

MONSTERS
for Geoffrey McKinney's Carcosa
by Mattias Wikström

<u>MEN</u>	<u># Appearing</u>	<u>AC</u>	<u>Move</u>	<u>HD</u>	<u>% in Lair</u>	<u>Treasure</u>
Cannibals	1-100	9	12	1	50%	C
Barbarians	1-100	7	12	1+1	50%	B
Mutants	3-36	7	12	1	25%	C
Nomads	3-36	7	12/18	1	25%	B
Raiders	1-100	7	12	1	25%	B
Slavers	6-36	5	9	1	25%	A
Tomb Robbers	3-18	5	9	1-5+1	Nil	A

<u>FLYERS</u>	<u># Appearing</u>	<u>AC</u>	<u>Move</u>	<u>HD</u>	<u>% in Lair</u>	<u>Treasure</u>
Pteranodon	1-4	7	6/24	4	10%	B
Pterodactylus	1-12	9	6/24	1	10%	C

<u>INSECTS</u>	<u># Appearing</u>	<u>AC</u>	<u>Move</u>	<u>HD</u>	<u>% in Lair</u>	<u>Treasure</u>
Giant Botflies	1-20	9	3/24	1 HP	Nil	Nil
Giant Centipedes	1-10	9	6	½	Nil	C
Giant Locusts	100-1000	9	3/24	1 HP	Nil	Nil
Giant Scarabs	1-10	6	9	½	Nil	C
Killer Hornets	1-100	9	3/24	1 HP	25%	C

<u>DINOSAURS</u>	<u># Appearing</u>	<u>AC</u>	<u>Move</u>	<u>HD</u>	<u>% in Lair</u>	<u>Treasure</u>
Allosaurus	1-6	6	18	3-5	20%	B
Bactrosaurus	1-10	7	18	3	20%	C
Brachiosaurus	1-6	4	12	12+2	20%	C
Camarasaurus	1-6	6	12	8	20%	C
Corythosaurus	1-6	6	12	6	20%	C
Gallimimus	1-12	7	24	2	20%	C
Iguanadon	1-8	6	12	5	20%	C
Saichania	1-8	3	12	4+1	20%	C
Stegosaurus	1-6	5	12	8+2	20%	C
Triceratops	1-4	5	12	9+2	20%	C
Tyrannosaurus	1-2	6	18	8+1	20%	A
Velociraptor	3-18	7	24	½	20%	B

<u>BURROWERS</u>	<u># Appearing</u>	<u>AC</u>	<u>Move</u>	<u>HD</u>	<u>% in Lair</u>	<u>Treasure</u>
Ghouls	2-24	9	12	1	50%	B
Giant Worms	1-6	9	6	2*	Nil	C

<u>SWIMMERS</u>	<u># Appearing</u>	<u>AC</u>	<u>Move</u>	<u>HD</u>	<u>% in Lair</u>	<u>Treasure</u>
Elasmosaurus	1-6	6	9	6	20%	B
Ichthyosaurus	2-24	7	18	1	Nil	Nil
Giant Leech	2-12	7	6	½	Nil	Nil
Giant Octopus	1-4	9	18	8	20%	B
Giant Snake	1-4	7	12	4	50%	A
Kraken	1	7	18	8-12	50%	A

Half HD monsters do one half die of damage and 1 HP monsters do 1 point of damage unless otherwise stated in the description.

MUTATION

There is a 5% chance that any monster (except men) will be suffering from some kind of mutation. Use the mutation table in Supplement V and the one below for ideas.

<u>Roll</u>	<u>Mutation</u>
1	Breath Weapon (fire, poison gas, sleep gas, etc)
2	Rotting Carcass (unbearable stench)
3	Frog Tongue (snatch at 10-100 ft and pull to mouth for bite)
4	Radiation Gaze (use the projectile weapons tables in Supp. V)
5	Laser Gaze (use the projectile weapons tables in Supp. V)
6	Radioactive (cause damage or mutations at 10-100 ft)
7	Teleportation (can move 100-2000 ft instantaneously)
8	Psionic Power (use the psionics rules in Supp. V)
9	High Body Temperature (dangerously hot to touch)
10	Low Body Temperature (dangerously cold to touch)
11	Acid Blood (destroys weapons, etc)
12	Crossbreed (combine special characteristics of two species)
13	Change in Diet (herbivore is carnivore, etc)
14	Friendly (will only attack in self defense, may be helpful)
15	Too Friendly (will want to mate)
16	Evil (normally animals are not evil)
17	Spit Weapon (spits green slime, puddings, etc)
18	Glow in the Dark
19	Exudes Mist (may be poisonous)
20	Regeneration (rapid healing, destroyed body parts grow back)

MEN

You can use this table to randomly determine the color of men. Usually all men in a group are of the same color, but there is small chance accounted in the table for a mixed group of men.

Roll	Type of Man
1-7	Black (ebony skin)
8-14	Blue
15-21	Bone (transparent to the bone)
22-28	Brown
29-35	Dolm
36-42	Green
43-49	Jale
50-56	Orange
57-63	Purple
64-70	Red
71-77	Ulfire
78-84	White (chalk white skin)
85-91	Yellow
92-100	Roll again (or if a group of men, roll for each individually)

CANNIBALS: Usually very degenerate and primitive men, who for some reason (religious, philosophical, physiological, practical) have decided that they must eat other men. Over time many devolve and become Ghouls. Cannibals have bad morale and try to take their opponents prisoner (for the big feast).

There is a small chance (1 in 6) that the Cannibals are more “civilized”, which usually means that they are better equipped and more organized in their evil ways.

BARBARIANS: A broad category for all the primitive men inhabiting the wastelands of Carcosa. They are usually highly protective of their territory and are fierce warriors (+1 to hit), with exceptional morale (most will fight to the death).

MUTANTS: Mutants are shunned by all men and so they form their own diverse groups and settlements. They usually have no pity for normal men.

Note: Psionic abilities are by most men considered a sign of mutation.

NOMADS: The proud nomads have succeeded in domesticating dinosaurs and use them as mounts (Allosauruses, Bactrosauruses, Corythosauruses, Gallimimuses, Iguanadons and Pteranodons). They are highly secretive concerning their techniques and will never reveal them to outsiders. Some men who have befriended the nomads have received dinosaur mounts as gifts.

Nomads have good morale and are accomplished warriors (+1 to hit).

RAIDERS: Rough and ruthless men, who have decided to prey on their own kind.

Armed with whatever they can get their hands on, a raiders life consists only of murder, pillage and rape. Raiders usually have bad morale and they take no prisoners.

Larger groups are usually led by a substantially stronger individual (HD 2+) with chain-mail and perhaps even a Space Alien weapon.

SLAVERS: Slavers roam the wastelands to capture men and sell them to the highest bidder. Some slaves serve the more fortunate, but most perish quickly, in mines, quarries or doing other hard labor.

Slavers are disliked by most men, but they are well organized and usually very well equipped. For every 5 slavers there will be 1D10 slaves, chained together by their feet or necks. The slaves will usually be pulling small carts filled with provisions.

Slavers will of course try to capture their opponents alive and for this they utilize bolas, nets, tranquilizing darts and sometimes even Space Alien technology.

TOMB ROBBERS: These men are usually only a danger when encountered in some ancient ruin or tomb, as they do not like competition. Their profession being highly dangerous they are of course skilled fighters (+1 to hit), well equipped and have good morale.

Adjust the Tomb Robbers HD according to the underworld level. 1 HD on the first level, 2 HD on the second and so on.

There is a 50% chance that the party of Tomb Robbers will be led by a Sorcerer in search of some ingredient for a ritual.

FLYERS

PTERANODON: The largest of the flying pterosaurs, with a wingspan of 30 ft. The Pteranodon is strong enough to carry larger prey than men and it is not uncommon for them to swoop down and carry away the careless. Pteranodons are especially common near large bodies of water and prefer to nest on high mountain tops.

The Pteranodon has a long, sharp, toothless beak and the skull is elongated far behind the neck. The wings are membranous and are extensions of the forearms with three fingers with talons at the halfway point. The legs have strong claws and are used to grab prey. When on the ground the Pteranodons movement is quadrupedal.

PTERODACTYLUS: A smaller pterosaur, with a wingspan of 8 ft. The Pterodactylus is very reminiscent of the larger Pteranodon, but prefers to hunt fish and rarely attacks any of the larger land based animals.

INSECTS

GIANT BOTFLIES: A large hairy fly, 5 inches in length, that lays its eggs in living creatures. The botflies bite does no damage, but a save against wands is required or the botfly manages to lay its eggs under the skin of the host.

The host loses 1 HP and develops a fever as the eggs grow under the following 26-48 hours (-1 to all rolls unless of strong constitution). After this incubation period the eggs hatch and the botfly larvae eats its way out (the host loses 1-3 HP). The larvae drop off the host and complete the pupal stage in soil.

It is possible to cut out the eggs before they hatch, but the host loses 1 HP for every incision. No wounds can heal until the eggs or larvae are removed. It takes 13-24 hours for the fever to pass.

If the eggs hatch, there is a 5% chance that the larvae will consume the hosts testes or ovaries, leaving the host sterile.

GIANT CENTIPEDES: Colorful centipedes 2-3 ft in length. They have a mildly poisonous bite and do 1 die of damage unless a successful save against Poison is made.

GIANT LOCUSTS: A swarm of these 6 inch locusts can strip a man to the skeleton in a couple of minutes. 2 bites equal 1 HP lost. Luckily the swarm usually whips up a dust storm and thus there may be some advance warning of the impending doom.

GIANT SCARABS: These beetles are the size of a large dog and feed on feces. Thus they are common wherever dinosaurs roam. They store the feces for future consumption by rolling it into large balls (3 ft in diameter). They are not especially aggressive, but can attack if they believe someone is trying to make off with their dung balls.

KILLER HORNETS: These highly aggressive 3 inch hornets, blind their prey by spitting acid in their eyes (lose 1 HP and save against Dragon Breath, or become permanently blind). The acid contains pheromones that attract 1-50 nearby hornets in 1-6 rounds.

Having blinded their opponent, the hornets use their stingers to finish the job. 2 stings equal 1 HP lost. The hornets can follow their prey for miles.

DINOSAURS

ALLOSAURUS: This bipedal predator is usually between 30 to 40 ft in length. The Allosaurus has a large skull with dozens of razor sharp teeth (2 dice damage). The arms are small compared to the legs, but both hands and feet are equipped with sharp talons (1 die damage). The body is balanced by a long and heavy tail.

Allosauruses are devious and social and hunt in packs.

BACTROSAURUS: This herbivore is 20 ft long, 7 ft high and weighs 3 tons. It has a long tail and neck and large spines protruding from the vertebrae. The Bactrosaurus can switch between bipedal and quadrupedal movement.

BRACHIOSAURUS: The Brachiosaurus is the largest of the dinosaurs, at 90 ft in length and 80 tons in weight. Its neck is almost as long as its entire body and tail combined and it can lift its head to a height of 50 ft.

Brachiosauruses are herbivores and move in herds. They have little to fear of any predators because of their size (4 dice stomping damage).

CAMARASAURUS: This quadrupedal herbivore is 60 ft in length and weighs 20 tons. It has a long neck and tail and the inner toes of the feet have a large claws for self defense (2 dice damage). The skull is arched and square, with a blunt snout.

CORYTHOSAURUS: This duck-billed dinosaur bears a large colorful crest on its head. In other aspects it resembles the Bactrosaurus, except that it is longer (30 ft) and heavier (4 tons).

The Corythosaurus loud, low pitched cries can be heard far over the wasteland.

GALLIMIMUS: This lithe, ostrich-like predator is 20 ft long and slightly taller than a man. It weighs about a ton and has a long tail and neck. Its head is small, with large eyes and a sharp beak. The short forelimbs are clawed, as are the more powerful hind legs. The Gallimimus can switch between bipedal and quadrupedal movement.

IGUANADON: Similar to the Corythosaurus this slightly smaller herbivore bears no crest and has a more blunt, rounded snout. Its hands have five fingers and the thumb is shaped like a large spike for use in self defense (1+1 die damage). The little finger is elongated and dexterous and can be used to manipulate objects.

SAICHANIA: This 20 ft long herbivore is shaped like a rhinoceros and its back, tail and head is covered with thick, spiked armor. The tail has a heavy club-like end piece which the Saichania can use for self defense.

STEGOSAURUS: This bulky herbivore is easily recognized by its large tail spikes (3 dice damage) and kite shaped back plates. The Stegosaurus is 30 ft long, 14 ft tall and weighs 5 tons. Its back is heavily arched and the forelimbs are short, the head is held low and tail high. The spikes are for self defense, while the back plates are mostly for heat regulation.

TRICERATOPS: This rhinoceros-like herbivore has a huge head, which bears a bony frill and three large horns (2 dice damage). The Triceratops weighs 10 tons and is 30 ft long and 10 ft high. When it is charging forward, there is not much that can stop it (4 dice damage).

TYRANNOSAURUS: This bipedal carnivore is one of the largest predatory dinosaurs. It is 42 ft long and 13 ft tall and weighs 7 tons. It is shaped like Allosaurus, except that it has thicker armor, a larger head and the arms are comparatively tiny.

The Tyrannosaurus is devious and highly aggressive. Its main weapon is a ferocious bite (3 dice damage), but it can also use the large talons on its feet (2 dice damage). If two Tyrannosaurus are encountered together, they are mates.

VELOCIRAPTOR: These small and incredibly fast, bipedal predators are 7 ft long and 3 ft high. The foot long skull features strong jaws with 28 widely spaced, serrated teeth on either side, that are used to catch and hold the prey (1 die damage).

The Velociraptor has a long tail and short neck. Its arms are shorter than the legs and covered with feathers, which make them look like small wings. The feet have a large sickle shaped talons that are used to disembowel the prey (1 die damage).

If encountered in an environment where the Velociraptor can use its speed to its advantage, all rolls to hit it are made with a -1 penalty. The Velociraptor is highly devious and patient and will try to ambush its prey.

BURROWERS

GHOULS: Pale and feral shadows of men, that are now like wild animals. They fear the sun and can only derive sustenance from the blood and flesh of men. They live in dark places and can dig long tunnel systems.

The Ghouls carry a disease that destroys the more cognitive parts of the brain. It requires them to feed on tainted specimens of their own kind and makes them sensitive to ultraviolet radiation.

The disease can be contracted in two ways. By eating the flesh of men, or by the bite from a Ghoul. Cannibals have a 1% chance each month of contracting the disease and those bitten by a Ghoul must make a save against Poison or contract the disease.

It takes at least 6 months for a man to turn into a Ghoul. Make a save against Poison once per month and consult the table below if failed:

First failure	Nauseated by normal food, only red meat will do.
Second	Skin problems, paleness, sweating, lose 1 point of CHA.
Third	A strong desire to eat the flesh of other men, easy to anger, lose 1 point of CHA.
Fourth	Must eat the flesh of other men, lose 1 point of CHA, INT and WIS.
Fifth	Hairloss, abnormal tooth and nail growth, lose 2 points of CHA, INT and WIS, increase STR, DEX and CON by 1.
Sixth	The transformation is complete, reduce INT, WIS and CHA to 1.

GIANT WORMS: Huge, pale earthworms, 10 ft long and 1 ft thick, weighing 500

pounds. The worm will attack by swallowing hands or feet, or by lifting and dropping its bulk on the enemy.

Roll 2 dice for HD and keep the results separate. If a cutting weapon does more damage than either die roll, the worm is cut in two. Both parts will continue to attack separately with 1 HD (re-roll for both parts). Blunt weapons do only half damage.

SWIMMERS

ELASMOSAURUS: A water dwelling giant predator, 46 ft long and weighing almost 5 tons. Its massive body has four large flippers and the neck is over half its length, with over 70 vertebrae. The head is relatively small, with sharp teeth (2 dice damage).

ICHTHYOSAURUS: A 7 ft long fish-like predator, that looks like a crossbreed between a swordfish and a barracuda. It has large flippers and is a quick swimmer. Its sharp beak can be used for stabbing as well as biting.

GIANT LEECH: This 3 ft leech can easily drain a man of blood (1 HP per round). Once attached they are very difficult to get off without a red hot iron or some other extreme heat source. If a blow is aimed at an attached leech, all excess damage will hit the victim of the leech.

GIANT OCTOPUS: A huge rubbery mass with 8 suckered arms. The 30 ft long Giant Octopus can travel through small cracks by stretching and molding its body, the sharp beak is the only limiting factor. It can also change its skin color for camouflage and to fit different moods.

The Giant Octopus is highly intelligent and curious. It will usually hold its prey and squeeze it with the tentacles (see the Giant Snakes constriction) and then bite it (2 dice damage). It is impossible to escape from its grasp before it is dead.

GIANT SNAKE: This 40 ft long snake can swallow small dinosaurs. Its jaws can, if given enough time to expand, accommodate almost any creature shorter than the snake itself.

The Snake is very agile on both land and in water. It will try to wrap itself around its prey to constrict it (save against Paralyzation). Very strong men might have a small chance of breaking free, but usually the victim dies of asphyxiation. The Snakes bite is painful, but not venomous.

Once the prey is still the Snake will proceed to swallow it. Depending on the size of the meal, this can take several hours. Once the Snake is full it will be quite docile and usually will not move until the meal is digested, which can take a couple of weeks.

KRAKEN: The Kraken is a type of Colossal Squid. It is between 60 and 80 ft long, has a very large mantle and two huge eyes (2-3 ft across). It has eight suckered arms and two longer, suckered tentacles and all of the suckers have sharp hooks.

The Kraken can attack with all of its arms and tentacles separately and they each have 2 HD. The tentacles constrict as Giant Snakes (1 die damage from the hooks on the first round) and once per round any prey caught in the arms or tentacles will be moved to the beak for a bite as well (2 dice damage).

The Kraken is very intelligent and can live in any type of water (sea, loch or swamp) and any temperature.

UNDEAD

Zombies and Skeletons exist, their statistics are as in Monsters & Treasure.

Zombies can be magical, diseased (those bitten by a Zombie, become Zombies) or radioactive (a weird radiation animates the dead).

Skeletons are actually old Zombies whose flesh has rotted off (be as gross as you like).