

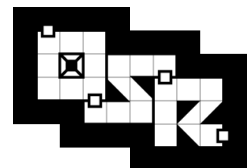
UNHOLY LAND

An Ahistorical Hex-Mas Crawl for Mid-Level Characters

By Casey Garske



GARSKE
GAMES



UNHOLY LAND

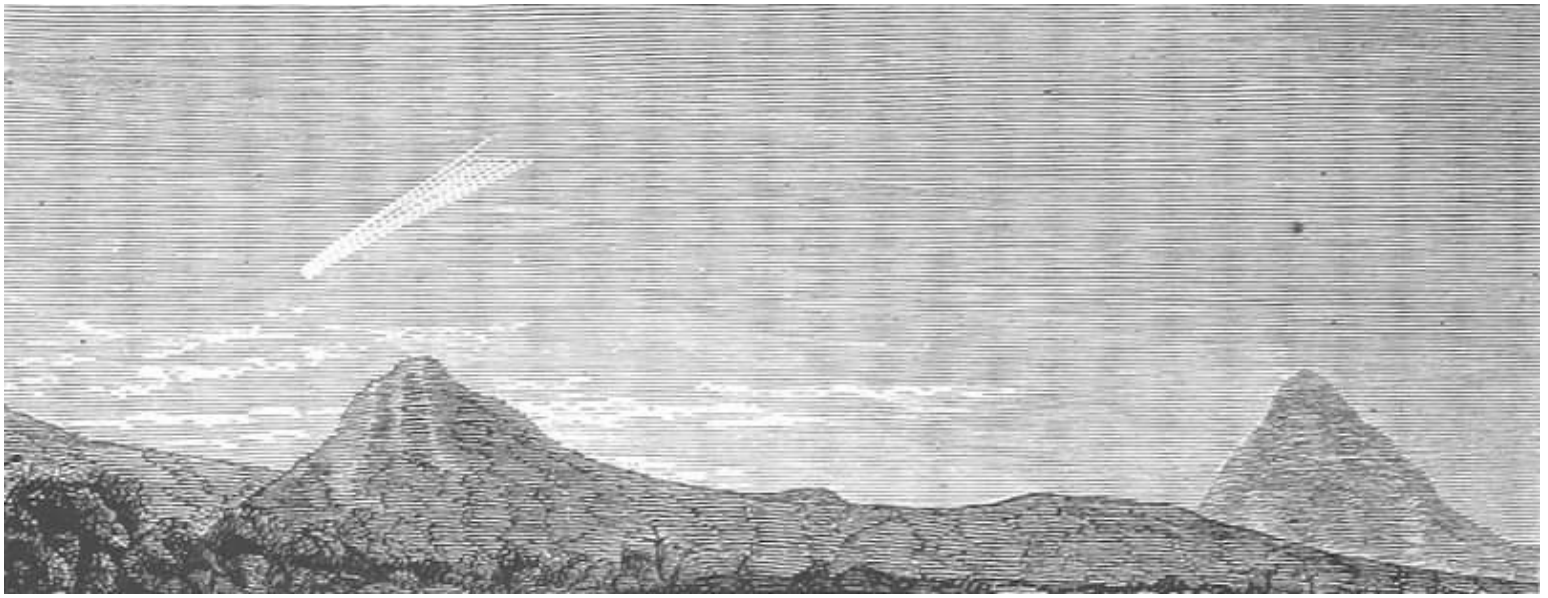
By Casey Garske

Judea hex map created with Hexographer™

OSR logo by Stuart Robinson

Cover Painting “Massacre of the Innocents” by Léon Cogniet

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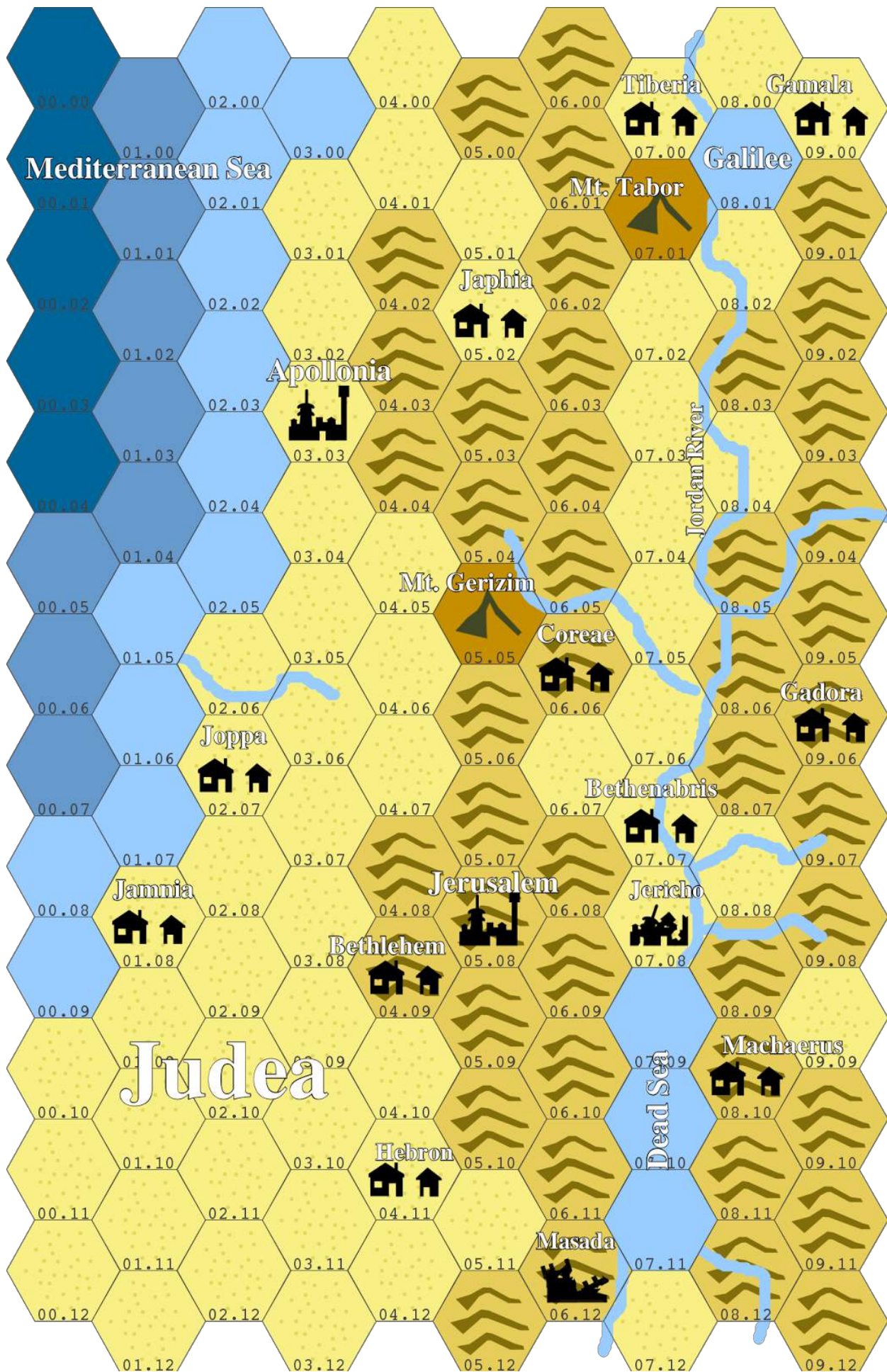
The Scene

The year is 2 BCE. King Herod governs Judea as a client of the Romans. He is a madman who rules with fear and murder. His seers and wizards tell him that a time of great change is approaching, that a new king of the jews will be born and lead to his downfall, heralded by a blazing star. This child will be born sometime soon, as the star reaches its zenith. Herod's secret police and assassins are combing the countryside, slaying all infant boys between birth and two-years old.

The truth is that this child, who will be born of a virgin named Mary, will in fact be the physical avatar of the Hebrew god Yahweh incarnated on Earth. But because of this massive expenditure of divine mana, Yahweh has little power to protect his avatar, and the child himself has only his mother and her fiancé, a lowly carpenter, for protection.

The spiritual power of this birth has also thinned the barrier between the earthly realm and other planes of existence. Satan and his hordes claw at the veil, attempting to tear through. The ancient, hungry, dead stir in their crypts. In the sea, creatures feel themselves pulled to shore in defense of their antediluvian god. Monsters of legend awake in their lairs. Antediluvian creatures find themselves displaced from their proper time. Cults of every sort see omens and plot.

Walking between all these competing powers are those who call no particular city home, who go wherever gold and adventure can be found. And in these peculiar days, there is much adventure to be found. Those who accept its call can fill their coffers, help usher in a new era of the One God, or bring back the ancient days when many gods scrabbled for worshippers amidst the sands.



Scale: 1 Hex = 6 miles

The Star

A strange star in the sky has confounded sages, astronomers, and astrologers alike. It does not move with the rest of the heavens, but seems to travel steadily from east to west. Easily visible to the naked eye at night, its appearance has sent Judea into a superstitious frenzy. Everywhere prophets make proclamations of doom or salvation or, most likely, doom for their enemies and salvation for themselves and their followers.

Where to Start?

You should start the party wherever you like, perhaps already knowing a rumor, or even hired by a sage to investigate the strange star.

Alternatively, you might start them in a random hex. Roll 1d12 for the vertical axis and 1d10 for the horizontal. For example a result of 6 on the d12 and 4 on the d10 would mean the party starts in hex 06.04. A sea hex means they start on a ship, traveling to the closest port.

Random Encounters in the Unholy Lands

Check for random encounters upon entering any hex that does not have an individual description. A result of **6** on a **d6** indicates an encounter has occurred.

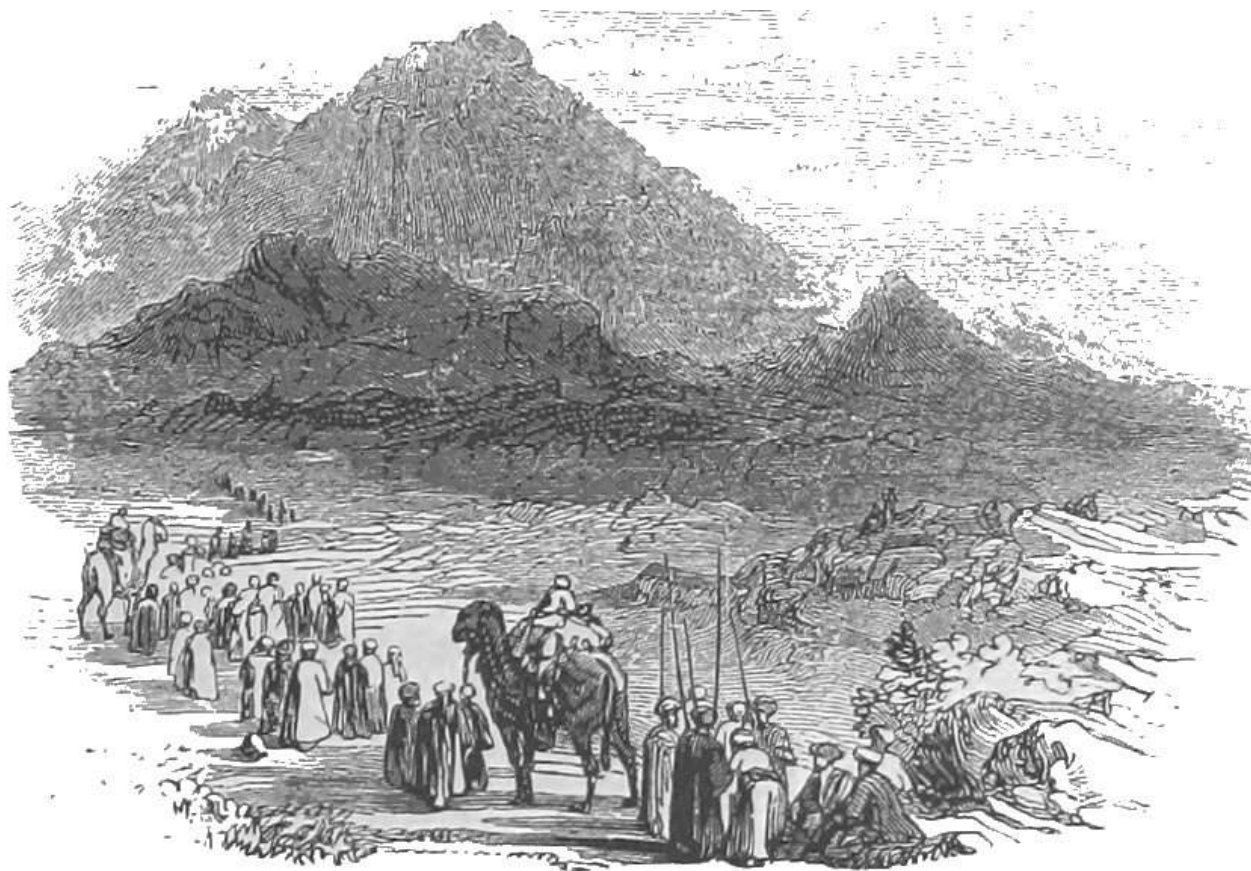
Monsters and NPCs are in **bold**. Stat blocks can be found in the Bestiary at the back of the adventure. Treasure is listed as minor, major, or magic. Treasure tables follow the Bestiary.

Hill/Desert Hex

1d6	Encounter (roll on appropriate table below for exact encounter)
1	Men
2	Animal
3	Antediluvian
4	Undead
5	Demonic
6	Monster

Men

1d6	Encounter
1	2d10 Bandits . They will attempt to ambush parties they outnumber.
2	1d6+4 Roman soldiers on horseback. They don't think too much of the locals and will question and bully those encountered.
3	2d10 Cultists led by a necromancer or subpriest (50% chance of either). These crazed men and women are looking for victims to take back to their nearby hidden temple for sacrifice. Their temple will have 5d10 more cultists, a priest , and a major treasure and a magic treasure.
4	Merchant with 1d6 bodyguards . The merchant carries gold and merchandise worth 1d6 x 100gp in his mule-drawn wagon. He is willing to buy and sell items. There is a 50% chance he has any common item asked for and will buy items up to ¼ of the value of his merchandise.
5	2d10 Travelers journeying for the census the Emperor has decreed. They will relate a random rumor if spoken to. See Rumor tables below.
6	Noble with 1d6 bodyguards . This snob is unwilling to talk to anyone under his station and will not hesitate to have his bodyguards teach a lesson to anyone harassing him.



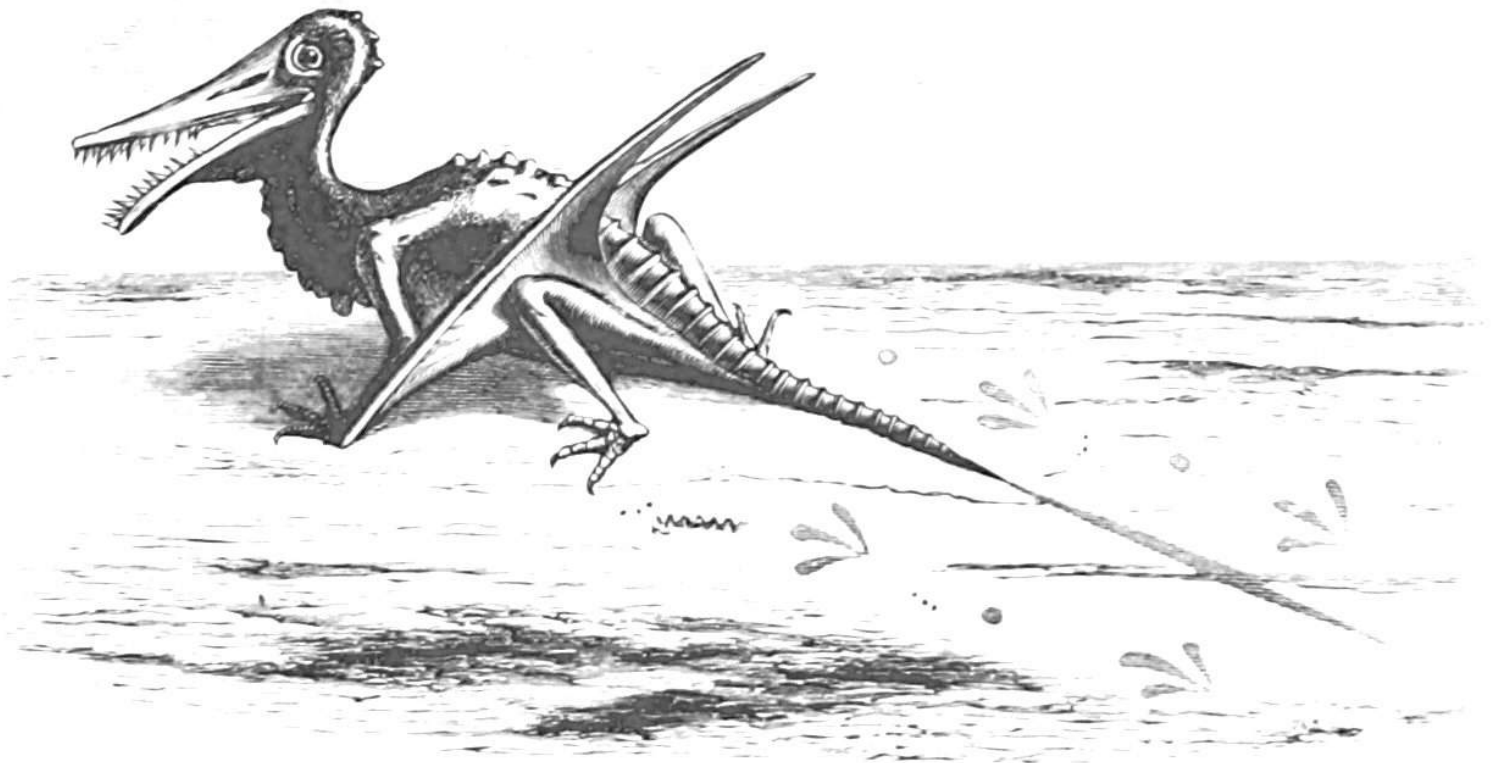
Animal

1d6	Encounter
1	2d3 Lions out hunting. 25% chance they are hungry enough to attack a party of their number or less.
2	2d6 Hyenas out hunting. 50% chance they are hungry enough to attack a party of their number or less.
3	3d10 Ibex . They will run if approached. 50% chance they are being hunted by (roll 1d6) 1-2: 2d3 lions , 3-4: 2d6 velociraptors , 5-6: 1 tyrannosaurus rex .
4	2d4 Wild camels . They will run if approached.
5	2d4 Wild boars . An exorcist has banished evil spirits into these boars and they will attack the party on sight. Can only be encountered once.
6	1d6 Pit vipers . The party has stumbled into their resting place and the snakes will defend it.



Antediluvian

1d6	<p>Encounter (each can only be encountered once).</p> <p>Anyone presenting one of these animals alive to King Herod's zoo will be rewarded with 100gp per hit dice of the creature.</p>
1	1d3 Smilodons . 50% chance these gigantic, confused felines will attack the party on sight.
2	2d6 Velociraptors . These rapacious raptors have killed 2 shepherds and several sheep and will defend their kills.
3	1d4 Triceratops . These ornery creatures are thirsty and hungry and will charge anyone coming too close.
4	1 Apatosaurus . This mighty behemoth has attracted a group of 2d10 spectators as it grazes on a field. One, a rabbi (as priest), is reciting Job 40:15-24 over and over.
5	1 Tyrannosaurus Rex . She is gulping down an ibex whole, and will chase anything that moves, such as the party.
6	1 Quetzalcoatlus . This huge pteranodon with a 40 foot wingspan is looking for something, anything, to snatch up and take back to its nest. It will attempt to grab one party member and take them back to its lair atop Mt. Gerizim. In the nest are 6 quetzalcoatlus chicks .



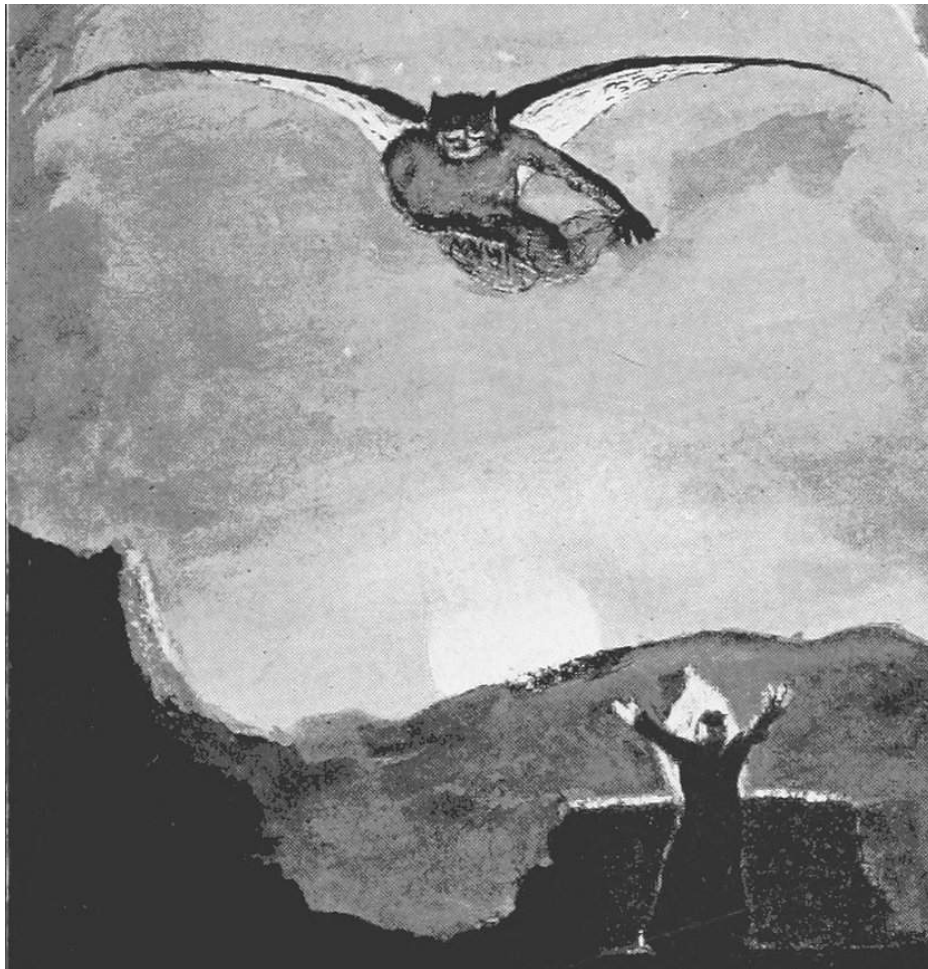
Undead

1d6	Encounter
1	3d10 Skeletons erupt from the ground of this forgotten battlefield. 50% chance of finding a minor treasure.
2	4d6 Zombies mill around the corpse of the necromancer who failed to control them. The necromancer holds a <i>wand of fear</i> in his hand. Subsequent zombie encounters will not have the wand.
3	1d8 Wights have been awakened by the supernatural energies coursing through the land. They are hungry for flesh. In their nearby barrow can be found a minor treasure and a <i>sword</i> +2. Subsequent wight encounters will not have the sword.
4	1 Spectre haunts a farmhouse. It will spare the party if they promise to return a ring stolen by the spirit's killer. The killer's name is Ephram, he lives in Jerusalem, and is a guard at Herod's court. If the ring has not been returned to the specter in 7 days, it will appear wherever the party is and attack. If the ring is returned, the spectre will point out a loose board in the floor under which is a major treasure. This encounter only happens once.
5	2d8 Ghouls hunt for victims. They have a nearby lair with a minor treasure.
6	1 Vampire travels by palanquin, carried by 4 bodyguard thralls and served by a necromancer thrall. By day the necromancer asks those encountered if they have perhaps seen his master's daughter, a young woman heavy with child, and her fiancé, a young carpenter. They have eloped and he wishes his daughter returned to him. By night, the vampire uses his powers of domination to divine the same. The vampire is of course not Mary's father, but he has seen the portents of the star and seeks to drink the blood of a god made flesh for he believes it will allow him to walk in the sun again. The vampire has a major treasure. This encounter only happens once.



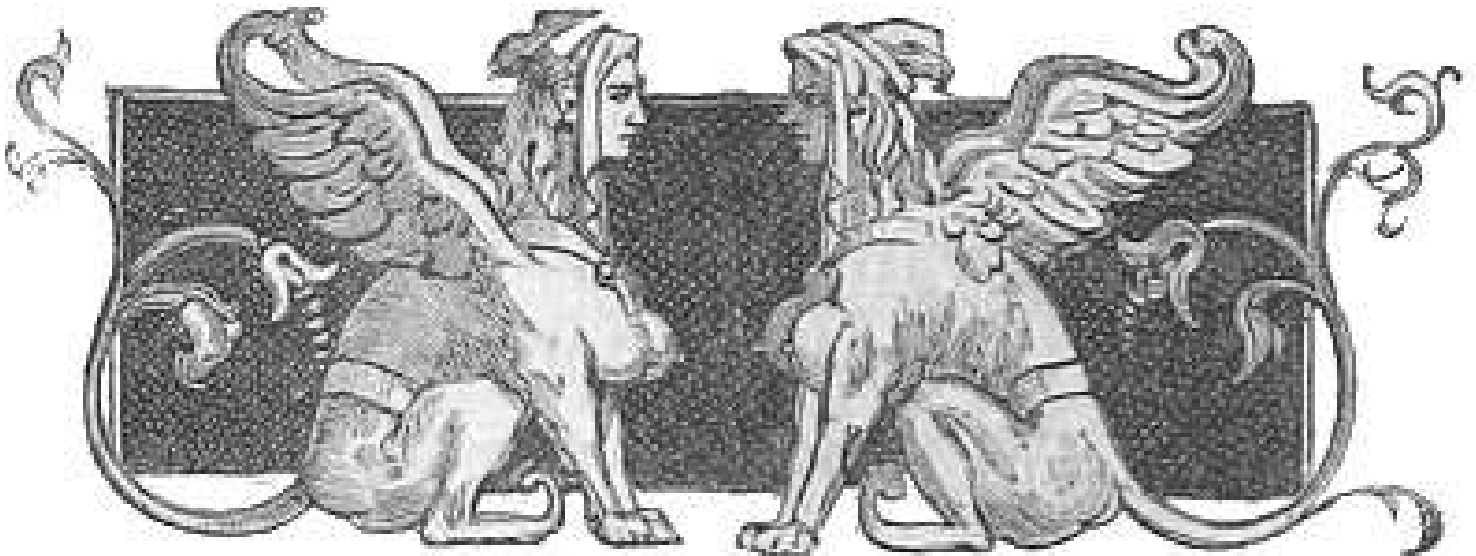
Demonic

1d6	Encounter (each can only be encountered once)
1	4d6 Gnolls scour the countryside for their master, Satan, looking for Mary and Joseph. They will torture and question those encountered as to their whereabouts.
2	4d6 Gnolls scour the countryside for their master, Satan, looking for Mary and Joseph. They will torture and question those encountered as to their whereabouts.
3	2d4 Wild boars . An exorcist has banished evil spirits into these boars and they will attack the party on sight. Can only be encountered once.
4	1 Succubus in the form of a beautiful young dancing girl asks if she can travel with the party for protection. She claims to be seeking her pregnant sister in Bethlehem. She has a minor treasure.
5	2d4 Minor demons have been summoned by 2d6 cultists . The lead cultist is a priest wielding a <i>staff of striking</i> .
6	1 Vulture demon cavorts in the blood of the traveling family it has just slaughtered. It gleefully swings the corpse of an infant boy above its head.



Monster

1d6	Encounter (each can only be encountered once)
1	2d4 Pegasi . These noble steeds will offer a ride to any hex to good and neutral aligned parties. They will not allow evil riders and flee if attacked.
2	1d6 Cockatrices . This evil flock attacks anyone they encounter. Their lair holds a minor treasure.
3	1 Chimera . This horrible creature has made a nearby tomb its home. In the tomb is a major treasure.
4	2d3 Giants . These giant men are brothers of Goliath and seek revenge against all humans. They each carry a minor treasure.
5	<p>1 Gynosphinx bars passage of the party. They must answer her riddle or be devoured.</p> <p><i>I am one of 5, chosen by 1 of 8</i> <i>I am mighty small, but by me the Mighty fall</i> <i>Drawn up from the depths, I am aimed at the heights</i> <i>I was found where I had sunk and I sank where I was flung</i> <i>I am in the Torah. What am I?</i></p> <p>The answer is the stone that killed Goliath. If the correct answer is guessed, the gynosphinx will give the party a <i>sling</i> +1 / +3 vs. <i>giants</i>. If they answer incorrectly, she will attempt to devour them.</p>
6	1 Lammasu . This benevolent creature will provide good and neutral aligned PCs with healing. It will also give Mary and Joseph's location to parties which are made up of all good aligned PCs. If the party swears to defend Mary and her baby, it will grant them a <i>shield</i> +2, a <i>sword</i> +2, and one <i>potion of healing</i> per party member. It attacks majority evil parties on sight.



What's Happening in the Village?

When entering a village that does not have an individual hex description, roll on the table below.

1d6	Event
1	1d4 10-man squads of Roman soldiers , have rounded up 1d6 rebels and will crucify them within the hour as an example. Each squad is led by a Centurion .
2	The town is ruled by a cult who worships the Golden Calf. They are preparing a ceremony. All they need is a sacrifice. There are 10d10 cultists and 2d6 acolytes ruled by a priestess . If they manage to sacrifice a PC, the golden calf statue comes to life and becomes a gorgon with max hit points which immediately attacks all present. The cult has 2 major treasures in their temple and the priestess wields a <i>staff of the serpent</i> . This event happens only once.
3	Herod's soldiers and secret police are attempting to kill all boy children two years old or younger. But they aren't being too discriminating about sex or age, or murdering parents who try to stop them, or other horrible acts. There are 1d3 squads of 10 soldiers , led by a veteran soldier . 50% chance they are accompanied by a necromancer .
4	In the night the town will be terrorized by undead. Determine kind and number by rolling on the Undead table above.
5	Confused prehistoric creatures materialize in the middle of the village and act as their nature would indicate. Roll on the Antediluvian table above to determine kind and number.
6	All is well and the people are friendly. The party will learn two rumors. Roll on the Rumor tables below.

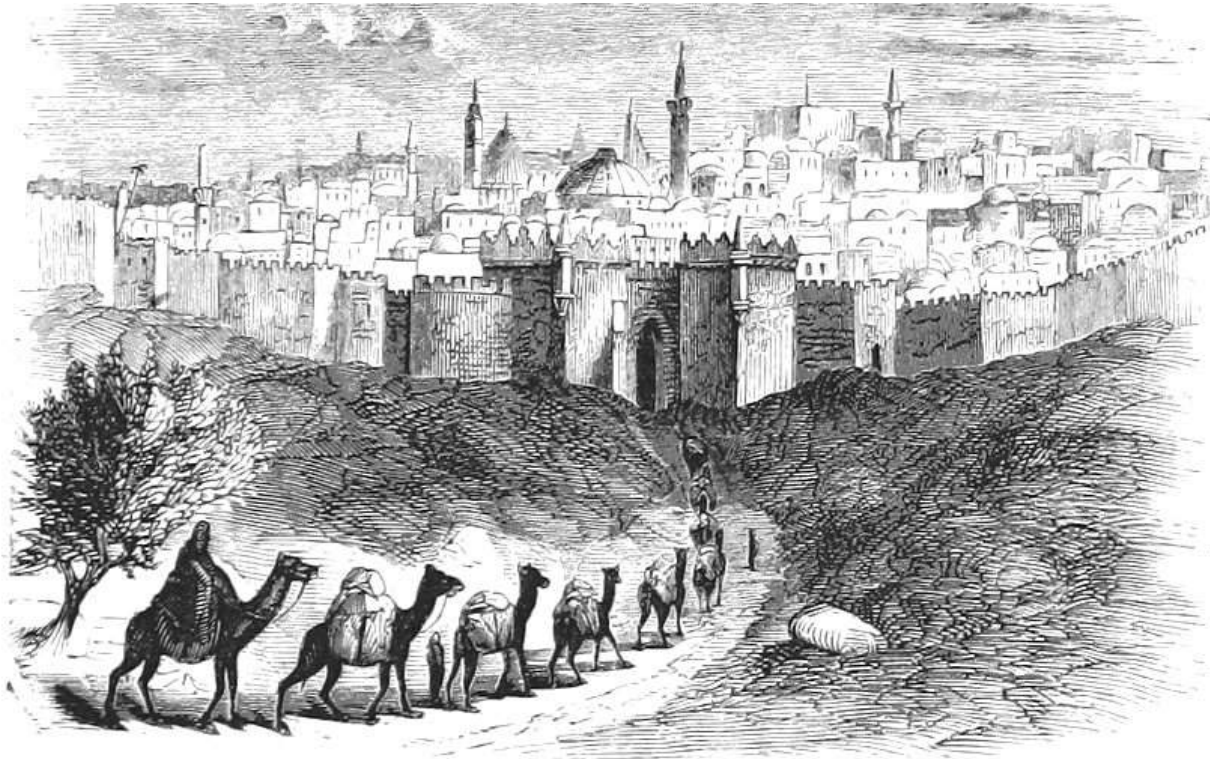


Bethlehem

Jerusalem Encounters

Check for random encounters every hour of wandering the streets of Jerusalem. A result of 6 on a **d6** indicates an encounter has occurred.

1d6	Event (each can only be encountered once)
1	Herod's soldiers and secret police are attempting to kill all boy children two years old or younger. But they aren't being too discriminating about sex or age, or murdering parents who try to stop them, or other horrible acts. There are 1d3 squads of 10 soldiers , led by a veteran soldier . 50% chance they are accompanied by a necromancer .
2	One of Herod's animal trappers is bringing a ceratosaurus to the menagerie. The cage has tipped over and now there is a very angry carnivorous theropod on the loose in a crowded market.
3	A merchant beckons from the door of a shop. He promises to have any item a person might be looking for. The merchant is actually a rakhasa . It will use its illusion powers to drop the PC's guard, then attack.
4	A chatty scribe will relate a random rumor. The scribe is actually a thief attempting to pick pockets.
5	A fortune teller offers her services to the party for free. She says they have an uncertain destiny. Her powers act as a <i>divination</i> spell with an 80% chance of a true answer.
6	2d8 ghouls emerge from the sewer and attempt to drag victims below to be eaten.



Rumors

Roll 1d6 to determine type of rumor. 1-3: Weird Happenings, 4-6: Prophecy

1d6	Weird Happenings
1	“Have you seen any of these weird animals around? Dragons and sea serpents and such? Herod is crazy about strange beasts. Pays good money for anything weird that is delivered to his menagerie.”
2	“I was just in Joppa. Those people and their fish god, Dagon, make me nervous. Some of them even sort of <i>look</i> like fish. I don’t trust them.”
3	“Do you have children? King Herod’s secret police are searching for a particular baby boy. I don’t know why but it can’t be good.”
4	“Years ago, during the rebellion, rabbis hid their scrolls in the caves along the Dead Sea. You can find them there if you look.”
5	“They say that Alexander of Judea still haunts the battlefield at Mt. Tabor, looking for Romans to sacrifice. More power to him, I say. But you didn’t hear me say that.”
6	“Pontius Pilate and his legion are on the move to the fortress of Masada. Someone said it was under attack, but that’s ridiculous. There’s no war on and no army could lay siege to that place. It’s impregnable.”

1d6	Prophecy
1	“I heard a wise-woman say that the travelling star is a portent of the end of the age. Like Noah and the flood. Bullshit, I say.”
2	“Have you heard about the seer at the temple of Mithras in Apollonia? Tells the future like a true prophet of old they say.”
3	“Doom! Doom from the tombs of the pharaohs! Beware! Beware! They come for the new king!”
4	“Demons! The servants of Satan crawl from their pit seeking the child!”
5	“The old gods resent the new. But their time is gone. The star decrees it!”
6	“Repent! Yahweh offers salvation to those who believe! Repent! The time of judgement is close at hand! The lamb comes to judge us all. The shepherds will guide you!”

Individual Hex Descriptions

00.12

Herod's necromancers, feeling their prowess grow with the great spiritual energies being released, have unleashed their power on the tombs of northern Egypt. They have summoned a gigantic horde of 15,000 **skeletons**, 1,000 **ghouls**, 500 **wights**, and 100 **mummies** led by the **lich** of Ramses the Great. This terrible army will march northeast, in the direction of the star, in search of the Christ child and razing everything in its path. Herod's necromancers cannot control that which they have summoned.



RAMESES THE GREAT

The undead horde only moves after dark, and is mercifully slow, moving only two hexes per night. At dawn the creatures sink into the sand. At dusk they rise and shamble onward.

01.06

Under the waves of the Mediterranean still lurk a few colonies of **fish-men**, sometimes known as kuo-toa, deep ones, or by other names. Off the coast of Joppa is such a colony. They typically quietly influence those on land through their on shore cult, but the current supernatural phenomena have them on the march across the sea floor.

01.08

When night falls 10d10 **fish-men** will flop onto shore and raze the city of Jamnia to the ground, taking the children as slaves and killing the rest.

02.03

1d4 **plesiosaurs** cruise the waters offshore. They are not above snatching a sailor from the deck of a passing ship.

02.07

For hundreds of years the city of Joppa has been under the control of the cult of the fish god Dagon. The star in the east is seen as a sign they should sacrifice all unbelievers to their god in an attempt to summon him from under the waves. The cult has 5d100 **cultists** led by an **high priest**, 2d4 **sub-priests**, and 3d6 **acolytes**.

02.10

Legio Sexta *Ferrata* (6th *Ironclad* Legion), 5,400 strong, commanded by **Pontius Pilate**, camps here on their way to relieve the forces at Masada.

03.03

The city of Apollonia is named for the god Apollo. The god's remaining 10d10 **cultists** plan to bring back Apollo's power by burning all other temples in the city.

In a temple of Mithras, a former centurion, now a blind beggar, raves about an army of the dead on the march from Egypt.

04.08

2d4 **shepherds** watch their flocks in these hills. If encountered at night, the shepherds will be being visited by a host of angels telling them of the Christ child's birth and his location. The shepherds will depart for 04.09 after hearing this good news.

04.09

All the inns in the village of Bethlehem are full with pilgrims traveling for the census. Over the stable of an inn blazes a bright star. Inside this stable Mary has just given birth to Jesus Christ. They have no idea of the forces at work in the land. If the **Magi** have arrived, they will ask the PCs to protect Mary, the child, and Joseph while they head to Jerusalem to throw Herod's troops and wizards off the trail. If the party seeks to harm Mary, Joseph, or the child, the Magi will defend them to the death. **Mary and Joseph** are useless in a fight. **Jesus** is an incredibly calm baby, and will not cry during dangerous situations such as battle or when the party is attempting to be stealthy.



Herod's spies have a 10% cumulative chance per hour of discovering Jesus's birth if the party stays in Bethlehem. 1d3 10 man squads of **soldiers** led by **veterans** and accompanied by a **necromancer** arrive 1 hour after discovery.

05.05

A mated pair of **quetzalcoatlus** has built a nest on the roof of the Samaritan temple that sits on the plateau atop Mount Gerizim. In it are 6 1HD hatchlings. The pair are present only 25% of the time. If they return while the party is present, there is a 75% chance they will be carrying victims to their **chicks**. The temple has been abandoned. The clergy will pay 2,000gp to rid the temple of the "dragons."

05.08

Jerusalem. See Jerusalem encounters table above.

06.09

3 **Magi** mounted on camels follow the star eastward towards Bethlehem. In truth, only one of them is a mage. **Melchior**, a Persian, is a mage. **Caspar**, from India, is a skilled thief and assassin. And **Balthazar**, from Ethiopia, is a master swordsman. These three have adventured together for years. Their latest quests have pointed them to the arrival of the Christ child and they have sworn to defend him with their lives.



In caves along the shore of the Dead Sea can be found clerical scrolls placed there over the years by jewish mystics and clerics. Each hour of searching gives a cumulative 5% chance of finding a scroll containing 1d3 random cleric spells. However, anyone removing one of these scrolls will be *cursed*. Undead now attack that character with a +1 bonus to hit and damage rolls.

06.12

The fortress of Masada is under siege. But the danger comes not from outside its walls, but from below. The cellars of Masada have cracked open and twisted humanoid creatures pour out. Herod's remaining 20d10 **soldiers** are waiting for relief from Pontius Pilate's legion currently in hex 02.10. A huge cavern and tunnel complex full of monsters and treasures of the past can be found below Masada and awaits exploration.

07.01

Mt. Tabor is the gravesite of 10,000 jewish rebels crushed by the Romans 40 years ago. If Judea is threatened with destruction, a burnt sacrifice of 12 Romans, one for each tribe of Israel, will raise 10,000 **zombies**, led by Alexander of Judea, now a **warlord of death**, who will march to destroy the threat if lead to it.

07.08

Jericho is known as a place of healing. The waters of the Dead Sea are said to have restorative properties. 2d4 *potions of healing* can be purchased from alchemists here. 1d3 rumors can be learned by those listening for them.

08.01

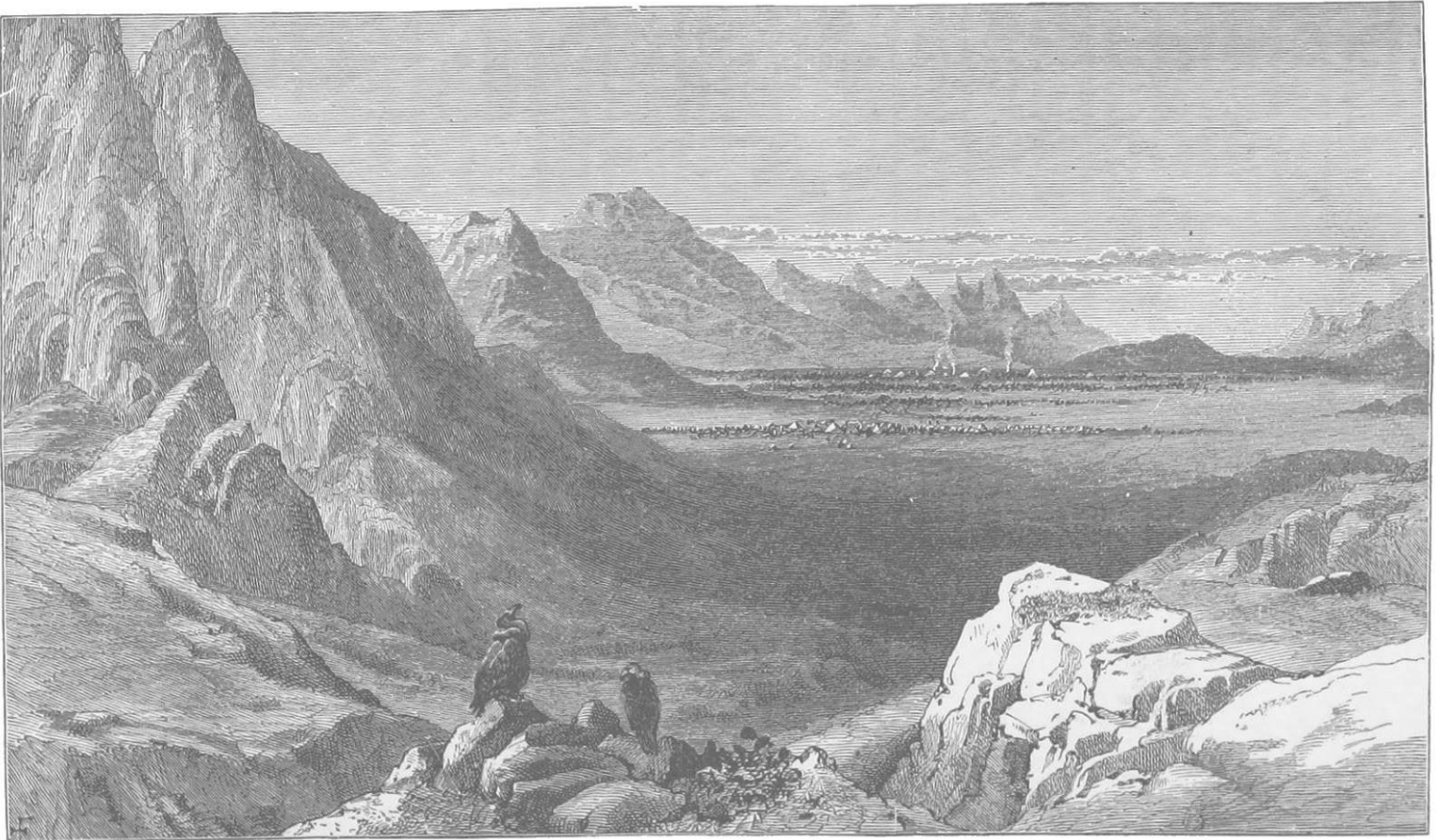
A hungry **tylosaurus** has been time-shifted into the Sea of Galilee. This voracious beast's hunger cannot be slaked by the tiny fish of the lake. It has turned to eating fisherman. Commerce is at a standstill as no fishing is being done while the beast lives. The fishermen of the city have pooled their resources and will offer a 2,000 gp bounty on the beast's head.

08.06

A **veteran trapper** and his 4 **trapper** assistants transport several strange creatures in cages pulled by nervous mules, including a **deinonychus**, a **glyptodon**, and 3 **lizard men**. The trapper will tell the party about the 100 gp per HD bounty on strange animals the the King has implemented. He relates this as "the bigger the animal, the bigger the reward."

Timelines

The hex descriptions here present starting positions for the major players in the area. Once the PCs reach Bethlehem, things will change quickly. The undead horde arrives in hex 00.12. The Magi and shepherds reach Bethlehem as well. Herod's spies might not be far behind. If the party does not travel to Bethlehem, they could be caught up in events anyway, meeting the Magi and the holy family as they try to escape Herod and possibly an army of the undead.



Bestiary

Unholy Land uses classic Armor Class notation, descending from 10. From that baseline you can adjust to your favorite old-school RPG.

Stat blocks are simple, embellish with touches from your favorite rules as you see fit:

Creature – Armor Class , Hit Dice , #Attacks , Damage, Equipment

Special abilities below.

People and NPCs

Bandit – AC 8, HD 1, #AT 1, D 1d6, leather armor, club or spear

Bodyguard – AC 4, HD 3, #AT 1, D 1d6+2, chain mail, shield, sword, spear

Cultists

Cultist – AC 10, HD 1, #AT 1, D 1d4, robes, dagger

Acolyte – AC 10, HD 2, #AT 1, D 1d4, robes, dagger

Casts spells as a 2nd level cleric.

Sub-Priest – AC 6, HD 4, #AT 1, D 1d6, robes, scale mail, mace

Casts spells as a 4th level cleric.

Priest – AC 5, HD 8, #AT 1, D 1d6+1, robes, chain mail, mace, minor treasure

Casts spells as an 8th level cleric.

High Priest/Priestess – AC 3, HD 10, #AT 1, D 1d6+2, robes, plate mail, mace, major treasure

Casts spells as a 10th level cleric.

Jesus – AC 10 (helpless), HD ½ (1 hp), #AT 0, D n/a

Protective aura – Anyone attacking Jesus must make a save vs. spells at -2 or be unable to attack that round.



Magi

Balthazar – AC 1, HD 9 (63 hp), #AT 2, D 1d6+7, fine clothes, *chainmail* +2, 2 swords +2, camel, 500 gp, 1,000 gp in jewelry

Caspar – AC 2, HD 10 (40 hp), #AT 1, D 1d4+3, fine clothes, *leather armor* +2, *dagger of venom*, *cloak of shadow* (as *cloak of elvenkind*), camel, 100 gp worth of frankincense, 100 gp

x4 damage if able to backstab, 90% chance of hiding.

Melchior – AC 4, HD 9 (32 hp), #AT 1, D 1d4+1, fine clothes, *ring of protection* +3, *cloak of protection* +2, *staff of fire* (as *wand of fireballs*), spellbook, camel, 100 gp worth of myrrh, 150 gp, 3,000 gp in jewelry

Casts spells as a 9th level magic user.

Mary & Joseph – AC 10, HD ½ (4 hp), #AT 0, D n/a, clothes, 1d6 cp

Protective aura – Anyone attacking Mary or Joseph must make a save vs. spells or be unable to attack that round.

Merchant – AC 5, HD 2, #AT 1, D 1d6, chain mail, sword, light horse or camel, minor treasure, 1d6x100gp in trade goods

Necromancer – AC 10, HD 4, #AT 1, D 1d4, robes, dagger, spellbook
Casts spells as a 4th level magic user.

Noble – AC 3, HD 2, #AT 1, D 1d6, plate mail, sword, light horse or camel, minor treasure

Pontius Pilate – AC -1, HD 9, #AT 1, D 1d6+7, *plate mail* +2, shield, *gladius* +2, light horse, 2 minor treasures

Roman Soldier – AC 3, HD 1, #AT 1, D 1d6+1, banded plate, shield, gladius, spear, 2 javelins, dagger, light horse if cavalry

Roman Centurion – AC 3, HD 3, #AT 1, D 1d6+2, banded plate, shield, gladius, spear, 2 javelins, dagger, light horse if cavalry

Shepherd – AC 10, HD 1/2, #AT 1, D 1d4, clothes, shepherd's crook

Soldier – AC 4, HD 1, #AT 1, D 1d6+1, chain mail, shield, spear

Soldier, Veteran – AC 4, HD 2, #AT 1, D 1d6+1, chain mail, shield, spear

Thief – AC 7, HD 3, #AT 1, D 1d4, disguise, dagger, lockpicks
x2 damage if able to backstab, 40% chance to pick pockets, 45% chance to hide.

Traveler – AC 10, HD 1/2, #AT 1, D 1d4, clothes, walking stick

Trapper – AC 7, HD 2, #AT 1, D 1d6+1, leather armor, spear, club, lasso
+2 to attacks against all animals. Tracks with 50% chance of success.

Veteran Trapper – AC 6, HD 5, #AT 1, D 1d6+3, leather armor, spear, club, lasso
+3 to attacks against all animals. Tracks with 70% chance of success.



Monsters and Other Creatures

Apatosaurus – AC 5, HD 20, #AT 1 (tail or stomp), D 3d6/4d10

Boar – AC 7, HD 3, #AT 1 (tusk gore), D 1d8

Death Strike – When a boar is reduced to 0 hp it immediately makes one final attack.

Camel – AC 8, HD 3, #AT 1 (kick), D 1d8

Spit – An cranky camel can spit at the source of its annoyance. Save vs. breath or be blinded for 1d4 rounds.

Ceratosaurus – AC 6, HD 10, #AT 1 (bite), D 2d10

Chimera – AC 4, HD 9, #AT 5 (2 bites, 2 claws, 1 headbutt), D 1d6 for all

Snake head bite – save vs. poison or die.

Cockatrice – AC 6, HD 5, #AT 1 (bite), D 1d3

Poisonous bite – save vs. poison or die.

Deinonychus – AC 5, HD 4, #AT 4 (bite, 2 claws, 1 talon rake), D 1d6/1d4/1d4/1d8

Leap – if the deinonychus is not engaged in melee, it can make a leaping attack with a +4 bonus to hit and 2d8 damage.

Fish-men – AC 6, HD 2, #AT 1, D 1d6, spear, net

Once per day a group of fish-men may join hands and throw a bolt of lightning for 1d6 damage per fish-man joining in up to 10d6. Save vs. spells for ½ damage.

Ghoul – AC 6, HD 2, #AT 3 (2 claws, 1 bite), D 1d3/1d3/1d6

Paralysis – if hit by a ghouls attack, save vs. paralysis or be paralyzed for 1 turn.

Giant – AC 5, HD 8, #AT 1 (club or rock), D 3d6, hides, huge club, throwing rocks, minor treasure

Glyptodon – AC 1, HD 8, #AT 1 (tail club), D 2d6

Gnoll – AC 5, HD 2, #AT 1, D 1d8, greataxe, chainmail

Laugh – gnolls hyena-cackle is unnerving. Those hearing it must save vs. spell or take a -2 penalty to attacks.



Gorgon – AC 2, HD 8, #AT 1 (horns), D 2d6
Breath – the gorgon can breathe a 20' radius cloud of green gas that turns all exposed to stone if a save vs. petrification is not made.

Gynosphinx – AC -1, HD 8, #AT 2 (claws), D 2d4/2d4
Casts spells as a 7th level mage focusing on divination spells.

Hyena – AC 7, HD 2, #AT 1 (bite), D 1d8

Ibex – AC 7, HD 2, #AT 1 (horns), D 1d6

Lammasu – AC 6, HD 8, #AT 2 (claws), D 1d6/1d6
Can cast *invisibility* and *dimension door* at will and are continually surrounded by a *protection from evil* aura. Cast spells as a 5th level cleric. Healing spells cure twice the normal amount.

Lich – AC -1, HD 14, #AT 1, D 1d6+3, 2 major treasures, 2 magic treasures
Casts spells as a 14th level mage. Immune to non-magical weapons.

Lion – AC 5, HD 6, #AT 3 (bite, 2 claws), D 1d4/1d4/1d10
Rake – if the lion hits with both claw attacks, it can attack two more times with its back claws for 1d6 damage each.

Lizardman – AC 5, HD 2, #AT 2 (1 bite, 1 tail lash), D 1d4/1d6
Lizardmen are amphibious and can hold their breath for 2 turns.

Minor demon – AC 4, HD 3, #AT 2 (claws), D 1d6/1d6
Immune to non-magical weapons. ½ damage from fire, cold, and lightning.

Mummy – AC 3, HD 7, #AT 1 (fist), D 1d12
Mummy's Curse – the victim of a mummy attack cannot be healed until a *cure disease* or *remove curse* spell is cast on them. Immune to non-magical weapons. Immune cold. Mummies take x2 damage from fire.

Pegasus – AC 6, HD 4, #AT 2 or 1 (hooves or rear kick), D 1d8/1d8 or 2d8

Pit viper – AC 6, HD 2, #AT 1 (bite), D 1d6
Poison – the victim of a pit viper's bite must save vs. poison or die in 1d3 turns.



Plesiosaur – AC 7, HD 12, #AT 1 (bite), D 2d8

Toss – if the plesiosaur bites someone on a ship deck with a roll of a natural 20, that victim is tossed overboard.

Quetzalcoatlus – AC 6, HD 13, #AT 1 (beak), D 2d10

Grab – instead of biting, a flying quetzalcoatlus can attempt to grab a victim with a normal attack roll. If it succeeds, the victim is grasped in its talons and carried away.

Quetzalcoatlus chick – AC 9, HD 9, #AT 9, D 1d6

Rakshasa – AC 0, HD 7, #AT 3 (2 claws, 1 bite), D 1d4/1d4/1d8

Casts spells as a 5th level mage. May use *ESP* at will. Able to shapechange into any human form. Immune to non-magical weapons. 75% spell resistant.

Skeleton – AC 6, HD 1, #AT 1, D 1d6, rusted scale mail, shield, khopesh sword

Smilodon – AC 5, HD 8, #AT 3 (bite, 2 claws), D 1d6/1d6/2d6

Rake – if the smilodon hits with both claw attacks, it can attack two more times with its back claws for 1d8 damage each.

Spectre – AC 2, HD 8, #AT 1 (icy touch), D 1d8

Energy drain – A victim hit by the spectre's icy touch loses two experience levels. Immune to non-magical weapons.

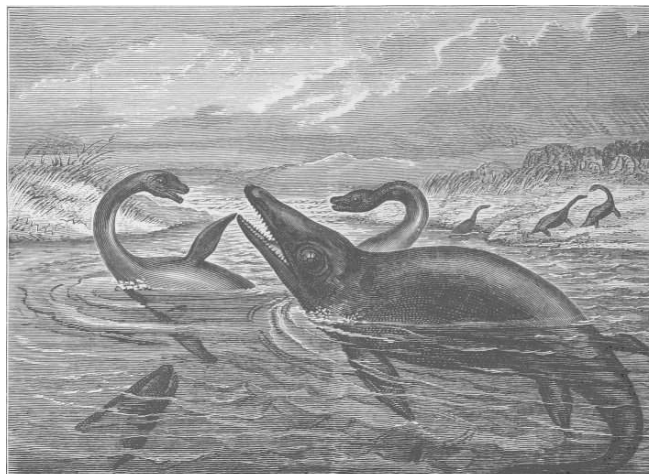
Succubus – AC 0, HD 6, #AT 2 (claws), D 1d3/1d3

Kiss – the kiss of a succubus drains 1 level of experience. Can cast *charm person*, *ESP*, *suggestion*, and *shapechange* (any humanoid form). Immune to non-magical weapons. 70% spell resistant.

Triceratops – AC 3, HD 16, #AT 1 (horns), D 3d12

Tylosaurus – AC 6, HD 20, #AT 1 (bite), D 3d10

Swallow whole – on an attack roll of a natural 20, the victim has been swallowed whole.



Tyrannosaurus Rex – AC 4, HD 20, #AT 1 (bite), D 5d8

Swallow whole – on an attack roll of a natural 20, the victim has been swallowed whole.

Vampire – AC 1, HD 9, #AT 1 (bite), D 1d6+4

Energy drain – A victim hit by the vampire's attack loses two experience levels. Can *charm person* at will, -2 to saves. Can assume *gaseous form* at will. Immune non-magical weapons. ½ damage from cold and lightning. A vampire regenerates 3hp per round. X2 damage from fire. Sunlight destroys a vampire in one round.

Velociraptor – AC 5, HD 2, #AT 4 (bite, 2 claws, talon rake) D 1d3/1d3/1d4/1d6

Clever Girl – a velociraptor gains a bonus to attack equal to the number of velociraptors attacking the target -1 (max +5).

Vulture Demon – AC 0, HD 8, #AT 5 (bite, 2 wings, 2 claws), D 1d6/1d4/1d4/1d8/1d8
50% spell resistant. ½ damage from fire, lightning, and cold. *Detect Invisibility* and *telekinesis* at will.

Warlord of Death – AC 0, HD 12, #AT 1, D 1d8+9, scale mail, shield, *sword* +3

A warlord of death can cast *wall of ice* and *detect invisibility* at will. They continually generate an aura of *fear*. Once per day they can cast any one *power word* spell, a *symbol of pain/fear*, and a 20-dice *fireball*.

Wight – AC 5, HD 4, #AT 1 (fist), D 1d4

Energy drain – A victim hit by the wight's attack loses one experience level. Immune to non-magical weapons.

Zombie – AC 6, HD 2, #AT 1, D 1d6+2, rusty spear

Slow – always attacks last.



Treasure Tables

2d6	Minor	Major	Magic
2	nothing	nothing	nothing
3	2d10 x 10 gp	2d10 x 100 gp	mislabelled vial of poison
4	1d4 bottles of wine worth 1d4 x 100 gp each	1d4 religious objects worth 1d4 x 1000 gp each	1 misc. item. Roll 1d6: 1 <i>Robe of Scintillating Colors</i> , 2 <i>Rope of Entanglement</i> , 3 <i>Rope of Climbing</i> , 4 <i>Scarab of Death</i> , 5 <i>Stone of Good Luck</i> , 6 <i>Talisman of Pure Good/Evil</i>
5	1d6 x 100 gp in coins	1d6 x 1000 gp in coins	1 misc. item. Roll 1d6: 1 <i>Bag of Tricks</i> , 2 <i>Bracers of Defense</i> +2, 3 <i>Dust of Disappearance</i> , 4 <i>Efreeti Bottle</i> , 5 <i>Horn of Blasting</i> , 6 1d4 <i>Javelins of Lightning</i>
6	1d8 x 100 gp in gems	1d8 x 1,000 gp in gems	scroll with 1d6 spells. Roll 1d6: 1-4 divine, 5-6 arcane
7	1d10 x 100 gp in coins	1d10 x 1,000 gp in coins	1d6 potions
8	1d4 x 100 gp in coins, 1d10 x 100 gp in jewelry	1d4 x 1,000 gp in coins, 1d10 x 1,000 gp in jewelry	1 suit of armor. Roll 1d6: 1-3 +1, 4-5 +2, 6 +3
9	2d6 x 100 gp in coins, 1d6 x 100 gp in spices	2d6 x 1,000 gp in coins, 1d6 x 1,000 gp in jewelry	1 weapon. Roll 1d6: 1-3 +1, 4-5 +2, 6 +3
10	1d100 x 20 gp in jewelry	1d6 x 1,000 in coins 3d6 x 1,000 in gems and jewelry	1 wand. Roll 1d6: 1-2 <i>Magic Missile</i> , 3-4 <i>Detect Magic</i> , 5 <i>Fireballs</i> , 6 <i>Wonder</i>
11	Roll twice on this column, ignore this result	Roll twice on this column, ignore this result	1 ring. Roll 1d6: 1 <i>Djinni Summoning</i> , 2 <i>Invisibility</i> , 3-4 <i>Protection</i> +2, 5 <i>Swimming</i> , 6 <i>Spell Storing</i>
12	Roll on Major Treasure	Roll on Magic Treasure	Roll twice on this column, ignore this result



UNTO all: be not afraid,—Know that he shall find the babe
 Wrapt in swaddling clothes, and laid—In a manger.—Then o'erhead,
 Suddenly the Seraph song—Outrang from heaven's holy throng.
 'Glory be to God on high, peace on earth, to man good will,'—Sang the heavenly host;
 then passed beyond the skies, and all was still.
 Then the homely shepherds hasted—Unto Bethlehem, and found
 Jesus lying in a manger,—With the poor dumb creatures round;
 And they worshipped Him and loved Him,—As He, pure and helpless, lay.
 Children, love ye well the story—Of the blessed Christmas day!"