

# The Bleak Beyond Bestiary

**Aelfar(Any): AC \* Move \* HD 1+1 to 6+1** Lonely, haughty fae race of weird hunters and enchanters. Pale, brooding and gaunt, their kind is given to nonsensical behavior. Can sense secret doors, possess immunity to Sleep and Charm, and are able to cast spells while wearing magic armor.

**Agudath(C): AC 2 Move 15 HD 10** Eidolon. Serves Chegaralis. Cackling, melted, flayed. Floats like a ghost. Touch melts 3 dice and another 2 dice next round. Sustains minimum damage from spells or spell-like effects. Only struck by magic weapons. Immune to Sleep, Charm, Hold. Dispel Magic or Teleport at will. Regenerate 6 hits per round.

**Amazon(C): AC 4 Move 9 HD 3+1** Women warriors from an all-female ruled nation. Wield silver headed spears and arrows. Amazons pay Dingo-Men for abducted male babies, all other men are slain or captured for ritual castration. Leader has 4+1 HD.

**Ashen Order(C): AC 2 Move 12 HD 7** Alien order of evil monks seeking to overthrow Law. Wield Laser Swords of limited duration (+1 to hit, deal 2 dice). Telekinetic mind power to throw targets or objects. Given one full round to concentrate, suffocate target with telekinesis, save or die.

**Beyonder(C): AC 5 Move 12 HD 9** Extra-dimensional beings with inexplicable goals. 9' tall hairless men with four arms and a single glowing gold eye. Teleport at will, wield heavy tech devices; flame-throwers, sonic-boom rifles, flechette-casters. Never miss a saving throw.

**Blighted(C): AC 7 Move 9 HD 7** Undead. 6<sup>th</sup> or higher level characters who perish in underworld may arise in a few days as Blighted. Only struck by magic weapons, immune to fire and lightning. Attacks cause rot, another 1d6/round for the next ten, cure disease will end the rotting.

**Blob(N): AC 8 Move 3 HD 5** Large masses of flesh-eating microorganisms able to seep through small cracks, and attack foes through envelopment, treating all targets as AC 9. This bright pink member of the clean-up crew devours flesh at 2 dice per round, is immune to fire and only struck by magic weapons, those causing naught but their bonus in damage.

**Bloo-Goo(N): AC 6 Move 12 HD 12** Devious masterminds from outer space, subsist on magic energy. Impervious to the first three forms of damage inflicted each encounter. Spells heal them 1 hit/level. Attack with void energy, 3 dice to one target at 50', or 2 dice 20' around themselves.

**Bogbear(C): AC 5 Move 9 HD 3+1** Huge shaggy furred, jack-o-lantern headed Bogloid terrors. Immune to Sleep and Charm, their targets must save at the start of each round or be frozen with fear, unable to act and giving the Bogbear +2 to hit. Surprise others 3in6, only surprised 1in6.

**Bogloid(C): AC 6 Move 6 HD 1-1** Small, randomly colored chaos-spawned humanoids. Flesh-eating, utterly evil (aside from the deviant Misfits). Wield crude weapons such as spears, clubs and tomahawks. Mortal enemies of the Wee Ones. Often lead by Illbogs.

**Brain(C): AC 9 Move 0 HD 9** Massive, undulating brain being. Immobile but may teleport at will between predetermined locales. Able to overpower, enslave and control up to 200 HD worth of creatures. All become zombie-like servants. Can "see" with sixth sense in a 100' radius. May cast Charm, Hold, Confusion, Feeblemind or Telekinesis.

**Brainy Ape(N): AC 5 Move 9 HD 4+1** Smart, gigantic apes with rust orange fur. Prefer to attack with weapons, dealing +2 damage, but can never find armor that fits. Excellent negotiators but limited in languages. Gold is their greatest motivator.

**Broodling(N): AC 7 Move 6 HD ½** Misshapen, three-foot tall insect-men with ant-like strength. Low intellect, very acute senses. Travel in large packs hunting flesh for the nest. Never surprised, excellent ambushers. Scourge of the depths.

**Cadaver(N): AC 8 Move 6 HD 1** Undead. Battle-axe wielding zombies immune to all magic.

**Chegaralis(C): AC 2 Move 12 HD 12** Eidolon. 9' tall, pale, gaunt with two heads, one laughing the other enraged. Enraged spits acid jet, laughing breathes black fireball, both of 10d6. Gaze causes insanity. Strikes for 3 dice. Sustains minimum damage from spells or spell-like effects. Only struck by magic weapons. Immune to Sleep, Charm, Hold. Dispel Magic or Teleport at will.

**Chicken Jack(C): AC 3 Move 15 HD 7** 8' tall bipedals with white feathers and bright red combs. Chicken Jacks have a high AC due to reflexes and quickness. Prefer maces and clubs. Never, ever use axes, nor missiles. Fight for 1d3 extra rounds even after reduced to zero HP.

**Chuckhole(C): AC 7 Move 9 HD 3+2** Inbred fae-man hybrid redneck hillbilly types with strong family/clan loyalties. Immune to spells under 4<sup>th</sup> level. Wield beat-sticks and love to blow things up with crude explosives. Protect their stills with great vigor.

**Chupacabra(N): AC 3 Move 9/24 HD 7** Nocturnal winged creature with a ravenous appetite for blood. Each successful attack has a 4in6 chance to completely drain a victim of all bodily fluids in a single round, save or die.

**Corrupted(C): AC 2 Move 15/30 HD 6** Undead. Vengeful spectres. Howl once per encounter, all in 30 feet save or flee in terror for 2d6 rounds. The character landing the killing blow must save or wither from unnatural aging.

**Creeping Goop(N): AC 6 Move 6 HD 10** Clean-up crew. Dark gray often dormant masses of metal and flesh devouring jellies. Immune to fire, split into smaller goops by physical blows or lightning. Dissolve metal, ruining that which comes into contact with it. Flesh devoured at a rate of 3 dice per round.

**Creepy-Crawlies(N): AC 8 Move 6 HD 2** Clean-up crew. Blanket of massed flesh-eating insects. Targets are treated as AC 9, deals 1 die of damage (1 in 6 chance to be poisonous) to all targets in 20'x20'. Attacks deal but 1 damage to it, but fire deals maximum damage and may deter it.

**Czareet(L): AC 5 Move 6 HD 7** Secular, territorial, warlike 5' tall penguins. Only speak Czareet. Immune to cold. Worship sleeping Y'laath gods and desire to keep their secrets hidden. Seek order, distinct stations and castes. Have a complex apocalypse calendar and history of the universe.

**Deep Wyrm(N): AC 2 Move 9 HD by type** Wingless subterranean dragon-kin from 8'-12' in length, twice that with tail. Each is crafty and possesses a breath weapon usable thrice per day. May conform to dragon traits as referee desires.

**Jagged Wyrm: HD 7** Breathes Lightning Stroke.

**Horned Wyrm: HD 8** Breathes Acid Jet. **Plumed**

**Wyrm: HD 9** Breathes Icy Cone. **Spiked Wyrm:**

**HD 10** Breathes Gas Cloud. **Barbed Wyrm: HD 11** Breathes Fiery Cone.

**Desiccated(N): AC 7 Move 6 HD ½** Undead. Sword and shield wielding skeletons. Take but 1 damage from most physical blows, blunt weapons deal full damage, and missiles do no damage.

**Dingo-Man(C): AC 6 Move 12 HD 3** Cunning lycanthropes given to greed and deception. They are the only males able to interact with Amazons, and often lead unsuspecting men into ambushes. Only struck by silver weapons (not even magic ones, unless silver, effect them).

**Doende(Any): AC \* Move \* HD 1 to 6** Swarthy fae race of bitter ne'er do wells. Once proud and strong, Doende are known far and wide as burglars, robbers and scalawags. Adept at deactivating traps, sneaking and pilfering. Naturally lucky and poison resistant.

**Draugr(C): AC 2 Move 12 HD 8** Undead. Hoary, withered terrors of unlife. Only struck by magic weapons. Daylight turns them to ash, their touch ages 4d6 years and regenerates the Draugr of 4 hits. Slain Draugr rise again in 1 day unless exposed to daylight, the men they kill become Draugr.

**Drool(C): AC 4 Move 12 HD 5** Toothless twisted two-headed dog things. Somewhat smart, very cunning, able to understand Chaotic only. Ravenous eaters, caustic acid breath attack makes victims edible. Breathe acid 3 times/day in 20'x10' cone for 5 dice damage.

**Dust Bunnies(N): AC 7 Move 12 HD 7** Clean-up crew. This waste of the underworld collects into non-intelligent spools of roaming caustic refuse, adding to its own mass through molecular decomposition. Any foreign matter coming into contact sustains 2 dice per round, and all targets are treated as AC 9. Immune to all magic.

**Dvergar(Any): AC \* Move \* HD 1+1 to 6+1** Subterranean, often deformed race of greedy, distrusted fae malcontents who live in caves and gorges. Excellent metal-workers who greatly prize gems. Can sense and avoid traps. Both resilient and tough, they sustain but ½ damage from large, clumsy foes.

**Eem-Ki Brood Queen(N): AC 2 Move 0 HD 9** The Hive Queen. Eem-Ki is a massive egg laying insectoid in command of over 1,000 Broodlings. Immune to cold and spells under 4<sup>th</sup> level. Attacks with a 20' long stinger tail, 1 die+3 and poison, save or die. Thick chitin reflects 50% of lightning or rays.

**Ess-Ess(C): AC 7 Move 9 HD 8+2** Crack leaders of the Nisse bent on waking the Y'laath master race and exterminating other fae. Wield pearl handled pistols and ceremonial daggers of station. Wear black caps with silver deaths head badge. Adept at underworld negotiation, able to rally Nisse.

**Experiment-X(N): AC 4 Move 12/18 HD 6+1** Failed White Coat experiment. Gigantic bat-winged beetles. A pair of glowing eyes on stalks emit purple cones of light. Fire up to 24 energy darts, max of 6 per round to 180', dealing 1 die damage, with +2, +1 or 0 missile range bonuses.

**Fallen(C): AC 2 Move 6 HD 3** Outcast and dishonored, heavily armed and armored former Knights of the Order living in recluse in the Bleak Beyond. Plotting to overthrow the Order and take control. Leader has 5+1 HD, his Guards have 4 HD.

**Floating Horror(C): AC 4 Move 6 HD 6+1** Bobbing loathsome squid beast with two great quartz eyes. Shrink-ray gaze attack (save vs stoning) range 60', their tentacle attacks also turn targets to solid glass (save vs stoning).

**Flying Cow Head(C): AC 5 Move 12 HD 8** Guardian servants of Chegaralis. 8' tall incorporeal floating bodies wearing long ragged robes topped with a huge skeletal cow's head. Breathe fireballs out to 30' exploding in a 10' ball of 6d6 fire. Immune to fire and cold, only struck by magic weapons.

**Ghibling(N): AC 5 Move 9 HD 1** Short, skinny reptilian bipedal creatures of another world, they have inhabited the underworld for countless centuries. Skilled craftsmen and cooks catering to both monster and man. Protect their interests with great cunning. Uncanny sense of smell.

**Glitterglim(C): AC 7 Move 9 HD 9** Destructive, enraged twisted Hiisi with very short life spans. 7' tall and glowing with vibrant gold energy, when slain a smaller Glitterglim emerges forth from the corpse, continuing in steps of -2 HD each (7,5,3,1). Each retains the 9 HD fighting capability.

**Great Python(N): AC 7 Move 9 HD 6+1** Huge constrictors with massive biting maws. After a natural hit of 12 or higher, the target has been constricted and will sustain 1 die per round while being crushed, unable to escape until the constrictor is vanquished. One target at a time may be held.

**Hag(C): AC 8 Move 9 HD 4** Very old, cackling, wart covered witch-women. Hags brew potions in cauldrons and worship pagan lords. Man to Frog gaze attack (save vs stoning) range 60', and hidden poisonous barbed tail lashes out at those attempting to enter melee.

**Hasgorin(N): AC 2 Move 6 HD 12** Living statue of glittering meteorite metal. Immune to magic and weapon blows except those dealt by the artifacts Breghoneir or Crimson Hate. Attacks twice each round, Toxic Avenger poison sword save or die and Wirry Welt whip, range 20', entangles, save or turned to scarecrow. Breathe 12d6 Fireball five times per day.

**Hiisi(C): AC 7 Move 9 HD 7** Mutated Bogloids spawned from radioactive underworld pits. Evil, vile flesh-eaters ranging from a very stout 4' to a gaunt 7' tall. Hiisi become enraged in melee, dealing progressively greater damage when they strike, +1 cumulative damage with each hit to +6 max.

**Hilterbot(C): AC 2 Move 6 HD 9** The long-lived unhinged oft repaired and rebuilt uber fascist fuhrer robot. Completely ego maniacal, commands the Nisse in their fae eradication efforts. Immune to fire, cold, and mind attacks. No functional melee attacks, may emit a poison gas cloud in a 20' radius thrice daily. Extremely persuasive negotiating skills.

**Huldra(N): AC 5 Move 9/24 HD 7+1** Erotic seductresses with hidden cow tails. Ancient spirits of Alfheimr. Create minor matter or craft illusions, may be imprisoned in magic vessels and forced to serve. Create aura of black moss 30' radius, overcoming those under 2 HD and slowing others. Their strength of the forest deals 2 dice-1 damage in melee.

**Hungry Growth(N): AC 8 Move 0 HD 4** Rapidly grows in rotting carrion, exploding in size in a matter of hours. Hungry Growth is non-mobile, but can grow to block entire halls. Immune to fire and cold, it attaches and spreads on metal, eating flesh at a rate of 2 dice per round.

**Ice-Nix(C): AC 2 Move 9/24 HD 9** Spirits of freezing air created by Spriggan nightmares. Immune to cold and lightning, only struck by magic weapons. Attacks freeze victims for 1 hour if save vs paralysis missed, CON roll required. Cold 20' around spirit deals 1d6 per round.

**Idetheon(C): AC 3 Move 6 HD 10** Eidolon. Serves Chegaralis. Covered in insects, staggers about in agony, incapable of melee. Breathes insect swarm each round, incapacitates while dealing 3 dice per round, lasts 2d6 rounds. Sustains minimum damage from spells or spell-like effects. Only struck by magic weapons. Immune to Sleep, Charm, Hold. Dispel Magic or Teleport at will.

**Illbog(C): AC 6 Move 6 HD 2+1** Long-limb Bogloids. Bloodthirsty, reckless hunters able to command and rally their smaller Bogloid brothers in the never-ending pursuit of lunch.

**Irkling(Any): AC \* Move \* HD 1 to 5** Small bog dwellers able to wear leather armor and cast both magical and clerical shaman spells. Irklings require a strong leader to be effective, as they are naturally cautious and reclusive. Able to defy odds but limited in advancement.

**Jabberwocky(C): AC 4 Move 9 HD 8** A huge burbling monstrosity with gaping maw and gigantic claws that catch men and hold them fast on an attack roll of 18 or more. Its flaming eyes gaze at one target each round, save vs spell or become enthralled, only able to murmur rhyming gibberish for 1 turn.

**Jackal(N): AC 8 Move 15 HD 1** Swift hunting and early-warning guard dogs, these wild canines are often trained by Bogloids and Misfits.

**Juggernaut(N): AC 5 Move 6 HD 5** Motivated by unearthly force, these massive stone constructs roll on crude wheels, crushing anything in their path. Immune to magic and only damaged by blunt force, targets in their path must save vs poison or be smashed to a pulp. Movement is affected by inclines.

**King Rat(N): AC 5 Move 12 HD 6** Bipedal genetically transformed albino rat-men who overthrew the White Coats and now command both their former masters and Lab Rats. Wield tranquilizer dart guns, bites inject berserk inducing saliva.

**Knohle(N): AC 4 Move 9 HD 2** Kin to the Ghiblings. Larger than man sized. Mercenaries of the Bleak Beyond, often employed by monster or man. Prefer crossbows and pikes. Possess uncanny sense of smell.

**Lab Rat(N): AC 7 Move 9 HD 1-1** Giant rabid albino rats with pink eyes, escaped from nefarious labs, breed throughout the depths. Bites accumulate for increasing itching unless save is made. Twelve together form a rudimentary hive mind capable of primitive speech.

**Leper-Con(C): AC 3 Move 6 HD 5+1** Diseased fae notable for their missing ears, digits and noses. Their attacks cause rotting wounds which cannot be healed naturally. Only struck by magic weapons, and even those hit and damage at one-half bonus. Fearful of fire as it causes double damage.

**Living Statue(N): AC 5 Move 6 HD 6** Slow moving stone statues immune to magic. Physical attacks deal minimum damage. Reconstruct to full health even once destroyed at a rate of 1 hit per hour.

**Lumbering Mass(N): AC 4 Move 12 HD 9** Clean-up crew. Deceptively fast moving sentient collection of rotted waste which seeks to add to its mass. The rolling monstrosity forms a pair of psuedopods to smash twice per round, and blasts a caustic emission out to 50' which deals 3d6 in a 20' radius.

**Lost Mariner(C): AC 7 Move 9 HD 2+1** Undead. Cursed expired fishermen. Wield nets and daggers. Those they capture are dragged into the depths or chopped into chum. Fetid reek incapacitates unless save made each round.

**Maenot(C): AC 6 Move 12 HD 3** Wasp-like bipedal unseele fae of the underworld. Four to five feet tall. Capable of short bursts of buzzing flight. Deal in strange alchemy and sell their wares for gems, never coins. Fae-dust powers of Sleep, Charm and Hold.

**Man-o-War(N): AC 9 Move -/6 HD 2** Giant floating jellyfish-like airborne predators of the underworld. Glow with a pale blue sheen until they have fed then become dark red. Tentacles cause but 1 damage but carry paralyzing venom. Feed on paralyzed targets, draining 1 die each round.

**Mantis-Man(N): AC 5 Move 9 HD 2+1** Giant, intelligent bipedal Mantises. Mortal enemies of the Spider-Folk. Excellent vision and senses, never surprised. Able to make a lightning-quick long-range lunge for surprise attack with their massive barbed forearms.

**Mastiff(N): AC 5 Move 9 HD 3** Enormous, armored trained war dogs employed as ferocious guards by many inhabitants of the Bleak Beyond, often found prowling the halls looking for intruders. Cannot be surprised, able to track foes.

**Mercurial(N): AC 8 Move 12 HD 8** Living mercury created by Beyonders. Can change shape, and even seep through tiny cracks in their pursuits. Only struck by magic weapons, which deal but their plus in damage. Regenerate 3 hits per round. Immune to fire and acid. Cold deals +1 per die.

**Mind Melder(N): AC 7 Move 9 HD 9** Pillars of leathery flesh with four 6' long tentacles, these atrocities bend light, and are naturally invisible. Mind Melders possess two mental spell-like attacks, Hold and Mind Slave, a more powerful Charm. Only one slave may be controlled at a time.

**Misfit(L): AC 4 Move 6 HD 1+1** Lawful Bogloid knights who protect the sacred Tomb of the Truth. Their kind often roams the depths, seeking to induct other possibly like-minded Bogloids into their Misfit Order. Considered a brain-washing cult by other Bogloids. Leader has 3 HD, Guards have 2 HD.

**Mo-Mo(N): AC 2 Move 12 HD 8** Six-legged mystical bear-like beast with scales of bronze. Its very breath causes those within 6' to save or be turned into a newt.

**Mol-Min(N-C): AC 6 Move 9 HD 1** Small, darkly furry, bald-headed humanoids. Those hit by Mol-Min glow with a pale phosphorescence for 1 hour, add 1 to hit for attacks upon the glowing character. Wield pick-axes and javelins. Mortal enemies of the Phlemoks.

**Moth-Man(C): AC 7 Move 9/15 HD 4** Blood-drinking monstrosities with the power to mesmerize and hypnotize victims viewing their intricate, colorful wing patterns. Save vs spell or entranced for 1d6 rounds. Those mesmerized for 6 rounds become mind slaves until master slain.

**Nisse(C): AC 7 Move 9 HD 8** Time-locked mutant fascists, these are the goose-stepping "Fae Who Wear Boots". Serve Ess-Ess masters, they are a trained and drilled iron-helmeted elite fighting force. Wield SMG's and stick grenades. Nisse despise other fae, and need never check morale against them.

**Nix(C): AC 7 Move 9 HD 2+2** A force of negative energy created by the dreams of Trolde, Nixes cannot exist above ground. Nixes are non-corporeal and only struck by magic weapons. Chilling touch saps 1 CON for 8 turns, those sapped of all CON ceases to exist.

**Odd-Bug(N): AC 2 Move 12 HD 5** Alien insectoids that seek out and devour, for inexplicable reasons, the arms and armor of mortals who dare the depths. Weapons striking them melt and turn to mercury, and their attacks cause the same effect upon armor. Magic items receive a saving throw of 16 adjusted by magic bonus.

**Old Furry Feet(C): AC 4 Move 12 HD 10+1** The largest of the Bogloids. Giants notable for massive hairy feet that tromp the deep halls. Incapable of surprise, deal 2 dice +1 damage.

**One-Two(C): AC 6 Move 12 HD 6** Ceaseless pursuers and eaters of flesh, One-Twos attack relentlessly. Large and menacing, One-Twos are hairy hulking humanoids with the head of a rhino. Their name is derived from their battle cries of "Want to kill! Want to eat! Want to die?"

**Phlemok(N-C): AC 5 Move 9 HD 1+1** Once tech-advanced time-travelers, now lost devolved species of cannibalistic subterranean men. Covered with pale fur, they are extremely sensitive to bright light. Able to slink silently and track foes. Wield clubs and spears. Favorite dish is pickled Mol-Min.

**Pirate(C): AC 5 Move 9 HD 2** Really bad guys; buccaneers, corsairs, cut-throats, salty dogs. Leader has 3 HD.

**Pod People(C): AC 7 Move 9 HD 5** Men infested with parasitic vegetation. Thick, sinewy vaguely man-like beings covered in various leaves, vines and bark. Attacks cause save vs spell or fall asleep, entangled in vines, becoming a Pod Person in 6 rounds unless awakened.

**Polypoid(N): AC 7 Move 6 HD 8** Giant polyp-creatures, 7' tall, cylindrical with a mass of tentacles surrounding a mouth. Spawned in a Polypoid colony, members belong to hive-mind. Incapable of speech, use Telepathy and ESP. Tentacles manipulate items, defend with mental powers of Sleep, Phantasmal Forces, Confusion and Hold. Ancient enemies of the Viscoids.

**Psi-Clone(C): AC 5 Move 9 HD 4** Shape-shifters that scan brain waves. Able to assume the form of any humanoids they detect or have detected in the past, seeking to lure victims into ambushes. Immune to Sleep and Charm, +4 on all saves vs magic. True form is an amorphous flesh mass.

**Robot(N):** Similar to Living Statues but tech constructed and powered by energy rather than magic. Their statistics vary wildly, as do methods of attack, defense and mobility. Capable of variable levels of communication and reasoning. Unlike Living Statues, Robots are prone to malfunction.

**Rotted(C): AC 6 Move 9 HD 2** Undead. Crazed, drooling man-hunting ghouls which, instead of paralyzing, cause targets to save or become wracked with pain, losing their next attack or action.

**Sallow Jack(C): AC 3 Move 12 HD 8** Trans-dimensional men often summoned by spell to carry out missions. Able to meld into shadows and attack with surprise or go unnoticed. Only struck by magic weapons and immune to spells under 4<sup>th</sup> level.

**Saristak(C): AC 5 Move 9 HD 2** Tall, green reptilian aliens with bulbous unblinking eyes, pincer hands, and a blunt horn atop head. Wield crossbows, nets and ropes. Fearful of fire. Seek to capture men for alien rituals.

**Seeping Ooze(N): AC 8 Move 6 HD 3** Clean-up crew. Mass of oozing purplish gunk which leaves a disgusting trail of goop and is notable for its fetid reek. It erodes metal in one round, and devours flesh thereafter at a rate of 1 die per round. Physical attacks and fire deal but 1 damage.

**Shambling One(C): AC 5 Move 6 HD 10** Semi-translucent malleable blobs of Y'laath-created matter. Mass of eyes, tentacles, cilia and mouths. These dungeon keepers can create enough acid dripping tentacles to strike all targets in range for 1 die+3 damage. Armor hit and weapons striking must save or be ruined. Immune to lightning and cold.

**Skellington(C): AC 3 Move 9 HD 7** Tall, gaunt, brooding King of the Undead in the Bleak Beyond. May never be truly slain by normal means, reforming in 2d6 days once defeated. Skellington's hits cause Soul Wrack, save vs. death.

**Skogsra(C): AC 3 Move 9/24 HD 10** As Huldra, but from the Deep Forest of Alfheimr. Delight in leading men astray to their death. Alluring beauties that appear as hollowed tree stumps from behind. Deal 2 dice damage, create entangling barriers of vines as well as Huldra black moss. Can be imprisoned in a magic vessel like Huldras, but for no more than 3 years time.

**Smart Algae(N): AC 7 Move - HD 8** Non-mobile hazard. Can be encountered in pools or very moist areas. Smart Algae uses airborne agents within a range of 100' to overpower the minds of potential victims, causing them to move, zombie-like, to the algae and remain there in order to defend the growth. The algae takes minimum damage from physical attacks. It has no attacks of its own.

**Space Oddity(L): AC 2 Move 15 HD 12** Enemies of the Beyonders. Solitary deep thinkers of glowing rock-like green matter, exist in only two dimensions. May not be seen nor attacked from the side. Only hit by magic weapons, immune to lightning, fire and cold. Eye-beams melt metal and flesh for 6d6, range 90'. Summon space vacuum in an area 30' around themselves, devoid of oxygen or gravity.

**Space Vapor(N): AC - Move -/3 HD 7** Faint haze of slow moving vaporous hunger from space able to envelop foes in a 20' diameter. Origin and intent unknown, Space Vapor always materializes in regions frequented by Beyonders. Unaffected by physical blows, immune to cold and lightning. Fire deals double damage and deters. It paralyzes and withers for 1d4x10 years each round.

**Spider-Folk(C): AC 6 Move 9 HD 2** Highly-intelligent, tall but stooped, long-limbed, gaunt race of arachnid men. Create flame-retardant web-homes, eat nothing but blood and body-fluids, have huge, poisoned fang-filled maws. Sworn enemies of the Mantis-Men.

**Spriggan(C): AC 3 Move 9 HD 8** Small, grotesquely ugly earthen fae-kind created from the memories of long dead giants, swell to 9' tall. Massive mud fists strike for 2 dice. Can summon forth a Lightning Bolt of 6d6. Immune to lightning. When slain shrink to normal size.

**Star Rift(N): AC 9 Move 6 HD 8** White hot, blazing "crack" of extra-dimensional energy sent to this world to destroy Beyonders. It dissipates in 1 day. Destroys all in its path. Immune to physical attacks and magic, only damaged by negative energy. It disintegrates foes by touch.

**Tainted(C): AC 3 Move 12/24 HD 4** Undead. Silvery-black wraiths with a chilling attack which treats all targets as AC 9, and causes 2 dice of damage.

**Tak-Tak(N): AC 8 Move 12 HD 1** Hairy extra-dimensional cave-men adept at underworld stalking and ambushing. Employ sleep-toxin blow darts. Surprise 3in6. Prefer hit and run tactics, seemingly melting into the shadows at will.

**Taldos(C): AC 3 Move 9 HD 10** Eidolon. Serves Chegaralis. Massive armored half-man half-elephant. War hammer deals 3 dice and smashes target's skull on an 18 or higher. All hitting are cursed with ineptitude, -6 to hit for 1 turn. Sustains minimum damage from spells or spell-like effects. Only struck by magic weapons. Immune to Sleep, Charm, Hold. Dispel Magic or Teleport at will.

**Tenta-Bot(N): AC 5 Move 12 HD 6** Metal robot controlled by one dozen Lab Rats. Six 10' long tentacle arms, each attacking as HD 6 and possessing 1 maximum die of hits. Each arm must be slain separately to kill the robot. Lab Rats emerge once the robot slain to fight, escape or parley.

**Thugs(C): AC 7 Move 12 HD 1** Bad guys; bandits, brigands, rogues, robbers. Leader has 2 HD.

**Toad-Man(C): AC 7 Move 6 HD 5** Massively obese race of dark dwelling humanoids. Toad-Men require slaves to perform their work, but are able to ferociously defend themselves for short periods. They wield enormous mauls and battle axes, dealing 2 dice in damage.

**Tomte(L-N): AC 2 Move 6/18 HD 4** Fae dungeon keepers, trap re-setters and members of the clean-up crew. Tomtes are just as likely to be helpful as they are to be harmful when encountered. Might extract from a pit, or might summon a clean-up monster. Can meld into and travel through stone.

**Trickling Muck(N): AC 9 Move 3 HD 7** Clean-up crew. Slow moving pools of mud and mire. Weapons cannot harm it, nor can lightning or cold. Devours flesh and bone at 2 dice per round of contact. Super sticky prevents movement across its surface and clings, only removed by alcohol or ignited oil.

**Trolde(C): AC 4 Move 12 HD 6+3** Lumbering, shambling ancient creatures of the earth. Vaguely humanoid, but with misshapen, random features. Trolde women look like beautiful humans, with hidden cow tails. Trolde regenerate at 3 hits per round beginning three rounds after taking damage.

**Troldekin(C):** Offspring of Trolde mothers. Evil men or women unable to reproduce. Regenerate as Trolde but at a slower 1 hit per round rate. Infiltrate mankind and work to strengthen their Trolde homelands. Treat as FM or MU limited to 6<sup>th</sup> level.

**Trow(C): AC 9 Move 9 HD 7** Filthy despicable underworld fae who collect and stockpile refuse. The garbage men of the deep down, have a mental link with members of the clean-up crew and command their activities. Will negotiate for junk and waste in large amounts. Equal to Enchanters.

**Tunnel Terror(N): AC 6 Move 6 HD 15** Ancient worms of the earth, their tunnels form cavernous complexes in the underworld. 30' to 40' long, 10' in diameter. Maws chew with rotating sword like fangs for 3 dice, swallow whole on a 20. Mind Melt power, target save or die screaming, range 20'.

**Twinkle Mold(N): AC 9 Move 0 HD 10** A non-mobile hazard immune to fire, cold and non-magic blows. Lightning deals double damage to it. Twinkle Mold hypnotizes men who view it and commands them to lay down in its mass which devours flesh at 3 dice each round.

**Twisted(C): AC 5 Move 9 HD 3** Undead. Withered wights with a berserk inducing touch. Save or attack random targets for 1d3 rounds.

**Umlok(C): AC 4 Move 9 HD 4** Brawny, stout Bogloids incapable of speech. Communicate with grunts, bellows and shield-banging. Capable but crude smiths, they oversee slave-worked underworld mines and prefer heavy maces, bludgeoning their foes for +1 damage.

**Viscoid(N): AC 6 Move 6 HD 9** Of underworld mire, Viscoids are intelligent fluids with bodies of collected muck. Can assume crude forms, becoming man-like in order to manipulate items. They despise Polypoids. Attack by item or fluid jet to 20'. If save is missed, fluid has entered the target, lose 1d6 hits per day until reduced to mud.

**Void Between(N): AC 9 Move 6 HD 9** Floating globe of void energy sent by Beyonders to this world. Will vanish to whence it came after devouring a dozen mortals. Immune to non-magic blows, and takes but 1 damage per die from all spells. Those it touches are disintegrated if saving throw missed.

**Warped(C): AC 5 Move 12 HD 3+1** Strange, destructive mutated elf-like fae-kind. Random mutation: super-fast, super-strong, super-tough, super-smart, super-pretty or super-accurate. Seek to collect brains for devious plots to overthrow all mankind.

**Watcher(C): AC 5 Move 9/15 HD 4** Squat flying monkey idols of stone, Watchers are only damaged by magic weapons or effects. They attack most everything they encounter using razor sharp talons on their "feet". Semi-intelligent, Watchers still show great cunning in their hunting methods.

**Wee Warrior(N): AC 5 Move 9 HD 2** The fighting Wee One. Diminutive winged fae-kind, greedy, devious, uncaring and opportunistic toward mortals. Heavily armed and armored to the point of non-flight. They wield daggers like swords. Despise Bogloids above all others.

**Wee Warlord(N): AC 4 Move 9 HD 3** The Wee One Leader. As above. All Warlords wield a Wee Sword (treat as a Dagger, +1 vs. Men, +2 vs. Bogloids and Broodlings) which is enchanted with a duration of 1 day.

**Wee Wizard(N): AC 7 Move 12/24 HD 2** The spell-casting Wee One. As above. Typical spells include Sleep, Charm, Invisibility, ESP and Knock. Wee Wizards will have 1d4-1 spells at their disposal when encountered. Will use flight to avoid melee if possible.

**Whisper-Wind(N): AC - Move -/6 HD 2** Clean-up crew. Large misty, damp mass of shimmering mystical air, up to 30'x10' in size. It dissolves flesh, bone and metal which it envelops at a rate of 1 die per round. Immune to physical attacks. Spells or flaming oil may damage it.

**White Coat(C): AC 9 Move 12 HD 4** Crazed, twitching men in white lab coats who perform their Lab Rat masters' bidding. Mutated mind slaves of their former experiments, White Coats are now ape-like super-humans. They often employ burning oil and acid grenades, and deal +1 damage in melee.

**White Worm(C): AC 2 Move 9 HD 18** Mythological serpent, the White Worm is 50' long and 8' in diameter. Regenerates 3 hits per round, and rejoins parts after slain. Bites for 3 dice, injecting deadly poison, constricts 1 target per round, save or incapacitated, for 3 dice. Only struck by magic weapons. Immune to cold. May roll twice for all saves, taking best result.

**Wirry-Cow(C): AC 6 Move 9/18 HD 5** Feather covered and winged, Wirry-Cows are non-intelligent tainted fae of the underworld, and may never venture into the daylight. They attack with taloned hands, each hit upon mortals turning the target into a scarecrow, save vs stoning to avoid.

**Wolf-Worm(N): AC 5 Move 12 HD 5** Foul White Coat experiment, a vile, shaggy cross of wolf and centipede, mutated to giant proportions. Fully 10' long, these non-intelligent monsters know no fear and fight to the death. On a natural roll of 12 or more they deal +3 damage.

**Wriggling Slime(N): AC 8 Move 6 HD 12** Massive globs of putrid, coagulated slime, their only attack is a jet of acid to 60', dealing 8d6, save vs breath weapon for no damage, armor must save or be ruined. No obstacle stops a Wriggling Slime in its pursuit of food. Blunt weapons deal 0 damage.

**Y'laath(C):** The slumbering master race resting in ancient vaults in the deepest levels of the Bleak Beyond. Their dreaming sleep is protected by the dungeons they constructed centuries ago. Perhaps one day they will awaken to see what their diabolical creations have wrought. These are the fabled "Bat Folk" of local legend.

## MONSTERS BY HIT DICE

<b>MONSTER</b>	<b>ALIGNMENT</b>	<b>AC</b>	<b>MOVE</b>	<b>HD</b>
Broodling	Neutral	7	6	½
Desiccated	Neutral	7	6	½
Bogloid	Chaos	6	6	1-1
Lab Rat	Neutral	7	9	1-1
Cadaver	Neutral	8	6	1
Doende	Any	*	*	1 to 6
Ghibling	Neutral	5	9	1
Irkling	Any	*	*	1 to 6
Troldekin	Chaos	*	*	1 to 6
Mol-Min	Neutral	6	9	1
Jackal	Neutral	8	15	1
Tak-Tak	Neutral	8	12	1
Thug	Chaos	7	12	1
Aelfar	Any	*	*	1+1 to 6+1
Dvergar	Any	*	*	1+1 to 6+1
Misfit	Law	4	6	1+1
Phlemok	N - C	5	9	1+1
Creepy-Crawlies	Neutral	8	6	2
Knohle	Neutral	4	9	2
Man-o-War	Neutral	9	-/6	2
Pirate	Chaos	5	9	2
Rotted	Chaos	6	9	2
Saristak	Chaos	5	9	2
Spider-Folk	Chaos	6	9	2
Wee Warrior	Neutral	5	9	2
Wee Wizard	Neutral	7	12 or 24	2
Whisper-Wind	Neutral	-	6	2
Illbog	Chaos	6	6	2+1
Lost Mariner	Chaos	7	9	2+1
Mantis-Man	Neutral	5	9	2+1
Nix	Chaos	7	9	2+2
Dingo-Man	Chaos	6	12	3

Fallen	Chaos	2	6	3
Maenot	Chaos	6	12	3
Mastiff	Neutral	5	9	3
Seeping Ooze	Neutral	8	6	3
Twisted	Chaos	5	9	3
Wee Warlord	Neutral	4	9	3
Amazon	Chaos	4	9	3+1
Bogbear	Chaos	5	9	3+1
Warped	Chaos	5	12	3+1
Chuckhole	Chaos	7	9	3+2
Hag	Chaos	8	9	4
Hungry Growth	Neutral	8	-	4
Moth-Man	Chaos	7	9 or 15	4
Psi-Clone	Chaos	5	9	4
Tainted	Chaos	3	12 or 24	4
Tomte	L-N	2	6 or 18	4
Umlok	Chaos	4	9	4
Watcher	Chaos	5	9 or 15	4
White Coat	Chaos	9	12	4
Brainy Ape	Neutral	5	9	4+1
Blob	Neutral	8	3	5
Drool	Chaos	4	12	5
Juggernaut	Neutral	5	6	5
Odd-Bug	Neutral	2	12	5
Pod Person	Chaos	7	9	5
Toad-Man	Chaos	7	6	5
Wirry-Cow	Chaos	6	9 or 18	5
Wolf-Worm	Neutral	5	12	5
Leper-Con	Chaos	3	6	5+1
Corrupted	Chaos	2	15 or 30	6
King Rat	Neutral	5	12	6
Living Statue	Neutral	5	6	6
One-Two	Chaos	6	12	6
Tenta-Bot	Neutral	5	12	6
Experiment-X	Neutral	4	12 or 18	6+1
Floating Horror	Chaos	4	6	6+1

Great Python	Neutral	7	9	6+1
Trolde	Chaos	4	12	6+3
Ashen Order	Chaos	2	12	7
Blighted	Chaos	7	9	7
Chicken Jack	Chaos	3	15	7
Chupacabra	Neutral	3	9 or 24	7
Czareet	Law	5	6	7
Deep Wyrn	Neutral	2	9	7 to 11
Dust Bunnies	Neutral	7	12	7
Hiisi	Chaos	7	9	7
Skellington	Chaos	3	9	7
Space Vapor	Neutral	-	- or 3	7
Trickling Muck	Neutral	9	3	7
Trow	Chaos	9	9	7
Huldra	Neutral	5	9 or 24	7+1
Draugr	Chaos	2	12	8
Flying Cow Head	Chaos	5	12	8
Jabberwocky	Chaos	4	9	8
Mercurial	Neutral	8	12	8
Mo-Mo	Neutral	2	12	8
Nisse	Chaos	7	9	8
Polypoid	Neutral	7	6	8
Sallow Jack	Chaos	3	12	8
Smart Algae	Neutral	7	-	8
Spriggan	Chaos	3	9	8
Star Rift	Neutral	9	6	8
Ess-Ess	Chaos	7	9	8+2
Beyonder	Chaos	5	12	9
Brain	Chaos	9	-	9
Eem-Ki Brood Queen	Neutral	2	-	9
Glitterglim	Chaos	7	9	9
Hilterbot	Chaos	2	6	9
Ice-Nix	Chaos	2	9 or 24	9
Lumbering Mass	Neutral	4	12	9
Mind Melder	Neutral	7	9	9
Viscoid	Neutral	6	6	9

Void Between	Neutral	9	6	9
Agudath	Chaos	2	15	10
Creeping Goop	Neutral	6	6	10
Idetheon	Chaos	3	6	10
Shambling One	Chaos	5	6	10
Skogsra	Chaos	3	9 or 24	10
Taldos	Chaos	3	9	10
Twinkle Mold	Neutral	9	-	10
Old Furry Feet	Chaos	4	12	10+1
Bloo-Goo	Neutral	6	12	12
Chegaralis	Chaos	2	12	12
Hasgorin	Neutral	2	6	12
Space Oddity	Law	2	15	12
Wriggling Slime	Neutral	8	6	12
Tunnel Terror	Neutral	6	6	15
White Worm	Chaos	2	9	18
Robot	Neutral	*	*	*
Y'laath	Chaos	?	?	?