's skull each one containing a small, coral-like crystal of topaz, agate or garnet, which holds the automaton's habits of endless servitude. These 'wizard flowers' were grown in the brains of acolytes not suited for powerful magic. They are mildly magical, and worth d10x10gp.

A **skull collar** (an enchanted brass sleeve with a central post) affixes the skull and animates the body with the impulses from the flower. This makes the skulls interchangeable, giving their minders the ability to

replace the skulls with others, trained for different tasks. Skull collars are worth d4x100gp to the right buyer.



# AVATAR OF SUVUVENA

An avatar of Suvuvena is the penultimate chimeric creation, a person made of arthropods, fused together by hydra’s blood and prayers to Suvuvena, shaper of life.

Its lungs are locusts; its skin is a carpet of beetles. Its eyes are holes filled with flies. A huge centipede makes up its guts; its hands are clusters of mantids. It can disassemble or reassemble at will.

As a master chimeromancer, the avatar’s gaze instantly bonds flesh to flesh. It can use this to deform its enemies, or affix two or more of them to one another. It can sew mouths, noses, and eyes shut with a glance, causing blindness and suffocation.

As intelligent, composite beings, avatars have rather alien ideas about identity and individuality.

While most chimeromancers strive to create new and better forms for the glory of Suvuvena, an avatar dreams of welding all life into a single, ecstatic organism.

## AVORASK, AVATAR OF SUVUVENA

**Numbers:** 1  
**Alignment:** Chaotic  
**Move:** 120’ (40’)  
**AC:** 7  
**HD:** 9

**Damage:** gaze (see below)  
**Save:** Cleric 10  
**Morale:** 10  
**Treasure:** F  
**XP:** 1,600

1 gaze attack per turn. The target must save vs. spells or the avatar may do one of the following (roll 1d6 if uncertain which):

| d6 | Avatar gaze effect                                                                     |
|----|----------------------------------------------------------------------------------------|
| 1  | Bond the bugs or vermin of the environment with the target’s flesh.                    |
| 2  | Bond the flesh of two adjacent targets together, making them inseparable.              |
| 3  | Bond the target’s legs together, preventing them from walking.                         |
| 4  | Bond the target’s arm to some other part of their body, preventing them from using it. |
| 5  | Seal up the flesh over the target’s eyes, causing blindness.                           |
| 6  | Seal up the flesh over the target’s mouth and nose, causing them to suffocate.         |







## BANDIT WASP

These giant wasps live in colonies of 2-20 adults, each the size of a calf. They fly noisily, easily heard in the distance. Their glossy chitin protects like metal armor, though their legs and eyes are delicate.

They arrive in groups of d6 to seize people, sheep, or goats with their hooked legs, inject venom, and fly home to feed their captured prey to their larvae.

### BANDIT WASP

**Numbers:** 1d6 (2d20)

**Alignment:** Neutral

**Move:** Flying 120' (40')

**AC:** 3

**HD:** 1+1

**Damage:** 1d4+poison (sting)

**Save:** Fighter 1

**Morale:** 8

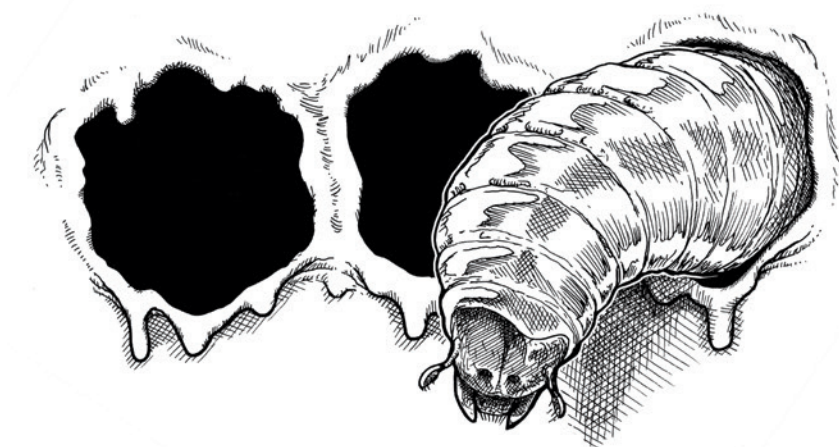
**Treasure:** C

**XP:** 15xp each

1 sting attack per round (1d4 damage, plus poison). Anyone stung by a bandit wasp must save vs. poison or become completely unaware of the presence or actions of all bandit wasps for 2d4 turns.

## BANDIT WASP LARVA

Bandit wasp nests are cottage-sized, spherical globs of wax nestled high on cliff walls, the upper stories of ruins, or large, ancient trees. The nests crawl with forearm-sized larvae, which secrete the wax that makes the nest structure. They nose about blindly, but if bothered, they reply with a jet of hot wax (painful and blinding). The Seree believed that bandit wasp wax could repel demons.



### BANDIT WASP LARVA

**Numbers:** 2d20 (lair only)

**Alignment:** Neutral

**Move:** 30' (10")

**AC:** 8

**HD:** ½ (1d4 hp)

**Damage:** 1d4 (wax)

**Save:** Fighter 1

**Morale:** 5

**Treasure:** Nil

**XP:** 5xp each

1 jet of hot wax attack per round (1d4 damage). Anyone hit by this attack must save vs. breath weapon or be blinded for 1d6 rounds.

## BLUE LICHEN

A flaky, blue-gray lichen that rapidly turns exposed skin into more lichen. It grows quickly at body temperature, but is dormant in the numbing cold of its native climate, where it is found as blue-gray streaks on ice. Because it grows painlessly, blue lichen infections can go unnoticed for hours.



Anyone who comes into contact with blue lichen must save vs. poison or become contaminated. Once a person is contaminated, the lichen will reach their flesh in 1d4-1 turns, at which point it causes 1d6 damage each round until it is removed. If the contamination is noticed before it reaches the victim's flesh, it takes 1 turn to clean out their clothes and equipment.

## BOG STRANGLER

Bog stranglers haunt the swamps, bogs, and moorland pools between villages. They live out an illusion of their lives from long ago, poor gatherers, charcoal burners, and fishers. The great working of the Martoi let them live as they did thousands of years ago, but only as reflections in still water.

Do not accept their hospitality! Bog stranglers can be recognized by their ignorance of recent news, since they remember nothing since the working. Travelers have awakened to find themselves underwater and drowning: the humble cottage of their host revealed to be a slimy, leaf-filled water hole. Long fingers close about their necks and choke out their last breath.

### BOG STRANGLER

**Numbers:** 1d2 (1d6)

**Alignment:** Chaotic

**Move:** 120' (40')

**AC:** 8

**HD:** 4

**Damage:** 1d10 (choke)

**Save:** Fighter 4

**Morale:** 7

**Treasure:** Q

**XP:** 75xp each

Once an attack hits, the bog strangler automatically hits the same target on subsequent rounds, until they are dead. The target can free themselves if they successfully save vs. paralysis.





## BONE DEVIL

Bone devils are the heralds of the great demons who wish to rise to the surface from far below. They hunt the spirits of surface people who are foolish or unlucky enough to be found outside the safety of ancestral hosts.

Bone devils are semicorporeal. To lure the dead, they decorate themselves with bones (which are familiar to the departed). Where the devils settle, they create false shrines filled with stolen sacred objects, or parodies of them.

Bone devils carry **silver-tipped hooks** to catch spirits, though these are equally brutal when turned upon the living.



## BONE DEVIL

**Numbers:** 1d4 (2d6)

**Alignment:** Chaotic

**Move:** 120' (40')

**AC:** 5

**HD:** 6

**Damage:** 1d12 (silver hook)

**Save:** Fighter 6

**Morale:** 7

**Treasure:** V (E)

**XP:** 275xp each

1 silver-tipped hook attack per round (1d12 damage) or special. A target struck by this hook must save vs. paralysis or be caught by it, unable to move and suffering a -2 penalty to attack rolls until the Bone Devil attacks again.

They know several sorcerous rituals:

**Devastating glory** causes sacred objects to sing, which they use to lure any nearby spirits who cherish them.

Bone Devils may cause sacred objects to sing whenever they want, which lures nearby spirits who cherish such items. They then light **flaming lamps** of blue fire that terrify, encircle, and trap the dead, burning them the way flaming oil burns the living.

Once per day, a bone devil may blow upon a **maddening horn**, causing all mounts that can hear it to test morale, with a -2 penalty, or panic and throw their riders.

## BRASS SOLDIERS

Brass soldiers are magical statues of solid metal, siege weapons from ancient Thiru. They move at one-eighth normal speed, making them easily avoided in the open. They are immensely strong, and anyone caught has only moments to cut off whatever the soldier holds before being strangled.

Brass soldiers remain motionless unless someone wears their ring of control. If the ring is worn by a living person, the soldiers march to reach them (even underwater, or digging through stone if necessary). Once in the wearer's presence, they will follow simple instructions as best they can. If a ring is found as treasure, it controls d20 soldiers.

### BRASS SOLDIERS

**Numbers:** 1d20

**Alignment:** Neutral

**Move:** 15' (5")

**AC:** 3

**HD:** 4

**Damage:** 1d8

**Save:** Cleric 8

**Morale:** 12

**Treasure:** Nil

**XP:** 125xp each

Immune to mundane harm (+1 or better weapon to hit).

1 grab attempt per round. Once a person has been grabbed by a brass soldier, they suffer 1d8 damage each round on the brass soldier's initiative (including the round the attempt is made in). Brass soldiers can only attempt to grab someone they have cornered, moved adjacent to, or who attempts to move past them and also fails a save vs. paralysis.





## CARREG

The Carreg are the “people of stone,” who live far underground, in and around the Ur-Menig. Their bodies are genderless, with skin like dimpled, supple clay. When healthy, they are cool and moist. They appear quite alien to surface peoples, having small mouths, slitted nostrils, and no eyes or hair.

They “see” by means of air currents and ground vibrations, and are unaware of light. They tolerate the air of Ur-Menig, which sends others into a deathless sleep.

Carreg fear iron, which to them is strong-smelling and toxic. Their warriors use weapons of bone or oil-hardened leather, while the best-equipped warriors wear head-caps and vests of lacquered tiles cut from isopod shell or bone.

They are calm, resolute, and speak in low, mumbly voices. The Carreg establish trust by speaking loudly about what everyone can plainly see for themselves. To them, the surface is mythical—to speak of it means you intend to break promises and flout their laws.

### CARREG

**Numbers:** 1d6 (2d8)

**Alignment:** Neutral

**Move:** 120' (40')

**AC:** 8

**HD:** 1

**Damage:** 1d6 (bone club)

**Save:** Fighter 1

**Morale:** 7

**Treasure:** P (J)

**XP:** 10xp each

- Carreg are not hindered by darkness.
- Double damage from iron.
- Half damage from piercing weapons.

### CARREG WARRIORS

**Numbers:** 2d4

**Alignment:** Neutral

**Move:** 90' (30')

**AC:** 4

**HD:** 2

**Damage:** 1d8

**Save:** Fighter 2

**Morale:** 8

**Treasure:** Q (K)

**XP:** 20xp each

1 bone or hardened leather weapon attack per round (1d8 damage).

- Carreg are not hindered by darkness.
- Double damage from iron.
- Half damage from piercing weapons.

## CARREG RUST DESPERANT

With the song of their peaceful deity no longer protecting them, some Carreg have formed martial cults. By embracing iron poisoning, they toughen themselves against their enemies.

Their skin is broken and weeping, but covered in hard, metallic scabs. Their limbs grow abnormally long and muscular.

The desperants are not particularly skilled in war, but they commit to battle with berserker ferocity. Among them are many former saints, left despondent when the peace-bringing Song of Gamandes fell silent.

### CARREG RUST DESPERANT

**Numbers:** 1d6+1 (4d10)

**Alignment:** Chaotic

**Move:** 120' (40')

**AC:** 5

**HD:** 2+2

**Damage:** 1d8

**Save:** Fighter 4

**Morale:** 10

**Treasure:** P (K)

**XP:** 25xp each

- Carreg are not hindered by darkness.
- Half damage from piercing weapons.

1 weapon attack per round (1d8 damage). A desperant may charge a foe and attack first in the initiative order, but their AC drops to 8 for the remainder of the round.



## CAVE SQUID

A cloud of black tentacles, hanging in the air like an ink drop in water. They “swim” through the air, fronds wafting on unseen currents.

Normally constricted to a mass 2-3 paces across, their tentacles stretch up to 6 paces if need be. Given time, they can squeeze through gaps only a few fingers wide. They are highly resistant to crushing or piercing attacks.

They hunt alone and act intelligently.



### CAVE SQUID

**Numbers:** 1

**Alignment:** Chaotic

**Move:** Fly 120' (40')

**AC:** 7

**HD:** 3+1

**Damage:** see below

**Save:** Fighter 3

**Morale:** 8

**Treasure:** Nil

**XP:** 50xp each

- Half damage from crushing and piercing attacks.

2 attacks per round. Their venomous touch causes paralysis (lasts 1d4 turns, save vs. paralysis to resist), searing pain (1d4 damage), or control of whichever of the victim's limbs has been seized (1 action, save vs. paralysis to resist), depending on the squid's vile purpose.

## CAVE STITCHER

The spider-like spawn of the demon Guguluin practice a gruesome form of sorcery, “stitching” victims’ bodies into new shapes by severing and reattaching limbs. The final form determines the spell they cast.

Some victims die while being prepared, while others survive to live on as **puppets** of the stitcher, ever available to produce the desired magical effect with a jerk of their silken tether.

### CAVE STITCHER

**Numbers:** 1 (1d6)

**Alignment:** Chaotic

**Move:** Climb 90' (30")

**AC:** 5

**HD:** 6+6

**Damage:** 1d6/1d6/1d10

**Save:** Fighter 6

**Morale:** 7

**Treasure:** U (C)

**XP:** 350xp each

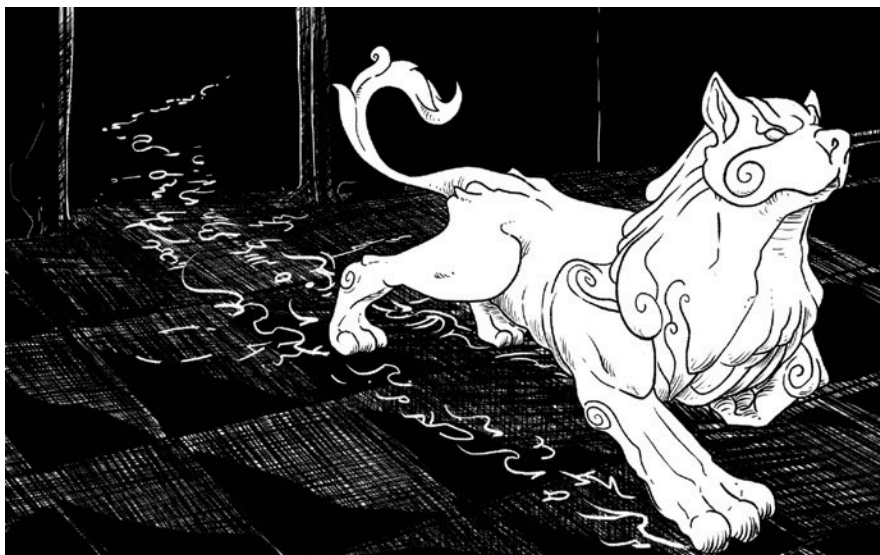
1 bite attack (1d10 damage) and 2 claw attacks (1d6 damage each) per round, or 1 spell.

Cave stitchers venturing into contested lands will be dragging d4 puppets, each with different **magical effects**—spurting fire, a sound-deadening black fog, or a cantrip that makes their quarry’s blood sing like a boiling kettle (all the easier to find them).

They are strong climbers, able to drag their dangling puppets with them along walls or ceilings.







## CHALK HOUND

The ancients of Saaru made chalk golems in the form of hounds. They were lovingly etched with prayers, and as the hounds performed their intricate steps as they patrolled the temples, they graced the flagstones with prayer sigils.

### CHALK HOUND

**Numbers:** 1 (1d4+1)

**Alignment:** Neutral

**Move:** 150' (50')

**AC:** 5

**HD:** 2+2

**Damage:** 1d3/1d3/1d4

**Save:** Cleric 4

**Morale:** 12

**Treasure:** Nil

**XP:** 25xp each

1 bite and 2 claw attacks per round (1d4 / 1d3 / 1d3 damage, respectively). Chalk hounds are immune to disease, emotion-based magic, mind control, and poison.



## CHANGELING

Countless cultures have fallen into the depths of the underworld when their time on the surface came to an end. The changelings are the survivors: rather than be claimed by the depths and pass into myth, they adopt the forms of living peoples and blend in.

Changelings move among the crowds anonymously when they must, but a stable life requires a home, loved ones, and a station. These they obtain by murder, targeting a specific person, killing them, and slipping into their life.

Changelings are students of human nature, politely curious and excellent conversationalists. They are always observing, planning who they must become next. Some maintain several identities, leading two or even three lives at the same time.

Changelings feign openness to learn as much as they can in return for what they disclose, but this is a double-edged sword: many a changeling has given itself away with a careless idiom or a habitual phrase from a dead language.

### CHANGELING

**Numbers:** 1 (1d3)

**Alignment:** Neutral

**Move:** 120' (40')

**AC:** 8

**HD:** 2+2

**Damage:** (as weapon)

**Save:** Fighter 2

**Morale:** 7

**Treasure:** V

**XP:** 25xp each

1 attack per round (as weapon).

A changeling may adopt the form of another human whenever they wish, but must learn their mannerisms to pass as them successfully.

## CHITIN DRAKE

Chitin drakes are bred as weapons of war by Dradkin chimeromancers. They look like flying centipedes, buzzing through the darkness in search of prey. They attack by biting, injecting a potent paralytic venom. If attacking a group, they will make rapid passes to sow confusion. When attacking lone targets, they bite continuously while coiling around their prey and latching on with a hundred stabbing legs.

They have carapaces like burnished lead, as tough as drake scale. Killing them requires holding them still long enough to batter through their scales.

They do not attack suicidally, and will retreat if they are hurt. When threatened, they hide on cavern ceilings or scurry into crevices.

Newly hatched chitin drakes are two paces in length and as thick as a wrist. When they can feed on fresh meat, they grow by half a pace every day. Once they reach five paces in length, their drake nature emerges more fully, and they develop a prescient cunning.

Twice daily, they can squirt a jet of sticky, **flaming liquid** sizable enough to engulf a human.

Chitin drakes will never approach a flame that burns with powdered drake-egg shell. This is the only means of control the Dradkin have ever been able to exert over these fell creatures.

### CHITIN DRAKE

**Numbers:** 1d4 (2d6)

**Alignment:** Chaotic

**Move:** Fly 180' (60')

**AC:** 3

**HD:** 6

**Damage:**

**Save:** Fighter 6

**Morale:** 9

**Treasure:** Nil

**XP:** 500xp each

1 bite attack per round (1d6 damage) or breath weapon. Anyone bitten must save vs. paralysis or be unable to move for 1d6 rounds. When a chitin drake attacks a paralysed target, it automatically hits.

Twice per day, a chitin drake can squirt a jet of sticky, flaming liquid that engulfs a single target. The target suffers 3d6 fire damage (save vs. breath weapon for half).

A chitin drake's wings are AC 7, and a successful attack destroys one third of them, reducing the chitin drake's move by 60' (20'). After three such attacks, the chitin drake can still move along the ground at 60' (20'), but cannot fly.



## CRAESTEN

Hulking terrestrial lobsters, craesten are native to alien Tlarba. They are enormously strong and heavy, and despite the loud clacking of their legs, they move gracefully.

They are ignorant of human body language and tone of voice, which can make them seem stupid or naive at times, but they are intelligent, perceptive, and are known for their sense of humor. Their **natural armor** lends them an unshakable confidence and humor: in the worst case, they can simply eat you.

When truly upset or angry, they produce a strong **citrus smell**, highly alarming to selks.

### CRAESTEN

**Numbers:** 1d4 (3d6)

**Alignment:** Any

**Move:** 120' (40')

**AC:** 3

**HD:**

**Damage:** 1d8+2/1d8+2

**Save:** Fighter 10

**Morale:** 9

**Treasure:** S

**XP:** 225xp each

2 pincer attacks per round (1d8+2 damage each).

When craesten blood lies wet upon the ground, there is a 2 in 6 chance that any spell cast nearby is cancelled and dispelled.

## CRAWLING GHOST

The most terrifying of the Martoi are the crawling ghosts, victims of their most powerful curses. Most were driven into the sea, but whenever one finds its way back to shore, it causes great havoc. The only known way to deal with them is to have groups sing peaceful songs to lure them into the water. Only the bravest axewives and fishers attempt this, and many die.

### CRAWLING GHOST

**Numbers:** 1

**Alignment:** Chaotic

**Move:** 60' (15')

**AC:** 5

**HD:** 8

**Damage:** see below

**Save:** Cleric 8

**Morale:** 12

**Treasure:** Nil

**XP:** 1750xp each

Crawling ghosts are immune to mundane weapon attacks. Due to their wailing, crawling ghosts never cause surprise. As undead, they are immune to *charm*, *hold*, and *sleep* spells.

The sight of living people enrages them. They will crawl toward the closest target, invoking a random magical effect each round.

Crawling ghosts are vengeful. If they are fought but not destroyed, crawling ghosts will use divination magic to seek out whoever last harmed them, losing interest after d8 months.

| d6 | Magical effect                     |
|----|------------------------------------|
| 1  | Cause Fear (15' radius)            |
| 2  | Darkness (15' radius)              |
| 3  | Cause disease (nearest d3 targets) |
| 4  | Harm (1 target)                    |
| 5  | Animate Dead                       |
| 6  | Earthquake                         |



## CRYPT SERVANT

A crypt servant is a mummified husk, bound by magic to serve a monastic order in death. Their dry bodies are fragile and their minds addled by long years of inactivity, but their fearlessness and large numbers makes them dangerous in the claustrophobic crypts they protect.

### CRYPT SERVANT

**Numbers:** 2d6 (4d10)

**Alignment:** Chaotic

**Move:** 90' (30')

**AC:** 8

**HD:** 1

**Damage:** 1d4 (claw)

**Save:** Fighter 1

**Morale:** 12

**Treasure:** B

**XP:** 10xp each

1 claw attack per round (1d4 damage).



## CURSED BEAR OF LURROCK

The bears of Lurrock incubate spider demons within their bodies, children of the demon wind.

### CURSED BEAR OF LURROCK

**Numbers:** 1 (1d3)

**Alignment:** Chaotic

**Move:** 150' (50')

**AC:** 7

**HD:** 6+3

**Damage:** 1d8/1d8 (claw)

**Save:** Fighter 6

**Morale:** 7

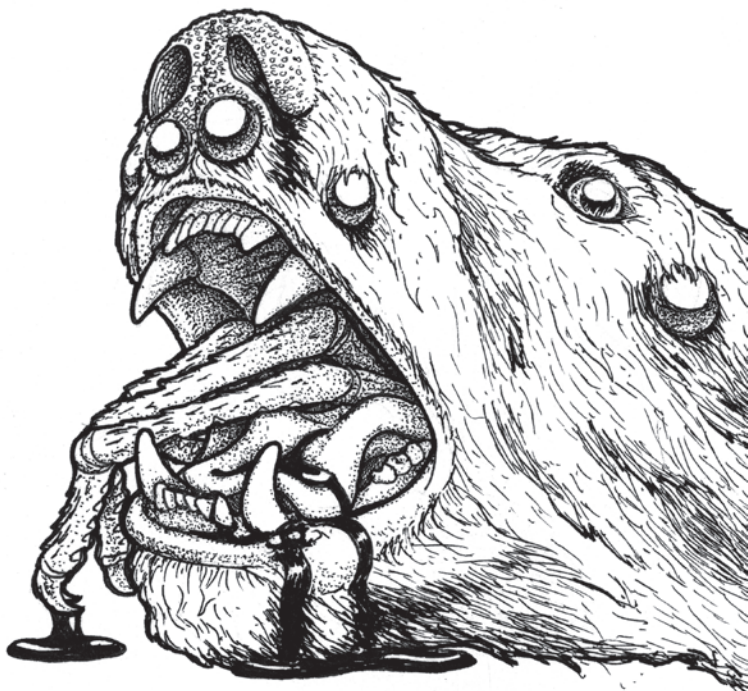
**Treasure:** Nil

**XP:** 310xp each

Cursed bears make 2 stabbing attacks with their legs each round (1d8 damage each).

The sight of a bear carcass flopping from giant spider legs is so alarming that unless the cursed bear is surprised, it surprises anyone encountering it on a 1-4 on a d6.

Protected by thick layer of bear flesh, the demon within takes half damage from crushing or slashing attacks.



## DEMON WOLF

The horse-sized demon wolves were loosed upon the earth in the war between the Powers and the Seree. They burble as they run, which sounds like a child blowing into a bottle half-full of spit. Flaming drops fall from their mouths and burn the grass or hiss in the cold snow.

They earnestly believe the Seree sorcerers (and those who would imitate them) are a curse upon the earth. Some are bound to destroy specific Seree fortifications (or prevent them being rebuilt), while others have completed their tasks and now roam freely.

They are polite, but confidently superior that the mortals have no idea what's good for them or the consequences of their actions.

### DEMON WOLF

**Numbers:** 1 (1d6+1)

**Alignment:** Chaotic

**Move:** 180' (60') plus 120' leap

**AC:** 5

**HD:** 7

**Damage:** 2d8/2d8

**Save:** Fighter 7

**Morale:** 10

**Treasure:** Nil

**XP:** 450xp each

When a demon wolf is wounded, anyone fighting it in melee must save vs. breath weapon or take 1d4 damage from its flaming blood. Once its hit points have been reduced by half or more, sticky, rope-like tentacles burst forth from its wounds and it gains 1 additional attack per round that inflicts 1d8 damage on a hit.





## DIRE FLEA

Dire fleas are parasitic vermin as big as a thumb. Anyone exposed to dire fleas (by an infected person, place, or thing) must save vs. poison or be bitten. Their bite is numbing and injects d3 larvae, which burrow deep into the body.



The larvae emerge explosively as full-grown fleas 2d6 days later (the victim suffers 1d4 damage per flea that emerges from them), leap to a new target, and begin the cycle again.

Anyone caught bringing them into a settlement will most likely be carted off and burned.

## DOGFOLK

The dogfolk are bipedal canines, the descendants of handwolves whose transformation completed after many generations.

Dogfolk reproduce slowly, and their packs are few in number. They avoid people, living in highland forests where they have learned to hunt with clever snares. They are expert trap-setters, and many a deep-woods trapper has found themselves strung up.

They run at great speed, on all fours when they have to. They use harassing attacks and feigned retreats to encourage targets through narrow places with hidden snares, with the aim of separating and exhausting their enemies, over several days if necessary.

They abandon all caution with sorcerers, whom they will hunt with murderous determination.

### DOGFOLK

**Numbers:** 1d6+1 (2d6+1)

**Alignment:** Neutral

**Move:** 150' (50')

**AC:** 8

**HD:** 1

**Damage:** 1d6 (bite)

**Save:** Fighter 1

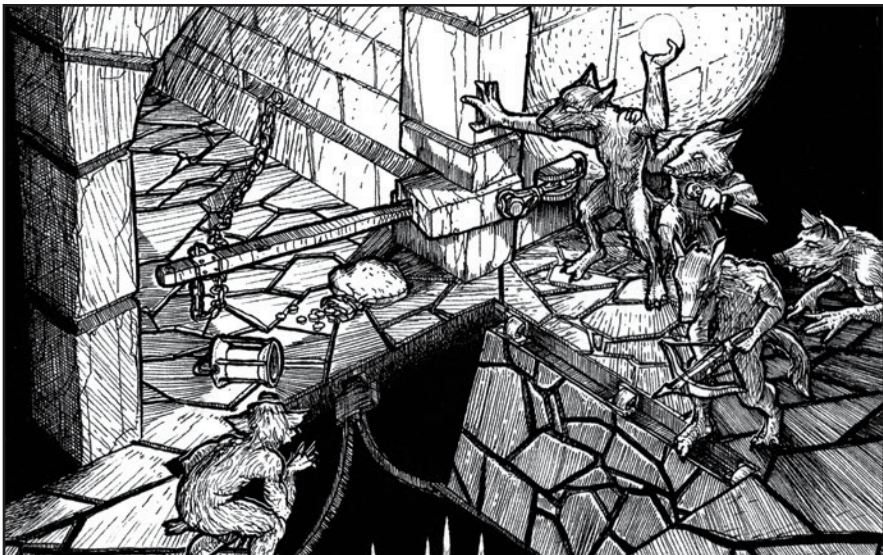
**Morale:** 7

**Treasure:** Nil

**XP:** 10xp each

1 bite attack per round (1d6 damage).

There is a 1 in 6 chance that a pack of 3 or more dogfolk can neutralize a spell or missile attack by howling together. If they know a spell is coming, this increases to a 4 in 6 chance.





## DRADKIN

The Dradkin are a people from deep within the earth. To surface dwellers, they look fine-boned and delicate, their movements jerky and unsettling. The majority are albino, some yellowish with ruddy features.

Their eyes are small, and bright light hurts them. They are at home in darkness, but use tiny lamps or naked wicks when they can afford oil. They have excellent hearing, bordering on echolocation, which they supplement by placing their long fingers against the cavern walls.

They have no cloth, but wear “kinleather” skins of their dead (a final gift), tailored with thread spun from hair, and they make tools and buttons of the bones. Each of these precious garments is named after the giver.

Eons ago, the Dradkin were surface dwellers, but they and their gods were ploughed into the earth by the workings of time.

Dradkin value directness. They interpret evasiveness or partial answers as incompetence or badly concealed weakness. If they do not wish to discuss or disclose something, it is more polite to lie outrageously or introduce bizarre non sequiturs.

### DRADKIN RAIDER

**Numbers:** 1d6 (3d6)

**Alignment:** Chaotic

**Move:** 120' (40')

**AC:** 7

**HD:** 1+1

**Damage:** 1d6 (weapon)

**Save:** Fighter 1

**Morale:** 7

**Treasure:** Nil

**XP:** 15xp each

Dradkin suffer a -2 penalty to attack rolls and saving throws in broad daylight, and a -2 to their Morale rating under the open sky.

### DRADKIN LEADER

**Numbers:** 1

**Alignment:** Chaotic

**Move:** 120' (40')

**AC:** 7

**HD:** 3

**Damage:** 1d8 (weapon)

**Save:** Fighter 3

**Morale:** 8

**Treasure:** C

**XP:** 35xp each

A dradkin leader is always accompanied by 2d6 dradkin raiders.

## DRADKIN FLESHPRIEST

**Numbers:** 1

**Alignment:** Chaotic

**Move:** 120' (40')

**AC:** 8

**HD:** 2

**Damage:** 1d4 (weapon)

**Save:** Cleric 4

**Morale:** 7

**Treasure:** B

**XP:** 20xp each

Fleshpriests have 2 first level spells and 2 second level spells.

### LIMB PUPPETRY

**Level:** 1

**Range:** 60'

**Duration:** 1 round.

This spell allows the caster to dictate what actions 2 of the targets limbs take this round (or next round if the target has already acted this turn), instead of what the target wants them to do. A separate save vs. spell is allowed for each limb.

### THIEF OF SALT

**Level:** 1

**Range:** 120'

**Duration:** Up to d6 rounds

This spell causes 1d4 damage and the target must save vs. spells or faint and be unconscious for 1d6 rounds.

### THOUSAND ECHOES

**Level:** 1

**Range:** 240'

**Duration:** 6 turns.

For the duration of this spell, echolocation abilities within range of the caster become completely ineffective.



## DRAKE

Drakes are primitive throwbacks to an earlier age of the earth. They are rare, as they dislike the cold winters of the Tristhmus, and aggressively defend their large hunting territories. They bask in mountain nests for their first year, before spreading ten-pace wings to begin the hunt. Drakes are endurance hunters, harassing their prey until it is too weak to fight back.

### DRAKE

**Numbers:** 1 (1d3+1)

**Alignment:** Neutral

**Move:** Fly 210' (70'), 60' (20')

**AC:** 4

**HD:** 5

**Damage:** 1d8/1d8 (talons)

**Save:** Fighter 5

**Morale:** 10

**Treasure:** Nil (F)

**XP:** 175xp each

Drakes suffer double damage from cold and frost-based attacks.



## DRAKE, CAVE

These limbless beasts are not true drakes, but flying, winged worms with a taloned **grasper** at the end of their strong tails. They glide on rubbery wings in the upper reaches of Ur-Menig, seeking prey with heat-sensitive pits all along their oily bodies.

They use wounded prey as territory markers. Attacking cave drakes will swoop down and leave prey crippled with bite and talon attacks, then leave it to crawl around unless they are hungry, or something (e.g., rescuers, another predator) interferes with it.

### DRAKE, CAVE

**Numbers:** 1 (2d3)

**Alignment:** Neutral

**Move:** Fly 240' (80'), 90' (30')

**AC:** 7

**HD:** 4

**Damage:** 1d6/1d6 (grasper, bite)

**Save:** Fighter 4

**Morale:** 6

**Treasure:** Nil

**XP:** 75xp each

1 grasper and 1 bite attack each round (1d6 damage each). If both attacks are successful, the cave drake cripples one of its target's legs. They can only move at half speed (or barely at all, if both legs are crippled) until they recover all HP. There is a 4 in 6 chance that a cave drake will leave a crippled victim and not return to finish the job for another 1d6 hours.



# DREAM EATER

Dream eaters are demons of the underworld, which exploit spiritual weakness to insert themselves within groups of people. (Communities without ancestral hosts, or who have forsaken traditional protections, are especially vulnerable.)

The dream eater hides itself to avoid discovery (often in some fearful place), and acts at a distance to sow confusion and heighten fear, paranoia, and madness.

## DREAM EATER

**Numbers:** 1

**Alignment:** Chaotic

**Move:** 120' (40')

**AC:** 2

**HD:** 4

**Damage:** 1d10 or special

**Save:** Cleric 8

**Morale:** 8

**Treasure:** see below (crown)

**XP:** 275

1 lacerating attack per round (1d10 damage) or 1 special power.

- Half damage from acid, cold and frost, fire and heat, and lightning.
- Immune to disease and poison.

## INSOMNIA

The first sign of a dream eater's presence is mass insomnia. After a few days, people begin experiencing acute exhaustion and hallucinations.

Each night a person goes without sleep, they lose one-quarter (rounded up) of their current hit points until they have only 1 left, and suffer a -2 penalty to saving throws due to exhaustion.

## OTHER POWERS

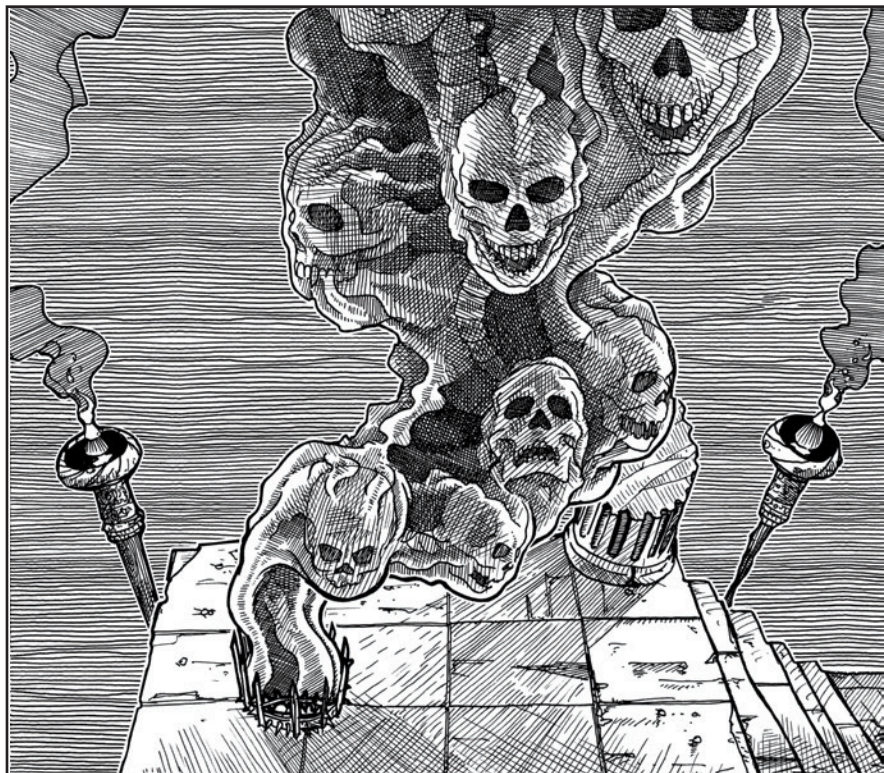
In addition to the insomnia, the dream eater has three powers:

- It can **mimic the appearance** of anyone who has entered its hiding place.
- It can **amplify its victims' emotional states** to such a degree that those nearby feel them also, which may function as a Cause Fear or Confusion spell.
- Finally, it can make insomnia-induced hallucinations into **illusions** experienced by everyone, which function as the spells Hallucinatory Terrain and Phantasmal Force, but are not dispelled when touched. Identifying these illusions as false requires a successful save vs. spells.

## KILLING THE DREAM EATER

If confronted, dream eaters appear as dense clouds of black smoke, filled with teeth and sharp, metal points. Their smoky bodies resist harm, but they are not invulnerable.

When a dream eater dies, it leaves behind a crown of sharp, metal teeth. When worn, the wearer may cast Cause Fear, Confusion, Hallucinatory Terrain, or Phantasmal Force at will, but they lose one quarter (rounded up) of their current hit points when they do so. Without the dreams of the community as fuel, anyone using these powers will quickly become exhausted.



## EMPEROR TORTOISE

The emperor tortoises have walked the earth since before there were people. Supposedly, they follow the paths of the gods—the ley lines and the other, subtler scars of creation.

Walking for so long has given them immense wisdom. Pilgrims, whether scholars, penitents, or mad hedge wizards, follow them for as long as they can.

The humblest hope to earn wisdom as the tortoise has, slowly, by walking. The impatient or ambitious hope to hear the tortoise actually speak.

Venerable Ganth-Nndu is rumored to have spoken at the foot of the Ivory Library of Pelark, which promptly collapsed in shame at its ignorance. Great Mmth-Endu is said to have uttered the word that destroyed all of Darpera.

Most who follow the tortoises, however, learn only their own inner lessons: while the tortoises can speak, they almost never do.

It is said that sleeping in the shadow of a tortoise would impart the secrets of the gods—but that would require them to stop walking, which they never do either.

Mere hot-blooded sorcery cannot sway them. The tortoises remember the cooling of the earth! Magic crashes on a tortoise's mighty hide like waves upon a mountain. The noise may be loud, but the mountain is unchanged.



## EMPEROR TORTOISE

**Numbers:** 1

**Alignment:** Neutral

**Move:** 60' (15")

**AC:** 1

**HD:** 20\*

**Damage:** 4d6 (stomp)

**Save:** Fighter 20

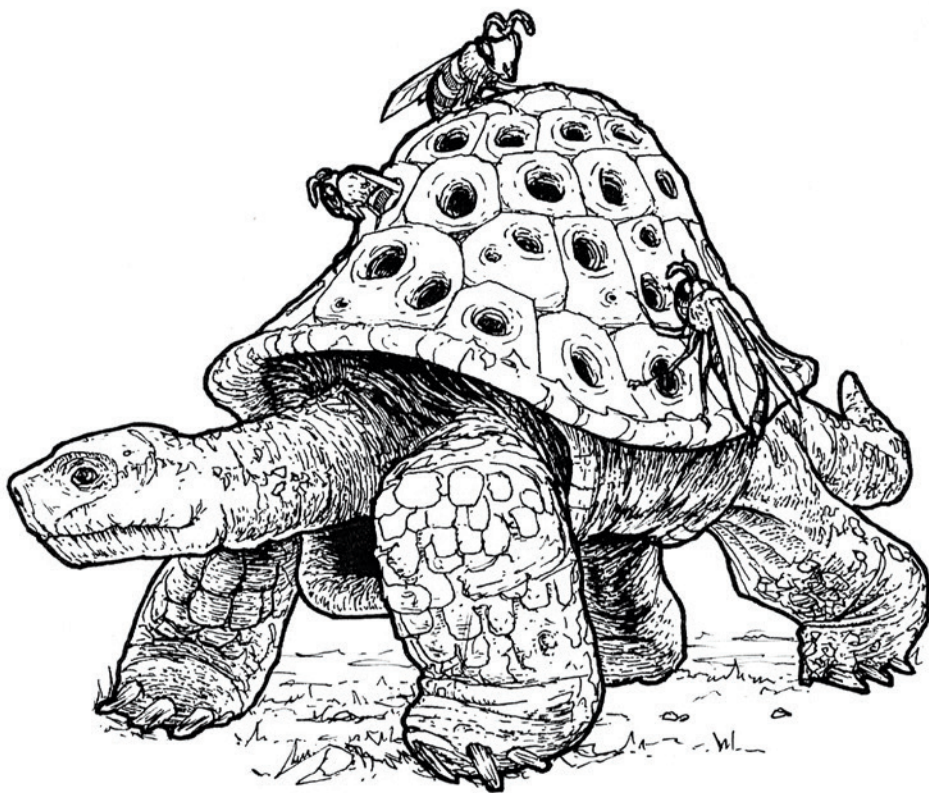
**Morale:** 12

**Treasure:** Nil

**XP:** 3150xp each

- Immune to magic and mundane harm (+3 magic weapon or better to hit).

Instead of attacking, an emperor tortoise may speak words of destruction. Everyone who can hear them suffers 8d6 damage and all built structures the tortoise wishes to crumble do so.





## EMPEROR HERON

The dense swamps of Gruelshore are said to be haunted by ghosts that call out in human voices. These tales arose from the emperor herons, practically invisible with their algae-streaked plumage, despite their gigantic size. They are natural mimics, with excellent hearing, and repeat animal or human cries for hours. Voices or phrases can sometimes be repeated for great distances across the forest, from heron to heron, bringing strange, garbled news.

### EMPEROR HERON

**Numbers:** 1d3

**Alignment:** Neutral

**Move:** 60' (15')

**AC:** 8

**HD:** 2

**Damage:** 1d6 (beak)

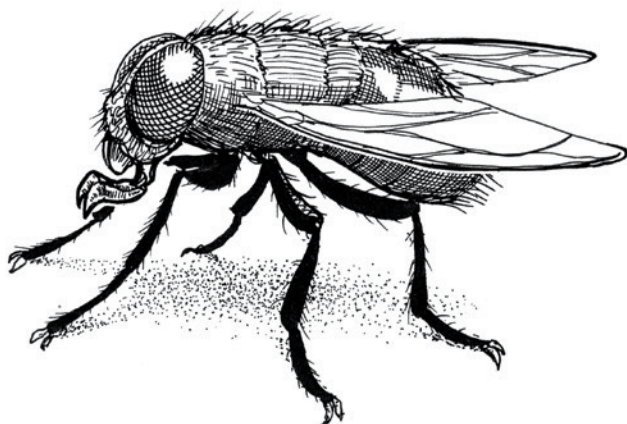
**Save:** Fighter 2

**Morale:** 6

**Treasure:** Nil

**XP:** 10xp each

Because of their camouflage, encounters with emperor herons surprise on a d6 roll of 1-4.



## FEVER FLY

The hallucinogenic venom in the bites of these fat, blue-eyed flies impairs judgment for 1d12 hours. Victims must save vs. poison to avoid spending this time engaged in useless activity. Anyone who fails may try to save vs. poison again, but failure a second time indicates that when they regain their senses, they have become lost or have misplaced some of their valuable equipment.

Possible effects: victims conclude they're traveling the wrong direction; this boat/sack/helmet would be a great way to carry water; a lost loved one is just below the topsoil ("Can't you hear them?"); I have way too much hair; someone should probably go and make sure the king is okay.

## FIRE BEETLE

Fire beetles are the brief adult stage of the apocalypse larvae. They are harmless, one pace in length, and fly noisily on crystalline wings. They occasionally spurt small flames, which can sometimes be spotted as tiny flickers in the darkness, clear across the Ur-Menig.

### FIRE BEETLE

**Numbers:** 1d10 (4d10)

**Alignment:** Neutral

**Move:** 120' (40')

**AC:** 5

**HD:** 1

**Damage:** 1d4 (flaming oil)

**Save:** Fighter 1

**Morale:** 5

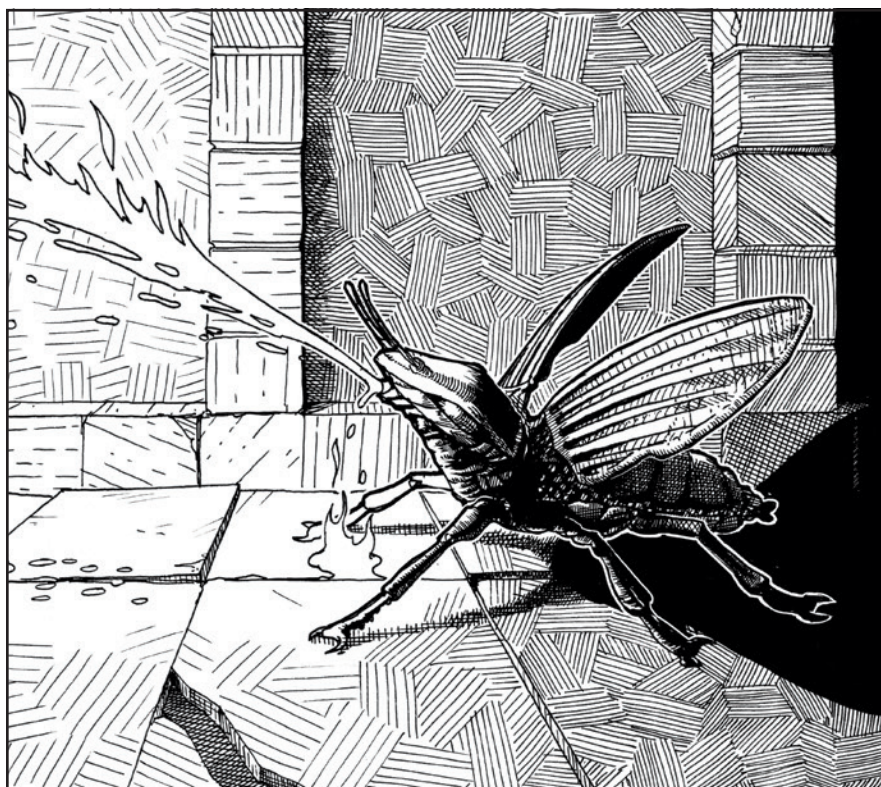
**Treasure:** Nil

**XP:** 10xp each

- Half damage from fire and heat.

If provoked, fire beetles squirt a small jet of flaming fire oil, causing 1d4 damage, and 1d3 damage until the flames are extinguished.

If adventurers attempt to capture a fire beetle without flameproof equipment, there is a 1 in 6 chance they set themselves on fire in the process.



## FIRE SPRITE

These strange beings appear as normal fire, but attentive listeners can make out the dry whispers of their voices. They are small spirits, easily caught in the wild by beginning summoners.

If you have ever asked, “How do the torches in this tomb stay lit?” the answer: fire sprites. Once captured, their former, natural lives are closed off to them—all they can hope for is sufficient fuel to not extinguish.

### FIRE SPRITE

**Numbers:** 1d6 (3d10)

**Alignment:** Neutral

**Move:** 120' (40')

**AC:** 8

**HD:** 1+1

**Damage:** 1d4 (fire)

**Save:** Fighter 1

**Morale:** 7

**Treasure:** Nil

**XP:** 15xp each

1 touch attack per round (1d4 damage). The target of a successful hit must save vs. breath weapon to avoid being set alight, which results in 1d4 damage per round until extinguished.

## FIRE TITAN

The titans of orc legend were 8 paces tall, with brass skin and smoldering coal for eyes. Orc sooths tell how they were the first to walk the uncooled earth, even before the wailing horns of Thiru filled the air.

The titans were said to have built the City of Fire (now deep underground), whose cursed columns and temples are made from an architecture so stark and powerful, so absolute, that none whose eyes fall upon it can ever find solace in a lesser structure.

The Seree sages wrote dismissively of orc mythology, but presented fanciful theories of their own: the titans were created by the gods to halt the expansion of Sorg (hence their ability to **disintegrate matter**); the titans were demonic creations meant to do battle with the war bodies of the demigods (hence their ability to **unravel magics**).

Other sages believed that the titans were neither, merely an early people adapted to the hellish landscape of old; or perhaps they never existed at all.

### FIRE TITAN

**Numbers:** 1d3 (1d4)

**Alignment:** Chaotic

**Move:** 120' (40')

**AC:** 4

**HD:** 12

**Damage:** 2d6 (weapon)

**Save:** Fighter 12

**Morale:** 9

**Treasure:** E + 5000gp

**XP:** 1,900xp each

Fire titans wear chain armor and carry shields. They can throw boulders up to 200' for 3d8 points of damage, or wield weapons that inflict 2d6 points of damage.

They are able to cast the spells Disintegrate and Dispel Magic twice each per day. Fire titans are not affected by fire-based attacks.

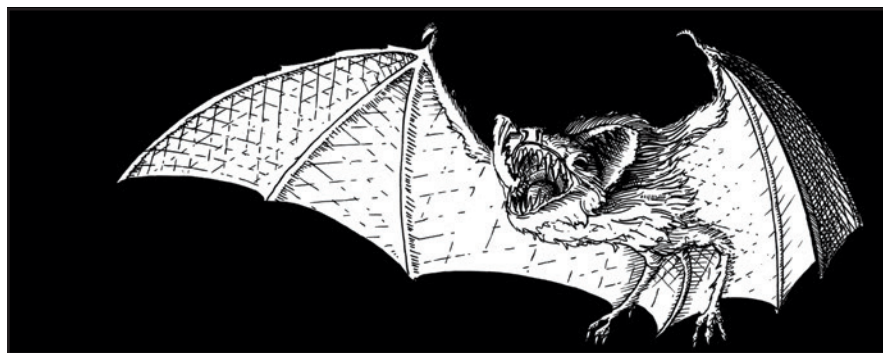


## GHOST BAT

These giant bats (6-pace wingspan) are swift and nearly silent, but delicate. They are common in larger underworld spaces. Their fur is greyish white and of unrivaled softness.

They attack climbers and larger prey near steep drops with buffeting strikes, hoping to dislodge them so they can devour the crippled victim leisurely.

They are clever and easily trained; the Dradkin use them in the manner of surface falconers.



### GHOST BAT

**Numbers:** 1d6 (2d20)

**Alignment:** Neutral

**Move:** Fly 180' (60'), 30' (10')

**AC:** 7

**HD:** 2

**Damage:** 1d4 (bite)

**Save:** Fighter 2

**Morale:** 8

**Treasure:** Nil

**XP:** 20xp each

1 bite attack per round (1d4 damage). If the bite attack succeeds, human-sized victims (or smaller) must save vs. paralysis or be pulled off their feet.

Magical silence effectively blinds a ghost bat.

# GIRAGITA

The chameleons of the drylands grow to great size; the giragita largest of all. In the wild, they blend into cliff rocks using their natural camouflage, catching rats or desert arthropods with their long, sticky tongues.

Their minds are psychically porous—they use this to their advantage to anticipate the movements of prey, or to resolve inter-giragita territorial disputes without coming into contact.

If domesticated (they don't care where the bugs come from), they quickly pick up human languages, and they were sometimes used by the Seree as translators. This ability, however, makes them susceptible to the whisperings of angry spirits, Powers of the earth, or mental domination by sorcerers or by ambitious Menaka.

They are not natural fighters, but deliver vicious, infection-prone bites if threatened or cornered.

## GIRAGITA

**Numbers:** 1 (2d4)

**Alignment:** Neutral

**Move:** 90' (30')

**AC:** 7

**HD:** 1

**Damage:** 1d6 (bite)

**Save:** Fighter 1

**Morale:** 7

**Treasure:** Nil

**XP:** 10xp each

1 bite attack per round (1d6 damage) or tongue grasp. Anyone bitten by a giragita must save vs. poison or the wound becomes infected (victims who are not already dirty get a +2 bonus). It will not heal, and grows worse, inflicting an additional 1 damage every day that also cannot be healed until disinfected.

Instead of attacking, a giragita may attempt to grab an item with its long sticky tongue. If the item is held by someone, they must save vs. breath weapons to retain the item.

- Double damage from mental attacks. Giragita fail all saving throws against psionic mental effects.
- Giragita have a 1 in 3 chance of psychically detecting an enemy's intentions and acting first in the initiative order.
- When camouflaged, those who encounter a giragita are surprised on a roll of 1-4, while the giragita is only surprised on a roll of 1.





## GOD UNMOVING

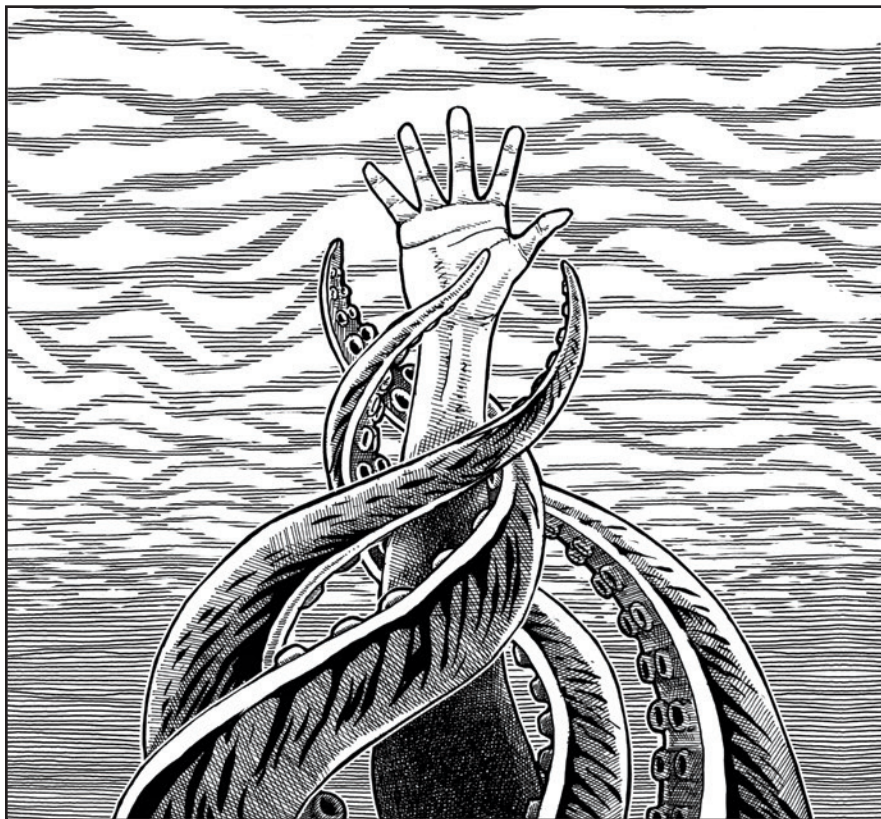
Before it was claimed by the sea, the ancient spirits of Gaal invested themselves in titanic octopi and used them as their mighty instruments. Now that Gaal is lost, the spirits are silent, but the ‘gods unmoving’ go on.

The gods unmoving have flawless **camouflage**. They cannot be seen to move, even when directly observed. (Perhaps they don’t actually move at all.) It is merely *there*, now *here*, now *all around us*. Only the very alert will notice it. “Hey, where did all these tentacles come fro—”

Whole crews have been taken in broad daylight, without realizing anything was amiss.

The gods’ only wish is to impress upon the living the true majesty of Gaal. They pull their victims below the waves, then inject their lungs with **hideous mucus**. This is lethal, but the body continues on in breathless undeath for d8 years before putrefying completely.

Victims are then taken down to the drowned realm to behold it. There, they are abandoned, and the god swims away, still unmoving.



## GOD UNMOVING

**Numbers:** 1 (1d6+1)

**Alignment:** Chaotic

**Move:** 180' (60')

**AC:** 7 vs. melee, 3 vs. ranged

**HD:** 8

**Damage:** see below

**Save:** Fighter 8

**Morale:** 9

**Treasure:** H

**XP:** 650xp each

A god unmoving surprises on a roll of 1-5 (not 1-2).

8 attacks per round. Any target hit by an attack is grappled and suffers 1d4 damage until they fall unconscious or break free (save vs. paralysis to do so). The god unmoving submerges when it has enough prey grappled, and then they suffer 1d8 damage per round as water and mucus enters their lungs. Anyone drowned by a god unmoving becomes an undead zombie.



## GRAY MONOLITH, ASCENDED

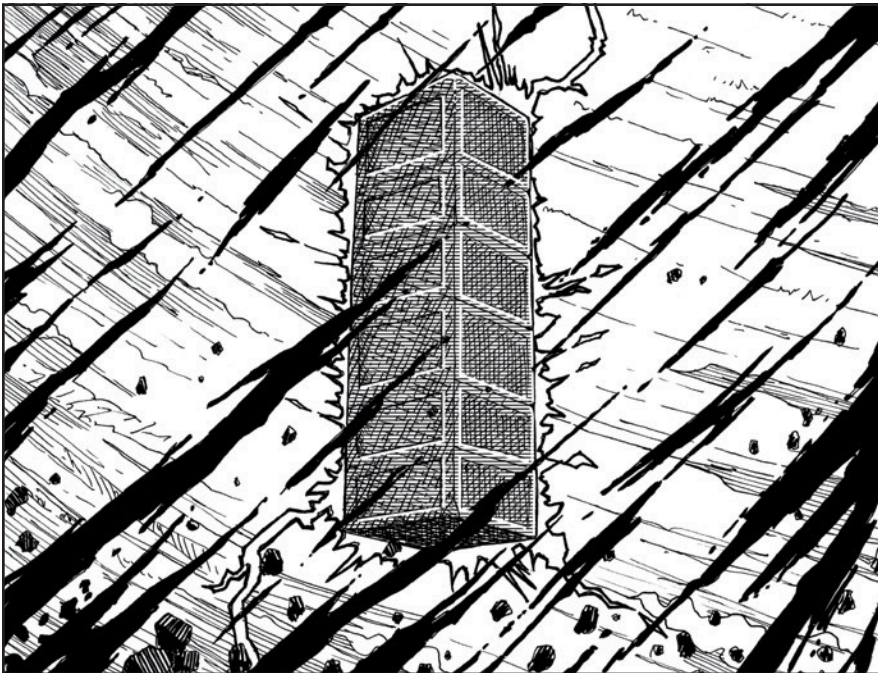
An ascended gray monolith is the result of apocalyptic necromancy, compressing thousands of spirits into a single being.

The monolith itself is made from thousands of bricks of compressed funerary ash, standing 10 paces tall. The outer surface is plastered with ash, then painstakingly embossed with rectangular **runes**: these spell out the repetitive but powerful ritual that bound the spirits together.

Ascended monoliths have one goal—teleport to an auspicious location and displace the local spiritual power. If they are attacking an ancestral host (of a settlement), the monolith will appear deep in the ground beneath the settlement. If they are attacking a Power of the earth (e.g., a potent nature spirit, a soil mother), it appears high in the air to prevent counter-attack.

The monolith's battle plays out in the unseen world, but the symptoms are acute for anyone connected to the local power—omens, nightmares, headaches, bleeding eyes. Each month the monolith is present, the local power loses d10% of its strength. When it reaches zero, it is either dislodged or destroyed.

Unfortunately, while monoliths are (by design) excellent at numinous contests of strength, they are unprepared for long years of dominion. Once they have displaced the local power, they are almost guaranteed to be usurped, in turn, by a demonic power of the underworld.



### GRAY MONOLITH, ASCENDED

**Numbers:** 1

**Alignment:** Chaotic

**Move:** Fly 0'

**AC:** 5 vs. ranged

**HD:** 9

**Damage:** -

**Save:** Cleric 9

**Morale:** 12

**Treasure:** Nil

**XP:** 900xp each

- Immune to non-magical harm.
- Melee attacks always hit and (if magical) cause damage.

A monolith may Teleport up to 3 times per day, and hover in mid-air as long as it wants.

## GUARDIAN

The Seree placed their spell engines in the care of magical, living guardians. Grown from mundane animals, they were fed a regimen of powdered gemstone and protective rituals. Reptiles were popular because of their uncanny stillness, but nearly every animal has been tried somewhere.

Long exposure to the intense magics caused them to grow in size and potency, while centuries of conversation and meditation granted them shrewdness and wisdom.

Mature guardians have innate command of the rituals in the spell engine they protect, as well as d6 additional magical abilities plucked from long years of dreaming.

After centuries of neglect, guardians are rarely friendly, but they crave news and educated conversation. Some have solved their desperate loneliness by listening to the whispers of the Powers of the earth. Others devoured the spell engine they were sworn to protect, becoming “dragons,” able to fly and spit magical fire.



## GUARDIAN

**Numbers:** 1

**Alignment:** Neutral

**Move:** 120' (40')

**AC:** 6

**HD:** 10

**Damage:** see below

**Save:** Fighter 10

**Morale:** 10

**Treasure:** F + O

**XP:** 900xp each

- Guardians are not normally surprised by encounters.

2 claw or hoof attacks per round (1d6 damage each) and 1 bite attack (1d10 damage) or 1 magic ability.

All guardians can read magic and detect magic at will. Roll 1d10 x 4 to determine the guardian's additional magical abilities. Each ability is usable once per day (or more frequently in the case of duplicate rolls).

| d10 | Magical Ability                    |
|-----|------------------------------------|
| 1   | Metalskin (as Plate +1, d6 rounds) |
| 2   | See invisible                      |
| 3   | See through stone (240')           |
| 4   | Teleport (100')                    |
| 5   | Telekinetic hand (100 lbs)         |
| 6   | ESP                                |
| 7   | Magic missile (5 missiles)         |
| 8   | Dispel magic                       |
| 9   | Invisibility (while stationary)    |
| 10  | Fire ball (1x/day)                 |

# HANDWOLF

Long ago, a sorcerer promised the comfortable lives of humans to a pack of wolves, in exchange for a generation of servitude.

Instead, the magic only caused the wolves' next generation to be born with **random human parts**: two hands instead of paws, an oddly human mouth, a foot. These wretched "handwolves" took vengeance on the sorcerer.

Handwolves envy the apparent comforts of village life—stores of food and captive animals to eat. In hard winters, packs of handwolves have been known to converge and invade outlying hamlets, doing their best to live as they have seen people do (while lording over the terrified survivors). Inevitably, they run out of food or people, or fall to intra-pack squabbling and are forced to return to the wilds once more.

Handwolves know little about sorcery. All sorcerers look the same to handwolves, who will go to great lengths to capture them to force them to complete the transformation.

## HANDWOLF

**Numbers:** 1d6+1 (2d10)

**Alignment:** Chaotic

**Move:** 150' (50')

**AC:** 8

**HD:** 1

**Damage:** 1d6 (bite)

**Save:** Fighter 1

**Morale:** 6

**Treasure:** Nil

**XP:** 10xp each

1 bite attack per round (1d6 damage).

There is a 1 in 6 chance that a pack of 3 or more handwolves can neutralize a spell or missile attack by howling together. If they know a spell is coming, this increases to a 4 in 6 chance.





## HEELAN

The Heelan are stooped, bipedal reptiles—as large as humans, but shorter because of their posture. Their scaly bodies are sandy beige, with bright blue stripes. When traveling, Heelan carry bronze knives and staves, and favor filigreed gold cuffs and piercings as jewelry.

Heelan prefer intense, dry heat, and can tolerate desert extremes lethal to humans without drinking for days. They live in the Far Blightlands in small, nomadic groups, though they supposedly lived in great numbers north of Firevault.

### HEELAN

**Numbers:** 1d8 (3d6)

**Alignment:** Neutral

**Move:** 120' (40')

**AC:** 7

**HD:** 1+1

**Damage:** 1d6 (bronze weapon)

**Save:** Fighter 1

**Morale:** 7

**Treasure:** S (L)

**XP:** 15xp each

- Double damage from cold and frost-based attacks.
- Half damage from fire, heat, and desiccation effects.

## HEELAN PHIB

According to the drylands Heelan, the phibs are degenerates who have succumbed to water-lust. Too water dependent to leave, they live out short, dull lives confined to the few hollows and caverns in the drylands with enough briny water to support fish. Common wisdom is that they soon starve.

Lycaenum sages, on the other hand, suspected that Heelan were aquatic as recently as the time of the Martoi, and that Heelan tolerance for the dry, desert heat is in fact a learnable skill.

### HEELAN PHIB

**Numbers:** 1d4 (2d6)

**Alignment:** Neutral

**Move:** 90' (30')

**Swim:** 120' (40')

**AC:** 8

**HD:** 1

**Damage:** 1d4 (bite or claw)

**Save:** Fighter 1

**Morale:** 6

**Treasure:** Nil

**XP:** 10xp each



## HEELAN PROUDSKULL

The Heelan hunters who earn acclaim in battle win the title “prouds skull,” and show their kills with silver bullets drilled into their bony crests, faces, or wrists. Hunting is more of a sport than a necessity for Heelan (who survive just fine on succulents, cacti, and beetles), but water-shade-mounted prouds skull hunting groups are occasionally pressed into service to defend their territory from sand monarchs and their thralls.

### HEELAN PROUDSKULL

**Numbers:** 1d8 (2d6)

**Alignment:** Chaotic

**Move:** 120' (40')

**Ride:** 150' (50')

**AC:** 7

**HD:** 2

**Damage:** 1d6 (bronze weapon)

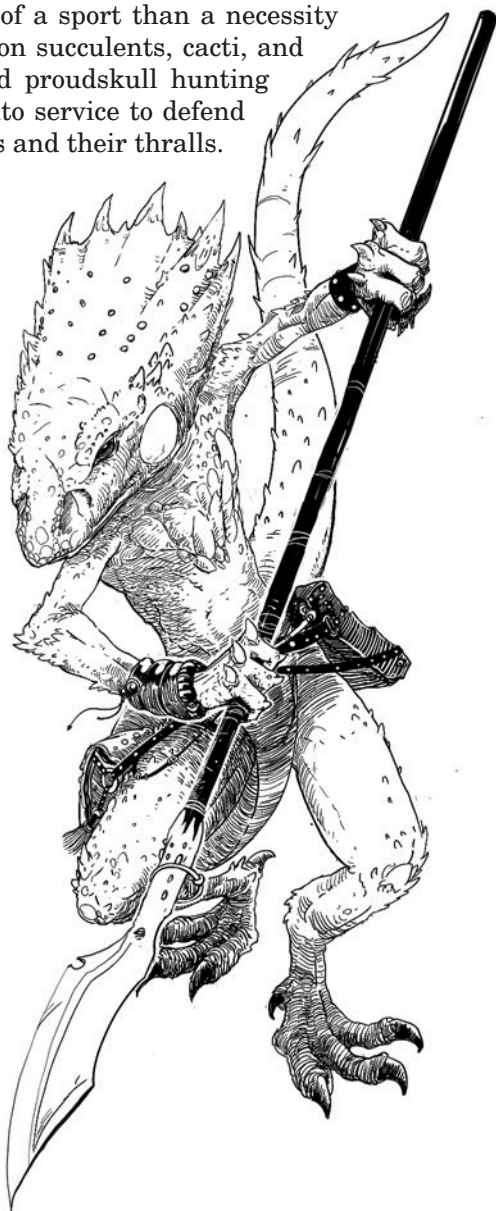
**Save:** Fighter 2

**Morale:** 6

**Treasure:** S (L)

**XP:** 20xp each

- Double damage from cold and frost-based attacks.
- Half damage from fire, heat, and desiccation effects.





## HEELAN WARLOCK

The Heelan masters, high in Firevault, sent out warlocks to drive the undines from the soil and parch the lands.

Warlocks can throw bolts of fire from their fingertips, and know a ritual to construct an Iron Bell, whose toll spreads the dreadful environmental change.

### HEELAN WARLOCK

**Numbers:** 1

**Alignment:** Chaotic

**Move:** 120' (40')

**AC:** 8

**HD:** 3

**Damage:** 1d4 (dagger)

**Save:** Fighter 3

**Morale:** 8

**Treasure:** U (C)

**XP:** 35xp each

- Double damage from cold and frost-based attacks.
- Half damage from fire, heat, and desiccation effects.

1 dagger attack per round (1d4 damage) or 1 spell.

Heelan warlocks know 1d4 random 1st level magic-user spells, 1d4 random 2nd level magic-user spells, and may also throw bolts of fire from their fingertips (as the spell Magic Missile) up to three times per day.





## HEILIAN GORGON

These great cats are like lions with a mane of asps, whose yellow eyes transfix with a stare. They are said to be the offspring of a hydra and the great lion of Heilia. This is only true metaphorically—any encountered now were made by Dradkin chimeromancers, from hunting cats and a serum of splice hydra blood.

### HEILIAN GORGON

**Numbers:** 1d4 (1d8)

**Alignment:** Neutral

**Move:** 150' (50')

**AC:** 6

**HD:** 5

**Damage:** 1d4+1 x2 / 1d10 x2

**Save:** Fighter 5

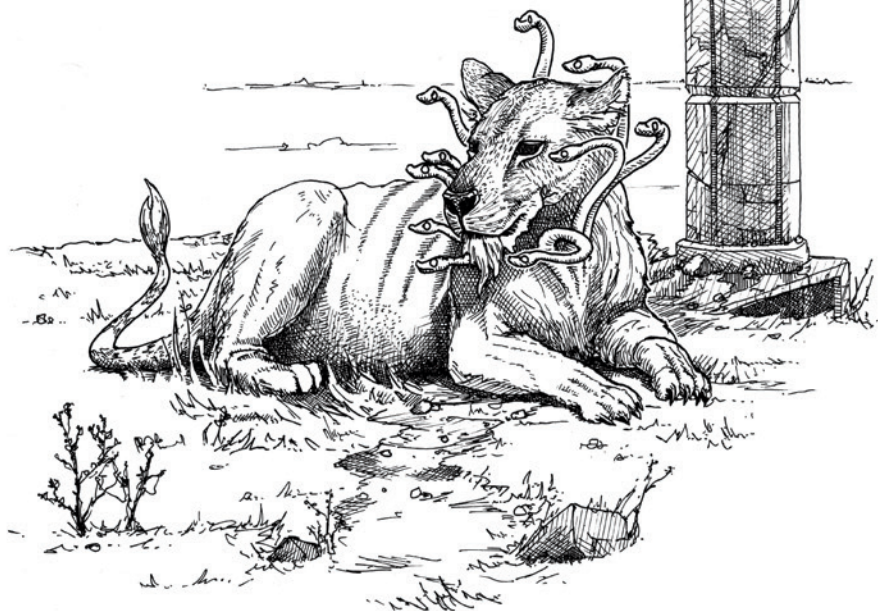
**Morale:** 9

**Treasure:** U

**XP:** 300xp

2 claw attacks (1d4+1 damage) and 2 bite attacks (1d10 damage) per round.

Anyone making eye contact with a Heilian gorgon (including facing it down in melee combat) must save vs. paralysis or be transfix and unable to move. The gorgon may only transfix one person at a time, and eye contact is broken if it suffers any damage.



## HELL KNIGHT

The armored executioners, poets, and warlords of Mulciber's hell are known as hell knights. Though each is different, all wear ornate, **anachronistic armor** from any of a dozen forgotten eons.

By tradition, hell knights do not attack one another, the only perk of their high station.

Each carries a **sulfur stone**, a sphere of yellow, fuming nastiness caked around a flake of the hate star. The noxious gases make every breath painful, but the hell knights can breathe nothing else.

Their **notched swords** leave flesh undamaged, but shatter bone into needle splinters.

All one needs to do to become a hell knight is to kill one, wear its armor, and take up its notched sword. After all, what more is there to who we are than how people see us?

### HELL KNIGHT

**Numbers:** 1

**Alignment:** Chaotic

**Move:** 90' (30')

**AC:** 3

**HD:** 5

**Damage:** 1d8/1d8 (special)

**Save:** Cleric 10

**Morale:** 10

**Treasure:** Nil

**XP:** 175xp each

2 sword attacks per round (1d8 damage). There is a 1 in 6 chance that someone struck by a hell knight's notched sword will suffer a disabled limb, due to broken bones.

Anyone within 15 feet of a hell knight must save vs. poison or suffer a -2 penalty on all attack rolls, due to the noxious gases of the sulfur stone.



# HULK LARVA

Insect larvae exposed to drake ichor grow to unnatural size. They chew smooth, slippery tunnels through the bedrock with their garnet-encrusted mandibles.

Legless, they can nevertheless wriggle quite quickly. The drake ichor gives them a random magical ability, which they use thoughtlessly and frequently, regardless of its effect.

## HULK LARVA

|                           |                                        |
|---------------------------|----------------------------------------|
| <b>Numbers:</b> 1 (1d6)   | <b>Damage:</b> 2d6 (bite) or see below |
| <b>Alignment:</b> Neutral | <b>Save:</b> Fighter 6                 |
| <b>Move:</b> 120' (40')   | <b>Morale:</b> 7                       |
| <b>AC:</b> 7              | <b>Treasure:</b> Nil                   |
| <b>HD:</b> 6              | <b>XP:</b> 500xp each                  |

There is a 2 in 6 chance each round that a hulk larva will produce a magical effect instead of attacking, unless it has already produced a long-term effect.

| d6 | Magical Effect                                                                              |
|----|---------------------------------------------------------------------------------------------|
| 1  | Babbling curse that causes all speakers in the vicinity to say the same word over and over. |
| 2  | Frostmantle Curse: The target's largest item of clothing becomes icy cold, permanently.     |
| 3  | Glare makes metal permanently flammable.                                                    |
| 4  | Glistening wall of dirty water two paces thick.                                             |
| 5  | Spray of boiling mud.                                                                       |
| 6  | Stench that makes books explode like popcorn.                                               |



# HULK MOTHER

Hulk mothers are a rare natural occurrence, an amalgam of dozens of giant insect larva, mutated and burned by the drake ichor concentrations sometimes found in coprolith deposits.

The Dradkin consider them a miracle of Suvuvena and will pay dearly for information about their location.

Drake ichor infuses them with wild, unpredictable magic, making confrontation in their meandering, branching tunnel warrens extremely dangerous.

## HULK MOTHER

|                           |                                     |
|---------------------------|-------------------------------------|
| <b>Numbers:</b> 1         | <b>Damage:</b> 4d6 (maul) or effect |
| <b>Alignment:</b> Neutral | <b>Save:</b> Fighter 9              |
| <b>Move:</b> 120' (40')   | <b>Morale:</b> 8                    |
| <b>AC:</b> 5              | <b>Treasure:</b> Nil                |
| <b>HD:</b> 12             | <b>XP:</b> 1,900xp each             |

1 maul attack per round (4d6 damage) or magical effect. This attack may affect up to 4 targets within 5 feet of each other. Roll once to attack and compare with each target's AC.

There is a 2 in 6 chance each round that a hulk larva will produce a magical effect instead of attacking, unless it has already produced a long-term effect.

If the hulk mother is slain, d3 hulk larva detach from the corpse and attack.

| d6 Magical Effect |                                                                                                                                                                                                  |
|-------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1                 | Large, biting mouths appear on d10 nearby stone surfaces.                                                                                                                                        |
| 2                 | Block a random tunnel with a wall of copper as thick as a finger.                                                                                                                                |
| 3                 | Emit orange beam that turns attackers to ash.                                                                                                                                                    |
| 4                 | Give targets false memories of having defeated the hulk mother.                                                                                                                                  |
| 5                 | Produce large quantities of frictionless slime.                                                                                                                                                  |
| 6                 | Disintegrating the air within 15' of the mother, causing 2d6 damage per round to everyone within the radius (the hulk mother included). After d3 rounds, the air rushes back in with gale force. |



## HUNGRY SPIRIT

The anxious, frantic spirits that never joined an ancestral host are too faint to manifest as wraiths individually, but collectively they can be very dangerous. They linger in cursed places, as the result of human sacrifices, battles, or at the sites of villages lost en masse to the strange weapons of the Martoi.

Hungry spirits bring bad luck, misplacing vital items, loosening knots, or frightening animals. Sleepers and the badly injured risk possession when they are near. Dead bodies have been known to reanimate.

Once the hungry spirits control a body, they seek to (d6) 1-2: return to a nearby village to say goodbye properly, or 3-6: murder the nearest person in a futile act of revenge.





### HUNGRY SPIRIT

**Numbers:** 2d4 (3d10)

**Alignment:** Chaotic

**Move:** 120' (40')

**AC:** 8

**HD:** 1

**Damage:** 1d4 or by weapon

**Save:** Fighter 1

**Morale:** 7

**Treasure:** Nil

**XP:** 15xp each

1 attack per round (1d4 damage or by weapon) if possessing a body.

Hungry spirits are normally insubstantial, and thus only vulnerable to silver and magical weapons, but once per day they can move an item, undo a knot, or frighten animals.

Once per day, they can also attempt to possess a corpse (and reanimate it) or a living person who is asleep or badly injured. Living targets must save vs. spells to resist. Once a hungry spirit controls a body, it seeks to (d6) 1-2: return to a nearby village to say goodbye properly; 3-6: murder the nearest person in a futile act of revenge.

## ISOPOD

These armored, segmented arthropods are common underground, ranging from the size of a fingernail to as long as a leg. Like crabs, they are opportunistic scavengers—if you are small (or helpless), they will begin eating. Most scurry away from lights, and if attacked, roll up into hard, chitinous balls.

### ISOPOD

**Numbers:** 1d4 (2d8)

**Alignment:** Neutral

**Move:** 60' (20")

**AC:** 8 or 3 (see below)

**HD:** ½ (1d4 hp)

**Damage:** 1d4 (bite)

**Save:** Fighter 1

**Morale:** 4

**Treasure:** Nil

**XP:** 5xp each

When attacked, an isopod rolls up into a hard, chitinous ball, improving its AC to 3.



## ISOPOD, LEVIATHAN

The Ricalu clans from the deepest places learned the trick of harnessing the largest of the isopods: the leviathans.

Leviathan isopods migrate long distances through subterranean deposits of gravel and the deathly ravines of the Ur-Menig.

The Ricalu hitch a ride by boring fistula-berths into the outer carapace. For those brave enough to endure a deafening, claustrophobic ride, spending days praying the lacquered door won't fail, it is a quick way to cross vast distances: the secret of the Ricalu migrations.

### LEVIATHAN ISOPOD

**Numbers:** 1d6 (2d8)

**Alignment:** Neutral

**Move:** 150' (50')

**Burrow:** 90' (30')

**AC:** 3

**HD:** 8

**Damage:** 2d6 (trample)

**Save:** Fighter 8

**Morale:** 7

**Treasure:** Nil

**XP:** 650xp each

1 trample attack per round (2d6 damage). This attack can affect up to 3 targets within 5 feet of each other.

There is a 1 in 6 chance that a group of leviathan isopods is carrying a group of Ricalu.

## JELLIES

The shores of Halfnight Lake are uninhabited, as the water is bad. Fishers who spend too long here (or on the river that flows out of it) sometimes give birth to glassy jellies instead of human children; these they let slip into the river, where they congregate. Few speak of this, although siblings of the jellies sometimes visit them in secret.

### JELLIES

**Numbers:** 2d6 (2d20)

**Alignment:** Lawful

**Move:** Swim 90' (30')

**AC:** 8

**HD:** ½ (1d4 hp)

**Damage:** none

**Save:** Fighter 1

**Morale:** 7

**Treasure:** L

**XP:** 10xp each

Jellies are innately magical, and can produce spell effects individually or by weaving their magic together.

**At will:** sleep, mirror image

**1/day, 6+ jellies:** hold person, ESP

**1/day, 12+ jellies:** cure disease, water breathing

**1/day, 18+ jellies:** cure serious wounds, confusion, commune





# JORN

The Jorn are an underground people, descended from giants (or so they say). They are tall and immensely wide, with broad features and peg-like teeth and nails.

Their tiny, milky eyes are almost entirely blind, and they maneuver in the dark using the long, stiff bristles on their faces and backs. (They hate open flame, which singes their bristles.)

Near the surface, Jorn are nearly feral. Often called “trolls” by surface people, they dig tunnels with their immense hands, like moles.

Jorn of the deep are said to have mastered the art of travel using void worms, steering them with lune-moth “lamps.” By this means, they can reach many secret spaces. The queen of the Jorn was said to ride an enormous “chariot of worms,” and extract tribute from huge swaths of the surface realm with her iron-clad soldiers.

Jorn are violently allergic to garnet, which provokes an explosive, regenerative effect—eyes, fingers, limbs, and mouths sprouting from the contact site.

## JORN TROLL

**Numbers:** 1 (2d4)

**Alignment:** Chaotic

**Move:** 120' (40')

**AC:** 7

**HD:** 3

**Damage:** 1d8 (bite)

**Save:** Fighter 3

**Morale:** 7

**Treasure:** Nil

**XP:** 35xp each

Jorn morale is only 5 when they are threatened with garnet. Being touched by it causes d8 damage and requires a morale test.

## JORN SOLDIER

**Numbers:** 1d6 (3d6)

**Alignment:** Chaotic

**Move:** 90' (30')

**AC:** 4

**HD:** 4

**Damage:** 1d6 (spear)

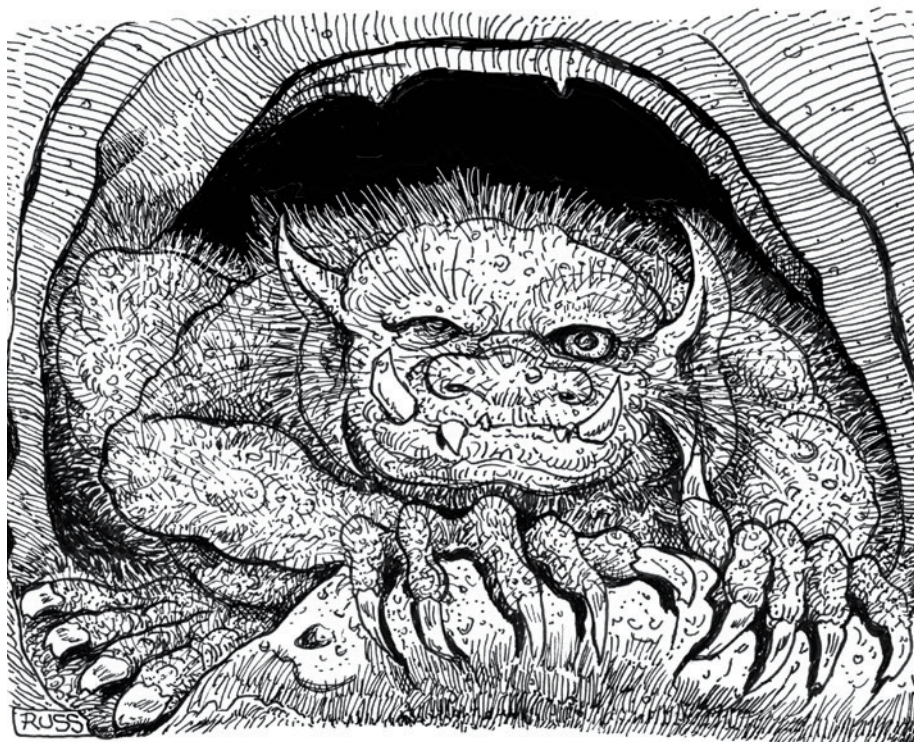
**Save:** Fighter 3

**Morale:** 8

**Treasure:** S (J)

**XP:** 75xp each

Jorn soldiers wear chain armor and carry shields. Their morale is only 5 when they are threatened with garnet. Being touched by it causes d8 damage and requires a morale test.



## LANTERN WORM

The worm is a strange and deadly horror of the underworld, fifteen paces long and as thick as a thigh. Its head is bare bone, the white jaws delivering venomous bites from a pike's reach with blinding speed. Most strikes are fatal.

At the tip of its tail bobs a lantern of bone, whose dread light casts a prophetic snare: if the worm is slain while the lantern still shines, time seemingly rewinds d20 minutes, undoing anything that happened. Everyone affected remembers the rewound events.

In fact, the snare is a prophetic, mass hallucination, and the "rewinding" merely an awakening. If the lantern is smashed (in reality or in a hallucination), the worm loses this power.

### LANTERN WORM

**Numbers:** 1

**Alignment:** Chaotic

**Move:** 120' (40')

**AC:** 5

**HD:** 4

**Damage:** 1d6 (bite) + poison

**Save:** Fighter 5

**Morale:** 9

**Treasure:** C

**XP:** 125xp each

1 bite attack per round (1d6 damage plus save vs. poison or suffer an additional 2d6 damage).

The lantern can be destroyed by a successful hit with a blunt or slashing weapon (not a piercing weapon), but it has AC 3. While it's lantern is glowing, the worm only surprises sighted foes on a roll of 1 (not 1-2).





# MALAK

Malak are giant, spiral-shelled mollusks with a cluster of strong tentacles around their mouths.

They frequent rocky coastal areas, often lying in wait in shallow tidal pools. They eat fish when the tide comes in, but will happily snare larger prey that blunders into reach.

## MALAK

**Numbers:** 1 (1d4+1)

**Alignment:** Neutral

**Swim:** 120' (40')

**Slither:** 30' (10')

**AC:** 3

**HD:** 2+2

**Damage:** 1d8 (bite)

**Save:** Fighter 4

**Morale:** 7

**Treasure:** Nil

**XP:** 25xp each

1 bite attack per round (1d8 damage). While motionless and lying in wait, a malak surprises others on a roll of 1-4.





## MARTOI KNIGHT

In life, the knights were the enforcers of their now vanished empire. They rode out to bring the ancient villages and towns under their dominion, demanding hospitality, obedience, and tribute.

Martoi knights consider other cultures inherently inferior, and expect subservience and deference. If they don't get it, they become petty, vengeful, and cruel. They abide by a strict code with one another, but uphold any bargains made with non-Martoi only while they are useful.

Like all Martoi, they live in denial of their undead nature. They unconsciously avoid being outnumbered by the living at close range, for if this happens, the illusory veil is pushed back and they are revealed as spectral horrors. This both terrifies and enrages them. (Martoi mounts, dogs and hunting birds count for the purposes of being outnumbered.)

In battle, they engage decisively when they have a tactical advantage, and retreat rapidly and with discipline when they do not. They do not forget insults.

### MARTOI KNIGHT

**Numbers:** 2d4 (2d6)

**Alignment:** Chaotic

**Move:** 120' (40')

**Ride:** 240' (80')

**AC:** 4

**HD:** 3

**Damage:** 1d8 (sword) or 1d6 (bow)

**Save:** Fighter 3

**Morale:** 9 (11)

**Treasure:** B

**XP:** 35xp each

Martoi knights wear chain armor and carry shields. As undead, Martoi knights are immune to harm from mundane weapons. If they are ever revealed as undead, their morale becomes 11.

## MARTOI LADY OF MEMORY

Rather than go down into the earth with the dead when their time had come, the Martoi people chose to haunt the world, to live on in illusion. This works as long as they are not outnumbered by living people, which forces back the veil and make them see themselves as the incorporeal wraiths they truly are.

To prevent this, Martoi sorceresses drop Tears of Memory into the waters of the land around them, a poison that causes the living to abandon their homes and families, crawling away to live as the unthinking animals do.

As a noble of Martoi society, a Lady of Memory will often be accompanied by an entourage of knights and attendants. Together, they ride forth to demand fealty from terrified villages.

If revealed as wraiths (e.g., by being outnumbered, or by an attack that reveals their incorporeal nature), they grow enraged.



### LADY OF MEMORY

**Numbers:** 1 + retinue

**Alignment:** Chaotic

**Move:** 150' (30')

**AC:** 2

**HD:** 6\*\*\*

**Damage:** 1d8 (touch) + level drain

**Save:** Fighter 6

**Morale:** 11

**Treasure:** F

**XP:** 750xp each

A hit by a Lady of Memory does 1d8 damage and drains 1 hit die or experience level.

The target of a glare must save vs. paralysis or lose 1d6 points of Strength temporarily. Lost points of Strength return at a rate of 1 per day but being reduced to zero means death. Anyone slain by a Lady of Memory will rise the next night as a ghost under her control.

- Immune to mundane weapons.
- May Polymorph Self into the form of a bird three times per day.
- Undead, and thus immune to charm, hold, and sleep spells.
- When mounted, Move is 300' (100').

A Lady of Memory may be attended by an undead Martoi retinue of 3d10 serfs and 2d6 Martoi knights.

## MARTOI SERF

The humble folk of the Martoi live on in the delusion of the lives they once led, many thousands of years ago. Like all Martoi, they are oblivious to their undead nature as long as they outnumber nearby living people. They unconsciously seek to maintain a numerical advantage.

Martoi villagers will flock to greet arriving groups, and make offers of hospitality in separate homes to divide up any persistent visitors. If they must, they will resort to murder, with some made-up reason or supposed misunderstanding.

Though wary of outsiders, there are stories of guests who enjoyed a warm welcome by paying homage to Martoi culture, singing their songs or evoking their myths.

If they are ever exposed as spectral dead, they attack in terrified, disorganized waves, shrieking and clawing.

### MARTOI SERF

**Numbers:** 1d4 (2d10)

**Alignment:** Neutral

**Move:** 90' (30')

**AC:** 8

**HD:** 1

**Damage:** 1d4 (club)

**Save:** Fighter 1

**Morale:** 6 (11)

**Treasure:** Q

**XP:** 15xp each

As undead, Martoi serfs are immune to harm from mundane weapons. If they are ever revealed as undead, their morale becomes 11.

## MEEB

When undisturbed, these glassy slimes spread out large and thin, looking like wet stone or puddles. If awakened by light or sound, they draw up into keg-sized blobs over a few minutes. Once a minute they can **leap** surprisingly far, grappling their victims to dissolve them in **acidic juice**.

In places where they congregate, there can be a dozen or more in the vicinity. They are most vulnerable to cutting weapons.

### MEEB

**Numbers:** 1d4 (3d6)

**Alignment:** Neutral

**Move:** 120' (40')

**AC:** 7

**HD:** 1

**Damage:** 1d4 (grapple or acid)

**Save:** Fighter 1

**Morale:** 7

**Treasure:** Nil

**XP:** 10xp each

1 grapple attack per round (1d4 damage). Once a target has been grappled, the meeb inflicts 1d4 acid damage automatically each round unless removed (save vs. paralysis to escape its grasp).

Meebs suffer double damage from cutting and slashing weapons, but only half damage from all other sources. They surprise enemies on a roll of 1-4.



# MENAKA

The Menaka are great, scaly beings three paces in height. A dozen chameleon eyes pivot and peer in every direction and a soft, tubular “mouth” dangles from the underside. A bladder of buoyant gas lets them float about freely.

Their hides are thick and their bites vicious, but they only fight as a last resort—Menaka are fiendish parasites, specialized in the exploitation of communities.

They insert themselves into groups by making themselves useful. They are highly intelligent, and well versed on many civil and agricultural matters, having parasitized many cities over the course of their long, weird project.

Once situated, they perform destructive social experiments, to see how the community reacts. What is the worst plausible policy that could be enacted? Menaka shield themselves with layers of supporters, each so compromised that none could survive the Menaka’s ouster.

The Menaka are explorers from a later age of the earth, when the current world has been ploughed over, buried far below the surface. To them, they are exploring a mythic underworld, a giant cavern full of memories that refuses to see itself as it is.

As a last resort, Menaka can escape to their own time, a sweltering jungle criss-crossed by sluggish streams. Anyone near them is dragged along with them, although anyone straying more than 50 paces from the Menaka returns to their present time.

## MENAKA

**Numbers:** 1 (1d4)

**Alignment:** Chaotic

**Move:** 120’ (40’)

**AC:** 5

**HD:** 5

**Damage:** 1d8+1 (bite)

**Save:** Cleric 7

**Morale:** 5

**Treasure:** V (C)

**XP:** 450xp each

1 bite attack per round (1d8+1 damage) or 1 spell.

Menaka are magically adept, and have all the abilities of a fifth level magic-user. They immediately learn any spell performed their presence, and have a 3 in 6 chance of being able to interfere and redirect it.

Once a Menaka has made itself useful to a community, it has at least 2d6 first-level fighters to protect it.



## MOON BABY

If a moon-scryer ever uses their powers selfishly to look into their own future, they are instantly replaced by a moon baby. Whether an alien presence or a magical inversion of the seer, a dangerous force has entered the world.

A moon baby looks like the seer it has replaced, but hollow and inside out, like the inner side of a plaster cast. It makes heavy, ceramic clicks as it walks.

It pretends to be who it once was as long as possible. What it wants, however, is to give clairvoyant visions. Anyone who accepts a vision from a moon baby sees a plausible but false vision, a creation of the moon baby.

Moon babies can see out of the eyes of everyone ever given a vision, and their alien minds let them integrate this all simultaneously. In the case of magic users, they insist on a kiss. If this happens, the victim is immediately teleported to the moon, and replaced with a moon baby themselves.



### MOON BABY

**Numbers:** 1

**Alignment:** Chaotic

**Move:** 120' (40')

**AC:** 8

**HD:** 5

**Damage:** 1d4 (silver knife)

**Save:** as person replaced

**Morale:** 9

**Treasure:** B

**XP:** 300xp each

1 silvered knife attack per round (1d4 damage). Cuts can be inflicted at any range, and appear on the opposite side of the target.

- Normal weapons cannot harm the Moon Baby; any object striking it turns to water and splashes to the floor.
- Moon Babies reflect or transform magical effects which target them. Roll a d4. On a 1, the opposite effect occurs (healing instead of harm, etc.). On a 2 or 3, the effect is reflected back toward the caster. On a 4, both.

## MOTE

Motes are hybrid beings, animals reshaped to resemble human form and given one of the many sparks of intelligence formed when a spell engine is disassembled. They retain the smallish stature and fur or scales of their original lemur, otter, or reptile heritage.

They are long lived, but sterile. They are fascinated by babies of any sort, human or animal. They are less sympathetic toward parental bonds, with which they have no direct experience.

With no ancestral spirits or previous generations of cultural traditions to guide them, motes are extremely vulnerable to exploitation by outsiders or chaotic Powers. Those who have survived are very wary.

### MOTE CONVERTS

**Numbers:** 1d8 (3d6)

**Alignment:** Chaotic

**Move:** 90' (30')

**AC:** 7

**HD:** 1

**Damage:** 1d6 (axe or bow)

**Save:** Fighter 1

**Morale:** 7

**Treasure:** Q (K)

**XP:** 10xp each

1 axe or bow attack per round (1d6 damage). Parties including children get +1 on reaction rolls with motes. Surprises on a roll of 1-3.

### MOTE MERCHANTS

**Numbers:** 2d4 (3d6)

**Alignment:** Neutral

**Move:** 120' (40')

**AC:** 8

**HD:** 1

**Damage:** 1d4 (club)

**Save:** Fighter 1

**Morale:** 6

**Treasure:** S

**XP:** 10xp each

1 club attack per round (1d4 damage). Parties including children get +1 on reaction rolls with motes.



## MURK STAR (AKA MURKER)

These cave-swelling starfish have five spindly arms that glow a faint, luminous orange. They exude a **paralytic mucus** that they use to catch fish and other prey. Though they hunt alone, murk stars are gregarious and occasionally come together in swarms of dozens or hundreds of stars.

Murk stars have a limited telekinesis that lets them fashion protective **outer casings** from mud in order to come ashore without drying out. Encased, they walk about like five-legged crabs.

**Siltbody** murkers are slow-moving ambush hunters that hide themselves in mud, leaving one glowing limb tip as a lure.

Mature murk stars can fashion casings of stone for use in war. These are immensely tough.

A rare few master both the wit and subtlety needed to shape flexible casings of clay (sometimes two-legged with arms, sometimes four-legged). Their fifth arm resides in a clay “head,” curled up like a long, glowing tongue. These **claybodied** murkers live alongside other peoples and participate fully in society. They are mute, but communicate using a set of hand-signs easily learned by anyone who bothers.

### SILTBODY MURKER

**Numbers:** 1 or 1d4 (3d20)

**Alignment:** Neutral

**Move:** 60' (20')

**AC:** 6

**HD:** 3+1

**Damage:** 1d4 + paralysis

**Save:** Fighter 2

**Morale:** 7

**Treasure:** R (L)

**XP:** 75xp each

1 attack per round (1d4 damage). A successful attack will paralyze the target for 2d4 turns unless they save vs. paralysis.

Encounters with siltbody murkers have a 50/50 chance of being a single murker in hiding (surprises on a roll of 1-4, instead of 1-2), or a small group of 1d4 murkers (normal chance of surprise). Murkers always act last in the initiative order unless they have surprised their foes.

### CLAYBODY MURKER

**Numbers:** 1d4 (2d6)

**Alignment:** Neutral

**Move:** 60' (20')

**AC:** 4

**HD:** 5

**Damage:** 1d4 + paralysis

**Save:** Fighter 4

**Morale:** 8

**Treasure:** T (C)

**XP:** 300xp each

1 attack per round (1d4 damage). A successful attack will paralyze the target for 2d4 turns unless they save vs. paralysis. Claybody murkers may also use human weapons.

## NUSS ERUPTION

In a remote region of the luminous void is a patch of chaotic, vital energy. There is no matter there, and its inhabitants clamor for material forms.

They are jealous of the selfish mortals that express only one stable form during their long lives, resisting every change. Worst of all is the mortal habit of producing near-identical offspring—an act of supreme selfishness.

If they had the chance, they would use the material realms more wisely. They want bodies, to share if they must, so they can show the selfish the joy of eruption!

Each eruption uses the flesh given to it to express its unique form, but there are themes:

- Warty spheres
- Tough, rope-like umbilicals
- Tentacled mats
- Branching worms, with many legs or none
- Toothy, stud-like protrusions
- Dozens of tiny, bead-like eyes

They are erratic and short-lived, erupting into new configurations every few days. Eruptions are alarming, but not particularly dangerous. They need to eat, of course, but are usually having too much fun feeling hunger to do anything about it.

### NUSS ERUPTION

**Numbers:** 1d4

**Alignment:** Chaotic

**Move:** 90' (30')

**AC:** 8

**HD:** 1+1

**Damage:** 1d4 (bite, talon)

**Save:** Fighter 1

**Morale:** 9

**Treasure:** U

**XP:** 15xp each

1 attack per round (as weapon). Characters who succumb to the nuss infection retain their previous stats, so long as the Nuss maintains them.



## NUSS EXILE

The Nuss that dwell secretly among people have abandoned their true, chaotic forms (a heresy to most Nuss) to adopt human shape. This tires them; when exhausted or angered, the guise slips a little and their skin ripples with bumps.

As they cannot return home, they will do nearly anything to protect the secret of their presence. In desperate situations, they will abandon humanoid form to sprout whatever they need: new limbs, mouths, tentacles, claws, blade-like horns, spikes, protective fur, or scales.

They dissolve into iron-smelling goo if slain.



### NUSS EXILE

**Numbers:** 1 (2d4)

**Alignment:** Neutral

**Move:** 120' (40')

**AC:** 7

**HD:** 2+2

**Damage:** 1d8 (unnatural weapon)

**Save:** Fighter 4

**Morale:** 7

**Treasure:** Q (K)

**XP:** 25xp each

1 unnatural weapon attack per round (1d8 damage).

## NUSS HARBINGER

Harbingers resemble tall, walking bats with trilateral symmetry (three wings, three legs, three arms), topped with an eye-encrusted mass.

Ungainly on the ground, they fly as invisible lightning, tearing the sky with a deafening noise.

Their hollow-tipped spears inject the essence of a Nussan form; anyone stabbed begins turning into a Nuss eruption. Starting at the wound, the change spreads rapidly, completing in  $d6+5$  days. Harbingers carry  $d3$  doses of Nussan essence, but refilling their spears takes time.

Harbingers are not interested in martial glory, only bringing forth new eruptions. They will retreat from stiff resistance and wait for a chance for an ambush, but they are determined: unworthy Harbingers are recycled, their matter used to express new forms.

Weapon. Melee Weapon Attack:  $+5$  to hit, reach 5 ft., one target. Hit:  $8 (2d6 + 2)$  bludgeoning, piercing, or slashing damage.

### NUSS HARBINGER

**Numbers:** 1 (1d3)

**Alignment:** Chaotic

**Move:** 60' (20')

**Fly:** 660' (220')

**AC:** 7

**HD:** 4

**Damage:** 1d6 + see below

**Save:** Fighter 4

**Morale:** 5

**Treasure:** Nil

**XP:** 75xp each

1 hollow-tipped spear attack per round (1d6 damage, plus infection). A successful attack injects the essence of a Nussan form in the target; they must save vs. poison or begin erupting. The change takes  $d6+5$  days, after which they are completely transformed into a senseless eruption.





## OGRE

Ogres are the solitary giants that lead hidden lives on the edges of populated areas. They skulk below bridges or haunt roadways and forest paths to waylay and eat travelers.

They are usually remnants of forays from Firevault centuries ago, adventurers in their own right seeking fortune in the lands of the small and weak. Others are criminals, oathbreakers, or debtors forced out as exiles.

Their oafishness is feigned; no ogre could survive long among humans without cunning. They can throw heavy objects (rocks, stumps, unfortunate people) with great speed and accuracy. They use dense or rough terrain to hamper riders and archers; they cross deep water, haul themselves up trees, or scamper up small cliffs to avoid or separate pursuers. Their paths of retreat may have concealed, sharpened stakes, leaf-filled pits, or both. Ogre haunts will have many hiding spots—hollows surrounded by bushes, dense copses, and sturdy trees to climb.

Rarely, ogres have managed to hold on to a few advantages from their homeland: a companion or two, mighty war bows, or fine armor made from metal or lacquered plates.

Ogres have a love of gold and precious things, which they hoard in the hopes of buying their way back into their communities in the north.

### OGRE

**Numbers:** 1d3 (2d6)

**Alignment:** Chaotic

**Move:** 150' (50')

**AC:** 5 (3 if armored)

**HD:** 8

**Damage:** 2d6 or 2d8

**Save:** Fighter 8

**Morale:** 9

**Treasure:** E + 1000gp

**XP:** 650xp each

1 large weapons attack per round (2d6 damage). Ogres may also throw boulders up to 100 feet (for 2d8 damage), if they are available.

In the wilderness, ogres have the ability to use cover effectively, giving themselves a +2 AC bonus vs. missile attacks.

Whenever an ogre is encountered, there is a 3 in 6 chance that it also has 1d4 traps located nearby. An ogre lair always has 2d4 traps around it.



## ONDDO

The quick-brained servants of a soil mother are grown to suit various purposes. All have a tough, woody exterior mottled like the leaf litter of the forest floor. When stationary, they are extremely difficult to spot, often mistaken for logs or stumps.

They are speechless, but constantly release and exchange spores with the forest, and so know the will of their soil mother instinctively.

## ONDDO, HUNTING

The humanoid hunting onddo are the all-purpose servitors of the soil mother. Though tough, onddo are not made to last long. In the first year of their lives, onddo can regenerate rapidly unless burned or completely hacked apart. Once a winter passes, onddo can no longer heal, and few last longer than a year or two.

### ONDDO, HUNTING

**Numbers:** 1d8 (2d10)

**Alignment:** Neutral

**Move:** 120' (40')

**AC:** 5

**HD:** 2

**Damage:** 1d6 (spear)

**Save:** Fighter 2

**Morale:** 7 (5)

**Treasure:** Nil

**XP:** 25xp each

1 wooden spear attack per round (1d6 damage). Hunting onddo may regenerate 3 hit points per round of damage not caused by fire. If reduced to zero hit points, an onddo will continue healing unless burned or completely hacked apart. The morale in parenthesis applies only when onddos are attacked with fire.

## ONDDO, SEED

Seed Onddo are roughly dog-like, with a sharp beak to inject spore-filled venom.

### SEED ONDDO

**Numbers:** 1d6 (2d8)

**Alignment:** Neutral

**Move:** 150' (50')

**AC:** 5

**HD:** 2

**Damage:** 1d6 (beak) + venom

**Save:** Fighter 2

**Morale:** 10

**Treasure:** Nil

**XP:** 30xp each

1 beak attack per round (1d6 damage). A successful hit injects spore-filled venom that causes an irresistible wanderlust unless the victim



saves vs. poison. When victims (eventually) die and return to the earth, a new soil mother is born there.

## ONDDO, TUSKED

Tusked Onddo are huge, eyeless quadrupeds, used to dig stream beds or to haul boulders.

### TUSKED ONDDO

**Numbers:** 1 (1d4)

**Alignment:** Neutral

**Move:** 150' (50')

**AC:** 5

**HD:** 6

**Damage:** 2d6 / 2d6 (trample)

**Save:** Fighter 6

**Morale:** 8

**Treasure:** Nil

**XP:** 500xp each

Tusked Onddo will be accompanied by 1d6 hunting onddo.

## ONDDO, VENERABLE

A small number of hunting onddo survive long enough to become venerable. They can speak, and (when it suits their soil mother) act as ambassadors to other surface-dwelling people.

### ONDDO, VENERABLE

**Numbers:** 1

**Alignment:** Neutral

**Move:** 90' (30')

**AC:** 5

**HD:** 2

**Damage:** 1d4 (pointed stick)

**Save:** Cleric 2

**Morale:** 6

**Treasure:** L

**XP:** 20

If encountered beyond the soil mother's domain, venerable onddo will be escorted by 2d6 hunting onddo.

## ORC, BLIGHT

The wasteland raider clans are called “orcs” for their practice of eating the ash of the dead. Despite the barren environment, their blasphemy makes them strong—they can run a day and a night without resting, and their ember-like eyes reveal the secrets of the night and of the unseen world around them.

They are nomadic, and erect tall “**orcneests**” for protection: bowl-like structures, balanced on a tripod of huge tree trunks. A reeking cesspool at the base keeps away scavenging blight ants.

With no ancestral host to protect them, orc lands are plagued with demons. By necessity, their sooths are skilled in bargaining with the unseen. These dealings occasionally produce sorcerers or (more rarely) half-demon offspring.

Orc clans number 20-30 individuals. At any given time, half the nest will be out hunting, patrolling their borders for raids from other clans, or scouting for the next orcneest site.

The appearance of an orcneest heralds an invasion of blight ants within a month or two. The best hunting is found in the patchy new forests—the areas which have had a few years to recover from the last passing blight ant swarm. The ants, however, follow soon for the same reason. Panicked urgency is a fact of orc life.

From time to time, a strong leader unites several clans, but these alliances are short lived. The scarcity of food causes tensions wherever they congregate, and demonic whispering keeps them paranoid, mistrustful, and prone to sudden outbursts of violence.

Their raids into the borderlands are swift and brutal: killing as many as they can and driving away the survivors, just long enough to consume the ash before fleeing into the blight.

### ORC, BLIGHT

**Numbers:** 2d4 (6d6)

**Alignment:** Chaotic

**Move:** 120' (40')

**AC:** 6

**HD:** 2+2

**Damage:** 1d8 (weapon)

**Save:** Fighter 2

**Morale:** 9

**Treasure:** Q (E)

**XP:** 25xp each

1 weapon attack per round (1d8 damage).

Blight orcs have nightvision up to 90 feet, and are always able to Detect Invisible, as the spell.

A lair of blight orcs has a 3 in 6 chance of containing an additional 1d4 sorcerers, who also have the abilities of 2nd level magic-users.

## ORC, PRIMORDIAL

In the time of ancient Thiru, some made themselves strong by hunting the spirits of the dead. Modern day eaters of the black gruel dabble in this practice, but the primordial orcs devoured thousands.

By depleting the lands of the protection of their ancestral spirits, the ancients left the land vulnerable to terrible demons from the deep, who rose up to fill the emptiness. The strongest of the primordial orcs laughed, and hunted them also.

### ORC, PRIMORDIAL

**Numbers:** 1 (2d6)

**Alignment:** Chaotic

**Move:** 150' (50')

**AC:** 5

**HD:** 7

**Damage:** 1d8+2 / 1d8+2

**Save:** Fighter 7

**Morale:** 11

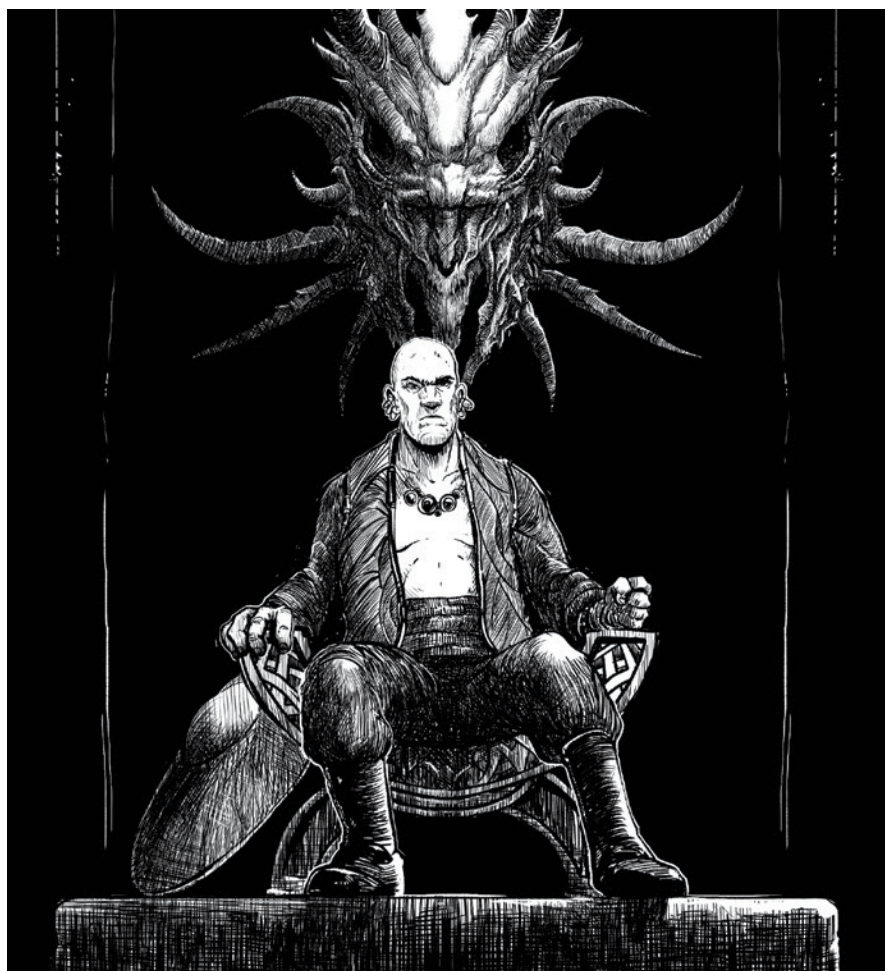
**Treasure:** V (C)

**XP:** 450xp each

2 weapon attacks per round (1d8+2 damage each). These attacks count as magical weapons, able to affect both extraplanar and insubstantial creatures.

Primordial orcs can see in the dark as easily as day. They can also see anything that is invisible.





## PELICAN, DIRE

These huge birds stand five paces high, with a nine-pace wingspan. They prefer fish, but will eat anything they can swallow, including people. Dire pelicans attack larger prey by snapping, battering, and when they can, swallowing.

Once a victim is held in the tough, rubbery throat sac, the pelican flees to subdue them in peace. This involves alternately beating the sac against the pelican's body to crush the victim, violent shaking, and slurping water into the sac to cause drowning.

It can take half an hour for human-sized prey to weaken enough to be swallowed, but unless victims have a sharp knife and enough unbroken limbs to use it, the prospects of escape are slim.

### DIRE PELICAN

**Numbers:** 1 (1d6+1)

**Alignment:** Neutral

**Move:** 90' (30')

**Fly:** 240' (80')

**AC:** 7

**HD:** 6

**Damage:** 1d6 + swallow

**Save:** Fighter 6

**Morale:** 7

**Treasure:** U

**XP:** 275xp each

1 beak attack per round (1d6 damage). An attack roll of 20 means the foe is swallowed and held in a tough, rubbery throat sac. Once its beak is full, the dire pelican beats it against its chest and the unfortunate victim suffers 1d8 damage per round automatically. Escaping this sac requires inflicting 6 points of damage from an edged weapon (or killing the dire pelican).



## PIT LORD

The infernal lands are ruled by the pit lords—massive, squat beings, charred and distended like leering bullfrogs. Flames spurt from their coal-hot skin, which no blade can pierce.

Their **gaze** causes uncontrollable babbling—secrets, intentions, held incantations, and the true names of loved ones all tumble out. Once per day, they may pronounce the irrevocable **death** of anyone present—the target dies within 13 hours.

The **blessing** of a pit lord sets the skin aflame with a fire that scalds and blisters eternally but doesn't consume.

If they were once human, they've forgotten, and fancy themselves alone in their clear-eyed grasp of hideous reality.



### PIT LORD

**Numbers:** 1

**Alignment:** Chaotic

**Move:** 90' (30')

**AC:** 3

**HD:** 13

**Damage:** 3 x 3d6 + hurl

**Save:** Fighter 13

**Morale:** 10

**Treasure:** M

**XP:** 3,250xp each

3 unarmed attacks per round (3d6 damage each). Anyone hit by this attack must save vs. paralysis or be thrown up to 30 feet away in a direction of the pit lord's choice.

Pit lords are immune to mundane harm; foes need a +1 or better weapon to hit.

Once per day, a pit lord may pronounce a person's death. They perish before a further 1d12+1 hours elapse, and no save is allowed, though this curse can be countered by powerful magic or divine intervention.

If a pit lord takes 8 or more points of damage from a slashing weapon, an infernal slug emerges from the sound. If a pit lord dies, 1d8 infernal slugs crawl from its mouth to avenge their host.

### INFERNAL SLUGS

**Numbers:** 3d6

**Alignment:** Chaotic

**Move:** 30' (10')

**AC:** 7

**HD:** 2

**Damage:** 1d8 (bite)

**Save:** Fighter 4

**Morale:** 9

**Treasure:** Nil

**XP:** 20

1 bite attack per round (1d8 damage).



## RICALU

The Ricalu are the night people, sometimes called “goblins,” “elves,” or “kobolds.” There is a great variety to their bodies; they can be long limbed, furry, sticky, or tiny, but all see well in the dark. (Daylight is painful to their round, black eyes.) They have many excellent masons and know rituals to find or hide passages underground.

Ricalu stories say they were called up from their homeland in the deep by Deel to fight the Seree, but they were betrayed. After their service, they were abandoned, unable to find their way home again.

Isolated from their life-giving homeland, Ricalu have had to resort to magical tricks to replace their numbers.

In a few places they live well, but without the numbers to force the surface people to reckon with them fairly, most Ricalu live in marginal, itinerant groups. They scour the lands for a way “back home,” meeting up in caves, sewers, and back alleyways to exchange news and faint hope.

## RICALU

**Numbers:** 1d8 (3d10)

**Alignment:** Neutral

**Move:** 120' (40')

**AC:** 8

**HD:** 1

**Damage:** 1d6 (weapon)

**Save:** Fighter 1

**Morale:** 6

**Treasure:** U (J)

**XP:** 10xp each

1 weapon attack per round (1d6 damage). Ricalu have -2 to all attack rolls in daylight.

For every 5 ricalu encountered, one will be able to cast a single first level spell.



## RUST SOLDIER

Though the Carreg fear iron, these golems of iron symbolize their freedom from fear, and faith in their god Gamandes. They help placidly, demonstrating the calm that is so valued in Carreg society. They have dog-like intelligence and can speak clearly (albeit simply).

They are mechanical contraptions, powered by a spring of white metal under unbelievable pressure. If they are allowed to rust too much (which they eventually do if not kept completely dry), they fail in explosive and alarming ways, sending rusty components in every direction at high speed.

### RUST SOLDIER

**Numbers:** 1 (1d4)

**Alignment:** Lawful

**Move:** 90' (30')

**AC:** 3

**HD:** 2+2

**Damage:**

**Save:** Fighter 6

**Morale:** 12

**Treasure:** special

**XP:** 25xp each

1 fist attack per round (1d8 damage).

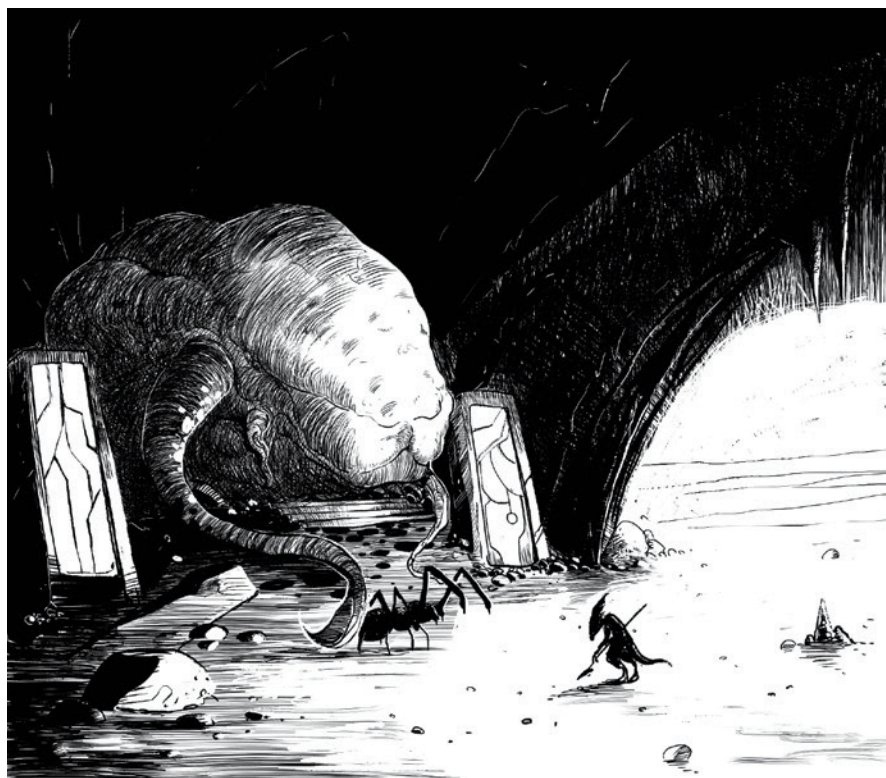
When reduced to zero hit points, a rust soldier explodes, causing 1d8 damage to everyone within 20 feet (save vs. breath weapon for half damage).

The white metal spring inside the rust soldier is worth 1d6x500gp.



## SAND MONARCH

The squid-like demons forced to the surface of the drylands live cruel, tormented lives. The sand flays their skin and their tentacles wither off. Those that survive use their dark gifts to **enthrall** desert dwellers—giant geckos, camel spiders, or unfortunate Heelan. These they press into service as transportation, food gatherers, or bandits to extort Heelan bands, bringing goods back to their subterranean burrows where they hide from the blistering sun.





## SAND MONARCH

**Numbers:** 1

**Alignment:** Chaotic

**Move:** 30' (10')

**AC:** 8

**HD:** 7

**Damage:** 1d12 (bite) or spell

**Save:** Fighter 7

**Morale:** 6

**Treasure:** F

**XP:** 450xp each

1 bite attack per round (1d12 damage) or 1 spell.

A sand monarch may command animals, as the Charm Person spell, up to 5 times per day, and also has the abilities of a 7th level magic-user, with the following spells (or similar):

1st level spells: Charm Person, Floating Disc, Sleep.

2nd level spells: Levitate, Locate Object.

3rd level spells: Haste, Hold Person.

4th level spells: Charm Monster.

A sand monarch has a 50% chance of being accompanied by each of the following, who are enthralled by its magic into servitude:

- 50%: 1d6 Giant Lizards (Gecko)
- 50%: 1d4 Giant Spiders (Crab)
- 50%: 2d6 Heelan Phibs
- 50%: 1d6 Heelan Proudskulls

A sand monarch on its own has no treasure and is eager to acquire servants.

## SAND SPRITE

The whorls of dust that play across desert dunes were once undines exiled to the surface by whatever force has dried the land.

They are playful, and dancing with them relieves thirst for an entire day. In exchange, they demand a small service or token of gratitude. If this is not done, they attack.

Angry sand sprites fight by multiplying water in the body. This causes splitting headaches, blindness as the eyes run with tears, and wracking coughs as moisture floods the lungs. Victims who are outnumbered will drown.

### SAND SPRITE

**Numbers:** 1d8 (3d6)

**Alignment:** Neutral

**Move:** 120' (40')

**AC:** 7

**HD:** 1

**Damage:** see below

**Save:** Fighter 1

**Morale:** 7

**Treasure:** V (shrine)

**XP:** 10xp each

1 magical attack per round (1 damage per sprite). Sand sprites are insubstantial and can only be hit by silver or magic weapons.

Sand sprites all attack the same target each round, inflicting 1 damage per sand sprite participating in the attack, unless the target can save vs. spells. Even on a successful save, the target suffers a -2 penalty to attack rolls until they rest for at least an hour.



## SELK

Across the astral lands is the lost city of Tlarba. Its people are the selks: tall, skin-and-bones humanoids with large eyes, mottled skin, and copious, upward-pointing bristles (“grush”).

Their body language is alien and stiff-seeming, but they are full of feeling and passion.

### GRUSH SELK MERCHANTS

**Numbers:** 1d6 (2d10)

**Alignment:** Lawful

**Move:** 120' (40')

**AC:** 8

**HD:** 2

**Damage:** 1d6 (mace)

**Save:** Fighter 2

**Morale:** 6

**Treasure:** U (F)

**XP:** 20xp each

1 mace attack per round (1d6 damage).

A group of grush selk merchants have a 4 in 6 chance of being accompanied by 2d6 guards hired from a local community. These will be ghost selks if they are near or from Tlarba.









## SELK, GHOST

Some adult selks manifest their astral nature, becoming translucent and insubstantial. In Tlarba, they live and train as a warrior caste. They use traditional weapons: short, chitin-breaking seax and double-ended quilled javelins, one end a cluster of sharp quills (to more easily find armored eyes), the other end cut from a paralytic resin.

Physical attacks affect them, but much less than normal. Their own attacks are unimpeded.

### GHOST SELK

**Numbers:** 1d8 (2d10)

**Alignment:** Neutral

**Move:** 120' (40')

**AC:** 5

**HD:** 4

**Damage:** see below

**Save:** Fighter 4

**Morale:** 9 (10)

**Treasure:** T

**XP:** 75xp each

1 saex attack per round (1d8 damage) or 1 quilled javelin attack (1d6 damage) up to 60 feet away. A target struck by a javelin must save vs. paralysis or be too weak to attack in melee for a round.

Ghost selks suffer only half damage from physical weapons that are neither magical nor silver.

Every 5 ghost selks are accompanied by an additional leader, with 6 Hit Dice, who increases the group's morale to 10.

## SHADOW BOHKA

The Carreg say that Bohka is the wretched offspring of demon and sorcerer. He carries a **lamp** that casts darkness; surface dwellers produce brightly glowing “shadows” which dance as he moves.

He can snatch the bones from your arm with his **thieving touch**. These he takes and sews into his great coat.

Bohka is **invisible** in his shroud of darkness, but his bone-lined coat **rattles** as he moves. He can be seen once injured, for his **blood glows** like molten iron.

He carries one of the Books of Undibol and reads it regularly.



### SHADOW BOKHA

**Numbers:** 1

**Alignment:** Chaotic

**Move:** 120' (40')

**AC:** 7

**HD:** 8

**Damage:** 2d6 (grab) + special

**Save:** Magic-User 8

**Morale:** 8

**Treasure:** F

**XP:** 650

1 grab attack per round (2d6 damage). If the target fails to save vs. death, Shadow Bohka snatches a bone from one of their limbs, rendering it useless.

Until he is wounded, anyone attacking Shadow Bohka inside the darkness of his lamp has a -2 penalty to their roll.

He has the abilities of a 4th-level magic-user with the following spells: Detect Invisible, ESP, Knock, Magic Missile, and Sleep.

## SHRINE BABY

These alarming beings are made from clay-wrapped stillborn, turned by the spirits of Raal into tiny, clever homunculi. Some believe an ancestral spirit animates them, others believe the child's spirit was returned to a body made sturdier by the ritual.

### ELDER SHRINE BABY

**Numbers:** 1d2 (2d6)

**Alignment:** Any

**Move:** 120' (40')

**AC:** 8

**HD:** 2

**Damage:** -

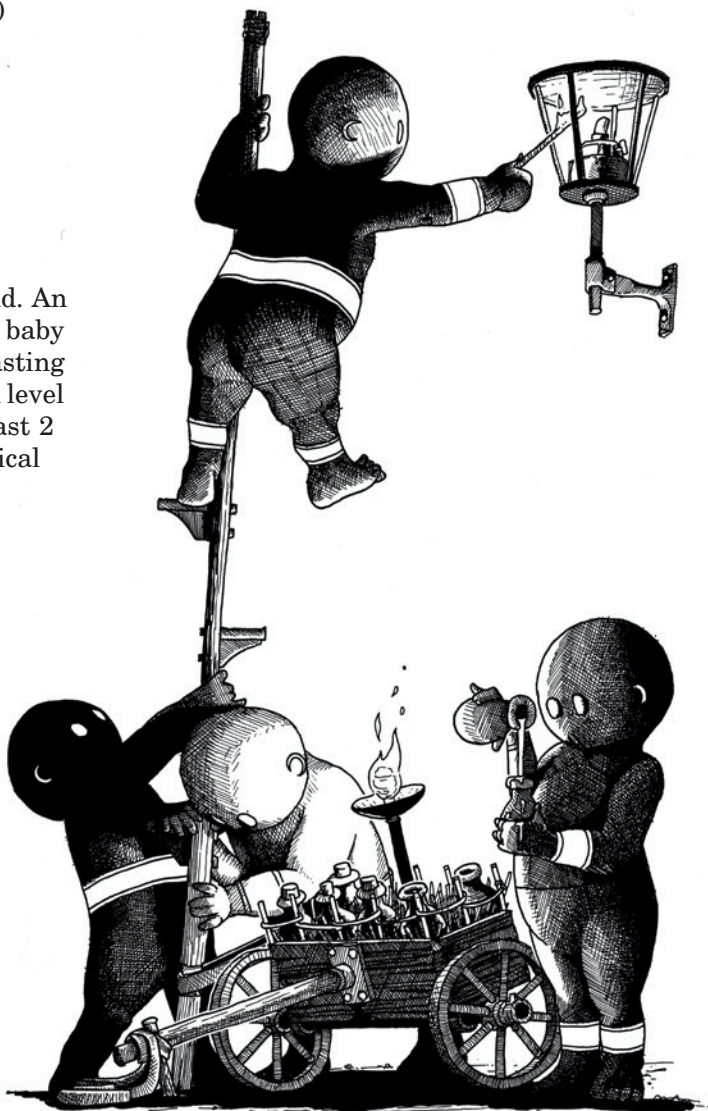
**Save:** Cleric 2

**Morale:** 6

**Treasure:** R

**XP:** 20xp each

1 spell per round. An elder shrine baby has the spellcasting abilities of a 3rd level cleric, able to cast 2 first-level clerical spells per day.





## SIREN

The sirens are women transformed by the blessing of the goddess of the ocean. They have skin as gray and slippery as eels, rows of sharp, shark-like teeth, and milky eyes that see in darkness above or beneath the waves.

Their low, mesmerizing songs confuse men, giving sirens time to indulge their hunger for man flesh. Men are devoured immediately; women are given a chance to serve the goddess of the ocean and become sirens themselves.

When it serves them, sirens appear as their human selves, sitting naked by a tidal pool or bobbing in the shallows.

### SIREN

**Numbers:** 1d4 (2d6)

**Alignment:** Chaotic

**Move:** 120' (40')

**Swim:** 90' (30')

**AC:** 6

**HD:** 6

**Damage:** 1d6 + life drain

**Save:** Cleric 6

**Morale:** 8

**Treasure:** F

**XP:** 500xp each

1 crystal knife attack per round (1d6 damage and life drain) or singing. Anyone touched by the crystal knife while the siren lives loses a level of experience. The siren gains d8 hit points.

When the sirens sing, men who hear must save vs. paralysis or be too confused to act, although any violent action by someone else breaks this spell. A -1 penalty is applied to this roll for each siren beyond the first whose song can be heard.



## SLEWT

The Slewts of Tlarba are glistening, orange amphibians. They are a small people, but lean and muscular. They are joyful beings, and spend their leisure hours frothing up their pools and warbling together in high-pitched harmonies.

Slewt slime bonds metal to metal instantly, which makes a mess of armor (especially mail). They grapple armored foes with this in mind, hoping to pin a weapon or arm in place before moving on to softer targets.

Slewts are not cowed by defeat or capture, and will readily surrender if battle goes against them, only to start fighting again moments later.



### SLEWT

**Numbers:** 2d4 (4d10)

**Alignment:** Neutral

**Move:** 120' (40')

**AC:** 8

**HD:** 1

**Damage:** 1d4 or grapple

**Save:** Fighter 1

**Morale:** 6

**Treasure:** R (K)

**XP:** 10xp each

1 bite attack per round (1d4 damage) or grapple.

Instead of attacking, slewts may try to grapple an enemy and either make them unable to move inside their metal armour or to make one of their metal weapons unusable. The target can save vs. paralysis to avoid this, with a -2 penalty if their party is outnumbered. Slewts take the weapons of immobilized enemies and use them instead of biting.

## SOIL MOTHER

The primordial forests of the Tristhmus are suffused with the fungal threads of vast, intelligent beings: soil mothers. Their thoughts are slow and deep, spread among thousands of coconut-like buried ganglia. By taste, they know everything that happens within their domain.

Though very slow, they are immensely powerful, able to reshape the forest. Streams flow and plants grow where the soil mother chooses.

In a soil mother's territory, the flesh of large game animals becomes bitter and mildly toxic. By inducing mycotoxins into the plants and berries, the soil mother dissuades predators and scavengers from eating the brains she needs to grow onddo: quickened fungal servitors. When the need for many onddo arises, soil mothers produce rich, fruiting groves to attract animals in large numbers.

Soil mothers communicate with their onddo with hallucinogenic spores, but forest cults have occasionally learned to sense the "will of the forest." They are so expansive and alien in their thoughts that they are effectively an organic Power of the earth, with strange gifts to give.

Soil mother ganglia are sweet and nutritious, but eating them earns the eternal hatred of all soil mothers.

### SOIL MOTHER

**Numbers:** 1

**Alignment:** Neutral

**Move:** 0' (0')

**AC:** 8

**HD:** 12

**Damage:** -

**Save:** Cleric 12

**Morale:** 12

**Treasure:** Nil

**XP:** 1,900xp each

Up to 3 times per day, a soil mother can spread hallucinogenic spores that affect living creatures as the Confusion spell.

- Immune to disease, mind control, and poison.

Anyone drinking ground water poisoned by a soil mother must save vs. poison or suffer 1d6 damage and the effects of the Confusion spell.

A soil mother's body is a diffused fungal root system, spread out across miles and miles of forest soil. No more than one Hit Die can fit into a 10' cube of soil. It normally takes 1d6 turns to find a buried ganglion once the general location is known, and then digging it up takes 1 turn for each Hit Die (which can be attacked as a normal enemy), assuming there are no natural obstacles to overcome, such as rivers or fallen trees. A soil mother can summon lair numbers of each type of onddo servitors when it knows it is under threat. Each turn there is a 50/50 chance of encounter numbers of each type arriving, until the total numbers have been reached.

## SPLICE HYDRA

A splice hydra is a chimeromantic abomination, made by fusing seven great serpents into a single creature. They are aquatic by preference, but the human lungs used in their construction make them amphibious.

When they wish, splice hydras sing like an overpowering, discordant choir. Joyous, ecstatic, and terrified voices all intertwine into one. The sound is irresistibly primal. Few can resist joining its dreadful song, singing wordlessly at the top of their voices.

Splice hydra blood and eggs are alchemically auspicious, nearly as potent and useful as dragon ingredients.

### SPLICE HYDRA

**Numbers:** 1

**Alignment:** Chaotic

**Move:** 180' (60')

**Swim:** 240' (80')

**AC:** 3

**HD:** 14

**Damage:** 7 x 1d8 (bites) or sing

**Save:** Fighter 14

**Morale:** 19

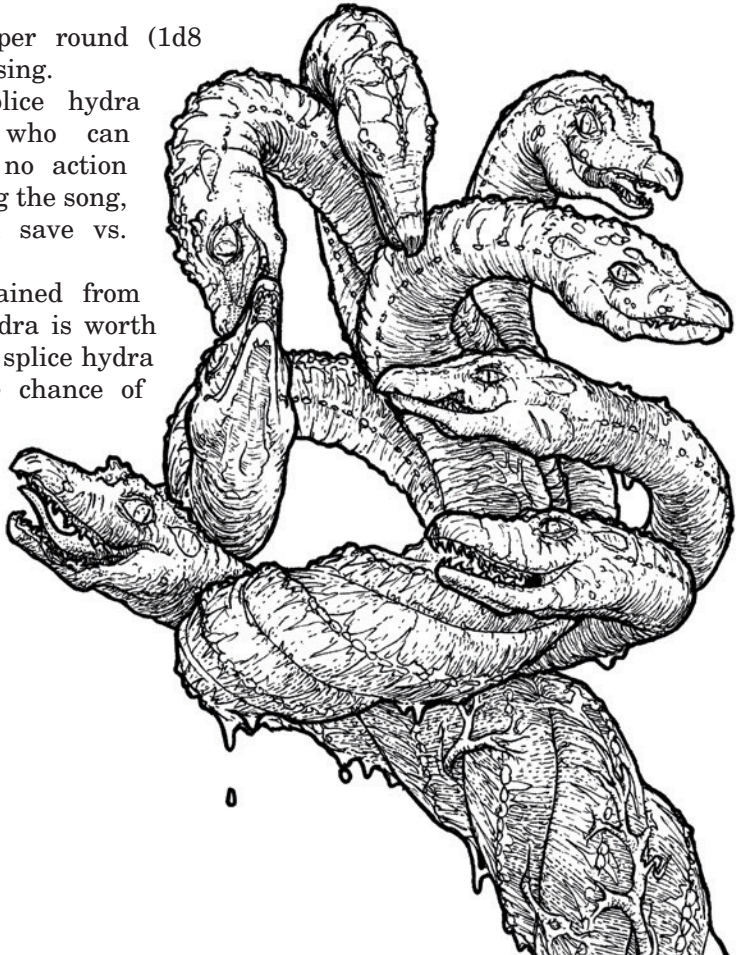
**Treasure:** Nil

**XP:** 1,650xp each

7 bite attacks per round (1d8 damage each) or sing.

When the splice hydra sings, anyone who can hear may take no action other than joining the song, unless they can save vs. paralysis.

The blood drained from a slain splice hydra is worth 2d4 x 1,000gp. A splice hydra nest has a 30% chance of containing 2d6 eggs, worth 1,000gp each.





## STORM SEAL

These magical creatures dwell within thunderclouds and the airy canyons between mountains. They swim through the air gracefully, winding sinuously before spiraling in to attack.

Their newborn minnows are aquatic, but the mouse-sized pups take to the air in wingless, flying swarms which keep down the midges, flies, and fleas in coastal wetlands.

Adolescents are the size of large dogs, and are large enough to hunt. They are cruel, playful, and opportunistic. Adults are dolphin sized, large enough to lift a struggling horse up into the air, to be cast down to its death.



### STORM SEAL, ADOLESCENT

**Numbers:** 1d4 (2d6)

**Alignment:** Neutral

**Fly:** 150' (50')

**AC:** 7

**HD:** 2+2

**Damage:** 1d6 (bite)

**Save:** Fighter 2

**Morale:** 7

**Treasure:** U

**XP:** 25xp each

1 bite attack per round (1d6 damage).



## SYLPH SPIDER

Sylph spiders are giant, bristly hunting spiders which hunt from the air. They spin silken membranes between their legs and soar on the thermal currents. They are ambush hunters, large enough to snare and envenom people, goats, or boars. They prefer lone prey, as they are vulnerable once on the ground and need a high place to return to the air.

### SYLPH SPIDER

**Numbers:** 1 (1d6)

**Alignment:** Neutral

**Move:** 60' (20')

**Glide:** 150' (50')

**AC:** 5

**HD:** 3

**Damage:** 1d8 (bite) or web

**Save:** Fighter 3

**Morale:** 7

**Treasure:** Nil

**XP:** 35xp each

1 bite attack per round (1d8 damage) or web attack (as Web spell, up to 3 times per day). A gliding sylph spider surprises on a 1-4, not a 1-2.



## TCHETH

The Tcheth are long-limbed, lightly furred people, with long, narrow skulls reminiscent of ferrets. They are excellent climbers, and their flexible bones let them squeeze through remarkably narrow gaps.

They are originally from deep underground, but they see poorly in the dark. Tcheth legends say they were forced to give up their night eyes in a bargain with the demon Guguluin, to win their freedom from the Jorn.

They are gregarious and form large fishing communities on the surface, preferring river gorges with good climbing. They built Yugra in the Cleft, and some see signs of their handiwork in the original structures of Novy Dom.

Tcheth love grass, thinking its texture and appearance hilarious. They are masterful weavers, and a traveling band of Tcheth takes no greater pleasure than in weaving a new, grass hut for themselves at every campsite.

Their ritual magic is based on weaving, and it's said that the witch-grain baskets (which insects compulsively fill with nuts, seeds and grubs) were a Tcheth creation.

### TCHETH TRAVELLERS

**Numbers:** 1d8 (3d10)

**Alignment:** Neutral

**Move:** 150' (50')

**AC:** 7

**HD:** 2

**Damage:** 1d6 (spear or sling)

**Save:** Fighter 2

**Morale:** 7

**Treasure:** Q (C)

**XP:** 20xp each

1 fishing spear or sling attack per round (1d6 damage). They can climb walls and move silently like 4th level thieves.



## UNDINE

The undine are spirits which bring water to the surface from deep within the ground. Where they dwell, natural springs are plentiful and rains come often. Many shrines are built to them.

Undines are said to have three forms. When seen in pools or streams, they appear as ghostly children. Their words cannot be heard by mortal ears, but are remembered several days later. This makes dealing with them dangerous, since a back-and-forth conversation is impossible, and they have many rigid laws and customs that they expect visitors to uphold.

When angered, they take on the forms of watery serpents with venomous bites, almost invisible when submerged.



### UNDINE

**Numbers:** 1d4 (3d6)

**Alignment:** Neutral

**Move:** 120' (40')

**AC:** 7

**HD:** 1

**Damage:** 2d6 (poison bite)

**Save:** Fighter 1

**Morale:** 7

**Treasure:** L

**XP:** 10xp each

1 bite attack per round in serpent form (2d6 damage, save vs. poison for half damage). In serpent form they surprise enemies in the water on a roll of 1-4.



## VAMPIRE

Vampires are wraiths who have acquired a taste for the blood of the living. By drinking it, they regain a solid, mortal body. Freed from the ashen realm, they will do anything to never return to it.

Since they are dead that prey on the living, they are the counterpart of orcs (living who prey on the dead).

To keep their mortal bodies, they must feed weekly. Because of this, many vampires cultivate positions of power and influence that give them opportunities to exploit living victims. Others haunt alleyways in the towns and cities, devouring those who won't be missed.

Only the most desperate vampires hunt in the wilderness, for like all dead without the protection of an ancestral host, they are vulnerable to demons.

Vampires fight as wraiths do, with silvered or enchanted weapons, or whatever magic they learned in life. If a vampire's mortal body is slain, it reverts to its wraith form. Vampires are careful to keep a silvered weapon hidden, a hunting tool of last resort if they are driven from their bodies.

### VAMPIRE

**Numbers:** 1

**Alignment:** Chaotic

**Move:** 120' (40')

**AC:** 8

**HD:** 5

**Damage:** see below

**Save:** Fighter 5

**Morale:** 7

**Treasure:** E

**XP:** 425xp each

1 silvered weapon attack per round (1d8 damage) or 1 bite (1d6 damage and energy drain).

In its wraith form, a vampire is immune to sleep, charm, and hold spells, and can only be hit by silver or magical weapons, though silver weapons will only do half damage. Its human body is vulnerable, though the vampire may control its thoughts and emotions. A vampire's bite drains 1 level of experience, but can only be used in the round immediately after a successful weapon attack, or if the target is restrained, unconscious, or willing.



## VAMPIRE BUSH

These large bushes reflexively grasp anything that brushes them with strong, raspy tendrils. The whole bush then curls around to encircle the prey, which is drained of its blood through the sucker-like “flowers” that cover them year-round.

**Numbers:** 2d6

**Alignment:** Neutral

**Move:** 0' (0')

**AC:** 7

**HD:** 1

**Damage:** grapple, then 1d4

**Save:** Fighter 1

**Morale:** 12

**Treasure:** Nil

**XP:** 10xp each

1 grapple attack per round. Ensnared victims must save vs. paralysis each round to break free, or the vampire bush inflicts 1d4 damage. Unarmored or unencumbered characters get a +2 bonus to their save.

## VAMPIRE TREE

Vampire bushes nurtured by chaotic Powers can grow into substantial trees, extremely dangerous to anyone who wanders beneath the canopy.

**Numbers:** 1 or 1d6

**Alignment:** Chaotic

**Move:** 0' (0')

**AC:** 5

**HD:** 1d6+1

**Damage:** grapple, then 1d8

**Save:** Fighter 7

**Morale:** 12

**Treasure:**

**XP:** 75xp each

1 grapple attack per round. As a vampire bush, but 1d8 damage.



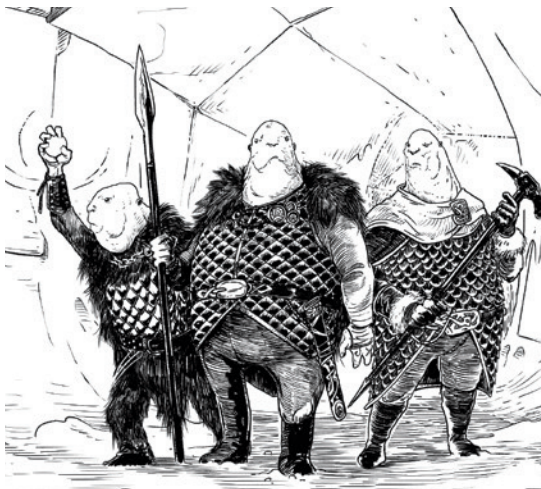


## VINTERALF

Beyond the high glaciers is a land so cold that humans simply cannot enter. There, the stars sing their songs to the seers of the Vinteralf.

Vinteralf are tall, thick-skinned, and blubbery. Their faces are seal-like, with stubby snouts and tiny eyes. When they must, they can hibernate for several decades. Only the hardest Vinteralf come to the glacier lands to defend their borders, hunt the white hydra, or to eject an exile.

They will be well armed, with carefully made, form-fitting metal or laminate armor. Most will be carrying a supply of cyldwort, a warmlands herb that cools the body enough for them to function.



### VINTERALF

**Numbers:** 1d6 (2d10)

**Alignment:** Neutral

**Move:** 120' (40')

**AC:** 3

**HD:** 6+6

**Damage:** 1d8 / 1d8 (weapon)

**Save:** Fighter 6

**Morale:** 10

**Treasure:** V

**XP:** 350xp each

2 weapon attacks per round (1d8 damage).

## VINTERALF CONFESSOR

There is a 3 in 6 chance that a group of Vinteralf are accompanied by a confessor-acolyte, a junior star seer able to see three heartbeats into the future.

**Numbers:** 1 (1d4)

**Alignment:** Neutral

**Move:** 120' (40')

**AC:** 5

**HD:** 5+5

**Damage:** 1d8 / 1d8 (weapon)

**Save:** Cleric 5

**Morale:** 10

**Treasure:** O

**XP:** 400xp each

Confessors have +4 to hit and always act first in the initiative order.

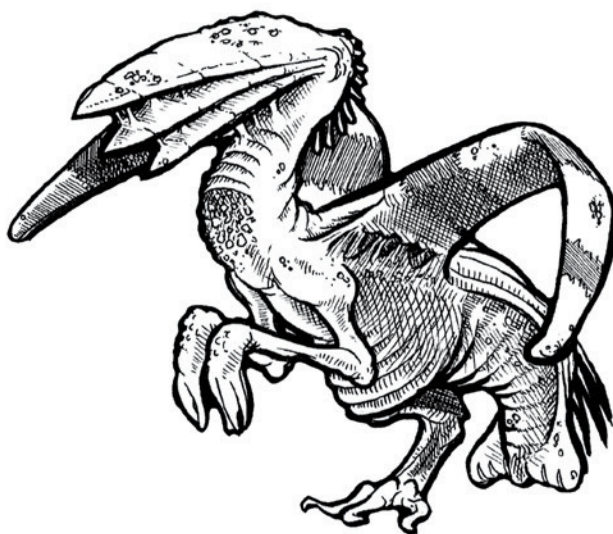
## VOID GULL

Deprived of their home plane long ago, these alien gulls have adapted to the void that howls between realms. When in mortal lands, they are found in small patrols or scouting groups.

More suited to the void, the pony-sized gulls are passable gliders but weak fliers. On flat ground, they move by “glide-hopping,” bouncing up on their one leg and flapping for a few feet before hopping once more. They are swift, but tire easily.

Alone, they are nervous and inclined to keep their distance. When two or more are present, they revert to their military training, seizing victims with their hands and delivering axe-like blows with their bony, tripartite “beaks.”

They are keenly interested in sorcerers and summoners of all types and will abduct them opportunistically, hoping to extract magical secrets from them. As they are fascinated by planar destruction, the presence of a nest is a dire sign.



### VOID GULL

**Numbers:** 1d6 (2d10)

**Alignment:** Chaotic

**Move:** 150' (50')

**AC:** 7

**HD:** 3

**Damage:** 1d8 (beak)

**Save:** Fighter 3

**Morale:** 6 (8)

**Treasure:** C

**XP:** 35xp each

1 beak attack per round (1d8 damage). Alone, void gulls have Morale 6, in groups they have Morale 8.

## VOID BRINGER

Void gull nests are watched over by a void bringer, a gull of considerable magical ability and purpose.

Void bringers always have a strange, alien project underway—they may be swapping people's minds into the bodies of cattle, undercutting the geological structures of a town, turning all the fruit blue to serve as a substrate for some alien mold they like to eat, or bringing about a 'curse' that liquifies domestic animals within several miles because they want the soil nutrient balanced changed.

### VOID BRINGER

**Numbers:** 1

**Alignment:** Chaotic

**Move:** 150' (50')

**AC:** 7

**HD:** 5

**Damage:** 1d8 (beak) or spell

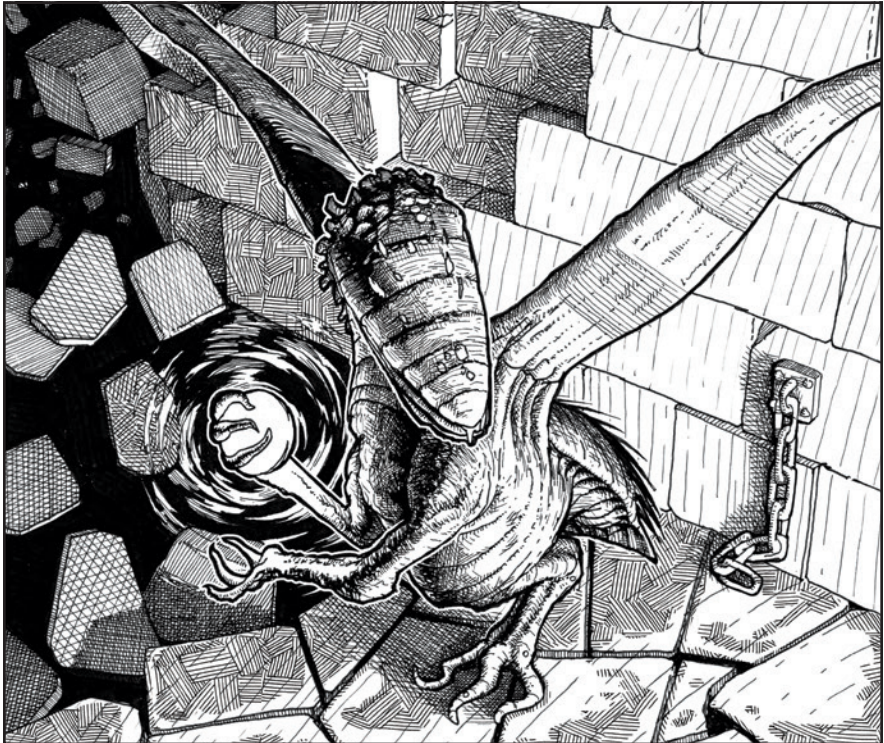
**Save:** Fighter 5

**Morale:** 9

**Treasure:** O

**XP:** 300xp each.

1 beak attack per round (1d8 damage). Void bringers also have the powers of a 5th level magic-user. When a void bringer is present, all void gulls have Morale 9.



## VOID WORM

A mature void worm is twenty paces long, with a body made of nothingness. Where it lies, no rock exists. It inches forward slowly, occasionally intersecting a tunnel or cave. Once it has passed, there is undisturbed solid rock once more.

The appearance of a void worm often goes unnoticed. They're silent, and whatever they eat, they are uninterested in surface dwellers. They're heralded by nothing more than a circular opening appearing in a wall, enlarging to the full diameter of the worm, revealing an ever-shortening tunnel. An hour or more later, when the worm crosses whatever room or corridor it blundered into, a similar breach opens on the far side.

At the tip of each tunnel is a seam of gold, which to the untrained eye appears to be a natural part of the rock. A thick, rich vein of pure gold! But alas, mining this kills the worm. The worm's nothing-body begins to rot immediately. Crumbling, porous rock encroaches on all sides, replacing the smooth tunnel with crunching, delicate spurs of natural rock. In a few weeks, the void has closed completely.

The brave or foolhardy might run along its body, using it as a momentary glimpse into the surrounding rock or other caverns, but wise miners let the worms pass.

### VOID WORM

**Numbers:** 1

**Alignment:** Neutral

**Move:** 60' per hour

**AC:** 5

**HD:** 1

**Damage:** -

**Save:** Fighter 1

**Morale:** 12

**Treasure:** L

**XP:** 10xp each

The void worm makes no attacks. Void worms are silent; those who encounter one are surprised on a 4 or less (not 2 or less). The visible seam of gold is the only part of its body vulnerable to mundane attacks.







## WARBODY

When the demigods retaliated against the Seree, they made special bodies for themselves. An account of the attack on the pit of ensnarement described Deel and her companions as having bodies of dark glass, carrying lances of white metal.

They flew as if blown by a hurricane, and their lances struck like lightning, smashing the masonry of the pit fortress apart. They hummed and crackled like spell engines, which may have given Pit-Master Zecoxy some clue he used to stun Deel before he was torn apart by Egesa.



## WARBODY

**Numbers:** 1

**Alignment:** Any

**Fly:** 240' (80')

**AC:** 2

**HD:** 13

**Damage:** 4d6 (lance)

**Save:** Cleric 13

**Morale:** 12

**Treasure:** special

**XP:** 3250

1 lance attack per round (4d6 damage, 30' diameter area of effect). Everyone within the area of effect can save vs. breath weapon to suffer only half damage.

A warbody also has the following spells memorized: Detect Invisible, Detect Magic, Dispel Magic, Light.

Any attack on a warbody that does at least 8 points of damage breaks off fragments of dark glass equivalent to treasure type L. If the warbody is defeated, the remnants of the body contain treasure type L x 5.

## WATER SHADE

These pony-like creatures are magical scavengers, patrolling the drylands for prey. If one crosses a traveler's tracks, it pursues, stealing its victim's life from their footprints—fresh is best, but hour-old footprints will do.

Anyone so pursued must consume twice the normal amount of food and water or collapse from exhaustion. Each shade can affect d2 people once it begins following.

If spotted and chased, shades will keep their distance. They can outrun people, but tire quickly if forced to gallop for an extended period.

The Heelan sometimes use them as mounts, using the water shades' tracking abilities for their own sport.

### WATER SHADE

**Numbers:** 1d4 (2d6)

**Alignment:** Neutral

**Move:** 150' (50')

**AC:** 7

**HD:** 1+1

**Damage:** 1d6 (kick)

**Save:** Fighter 1

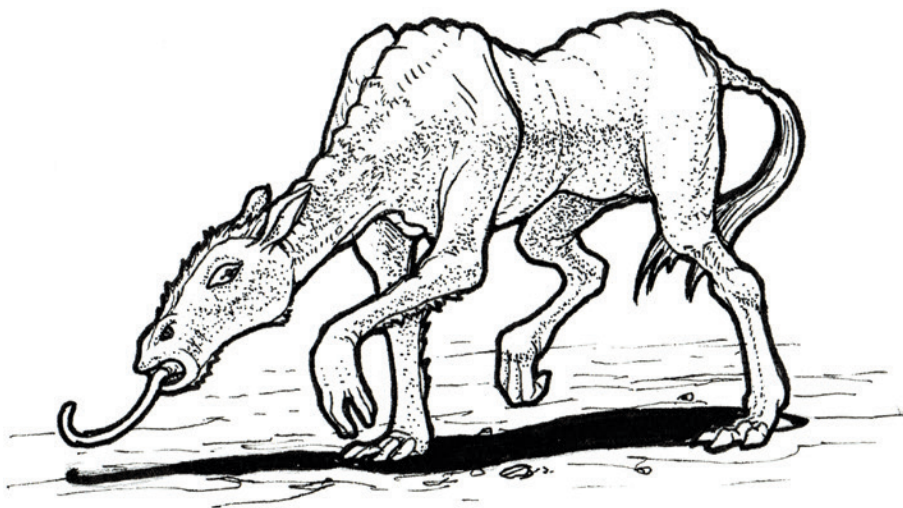
**Morale:** 6

**Treasure:** Nil

**XP:** 15xp each

1 kick attack per round (1d6 damage).

The exhaustion caused by a water shade's life drain lowers a person's Constitution by 1 point each day they are pursued by a water shade. Once they escape, they recover 1 point per day of food, water, and rest. Anyone whose Constitution is reduced to zero dies.



## WEREWOLF, LEÁDSTÆF

The Leádstæf are deranged celestial beings, torn from the heavens by Seree magic. They roam the earth, looking to manifest their anguish and dread upon the people of the surface.

The Leádstæf are incorporeal spirits who attack by possession. They can control anyone “marked” by the Powers, such as by curses inflicted by the Powers, with any injury having a divine origin (including white metal weapons, divine warbodies, and the bite of Leádstæf themselves).

Anyone possessed by a Leádstæf immediately transforms into its animal form. Most of the time this is a huge, white-furred wolf, but other forms include a flayed arctic fox, a horse-sized arctic bat, or a three-headed polar bear. All are ferocious in battle.





## LEADSTAEF, ANIMAL FORM

**Numbers:** 1

**Alignment:** Chaotic

**Move:** 180' (60')

**AC:** 4

**HD:** 5

**Damage:** 2d6 + mark (bite)

**Save:** Fighter 5

**Morale:** 9

**Treasure:** C

**XP:** 300xp each

1 bite attack per round (2d6 damage) when in animal form.

In spirit form, the Leádstæf is insubstantial, invisible, and unaffected by non-silver, non-magical weapons. Once per turn, the spirit may attempt to possess someone nearby who has been marked. The victim must save vs. spells to resist, or they become possessed and immediately shape change into the Leádstæf's animal form. A successful save prevents the Leádstæf from trying again until they injure the target further.

Killing the animal form ejects the Leádstæf from the host (though it can possess someone again the next night). The host returns to their normal form, but with 3d6 damage worth of injuries from the fight.

If the mortal blow is inflicted with fire or a silver weapon, the Leádstæf dies permanently, but so does the host.

## WHIP SCORPION

Nightmares of black chitin three paces long, they patrol underground places incessantly, seeking sound or movement. They seize prey with their pincers, they then spray strong acid from their stiff, whip-like tails.

They are perfect climbers, moving easily along walls and ceilings. A faint vinegar smell is sometimes the only warning that one is near.

### WHIP SCORPION

**Numbers:** 1d4 (2d6)

**Alignment:** Neutral

**Move:** 120' (40')

**AC:** 5

**HD:** 3

**Damage:** 1d4/1d4 (pincers) + acid

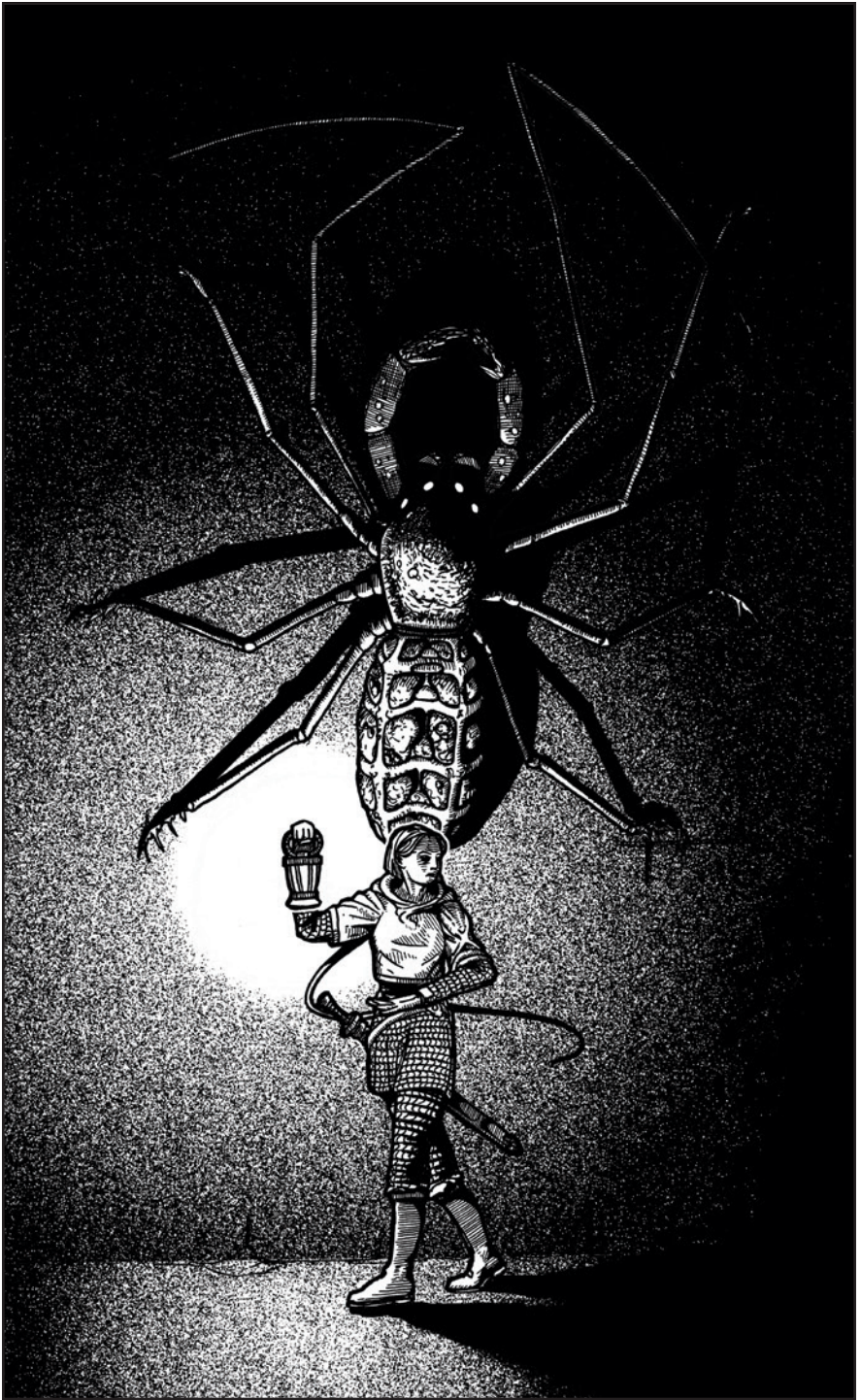
**Save:** Fighter 3

**Morale:** 8

**Treasure:** Nil

**XP:** 35xp each

2 pincer attacks per round (1d4 damage each). If either pincer attack hits, the whip scorpion sprays its target with acid from its tail, for an additional 1d8 damage. If only one pincer attack hits, the target may save vs. breath weapon to avoid the acid.



## WRAITH

When the fortunate die, they join with an ancestral host to solemnly watch over the living. Some are unwilling or unable to join, or are rejected by the ancestors—the very selfish or hateful, whose spirits are bent by self-interest. Others have minds filled with alien rituals or corrupted by wizard flowers, and cannot meld their whispering voices with the ancestors.

Most of these dissipate in grief or wander off to be caught by demons. The strongest willed, however, go on as wraiths.

Wraiths may use whatever rituals they knew in life and can wield silver or enchanted weapons or objects (including wizard flowers), as these exist on both sides of the veil.



## WRAITH

**Numbers:** 1

**Alignment:** Chaotic

**Move:** 120' (40')

**AC:** 8

**HD:** 5

**Damage:** 1d8 (weapon) or spell

**Save:** Magic-User 5

**Morale:** 9

**Treasure:** B + O

**XP:** 175xp each

1 silver weapon attack per round (1d8 damage) or 1 spell. Wraiths are insubstantial, only harmed by magical weapons. They have the same abilities as a 5th level magic-user.



## WYRM, JOKUN

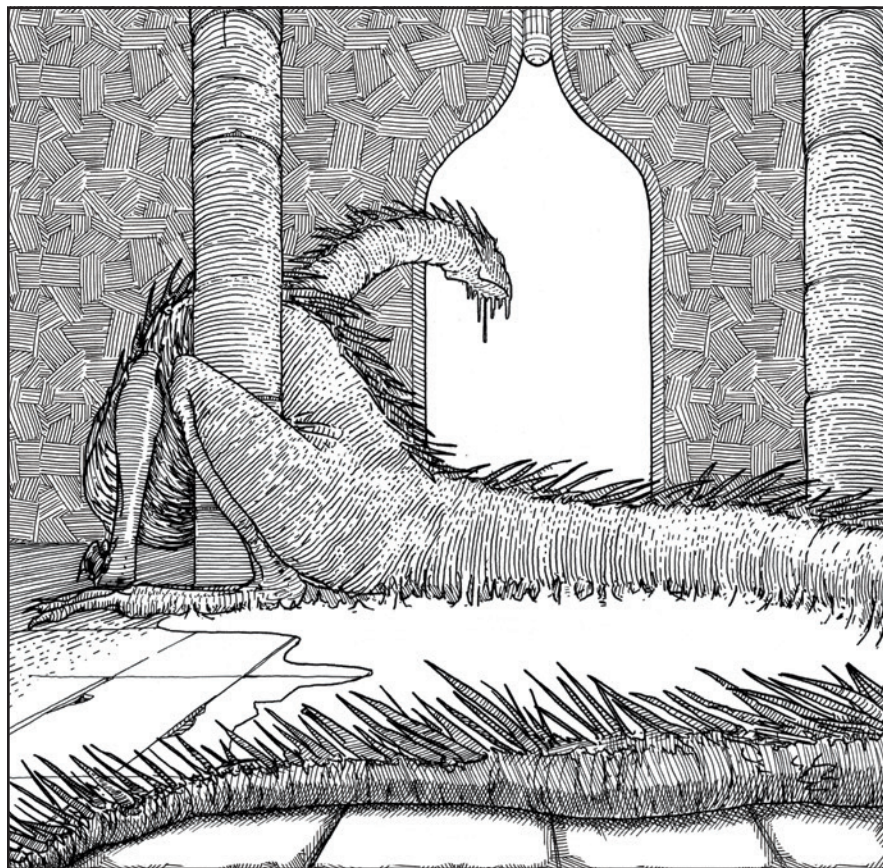
Jokun was once a Seree guardian, grown from an immature drake. Abandoned by the departure of the Seree, she devoured her spell engine in frustration. In doing so, she became a dragon.

The indigestible spell engine inside her pulls warmth from her environment to power itself—she radiates cold, but she is uncomfortably warm everywhere outside the glacial lands. Once per day she can vent the engine's power as a blast of heat so intense that everything but white metal or dark glass liquifies or turns to ash.

She is long and slender, and when her wings are folded, she can easily navigate spaces meant for people—a fact that has led her to feast in more than one fortress thought to offer security.

Her scales are as clear as glass, but as strong as steel, and she is invisible when she sleeps.

She cannot properly understand language, but barks half-remembered nursery rhymes from her infancy in a sarcastic tone.



## WYRM, JOKUN

**Numbers:** 1

**Alignment:** Chaotic

**Fly:** 240' (80')

**Walk:** 150' (50')

**AC:** 0

**HD:** 11

**Damage:** 3d10/1d6/1d6 or heat

**Save:** Fighter 9

**Morale:** 10

**Treasure:** H

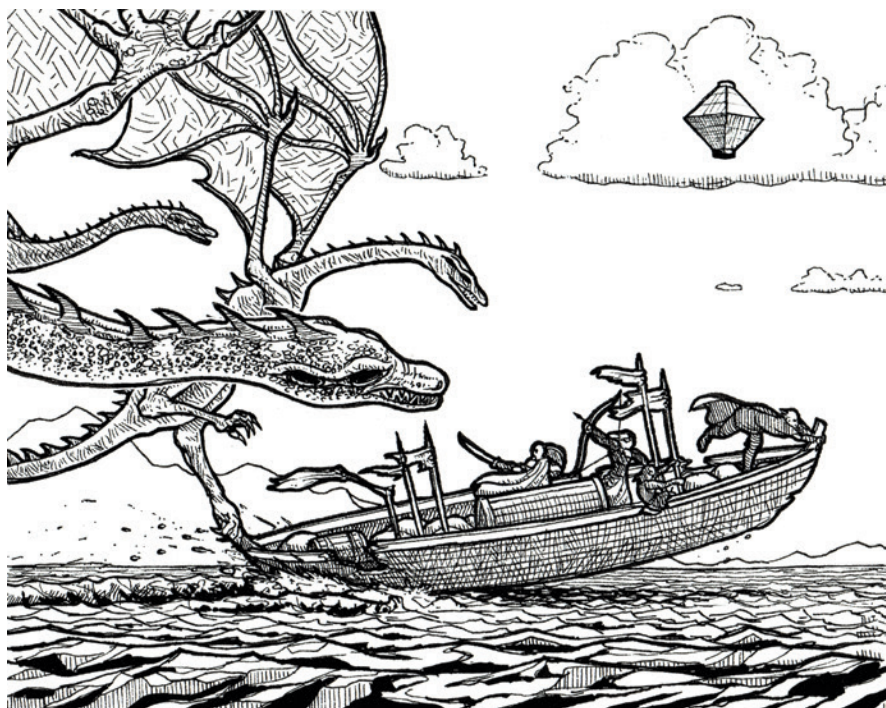
**XP:** 1,900

1 bite (3d10 damage) and 2 claw (1d6 damage each) attacks per round, or blast of heat.

Once per day, Jokun may blast everyone within 60 feet with intense heat, causing damage equal to her hit points (save vs. breath weapon for half damage). At all other times, she radiates cold. At the end of each round, anyone within 10 feet of her must save vs. breath weapon or suffer 1d4 damage.

## WYVERN

Wyverns are the offspring of guardian reptiles and a debased mystical order (which they later ate). They are giraffe-sized winged terrors with the same playfully murderous demeanor as house cats. Wyverns patrol all day, drifting high on the updrafts. They have oddly human laughs, and if need be, beg for their lives in human voices.



### WYVERN

**Numbers:** 1d4 (1d6)

**Alignment:** Chaotic

**Fly:** 180' (60')

**Walk:** 90' (30')

**AC:** 5

**HD:** 6

**Damage:** 1d8 (talons) or drop

**Save:** Fighter 8

**Morale:** 9

**Treasure:** special

**XP:** 500xp each

1 talon attack per round (1d8 damage) or drop. Once a wyvern has successfully attacked a target with their talons, there is a 2 in 6 chance that for their next attack they grab them, fly up 60 feet and drop them, inflicting 6d6 damage.

Wyverns have 4 eyes, each of which is a gemstone worth 3d6 x 100gp.

## WYVERN EEL

Wyvern eels are the descendants of old Half-Lord Gaven's two captive wyverns. Left behind when Gruelshore's floods ruined his estate, they mated with eels and produced a brood of aquatic hybrids, each as long as a skiff. They ambush from the water like alligators, but bury themselves in the mud over winter, sometimes not waking for dozens of years. The fishers blame sightings on strong pond-apple cider.

### WYVERN EEL

**Numbers:** 1d4

**Alignment:** Neutral

**Move:** 90' (30') (swim/walk)

**AC:** 7

**HD:** 3

**Damage:** 1d8 (bite), drown

**Save:** Fighter 3

**Morale:** 7

**Treasure:** U

**XP:** 50xp each

1 bite attack per round (1d8 damage). Anyone bitten must save vs. paralysis or be dragged 10' toward the water line, where they will take 1d6 drowning damage on the wyvern eel's turn. The victim may save vs. paralysis on their turn to free themselves. Wyvern eels release their prey if they take 4 or more points of damage.