

Cthuloid Bestiary



Lovecraftian Monsters for OSR Games

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The Cthuloid Bestiary

Welcome to the *Cthuloid Bestiary*. This book is a bestiary for old versions of the world's most popular roleplaying games and all Old School Renaissance games compatible with them. The *Cthuloid Bestiary* contains many monsters created by H.P. Lovecraft and his fellow horror authors. Being based on intentionally vague descriptions, we took some liberties while creating the statistics for the monsters in this book. Most readers will be familiar with monster statistics as presented here. Nevertheless, we explain them again below:

Every monster has a **name**. This is mostly an identifier for the game master. We recommend to avoid naming monsters in-game because things with a name are less scary.

The **hit dice** are used to determine a monster's hit points. Roll 1d8 per hit die and add all results together. Some monsters have a hit point modifier behind their number of hit dice. Add the modifier to the final number of *hit points* (not hit dice). The average number of hit points for a monster is shown in brackets.

The monster's **armour class** determines how difficult it is to hit the monster in combat. To hit it, the attacker needs to score a result equal to or higher than the monster's armour class. The *Cthuloid Bestiary* used ascending armour class. If you use this book with a system that uses descending armour class, simply subtract the armour class value given here from 21 (or 20, depending on the set of rules).

The **saving throw** value shows how difficult it is for the monster to avoid a hazard. Roll 1d20. If the result is equal to or greater than the saving throw value, the monster made its save. This book only uses a single unified saving throw. Alternatively, you can use the saving throw values of a player character with a level equal to the number of the monster's hit dice.

The **movement** rate show how fast a monster moves. A movement rate of 12 is average. If a monster has more than one movement rate, the other rates are for swimming or flying speed as indicated.

Meeting a Lovecraftian monster can lead to **sanity loss**. Sanity is the mental state of balanced individuals. Multiply your character's WIS score by five to determine your initial number of SAN points. Whenever your character

is confronted by something shocking or unnatural, roll 1d100. If the result is equal to or lower than your current SAN score, the sanity check is successful. If the result is higher, you failed the check. Monsters have two sanity loss values: The first one indicates the amount of SAN lost even if the check is successful. Mildly disturbing creatures often have a value of zero here, meaning that no SAN is lost on a successful check. Other, more sinister entities will always cause SAN loss even if your character makes a successful check. The second value is the amount of SAN lost if the check is not made. This number is usually randomly determined with a die roll. Note that SAN loss depends on what your character has already witnessed and what he knows. Ultimately, it is up to the game master to decide when a character has to make a sanity check, how severe the potential loss is, what other effects sanity loss has and if sanity is used in the first place.

The **number of encountered monsters** shows how many monsters the party will meet when they run into monsters of a certain kind. Monsters do not always hang out in groups; the number merely indicates the number of monsters in the area. Half of them might be in the monsters' lair, for example. The average number of encountered monsters is shown in brackets.

The monster's **intelligence** shows how smart a monster is relative to a human. Average intelligence means that the monster is as smart as the average human; monsters with low intelligence are less smart. Semi-intelligent monsters are dimly sentient; monsters with animal-level intelligence are not sentient. Smarter monsters are very or highly intelligent or have exceptional or genius-level intelligence.

When the party overcomes a monster, they get **experience** for it. Monsters are worth 100 XP per hit die plus 100 XP per special ability, like the ability to fly or an especially devastating attack.

Monsters have a **traits** and **moves**. Traits grant a monster resistance to certain kinds of damage, a specific weakness or other special abilities. Moves indicate what a monster can do in combat. A monster can perform one move per turn. Attacks marked with an asterisk are bonus moves that can be made in addition to another attack.

Ape, Devil

Hit Dice:	1+1 (6)
Armour Class:	13
Saving Throw:	17
Movement:	12
Sanity Loss:	-
No. Enc.	2d6 (7)
Intelligence:	Low
Alignment:	Chaotic Evil
XP:	200

Claw: 1d4 (3)

Hurl Stone: 1d3 (2)

Savage Fury: The ape uses its claw twice. If both attacks hit the same target, the target is paralysed for 1d4 rounds. The devil ape suffers a -2 armour class penalty for one round.

The devil apes are not true apes, but a degenerated inbred race that was once human. Devil apes are only half as tall as humans, but as strong and very hairy. They live underground and come out in the night to hunt.

Ape, White

Hit Dice:	2+1 (10)
Armour Class:	13
Saving Throw:	16
Movement:	12
Sanity Loss:	-
No. Enc.	2d20 (21)
Intelligence:	Average
Alignment:	Lawful Neutral
XP:	200

Phalanx: If at least two other white apes are close to the white ape, it gains a +1 armour class bonus.

Spear: 1d6 (4)

Shield Bash: 1d4 (3), the target falls prone (save negates).

Centuries ago, white apes had a highly developed civilisation deep in the jungle. Now, their civilisation has crumbled and the white apes live in small bands scattered over the jungle and savannah, sometimes living the ruins of their fallen empire. White apes have blond hair, very pale skin and are smarter than their appearance and way of life suggests. In combat, white apes usually use spear and shield.

Being from Beyond

Hit Dice:	1 hit point
Armour Class:	10
Saving Throw:	18
Movement:	12 (Fly)
Sanity Loss:	0/1d4
No. Enc.	10d10 (55)
Intelligence:	Semi
Alignment:	Chaotic Evil
XP:	100

Bite: 1 point of damage

Swarm Tactics: For every being from beyond that engages an opponent in mêlée combat, the opponent suffers a -1 penalty to attack rolls.

The being from beyond are a race of floating jellyfish-like creatures. They dwell in the realm of Yog-Sothoth and have the ability to enter other dimensions. Once there, they are likely to kill and consume every creature they come across.

Being of Ib

Hit Dice:	3 (14)
Armour Class:	14
Saving Throw:	14
Movement:	9/18 (Swim)
Sanity Loss:	0/1d4
No. Enc.	2d8 (9)
Intelligence:	High
Alignment:	Neutral
XP:	300

Alien Physiology: The being of Ib is immune to poison and paralysis.

Aquatic: The creature gains a +2 attack roll bonus against nonaquatic creatures while fighting in the water.

Glaive: 2d4 (5)

The beings of Ib are named after the City of Ib they used to call their home before it was destroyed. The beings of Ib are very intelligent, good swimmers and live above as well as underwater, mostly near freshwater lakes. All members of their community are equal. They look fish-like with green skin folds and large eyes. Beings of Ib are completely silent. It is not known how they communicate.

Being of Xiclotl

Hit Dice: 6 (27)

Armour Class: 15

Saving Throw: 11

Movement: 9

Sanity Loss: 1/1d6

No. Enc. 2d4 (9)

Intelligence: Low

Alignment: Neutral

XP: 600

Tentacle Rake: 2d8 (9)

Swallow Whole: 1d6 (4), the target is swallowed by the being of Xiclotl (save negates). A swallowed victim takes three points of acid damage each round can only use dagger-sized or smaller weapons. The being of Xiclotl cannot swallow more than one creature at a time. Killing the being of Xiclotl will free any swallowed creatures.

Spit*: The being of Xiclotl spits a swallowed creature at another opponent. The target and the swallowed creature both take 2d6 (7) points of damage. When first bloodied, the being of Xiclotl spits out any creature it swallowed.

The beings of Xiclotl are the inhabitants of the distant world of Xiclotl. They are tall, plant-like creatures with grey skin and tentacles instead of arms. The beings of Xiclotl are carnivorous and not very intelligent. As a result, they have been enslaved by a number of other races.

Blupe

Hit Dice: 1 (5)

Armour Class: 11

Saving Throw: 17

Movement: 9/6 (Float/ Swim)

Sanity Loss: 0/1d2

No. Enc. 2d4 (5)

Intelligence: Semi

Alignment: Neutral

XP: 100

Pseudopod: 1d2 (2)

Aquatic: The creature gains a +2 attack roll bonus against non-aquatic creatures while fighting in the water. The blupe takes only half damage from fire-based attacks.

Extinguish Fire*: The blupe extinguishes a fire the size of a torch. Larger fire needs more than one round to be extinguished.

Final Strike: This attack can only be used against fire-based creatures. Both the blupe and the target are destroyed. Creatures with more than six hit dice are permitted a saving throw. If the save is made, the target takes damage equal to half its hit points.

The blupe is a small semi-transparent blue entity. It can float and swim and smells like fresh rain. In the dark, it emits dim blue light and its internal organs become visible. Blupes do not need to breathe. They seem to have an animosity against fire and extinguish it whenever possible.

Boltworm

Hit Dice: 9 (40)
Armour Class: 18
Saving Throw: 6
Movement: 12
Sanity Loss: 0/2d4
No. Enc. 1
Intelligence: Animal
Alignment: Neutral
XP: 1,000

Bite: 2d8 (9)

Beast of Thunder: The boltworm is immune to electricity-based attacks.

Thundering Blood: When first bloodied, the boltworm gains a +2 bonus to attack rolls. Everybody in mêlée range of the worm takes 1d6 (4) points of lightning damage per round.

Ball of Lightning: 2d6 (7), the target is blinded for 1d4 rounds.

Lightning Beam: 1d8 (5), all opponents between the boltworm and the target take 1d4 (3) points of damage.

The desert-dwelling boltworm is a relative of the subterranean fireworm. The boltworm has a serpent-like appearance and two antennas on as well as a fin on each side of its head. During its travels through the desert, the boltworm accumulates remarkable static charges which it releases against prey or attackers. Every couple of years, boltworms release sheets of lightning towards the sky to attract mates.

Buopoth

Hit Dice: 2+2 (11)
Armour Class: 13
Saving Throw: 15
Movement: 12
Sanity Loss: -
No. Enc. 4d10 (22)
Intelligence: Animal
Alignment: Neutral
XP: 200

Ram: 1d6 (4)

Tough Hide: All damage the buopoth suffers is reduced by one point of damage.

The buopoth is a herd animal which may originate from a different world. It has purple fur, an elephantine trunk, humanoid ears and is generally peaceful and benign. Buopoth are herbivores and rather shy. They will avoid combat unless their mate or offspring is threatened and prefer to flee.

Byakhee

Hit Dice: 4 (18)
Armour Class: 15
Saving Throw: 13
Movement: 6/24 (Fly)
Sanity Loss: 1/1d6
No. Enc. 1d4 (3)
Intelligence: Average
Alignment: Neutral Evil
XP: 500

Bite: 1d4 (3)

Claws*: 2d4 (5)

Child of the Void: The byakhee is not influenced by vacuum or winds. It takes no damage from cold- and fire-based attacks.

Rend: If the byakhee hits an opponent with both its bite and its claws, it deals an additional 2d4 (5) points of damage.

The byakhee are a tall winged alien race with insectoid and reptilian traits. They are immune to cold and heat, do not need to breathe and can travel through the vacuum of space. Byakhee are sometimes used as mounts by space travellers. It is said that they are an artificially created race at home in the void of space.

Cat, Saturnial

Hit Dice: 4 (18)
Armour Class: 15
Saving Throw: 13
Movement: 15 (Fly)
Sanity Loss: 1/1d6
No. Enc. 2d6 (7)
Intelligence: Average
Alignment: Chaotic Evil
XP: 500

Claw: 1d4 (3), each time a target is hit again by a Saturnial cat's claw, it takes an additional point of damage. This effect is cumulative and ends when the battle ends.

Chromatic Mist: When the cat is killed, it vanishes into multi-coloured mist. Every opponent looking at the cat at this moment is fascinated and thus paralysed for 1d6 (4) rounds or until hit by an attack.

The chromatic Saturnial cat is only vaguely feline and has a brightly hued body. Jewel-like nodes cover the flanks. Its head is only identifiable by the whiskers and large round eyes that never blink. Saturnial cats are malicious and originate from another world. They are capable of space travel.

Cat, Uranian

Hit Dice:	6 (27)
Armour Class:	17
Saving Throw:	10
Movement:	15 (Fly)
Sanity Loss:	1/1d12
No. Enc.	2d4 (7)
Intelligence:	Very
Alignment:	Neutral Evil
XP:	800

Bite: 1d10 (6), 2d8 (9) against paralysed targets.

Uncanny Senses: The cat cannot be flanked and is never surprised.

Alien Glare: The cat stares at the victim and the target is paralysed (save ends).

Feline Revenge: When first bloodied, the cat uses its glare on every opponent in mêlée range.

The Uranian cat is closely related to the Saturnial cat, but far more hideous and malicious. It is also larger and has fang-like teeth as well as six spikes around its head. Sages assume that these spikes serve as antennas and can detect certain forms of energy over large distances.

Child of the Night

Hit Dice:	1 (5)
Armour Class:	12
Saving Throw:	17
Movement:	9
Sanity Loss:	-
No. Enc.	4d10 (22)
Intelligence:	Average
Alignment:	Neutral
XP:	100

Hatchet: 1d6 (4)

Javelin: 1d4 (3)

Child of the Dark: The Child of the Night suffers a -1 malus to attack rolls and armour class while fighting in bright light. It gains this malus as a bonus while fighting in the dark.

Children of the Night are a diminutive reptilian race with sharp fangs and scaly flesh. They shun the light of the sun and live in the dark, where their large yellow eyes glow with eerie light. Once, the Children of the Night used to live on the surface, but they were driven underground by competing races and now live on vermin and fungus. Though not evil, Children of the Night are xenophobic and do not tolerate trespassers in their territory.

Chthonian

Hit Dice:	10 (45)
Armour Class:	19
Saving Throw:	5
Movement:	9
Sanity Loss:	3/3d4
No. Enc.	1
Intelligence:	Very
Alignment:	Chaotic Neutral
XP:	1,100

Tentacle Lash: 2d4 (7), this attack can be used against up to four opponents.

Heat Immunity: Fire does not harm the chthonian.

Mind Net: The target falls under the control of the chthonian (save ends).

Rage of the Earth: When first bloodied, the chthonian attacks everyone in mêlée range for 2d10 (11) points of damage (save for half damage).

The chthonian resembles giant squid with a mass of tentacles at one end, though it is land-based. Its huge body is covered by noisome secretions. The chthonian can, sometimes together with other members of its species, manipulate the crust of the planet in a fashion not understood. The chthonian avoids water, but is said to be completely immune to any form of heat and can even resist lava.

Cloud Beast

Hit Dice:	15+5 (73)
Armour Class:	21
Saving Throw:	3
Movement:	21 (Fly)
Sanity Loss:	2/2d8
No. Enc.	1
Intelligence:	Low
Alignment:	Chaotic Neutral
XP:	1,700

Slam: 4d8 (18)

Regeneration: The cloud beast regenerates six hit points at the beginning of each round.

Grasping Fog: The cloud beast makes an attack roll against an opponent. If it hits, the opponent cannot move out mêlée of the beast until he likewise makes a successful mêlée attack against the beast to escape its grasp.

Nebulous Death: When the cloud beast is killed, it fill an area equal to ten times its size with dense fog that lasts for a day.

Tail Whip: 2d8 (9), the cloud beast can use this attack against opponents behind it without turning around.

The cloud beast looks like a huge animated cloud. It often appears with a face, but can also assume any other form it desires. Clouds beasts can solidify parts of their body to form appendages with which they attack. Throughout its life, a cloud beast can grow and shrink many times. After it grown to a diameter of more than a hundred metres, it will split into multiple smaller cloud beasts via mitosis.

Coleopterous One

Hit Dice:	3+3 (17)
Armour Class:	15
Saving Throw:	14
Movement:	15
Sanity Loss:	-
No. Enc.	3d10 (16)
Intelligence:	Average
Alignment:	Lawful Neutral
XP:	400

Claw: 1d8 (5)

Crossbow: 1d6 (4)

Crippling Shot: The victim suffers a -2 malus to attack rolls until the end of the fight. This attack can only be used once per fight.

Insect Carapace: The coleopterous one has a +2 armour class bonus against attacks of opportunity and backstabbing.

The coleopterous ones are a race of beetle-like beings. They are intelligent, civilised and hardy. Coleopterous ones are said to stem from a distant future where have replaced humans as the dominant race.

Colour Out of Space

Hit Dice:	10 (45)
Armour Class:	21
Saving Throw:	5
Movement:	18 (Fly)
Sanity Loss:	1d6/2d10
No. Enc.	1d2 (2)
Intelligence:	Exceptional
Alignment:	Chaotic Neutral
XP:	1,200

Withering Touch: 2d10 (11), the attack deals an additional three points of damage to creatures affected by the alien light aura.

Alien Light: Creatures next to the colour start to glow unnaturally after one round and suffer a -2 malus to saving throws. If the aura is left, one saving throw per round is permitted to end the effect.

Beam of Radiance: 2d4 (5), the target is blinded until the end of the colour's next initiative phase.

Draining Glow: All targets affected by the alien light aura suffer 2d6 (7) points of damage and suffer a -1 penalty to all rolls until the end of fight. The colour heals ten hit points plus five for every target affected by the attack. This attack can only be used once per fight.

The colour out of space consists of nothing but strange coloured light and drains the energy of its environment.

It reaches other planets via meteoroids and while it is intelligent, it thinks in multiple dimensions and has a mindset alien to common beings. The vegetation around a colour out of space will always slowly wither, as the colour is always hungry for energy. It avoids daylight and any sources of bright light.

Dark Young

Hit Dice: 7 (32)

Armour Class: 17

Saving Throw: 9

Movement: 12

Sanity Loss: 1/1d8

No. Enc. 1

Intelligence: Very

Alignment: Neutral Evil

XP: 700

Tentacle Whip: 1d8 (5), this attack can be used against up to four opponents.

Trample: 2d6 (7), this attack is made with a +3 attack roll bonus.

Dark Wrath: When bloodied, the dark young exclusively uses its trample against the last attacker.

Dark young are the descendants of an ancient evil entity that once roamed the world. They are mostly solitary and feed on the body fluids and internal organs of other creatures. They have three feet, tentacles on their heads, many mouths and are as tall as a tree. Dark young are never found indoors and prefer to reside in forests where the trees camouflage them.

Deep One

Hit Dice: 4+2 (20)

Armour Class: 16

Saving Throw: 13

Movement: 6/18 (Swim)

Sanity Loss: 0/1d4

No. Enc. 2d8 (9)

Intelligence: Average

Alignment: Lawful Evil

XP: 200

Claw: 1d6 (4). This attack can be used twice per round.

Aquatic: The creature gains a +2 attack roll bonus against nonaquatic creatures while fighting in the water.

Slasher: The deep one uses its claw twice against a target. If both attacks hit, the target is grabbed.

Crushing Grip: This attack can only be used against a grabbed opponent. If the opponent fails a save, he is paralysed. If he fails another save the next round or is already paralysed, he falls unconscious for 1d4 hours.

Deep ones are scaled humanoids resembling a cross between frog and fish. They have huge staring eyes and webbed hands and feet. Deep ones live at the bottom of the ocean and worship ancient dark gods. Sometimes, deep ones come to the surface to trade. While deep ones look inhuman, they can produce offspring with humans and a few other humanoid races. Communities trading with deep ones have often made a pact with dark powers and have deep one hybrids among them.

Deep One Patriarch

Hit Dice: 5+1 (26)

Armour Class: 16

Saving Throw: 12

Movement: 6/18 (Swim)

Sanity Loss: 1/1d8

No. Enc. 1d2 (2)

Intelligence: Exceptional

Alignment: Lawful Evil

XP: 600

Staff: 2d4 (5)

Aquatic: The creature gains a +2 attack roll bonus against nonaquatic creatures while fighting in the water.

Saltwater Aura: All deep ones and deep one hybrids gain a +1 attack roll bonus if under the bishop's command.

Call of the Depths: The target runs away in fear of the bishop for 1d4 rounds (save negates). This attack can only be used once per opponent.

Dark Water: 1d8 (5), the target lungs begin full with water. The target takes two points of damage each round (save ends). If the first save is not made, the target is takes three points of damage each round (save -2 ends).

The so-called patriarchs are deep one priests who worship strange, dark gods. There are also political leaders and highly dangerous due to the powers their lords grant them.

eventually. Due to their heritage, the hybrids are natural swimmers.

Denizen of K'n-Yan

Hit Dice: 2+3 (12)

Armour Class: 14

Saving Throw: 16

Movement: 12

Sanity Loss: 0/1d6

No. Enc. 3d8 (14)

Intelligence: Exceptional

Alignment: Lawful Neutral

XP: 300

Silver Blade: 2d4 (5)

Maser: 1d6 (4), the target is blinded for 1f4 rounds (save negates).

Hidden Blade: When the denizen of K'n-Yan is hit by a mêlée attack, it uses its silver blade against the offender at a +1 attack roll bonus. This attack can only be used once per battle.

The denizens of K'n-Yan are a race that looks almost identical to humans, but is actually an alien race that stranded ages ago. The denizens of K'n-Yan live underground, but sometimes trade with surface races. While they have developed remarkable technology, the denizens of K'n-Yan found technical research unfulfilling and turned towards art and amusement.

Deep One Hybrid

Hit Dice: 1+1 (6)

Armour Class: 15

Saving Throw: 17

Movement: 12/6 (Swim)

Sanity Loss: 0/1d2

No. Enc. 6d10 (66)

Intelligence: Average

Alignment: Lawful Evil

XP: 100

Club: 1d8 (5)

Deep Rage: If close to a deep one, the deep one hybrid gains a +2 bonus to attack rolls.

Harpoon: 1d4 (3), the target is pinned down for one round. If the opponent has a shield, he loses grab of it.

If communities where deep ones mate with humans from time to time, deep one hybrids appear. They appearance is slightly fish-like, with large eyes and mouths. Over time, such hybrids slowly transform into deep ones over the course of their life and will join them

Denizen of Leng

Hit Dice: 3+3 (17)

Armour Class: 14

Saving Throw: 13

Movement: 12

Sanity Loss: 1/1d8

No. Enc. 2d8 (9)

Intelligence: Very

Alignment: Lawful Evil

XP: 400

Sabre: 1d10 (6)**Bite:** 1d4 (3)

Abyssal Gaze: The denizen of Leng looks into the eyes of an opponent. The target is entranced and cannot take any actions. The denizen of Leng has to keep eye contact with the opponent to keep the effect up and can only use its sabre while doing so.

The denizens of Leng are a race of humanoids with horns, a wide mouth and brown fur. Superficially, they are not unlike satyrs. The denizens of Leng are sailors and slavers and most likely from a different dimension. They like to raid coastal towns, abduct their inhabitants

and sell them as slaves. They also keep cattle and grow crops, but are not very efficient at it. While among other races, denizens of Leng usually hide their bestial features with robes and wrappings.

Dhole

Hit Dice:	22 (99)
Armour Class:	20
Saving Throw:	3
Movement:	9
Sanity Loss:	1d4/2d8
No. Enc.	1
Intelligence:	Animal
Alignment:	Neutral
XP:	2,500

Bite: 4d8 (18)

Caustic Goo: The dhole spits goo at an opponent. The target cannot move (but still attack or cast spells) and takes 2d4 (5) points of damage each round (save ends both).

Swallow Whole: The target is swallowed and takes 1d6 (4) points of damage each round. It can attack with a -3 attack roll penalty.

Spit: The dhole spits a swallowed opponent at another opponent. Both targets take 2d8 (9) points of damage (save for half damage).

End the Feast: When it takes more than 15 points of damage in a single round, the dhole spits out any swallowed opponents.

The dhole is a gargantuan slimy worm-like entity of more than a hundred metres of length. Its maw is so large that it can swallow almost everything that comes across its path. It has not eyes and no visible anatomy except for its colossal mouth with row after row of teeth. Dholes avoid light, though it does not harm them.

Dimensional Shambler

Hit Dice:	9+3 (45)
Armour Class:	21
Saving Throw:	6
Movement:	15 (Teleport)
Sanity Loss:	2/1d10
No. Enc.	1d4 (3)
Intelligence:	Low
Alignment:	Chaotic Evil
XP:	1,000

Dreadful Claws: 3d6 (11), the target is grabbed (save negates).

Dimensional Warp: This attack can only be used if the shambler has grabbed an opponent. The opponent disappears. At the end of the shambler's next round, the target reappears anywhere around the shambler in medium distance on or slightly above the ground.

Dimension Door: Instead of moving regularly, the shambler simply appears at a new location within its movement distance.

The dimensional shambler is a humanoid entity with shaggy brown fur, long arms, vicious claws and a malicious grin. The shambler can cross the barrier between different dimensions, though it is unclear how and why it does this. While dimensional shamblers have a brutish intellect, their knowledge of the planes and their relations is unmatched. Shamblers do not need to eat and can thus survive in places too alien to offer any food or water.

Dragon, Butterfly

Hit Dice: 2+1 (10)

Armour Class: 14

Saving Throw: 15

Movement: 3/12 (Fly)

Sanity Loss: 0/1d4

No. Enc. 1d6 (4)

Intelligence: Average

Alignment: Neutral

XP: 300

Snout: 1d6 (4)

Pink Mist: The target is blinded and paralysed for 1d4 rounds each (roll separate, save negates). If the save is made, the target is deafened and slowed to half speed for 1d4 rounds (roll separate). This ability can only be used once.

Dragon Panic: When first bloodied, the dragon automatically uses its pink mist.

The butterfly dragon looks less like a dragon but more like an insectoid seahorse with butterfly wings with beautifully coloured patterns. It is about as tall as a human. If threatened, the butterfly dragon emits a rose-coloured mist that can have various effects on other creatures. Butterfly dragons are found in flower gardens, meadows and other visually appealing places. It is said that they feed solely on nectar, fragrance and silence. The dragon itself is often found humming a melody.

Elder Thing

Hit Dice: 5 (23)

Armour Class: 18

Saving Throw: 10

Movement: 15

Sanity Loss: 2/2d6

No. Enc. 1d6 (4)

Intelligence: High

Alignment: Lawful Neutral

XP: 600

Tentacle: 2d4 (5), the target is grabbed (save negates).

The elder thing can only grab one target at a time. Grabbed opponents suffer 1d6 (4) points of damage each round.

Wing Attack: 1d4 (3), the opponent falls prone

The elder things are an ancient race from outer space that travelled to this world millions of years ago. Their once mighty civilisation has collapsed and the elder things have moved underground or to the bottom of the ocean. Elder things are twice as tall as a human,

have conical bodies, tentacles and leathery wings. They are very intelligent and communicate via telepathy in both directions. It is said that elder ones can switch their bodies or even move into the bodies of a member of a different species. Elder things have wings, but do not seem to be flyers.

Fireworm

Hit Dice: 5 (23)

Armour Class: 15

Saving Throw: 13

Movement: 6

Sanity Loss: 0/1d4

No. Enc. 1d4 (3)

Intelligence: Animal

Alignment: Neutral

XP: 500

Slam: 2d6 (7)

Fireborn: The fireworm does not suffer damage from fire but two additional points of damage per damage die from cold.

Death by Fire: When the fireworm is killed, all other fireworms right next to it heal 2d6 (7) hit points.

The fire worm is a serpent-like creature with a size between two and twelve metres. The fire worm has blue and orange segments and a hard hide. Through the segments, one can see their flaming bodies. Fire worms alive in jungles or underground and are immune to heat. Sometimes, hoards of them roam and burn the landscape, only for them not to be seen again in decades afterwards.

Flying Polyp

Hit Dice: 9+4 (45)

Armour Class: 19

Saving Throw: 6

Movement: 9/15 (Fly)

Sanity Loss: 1d6/2d10

No. Enc. 1d2 (1)

Intelligence: High

Alignment: Chaotic Evil

XP: 1,000

Tentacle: 2d10 (11)

Dread Aura: All creatures that are not flying polyps suffer a -2 malus to saving throws and attack rolls why they see the flying polyp.

Cone of Wind: 2d6 (7), the target is knocked prone and loses his weapon (save negates).

Ghost Phase: When bloodied first, the flying polyp becomes invisible until it attacks or is hit by an attack.

Flying polyps are floating abominations several metres tall. They consist of a semi-corporeal mass of flesh that constantly changes, extruding and reabsorbing organs, creating tentacles and sloughing off dead matter. Flying polyps once had a mighty empire with cities made of grey, windowless towers. Nowadays, their numbers are diminished and they are waiting patiently for their time to come again.

Formless Spawn

Hit Dice: 5 (23)

Armour Class: 14

Saving Throw: 12

Movement: 12/12 (Swim)

Sanity Loss: 2/2d4

No. Enc. 2d8 (9)

Intelligence: Average

Alignment: Neutral Evil

XP: 500

Slam: 3d4 (8)

Amorphous: The spawn cannot be flanked and not subject to attacks of opportunity. It cannot be harmed by acid or poison.

Caustic Death: When the spawn is killed, every creature in mêlée range suffers 2d6 (7) points of damage (save for half damage).

The formless spawn is a creature made of black fluid. It can change its form rapidly and grow teeth, arms, heads, eyes and wings; whatever it needs in the current situation. Formless spawns live primarily underground where they build systems of tunnels suited for them to

ooze through. Artefacts presumed to be left by formless spawns indicate that they live on minerals and limestone alone. Formless spawns have probably been created by the strange, dark entity that they worship.

Ghast

Hit Dice: 3+3

Armour Class: 14

Saving Throw: 14

Movement: 12

Sanity Loss: 1/1d10

No. Enc. 2d10 (11)

Intelligence: Average

Alignment: Neutral Evil

XP: 500

Claw: 1d8 (5)

Bite*: 1d4 (3)

Hoard Tactics: For every ghast past the first one engaged in mêlée with an opponent, all ghasts gains a cumulative +1 bonus to attack rolls.

Being of the Dark: Ghasts act in complete darkness like beings with sight act in broad daylight. Direct expose to sunlight kills a ghast outright.

Ghasts are large blind beings that live underground. They have hooves and almost human faces, but lack a nose, a forehead and other features. Ghasts live in complete darkness and use their excellent senses of hearing and smell to orient themselves. Ghasts fear sunlight, for it slays them instantly.

Ghoul

Hit Dice: 2+2 (11)

Armour Class: 13

Saving Throw: 13

Movement: 9

Sanity Loss: 0/1d6

No. Enc. 2d10 (11)

Intelligence: Average

Alignment: Lawful Evil

XP: 200

Shovel: 1d10 (6)

Bite: 1d6 (4), the opponent contracts a disease and suffers a -1 penalty to all rolls until healed (save negates).

Ghouls are a race of hunched hairless humanoid with sickly green skin, claws and long, sharp teeth. They have hooves and slightly canine features. Ghouls live near graveyards and consume the flesh of the dead.

Ghoul Lord

Armour Class: 4+2 (20)

Saving Throw: 13

Movement: 9

Sanity Loss: 1/1d8

No. Enc. 2d4 (5)

Intelligence: Average

Alignment: Lawful Evil

XP: 500

Bite: 1d8 (5), the opponent contracts a disease and suffers a -1 penalty to all rolls until healed (save negates).

Stench of the Grave: Non-ghouls close to the ghoul lord have to make a save each round or suffer a -1 penalty to attack rolls. Ghouls in the aura gain a +1 bonus to attack rolls and saving throws.

Fresh Meat: When an opponent in mêlée range of the ghoul lord takes at least six points of damage in one hit, the ghoul lord uses its bite against that opponent. If it hits, the lord regenerates 1d6 (4) hit points.

Ghoul communities are led by ghoul lords. These especially vicious ghouls are surrounded by a sickening stench.

Gnoph-Keh

Hit Dice: 14 (63)

Armour Class: 21

Saving Throw: 3

Movement: 18

Sanity Loss: 0/1d8

No. Enc. -

Intelligence: Very

Alignment: Chaotic Evil

XP: 1,400

Claws: 4d8 (18)

Creature of the Cold: The gnoph-keh does not take damage from cold-based attacks. Anyone in mêlée range of it takes 2d4 (5) points of damage each round.

Blizzard: The gnoph-keh creates a blizzard in a radius of 50 metres around it that lasts for 1d6 rounds. Everyone in the blizzard suffers a -2 penalty to attack rolls and suffers double damage from the gnoph-keh's radiating cold.

Claw Frenzy: When first bloodied, the gnoph-keh uses its claws in two different targets in reach.

At first glance, the gnoph-keh looks like a large polar bear. However, it does have six legs instead of four, glowing red eyes, crimson claws and a horn in the centre of its muzzle. Gnoph-keh are cruel creatures. They do not tolerate any intruders in their territory and attack

everything on sight, unless they are sure the enemy is too strong for them. Gnoph-keh are worshipped by a forgotten tribe of degenerate humans.

Gnor

Hit Dice: 4+4 (22)

Armour Class: 15

Saving Throw: 12

Movement: 6/15 (Swim)

Sanity Loss: 0/1d6

No. Enc. 2d10 (11)

Intelligence: Average

Alignment: Neutral

XP: 500

Dagger: 2d4 (5)

Aquatic: The creature gains a +2 attack roll bonus against nonaquatic creatures while it fights in the water.

Tentacle Grip: The target is grabbed and suffers three points of damage each round (save ends).

The gnor is a finned tall humanoid that resembles a merman. Gnor have a coral beard, fish-like eyes and a torso that ends in a large tentacle. Gnor can swim but prefer to creep along the bottom of the sea. Many gnor have three and some even four arms. They live in grottos, harvest sea weed and herd sea creatures. Some gnor trade with surface dwellers.

Great One

Armour Class: 16+8 (80)

Saving Throw: 2

Movement: 18

Sanity Loss: 2d6/4d6

No. Enc. -

Intelligence: Average

Alignment: Neutral Evil

XP: 2,000

Slam: 4d8 (18)

Light of Glory: An opponent close to the Great One takes 2d6 (7) points of damage each round.

Dismissive Presence: Creatures with less than eight hit dice cannot harm a Great One.

Divine Thunder: 3d6 (11), the Great One throws a bolt at its opponent. The opponent is blinded for 1d6 (4) rounds (save negates, save for half damage).

Last Breath: When destroyed, the Great One deals 4d6 (14) points of damage against the last attacker.

Regeneration: The Great One regenerates eight hit points each round.

The Great Ones are a race of supernatural beings. Great Ones look mostly like tall, handsome and muscu-

lar humans, but may have some alien features like completely black eyes or a strange colour of the skin. Great Ones like to wear robes and live in fantastic palaces outside the reach of common beings. Many of them act like gods themselves. Despite their formidable power, Great Ones are not as intelligent as they pretend to be and possess all character flaws and psychological weaknesses of human and other humanoid races. They are easier to overpower by wit and cunning than by physical strength. Legends says that the Great Ones are merely servants and representatives of an older, much stronger entity.

Gug

Hit Dice: 7+3 (35)

Armour Class: 18

Saving Throw: 9

Movement: 16

Sanity Loss: 1d4/2d10

No. Enc. 1d3 (2)

Intelligence: Average

Alignment: Chaotic Evil

XP: 800

Claws: 2d8+3 (12)

Four-Armed Frenzy: 2d4 (5), the gug can attack up to four targets at once with this attack.

Revenger: When the gug is hit with a mêlée attack, it uses its claws points of damage to the attacker. This ability can be used only once and once more if the gug is bloodied.

The gug are a species of huge shaggy, carnivorous humanoids. Gug have black fur, bulging pink eyes and a horrid mouth splitting the head into two. Their arms fork into two forearms with claws. Gug are said to live in a subterranean walled kingdom-city.

Haemophore

Armour Class: 3 (14)

Saving Throw: 13

Movement: 15

Sanity Loss: 1/1d10

No. Enc. 2d4 (5)

Intelligence: Animal

Alignment: Neutral

XP: 400

Bite: 1d8 (5), the haemophore attaches itself to the victim (save negates).

Blood Drain: When attached to a creature, the haemophore sucks blood and temporarily drains one point of Constitution. Removing it requires an unarmed attack at a -3 penalty. If the haemophore is attacked while attached, the victim and it both take half the damage. Lost Constitution points are regained at a rate of one point per day or all at once by *Restoration*.

The haemophore is a frog-shaped being with webbed feet and large eyes. It has a black twirling pattern on parts of its body but is otherwise flesh-coloured. A haemophore has two suckers at the frontal and ventral areas of its body with which attaches itself to its prey. Haemophores live solely on blood. After having sucked another creature dry, their body is red and bloated. Sometimes a haemophore will directly attack prey, though it prefers to feed on sleeping creatures and remain undetected by injecting a local anaesthetic. Haemophores are attracted by gems, coins and other shiny objects. They live in caves and near the water.

Hound of Tindalos

Hit Dice:	8 (36)
Armour Class:	16
Saving Throw:	7
Movement:	18
Sanity Loss:	1d4/1d10
No. Enc.	1d6 (4)
Intelligence:	Very
Alignment:	Chaotic Evil
XP:	800

Bite: 1d8 (5)

Claws*: 2d8 (9)

Otherworldly Gaze: 1d6 (4), the victim is paralysed for 2d4 (5) rounds (save negates). If the target makes a saving throw, it only takes half damage and is immune to any hound's gaze for a day. The hound cannot use this attack in the same round it uses its bite or claws.

Alien Howl: When first bloodied, the hound uses this attack. Everyone who can hear the hound is confused as by *Confusion* for 1d4 (3) rounds (save negates).

The hounds of Tindalos appear as scaled, vaguely canine and thinly creatures surrounded by a green or blue shimmer. Their home is said to be Tindalos, a place of horror. Hounds of Tindalos are cruel and always hungry. It is said that they lust for something in humans and other creatures that they themselves do not have.

Howling Hound

Hit Dice:	10 (45)
Armour Class:	18
Saving Throw:	7
Movement:	18
Sanity Loss:	1d6/2d8
No. Enc.	1
Intelligence:	Average
Alignment:	Chaotic Evil
XP:	1,000

Bite: 2d10 (11)

Dark Howl: All targets that can hear the hound take 2d6 (7) points of damage and run in panic for 1d4 (3) rounds (save negates).

Shroud of Silence: An opponent that is in mêlée range of the hound is temporarily deafened and takes 1d6 (4) points of damage each round (save for half damage).

The howling hound looks like a huge black canine, but is not related to real dogs. Little is known about this creature, but it is said that it roams graveyards and digs up rotten corpses to eat them.

Hunting Horror

Hit Dice:	9 (40)
Armour Class:	17
Saving Throw:	8
Movement:	6/21 (Fly)
Sanity Loss:	2d4/2d10
No. Enc.	1d4 (3)
Intelligence:	Average
Alignment:	Neutral Evil
XP:	1,000

Tail Slap: 1d10+4 (10)

Vicious Bite: 1d6 (4), the target suffers two points of bleeding damage each round (save ends).

Flyby Attack: The hunting horror moves its movement distance and uses its bite or tail at any point during the flight. The target is carried off and dropped after this move. This attack can be used only once per battle.

The hunting horror is a large, ropy, black serpent-like being with rubbery wings and appendages with claws. Its head is malformed and has a mouth with long, sharp teeth. Hunting horrors are not made of ordinary matter and co-exist on another plane. Powerful creatures use hunting horrors – which are capable of speaking the languages of common beings – as messengers.

Lamp Eft

Hit Dice:	1d4 (3) hit points
Armour Class:	13
Saving Throw:	18
Movement:	9
Sanity Loss:	0/1d4
No. Enc.	1d10 (6)
Intelligence:	Semi
Alignment:	Neutral
XP:	100

Antenna: 1d2 (2)

Light Eye: The lamp eft can emit light from its eyes. A creature targeted by this light suffers a -2 armour class penalty.

Tap Ray: The next time the target uses a magic or supernatural ability, it has to make a saving throw beforehand or else the attempt will fail.

The lamp eft is a salamander-like creature that glows in the dark. It has flattened paws and tail, allowing it to float. Lamp efts are not affected by a vacuum live in the upper stratosphere, but may come down to the surface at night. They are not aggressive, but will defend themselves if they feel threatened.

Lloigor

Hit Dice:	7 (31)
Armour Class:	18
Saving Throw:	8
Movement:	18 (Fly)
Sanity Loss:	2/2d6
No. Enc.	1d6 (4)
Intelligence:	Genius
Alignment:	Neutral Evil
XP:	800

Bite: 2d8 (9), only usable in serpent form.

Change Shape: The lloigor can alter its appearance and assume the form of either an invisible vortex or a serpent. When in vortex form, the lloigor is invisible and takes only half damage from all attacks.

Tail Slap: 2d4 (5), the target falls prone. Only usable in serpent form.

Psychokinesis: 1d8 (5), this attack can be used against any opponent in sight. Only usable in vortex form.

Crystal Dust: The target falls asleep. This attack can only be used once.

Bloody Flickering: When bloodied first, the lloigor changes into its respective other form and immediately uses bite or psychokinesis.

The lloigor is a strange being that exists in two different forms. One is an invisible vortex of wind and energies, the other a physical dragon-like serpent. Lloigor are egocentric, unforgiving and cruel. They like to use human slaves for mundane tasks and sometimes torture them by altering their body in a gruesome fashion.

Magah Bird

Hit Dice:	1 (5)
Armour Class:	13
Saving Throw:	17
Movement:	3/15 (Fly)
Sanity Loss:	0/1d4
No. Enc.	1d2 (2)
Intelligence:	Animal
Alignment:	Neutral
XP:	200

Beak: 1d3 (2)

Hunting Song: The target is entranced and will move towards the bird at half speed. The magah bird has to continue singing to sustain the effect. Once it stops singing, the effect lasts for an additional 1d4 (3) rounds.

The magah bird is a small, colourful bird, beautifully plumaged and carnivorous. Both male and female magah birds are equally dazzling, as their appearance

is intended for catching prey, not for attracting a mate. Magah birds sing beautiful songs that have a hypnotising effect on their prey. Once the prey is drowsy, the bird quickly kills it with its sharp beak. Magah birds avoid prey too large to overwhelm easily, but will use their song defensively too.

Mi-Go Scientist

Hit Dice:	3+1 (15)
Armour Class:	15
Saving Throw:	14
Movement:	12/12 (Fly)
Sanity Loss:	0/1d10
No. Enc.	4d4 (10)
Intelligence:	Exceptional
Alignment:	Lawful Neutral
XP:	400

Stiletto: 1d6 (4), the target takes two points of bleeding damage each round (save ends).

Acid Fog: 1d4, the mi-go releases acidic fog at an opponent in sight. The target is paralysed for one round.

Phase Crystal: The mi-go gains a +2 AC bonus until the end of the next round. All ranged attack against the mi-go made during this time are made at a -3 penalty. This ability can only be used once.

The mi-go are large winged, fungoid, crustacean-like beings. They are immune to cold and not affected by vacuum. These traits allow them travel freely, even if exposed to the coldness of outer space. The mi-go are a race of scientist with vast knowledge. Their home planet is the alien world of Yuggoth.

Mi-Go Engineer

Hit Dice:	2 (9)
Armour Class:	12
Saving Throw:	16
Movement:	12/12 (Fly)
Sanity Loss:	0/1d8
No. Enc.	4d4 (10)
Intelligence:	High
Alignment:	Lawful Neutral
XP:	300

Pincers: 1d6 (4)

Lightning Rod: 1d4 (3), the opponent is blinded for one round.

Some mi-go carry strange devices allowing them to create fog or shock their opponents with electricity. They are said to be able to keep the brains of other creatures alive in a glass jar.

Moon Beast

Hit Dice:	7 (31)
Armour Class:	18
Saving Throw:	0
Movement:	9
Sanity Loss:	1/1d8
No. Enc.	2d10 (11)
Intelligence:	Very
Alignment:	Lawful Evil
XP:	700

Tentacles: 2d6 (7)

Eldritch Blast: 1d4 (3), the target is confused as by *Confusion* for 1d6 rounds.

Mind Grab: The target is dominated and falls under the moon beast's control for one round (save negates). This ability can only be used once

Tentacle Rage: When bloodied first, the moon beast uses its tentacles against the last attacker.

Moon beasts are an alien species from the same space as the denizens of Leng. They resemble grey frog with a blunt, vague snout and a bunch of tentacles for a head. They have no skeletons and are thus very flexible. Moon beasts have an affinity for the sea and are sailors and pirates. Many moon beast communities have enslaved denizens of Leng and let them work for them. Occasionally, these slaves are sacrificed to the dark gods the moon beast worship.

Nightgaunt

Hit Dice:	3 (14)
Armour Class:	13
Saving Throw:	14
Movement:	12/15 (Fly)
Sanity Loss:	0/1d10
No. Enc.	1d8 (4)
Intelligence:	Low
Alignment:	Chaotic Evil
XP:	400

Claw: 1d8 (4), the target is grabbed (save negates).

Tail Slap: 2d6 (7), the nightgaunt has to move its full movement distance before it makes this attack.

Nightgaunts are tall humanoids with greasy grey skin and bat-like wings. Their face is just flat, lacking nose, eyes or mouth. It is said that nightgaunts roam the skies looking for children or elderly to abduct as food for their family.

Nug-Soth

Hit Dice:	4 (18)
Armour Class:	16
Saving Throw:	13
Movement:	9
Sanity Loss:	0/1d8
No. Enc.	2d6 (7)
Intelligence:	Very
Alignment:	Chaotic Neutral
XP:	500

Striker: 1d8 (5), the target cannot move (but still attack or cast spells) for 1d4 (3) rounds () .

Lockdown: 2d6 (7), the target is paralysed for 1d3 (4) rounds. This attack can only be used against immobilised opponents.

Radiant Gaze: 1d4 (3), the target is blinded for 1d6 rounds (save negates).

The nug-soth are a strange creatures that have traits of mammals, replies and insects. Their home, the distance world of Yaddith, has been destroyed by dholes a long time ago. The nug-soth escaped to other planets and since then are looking for a way to retake their home world.

Ratling

Hit Dice:	3 ()
Armour Class:	13
Saving Throw:	14
Movement:	15
Sanity Loss:	0/1d4
No. Enc.	1d4 (3)
Intelligence:	Low
Alignment:	Chaotic Evil
XP:	300

Bleeding Bite: 1d6 (4), the target suffers one point of bleeding damage each round (save ends). If the opponent takes one round to do nothing but bandaging the wound, the effect ends as well.

Vengeful Bite: When first bloodied, the ratling uses this attack, which automatically hits. The target takes 1d4 (3) points of damage and a -1 penalty to all rolls until the end of the encounter.

The ratling has the body of a rat, but sharp teeth, a hateful, bearded face and paws like tiny human hands. The origin of ratlings is unknown, but it is most likely unnatural. Ratlings are said to speak all languages known to man.

Sand Dweller

Hit Dice: 2+2 (11)

Armour Class: 14

Saving Throw: 16

Movement: 9

Sanity Loss: 0/1d6

No. Enc. 1d8 (4)

Intelligence: Average

Alignment: Neutral Evil

XP: 200

Raking Claw: 1d8 (4)

Being of Sand: The sand dweller is immune to electricity-based attacks.

Claw Rage: 1d4 (3), the sand dweller uses this attack twice against the same target. If both attacks hit, the target suffers an additional 1d4 (3) points of damage.

Uncanny Leap: The sand dweller leaps over its movement distance and uses its raking claw. This ability can only be used once.

The sand dweller looks like a hunched sand-encrusted skeleton, but is not undead. It has large eyes and elephantine ears. A sand dweller's hands end in wicked claws. Little is known about this species, though legends say that sand dwellers serve ancient sleeping beings buried deep in the sand.

Sentient Flame

Hit Dice: 7 (32)

Armour Class: 17

Saving Throw: 8

Movement: 12 (Float)

Sanity Loss: 0/1d10

No. Enc. 2d8 (9)

Intelligence: Average

Alignment: Neutral Evil

XP: 700

Flame Touch: 2d6 (7)

Flame Being: The sentient flame takes only half damage from edged and piercing weapons. It is immune to fire damage and suffers an additional point of damage per damage die from cold-based attacks.

Aura of Flame: An opponent in mêlée range of the flame takes 1d6 (4) points of damage each round.

Flame Gout: The target and all opponents between the sentient flame and the target take 3d6 (11) points of fire damage (save for half damage). This ability can only be used once.

The sentient flame is a cloud of fire that burns constantly and produces black smoke. Even though the

flame seems to lack any sensory organs and cannot communicate with other beings with mundane means, it is intelligent and vicious. Sentient flames enjoy setting things ablaze and are not beyond killing other beings for their own amusement. They are said to be the servants of a fire god that lives on a star far away.

Serpentfolk

Hit Dice: 6 (27)

Armour Class: 17

Saving Throw: 11

Movement: 12

Sanity Loss: 0/1d6

No. Enc. 3d10 (17)

Intelligence: Very

Alignment: Lawful Evil

XP: 600

Morning Star: 1d10 (6), the target takes two points of damage each round.

Poisoned Dagger: 1d4 (3), the target victim takes an additional 2d8 (9) points of poison damage (save negates).

Serpentfolk – also known as Valusians – are a race of immortal upright serpents with arms and legs. They are very sophisticated and like to wear robes. Their scales are green, brown or black. Serpentfolk live in isolated settlement, though they once ruled over vast kingdoms and enslaved many other races.

Serpentfolk Magus

Hit Dice: 7+3 (35)

Armour Class: 18

Saving Throw: 9

Movement: 12

Sanity Loss: 1/1d8

No. Enc. 2d6 (7)

Intelligence: Exceptional

Alignment: Lawful Evil

XP: 900

Bite: 1d6 (4), the target takes two points of poison damage each round (save negates, save ends).

Red Scales: While bloodied, the magus gains a +2 bonus to armour class and saving throws.

Acidic Fog: 2d6 (7), the target suffers a -2 malus to attack rolls for 1d4 (3) rounds.

Crimson Charm: The victim falls under the magus's control for one round (save negates). This ability can only be used once.

Magic Aura: When the magus is hit by a missile attack, the attack instead hits an ally close to the magus if the magus makes a saving throw.

Many serpentfolk are capable of using magic. Their power is derived from texts even more ancient than the serpentfolk itself.

Servitor

Hit Dice: 6 (27)

Armour Class: 21

Saving Throw: 7

Movement: 6

Sanity Loss: 0/1d10

No. Enc. 1

Intelligence: High

Alignment: Neutral

XP: 800

Bite: 2d6 (7)

Tough Hide: Servitors take half damage from all elemental attacks.

Servitor's Flute: The target is fascinated by the music and will not act unless attacked or the servitor stops playing.

Tentacle Revenge: Whenever the servitor is attacked from behind or by an attack of opportunity, it deals 1d4+1 (4) to the offender.

The so-called servitor are a race of beings the size of a human, but with an amorphous body, a big teeth-filled maw and countless tentacles. Servitors are emissaries of strange cosmic beings and sometimes find among

cultists who worship these beings. Almost all servitors carry a mysterious object often described a flute. Servitors are incredible tough and can withstand almost every environmental hazard.

Shan

Hit Dice: 1 (5)

Armour Class: 15

Saving Throw: 18

Movement: 6/15 (Fly)

Sanity Loss: 0/1d6

No. Enc. 4d6 (14)

Intelligence: High

Alignment: Chaotic Evil

XP: 300

Neural Whip: 1d4 (3), the target is paralysed for one round (save +2 negates).

Insubstantial: The shan takes only half damage from all attacks.

The shan is an malicious insect-like alien creature. It exists slightly out of phase with the material world, which makes it partly insubstantial and translucent. It is said that shan can attach themselves to another creature's brain due to their incorporeal body and read and implant memories into the victim's brain.

Shantak

Hit Dice: 10 (45)

Armour Class: 16

Saving Throw: 15

Movement: 12/18 (Fly)

Sanity Loss: 0/1d12

No. Enc. 1d4 (3)

Intelligence: Low

Alignment: Chaotic Neutral

XP: 1,100

Bite: 3d6 (11), 4d6 (14) against prone targets.

Cone of Wind: 1d8 (5), the target is knocked prone. The shantak can use this ability every other round.

Diving Crush: The shantak moves its full movement distance and uses its bite points of damage at any point during the flight. The target is knocked prone, pinned down by the shantak and takes 1d4 (3) points of damage each round (save or the shantak moving ends).

The shantak is a huge, red scaly dragon-like being. Like the wyvern, it has two legs and wings, but no arms. It lives in mountains and deserts. Some species tame shantaks and use them as mounts. For some reason, shantaks fear nightgaunts.

Shoggoth

Hit Dice:	9 (41)
Armour Class:	17
Saving Throw:	6
Movement:	6/9 (Swim)
Sanity Loss:	2/2d6
No. Enc.	1d4 (3)
Intelligence:	Semi
Alignment:	Chaotic Neutral
XP:	1,100

Slam: 2d10 (11), the target is grabbed (save negates).

Devour: The target is drawn to the shoggoth and takes 2d6 (7) points of acid damage each round (save ends). The shoggoth cannot move while devouring an opponent. This attack can only be used against grabbed opponents.

Foul Breath: The opponent suffers a non-cumulative -3 penalty to all rolls for 1d6 (4) rounds (save negates).

The shoggoth is a slimy amorphous blob laced with pseudopods, eyes and several mouths. Shoggoths constantly change their shape. They were artificially created by the elder things as slave workers and can live on land as well as in water.

Snouter

Hit Dice:	1d4 hit points
Armour Class:	12
Saving Throw:	15
Movement:	15
Sanity Loss:	-
No. Enc.	1d12 (7)
Intelligence:	Animal
Alignment:	Neutral
XP:	100

Beak: 1d4 (3)

Tail Slap: The opponent loses his weapons.

The snouter is a primitive animal and thought to be a distant evolutionary ancestor of the buooth. The snouter has a body similar to that of a beaver, a beak like a platypus and a bushy tail like squirrel. Snouters are no fighters and will rather flee than fight.

Spawning Canker

Hit Dice:	5 (23)
Armour Class:	15
Saving Throw:	12
Movement:	12
Sanity Loss:	1/1d12
No. Enc.	1d4 (3)
Intelligence:	Semi
Alignment:	Chaotic Evil
XP:	500

Slam: 1d10 (6)

Tentacle: 1d6 (4), the opponent is grabbed (save negates).

Essence Drain*: 1d4 (3), the target temporarily loses one point of Charisma and the canker regenerates three hit points. For every nine points of damage dealt, a new cranner appears next to this one. This attack can only be used against a grabbed opponent.

Spawning cankers are said to be the offspring of an evil, god-like entity that lives in dark woods. A canker looks like a pale corpse, moving forward half-crawling and with horrific tentacles instead of head.

Spider, Leng

Hit Dice:	12 (54)
Armour Class:	19
Saving Throw:	6
Movement:	12
Sanity Loss:	2/2d12
No. Enc.	1
Intelligence:	High
Alignment:	Chaotic Evil
XP:	1,200

Bite: 1d8 (4), the victim takes another 2d6 (7) points of poison damage (save negates).

Web Lash*: 2d4 (5)

Sticky Web: The target is slowed as per *Slow* for 1d4 (3) rounds.

Eight Eyes: The opponent is dominated by the spider (save negates). Whenever it takes damage, it is permitted a save to try to break free.

Web Rage: When first bloodied, the spider uses this attack. All opponents in mêlée range are slowed as per *Slow* until they leave the area.

Leng spiders are purple arachnid monstrosities that live in the same realms as the denizens of Leng. Their cunning and intellect distinguishes them from common spiders. They never stop growing and can reach a gargantuan size over the course of a few decades.

Star Spawn

Hit Dice:	16 (72)
Armour Class:	23
Saving Throw:	3
Movement:	18/24/24 (Swim/Fly)
Sanity Loss:	4d4/4d8
No. Enc.	-
Intelligence:	High
Alignment:	Chaotic Evil
XP:	2,000

Slam: 3d8 (14), the opponent is grabbed (save negates).

Wing Flap*: 1d8 (5), the target is knocked prone.

Alien Gaze*: The opponent is slowed as per *Slow* for one round (save negates).

Eldritch Lure: 1d10 (6) The target is drawn half its movement rate towards the star spawn. The star spawn can make an attack of opportunity against targets that are now in mêlée range. Opponents that are already in mêlée range are not affected are not affected.

Life Drain: 2d6 (7), if this attack kills the target, the star spawn heals 4d8 (18) hit points. This attack can only be used against grabbed opponents.

The star spawn is the offspring of a sinister entity from space. It most often appears as a gigantic winged gelatinous green octopus-like creature, but can quickly and dramatically change its form. Star spawns mainly live at the bottom of the ocean, though one are sometimes seen by people living near the coast in dark and stormy nights.

Tcho-Tcho

Hit Dice:	1+1 (6)
Armour Class:	13
Saving Throw:	16
Movement:	12
Sanity Loss:	-
No. Enc.	2d10 (11)
Intelligence:	Average
Alignment:	Lawful Evil
XP:	100

Mace: 1d6 (4)

Throwing Dagger: 1d4 (3)

Dazing Strike: 1d6 (4), the victim is paralysed for one round (save negates). This ability can only be used once.

The tcho-tcho are a race of short humanoids with bald heads and red eyes. They originate from remote jungles whose exact location remains unknown, but secretly live among human nowadays. Tcho-tcho are extremely

violent and run secret operations to destroy the sanctuaries of deities opposed to their own strange gods.

Terror from Beyond

Hit Dice:	2+3 (12)
Armour Class:	14
Saving Throw:	14
Movement:	18 (Float)
Sanity Loss:	1/1d10
No. Enc.	1d4 (3)
Intelligence:	Low
Alignment:	Chaotic Evil
XP:	400

Gnawing Tendril: 1d6 (4), when this attack bloodies the victim, it falls unconscious.

Alien Mindset: The terror from beyond is immune to sleep and mind control.

Attack from Beyond: The terror is invisible to all creatures but the ones it has successfully attacked during the fight. It takes only half damage from opponents it is invisible to.

The terror from beyond appears as amorphous bags of translucent flesh trailing nests of tendrils. These tendrils are mostly sensory organs though the largest ends in a fanged moth. Terrors exists in a different dimension that overlays reality. Usually, terrors to not step into the material world. However, if a being from the material world senses a terror from beyond, the terror can also sense the creature in turn. Always hungry, the terror may use its appendages to bite off parts of the unfortunate victim. Once the victim passes out, it is dragged to the terror's own dimension, never to be seen again.

Tove

Hit Dice:	2 (9)
Armour Class:	12
Saving Throw:	16
Movement:	9
Sanity Loss:	0/1d6
No. Enc.	2d4 (5)
Intelligence:	Semi
Alignment:	Neutral
XP:	200

Horn: 1d8 (5)

Abyssal Gaze: The target is paralysed for one round. Tove and opponent have to have eye contact for this attack to be possible. The tove can use this attack on once per fight.

Toves, also known as phosphorous spawns, are strange animals which changed under influence of a dark be-

ing which is said to look like a large pool of phosphorous matter. These spawns have an alien appearance. According to rumours, some of them look slightly like badgers, but have frog-like legs, black eyes that never blink and a horn like a corkscrew instead of a mouth.

Unnameable One

Hit Dice: 5 (23)

Armour Class: 16

Saving Throw: 12

Movement: 12

Sanity Loss: 0/1d4

No. Enc. 1d4 (3)

Intelligence: Average

Alignment: Neutral Evil

XP: 600

Gore: 1d8+2 (7)

Evil Eye: 1d8 (5), the unnameable one looks the victim in the eyes and the opponent is slowed as per *Slow* (save negates, save ends). If the first save is not made, the target is paralysed instead (save ends).

Wave of Terror: 1d4 (3), the opponent panics and flees from the unnameable one for .1d6 (4) rounds (save negates). This ability can only be used once per opponent.

The unnameable ones are a race of humanoids with hooves and horns. They could be mistaken for satyrs at first glance; however, they are not lighthearted and cheerful but cruel and malicious instead. It is said that anyone who looks into the eyes of an unnameable one for too long will become insane.

Vampire, Fire

Hit Dice: 2+2 (11)

Armour Class: 17

Saving Throw: 15

Movement: 12 (Fly)

Sanity Loss: 0/1d4

No. Enc. 2d8 (9)

Intelligence: Low

Alignment: Chaotic Neutral

XP: 400

Fire Touch: 2d4 (5)

Fire Creature: The fire vampire does not suffer damage from fire-based attacks.

Essence Drain: 1d4, the fire vampire regenerates 1d4 (3) hit points.

Energy Burst: When the fire vampire is destroyed, all opponents near it suffer 1d6 (4) points of fire damage and all fire vampires regenerate 1d4 (3) hit points.

Despite its name, the fire vampire is not related to the common vampire. Instead, fire vampires are spherical creatures that consist of living flame. They are said to originate from a far way star. Fire vampires are sentient. If summoned, they appear as flaming meteors in the sky. A swarm of fire vampires is a beautiful as it is destructive.

Vampire, Radiant

Hit Dice: 4+2 (20)

Armour Class: 16

Saving Throw: 14

Movement: 12 (Fly)

Sanity Loss: 0/1d6

No. Enc. 2d4 (5)

Intelligence: Average

Alignment: Chaotic Evil

XP: 600

Vampiric Touch: 2d4 (5), the target is paralysed for one round (save negates).

Radiant Being: The radiant vampire cannot be flanked and is not harmed by electricity or fire.

Dark Touch: 1d6 (4), the opponent suffers a cumulative -1 penalty to all rolls for the rest of the fight.

Like the fire vampire, the radiant vampire has little in common with the common vampire. It appears as crimson bursts of lightning. The touch of a radiant vampire drains a victim's live force and also their memories. The victim of a radiant vampire sometimes burst into flames. All radiant vampires share a hive mind and thus have access to a vast amount of absorbed memories.

Radiant vampires are said to be the servants of a god that lives on a comet.

Vampire, Star

Hit Dice: 6+2 (30)

Armour Class: 16

Saving Throw: 8

Movement: 12 (Fly)

Sanity Loss: 2/2d8

No. Enc. 1d2 (2)

Intelligence: Very

Alignment: Neutral Evil

XP: 800

Slam: 2d8 (9)

Crimson Aura: The star vampire is invisible until it has sucked blood from a victim. In this case, it remains visible until the end of the encounter or until its uses its blood rain ability.

Vampiric Trunk: 1d10 (6), the vampire sucks blood and the target temporarily loses one point of constitution.

Blood Rain: The target suffers a -1 penalty to all rolls until the end of the encounter. This attack can only be used if the star vampire has sucked blood.

Grotesque Laughter: When first bloodied, the star vampire uses this ability. All opponents that can hear the vampire panic and flee for 1d4 rounds (save negates).

The star vampire is a huge mass of pulsing, moving jelly with dozens of scarlet tentacular trunks. It is an alien creature and can apparently survive in outer space. It is usually invisible, but if it drinks blood, it becomes partly visible, as the star vampire lacks the ability to hide the drunken blood.

Voonith

Hit Dice: 5 (23)

Armour Class: 15

Saving Throw: 12

Movement: 12/15 (Swim)

Sanity Loss: 0/1d4

No. Enc. 2d6 (7)

Intelligence: Semi

Alignment: Neutral

XP: 500

Bite: 1d10 (6)

Claw*: 1d6 (4)

Aquatic: The voonith gains a +2 attack roll bonus against nonaquatic creatures while fighting in the water.

Claw Frenzy (56): When first bloodied, the voonith uses its claw against all opponents in mêlée range.

The voonith is a carnivorous amphibian covered with multi-coloured scales. Its shape is close to that of a salamander, though the voonith is larger than a human and lacks hind legs. It has a very long neck and four glaring yellow eyes. Voonith live in swamps and are fearless hunters.

Wamp

Hit Dice: 4 (18)

Armour Class: 15

Saving Throw: 12

Movement: 18

Sanity Loss: 2/1d6

No. Enc. 1d2 (2)

Intelligence: Average

Alignment: Chaotic Neutral

XP: 500

Blindfighter: The wamp is blind and does not suffer any penalties in poor visibility conditions. It cannot be blinded.

Uncanny Senses: The wamp is never surprised and not subject to backstabbing or attacks of opportunity.

Bite: 2d6 (7)

Leap: 1d6+1 (5), the wamp jumps its movement distance before dealing damage and deals critical hit on a roll of 18 - 20.

The wamp is a monstrosity than haunts ancient ruins, graveyards and abandoned cities. It has a pale spheroid body, nine legs that end in crimson webbed feet and head with no eyes, bat-like ears and a snot. Despite being blind, the wamp is an active and aggressive hunter. Scholars assume that it has an additional sense that allows the wamp to detect living creatures.

Worm of the Earth

Hit Dice: 6 (27)

Armour Class: 17

Saving Throw: 11

Movement: 12

Sanity Loss: 1/1d12

No. Enc. 2d6 (7)

Intelligence: Very

Alignment: Neutral Evil

XP: 600

Bite: 2d6 (7), when the worm's bite attack bloodies the target, the worm uses its bite once more against the opponent.

Poison Dagger: 1d4 (3), the target takes an additional point of poison damage each round for 1d6 rounds (save negates).

Combat Finesse: The worm scores a critical hit with a nineteen and twenty.

Ages ago, the worms of the earth were a human-like race. However, they were banished from the surface and driven underground. Millennia of living underground turned them into monstrous, semi-reptilian creatures. In their desperation, the worms turned towards dark gods. Now, worms of the earth sometimes come to the surface to trade with other races, hiding their true identity.

Worm that Walks

Hit Dice: 10 (45)

Armour Class: 21

Saving Throw: 5

Movement: 9

Sanity Loss: 2/2d10

No. Enc. -

Intelligence: Genius

Alignment: Chaotic Evil

XP: 1,200

Vermin Touch: 3d6 (11)

Ray of Pain: 2d8 (9), this attack can hit creatures not in sight of the worm, provided it still knows their position.

Worm Feast: 2d10 (11), the target believes that worms devours its body and is paralysed for 1d6 (4) rounds (save negates, save for half damage). This ability can only be used once per fight.

Dread Visage*: The target cannot attack the worm and cannot move (but still attack and cast spells) for one round (save negates).

Sometimes when an evil sorcerer or cultist dies, its spirit takes control of the mass of worms and maggots de-

vouring its body. The spellcaster rises once more to seek revenge or continue its evil plans. While among others, the worm that walks appears to be a human wearing robes, gloves and a mask.

Yekubian

Hit Dice: 12 (54)

Armour Class: 22

Saving Throw: 3

Movement: 12

Sanity Loss: 2/2d12

No. Enc. 1d8 (5)

Intelligence: Supra-Genius

Alignment: Lawful Evil

XP: 1,300

Light Staff: 2d10 (11)

Leader's Spirit : The Yekubian's allies gain a +2 bonus to attack rolls against targets in Yekubian combat with the Yekubian.

Starglitter*: 1d4 (3), the target has to focus its attacks on the Yekubian (save negates).

Starlight: The Yekubian heals 2d8 (9) hit points. Allies in the radius gain a +2 bonus to armour class and saving throws for one round. This attack can only be used once and only when the Yekubian is bloodied.

The Yekubians are a race of centipede-like beings from a far-off star called Yekub. The Yekubian civilisation looks primitive at first glance, but the Yekubians have mastered space travel and exterminated many other races in their galaxy. Yekubians worship a colossal spherical being.

Yithian

Hit Dice: 8 (36)

Armour Class: 16

Saving Throw: 7

Movement: 12

Sanity Loss: 1/1d10

No. Enc. 1d10 (6)

Intelligence: Genius

Alignment: Neutral

XP: 800

Claw: 1d12 (6)

Lightning Rain: 1d8 (4), the victim is blinded for 1d4 (3) rounds (save negates).

Toxic Spores: 1d8 (4), the victim suffers a -3 penalty to attack rolls for 1d4 (3) rounds (save negates).

X-Zone: During the next round, enemies around the Yithian cannot move. All their actions are postponed to the round afterwards, in which they act twice. This ability can only be used once.

The Yithians, also known as the Great Race of Yith, are alien creatures that have mastered time travel. Their home is the planet of Yith. Yithians have cone-shaped bodies, long necks, arms with claws and a second neck with a tube-like end.

Zoog

Hit Dice: 1d4 (3) hit points

Armour Class: 14

Saving Throw: 18

Movement: 15

Sanity Loss: 0/1d4

No. Enc. 3d4 (8)

Intelligence: Average

Alignment: Chaotic Neutral

XP: 100

Bite: 1d3 (2)

Wooden Dagger: 1d2 (2), once per battle, the zoog can throw its dagger.

The zoog is a small, brown, rodent-like creature. It has a mouth full of sharp teeth and small tentacles on its snout. Zoog are excellent climbers. They live in families and are very curious. Often mistaken for an otherworldly animal, zoog are actually intelligent and cunning and capable of building simple tools.

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