

# BEASTIES II

**A Manual of New Monsters  
for your Original Edition Game**





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For Your  
Original Edition Game



*An elven scout spies on a goblin troop.*

**By Thomas Denmark**

Extra special thanks to  
Dave Arneson who gave us storytelling with rules,  
and to Gary Gygax who gave us rules with storytelling,  
and to Greg Stafford for making it all coherent.

# Beasties II

*First Edition*

A collection of monsters, creatures, strange beings, traps, and encounters compatible with the Original Fantasy RPG and similar systems.



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# How to use this book

**HD (HIT DICE):** The monster's hit dice. This is how many d6 are rolled to determine the creature's hit points. 3+3 means roll 3d6 and add 3 to determine the monster's hit points.

**AC (ARMOR CLASS):** This is the number required on a d20 to successfully "hit" the monster in combat. Some systems use a descending AC system, in this case subtract this number from 20 (for example an AC of 11 would be 9:  $20-11=9$ ).

**CONVERSION NOTE:** if you are playing BFRPG, add 1 to the AC shown.

**Atk (ATTACK):** This entry describes the number, type, and damage of a monster's physical attacks. Sometimes this is divided into Melee (ML) for combat under 10', and Ranged (RNG) for combat 10' and beyond.

**Move:** This entry gives the monster's movement rate.

**CONVERSION NOTE:** For OSRIC (1e), multiply this number by 10, and that's the OSRIC movement in feet. For BFRPG, multiply this number by three to get a "workable" movement rate in BFRPG's feet-per-round system. For more precision, common movement rate conversions are: 3=10ft, 6=20ft, 9=30ft, 12=40ft.

**Save:** This is what the monster saves as. By default monsters use the Monster Saving Throw chart, but some may use the saving throw charts of other classes.

**CONVERSION NOTE:** LL, OSRIC, WotRP, and BFRPG all use more than one category of saving throw. Either use the number as-is, based on the premise that it's close enough for government work (which it probably is), or use the appropriate monster saving throw (for a monster with this many hit dice) from the rulebooks of the game you play. If the game calls for some monsters to save as a "fighter," "cleric," or "magic user," pick whichever category seems to fit the monster best.

**XP (Experience Points):** This is the number of experience points gained for defeating the monster.

CONVERSION NOTE: “Challenge Level” is similar to the S&W system, and it doesn’t equate to monster “level” as used in OSRIC, LL, and BFRPG. Ignore the challenge level number if playing one of these other games. The experience point award for killing the monster is the same no matter which game you play.

**Special:** A list of the monster’s special powers, which are described in detail in the text.

Conversion notes for other game systems:

### **Colonial Troopers**

Monsters without supernatural or magical abilities can translate into Colonial Troopers quite well as is. They can be used as alien encounters on strange worlds. Otherwise devise “scientific” reasons for their abilities, or do not use them.

### **Guardians**

If your Guardians campaign uses magic all of the monsters in here can be used pretty much as is. Otherwise, remove or alter supernatural, undead, and magic creatures to fit your game.

### **Warriors of the Red Planet**

Strange Science can be a valid definition for some of the weird, magic using, or undead creatures in this book. Otherwise, use only the ones that fit your campaign.

### **Raiders of the Lost Artifacts**

There is always a need for strange encounters in a Raiders adventure. Depending on the level of magic the GM permits in the game, most of the creatures in the book can be used as is, and of course traps like Acid Shower are perfect.

### **Freebooters**

Since Freebooters is a historically accurate recreation of the pirate age, the creatures in this book don’t really fit except maybe Acid Shower, or possibly the Quetzal Lizard. But, if you’ve adapted fantasy elements into your pirate campaign then feel free to use any of these beasties as is.

\*This “How to use” section was borrowed liberally from the excellent **S&W Monster Book 0e Reloaded**, which is highly recommended.

# Acid Shower

*Trap*

**Diff** 16

**Dam** 2d6 + 1d6/turn for 1-3 turns

**Save** -2

**CL/XP** 3/200

**Special:** ruins armor

The Acid Shower is one of the most terrifying traps an adventurer can encounter. A caustic liquid sprays in a 10' radius, affecting everyone in the area. Victims will immediately take 2d6 points of damage and must save or take an additional 1d6 points of damage each round for the next 1-3 rounds.

The acid also destroys any armor and clothing the character is wearing.

Immediately removing armor and clothing will prevent the additional damage, but the armor will be ruined and unwearable.

A way to make a trap interesting is to combine it with an obstacle that triggers it. Roll on the table below.

## **1d6 Obstacle**

- 1 Boulder Blocking a Way
- 2 Loose Stones in the Way
- 3 Knotted Rope Across the Way
- 4 Spiked Chain with a Heavy Lock Across the Way
- 5 Iron Bars Block the Way
- 6 Pile of Debris in the Way

Way = Door, Passage, Entrance, etc.



# Blorc

*Humanoid Goblinoid*

**HD** 1

**AC** 11

**Atk** ML (1d6) or 2 claws (1d2)

**Save** 16

**Move** 9

**CL/XP** 1/15

**Special:** night vision, carrion stench (brood)

Goblins are fecund and can produce offspring paired with almost any other humanoid. These hybrids are usually sterile, but 1 in 10 is able to further reproduce with their own kind, they will be outcasts from both sides of their parentage so eventually they form their own colonies.

One such creature is the blorc. Half goblin, half orc. If it is possible they are even more disgusting than either of their parents. With a fierce and terrible attitude to match. They will pillage, loot, and kill anything they think they can get away with it.

They are also not too bright. And sometimes pick on beings that they should not have. This causes them no end of trouble.

The nest of a blorc is a foul den of matted fur, rotting carcasses, and shiny bits of things they have collected. There also might be 2-8 blorclings, small slimy offspring that emit a foul carrion stench. This stench generally wards off any intruders, but to those who dare to enter a blorc den must make a save or begin vehemently retching last night's dinner. This extreme nausea can render the victim at -1 to attack rolls for 1d3 rounds.



# Bugbearzerker

*Humanoid Goblinoid*

**HD** 5+1

**AC** 16

**Atk** 1 bite (2d4) or weapon (1d8+1)

**Move** 9

**Save** 12

**CL/XP** 5/120

**Special:** Surprise opponents, 50% chance, battlerage

Bugbearzerkers appear very similar to normal bugbears: large, hairy, goblin-like and stand 7-8ft in height. Despite their size they almost always get the chance to surprise even alert opponents with a roll of 1-3 on a d6 (50%).

If wounded in combat they will go into a rage and gain +2 to hit and will become resistant to spells like charm or sleep gaining +3 on any Save rolls. This rage does take its toll and the creature will collapse and fall into a near comatose state for 2-5 hours after combat, during which it can be easily slain, much as if it is under a Sleep spell.





# Drumpf

## *Aberration*

**HD** 6

**AC** 16

**Atk** ML (claws) 1d6x2

**Save** 13

**Move** 12 flying, 3 on foot

**CL/XP** 6/600

**Special:** babble, hypnotize

The drumpf appears to be some bizarre amalgamation of creatures, part vulture and part elephant and some other unsavory parts.

Once per turn the drumpf can babble without saying anything. This vocal babbling will sound like what the hearer wants to believe the drumpf is saying, if they fail a save. This can engender affection, dismay, or even outrage depending on the disposition of the listener.

Once per day the drumpf can hypnotize a victim that fails a save. They will fight for the drumpf for 2d6 rounds, even against their own friends and interests.





*A sorceress battles a drumpf in the ruins of Aric'Arem*

# Egren

*Giant*

**HD** 4

**AC** 18

**Atk** ML 1d6, RNG 1d4

**Save** 13

**Move** 12

**CL/XP** 6/400

**Special:** fly, mirror image, protection from normal missiles, shape change

In ages past a clan of Ogre Magi was separated by a great storm and isolated on a desert island whose only inhabitants were feral ogres. Over time they interbred and created a new hybrid known as Egren. They have some of the magical powers of their Magi lineage and all the brutishness of their feral ancestors.

They are nearly indistinguishable from common ogres except being a bit stockier and a little wiser eyed. Detect magic will uncover that they exude a faint magical aura. These ogres have a deep ruddy tint to their skin, short tusks protruding from their mouths, and stand 8 to 9 feet tall. They are somewhat more intelligent than normal ogres, and are found in isolated areas far from civilization, often they inhabit crude residences or dwell in ruins. They dress primitively with what they can find since they don't manufacture fabric, this means they often wear garments taken from their victims.

An Egren has the magical ability to invoke one spell-like effect at the beginning of a battle. This can be either protection from normal missiles (+4 AC vs. all non-magical missiles) or create a single mirror image of itself, as with the spell mirror image, the illusory double will disappear when it is hit.

Once per day an egren can shape change for 1-4 hours and appear like a normal adult sized humanoid like an elf or human. They're voice however remains unusually bass and gravely and the air will be slightly, but perceptibly cooler within a 10' radius of them. With great concentration an egren can magically fly very slowly with poor maneuverability, they cannot engage in combat while flying.

Female Egren are rarely seen, reports are that they are roughly the same size but dress more decoratively and have the same abilities.



# Fallid Einn (Fallen One)

*Fiend Demon*

**HD** 4

**AC** 18

**Atk** ML 1d6, RNG 1d4

**Save** 13

**Move** 12

**CL/XP** 6/400

**Special:** control lesser demons, insanity field, immune to non-magical weapons

The depths of the abyss will occasionally spew forth a monstrosity called Fallid Einn which means Fallen One in the elder tongue. These are unfortunate creatures that have fallen so deep into the darkness and chaos that they have gone beyond madness to a level of psychotic derangement inconceivable to the sane mind. Their only thought is of slaughter and vengeance at all times.

Any demon of lesser HD within sight of a Fallen One will immediately succumb to its utter and complete control. If there is good cause the game master may allow the creature to make a Save to resist a command.

A fallen one radiates a field of insanity. All within a 20' radius must make a Save or be affected. Opponents who succumb will have difficulty focusing and coordinating with allies and also suffer -2 to all attacks. Other demons will go into a berserker rage having +2 on all attacks, but suffering a -1 penalty to AC.

Fallen ones usually attack in hordes. It is not unusual to see groups of 10-40 all intent on murder.



# Gnomblin

*Humanoid Goblinoid*

**HD** 2

**AC** 16

**Atk** by weapon type ML 1d6, RNG 1d4

**Save** 14

**Move** 12

**CL/XP** 4/200

**Special:** night vision

When a goblin breeds with a gnome a sterile hybrid called a gnomblin can be the result.

A gnomblin has magical ability equivalent to double its hit dice (typically as a 4th level Magic-User). Gnomblins save vs. magic or wands with a +4 bonus. It is theoretically possible for individuals of even greater power to exist.

The Game Master can roll spells randomly or determine appropriate choices from the Magic-User spell list.

Typical Spells

**Level 1**

Charm Person

Protection from Evil

Sleep

**Level 2**

Invisibility



# Hoblin

*Humanoid Goblinoid*

**HD** 4

**AC** 18

**Atk** ML 1d6, RNG 1d4

**Save** 13

**Move** 12

**CL/XP** 6/400

**Special:** night vision

When a halfling couples with a goblin a sterile hybrid called a hoblin can be the result. These creatures tend to take some of the more noble aspects from their halfling parentage, but do gain sensitivity to light and the ability to see in the dark.

They also tend to be more feisty and courageous in battle than either of their heritages.

Unfortunately due to their unattractive appearance and the uncertainty whether they are Cruel (see Hoblin, Cruel) they are often spurned by the halfling community. Goblin clans will also rarely take them in. Thus they spend their lives on the outskirts of civilization, trying to survive, and hoping someday to find a community that will let them in.



THOMDEN

# Goblin, Cruel

*Humanoid Goblinoid*

**HD** 4+2

**AC** 18

**Atk** ML 1d6, RNG 1d4

**Save** 12

**Move** 14

**CL/XP** 6/500

**Special:** night vision, stealth

When a goblin breeds with a halfling a sterile hybrid called a hoblin can be the result. 1 in 10 of those will be born with a cruel demeanor. These vicious little monstrosities are cold, heartless, ruthless killers. They cannot adapt to society or a normal lifestyle and will live on the fringes. Stealing and murdering to survive.

Unfortunately for the majority of hoblins this reputation seems to have spread to all of them, regardless of how kind hearted, generous, or honorable the hoblin is.

Cruel hoblins are most often hermits, ambushing prey they believe to be susceptible. In some dire circumstances they will even eat halfling flesh.

They are extremely stealthy, only able to be detected on a 1 in 6, or even 1 in 8 in nighttime in the wilderness.

They collect any shiny little bits they can find and will have a nest lined with rags, matted hair, and scraps of things they've found or stolen. And while they may seem somewhat animal like they are actually deviously clever and will concoct vicious means to lure in prey.



# Imprisoned Fiend

*Fiend Demon*

**HD** 4

**AC** 18

**Atk** ML 2d4

**Save** 13

**Move** 12

**CL/XP** 6/400

**Special:** night vision, disguise, traitorous aura

An imprisoned fiend appears as a very attractive female or male (whatever gender the first character to see it is attracted to). They will hide out in dungeons, in locked rooms behind bars and will pretend to be a prisoner. They will plead to be set free, promising anything they think their potential savior may want like wealth, powerful magic, sex, or prestige.

Once freed they will be enthusiastically grateful, promising to provide the reward as soon as they are able. When possible they will be kind and helpful, though never going too far out of their way to aid. They will never actively do anything untoward, negative, or that harms the party they are with. But...

An imprisoned fiend emits an aura that gives +1 to all saves, +1 to hit, and +1 armor class to opponents within a 50' radius of the party they have attached to.

The fiend also will never attack except in self defense. If hard pressed in combat by their benefactors an imprisoned fiend will reveal its true self, sprouting large curving ram horns, skin turning deep red, and a spade tail bursting from its behind. Then it becomes a fearsome combatant out to destroy.

If killed the imprisoned fiend bursts in a shower of sulphuric dust and a mocking hollow laughter fills the air. Everyone within hearing range must save or take 1d4 points of damage and start bleeding from the ears, losing all hearing for 2d12 hours.



# Jaw-Bellied Demon

*Fiend Demon*

**HD** 6+6

**AC** 26

**Atk** ML 2d4x2 (claws), 2d6 (bite)

**Save** 13

**Move** 12

**CL/XP** 9/2,750 + 12/hp

**Special:** +1 or better magic weapon to hit, Insatiable hunger, Lie feeder, Aura of despair, Word of discord, Cursing blasphemies

These abominable creatures from the depths of the abyss have low intelligence but huge appetites. Their face is on their abdomen with a huge maw on their belly.

**Insatiable Hunger:** a jaw-bellied demon is filled with a never ending need to feed, once it spots any warm prey it will become ravenous and will have +2 on all attacks on that particular victim until it is dead, then it will begin feeding on it to the exclusion of noticing anything else. It then becomes vulnerable suffering a -2 penalty to AC.

**Lie Feeder:** any lie told within it's hearing range will temporarily give it 1d4 hp for the duration of this encounter.

**Aura of Despair:** anyone within a 20' radius of a jaw-bellied demon must save or suffer -1 to all attack rolls and -2 to all save rolls for the duration of the encounter.

**Word of Discord:** this takes 1 round to perform, all characters within hearing range who fail a save will not agree on course of actions with other player characters for the duration of the encounter. This must be carefully moderated by the GM.

**Cursing Blasphemies:** the language of a jaw-bellied demon is so foul it can cause those within hearing range who fail to save to suffer 1-3 points of damage and begin bleeding from their ears, they will be deaf for 1-6 rounds. This causes a -1 penalty to AC.



# Koblin

*Humanoid Goblinoid*

**HD** 1

**AC** 14

**Atk** ML 1d6

**Save** 18

**Move** 9

**CL/XP** 1/15

**Special:** night vision

Koblins are the offspring of a kobold and a goblin, and due to a strange genetic anomaly are greater than either of their parents. They will often grow up to rule the clan they are born into, if they are thrown out at an early age which happens more often than not.

Even though they are very light sensitive they do not suffer a penalty to hit in sunlight like their parents do.

Koblins are smallish creatures measuring around 5ft tall that inhabit dark woods, underground caverns, and the otherworldly realms of the fey. They have a thirst for battle and have the ability to encourage a troop of kobolds or goblins to increased fierceness in battle which endows a +1 to hit. Kobolds and goblins will also be of increased courage, rarely falling back or surrendering.

A koblin's lifespan is often two or three times that of a normal kobold or goblin. Due to this they are often revered as demigods after the generation they were born into passes away.



# Lurking Arachnid

*Beast Vermin*

**HD** 4

**AC** 18

**Atk** ML 1d6, RNG 1d4

**Save** 13

**Move** 12

**CL/XP** 6/400

**Special:** poison, web

The lurking arachnid is superb at lurking in the shadows and camouflaging itself. They cling to ceilings of dank, dark areas like dungeon passages.

They are difficult to spot, only visible on a 1 in 6 when actively searching.

It can shoot out its web in a 30' stream, anyone in its path must Save (add Dex adjustment) or be trapped for 2d8 rounds. Each round a Save (add Str adj.) can be made to break free of the web.



# Manticore, Ridgeback

## *Monstrosity*

**HD** 7

**AC** 16

**Atk** ML 1d4x2 (claws), 1d6 (bite), RNG 1d4 (tail spikes)

**Save** 12

**Move** 12/18 (fly)

**CL/XP** 9/850

**Special:** paralyzing poisonous spikes

A ridgeback manticore is a horrifying feral beast with bat wings, the face of a grinning mad man, a mouth full of sharp teeth, the body of a lion, and a spine ridged with poisonous spikes down to its tail.

The ridgeback manticore can hurl up to 3 of the spikes from its tail per round, at a maximum range of 180ft. On a successful hit the victim must Save or be paralyzed unable to perform any actions for 1-6 rounds. It only has 7-12 (1d6+6) spikes which will take 2d6 days to grow back.

A ridgeback manticore haunts rocky highlands and prefers to keep to itself. They create eccentric lairs where they collect the remains of those unfortunate enough to fall prey to it. They are also extremely intelligent and will speak the common tongue of the region they live in. Their thoughts, however, are dark and disturbing. To have a conversation with a ridgeback is to converse with madness.

This madness is contagious, and anyone who converses with a ridgeback must make a save + wisdom bonus or they will slowly descend into madness over the course of 2-5 days. It will manifest itself first as talking to oneself, and eventually they will become homicidal maniacs threatening the lives of their friends. This madness can be removed with a cure disease spell.



# Neo-Otyugh, Miniature

## *Aberration*

**HD** 4

**AC** 18

**Atk** ML 1d6x2 (tentacles), 1d4 (bite)

**Save** 12

**Move** 6

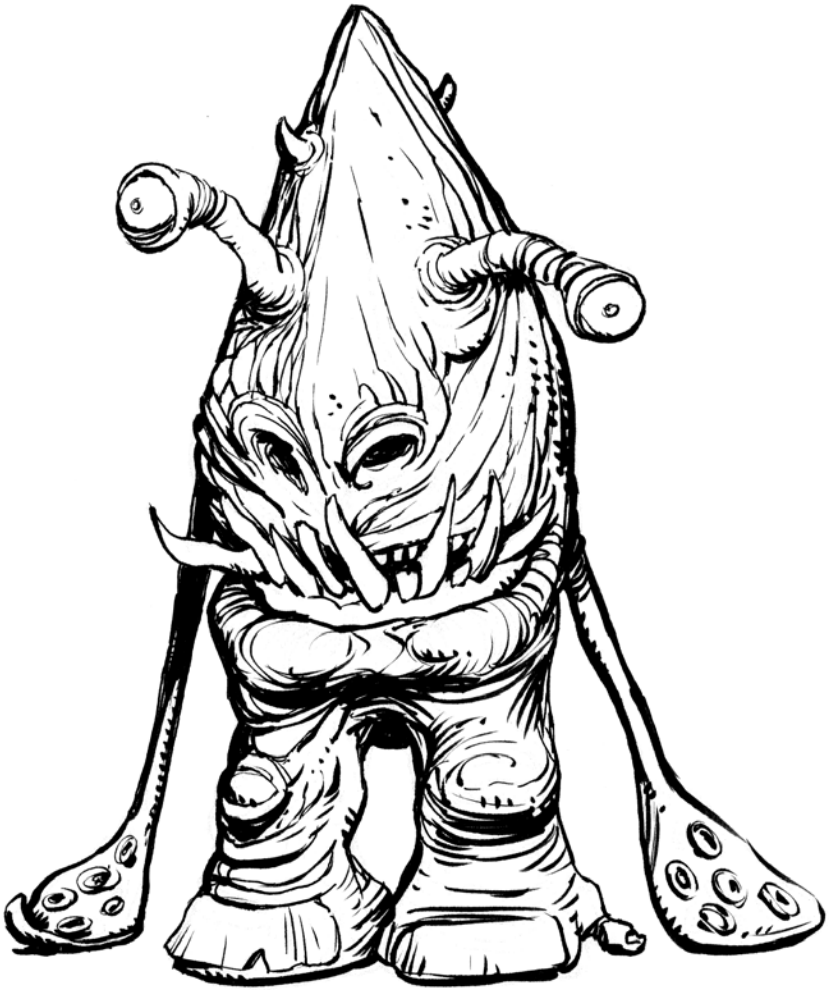
**CL/XP** 6/400

**Special:** disease

Miniature neo-otyugh are related to the common otyough, but can be far more dangerous because of how difficult they are to detect, 1 in 6 chance of spotting during a search. These tiny creatures are scavengers that live in dark, damp environments, often lurking in piles of garbage and excrement.

These strange creatures have stubby elephant like legs, a mass of wrinkled flesh, two eyes on flexible stalks, two razor sharp tentacles, and a mouth full of craggy teeth.

Anyone bitten by an otyugh's mouth has a 5 in 6 chance of contracting a fatal disease, save or die in 3d6 days unless cured. Unlike their larger counterparts they are wickedly smart and will work together to bring down large foes. Miniature otyughs use an emotional empathy to communicate with each other which they can send simple messages like danger, attack, and flee.



# Ogre, Miniature

*Giant*

**HD** 6

**AC** 15

**Atk** ML 1d6x2 (tiny fists), or by weapon type

**Save** 11

**Move** 9

**CL/XP** 9/1000

**Special:** Surprise opponents on a 1-5 when hiding

Miniature ogres have been ensorcelled and shrunk to a tiny size, yet they maintain their strength. The strange sorcery that miniaturizes them also compacts their brains into a more organized and intelligent manner making them relatively smart for an ogre.

Miniature ogres measure only a few inches high, so can be difficult to spot, particularly when they are hiding. At best there is a 1 in 10 chance of spotting.

The occasional wizard may have a token miniature ogre as a novelty, more often they are found in small packs of 2-12.

## **Caedman's Diminution Ensorcellment**

Spell Level: Magic-user, 4th Level

Range: 60 ft

Duration: Until dispelled

The target of this spell and any clothing or items they are holding when this spell is cast is shrunk to a tiny size of no more than a few inches high. Yet they retain all their abilities, including strength. It has the side effect of increasing intelligence by 1-2 points. The target radiates an aura that can be seen with detect magic, and they remain tiny until a dispel magic is cast on them.



# Pegasoar

*Celestial*

**HD** 4

**AC** 13

**Atk** 1d8x2 (talons)

**Save** 13

**Move** 24/60

**CL/XP** 4/120

**Special:** flying

A distant relative of the pegasus, a pegasoar is a horselike creature with wings instead of front legs, and eagle like talons on it's back legs. They are extremely graceful in flight and more swift than most other large winged beasts.

They are even more difficult to train than a pegasus and not as large or strong, they can only carry a light unarmored rider. Even though they are generally peaceful animals they can be trained to be fierce. Once they bond to an owner they are exceedingly loyal and protective.





# Quetzal Lizard

*Beast*

**HD** 2

**AC** 13

**Atk** ML 1d6 (spiked tail)

**Save** 11

**Move** 12

**CL/XP** 2/150

**Special:** poisonous ooze

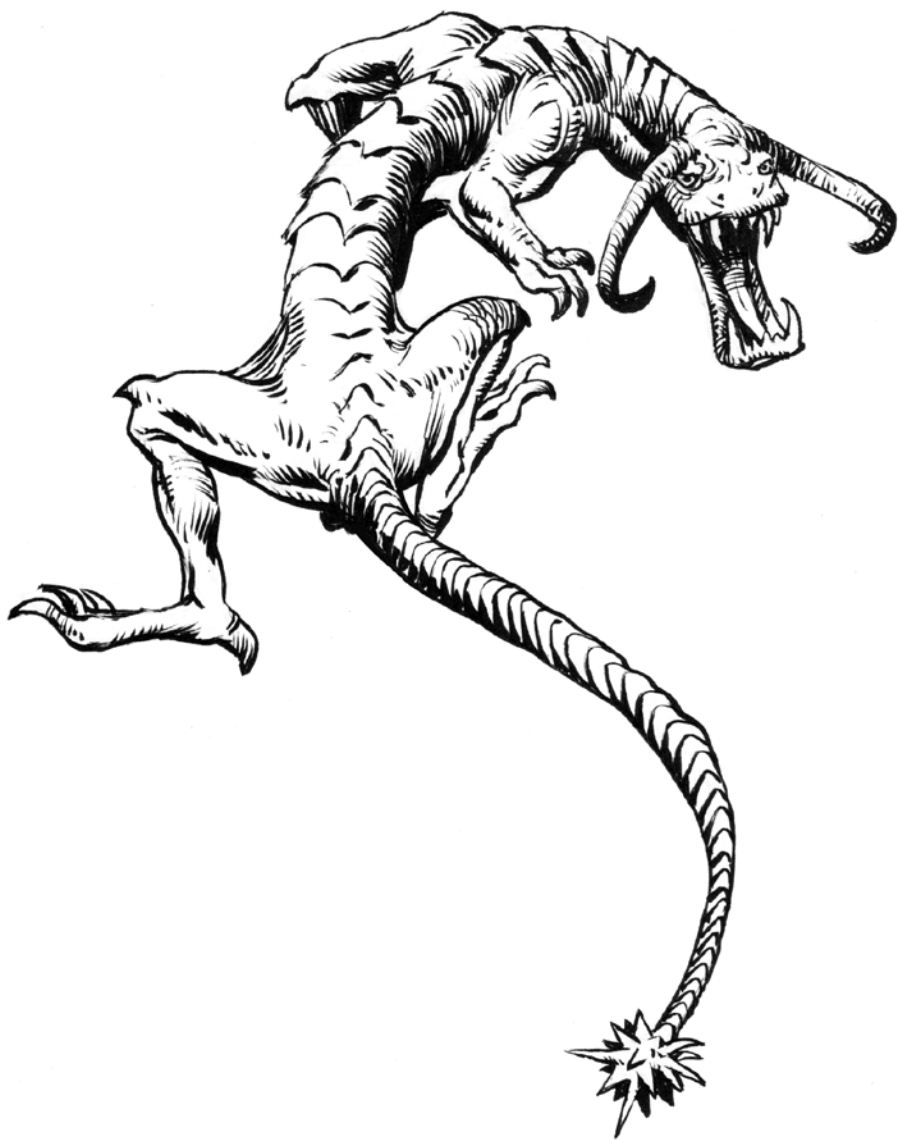
The quetzal lizard is a long, wiry creature with forward curved horns, a mouth full of sharp dagger like teeth, and a spindly tail that ends in a spiked ball. They come in a variety of colors from deep red to lime green.

It does not use its teeth or horns to attack with, preferring to face away from an opponent and swing its spiked tail which has a 10' range.

The quetzal lizard oozes a sweet smelling acidic poison that gives its body a slight glistening look. This poison tends to splatter when the creature is struck. On any successful melee attack the attacker may be splattered and will have to make a saving throw or take 1d6 points of damage.

A successful ranged attack can also cause the poison to splatter, and anyone within 10' of the creature will have to make a saving throw.

Quetzal lizards are found in warm damp climates. They prefer shady or dark places. Rarely do they make sounds, but during mating season the males can sometimes be heard to give a sharp, piercing cry that is returned by a low mournful howl by a female.



# Rotting Revenant

*Undead*

**HD** 5

**AC** 15

**Atk** ML 1d6+1

**Save** 14

**Move** 12

**CL/XP** 7/500

**Special:** 1/2 damage from blunt weapons, immune to piercing weapons, cutting weapons may get stuck.

Rotting Revenant are undead that have dwelt in a humid area so long that their flesh has turned soft, rotten, and dripping from their bones. The remaining bits are rubbery, sticky, and durable.

This rubberiness makes blunt weapons ineffective only doing 1/2 damage against them as the creature will just reform after the blow. Piercing weapons have no effect. Slicing weapons have normal damage, but may get stuck in the sticky grotesque corpse if a 1 is rolled on the damage roll.



# Shahatha

*Aquatic Humanoid*

**HD** 4

**AC** 18

**Atk** ML 1d6, RNG 1d4

**Save** 13

**Move** 12

**CL/XP** 6/400

**Special:** Magic resistance 80%, breathe water, sonar, sea-song. Females have spells (see below)

Shahatha are an elder race of sea people. They are predecessors of the triton and the merfolk and cousins to ancient kuo-toa and sahuagin. They appear to be an amalgamation of human and fish with shark-like teeth. They have large radial fins from the top of their head to the end of their tail reminiscent of a sailfish. The legs and feet end in large flippers. They have long curved claws on their hands and membranes that stretch from their elbow to their hip that helps them swim swiftly and navigate in turbulent water. The males are almost faceless while the females have colorful plumage and attractive but cruel visages.

They live in salt water at considerable depths, and rarely come to the surface world except on rare occasions to plunder and capture slaves. These beings are thoroughly chaotic/evil. Their society is highly organized, and their lairs are often guarded by sharks or other fearsome sea monsters. Some shahatha may have entangling nets used to ensnare opponents.

Shahatha are similar to mermen and tritons, but with a more fishlike and cruel appearance. They are a much more magical race entirely and are very resistant to magic (80%).

They have sonar which allows them to see regardless of how dark it is, and a sea-song that summons giant sea creatures within a mile radius to their aid (usually arriving in 2-8 rounds) and can cause panic in normal sea animals. The females are the leaders and have spell casting powers. Treat females as 5th level magic-users (Spells: 4 x level 1, 2 x level 2, 1 x level 3).

**Level 1**

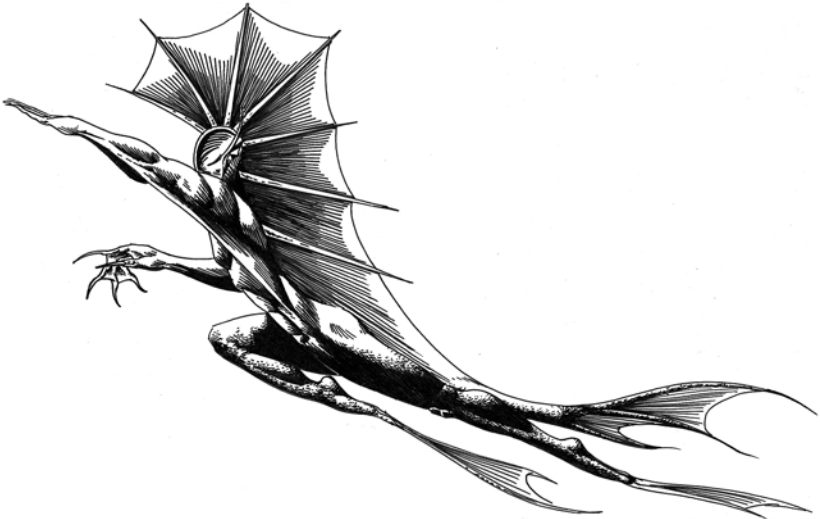
Charm Person  
Magic Missile  
Protection from Good  
Shield  
Sleep

**Level 2**

Darkness, 15 ft Radius  
Detect Good  
ESP  
Invisibility

**Level 3**

Haste  
Hold Person  
Slow



# Torchiere Corpse

*Undead*

**HD** 4

**AC** 18

**Atk** ML 1d6, RNG 1d4

**Save** 13

**Move** 12

**CL/XP** 6/400

**Special:** infernal radiance, rage, life drain, random multiple attacks

The torchiere corpse is an ultra rare and unusual undead creature that can only be created under bizarre circumstances. When freshly deposited bodies of giants are partially cremated, when the currents of dark magic are strong, the soil is cursed, the night sky is moonless, and rotting flesh of an once animated carcass is sprinkled on the bodies, a torchiere corpse might be formed on a roll of 1 on d100.

In this case evil bodiless souls in search of flesh to inhabit can form the ashes into a monstrous giant beast. The souls will vie for their piece of the undead creature and a flaming hot conglomeration of giant body parts will arise hungry and full of rage.

**Infernal radiance:** a torchiere corpse continually radiates an unbearable heat in a 30' radius. The closer one gets the more unbearable the heat is. Save each turn or take 1hp damage within 20' and 2hp per turn within 10'.

**Rage:** once a torchiere corpse is attacked it may become enraged and have +1 to hit on all attacks.

**Life Drain:** on a successful hit the victim must Save or take an additional 1hp damage, this confers 1hp of healing to the torchiere corpse.

**Random Multiple Attacks:** each turn the torchiere corpse gets an additional 1d4 melee attacks as various souls vie for control of the conglomeration of body parts to attack with.



# Underclawed Prana

*Aquatic Beast*

**HD** 1

**AC** 18

**Atk** ML 1d4

**Save** 13

**Move** 12

**CL/XP** 1/100

**Special:** entangle strike

The underclawed prana appears to be a normal, if somewhat spiky, fish with spindly legs. They tend to live in schools of 5-20 (1d4x5) and lurk in murky waters, stagnant pools deep in dungeons, or in primordial swamps. They can survive for short periods out of water as they crawl to a new body of water.

These ravenous creatures are deadly in close proximity (within 5') as they can shoot out a clawed tongue to entangle potential prey. On a hit the victim must make a save (add Dex bonus) to avoid entanglement. If the save is failed they will have one round to attempt to beat off the prana, any successful melee attack will do.

If still entangled after one round the rest of the school will then swarm upon the victim and quickly devour it in 2-5 rounds. They may take longer to chew through metal armor (add 2d6 rounds for chainmail or above), but anything less will not deter them.





*Mermaids find the remains of an underclawed prana swarm victim.*

# Vulture Harpy

## *Monstrosity*

**HD** 4

**AC** 13

**Atk** 2 talons (1d4) and weapon (1d6)

**Move** 6 (Fly 18)

**Save** 13

**CL/XP** 5/120

**Special:** Flight, Siren-song, Charm

Vulture harpies have the upper torso of a human female, but their face, lower body, and wings have the sickening appearance of a vulture.

The vulture harpy is a much fiercer, tougher cousin to the common harpy. From a distance they appear very similar, but up close their fearsome countenance and unholy gaze is unmistakable. They let out a blood curdling screech as they attack their prey. This screech is alluring yet causes terror, make a Save or be at -1 to all attack and save rolls for 2d8 rounds, and the victim will be drawn to the harpy.

The harpy's touch casts the equivalent of a charm person spell (saving throw applies, and only once per victim).



# Watery Death

*Enchanted Trap*

**HD** 4

**AC** 18

**Atk** ML 1d6 +1d4 per round

**Save** 13

**Move** 0

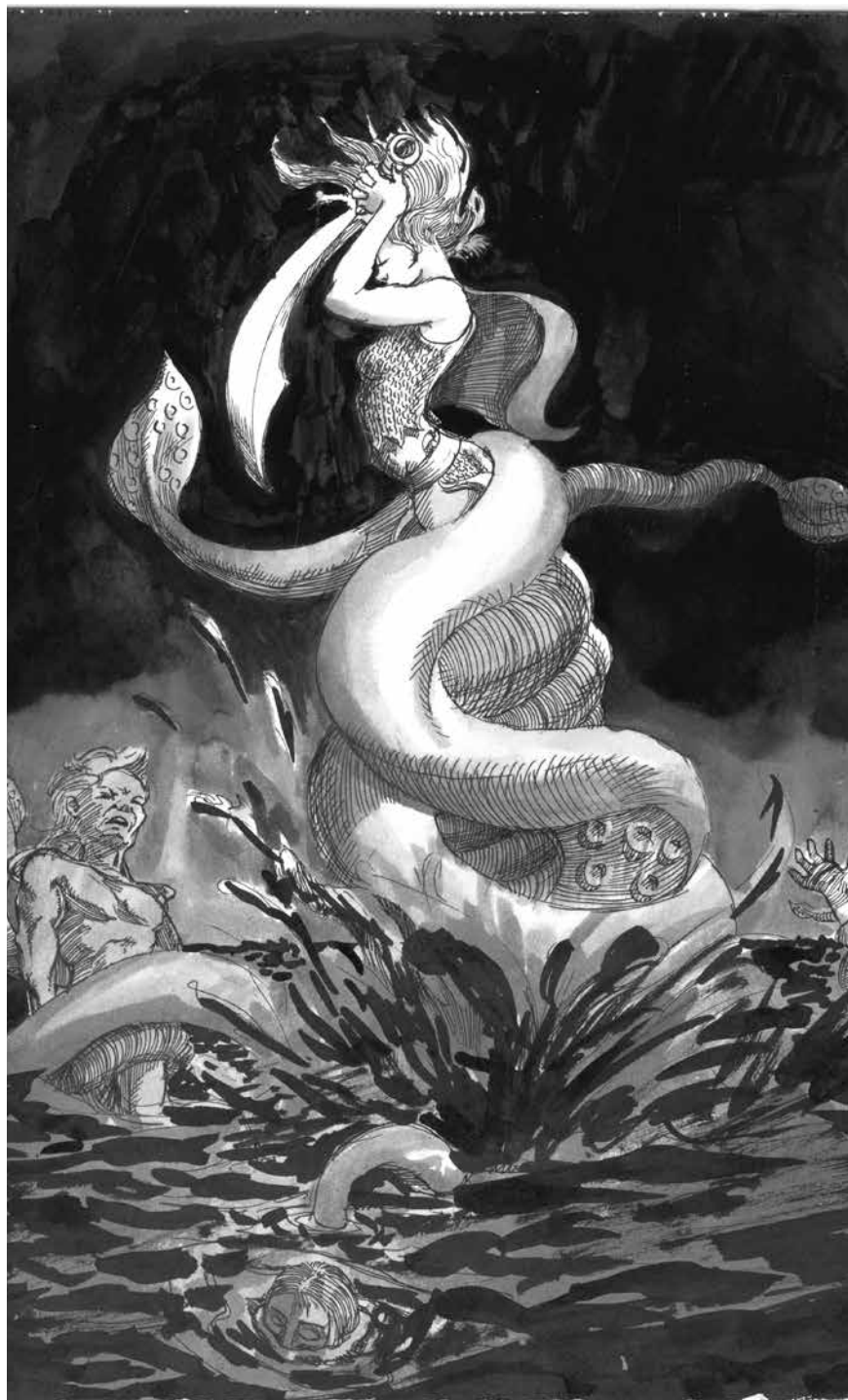
**CL/XP** 6/400

**Special:** entangle, lure, paralyze

Stagnant water left in the dark too long in the presence of evil and black magic can become enchanted and give birth to a watery death.

This tentacled aquatic horror lurks just under the stagnant pool. It has scales that shimmer and look like pieces of gold which it uses to lure adventurers to it.

When players see the dark, oily, eerily still water they can make an attempt to detect the horrors that lurk underneath, but it is extremely hard to see; only a 1 in 10 chance. If they fail to detect the watery death the beast will have the initiative and catch the characters by surprise. And those who fail to detect the watery death must make a save at -2 or they will notice what appear to be gold coins under the water and will be lured to move into the water and attempt to collect the coins. Once they are within striking distance the watery death lashes out with its paralyzing tentacles and entraps the victim. On a hit the target must Save or be paralyzed for 1-4 rounds. While paralyzed they are helpless as they are pulled under the murky water where they will drown in 2-8 rounds if they do not break free and get air. Breaking free from entanglement requires a save vs. strength.



# Xeraph

*Celestial*

**HD** 14

**AC** \* (untouchable)

**Atk** 0

**Save** 5

**Move** 24

**CL/XP** N/A

**Special:**

**Mind Reading:** a xeraph can read the thoughts of any intelligent creature within its range of sight.

**Intangibility:** a xeraph cannot be seen or touched, though they can choose to be visible for brief periods of time.

Also known as The Observers, xeraphs are special envoys from the higher realms, the xeraph is a creature that records a person's actions and events around him or her on eternal scrolls. It is a dispassionate observer interested only in writing down events as they unfold.

The work of the xeraph is to write down and record every action, thought, or feeling a person has each day. It figuratively sits unseen on the shoulder and records all deeds.

The scroll on which the xeraph writes is the cumulative record of a given person's deeds. After that person's death, the scroll is closed and placed in a great library in the higher realms.

These celestials are not guardian angels, they take no action to either help or hinder a person in any way. However they do have vast knowledge, and there may be ways to tap into that knowledge.

Some are assigned to an area rather than an individual.



# Yellow Ooze

Ooze

**HD** 1

**AC** 10

**Atk** ML 1

**Save** 13

**Move** 3

**CL/XP** 1/40

**Special:** infect undead

Yellow ooze is a mindless fungus that inhabits dark and damp regions, like dungeons, where it can feed on the corpses of unlucky creatures.

And it infects undead creatures.

An undead creature infected with yellow ooze will have oozing yellow puss dripping from open sores. The undead will have additional strength giving it +1 hit and damage bonus, and 2-8 additional hit points, and it gains a regenerate ability of 1hp per round.

Even if the undead is killed the yellow ooze will still be alive and will seek out a new host, slowly gathering itself and then moving at a rate of 3 toward any crevasse it can get into.

The only permanent way to destroy a yellow ooze is to drown it in very strong alcohol, so dousing its undead host at the beginning of combat could be a good strategy.

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# Zoblin

*Humanoid Goblinoid*

**HD** 1

**AC** 13

**Atk** ML 1d6+1

**Save** 17

**Move** 12

**CL/XP** 2/100

**Special:** anti-magic field, immune to mind control

A zoblin is an average 4' tall goblin who has been ensorcelled by a dark wizard to obey it's every command. A veritable zombie. This magic also empowers them and turns them into a far more dangerous foe than the average goblin.

Zoblins are immune to sleep, charm, and other mind control spells cast by anyone other than their master.

They generate an anti-magic field in a 5' radius, so magic items have little power near or on them, in particular magic weapons have no bonus.

Unlike regular goblins they do not suffer a penalty in sunlight. They may be found in any terrain their master commands them to and are often used as low level guards or as distractions and nuisances while the wizard prepares for a confrontation or his escape.

## **Create Zoblin**

Spell Level: Magic-user, 5th Level

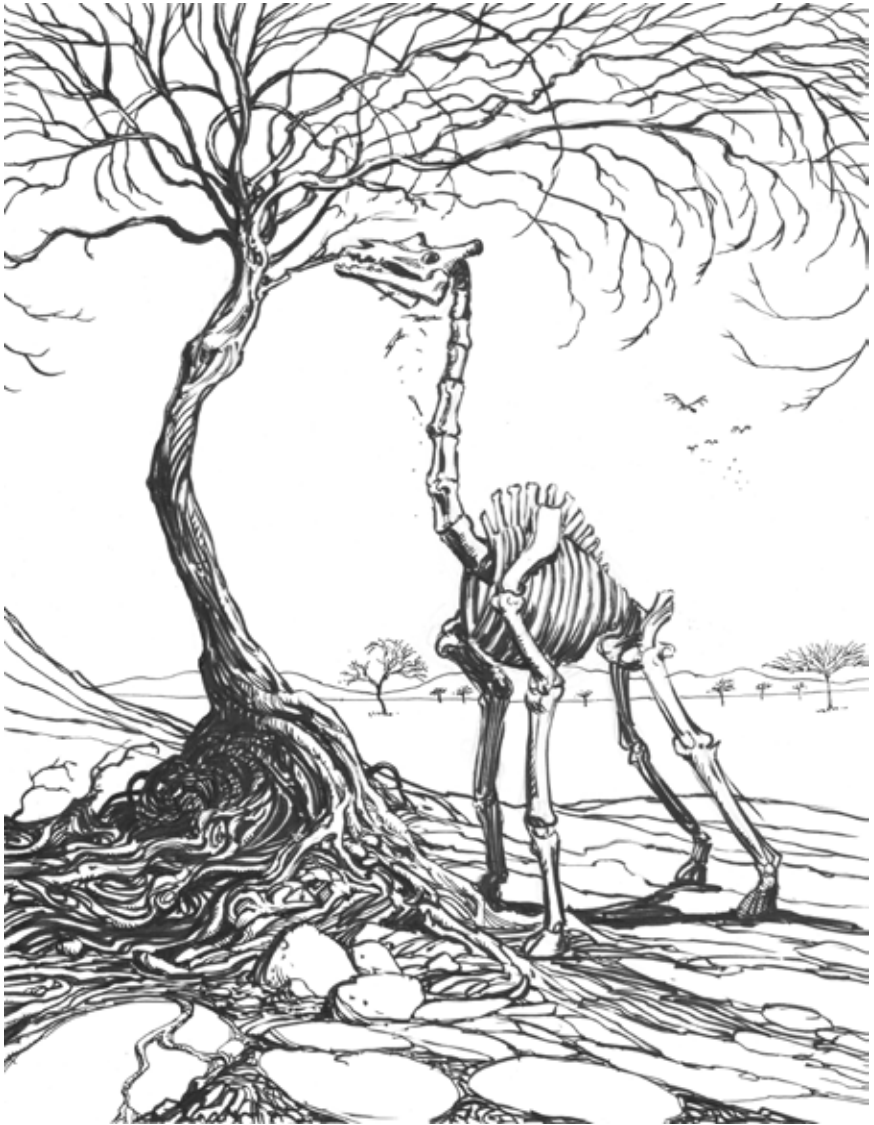
Range: 120 ft

Duration: Until dispelled

This spell only affects goblins. If the spell succeeds (saving throw allowed), the unfortunate creature falls under the caster's complete and utter control. The zoblin will obey every command of the caster without question regardless of mortal danger. The zoblin is immune to sleep and any mind control from anyone other than the caster. They also gain anti-magic field 5' radius, and have no penalty in sunlight.



*Demond*



*An undead giraffe tries to satiate its unbearable hunger by feeding on the dry limbs of a dead tree.*

*In the lands of gloom undead creatures are cursed to roam, seeking for those things that brought them happiness in life. They exist forever unsatisfied in this barren wasteland.*

### **Undead Giraffe**

**(HD: 4 AC: 15 Atk: 2d4 Save: 12 MV: 12" CL/XP: 4/200)**

# Non-Player Characters

Conversion Notes for NPC's.

Converting monsters to other systems isn't all that difficult, and in most cases can be used as-is, but NPC's can be much more difficult.

Every system varies widely in class abilities and ability scores. It would be exhaustive to create a comprehensive conversion system, or to list multiple stat blocks for each NPC. That could be a whole book in itself.

This table below gives a comparison of ability scores from the original edition up to the latest. Editions since 3rd have remained the same. This can come in handy when using any of these NPC's with your preferred system. These NPC's here use the **Basic Edition** modifiers.

Ability Modifier Comparison by Edition							
	Original Edition	White Box S&W	Core Rules S&W	Holmes	Basic	1st Edition	3rd+ Edition
Score	Modifier	Modifier	Modifier	Modifier	Modifier	Average Modifier	Modifier
3	-1	-1	-1	-1	-3	-3	-4
4	-1	-1	-1	-1	-2	-2	-3
5	-1	-1	-1	-1	-2	-1	-3
6	-1	-1	-1	-1	-1	-1	-2
7	-1	0	-1	-1	-1	0	-2
8	-1	0	-1	-1	-1	0	-1
9	0	0	0	0	0	0	-1
10-11	0	0	0	0	0	0	0
12	0	0	0	0	0	0	1
13	1	0	1	1	1	0	1
14	1	0	1	1	1	0	2
15	1	1	1	1	1	1	2
16	1	1	1	1	2	1	3
17	1	1	1	1	2	2	3
18	1	1	1	1	3	3	4

*1st (and 2nd) Edition modifiers are all over the place, so these are averaged here. All editions of "Basic" after the Holmes edition have the same modifiers (including Red Box, Cyclopedia, and Classic)*

# Colonel Redcap

*Battle Gnome, 6th level Fighter, Chaotic Good*

**CR/XP** 6/240

**Size** S (1'0")

**HD** 6d4; hp 24

**Init** +1

**Spd** 30 ft.

**AC** 14

**Atk** +2 Armored Fist (1d4)

**Save** 9

**Special:** battle tactics, strategic planning, invisibility & mirror image

Str 9 (0), Dex 14 (+1), Con 13 (+1), Int 15 (+1), Wis 17 (+2), Cha 18 (+3)

During the great Gnome-Goblin war of 576 many gnomes took on the mantle of soldiers and became battle hardened. Even though war is against their generally peaceful and family-loving culture.

One legendary gnome soldier was Sven Karlson, or Colonel Redcap as he came to be known. Colonel Redcap was a grisly war veteran who rose to the ranks of commander of a legion of gnome soldiers. He was instrumental in the victory over the goblins at the crucial battle of green river valley which many consider to be the turning point of the war in the gnome's favor. Colonel Redcap has a number of unusual special abilities that make him a valuable ally and dangerous foe.

**Invisibility & Mirror image:** Colonel Redcap can simultaneously cast invisibility and mirror image so that his invisible real self can move to a safe location, while his mirror image dashes off in a different direction to deceive opponents. Oddly, fellow gnomes can still see the 'invisible' colonel.

**Battle tactics:** any gnomes within sight of Colonel Redcap will have +1 to all attacks and Save rolls.

**Strategic planning:** if given time before an operation Colonel Redcap can endow his co-conspirators with +1AC and +1 to Save rolls for 1d4 hours after the planning session.



# Durel Stronghammer

*Dwarf Lord, 7th Level Fighter, Lawful Neutral*

**CR/XP** 7/280

**Size** M (5'0")

**HD** 7d8; hp 54

**Init** +1

**Spd** 40 ft.

**AC** 18 (chainmail + shield)

**Atk** +2 Armored Fist (1d4)

**Save** 8

**Special:** Detect gold 50'

Str: 17 (+2), Dex: 13 (+1), Con: 19 (+3), Wis: 12 (+0), Int: 10 (+0), Chr: 10 (+0)

**Equipment:** Holy warhammer of Sinder (+5 to hit & damage, double damage to goblins)

**Durel Stronghammer** was born into a life of luxury beneath the High Mountains. Seventh son of Thane Garrenhaul Stronghammer, he was not wanting for material wealth. In his younger days he strove for recognition, often finding himself in the shadow of his brothers. He trained hard, if not harder than each of them, mastering the art of combat and wielding his mighty hammer with ease. As he grew older stories of his brother's accomplishments grew more and more grand, finding them returning with the head of some beast or another, alongside carts of gold and riches. He hid in the darkness whenever they returned, ashamed of his own inadequacies and fearful if they saw him they would mock him. But then a miracle happened. In a tragic attack on a dwarf stronghold Durel's uncle Reginfal perished defending his people. This left his nine year old cousin alone as his mother had died some years earlier. Garrenhaul was growing old, and knew he could not care for the boy as he needed, and all his sons were off in other kingdoms. All of them, except Durel. The boy was given to Durel as a ward and apprentice, a challenge for Durel to prove himself and to care for a family member. He accepted with nervous excitement, welcoming the boy named Angril into his care.

Eager to prove his worth as a warrior and to give Angril the opportunity for greatness he feels he was denied in his own childhood, Durel now travels the world with the boy. They each grow and train together, mastering their own crafts and finding solace in each others company.



# Angril Stronghammer

*Dwarf Prince, 6th Level Fighter, Lawful Neutral*

**CR/XP** 6/240

**Size** M (5'0")

**HD** 6d8; hp 48

**Init** +1

**Spd** 40 ft.

**AC** 16 (leather + Belt of Grimnar)

**Atk** +3 battlaxe (1d8)

**Save** 9

**Special:** good reputation among dwarves

Str 16 (+1), Dex 13 (+1), Con 17 (+2), Int 10 (+0), Wis 12 (+0), Cha 13 (+1)

**Equipment:** Mighty belt of Grimnar (+4 AC)

Angril was born the last child of Reginfal Stronghammer who was brother of Garrenhaul the Thane of the High Mountains. When his father died he came under the care of his older cousin Durel Stronghammer under whose guidance Angril has learned to become a great warrior and has become something of a folk hero to the dwarves of the High Mountains of Sinder.

He is antsy and gets bored easily. He believes he has a great destiny and can be the one to unite the clans of dwarves under one banner.

When he sets his mind to something he is relentless in achieving it no matter what gets in his way.

He considers the tools he inherited from his father: a battle axe, a long knife, and the Mighty Belt of Grimnar the god of the forge, to be symbols of his past so that he will never forget his roots.

Deep in his heart he holds a belief that he deserves to be the Thrane of all the dwarves and should rule them with an iron hand. But he also believes in fairness and that no one should get preferential treatment before the law, and no one is above the law.



Denmark  
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# Nektar Oranlan

*Elf, 6th Level Magic-User, Neutral Evil*

**CR/XP** 6/240

**Size** M (5'2")

**HD** 6d4; hp 28

**Init** +2

**Spd** 40 ft.

**AC** 14 (fortified robes)

**Atk** +2 darts (1d4)

**Save** 10

**Special:** read magic, cast spells, immune to charm & sleep.

Str 8 (-1), Dex 18 (+3), Con 15 (+1), Int 17 (+2), Wis 14 (+1),  
Cha 18 (-3)

**Equipment:** Tiara of arcane enhancement (-1 to Saves against her spells)

**Spells** 4/4/2

Level 1: Charm person, Magic Missile, Protection from Good, Read Magic

Level 2: Darkness 15' Radius, ESP, Phantasmal Force, Web

Level 3: Fireball, Lightning Bolt, Slow

Nektar was born to a noble house of elves, but her parents were killed in a political struggle and she fled. As a young orphaned elf life was difficult, but she took residence with a witch who took her in as an indentured servant. In return she learned how to read magic and cast spells.

She is obsessed with her personal appearance and always looks her best and wears the most fashionable dress available. She expects to be respected and her authority as a powerful mage recognized. Anyone who disrespects her will lose her favor, forever.

As a descendant of a royal elven family she believes most to be beneath her, she does not hide her contempt.



# Groluk Noggart

*Ogre, 3rd level Fighter, Chaotic Neutral*

**CR/XP** 3/160

**Size** M (6'6")

**HD** 3d8; hp 36

**Init** +1

**Spd** 40 ft.

**AC** 12 (leather)

**Atk** +3 club (1d6+2)

**Save** 12

**Special:** toughness (-1 damage when hit)

Str: 17 (+2), Dex: 13 (+1), Con: 18 (+3), Wis: 12 (+0), Int: 10 (+0), Chr: 8 (-1)

**Equipment:** Black Claw +1 to hit and +2 damage..

Groluk was orphaned by his ogre parents when they were killed by orcs, he was found and raised by goblins.

He grew strong, and being smarter than a typical ogre he soon came to defeat the chieftain and gain command of the entire goblin clan. His clan has grown so strong that he is now a threat to the other goblin clans and is in position to become the goblin lord over all the clans.

Black Claw is a club embedded with razor sharp shards of obsidian that has some kind of minor enchantment on it.



# Isaina Syd'ar

*Human, 4th level Magic-User, Neutral Good*

**CR/XP** 4/220

**Size** M (5'8")

**HD** 4d4; hp 12

**Init** +1

**Spd** 40 ft.

**AC** 12 (leather)

**Atk** +1 darts (1d4)

**Save** 12

**Special:**

Str: 11 (+0), Dex: 13 (+1), Con: 12 (+0), Wis: 14 (+1), Int: 18 (+3), Chr: 14 (+1)

**Equipment:** girdle of stealth, this confers near invisibility for 3d6 turns. It takes half a day to recharge.

**Spells**

Level 1

Protection from Evil

Read Magic

Sleep

Level 2

Locate Object

Mirror Image

Isaina has always been an outsider. She would rather talk to animals than humans. When she does make friends she is incredibly loyal and close. She always thinks about how her actions can lead to the greater good, and she believes it is each individual's responsibility to bring more happiness into the world and reduce suffering.

She often has visions and haunting dreams of a coming disaster. She is driven to prevent these from really happening.

She is a bit too enamored with ale, wine, and intoxicants and is occasionally willing to try out new experiences.



# Takra Sithandra

*Human, 5th level Thief, Neutral Evil*

**CR/XP** 5/260

**Size** M (5'4")

**HD** 5d4; hp 19

**Init** +2

**Spd** 40 ft.

**AC** 12

**Atk** +1 dagger (1d4)

**Save** 11

**Special:** Climb Walls (89%), Pilfer (35%), Hear Sounds (4 in 6), Hide in Shadows (30%), Move Silently (40%), Open Locks (30%)

Str: 11 (+0), Dex: 17 (+2), Con: 13 (+1), Wis: 12 (+0), Int: 17 (+2), Chr: 13 (+1)

**Equipment:** gem of enhancement (+16% to one thieving ability once per day), feather of flying

Takra was born into a traveling caravan of entertainers and fortune tellers. She learned how to con people out of their money, how to manipulate dull witted people, and to lure men to their doom with her good looks.

She lies about anything for no good reason other than it amuses her to delude people. She is very creative though, and never runs the exact same con job twice.

She feels a great debt to her mentor, who was a rotten person and very good at swindling until he ran one con too many on the wrong person. Now he sits rotting in jail in the capitol city.

She can be brave, but is more likely to preserve her own hide when the going gets tough.

Lately she has learned it can be lucrative to insinuate herself into people's lives to prey on their weaknesses and insecurities to swindle them out of their fortunes.



# Elanya the Lich Tamer

*Human, 9th Level Magic-User, Lawful Good*

**CR/XP** 9/360

**Size** M (5'6")

**HD** 9d4; hp 36

**Init** +1

**Spd** 40 ft.

**AC** 12

**Atk** +3 dagger (1d4)

**Save** 7

**Special:** Speak with the Dead

Str: 12 (+0), Dex: 13 (+1), Con: 16 (+2), Wis: 13 (+1), Int: 19 (+3), Chr: 14 (+1)

**Spells** 4/3/3/2/1

Level 1: Detect Magic, Protection from Evil, Read Magic, Read Languages

Level 2: Continual Light, Detect Evil, Strength

Level 3: Darkvision, Dispel Magic, Haste

Level 4: Remove Curse, Wizard Eye

Level 5: Animate Dead

**Equipment:** gem of mystic sight (see into any area within a 100' radius), scepter of command (undead of 9 or less HD must save or obey), amulet of protection (+4 AC vs. undead), bracelets of arcane energy (recast any 1 used spell), demilich skull that obeys her

Elanya is a 9th level magic-user who has specialized in the dark arts of necromancy and learned the **Way of the Lich**. Without the intention to ever become one, but to master and understand the arts that create a lich in order to have the power to defeat or even control them.

**Speak with the Dead:** the lich tamer can converse normally with any undead.



# 12 Minor Monsters

Need an interesting diversion or small encounter to spice up a slow moment in the game? Here are 12 little beasties to mix things up. Unless otherwise noted each of these has **1hp, AC 10, Save 18, 1hp dam** on an attack at most.

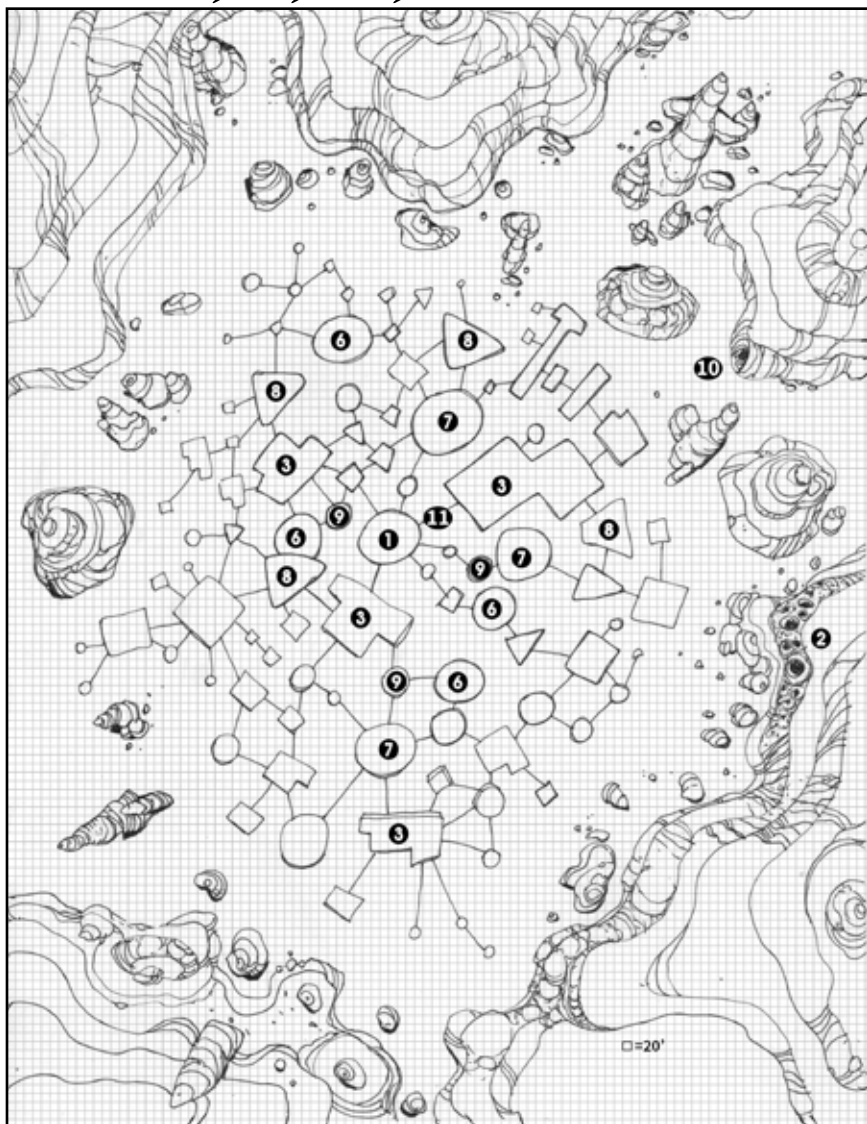
Roll d12

1. **Stentorian Lizard** this seemingly small harmless lizard can emit an enormous sonic scream that will deafen everyone within a 100' radius (Save or be -1 initiative for 2d12 turns). It will also alert nearby monsters, so surprise will be impossible.
2. **Spore Spitter** this bright blue fungus is commonly found in dark woods or humid dungeons. When a character walks within 2ft of it, the Spore Spitter emits a cloud of spores that the character must Save or be blinded for 2d8 rounds and will be sneezing loudly for that duration which may alert hostile forces to their presence.
3. **Drunken Monkey** this annoying companion will attach itself for a day to a party who wanders near its turf. The monkey will stay just out of reach, but in sight, and will make annoying noises and may occasionally throw feces. The monkey can be a boon or a bane in an encounter it may distract the party or the foes they encounter.
4. **Purple Slime** this sticky slime appears to be a dark purple fluid often found on deep underground walls, it has a horrid sour smell and extreme gluing power. It is easy to brush against it, and then find one's equipment stuck, like a weapon stuck in its sheath, or a shield to a character's back. It is nearly impossible to remove without breaking or tearing the item. Removing it from flesh can cause 1d6 points of damage.
5. **Ear Invader** this tiny multi legged insect burrows into the ear of its victim and slowly leaches memories. The victim becomes forgetful and uncooperative. Eventually becoming hostile and picking fights even with friends until the Ear Invader is removed, which is a painful procedure that can cause permanent hearing damage unless a save is made.

6. **Cerebral Nose Worm** this tiny worm enters through the nose (causing an odd sounding sneeze) and connects to the brain and makes the victim very susceptible to suggestion who must make a saving throw to disobey any command (can ignore life threatening commands).
7. **Blinding Eye Gnats** swarm clouds the vision for 2d8 rounds causing -2 to all attack rolls. Casters will be unable to target spells.
8. **Paralyzing Stun Wasp** a sharp prick and the victim must Save or be paralyzed for 3d6 rounds. Treat as if under a sleep spell.
9. **Foot Burr** penetrates through even the toughest footwear and drills deep into the sole. Nearly unremovable, they reduce the victim's movement rate to 3'.
10. **Amorphous Gas Blob** permeates a 20'x20' area and causes rage and confusion. Allies will attack allies, enemies will attack each other or random targets.
11. **Blood Chiggers** invades through any orifice and causes extreme itching. The victim will remove all clothes & armor to tear themselves apart to remove the chiggers.
12. **Swarming Tics** pervade nooks and crannies on their victim and attach themselves and are almost impossible to remove. Pulling one out cause 1hp damage and breaks its head off which burrows into the flesh.



# Shahatha Enclave



At the bottom of the sea floor lies an ancient shahatha city.

1. **Council Chamber.** This is where the leaders of the various shahatha clans meet to discuss and settle issues.

2. **Alcoves.** These shallow caves house various hermetic mystics of the shahatha clans who hold great wisdom, but

are also formidable opponents. They are distant, remote, and difficult to befriend. But once befriended become loyal unyielding allies. They hold the greatest secrets and knowledge of all the shahatha clans.

3. **Large Dwelling.** A wealthy family dwelling. They each may have up to 6d20 gold pieces worth of treasures. A family of shahatha consists of a mother, her slave-husbands and/or concubines and 1d4 shahatha children.

4. **Ceremonial room.** This is where the ancestors are worshipped, this is a holy room.

5. **Sanctuary.** Blood may not be drawn here. No shahatha will fight in this place.

6. **Broodling Hatchery.** This appears to be a large spacious room filled with columns as far as the eye can see. The columns are covered in red-hued shahatha eggs. Small shahathalings swim about. Attendants feed and clean.

7. **Mystic-Priests.** The religious order that dominates the spiritual lives of the shahatha reside here.

8. **Library.** Filled with waterproof scrolls of ancient wisdom and magic spells.

9. **Treasure Room.** 6d6gp worth of various treasures. 1 in 6 chance of having 1-4 magic items.

10. **Necropolis.** The bones of shahatha ancestors are buried here. It is considered a sacred area.

11. **Monument.** A statue of Glibdelgholgah the greatest king, sage, and conqueror of the shahatha.

**Dwellings:** The unlabeled small circles and squares are single family dwellings. They each may have up to 3d6 silver pieces worth of treasures. A family of shahatha consists of a mother, her slave-husband and 2d4 shahatha children.

## Random Adventure Name

Roll d20 once on each column

(the)

1	Forgotten	Shrine	of	Salrexath	Devil	Heart
2	Hidden	Tomb	of	Thulgruron	Tempest	Born
3	Lost	Temple	of	Tralgrol	Timeless	Blood
4	Buried	Fort	of	Tragmel	Sunless	One
5	Dark	Fortress	of	Tornan	Abyssal	Gift
6	Unknown	Citadel	of	Raggon	Last	Blade
7	Vile	Castle	of	Bernuloch	Sorrow	Bringer
8	Cryptic	Palace	of	Halgrarach	Gloom	Soul
9	Arcane	Crypt	of	Algomon	Death	Bound
10	Mysterious	Den	of	Draxarch	Faithless	Soul
11	Veiled	Monastery	of	Arthraxol	Frost	Bones
12	Dread	Hold	of	Jor'ol	Shadow	Skull
13	Mystical	Keep	of	Tistrothig	Fire	Claw
14	Abandoned	Mansion	of	Bolraxig	Hell	Hand
15	Wicked	Manor	of	Kalgamius	Demon	Curse
16	Abominable	Stronghold	of	Tag'thath	Void	Omen
17	Remote	Tower	of	Goth'tad	Crimson	Rage
18	Unexplored	Spire	of	Drurzoroth	Undying	Doom
19	Secret	Necropolis	of	Torguzar	Deathless	Fate
20	Corrupt	Bastion	of	Raz'goron	Foul	Calling

This table was the basis for the @AdventureNames twitter bot which you can find at <https://twitter.com/AdventureNames>

# Goblinology

*A guide to the ecology of goblins.*

“Do it now before someone else does!” This phrase permeates goblin culture down to it’s core. Not as strong as orcs, not as gifted as Elves, Goblins survive by sheer numbers, the ability to breed with just about anything, and the philosophy of get what you need now and take everything you can.

The goblins are an ancient race with links as old as the elder kind. However, in their long age they lacked interest in gathering wisdom and knowledge, instead focusing on survival and spreading their kind everywhere and anywhere possible.

Early goblins are not much different than those that walk the lands now, they are simplistic, cunning, and ready to do whatever they think will better them.

Long ago, the early goblins made pacts with orcs and gnomes, the deep races that were underestimated by others. They would do the jobs no one wanted, take abuse and serve, all the while building their number. That is a thing that goblins excelled at, breeding. Goblins are one of the few races that can breed with anything and you got Goblin/Orcs. Goblin/Gnomes, and all manner of bizarre mix. At times these half breeds were accepted as members of the tribes, other times they were outcasts. To goblins, your contribution to the clan was what was important, everything else was unimportant.

The goblins soon grew great in number and this was the first-time division came in the goblin society. The group became overlarge and hard to manage and this threatened the clan solidarity. There were great warriors and heroes of elves, dwarves, and men, and the massive hordes of goblins were starting to be noticed. Skirmishes broke out, the goblins were forced to flee and split into tribes, each taking a different part of the goblin domain. Some tribes were very similar to another, each adopting a different color or style and no other differences. Over time the goblin tribes diverged,

some unrecognizable from the other by custom, language, or even the most common sources of half-breeding. Soon there were few, even within the goblin society that knew all of the clans by name.

This proved to be quite a good defense for the goblins indeed. Invaders would wipe out one tribe but not even know about the others. Humans and elves never saw the goblins as much of a threat as they had no way to gauge the true numbers of goblins beyond the tribes they could see. It was common for goblins to use a very narrow pool of names, even between clans. So, if a human tangled with a goblin named Gerk, he would likely think any other goblin of that name was the same. To a human or dwarf, telling goblins apart was no easy task.

To say the goblins were all together one accepting people is not without exception. The goblin tribes would often want to take from each other and with the tribal diversity, it became hard for them to reconcile it. Goblins were not gifted in things like patience and diplomacy, so they would be quick to fight, and even quicker to steal. There were grand wars within the goblins, as clan after clan went after one another in bloody conquest.

Goblin hierarchy is mostly lead by a goblin lord. The goblin lord is someone who is the most difficult to kill and someone even a fellow goblin would be too afraid to steal from. If he's big, a powerful warrior, or sometimes a fear inducing outsider he, or she - it is hard to tell the difference among goblins - could be crowned lord. There are even tales of orcs, liches, and men that held the goblin lord title. The only common denominator is how fast they are overturned. Once the fear and strength wears off, a new goblin head emerges to take their place.

The current goblin lord would often oversee the conflicts between clans when they waged war. They would rarely step in, focusing mostly on making sure the squabbles of clan leaders did not threaten the whole. Should the other races for example realize how many clans there were...it would be good for no goblin. It was not unheard of for a goblin lord to step in and break up warring clans that had overstepped

their bounds. He would dissolve the tribes and dole out their holdings, keeping some for himself of course.

Goblins have learned that the word is harsh and dangerous and only by filling the gaps available to them and adapting they could survive. So, when a goblin sees opportunity, of feels need to adapt for survival...they take it.

Next time you see a goblin, know he comes from a large, diverse culture that is much more complicated than you could ever know. Also, call him Gerk, that is likely his name.

### **Some Goblin Names**

Goblins do not have gendered names. They also tend to have a surname given to them for their most disgusting attribute or habit.

Roll once on each column

d12	First	Last
1.	Keab	Snotpicker
2.	Lean	Gobslinger
3.	Gerk	Gasreeker
4.	Rutt	Spitgurgle
5.	Rass	Drooldangler
6.	Scarr	Scabripper
7.	Dak	Dungclobber
8.	Nane	Crudflinger
9.	Nat	Fungustail
10.	Lud	Wormsucker
11.	Moe	Sloblicker
12.	Glin	Eyepoker

# Hawkmoor

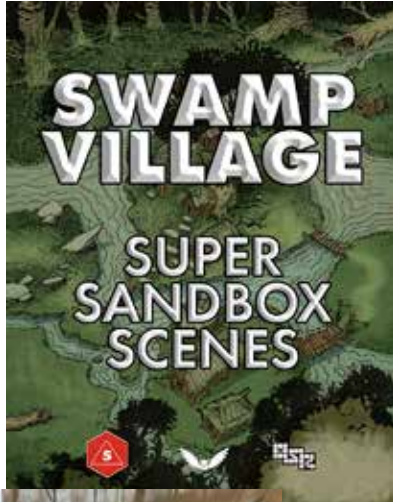


Hawkmoor is an open sandbox world named after its ancient capital city. As of this writing it has little detail and is a place to drop these Beasties into for context. For example the NPC's are described in terms of this world for flavor, but written in a way they can be transplanted into almost any fantasy setting of your choice, home-brewed or otherwise.

Under Hawkmoor is an endless labyrinth of dungeons, catacombs, & caverns where elder races dwell and factions vie for control. While powerful skylords rule the air on their flying mounts. (the Underworld map can be found in the first Beasties book)

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