

FOE FOLIO



COMPATIBLE WITH

**DCC
RPG**

CROSSPLANES
GAME STUDIO

FOE FOLIO

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ANIMOPUS

Animopus: Init +2; Atk tentacle +5 melee (1d6+2); AC 14; HD 5d8; MV 40'; Act 1d20; SP All targets within 30' must succeed on a DC 15 Will save or take 2d6 damage ; SV Fort +2, Ref +1, Will +5; AL C.

Subterranean, tentacled brain eaters who shun the daylight and rule the darkness below the earth. They have psionic powers that are fueled by the gray matter they receive from their victims. The only reason they will allow an individual to survive is for their usefulness as a slave.



BYAKHEE

Byakhee: Init +4; Atk talons +5 melee (1d6+3); AC 13; HD 3d8; MV 20'; Act 1d20; SP Flying speed of 60' ; SV Fort +6, Ref +2, Will +0; AL C.

A Byakhee's natural habitat is the void between worlds, however they are often summoned by wizards to be used as mounts and servants. King Walden of Kzinland keeps a full stable of the strange creatures. He has found that they like rotten milk as their favorite food.



CHUPACABRA

Chupacabra: Init +5; Atk bite +3 melee (1d6+2); AC 16; HD 2d8; MV 50'; Act 1d20; SP Sucks the blood of its victim who must succeed on a DC 10 Fort save or are -1 die; SV Fort +3, Ref +4, Will +0; AL N.

Strange reptilian creatures that crave blood and will hunt nearly any creature that is within range, though they prefer livestock and terrorize farmers.

They are generally found in hotter climates closer to the equator and are believed to be cold-blooded. Chupacabras are about 6' long from nose to tail and about 3' at the shoulder. Their eight legs allow them to easily get into pens or over fences.

CHANGELING

Changeling: Init +1; Atk weapon +1 melee (1d6+1); AC 10; HD 2d8; MV 30'; Act 1d20; SP As an action may take the form of someone they can see; SV Fort +1, Ref +0, Will +2; AL C.

Changelings are half-fey beings who were stolen from their human parents as babies. They are haunted by the abduction and corrupted by the magic of Faerie. They have lost their identity when they were stolen to Faerie, and now they seek a replacement. A changeling is willing to kill someone and replace them to reclaim it.



COBRIATH

Cobriath: Init +6; Atk bite +4 melee (1d6+2); AC 13; HD 7d8; MV 60'; Act 1d20; SP Any creature bitten by them must make a DC 15 Fort save or take 3d6 damage from their venom; SV Fort +6, Ref +6, Will +1; AL N.

When the Queen of Nagas was killed by the adventuring group known as the Hammers of Justice, it is said that the deadly cobriaths sprung from her blood as it flowed around her beheaded carcass. As the serpents grew to lengths of 60' in moments, both Ungold the Barbarian and Lady Questor, Priestess of Ra, were struck down by their venom. On that day, one evil was traded for many by well-intentioned fools.





CORPSE LAIRD

Corpse Laird: Init +0; Atk weapon +2 melee (1d6); AC 14; HD 3d8; MV 25'; Act 1d20; SP The worm can be targeted with a -4 to hit and has 1d8 HD; SV Fort +3, Ref +0, Will +0; AL C.

Corpse lairds are large sentient worms that infest and animate humanoid corpses. Sargoo the Sapiient claims to have interviewed one named Clarence. He claims that they are creatures created by Nyx, the Goddess of Night, and were made by her to sew chaos in the world. While rare, on occasion, dozens of corpse lairds to raise an entire graveyard and terrorize the surrounding countryside for weeks.

They are not un-dead.

CULICIDEATH

Culicideath: Init +1; Atk weapon +3 melee (1d8+1); AC 13; HD 2d8; MV 30'; Act 1d20; SP They may attack with their proboscises which deals 1d6 damage and heals them 1d4 damage; SV Fort +1, Ref +1, Will +1; AL N.

Culicideath are found in the southern bogs and swamps of Zyrkania. They claim their civilization is older than the elves and a great cataclysm reduced them to their current state.

They view most other species as a food source and view halfling blood as a delicacy. Rumors insist that they have farms of them in the deepest parts of Blood Drench Swamp.

They by communicate by whistling through their proboscis.



CUNICULUM

Cuniculum: Init +2; Atk bite +4 melee (1d10+3); AC 17; HD 4d8; MV 35'; Act 1d20; SP While underground they can sense any movement above them within 30'; SV Fort +4, Ref +2, Will -1; AL N.

Burrowing predators that move through the earth as if it were water. They wait underground, for up to 4 hours between breaths, to ambush their prey from below. While

most measure 8' from nose to tail and about 4' at their shoulder, truly titanic specimens have been found at twice that size.

Giants are known to hunt them purely for sport, traipsing through the beasts territories trying to yank them from the earth and then see who can hurl them the farthest. More than one caravan has been assault by flying cuniculums.



DEEP ONE

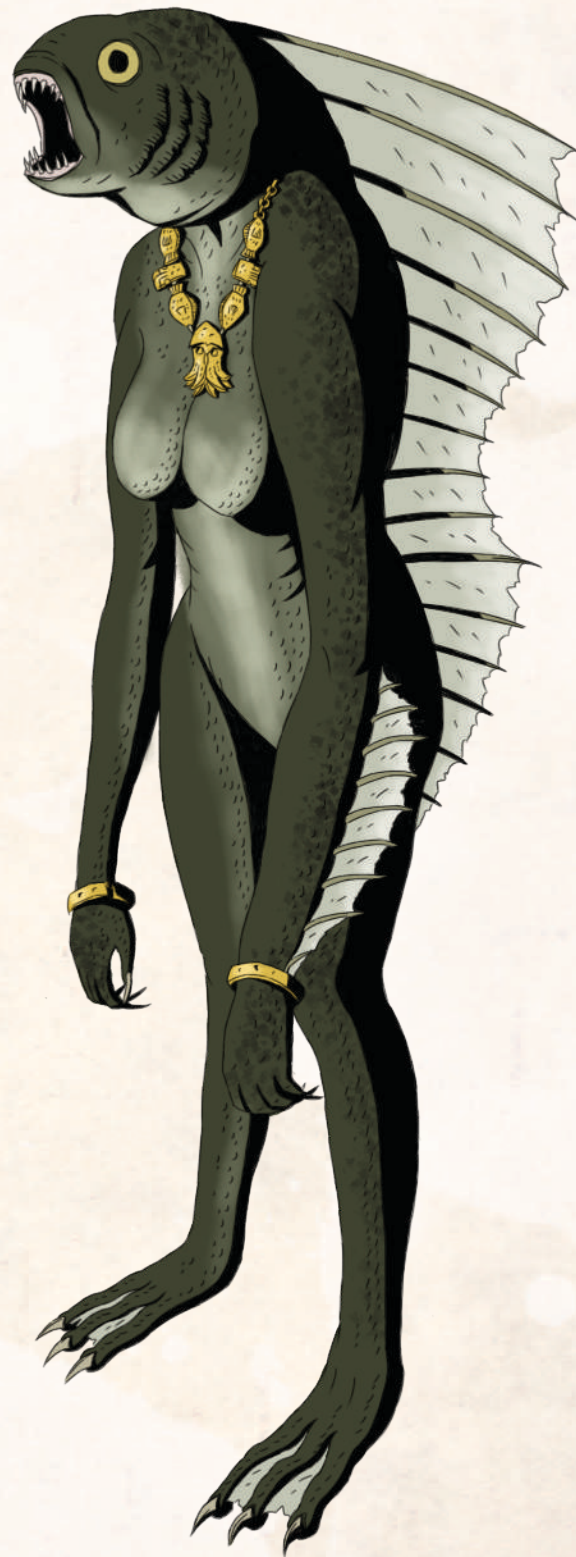
Deep One: Init +3; Atk claw +3 melee (1d4+3); AC 12; HD 2d8; MV 30'; Act 1d20; SP Amphibious; SV Fort +3, Ref +1, Will +2; AL C.

Deep ones are the children of Hydra and Dagon and they dwell in the deepest, darkest parts of the sea. However, upon the word of Dagon, they will undertake an unholy crusade to raid and pillage along the shores and have done so for centuries. Sometimes, Mother Hydra will issue them a different decree. She they will command them to slowly infiltrate a lonely coastal community, where they will begin interbreeding with the locals. It is unknown why Hydra desires this course of action.

DEEP ONE HYBRID

Deep One Hybrid: Init +1; Atk weapon +0 melee (1d4); AC 10; HD 1d8; MV 30'; Act 1d20; SP Amphibious; SV Fort +2, Ref +0, Will +1; AL C.

The product of a human and deep one interbreeding. While they look mostly human, their face has a toad-like quality and they have unusually large mouths. They can breath underwater for up to 1 hour.



GARP

Garp: Init +0; Atk weapon +0 melee (1d4); AC 11; HD 1d8; MV 25'; Act 1d20; SP When hit in melee an attacker takes 1d4 damage; SV Fort +0, Ref +0, Will +0; AL C.

Garps are a strange experiment created by Lataveous of Kantenar, the wizard known to the world as Storm Master. Storm Master hated adventurers after his stronghold at Illwind was raided by a upstart band. He decided to clone goblins and give their blood an acidic quality so that when injured they would wound their attacker. However, after breeding a large number of them, Storm Master was killed by another band of adventurers and his experiments mistakenly released by well meaning fools.

Good luck telling a goblin from a garp these days.



GREY DWARF

Grey Dwarf: Init +1; Atk weapon +4 melee (1d10+2); AC 16; HD 2d8; MV 20'; Act 1d20; SV Fort +5, Ref +1, Will +2; AL L

Grey dwarves worship the Rune Thane, who dwells in the center of the world. The tenants of the Rune Thane prioritize his law over the individual. Grey dwarves refer to each other as comrades and put the glory of the Thane's vision and needs over their own. The grey dwarves devote themselves to whatever task is required of them, eschewing personal desire and over the community and their Thane. They find freedom and the importance of the individual of most of the surface races to be anathema and desire to spread the Rune Thane's principals through whatever means are necessary.

HOUND OF TINDALOS

Hound of Tindalos: Init +5; Atk bite +4 melee (2d4+2); AC 15; HD 5d8; MV 30'; Act 1d20; SP At the beginning of tis turn roll a d6, on an odd result it teleport up to 30'; SV Fort +4, Ref +6, Will +2; AL C.

Hounds of tindalos are hunters used by the Sorcerers of Yeng to assassinate their enemies. The Sorcerers worship Hastur and it is said that stewardship of the hounds was a gift to them for their loyalty.

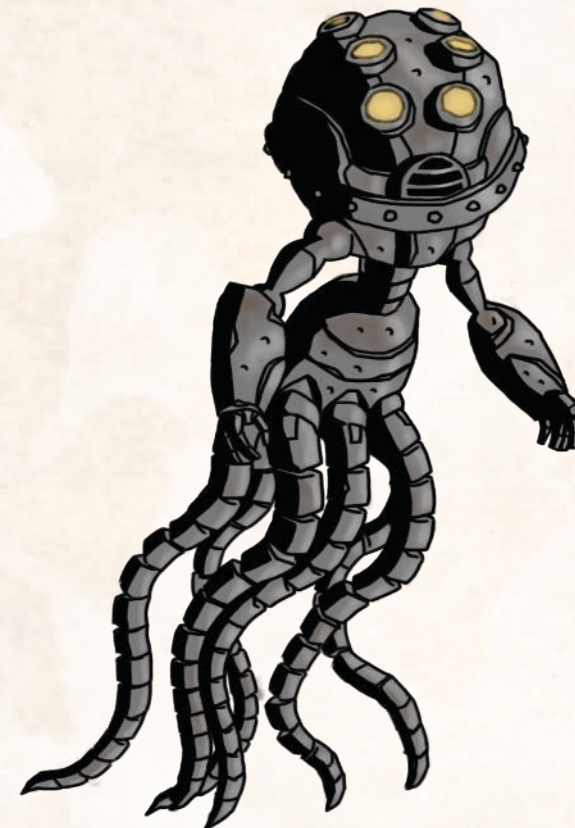
The hounds may slip between the angles of our Plane and will hound their prey until the target is dead.



LURCH

Lurch: Init +0; Atk tentacles +2 melee (1d8); AC 12; HD 1d8; MV 25'; Act 1d20; SP They can see invisible creatures; SV Fort +1, Ref +1, Will -2; AL N.

They are found in dungeons, patrolling the hallways looking for food. Sargoo the Sapient maintains that they are extraplanar creatures drawn to dungeons because of the violence and strange objects often found there as treasure. He insists that they are, essentially, parasites that have latched onto the dungeon itself.



IRON SENTINEL

Iron Sentinel: Init +6; Atk weapon +8 melee (3d6+3); AC 17; HD 10d8; MV 45'; Act 1d20; SV Fort +8, Ref +3, Will +1; AL N.

Iron sentinels are the creation of Lady Steelheart, a wizard from Kzinland and the builder of the wizard tower known the Pinnacle. She created the sentinels to guard the Pinnacle during her many extraplanar journeys. Over the course of her life, she explored many dungeons and often left sentinels behind to prevent them from being plundered further. Most of these constructs are still in working order and patrolling those halls.



MUTANT

Mutant: Init +0; Atk weapon +0 melee (1d4); AC 10; HD 1d8; MV 30'; Act 1d20; SP Roll a d6: 1) Tendrils (1d4 damage), 2) Breathe fire up to 15' (1d10 damage, 3) Chitinous armor (AC 15), 4) Four legs (+20' speed), 5) Wings (Fly), 6) Claws (1d6 damage); SV Fort +3, Ref +1, Will +1; AL C.

Chaos itself can warp a child in its mother's womb, twisting them before birth, altering their destiny through fear and suspicion even before they take their first step.



NIGHTCOMER

Nightcomer: Init +1; Atk claws +0 melee (1d6); AC 12; HD 7d8; MV 35'; Act 1d20; SP They know 7 random wizard spells of 4th level or less; SV Fort +2, Ref +4, Will +5; AL C.

Niala the Night Witch selects 13 maidens to serve her in the Grove of Shadow and Cold. Once amongst her nightcomers, the women conspire and murder to gain favor from their High Lady.

Only competent and powerful wizards are allowed to serve Niala and a night comer should never be underestimated.

OCULURK

Oculurk: Init +5; Atk eyebeam +6 missile fire (2d6); AC 16; HD 10d8; MV 40'; Act 1d20; SP Any creature that hits them in melee combat must succeed on a DC 14 Fort save or take 1d8 damage; SV Fort +5, Ref +7, Will +5; AL C.

Oculurks are alien outsiders that have found their way to the Prime Material Plane.

They often lair in dungeons, which they speak to as if they were people, goin so far as to claim thy are in relationships with them. They are very territorial and will not tolerate any interlopers in their lair, especially other oculurks.

Strange cysts and extra eyes grow upon their hide, when pierced by weapons they squirt a slimy green toxin.





ONI

Oni: Init +3; Atk claws +6 melee (1d8+3); AC 14; HD 7d8; MV 35'; Act 1d20; SP Knows 4 random wizard spells of 3rd level or lower; SV Fort +6, Ref +2, Will +4; AL C.

Spiritual tricksters who seek to corrupt and destroy the denizens of the physical world.

They resent us for our freedoms and how we waste them.

Oni often will target clerics and watch them for moments when they break their vows. Then they will strike, delighting in tormenting them.

OSSEOUS WOLF

Osseous Wolf: Init +2; Atk bite +4 melee (1d8+1); AC 14; HD 3d8; MV 40'; Act 1d20; SP Any creature that hits them in melee combat takes 1d4 damage; SV Fort +2, Ref +2, Will -2; AL C.

Folklore suggests that Niala the Night Witch raised the osseous wolf to serve her, as hunters in the night. It is said that she found a dead she-wolf in the Grove of Shadow and Cold, her lair, and raised the pups on nightmares, cruelty, and the bones of her enemies. Once the brood was fully grown she terrorized them until they left the grove and ventured out into the world. After all, she loved them enough to unleash them upon the us all and not waste their malice on her own domain.



PHAGENT

Phagent: Init -2; Atk diseased touch -1 melee (2d4); AC 9; HD 1d8; MV 20'; Act 1d20; SP Any creature that hits them in melee combat must make a DC 10 Fort Save or lose 1 Stamina; SV Fort -1, Ref -1, Will -1; AL C.

Phagents worshipped Pestilence in life and now serve her in death by spreading death and disease. Phagents are responsible for the Yellow Plague in Baraton, the Wilting Cough in Kzinland, and the Tears of Blood in Uum.

Phagents are undead and may be turned by clerics. If a creature's Stamina is reduced to 0, they become a phagent in 2d6 turns. Any Stamina loss by a Phagent returns at 1 point per day of complete rest.

SLEEP SCARAB

Sleep Scarab: Init +5; Atk pincer +7 melee (3d6+2); AC 18; HD 9d8; MV 60'; Act 1d20; SP Take half damage from fire; SV Fort +8, Ref +4, Will -1; AL N.

Sleep scarabs live on the astral plane and prey upon dreamers. They are especially drawn to spellcasters and are for centuries the elves attempted to hunt them to extinction.

While they live on the astral plane, a hive with a single queen oversees the colony of her servants, usually less than 12, here on the Prime Material Plane. They bring the fear and life essence they take from dreams to her as she guards their physical forms, cocooned insects less than 6" long. They can be any size within a dream, but usually are as big as a horse.



STARLIGHT SHARK

Starlight Shark: Init +6; Atk bite +8 melee (2d8+2); AC 14; HD 6d8; MV 45'; Act 1d20; SV Fort +6, Ref +5, Will +0; AL N.

Voracious predators that surf the night sky around Pevlar Tung, the Shelf of Darkest Night. It is a holy place of Nyx, the Goddess of Night. Stories suggest that she made them due to her admiration of the sharks of the sea. She wanted the night to be more terrifying and knew they could bring that fear into the moonless sky. Now these flying predators hunt her holiest of locations.



STONE MAN

Stone Man: Init -1; Atk weapon +2 melee (1d8+2); AC 15; HD 1d8; MV 25'; Act 1d20; SV Fort +4, Ref -1, Will +1; AL N.

Stone men live deep within the earth within the city of Dek and are descended from earth elementals. Their own legends even claim they are the progenitor of the dwarf race.

Stone men have recently begun a war upon the surface after Dek was divided by a civil war where the medusa, Shipara, became queen. Their new leader has been told by a soothsayer that Queen Rowan III of Voland will be her doom and intends to destroy her first.

STRIGIBEAR

Strigibear: Init +4; Atk claw, claw, bite +5 melee (1d6+3, 1d6+3, 1d4+3); AC 15; HD 8d8; MV 40'; Act 1d20; SP They may glide for short distances; SV Fort +8, Ref +3, Will +0; AL N.

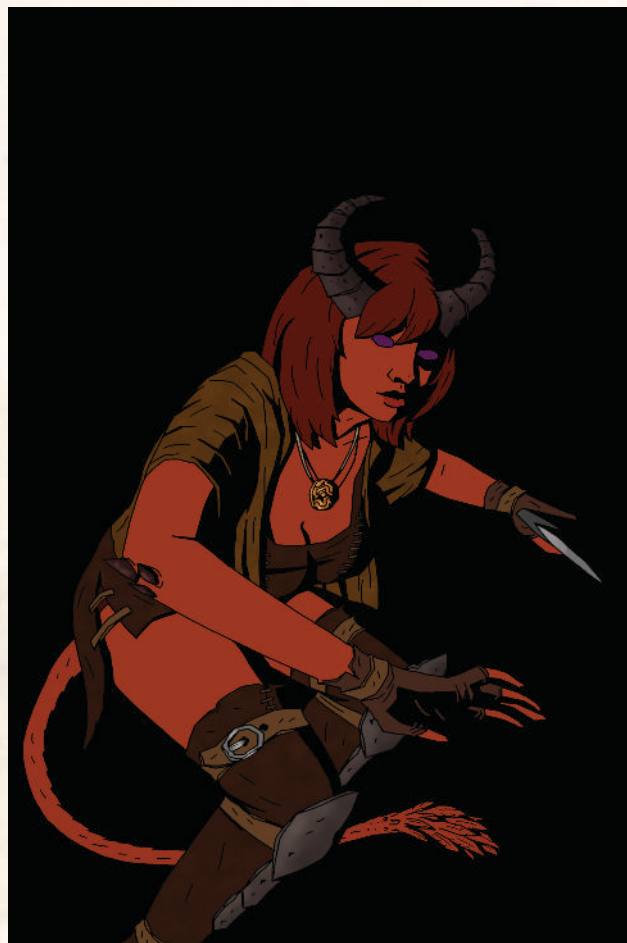
Strigibears are the creation of Thumar Kont, otherwise known as Ursa Modred. He bred them over three centuries in the Forest of Von. It is said that he desired the power of the bear and the cunning of the owl for his creations, and more than succeeded.



TIEFLING

Tiefling: Init +1; Atk weapon +1 melee (1d6); AC 13; HD 1d8; MV 30'; Act 1d20; SP Knows one random 1st level wizard spell; SV Fort +1, Ref +2, Will +0; AL C.

Tieflings have devilish or demonic ancestry that courses through their veins. They are often shunned and mistreated due to their appearance and ignorance.



TRISKELION

Triskelion: Init +3; Atk weapon +2 melee (1d6+2); AC 14; HD 1d8; MV 35'; Act 1d20; SP Immune to fire; SV Fort +3, Ref +3, Will +1; AL C.

Triskelions are from a Negative Material Plane and they have come here seeking diamonds. They are often found in mines extracting what they need. Due to being from a Negative Material Plane, they hate all life on a Positive Material Plane and will not suffer anything from our plane to live.



UMBRAL

Umbral: Init +2; Atk touch +5 melee (2d6+2); AC 13; HD 6d8; MV 30'; Act 1d20; SP They take half damage from non-magical weapons; SV Fort +1, Ref +4, Will +3; AL C.

Umbrals are the shades of thieves and assassins. If you know an umbral's true you can force it to hunt and kill a victim of your choosing using a ritual during the 3 nights of the full moon. If the umbral does not kill their target by the end of the next full moon, they are dragged into Hell.

UPIR

Upir: Init +4; Atk bite +4 melee (1d8); AC 12; HD 4d8; MV 30'; Act 1d20; SP If it kills a creature with its bite they will rise in 3 days as an upir; SV Fort +5, Ref +3, Will +2; AL C.

Upir are a type of vampire that can only feed off of members of their family. When an upir rises it is usually only a matter of weeks before the whole family is wiped out.

They are undead and can be turned by clerics.



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