

Cyclops Con

Virtual Swag Monsters

Vecnoid

Vecnoid: Init +2; Atk grasp +4 melee (1d8+4) or bite +0 melee (2d8+4 + swallow whole); AC 15; HD 8d8+16; MV 30'; Act 3d20; SP +8 mutation checks (*life force reflection, mental blast, mental shield, and telekinesis*), exposed brain vulnerability, swallow whole; SV Fort +8, Ref +2, Will +10.

These horrid creatures seems to be all hands and teeth, with a single burning eye and a pulsating, partially exposed green-grey brain. It stands 12' high and is roughly 20' in diameter. They are rare even in the Terra A.D. of **Mutant Crawl Classics**, but have ranged into the depths of space and into more fantastic worlds.

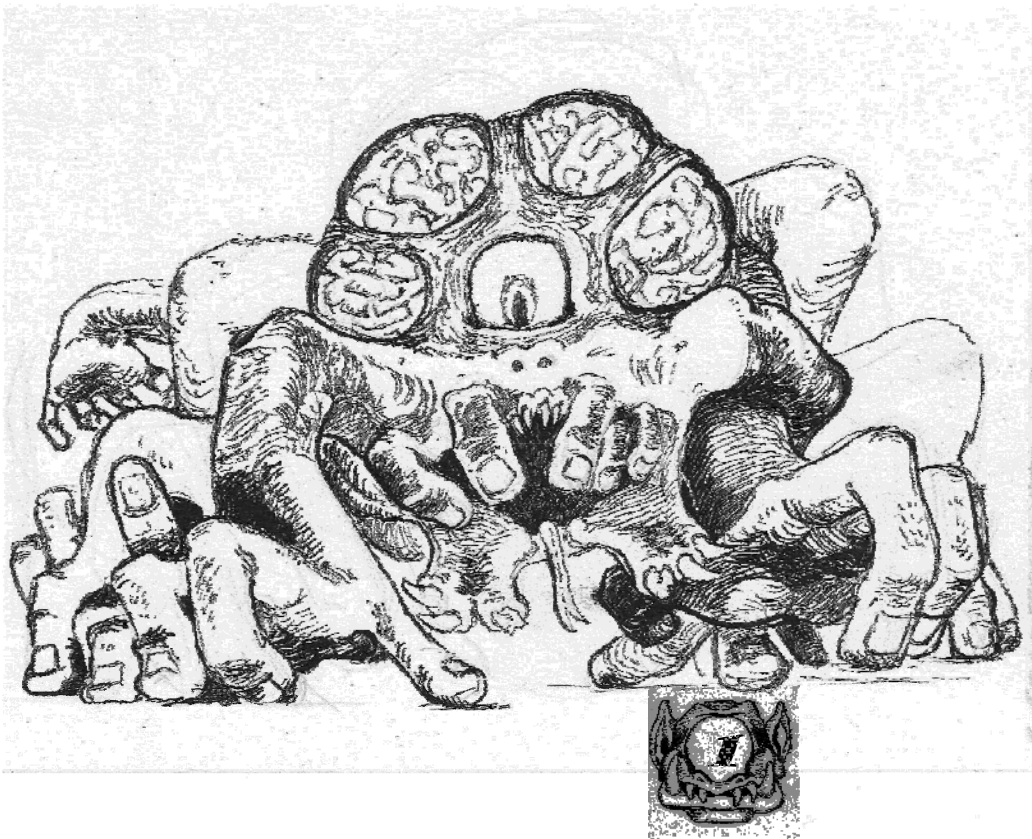
Whether they are the creation of the mad science of the Ancients of the flesh-vats of immortality-seeking wizards, they are intelligent and dangerous.

A Vecnoid's greatest strength is also its greatest weakness. The powerful brain of a Vecnoid is exposed, where it may be targeted by attacks. A successful Mighty Deed, Critical Hits which strike the head, or normal attacks made with a -1d penalty on the dice chain, may strike the exposed green-grey matter. This causes double damage to the Vecnoid. For every 10 points of damage caused by such an attack, the Vecnoid's mutation checks are reduced by -1 until the damage is healed.

A man-sized or smaller being bitten by a Vecnoid must succeed in a DC 15 Reflex save or be swallowed whole. The swallowed victim takes an automatic 1d7 damage

each round, and can only attack if it had a small weapon in hand when swallowed. Even then, the creature has a -1d shift on the dice chain to its attacks. Being inside the Vecnoid, however, does grant it a +1d shift on damage with any successful attacks!

If encountered in a standard **Dungeon Crawl Classics** milieu, Vecnoids are Chaotic.





Monsters don't follow the rules in *Dungeon Crawl Classics*, and neither do NPC spellcasters. Floating-Eye Phil is an alien wizard hailing from a distant star, who travels the planes in search of something he calls "the transdimensional box of azure hue," and the surgeon who travels within it, to treat his contra-temporal rash.

All of Floating-Eye Phil's spells have a manifestation which appears like one or more rays shooting from his floating eye, and all manifestations are fire-based regardless of the spell involved. For instance, his *planar step* appears as a ray terminating in a flaming portal. These spells require no somatic, material, or verbal components.

Floating-Eye Phil is immune to all fire— and heat-based damage and effects. He ignores the first 10 points of damage from any source. Floating-Eye Phil doesn't have a care in the world—except that annoying rash—and it shows.

Floating-Eye Phil

Floating-Eye Phil (Alien Wizard 5): Init +1; Atk by weapon +2 melee (by weapon) or by spell; AC 11; HD 6d4+6; hp 30; MV 30'; Act 1d20 + 1d14; SP spells, damage resistance 10, fire immunity; SV Fort +3, Ref +2, Will +5; AL N.

Spells (+8 spell check): *Flaming hands, magic missile, ray of enfeeblement, scorching ray, shatter, dispel magic, and planar step.*

Slugclops

Slugclops: Init +0; Atk slam +2 melee (2d6) or tentacles +5 melee (1d6 + grapple) or bite +0 melee (1d8 + swallow whole); AC 16; HD 5d10+10; MV 20'; Act 2d20; SP half damage from bludgeoning weapons, grapple, swallow whole, sticky hide, immune to mind-affecting; SV Fort +8, Ref -4, Will +0; AL C.

This disgusting creature is something like a massive quadruped slug with a single eye on a long stalk. Its mouth opens up on its back, unfolding like a flower...and then the tentacles lash out!



The amphibian slugclops's tentacles can stretch to reach prey up to 20' away. A creature caught by the tentacles is grappled, and unless it succeeds in an opposed Strength check vs. +6, it is pulled 5' closer to the maw each round. When a creature is pulled up to the maw, the slugclops may attempt bite attacks. Escaping from the grapple requires a DC 20 check against either Strength or Agility.

If the slugclops succeeds in a bite attack, it is automatically able to swallow its hapless prey whole on the subsequent round. Swallowed prey suffers 1d8 damage per round, and is unable to act from within the crushing stomach muscles of the slugclops. A victim who is swallowed without friends to help him is lost!

The skin of a slugclops is sticky, and anything that touches it adheres to the creature for 1d3 rounds. Each round, a DC 10 Strength check may free the object (this can be attempted instead of movement, and can also be attempted using an Action Die). If the slugclops submerges, all adhered items are instantly freed—for this reason, any pool which is home to such a creature may well contain an assortment of interesting items.

Rumors abound of similar creatures roaming the fetid swamps of Terra A.D.. If such a creature is encountered, roll 1d7: (1-3) no mutations, (4) *electrical generation*, (5) *holographic skin*, (6) *regeneration*, or (7) *heightened intelligence*. All mutations are rolled with a +5 bonus.



Mordant

Mordant (primal cyclops): Init +5; Atk great three-headed flail +18 melee (3d8+6); AC 18; HD 15d10+15; hp 100; MV 50'; Act 2d24; SP true sight, crits on 20-24, spells; SV Fort +12, Ref +10, Will +14; AL C.

Cleric Spells (+12 spell check): *Detect magic, paralysis, second sight, curse, restore vitality, and speak with the dead.*

Wizard Spells (+9 spell check): *Animal summoning, invisible companion, and consult spirit.*

The primal cyclops known as Mordant traffics with ghosts primarily when he creates them. Truly, Mordant follows the philosophy of "slay first and question later". Like other cyclopes, his eyesight extends onto multiple planes of existence, but his sight includes seeing into potential futures, which is represented by a higher initiative and Reflex save bonus than a creature of his size could usually obtain.

Mordant can also see into the astral and ethereal planes, invisible creatures, and the true nature of illusions, as do his lesser kin. Mordant needs no sack of variegated eyeballs to perform these tricks!

Although a known man-eater of legendary hunger equal to his vast proportions, Mordant's island keep is still sought out by adventurous wayfarers. Some of these seek the answers to questions, or lost spell knowledge. Still others wish to have lost vitality returned to them.

Credits

Text by Daniel J. Bishop

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With his ability to see into potential futures, Mordant already knows if a seeker will be able to meet his price. Woe to those who attempt to trade only knowledge, or who bring their payment with them—Mordant needs fulfill no bargain to earn his reward! Wise also is the aspirant who pays Mordant in full, and convinces a disposable other to deliver the payment, for they are seldom seen again.

The island where Mordant's castle is found is the lair of ruminants, remnants, invisible slaves, ghosts, and Mordant's lesser kin.



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