

MONSTERAIRIUM

an ecosystem of the cute and the weird



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Thank you for your interest in Monsterarium. Many of these creatures emerge from Persian folklore, others were invented by their artist, Nahid Taheri.

A few things to keep in mind:

Armor Class is ascending and uses the LotFP starting value of 12. Adjust accordingly for your needs.

Hit Dice are listed instead of Hit Points. The Hit Dice for these creatures is d10, so multiply hit dice by 5 for a quick bundle of HP.

A single save is listed; use it for however many saving throw categories you use.

No experience is listed because we don't use XP that way. If you do, keep in mind that *most* of these monsters wouldn't be worth a lot.

Many of these monsters, beginning with the first one, aren't optimal for random encounters. Indeed, most are unique and could have a session built around them. A poor village is stalked by Al and the midwife hires the adventurers to keep her clients safe. A rich lord wants a feather from the Ejdohogo. A priestess is sick and can only be healed by the Flying Gold Fish.

You get the idea.

Furthermore, their utility is implicit rather than explicit. We trust you to provide them with the necessary motivations to incorporate them into your game. Although divided between Monsters and Creatures of the Wood, this is a bit of a false distinction. Not all of the Monsters want to hurt you. And certainly not all of the Creatures will be your friend. But that's going to be your story to tell, not ours.

If you have any comments, feedback, or questions, see our contact information on the previous page or send us a message at: TheMightyKnightOwls@gmail.com.

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MONSTERS

"I want monsters to surprise me."

China Miéville

Alignment:

Chaotic

Movement: 120

Armor Class: 12

Hit Dice: 3

Attacks: 1 (Bite)

Damage: 1d6

Save: 8

AL



AL appears as a tall and slender older woman with long and unbound rough black hair. It is naked though covered in very short fur. It has long fangs that reach past its chin. Its teeth act as blades that never dull or chip.

It is the bane of women who have just given birth and their newborns. It will appear up to seven days after the birth and if it finds them alone, it will slay the baby and steal the woman's liver.

AL is mostly invisible, and travels in a slightly different realm, but it must take visible form to attack. After a successful liver theft, or when they need to flee, AL needs to enter a body of water to revert into the invisible form. If that happens it has escaped.

An attack can be prevented by drawing a line around the woman's bed using the tool for cutting the umbilical cord.

Specials

INVISIBLE - As per greater invisibility spell of your system/choosing.

MIRROR WORLD - AL can travel realms and escape or appear almost anywhere if given a pool of water. When it emerges, it remains invisible until it attacks.

REND - Teeth do d6 damage plus 1 point bleeding per round until healed.

Weaknesses

BLADEWARY - Will flee if confronted by sharp objects.

CORD LEG



Alignment:

Chaotic

Movement: 90

Armor Class: 12

Hit Dice: 1

Attacks: 1

Damage: 1d6

Save: 12

Specials

These apply to any characters ridden by a Cord Leg.

ENCUMBRANCE - Automatically become encumbered, or, if already encumbered, become one step worse.

INADVERTENT ARMOR - AC becomes 2 better.

SUFFOCATE - Each round, *Save vs. Breath Weapon* or die.

UNSETTLING - Effective *Charisma* of 8 while carrying a **Cord Leg**. Or -2 *Charisma* if starting score is less than 8.

A **Cord Leg** appears as a person in need of help sitting by the adventurers' path. It will plead to adventurers for help. It will sound honest and it takes magic such as *Detect Evil* to see through their subterfuge.

They will ask the adventurer to carry them home put them on their back the creature will release its long serpent-like legs and grab tight to the adventurer, where it provides a huge minus to the adventurer's *Charisma*. They will not let go of the person until the person dies. If threatened they can easily suffocate the adventurer. So it is wise to think how to deal with them.

For example: secretly poisoning or sedating them, or outwitting them and tricking them into letting the adventurer go.

They will make the adventurer encumbered, but the adventurer will be harder to hit in combat since its legs will be the first hit. It will not suffocate the adventurer if the adventurer is under attack as it would be vulnerable to the attacker.

After successfully getting rid of the **Cord Leg** (if it was carried around for more than one day) the adventurer will get +1 **Strength**.

EJDOHOGO



Ejdrohogo is an ancient dragon hard to come by. It is covered with semi-transparent feathers that change color with the changing of the light. It has a peacock-like tail that shows a thousand shapes and colors.

The tail mesmerizes by creating phantasms that send PCs into illusory adventures. If the illusion is broken, **Ejdrogo** might be slain and its feathers can fetch a high price (each feather is worth 1000 SP) in the right market. If the illusory adventure is completed in an improper manner, the adventurers will wake up almost dead (1 HP) due to thirst and hunger.

Ejdrogo would like to feast on them like that, for dehydrated adventurers are the ultimate delicacy. The best they can do is to get away. There is a 50 percent chance **Ejdrogo** might have feasted upon each of the NPC's, if any are present.

Alignment:
Neutral
Movement: 140
Armor Class: 18
Hit Dice: 6
Attacks: 1
Damage: 1d20
Save: 8

Specials

TAIL ILLUSION - All who see the tail *Save vs. Magic*. If all present fail, the next adventure session will be utterly bizarre and completely illusory.

This is to be revealed only after the session is played, of course.

FAUX SIREN



Specials

SIREN CALL -

All present must *Save vs. Magic* or fall under the Siren Call for 1d4 rounds. (Yes, this is plenty of time to drown in the murky bogs).

GLAMOUR -

Causes a randomly determined Opponent to defend her as long as she is present (No Save). She will slip away unseen into the bogs during this fight.

Alignment:

Chaotic

Movement: 120

Armor Class: 12

Hit Dice: 3

Attacks: 1

Damage: 1d4

Save: 4

If you come across a beautiful maiden deep into the jungle, her hair shiny with a delicate floral wreath at the edge of the cap that cascades down her silk-embroidered gown, you might want to think twice before pursuing her. There are sentient, bog-like gashes in dark corners of the jungle that have learned to mimic things sure to lure their victims.

The **Faux Siren** is a plant and operates on instinct and hunger. If an adventurer is accompanied by another creature such as the **Cord Leg**, they might warn them of the danger.

HAIR THAT HAD A HUMAN



A mysterious creature made mostly of long locks of hair mounted with a human face, that floats slightly above the ground. The long hair seems to cover a body but there is no adult human body within. Only that of a child.

The creature hunts down infants and children for new faces as the previous face grows old. Underneath, the infant's body remains in a fetal position. The face does not have any movements; it's as if carved out of wax. However the face looks healthy and fresh, pink with blood.

There is no rescuing the victim consumed; if a **Hair that had a Human** is defeated its human dies. As the face grows older the hair looks for new children to replace it. They get rid of the old human in a transparent sack that turns hard as amber. This amber form is a prized object in necromancy.

If they are attacked they do have ways of protecting themselves. They are fleeter than most humans and not ashamed to flee, but also they can use their powers of entrapment to bring down the attacker.

There is a tale of a woman who fell in love with the face of one hair and in desperate try to join in with its love found a way to become consumed, even though she was no child. The tales say that since she was older the hair never managed to consume her mind and she gained power over it, becoming a lurking terror within forests.

Specials

ENTRAPMENT - The hair of the **Hair that had a Human** envelops and consumes their opponent, instantly killing them. A *Dexterity* check or *Save vs. Death* can avoid this attack, but only characters legally considered adults are allowed to do this.

SWIFT -

At times of need, the **Hair that had a Human** can double their already brisk speed. This lasts for 1d10 rounds.

Alignment:
Neutral

Movement: 130

Armor Class: 12

Hit Dice: 3

Attacks: 1

Damage: 1d6

Save: 10

LICH QUEEN

Long ago, when her birth name was still known, she delved deep into all knowledge, considering taboos about death magic to be mere superstition. Slowly she changed shape, changed will, became something she had never expected to be.

A lifetime of practicing death magic created the **Lich Queen**, yes, but did nothing to end her personal sense of style. Her hordes of undead are clad in festive garments, some have bones or flesh colored in garish pastels, and many carry flags of bright colors, flowers, garlands and more.

This pageantry somehow makes her undead all the more fearsome, for the **Lich Queen's** hordes are renown for their brutal savagery. Many cities have been utterly erased from the map after running afoul of her vengeance.

Some say for all her power she remains unhappy, and seeks a partner to match her black heart.

Spells

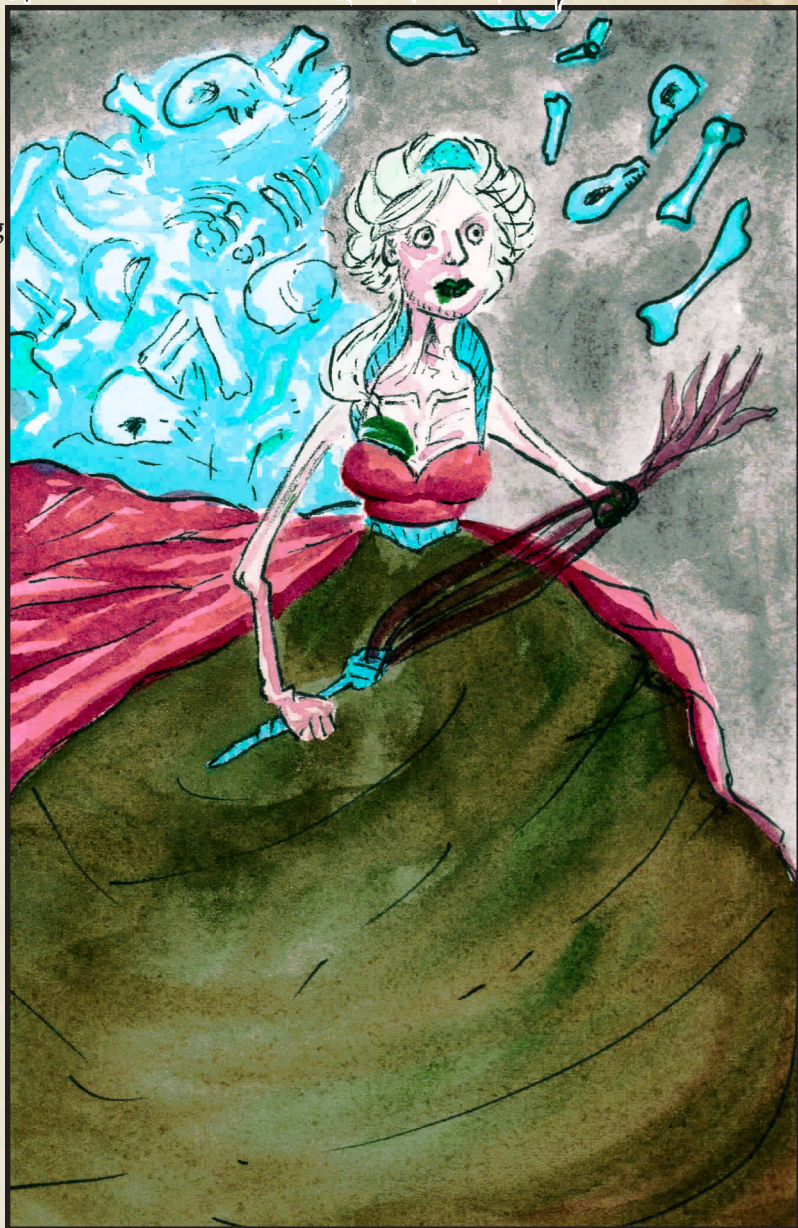
The **Lich Queen** can cast these at whim. Should she lose her Hand-Wand, all spells are at half-strength.

SUMMON ZOMBIE - Raises 1d12 zombies instantly.

SUMMON SKELETON - Raises 1d10 Skeletons instantly.

BECOME ZOMBIE - *Save vs. Magic* or after death become one of the zombies that serve her.

BECOME SKELETON - *Save vs. Magic* or instantly your flesh melts away and you become a skeleton warrior to serve your **Queen**.



Zombie Movement: SLOW

Will only be killed by natural 20 or called-shot to head. Does 1d4 damage and each successful attack has a 5 percent chance (cumulative) of turning victim into Zombie as per Spell.

Skeleton Movement: SLOW
HD 1.

Damage per Weapon or claw attack at 1d4. After a skeleton is killed, 50% chance it will reassemble its body parts in 1d10 rounds.

Alignment:
Chaotic
Movement: 110
Armor Class: 16
Hit Dice: 4
Attacks: 1
Damage: Spells
Save: 8

LOOT WYVERN

Loot Wyverns are small winged lizard creatures that protect treasures by burying themselves into coins. They can go undetected until an attempt at touching the treasure is made. Then they will leap out and attack the perpetrator. They bite and leap using their wings to hover in the air. Though small, they are a species of **Dragon** and are fearsome opponents.

Loot Wyverns are found in groups in Id4, almost always with a partner. They defend treasure with fierce passion and if it appears they are losing they will attempt to eat all of the treasure before it can be taken.

Some adventurers claim to have befriended **Wyverns** and some more radical druids believe them to be peaceful and complain of their killings and death. But these are unsubstantiated rumors at best.

Specials

AMBUSH - They surprise all who can be surprised and get a bonus initial attack at +4 to hit.

BITE - Teeth are so sharp! If they roll an 18 or higher on a bite attack, they do +d4 bonus damage and consume d20 SP on the adventurer's person.

CLAW - Claws attacks, if survived, scar with gold. This wyvernscar, as it's called, is in high demand with the worthy and the wealthy.

DEVOUR - Once they have lost half of their HP, they eat the actual treasure, eating it in gulps of d4x25 percent. (A 4 is all of the treasure in that area.)

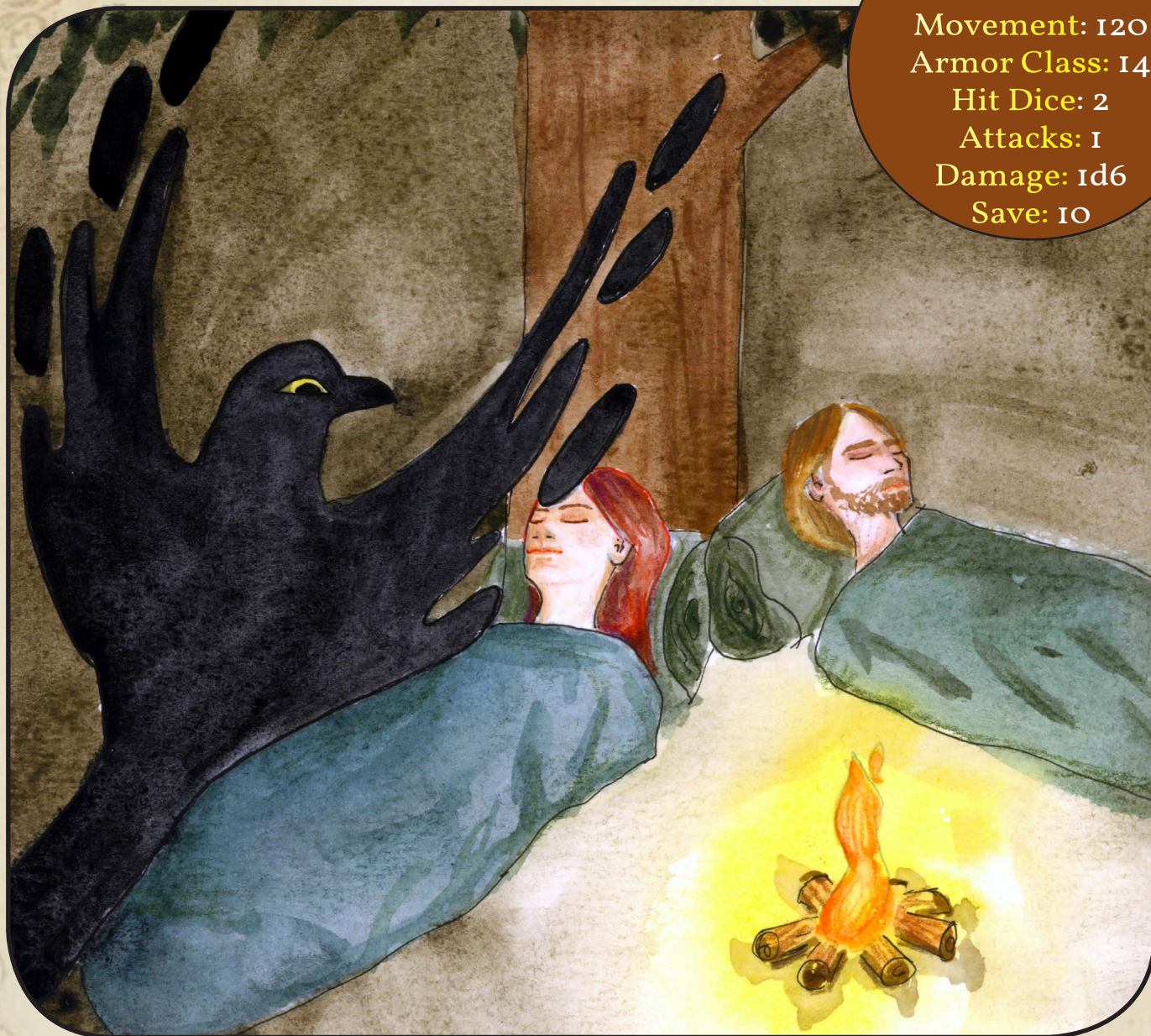
FLY - They don't use their wings much, but all wyverns can fly and some rise to the ceiling before dropping down like an angry cat to attack.



Alignment: Neutral
Movement: 120
Armor Class: 20
Hit Dice: 5
Attacks: 2
Damage: 2d8
Save: 13

NIGHT HAG

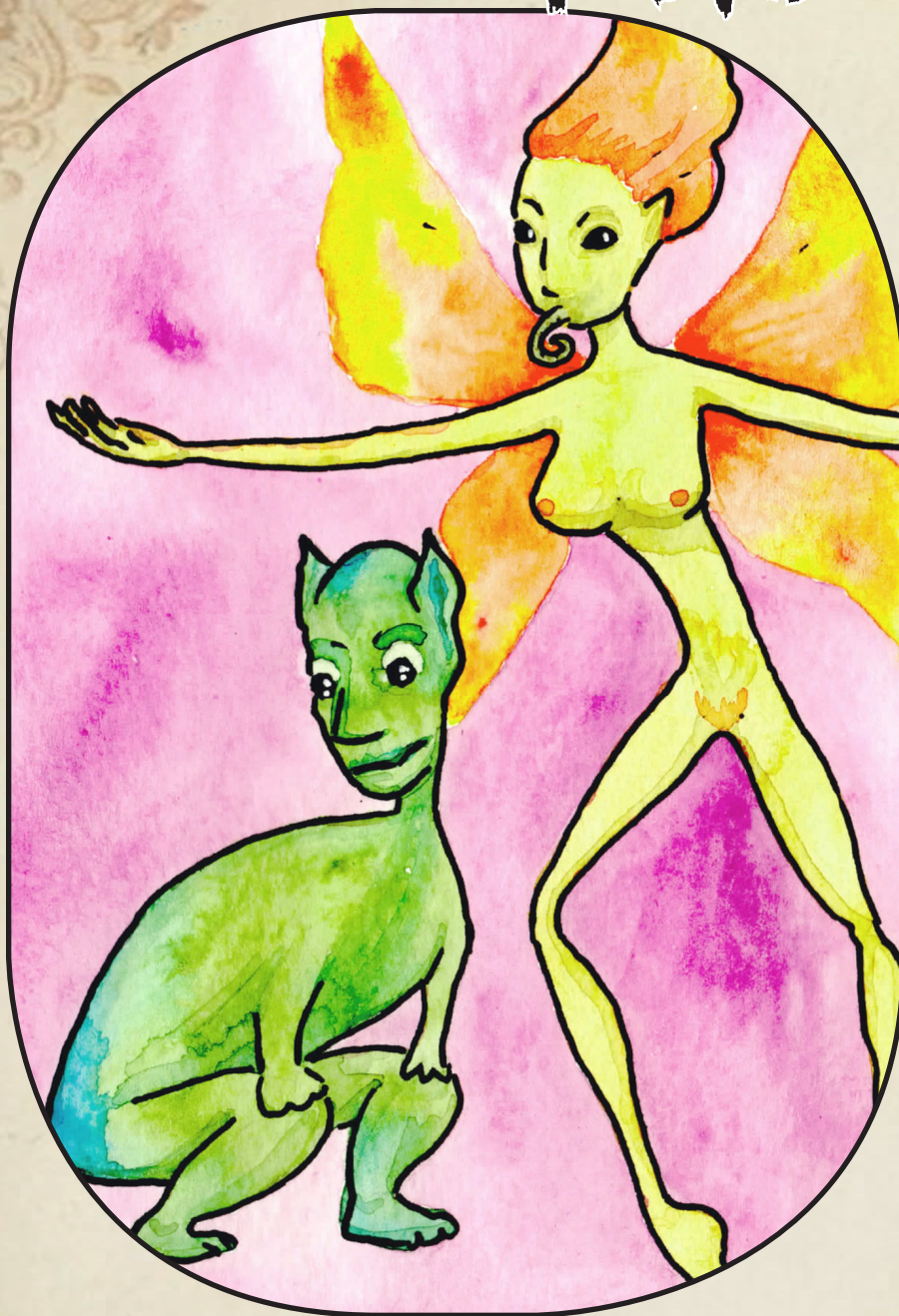
Alignment:
Chaotic
Movement: 120
Armor Class: 14
Hit Dice: 2
Attacks: 1
Damage: 1d6
Save: 10



Night Hags approach the sleeping PC in the form of a raven. They land on a sleeping body and change into a demon that grows to the victim's precise size, then lays on top of the sleeping person. They might kill the person if no one is awake around, but they are not always interested in killing. They cannot rest, so often they steal sleep from humans in this manner. Of course the surviving character will not regenerate health or energy or mana or any other thing that would regenerate during sleep.

If the character wakes up they can struggle with the **Night Hag** to throw them off their body. If by any chance they grab the **Night Hag's** nose they can persuade it to show them their secret treasure stash. There is a one in 10 chance per night the **Night Hag** will attack (doubled in the Wood.)

PERI



Alignment:

Chaotic

Movement: 160

Armor Class: 17

Hit Dice: 1

Attacks: 1

Damage: 1d4

Save: 14

Specials

SING - They sing back any words they hear, including magic spells, casting them again.

SWIRL - The **Winged Peri** can use their hair to cast spells. Choose a random spell of 1st or 2nd level.

SUCK - A non-ending thirst for blood. For each successful attack, they drain d4 *Constitution* and gain that much in height (cm) and relative girth. *Constitution* lost in such manner will be regained at one point per week, unless reduced to zero, at which point death results.

Weaknesses

IRONWARY - Takes double damage from iron weapons.

Peri live in an exquisite paradise and only at times visit the mortal realm. In paradise, they gain immortality from succulent lotus flowers. In this realm, they go for the nearest thing they find: blood. They prefer humans above all else, but demi-humans and animals are acceptable too. Like leeches, they grow larger and larger the more blood they consume. They begin life around three inches/eight cm but can swell in size indefinitely. Some have been recorded four or five times larger but scholars believe that is only the beginning.

The **Greater Winged Peri** and the **Lesser Green Peri** are mechanically the same, save for flight, but socially the Lesser are considered inferior. They tend to travel in packs of d10, usually led by a single **Winged Peri**.

TREMULOUS TROLL

She is the last living troll in the world, for she is too fearful to ever leave her cave. She fears all but especially the sun, which has become an object of hatred, and the moon, which she believes to be a lesser form of the sun.

Neither leaving her cave in day or night, the **Tremulous Troll** has grown strange fungi across her body. These fungi have astounding powers; eating one can grant the user *Troll Healing Factor*, among other things.

The **Tremulous Troll** can heal all damage, even fire, but is weak to sunlight and moonlight. Even torches and lanterns are her bane. Her cave is damp and filled with mist so that torches go out and lanterns have a 50 percent chance to go out.

Specials

FUNGI - (if eaten)

1. **Fell** - for d4 rounds.
2. **Acid Spittle** - Each bunch of saliva has a 50 percent chance of turning into acid upon contact.
3. **Stony Skin** - Grants 18 AC.
4. **Stinking Cloud** - as per spell.
5. **Mist** - as per *Wall of Fog*.
6. **Regenerate** - Gain *Healing Capacity*, as listed below.

Healing Capacity- Every time she is hit, she instantly heals all but 1 damage dealt to her. Even a natural 20 only does 2 damage.

Weaknesses

SUNWARY - Takes double damage, unhealable, while exposed to even the faintest light.

BLADEWARY - Will flee if confronted by sharp objects.

Alignment:

Lawful

Movement: 120

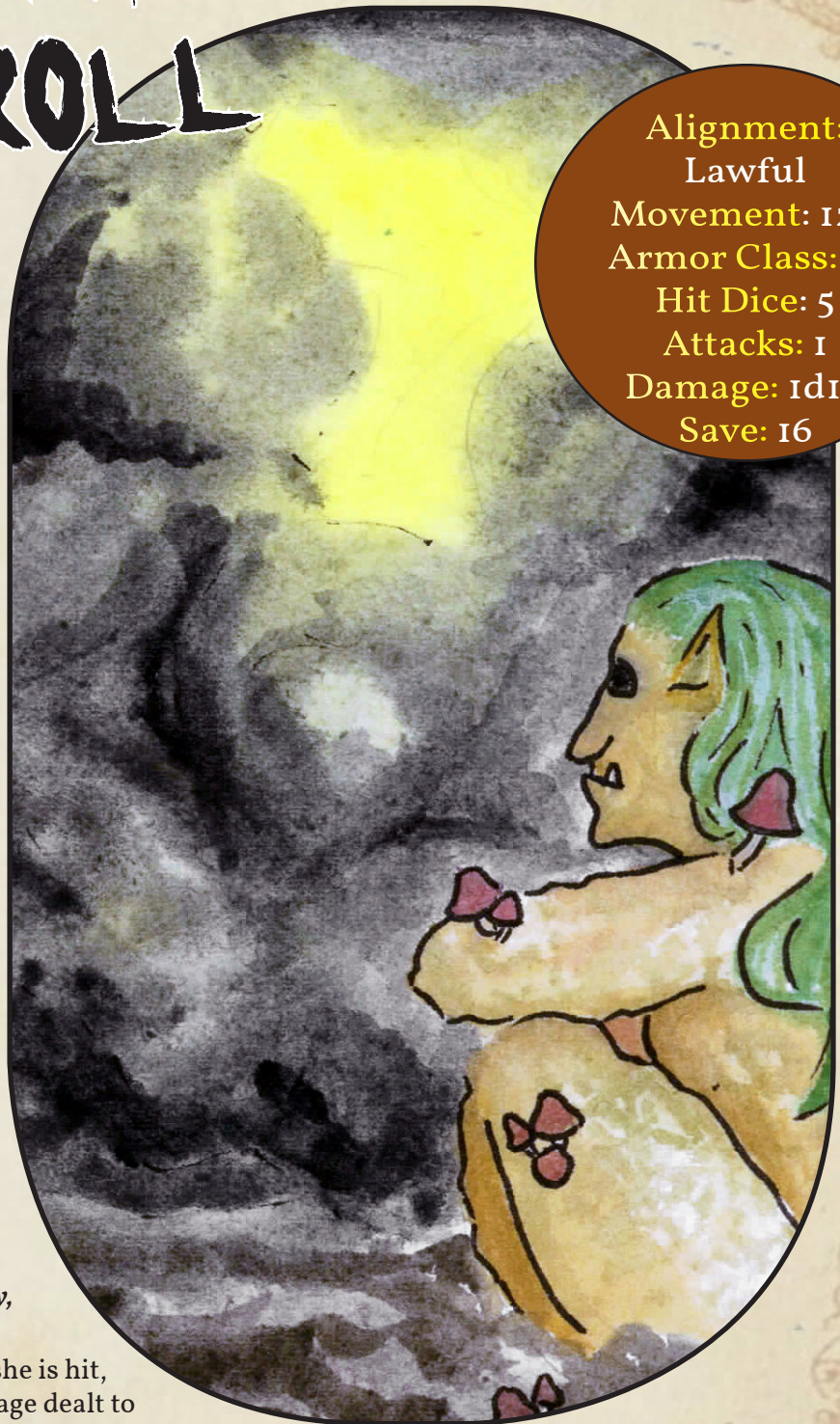
Armor Class: 19

Hit Dice: 5

Attacks: 1

Damage: 1d10

Save: 16



CREATURES OF THE WOOD

“It was no panic terror—indeed he felt wonderfully at peace and happy—but it was an awe that smote and held him and, without seeing, he knew it could only mean that some august Presence was very, very near.”

Kenneth Grahame

FAUN

Alignment:

Lawful

Movement: 140

Armor Class: 22

Hit Dice: 10

Attacks: N/A

Damage: ---

Save: 3

The Faun is the Lord of the **Peri** and **Wisps** and other magical things besides. He lives simultaneously in all possible realms but his favorite is the Wood, where he is surrounded by **Peri**, **Wisps**, mammals, and other forest denizens.

The Faun is a just lord who abhors violence. He takes utter *jouissance* in the smooth cycle of nature and is incapable of anger or alarm. He will not ally with any PC adventurers, instead advising them to consider the comforts of family and home, and to consider whether or not treasure is truly valuable.

The Faun will never attack, not even to defend itself, though he is not without powers (see below). If killed, however, the whole spectrum of **Peri** and **Wisps** will seek to avenge their fallen master.

Specials

BEFUDDLE -He will cast a spell of forgetfulness on all those he helps. There is a 20 percent chance each morning in the Wood that the

characters will have been helped by **The Faun** earlier but have no concrete memory of it.

REVELRY - Often on pipes, but in practice through any means, including dance or rap, the **Faun** can incite a full-on rave. PCs must *Save vs Paralyze* or party for 3d6 hours, after which they will collapse where they stand and sleep for 1d10 hours. Many strange beings may join this rave, including celebrity *Chaos DJs* from *Meatlandia*.

PANIC - Blind flight impulse kicks in and all who fail a *Save vs. Breathe Weapon* will flee for d20 hours.



FLYING GOLDENFISH

It is said there is a mysterious city on the hills of a mountain far from reach of ordinary. The city is gloriously beautiful, red and green velvet drapes cascade down its windows and dance in the chill winds. It looks empty but it is filled with objects and mysteriously things happen. Some chests are full of treasures and exotic stones and when you take some the next day it is filled with treasures again.

At night its street lights become lit and red **Goldenfish** float around it as if they were moths. These **Goldenfish** are the only living thing visible in the city. Some believe that eating of these will give you powers.

It gives **strength** say the ones who believe that the God of Strength herself had such a fish pond. It gives **wisdom** say the ones who think the God of Wisdom rode on the back of one of the fish to the realm of the mortals. It gives you **eternal life** says the alchemists who know tales of the scholar who became a demigod upon swallowing a **Goldenfish**. It brings **death** say the skeptics mockingly.

But the truth is that consuming one enrages the terrifying denizens of the town that occupies another plain of existence. They might send the fiendish **AI** to hunt down the pitiful mortal who disturbed the fish. But a mortal wise enough to capture a **Goldenfish** but not harm it will have an entirely different realm of possibility.

For the terrifying townsfolk will give much for returning the gold fish.



Alignment:
Lawful
Movement: 20
Armor Class: 12
Hit Dice: 1
Attacks: N/A
Damage: ---
Save: N/A

EAT A FISH (effects last 24 hrs)

- | | |
|-------------------|-------------------------------------|
| 1. Gain d4 STR | 5. All Saves improve by D4 |
| 2. Gain d4 WIS | 6. Lose d10 HP |
| 3. Gain d6 max HP | 7. Gain 1 pip (16%) in random skill |
| 4. Lose d6 max HP | 8. Roll again, effect is permanent |

HARPY SUMMONER

The realms of men and kings have no name for the mountains where oppressed women have been gathering for three generations now. In their language, the women call them the Lajwardian Mountains, based on legends of an island of freedoms.

Twice the armies of Man have marched into the Lajwardian Mountains, and twice they have not returned.

For these women, who value their personal freedom above all else, have the power to summon Harpies. Some claim, unjustly, that these harpies are their offspring.

The Harpies are their allies, equally demeaned by the patriarchal society around them. When the **Harpy Summoner** conjures them, they will serve her will utterly and without question, for there is only love and trust between them.

Harpies are naturally found in groups of ten or more. A **Harpy Summoner** can summon d4 of them once per day.



HARPIES

AC: 15 *Can only be hit by ranged weapons.*

HD 1

ATTACKS - 3

RAKE - 2d4

BEAK - 1d6

SPECIAL SNATCH: After two successful rake attacks, steal a random item or weapon from their victim.

Alignment:

Chaotic

Movement: 120

Armor Class: 13

Hit Dice: 1

Attacks: 1

Damage: 1d4

Save: 14

TORCHBEARER

Long ago, she was an adventurer but witnessed her party murdered deep in caverns below the Wood. After that, she disappeared and changed.

Since then, she has become a demi-god, a ghost story, a legend. The **Torchbearer** will appear in times of great need and aid PCs. She will disappear just as quickly, and is not one for answering questions or making idle chit-chat, though she is laconic, not mute.

Anytime a subterranean PC is reduced to 50 percent or fewer of their HP, roll 1d4. On a 4 she will appear.

The **Torchbearer** is no longer a warrior and cannot match the might of any foe, but she has mastered the *Powers Luminous*. She can invoke her powers at will, upon as many targets as she wishes, and the effects last for 4d6 hours. Anyone bestowed with one of her powers will glow for next 1d2 months.

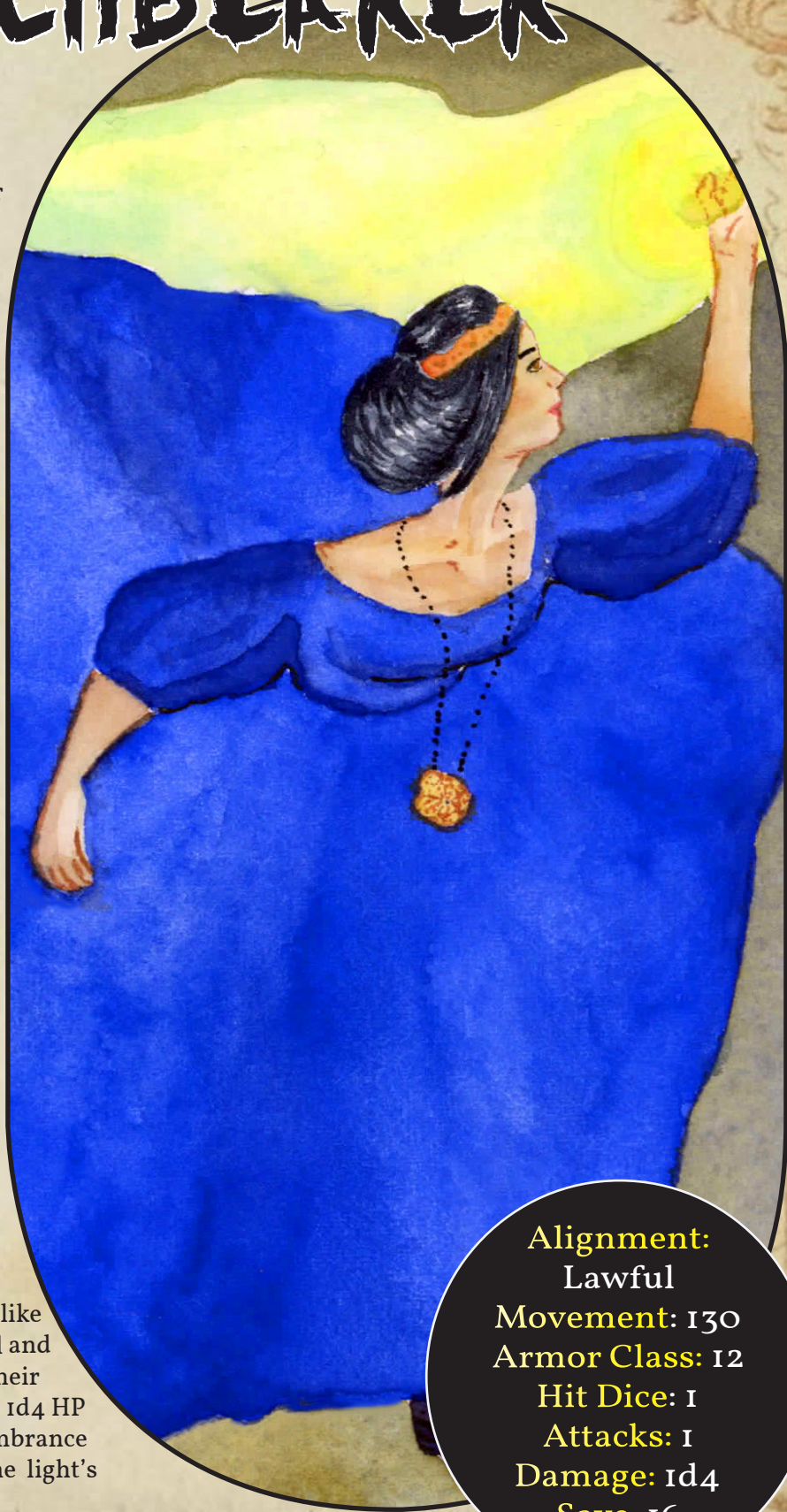
POWERS LUMINOUS

LIGHT OF NAVIGATION - This blessing bestows guidance, and will lead toward safety; an exit, if possible, or an ally, sanctuary, or other shelter.

LIGHT OF REVELATION - This light grants wisdom where before only ignorance dwelt. Gain 1 *Wisdom*.

LIGHT OF SUSTENANCE -

All bathed in this light feel like they just ate the best meal and slept the best sleep of their life. Immediately gain 1d4 HP and ignore all Encumbrance restrictions for the light's duration.



Alignment:
Lawful

Movement: 130

Armor Class: 12

Hit Dice: 1

Attacks: 1

Damage: 1d4

Save: 16

KEEJA

Alignment:

Chaotic

Movement: 160

Armor Class: 17

Hit Dice: 3

Attacks: 1

Damage: 1d4

Save: 14

Keeja is the title of the chief of the **Peri**. The office changes every century in a secret, sacred ceremony.

The current **Keeja** is rash and prone to violence to an unprecedented degree. Since she ascended to power, the **Peri** have become far more troublesome, and the dry husks of their bloodless victims are increasingly found on the edge of the Wood.

This **Keeja** is beginning to herself as a peer of the **Faun** himself and given time, she may assert independence. What that will mean remains to be seen, but the Wood would be even more dangerous than ever.

She hates all adventurers save for those with purple hair, whom she will spare if at all possible.

Specials

GHASEDAK - She carries a dandelion puff and at critical times will blow one, two, three or four pieces. They sail toward their victim who must make a DEX check for each piece of dander or suffer d10 damage from each of them.

SUP - Keeja can eat that hardy resistance in adventurers that is measured by their *Saving Throws*.

She will drop down, unseen (5 in 6 chance of surprise), and feast upon the PC with the best *Saving Throws*. Each round she sups, she worsens their Saves by d2 and increases her health by the same number.



Alignment:
 Chaotic
Movement: 120
Armor Class: 16
Hit Dice: 2
Attacks: 1
Damage: 1d4
Save: 7

SPATE NYMPH



A creature of the Wood, yes, but not a follower of the **Faun**. The **Spate Nymph** is both too apathetic and too independent to follow any master save for her own whims and she is, or she claims to be, the eldest creature in the Wood.

She is peripatetic and wanders from the forests to the fields, into caves and out through well-tended groves and vineyards, from the mountain streams down to the cold sea; sometimes she even wanders to the frozen realm where **Al** lives, though the **Spate Nymph** fears and hates all evil things.

Those who see the **Spate Nymph** are stunned by her beauty and will forever more doubt themselves (lose 1d3 *Charisma*). She is wise though forgetful and can impart great knowledge, if seemingly by accident.. Her fish, if beseeched with great courtesy, grants up to 3 True Wish spells.

She is originally a creature of the streams, and cannot be harmed by any means while submerged.

Keeja hates her and would do much to have her slain.

Specials

IMMUNE - Sleep Magic, Charm Magic and weapons made of anything save for iron do not harm her.

NATURAL WORLD -

Her knowledge of all things in nature is unsurpassed. Using natural ingredients, she can create healing, poisons, or any spell effect up to 6th level.

Alignment:

Chaotic

Movement: 120

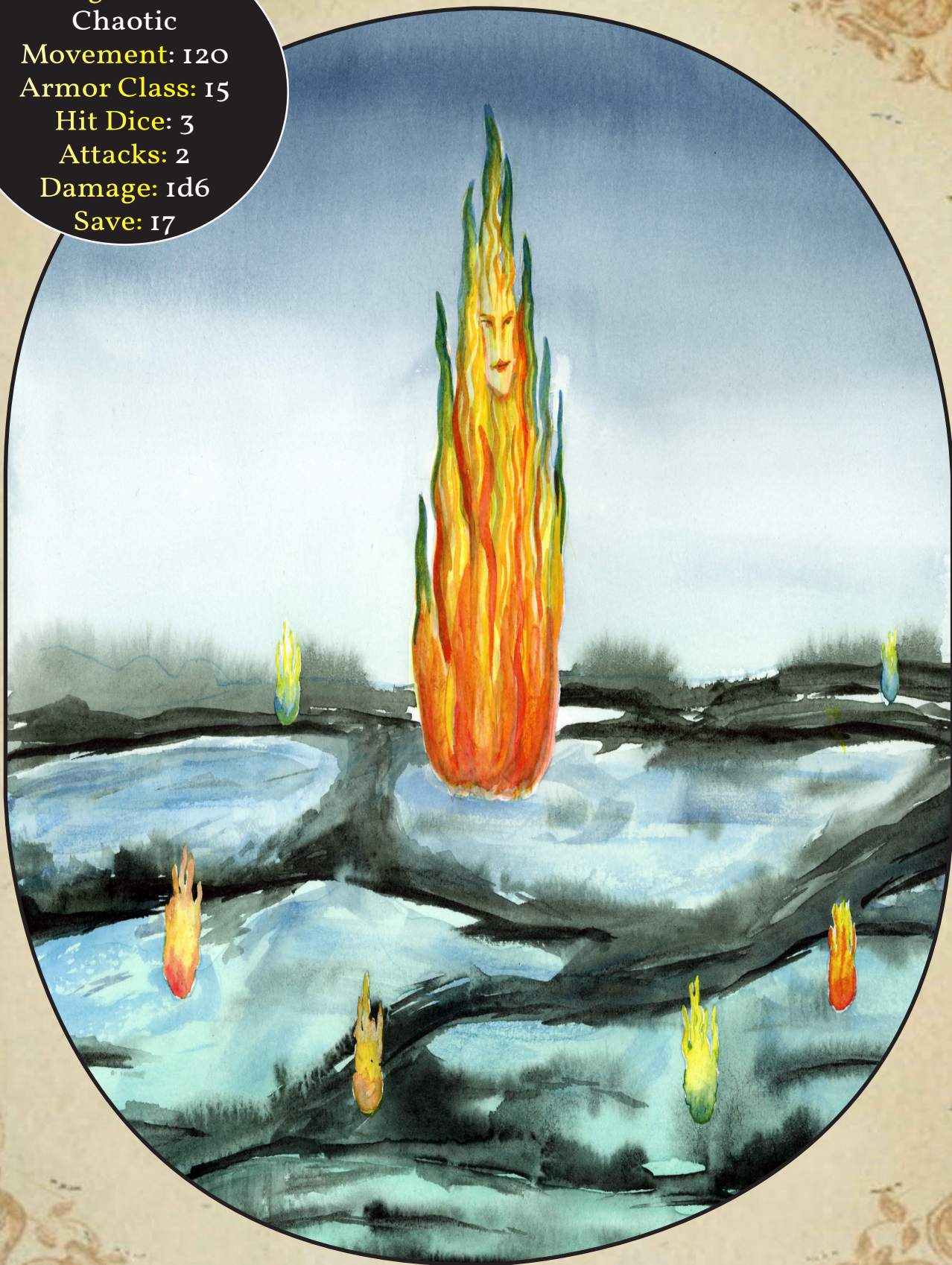
Armor Class: 15

Hit Dice: 3

Attacks: 2

Damage: 1d6

Save: 17



WISP WARRIOR

Wisps are things of magic that live out of human sight, on the edge of the Wood or the bleak wasteland north of it. A **Wisp** is created where conflation of energy causes new crystals to be formed. At the beginning these crystals are tiny but they grow as the wisp grows stronger. The crystals are subsequently held in vials that are at the center of the wisps body. A wisp cannot be separated from its vial and when its vial is broken it is destroyed.

A **Wisp** of lower levels does not have a form. Its body is the field of energy that surrounds its vial. Objects do not cut through wisps body and the only way to control (trap, capture etc) a **Wisp** is through magic. If any part of a human enters the **Wisp's** energy they take serious harm (such as slowing down, having pain, or taking damage). The objects and weapons that pass through the energy field are likewise damaged (for example if a sword does 1d8 damage after this it will do 1d8 -1) Arrows, torches, rations, etc would be destroyed.

The **Wisp's** vial strength is equal to its hit points (and level); **Wisp Warriors** do not possess great strength and do not gain bonus HP from Constitution.

A **Wisp Warrior** of level 1 uses a wisp sword. To gain more weapons they need special stones, gained as they level up, 1 per level. So for example a **Wisp** of level two can have two weapons, level five can wield five weapons etc.

Specials

IMMATERIAL - To damage the vial one needs a natural 20 unless they are using magic. An offensive spell will destroy the vial upon impact.

WEND - Once per level the **Wisp** can automatically guide any one character or opponent to their death.

Stones

The **Wisps** do not level up via experience. Instead they grow in power from finding powerful wisp stones. When a new stone is found the **Wisp Warrior** rolls on a table to identify the type of stone. Each stone type allows a different type of weapon. If a **Wisp** happens to have two of the same weapons they will be able to dual or triple wield, the **Wisp** would have to roll hit and damage separately (-1 for each other roll) for each. The **Wisp** cannot wield two different types of weapons in 1 round. So if they are wielding 3 swords the hit and damage rolls of the second sword would be -1 each, and for the third sword the hit and damage rolls would be -2 each.

If a **Wisp** comes across a new stone while their stone slots are full they can choose to replace one of their current stone powers. All weapons are made of manifested **Wisp** energy (counts as magical attack) and can be created/dismissed at will.

WISP STONES

1. Archer Stone - The power to shoot arrows. +2 to hit, d6 damage.
2. Defender Stone - Energy hardens just a little. AC becomes 1 better.
3. Dragon Stone - All of their attacks, whatever the weapon, do D3 times damage against dragons.
4. Spear Stone - A mighty spear, +2 to hit and d10 damage.
5. Rogue Stone - One knife, for stabbing or flinging. +1 to hit, D4 Damage.
6. Sword Stone - Create a WispBlade, which is +level to hit and does d8 damage.

WISP WIZARD

Alignment:

Chaotic

Movement: 120

Armor Class: 15

Hit Dice: 4

Attacks: 1

Damage: Magic

Save: 14

Rarely, a **Wisp Warrior** realizes that using weapons are not to their liking and are filled with an arcane ennui.

Many of these lose corporeal form and return to the eldritch energies they came from.

Others, those known as **Wisp Wizards**, take the opposite course and become nigh-indistinguishable from humans.

These **Wizards** are more commonly found than the ethereal **Wisp Warriors**, for they immerse themselves in the affairs of King and Faun.

Some have recently begun to collect the **Wisp Stones** and thusly gain great power. The **Faun** himself fears the rise of a **Wisp Wizard Warlord**, though he takes no actions save observation and deep musing.

They would greatly love to consume the **Torchbearer**, but as of yet she remains unaware of the danger.



Specials

CONSUME: Any character affected by the **Torch Bearer** can be instantly eaten by the Wisp Wizard. He gains one level per N/PC eaten.

INVISIBILITY: As per the most powerful Invisible *spell* in your book.

WHITE LIGHTNING: Channeling powerful energies, does d20 damage.

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