

WHAT LIES BEYOND

AN EXTENDED BESTIARY FOR BEYOND THE WALL AND OTHER ADVENTURES BY COLIN CHAPMAN

AMPHISBAENA

A venomous desert-dwelling reptile, the amphisbaena is a large serpent with a head at each end of its sinuous body, allowing it to swiftly move in either direction or attack with a pair of bites. Its lambent green eyes attract insects to it during the hours of darkness, these being its preferred prey, though it will aggressively protect itself from anything it deems a threat.

Hit Dice: 2d4 (5 HP)

AC: 13

Attack: +2 to hit, 1d6 damage + poison (bite)

Alignment: Neutral

XP: 60

Notes: *Poisonous* (anyone bitten by an amphisbaena must make a saving throw versus poison or suffer an immediate extra 2 damage), *Two-Headed* (the amphisbaena may make two bite attacks per round)

ANIMATED STATUE

Animated via sorcerous means, statues serve as the ideal guardians, ever-vigilant, unmoving, and unrecognizable as anything more than mundane craftsmanship until disturbed. This entry represents statues of around human-to-lion size, be they elegant female forms of polished marble, granite knights carved into the lids of sarcophagi, or attentive bronze statues of bull-headed gods.

Hit Dice: 5d8 (23 HP)

AC: 13

Attack: +4 to hit, 1d10 damage (bash)

Alignment: Neutral

XP: 200

Notes: *Hidden* (animated statues may appear as perfectly ordinary statues)

ATTORCROPPE

Malicious subterranean fae, attorcroppes are short humanoid snakes, pallid and sinuous, with a penchant

for cruelty and a curious nature. Though not physically strong, their bites are paralyzing, and small bands of these beings delight in observing and tormenting all they encounter.

Hit Dice: 1d6 (4 HP)

AC: 15

Attack: +1 to hit, 1d4 damage + poison (bite)

Alignment: Chaotic

XP: 15

Notes: *Poisonous* (anyone bitten by an attorcrophe must make a saving throw versus poison or be paralyzed for 1d4 hours), *True Name* (attorcroppes have true names which give their foes power over them), *Vulnerable to Iron* (attorcroppes take double damage from iron)

BLACK DOG

Large faerie hounds with coats the color of coal and eyes that glimmer red, black dogs silently prowl the night, haunting old roads and pathways, running with the Wild Hunt, and howling at stormy skies. Many are malevolent, delighting in terrorizing and devouring those they come across, while a rare few are of kindlier aspect, protecting and guiding the lost. All are considered harbingers of death.

Hit Dice: 4d8 (18 HP)

AC: 14

Attack: +3 to hit, 1d8 damage (bite)

Alignment: Chaotic

XP: 165

Notes: *Fear* (opponents must make a saving throw vs. spells or suffer a -3 penalty to all actions against the black dog), *True Name* (black dogs have true names which give their foes power over them), *Uncanny Trackers* (black dogs never lose their prey under any natural circumstances), *Vulnerable to Iron* (black dogs take double damage from iron)

BLEMME

Fierce nomads of arid grasslands and deserts, blemmes resemble humans save that they have no heads, their faces placed afront their chests. Riding horse and camel, they attack human travelers with spear, club, and bow, and are known to devour those they vanquish.

Hit Dice: 1d8 (5 HP)

AC: 12

Attack: +1 to hit, 1d6 damage (spear or bow)

Alignment: Neutral

XP: 15

BROWNIE/BOGGART

Few fae are as helpful or easily offended as the household faerie known as the brownie. Resembling nothing so much as tiny, deformed, hair-covered old men, brownies dwell within homes, performing chores when the household is asleep in exchange for gifts such as small bowls of fresh cream, porridge, honey or beer. Attempting to capture or harm a brownie, naming it, referring to its aid as work, gifting it too generously or forgetting to leave it its customary fare, however, are disastrous, for such a brownie becomes spiteful and wicked. Such brownies are called boggarts, and can rarely be appeased, following their families from home to home tormenting and freeing animals and livestock, breaking household goods, causing a mess in the kitchen, and pulling the ears and hair of sleepers.

Hit Dice: 1d4 (3 HP)

AC: 16

Attack: +0 to hit, 1hp damage (pummel)

Alignment: Chaotic

XP: 35

Notes: *Invisibility* (the brownie or boggart may become visible or invisible at will), *True Name* (brownies and boggarts have true names which give their foes power over them), *Vulnerable to Iron* (brownies and boggarts take double damage from iron)

BUGGANE

The buggane is a mighty fae ogre, a hulking brute covered in shaggy black hair with curving claws and tusks. Despite its bestial appearance, it is a cunning, intelligent creature, well able to converse and match wits with men. Bugganes can tunnel beneath the ground with ease and live within old forests, ruins,

and in caves behind waterfalls. They particularly revile those who offend or harm other faeries, and may be sent to exact vengeance on those who do so.

Hit Dice: 4d10 (22 HP)

AC: 14

Attack: +5 to hit, 1d6+2 damage (claw or tusks)

Alignment: Chaotic

XP: 280

Notes: *Swift* (if there are enough foes in its immediate range, the buggane may claw twice and bite once per round), *True Name* (bugganes have true names which give their foes power over them), *Tunnel* (bugganes can tunnel through soil as swiftly as they can walk), *Vulnerable to Iron* (bugganes take double damage from iron)

CAMEL

Enduring, surprisingly swift and strong, and a valuable source of meat, milk, and hair in some areas, camels are foul-tempered and lack the status of horses, but are superior mounts and beasts of burden in arid climes.

Hit Dice: 2d8 (9 HP)

AC: 12

Attack: +1 to hit, 1d4 damage (bite)

Alignment: Neutral

XP: 35

CAT

Valued for its prowess in keeping rodents in check, the cat is more often a useful beast than a pet, though some enjoyed that more pampered existence. Unfortunately, cats may find themselves the subject of suspicion, for they are not entirely trusted, and those with black coats are feared to bring bad luck and may even serve witches as familiars.

Hit Dice: 1d4 (2 HP)

AC: 14

Attack: +1 to hit, 1 damage (claw or bite)

Alignment: Neutral

XP: 5

CATOBLEPAS

The catoblepas is a perilous beast the size of a bull. Justly feared, its bloodshot gaze invites death, though fortunately it cannot cast its eyes about it with ease for it cannot lift its huge misshapen head. Its breath

is a poison fume that brings sickness to animals and withers and pollutes plants and water alike, bringing ruin to the area in which it dwells, though the beast itself thrives on the toxic water and withered plants around it.

Hit Dice: 5d10 (28 HP)

AC: 12

Attack: +4 to hit, 1d8 damage (headbutt)

Alignment: Neutral

XP: 525

Notes: *Deadly Gaze* (roll 1d20 every round: a result of 1 indicates that a randomly determined character has accidentally met the catoblepas' gaze. Anyone unfortunate enough to make eye contact with a catoblepas must make a saving throw versus poison or suffer the immediate loss of all hit points), *Poisonous Breath* (anyone in close proximity to a catoblepas when it breathes must make a saving throw versus breath weapon or suffer 1d4+4 damage. A catoblepas can only breathe poison once every 5 rounds)

CENTAUR

Wild and raucous beings of faerie, centaurs have the bodies of horses but with a muscular human torso, head, and arms attached where the horse's neck and head would normally be. Most centaurs, male and female alike, are belligerent and boorish; emotional, drunken, and oft-times violent. A very rare few, however, are intelligent enough to rise above such bestial behavior, to gain wisdom and learning. These cultured centaurs shun their savage kin and may even become the tutors of future human heroes.

Hit Dice: 3d6 (11 HP)

AC: 13

Attack: +3 to hit, 1d6 damage (spear or kick)

Alignment: Chaotic

XP: 75

CROCODILE

These ancient carnivorous reptiles can be found in rivers, lakes, and marshes, some even dwelling in saltwater coastal areas. Swift swimmers, they prefer to ambush prey from the water, and possess excellent senses and a truly powerful bite.

Hit Dice: 3d8 (14 HP)

AC: 14

Attack: +3 to hit, 1d10 damage (bite)

Alignment: Neutral

XP: 80

CYNOCEPHALY

The cynocephaly are a warlike species of men with the heads of dogs, jackals, or hyenas, considered in their dealings with each other, utterly vicious and ruthless in their dealings with man. Their tribes are nomadic and they know the secrets of iron, wielding swords and spears in their raids on human settlements. Their culture dictates that they drink their own blood and that of their kin before battle, and the blood of their vanquished foes after.

Hit Dice: 1d8 (5 HP)

AC: 13

Attack: +1 to hit, 1d6 damage (spear), 1d4 damage (bite)

Alignment: Neutral

XP: 15

DEMON, IMP

Imps are the lowliest of demons, so low they do not even rank in the hierarchy of demonkind, and are by far the easiest for sorcerers to summon and bind. They are also the only demons who will willingly serve such arcane masters as familiars, though even then they delight in mischief or maliciousness if not tightly controlled. Like all demons, each imp is unique, and in incarnate form is rarely larger than a cat or crow.

Hit Dice: 1d6 (4 HP)

AC: 12

Attack: +0 to hit, special

Alignment: Chaotic

XP: 45 +35 per special power

Notes: *Demon* (Imps follow all the normal rules for demons; unlike other demons, incorporeal imps cannot attempt to possess sapient victims, and must instead content themselves by possessing small animals such as toads, rats, cats, or crows. In incarnate form, they may bite or claw for 1 hp of damage. To determine their Resistance to Magic, roll only 1d6. An imp's Sphere of Influence, Power, and Weakness are determined normally)

DOLPHIN

Playful, intelligent, and social, dolphins are often seen riding the bow-waves of ships and have been known to come to the aid of swimmers, pushing them to the surface to help them breathe or even protecting them from sharks.

Hit Dice: 2d8 (9 HP)

AC: 13

Attack: +1 to hit, 1d4+1 damage (ram)

Alignment: Neutral

XP: 40

ELEPHANT

Ponderous, powerful, thoughtful, and at times aggressive, an elephant can be an aid, a threat, a beast of burden, and even a warmount in some cultures. While charging it is almost unstoppable, trampling or dashing aside those in front of it, protected by its thick hide.

Hit Dice: 8d10 (45 HP)

AC: 13

Attack: +7 to hit, 2d6 damage (slam)

Alignment: Neutral

XP: 1,100

Notes: *Charge* (the elephant may charge an opponent, causing 2d10 damage instead of its normal attack)

FAUN

Fickle forest fae as likely to mislead as guide, fauns have the upper bodies and heads of horned humans, their legs being furred, goat-like, and cloven-hoofed. They protect the untamed woods in which they reside, and may often be found playing the syrinx alongside dancing nymphs.

Hit Dice: 2d6 (7 HP)

AC: 15

Attack: +3 to hit, 1d6 damage (staff or bow)

Alignment: Chaotic

XP: 50

Notes: *Enchanting Music* (by playing the syrinx for a round, a faun may cast the spell *False Friend* at will)

FOX

These cunning and adaptable omnivores may be found in many climes, from frigid tundra to forests and meadows, from island beaches to sun-blasted deserts.

While they commonly shy away from human contact, some are known to serve wielders of magic as familiars.

Hit Dice: 1d4 (2 HP)

AC: 13

Attack: +1 to hit, 1d3 damage (bite)

Alignment: Neutral

XP: 5

GIANT BAT

Sometimes ridden by goblins, giant bats are wolf-sized carnivores with ugly, fanged faces and great leathern wings. They roost in ruins and great caves, coming forth at night to hunt.

Hit Dice: 2d6 (7 HP)

AC: 13

Attack: +1 to hit, 1d4+1 damage (bite)

Alignment: Neutral

XP: 40

GIANT BOAR

The size of a large bull, a giant boar is a powerful beast with wicked tusks the size of short swords, a thick, bristling hide, and a temperament to match. These ill-tempered porcines are sometimes domesticated by orcs to serve as mounts, but are gluttonous and still dangerous even to their riders.

Hit Dice: 6d8 (27 HP)

AC: 14

Attack: +6 to hit, 2d6+2 damage (tusks)

Alignment: Neutral

XP: 320

GIANT SPIDER

Sometimes possessed of malign intellect, giant spiders vary significantly in size though this entry represents one the size of a large wolf. They dwell in the hearts of the darkest, most ancient forests where they weave great webs amid the boughs and patiently wait for whatever unfortunate prey stumbles into their traps.

Hit Dice: 3d8 (14 HP)

AC: 14

Attack: +3 to hit, 1d6 damage + poison (bite)

Alignment: usually Neutral

XP: 100

Notes: *Poisonous* (anyone bitten by a giant spider must make a saving throw versus poison or be paralyzed for 1d4 hours), *Web* (spotting a giant spider's web in conditions of darkness requires a successful Wisdom ability score check. Trapped creatures may take no significant physical actions. Escaping a giant spider's web requires a successful Strength ability score check; attempting to cut free instead takes 1d4 rounds)

GREAT APE

Chimpanzees, gorillas, and orangutans are powerful primates, and while most avoid human contact they can be aggressive and dangerous if they feel threatened or challenged.

Hit Dice: 2d6 (7 HP)

AC: 14

Attack: +2 to hit, 1d6 damage (slam)

Alignment: Neutral

XP: 45

Notes: *Swift* (if there are enough foes in its immediate range, the great ape may pummel twice per round)

GREAT WHALE

Though immense and powerful, the great whales rarely bother man and his seafaring vessels and oft-seem gentle and wise. Sailors tell though of how those born white turn rogue, and spin tales of clashes between the mightiest of sperm whales and the fearsome krakens.

Hit Dice: 16d10 (88 HP)

AC: 16

Attack: +15 to hit, 4d6 damage (slam)

Alignment: Neutral

XP: 4,700

GRIFFIN

Griffins are fierce creatures with the bodies of mighty lions and the heads and wings of great eagles. Hunting from mountain eyries or soaring over arid plains and deserts, they will attack any likely source of food, but particularly relish the taste of horseflesh.

Hit Dice: 6d8 (27 HP)

AC: 14

Attack: +6 to hit, 1d4+1 damage (claw), 1d10 damage (beak)

Alignment: Neutral

XP: 390

Notes: *Swift* (if there are enough foes in its immediate range, the griffin may claw twice and bite once per round)

GRINDYLOW

These malign water faeries live in streams, rivers, and ponds, and delight in grabbing those who venture close, dragging them beneath the water to their doom. Child-like in size with clammy green skin, frog-like eyes, and long spindly limbs, these cruel beings are every bit as strong as many adults.

Hit Dice: 2d4 (5 HP)

AC: 14

Attack: +2 to hit, 1d4 damage (claw)

Alignment: Chaotic

XP: 15

Notes: *True Name* (grindyloes have true names which give their foes power over them), *Vulnerable to Iron* (grindyloes take double damage from iron)

HAG

Appearing as ancient, ugly women at first glance, hags are faerie monsters with sharp teeth and claws, villainous hearts, and a taste for human flesh. All possess sorcerous powers, and they may even be bargained with, though this can be a perilous affair. Most inhabit desolate moors, lonely caves, and dismal mires, with a few green-skinned hags known to dwell underwater in rivers, lakes, and swamps.

Hit Dice: 6d8 (27 HP)

AC: 15

Attack: +5 to hit, 1d6 damage (claw or bite)

Alignment: usually Chaotic

XP: 440

Notes: *Spellcasting* (may cast 6 spells per day), *True Name* (hags have true names which give their foes power over them)

HERCINIA

A rare and benevolent bird, the hercinia is the size of a crow but its plumage is a dazzling silver or gold in color. It glows with great radiance in the darkness of its forest home, and these kindly birds are known to guide lost travelers safely through the woods, lighting their way as they go.

Hit Dice: 1d4 (2 HP)

AC: 14

Attack: +1 to hit, 1 damage (claw)

Alignment: Lawful

XP: 10

Notes: *Blinding Flash* (to evade threats, hercinia may glow with a sudden intense flare of light at will, this acting as the Flash of Brilliance spell)

HIPPOCAMPUS

The hippocampus is the majestic adult form of the common seahorse, its front half that of a glaucous-scaled horse with fin-like mane and hooves, its rear that of a long sinuous fish. Herds of these wild aquatic animals graze on seaweed and seagrass, though some have been tamed to serve merrow as mounts.

Hit Dice: 3d8 (14 HP)

AC: 14

Attack: +3 to hit, 1d8 damage (slam)

Alignment: Neutral

XP: 75

JACULUS

Found in warm forests and jungles, the jaculus is a danger to any wandering in such locales. A beautifully-patterned emerald viper, it is remarkable in that it has a pair of bat-like wings, and uses these and its incredible speed to launch itself from the canopy onto unsuspecting prey animals.

Hit Dice: 1d4 (3 HP)

AC: 16

Attack: +1 to hit, 1 damage + poison (bite)

Alignment: Neutral

XP: 15

Notes: *Lightning Speed* (the jaculus acts so quickly it always goes first), *Poisonous* (anyone bitten by a jaculus must make a saving throw versus poison or suffer an immediate extra 1d4 damage)

KELPIE

Those encountering fine horses near river, lake, or shore must be wary, for such are often kelpies. Mischievous at best, evil at worst, these fae horses are at home on land and beneath the water. If mounted, they will plunge into the deepest waters with their hapless riders,

to dismay or to drown and devour. When humans are not present, kelpies are known to sow sorrow by stampeding ordinary horses and attacking livestock.

Hit Dice: 4d6 (14 HP)

AC: 13

Attack: +4 to hit, 1d6+1 damage (kick or bite)

Alignment: Chaotic

XP: 110

Notes: *True Name* (kelpies have true names which give their foes power over them), Vulnerable to Iron (kelpies take double damage from iron)

KRAKEN

Kraken are squid of colossal size known to periodically emerge from the depths to attack ships in open ocean. crushing hulls, smashing masts, and seizing sailors from the deck with their huge, barbed tentacles. A natural enmity exists between these creatures and the greatest of sperm whales, their titanic struggles the stuff of legend.

Hit Dice: 18d8 (81 HP)

AC: 14

Attack: +18 to hit, 2d6 damage (hooked tentacle)

Alignment: Neutral

XP: 8,125

Notes: *Many-Limbed* (if there are enough foes – or a large enough single target – in its reach, a kraken can make up to 4 tentacle attacks per round), *Squeeze* (following a successful tentacle attack on a victim the size of a man or smaller, a kraken can automatically inflict tentacle damage every round, no attack roll needed. Cutting free requires a total of 8 damage, severing the tentacle)

LEUCROTA

The leucrota is a terrible monster, a social predator the size of a donkey that lairs with others of its kind in grasslands and scrub. Its powerful forequarters are like those of a lion, its rear like those of a stag. It runs swiftly on cloven hooves, its vaguely horse-like head nearly split ear-to-ear by a huge slavering maw equipped with slicing bone ridges instead of individual teeth. Even worse, this cunning creature makes sounds like those of a human, and can even mimic the speech of those it hears.

Hit Dice: 5d6 (18 HP)

AC: 15

Attack: +5 to hit, 1d12 damage (bite)

Alignment: Chaotic

XP: 180

LYNX

Solitary wildcats of modest size, lynxes and bobcats are stealthy, elusive animals of mountain forests. Lore has it that they can see through solid objects and can even discern the truth of things.

Hit Dice: 2d4 (5 HP)

AC: 14

Attack: +2 to hit, 1d4 damage (claw or bite)

Alignment: Neutral

XP: 15

MANTICORE

With blood-red fur on its lioness body, an ugly human heads with rows of shark's teeth, and a spine-covered tail, the manticore is a creature of nightmares. It stalks prey in its forest and jungle habitats but will never pass up the opportunity to hunt man. It attacks with a trumpet-like roar and volley of poisoned spines from its tail before leaping forward to attack with claw or bite.

Hit Dice: 6d8 (27 HP)

AC: 14

Attack: +6 to hit, 1d6 damage (claw), 1d12 damage (bite), 2d4 damage + poison (spine volley)

Alignment: Chaotic

XP: 780

Notes: *Poisonous Spine Volley* (creatures struck by a manticore's volley of spines must make a saving throw versus poison or be paralyzed for 1d4 hours), *Swift* (if there are enough foes in its immediate range, the manticore may claw twice and bite once per round)

MERROW

The merrow, or mer as they are sometimes called, are the people of the sea. Human from the waist up, fish from the waist down, most are beautiful or handsome, though the males of a few tribes have ugly piscine faces. These folk fish and frolic in the depths, and while most

avoid mankind, some wicked individuals have been known to lure sailors to their doom. That love has been known to blossom betwixt people of the waves and people of the land is frequently a source of tragedy.

Hit Dice: 1d8 (5 HP)

AC: 12

Attack: +1 to hit, 1d8 damage (trident)

Alignment: Neutral

XP: 15

OWL

Considered a symbol of wisdom, sometimes a familiar of sorcerers, the owl glides in silence and mystery through night-time skies, its fine sense guiding it to prey. Barn owls, tawny owls, even the great eagle owls are represented by this entry.

Hit Dice: 1d6 (4 HP)

AC: 14

Attack: +1 to hit, 1d4 damage (claw)

Alignment: Neutral

XP: 12

Notes: *Stealthy Flight* (owls cannot be heard in flight)

PEGASUS

These equines are the wild and proud winged horses, small herds of which range the skies and plains. It is widely held that only the truest of heroes can tame them.

Hit Dice: 2d8 (9 HP)

AC: 14

Attack: +2 to hit, 1d6 damage (kick)

Alignment: Neutral

XP: 40

PIXIE

The pixie is a faerie of forest and moor. Small enough to sit upon a toadstool, this puckish sprite wears garments of red and green, and has narrow green eyes, reddish hair, long pointed ears, and a wide mischievous grin. Though not truly malign, they trick and tease humans and animals alike when not found dancing in faerie rings or standing stones. At whim, they may change shape to that of a hedgehog or may cause a human to lose their bearings.

Hit Dice: 1d4 (3 HP)

AC: 16

Attack: +0 to hit, 1 damage (pummel)

Alignment: Chaotic

XP: 12

Notes: *Mislead* (once per day a pixie may magically mislead a victim; the individual must make a saving throw versus spell or wander aimlessly, lost for 1d4 hours even if the path is obvious or a map is used), *Transformation* (pixies may assume the form of hedgehogs at will), *True Name* (pixies have true names which give their foes power over them), *Vulnerable to Iron* (pixies take double damage from iron)

RAT

Widely despised as a pest, a devourer of crops, a bringer of disease, the rat is not a welcome animal. That these clever and adaptable rodents also sometimes serve witches as familiars does nothing to improve their reputations.

Hit Dice: 1d4 (1 HP)

AC: 15

Attack: +1 to hit, 1 damage (bite)

Alignment: Neutral

XP: 5

RED CAP

A particularly fearsome tribe of dark fae known to live in ruined castles and forts, red caps are short and wizened with wide mouths full of jagged teeth, clawed hands, and crude iron boots. They run with the swiftness of the pursuing hound, and all bear iron spears and wear red caps, caps they dye with the blood of their victims. Unusually, these vile fae do not suffer unduly from the touch of iron, as many an unfortunate foe has discovered too late.

Hit Dice: 1d6 (4 HP)

AC: 14

Attack: +1 to hit, 1d6 damage (spear, claw, or bite)

Alignment: Chaotic

XP: 20

Notes: *Fear* (opponents must make a saving throw vs. spells or suffer a –3 penalty to all actions against the red caps), *True Name* (red caps have true names which give their foes power over them)

SALAMANDER

A strange creature born of fire, the salamander is a sinuous, four-legged beast the size of a man's hand, with a blunt head, broad tail, and ebon skin flecked with gold stars. They jig amid the flames of bonfires and hearth, immune to heat and flame. Indeed, they may douse or spark flames as desired, making them potential perils in the realms of man.

Hit Dice: 1d4 (2 HP)

AC: 10

Attack: +0 to hit, 1d4 (claw)

Alignment: Chaotic

XP: 15

Notes: *Firestarter* (at will, salamanders may ignite combustible materials or douse fires, simply by touching them), *Immunity to Fire* (salamanders are immune to fire and heat of any kind, no matter its source)

SEA SERPENT

The sea serpent is a draconic monstrosity, its undulating, coiling body usually around 30 yards in length, ending in a reptilian fanged maw. These beasts come to the surface to breathe and have also been known to assail ships, snatching hapless seamen with their coils and maws.

Hit Dice: 10d8 (45 HP)

AC: 16

Attack: +10 to hit, 3d6 damage (bite)

Alignment: Neutral

XP: 1,300

Notes: *Constriction* (instead of attacking, a sea serpent may attempt to grapple and constrict an opponent. If it hits successfully, the target must make a Strength test at –6 or be caught, suffering 1d12 points of damage per round)

SHARK

Attracted to the sounds of struggle, sharks are sleek and efficient hunters. They seldom attack humans, but are driven into a killing frenzy by the presence of blood in the water. This entry represents a large shark such as a great hammerhead, great white, or tiger shark.

Hit Dice: 5d8 (23 HP)

AC: 14

Attack: +5 to hit, 2d6 damage (bite)

Alignment: Neutral

XP: 210

SNAKE, VENOMOUS

Venomous snakes such as adders and cobras can be found in many habitats, from forest to desert, from jungle to grassland. Some even swim within warmer coastal waters. Frequently strikingly patterned, if pigmented for camouflage, they are not wont to strike humans except when agitated, but when they do their venom can prove deadly.

Hit Dice: 1d4 (3 HP)

AC: 14

Attack: +1 to hit, 1hp damage + poison (bite)

Alignment: Neutral

XP: 10

Notes: *Poisonous* (anyone bitten by a venomous snake must make a saving throw versus poison or suffer an immediate extra 1d4 damage)

SPIRITS, MINOR ELEMENTALS

The stats below represent typical, minor elementals. They are mostly mindless, but can be bound by mortal sorcerers or driven to anger. Every round, they make one of their special attacks.

THE BONFIRE, AN ELEMENTAL OF FIRE

Special Attacks:

- *Burn Bright:* all fires in near range are intensified for a round, burning brighter and more fiercely. This increases the damage die used, so a firing burning for 1d4 damage will instead do 1d6 damage when intensified
- *Gout of Flame:* attack against 2 opponents: +3 to hit, 1d4 damage, ignites flammables

Hit Dice: 3d8+3 (16 HP)

AC: 10

Attack: special, see notes

Alignment: Neutral

XP: 250

Notes: *Flame Form* (the Bonfire is composed of living flame, and is only affected by water, magic and iron weapons. Furthermore, any flammable items coming into contact with the Bonfire automatically ignite, and

any creatures touching or striking it unprotected suffer 1d4 damage), *Magical Powers* (once per round, the spirit of fire uses one of the powers above), *True Name* (the Bonfire has a true name which gives its foes power over it)

THE BOULDER, AN ELEMENTAL OF EARTH

Special Attacks:

- *Earthshaker:* causes a minor earthquake. Everyone within near range must make a saving throw versus breath weapon or be knocked prone. May cause minor damage to structures
- *Life-Giving Soil:* the Boulder may root itself for a round if atop earth or stone, regaining 3 hit points)
- *Slam:* attack against 2 opponents: +3 to hit, 2d4 damage

Hit Dice: 3d12+3 (23 HP)

AC: 14

Attack: special, see notes

Alignment: Neutral

XP: 250

Notes: *Magical Powers* (once per round, the spirit of earth uses one of the powers above), *True Name* (the Boulder has a true name which gives its foes power over it)

THE POOL, AN ELEMENTAL OF WATER

Special Attacks:

- *Dragging Current:* when underwater, all in near range must make a Strength test or be at -2 penalty to all actions next round
- *Shells and Stones:* attack against 2 opponents: +3 to hit, 1d4+1 damage
- *Tidal Wave:* attack against a single opponent: +3 to hit, 1d6 damage, opponent must make a saving throw versus breath weapon or be knocked prone

Hit Dice: 3d10+3 (20 HP)

AC: 12

Attack: special, see notes

Alignment: Neutral

XP: 250

Notes: *Magical Powers* (once per round, the spirit of water uses one of the powers above), *True Name* (the Pool has a true name which gives its foes power over it), *Water Form* (the Pool is composed of living water, and is only affected by fire, magic, and silver weapons)

WYVERN

A lesser relative of dragonkind, the wyvern is as large as an aurochs, with membranous wings, a draconic head, two legs with grasping talons, and a long serpentine tail. These aerial hunters range far from their cliff and mountain dens, and can rarely be tamed.

Hit Dice: 6d8 (27 HP)

AC: 14

Attack: +6 to hit, 1d6 damage (claw), 1d12 damage (bite)

Alignment: Neutral

XP: 385

Notes: *Swift* (if there are enough foes in its immediate range, the wyvern may claw twice and bite once per round)

YALE

The yale is a black-haired, goat-like beast the size of a horse, with long straight horns and the curving tusks of a boar. A stubborn, forest-dwelling creature, it has an instinctive hatred of the cockatrice and is immune to its petrification.

Hit Dice: 5d8 (23 HP)

AC: 14

Attack: +5 to hit, 2d4 damage (horns or tusks)

Alignment: Neutral

XP: 200

Notes: *Immune to Petrification* (petrification attacks are completely ineffective against yale)

MAKING THE CURSED DEAD

Their bodies animated through foul rite, fell curse, or their own unrelenting hatred, the cursed dead are mighty undead. These are the liches, the revenants, the mummies, and the vampires, and each is unique in origin, power, and state of decay; only their black-heartedness and unlife being traits shared by all.

BASE STATS

The Cursed Dead are always of extraordinary background, the most driven individuals: ruthless murderers, dark-hearted sorcerers, and merciless warriors. In becoming one of the cursed dead, the individual's flesh and skin harden and they gain a measure of unholy might as well as the ability to see clearly in total darkness. These changes are already reflected below.

DIRE WARRIOR

Hit Dice: 6d12 (39 HP)

AC: 20

Attack: +10/+11* to hit, 1d8+4/1d8+6* damage
(long sword)

Alignment: Chaotic

XP: 800, +70 per special power

Notes: *Initiative Bonus* (+1 initiative), *Warrior Knacks* (the dire warrior knows 3 warrior class knacks; pick from the warrior class abilities), *Weapon Specialization* (the dire warrior is has Weapon Specialization: Long Sword; the bonuses are included in the profile above)

FELL SORCERER

Hit Dice: 6d8 (27 HP)

AC: 12

Attack: +4 to hit, 1d4+1 damage (dagger)

Alignment: Chaotic

XP: 800, +70 per special power

Notes: *Magical Lore* (knows 3 cantrips, 5 spells, and 7 rituals), *Sense Magic* (sorcerers may determine if a person, place, or thing is magical. Doing so requires concentration and a few minutes), *Spellcasting* (casts cantrips, spells, and rituals as a mage of 6th level)

PITILESS KILLER

Hit Dice: 6d10 (33 HP)

AC: 17

Attack: +5 to hit, 1d6+2 damage (hand axe)

Alignment: Chaotic

XP: 425, +70 per special power

Notes: *Initiative Bonus* (+2 initiative)

POWERS

The Cursed Dead templates above are further modified by two or three of the following powers.

BEAST FORM

The cursed dead may shapeshift into the form of a single animal at will, typically a creature associated with the night or wickedness, such as a bat or wolf.

BEAST LORD

At will, the cursed dead may call to and communicate with the creatures of the night, the rats, bats, cats, and wolves, this power acting like the 'Beast Ken' cantrip.

CAUSE FEAR

Any foes within sight of the cursed dead must first pass a saving throw versus spell or be affected by great fear: either fleeing immediately or trembling in place.

CHARMING GAZE

When a cursed dead with the Charm power makes eye contact with an individual, that victim is affected as by the 'False Friend' spell. A normal saving throw versus the spell is allowed, and anyone who passes their saving throw is immune to the charm of this particular cursed dead.

CLAWS AND FANGS

The cursed dead's fingertips become like bony claws, and their canines lengthen to enable a wicked bite. Their unarmed attacks do 1d6 damage plus the normal damage bonus they possess. Furthermore, they gain the Swift ability, and may make two claw attacks and a single bite attack in the same round if there are enough opponents in immediate range.

DISEASED

The cursed dead carries a terrible plague; anyone in contact with or struck by the cursed dead must make a saving throw versus poison or contract the disease.

ENCHANTED ITEMS

The cursed dead carries with it 1d3 magic items of the GM's choosing.

EVIL EYE

A cursed dead with this power may make eye contact with a victim, affecting them like the 'Hexing' cantrip. A normal saving throw versus the spell is allowed, and anyone who passes their saving throw is immune to the charm of this particular cursed dead.

FLIGHT

The cursed dead is able to fly as swiftly as a bat, needless of wings.

FOLLOWERS

The cursed dead is always accompanied by a number of followers equal to its hit dice, unless taken totally unawares at a very inopportune time. These followers are always weaker than the cursed dead, such as a pack of ghouls, a band of human worshippers, or other, lesser undead.

GHOSTLY FORM

The cursed dead may transform into an incorporeal, ghost-like state or misty cloud, in either case being able to slip unimpeded through keyholes, cracks in windows, and so on. In this state, the cursed dead cannot affect the physical world, however.

SCUTTLE

The cursed dead may scurry across walls, ceilings, and up and down surfaces with all the ability of a spider.

WEAKNESSES

For every power the cursed dead possesses, they also possess a weakness or sign of their undead state.

BEAST BANE

Natural animals can always sense when the cursed dead is near, and react with fear and aggression, attacking if unable to flee.

BLOODLINE

Any attacks delivered against the cursed dead by members of a specific familial line cause it double damage. This bloodline is one linked in some key way with the cursed dead's past and origins.

FEARFUL REFLECTION

The cursed dead reacts with terror when faced with its own reflection, and flees from it.

IRON

Iron causes the cursed dead double damage and cancels all of their powers while they are in contact with it.

NO REFLECTION

The cursed dead casts no reflections.

RUNNING WATER

The cursed dead cannot cross running water and is destroyed if submerged.

SUNLIGHT

The cursed dead cannot use its powers in sunlight, and is destroyed if exposed for 2d4 rounds.

UNRELENTING HUNGER

The cursed dead must partake of a grisly foodstuff daily or suffer final death. Examples include blood, flesh, bones, eyeballs, and brains.

WITHERING

All minor plantlife in the vicinity of the cursed dead sickens, dies, and withers in moments.

WOOD

Wood causes the cursed dead double damage and cancels all of their powers while they are in contact with it.