

Treatise of Twisted Terrors



Treatise of Twisted Terrors

Monsters in the classic role-playing tradition

By Dave Tackett



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This bestiary is OSR Compatible and can be used with any old school RPG or modern clones. It was designed with the classic version of the game in mind but with minimal changes can be used with original or advanced rules or their clones.

Armor Class is given both descending and ascending values, with ascending values in parentheses. An unarmored character is AC 9 (10) and chainmail gives AC 5 (14).

Forward

The **Treatise of Twisted Terrors** is an unofficial supplement for old school renaissance role-playing games and can be used with any old school RPG or modern clones. It contains seventy new and re-envisioned monsters for your campaign. These monsters are from the myths and legends of numerous cultures and will hopefully bring challenges to new and experienced players.

Each of these entries is one particular interpretation of these mythological creatures. However, as anyone familiar with myths and folklore can tell you, the stories about these creatures are usually quite inconsistent and even contradictory. If you choose to research one of them, don't be surprised when some accounts roughly agree with the descriptions given here while other accounts completely disagree. It's your campaign; choose the account you like best, or use both and call the monster by different names.

The **Treatise of Twisted Terrors** follows the format of one monster so that you may choose to print out those monsters that you need, while not having to waste ink on part of a monster description that you don't need. This has caused some of the pages to have a little blank space. Don't worry; nothing has been omitted from your copy.

Each monster has an accompanying illustration that represents it. As with the textual descriptions, these represent one interpretation of the monster. Feel free to use or ignore them as you will, as with all aspects of any role-playing game, or other game for that matter.

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Alton, Illinois
July, 2014

Alphabetical Listing of Monsters

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Introduction

In this new “old school” bestiary, the term **monster** is used rather frequently. It should be noted, in case there is anyone unfamiliar with the classic gaming use of this word, that monster does not necessarily always mean a horrible beast. Monster is used here to mean any species that the characters might interact with, positively or negatively. Many are quite nasty and are monsters in all senses of the word. However, some are quite benign and are only monsters in the gaming sense of the word. Creature is used in this work as a synonym for monster.

“**Frequency**” refers to how common a monster is in the area the characters are most likely to encounter it. There are five major ratings for this: “*common*”, “*uncommon*”, “*rare*,” “*very rare*,” and “*unique*.” The exact percentages that these represent may vary slightly depending on what rules system you use, however the simple dictionary definition of these words is always a good guideline. The **Treatise of Twisted Terrors** also has the sub-rating “[*or unique*]” which is to inform GMs that at least some stories about this monster imply that there is only one of it, but that it would fit better in most world as a non-unique creature. It is important to note that the frequency of any monster may radically vary from region to region or world to world, all at the game master’s discretion.

“**No. Encountered**” is simply that the number of the monsters that characters are most likely to encounter at one time. For example, Cuélebres are listed as 1-8, which simply means that from one to eight of these are likely to be encountered at one time. The GM could roll an eight-sided die to determine how many, but it is usually better if he or she chooses the number based on the characters’ skill. Many monsters described

here are rather antisocial and are almost always solitary.

“**Size**” is a very simple category with only three ratings: “*small*”, “*medium*,” and “*large*.”

“*Medium*” means the monster is roughly the same size as a human. “*Small*” means noticeably smaller and “*large*” means noticeably larger. That’s it. If a game master wants to convert these monsters to a game that uses a more convoluted system, the monster’s text descriptions should be of some help.

“**Move**” is a measurement of how far the monster can move in a game round measured in feet. As an example, an ordinary human would move 120 feet (120 ft) in a round. When a monster’s movement rate is followed by a descriptor like “*swimming*,” it represents how far the monster can move using that form of locomotion. Many creatures will more than one form of movement.

“**Armor Class**” is an abstract measure of how difficult it is to injure the monster in regular combat (magical attacks usually ignore armor class). With this stat, the lower the number the harder it is to damage the monster.

“**Hit Dice**” represent the number of eight-sided dice worth of hit points (how much damage a monster can take before dying) that a monster gets. For example, a monster with two hit dice would have between two and sixteen hit points, depending on the result of the roll. Some monsters will also have a plus or minus sign and a number following it. The number following the sign is added to, or subtracted from, the monster’s hit points. A few monsters do not have hit dice listed, but instead will have a

number of hit points, such as “1-4 hp.” In this case, the game master would roll a four-sided die to determine the creature’s hit points. As a general guideline, the more hit dice a monster has, the tougher it is.

“**Attacks**” is the number of standard, non-special, attacks a monster gets per round. More attacks can make a monster much more formidable.

“**Damage**” represents the amount of damage the monster’s attack(s) does to whatever it hits in combat. If the monster has more than one attack, the damage may be different. Anyone who ever seen a representation of a tyrannosaurus rex with its massive jaws and relatively feeble claws can understand this.

“**Special Attacks**” are attacks that a monster has that in some way differ from the straightforward roll for damage method of standard attacks. This could mean automatic hits, saving throws, and other variations. Special attacks are explained in the monster’s text entry.

“**Special Defenses**” are unusual means by which a monster mitigates damage, usually by avoiding it (such as needing a magical weapon to be hit) or by a rapid recovery of hit points (i.e. regeneration). Special defenses are also explained in the monster’s text entry.

“**Magic Resistance**” is the chance, on top of a saving throw, that a monster will resist a particular spell. However, it is not a straight percentage and assumes an eleventh level magic user. For each level the magic user is below eleventh, adjust the creature’s magic resistance up by five percent and for each level above, adjust the resistance down by five percent. Therefore a monster with only 5% magic

resistance has a 55% chance of resisting a spell by a first level magic user.

“**Lair Probability**” is simply the chance that a creature will be in its lair. As many creatures keep their treasure in their lair, it can be rather important to greedy parties. The game master will likely determine this beforehand.

“**Treasure**” is the amount of gold and other valuable items that monsters have either in their lair or carry around. Many monsters in the **Treatise of Twisted Terrors** have no personal treasure, but this does not mean that game masters should be stingy. Offer rewards to hunt down monsters or have the characters find treasure on victims of the monsters to make up for the lack of treasure on the monsters themselves.

“**Intelligence**” is rather self-evident. It is mostly used to guide game masters in how to play the monsters, but can be a factor in some spells. Check your game rulebook(s) for details.

“**Alignment**” represents the monster’s moral outlook, such as its views on good and evil. The **Treatise of Twisted Terrors** uses the classic nine alignment system that many game systems use. However, it can be easily adapted to a three or five alignment system.

“**Level/XP**” are the monster’s level, a relative power rating system that can guide game masters in find appropriate monsters for the characters to defeat, and the experience point reward for defeating the monster.

“**Source**” is a **Treatise of Twisted Terrors** unique listing. It is merely an optional guide for game masters to use in deciding where to put these new monsters in their world. It is also an

aid for game masters who want to do more research to flesh out the monsters' personalities.

Although only used in the text descriptions, “**unseelie**” might be unfamiliar to some. It is a reflection of the idea that fairies are divided into two factions, or courts. The seelie court is composed of most good fairies and many neutral ones. Its opposite, the unseelie court is composed of evil and neutral fairies. These courts can be deadly enemies or friendly rivals, all depending on the ever-changing moods of their vain, fickle rulers. If a game world does not have these courts, then just think of unseelie as being a synonym for evil or nasty.

One final item that must be addressed in this introduction is the issue of **duplicate monsters**. It is quite possible that a game master already has a different version of one or more of the monsters listed in this book, either from the internet or by creating it themselves. This isn't necessarily a waste as there are at least a couple of different ways in which both versions might be used in the same campaign.

If the interpretations of the monster are significantly different from one another, then they can be treated as separate monsters. This can be done by changing the name of the newer

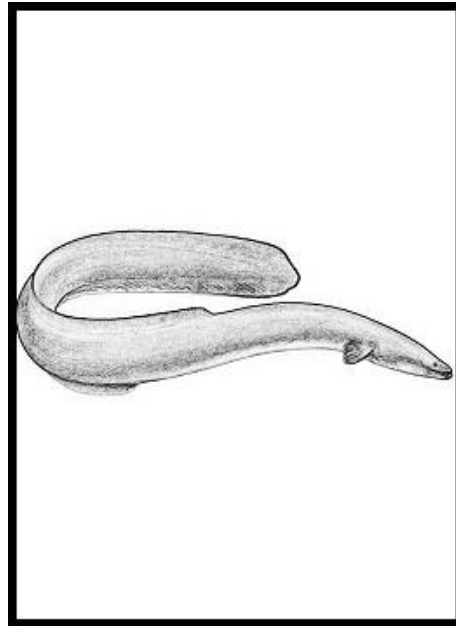
version. Many of the monsters here have regional variations of their names and one of these could be substituted. Alternately, the names could be left the same if a sneaky game master wanted to cause confusion. As long as their ranges don't overlap, it wouldn't be surprising if different people came up with the same names for different monsters.

If, however, the interpretations are fairly similar, then they can easily be seen as variations within a species. Just as one brown bear might be larger or more aggressive than average, so might fictional monsters vary in strength, personality, or abilities. If this variation is seen as being too much, then there is always the option of considering the new version to be a subspecies, having a restricted range.

However, as with everything, the final decision rests with the game master.

Abaia

Frequency:	Rare [or unique]
No. Encountered:	1d6
Size:	Large
Move:	90 ft swimming
Armor Class:	0
Hit Dice:	6
Attacks:	1
Damage:	2d4
Special Attacks:	See below
Special Defenses:	None
Magic Resistance:	Standard
Lair Probability:	100%
Treasure:	None
Intelligence:	Average
Alignment:	Neutral
Level/XP:	5/280+ 6/hp
Source:	Melanesian mythology



“For days the rain had fallen and still it showed no signs of abating. Fields of crops rapidly turned into muddy bogs, huts collapsed when the ground became too soft to support their weight, and despair and anger spread through the village. Though none had spoken it yet, it was apparent that either we would find some way to appease the monster, or our corpses would.” – from **The Journals of Eurylochos the Traveler**.

Abaia are large, magic-using eels that live in relatively small, tropical, freshwater lakes and protect creatures living in them by using weather magic and capsizing small fishing boats. They desire nothing more than to be left alone in their lakes, where they live in relative harmony with nature. Unfortunately for fishermen, they are extremely protective of all animals that live in their lakes and seek violent revenge against anyone who catches even a single fish.

Abaia can use their tails and create a large wake to attack a person within twenty feet of the

shoreline [1d6 damage], or to capsize any boat small enough to be on their lakes [automatic success unless the boat is magically protected]. Opponents in the water are bitten by the abaia and eaten if they are killed. Usually they will ignore anyone near their lakes, unless they harm the lake or the creatures living in it.

They cast magic as a sixth level druid, but are limited to spells that have to do with weather or their lake environment. *Call lightning* is one of their favorite spells and they will often use it against any who fish upon their lakes. They can also cast a *control weather* spell at will; it is of unlimited duration and is always used to cause severe storms to flood the village of any fishermen who escape the abaia’s wrath.

It is possible to appease an offended abaia, but since they are uninterested in treasure or food grown on land, this usually involves a long and dangerous quest to some distant, aquatic destination.

Adze

Frequency:	Very Rare
No. Encountered:	1
Size:	Small
Move:	60 ft flying
Armor Class:	-4
Hit Dice:	4+1
Attacks:	None or 1
Damage:	Nil or 1d4
Special Attacks:	See below
Special defenses:	See below
Magic Resistance:	50%
Lair Probability:	50%
Treasure:	None
Intelligence:	Very
Alignment:	Chaotic evil
Level/XP:	5/325 + 4/hp
Source:	African mythology



“I cannot fathom why it chose to turn into a hideous old hag when our weapons just bounced off it when it was a bug. Perhaps it had no choice. Whatever its reasons, its decision was fatal to it and we only took a few scratches from it” from **The Journals of Eurylochos the Traveler**.

A vampire-like being, an adze has the appearance of an ordinary firefly, but when captured they always take on the appearance of an exceptionally ugly human with long, sharp fingernails and often a hunched back. In firefly form, they will drink blood from sleeping victims. They are said to be especially fond of the blood of children. Victims typically awaken and find a seemingly minor bite mark on their person. However, the bite of an adze is deadly and the victim must save vs poison or become ill and die in 1-4 days.

Some adze spend their days acting as ordinary human villagers, while others sleep during the day in caves or in tall trees, but awaken easily

and are not handicapped by sunlight. Those that do not need to sleep during the day have three forms, the firefly form, their exceptionally ugly human form, and their ordinary human form (usually this form is that of an elderly woman, but a few appear as young women or elderly men).

In its firefly form an adze can only be hit by weapons of +2 or better and has a 50% magic resistance. In humanoid form they lose this protection, but can scratch with their long nails (1d4 damage). Once per day an adze can cast a *charm person* or a *magic jar* spell. They typically employ these on elderly victims, whose blood adze cannot stand. Those charmed or possessed by an adze will be made to commit horrible crimes and eventually pay the penalty for them. Because of their miniscule size, immunities, and intelligence, they are exceptionally difficult to corner and should not be underestimated. Although they have some vampire characteristics, they are not undead, merely very evil.

Aguane

Frequency:	Rare
No. Encountered:	1 or 1d6
Size:	Medium
Move:	180 ft
Armor Class:	3
Hit Dice:	4
Attacks:	1
Damage:	by weapon
Special Attacks:	None
Special defenses:	Shape changing
Magic Resistance:	Standard
Lair Probability:	75%
Treasure:	See below
Intelligence:	High
Alignment:	Chaotic neutral
Level/XP:	4/105 + 3/hp
Source:	Austrian and Slavic folklore



*“It is true, as you may have heard, that they have goat-legs like a satyr and share their love of wine, song, and other recreational activities. However, what you might not realize is how unimportant those legs seen after a pleasant flask of wine. Just remember, regardless of the truth, that the aguane was the best and most beautiful woman you were ever with. Fortunately for my health, that lie comes to me so naturally that I almost believe it.” - from **The Journals of Eurylochos the Traveler**.*

Aguanes are mostly beautiful fairy women who have horse-like or goat-like lower legs and small horns. They have long, beautiful hair and are often exceptionally, though not freakishly, busty. Although they are a somewhat isolationist mountain fairy, they are easy to get along with if you are polite and respectful.

They live by mountain streams and are quite proud and territorial. Upon seeing an aguane, it

is best to ask permission to cross their territory or else risk their violent anger. However, children of most species are well liked by aguanes, who will not resent their intrusion and will typically guide and protect them while they are in their territories. Aguanes are shape-shifters and will often appear as human or elven female.

When angered, they will frequently resort to violence, using first with a short bow, then closing to attack with a spear. If a battle starts to go against the aguanes, they are quick to flee to safety.

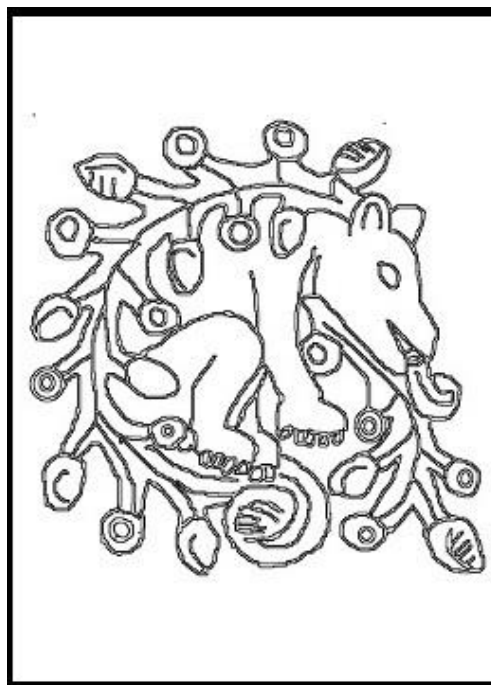
Aguane can reproduce by mating with satyrs. They cannot reproduce with humans or elves, but they are wont to try. They often have 1-2 pieces of jewelry given to them by their human and elven admirers. Despite their fondness for humans and elves, if angered, they will kill and eat them.

Ahuizotl

Frequency:	Very rare
No. Encountered:	1-8
Size:	Small
Move:	120 ft; 120 ft swimming
Armor Class:	5
Hit Dice:	2
Attacks:	1
Damage:	1d4
Special Attacks:	See below
Special Defenses:	Spikes
Magic Resistance:	Standard
Lair Probability:	90%
Treasure:	None
Intelligence:	Animal
Alignment:	Neutral
Level/XP:	2/40 + 1/hp
Source:	Aztec mythology.

"When it was annoyed - had caught no one, had drowned none of us commoners - then was heard as if a small child wept. And he who heard it thought perhaps a child wept, perhaps a baby, perhaps an abandoned one. Moved by this, he went there to look for it. So there he fell into the hands of the auítzotl, there it drowned him." – from the **Florentine Codex**

A small, dog-like creature whose fur, when wet, forms spikes that function similar to porcupine quills, ahuizotls are a threat to lone travelers. They are carnivorous and especially enjoy eating human and halfling flesh. Although not especially intelligent, they have evolved a cry that mimics that of a human baby and use it to lure prey to its watery lair. Their favorite tactic is to grab prey that are in the water and pull



them under the water to drown. It uses a bizarre hand on the end of its tail to do this. Anyone attacking an ahuizotl with their bare hands or a small weapon (dagger, etc) will be poked by their spikes for 1-3 hp damage.

Ahuizotls live near lakes, rivers, and in swamps and although they can't cut down trees, they build lairs similar to a beaver's lodge.

Although they are rather ill-tempered and aggressive, they are motivated by hunger and territoriality and are therefore not truly an evil monster, merely an especially unpleasant animal.

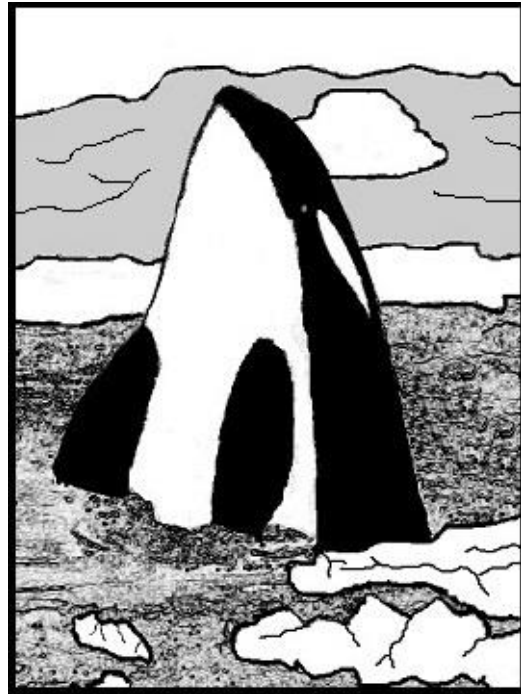
Akhlut

Frequency:	Rare [or unique]
No. Encountered:	1-12
Size:	Large
Move:	180 ft; 180 ft swim
Armor Class:	whale 2, wolf 6
Hit Dice:	9
Attacks:	1
Damage:	whale 5d4, wolf 2d4
Special Attacks:	None
Special defenses:	See below
Magic Resistance:	Standard
Lair Probability:	Nil
Treasure:	None
Intelligence:	Low
Alignment:	Chaotic evil
Level/XP:	7/900 + 12/hp
Source:	Inuit mythology

“I have heard from many who have traveled to the furthest North that there are bloodthirsty killer whales that walk the land in worg shape, raiding villages and killing whole families. Stories of why these monsters kill vary from teller to teller, and since most of these story tellers are missing body from the frigid kiss of Winter, I am rather disinclined to travel there to investigate” - - from **The Journals of Eurylochos the Traveler**.

An akhlut is an evil killer whale spirit that has the ability to shape-shift into a worg-sized, white wolf with piercing red eyes. They enjoy causing misery and will often attack lone travelers, leaving the critically wounded and unable to travel to safety.

Arctic and sub-arctic villages that lie near the ocean are sometimes raided at night by pods of



these monsters. In the event of stiff resistance, they will not hesitate to flee to the safety of the frigid ocean.

Akhluts eat only fish and aquatic animals. They attack human villages because they enjoy doing so. As cold as the frigid waters they inhabit, they enjoy the screams of intelligent victims and watching their eyes as life leaves them. After they have killed, they will sometimes remain at the site until their slaughter is discovered, relishing the cries of despair almost as much the earlier cries of pain.

When they are in the ocean, they are indistinguishable from normal killer whales (orcas) and will frequently join their pods, making them undistinguishable except by magic. They are a mysterious monster around which many false legends grow.

Ankou

Frequency:	Rare
No. Encountered:	1
Size:	Medium
Move:	120 ft
Armor Class:	0
Hit Dice:	4
Attacks:	1
Damage:	by weapon
Special Attacks:	None
Special Defenses:	See below
Magic Resistance:	Standard
Lair Probability:	90%
Treasure:	None
Intelligence:	High
Alignment:	Neutral evil
Level/XP:	4/105 + 3/hp
Source:	Breton mythology



"The Ankou is the henchman of Death (oberour ar maro) and he is also known as the graveyard watcher, they said that he protects the graveyard and the souls around it for some unknown reason and he collects the lost souls on his land. The last dead of the year, in each parish, becomes the Ankou of his parish for all of the following year" - from **The Legend of Death**

Appearing only at night, an ankou looks rather like the archetypal grim reaper, a skeleton wearing a cloak and bearing a scythe. It guards graveyards at night. While its motives are uncertain, some sages believe that it is there to prevent the resurrection of those whose souls have been condemned to the lower planes. Because it has neither the means to tell which

corpses had evil souls nor to guess the motives of mortals, it will attack anyone disturbing bodies buried in its graveyard. On rare occasions an ankou can be seen on roads driving a pitch black coach pulled by a team of four black horses. Where it is going is unknown.

They are immune to cold, sleep, charm, hold, and other mental based attacks. It takes a +1 or better weapon to hit them. They typically attack with their scythe, a +1 weapon (1d10+2 damage). If destroyed, another ankou will replace it the following night.

Although they are evil, they do no harm except to those who disturb their graveyards or interfere with their rare carriage rides.

Aswang

Frequency:	Rare
No. Encountered:	1
Size:	Medium
Move:	120 ft
Armor Class:	2
Hit Dice:	6
Attacks:	1
Damage:	2d4
Special Attacks:	See below
Special Defenses:	See below
Magic Resistance:	50%
Lair Probability:	50%
Treasure:	See below
Intelligence:	Genius
Alignment:	Chaotic evil
Level/XP:	5/370 + 6/hp
Source:	Filipino mythology



“We thought it to be some sort of a werewolf and shot at it with silvered arrows to no effect. And though it fled from our party, I fear it will return tonight and begin hunting us again. Deggan wants us to follow the advice of our inn’s chef and face the monster unarmed with garlic bulbs held in both hands. The chef says it is common knowledge, but I fear it is an inaccurate old wives’ tale.” - from **The Journals of Eurylochos the Traveler**.

This terrifying creature combines many of the worst aspects of vampires and werewolves. By day aswangs live as ordinary townspeople, often taking jobs that are connected with meat, such as a butcher or a cook.

At night however, the aswang shows its true nature. The least of their crimes is that they steal corpses to eat in private. They prefer to eat unborn children, ripped alive from their mother’s womb, but are quite content to eat the hearts and livers of small children. They can

shape change into a huge dog, similar in size and appearance to a worg (180 ft movement). Their human forms can alter significantly, becoming much hairier, more sinister and wolf-like, and their nail become claw-like, allowing them to be used as a weapon. In either form, they can hide in shadows and move silently as a sixth level thief and it takes a +1 or better weapon to hit them.

During the day an aswang loses its supernatural powers becomes an ordinary, non-classed human. They are often somewhat shy and quiet in their daytime aspect, but it is possible to befriend one, which is quite advantageous as they will never attack a friend or neighbor. During both day and night, they can turn an ordinary human into an aswang by tricking the victim into biting them. If the victim bites hard enough to draw blood, they must save vs poison at -2 or turn into an aswang at the next sunset. Aswangs have as much treasure as the average person of their region and daytime profession.

Aufhocker

Frequency:	Very Rare
No. Encountered:	1
Size:	Medium
Move:	180 ft
Armor Class:	4
Hit Dice:	5
Attacks:	1
Damage:	2d4
Special Attacks:	See below
Special Defenses:	+1 or better weapon to hit
Magic Resistance:	Standard
Lair Probability:	25%
Treasure:	None
Intelligence:	Exceptional
Alignment:	Chaotic evil
Level/XP:	4/155 + 4/hp
Source:	Germanic folklore

*“When in Redcastle, I heard tell of monstrous hounds that haunted less travelled roads and were known to attack, seemingly out of nowhere, and bite shocked victims from the back. As no tale mentioned treasure or reward, I decided that investigating the town brewery to be a much better way of filling these pages” - from **The Journals of Eurylochos the Traveler**.*

These large demonic dogs are rare, vicious shape changers that haunt lonely roads at night, seeking victims to slay and devour. In their most common form, they appear as a black-furred cross between a large dog and a worg. In this shape an aufhocker will attack lone travelers with a leaping attack from the rear (surprise on 1-4) and bite at the victim’s neck/throat (double



damage if the victim is surprised and the aufhocker hits).

Another shape that aufhockers use is that of a horse. As soon as someone tries to ride one, it runs at full speed and attempts to hit its rider with low hanging branches for 2d6 hp damage. If the rider remains mounted until sunrise, the aufhocker will change into its dog shape and flee. They can also change into human form, but rarely do this.

Aufhockers are terrified of church bells and sunlight, fleeing both and hiding in their lairs, typically a small hole dug in the ground, unless a cave or deserted building is available. Clerics may turn them as if they were ghosts.

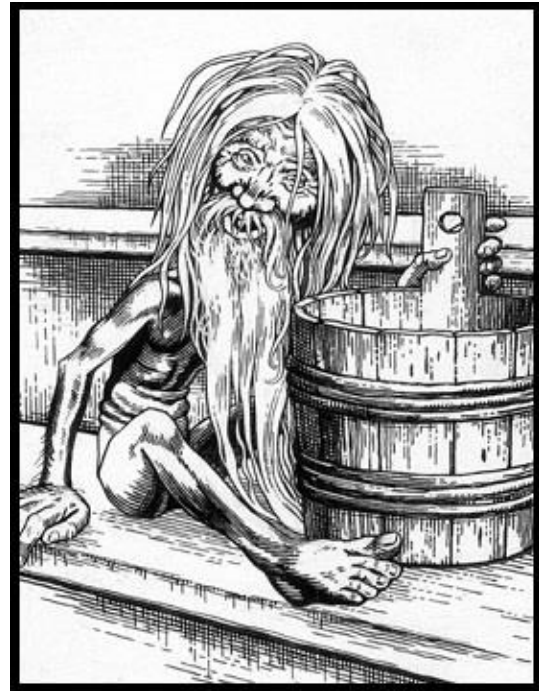
Bannik

Frequency:	Uncommon
No. Encountered:	1
Size:	Small
Move:	60 ft
Armor Class:	4
Hit Dice:	1-1
Attacks:	1
Damage:	1d4
Special Attacks:	See below
Special Defenses:	Nil
Magic Resistance:	Standard
Lair Probability:	100%
Treasure:	Nil
Intelligence:	Genius
Alignment:	Neutral
Level/XP:	1/15 + 1/hp
Source:	Slavic mythology

*“I must confess that I was not as diplomatic as I should have been when I turned down this experience, but even I have limits. Sitting naked in a steam room that is hot enough to roast an ox is bad enough, but turning my back so that some creepy little old man can predict the future by rubbing my back is just too weird. I fear that I might have offended my hosts when I told them this.” - from **The Journals of Eurylochos the Traveler**.*

A bannik is a fairy spirit that resides in bathhouses (Saunas). Usually resembling small old men, they are mostly harmless beings that are seen as more useful than harmful.

Despite their sometimes comic reputations, banniks are sinister, somewhat capricious spirits. They often attempt to scare away lone bathers by making hissing sounds and other haunting noises, they sometimes invite other more malevolent spirits and demons into the sauna,



and even worse, young children who enter the sauna alone are sometimes never seen again.

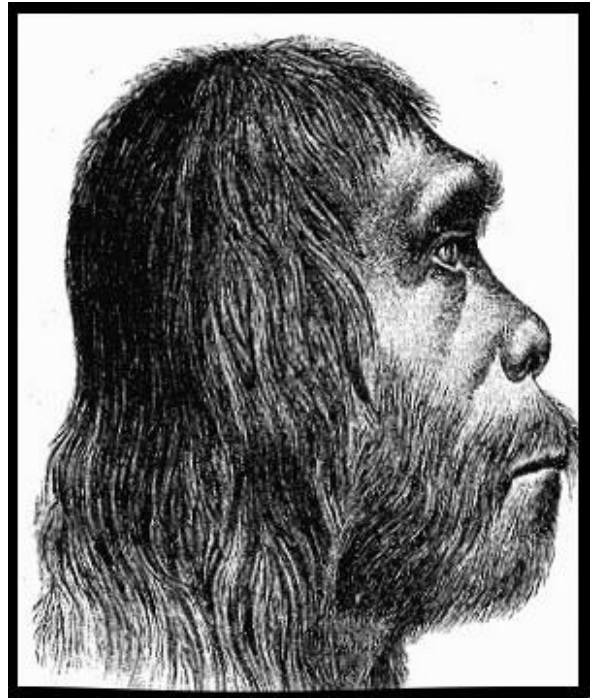
Banniks are tolerated, even liked to some extent, because of their ability to foresee the future. If a person stands at the bathhouse door, facing outward and thinking of a future undertaking, the bannik will stroke their back, a soft stroking portends a good fortune, while a rough scratching bodes ill.

A bannik can cause the steam in the bathhouse to suffocate a bather (save vs breath weapon to escape to the outside), but will only use this ability if it has been attacked or if a priest has tried to convert it.

The much rarer female banniks are called bainikha.

Basajaun

Frequency:	Rare
No. Encountered:	1-100
Size:	Medium
Move:	120 ft
Armor Class:	9
Hit Dice:	1
Attacks:	1
Damage:	by weapon
Special Attacks:	None
Special Defenses:	See below
Magic Resistance:	Standard
Lair Probability:	35%
Treasure:	None
Intelligence:	Low to Average
Alignment:	Neutral good
Level/XP:	1/15 + 1/hp
Source:	Basque mythology



“I found myself liking these hairy “wild-men” and their simple lives, especially since those simple lives include copious amounts of very good wine. If only I could just get them to wear clothes and eat meat, I might consider staying here.” - from **The Journals of Eurylochos the Traveler**.

An older race of humans, these hairy beings have been pushed into less civilized areas of the world by the expansion of human civilizations. A basajuan (plural: basajaunak) is typically well-disposed towards humans and elves (they consider dwarves, gnomes, and halflings to be short humans).

While they are very good food growers, wine makers, and potters, basajaunak eschew most other technologies beyond stone-age tools. They prefer to live as close to nature as possible and enjoy the simple things in life.

Peaceful vegetarians, the only weapons they have are clubs which they use in self-defense. In forests and swamps, they can hide in shadows with a 75% chance. Occasionally a basajuan will marry a human and have children. These hybrids are effectively just hairier than average humans or less hairy basajanuak, depending on where they were raised.

Basajaunak huts, or caves, will contain large quantities of wine and dried vegetables, but nothing of real monetary value.

Baykok

Frequency:	Very rare
No. Encountered:	1
Size:	Medium
Move:	120 ft
Armor Class:	4
Hit Dice:	8
Attacks:	2
Damage:	by weapon
Special Attacks:	See below
Special Defenses:	+1 or better weapon to hit
Magic Resistance:	Standard
Lair Probability:	Nil
Treasure:	Nil
Intelligence:	Very
Alignment:	Chaotic evil
Level/XP:	6/550 + 10/hp
Source:	Native American mythology.



“Saw the fiery eyes of Pauguk, / Saw the eyes of Death glare at him, / Heard his voice call in the darkness; / At the feet of Hiawatha” - Song of Hiawatha

Appearing as skeletons whose bones are still barely covered in skin, and having glowing red eyes, these malevolent undead live in deep forests, far from civilization. They hunt only warriors (All fighter classes, monks, armed clerics, etc.) of at least fifth level, stalking them on dark nights.

They can be extremely stealthy but gain no surprise bonus as the creaking of their bones can be heard when they are near. They also have a

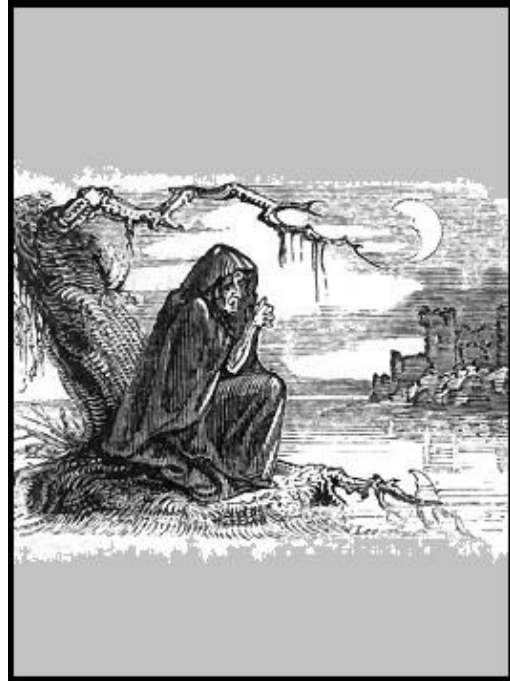
shrill cry which cause *fear* as the 4th level magic user spell to those that hear it. They attack first using invisible arrows that are coated with a mild paralysis poison (save at +2). If a warrior is still alive and not paralyzed after four hits, it will close and attack with its +1 war club (2d4 + 1 damage). A baykok is immune to mental attacks and takes only half damage from cutting weapons.

If the baykok kills or paralyzes its prey, it will rip them open and consume their internal organs. Victims killed this way will arise as a baykok on the next new moon.

Baykoks are sometimes referred to as death.

Bean Nighe

Frequency:	Rare
No. Encountered:	1
Size:	Medium
Move:	120 ft
Armor Class:	4
Hit Dice:	7
Attacks:	1
Damage:	1d8
Special Attacks:	Nil
Special Defenses:	Standard undead immunities.
Magic Resistance:	+1 or better weapon to hit
Lair Probability:	Nil
Treasure:	None
Intelligence:	Exceptional
Alignment:	Chaotic evil
Level/XP:	6/665 + 8/hp
Source:	Celtic (Scottish) mythology



“I saw one once and pray to all the gods that it was a once in a lifetime occurrence. Never will I forget it, for I still have nightmares, of the foul creature that sang the death song of my brother Agelaos.” - from **The Journals of Eurylochos the Traveler**.

Bean nighe are closely related to the better known bean sidhe (banshee). Also known as the "washer at the ford," these undead spirits haunt the banks of lonely streams and rivers. They appear as ugly old women with webbed feet, one nostril, one exceptionally long tooth, and freakishly large, hanging breasts that they throw over their shoulders while they are washing at the riverside. For reasons known only to them, they always wear green.

Though they are evil, bean nighe tend to cause no harm. They spend their nights washing the burial clothes of individuals who are likely to die (usually within the next three days). As they wash the clothes, they sing wailing dirges.

Unlike the wail of a banshee, this is completely harmless. A bean nighe can only be seen by those who are about to die, their companions, and their close friends. Once she has been seen, she will be at the same spot every night until the death occurs or is avoided (see below).

Seeing a bean nighe makes the foreseen death inevitable unless she can be persuaded to reveal whose blood-soaked, burial clothes she is washing. She will only reveal this if the questioner politely approaches her and answers three extraordinarily difficult questions. If she reveals whose clothes she is washing, their death is no longer inevitable, but they will face great danger at the appropriate time. Killing the bean nighe before she reveals her information dooms the victim.

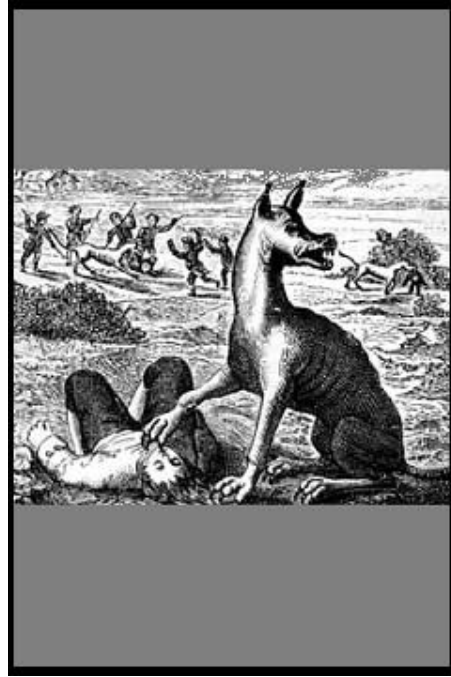
The plural of “bean nighe” is “mnathan nighe” but only sages use that term. Everyone else just uses “bean nighe” as both the singular and plural.

Beast of Gévaudan

Frequency:	Very rare
No. Encountered:	1-12
Size:	Large
Move:	180 ft
Armor Class:	5
Hit Dice:	4
Attacks:	1
Damage:	2d8
Special Attacks:	Nil
Special Defenses:	Regeneration
Magic Resistance:	Standard
Lair Probability:	10%
Treasure:	None
Intelligence:	Semi
Alignment:	Neutral
Level/XP:	4/105 + 3/hp
Source:	Historical mystery

*“Because these creatures are so rarely seen, too many people think of them as being extinct or mythological. Sadly, as I know too well, this is not the case. We were crossing the Perditus Mountains when one of our scouts had the misfortune to stumble across a pack of them. We drove them away, but apparently they had developed a taste for human flesh. For many miles they followed us through the mountains, attacking anyone who dared leave the safety of the group” - from **The Journals of Eurylochos the Traveler**.*

Nearly as large as cows, these wolf-like creatures hunt in small packs, occasionally terrorizing large areas of the countryside. They look very similar to wolves, but with shorter fur and ears. Their fur is reddish-brown, with black



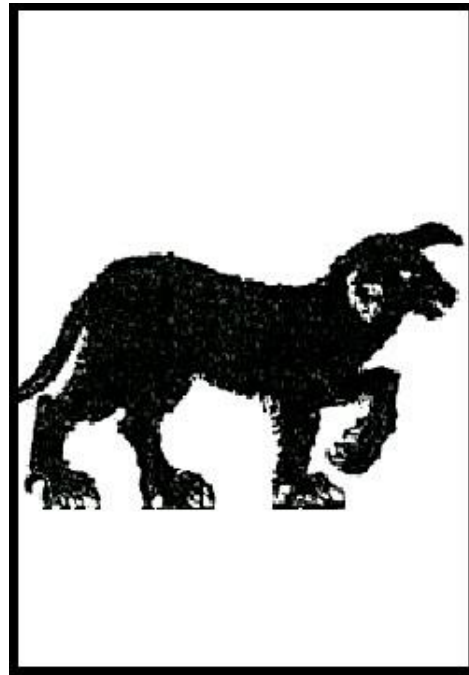
streaks on their back. Their one non-canine feature is their smell, which is ferret-like, but much stronger and more offensive. Characters entering melee with one must save vs poison at +2 or be slightly nauseated (-1 to hit for 1d6 rounds).

Normally a rare mountain predator, living in extremely isolated regions, every century or so a pack will descend from the mountains and prey exclusively upon humans until killed or scared off.

These hardy beasts regenerate one hit point per round. However, they cannot reattach severed limbs, nor do they continue to regenerate when dead. They are a bit more cunning than most pack animals and very difficult to track (-60%).

Black Shuck

Frequency:	Rare
No. Encountered:	1
Size:	Medium - Large
Move:	180 ft
Armor Class:	4
Hit Dice:	5
Attacks:	None
Damage:	Nil
Special Attacks:	See below
Special Defenses:	+1 or better weapon to hit
Magic Resistance:	Standard
Lair Probability:	Nil
Treasure:	Nil
Intelligence:	Average
Alignment:	Neutral
Level/XP:	N/A
Source:	English folklore



“although his howling makes the hearer's blood run cold, his footfalls make no sound. You may know him at once, should you see him, by his fiery eye; he has but one, and that, like the Cyclops', is in the middle of his head.” -

Highways and byways in East Anglia

Large, incorporeal black dogs with flaming red eyes (some have only one), black shucks are harbingers of death and misfortune. They range in size from that of a large dog, roughly the size of a modern German shepherd, to that of a worg.

While most people are terrified of these ghostly dogs, considering them to demonic forces of evil

and bringers of ill luck, they are merely the warning of, not the cause of, great danger. They have also been known, on rare occasions, to guide lost travelers and act as escorts for unarmed people travelling alone at night. Despite this they are feared and hated by most people; no one likes the bearer of ill tidings, especially those bearers that look like demonic dogs.

A black shuck's howling causes *fear* as the magic user spell (cast at only fifth level, but with a range of 100 yards) and can be used once per hour. Their tendency to overuse this ability does not help their bad reputation.

Blemmye

Frequency:	Rare
No. Encountered:	1-100
Size:	Medium
Move:	120 ft
Armor Class:	8
Hit Dice:	1
Attacks:	1
Damage:	by weapon
Special Attacks:	Nil
Special Defenses:	Nil
Magic Resistance:	Standard
Lair Probability:	35%
Treasure:	See below
Intelligence:	Average (low)
Alignment:	Chaotic evil
Level/XP:	1/10+1 per hp
Source:	Ancient travelers' tales



*“In that country are the huge snakes and the lions, and the elephants and bears and asps, the horned asses, the dog-headed and the headless men that have their eyes in their chests, as the Libyans say, and the wild men and women, besides many other creatures not fabulous.” – Herodotus, **The Histories**.*

Bizarre headless humanoids, the evil blemmyes are a serious threat in distant parts of the world. Blemmyes look much like humans, except that their eyes nose and mouth are located on their chests. Extreme xenophobes, blemmyes despise all creatures with two legs and head, considering them to be blasphemous freaks that need exterminated. In the blemmye mind, heads belong on four-legged creatures and no-legged creatures and that it is an offense to their god to allow the existence of anything else.

Blemmyes are most commonly first encountered in hunting parties of 1d6+4 members. These first encounters are invariably hostile as the blemmyes are being confronted by their worst nightmares. Later encounters may be less violent, but will never be friendly.

Their cultural isolation has left blemmyes with very primitive technology and the only weapons they normally use are spears and clubs. However, their natural strength gives the +1 damage when using these weapons.

Blemmye leaders fight as two HD monsters and have 11 hit points. Approximately 5% of blemmyes are leaders.

Bloody Bones

Frequency:	Unique
No. Encountered:	1
Size:	Medium
Move:	120 ft
Armor Class:	8
Hit Dice:	1
Attacks:	1
Damage:	1d4
Special Attacks:	Nil
Special Defenses:	See below
Magic Resistance:	Standard
Lair Probability:	5%
Treasure:	None
Intelligence:	Low
Alignment:	Chaotic evil
Level/XP:	1/10 + 1/hp
Source:	British and American folklore



“whose usual method is to awe children, and keep them in subjection, by telling them of raw-head and bloody-bones, and such other names as carry with them the ideas of something terrible and hurtful, which they have reason to be afraid of when alone, especially in the dark.”
– John Locke.

Most children’s worst nightmare, though a favorite of many overly strict lawful neutral and lawful evil parents, Bloody Bones is a goblin-sized, unseelie fairy spirit that absolutely hates human (and halfling) children. He is forbidden from physically harming innocent children, but any children who lie, uses profanity, or disobey their parents is fair game for the next month. Any child that is legitimately evil is never safe from this monster.

Fortunately, Bloody Bones is a unique creature and the chances of any child, no matter how naughty, ever encountering him are slim. Unfortunately, he is truly immortal and if killed

will simply be reborn the next night in another part of the world.

Bloody Bones messily feeds on the children that he is allowed to harm, ripping the flesh from their bones, gleefully letting their blood color its face red. Since Bloody Bones cannot hurt good children, he tries to allow them to “catch” him in the act of eating other children, hoping to cause terror and emotional damage. After being seen, he can teleport away along with any evidence that he was ever there.

Bloody Bones looks vaguely like a malnourished goblin with large fangs and sharp claws. When not “hiding” in cupboards and closets, waiting to be seen by a good child, he lairs near dismal ponds or stays with goblins, who like him because he always brings them leftover child meat.

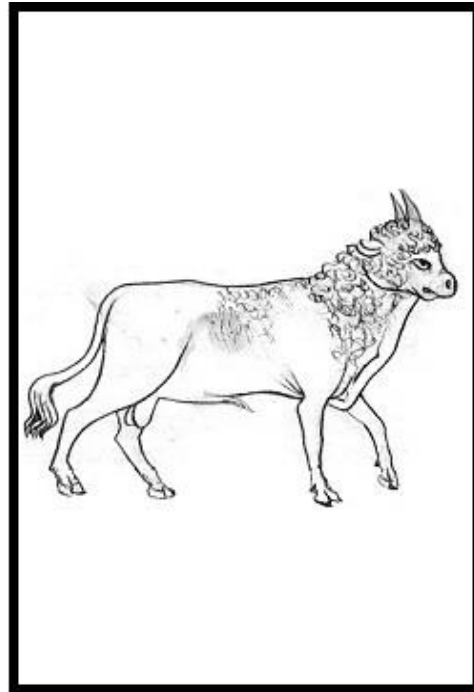
Bulls, Aethiopian

Frequency:	Very Rare
No. Encountered:	10-40
Size:	Large
Move:	180 ft
Armor Class:	2
Hit Dice:	8
Attacks:	1
Damage:	2d6
Special Attacks:	Charge
Special Defenses:	+3 or better weapon to hit
Magic Resistance:	Standard
Lair Probability:	Nil
Treasure:	Nil
Intelligence:	Animal
Alignment:	Neutral
Level/XP:	6/550 + 10/hp
Source:	Ancient travelers' tales

“their eyes gray or bluish, their hair growing contrary, their mouth wide and reaching to their ears: their horns likewise hard by, moveable; their hide as hard as a flint, checking the dent of any weapon whatsoever, and cannot be pierced: all other wild beasts they chase and hunt; themselves cannot be taken but in pitfalls: in this their wildness and rage they die, and never become tamed.” - Pliny the Elder

Twice the size of an ordinary bull, these aggressive pack animals are the bane of many farmers and herdsman as they do not hesitate to attack other grazing animals, and those species that they consider threatening (lions, people, etc). Because of the damage that they do, they are extremely unwelcome in most settled lands.

The most common way for non-heroic types to stop them is by pit traps. If caught in one, or trapped in another way, the bulls go berserk and if they cannot escape, quickly begin to have



seizures then die after 2d6 rounds. Anyone trapped with one would automatically take 2d6 hit points of damage per round as they are accidentally gored and trampled by the monster.

These bulls have sharp, rotatable horns that they use to attack foes and usually begin by charging for double damage. Aethiopian bulls have standard magic resistance, but are immune to *magic missile*, *charm*, and *sleep* spells.

Females are also commonly called “bulls” because they have horns and are nearly as aggressive as the males. Aethiopian bulls are as edible as normal wild bulls, but it takes a +3 bladed weapon to butcher them.

Chamrosh

Frequency:	Very rare [unique]
No. Encountered:	1
Size:	Medium
Move:	120 ft; 180 ft flying
Armor Class:	4
Hit Dice:	4
Attacks:	1
Damage:	2d6
Special Attacks:	Nil
Special Defenses:	Nil
Magic Resistance:	50%
Lair Probability:	25%
Treasure:	Nil
Intelligence:	Average
Alignment:	Neutral
Level/XP:	3/75 + 3/hp
Source:	Persian mythology



*“I believe I once saw one of them flying in the distance. However, as it was flying toward a sunset, and I had been drinking rather excessively, I really cannot be certain if it was a chamrosh or merely a sparrow.” - from **The Journals of Eurylochos the Traveler**.*

These are magical creatures with the heads and wings of a large bird of prey, and bodies of a large dog, all covered in feathers. They were created by the Persian god Ohrmazd (or alternate bird-friendly deity in your campaign) to help protect all birds. Although they are still a powerful force in some areas, their numbers have dwindled greatly since their creation and their range is ever shrinking. They live in the mountains and hunt wild rabbits, deer, and other typical prey animals for food.

Chamroshi rarely interact with humans and when they do, it's usually in their role as protector of birds. If a party of adventurers is out hunting any type of bird or other avian creature, the chamrosh will oppose them, regardless of their reasons. However, if they are hunting a creature that hurts birds, the chamrosh will aid them to the best of its abilities.

Chamroshi are ageless, living until they are killed, but they can't reproduce and no new ones are being created so there are fewer of them every year. Because there are already far too few of them to protect many birds, they tend to be a bit cowardly, figuring they will save more birds if they live than if they die saving a single one.

Gnome, Barbegazi

Frequency:	Rare
No. Encountered:	1-200
Size:	Small
Move:	60 ft
Armor Class:	6
Hit Dice:	1-1
Attacks:	1
Damage:	by weapon
Special Attacks:	Nil
Special Defenses:	See below.
Magic Resistance:	Standard
Lair Probability:	5%
Treasure:	See Below
Intelligence:	Average
Alignment:	Neutral good
Level/XP:	1/10 + 1/hp
Source:	Swiss folklore

“The little barbegazi gnomes are a wonderful people and our entire expedition owes them a great debt for rescuing us. I just wish their cave hadn’t smelled like rotten, old socks.” - from
The Journals of Eurylochos the Traveler.

Barbegazi (“frozen beards”) look like other gnomes, with some slight differences. They all have long white beards and enormous, flat feet, upon which they like to ski. A few (10%) are white furred, making them resemble bearded baby yeti.

They live in villages carved into mountain sides near the peaks, hunt mountain goats and other alpine animals, and love to ski, especially during avalanches. They all dress in white furs, making them hard to detect in snowy areas. Shy, but exceptionally benevolent, they are always helpful to neighboring humans and demi-humans. They have been known round up lost sheep and cows for their neighbors, rescue lost travelers, warn of upcoming avalanches, and



even leave small gems on doorsteps for struggling farmers to find.

They hate heat and during summer months remain in their villages, which are magically cooled. Despite their aversion to heat, they have one fire burning for the extremely rare non-barbegazi visitors. They speak their own language, but some (30%) will speak the language of their neighbors (typically common).

When outside their village, barbegazi carry two spears to hunt with and to use as ski poles and they will have a small axe to clear away brush.

They are on good terms with yeti and usually manage to restrain them from bothering trespassing humans. However, white dragons are considered mortal enemies and chased away from the barbegazi territory. These gnomes are immune to all cold so the white dragon’s breath is like a pleasant summer breeze to them. Their villages will have 1-6 gems per barbegazi.

Chupacabra

Frequency:	Uncommon
No. Encountered:	1-10
Size:	Small
Move:	120 ft
Armor Class:	7
Hit Dice:	2
Attacks:	1
Damage:	1d8
Special Attacks:	See below
Special Defenses:	None
Magic Resistance:	Standard
Lair Probability:	10%
Treasure:	Nil
Intelligence:	Low
Alignment:	Chaotic neutral
Level/XP:	2/40 + 1/hp
Source:	Cryptozoology



“A myth surely. Even among all the bizarre creatures that I’ve encountered, these creatures would stand out. Although, some of the accounts do come from credible sources so perhaps I’m being a bit hasty in my cynicism about their existence.” - from **The Journals of Eurylochos the Traveler**.

Chupacabras (“Goat Suckers”) are grayish-green, reptilian humanoids that are native to arid regions that are also the home to goats and/or similar herbivores. They stand about three and a half feet tall but are able to achieve better than expected speed by hopping like a kangaroo.

Like vampire bats, they live on the blood of other animals. Unlike with vampire bat attacks in which the animals often continue to graze in

complete ignorance, the victim is almost aware of the chupacabra’s attack and rarely survives it.

Although they are much more intelligent than animals, they use no technology and seem to have no complex language. Travelling in small groups, they will surround a goat and subdue it while they each take turns drinking its blood, until it is dead. They avoid contact with all other intelligent beings, fleeing 90% of the time when confronted and attacking without regards to the odds the other 10% of the time.

A chupacabra’s strange red eyes cause nausea to those who look into them. A character must save vs petrification or be unable to do anything for 1d6 rounds due to severe nausea.

Clurichaun

Frequency:	Rare
No. Encountered:	1-8
Size:	Small
Move:	60 ft
Armor Class:	5
Hit Dice:	1d4 hp
Attacks:	1
Damage:	by weapon
Special Attacks:	Nil
Special Defenses:	Nil
Magic Resistance:	70%
Lair Probability:	90%
Treasure:	See below
Intelligence:	High
Alignment:	Chaotic good
Level/XP:	1/5 + 1/hp
Source:	Irish folklore



“The little man fell to drinking as hard as he could, and Billy noway disliking the example, did the same.” - Fairy legends and traditions of the South of Ireland.

Clurichauns are rowdy, hard-drinking relatives of leprechauns. They are a bit surly and nearly always drunk, yet still manage to do chores for the home to which they are attached. One of them was described as wearing *“a red nightcap on his head; before him was a short leather apron [. . .] and he had stockings of a light blue color, so long as nearly to cover the entire of his legs; with shoes, having huge silver buckles in them”* which is fairly typical of how they dress.

A clurichan will try to attach itself to a wealthy household that has a large wine cellar. It will typically not make its presence known, but will do chores in exchange for the wine that they take; they are quite hard workers.

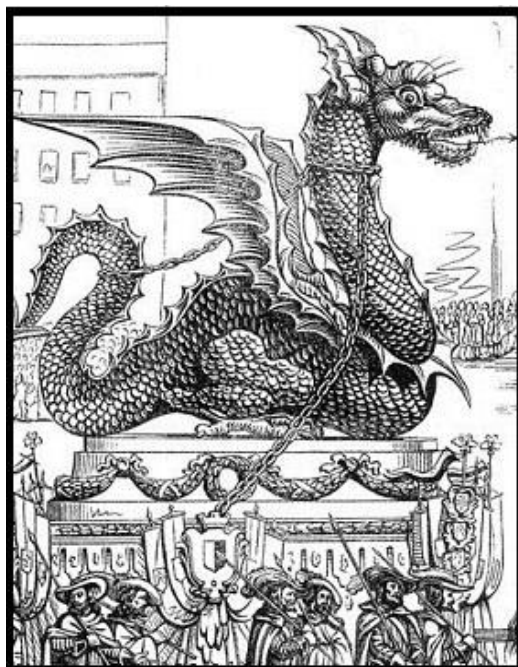
When it is eventually discovered, how the clurichaun is treated will determine how it behaves in the future. If it is treated kindly, they will continue to guard the wine cellar and work even harder than before, including blessing the household's wine (+10% in value). However, if they are treated cruelly in any way, they will destroy anything valuable in the house and will turn the wine into vinegar.

Even kindly treated clurichans have a mischievous streak and have been known, for example, to ride dogs around like a small horse.

Though not as wealthy as their cousins the leprechauns, they have at least 2d6x100gp and 2d6 gems. A few will be paid by their household and have even more money.

Cuélebre

Frequency:	Very rare
No. Encountered:	1-8
Size:	Large
Move:	90 ft; 180 ft flying; 60 ft swimming
Armor Class:	-4
Hit Dice:	6
Attacks:	1
Damage:	2d8
Special Attacks:	+2 or better weapon to hit
Special Defenses:	None
Magic Resistance:	Standard
Lair Probability:	90%
Treasure:	See below
Intelligence:	Average
Alignment:	Chaotic evil
Level/XP:	6/370+ 6/hp
Source:	Asturian mythology



*“I do not understand these creatures’ obsession with xana. You’d think giant, bat-winged monsters would have better things to do than kidnapping beautiful faeries and making them sing for them. Still, it makes them much easier to find so no one’s complaining” - from **The Journals of Eurylochos the Traveler**.*

Cuélebre are large dragon-like creatures that are more closely related to wyverns than true dragons. Their appearance is more snake-like than most dragons. They live in caves near oceans and seas, where they keep their treasure and live primarily on a diet of cattle and demi-humans. Also sometimes kept in their caves are xana, a type of beautiful fairy (see their entry below).

These dragons cast magic as a sixth level magic user, but have an unusual weakness. On

Midsummer night, they lose all their magical abilities; including spells, flying, and the need to have a +2 or better weapon to hit them. Knights often take advantage of this to rescue the captive xana and take her for a wife. If the dragon survives this, it will take revenge.

As they grow older, the scales of cuélebre become much thicker, improving their armor class by one to four points at the game master’s discretion.

Young cuélebre do not have wings and therefore cannot fly, while ancient cuélebre leave mortal lands and fly away to Mar Cuajada, a legendary paradise.

Treasure: (in lair only) 1d10×1,000 cp (75%); 1d6×1,000 sp (25%); 1d6×1,000 gp (25%); 1d10 gems (15%); 1d6 jewellery (15%)

Cynocephaly

Frequency:	Uncommon
No. Encountered:	1
Size:	Medium
Move:	120 ft
Armor Class:	9
Hit Dice:	2
Attacks:	1
Damage:	by weapon
Special Attacks:	Nil
Special Defenses:	Nil
Magic Resistance:	Standard
Lair Probability:	5
Treasure:	Nil
Intelligence:	High
Alignment:	Neutral good
Level/XP:	2/30 + 1/hp

“We must with great humility acknowledge how little we understand about life, ourselves, and the world around us. We must seek to learn all that we may and share that knowledge with those who would willingly receive it.” – Octas Res, the first doghead philosopher.

Cynocephaly “dogheads” are a generally peaceful race of philosophers and scholars, that tends to get along very well with other demi-humans. They prefer discussion over violence, but they are usually very capable of defending themselves.

A doghead encountered by adventurers will most likely be a traveler from a very distant land who is seeking to gain new knowledge and



understanding. They will be very interested in stories from adventurers (perhaps the only person who has ever been interested in their story of how they tricked that goblin chief into trading all his gold for “magic” beans).

Almost all encountered dogheads will be sages (experts in a specific field of knowledge) and some 10% will have a character class (most commonly clerics, druids, and monks if your campaign has them). Treat dogheads with a character class as if they were human.

Demon, Abbey Lubber

Frequency:	Uncommon
No. Encountered:	1
Size:	Small
Move:	60 ft
Armor Class:	1
Hit Dice:	3
Attacks:	1
Damage:	1d3 or by weapon
Special Attacks:	None
Special Defenses:	Standard demon immunities, Invisibility
Magic Resistance:	30%
Lair Probability:	100%
Treasure:	See below
Intelligence:	Exceptional
Alignment:	Chaotic evil
Level/XP:	3/80 + 3/hp
Source:	European folklore



*"Then lies him down the Lubber-fiend, / And, stretched out all the chimney's length, / Basks at the fire his hairy strength." - from **Lob Lie-By-The-Fire**.*

More of an annoyance than a serious threat, these small, minor demons live hidden in monasteries, abbeys, convents, and similar places where holy people live. They exist to tempt idle monks, priests, and others into laziness, drunkenness, and other forms of immorality. They have been so successful that "abbey lubber" is also slang for a lazy person, especially a lazy monk. In their natural form, they look like a fat, hairy imp.

Being quite cowardly, abbey lubbers will not fight except in self-defense, preferring to immediately flee from danger. They can turn invisible at will, and a few (10%) can polymorph into a short hairy man and pose as a lazy, unkempt monk. They are usually very subtle in their corruption attempts, patiently watching

their victims and playing to their weaknesses. Once per month, they may summon a succubus or Incubus to help corrupt their victim(s). They rarely have any treasure, but occasionally (5% chance) will have 10-100 gold pieces to use to tempt their victim(s) into greed and theft.

A buttery spirit is a type of abbey lubber that works in inns and taverns, tempting random travelers into various sins. They are otherwise identical to the standard abbey fiend.

A lubber fiend is a type of abbey lubber that lives in ordinary homes and farms. They are rarer and typically much less successful than others of their kind. They have a unusual weakness for fresh cream and rather than working to corrupt their chosen victims, many have settled on playing cruel, rude pranks. They can appear as a large, hairy man at will.

Demon, Al

Frequency:	Rare
No. Encountered:	1
Size:	Medium
Move:	120 ft
Armor Class:	2
Hit Dice:	4
Attacks:	2
Damage:	1d6/1d6
Special Attacks:	None
Special Defenses:	Demon immunities
Magic Resistance:	35%
Lair Probability:	20%
Treasure:	Nil
Intelligence:	High
Alignment:	Chaotic evil
Level/XP:	4/175+4/hp
Source:	Armenian mythology

*“And so Jack tracked the monster that had stolen the child and followed it to its cave. There he came face-to-face with the terrifying beast.” - from **Tales of Jack the Demon Slayer**.*

A nightmarish demon, an al looks like a skinny, red-faced hag with boar's tusks, sagging breasts, and copper claws. They kill, then feed on the internal organs of, women who have just given birth or are ready to give birth. They also will occasionally steal an infant (up to fourty days old) and replace it with a *polymorphed* quasit.

After stealing the organs or an infant, the Al will quickly flee back to its lair to consume them. If



it reaches its lair and eats the organs, the mother may not be resurrected.

Als have no permanent lairs, preferring to stay temporarily in caves and abandoned buildings before moving to a new region. The existence of simple, effective wards against als causes them to move to new areas once their presence is discovered. A few als are dwarf sized, but other than having a movement of 90 ft, they are identical to the human sized als.

Als enjoy causing chaos and misery and attack mothers and infants, knowing that they are highly valued in most societies.

Demon, Ala

Frequency:	Rare
No. Encountered:	1
Size:	Large
Move:	120 ft; 240 ft flying
Armor Class:	-2
Hit Dice:	10
Attacks:	1
Damage:	3d6
Special Attacks:	See below
Special Defenses:	See below
Magic Resistance:	50%
Lair Probability:	Nil
Treasure:	Nil
Intelligence:	Supra-genius
Alignment:	Chaotic evil
Level/XP:	7/1600 + 13/hp
Source:	Slavic mythology

“How do you fight a cloud? A cloud that hates you? No, I’m afraid they had chosen the wrong man. Let some other fool investigate it!” from **The Journals of Eurylochos the Traveler.**

Female weather demons, alas may appear either as a huge indistinct thundercloud or as an ordinary human woman. In cloud form, they like to cause damage to crops and homes by heavy downpours and sporadic hail. Once per hour they may cast *call lightning* at tenth level. In this form, they are immune to all weapons.

In human form an ala will create suffering of many different sorts. While they do sometimes engage in random, wanton destruction, they tend to favor cannibalism. After causing much to a village in its cloud forms, an ala will often appear in a village and demand a human



sacrifice, typically a small child, which it will devour in front of its parents. If this contemptible bargain is made, the ala will keep its word and leave that village alone for at least a generation.

Alas have standard demon immunities, as well as the ability to *shape change* at will, making them quite formidable foes.

Oddly, eagles, especially giant eagles, can attack and damage alas in their thundercloud aspect. This nearly always results in the ala being driven away as it cannot successfully attack the eagles. There is also tremendous enmity between alas and dragons, even evil ones.

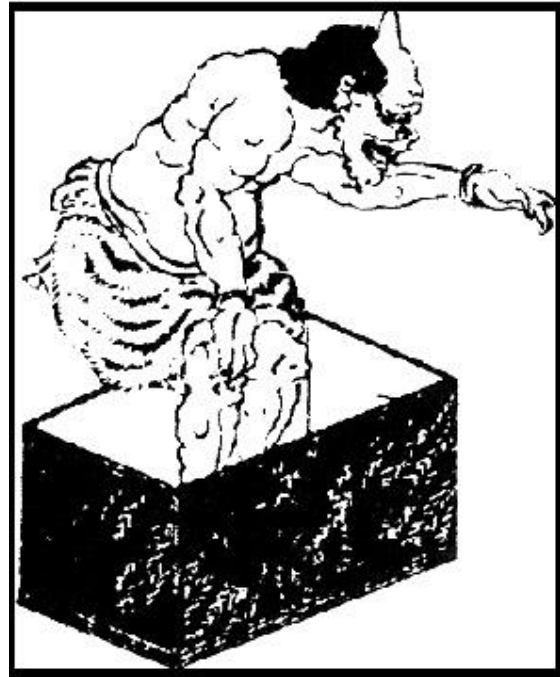
Demon, Amanojacku

Frequency:	Uncommon
No. Encountered:	1
Size:	Small
Move:	60 ft
Armor Class:	2
Hit Dice:	3
Attacks:	1
Damage:	1d4 or by weapon
Special Attacks:	See below
Special Defenses:	See below
Magic Resistance:	Standard
Lair Probability:	Nil
Treasure:	Nil
Intelligence:	Average
Alignment:	Chaotic evil
Level/XP:	3/80 + 2/hp
Source:	Japanese mythology

*"And it carefully removed the skin from
Urikohime's face so that it might impersonate
her and cause her grandparents great suffering"*
- **Melon Princess**

These small, halfling sized, oni (demons) enjoy causing misery and tempting mortals into perpetuating their darkest desires. Looking like an ugly, fat, bald or balding halfling, it often has to use its *charm spell* to gain admittance to a house. A few have a horn or horns, making this even more difficult.

They will not enter a dwelling unless invited in by one of its residents. However, like a vampire,



once it has been invited, it never needs a second invitation.

Because it constantly reads the minds of those around it in order to ascertain their darkest desires, an amanojacku is never surprised. An amanojacku can cast *charm person* and *suggestion* one each per day. One of their odder abilities is that they can take the skin of a recently dead person of about their size, usually a child they have killed, and wear it to impersonate the victim.

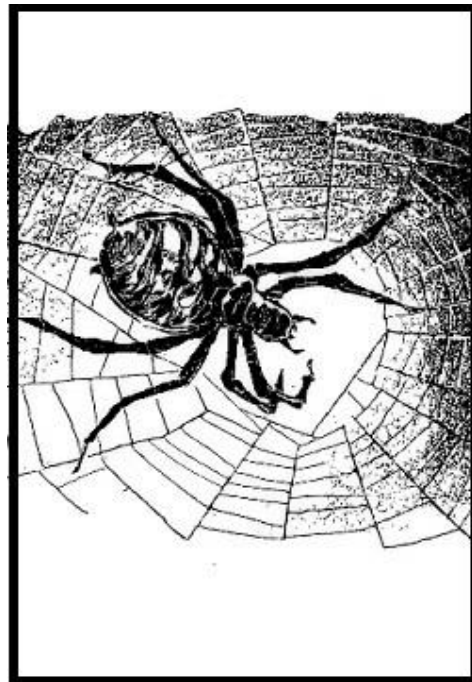
Amanojacku are rather weak physically and lack the typical demon immunities.

Djieien

Frequency:	Unique
No. Encountered:	1
Size:	Large
Move:	120 ft; 60 ft climbing
Armor Class:	0
Hit Dice:	8+4
Attacks:	1
Damage:	2d8
Special Attacks:	See below
Special Defenses:	See below
Magic Resistance:	See below
Lair Probability:	95%
Treasure:	See below
Intelligence:	Exceptional
Alignment:	Chaotic evil
Level/XP:	7/1400 + 12/hp
Source:	Native American mythology

Djieien is a horrifying giant spider, six feet tall and enormously massive. Born an ordinary giant spider, Djieien accidentally gained his great intelligence when he consumed a wizard who was wearing a very powerful magic necklace, a relic. The relic slowly dissolved in his stomach, but this did not destroy the magic, instead it was absorbed into Djieien himself. This raised his intelligence, allowed him to use magic, and gave him powerful regeneration. Later, he learned an evil, eldritch spell that allowed him to remove his heart and hide it. As long as his heart is unharmed, Djieien cannot be killed.

Djieien's only real interest is food, but he is intelligent enough to know that power will bring him more food. Often he will rule a small tribe of humanoids, who will bring his favorite foods (any intelligent being). Unimaginably cruel, he loves to torture his food before killing them, considering their screams to be beautiful pre-dinner music. As he is extremely ancient and seeks knowledge for power, Djieien has learned to speak and read most languages that are



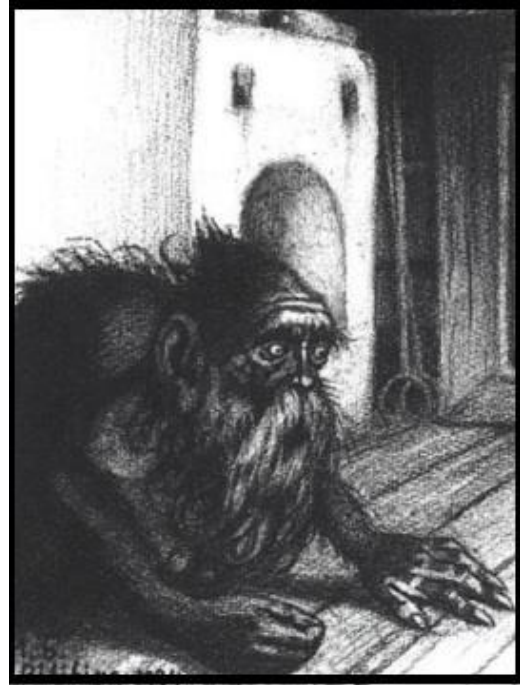
spoken near his home. He regenerates at a rate of 5 hit points per round even after "dead," rapidly regrowing severed limbs. He casts spells as an eighth level magic user and is immune to all charm and mind controlling type spells. In addition to these unusual powers, he still retains the poison and web building abilities of a normal giant spider.

If his heart is found, it can easily be destroyed, instantly reducing Djieien to -10 hit points and killing him. But this only slows down his healing and one day later, he will begin regenerating at the rate of 1 hit point per hour until he reaches 1 hit point, at which time he functions normally. Only by destroying the heart by fire, or by casting a *disintegrate* spell on it, will he be permanently destroyed.

Djieien will not hesitate to use any magic item or scroll he possesses. He possesses 1d6x1000 platinum pieces (90%), 10d6 gems (95%), 5d6 jewelry (95%), and any 3 magic items + 2 scrolls.

Domovoi

Frequency:	Uncommon
No. Encountered:	1
Size:	Small
Move:	60 ft
Armor Class:	5
Hit Dice:	1
Attacks:	1
Damage:	1d4 or by weapon
Special Attacks:	None
Special Defenses:	Invisibility
Magic Resistance:	Standard
Lair Probability:	100%
Treasure:	Nil
Intelligence:	Very
Alignment:	Neutral
Level/XP:	1/15 + 1/hp
Source:	Slavic mythology



“Grandfather Dobrokhoto, please come into my house and tend the flocks.” – from a charm for summoning a domovoi.

A Domovoi (plural domovye or domovois) is a very small household fairy that behaves somewhat similarly to brownies. They can alter their shape slightly but always appear as an old man with a long white beard, who has a family resemblance to the current owner of the house.

Normally very helpful and friendly, though rather shy, a domovoi that is angered will seek revenge. This may range from as mild as mixing the salt and sugar bowls together, all the way up to murdering a sleeping victim, all dependent upon the degree of offense that was given.

They do minor chores in and around the household, such as cleaning up and feeding any animals. However, if these are neglected by the

owner (such as leaving the house too messy), or food isn't left out for the domovoi as a reward, they become irritated.

Unfortunately, domovois also have a rather dark side. They treat any neighbor's house that doesn't have its own domovoi, as a rival to its household's prestige. They will steal from neighboring houses, release livestock, destroy gardens, and commit many other forms of nonviolent mischief. They are also notorious voyeurs and will try to spy upon any female members of their household and neighboring households. All this sometimes causes house owners to try to evict their domovoi, which infuriates the domovoi and often leads to violence.

Draugr

Frequency:	Rare
No. Encountered:	1-12
Size:	Medium
Move:	120 ft
Armor Class:	4
Hit Dice:	5
Attacks:	1
Damage:	by weapon
Special Attacks:	See below
Special Defenses:	See below
Magic Resistance:	Standard
Lair Probability:	60%
Treasure:	See below
Intelligence:	Low
Alignment:	Chaotic evil
Level/XP:	5/290 + 4/hp
Source:	Norse mythology

“Then Thrain went berserk, and filled up the barrow with unpleasant odors and an awful sound. He tore at Hrómundr’s neck with his cat-claws, ripped the flesh from his chest, and said: ‘Don’t worry [. . .], because now I will tear you apart.’” - Hrómundar saga Gripssonar.

Draugar (singular draugr) are a type of Norse undead that sometimes wander around seeking revenge on those who were their enemies when they lived. At other times they stay in their tombs or barrows, jealously guarding any treasure that was buried with them. They usually look like relatively undecayed, freshly dead corpses, but they have a horrible stench of decay about them. Some speak, but others are utterly silent.

If anyone passes near their graves at night, draugar hurl rocks at them (1d4 + 6 damage) until the trespasser starts to flee the area. Draugar have standard undead immunities and are immune to non-magical weapons.



All draugar have supernatural strength, gaining +3 to hit and +6 damage with whatever weapon they use; they very rarely use missile weapons, except for rocks. Draugar have limited shape-shifting abilities; they can change into seals, grey horses with broken backs and no ears or tails, and black cats. They can cast *control weather* once per day, but only to make the weather colder, wetter, or gloomier. All Draugar have an aura of insanity that surrounds them and any being that is within fifty yards of them for more than one round must save vs spells or be confused (as a *confusion* spell) for 2d12 hours. Only one save is necessary per encounter. Normal animals are also affected, but get no save. Draugar may be turned as if they were a ghast.

Haugbui are draugar that are unable or unwilling to leave their barrows.

Treasure: 10d6 silver (100%), 2d10 gold (100%), +1 weapon (20%), + 2 weapon (5%)

Dullahan

Frequency:	Rare
No. Encountered:	1
Size:	Medium
Move:	120 ft
Armor Class:	4
Hit Dice:	6
Attacks:	1
Damage:	2d4+2
Special Attacks:	See below
Special Defenses:	None
Magic Resistance:	35%
Lair Probability:	Nil
Treasure:	Nil
Intelligence:	Average
Alignment:	Neutral evil
Level/XP:	5/260 + 6/hp
Source:	Celtic mythology

“Beware my children that headless fright / Who haunts many roads on darkest night. / Close your eyes; close them fast, do not see / Or else his next victim you will be.” – from **The Ballad of the Darke Dullahan**.

A dullahan is an unseelie fairy that appears as a headless horseman riding a black horse and carrying a magic whip (+2) made of a human spine. With their left arm they carry their heads, which are described as looking as if they were made of moldy cheese. This malicious creature hunts down pre-selected humans at night.

They ride upon nightmares (XP calculated separately) down lonely roads and through small villages, seeking their prey. As the ride, nothing can bar their way; locks not only unlock as if countless *knock* spells had been cast upon them, but gates fly open, portcullises rise, and drawbridges lower. They do not stop and do not speak save once a night. At that time, they stop and face a single person and speak his or her name. The person then dies (save vs death at -2



to avoid). If the victim saves, the dullahan will then attack to kill with its whip. The dullahan and nightmare then vanish.

They hate being watched while they ride and if they catch a mortal watching them, they will slow down and make a single attack before continuing their ride. If the watcher is a human adult, they will throw blood on them, marking them as one of the next pre-selected victims. If the watcher is a demi-human, humanoid, or human child, the dullahan will swing its whip at their eyes. If the victim is hit, they take only one hp of damage but must make a saving throw vs petrification or have one eye destroyed by the whip. If a dullahan is killed, the potential victim is safe.

A few (10%) dullahan ride a carriage pulled by four black horses instead of a nightmare, but they behave the same as others of their kind.

All dullahan have a strange fear of gold and will not come within ten feet of any visible gold.

Duwende

Frequency:	Rare
No. Encountered:	1
Size:	Small
Move:	60 ft
Armor Class:	3
Hit Dice:	1d4 hp
Attacks:	1
Damage:	1d2-1
Special Attacks:	See below
Special Defenses:	Nil
Magic Resistance:	Standard
Lair Probability:	75%
Treasure:	Nil
Intelligence:	High
Alignment:	Chaotic good
Level/XP:	1/8 + 1/hp
Source:	Philippine mythology

“Never kick an anthill! I mistakenly kicked what I thought was an anthill and suffered the worst week of misery in my life. Who could have imagined that instead of a swarm of confused insects, an angry little man would jump out and curse me in ways too personal to mention here?”
- from **The Journals of Eurylochos the Traveler**.

Duwendes are tiny humanoids that usually live in small mounds that resemble those of ants or termites. They can also live in trees and under houses. Very helpful if treated well or left alone, they can be rather unpleasant if angered.

Duwendes enjoy tending crops and the humans or demi-humans near their homes benefit from this with a 25% increase in crop yield. However,



if someone kicks their home out of spite or by mistaking it for an anthill, the duwende will begin harming crops (-25% yield) and bestow a minor curse on the offending person. This curse will last for at least a week, after which the victim is allowed a daily saving throw against spells to be rid of it.

The curse is meant to annoy the victim and causes a temporary -1 loss to any ability score or other statistic of the duwende's choosing and comes with an accompanying symptom. For example, a -1 to charisma might be caused by severe case of acne, while a -1 to movement might be caused by severely swollen testicles (duwendes can be very cruel). If the duwende is killed while the curse is active, it becomes permanent.

Dziwozona

Frequency:	Rare
No. Encountered:	1
Size:	Medium
Move:	120 ft
Armor Class:	5
Hit Dice:	2
Attacks:	1
Damage:	1d4
Special Attacks:	Nil
Special Defenses:	Nil
Magic Resistance:	Standard undead immunities
Lair Probability:	80%
Treasure:	Nil
Intelligence:	Very
Alignment:	Chaotic evil
Level/XP:	2/30 + 1/hp
Source:	Slavic mythology

“Jack had to fight to keep from laughing at how ugly the child was. Clearly it was a changeling of some sort and he would need to find out what kind if he wanted to retrieve the mother’s real baby.” - from **Tales of Jack the Demon Slayer**.

Usually appearing as an ugly old woman, this “swamp demon” is not actually a demon, but is instead an unusual type of undead. Living in swamps and the thickets near them, they are known for kidnapping babies and replacing them with changelings. They can also appear as nymphs or beautiful young women in order to lure young men to their deaths. They are fairly weak but extremely clever.

Within the first month after a child is born, it is in danger of being kidnapped and replaced by a changeling that is the child of the dziwozona. How an undead being can have children, and what is the father, are mysteries that sages are unable to answer.



The changelings left by dziwozona bear little, if any, resemblance to the child that is stolen. They have a rather deformed appearance with a humped back, a huge stomach, and exceptional hairiness, as well as an extremely bad temper and a fear of people. Few live beyond infancy and those that do never lose their wildness nor learn to speak anything except gibberish.

Dziwozona may also appear as beautiful young women, but this is an illusion to trick unwary men. They will typically use the tried and true damsel in distress routine to lure men to their deaths in the swamp, typically having evil allies feign attacking it and letting the would be hero become trapped in the mud.

A dziwozona may be created when an elderly spinster, an unmarried mother, or a pregnant woman dies alone in a swamp. She must also be of evil alignment, have a hatred of men, and jealousy toward happy mothers.

Each-uisge

Frequency:	Rare
No. Encountered:	1
Size:	Medium
Move:	120 ft
Armor Class:	3
Hit Dice:	4
Attacks:	2 or 1
Damage:	1d4 or by weapon
Special Attacks:	Nil
Special Defenses:	Nil
Magic Resistance:	Standard
Lair Probability:	25%
Treasure:	Nil
Intelligence:	High
Alignment:	Chaotic evil
Level/XP:	3/75 + 3/hp
Source:	Scottish mythology

“Come not here on land water horse. Stay in your watery deep. Sleep, sleep, and stay in the deep.” – Peasant charm.

Malevolent water fairies, each-uisge are shapechangers that live in oceans and lakes. Often appearing as fine black horse, they are sometimes encountered miles away from the water.

In its horse form, the each-uisge allows itself to be found by potential victims. With unbranded horses being quite valuable, its strategy usually works. Someone will try to ride the “horse” in order to break it and lay claim to it. All goes well until it gets close to water, at which point it begins running at full speed into the lake or sea and dives into a deep part and drowns the rider.

The each-uisge ravenously rips the drowned rider to shreds, eating everything except the liver. Before they reach the water, a rider could easily throw themselves off the each uisge, taking 2d6 damage from the combination of



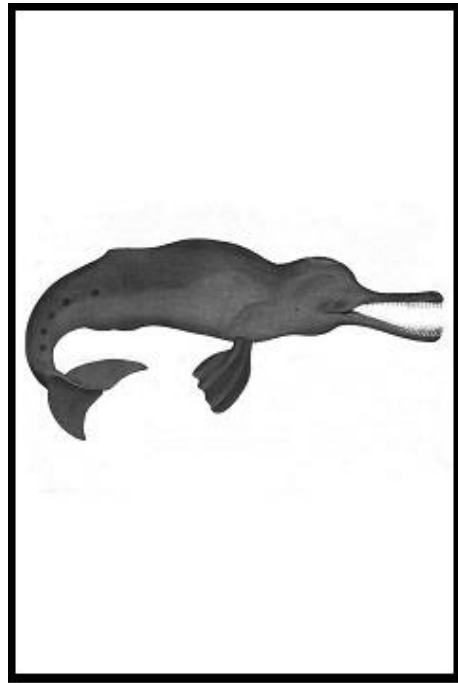
falling and being intentionally trampled, but human instinct is to hang on tight and a non-heroic (npc) person will always do so. An each-uisge will attack anyone who throws themselves off, hoping the fall has weakened them.

A second method that the each uisge has for acquiring victims is to appear as an exceptionally handsome human male to try to lure unsuspecting women close enough to the water to be pulled in and drowned. This method is a little less successful because people near their lairs have learned to distrust strange men with wet hair. They do speak common and even if suspected, they can usually create enough doubt escape unharmed. To obvious foreigners, an each-uisge might appear in either form in the shallows, hoping to lure an unsuspecting victim into the water.

When they can't get human flesh, they will eat cattle and sheep and have learned to appreciate the taste of cooked meat. Any campfire will likely attract one, who will beg for a share.

Encantado

Frequency:	Very Rare
No. Encountered:	1-2
Size:	Medium
Move:	120 ft, 180 ft swimming
Armor Class:	3
Hit Dice:	4
Attacks:	1
Damage:	1d6+1 or by weapon
Special Attacks:	See below
Special Defenses:	Nil
Magic Resistance:	Standard
Lair Probability:	Nil
Treasure:	See below
Intelligence:	High
Alignment:	Chaotic neutral
Level/XP:	4/135 + 3/hp
Source:	South American mythology



*“Like so many young girls, my sister daydreamed of running off with one of the handsome river-men and like so many younger brothers, I shared the dream of her running off with a river-man, handsome or not.” - from **The Journals of Eurylochos the Traveler**.*

Encantado are freshwater river dolphins who can turn into humans. Appearing as ordinary boto dolphins in their natural form, encantado are natural shapechangers who take human form in order to interact with humans. In human form, they are extremely charismatic (18 or higher) and have tremendous musical and dancing abilities. If the bard class is used in your campaign, they will have the musical and magical abilities of a fourth level bard, if not then just consider them to be extremely good minstrels.

For the encantado, life is not to be taken too seriously and they live to party. The motto “wine, women, and song” could easily have

been invented by an encantado. Unfortunately, this self-centered attitude often causes severe disruptions to the lives of others. Their presence near human civilization is marked by a disproportionate number of illegitimate children being born and a large number of disappearances. They are known for luring away and even kidnapping humans, especially beautiful women and their half- encantado children, but no one is safe.

Encantado come from a paradisiacal underwater realm known as the Encante, a near deathless land of great wealth and bounty. Very few of those who are kidnapped to this realm return willingly.

When encountered on in human form, they will use human weapons, whatever is most common in the area, and carry 10-60 platinum pieces each. Once per day, an encantado may cast a permanent *charm person* spell (at tenth level for dispelling purposes).

Far Darrig

Frequency:	Rare [unique]
No. Encountered:	1
Size:	Small
Move:	90 ft
Armor Class:	6
Hit Dice:	1
Attacks:	1
Damage:	by weapon
Special Attacks:	See below
Special Defenses:	See below
Magic Resistance:	80%
Lair Probability:	20%
Treasure:	None
Intelligence:	Very
Alignment:	Chaotic neutral
Level/XP:	2/45 + 1/hp
Source:	Irish mythology



“It’s important to distinguish between far darrigs (“red men”) and their much nastier cousins, red caps. Farr darrigs will cheat at cards, steal your gold, and play very nasty, but rarely fatal, pranks. Red caps will just kill you for the fun of it.” - from **The Journals of Eurylochos the Traveler**.

Related to both leprechauns and clurichauns, far darrigs (“red men”) are especially mean spirited practical jokers. These fairies, which look much like their relatives, have red hair and typically wear red coats and hats.

While they can engage in combat, typically using a dagger, they prefer to hide and use their

magic for mischief. At will they may cast *continual light*, *dancing lights*, *dimension door*, *mirror image*, *ventriloquism*, *invisibility*, *polymorph* inanimate objects, and make *illusions*. They can move silently as a first level thief.

Most far darrig jokes are rather harmless, though mean spirited, and include putting cow dung in stews, letting farm animals free, and so on. However, sometimes they are downright nasty, such as using ventriloquism to make it seem like a merchant just insulted the king’s tax collector. In one instance a far darrig switched a human infant with an orc infant, inadvertently causing a vicious war.

Fenodyree

Frequency:	Rare [unique]
No. Encountered:	1
Size:	Small
Move:	180 ft
Armor Class:	3
Hit Dice:	1
Attacks:	1
Damage:	by weapon
Special Attacks:	Nil
Special Defenses:	None
Magic Resistance:	75%
Lair Probability:	10%
Treasure:	Nil
Intelligence:	Average
Alignment:	Chaotic good
Level/XP:	1/10 + 1/hp
Source:	Celtic mythology



“The Fenoderee went to the meadow, / To lift the dew at the grey dawn, / The maiden-hair and the cattle-herb, / He was stamping under both his feet.” – from **The Nimble Mower**.

A fenodyree is a helpful fairy that resembles an exceptionally old, hairy, and short dwarf. They are famed for being exceptionally good at farm related tasks, using their great strength and speed to quickly accomplish tasks, doing the work of several humans.

Fenodyree will work the fields in record time, move boulders and other objects too heavy for humans to lift, chop wood, defend farm animals from minor nuisance predators (foxes, weasels, coyotes, goblins, etc.), and other hard work. All

they ask for their labor is some leftover food. All fenodyree have 20 strength, dexterity, and constitution, allowing them to perform phenomenal feats of labor.

With their hard work and low wages, fenodyree would be extremely welcome anywhere if it weren't for their fashion habits. They are unrepentant nudists, refusing to wear clothes for any reason. They are quite offended if offered clothes and will likely leave their farm in response, unless an apology is quickly given. This makes fenodyree much more welcome at poorer farms, which cannot afford to turn down any assistance than at wealthier ones, which consider them embarrassments.

Gancanagh

Frequency:	Very rare
No. Encountered:	1
Size:	Medium
Move:	120 ft
Armor Class:	6
Hit Dice:	4
Attacks:	1
Damage:	by weapon
Special Attacks:	See below
Special Defenses:	See below
Magic Resistance:	75%
Lair Probability:	Nil
Treasure:	See below
Intelligence:	High
Alignment:	Chaotic neutral
Level/XP:	4/135 + 3/hp
Source:	Celtic mythology



“he personated love and idleness, and always appeared with a dudeen in his jaw in lonesome valleys, and it was his custom to make love to shepherdesses and milkmaids. It was considered very unlucky to meet him, and whoever was known to have ruined his fortune by devotion to the fair sex was said to have met a gean-cánach.” – William Butler Yeats.

These exceptionally attractive male fairies are ne'er-do-well wanderers with a well-deserved reputation for seducing women and then callously abandoning them. They appear as short human males of about twenty years of age with a fondness for pipes, though they don't smoke. They have extremely beautiful singing voices and are often competent minstrels.

Around men, a gancanagh is a charismatic companion, always ready for a drink or a risqué joke. It is only around women that their darker

nature becomes apparent. They will attempt to seduce almost any female that they are alone with, regardless of any dangers or moral considerations. Gancanagh have an innate charm ability that they use to accomplish this (save vs spells at -2 but the gancanagh only gets one try per target per day). They may also become *invisible* up to three times a day. They have all the abilities of a fourth level thief, except backstabbing.

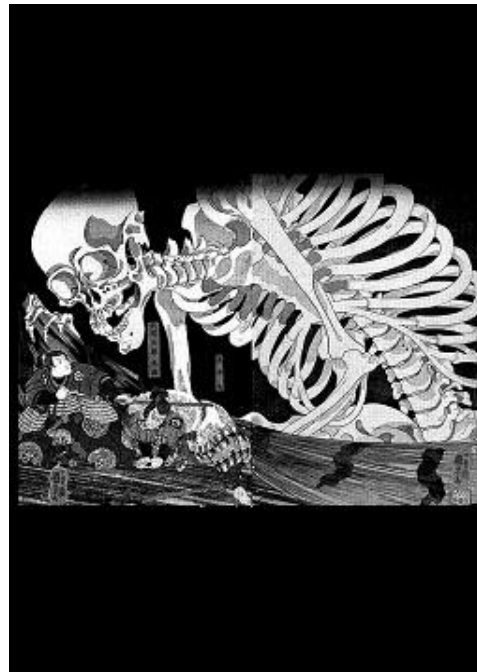
While they are not especially brave or noble, gancanagh will fight in self-defense or to protect their friends. They will typically be armed with a club or a short sword.

While few are truly evil, most will put their wants above other people's needs.

Treasure: 3d10 sp (90%), 2d10 gp (90%), 1d4 gems (50%)

Gashadokuro

Frequency:	Very rare
No. Encountered:	1
Size:	Large
Move:	240 ft
Armor Class:	-2
Hit Dice:	15
Attacks:	1
Damage:	5d6
Special Attacks:	See below
Special Defenses:	See below
Magic Resistance:	Standard
Lair Probability:	Nil
Treasure:	Nil
Intelligence:	Low
Alignment:	Chaotic evil
Level/XP:	9/5700 + 19/hp
Source:	Japanese mythology



“The worst aspect of these deadly, nearly indestructible monsters is that even if you survive, you are never free of the terror. Every time you hear a ringing in your ear, you expect to see one heading your way.” - from **The Journals of Eurylochos the Traveler**.

Gigantic (75 feet tall) skeletons, gashadokura are nevertheless evil and sentient. They hate all living beings except for their creator and enjoy biting off the heads of those that they manage to catch. While they are usually summoned to kill one or more specific people, the summoner has no control over what the gashadokura chooses to kill before and after its designated targets are killed.

A gashadokura may attack with its fists, doing 5d6 damage, but it is best known for grabbing people and biting off their heads (automatic

chance of success the next round if the victim does not immediately escape). Sometimes they will try to bite heads off people they haven't grabbed. Treat this as a normal attack, doing 5d6 damage on a hit, and severing the head of the victim on a natural roll of 17 or higher.

These monsters may only be hit with +3 or better weapons and they have the standard undead immunities, but unlike a normal skeleton, they take full damage edged and cutting weapon. However, they are immune to all missile weapons smaller than ballistae, and are immune to the spell *magic missile*. They cannot be turned.

Individuals targeted by the spell that summons a gashadokura are alerted by a loud ringing in their ears that persists from the moment the spell is cast until the gashadokura is destroyed.

Glaistig

Frequency:	Rare [unique]
No. Encountered:	1
Size:	Medium
Move:	150 ft
Armor Class:	4
Hit Dice:	3
Attacks:	1
Damage:	by weapon
Special Attacks:	Nil
Special Defenses:	Nil
Magic Resistance:	25%
Lair Probability:	25%
Treasure:	See below
Intelligence:	Very
Alignment:	Chaotic good
Level/XP:	3/65 + 2/hp
Source:	Scottish mythology

“and then the drunken rube told me that he wouldn’t be caught dead talking to a non-human. I could barely keep from laughing as he had just been flirting with one of my two pretty “human” scouts, both actually glastigs.” - from
The Journals of Eurylochos the Traveler.

Although an unrelated race of fairy, a glastig can, in many ways, be viewed as a female satyr. In their most common form, they have an upper body similar to a female half-elf and a lower half that is rather goat-like. They can change their shapes at will, but only into a full goat or into a fully human (half-elven) form.

Glastigs prefer their hybrid form over their fully humanoid form because they can move faster and better navigate obstacles in it. Knowing that they would be subject to prejudice, or excessive curiosity, they tend to wear flowing green dresses to cover their legs when they might be seen by humans.



Most glastigs are kindly beings who help protect cattle and other herd animals from predators. Though shy and often unseen, they sometimes watch over human children while their mothers are busy with chores and will help lost travelers to find their paths. They are never lost when outside and can track like a ranger.

A few (10%) are rather malicious (chaotic evil) and will try to lure men into the woods in order to kill them by slashing their throats. They will steal livestock, kidnap children, and cause other mischief. Evil glastigs rarely hide what they are. These few have given all glastigs a bad name.

All glastigs are good with a bow (+1 to hit) and will usually be armed with a type appropriate for their locale. They also use daggers, though more often for skinning animals than for combat.

Treasure: Individuals- 2d4 gp (90%), 1d4 gems (50%); Lair-1d6×100 cp (10%), 1d6×100 sp (15%), 1d6×100 gp (90%), 2d10 gems (55%), 1d4 jewelry (20%)

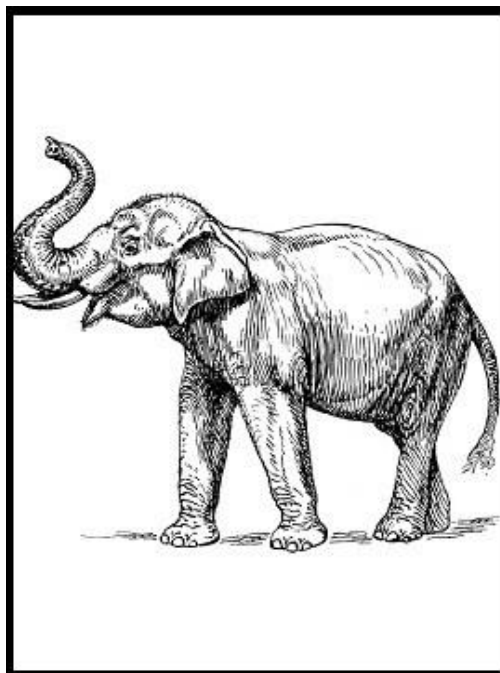
Grootslang

Frequency:	Very rare (Unique)
No. Encountered:	1-2
Size:	Large
Move:	60 ft
Armor Class:	4
Hit Dice:	10
Attacks:	1
Damage:	2d6
Special Attacks:	Poison
Special Defenses:	See below
Magic Resistance:	Standard
Lair Probability:	50%
Treasure:	See below
Intelligence:	Low
Alignment:	Neutral
Level/XP:	1200 + 13/hp
Source:	African mythology

“After all the strange creatures that that I have seen, I am forced to admit that the gods must be crazy. Nothing else could explain the grootslang.” - from **The Journals of Eurylochos the Traveler**.

These rather bizarre creatures are said by some scholars to have been an early mistake made by the gods of creation. They have the body of an elephant but with scaly skin and snake like eyes. Their weirdest feature is that instead of a tail, they have a snakelike appendage that is highly venomous (save at -2 or die). Realizing their mistake, the gods soon separated grootslang into two separate creatures, elephants and snakes. Sages speculate that either a few escaped the notice of the gods or else a mad wizard managed to recreate them. Either way, it is certain that a few exist somewhere in distant the unexplored wild.

In a somewhat cannibalistic lifestyle, grootslang prey primarily on elephants, luring them into



their caves with a perfect imitation of a baby elephant's cries of distress. The battle is usually very one sided as the grootslang's venom is especially fatal to elephants (no save). This cannibalism of a related species is made even more disturbing by the fact that grootslang can, and on rare occasion do, mate with elephants, with the resulting offspring always being a grootslang.

They are not especially hostile to humans or other sentient beings and generally ignore them. However, because they love shiny objects, they will on rare occasions kidnap a person and demand diamonds for their release.

Because of their great physical similarities when seen from a distance, grootslang are usually mistaken for elephants.

Treasure: 1d6×100 cp (15%), 1d6×1,000 sp (55%), 1d8×1,000 gp (25%), 1d100 gems (95%), 1d8 jewelry (15%),

Gulon

Frequency:	Rare
No. Encountered:	1-16
Size:	Small
Move:	150 ft
Armor Class:	6
Hit Dice:	2
Attacks:	1
Damage:	1d4
Special Attacks:	None
Special Defenses:	None
Magic Resistance:	Standard
Lair Probability:	15%
Treasure:	Nil
Intelligence:	Animal
Alignment:	Neutral
Level/XP:	2/30 + 1/hp
Source:	Scandinavian folklore



“I have never seen a living gulon but I did once hear the snarling growl as one moved through the brush. My guides have told me that, despite their value, they are best avoided and I tend to listen to my guides; it’s why I’m alive” - from
The Journals of Eurylochos the Traveler.

Approximately the size of a stocky dog, this beast has a catlike head and a foxlike tail. Notoriously gluttonous, these arctic to subarctic creatures eat far more than their size would indicate.

Gulons would be mostly ignored by people if it weren’t for three important details. First, they are a serious menace to sheep and cattle herds at

the northern edges of civilization. A single gulon can kill and consume two to three sheep in a single night; a pack might destroy an entire flock. Second, and far worse, they consider people to be prey and will attack lone, unarmed adults, as well as groups of children. Third, and worst for the gulon, their blood is considered an aphrodisiac. It is a matter of debate among sages as to whether or not it actually works in its pure form, but it is certainly a very useful ingredient in love potions, making even a small vial of gulon blood worth 100 gp or more.

Gulons share much of their territory with wolverines, a closely related species, and will flee them regardless of numbers.

Hag, Mountain (Yama-uba)

Frequency:	Rare
No. Encountered:	1
Size:	Medium
Move:	120 ft
Armor Class:	5
Hit Dice:	7
Attacks:	1
Damage:	2d4
Special Attacks:	See below
Special Defenses:	Nil
Magic Resistance:	50%
Lair Probability:	80%
Treasure:	See below
Intelligence:	Exceptional
Alignment:	Chaotic evil
Level/XP:	5/425 + 8/hp
Source:	Japanese mythology



*“When young Jack saw that his playmates’ mothers were not nearly as old and hideous as his mother, some could even be called beautiful, he began to wonder why his mother was so different. His discovery of the answer would be the catalyst of his long career of fighting the demons that hide among.” - from **Tales of Jack the Demon Slayer**.*

Evil mountain-dwelling hags, Yama-ubas like to appear as a poor, kindly old woman to lure potential victims into a false sense of security. They use this to acquire their favorite food, human flesh, especially that of babies and children. They always have long uncombed hair and tend to wear tattered clothes. Their true form is still that of a hag, but more demonic looking, with a large, gaping mouth on the top of their head.

In their more demonic form, hags attack by biting with their larger mouth. In either form,

they have the spellcasting abilities of either a seventh level magic (50%) user or a seventh level illusionist (50%). They often have magic items and will use them if a fight starts to turn against them.

Mountain hags live in simple huts in the mountains, just out of sight of less travelled paths. There they use their magic to lure travelers into traps, or use their human form to pretend to aid travelers who are in distress (blizzards, rain storms, etc.) and offer them shelter, attacking when their victims’ guards are down. Oddly, despite their love for human flesh, a few mountain hags have adopted human children (never more than one at a time) and raised them to adulthood, ceasing to eat humans until the children have left home.

Treasure: 1d6×100 gp (50%), 1d6×100 pp (50%), 3d6 gems (25%), 1d6 jewelry (25%), 1d6 potions (100%) and 1d4 magic items (55%)

Huldra

Frequency:	Rare
No. Encountered:	1
Size:	Medium
Move:	120 ft
Armor Class:	2
Hit Dice:	4
Attacks:	1
Damage:	1d6
Special Attacks:	Nil
Special Defenses:	Nil
Magic Resistance:	50%
Lair Probability:	20%
Treasure:	See below
Intelligence:	Average
Alignment:	Neutral
Level/XP:	4/105 + 3/hp
Source:	Scandinavian mythology

“Huldras can quickly turn from friendly to hostile to humans. Often they want to trade for unbaptized children and to lure young boys and girls to themselves. Sometimes one will approach a herdsman and will talk and dance with them. Her songs and games, though always seem to possess a deep sadness.” - from Nordisk familjebok.

Huldras are beautiful, forest-dwelling, female fairies that look exactly like humans, but have long vulpine or bovine tails. Although they are generally good natured, they have a couple of personality traits that can make them dangerous. First, they have a great love of children, both their own and those of mortal women. Because of this, they have been known to steal infants



and raise them as their own. Second, they are known for seducing men they catch alone in the forest. This is not normally considered a problem, but a few huldras (10%) have been known to kill men who fail to satisfy them, considering it a personal insult.

Huldras are wont to use their tails as weapon (1d6 damage), but they can use human weapons. They tend to dress like the people they live near, favoring long dresses to hide their tails.

A huldes is a very rare male holdra; they behave similarly to female holdras but do not ever kill women that they manage to seduce.

Treasure: 20d6 sp, 10d6 gp

Ijiraq

Frequency:	Very rare
No. Encountered:	1
Size:	Medium
Move:	150 ft
Armor Class:	4
Hit Dice:	4
Attacks:	1
Damage:	1d8 or see below
Special Attacks:	See below
Special Defenses:	See below
Magic Resistance:	25%
Lair Probability:	10%
Treasure:	Nil
Intelligence:	Very
Alignment:	Chaotic evil
Level/XP:	4/195 + 3/hp
Source:	Inuit mythology



“If pure terror were to made manifest in physical form, it would certainly look much like the nightmarish creature I saw circling our camp last night. Its long antlers and emaciated face haunt my thoughts even now in the bright noon sun.” - from **The Journals of Eurylochos the Traveler**.

Deadly shape changers of northern taiga and tundra regions, Ijiraqs natural appearances are that of terrifying human-caribou hybrids. They are known for stalking and killing hunters, but will prey upon anyone alone in their territory. Exceptionally cruel, they will sometimes steal children and leave them to die alone in the wilderness.

Ijiraqs are naturally invisible, but may be seen out of the corner of one's eye (-2 to hit with ranged weapons). They may turn fully visible at will, usually to inspire terror in their prey. They

can shapechange at will, typically into a polar bear (for better attack damage), a crow (to spot their prey from above), or a human (to find weak prey). In any form, they can only be hit by weapons of +1 or better. They regenerate 1 hp/turn.

Their lairs have a strange magic aura that causes anyone within a one mile radius of them to become lost and disoriented. Tracking is performed with a -75% penalty and for every fifty yards travelled in this radius, a save vs spell must be made or the character is lost and all movement is in random directions as long as they are in the aura's range. Rangers and druids save at +1 for every two levels, round down.

Ilomba

Frequency:	Very Rare
No. Encountered:	1
Size:	Small
Move:	60 ft; 60 ft climbing
Armor Class:	1
Hit Dice:	1
Attacks:	1
Damage:	1d4-2
Special Attacks:	Poison
Special Defenses:	+1 or better weapon to hit.
Magic Resistance:	75%
Lair Probability:	5%
Treasure:	Nil
Intelligence:	Non-
Alignment:	Neutral
Level/XP:	3/80 + 1/hp
Source:	African mythology

“May my blood become a snake. May my spirit become a snake. May my bones become a snake. May my hatred become a snake.” - from the ilomba construction ritual.

An ilomba is a magically constructed snake that kills victims for its master. They appear as a normal snake to everyone except its creator and chosen victim. Both of them see the ilomba as a snake, but with a head that resembles a miniature version of the creator's head.

Created by patient, evil wizards, ilombas take five years to reach maturity, at which time they must be sent to kill their first victim. If an ilomba has not killed its first victim within one month of reaching maturity, both it and its creator die. Once every month after this, the



ilomba must kill a new victim named by its creator or both will die.

When they are first seen, their victims must save vs petrification or be paralyzed, making them easy prey. Ilombas attack with their bite, which is rather weak but its venom is strong (save at -1 or die). Ilombas are immune to non-magical weapons, as well as mental based spells.

Those victims killed by an ilomba may not be raised by any spell less powerful than a *wish* or *miracle*. Their bodies, however, automatically reanimate as normal zombies and seek to serve the ilomba's creator.

Inugami

Frequency:	Very Rare
No. Encountered:	1
Size:	Small
Move:	150 ft
Armor Class:	-2
Hit Dice:	3+3
Attacks:	1
Damage:	2d4
Special Attacks:	See below
Special Defenses:	See below
Magic Resistance:	25%
Lair Probability:	75%
Treasure:	Nil
Intelligence:	Very
Alignment:	Neutral evil
Level/XP:	4/175 + 3/hp
Source:	Japanese mythology

“However, there are a few sins for which there can be neither redemption nor forgiveness. This is not because of coldness on our part, but because the sin is so heinous that it utterly destroys the soul of the sinner. As an example, no one who creates an inugami can ever be anything but an evil monster.” – St. Dalet, the forgiving.

An inugami is a sentient undead dog that is created by an incredibly cruel ceremony that irrevocably condemns its caster’s soul to one of the lower planes. They are often created for assassinations and similar activities, acting as secret household guardians between assignments.

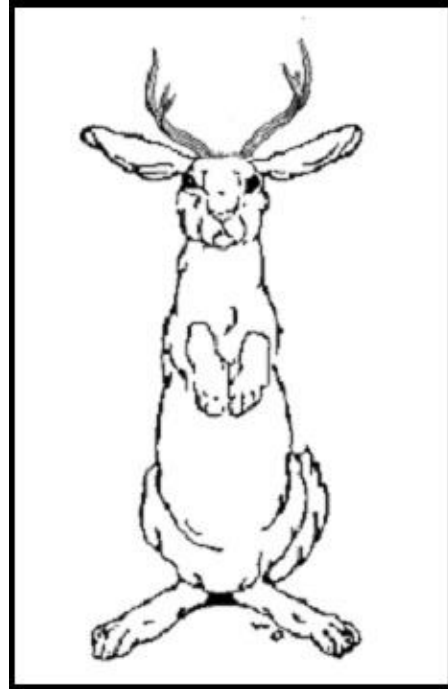


Inugamis may only be hit by +1 or better weapons and have the standard undead immunities. They cast spells as a third level magic user, but my only cast spells that can be considered evil or destructive. Once per week, they may try to possess a victim (save vs spells). Possessed victims are completely under the control of the Inugami, which will use them to do terrible deeds and then leave them to take the blame.

While they love to torture and kill anyone they can, their true enmity is reserved for their creator, whom they must obey. Because of this, they will obey their owner’s orders, but try to interpret them in ways that will hurt their owners.

Jackalope

Frequency:	Uncommon
No. Encountered:	2d6
Size:	Small
Move:	120 ft
Armor Class:	5
Hit Dice:	1-4 hp
Attacks:	1
Damage:	1d4-2
Special Attacks:	Nil
Special Defenses:	See below
Magic Resistance:	5%
Lair Probability:	75%
Treasure:	nil
Intelligence:	Animal
Alignment:	Neutral
Level/XP:	1/5 + 1/hp
Source:	Cryptozoology



*“Despite rumors to the contrary, those little pains in the ass do exist. I won’t comment on my encounter with a husk of them other than to note that while some may find it funny to see their employer chased by an insane horned rabbit, others realize that long-term employment and jackalope stew are better options.” - from **The Journals of Eurylochos the Traveler**.*

Jackalopes are small, magical, horned jackrabbits that live in plains regions. There are many varied stories of these creatures’ origins, ranging from a trickster god’s drunken bet to a mad wizard’s revenge upon his garden. Whatever their true origin, these strange creatures are a minor nuisance to rural residents and travelers in their territories.

Male jackalopes (bucks) are mildly aggressive near their warrens and will attack people that get too close. As soon as the person starts to flee, the jackelope will stop any real attacks and chase them, making frequent mock charges. This often leads to the amusing spectacle of a person

running in terror from a seemingly deranged “killer rabbit.” Female jackalopes (does) always flee toward their warrens but have innate limited *ventriloquism* ability. They can create sounds of whatever is chasing them. In the case of people, it will be human voice coming from some distance away shouting something like “there are better ones over here” or “help, they’re attacking.” This ability is magical and the jackalopes have no actual understanding of any language.

Other than the fact that they’re quite tasty, the most common reason that people seek out these bizarre creatures is that the milk of a jackalope is a very potent *potion of healing*. Unfortunately, jackalopes die in captivity and the only way to get it is to milk a sleeping jackalope in the wild, which is difficult, but not impossible because female jackalopes sleep on their backs. This milk sells for three times as much a *potion of healing* does because a teaspoon, about all you can get from a single doe, is as good as a full potion, and therefore much easier to carry.

Jikininki

Frequency:	Rare
No. Encountered:	1
Size:	Medium
Move:	120 ft
Armor Class:	5
Hit Dice:	2
Attacks:	1
Damage:	1d6
Special Attacks:	None
Special Defenses:	Standard undead immunities
Magic Resistance:	Standard
Lair Probability:	50%
Treasure:	See below
Intelligence:	High
Alignment:	Chaotic evil
Level/XP:	2/40 + 1/hp
Source:	Japanese mythology

“There are more undead things in heaven and earth, Davry, than are catalogued in your bestiary.” – from the play **Letham** by Will Steadyspear.

Jikiniki are a type of undead ghoul that has been cursed to feed upon human corpses. Always hungry, they dig up fresh corpses whenever possible and kill the living when it is not. Jikiniki look like decaying corpses but with sharp claws and glowing red eyes.

These monsters are relatively weak and will avoid combat if possible, preferring to feed on freshly buried corpses. If they must kill to appease their insatiable hunger, they will attack the most weak and helpless people that they can find (the elderly, babies, etc.). If caught in the



act by more powerful people, they will flee or try to bribe their way out of capture.

They may be turned as ghouls. People killed by them do not rise as undead.

A few (10%) of jikiniki can appear as normal humans during the day and live ordinary lives, but they cannot eat normal food and take great pains to hide this. Other jikiniki hide during daylight, often in caves, sewers, and even graves that they have previously plundered.

Treasure: 1d6 x 100 gp (35%), 3d6 jewelry (90%)

Jorōgumo

Frequency:	Rare
No. Encountered:	1
Size:	Medium
Move:	120 ft
Armor Class:	4
Hit Dice:	4+4
Attacks:	1
Damage:	1d8
Special Attacks:	Poison, Webs
Special Defenses:	None
Magic Resistance:	Standard
Lair Probability:	100%
Treasure:	See below
Intelligence:	High
Alignment:	Chaotic evil
Level/XP:	5/235 + 4/hp
Source:	Japanese mythology

“Why is it that every third beautiful woman turns out to be some hideous monster out to devour any man stupid enough to even speak to her? It’s enough to make one think that the gods hate men.” - from **The Journals of Eurylochos the Traveler**.

If an ordinary spider somehow survives to be four hundred years old, it gains great intelligence and extraordinary magical powers. These predatory monsters appear most frequently as a beautiful woman, occasionally having spider-like limbs. At other times, they appear as an ordinary giant spider. They may change between forms at will.

In human form, jorōgumo can cast *charm person* spells thrice a day. Their webs act as a *web* spell, with the adhesiveness lasting 4d12 hours, though the webs themselves will remain up for



much longer if they are not removed. Their poisonous bite, which they can use in either shape, causes paralysis that lasts 2d6 hours.

Jorōgumo are not picky carnivores, eating any sort of meat, but they are cruel ones. Because of this, they especially enjoy killing humans and other sentient beings in the most agonizing and slow ways imaginable, inflicting both physical and emotional tortures on their victims.

Treasure: 1d8×1,000 cp (5%), 1d10×1,000 sp (35%), 1d6×1,000 ep (25%), 1d8×1,000 gp (25%), 1d6 gems (15%), 1d8 jewelry (10%), and 2 magic items (45%)

Kapre

Frequency:	Very rare
No. Encountered:	1
Size:	Large
Move:	120 ft
Armor Class:	6
Hit Dice:	3
Attacks:	1
Damage:	by weapon
Special Attacks:	See below
Special Defenses:	See below
Magic Resistance:	50%
Lair Probability:	95%
Treasure:	None
Intelligence:	Average
Alignment:	Chaotic neutral
Level/XP:	3/65 + 2/hp
Source:	Philippines mythology



“You know it’s going to be a bad day when you’re minding your own business, talking to a pretty girl and a pipe-smoking ogre falls on your head and starts hitting you!” - from **The Journals of Eurylochos the Traveler**.

Kapres are hairy, pipe smoking beings roughly the size of a small ogre. They are usually invisible, living in large trees near human civilization. Although they are not mean-spirited, they enjoy nothing more than playing pranks upon people, especially children, who wander near their tree.

Rarely violent, Kapres can use any simple weapon, most commonly a club. They prefer to use their minor magic to mislead people rather

than resort to violence. They can cast *confusion* (6 times a day), *dancing lights*, *illusions*, and *ventriloquism* (at will). The smoke from their pipes causes people within fifty feet to seek out the source (save vs spell at +2) and acts as a *charm spell* on human females.

Kapres most often come into conflict with people because of their extreme attraction toward human women. They will often become infatuated with a human woman and try to charm her, or if failing that, abduct her. Their attitudes are rather unenlightened and they consider these women to be their property, becoming extremely violent toward any male they consider a threat to their seduction attempts.

Kikimora

Frequency:	Uncommon
No. Encountered:	1
Size:	Medium
Move:	120 ft
Armor Class:	9
Hit Dice:	1
Attacks:	1
Damage:	by weapon
Special Attacks:	None
Special Defenses:	Invisibility
Magic Resistance:	25%
Lair Probability:	100%
Treasure:	None
Intelligence:	High
Alignment:	Neutral
Level/XP:	1/15 + 1/hp
Source:	Slavic mythology

“Grandmother, please come home; the house is clean but the chickens need fed. Grandmother, please come home; I’ve left you some food and made your bed.” – from a kikimora summoning charm.

A minor household fairy type, kikimoras are the ultimate neat freaks. When visible they appear as either a normal looking elderly woman or a skinny humanoid with clawed feet, horns, and a slightly demonic looking snout. How they appear depends upon the cleanliness and maintenance of the household, with the more demonic form being found in unkempt dwellings.

In well maintained households they act as benevolent guests, helping with dishes and minor yard work, such as feeding chickens. If they are made to feel welcome in such homes, they will give up hiding and openly live with the homeowners, often claiming to be an elderly relative of the homeowner.



In poorly maintained homes, they are a nightmare, breaking dishes, making loud noises at night, and doing anything they can to make the slovenly homeowner’s life miserable.

They can become invisible at will, and in unclean houses will almost always remain invisible. They can use small weapons, but are weak and timid and will only enter combat in extreme situations. If clean homeowners that they are fond of are harmed, a kikimora will snap and try to stab the attacker with a butcher knife or similar weapon. Similarly, in unclean homes, one of them might try to stab the household residents in their sleep if they haven’t made any effort to clean for many weeks.

On rare occasions, they will share a household with a domovoi, with whom they get along extremely well.

Kikiyaon

Frequency:	Rare
No. Encountered:	1-2
Size:	Medium
Move:	60 ft; 120 ft flying
Armor Class:	4
Hit Dice:	4
Attacks:	2
Damage:	1d6+2/1d6+2
Special Attacks:	see below
Special Defenses:	None
Magic Resistance:	Standard
Lair Probability:	10%
Treasure:	Nil
Intelligence:	Semi-
Alignment:	Neutral
Level/XP:	4/105 + 3/hp
Source:	Cryptozoology



“Do not try to sleep if you live near a kikiyaon infested forest. No matter how secure, how well guarded you are, their call will haunt your dreams even after the beast is slain.” - from **The Journals of Eurylochos the Traveler**.

Kikiyaon (“soul cannibals”) are winged owl-like humanoids with greenish-grey feathers. These terrifying monsters live in deep forests and jungles, where they are often the alpha predators. They can enter the ethereal and dream planes, if such exist in your campaign, at will, though not in the middle of combat or other stressful situations.

They are aggressive and will frequently attack anyone who enters their forests. They attack their prey with their deadly, sharp talons, ripping their kills to shreds before they begin eating.

Because of their coloring, they blend extremely well with their jungle surroundings, surprising prey on a 1-4.

The chilling call of the kikiyaon causes *fear* in all those who hear it (save vs magic). Those who make their save are immune to the call for one week; those who fail make their further saves at -2 for the next week.

They are not related to owlbears and would certainly attack if they ever encountered one.

Kuchisake-onna

Frequency:	Very rare
No. Encountered:	1
Size:	Medium
Move:	120 ft
Armor Class:	3
Hit Dice:	4
Attacks:	1
Damage:	by weapon
Special Attacks:	See below
Special Defenses:	Standard undead immunities
Magic Resistance:	Standard
Lair Probability:	Nil
Treasure:	Nil
Intelligence:	Average
Alignment:	Chaotic evil
Level/XP:	4/135 + 3/hp
Source:	Japanese folklore



“Among the vengeful undead are the slit-mouthed women who prey upon children and other innocents. I have never seen one, being neither a child nor anything even remotely approaching innocent.” - from **The Journals of Eurylochos the Traveler**.

A kuchisake-onna ("slit-mouthed woman") is a vengeful undead being that appears as a hideously disfigured woman whose face has been slit from ear to ear. They always wear a mask or scarf to hide their disfigurement. They seek to kill or mutilate as many victims, especially children, as possible.

Appearing only at night, kuchisake-onna will approach anyone travelling alone who looks weak, especially children. A slit-mouthed woman will remove her mask and ask the traveler if they think that she is pretty. If they say no, the kuchisake-onna will try to kill them. If, however, the child says yes, the monster will try to scar him or her in the same way that it has

been scarred (-4 to charisma). Slit-mouthed women always attack with a sharp object (knife, scissors, dagger, etc.) that can be used for scarring. They can cast *dimension door* at will (at fourth level)..

The scars made by these undead monsters can only be removed by a *wish* or *miracle*. Any female who dies with these scars on her face will reanimate as a kuchisake-onna. For some unknown reason, males do not do so.

They are very easy to escape if one knows their psychology. If a person who is asked about their beauty indicates that they are mediocre looking, then the kuchisake-onna will be confused and leave them alone. Unfortunately, their extreme rareness means most people have not heard of them or this weakness. They may be turned as a wight.

Lambton Worm

Frequency:	Rare [unique]
No. Encountered:	1-2
Size:	Large
Move:	180 ft; 90 ft burrowing
Armor Class:	-10
Hit Dice:	25
Attacks:	1
Damage:	6d5
Special Attacks:	See below
Special Defenses:	See below
Magic Resistance:	100%
Lair Probability:	90%
Treasure:	See below
Intelligence:	Low
Alignment:	Chaotic evil
Level/XP:	10/19,200 + 35/hp
Source:	British folklore

“But the worm got fat an' grewed an' grewed, / An' grewed an aaful size; / He'd greet big teeth, a greet big gob, / An greet big goggly eyes.” - C M Leumane

A rare sub-species of dragon, lambton worms can grow to exceptionally large sizes. They are immortal and continue eating and growing until destroyed. Unless they are appeased by regular sacrifices, they will terrorize neighboring villages, causing much death and destruction in their quests for food.

Because of their immortality and great destructive power, they are often thought of as gods or demons and evil cults frequently spring up around them. These cults tend to be very fanatical, making frequent animal and human sacrifices.



A lambton worm is a very dangerous foe in combat. They can only be hit by weapons of +3 or better. They attack with their poisonous bite (save at -1 or die). If a Lambton worm hits with a natural 20 then it has swallowed its small or medium sized prey whole. They regenerate 5/hp a round. Because of their regeneration, foes swallowed whole cannot cut their way free unless they somehow inflict enough damage to kill the worm.

All of these monsters have a death curse that has no save. Although they vary, the most common one is that the slayer(s) must kill the first living creature that they see and care about or else none of their descendants, though nine generations, will die peacefully in their beds.

Lamminkin

Frequency:	Very rare
No. Encountered:	1
Size:	Medium
Move:	120 ft
Armor Class:	6
Hit Dice:	3
Attacks:	1
Damage:	1d4 or by weapon
Special Attacks:	None
Special Defenses:	None
Magic Resistance:	25%
Lair Probability:	Nil
Treasure:	None
Intelligence:	Exceptional
Alignment:	Chaotic evil
Level/XP:	3/50 + 2/hp
Source:	Scottish mythology



“The bedroom was a gory charnel house with blood and guts splattered across the floors and on the walls. From outside, we could hear the wailing sobs of the inconsolable children. We could do nothing; whatever had done this heinous deed was long gone, leaving no tracks.”
- from **The Journals of Eurylochos the Traveler**.

A minor, but quite malicious, unseelie fairy, lamminkins look like a tall (6 foot) hairy goblin, but with reddish skin and a wider mouth full of sharp teeth. They look almost comical to adults, but absolutely terrifying to children.

Lamminkins sneak into the bedrooms of very young sleeping children and poke and pinch them until they wake up screaming. When their mothers come in to check on the child, the

lamminkin kills them and drinks their blood. After drinking its fill, the creature will typically turn to the terrified child and tell it that its crying caused its mother to die and that its mother would still be alive if it had remained quiet. This isn't true, but the lamminkin says it because it knows it will leave emotional scars on the child.

If they can't find a suitable target (they never invade households that have two adults present) then they try to find new and creative ways of killing people in front of their loved ones and causing the loved ones to blame themselves.

Lavellan

Frequency:	Rare
No. Encountered:	1-12
Size:	Small
Move:	30 ft; swim 120 ft
Armor Class:	8
Hit Dice:	1-4 hp
Attacks:	1
Damage:	1d4-1
Special Attacks:	Poison
Special Defenses:	None
Magic Resistance:	Standard
Lair Probability:	50%
Treasure:	None
Intelligence:	Animal
Alignment:	Neutral
Level/XP:	11 + 1/hp
Source:	Scottish folklore



*“Giant, poison-breathing rats! There are days when I wish had become a scribe and had nothing worse than eye strain to worry about. I have two sick scouts and I’m still gagging from their foul breath. And to add insult to injury, the vermin aren’t even edible” - from **The Journals of Eurylochos the Traveler**.*

Native to isolated swamps and moors, lavellan is a large poisonous rodent the size of a badger. More closely related to shrews, it shares their bad temperament. These brown and white animals are known for making cattle ill from their poisonous breath. Despite aggressively poisoning cattle, these omnivorous animals are not evil, just highly territorial.

They can breathe poisonous gas in a cone 100 ft long and 10 ft in radius at the base up to 10 times per day. This gas causes cows in its range to become ill and unless cured, slowly waste away in about a week. It affects other animals in its range as if it were a *stinking cloud*. Unless a saving throw is made, a lavellan’s bite will *cause disease* as the cleric spell.

Lavellan pelts are of a limited use in making cure potions and are worth 5gp each, even if thoroughly punctured.

Leshy

Frequency:	Rare
No. Encountered:	1
Size:	Medium
Move:	120 ft
Armor Class:	8
Hit Dice:	6
Attacks:	1
Damage:	by weapon +4
Special Attacks:	See below
Special Defenses:	See below
Magic Resistance:	65%
Lair Probability:	10%
Treasure:	None
Intelligence:	High
Alignment:	Neutral
Level/XP:	6/350 + 6/hp
Source:	Slavic mythology

*“For once, luck was in our favor as we met a strange, green-haired man who acted as our guide through this dense forest. He seemed rather indifferent to our plight until I offered him some good brandy as a gift. All the brandy I ended up giving him was quite expensive, but I can’t fault him his taste there. His taste in clothing was a different matter.” - from **The Journals of Eurylochos the Traveler**.*

A leshy is a woodland spirit (fairy) that appears as a tall man with long hair and a long beard, both made of slow growing grass and vines. They are self-appointed guardians of their forests, especially the animals within them.

Leshies are able to change their size from that of a blade of grass to that of a tall tree, but gain no combat advantages from this except for stealth and intimidation. They are often accompanied by 2d4 normal wolves and 1d4 black bears. These act as the leshy’s guardians and will cause



no harm unless the leshy is threatened. Leshies are able to cast spells as an eighth level druid and have immunity to surprise and tracking abilities of an eighth level ranger. They can *teleport* thrice a day.

Leshies are rather capricious and how helpful they are to trespassers is often a matter of chance. Sometimes they will lead lost people out of their woods and to the edge of civilization. Other times they might lead them into a dangerous bog and *teleport* away. Druids are virtually assured a warm welcome, while trappers are pretty much guaranteed an extremely unpleasant encounter.

They are often friendly with neighboring farmers and shepherds, who often give them food and information in exchange for help protecting their lands. Despite their chaotic nature, leshies are not too difficult to befriend and occasionally serve as mentors for low-level druids.

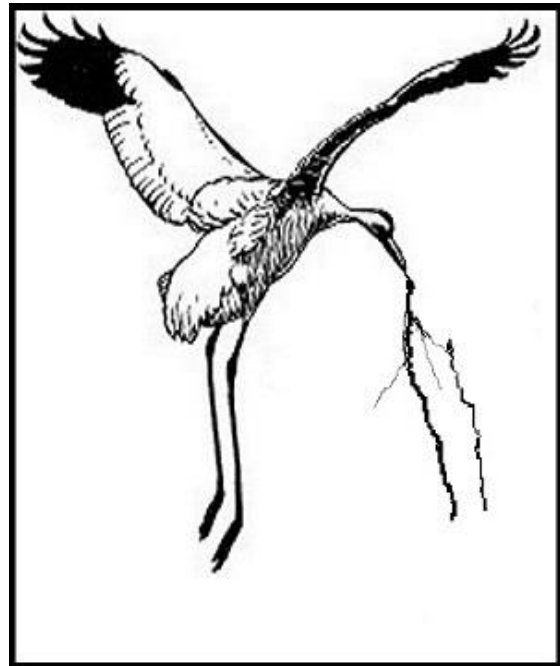
Lightning Bird (Impundulu)

Frequency:	Rare
No. Encountered:	1
Size:	Medium
Move:	60 ft; 180 ft flying
Armor Class:	7
Hit Dice:	8
Attacks:	3
Damage:	1d6/1d6/2d6
Special Attacks:	See below
Special Defenses:	See below
Magic Resistance:	25%
Lair Probability:	10%
Treasure:	Nil
Intelligence:	Low
Alignment:	Neutral evil
Level/XP:	7/1050 + 10/hp
Source:	African mythology

“A regular lightning storm is bad enough, but having one of these monsters hurling lightning bolts at you is utterly terrifying. Unless you are accompanied by a powerful mage, your best option is to hide.” - from **The Journals of Eurylochos the Traveler**.

These nightmarish birds are as tall as man and radiate a sense of pure malevolence as they seek out human blood on which to feed. They subsist entirely on blood, which they obtain through two different methods. Their preferred strategy is to assume the form of a handsome human male (they can *shapechange* at will, but only between their natural form and the human male form) to seduce women and kill them in order to drink their blood. Failing this, they will simply attack a person or animal with their *lightning bolts* and drink the blood from the fresh corpse.

In combat, these monsters first attack by casting a *lightning bolt*. They cast this at eighth level and may cast this once every ten rounds. After casting this spell from the air, lightning birds



will land and attack with their beaks and talons. They can only be hit by weapons of +2 or better and are immune to electricity damage.

Lightning birds are often in the service of powerful magic users, acting more as henchmen than as familiars. They will often fly messages for their employer, but will never be sent on missions involving stealth because of their unrestrainable tendency to cast *lightning bolts* and random creatures.

Body fat from a lightning bird may be used as an ingredient in *lightning bolt* and *call lightning* spells. 1d4 hundred gold pieces worth may be collected from a single lightning bird, but it must be carefully preserved or it will quickly go bad.

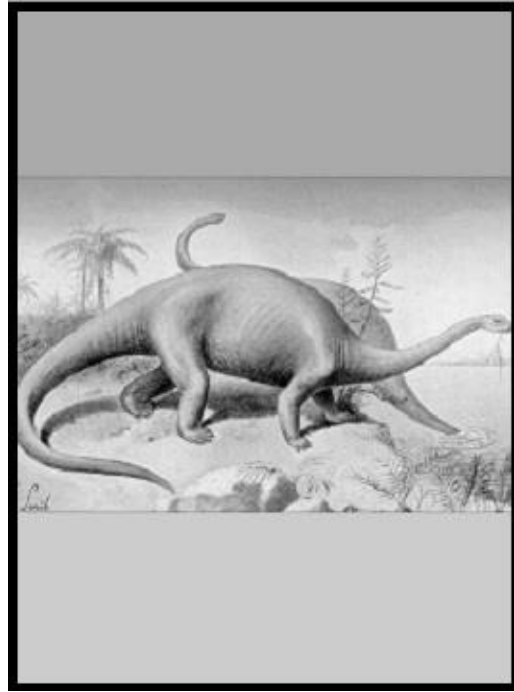
Mokele-Mbembe

Frequency:	Very rare
No. Encountered:	1
Size:	Large
Move:	150 ft; 120 ft swimming
Armor Class:	4
Hit Dice:	11
Attacks:	1
Damage:	1d8
Special Attacks:	Trample
Special Defenses:	None
Magic Resistance:	Standard
Lair Probability:	Nil
Treasure:	None
Intelligence:	Animal
Alignment:	Neutral
Level/XP:	7/1500 + 14/hp
Source:	Cryptozoology

“A bloody long trek it was to see the beast. Hacking our way through dense jungle, fighting off hordes of mosquitos, and suffering through more than one instance of dreadful disease, we eventually arrived at the creatures’ home range. There we were graced to see not one, but two of them in the wild. Absolutely awe inspiring!

Surprisingly, the meat tasted somewhat like chicken.” - Sir James George Stanstone.

Living only near lakes in the deepest jungles, these greenish-grey creatures look like small, scaled apatosauruses. Small is relative here as these modern era dinosaurs can reach length of up to 32 feet. They are herbivores, but like



hippos and rhinos, they are aggressively territorial.

They feed on plants in the lake shallows, but can often be found swimming in the deep parts of their lakes. Territorial creatures, they will aggressively chase away people and any large animals, especially hippopotami that get too near its lake. It can bite, but its trample is its most dangerous weapon. Trampling causes 11d6 damage to creatures less than 1/3 its size (save for half damage).

Mokele-Mbembes usually only exist in worlds where other dinosaurs have gone extinct or are extremely rare and limited in range.

Mongolian Death Worm

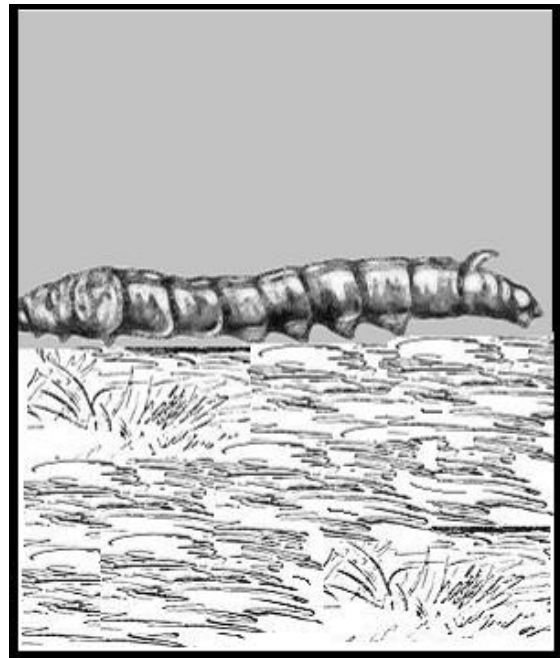
Frequency:	Uncommon
No. Encountered:	1d12
Size:	Small
Move:	30 ft
Armor Class:	8
Hit Dice:	3
Attacks:	1
Damage:	1d2
Special Attacks:	See below
Special Defenses:	See below
Magic Resistance:	Standard
Lair Probability:	75%
Treasure:	Nil
Intelligence:	Animal
Alignment:	Neutral
Level/XP:	3/110 + 2/hp
Source:	Cryptozoology

“Ugly, slow, stupid, and dangerous are the words I’d use to describe these steppe monsters. I never want to see one again.” - from **The Journals of Eurylochos the Traveler**.

Death worms are bright red worms, measuring 2 to 5 feet long. They inhabit cool arid steppes where they feed on vegetation and small to medium sized animals. Unfortunately for herders, sheep have become their favorite prey.

The most common form of death worm is the acid death worm. These can, every three rounds, spit a highly corrosive acid up to 30 feet. This acid attack causes 2d4 damage and armor and weapons hit must save vs acid to avoid being destroyed. Anyone touching or being hit by the worm takes 2d4 acid damage. Striking acid death worms with a melee weapon causes a splash of acid (1d4 damage. Save vs petrification to avoid).

Poison death worms act just like acid death worms, except their special attack is poison



instead of acid. Anyone hit by the worm’s spit weapon, hit by its bite, or striking the worm with bare hands, must save vs poison or die. However, the worm’s poison does not harm weapons and armor, nor is enough splashed from the worm being hit to cause any damage.

The last type of death worm is the lightning death worm. It has an uncontrollable static electricity buildup that it discharges every three rounds. This automatically hits the person, within twenty feet of the creature, carrying/wearing the most metal for 3d4 damage (save for half damage). Anyone hit by the worm’s bite also takes 3d4 points electricity damage as does anyone striking one with bare hands or a metal weapon. Anyone hitting one with a wooden melee weapon takes 1d4 damage.

All death worms are immune to acid, poison, and electricity. In a clew (group) of death worms there are often more than one type as they are a single species with chromosomes causing the variations in attack types.

Morgen

Frequency:	Rare
No. Encountered:	1-10
Size:	Medium
Move:	120 ft; 120 ft swimming
Armor Class:	6
Hit Dice:	2
Attacks:	1
Damage:	by weapon
Special Attacks:	See below
Special Defenses:	None
Magic Resistance:	35%
Lair Probability:	5%
Treasure:	See below
Intelligence:	Very
Alignment:	Chaotic evil
Level/XP:	2/40 + 1/hp
Source:	Breton mythology



“Lust's passion will be served; it demands, it militates, it tyrannizes.” Marquis de Sade

Morgens are beautiful, seductive water fairies that enjoy mortal drowning men. They look exactly like human women, but their ability to breathe water sets them apart. Much like sirens and some mermaids, they will eschew clothing, sit on rocks, and lure ocean-going ships to crash on the rocks. Their song acts as a *charm spell*, luring men to them, but men being men, the song is often unnecessary.

It is believed by many sages that some of the men that they lure away are used to father more morgens, but since none ever return after being kidnapped, this is uncertain.

Most morgens dwell in a fabulous underground town called Ys, under the rule of their immortal queen, Dahut. While this city is extremely wealthy, individual morgens carry no wealth.

Night Fairy (Negret)

Frequency:	Very rare
No. Encountered:	1-12
Size:	Small
Move:	60 ft; 240 ft flying
Armor Class:	3
Hit Dice:	1-4 hp
Attacks:	None
Damage:	Nil
Special Attacks:	None
Special Defenses:	See below
Magic Resistance:	25%
Lair Probability:	Nil
Treasure:	See below.
Intelligence:	High
Alignment:	Chaotic good
Level/XP:	1/8 + 1/hp
Source:	Catalan mythology

“The love of money is the root of all kinds of evil.” – ancient proverb.

Most night fairies appear much like winged, one foot tall elves with obsidian colored skin, although a few (10%) are wingless but can still fly. They are a peaceful, friendly race that would prefer to be left alone to pursue their life of living on flower nectar and having dances by the light of full moons. Unfortunately, they are the victims of an apparently unbreakable curse that causes them to turn into a small pile of gold coins when touched by flame held by any mortal being.

Night fairies have little in the way of offensive capabilities and their magic is limited to casting *confusion* (up to once a night), *dancing lights* (at will), and *ventriloquism* (at will), which they use

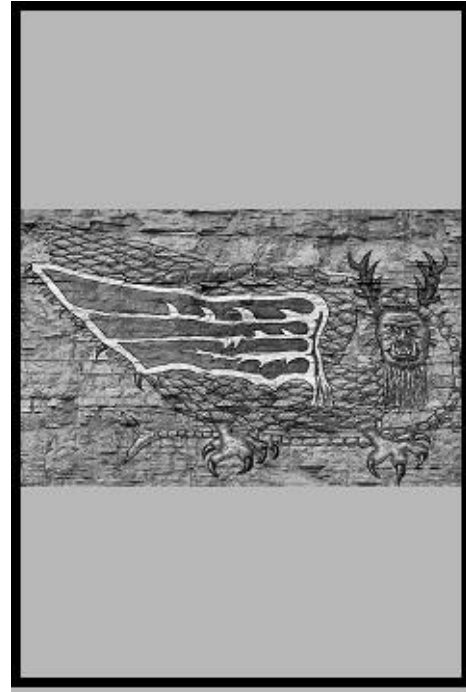


to distract their many pursuers while they flee. They usually flee immediately when encountered, not even bothering to hide as their skin tends to reflect torch and moonlight, giving them away.

The reason that they are so rare is that whenever a mortal exposes one to flame, either a candle or a torch, it will burst apart in a shower of gold coins (10d10 gp), instantly killing the night fairy but providing easy money to the least scrupulous among us. Hunting them has practically become a national pastime in certain regions, greatly driving down their numbers. Only the fact that dead night fairies do not explode into gold coins, requiring them to be caught alive, has delayed their extinction. Their speed makes capturing one of the alive a serious challenge for most would-be murderers.

Piasa Bird

Frequency:	Rare
No. Encountered:	1-2
Size:	Large
Move:	120 ft; 480 ft flying
Armor Class:	-1
Hit Dice:	6
Attacks:	2
Damage:	See below
Special Attacks:	Poison
Special Defenses:	None
Magic Resistance:	Standard
Lair Probability:	25%
Treasure:	None
Intelligence:	Animal
Alignment:	Neutral
Level/XP:	6/400 + 6/hp
Source:	Native American mythology



“We saw upon one of them two painted monsters which at first made us afraid, and upon which the boldest savages dare not long rest their eyes. They are as large as a calf; they have horns on their heads like those of a deer, a horrible look, red eyes, a beard like a tiger's, a face somewhat like a man's, a body covered with scales, and so long a tail that it winds all around the body” - Father Jacques Marquette.

At first glance, a paisa bird looks like a cross between a griffin, a mantichore, and a wyvern. However, those unfortunate enough to get close to these monsters will notice several differences. While they are four legged like the griffin and mantichore, their body is completely feathered and their legs are clearly avian. They have a tail that looks virtually identical to that of a wyvern, including the poison sting. Perhaps most

disconcerting about paisa birds are their faces, which look much like those of bearded, fanged ogres with antlers. Despite their humanoid faces, paisa birds only have animal intelligence, acting on predatory instinct rather than true malice.

Piasa birds prefer to attack first by diving upon their opponents from above and attacking with their front claws (2 attacks for 2d8 damage each, always on the same opponent). After landing, they will attack with their bite (1d4 damage) and tail sting (1d6 damage and save vs poison or die). They usually bite and sting different targets, but can focus on a single one.

Piasa birds are highly territorial and will kill or chase off any other predators. Worse, many of them have acquired a taste for humans and hunt them in preference to other prey.

Rusalka

Frequency:	Uncommon
No. Encountered:	1-12
Size:	Medium
Move:	120 ft; 120 ft swimming
Armor Class:	0
Hit Dice:	6
Attacks:	1
Damage:	by weapon
Special Attacks:	See below
Special Defenses:	See below
Magic Resistance:	25%
Lair Probability:	100%
Treasure:	None
Intelligence:	Exceptional
Alignment:	Chaotic evil
Level/XP:	6/350 + 6/hp
Source:	Slavic mythology

“When asked what is the most memorable experience that I have had during my travels, I always say that it was dancing with a beautiful rusalka along the banks of the Banude River”-
from **The Journals of Eurylochos the Traveler**.

Malevolent water spirits, rusalki (plural of rusalka) are undead creatures that haunt the banks of rivers, seeking living prey. They appear as pale skinned women with eyes that sometimes have a green glow. They will often dance on moonlit nights, luring any unwary travelers who happen upon them to their deaths. Created when a young, unmarried woman dies traumatically by or in a river or lake, a rusalka is doomed to remain near that spot unless her death is avenged.

Rusalki use their songs and dance as a *charm person* to lure men into the waters before drowning them. They also like to drown children, luring them with nuts and fruits. The laugh of a rusulka can cause death to those who



hear it (save vs magic or die). They may only use their laughs once per night. Rusalki have standard undead immunities.

Although they often leave the water a rusalka may never let its hair become fully dry or else it will immediately die. They each have a magical comb with which she can keep her hair wet when away from the water.

Rusalki are especially dangerous during the first week of June, which in some areas is known as rusalka week, when many of them choose to leave their watery haunts and take to the trees to seek new prey.

A few (5%) rusalki are not completely evil and will die peacefully if their death is avenged. It is rumored that a not fully evil rusalki who died by traumatic but natural causes can become mortal again under certain circumstances. However, this is uncertain and the circumstances are unknown.

Vampire, Manananggal

Frequency:	Very rare
No. Encountered:	1
Size:	Medium
Move:	120 ft; 150 ft flying
Armor Class:	2
Hit Dice:	5
Attacks:	1
Damage:	1d6
Special Attacks:	See below
Special Defenses:	See below
Magic Resistance:	10%
Lair Probability:	25
Treasure:	None
Intelligence:	Very
Alignment:	Chaotic evil
Level/XP:	5/245 + 4/hp
Source:	Philippine mythology

*“As the manananggal flew toward him, he stunned the monster by laughing then pointing to where its missing lower half would be. ‘I think you forgot something’ he said with a smirk”- from **Tales of Jack the Demon Slayer**.*

These hideous vampire variants resemble bat-winged female ghouls. Manananggals are unusual in that their upper torso separates from their lower torso when they are hunting prey, leaving them somewhat vulnerable. Like regular vampires, they feed by drinking the blood of victims. However, they also feed on the hearts of the unborn and prefer to prey upon pregnant women for this reason. Unlike many vampires, they can enter a house without being invited.

Manananggals can cast *sleep* three times a day, which they usually do to secure prey, but they



can also cast it for self-defense. When confronted, they prefer to flee, but will fight if cornered. It takes a +1 or better weapon to hit them and they have the standard undead immunities.

A manananggal has the typical vampire weaknesses and are turned as one despite their lower hit dice. They cannot cross over a line or circle of garlic or pure salt and if either of these is poured on the separated lower half of a manananggal's torso, it is instantly killed.

Women killed by these will rise as manananggals just after sunset the next night. The few men killed by them do not rise as undead. Manananggals are sometimes known as tik-tiks in imitation of the sounds they make when flying.

Wild Haggis

Frequency:	Uncommon
No. Encountered:	1-2
Size:	Small
Move:	120 ft
Armor Class:	5
Hit Dice:	1+1
Attacks:	1
Damage:	1d2
Special Attacks:	None
Special Defenses:	See below
Magic Resistance:	Standard
Lair Probability:	10%
Treasure:	None
Intelligence:	Animal
Alignment:	Neutral
Level/XP:	2/30 + 1/hp
Source:	Scottish Cryptozoology

“These absurdly silly highland animals are far better observed in the wild than served on a dinner plate.” - from **The Journals of Eurylochos the Traveler**.

These bizarre beasts are clearly the creation of a deity with a strange sense of humor. Vaguely resembling small hairy badgers with hair growing over their eyes, these hill and mountain creatures have left and right legs of differing lengths. This allows them to run up hills at great speed, but only in one direction.

Wild haggis are completely immune to falling damage and to blunt weapons, but take normal damage from other weapon types. These peaceful little omnivores avoid combat and flee from danger, often jumping off, or rolling down, a steep hill/mountain side.



There are two varieties of wild haggis, those with long right legs and those with long left legs. It was long speculated that these two varieties could not interbreed, but the great sage Respicitus Omnia discovered that wild haggis of differing types will mate if they reach the top of a mountain at the same time and jump off the mountain together. He discovered this when a mating pair fell upon his head (2d6 damage) and nearly knocked him unconscious.

Although they have no treasure, the semi-edible wild haggis is considered a delicacy in some less than civilized areas and a fresh killed one would sell for a 2d6 gold pieces at a market.

Xana

Frequency:	Rare
No. Encountered:	1
Size:	Medium
Move:	120 ft; 120 ft swimming
Armor Class:	7
Hit Dice:	1+1
Attacks:	1
Damage:	by weapon
Special Attacks:	See below
Special Defenses:	See below
Magic Resistance:	25%
Lair Probability:	20%
Treasure:	See below
Intelligence:	High
Alignment:	Chaotic Good
Level/XP:	2/40 + 1/hp
Source:	Asturian mythology

“I’m not certain that there is a single knight in the entire world who hasn’t daydreamed about rescuing a fair xana from the clutches of an evil cuélebre. Fortunately for them, both are rare enough that only a few knights ever become a cuélebre’s dinner.” - from **The Journals of Eurylochos the Traveler**.

Xanas are beautiful, blond haired fairies that resemble, and are sometimes mistaken for, female elves. These reclusive fairies live in caves and fountains not too far from the ocean.

The song of a xana has different effects depending on the alignment of the listener. Those of good alignment are filled with a feeling of peace and love and heal at twice their normal rate for the next 24 hours. Those of evil alignment are *confused* for the next 24 hours (save vs spells to avoid). Neutral beings merely hear a lovely song. Xana may become *invisible* at will and will use this ability to avoid most people.



They are fond of testing the kindness of travelers and will reward those who pass the tests with gold (10d10gp), food and water, or *potions of healing* (1d6), whichever the travelers seem to most need. Rarely will they be seen by those they help. However they will appear to those who are lost, giving directions to the nearest town.

Xanas are most commonly encountered as prisoners of dragon-like cuélebres (see above). They are known for marrying their rescuers, though those that do lose their special abilities, effectively becoming elves. The children of human males and xanas are half-elves.

Treasure: Although xanas can magically create small amounts of gold for those who pass their tests, they possess no treasure of their own. They cannot be made to create gold under duress.

Yale

Frequency:	Very rare
No. Encountered:	1-12
Size:	Large
Move:	180 ft
Armor Class:	6
Hit Dice:	3
Attacks:	1
Damage:	1d8
Special Attacks:	Nil
Special Defenses:	Nil
Magic Resistance:	Standard
Lair Probability:	Nil
Treasure:	None
Intelligence:	Semi-
Alignment:	Neutral
Level/XP:	3/50 + 2/hp
Source:	European mythology



“he hath hornes above a cubit long, which he can stirre or moove as hee list; for being in fight, hee can set them both or one of them as hee will himselfe, altering them every way; one while streight forward to offend, other whiles bending byas, as he hath reason to nort or push, to ward or avoid his enemye.” - Plimy the Elder

Magical creatures having long horns, the body and head of a large goat, the tail and tusks of a boar, and the feet of a unicorn, yales live on steep mountain slopes. They have multi-colored spots on their hides to help confuse predators and horns that rotate to allow them to attack in any direction.

Herbivorous animals, they can nonetheless be quite aggressive when protecting their young. Although they are notoriously wild, a few have been tamed and used as mounts, but they will

not breed in captivity so yale riders are extremely rare. Yales have an odd, unexplained antipathy toward unicorns that does not seem to be reciprocated, with unicorns giving them a wide berth. They are also mortal enemies of basilisks, and are completely immune to their petrifying gazes.

Yales are popular prey animals for hunters who want a serious challenge. These beasts are exceptionally good at avoiding hunters and recognizing threats. In feudal areas, yale hunting is typically permitted only to the aristocracy.

Because of the popularity and challenge of yale hunting, many knights have started using their images on heraldic devices.

Zombie, Infectious

Frequency:	Very rare or common
No. Encountered:	1-10,000
Size:	Medium
Move:	60 ft
Armor Class:	9
Hit Dice:	1+1
Attacks:	1
Damage:	1d2
Special Attacks:	See below
Special Defenses:	See below
Magic Resistance:	Standard
Lair Probability:	20%
Treasure:	None
Intelligence:	Non-
Alignment:	Neutral
Level/XP:	3/80 +1/hp
Source:	Modern literature



*“We had hoped to travel to the island where a few are said to be trapped, but this idea met with extremely hostile warnings from the locals. We were rather rudely informed that if we were to try to set foot on the island, we would not be allowed to return. This threat was later explained that the zombies do not cross try to cross the lake, but the chance that one might drift across in an abandoned boat was too great to allow.” - from **The Journals of Eurylochos the Traveler.***

Infections zombies are similar to the summoned zombie, except that those bitten by them turn into infectious zombies. They tend to overwhelm any area in which they exist and kill any humanoids living there. They seek only to feed on the living, passing on their terrible condition in the process.

These zombies only ever attack by biting and those bitten are infected, with no saving throw being allowed. After 2d12 hours, the bitten person dies and in an additional 2d6 rounds becomes an infections zombie. They remember

nothing of their past and act as any other infectious zombie. Nothing short of a *wish* or *miracle* can save the infected individual from this transformation.

Fast zombies: this variant infectious zombie is even more dangerous because they maintain their pre-zombie movement rates, making fleeing from a hoard an extremely difficult challenge.

Smart zombies: these zombies retain much of their memories and intelligence. While their memories are too confused for them to use magic or higher skills (levels), they do have the ability to speak. These zombies have an uncontrollable desire to eat brains and often cannot resist shouting “brains” while pursuing their prey. They are effectively chaotic evil.

Smart, fast, infectious zombies might exist, but they are likely to be the focus of any campaign in which they exist.

Appendix One: Spells

Conjure Gashadukura

Arcane Conjuration/Summoning

Level: Magic User 9

Range: 120 ft

Duration: Permanent

Area of Effect: One Gashadukura

Components: V,S,M

Casting Time: 1 Turn

Saving Throw: None

This spell conjures a gashadukura (see above) to attack any target named by the caster during the conjuring. After this undead monster is conjured, the caster has absolutely no control over it. It will head towards its target, but will cause as much destruction as possible on the way. After it has killed or destroyed its target, the gashadukura is free and will attack any living being that it sees, until it is destroyed. However, the gashadukura will never attack its creator, except in self-defense. The material components for this spell are the bones of a giant.

Conjure Ilomba

Arcane Conjuration/Summoning

Level: Magic User 1

Range: 10 ft

Duration: Permanent

Area of Effect: One Ilomba

Components: V,S,M

Casting Time: See below

Saving Throw: None

This rather risky spell is used by magic users so consumed by hate that they will create a monster that will likely mean their own death. This spell creates an ilomba (see above) that will seek out and kill any target named its creator. Created from the bones of a very small, less than 2 ft long, snake with the caster's blood spread upon

it, the ilomba is not ready to be sent against a target when it is first conjured. Instead the caster must wait five long years for the ilomba to mature, at which time the caster must name its first target within one month.

After the ilomba's first target is named it will head unerringly toward its target. If the target is not killed within one month, the caster and the ilomba will both die (no save). If the target is killed, the caster has the remainder of the month to name the ilomba's next target, at which time the cycle repeats.

There are a few ways for the caster to escape this dangerous cycle. If the caster kills the ilomba before the five years is up, then it is as if the spell had not been cast. If the intended victim kills the ilomba, the caster does not immediately die, but instead has the remainder of the month to personally kill the victim, at which time the cycle would be broken. And lastly, after a kill, but before naming the next victim, the magic user may kill the ilomba, which won't fight back, but this will cause a permanent loss of two points of constitution for the caster.

Create Inugami

Arcane Conjuration/Summoning

Level: Magic User 4

Range: 10 ft

Duration: Permanent

Area of Effect: One Dog

Components: V,S,M

Casting Time: See below

Saving Throw: None

This extraordinarily evil spell creates an inugami (see above) to serve the spell caster. To prepare for the spell to create an inugami, the caster

must bury a pet dog up to its neck in the ground. The dog must be a loyal pet of the caster and must trust him/her completely. The caster places both food and water just out of reach of the suffering dog. Within a few hours before it dies, the caster must decapitate the dog and begin the spell, which takes one turn to cast. The monster created is as twisted as its creator and though it must obey its creator, it will try to do so in such a way that it harms the creator.

from chaotic evil to lawful evil).

Casting this spell irrevocably taints the casters' souls and turns them permanently evil. Nothing, not even a *wish* spell, can change the casters' alignments away from evil. However, they may change normally among the evil alignments (i.e.



Appendix Two: Possible Uses and Final Thoughts

Abaia can be used as catalysts for new adventures. For example, good aligned characters might negotiate with an abeia that they accidentally offended and agree to stock its lake with a rare exotic fish, leading to a long series of adventures. Or the abeia's lake has ruins of an ancient civilization that are only visible when the characters enter the lake to confront the creature. While protective of their lakes, druids might find them useful sources of information. Or the abeia can be just another monster to defeat.

PCs will most likely be asked to investigate the problems caused by an **adze**. Either they will be asked to investigate why a well-liked villager has suddenly committed unspeakable crimes or to investigate a sudden outbreak of a deadly new illness (the sickness caused from an adze's bite). Or an adze may be a spy or minion of a worse evil. The illness caused by an adze is always fatal if untreated, but a simple cure disease is enough to cure it.

An **aguane** will likely be a helpful encounter, perhaps providing directions or information to a friendly party. Rude and arrogant PCs might find the encounter far less pleasant.

Ahuizotls are a good attrition encounter as the characters travel to an adventure. Perhaps one has its lair near that ruined temple the party is seeking.

A pod of **Akhluks** is a serious challenge for most parties. They strike with little warning then disappear back into the ocean. A party might be contracted to defend a village against a particularly aggressive pod or individual. Be sure to have villagers give the players bad advice on defeating akhluks ("They are afraid

of fire," "They are immune to low-level magic," etc.).

The most obvious way for PCs to come into conflict with an **ankou** is if the need something from its graveyard, something that cannot wait until day. Why the ankous take their occasional carriage rides is left up to each game master. Perhaps they reporting to a greater evil and by following one, the characters will find a new foe worthy of their talents.

Aswang can be rather standard random encounter for game characters. Or the characters might be hired to hunt down one. In the latter situation, they will likely be armed with better information than Eurylochos' party. Garlic has absolutely no effect on aswangs, though they have been known to spread the rumor that it does.

Characters are most likely to meet an **aufhocker** as a random nighttime encounter, not directly connected to the main adventure. They are loners, not likely to be working for a greater evil. The name "aufhocker" has been used for many different monsters from kobolds to ghosts to fire elemental. Game masters might take advantage of this name confusion to mislead characters what they might be facing. Imagine the confusion if one source warns them about deadly aufhocker attacks on the road they plan on travelling and then the next person they ask tells them that "aufhocker" is just another name for a kobold.

Banniks are mostly comic relief annoyances that are likely too useful to the party and to the owners of the sauna to ignore. Don't underestimate the creepiness factor of a voyeur fairy that consorts with demons.

Basajaunak are a sub-species of human and might be a possible variant PC race. They will most likely be a friendly encounter for characters and their village might provide a secure base of operations for an outdoor adventure. As a hairy, primitive equivalent of 1960s hippies, they might provide comic relief. **Baykoks** are true monsters that live only to kill and are only likely to be seen when they are hunting a member of the party.

Game masters may well find a **bean nighe** a useful tool to get reluctant PCs to start an adventure, but they should be used sparingly. An answer to one of her questions might only be found by completing a short quest. Alternately there is a belief that if one manages to sneak up behind a bean nighe and suckles on one of the breasts that she has thrown over her shoulders, then she will tell whose dirge she is singing. Only a thief would have a chance of success without magical aid. If a character is successful, they will get their information without having to go on a quest, but will likely suffer years of ridicule if word gets out.

Beasts of Gévaudan are a persistent monster that will instinctively avoid human settlements until they taste human flesh. They enjoy human, and Halfling, flesh so much that after tasting it, they will feed on it at all costs. Gévaudan was a province in France, so unless there is a geographic location you can give this name to, it should probably be changed to a geographic region already in your campaign world.

Black shucks can be a simple means of recruiting a lost party or of causing an overly gung ho group to have to think twice about judging by appearances. Or these creatures might be a nuisance that the party will need to remove from an area. **Blemmyes** are an extremely exotic race

that is probably best used in lands that are quite distant from the main campaign. When the PCs go on a long voyage, blemmyes can be an alternative to having the same old races greet the characters on a new continent.

Bloody Bones will likely be the weakest unique monster in any campaign, but because he cannot be truly killed, there need only be one of him. Most likely the party will be hired to hunt him down after a series of child murders is linked to him. Even though they cannot permanently destroy him, Bloody Bones' "death" will send him to a distant land and rid the area of his menace for at least a generation.

Successfully hunting an **Aethiopian bull** is a possible challenge for a party to prove its worth before being given a mission and supplies. As with beasts of Gévaudan, GMs might wish to change the name to reflect a geographic region that exists in their campaign.

A **chamrosh** will most likely be encountered as a potential minor ally for characters hunting a dragon or similar threat. For example, one might lead them to the lair of a monster that's been hunting eagles. The characters might, however, be shocked when the same chamrosh later tries to kill them because of the pheasant they are roasting. **Abbey lubbers** will likely be a minor annoyance to good aligned characters, especially paladins. They might also be used to turn a friendly NPC into a scheming enemy.

Like many monsters, **als** can be used either as the catalyst of an adventure or as the end in and of itself. If used as a catalyst, who knows what the characters will find when they pursue the al. **Alas** are powerful foes that could challenge even powerful parties. They never make stupid mistakes and should not fall for obvious tricks

Amanojaku are better suited for investigative/puzzle solving type campaigns than more “hack and slash” ones. Its weak combat abilities would not make much of a challenge, but its mind reading and other non-combat are more interesting.

PCs are likely to have generally pleasant encounters with **barbegazi**, who might act as rescuers, allies, or allow their caves to be used as a home base for good adventurers.

As for the **chupacabras**, characters might encounter them if they are hired to investigate a series of goat killings (sheep killings if you want to be sneaky) or the chupacabras might just be a rather weird random encounter.

Clurichans are not an especially likely encounter for adventurers, but a few scenarios are possible. At a tavern, the characters might meet a drunken little man, trying to pass for a short halfling or gnome. He tells them a story about a once good family that has fallen into evil and forced him to flee their house. What evil or curse is left to the GM’s imagination. Or, in a more light-hearted adventure, the characters might be hired to exorcise a ghost or demon, only to have it turn out to be a relatively harmless clurichan.

A **cuélebre** encounter is the archetypal “kill the dragon and rescue the maiden” story. As such, it would probably better as the start of an adventure rather than being the conclusion. The cuélebre’s treasure might contain a map or clue to the main adventure. Perhaps the creature’s cave might be a long forgotten entrance into an underworld.

Cynocephaly encounters will vary greatly, though they will usually involve information or the quest for it. In general, it is best to view

cynocephaly as kind, scholarly NPCs rather than as monsters.

Djieien is a deadly foe who can decimate even powerful parties if they are unprepared. He probably should be the ultimate enemy in an adventure and should never be a random encounter.

A **domovoi** is likely to be a minor pest, an obstacle for low-level parties to negotiate with or to fight. **Draugr**, on the other hand, are a much more serious threat. GMs should play up their creepiness for players who have become used to more common types of undead.

A **dullahan** is a rather mysterious foe that could easily be the focus of an adventure or even a campaign. The questions of where they come from and why they choose their original victims are left for GMs to decide. **Duwendes**, however, are more likely just a mean little inconvenience.

Dziwozona encounters might be the obvious rescue the kidnapped child by tracking the monster in the swamp (a good setting for an “old school” location based adventure). They can also be a classic seductress/monster type encounter. They can be turned as zombies. An **each-uisge** makes a good random encounter, or a foe to be hunted down by a party.

Encantado help balance the scales of paranoia; now female characters can worry about any handsome man that might want to speak to them. And being chaotic neutral, they might serve as either allies or foes in an underwater adventure.

There are many possible **far darrig** encounters. Perhaps one might approach the PCs to ask their help in undoing a “teensy l’il problem” caused by one of its less well thought out pranks. A

fenodyree might be a source of information as its being outside so much lets it see many things.

Gancanagh fill much the same role as **encantado**, except that they live on land and are solitary. Like the **far darrig**, one might ask the PCs to help it get out of trouble of its own making. **Gashadokura** would be rather straight forward monster except there is always the question of who summoned it and why. A few adventures after a **gashadokura** encounter, mischievous GMs (are there any other kind?) should have one of the character's ears start ringing for no apparent reason. It happens all the time in real life so a little paranoia is reasonable.

Glastig are rather shy and likely to only rarely interact with PCs, though a few have been known to serve as guides for charismatic, non-evil characters. A **grootslang** might be a minor, although powerful, antagonist for the characters or an easily bribed source of information and assistance. **Gulons** could be random encounters for parties travelling through a Northern wilderness or once could appear via a summoning spell.

Mountain hags are easy fits for many campaigns being a good monster to hunt down or a good random encounter. **Huldras** are a strange, mysterious race that should encounter PCs only in unusual circumstances that create more questions than they provide answers.

An **ijiraq** would fit extremely well in campaigns that have elements of horror in them. They can be nightmarish monsters on their own or worse as servants of elder gods, hostile to mortal life.

Ilomba have no place in the natural world. They are constructs created by very low level magic users who have more hatred than sense.

Inugami will often be found as guardians in the homes of exceptionally evil humans. One might also be sent out to spy on or impede the progress of the PCs. **Jackelopes** are primarily for comic relief, but a hunt for jackelope milk might be the catalyst for an adventure. **Jikiniki** are a relatively weak undead monster, but are smarter and sneakier than most low-level undead. They are a good alternative to zombies.

Something's killing the lone men as they head home from the town's taverns. The PCs investigate and discover a **zorogumo**. **Kapres** are a monster that the characters are more likely to negotiate with than to fight, although they might be hired to drive off one that really needs sensitivity training. It's unlikely that the PCs will encounter a **kikimora** as anything but a source of information,

Kikiyaon are monsters to help make the deep forest even more terrifying, especially with their calls, which should be heard long before they are first seen. **Kuchisake-onna** ("slit-mouthed woman") are unlikely to approach an armed group of adventures, which means they will only be encountered if the party is hunting one.

A **lambton worm** might be discovered by following cult members. Disappearances are a hallmark of a worm cult because of the continual need for human sacrifices. Following a cult member would likely result in numerous cultist and snake encounters before the culminating showdown with the worm itself. The Bram Stoker novel, **Lair of the White Worm** (1911) features a lambton worm.

Destroyers of childhoods, **lamminkins** are another monster for the PCs to be hired hunt down. Conversely, **lavellan** are much more likely to be a random encounter or minor encounter in an adventure than to be sought out

by adventurers, as few will be tempted by their pelts' relatively low value.

Leshies can be very useful for GMs. They can serve as a deus ex machina device, rescuing hopelessly lost characters or used as an untrustworthy guide who leads the characters to a dangerous area of the woods, which might just happen to be an adventure location. While a **lightning bird** might be a major opponent by itself, they are more likely to be a powerful, and interesting, minion of the main adversary.

Manananggals are good monster for upping a campaign's weirdness level. Not, too powerful, they can be used a bit earlier than most vampires. Simply put, **mokele-mbembes** are dinosaurs for campaigns that don't have dinosaurs. They could be the end object of a long quest or alternatively, they could be the one species that escaped from a valley or plateau of dinosaurs.

Mongolian death worms, sometimes called wild were-worms, will most likely be seen as random encounters on steppes. As Mongolia is a real place, "Mongolian" should either be replaced or dropped in most campaigns. **Morgens** are another beautiful seductress to tempt the least wise characters.

Night fairies will be a moral challenge for less than moral adventuring parties; many will find themselves tempted. Good parties that choose to protect night fairies from their many predators will be given something as valuable as gold, information. Night fairies make it their business to know everything that goes on in areas that they reside and will gladly share this information

with the PCs, sometimes even years after the characters have rescued one of them.

Piasa birds are rather straightforward monsters that attack anything that they consider to be food or a threat. They consider humans, demi-humans, and humanoids to be both. **Rusalki** are fairly easy to fit into most campaigns, as random encounters, a seek and destroy adventure, or even, in the case of the not purely evil ones, the catalyst for an adventure.

Wild haggises are a comic relief "monster" and nothing more. **Xana** are the archetypal maiden waiting to be rescued by the brave knight or adventurer.

Yales are exceptionally clever and dangerous game animals and yale hunting is often exclusively reserved for the nobility and their invited guests. PCs with a good reputation might be invited to join a hunt, which might allow hobnobbing with important NPCs and/or it might lead to an important adventure as the hunt stumbles across ruins, a cavern, or something else of interest.

Infectious zombies should only be used when a regular campaign has run its course. They will quickly overrun any campaign world and completely change its character. GMs should think carefully before introducing them.

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