

#1

For use with Classic Fantasy
Role Playing Systems

Maximum Mayhem Dungeons

Monsters of Mayhem #1

Written by Mark Taormino

FANTASY GAMING CREATURES REFERENCE



Monsters of Mayhem #1 is a supplement that contains 48 new creatures written with the usual Maximum Mayhem style humor and wickedness with hit dice ranging from 1 to 14. Included on the inside of the removable cover are four bonus mini maps: dungeon, cavern, forest and arena which you can include in your games for quick extra bonus encounters!

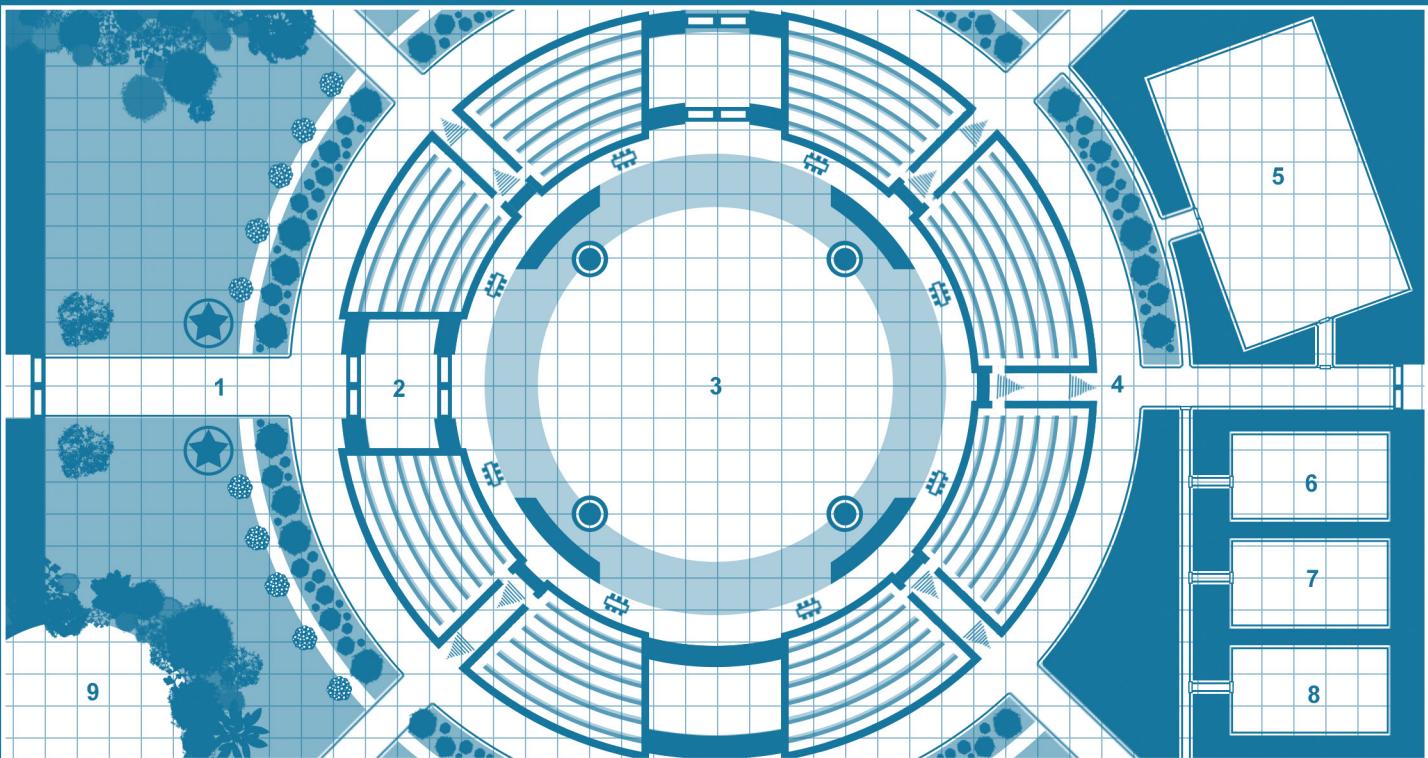
This product uses the Open Game License Version 1.0a and is easily adapted to any First Edition Style Fantasy Role-Playing Game or OGL / OSRIC Style System and can be played with the OSRIC system or easily adapted to AD&D, D&D 2e to 5e, Pathfinder, DCC, D20 System, etc or any fantasy role playing system you may want to use!



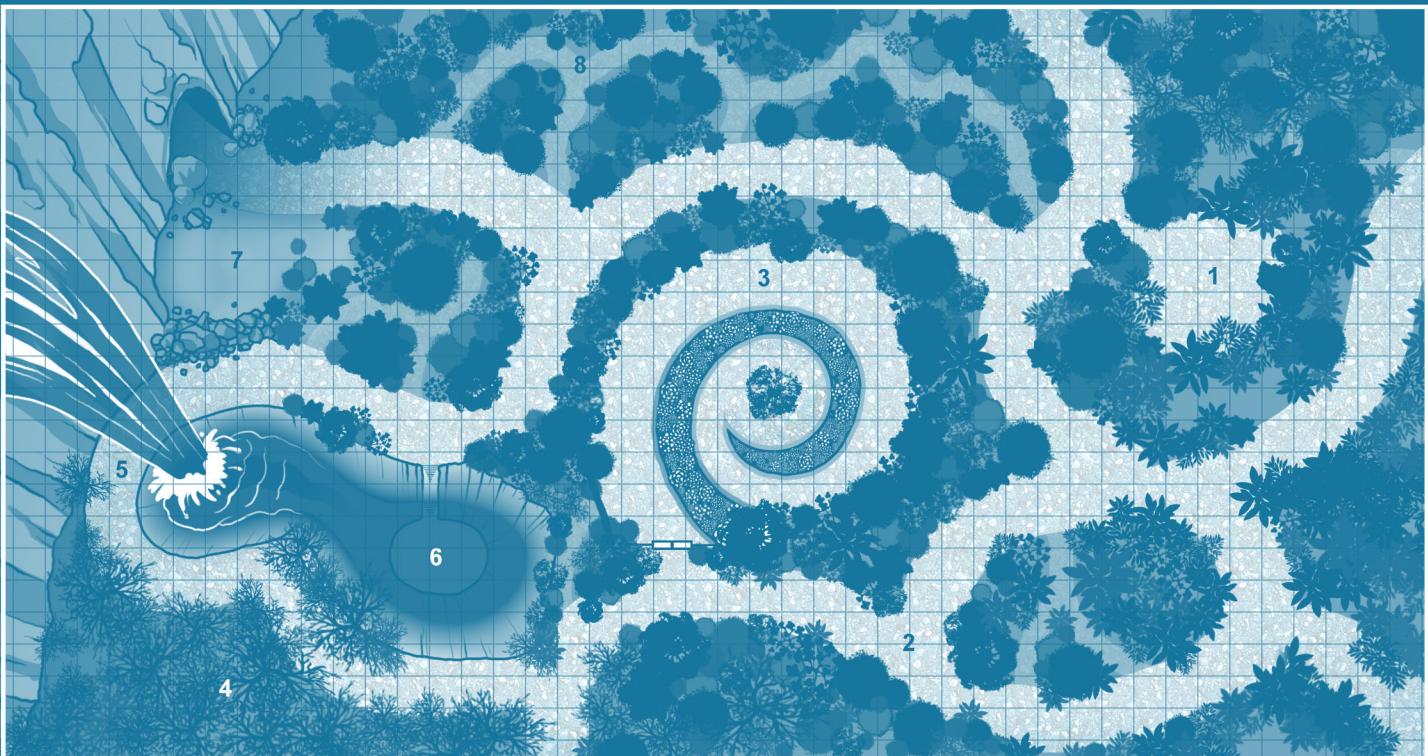
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THE ARENA



FOREST

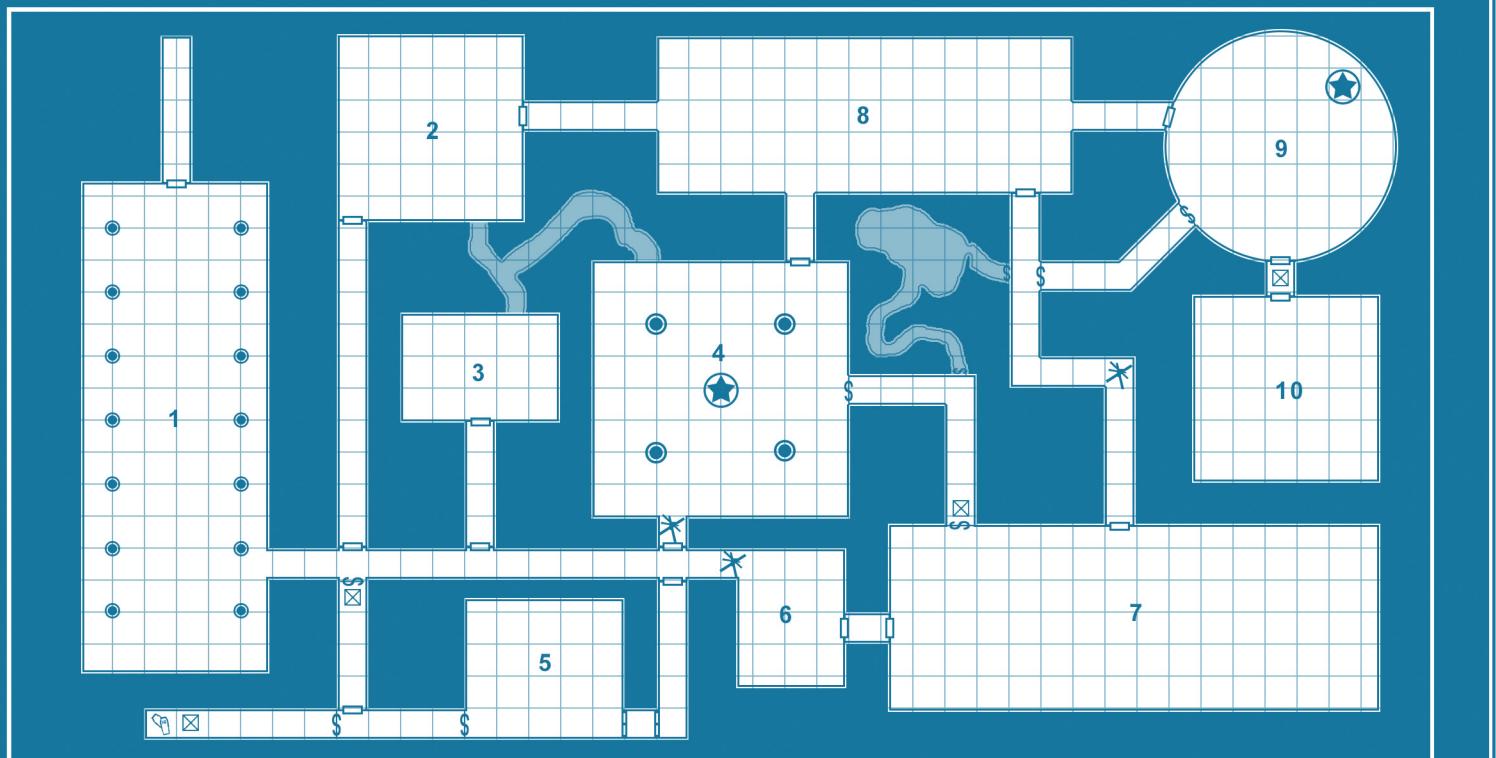


LEGEND

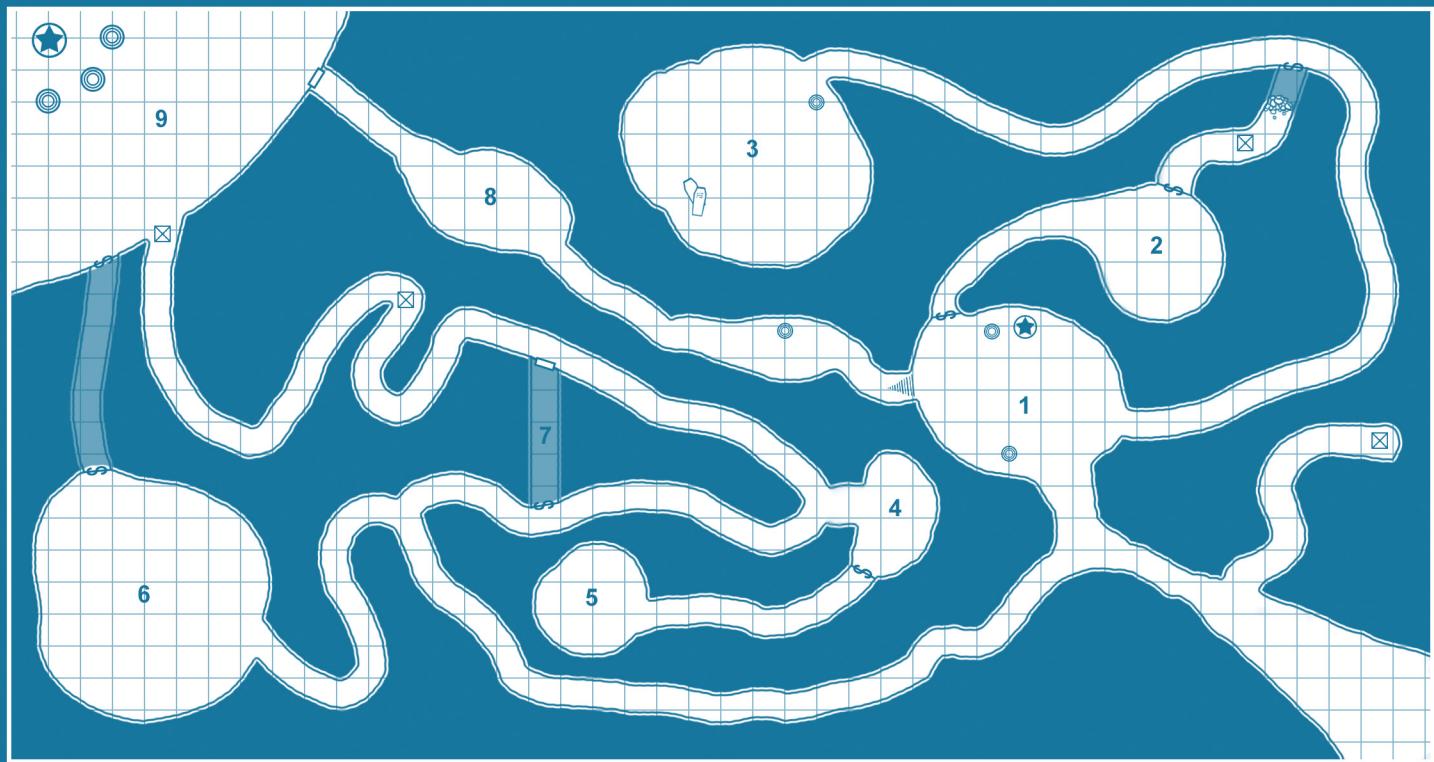
□ = 20 ft. x 20 ft.

Door	Secret Door	Stairs	Pit Trap	Statue	Column
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DUNGEON



CAVE LAIR



□ = 10ft. x 10ft.



Rubble



Brazier



Barricade



Weapons Rack



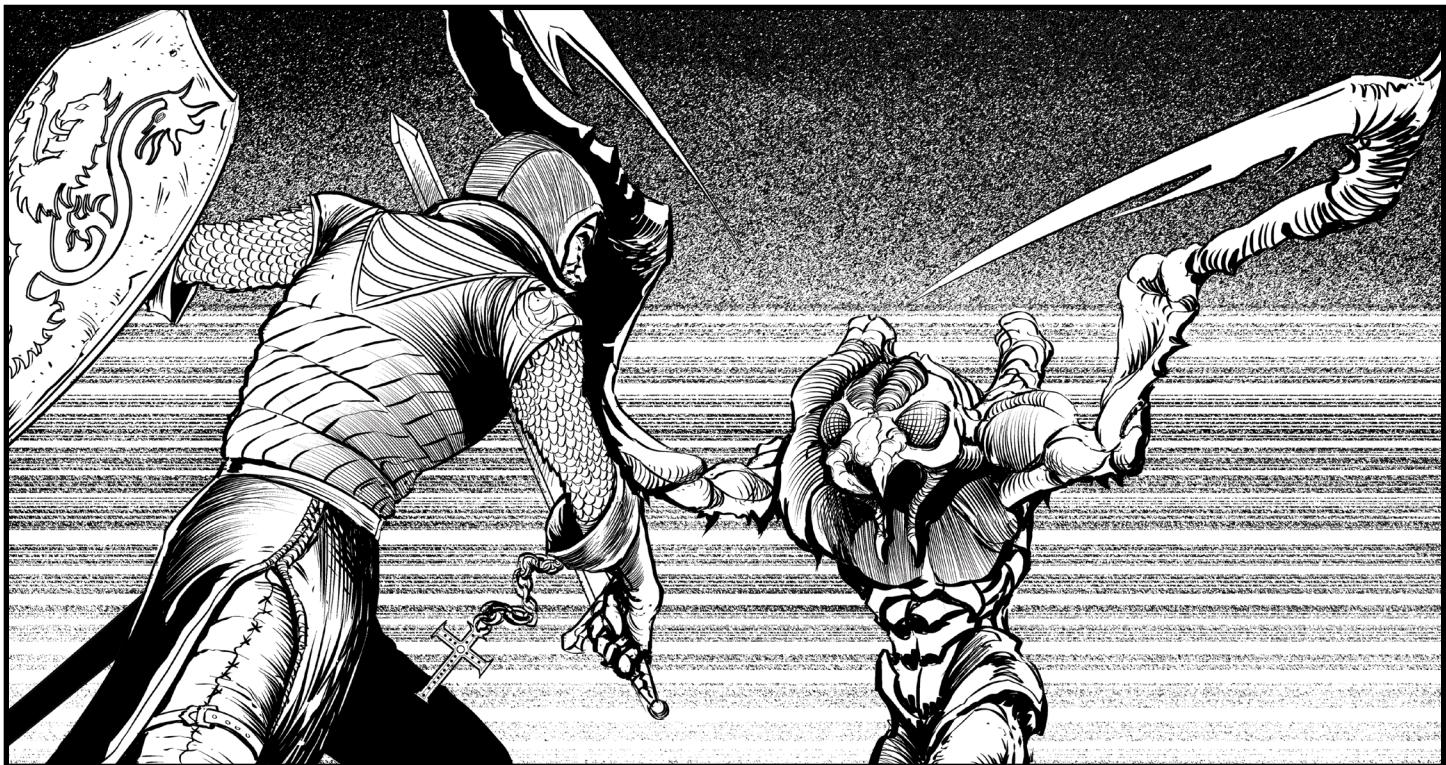
Coffins

Maximum Mayhem Dungeons

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AN OPEN-GAMING CREATURE SUPPLEMENT



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Foreword

I wanted to thank you for purchasing this book and supporting the work we are doing at Dark Wizard Games. Monsters of Mayhem #1 adds 48 new monsters to our growing library of creatures in the OGL/OSR community and our Maximum Mayhem Dungeons library!

We've made the cover of this book removable and included 4 old-school blue maps on its interior: Arena, Forest, Cave and Dungeon which you can use in your game sessions for even more adventures! Some of the locations are numbered so you can write up your own encounters and it's great to use as a gaming screen too! Also included in this booklet is a full page B/W outdoor map you can use to flesh out your adventures with the following sinister locations: Dark Ruin Castle, Wicked Thicket Forest, Extermination Peaks, Badlands Swamp, Skull Mountain and the Arena of Death!

Our aim is to always provide quality entertainment products for you, your family and friends to enjoy! This book is the first in a line of many supplement products we will be making for your enjoyment. We appreciate the growing and large audience that our products are reaching, and we look forward to increasing the exposure via your word of mouth. Without all of you providing an enthusiastic and loyal following, this would not be possible.

Thank you very much on behalf of the myself and the team that creates these awesome games for you to enjoy! Go forth and adventure!

- Mark Taormino



Monsters of Mayhem #1

AN OPEN-GAMING CREATURE SUPPLEMENT

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EXPLANATORY NOTES

This is a brief description of the monster statistics in OSRIC-compatible OSR games. Each of the horrible, disgusting and fiendish monsters in this book has a number of listed characteristics that can be used to determine powers and abilities. As a GM though use your best discretion if you need to raise or lower any stats or powers. The meaning of each characteristics is described below:

Frequency: The monster's relative rarity in a the usual game world. A unique monster means that it is the only one in the known existence. The very rare category monsters are seldom encountered, and when seen it they become a matter of great interest to the wisemen, shamans and sages. Rare monsters are known to the average peasant on the streets, but only whispers in folklore and legends. Uncommon monsters are known to the elders but infrequently seen. Common creatures are very, very familiar, and when they are spotted, it may be cause for fear and suspicion.

No. Encountered: This is the number that tells the GM how many of the monsters will usually be found in the wilds. It is always possible to encounter only one of a given monster, e.g. one single Lurking Greedling, etc.

Size: There are four categories possible here, being small (*i.e. of less weight or mass than a normal human*), medium or man-sized (*i.e. weighing roughly the same as a human*), and large (*generally bigger than a human*), and giant (*greater than 9 feet tall*)

Movement: Movement translates in feet per turn or round. Some monsters with different modes of movement (*flying, swimming, etc*) will have two or more movement stats.

Armor Class: Basic AC value for a given monster does not necessarily mean it is wearing the equivalent armor type. An AC 5 creature may not necessarily be wearing chain mail.

Hit Dice: The number of hit points for a monster is determined by rolling a eight-sided die unless otherwise specified. Some creatures have hit points in the format "X+Y" or "X-Y", in which case "X" refers to the number of dice rolled and "Y" refers to a numerical adjustment applied to the total (note in the case of X-Y the resulting hit points cannot be less than 1). Thus, a creature with HD 3+1 has 3d8+1 hp, for a total numerical range of 4-25 etc.

Attacks: This statistic refers to the number of attacks per round the monster typically can deal out in melee. This number may be modified by various magic spells such as haste or slow and does not include any special attack forms such as a breath weapon.

Damage: This statistic is the number and type of dice to be rolled for damage if the monsters's physical attacks hit. If the value provided is "by weapon" the GM should decide what weapon the monster is using. Sometimes the damage inflicted may include a magical element, poison, or some other effect requiring a saving throw or other special ruling, but in this case the attack form will be listed as a "special attack" and detailed in the text description.

Special Attacks: This is a short note explaining any unusual attack forms the disgusting beast might possess. Unless the special attack is so simple as to be obvious, these strange and weird attacks are fully explained in the creature.

Special Defenses: This entry, similar to special attacks, is there to inform the GM that the monster has unusual or magical protections and defenses described in the creature text reference.

Magic Resistance: This is the percentage chance that the creature will be unaffected by any magic specially targeted at it. If the chance fails, the creature may still be allowed

a saving throw upwards or downwards per experience level of the caster above or below 11th respectively at the GMs discretion.

Lair Probability: This is the general chance that the monster will been encountered in its lair. If a creature is not found in its lair then it is considered as "wandering".

Typically, most beasts will keep some or most of their treasure in their lair, so if the monster is wandering, the players will normally need to find the lair to obtain its full treasure in all the greedy glory - if they don't get slaughtered in the process.

Intelligence: This statistic indicates the general intelligence of the monster relative to the average human. Example values include "Non-", "Animal", "Semi-", "Low", "Average", "Very", "High", "Exceptional", "Genius" or occasionally even higher. A dumb animal or non-intelligent creature has an effective intelligence of 0 and a genius has an effective intelligence of 18 and can go as high as 25 to God levels.

Alignment: The alignment shown for any given type of creature may not necessarily represent the alignment of an individual monster of that type. Non-intelligent or animalistic monsters, will have little variation in their alignments, while more intelligent creatures might deviate from the prevailing alignment by a small amount.

It is possible to have a Neutral Evil goblin for instance, or even a tribe of Neutral Evil goblins but good aligned ones would be rare in the extreme. Each alignment has an "alignment language" specific to that alignment, allowing characters of that alignment to communicate with one another to a certain degree.

Level/XP: These values represents a pre-calculation of the creature's experience value and level.

Psychic Ability: A yes or no regarding whether or not the creature has an innate ability to use any of the following abilities: Astral Projection, Aura Reading, Channeling, Clairaudience, Clairvoyance, Divination, Empathy, ESP, Intuition, Levitation, Mind Blast, Pyrokinesis, Psychokinesis, Telekinesis and Telepathy.



ANGULAR ABOMINATION

Frequency: Rare
No. Encountered: 1
Size: Giant (8'-20' tall)
Move: 36 ft
Armor Class: -3
Hit Dice: See Below
Attacks: 18
Damage: 2d10
SA: See Below
SD: + 3 Magical Weapon to hit, Regeneration
Magic Resistance: 65%
Intelligence: High
Lair Probability: 100%
Alignment: Chaotic Evil
Level/XP: 18/1800 + 18 per hp
Psychic Ability: Yes

This creature takes sheer pleasure in driving other conscious beings insane, luring them in to feast on them or turning them into abominations. It has ten (10) hands that can grab and hold tight to any prey that is foolish to come in range. It has six (6) tentacles, the ends of which resemble baby heads or other sympathetic forms, sometimes pulled from the minds of it's prey. Below each "head" are two large spikes that cause 2 - 20 hit points of damage. If this drool is injected via bite, the victim will become an abomination with no saving throw. It's scorpion-like tail has a venom that drives the victim insane or makes them a servant to the Angular Abomination. +3 or better magical weapon needed to hit. They may also summon 2d6 Mi-Go. Any Cleric that is within 100 feet of the Angular Abomination, will have their prayers become curses, heal wounds become cause wounds with double the damage. Without magical protection, Paladins will become Anti-Paladins once they are in a 100 feet radius.

Worshiper's Alignment: Chaotic Evil, Symbol: None
Plane: Astral Plane, Cleric/Druid: 20th Level Cleric, Fighter: 16+ HD Monster, Magic User: 21st Level, Illusionist: 25th Level
Thief/Assassin: 23rd Level Assassin, Monk/Bard: Nil
Ability Scores: 19 (+3, +7) I: 25 W: 25 D: 25 C: 25 CH: 19/ - 4

ASTRAL DRIFTER

Frequency: Extremely Rare
No. Encountered: 1d8
Size: Man-Sized
Move: 120 ft
Armor Class: 1
Hit Dice: 4
Attacks: 1
Damage: 1d8 or weapon type
SA: See below
SD: See below
Magic Resistance: Standard
Intelligence: Very High
Lair Probability: 10%
Alignment: Lawful Evil
Level/XP: 4/400 + 4 per hp
Psychic Ability: See below

An Astral Drifter is part of an ancient warrior race descended from man thousands of years ago. They dwell in the *Astral Planes* but can travel at will into the *Prime Material Plane*.



Astra Drifters can also be used as a player character race at the GM's discretion. They tend to be Fighters, Mages, Clerics or Illusionists but can be any class. Ancient sage lore hints that Astral Drifters were created by illithids who corrupted early man to serve as food, slaves and cattle. Those that escaped found themselves immortal but no longer able to enjoy the pleasures of flesh.

Their stylized armor and weapons are usually adorned with precious metals, bird feathers, gems and jewels. They use highly polished silver swords that are extremely valued amongst themselves and collectors. They show greater care for their weapons and armor than they do living beings and they are known to hunt down any who dare collect or wield their swords... just sayin.

They worship a powerful and cruel Lich Queen that straddles the astral and material planes and can communicate with all Astra Drifters regardless of their realm or location.

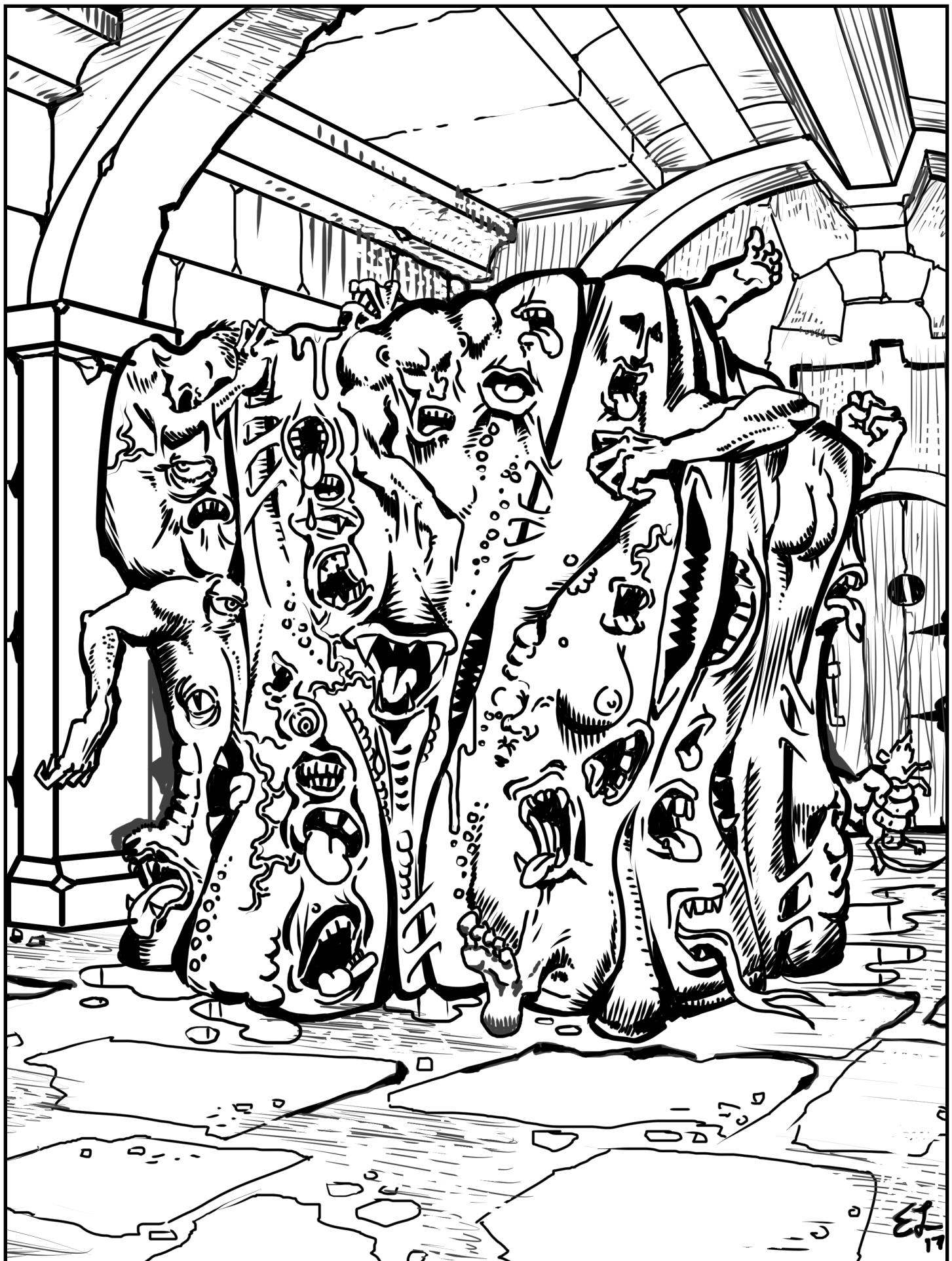
BLOCK OF HUNGRY FLESH

Frequency: Very Rare
No. Encountered: 1
Size: Large (10'Cube)
Move: 60 ft
Armor Class: 6
Hit Dice: 6
Attacks: 6
Damage: 6d6 (crushing)
4d4 (absorption)
Special Attacks: None
Special Defenses: See below
Magic Resistance: Standard
Intelligence: Semi
Lair Probability: 50%
Alignment: Chaotic Evil
Level/XP: 6/600 + 6 per hp
Psychic Ability: None

Driven only by an insatiable need to feed, a Block of Hungry Flesh is a large, cubic mass of bloody muscle and fleshy matter that pulsates and slides through dungeon lairs, trawling and scavenging for whatever organic material it can find. Made from little more than muscles, nerves, blood and the occasional bone these beasts are eternally ravenous for whatever flesh they can feel out, hunting and consuming anything to satiate their feverish metabolism. When a piece of an absorbed victim is useful (*arm to grab, eye to see, mouth to eat*) the creature may retain it. Thus, they are often composed of dozens of twisted deformed faces and body parts of various species and races. It's appalling appearance is matched only by its toe-curling stench which has been known to make grown men cry.

With sight, hearing and smell provided by its parts, Blocks of Hungry Flesh are also aware of vibrations and air currents in their environment. These grotesque monstrosities can sense the smallest of movements in their local area and relentlessly track it to the source.

Apart from their impressive muscular strength and near unstoppable forward movement (*which they use to slowly chase down and physically crush their victims before absorbing them*), the most dangerous attack a Block of Hungry Flesh possesses is its paralyzing touch. Any direct, unprotected exposure to the flesh requires the victim to save vs. *paralyzation* or fall prone to the ground with a total loss of muscle control for a total of *2d4 rounds*.



Moreover, after one round of direct continuous contact with the creature, both living and non-living organic matter will begin to actively transform and merge with the Block of Hungry Flesh, becoming indistinguishable from the monster's undulating mass...an agonizing process that inflicts *4d4 points of damage per round*, with a save vs. *petrification* for half damage.

The final threat a Block of Hungry Flesh poses to the unwitting is its ability to survive almost any attempt to destroy it. Driven near mindlessly by the forces of their unnatural creation these things will regenerate rapidly from even the smallest pieces of their remaining tissue, regaining *2d4 hp per round* and until fully reformed to their original dimensions or those that best fit their current confines or location.

The origins of the Block of Hungry Flesh are unknown, but the most popular legion says that a young apprentice who was tired of cleaning up blood and shit in the dungeon all day, cast a spell from his master's forbidden book to conjure himself some help. He commanded that the body parts, blood and shit form together, absorb every bit of the mess and walk itself to the trash burning pit. The newly born Block of Hungry Flesh cleaned the Dungeon then promptly ate the apprentice, the spell book and his master.

BLOOD GOLEM

Frequency: Uncommon
No. Encountered: 1d4
Size: Man Sized
Move: 40 ft
Armor Class: 3
Hit Dice: 5
Attacks: 1
Damage: 1d8 or weapon type
SA: Life Drain (See below)
SD: Shared Damage / Heal
Magic Resistance: Standard
Intelligence: Hive Mind
Lair Probability: N/A
Alignment: Same as Master
Level/XP: 5/500 + 5 per hp
Psychic Ability: None



The Blood Golem is a magical creature that can be summoned by necromancers using their own blood and the fresh remains of the dead. They are often used as guards and servants and are fairly strong and well armored for being composed of dead matter. The beast gains nourishment from the fresh blood of its slain enemies, from which it can heal and replenish its strength.

The Blood Golem remains tied to its summoner in body and mind and is able to share stolen life force with his master. Unfortunately, the link flows both ways, and any damage taken by the golem is also transmitted to the caster. They can therefore act as a healing unit (*although it only heals the necromancer and itself and not hirelings or servants*) and could potentially be chained together if the magic user was of sufficient skill. Hit Points stolen by the Golem are not subtracted from the target.

The monster's *Life Drain* is based completely on its own attack rather than the total amount of its target's hit points. Furthermore, if it is affected by a damage return ability like Thorns or Iron Maiden, the life drained is based on its attack rather than the damage from an enemy attacker.

BLUE TROLL

Frequency: Rare
No. Encountered: 1 or 2
Size: Man Sized and Larger
Move: 20 ft
Armor Class: 2
Hit Dice: 10
Attacks: 2 (Claw, Claw)
Damage: 2d8, 2d8 or weapon type
SA: Paralyzation on touch
SD: Regeneration 6hp/round
MR: 50% overall (see below)
Intelligence: Average to High
Lair Probability: N/A
Alignment: Neutral Evil
Level/XP: 10/500 + 5 per hp
Psychic Ability: None



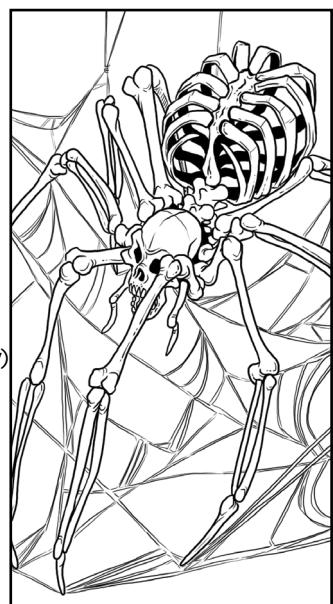
The Blue Troll is named obviously for its blue skin. Some will have dark or light spots, but they are mostly the shade of a ripe blueberry. They are half again as tall as a man, with odd, pear shaped bodies, bulbous heads and short legs. Some have a collar or mane of white hair as a hoop around the neck and tufts of hair on the head. They also have big ears which can droop down the sides of their heads.

This type of troll is rare and little is understood about them. No one knows how they reproduce or even if there is a female of the species. They have no natural habitat and no one has ever found a permanent lair or nest.

Blue Trolls have amazing regenerative abilities and can heal most wounds within a few seconds (*6hp/round*) while cut-off parts can be reattached or regrown in hours. They have an overall magic resistance of 50%, a 90% resistance to sleep and charm spells, and they cannot be polymorphed. They are very intelligent and industrious but only when constructing a good con. They will usually appear at times and places of great suffering and despair in order to capitalize on the misery in some way. They are as strong as a Bugbear, handy with various types of weapons, and enjoy games of skill, especially when paired with high stakes gambling.

BONE SPIDER

Frequency: Very Rare / Very Rare
No. Encountered: 1-20 / 1-8
Size: Man Sized and Larger
Move: 6ft *12ft / 3ft *12ft
Armor Class: 6 / 4
Hit Dice: 3+3 / 5+5
Attacks: 1 / 1
Damage: 1d6 / 2d4
SA: Poison (See below)
SD: Reduced damage (See below)
Magic Resistance: Standard
Intelligence: Average to High
Lair Probability: 75% / 90%
Alignment: Neutral
Level/XP: 3/300 + 3 per hp / 5/500 +5 per hp
Psychic Ability: None



Bone Spiders are magically animated undead monsters created from the bones of other creatures (*animals, humanoids, etcetera*), and shaped into a medium sized spider form. These spiders are generally animated by powerful magic-users or clerics of evil alignment, and there are rumors that these horrific perversions were created by mad **Drow Elves** in service to a **Spider Queen**. There are also **Giant Bone Spiders** (*large size*), and these monstrous abominations are created by the most powerful magic-users and clerics; or even by demons or gods.

They have the basic abilities and attack forms of the spiders they are formed to imitate, but only 75% of medium sized, and 90% of large sized spiders will have poison attack forms (*M as Huge or Giant spiders; L as Giant or Phase spiders*). Further, 25% of large sized spiders will be able to phase shift as Phase spiders. Like any undead skeletons, they have the basic immunities, defenses, and weaknesses of skeletons (*although medium sized spiders turn as shadows, and large sized spiders turn as wraiths*).

As skeletons, a Bone Spider will take reduced damage from edged weapons and be immune to certain spells, but they will be vulnerable to Holy Water. They are usually created as guardians or hunters, and they are fearless and aggressive in attack. They may, or may not, spin webs (*GM's discretion*); but they are fully capable of moving through webs and clambering over various surfaces like walls and ceilings.

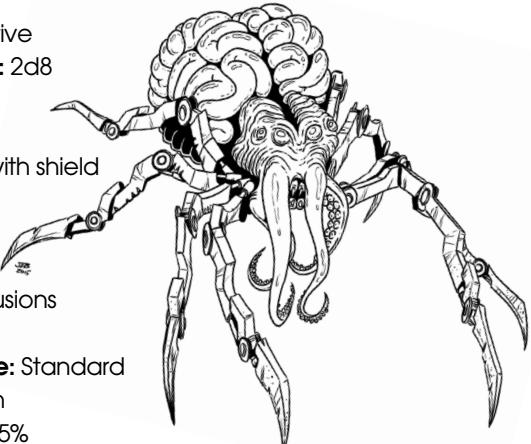
BRAIN STRIDER

Frequency: Relative
No. Encountered: 2d8
Size: Large
Move: 255 ft
Armor Class: -2 with shield
Hit Dice: 8
Attacks: 2
Damage: 2d4
SA: Mind Blast, Illusions
SD: Energy Shield
Magic Resistance: Standard
Intelligence: High
Lair Probability: 85%
Alignment: Chaotic Evil
Level/XP: 8/3000 + 10/hp
Psychic Ability: Yes

A cyborg horror, the Brain Striders were made by a renegade Star Spawn who spent his formative years creating all sorts of fascinating abominations. At a distance, a Brain Strider may appear like any other giant spider, but it is actually a huge pulsating brain in a metal chassis attached to eight (8) metal legs. The "head" of the Brain strider resembles the Star Spawn himself, with multiple eyes and tentacles dangling from its mouth.

The mechanics are powered by psychic energy generated by the brain. Each of its eight legs are very strong and agile and come to a deadly point at the end.

The Brain Strider can cast illusions on unsuspecting players preventing it from being seen. If discovered, it can attack its enemies with a Mind Blast for 2d4 damage. It is also protected by a Psychic Energy Shield that is immune to magic and has its own hit points. The shield must be exhausted before the Brain Strider will take physical damage at which point its Armor Class goes from -2 to 3.



CASKET CREEPS

Frequency: Rare
No. Encountered: 2d12
Size: Man-Sized
Move: 90 ft
Armor Class: 2
Hit Dice: 5
Attacks: 3 (claw, claw, bite)
Damage: 2d6, 2d6, 2d8
SA: Cold Touch (See below)
Special Defenses: None
MR: Standard
Intelligence: Average
Lair Probability: 75% / 90%
Alignment: Chaotic Evil
Level/XP: 5/300 + 1 per hp
Psychic Ability: None



Casket Creeps are a kind of undead ghoul and are usually found in crypts or graveyards or in regions with an undead master within range (*Vampiric Masters, Liches, etc.*) When not attacking the living for their delicious flesh, they are sleeping and must have a casket or tomb to return to. Casket Creeps are bound to their resting places and will normally not go more than a few hundred feet from them unless they are destroyed. Destroying their casket or tomb may make the Creep fight to the (re)death or in some cases it will set out to find a new resting place and become a Wandering Creep. They have a special attack of Cold Touch so when struck, a player must Save vs. Paralyzation, Poison, or Death Magic or suffer 1d4 cold damage.

DANCING LOON

Frequency: Common
No. Encountered: 1d12
Size: Small
Move: None (See below)
Armor Class: 10
Hit Dice: 0 (1/2 hp)
Attacks: 1
Damage: 1d4
SA: Poison Spores (See below)
SD: Camouflage (See below)
Magic Resistance: Standard
Intelligence: Low
Lair Probability: 100%
Alignment: Neutral
Level/XP: None
Psychic Ability: None



Dancing Loons innocently appear as blooming flowers but are actually horrible carnivorous plants. They stand 1 to 3 ft tall and live in highly vegetated areas, blending in with their environment which gives them a bonus to surprise their victims. They will wait until the adventurers are nearby (*within a few feet*) then start to wave slowly doing a dance (*as if wind is moving them back and forth*) however they will then explode with a cloud of poison spores in the characters direction causing 1d4 damage to those that fail a Save vs. Poison. Those who fail their save will take 1hp choking damage every round until cured or dead. The spores will land on the ground and grow 1d4 more fully grown Dancing Loons within one turn however they will grow off a dead body in numbers of 1d12 and faster within half the time while eating through the meat and flesh of the hapless victim.



DEATHGUARD

Frequency: Rare

No. Encountered: 2d12

Size: Man Sized

Move: 30ft

Armor Class: 2

Hit Dice: 5

Attacks: 3 (claw, claw, bite)

Damage: 2d6, 2d6, 2d8

Special Attacks: Cold Touch (See below)

Special Defenses: Immunity (See below)

Magic Resistance: Standard

Intelligence: Average

Lair Probability: 75% / 90%

Alignment: Chaotic Evil

Level/XP: 5/300 +1 per hp

Psychic Ability: None

These wicked souls have been brought straight from the negative material plane and magically cursed into the rotting corpses of powerful dead knights to be used as undead muscle. In the *Prime Material Plane* they appear in physical form as the Death Guard.

If a Player Character is reduced below zero level by the Death Guard then they become a Ghost under control of the one that drained their precious life energy. Only magic weapons (of at least +2 value) or spells can harm a Death Guard. Spells of mind control or mind enchantments will have no effect on these creatures. Holy Water and liquids blessed by the gods still inflict damage upon them.

A Cleric can attempt to restore the monster back to life via a spell or ritual, forcing the Death Guard to make a *System Shock* check or be banished back into the *Negative Material Plane* to aimlessly wander its winds for eternity (or until cursed back into another Death Guard).

DEMONIA GIGANTICA

Frequency: Extremely Rare

No. Encountered: 1

Size: Giant (30ft-100ft)

Move: 120 ft / 240 ft (flying)

Armor Class: -3

Hit Dice: 18

Attacks: 1

Damage: 7d6

SA: Many (See below)

SD: Many (See below)

MR: 60%

Intelligence: High

Lair Probability: N/A

Alignment: Neutral Evil

Level/XP: 18/1800 + 18 per hp

Psychic Ability: Yes



Only a few brave adventurers have ever met a Demonia Gigantica and lived to tell the tale. Seductively beautiful and dangerously large, this red demon's appearance is so stunning to mortal beings, players must roll *Save vs. Paralyzation* at the mere sight of it.

Besides being able to physically stomp most creatures to death with ease, a Demonia Gigantica can attack with its

considerable psychic abilities and cast powerful magic. The demon is able to communicate via telepathy with any intelligent being, appearing to speak and understand all languages. They can fly, turn invisible, cause darkness in a 20 foot radius, and generate low level tremors/earthquakes.

Other extraordinary powers which can be performed as desired are: *charm person*, *detect invisible object*, *cause pyrotechnics*, *polymorph self*, *project image*.

They may also *gate* in a type I (40% chance), type II (35% chance), type III (25% chance), type IV (20% chance), type VI (15% chance), or any one of the lords or princes (5%); but the chance of successfully opening such a gate is only 50%.

Demonia Gigantica are most often to be found in the lowest levels of hell, controlling legions of the damned, though some have escaped or transcended their bonds and now move freely through the material and ethereal planes. They care little for the petty concerns of humans and other lowly creatures they feel are inferior.

Lower level demons greatly fear the powerful Demonia Gigantica. All such demons have secret names which can be used against them, either in banishment or negotiations. Demons of this type are likely to desire the sacrifice of strong warriors to them, or tempt players through offers of power and glory only to enslave their soul. They can only be hit by magical weapons.

DROP BEAR

Frequency: Rare

No. Encountered: 1d4

Size: Man Sized

Move: 12 ft

Armor Class: 5

Hit Dice: 4

Attacks: 3 (claw, claw, bite)

Damage: 1d6, 1d6, 1d6+2

SA: Grasp attack

SD: Run & Climb

MR: Standard

Intelligence: Low to Average

Lair Probability: 65%

Alignment: Neutral - Chaotic

Level/XP: 4/300 +1 per hp

Psychic Ability: None



Solitary in general, Drop Bears will gather in groups for the purposes of mating, hunting, and gathering, often returning to solitude when the group needs have been met. Relatively relaxed, especially after feeding on fresh foliage, Drop Bears will exhibit very little interest in outsiders.

That is unless they are attacked, their companions are attacked, their temporary group is attacked, or their territory is invaded during mating season. Despite their low to average intelligence, they will engage in limited communication with outsiders if they are offered fresh and delectable foliage. The Drop Bear's special Grasp attack is similar to an Owlbear's.

They can also drop from above using all three normal attacks + crushing from above. Drop Bears can double move for 2 rounds and climb at double move for 2 rounds to escape. Cannot be used to enable Special Attack.

DUNGEON BREAKER

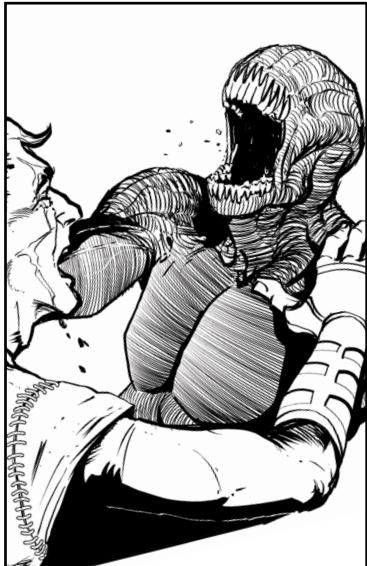
Frequency: Common
No. Encountered: 1d4
Size: Large
Move: 120 ft
Armor Class: 0
Hit Dice: 10
Attacks: 3 (claw, claw, bite)
Damage: 3d6, 3d6, 4d6
SA: Confusing Gaze
SD: Infravision (see below)
MR: Standard
Intelligence: Average
Lair Probability: 95%
Alignment: Chaotic Evil
Level/XP: 10/10000 +10/hp
Psychic Ability: None



A Giant Dungeon Breaker is usually about 12 feet tall and grows to be about 7 feet across. It weighs about 1200 pounds. They can burrow through solid rocks at a rate of 7 feet. Every 3 rounds the Breaker can use its power "Cause Tremors" within a 60 ft diameter radius. It cannot attack with its claws or bite when it does this but it will cause an Earthquake like "tremor" on the ground and Players will have to Save vs. Paralyzation or take a -4 "to hit" for 1d4 rounds from the shaking ground. The Dungeon Breaker will then attack again with its claw, claw bite. If the Players meet the gaze of the creature they must Save vs. Paralyzation or will become stunned for 1d4 rounds and cannot attack or do anything.

FACE RIPPER

Frequency: Rare
No. Encountered: 1
Size: Man-Sized
Move: 120 ft
Armor Class: 0
Hit Dice: 5
Attacks: 3 (claw, claw, bite)
Damage: 1d4, 1d4, 1d6
SA: None
SD: Mimicry (See below)
MR: Standard
Intelligence: Average
Lair Probability: 95%
Alignment: Chaotic Evil
Level/XP: 5 / 5000 + 5/hp
Psychic Ability: None



These awful beasts appear in their natural form as humanoid figure with a featureless face and a mouth filled with ripping teeth. After catching a victim alone they will attack and literally "rip" his or her face off with their mouth causing the victim 1d6 damage. Failure to Save. vs Death means that the monster has taken the face of the Player leaving them immobilized for 1d6 rounds. A victim that loses his face may survive to continue the game horribly disfigured.

The Face Ripper will then place the new face onto itself and take on the victim's appearance/identity with complete detail. Once a Face Ripper has claimed a face it can use that disguise for its lifetime. Using its new identity, a disguised Face Ripper can rejoin parties to seek a new victim.

FANG BATS

Frequency: Common
No. Encountered: 2d12
Size: Small
Move: 180 ft
Armor Class: 7
Hit Dice: 1/2 (1d4 hit points)
Attacks: 1
Damage: 1d4
SA: (See below)
SD: None
MR: Standard
Intelligence: Low
Lair Probability: 90%
Alignment: Neutral
Level/XP: 1/100 + 1/hp
Psychic Ability: None



These wicked little creatures have long and large wings with a mouthful of vicious teeth including two huge incisor fangs. In general they are dark black or brown, have long snouts, larger eye sockets and smaller ears, which gives them a more dog-like appearance.

Fangbats can move in large groups, overwhelming creatures with vast swarms. Together, fangbats can carry off large prey such as livestock or an unlucky player.

Fangbats will attempt to swarm a player or group of players if there are more than 5 attacking will cause Confusion for 1d4 rounds per victim unless they can Save vs. Death Ray. The critical bite of a Fangbat on a natural d20 can be deadly if the adventurer fails a Save vs. Poison or take damage.

FARAWYN

Frequency: Very Rare
No. Encountered: 2d4
Size: Man-sized
Move: 90 ft (180 ft in woods)
Armor Class: 5
Hit Dice: 2
Attacks: 4 (2 claws, bite, horn)
Damage: 1d4, 1d4, 1d6, 1d8
Special Attacks: None
Special Defenses: Infravision
Magic Resistance: Standard
Intelligence: Very High
Lair Probability: 50%
Alignment: Lawful Good
Level/XP: 2 / 100 + 2 per hp
Psychic Ability: None

Farawyn are humanoid beings covered in fur with Elk-like heads, hoofs for feet and furry, human-like hands. These wise beings prefer to live deep in the forests and are the guardians and protectors of nature, keeping an ever watchful eye on the expansion of other races.

The Farawyn are good at negotiating with the other animal-like beings in this world and are excellent Rangers, Priests and Druids. They exist in great numbers and their societies range from primitive up to established kingdoms and monarchies. They prefer to live in peace but will fight to the death to protect their forests.

FLUORESCENT OOZE

Frequency: Uncommon
No. Encountered: 1
Size: Man-Sized or Larger
Move: 90 ft / 120 ft
Armor Class: 5
Hit Dice: 4
Attacks: 1 (smother)
Damage: 1d10
SA: Emit Spores (See below)
SD: Charm (See below)
MR: Standard
Intelligence: Low
Lair Probability: 70%
Alignment: Neutral Evil
Level/XP: 4/400 + 4 per hp
Psychic Ability: None



This ooze is a rare type of amoeba. They glow various colors while emitting a rhythmic pulsating hypnotic musical beat which will cause paralysis for 1d4 rounds to any creature within twenty feet range that fails a Save vs. *Paralyzation*.

They exist to eat, slowly crawling around in dungeons from floor to ceiling, hunting for any kind of tasty flesh or living tissue to devour. Their amorphous form allows them to flow through small spaces like cracks or holes in walls. Electrical damage simply divides / multiplies the creature into one or more smaller ones, each doing one-half normal damage. They can also emit spores that will cause anyone or anything within a 10 ft radius to Save. vs Poison or become Charmed as if in a drug like trance. Characters in the trance will experience exaggerated senses of sight, smell, sounds, etc as if on an acid trip. During this time the creature will slowly smother them leaving their dead bodies glowing a bright green, orange or yellow color!

GORE DOG

Frequency: Rare
No. Encountered: 3d6
Size: Medium
Move: 150 ft
Armor Class: 6
Hit Dice: 2 + 2
Attacks: 4 (claw, bite, tail, gore)
Damage: 1d4+1, 1d6, 1d12, 2d4+2
SA: Bleeding (See below)
SD: None
MR: Standard
Intelligence: Semi
Lair Probability: 30%
Alignment: Neutral
Level/XP: 2/50 + 2 per hp
Psychic Ability: None



Physical similar in many ways to a hound or domesticated dog, these lively creatures are among the friendliest and most loyal animals you might ever encounter. They live to hunt, love to play, and have an incredibly strong pack instinct that drives them to fiercely protect those they bond with or care for. Sadly however, the majority of Gore Dogs are only ever able to live in the wild among roaming packs of their own kind; mostly because the dangers of their often overly aggressive affections can be truly deadly, though especially when encountered in groups.

Blessed with a single, razor sharp, segmented, bone horn, sometimes up to 2 feet long, protruding and constantly growing from their brow and forehead; with a general fearlessness, plus an endurance for running vast distances without tiring, the Gore Dog species has an instinctive impulse to track and chase down any prey and play items with boundless enthusiasm.

This is also often a deadly enthusiasm because of an evolutionary desire to ram things with their horned head, slashing and stabbing at the hind legs and abdomens of any fleeing creatures they can keep pace with. These attacks usually cause massive bleeding from multiple, deep penetrating wounds, while also embedding broken bone segments within their victim, which inflict further continuous bleeding causing *1d4 damage per round*, and ultimately the later chance of infection or disease and death.

GRETZEL

Frequency: Uncommon
No. Encountered: 2d16
Size: Man-Sized
Move: 90 ft
Armor Class: 3
Hit Dice: 4 + 2
Attacks: 3 (claw, claw, gore)
Damage: 1d4, 1d4, 1d6
SA: Petrify (See below)
SD: None
MR: Standard
Intelligence: Low
Lair Probability: 10%
Alignment: Chaotic Evil
Level/XP: 4/400 + 4 per hp
Psychic Ability: None



These horrible beasts are half gargoyle and half something else, the result of gargoyles fornicating with humans and other races. Gargoyles in the flesh aren't that picky when it comes to choosing a "mate". They have been known to scrape the gutters and make use of a demi-human when in great "need". The quality of the mating partner has a effect on the quality of resulting Gretzel. They are usually broken into three groups of varying qualities. The Gretzel are cunning, deranged and sometimes mentally unstable resembling demonic monstrous half-breeds. They have Infravision and can turn someone or something to stone on a natural 20 roll. Players or creature hit must Save vs *Petrification*.

ELITE CLASS: These are usually the most intelligent ones who reign power over the clans political, economic, and military circles, which as an intricate set of overlapping small but dominant groups share decisions. They rule over the Warrior and Worker classes and rarely lower themselves to the day to day activities of anyone below them unless they are giving them their marching orders.

WARRIOR CLASS: Answering only to the powerful, these beasts spend the majority of the time fighting and protecting the Elite. They can command the Workers as well and will punish them for any insubordination.

WORKER CLASS: The lowest ring in the Gretzel society are those who have nothing to sell but their labor skills. This includes manual laborers, mental workers and those with no skills of all types. Working-class are categorized into four groups: Unskilled laborers, artisans, outworkers, and underground workers.

HORDE MASTER

Frequency: Unique
No. Encountered: 1
Size: Man-Sized to Large
Move: 120 ft
Armor Class: 1
Hit Dice: 8
Attacks: 4
Damage: 1d6 each
SA: Summon (See below)
SD: None
MR: 50%
Intelligence: Semi
Lair Probability: 30%
Alignment: Neutral
Level/XP: 8/800 + 8 per hp
Psychic Ability: Yes

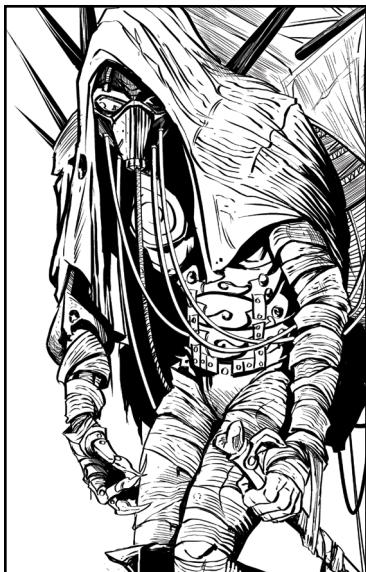


The Horde Master is one of the most feared of monsters - usually found dwelling deep underground in dank dungeons or in foul dismal lairs in a wilderness or swamp. They usually are in control of large band (d100) of any kind of humanoid or undead type monsters and can summon those creatures of HD under 4, e.g. Bugbears, Nightmare Warriors, Goblins, Lurking Greedlings, Neverdead Stalkers etc. They are able to attack with their four arms using claws by leaping upon his victim, tearing with his claws and psychically attacking at the same time.

Magical weapons +2 or more cause 1 point of damage upon them when they hit. Bright lights will run them off. Fireballs and similar fire spells will only act bright light, but lightning bolts will cause them pain and damage (1 point per die of lightning bolt strength). If on the verge of being mortally wounded they will flee and return another day to fight.

KAJADI

Frequency: Rare
No. Encountered: 1d8
Size: Man-Sized
Move: 90 ft
Armor Class: 6
Hit Dice: 1
Attacks: 1
Damage: 1d8 or by weapon
Special Attacks: None
Special Defenses: None
Magic Resistance: Standard
Intelligence: Average
Lair Probability: 10%
Alignment: Neutral Evil
Level/XP: 1/100 + 1 per hp
Psychic Ability: None

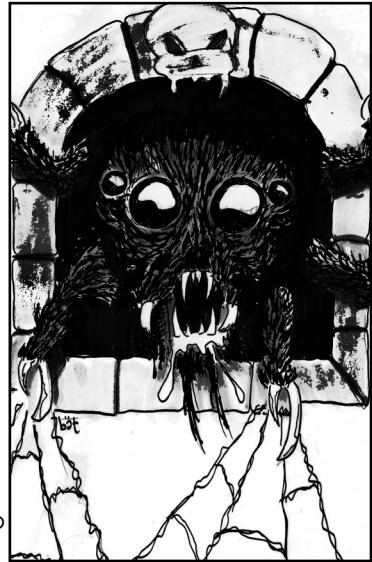


The Kajadi are a race of hideously deformed humanoids that live in the desert and wear strange facemasks made from tubes and goggles. The Kajadi are an isolated race, rarely venturing out of the harsh desert landscape where they dwell. They are scavengers by nature and keep to themselves unless provoked, but are also very intelligent and cunning. Kajadi can usually be found in packs wandering the deserts in search of salvage and other items they collect and sell. Some Kajadi have discovered hidden treasures, ancient

robots, and other strange artifacts and arcane devices beneath the desert wastes. Kajadi may be encountered riding animals, such as giant lizards. They can be found in all parts of the world, but their point of origin is usually some barren desert. They usually live in the desert in small groups or desolate camps. Kajadi are able to endure the desert climate much better than other species and are able to go long periods in the searing heat with only minimal food or water.

KREVIC MORTIFER

Frequency: Very Rare
No. Encountered: 1d4
Size: Large
Move: 60 ft
Armor Class: 4
Hit Dice: 8 + 4
Attacks: 3 (claw, claw, bite)
Damage: 1d4, 2d4, 2d6
SA: Summoning
SD: None
MR: Standard
Intelligence: High
Lair Probability: 40%
Alignment: Chaotic Evil
Level/XP: 7/2250 + 12 per hp
Psychic Ability: None



These large, hideous spider-like creatures are remnants of an ancient war between the Spider God and a half dozen lesser deities. Usually solitary, if more than one of these vile creatures is encountered trouble is brewing. In addition to their physical attacks, the Krevic Mortifer can: Summon 1d4 Spiders, Huge every other round and cast Web - (8 turn duration), range (40') and area of effect, (160 cubic feet between anchoring points) same strength as normal spell. With these abilities these monsters enjoy interrogating and toying with their victims as they gain information for their dreaded deity. Krevic Mortifers look like hideous, bloated, hairy giant spiders with ogrish facial features.

LAGOON CREEPER

Frequency: Uncommon
No. Encountered: 1d4
Size: Man-Sized
Move: 90 ft / 120 ft (swim)
Armor Class: 4
Hit Dice: 3
Attacks: 3 (claw, claw, bite)
Damage: 1d8, 1d8, 1d6
Special Attacks: None
Special Defenses: None
Magic Resistance: Standard
Lair Probability: 50%
Intelligence: Low
Alignment: Neutral Evil
Level/XP: 3/300 + 3 per hp
Psychic Ability: None



Lagoon Creepers are humanoid amphibians that live in deep swamps and bogs. They are omnivores and will eat most things they can get their hands on from roots to large animals. Lagoon Creepers can breath with their lungs or their gills allowing them to stay submerged or out of water indefinitely. Fierce protectors of their domain, they rarely

wander out of their territory or concern themselves with the outside world. They have a weakness for beautiful women.

LAVA TITAN

Frequency: Extremely Rare
No. Encountered: 1
Size: Giant 50' - 100' tall
Move: 50 ft
Armor Class: 1
Hit Dice: 20
Attacks: 2 (claw, claw)
Damage: 1d8, 1d8
SA: Fire Breath (See below)
SD: Immunity (See below)
MR: 50% overall
Intelligence: Animal
Lair Probability: 50%
Alignment: Neutral Evil
Level/XP: 20/20,000 + 20 hp
Psychic Ability: None



Lava Titans are giant fire elementals that live in the furthest depths of active volcanoes. Usually they remain dormant and never surface unless a large earthquake or some other magical-geological event occurs. They are called Titans because they represent a primordial power that existed before the gods. When they surface they will not leave until they are defeated in battle and absorbed back into the earth. They can attack with broad swipes of their red hot hands and can do a special attack of Breath Fire for 2d20 damage to all players once every 5 rounds. They have an overall 50% Magic Resistance, 90% Resistance to Cold and Frost Spells, 100% Resistance to all Fire or Heat spells, and 100% Resistance to Sleep, Charm and Polymorph Spells.

LAVA WORMS

Frequency: Common
No. Encountered: 1d20
Size: Small (1 - 3 ft long)
Move: 10 ft
Armor Class: 5
Hit Dice: 1
Attacks: 1 (bite / burrow)
Damage: 1d8
Special Attacks: Spit Lava
Special Defenses: Immunity to Heat and Fire
Magic Resistance: 10%
Intelligence: Animal
Lair Probability: 65%
Alignment: Neutral
Level/XP: 1/100 + 1 per hp
Psychic Ability: None

Lava Worms burrow through volcanic mountains consuming minerals contained with the rock. They produce a caustic, hot acid capable of melting stone and they are known to "spit lava" (for 1d4 damage) when encountered usually because they cool off rapidly and the difference in pressure causes the contents of their stomachs to begin squirting out. Killing the lava worm with brute force may cause the attacker to be sprayed by scalding liquid for 2d4 damage.

They will try to consume any organic material they come into contact with, seeing living things as a nutrient-rich treat.

LITTLE GREEN BASTARDS

Frequency: Common
No. Encountered: 1d4
Size: Small
Move: 120 ft
Armor Class: 0
Hit Dice: 5
Attacks: 3 (claw, claw, bite)
Damage: 1d4, 1d4, 1d8
SA: (See below)
SD: (See below)
Magic Resistance: Standard
Intelligence: Medium
Lair Probability: N/A
Alignment: Chaotic Evil
Level/XP: 5/500 + 5 per hp
Psychic Ability: Yes



Little Green Bastards are an alien race brought to Earth by a rebellious Star Spawn. Each one is various in size about 3-4 feet tall but rarely you may find human-sized ones. Each has big eyes, an oversized, exposed brain and razor sharp teeth. Usually they will be armed with a Disruptor Pistol or a Blaster Rifle. They can attack with two claws (1d4/1d4) and a vicious bite (1d8). Once every four rounds they can use their special attack which is called a "Brain Freeze" players hit must Save vs Paralyzation or be Paralyzed for d4 rounds unable to attack or do anything. They can also a Special Defense "Summon" where they can call additional Little Green Bastards every 4 rounds via psychic brainwaves.

LURKING GREEDLING

Frequency: Uncommon
No. Encountered: 1d4
Size: Man-Sized
Move: 90 ft
Armor Class: 2
Hit Dice: 4
Attacks: 3 (2 pincer, bite)
Damage: 1d8, 1d8, 1d6
SA: None
SD: Immunity/Camouflage
Magic Resistance: Standard
Intelligence: Hive Mind
Lair Probability: 70%
Alignment: Chaotic Evil
Level/XP: 4/400 + 4 per hp
Psychic Ability: None



The Lurking Greedling is an abnormally large insect that can be found in swamps, wet lowlands and some rain forests. Walking on their thin hind legs they use their long pincers to bring up food from the ground or just below the water line and deliver it to their circular, grinding mouth. They graze on grasses, dead leaves and small animals in the soil and usually move quite slowly making it appear as if they are just standing around lurking. They do their best not to be seen by outsiders, using their camouflage ability to appear invisible to common eyes.

When attacked, the Lurking Greedling will defend itself with unexpected ferocity, using its long, sharp pincers to great effect. They are immune to sleep and charm spells.





NEVERDEAD STALKER

Frequency: Very Rare

No. Encountered: 1

Size: Man-Sized

Move: 90 ft

Armor Class: 5

Hit Dice: 7

Attacks: 2 (claw, claw)

Damage: 1d8, 1d8

SA: None

SD: Immunity (See below)

Magic Resistance: Standard

Intelligence: Average

Lair Probability: 25%

Alignment: Neutral Evil

Level/XP: 7/700 + 7 per hp

Psychic Ability: None



NIGHTMARE WARRIOR

Frequency: Common

No. Encountered: 1d100

Size: Man-Sized

Move: 120 ft

Armor Class: 7

Hit Dice: 3

Attacks: 1 or 2

Damage: 1d8, 1d8 (or by weapon type)

Special Attacks: Blood Lust (See below)

Special Defenses: None

Magic Resistance: Standard

Intelligence: Low

Lair Probability: N/A

Alignment: Neutral Evil

Level/XP: 3/300 + 3 per hp

Psychic Ability: None

Nightmare Warriors are bands of undead fighters, mercenaries and swordsmen that have banded together in an unholy alliance. Many are cursed and brought low by their old wretched lives. They roam the land seeking destruction and battle and the subjugation of life. They wish only suffering on the living.

If they are fighting a character of good alignment they will become "enraged" with a vicious blood lust which will allow them to strike twice, or once with a +2 to hit. For every 25 or encountered, there will be one who is acting as a leader (AC 3, with 24-36 hit points, attacking as a 5 hit dice creature and doing from 1-12 hit points damage/attack). If there are over 75 encountered there will be a 50% that a Horde Master will also be present as well.





PANDORA'S WORMS

Frequency: Common

No. Encountered: 4d12

Size: Tiny (4")

Move: 30 ft

Armor Class: 2

Hit Dice: 1

Attacks: 2 (bite, burrow)

Damage: 1d4, 1d8

Special Attacks: Paralyzation (See below)

Special Defenses: Size-Speed (-2 all attacks)

Magic Resistance: Standard

Intelligence: Low

Lair Probability: 85%

Alignment: Chaotic Evil

Level/XP: 1/100 + 1 per hp

Psychic Ability: None

These four-inch long worms, colored with a swirling black and white pattern, are parasites that live within a host organism that resembles a wooden box. The box is actually a live creature called a *Pandora* and when examined (10% chance of discovery) by looking closely at it will appear to be faintly breathing.

The box itself is AC: 2 and has HD:2 and will usually be discovered in a dormant state. Once touched the box will open spewing the worms onto the victim. Because of their small size Players get a -2 on all attacks vs them. If the worm bites the Player must Save vs. Paralyzation or become paralyzed for 1d8 rounds. The worms will then burrow into

the Player further causing 1d4 damage per everyone 4 rounds as they head towards the victim's heart. Once they get there they will all congregate and then burst out of the skin and attempt to attack another player. Fire and cold damage will do double to this creature.

PHANTOM GUARDIAN

Frequency: Uncommon

No. Encountered: 1d8

Size: Small - Medium

Move: 0 ft, 60 ft (flying)

AA: Level VI

Armor Class: 3 (see below)

Hit Dice: 6

Attacks: 2

Damage: 1d8, 1d6

SA: None

SD: Immunity (see below)

Magic Resistance: Standard

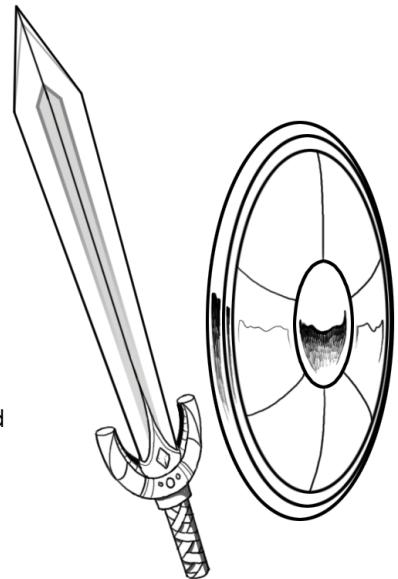
Intelligence: Low

Lair Probability: 100%

Alignment: Neutral

Level/XP: 6/160 + 6 per hp

Psychic Ability: None



A phantom guardian is a magical set of a saber and shield that act in concert to defend some location or item. When the conditions for activation are met, the saber and shield animate and give the appearance of being wielded by an invisible humanoid opponent. Attempts to hit this phantom guardian must succeed against AC 5. On a successful hit,

the striking weapon will pass through unhindered, giving a hint that the attacker must explicitly target the saber or shield instead of the false target. The saber hits for 1d8 of slashing damage, while the shield can slam a victim for 1d6 damage. The saber and shield can each take half the guardian's total hit points, rounded-up, before being disabled.

PLAQUE BUNNY

Frequency: Uncommon

No. Encountered: 1d8

Size: Small

Move: 180 ft

Armor Class: 7

Hit Dice: 1

Attacks: 1 (explode)

Damage: Special (see below)

SA: Disease (see below)

SD: None

Magic Resistance: Standard

Intelligence: Semi

Lair Probability: 50%

Alignment: Neutral

Level/XP: 1/50 + 1 per hp

Psychic Ability: None



These dangerously malignant creatures usually appear deceptively benign as they look and behave like a common rabbit. However, when approached or attacked their cute little furry bodies will burst open in all directions, spraying gore, puss and other wet and rancid offals over anything within range. Any living creature within a 10 foot radius of has a chance to become infected and must Save vs Poison every round they have contact with a remnant of the creature or happen to enter or remain within the area where one has detonated.

Those that fail to save will fall into fevered unconsciousness within a matter of 1d4 days, followed by another 1d4 days of deep coma, during this time the victim's condition will only be curable with a successful Cure Disease or Remove Curse spell. Passed that point however nothing, barring divine intervention or a Wish spell, will save them. Within the final 1d4 days of their life the victim's hugely bloated and distended abdomen will split open and erupt forth 4d4 baby Plague Bunnies.

SHADOW FIEND

Frequency: Very Rare

No. Encountered: 1-7

Size: Man Sized

Move: 120 ft

Armor Class: 3

Hit Dice: 10

Attacks: 1

Damage: 2d8 (or by weapon type)

Special Attacks: Life Drain (See below)

Special Defenses: Summon (See below)

Magic Resistance: 75% (100% sleep, charm, hold, cold spells)

Intelligence: High

Lair Probability: N/A

Alignment: Chaotic Evil

Level/XP: 10/10,000 + 10 per hp

Psychic Ability: Yes

Shadow Fiends were once powerful knights of antiquity that achieved great power, wealth, and prestige in their mortal lives but were overtaken by the ultimate evil of their own sinful weaknesses. Their corruption eventually left the knights spectral (*invisible to all but those who could see into the Netherworld*) and slaves to the will of the demons and devils who reign there.

They exist primarily in the negative material plane but will enter the prime material plane as they wish seeking new victims. They can drain strength by simply touching an opponent. They can also do 1d4+1 hit points of damage when they use their "chilly" hands to touch a victim, each hit also drains 1 point of the victim's strength. When an opponent reaches zero strength or hit points, the Shadow Fiend has successfully drained his life force and he or she becomes a ghost under immediate control of the fiend. That spirit will raise havoc with the world via the sins of the Shadow Fiend that created it. However, strength will return to the victim 2d8 turns after being touched. These spirits are not affected by sleep, charm or hold spells nor are they damaged by cold-based attacks.

Shadow Fiends can also summon a wicked steed that can fly, become ethereal, and roam the astral plane at will. The spectral horse is gaunt and boney with glowing red eyes, flaming nostrils, and hooves which burn like charred embers. Its coat is black as night, and the mane and tail are wild and rugged instilling fear in those unlucky enough to witness it.

There are only seven known Shadow Fiends each one represents one of the following sins: pride, covetousness, lust, anger, gluttony, envy, and sloth. Pride is the excessive belief in one's own abilities. Envy is the desire for what other's have. Gluttony is the insatiable desire to consume. Lust is an inordinate craving for bodily pleasures. Anger is manifested in the individual who spurns love and opts instead for fury. It is also known as Wrath. Greed is the desire for material wealth or gain. Sloth is the avoidance of physical or spiritual work.

SLAYTILLIANS

Frequency: Common

No. Encountered: 3d6

Size: Man Sized

Move: 90 ft/180 ft (in water)

Armor Class: 4

Hit Dice: 1

Attacks: 3 (claw, claw, bite)

Damage: 1d4, 1d4, 1d6

SA: (See below)

SD: None

MR: Standard

Intelligence: Low to High

Lair Probability: 75%

Alignment: Chaotic Evil

Level/XP: 1/100 + 1 per hp

Psychic Ability: No



These reptilian humanoids have lizard-like heads, large black eyes, and are covered in scales. They have adapted to almost all of the environments but tend to congregate and build their cities in the great marshlands. They prefer swampy, moist lands or that of rain-forests that are very primeval in nature. Slaytillians are quick to violence and suspicious of all other races. Since they are always



expanding, conflicts with other races over resources and territory are not uncommon. The society is a theocracy ruled by a tightly knit hierarchy of warriors and priests. They build mysterious pylons that once entered have control panels lit up with various gems and jewels that can perform extra planer tasks evil manipulated properly. They are very religious and build giant temples and pyramids as monuments to their gods.

STAR SPAWN

Frequency: Very Rare
No. Encountered: 1d4
Size: Man-Sized
Move: 90 ft
Armor Class: 3
Hit Dice: 8
Attacks: 2 (claws/tentacles)
Damage: 2d4, 1d8
SA: Mind Blast (See below)
SD: Magic (See below)
Magic Resistance: 90%
Intelligence: Supra-Genius
Lair Probability: 75%
Alignment: Lawful Evil
Level/XP: 8/8000 + 8 per hp
Psychic Ability: Yes



A Star Spawn is a wicked and twisted being that is generally human-like in appearance, but with an octopus- shaped head that has four tentacles surrounding a fanged mouth. They are capable of speaking Common and basic monster languages, but they prefer telepathic communication and will always attempt to mentally dominate any non-slave, mortal they meet. They have the following natural mental special attacks and defenses: Mind Blast, ESP, Charm Monster, Detect Thoughts, Suggestion, Levitation, Water Breathing, Tongues, Alter Reality, Plane Shift and Summon Brain Striders.

These aliens love to feed on the brains of intelligent beings and strike fear into the heart of anyone or anything that catches their gaze. Typically they will use their Mind Blast ability to paralyze the enemy, wrap all four tentacles around the victims head and then drag them away to suck out and gobble down the brains.

TEMPEST DEMON

Frequency: Very Rare
No. Encountered: 1
Size: Large
Move: 90 ft / 180 ft (flying)
Armor Class: -4
Hit Dice: 10
Attacks: 3 (gore, smother, hit)
Damage: 2d4, 2d4, 3d4
SA: Cause Fear (See below)
SD: +3 or better to hit
Magic Resistance: 70%
Intelligence: High
Lair Probability: N/A
Alignment: Chaotic Evil
Level/XP: 10/10,000 + 10 per hp
Psychic Ability: Yes



This red-skinned demon is one of the most powerful, fiercest and strongest of all. He has twisted and evil horns that can gore for 2d4 damage as well as wings that can smother a victim. Also he can deliver bare-handed fistcuff blows of 3d4 hit points damage. With a weapon in combat he gets a bonus of +4 to hit and +6 on damage.

His bellowing laugh can be heard for miles and will Cause Fear for 1d6 rounds to those who fail a Save vs. Magic. He can also perform the following abilities at will: Become Ethereal, Charm Person, ESP, Clairaudience, Suggestion (as the spell), Shape Change (to any humanoid form of approximately their own height and weight only), Lightning Bolt, Suggest, Polymorph Self, Wall of Fire, or Gate in a type IV (70% chance), type VI (25%), or one of the lords or princes (5% chance) - there is only a 40% chance of such a gate opening, however. They may be struck with normal missiles and by normal weapons. Darkness caused by them is the typical 10' radius sort.

THE FRIGHT

Frequency: Unique
No. Encountered: 1
Size: Man Sized
Move: 120 ft
Armor Class: 0
Hit Dice: 5 + 15 (53 hit points)
Attacks: 3 (claw, claw, bite)
Damage: 1d6+2, 1d6+2, 1d8+2
Special Attacks: Piercing Shriek, Create Spawn
Special Defenses: Natural Armor, Turn Resistance
Magic Resistance: Standard (Immune to lightening, fire, cold and mind-influencing spells)
Intelligence: High
Lair Probability: N/A
Alignment: Neutral Evil
Level/XP: 5/500 + 5 per hp
Psychic Ability: None

The Fright is a unique creature of unknown origins. The Fright is always encountered alone within a tomb or catacomb complex underground, where it makes its abode within a giant pillar of bones. The pillar of bones is surrounded by a dozen candles and the Fright remains within its bowels until it is disturbed from which it will jump from the pillar and viciously pelting the adventurers with bones before escalating to it's shriek attack and then hand to hand combat. If the Fright is defeated in combat, it will shriek for the last time and explode, creating a very bright light before disappearing. Sixty six days later, the Fright will reform at another location where it can simply lie in wait for the next group of meddlesome adventurers.

Piercing Shriek: Once every six rounds, the Fright can emit a hideous shriek from its ghastly mouth which affects all living creatures within 30 ft. Those who are within 30 ft. must make a saving throw vs Petrification to avoid being frightened by the unnatural supernatural shriek. Any living creature who is frightened will flee the immediate vicinity for 1d3 rounds at full speed dropping anything in their hands. Those who make a successful save versus this piercing shriek ability are still prone to its effects if the Fright uses this ability again. Those who make a successful save are immune to the effects of the piercing shriek for 24 hours and are instead shaken for 1d6 rounds. Player characters that are shaken will be at -2 to attack and -2 to AC.

Create Spawn: Any humanoid creature that is slain by the Fright becomes a ghast itself in only 1d3 rounds. Spawn are under the command of the Fright that created them and remain enslaved until its death, at which point they lose their spawn penalties and become full-fledged and free-willed ghosts. They do not possess any of the abilities they had in life.

Turn Resistance: The Fright is a much more powerful creature attuned to the Negative Plane therefore is turned as a ghost on the Turn Undead chart.

Natural Armor: The Fright has skin that is extremely tough and resilient due to its supernatural nature. The skin acts as armor and is comparable to metal to a degree therefore it has a natural armor deflection of +8.

TINY TERRORS

Frequency: Common

No. Encountered: 4d12

Size: Tiny (4")

Move: 30 ft

Armor Class: 2

Hit Dice: 1

Attacks: 3 (claw, claw, bite)

Damage: 1d4, 1d4, 1d4

Special Attacks: Swarm (See below)

Special Defenses: None

Magic Resistance: Standard

Intelligence: Low

Lair Probability: 25%

Alignment: Chaotic Evil

Level/XP: 1/100 + 1 per hp

Psychic Ability: None

These little bastards are nasty foes! A Tiny Terror is a one foot tall gremlin-type creature that will polymorph itself into a miniature version of any Player within 100' range of itself. The group will all then mimic that Player and then Swarm Attack the one being imitated with a vicious claw, claw, bite for 1d4, 1d4, 1d4 damage. Players being attack by the Horde must Save vs. Paralyzation or become Confused as the Spell for 1d8 rounds and suffer a -1 to hit.

TUMULUS

Frequency: Very Rare

No. Encountered: 1

Size: Medium (6 ft)

Move: 90 ft

Armor Class: 2

Hit Dice: 10+

Attacks: 2 (See below)

Damage: 2d4+2

Special Attacks: (See below)

Special Defenses: +1 or better to hit, Silence 30 ft Radius

Magic Resistance: Standard

Intelligence: Genius to Supra Genius

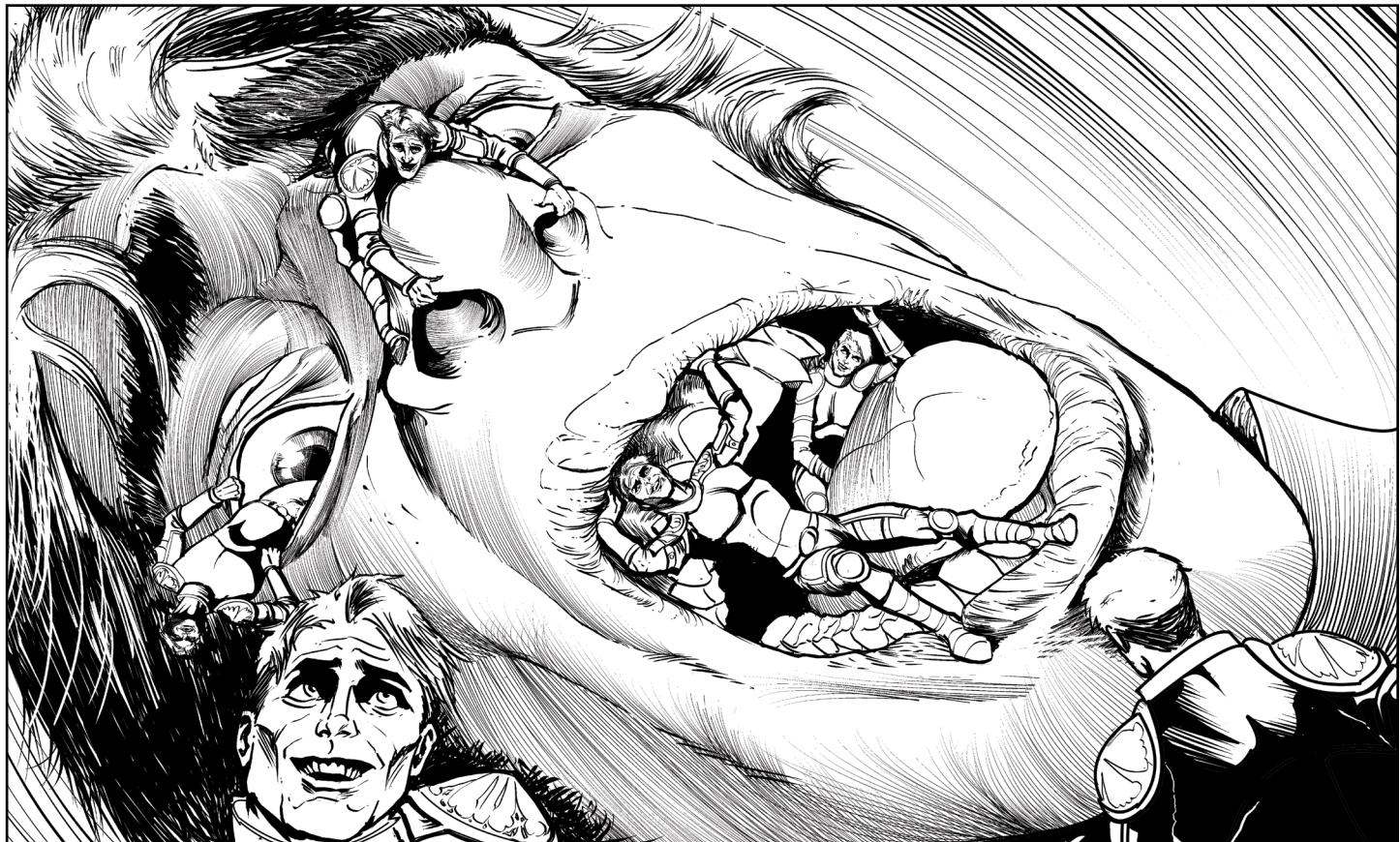
Lair Probability: N/A

Alignment: Any Evil

Level/XP: 10/10,000 + 10 per hp

Psychic Ability: Yes

A Tumulus is a vengeful ghost bound to its resting place by magic. They are created when a person's crimes are so egregious and sinful that they are condemned and cursed beyond death. After execution, they are buried beneath a tumulus or burial mound which is filled with belongings from their mortal life. Using these objects and special blessings, priests must seal the resting place in



order to contain the malevolent spirit. Unless the specially blessed items which contain it in its complex are removed, the Tumulus will remain within its crypt. If one or more of the items are removed and the Tumulus is not destroyed, it will unerringly hunt and attempt to recover its missing artifact (*returning back to its burial place and resuming its "unrest"*) trying to kill the interlopers (*dragging their body back to its lair where it will slowly become a Servant Wight*) who disturbed its rest as well.

Tumulus always use the best Saving Throw column when attacked (*saving as a Magic User versus Magic, a Thief versus Petrification, etc.*). Tumulus are immune to the following spells (*spell effects*): Charm, Cold, Cause Wounds, Death Spells/Symbols, Electricity, Enfeeblement, Harm, Insanity, Poison, Polymorph and Sleep spells. Weapons must be at least a +1 or better value to hit.

The mere sight of a Tumulus will make creatures with 5 HD (5th level) or less flee in Fear and all others will be required to make a Save vs Petrification or flee as well.

For each of the Blessed Items destroyed, the Tumulus will be reduced 2 HD in Hit Points and HD (*when using attacks or saves*). Destroying all the artifacts will permanently destroy a Tumulus. As long as any of the blessed items survive, a Tumulus is not destroyed. It will regenerate 2 hit points per day until it attains its maximum hit points and then will begin its "Hunt" to retrieve the missing item(s).

In attack, Tumulus wield two non corporeal swords which cause 2D4+2 damage (*victim must make Save versus Poison or take 2 hp damage per round until given at least a Cure Serious Wounds spell or equivalent*). For every 2 dice above 10 HD, Tumulus have the services of a Wight follower. Tumulus appear much as a Wight might appear but are in every case more ornate or fancy in the cloth they wear and have a "aura" about them.

VAMPIRE LICH

Frequency: Very rare
No. Encountered: 1
Size: Man-Sized
Move: 60 ft
Armor Class: 0
Hit Dice: 14
Attacks: 1
Damage: 2d6 + paralyzation
SA: Level Drain (See below)
SD: +1 to hit (See below)
Magic Resistance: 75%
Intelligence: High
Lair Probability: 85%
Alignment: Chaotic Evil
Level/XP: 14/14,000 + 14 per hp
Psychic Ability: None



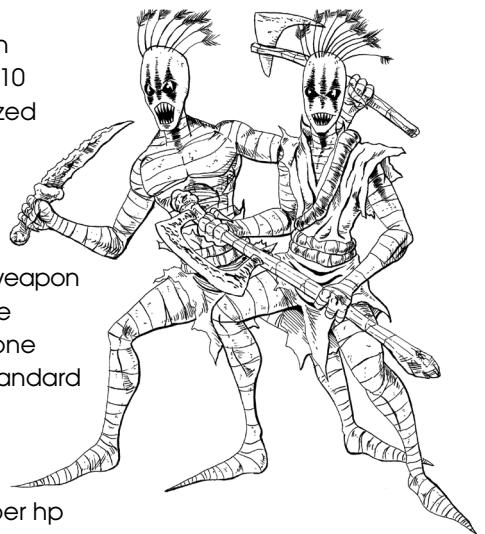
The Vampire Lich is of course an unholy combination of a Vampire and a Lich. Why? How? Who knows what the Hell magic created it but know this...It is able to have the powers of both Vampires and Liches, as well as a new ability called "Electrifying Gaze" which light and fire shoot from the Skull's Eyes and cause 4d8 of shock damage to victim. Save vs. Death Magic to take half damage. They also feast on Soul Worms as each worm eaten will restore 2 hp.

Special Attacks: Level Drain, Electrifying Gaze, Spell use (as *Magic User* or *Cleric*) of at least 18th level of ability; Fear

Special Defenses: +1 or better weapon to hit; immune to cold, electrical, poison, paralyzation, polymorph, death magic, as well as sleep, charm, hold and other mental based attacks; spells that drain attributes or statistics also have no effect.

VEGGIEBEASTIE

Frequency: Common
No. Encountered: 1d10
Size: Small to Man-Sized
Move: 120 ft
Armor Class: 4
Hit Dice: 3
Attacks: 1
Damage: 1d6 or by weapon
Special Attacks: None
Special Defenses: None
Magic Resistance: Standard
Intelligence: Low
Lair Probability: 50%
Alignment: Neutral
Level/XP: 3/300 + 3 per hp
Psychic Ability: None



These bizarre creatures are made from a mutation of humans, vegetation and a strange alien fungus. The mold was brought to our world eons ago when a meteor crashed into the jungles of the Sillith Wilds. A primitive tribe of natives investigating the crash site thought the large glowing rock was a "gift from the Star Gods!" They chanted praises to the heavens while it sprayed out thousands of alien spores into the air infecting all of them as they gleefully inhaled the toxins with smiling faces!

Over time the natives genetic structure was altered and they mutated into these hybrid aberrations. The original few hundred have grown into unknown numbers, reproducing like wildfire and forming mutant societies of their own. They use primitive weapons like spears, bows, axes and daggers made from natural materials. Their natural enemy became the Slaytillians, another self-competing race that is constantly trying to grow and expand. It is rumored that 1 in 30 Veggiebeasties is a Chieftain who is advanced in combat gaining a +1 to hit with any weapon and can also summon up to 2d6 more via a strange language of hisses, clicks and snaps.

VENUS II PLANT

Frequency: Rare
No. Encountered: 1
Size: Large (8 ft tall)
Move: 70 ft
Armor Class: -3
Hit Dice: 8
Attacks: 11 (10 Strangulation vines / 1 bite)
Damage: 2d8 Strangulation / 1d20 bite
Special Attacks: Charm Person (as spell)
Special Defenses: None
Magic Resistance: Standard
Intelligence: Genius
Lair Probability: 80%
Alignment: Chaotic Evil
Level/XP: 8/800 + 8 per hp
Psychic Ability: None

This is a giant eight foot tall Venus Flytrap plant and has a huge mouth and blubber lips, sharp teeth and ten long leafy vines. Each vine is about twenty feet long and can do 2d8 Strangulation damage to any victim hit. It can also deliver a vicious bite for 1d20 damage. The plant survives by eating flesh and meat. It can talk in Common as well and can also emit spores that cause a Charm Person type effect on 1d6 creatures who fail their Saving Throws.

WALVINOR

Frequency: Common

No. Encountered: 2d8

Size: Man-Sized

Move: 90 ft

Armor Class: 7

Hit Dice: 1

Attacks: 3 (claw, claw, bite)

Damage: 1d4, 1d4, 1d4

Special Attacks: None

Special Defenses: None

Magic Resistance: Standard

Intelligence: Medium

Lair Probability: 65%

Alignment: Neutral

Level/XP: 1/100 + 1 per hp

Psychic Ability: None



These creatures are humanoids with wolflike heads, paws for feet and furry, human-like hands. These creatures travel in packs and have no organized society. They are completely nomadic and tend to roam in wooded forests or mountainous areas.

Walvinors are excellent hunters and trackers, and have a thirst for blood especially when the moon is full. Packs of these creatures have been known to attack Human settlements and villages, but on the whole they are not territorially aggressive.

WAR TITAN

Frequency: Extremely Rare

No. Encountered: 1-2

Size: Giant (100 ft tall)

Move: 120 ft / 180 ft (running)

Armor Class: 0

Hit Dice: 18

Attacks: 1

Damage: 7d6

SA: None

SD: None

Magic Resistance: 70%

Intelligence: High

Lair Probability: 50%

Alignment: Chaotic

Level/XP: 18/18,000 + 18 per hp

Psychic Ability: None



A War Titan is an enormous, powerful, and godly outsider. Though titans are supposedly of both chaotic good and chaotic evil alignments, the majority of them seem to be good. In appearance, a good titan resembles an enormous (25+ feet tall) humanoid, with perfect beauty and strength. They are hardy and muscular, but nonetheless

extremely handsome/beautiful. Every aspect of them (teeth, hair, etc.) is also perfect. Based on the Titans of the Greek and Roman pantheons, they dress themselves in traditional Greek garb such as togas and loincloths. They also dress themselves in rare and valuable jewellery to make themselves seem even more overpowering and beautiful.

Titans normally dwell on a plane somewhere above the material, but occasionally they will visit the latter plane for various periods of time. Those dwelling on the Prime Material Plane for an extended period will acquire treasure as indicated above.

WEALD SAGE

Frequency: Very Rare

No. Encountered: 1

Size: Giant (30 ft tall)

Move: 120 ft

Armor Class: 0

Hit Dice: 13

Attacks: 2 (clubbing fists)

Damage: 4d6, 4d6

SA: Animate (See below)

SD: Immunity (See below)

Magic Resistance: 70%

Intelligence: Genius

Lair Probability: 50%

Alignment: Lawful Neutral

Level/XP: 7/2500 + 17 per hp

Psychic Ability: None



In any given major forest, there is a single leader among the tree-folk. The title of Weald Sage is granted to the wisest of treants at a special conclave. Like all treants, the Weald Sage is a mobile tree which acts as a forest guardian and receptacle of knowledge. Unlike normal treants, the Weald Sage is adorned with the skulls of various creatures. These are gifts from humanoid and demi-human races who value the efforts of the Weald Sage. The sage is able to tap into the knowledge that each of these creatures possessed in life. GMs are invited to select custom fields of sage knowledge but a typical arrangement follows:

Major Fields: Flora (specialty categories: trees, fungi, herbs)

Minor Fields: Fauna and Humanoids

Special Attacks: Animate trees, spell-use (as per 5th level druid)

Special Defenses: Cannot be surprised, Immunity to Fey Charm, spell-use

Weald Sages also have spell-casting ability as per a 5th level druid. GMs are invited to select spells but a typical druidic selection follows:

(3) 1st level spells: Predict Weather, Entangle, Locate Animals

(2) 2nd level spells: Locate Plants, Obscurement

(1) 3rd level spell: Summon Insects

Weald Sages are vulnerable to fire: fire attacks requiring an attack are made at +4 vs a Weald Sage, and they make all saving throws vs fire attacks at -4.

Weald Sages can animate 1d2 trees to aid them within a range of 180 ft. Animated Tree - Large, Move: 30', AC: 0 HD: 12 2at: 4d6 each Int: Non Align: Neutral

Weald Sages will sometimes collect gems, potions and other items for trade, but have no use for treasure themselves.

WIZARD'S BANE

Frequency: Very Rare

No. Encountered: 1

Size: Giant (8'-14')

Move: 80 ft

Armor Class: 2

Hit Dice: 13

Attacks: 3 (bite, claw, tentacle)

Damage: 4d6, 2d6, 1d4

Special Attacks: Mana Drain (See below)

Special Defenses: None

Magic Resistance: 70%

Intelligence: Genius

Lair Probability: 50%

Alignment: Lawful Neutral

Level/XP: 13/13,000 + 13 per hp

Psychic Ability: No

The Wizard's Bane is a round beast with a disproportionately large mouth, two muscular legs and a back covered with a dozen or more tentacles.

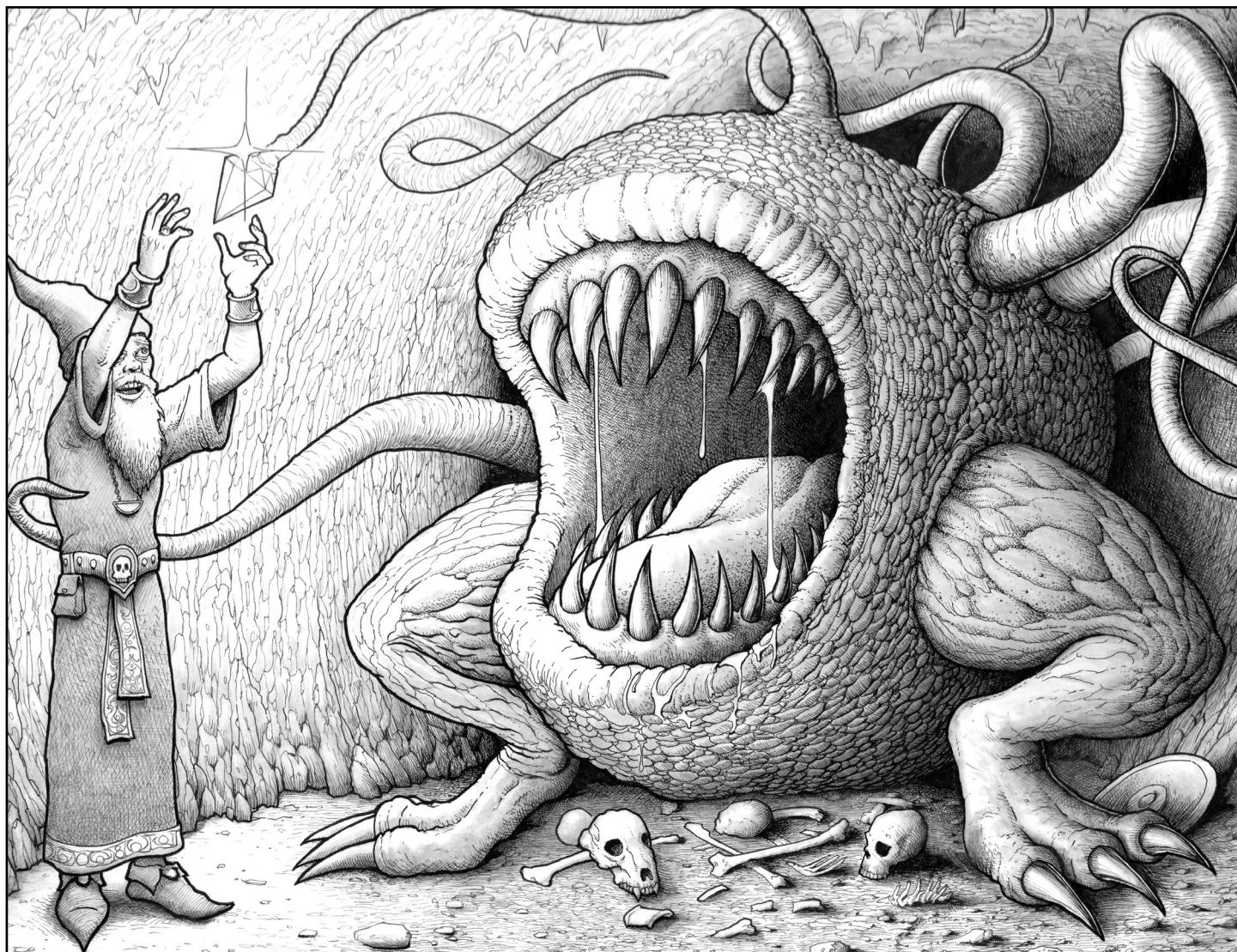
It's tentacles act as arms, tail and antennae as well as helping to balance it's awkward body when moving. Though it has no eyes or ears, the Wizard's Bane can

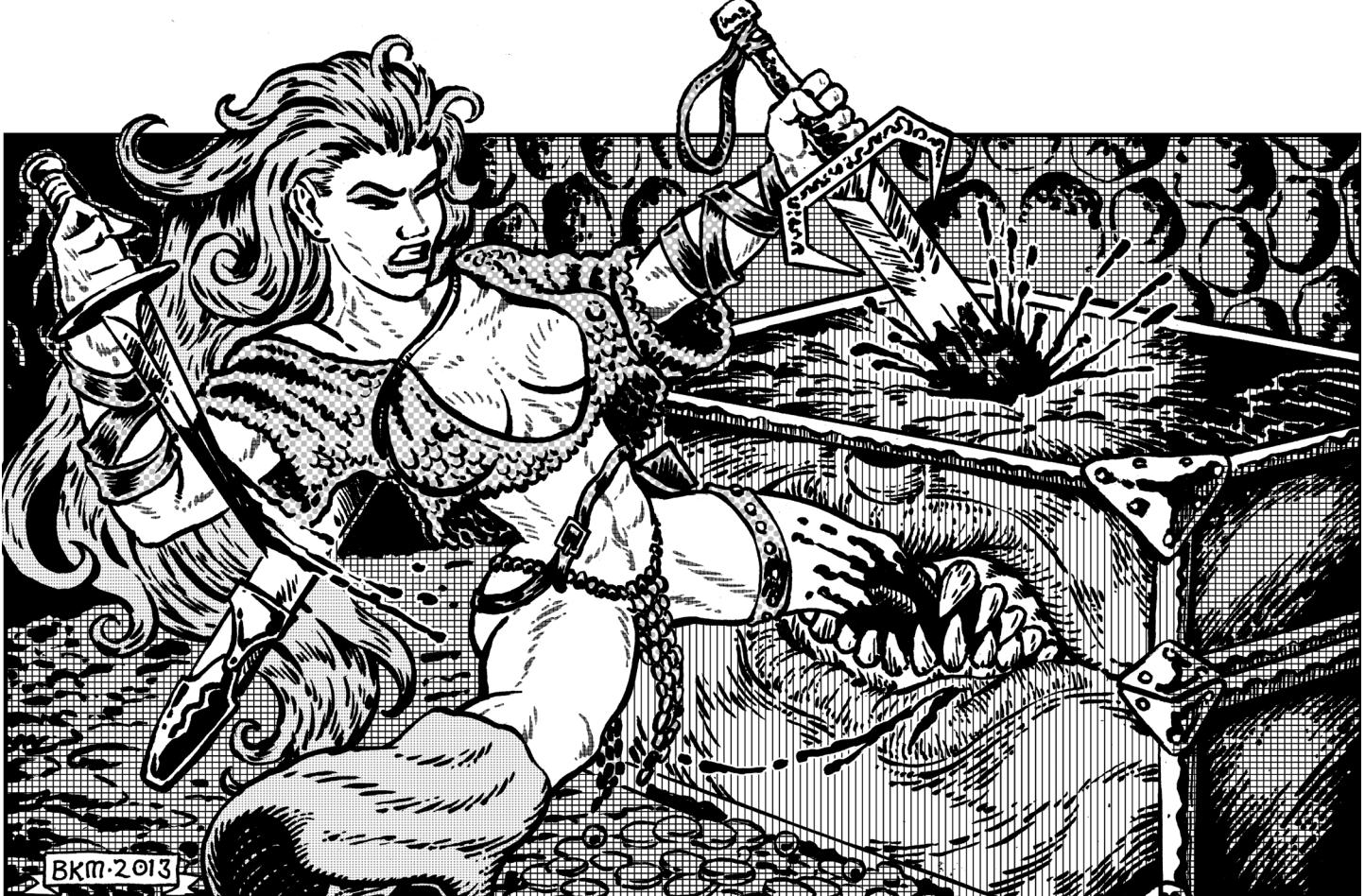
smell it's environment through sense organs in its gums and tongue. It longs for meat but longs for the life energy of wizards and magic users most of all.

When a Wizard's Bane is fully grown, it will develop a special "lure" tentacle from the top of it's "head". The end of this special appendage creates a confounding light that will subjectively appear to conscious beings as one's object of desire. No one is more vulnerable to the power of this lure than magic users that often mistake the lure for a magical item they've been searching for, a precious gem, etc. The beast will attack, draining the magic powers from it's victim and killing them with its powerful bite, a swipe of it's hind claws or a lashing of its tentacles.

You will most likely find a Wizard's Bane in the deep caves of mountains where there are naturally occurring crystal formations. Sending their tentacles deep into the ground they can leach mana and life energy directly from the earth.

However, the creature will sometimes hunt in the lowlands or forests in hopes of snaring more lively prey. The Wizard's Bane reproduced asexually by laying an egg that is a clone of itself every year. The eggs are invisible and undetectable by magic.





WIZZLEWIG

Frequency: Common
No. Encountered: 2d10
Size: Small
Move: 90 ft
Armor Class: 10
Hit Dice: 1
Attacks: 1 (bite)
Damage: 1d4
Special Attacks: None
Special Defenses: Multiply (See below)
Magic Resistance: Standard
Intelligence: Low
Lair Probability: 85%
Alignment: Neutral
Level/XP: 1/100 + 1 per hp
Psychic Ability: None

These cute little critters are soft, furry, gentle, adorable, and slow-moving. They often purr when stroked or petted. The visual look, hair length and coloring may vary, ranging between various shades and combinations of dark black, lime green, light brown, and blue. Rarely they appear as pink or blonde.

They are all very mischievous and fun-loving therefore will only attack with a vicious bite if provoked or hungry. They are carnivores and eat meat but can also drain the blood of it's victim with little damage. A Wizzlewig with a full belly can expand it's body size up to two times. Wizzlewigs are often found huddled together in nests. Their soft cooing resembles a baby or small helpless creature and many people are drawn to this relaxing sound.

WOOD MORPH

Frequency: Uncommon
No. Encountered: 1d8
Size: Medium
Move: 10 ft
Armor Class: 0
Hit Dice: 8
Attacks: 1 (bite)
Damage: 2d8
Special Attacks: None
Special Defenses: None
Magic Resistance: Standard
Intelligence: Low
Lair Probability: N/A
Alignment: Neutral Evil
Level/XP: 8/800 + 8 per hp
Psychic Ability: None

A Wood Morph can assume the general shape of any object that fills roughly 150 cubic feet (5 feet by 5 feet by 6 feet). Usually they take the shape of large oaken treasure chest, a sturdy bed, or a huge door frame as long as it is of equal mass.

A Wood Morph's body is protected by very strong armor regardless of what material it appears to be. The creature attacks when the Players get within a one foot radius. Generally the "mouth" of the creature is concealed in a natural way. E.g. if the shape is the form of a chest, the chest may be open (the creatures mouth) etc. If a door, the door looks "open" it is the mouth etc. The beast attacks with a bite for 2d8 damage and Players must roll Save vs. Poison or take damage listed above.



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AN ADVENTURE FOR CHARACTER LEVELS 10-14



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Hanging Coffins of the Vampire Queen

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For use with Classic Fantasy Role Playing Systems

Maximum Mayhem Dungeons #2
The Secret Machines of the Star Spawn
Written by Mark Taormino

AN ADVENTURE FOR CHARACTER LEVELS 6-10



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This supplement contains 48 new monsters and 4 new maps for use with your fantasy gaming. The monsters included range from one hit dice to fourteen plus! This is an excellent resource for game masters who would like to expand their creature selections with the awesome and powerful beasties within its pages. Inside you will find many fun OGL monsters for most any level campaign you may play!

Quotes from the Monsters of Mayhem:

"So I'm relaxing in my dungeon lair with my mates, counting treasure when all of sudden three adventurers come bursting in the door as if they own the damn place! They don't even knock, just came in swords ablazing yelling "die foul beast!" or some other cruel taunt. We dismembered them and tried to have a good time but it kind of ruined the mood of the evening." - Sabock the Gretzel

"I like eating humans, especially the little ones. If you have time, build a spit to roast them. It's worth it. You want to kill them without losing too much blood so they have plenty of internal juices to cook in. I recommend that you beat them to death with a blunt club... it also tenderizes the meat." - Jibu the Blue Troll

"It's bad enough I have to spend eternity bound to this mound of dirt, I shouldn't have to endure the living who can't keep their grubby hands off my stuff. What are you doing in a spooky tomb on a Saturday night? Get a life mortals." - Archodon the Tumulus

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