

THE MONSTER OVERHAUL

A PRACTICAL BESTIARY BY SKERPLES



1d20	Chapter	pg.
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20	Science Fiction	294

1d20	Popular Monsters	HD (HP)	pg.
1	Goblin	0 (2 HP)	44
2	Kobold	0 (3 HP)	75
3	Skeleton	1 (4 HP)	61
4	Orc	1 (6 HP)	59
5	Monstrous Vermin	2 (9 HP)	54
6	Zombie	2 (9 HP)	173
7	Wolf	3 (12 HP)	247
8	Giant Spider	4 (18 HP)	43
9	Ogre	4 (18 HP)	166
10	Owlbear	5 (22 HP)	107
11	Bear	6 (27)	239
12	Minotaur	7 (32 HP)	91
13	Troll	7 (32 HP)	245
14	Vampire	8 (36 HP)	167
15	Mind Eater	9 (41 HP)	190
16	Tunnel Hulk	9 (41 HP)	214
17	Eye Tyrant	15 (69 HP)	183
18	Lich	15 (68 HP)	49
19	Froghemoth	16 (72 HP)	209
20	Ancient Dragon	30 (135 HP)	67

Reaction Roll

2d6	Feral	General	Grandiose	Unusual
2	Frenzied Attack	Immediate Hostility	Ultimatum	Annihilation
3-5	Puffs Up	Cautious Aggression	Denunciation	Probing Attack
6-8	Alarm Calls	Hesitation / Confusion	Banter / Analysis	Form Shift
9-11	Plays Dead	Retreat	Monologue	Reverberating Tones
12	Trust Signals	Instant Friendship / Panic	Proposal / Flattery	Implosion / Explosion

Reasons For An Encounter

1d6	Bestial	Intelligent	Scheming	Outsider
1	Hunger	Extortion	Preemptive Strike	Meteoric Fall
2	Territorial Display	Revenge	Insult Delivery	Violent Dissection
3	Habitat Loss	Offer of Alliance	Testing Prowess	Unstable Portal
4	Startled	Mistaken Identity	Idle Curiosity	Accidental Summons
5	In the Way	Interrogation	Deliberate Misdirection	Assassin / Patrol
6	Plea for Assistance	Overconfidence	Swirling Madness	Omen / Warning

1d6	Situation	Impediment	Twist	Formation
1	Ambush	Badly Wounded / Dying	Reinforcements	Column / Line
2	Pursuit / Flight	Blind / Limping	Disguised / Misidentified	Pincer
3	Cautious Circling	Entangled	Watched From Afar	Wedge
4	Separated Group	Hopelessly Lost	Betrayal / Schism	Echelon
5	Standoff	Drunk / Addled	Clear Hierarchy	Scattered Fireteams
6	General Brawl	Compelled	Weather / Terrain Shift	Confused Mass

1d10	Where They Find You (Indoors)	Where They Find You (Out Of Doors)	Weather
1	Barn. Highly flammable.	Muddy field. Sliding, stumbling.	Soft dappled sunshine.
2	Cave mouth. Damp, treacherous.	Road, blocked by an uprooted tree.	Grey, flat, low clouds.
3	Scaffolding. Rickety platform layers.	Cliff edge. Deceptive grass, updraft.	Persistent drizzle.
4	Ladder. Splintered rungs.	Bridge. Thundering torrent.	Blazing noon heat.
5	Interrupted feast. Turnspit, hearth.	Hilltop ruin. Pillars, mossy slabs.	Thick, heavy fog.
6	Forge. Hammers, sparks, coals.	Nest. Tangle of twigs and clay.	Thumping waves of rain.
7	Arena. Tiered seats, flags, sand.	Crowd. Carts, barrels, stands, shoving.	Cold, sharp breeze.
8	Temple. Suspended bell, ropes.	Stream. Reeds, slippery stones.	Dark boiling clouds.
9	Mine. Rails, columns, hidden pits.	Courtyard. Gates, towers, windows.	Crunching sleet.
10	Throne room. Braziers, drapes, stairs.	Overgrown statue. Outstretched limbs.	Lightning fans and darts.

1d8	Element	Vice	Virtue
1	Acid	Envy	Courage
2	Air	Gluttony	Diligence
3	Fire	Greed	Humility
4	Ice	Hatred	Justice
5	Lightning	Lust	Kindness
6	Stone	Pride	Patience
7	Void (Sonic)	Sloth	Prudence
8	Water	Wrath	Temperance

1d10	Local Attitude	Valued For Its...
1	Weary indifference.	Meat.
2	Partial domestication.	Milk / blood / fluids.
3	Impotent loathing.	Eggs / offspring.
4	Sincere worship.	Horns / teeth.
5	Dismissed as a myth.	Deadly reputation.
6	Pampered symbol.	Hide / scales / hair.
7	Unlucky or ill-fated.	Song / noises.
8	Hunted for sport.	Pleasing shape.
9	Cause for debate.	Alleged wisdom.
10	Ruthlessly abominated.	Curious strength.

1d6	Unique Feature	Texture
1	Thick scar.	Dazzling stripes.
2	Pale / shaded / tinted.	Translucent.
3	Burning eyes.	Mottled camouflage.
4	Phosphorescent dots.	Vivid warning bands.
5	Golden armour plates.	Countershaded.
6	Legendary size / age.	Greasy, shaggy.

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1d6	Horrible Aesthetic	Enigmatic Variant
1	Skinless, bleeding.	Crown of branches.
2	Lubricous sludge.	Opalescent spirals.
3	Surgically fused.	Benevolent clay mask.
4	Gloaming nightmare.	Double limbs.
5	Sleek mockery.	Rainbow patches.
6	Eternally rotting.	Lightless flames.

1d20 Generic Creature Upgrades

1	Dire / Elite. +2 HD (+9 HP). Slightly more cunning.
2	Winged. Fly normal. If already flying, double number of wings and fly speed.
3	Two-Headed. Gain an additional bite attack. Immune to mind-altering effects.
4	Venomous. Bite attack deals +1d6 poison damage.
5	Regenerating. Regenerates 3 HP per round. Acid, fire, or very strong magic prevents regeneration.
6	Elemental. Immune to [element] damage. Once per day, can breathe a 40cone of [element]. 2d6 damage, Save for half.
7	Armoured. Increase armour by one level (none, leather, chain, plate, plate+shield). If armour is already plate+shield, reduce all incoming non-magical damage by 2.
8	Fizzing. Adjacent creatures take 1d4 [element] damage at the start of each round.
9	Vampiric. Bite attack heals the creature for damage dealt. If it doesn't have a bite attack, it gains one, dealing 1d6 damage.
10	Aquatic. Swim normal. If already swimming, streamline, double swim speed.
11	Tunneling. Burrow normal. Claw attacks deal +1 damage.
12	Stone Construct. Immune to slashing and piercing damage and mind-altering effects.
13	Undead. Halve movement speed. Morale 12. Reduce all incoming damage by 1.
14	Ghost. Immune to non-magical damage, cold, lightning, and mind-altering effects. Can pass through solid objects. Melee attacks deal cold damage and ignore armour.
15	Phasing. If dealt more than HD damage in a single hit, teleports up to 30' in any direction.
16	Shapeshifting. Can spend 3 rounds transforming into the form of a creature of equal or lower HD (see pp. 313-318). Gains all the stats, attacks, and abilities of its new form. HD and current HP remain the same.
17	Parasitized. When killed, 1d6 rounds later, a creature of lower HD (see HD(NA) pp. 313-318) bursts out.
18	Celestial. If uninjured, other creatures must Save to attack. Casts light as a torch.
19	Infernal. Immune to fire and cold damage. Attacks deal +1 fire damage.
20	Prodigy. +1 HD (+4 HP). Vastly more intelligent. Highly conversational, fluent in most languages, full of guile and secrets. Has several backup plans in place.

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The Monster Overhaul

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Keep on being weird.

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Introduction

READ THIS FIRST

I know that there is a strong temptation to skip ahead to the monsters and illustrations, but if you spend a few minutes reading this section, the rest of the book will make a lot more sense.

PURPOSE

This book is designed for at-table utility. Monsters are presented alongside useful tools. Background information is minimal, optional, or entirely absent.

The 200+ monsters in this book are designed to be thematically and mechanically unique. The entries are a mix of classic staples and new creatures, designed to cover as much ground as possible.

In the middle of a game, a GM doesn't need to be told that Bears live in caves or that Ghosts haunt graveyards. They *know* that. What they need are interesting prompts or things that are difficult to invent under pressure; names, details, motivations, secrets, riddles, maps, etc.

The "Generic" label applied to tables and locations is faintly ironic (just like the ludicrous ambition of the Alphabetical Index of All Monsters). They are generic enough to give an enterprising GM themes on which to improvise, and interesting enough to help an exhausted GM.

Treat *The Monster Overhaul* as a toolkit. Some tools are generally useful, some tools are specialized, and some are obscure. This book is not designed to tell you what to think. This book is designed to give you space to think.

FORMAT

The Monster Overhaul is divided into 20 chapters of 10 monsters. To pick an entry at random, roll 1d20 for the chapter number and 1d10 for the creature. The first two pages of each chapter are devoted to random encounter tables and other useful tools. Wherever possible, cross-reference page numbers are provided.

Chapters are designed to be combined to create settings. Want to run a Gothic horror game? Mix chapters 1, 9, 13, and occasionally 8. A lost world wilderness? 6, 16, and possibly 20 buried in a mountainside.

To rapidly locate any monster by name, see the **Alphabetical Index of All Monsters** (pg. 323).

WRITE IN THIS BOOK

This book is designed to be used. Write in the margins. Edit abilities, circle names, and summarize infamous encounters for future reference. Add page markers and sticky notes. If you want a pretty object to put on your shelf, buy a second copy.

RANDOM TABLES

Rolling on any table is not mandatory. Pick a result, adjust a rolled result, or make something up. Tables are a convenient way to densely pack information.

To save time, a GM can ask a player to roll dice and read out the result while the GM is reading other information or turning pages.

In some tables, results are listed from least weird to most weird. You can roll on a d10 table using a d4, a d6, or a d8 to exclude some results.

Tables are placed where I feel they are most useful, but that doesn't mean they cannot be used elsewhere.

MONSTER MENU-ALL

Some creatures have a Menu listed. Eating monsters to gain strange powers is a time-honoured tradition. It is not necessarily wise or even survivable.

- A rat-sized creature provides a meal for 1 person.
- A human-sized creature provides meals for 30 people.
- A cow-sized creature provides meals for 300 people.

In doubt, a creature provides meals equal to its HD×20.

BALANCE

The random encounters in this book are not designed to produce a series of "fair" mechanically challenging fights. Balance requires assumptions about system, playstyle, group numbers, and PC abilities that this book cannot feasibly support.

In a game where both the monsters and PCs have goals, balanced encounters are meaningless. Faced with a stronger foe, the weaker side can (and probably should) run, negotiate, bribe, bluff, seek common ground, surrender, or, if all else fails, fight.

If players are used to game styles where balanced combat is the goal (and not merely means to an end), the GM may want to gently directly remind them that options other than fighting exist.

Mechanical Jargon

GM stands for Game Master, the person who runs the game, knows some of the rules, and can make up the rest as needed.

PC stands for Player Character, an imaginary person run by a player (and usually run into danger).

NPC stands for Non-Player Character, an imaginary person run by the GM.

XP stands for Experience Points, the traditional measure of a character's progress. XP milestones are called levels.

In the text, **People** or **Person** refers to a creature that is intelligent enough to wear clothes and pay (or avoid) taxes. Goblins are borderline; snails definitely do not qualify. The terms **Monster** and **Creature** are used interchangeably.

Living creatures are biologically active. Stone golems, zombies, ghosts are not living creatures.

Magical damage includes damage from spells, enchanted weapons, or sufficiently magical creatures.

Elemental damage may also count as magical.

Some effects specify a **Target**. This refers to a specific creature, object, or point the creature creating the effect can see (or sense), unless otherwise noted.

Some effects may call for a **Save**. The exact mechanics will vary based on the system in use. Enough information should be provided for a GM to make a judgement call. Only roll a Save if it makes sense; a PC cannot possibly Save to dodge if there is no room to dodge.

Effects or abilities may refer to a PC's **Stats**, numerical values which a system assigns to facets of a character. This book references the classic list of **Strength, Dexterity, Constitution, Intelligence, Wisdom**, and **Charisma**, though results should be easily adaptable to any number of systems.

A **Round** is one cycle of action in combat, lasting approximately six seconds. Once every participant has acted on their **Turn**, a round is over and a new round begins.

ROLLING DICE

Dice rolls are listed as "d#". If you need to roll 1 six-sided die, that's d6. If you need to roll 3 ten-sided dice and add the results together, that's 3d10. If you need to roll 1 eight-sided die and add +2 to the result, that's 1d8+2.

In some systems, a **Critical Hit** is a result of 20 on a d20 used in an attack roll. A **Critical Failure** is a result of 1 on a d20.

DISTANCES AND AREAS

Assume one human-sized combatant occupies one 5' square.

If a line does not have a width specified, assume it is a beam or ray, and only strikes targets directly along its path.

For RPG purposes, a cone's width at any given length is equal to the distance from its point of origin. A 50' cone is 50' wide at its widest point, and 30' wide 30' away from its point of origin.

Some effects specify volume in 10' cubes. This is a visualization and mapping aid, not a literal description of cube-shaped blocks of fog or poison gas. It's not poetic or evocative, but it does help adjudicate odd situations.

Most of the time, precise measurements, areas, and distances aren't relevant. Grids and maps can be helpful, but players often only need to know relational information. Can I attack the creature? Can it see me? Can it hit both of us at once? If it breathes fire, is there space to dodge?

Monster Statistics

The rules in this book are guidelines, written down to save the GM the trouble of inventing them on the spot. An overly literal or combative reading of numbers and abilities misses the point of this book.

Values are calibrated towards old-school principles, where a goblin with a knife remains a threat even at higher levels and 9d6 damage is a worrying figure. For systems with a higher power curve, use the numbers from that system's book of monsters, supplemented by details, names, and abilities from this book.

Rules text is printed with a line to the left. Additional less critical information is listed after the rules text.

Appearing is broad suggestion of how many creatures might be expected to turn up at once.

HD stands for Hit Dice, the number of d8s that are rolled and summed to determine a creature's HP. HD are often roughly equivalent to a creature's danger level in combat.

HP stands for Hit Points, an abstract combination of physical health and ability to avoid damage. For convenience, HD values in this book are followed by an average HP value (usually HD multiplied by 4.5).

Appearance, Voice, Wants, Morality, and Intelligence are descriptive categories. If a creature has unusual modes of perception, they are usually listed here.

Armour is given as None, Leather, Chain, Plate, or Plate+Shield. Damage reduction and immunities are typically listed here.

The table below is provided for reference purposes only. If you don't understand the values or abbreviations, don't worry. Any GM running a system will have a fairly good idea of what "armour as leather" means in that system, and when to adjust a creature's armour.

Armour	AC (V. Old)	AC (Old)	AC (Adv.)	AC (Ascending)
None	1	9	10	10
Leather	2	7	8	12
Chain	5	5	4	14
Plate	7	3	2	18
Plate+Shield	8	2	0	20

Move is how quickly a creature moves, and by what methods. "Move normal" is "move as fast as a person," "Climb 2x normal" is "climb twice as fast as a person," etc. The values are provided to aid GMs in chases and pursuits.

Creatures can employ alternative movement modes if it makes sense (people can swim, birds can hop), but rarely effectively or for any length of time.

Morale is a number from 2 to 12 that represents a creature or group's willingness to continue an unfavourable fight. Morale values can supplement, but cannot replace, a GM's judgement and sense of a creature's goals.

Roll 2d6 and compare it to a creature's Morale score after:

- A side's first death in combat.
- Half of the monsters are incapacitated.
- A spectacular event or shift in circumstance.

If the result is equal to or under the creature's Morale value, it continues to fight. If it is over the creature's Morale value, it will flee, surrender, negotiate, or otherwise seek to end the fight.

A creature with a Morale value of 12 will fight with near-mindless intensity. A creature with Morale of 2 will flee combat at the first opportunity.

Damage is the type or types of attacks a creature makes, and how much HP a target loses on a successful hit. The type of attack (claw, bite, sword, etc.) gives the GM range, damage type, and descriptive information. Non-lethal damage reduces HP but cannot kill a creature.

Multiple attacks are separated by a slash. "1d6 claw / 1d6 claw" means the creature makes two claw attacks each round, with each attack dealing 1d6 damage on a successful hit.

Special abilities, unusual effects, and other notes are included below the main monster statistics. In some cases, it's not stated if a special ability can be used instead of attacking or in addition to attacking. The GM should use their judgement.

NOT INCLUDED IN THIS BOOK

Monsters do not have skills listed. These rules are a framework and a set of prompts; they should not feel restrictive or exhaustive. The GM can safely assume a monster is an expert in their domain. Rolling to find out how well a Bear catches salmon or a Lich distills potions seems irrelevant. The GM should also add appropriate minor effects or thematic details. An Angel's presence evaporates illusions. A Hag can speak with toads. Dryads are disgusted by names.

TREASURE

Monsters have a treasure listed in **gp** (gold pieces). Values should be comparable to the average treasure types for old-school games, but may be biased low. For calibration purposes, a decent meal cost 1gp, new sword costs 10gp, and a good horse costs 75gp.

Effects

The most common status effects are listed below. System-specific definitions take precedence.

- **Immobilized:** Cannot move. Automatically hit.
- **Insubstantial:** Cannot affect the world or be affected by it. Can move through solid objects.
- **Paralyzed:** Cannot move or speak. Automatically hit.
- **Prone:** Can either crawl or spend an entire round standing up. Automatically hit by melee attacks.
- **Regenerates:** Heal a set amount each round, up to but not beyond the creature's maximum HP.
- **Stunned:** Can either move or attack, but cannot do both. Automatically fail all Saves to dodge.

DURATION AND DETAILS

An effect with a random duration or hidden aspects can be difficult for a GM to manage.

One option is to not tell the player. This is the fun and confusing approach, but it can be frustrating for players who feel tricked or misinformed.

GM: "You develop an itchy green rash in the shape of a skull."

Player: "Augh! I'm doomed! Retreat! Get me a doctor! A priest! A really good lawyer!"

The other option is to tell the player. This is the convenient and sensible approach. It reduces the GM's workload, but can break immersion and make some effects feel pointless.

GM: "You develop an itchy green rash in the shape of a skull. It is harmless and will fade in 1 hour."

Player: "Neat. Let's continue exploring."

Mixing both approaches is probably best. If a PC could know the approximate nature and duration of an effect, or if secretly tracking the effect would be too much trouble, the GM should tell the player. If the GM thinks interesting choices might result, they should reveal only visible information.

LEVEL DRAIN AND XP DEBT

Some monsters traditionally remove levels of experience from PCs. This powerful effect is a nightmare from a bookkeeping perspective, and is more frustrating than terrifying.

In this book, these creatures instead inflict XP debt, increasing the amount of XP needed to reach the PC's next level. Instead of draining a PC's current abilities, they drain hope and confidence.

XP debt is not insurmountable, but a PC saddled with several levels of XP debt may consider a somber retirement instead of further adventures.

FEAR

A GM is free to tell a player that their PC has died, lost a limb, become a Vampire, collapsed from fatigue, or remembered a detail about a rare herb, but telling a player that their PC is experiencing an emotional state is something most GMs avoid. Supernatural spell-like fear is permissible; regular emotional fear never occurs unless a player decides it occurs.

This approach is both odd and limiting. The GM can, with caution, suggest emotional effects.

Telling a player, after a failed Save against fear, "Your PC is afraid. What do they do?" leads to interesting results. PCs can often act like heroic automatons; fear reminds the player that their character is both mortal and imperfect.

Fear is especially useful for new players, who may not realize that running away is a viable strategic option and not an admission of failure.

A GM should, as always, listen to appropriate counter-arguments. The player knows their PC best; there might be a perfectly logical reason why they wouldn't feel fear under a given situation.

AGING

Some monsters can age a creature, representing folkloric life drain and general withering. This effect cannot instantly turn an infant into an adult (unless the GM says otherwise).

CHARM

Some effects specify that a creature treats another creature "as a good friend" for a specified duration. You'd lend a good friend money and try to avoid harming them, but you might not help them embark on a murderous rampage or remain friends after a sudden betrayal.

Random Encounters

The first two pages of every chapter are devoted to random encounter tables and other useful tools. The first random encounter table, the “Cross-Reference” table, lists ten monsters from other chapters that are thematically related to monsters in the current chapter. On the next page, the first table lists the ten monsters in the chapter, in alphabetical order. The second table lists a “Combined” encounter with two or more monsters from the current chapter, with a weighted 2d6 column on the right-hand side for added utility. The GM can read the first monster listed as the weighted result (7 being the most common, 12 the least).

If the PCs are moving cautiously, they may receive an Omen before an encounter, giving them time to hide, prepare an ambush, retreat, bluff, draw weapons, conceal weapons, or come up with a cunning plan.

Omens and encounters should not be read verbatim. They are prompts for an improvised and naturally integrated description. They should be amended, altered, or replaced on the fly.

The “Where They Find You” tables list interesting locations for an encounter or other details a GM can use to improve a scene. Encounters in a featureless plain move along one axis: closer or further. Adding extra dimensions (above or below, hidden or visible), impediments (a muddy stream, a ledge), or kinetic elements (dangling ropes, swaying platforms) can turn a simple encounter into an interesting and memorable challenge. Make the environment an active participant.

THE REACTION ROLL

A GM should choose a monster’s reaction to fit the situation. If there is no clear choice, consider rolling on the table below, or see the inside front cover.

2d6	General
2	Immediate Hostility
3-5	Cautious Aggression
6-8	Hesitation / Confusion
9-11	Retreat
12	Instant Friendship / Panic

THEORY

A game consisting entirely of randomly generated locations, plots, and monsters will feel thin and meaningless. Random generation can supplement a GM’s plans, and provide a source of surprise and wonder, but it cannot entirely replace planning.

The most boring use of a random encounter is resource depletion, ritualistically filling time between planned events. The PCs travel between a safe place and an interesting destination. The GM rolls a few dice, consults a table, introduces 1d6 Wolves. The Wolves attack immediately and fight to the death. The PCs, unless they make some truly appalling mistakes, do not risk death or even serious inconvenience. The only interesting choice is whether to use limited spells or abilities now, or save them for a later encounter. If there is no later encounter, the choice is meaningless. The game, or at least what the players consider the game, is paused for the duration.

Alternatively, the GM rolls an Ancient Red Dragon, who casually vaporizes the party and flies away without any interaction.

BETTER USES

Time vs. Stealth

Random encounters can introduce time pressure. Don’t tarry on the roads, and don’t spend too long searching this dungeon vault, or the horrible things gathering in the darkness will spring and devour you.

Moving cautiously is slower, but gives the PCs a chance to react to an encounter’s Omen. Moving quickly means fewer encounters, and more chance of both sides being surprised, but less control over what the PCs encounter and how they can react to it.

Information

Random encounters can convey details about a setting that would be instantly forgotten if presented via a GM monologue. What sort of world is this? Who lives here? What do they do?

Reframing Current Events

A random encounter can provide allies or unexpected tools to solve other problems. If the PCs encounter signs of a Medusa, they might return later to bargain for the Medusa’s aid.

Players also like to speculate. “Could that Dragon be the mastermind behind the caravan ambush?” “Possibly,” says the GM, adding a note.

Tactics

A fair fight is a fight you've already lost. Predators don't fight fair. Even if the prey knows it is being hunted, the killing blow tends to be sudden; a snapped neck, a torn throat, a smashed skull. A long combat gives an opponent a chance to act.

Large herbivores, who can afford missing a few meals and rarely need to sprint, are far more willing to throw their full weight at a comparatively fragile threat.

Most conventional creatures won't attack humans unless the creature is:

- **Very Hungry.** Humans are usually too much trouble to eat. They have sharp parts, fight in groups, and return to seek revenge.
- **Trapped or Startled.** If escape doesn't appear to be an option, even the most placid creatures may turn and fight.
- **Supremely Confident.** From ignorance, experience, or size, the creature is fairly certain it can eat that strange pink wobbly thing and get away without injury.
- **Impaired.** Anything that affects judgement: rabies, pain, alcohol, age, etc.

RIVALRY AND DISPLAY

Intraspecies fights to the death are relatively rare in nature. The risk of permanent injury and a Pyrrhic victory is too high. For most species, non-predatory combat escalates as follows:

- **Warning.** Calls, marking territory.
- **Display.** Roaring, posturing, circling. Try to convince the other side a fight will be dangerously expensive.
- **Brief combat.** A few swats, a collision, a chase and counter-chase.
- **Focused combat.** Until one side retreats.

SOCIAL CREATURES

Intelligent creatures with human-like minds can be convinced to risk death in service of a higher purpose. While an abstract cause might be enough to assemble a military force, the only two motivations which consistently matter in life-or-death situations are shame and fear; shame of failing fellow combatants or family (often the same people), and fear of what might happen if they are not protected.

Fighting is an excellent way to achieve *some* goals, but it is not a universal solution.

MISINTERPRETED SIGNALS

To a goat, a human stands in a two-legged head-smashing fight posture, ready for a brawl at any moment. Cats and owls wiggle their heads to lock onto prey; stick insects wiggle to imitate a leaf blown by the wind; humans wiggle for joy. Exposed teeth and eye contact can be signs of aggression, confusion, or submission. Intuition may lead to disastrous results.

THE GLORY OF NATURE

Visit zoos. Watch unedited wildlife videos. Touch grass. Stare at the side of a fish. Flip over rocks. Dig your fingers into the soil. Get a cheap microscope. Practice describing the texture of the world. Not the cartoon version, not the silhouette, not the narrative constructed by a documentary crew.

THE ACTION ECONOMY

A group has a significant advantage over a lone creature. Each round, the lone creature can do one thing; its opponents can do many things and can coordinate their actions. This imbalance in the action economy can lead to brief and unsatisfying combat.

Ways to manipulate the action economy include:

- **Multiple attacks.** Most powerful creatures make two or more attacks per round.
- **Overwhelming deadliness.**
- **High HP, armour, or damage reduction** to make attacks less effective.
- **Movement and positioning.** Require enemies to constantly realign and adjust their plans. Evade their attacks entirely.
- **Interrupt actions.** Some creatures can break the normal turn sequence to attack, or perform actions in response to attacks.
- **Minions.** Force enemies to split their attention.
- **Additional pressures.** A lit fuse. A ritual nearing completion. Rising water, falling ceilings, spreading flames, or imperiled hostages.
- **Conditional immunity.** Cannot be harmed in darkness, while the obelisks stand, or while the spellcaster in the background continues to cast.

GMs should feel free to tweak how some monsters interact with the action economy.

What Is A Monster?

Mythology was not written for RPG purposes. Creatures have always been created and adapted for specific reasons, but until very recently those reasons did not include, “What happens if some imaginary people in a collective story framework bolted to a random number generator encounter this monster?”

The entries in this book try to balance tradition, interest, utility at the table, and page space. Mechanically similar creatures are lumped together. Complex or contradictory tales are distilled to a clear and immediately accessible set of rules and prompts. Some monsters are gendered by tradition, but this can safely be ignored by a GM.

No bestiary can contain an “authentic” version of a creature because no such version exists. Elephants exist; anything humans have to say about elephants is a pale and distorted reflection of reality, told at a particular time for a particular reason. The version created during an RPG session is as authentic and as meaningful as any other version. Don’t be afraid to change or invert elements. You are participating in an ancient tradition.

THE SCALE OF THE WORLD

Consider making some monsters unique: a Medusa vs. *the* Medusa. This might be it; the only one, the legendary example, the creature that spawns the original tale. Or consider generating monsters in pairs; the monster the players encounter, and their unseen rival, ally, spouse, or progenitor.

Common creatures should have an influence on the local area, and be influenced by it. They should feel like part of the world. PCs and NPCs should possess practical knowledge, countermeasures and fragments of plausible legends.

NAMES HAVE POWER

When describing creatures, especially unusual or unnatural ones, consider avoiding the use of familiar names. An Ogre or a Goblin, laden with other associations, might be trite or even boring. Describe glimpses, impressions, and visceral details. One well-turned phrase can do more to plant an image in the minds of players than a folio of illustrations. Let their imagination fill in the gaps. Wonder and terror are two sides of the same coin.

TYPES OF MONSTERS

Monsters of Warning

Goblins, Lamia, and other night terrors say “Don’t go out at night, child, or you’ll be eaten.” The Minotaur, the Ghoul, and other unnatural creatures say “Don’t break these taboos.” A surprising number of monsters say “Be polite.”

Monsters of Unease

What does this culture fear? What is it ashamed to desire? What defect in the world requires correction?

Monsters of Explanation

What are those strange lights in the bog? Why are trees shredded by the wind? Why do drowned corpses look like that?

Monsters of Translation

Many classic monsters are victims of enthusiastic translation. An obscure word in one text becomes something entirely new in a later collection. Idioms mutate, figurative expressions become literal, and adjacent creatures blur together. In keeping with this tradition, the entries in the Primeval and Strange Water chapters are likely to send paleontologists howling for their pitchforks.

Monsters of Allegory

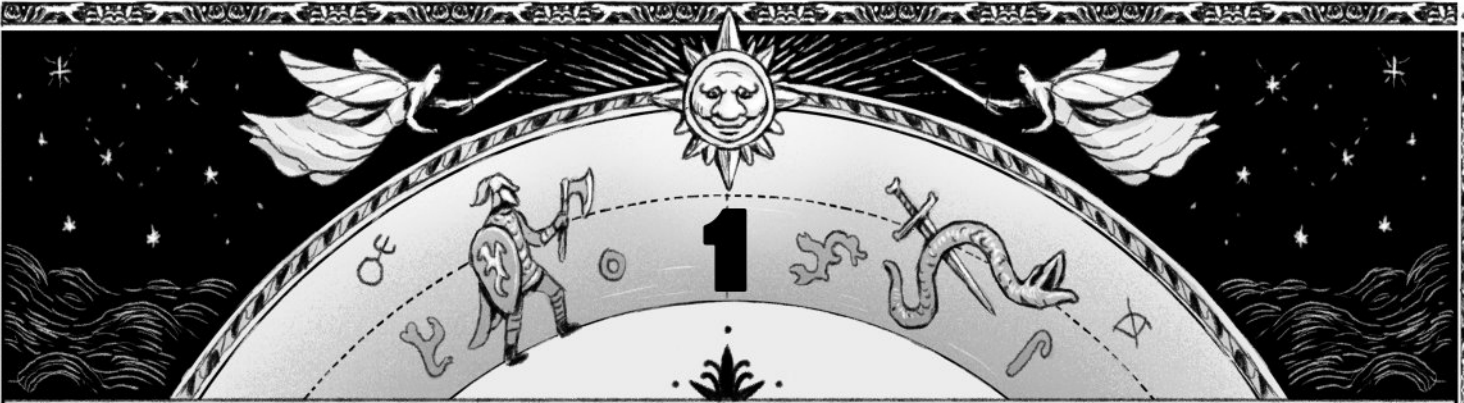
This temple is protected by a mighty guardian: the head of the wisest creature (a human), the body of the strongest creature (bull), and the wings of the swiftest creature (hawk).

Monsters of Exaggeration

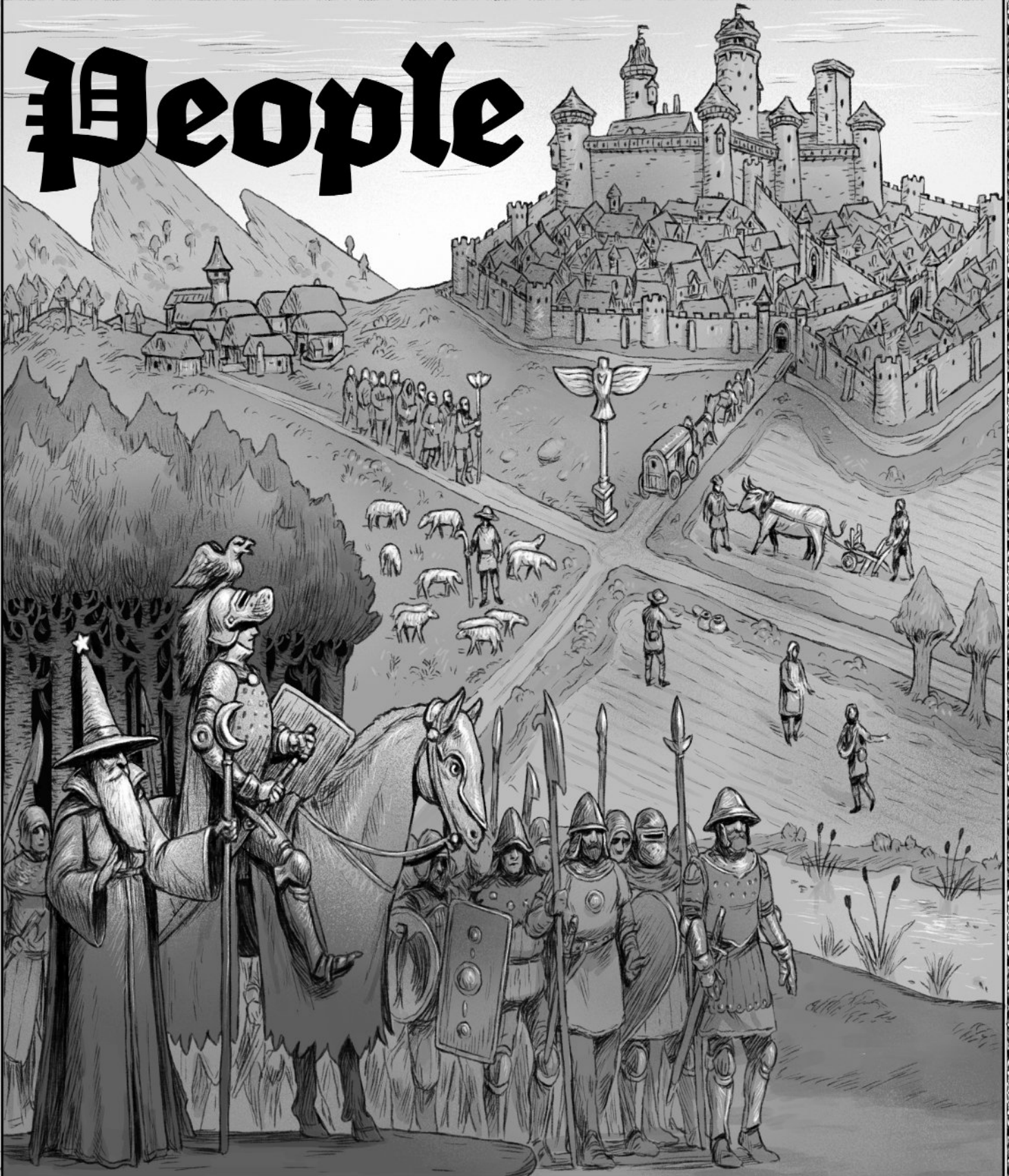
A creature so deadly its venom kills instantly. No, even its breath can kill. No, merely the sight of it kills. No, it is so deadly that the sight of it turns its victims to stone; a superlative form of death.

NUMBERS NOT REQUIRED

Creatures that cannot feasibly challenge a PC in combat or create an interesting encounter are not included in this book. In the battle of sword vs. sheep, the sheep rarely wins. Small venomous snakes, shrieking mushrooms, and toxic maggots are best treated as traps, not creatures. If stats are absolutely required, see Flightless Bird (pg. 252) for something cattle-sized and Murderous Crows (pg. 223) for a swarm of smaller creatures.



People



RPG settings should feel complex and inhabited.

The world is larger than the narrow view of the PCs; their story is just one among many. Not all encounters will be relevant, but chance meetings can alter the course of an entire campaign. The background bustles. Nothing occurs in isolation.

People can provide information about the world in a natural and subtle way. A single vivid detail can summon more imagery than pages of tedious background text read aloud by an indifferent GM to a half-listening group.

Creating completely neutral setting-less entries for this chapter proved impossible. I choose a generic medieval base, with some standard western fantasy twists and exceptions. The results should be broadly adaptable to many settings, but should not be treated as the optimal or only choice.

Out of every hundred people
those who always know better:
fifty-two.

Unsure of every step:
almost all the rest.

Ready to help,
if it doesn't take long:
forty-nine.

Always good,
because they cannot be otherwise:
four—well, maybe five.

—Wisława Szymborska, *A Word on Statistics*

1d10	Cross-Reference Omen	Cross-Reference Encounter	2d6
1	Burbling barks and yelps, clattering hooves, trumpets, shouts.	1 Questing Beast (pg. 108) pursued by 1d6 Knights (pg. 21) on horseback.	2-3
2	Mumbling, insults, lists of obscure herbs, sparks of magic.	1 Homunculus (pg. 189) listens to the incoherent orders of 1 Wizard (pg. 35). Should be taking notes.	4
3	Avian shrieks, feathers, torn ropes, cautious shouts.	1 Griffon (pg. 105) surrounded by 10×1d10 Barbarians (pg. 17), hoping to capture and tame it.	5
4	Fragments of analogies, thunderous declamations, chanted responses.	1 Visionary (pg. 154) preaches to 1d10×1d10 Pilgrims (pg. 29). PCs quietly invited to join.	6
5	Glimpses of scales and robes, incense, hissing.	1 Giant Snake (pg. 243) followed at a safe distance by 3d6 Cultists (pg. 19). Testing its divine nature.	7
6	Clanging swords, accusations, curses, fresh blood and soil.	1d6 Pirates (pg. 273) and 1d4 Adventurers (pg. 12) squabble over a freshly excavated treasure chest.	8
7	Waft of vegetable rot, singing, swirling breezes, twitching vines.	1 Harvest Avatar (pg. 221) meanders, preceded by 3d6 Peasants (pg. 30). Requests reasonable offerings.	9
8	Screams, snipped limbs, discarded baggage, crushed plants.	1 Giant Crab (pg. 271) scuttles after 3×1d10 Mercenaries (pg. 24). May rally around a confident leader.	10
9	Piping song, insincere wails of contrition, clacking teeth.	1 Grey Horse (pg. 230) berates 2d6 Townsfolk (pg. 33) for their lack of talent. Desperate for a distraction.	11
10	Ankle-deep purple fog, embers, furious whispers.	1 Jinnī (pg. 256) waits for 2d6 Merchants (pg. 27) to state their one wish. Willing to accept any shouted wish.	12

Monsters	Hit Dice
Cultist	0
Peasant	0
Barbarian	1
Mercenary	1
Pilgrim	1
Townsfolk	1
Merchant	2
Knight	3
Adventurer	4
Wizard	2, 4, or 6

1d10	Reasons for Conflict	Obscure Motives
1	Economic disparity.	Treasure division.
2	Religious antipathy.	Academic bickering.
3	Local hostility.	Legal requirement.
4	Simmering rivalry.	Death ritual.
5	Societal collapse.	Artistic disagreement.
6	Slow revenge.	Landscape upheaval.
7	Wild overconfidence.	Hasty sacred oath.
8	Drunk or addled.	Fleeing something.
9	Outside influence.	Brain parasites.
10	General confusion.	Divine command.

People

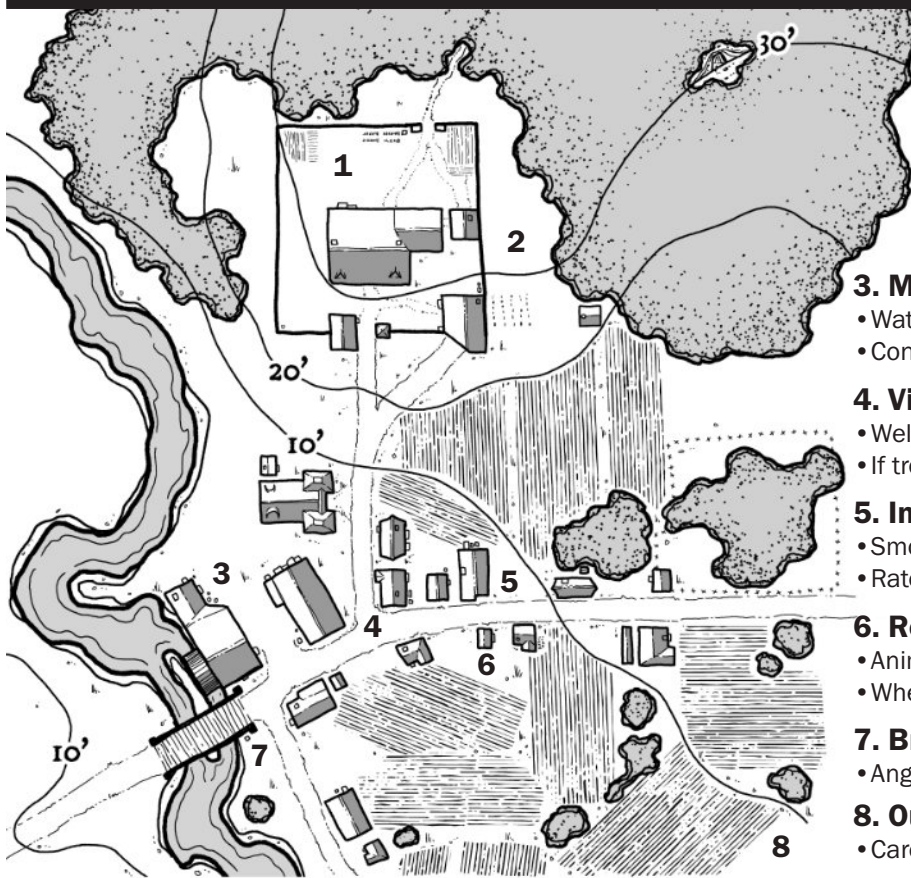
Random Encounters

1d10 Omen	Encounter
1 Bickering, singing, and clanking.	1d4 Adventurers (pg. 12) confident and proud.
2 Hooves, shouting, dust, musk.	Warband of 10×1d10 Barbarians (pg. 17).
3 Rustle of robes, glint of steel.	1 Cultist (pg. 19) cautiously monitors the PCs.
4 Clanking, whistling. A challenge.	1 Knight (pg. 21) on a quest. Probably gets in the way.
5 Marching, shouting, waving banners.	Roving band of 3×1d6 Mercenaries (pg. 24). Avaricious, volatile.
6 Crunch of cart wheels, crying wares.	1 Merchant (pg. 27), cart, and pack animals. Friendly but cautious.
7 Low musical chanting, marching.	Procession of 1d10×1d10 Pilgrims (pg. 29).
8 Shuffling, pervasive odour.	Cluster of 3d6 Peasants (pg. 30). Working, traveling, or gawking?
9 Shouting, flickering torches.	Mob of 2d6 Townfolk (pg. 33). Just curious or hostile?
10 Ozone, muttering, faint glow.	1 Wizard (pg. 35) on a mission. Already late, no patience.

1d10 Combined Omen	Combined Encounter	2d6
1 Conversation, sweat, clank and rustle, belligerent demands and apologies.	1d4 Adventurers (pg. 12) lead 3×1d6 Mercenaries (pg. 24) and 1d6 Peasant (pg. 30) hirelings.	2-3
2 Stealthy tread, muffled cries, odd clouds, croaking birds.	3d10 Cultists (pg. 19) drag 2d6 Peasants (pg. 30) to their cult lair. Their time is nigh!	4
3 Deep chanting, clank of armour, fluttering banner, glint of gold.	Procession of 1d10×1d10 zealous Pilgrims (pg. 29) lead by 1 Knight (pg. 21).	5
4 Screaming, horses, smoke from a burning town, whistling arrows.	Horde of 50×1d10 Barbarians (pg. 17) pursues 2d6 terrified Townfolk (pg. 33).	6
5 Slow and irritated speech, gathering crowd, stamping horses.	3d6 Peasants (pg. 30) try to negotiate with 3d6 Barbarians (pg. 17). A neutral party would be welcome.	7
6 Panicked shouting, torches, running, cries for help.	2d6 enraged Townfolk (pg. 33) chase 1 desperate Cultist (pg. 19). Surely the source of the town's woes.	8
7 Huge dust cloud, scouts, horses, trumpets, songs, stale beer.	Vast army of 50×1d4×1d10 Mercenaries (pg. 24) and 1d4 Wizards (pg. 35). Might have missions for travellers.	9
8 Music, high-stepping horses, imperious commands.	1d4 Knights (pg. 21) accompanied by 1d6 long-suffering squires (as Peasants , pg. 30). Bold and dangerous.	10
9 Creak of cart wheels, clang of swords, quiet conversation.	1 Merchant (pg. 27) with 1d6 assistants (as Peasants , pg. 30) and 3×1d6 guards (as Mercenaries , pg. 24).	11
10 Glow of threatening magic, crashing branches, raised voices, spitting.	1 Wizard (pg. 35) argues with 1 Barbarian (pg. 17) while 1d4 associated Adventurers (pg. 12) watch.	12

1d10 Where They Find You (Indoors)	Where They Find You (Out Of Doors)	Minor Creatures
1 House. Low ceiling, hearth, peasants.	Barnyard. Animals, mud, low fences.	Flock of sparrows.
2 Thicket. Bramble walls, dense thorns.	Grove. Maze-like bands of trees.	Old horse without a rider.
3 Gatehouse. Iron bars, thick walls.	Crossroads. Muddy fields on all sides.	Small wild dog.
4 Old tower. Moss, precarious stairs.	Hilltop. Small ruins, deceptive pits.	Sheep in a field.
5 Stables. Horses, flammable hay.	Bridge. Over a swift but narrow river.	Hare sitting very still.
6 Windmill. Wooden gears, flour dust.	Watermill. Wheels, channels, ponds.	Tethered goats.
7 Mine. Pumps, tunnels, heat.	Quarry. Dust, sharp drops, scaffolding.	Pigs in a sty.
8 Camp. Tents, fires, mud lanes.	Switchbacks. Steep shortcuts.	Cattle in a pasture.
9 Church. Glass, relics, pews.	Battlefield. Corpses, ravens, flies.	Ox in a shed.
10 Bathhouse. Steam, wood tubs, tiles.	Field. Tall grain, stone fences, cattle.	Hawk circling overhead.

Generic Village



1. Manor House

- Large farmstead, stone walls.
- Where the local authority rests.

2. Woods

- Deadfall cleared, trees pruned.
- Still a good place to hide.

3. Mill

- Waterwheel, sacks of grain.
- Constant accusations of fraud.

4. Village Square

- Well, apple tree, notice board.
- If trouble starts, gather here.

5. Inn

- Smoky fire lit day and night.
- Rates mostly non-negotiable.

6. Reeking Sty

- Animals, compost, and mud.
- Where bodies tend to turn up.

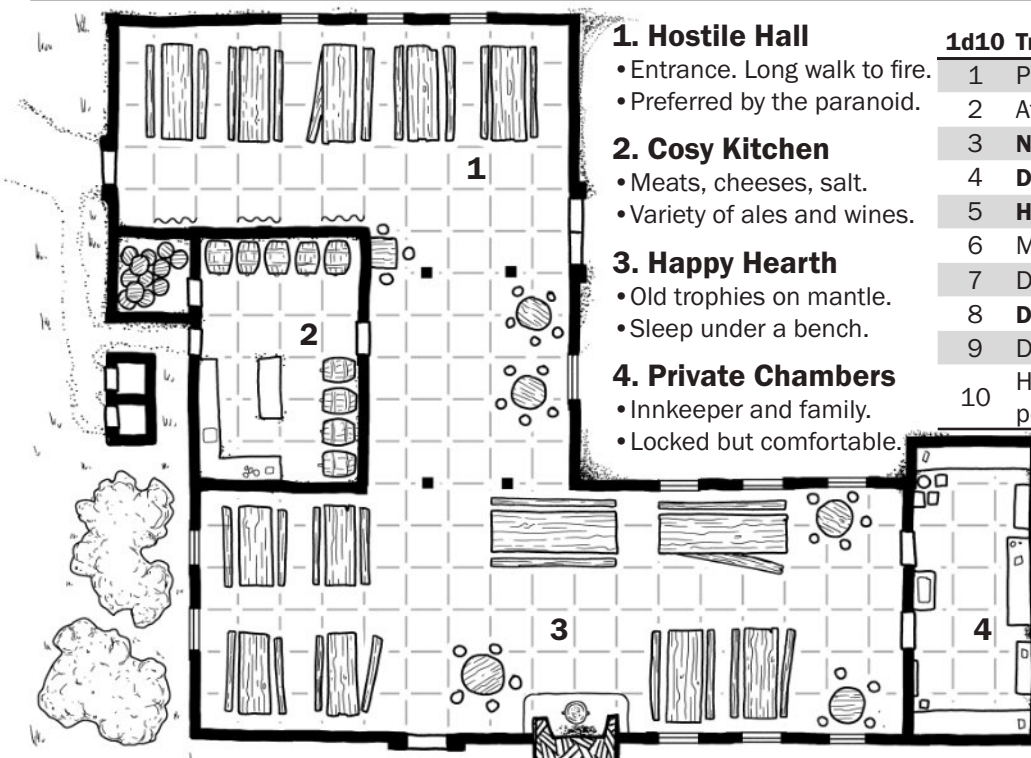
7. Bridge

- Angled deck. Disputed maintenance.

8. Outer Fields

- Carefully marked with sticks.

Generic Inn



1. Hostile Hall

- Entrance. Long walk to fire.
- Preferred by the paranoid.

2. Cosy Kitchen

- Meats, cheeses, salt.
- Variety of ales and wines.

3. Happy Hearth

- Old trophies on mantle.
- Sleep under a bench.

4. Private Chambers

- Innkeeper and family.
- Locked but comfortable.

1d10 Trouble at the Inn

- | | |
|----|--|
| 1 | Privy Ooze (pg. 57). |
| 2 | Attic Ghost (pg. 159). |
| 3 | Night Hag (pg. 164). |
| 4 | Dullahan (pg. 220). |
| 5 | Hive Insects (pg. 253). |
| 6 | Masked Fairy (pg. 241). |
| 7 | Drunk Pirates (pg. 273). |
| 8 | Doppelgangers (pg. 299). |
| 9 | Drinking contest! |
| 10 | Hallucinogenic ergot poisoning. Oh no. |

See **Peasant** (pg. 30) for additional details.

1 Adventurer

Appearing: 1d4, or parties equal to the PCs +1

HD: 4 (18 HP)

Appearance: varies widely. Often outlandish, well-armed, and swaggering.

Voice: professional and bold.

Wants: wealth and power. Roll for variations below.

Morality: pragmatic. Not above light torture.

Intelligence: at least as smart and paranoid as the PCs. Adventurers grow cunning with age.

Armour: varies. As leather, chain, plate, or plate+shield depending on wealth and role.

Move: normal.

Morale: 9

Damage: varies. 1d6+1 for lighter weapons, 1d10+2 for heavier weapons. Fighter-types can attack twice each round. Thief-types deal double damage when attacking by surprise.

Combat is risky. Adventurers prefer diplomacy, intimidation, alliances, and sudden betrayal to fair fights. A fair fight is a fight you've already lost. They will use tools and terrain to their utmost advantage, and retreat well before death looms.

Adventurers are a rare breed. Mercenaries touched by magic. Travellers from strange lands. People in it for the money. Scarred, wily, and bold, a group of Adventurers can interfere with any plan or steal an endeavour from under the noses of the PCs. For a magical Adventurer, see **Wizard** (pg. 35).

Treasure: Adventurers carry 10×1d20gp in gems, gold, trinkets, and smashed bits of artwork.

DRIVE A RIVALRY

Rival parties put time pressure on the PCs. Suddenly, someone else is trying to loot *their* dungeon or meddle with *their* plans. The key to a rivalry is repeated minor encounters. Use proxies. Retreat. Send letters. A rival party doesn't need to be villainous, just competent and inconvenient. They could even be a source of replacement PCs.

1d10	Vice	Goal
1	Moderate Greed	Wealth.
2	Distressing Greed	Wealth beyond measure.
3	Ludicrous Greed	Wealth beyond dreams.
4	Gluttony	New and delicious meals.
5	Lust	A good time.
6	Pride	A reputation.
7	Envy	Better items and gear.
8	Wrath	Bloodshed.
9	Sloth	Drugs and retirement.
10	Hatred	Extermination.



1d10 Why Are These Adventurers Here?

- 1 Found a map.
- 2 Contracted by a mysterious patron.
- 3 Hired to help the PCs.
- 4 On a separate but related mission.
- 5 Hired to thwart or capture the PCs.
- 6 Seeking a rare item or treasure.
- 7 Rob the PCs of most of their wealth.
- 8 Mistaken rivalry due to a misunderstanding.
- 9 Revenge on the PCs for a past wrong.
- 10 Utterly lost.

1d12 Type Subtype

- | 1d12 | Type | Subtype |
|------|-----------|--------------------------------|
| 1 | Human | Regular, Artificial, Beastborn |
| 2 | Elf | High, Dark, Sea, Wood |
| 3 | Dwarf | Hill, Deep, Mountain |
| 4 | Halfling | Brawling, Pastoral, Urban |
| 5 | Half- | Half-Elf, Half-Orc |
| 6 | Gnome | Bog, Highland, Forest, Rock |
| 7 | Dragonkin | Dragonborn, Kobold |
| 8 | Devilkin | Abyssal, Faustian, Infernal |
| 9 | Giantkin | Firbolg, Goliath |
| 10 | Birdkin | Hawkfolk, Ravenfolk |
| 11 | Elemental | Air, Fire, Stone, Water |
| 12 | Angelkin | Celestial, Incarnated |

1d100 Adventurers

1d100	Name	Notable Features	Skill / Profession	Speciality Tool
1	Marguilia Humblebee	Tortoiseshell armour.	Pickpocket	Rascally urchin hirelings.
2	Golgil Coldwood	Utterly filthy, inside and out.	Butcher	Belt of rare spices.
3	Elyn Drake	Knobbed thick leather gloves.	Anatomist	Potions of dragonfire.
4	Smith M. Ledgermain	Striped fur-lined cloak.	Mountaineer	Silver hammer-pike.
5	Lara Sorrowstar	Lightdrinking black hair.	Thief	Collapsible 20' ladder.
6	Baldrick Meridel	One tooth. Warts.	Servant	Poisoned daggers.
7	Marcus Dailsnaker	Glowing teardrop tattoos.	Hunter	Three-pronged spear.
8	Violet Imbroglio	Festooned with scrolls.	Archivist	Translation stone.
9	Patrick Smethurst	Bloodstained white apron.	Surgeon	Bonesaw and poison.
10	Lorraine Garrigan	Sniffles constantly. Allergic.	Gemcutting	Parachute cloak.
11	Sol Fang	Leathery, rude, bitter.	Dungeon Guide	Vampire-tooth daggers.
12	Angibal Stranglebelly	Murder-scene tattoos.	Beast-Catcher	Paralyzing bolas.
13	Friar Norden	Polished bald head.	Religion	Glowing holy icon.
14	Elizabeth Greenslade	Exiled noble. Dignified.	Caver	Leather climbing harness.
15	Maloch Willow	Pointed hat, shoes, nails.	Curse-Breaker	Six-speed broomstick.
16	Dungo Ironhammer	Conical red plate armour.	Brawler	Concussion hammer.
17	Alexander Inderbail	Enormous ivory false teeth.	Spy	Sleep-dart blowgun.
18	Crokto	Slightly scaly.	Alchemist	Surprising bite attack.
19	Jacob Tallerand	Lovely emerald green eyes.	Gossip	Terrified hirelings.
20	Koren Prin	Heap of furs and buckles.	Tracker	Executioner's axe.
21	Perry Bardwood	Curly blonde hair.	Diplomat	Temporary gold potions.
22	Corvish Talls	Unwrinkled, charming face.	Charlatan	Pouch of false diamonds.
23	Mira the Bastard	Scarred, blistered, grinning.	Sudden Violence	Far too many knives.
24	Arch Thunderfoot	Gold-capped fangs.	Berserker	Double-bladed axe.
25	Tana Hornsdelt	Enormous bulging backpack.	Trapper	Thrown beartraps on chains.
26	Cadeth Crake	Throat-chain tattoo.	Convict	Incredibly strong hands.
27	Tim Eonwalker	Levitates mysteriously.	Prophet	Crystal magic-eating orb.
28	Bellina Greymantle	Embroidered eyepatch.	Miner	Unbreakable pickaxe.
29	Allair Blackstone	Lavender headscarf.	Bandit	Deadly accurate shortbow.
30	Honorio Corgin	Dark cloak, red eyes.	Cultist	Hungry sacrificial dagger.
31	Jack Orthrook	Perfectly coiffed hair.	Carpenter	Gnarled ironbark club.
32	Maugan Duskwater	Broad-brimmed grey hat.	Assassin	Targeted poisons.
33	Targen Solomon	Runic charms on sleeves.	Magehunter	Enchanted paper umbrella.
34	Varkar	Solid gold mask.	Ore Assessor	Acid spraytube.
35	Janet Elton	Grisly facial burn scar.	Bounty Hunter	Enchanted flying manacles.
36	Mikulus	Bright blue scarf. Shivers.	Running Away	Double-jump boots.
37	Laira Averstom	Bloody handprint on helm.	Soldier	Two-handed axe.
38	Belastor Lordan	Pearl plate armour.	Justice	Glowing divine lance.
39	Sormon the Bloak	Imperious glare. An antique.	Blackmailer	Soul-seeing spyglass.
40	Kare Blackthar	Makeup and beauty mark.	Gambler	Invisible daggers.
41	Morgus Lightbarrel	Prismatic silk headgear.	Diplomat	Hidden miniature crossbow.
42	Lukian Dundread	Warrants sealed with wax.	Enforcer	Monstrous clawed hammer.
43	Jandor Silverbounge	Dried lizards as boots.	Cutpurse	Spiderclimb gloves.
44	Arla the Solett	Peaked black cap.	Methodical Plots	Flammable oil flasks.
45	Jim Garrett	Mossy cloak. Green hair.	Botanist	Feeble plant-servants.
46	Titus Marical	Leather apron full of tools.	Siege Engineer	Custom recurve crossbow.
47	Dimble Mist	Ruby-tipped teeth.	Linguist	Permanent illusion copies.
48	Velakius	Twitches and grimaces.	Historian	Sharpened shovel.
49	Casia Brandilvar	Brawny, slow-moving.	Prison Breaker	Boomerang crowbar.
50	Lyssandra Dridget II	Elaborate feathered hat.	Forger	Binding contracts.

1d100	Name	Notable Features	Skill / Profession	Specialty Tool
51	Peren Axebutler	One shaking arm. Stutters.	Translator	Complicated crossbow.
52	Tylarth	Clanking silver plate.	Headhunter	Soulcutting scythe.
53	Exima Wisters	Cautious. Sheds dust.	Dungeon Diplomat	Trained pheromone moths.
54	Argus Dawnstar	Lit by inner fire. Frantic.	Visionary	Divinely convincing words.
55	Burt McHittletopple	Helmet down to shoulders.	Mason	Razor-sharp prybar.
56	Korana	Oyster-shell shield.	Diver	Sentient speaking sword.
57	Ren Cullowsong	Three-tiered pointed hat.	Entertainer	Coloured fire powder.
58	Alcone Darkwell	Ruddy face, smashed nose.	Spy	Polymorph potions.
59	Jed Bones Helder	Butterfly wings in hat.	Wilderness Survival	Lifedrinking longsword.
60	Allisandra	Tower of red hair.	Banker	Well paid mercenary goons.
61	Cyrus Myx	Habitual gold toothpick.	Extortion	Spits acid globs.
62	Darra Hausmane	Green glass armour.	Dancer	Invisible burning sword.
63	Jorgen Fireforge	Skimpy clothing, blue eyes.	Snake Charmer	Thrown venomous snakes.
64	Thran Tailor	High, strained laughter.	Kidnapper	Canvas bag of sleep.
65	Mercurial Mercust	Takes notes on a slate.	Architect	Skullcracking plumb bob.
66	Zeiro Hightower	Deeply wrinkled face.	Pathfinder	Lantern on a pole.
67	Hiantu Opam	Blue and red heraldry.	Quest Recorder	Wavy steel longsword.
68	Vincent Tam	Pristine white robe, beard.	Unarmed Fighter	Implanted brass knuckles.
69	Rahl-Merder	Strong smell of liquorice.	Surgeon	Soporific and deadly herbs.
70	Zatharis Alderstreak	Flickering lantern-helmet.	Scholar	Paired immobile rods.
71	Moose Gregorian	Recently broken nose.	Debt Collector	Ferocious trained dogs.
72	Lendigol	Blue cloak. Fears sunlight.	Lockpicking	Smoke powder.
73	Constantine Balting	Luminous purple warts.	Potion Tester	Thrown acid potions.
74	Grog Ur	Thick greased chain armour.	Blacksmith	Everburning brand.
75	Captain Zun Ravensall	Peg leg carved from bone.	Sailor	Octoparrot advisor.
76	Alain Hawk	Albino crocodile coat.	Tanner	Strangling wire.
77	Rolandria Fathermash	Reeks of wet horse. Glowers.	Raider	Pair of rusty swords.
78	Huge Alvermus	Shirtless, broad, and smooth.	Actor	Eerie darklight lantern.
79	Lano Salazar	Hairless, toothless, dribbly.	Archer	Enormous longbow.
80	Dax Crumple	Wandering eyes. Cheerful.	Musician	Concealed dagger-lute.
81	Arthis the Vain	Prematurely aged.	Exorcist	Dented banishment bell.
82	Revelia Embermause	Spring-loaded stilts.	Trapfinder	Tool-tipped tapping stick.
83	Prince Vall	Exceedingly handsome.	Courtesan	Hypnotic silver handmirror.
84	Kasma	Claw-mark facial scars.	Bird Tamer	Pair of hunting hawks.
85	Valen Oakot	Singed face, grey teeth.	Demolitionist	Thrown explosive potions.
86	Fenn Guy	Small eyes, leather cap.	Wild Improvisation	Forked silver daggers.
87	Aliphen Forlorn	Stained silk ruff.	Duellist	Razor-sharp rapier.
88	Tuppy Fairest Avari	Orbiting eye-stones.	Cartographer	Minor teleport boots.
89	Walsworth	Scorched livery. Dead eyes.	Servant	Poisoned wine.
90	Annie Mountain	Spiked leather armour.	Pit Fighter	Dual spiked chain whips.
91	Rorian Diego	Trumpet slung over shoulder.	Guard	Endless throwing axes.
92	Emeric Bartwright	Blackened soup-pot helmet.	Chef	Cleaver and ladle.
93	Ubagar the Prawn	Chattering teeth. Excitable.	Smuggler	Invisibility potions.
94	Prolch	Oiled muscles. Silver belt.	Wrestler	Surprise daggers.
95	Walker Frothstap	Screaming and gurgling.	Lunatic	Twin smouldering flails.
96	Alentine Everwater	Peacock eyelashes.	Singer	Teleporting hammer.
97	Galon Laredo	Broad brown hat with corks.	Beast Herder	Prehensile whip.
98	Namis von Monthrid	Smug grin, powdered wig.	Tourist	Masked obedient hirelings.
99	Malena Cortel	Oiled mask and greaves.	Dungeon Tracker	Life-detector stone.
100	Gorgen Tooth	Lone diamond-tipped tusk.	Mugger	Memory-wiping club.

1d20 Elf Names

1	Lidnar	Feather	dew
2	Ellios	Raven	strider
3	Wayann	Winter	bloom
4	Isandar	Black	wood
5	Doram	Blood	thorn
6	Mimish	Bright	water
7	Omic	Night	shade
8	Vaeleth	Storm	song
9	Syssan	Willow	star
10	Rillian	Dusk	born
11	Telara	Moon	stag
12	Eandril	Gem	wing
13	Silsa	Silver	flower
14	Marion	Sorrow	weaver
15	Larrus	Dawn	stream
16	Bellan	Morning	blade
17	Penlob	Summer	petal
18	Ellian	Dark	wind
19	Cayewynn	Shadow	watcher
20	Erendal	Ever	brook

1d12 Unusual Names

1	Bzort
2	Skr'th
3	Heeeeths
4	Pfilblit
5	Zuk
6	Tsulewynsis
7	Shaelaer
8	G'ting
9	Oo-oot
10	Dhersh
11	Ovclclof
12	Skhrikt

GENERIC NAMES

- Angelkin: see **Angel** (pg. 141).
- Devilkin: see **Devil** (pg. 151).
- Dragonkin: see **Dracospawn** (pg. 71).
- Giantkin: see **Giant** (pg. 263).
- Orc: see **Orc** (pg. 59).
- Additional Humans: see **Pirate** (pg. 274).
- By Syllable: see **1d100 Domains** (pg. 147).
- Silly Names: See **Goblin** (pg. 44).

1d20 Dwarf Names

1	Urist	Red	delve
2	Cerol	Brawn	beard
3	Alberich	Bright	axe
4	Mardan	Iron	wall
5	Olda	Gem	worth
6	Audhild	Trim	holm
7	Magnar	Black	heart
8	Trockmar	Hammer	stone
9	Sormo	Stark	brand
10	Kalazar	Thunder	forge
11	Gimlith	Storm	fell
12	Bradewynn	Frost	kiln
13	Trobate	Chain	breaker
14	Bargus	Gold	bane
15	Moldath	Stern	shield
16	Kalnar	Silver	hand
17	Bron	Fire	ward
18	Fingmir	Hard	fist
19	Dornval	Dark	tongue
20	Barna	Oaken	foot

1d12 Landform Suffixes

1	Grove
2	Flats
3	Pond
4	Field
5	Valley
6	Bay
7	Hill
8	Mountain
9	Marsh
10	Ford
11	Spring
12	Pass

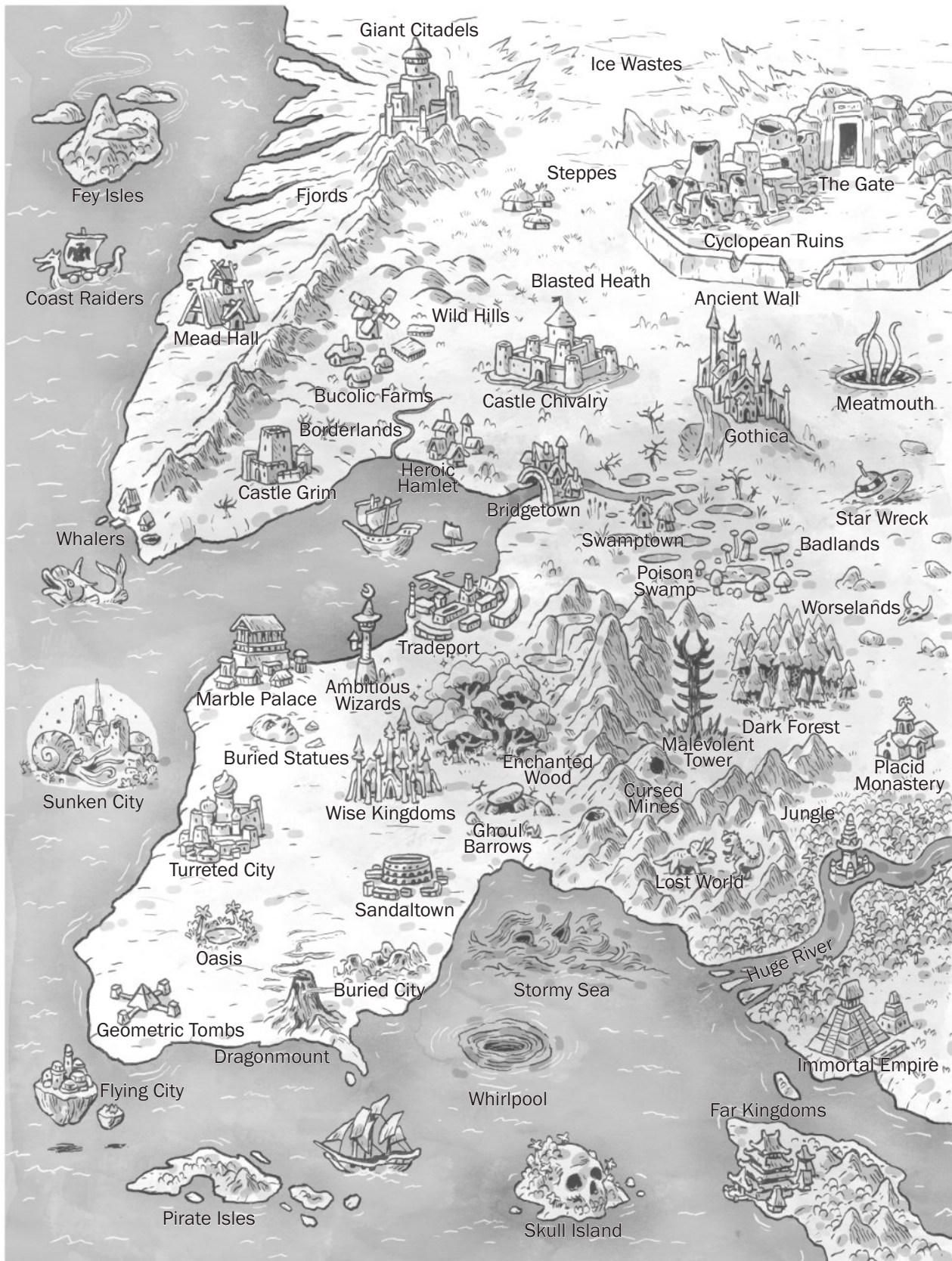
1d20 Halfling / Gnome Names

1	Eliza	Cander	step
2	Dunkle	Wart	caller
3	Varnia	Blun	bottom
4	Charl	Good	sting
5	Alyttia	Tea	hill
6	Wallyfer	Fizz	gage
7	Emilio	Brown	bell
8	Pharnand	Mint	scowl
9	Basil	Dung	bee
10	Lotharia	Thump	foot
11	Perry	Spring	tinker
12	Mardryan	Tall	bough
13	Tuberius	Cherry	nock
14	Chail	Filch	duck
15	Shreeble	High	song
16	Knut	Mander	brew
17	Mickity	Under	wattle
18	Gwadder	Stout	belly
19	Rodspagger	Bramble	stick
20	Dess	Ander	buckle

1d20 Regions**Settlements**

1	Vest	fell	Isen	gos
2	Mer	sil	Gam	stadt
3	Jor	dale	Snem	dor
4	Zung	rind	Crem	helm
5	Bor	ran	Alor	view
6	Styr	field	Lird	ceter
7	Van	ask	Selu	stead
8	Roch	donia	Chal	hurst
9	Avor	ban	Froth	grad
10	Lord	alia	Eva	dorf
11	Tawn	stkal	Adri	karta
12	Sten	march	Tan	hampton
13	Rod	mos	Keth	port
14	Whil	ade	Hale	ton
15	Are	lough	Gund	spire
16	Or	ania	Zil	thorp
17	Hab	set	Birg	tem
18	Vork	ern	Kob	los
19	Parm	xus	Rau	wich
20	Tith	wryn	Eng	rin

Generic World Map



Also see **Generic Cosmology** (pg. 142).

2

Barbarian

Appearing: 1 troublemaker, warbands of 10×1d10, or hordes of 50×1d20

HD: 1 (6 HP)

Appearance: a lightly armoured warrior.

Voice: heavily accented or incomprehensible. Often very direct, occasionally poetic.

Wants: to have a good time. Make some money, sing some songs, and fight people who need fighting.

Morality: pragmatic. Honourable when convenient.

Intelligence: practical. Expertise with horses, wilderness travel, trading, and field medicine.

Armour: as chain.

Move: normal. Often on horseback.

Morale: 10

Damage: 1d6+1 sword, axe, or flail or bow, throwing axe, or javelin (1d6 damage, 50' range).

Once per day, a Barbarian may perform a Feat of Strength. See the table below.

Like most people, Barbarians will fight when necessary or entertaining, retreat when advisable, and loot whenever possible.

Barbarians are just people who aren't from around here. Barbarians often have less complex technology and industries, but are otherwise subject to the same whims, goals, and restrictions as everyone else. Everyone is a Barbarian to someone.

Treasure: Barbarians carry 1d20gp in strange coins, ivory carvings, precious stones, or silver ingots.

1d10 Feats of Strength

- | | |
|----|--|
| 1 | Instantly leap 20' in any direction, then make an attack against one target. |
| 2 | Headbutt. Deal 1d4+1 damage to a target. Target must Save or be stunned for 1 round. |
| 3 | One shield or piece of armour on a target is destroyed. Magic items get a Save. |
| 4 | Heal fully and stand up from prone. Works even if dead, provided head is still attached. |
| 5 | Target must Save or drop one weapon or item they are holding. It lands 10' away. |
| 6 | Hurl a weapon, object, or severed limb up to 100'. Does 1d6+1 damage on a hit. |
| 7 | Tear someone's arms off. Make 2 attacks. If both hit, target takes 3d6+3 damage. Scream so loud that hirelings, animals, and timid people within 50' must Save against fear or flee. |
| 8 | Next attack deals 1d8+2 damage. Even on a miss, target must Save or be knocked prone. |
| 9 | Break something. Burst bonds, split chains, topple pillars, or annihilate doors. |
| 10 | |



1d10 Barbarian Nations Just Over The Horizon

- | | |
|----|---|
| 1 | Cotelans. Cattle-thieves, spice traders. |
| 2 | Elrig. Sea-raiders, explorers, sky-seers. |
| 3 | Wolsci. Fight at night. Disciplined. |
| 4 | Monreth. Slavetakers, traders, reavers. |
| 5 | Skelfing. Icewalkers and herders. Skittish. |
| 6 | Vicalur. Necrocultists, mercenaries, farmers. |
| 7 | Huscon. Family-force of mounted warriors. |
| 8 | Calobar. Dream-readers. Dour, fatalistic. |
| 9 | Arberi. Cannot reveal faces. Stealthy. |
| 10 | Ghur-Dreki. Servitors of a distant dragon. |

1d10 These Barbarians Want...

- | | |
|----|--|
| 1 | Gold, silver, gems, and other shiny objects. Your money or your life. |
| 2 | Scholars, literature, and artisans for their distant capital. Willing to pay for information. |
| 3 | Strong drink. Herbal distillations preferred. Beer, mead, or wine tolerated. |
| 4 | Companions of negotiable virtue. Willing to negotiate and bathe (if necessary). |
| 5 | A new homeland. You're not using this farmland, are you? Great. Set up the tents. |
| 6 | Rare beasts. For prestige, for a menagerie, for tribute, for sacrifice, for a meal. |
| 7 | Directions. They were hired for a war but accidentally killed their guide while partying. |
| 8 | Information. How are your cities defended? Who rules here? How many soldiers? |
| 9 | A good and honourable fight. To first blood, to the death, to total annihilation. |
| 10 | Allies for a conflict in their homeland. Paid in gold, status, and all the horses you can eat. |

1d100 Barbarians

1d100	Name	Distinction
1	Macliaw	Chews bitter green herbs.
2	Odrium	Speaks most languages.
3	Yaahlee Krin	Covered in scraps of fur.
4	Badolar	Bloodshot green eyes.
5	Ugapar	Fearless. Immune to pain.
6	Dragh	Angrily prays aloud.
7	Farvald Eelhide	Travels with ancient father.
8	Rothaid	Bedecked with stolen silk.
9	Erban	Rides a bad-tempered bird.
10	Ganbold	Wields two steel swords.
11	Ivar	Broken nose, missing ear.
12	Thrathavur	Given to idle talk and lies.
13	Batbayar	Blind in one eye. Elderly.
14	Hathus	Legendary poet.
15	Scapthar	Despises all priests.
16	Erik Evanson	Eyeliner and sharp teeth.
17	Ardobart	Cursed to die by fire.
18	Sverre Branson	Hates absolutely everyone.
19	Witteric	Wields throwing axes.
20	Hildefons	Scrupulously honourable.
21	Eric Dawnsplitter	Covered in sacred lice.
22	Nikora	Sadistic and inventive.
23	Hillalum	Pockmarked with scars.
24	Athanagild	Once ate a whole bear.
25	Jornkaur	Astonishingly beautiful.
26	Gelamir	Exiled noble. Bitter.
27	Blok	Throws large stones.
28	Durache	Insufferably proud.
29	Chindasuinth	Doesn't need to sleep.
30	Balathu	One black crooked tooth.
31	Ganbaatar	Wears a broad fur hat.
32	Tunbeard	Always ice cold.
33	Gento Gento	Only laughs and smiles.
34	Orn Breakhead	Wields a spiked hammer.
35	Osgar	Pretends to be gullible.
36	Wiremu Olagson	Debauched and fleshy.
37	Faramund	Huge. Related to giants.
38	Braulio	Frostbitten and weathered.
39	Harjach	Wields a feathered spear.
40	Dorna	Forked tongue, snake eyes.
41	Hranweir	Bright blue dye lines.
42	Ottelmar	Wears only hair.
43	Euric	Collects rings and trinkets.
44	Slagnar Urn	Bleak sense of humour.
45	Uktannu	Ritually lost two fingers.
46	Harthor	Corpulent but very strong.
47	Redobart	Never bathes. Smells awful.
48	Gar-Sater	Fights naked. Terrifying.
49	Sunno	Arrogant, vain, and chaste.
50	Theudebald	Makes friends easily. Kind.

1d100	Name	Distinction
51	Glismoda	Mute. Expressive gestures.
52	Papianilla	On a suicidal death-quest.
53	Amalasuntha	Scorched. Immune to fire.
54	Ingoberg	Fidgets and sways. Rude.
55	Bolormaa	Gleefully gouges out eyes.
56	Chroma	Wields bronze javelins.
57	Rothaid	Elaborate gold headband.
58	Keltmorr	Fleeing divine judgement.
59	Lewen	Indulges in cannibalism.
60	Vuldetrada	Completely shaved.
61	Ria Legbreaker	Wields a brutal stone club.
62	Guntheuc	Spits after every sentence.
63	Audorec	Carries a huge wooden idol.
64	Inkola	Collects unusual teeth.
65	Enkhjargal	Patient diplomat.
66	Leuba	One withered arm.
67	Ideria	Speaks with beasts.
68	Merofled	Throws smoky firebombs.
69	Craayke	Loathes all wizards.
70	Chlotsuintha	Deeply pious. Polite.
71	Luchri	Engraved bronze shield.
72	Giso	Has never lost a fight.
73	Anikena	Preternatural wrestler.
74	Delia	Loves to set things on fire.
75	Astrid	Collects skulls.
76	Elinbar	Spits vindictive curses.
77	Modwenn	Deviant taste in partners.
78	Gaeserica	Golden braided hair.
79	Shursun	Six-horned iron helmet.
80	Maia	Travels with grimy child.
81	Almafrida	Rides a giant lizard.
82	Ionia	Literate and well educated.
83	Wilgefortis	Carries poisonous herbs.
84	Theudechild	Painfully honest.
85	Gemekaa	Travels with a mad priest.
86	Amalaberg	Loves drinking contests.
87	Elkrin	Hand replaced with dagger.
88	Sunilda	Wields a rope lasso.
89	Gez Willothea	Delights in assassination.
90	Jenhanna	Climbs with ease.
91	Alittum	Grey cloth mask.
92	Sidonia	Hunts with a trained owl.
93	Valia One-Eye	Legendary spirit-seer.
94	Ingitrude	Hawk-like eyesight.
95	Chlodovaldia	Maze of thin facial scars.
96	Nidintu	Washes hair in blood.
97	Yasera	Feverish and ill. Desperate.
98	Beppolena	Speaks to ghosts.
99	Sicharia	Kidnapper and ransomier.
100	Marcatrude	Blessed. Immune to iron.

3

Cultist

Appearing: 1 assassin or prophet, cults of 3d10
HD: 0 (2 HP)

Appearance: robed dagger-wielding fanatic.

Voice: syrupy compliments, chanting, screaming, or blasphemous oaths and dire predictions.

Wants: to fulfill their Dark Purpose.

Morality: good and evil are quaint and archaic.

Intelligence: strange insights, filtered by madness.

Armour: none.

Move: normal.

Morale: 11

Damage: 1d6 dagger.

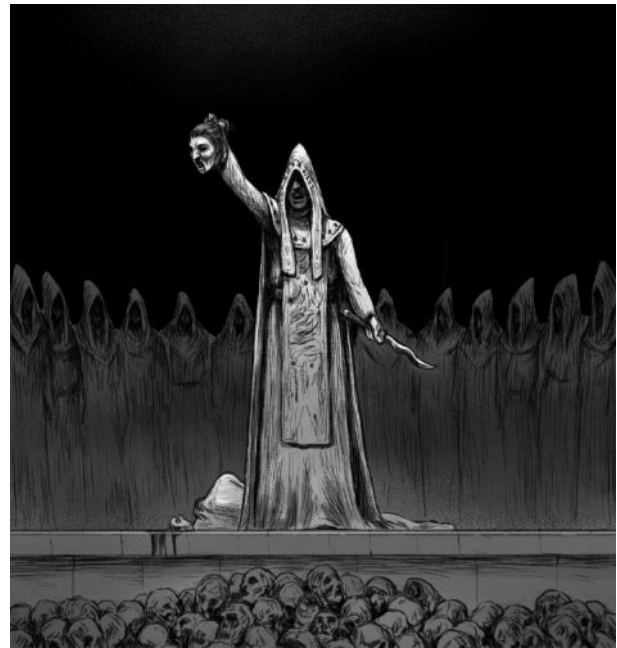
Once per day, a Cultist can call down a Blight. See the adjacent table. In a stressful situation, Blights have a 50% chance to work.

If 10 or more Cultists are present, they can collectively enact a Ritual. See the table on pg. 20. Rituals take 6 hours and are usually 5 rounds from completion when the PCs enter the room. Cults may use a variety of Blights and Rituals.

Cultists fight fanatically if threatened, but may try to convert, trick, or hire interlopers.

Treasure: Cultists carry 1d4gp in loose change.

Leaders may carry obscene icons worth 30gp. Lair may contain 200×1d10gp in gold candlesticks, fine tapestries, rare books, pearls, and wine.



1d10 Blights

- | | |
|----|--|
| 1 | Inflict blindness for 1d6 minutes. Target is tormented by swirling visions. |
| 2 | Tentacle spurt. One target, 1d6 damage, 30' range. Drags or pushes target 10'. |
| 3 | Plants wither and die in a 100' radius. Magical plants take 2d6 damage instead. |
| 4 | One non-intelligent animal must Save or die. Corpses rot into putrescence immediately. |
| 5 | Enraged ghosts. Unprepared victims must Save against Fear or flee. |
| 6 | Hellfire Whip. 50' line, 2d6 fire damage, Save to dodge. |
| 7 | Beastblood. Cultist takes no damage and inflicts +1 damage for 1d4 rounds. |
| 8 | Target is severely weakened for 1d6 minutes. All attacks deal -5 damage. |
| 9 | Agony. Target take 1 damage per round for 5 rounds and must Save each round to move. |
| 10 | Enfolded. Target vanishes for 1d6 minutes, returns baffled, cold, and terrified. |

1d10	Cult Methodology	Lair
1	Religious domination.	Bland, normal church.
2	Kidnapping.	Abandoned keep.
3	Mind control.	Sacred grove.
4	Fear and extortion.	Decrepit mansion.
5	Bribery and lies.	Sewer temple.
6	Pruned lineage.	Blasted tower.
7	Honeyed promises.	Perfectly ordinary inn.
8	Political infiltration.	Converted tomb.
9	Exclusivity, curiosity.	Ancient amphitheater.
10	Secret rebellion.	Hidden cellar.

1d10	Cult Names	Dark Purpose	Robes	Secret Mark Or Sign
1	The Enlightened	Acquisition of immortality and power.	Red with silver trim.	Triangular eye amulet.
2	Last Circle	Reversion to primitive forms.	Crudely stitched furs.	Claw-mark chest scar.
3	Conventicle of Iron	Blood, destruction, and pain.	Old spiked leather.	Blinded in one eye.
4	The First Archive	Collection of all knowledge.	Black with white lines.	Missing finger.
5	Springseers	Maintain the ancient rites.	Leaves and bark.	Branded tongue.
6	Ur-Purity League	The melding of all flesh.	Black silk, gold masks.	Purple ankle tattoo.
7	Society of Truth	Decadence, freedom, and strength.	Blue with yellow dots.	Topaz signet ring.
8	Devotees of Night	Bring about the Final Sunset.	Spirals within spirals.	Defaced book.
9	The Sky Watchers	Transcend weak mortal forms.	Woven copper discs.	Dyed lock of hair.
10	Eternal Whispers	Manipulation of political events.	Grey rags.	Whistled tune.

1d10 Rituals	Requirements	Trappings
1 Summon an obedient avatar of their god.	Animal sacrifice. 1d6 victims.	Stone altar, sharp knives.
2 Summon a disobedient avatar of their god.	Human sacrifice. 1d4 victims.	Iron braziers, white flames.
3 Fully heal and restore all participants.	Rare herbs, green smoke.	Boiling cauldron.
4 Enhance the powers of one participant.	Lightning, rain, and blood.	Huge heartbeat drums.
5 Wither crops and trees in a 30 mile radius.	Dancing, special incense.	Dribbly candles, fog.
6 Enhance fertility in a 30 mile radius.	A full moon, a high place.	Carved stone pillars.
7 Blight the futures of 1d6 people.	Hair, coal, and seaweed.	Wailing unnatural chants.
8 Open a fragile gate between worlds.	Diamonds, ice, and mirrors.	Flayed skin banners.
9 Learn terrifying oracular truths.	Mercury and corpse-gristle.	Dried toads and bats.
10 Learn comforting oracular falsehoods.	Crystals, bone, and ash.	Elaborate bone mosaic.

1d10 Gods / Things To Summon
1 Mz'telb Zombie Dragon (pg. 81)
2 Bal'uluk Eye Tyrant (pg. 183)
3 Nihdrubeth Angel (pg. 139)
4 Xixquzax Beast of Creation (pg. 143)
5 Ek'sulath Devil (pg. 149)
6 Kergorbal Harvest Avatar (pg. 221)
7 Spijaain Nightmare Beast (pg. 165)
8 Pax-Pentar Kraken (pg. 271)
9 Urulthu Hydra (pg. 106)
10 Garnsolex Perfect Predator (pg. 305)

1d10 Things Cultists Shout While Attacking
1 Your doom was foretold!
2 Fools, can you not see what we are doing?
3 Your souls will fuel our ascension!
4 Let blood flow! Let flesh be torn!
5 We are being tested, but we will not fail!
6 Zoz! Zoz! Wosketh-N'treguran! Zoz!
7 You are too late! Our triumph is complete!
8 Even death cannot stop us!
9 Spare none! All will perish!
10 Die, ye of little faith!

1d6 Minor Artifacts Of Sinister Power	Fabled Powers Of Their Exalted Leader
1 Founder's Portrait. Glares at least loyal cultist.	Eats fire with a knife and fork. Drinks oil of vitriol.
2 Harvest Sickles. Cuts deep but draws no blood.	Can heal any wound with a few arcane gestures.
3 Thief-Book. Writes out the secrets of one reader.	Scooped out their own brain, replaced it with diamonds.
4 Gloaming Cloak. Imperfect cloudy invisibility.	Visited all afterlives to Prepare The Way.
5 Ur-Chalice. Turns wine to poison, poison to wine.	Converses with birds, snakes, and spiders.
6 Assaying Crown. Burns all save for true royalty.	Ages from a child to a corpse over the course of a day.

Generic Cult Lair

5. Blasphemous Altar

- The Exalted Leader.
- 10 cultists, praying.
- 1d6 victims.

4. Vile Vestry

- 1 Cultist, preparing.
- Locked coffers.
- Sacred texts.

3. Menacing Nave

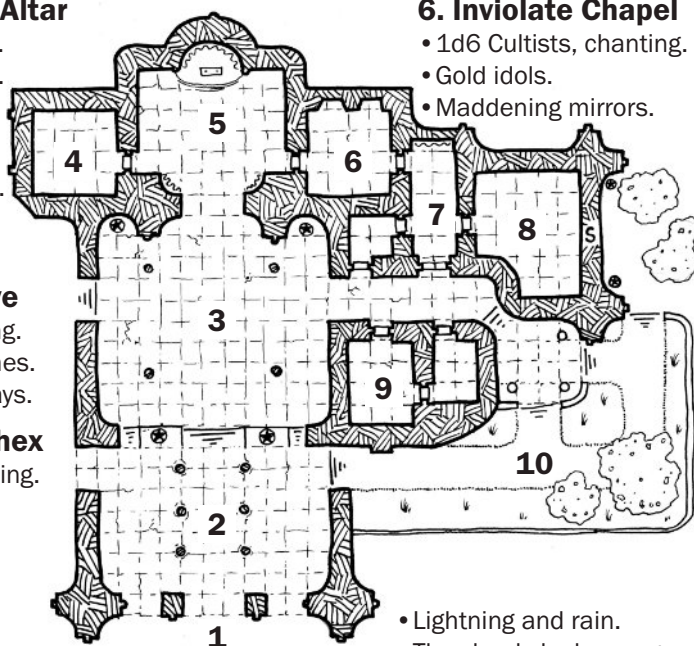
- 1d6 Cultists, praying.
- Dust, splinters, bones.
- Crepuscular light rays.

2. Ominous Narthex

- 1d6 Cultists, watching.
- Tattered banners.
- Silver candlesticks.

1. Grim Facade

- 1 Cultist, on guard.
- Ancient statues.
- Creeping plants.



6. Inviolable Chapel

- 1d6 Cultists, chanting.
- Gold idols.
- Maddening mirrors.

7. Harrowing Hallway

- Stabbing spike trap.
- Shadowed alcoves.
- Fluttering curtains.

8. Doleful Dormitory

- Empty beds, clay jugs.
- Spare cult robes.
- 1d10gp under mattress.

9. Cells of Correction

- Locked iron doors.
- 1d6 chained victims.
- Fleas and rags.

10. Corrupt Garden

- Bloodfed stranglevines.
- Twisted trees.
- Dead grass, white gravel.

- Lightning and rain.
- The clouds look wrong.
- Dogs howl, birds scatter.

- A victim, taken!
- A divine warning!
- A prophecy, fulfilled!

4

Knight

Appearing: 1. May be accompanied by 1d4 other Knights or Squires (as Peasants, pg. 30).

HD: 3 (14 HP)

Appearance: heavily armoured warrior.

Voice: courteous and formal, even when angry.

Wants: to fulfill their Quest.

Morality: Lawful Dim. Usually uncompromising, but can sometimes be made to understand morally ambiguous situations.

Intelligence: expertise with horses, courtly functions, poetry, legends, and beasts. Hopeless at nearly everything else.

Armour: as plate+shield.

Move: normal. 2x normal if on horseback.

Morale: 9

Damage: 1d8+1 sword / 1d8+1 sword

Depending on their Quest, Knights may issue challenges, charge immediately, offer assistance, ask for assistance, demand payment, or generally interfere with the lives of anyone they meet.

For “historical” knights, see **Mercenary** (pg. 24).

Treasure: Knights carry 1d10-2 gp. Their plate armour, weapons, and shield might also be valuable, but they are invariably emblazoned with heraldic emblems, making them inconvenient to sell and potentially leading to cases of mistaken identity.



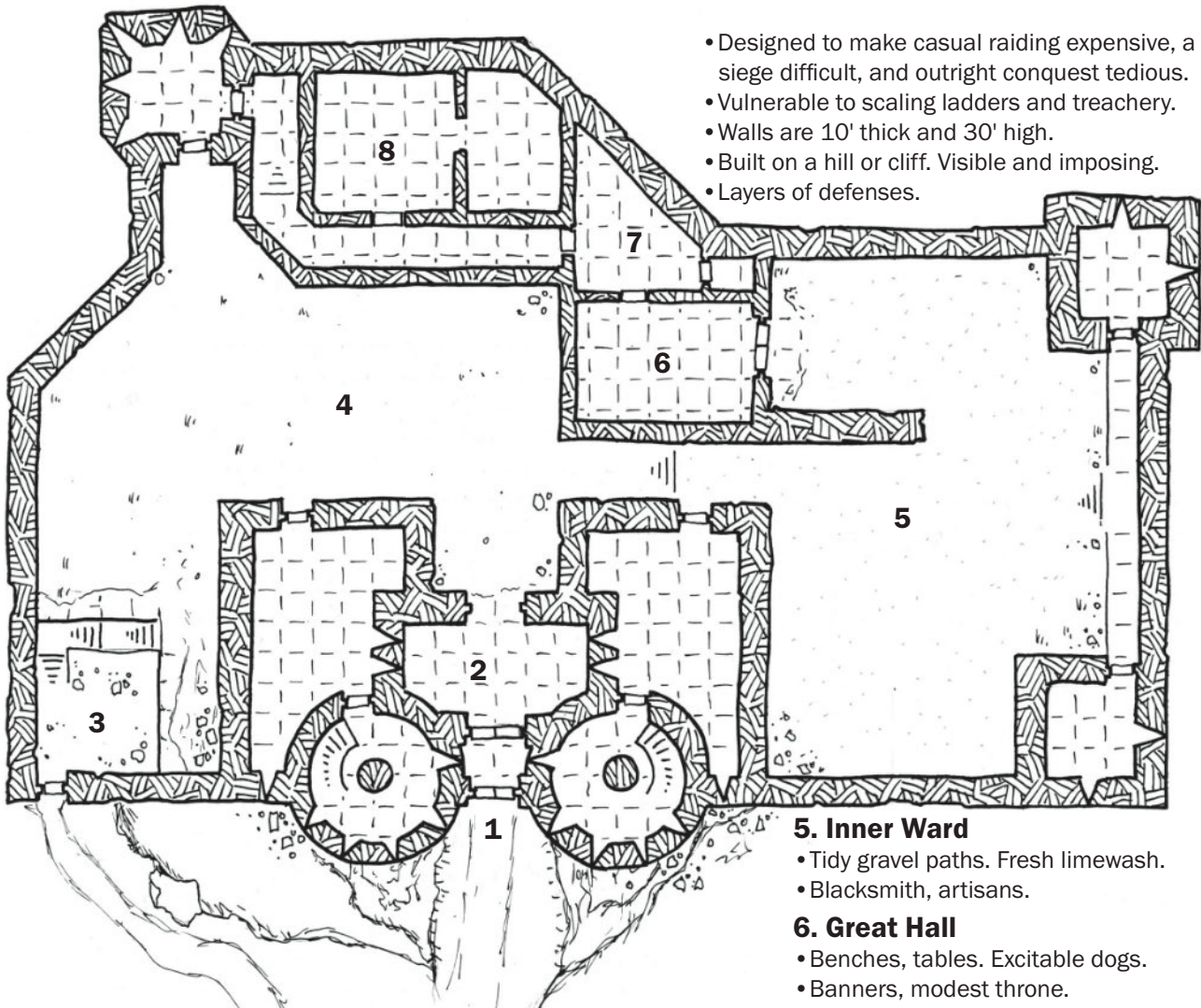
1d20	Title	Name		Inconvenient Quests
1	Sir	Kensingknot	of Barwell	Guards a passage, bridge, or gate.
2		Alhoon	the Dour	Collects a legal but highly unfair tax on commerce.
3		Geoffrey	of Blution	Accompanies travellers (and bores them with tales).
4		Rexhart	the Merciless	Interrogates people, searching for ancestral crimes.
5		Oswald	of Treckett	Attacks impious or rude travellers.
6		Guy	Truthspeaker	Enforces archaic weaponry and sumptuary laws.
7	Lady	Alicia	of Lursingion	Warns people away from a lucrative treasure site.
8		Scoborth	the Pure	Flees from or destroys anything less than chaste.
9		Matilda	the Ascetic	Tries to convince people of the evil nature of wealth.
10		Frigia	Dragonslayer	Cooks hearty but deeply suspicious meals for the poor.
11		Geromina	of Scarburl	Requires wizards to justify every spell and item.
12			Joan	the Blue
13	The Knight	Eckhart	of Blood Royal	Kills anything that looks even remotely like a monster.
14	Baron	Koss	the Foreigner	Insists people provide maps and full itineraries.
15	Dread	Hedgewalloper	of Necker's End	Accompanies travellers (and sing endless jolly songs).
16	Defender	Cantrell	the Skeptic	Examines all printed material for heretical ideas.
17	Legate	Huberis	of Rose Hill	Interprets dreams, seeking hints of future calamities.
18	Protector	Scoots	of Anderwells	Howls unbelievable curses at sinners and heathens.
19	Herald	Hamilbil	the Brave	Wants to die nobly and pointlessly for a worthy cause.
20	Warrior-Lord	Roald	the Scourge	Cursed to ask a riddle (pp. 96-97). Answer or die.

1d20	Knights of Legend	Famous Quests	Eccentricity
1	Sir Gilbert Meller	Seeks the Holy Chalice of Immortality.	Old and forgetful.
2	Lady June Weaver	Charts a route to the far side of the world.	Armoured in books.
3	Sir Malfang of Gurpt	Must slay the Black Dragon Tyranoceptus.	Inconveniently honourable.
4	Lady Trentwell	Reclaim the Lost Land of the Urgonzoli.	Swarms of squires.
5	The Bronze Knight	Any non-knight in armour must die.	Silent, slowly regenerates.
6	Sir Frank the Giantslayer	Must fight larger and larger creatures.	Remarkably small and stout.
7	Lady Sybil Grey	Seeks the True Icon of the Four Martyrs.	Sings hymns.
8	Sir Walter of Boswell	Prepares a feast that will summon an angel.	Obsessed with appearance.
9	Lady Judith the Just	Duels everyone to gain more combat skills.	Bedecked with weapons.
10	The Knight of Long Lake	Drags people into lake, drowns them.	Aquatic. Constantly dripping.
11	Sir Giles Roquefort	Atones for a vile unspeakable sin.	Morbid and prone to fits.
12	Lady Bell of Orby	Seeks the Five Stones of Svendelbart.	Arrogant beyond belief.
13	Sir Edwin the Bold	Vengeance on the beast that claimed an eye.	Accompanied by hunting dogs.
14	Lady Turbellina	Guards the relics of the King of Sibylan.	Rides a giant squirrel.
15	The Briarworth Knight	Seeks a cure for a poisoned lord.	Wields an enormous hammer.
16	Sir Laurentian	Compelled to burn, salt, and scour the earth.	Maniacal fixation on goal.
17	The Indigo Rider	Slays any beast that isn't arguably a horse.	Wields a flaming sword.
18	Sir Gershwin the Red	Seeks the Precarious Tower of Wisdom.	Terrible sense of direction.
19	The Lady of the Meadows	Wreaks terrible revenge on all murderers.	Reanimated corpse in armour.
20	The Obsidian Knight	Inscrutable acts of shocking violence.	Stalks by night.

1d10	Conditions For A "Fair" Duel	Dishonourable Secrets	Rides A...
1	First on horseback, then on foot.	Changed sides in a war.	Flightless Bird (pg. 252)
2	Fight using opponent's weapons.	Forbidden unchaste inclinations.	Griffon (pg. 105)
3	Tied together with rope.	Accidentally killed a priest.	Crocodile (pg. 251)
4	Blindfolded and with ears muffled.	Forgot a crucial secret.	Elephant (pg. 252)
5	On a rock in the middle of a river.	In love with their lord's partner.	Giant Spider (pg. 43)
6	Rapidly scavenge or build weapons.	Failed a critical quest.	Boar (pg. 240)
7	Platonic dignified nudity.	Seeks power for its own sake.	Unicorn (pg. 247)
8	Shaving, sewing, or cheesemaking contest.	An impostor and a fraud.	Herd Lizard (pg. 113)
9	Race to kill something or someone else.	Wracked with religious doubt.	Shark (pg. 277)
10	But first, the Demonstrations of Strength!	Studied forbidden arts.	Predatory Snail (pg. 289)

Heraldry Generator							
1d10	Field (Base Colour)	Division (Overlay)	Charge (Decoration)	Obscure Charges	Supporters (Side Bits)	Renown	Borne On
1	Argent (Silver)	Fess (top/bottom)	Escutcheon (Shield)	Basilisk	Ivy	Falsified	Shield
2	Or (Gold)	Pale (left/right)	Lozenge (Diamond)	Catoblepas	Pillars	Laughable	Handheld Banner
3	Azure (Blue)	Bend (diagonal S)	Roundel (Circle)	Chimera	Unicorns	Obscure	Tabard / Surcoat
4	Gules (Red)	Bend sinister (diag. Z)	Billet (Rectangle)	Cockatrice	Dolphins	Pitiable	Back Banner
5	Very (Green)	Saltire (quart. X)	Mullet (Star)	Griffon	Owls	Middling	Helmet
6	Indigo (Purple)	Cross (quart. +)	Crescent (Moon)	Hydra	Elephants	Recognizable	Horse Barding
7	Violet (Violet)	Chevron (half ^)	Cross	Owlbear	Serpents	Remarkable	Huge Flag
8	Sable (Black)	Pall (split Y)	Angel	Wurm	Spears	Prominent	Tattooed Penitent
9	Sanguine (Blood)	Wavy (half ~)	Lion	Starburst	Storks	Famous	Portable Tapestry
10	Tenne (Tawny)	Dancetty (half ^^^^)	Sword	Turnip	Centipedes	Infamous	All Available Surfaces

Generic Castle



- Designed to make casual raiding expensive, a siege difficult, and outright conquest tedious.
- Vulnerable to scaling ladders and treachery.
- Walls are 10' thick and 30' high.
- Built on a hill or cliff. Visible and imposing.
- Layers of defenses.

1. Ramp and Gate

- Paranoid sentries, nowhere to hide.
- Insults, then stones and arrows.
- If forewarned, logs and hot sand.

2. Gatehouse

- Imposing towers, arrow slits.
- Iron portcullis to trap raiders.
- Attached kitchen and barracks.

3. Garden

- Herbs. Covered cistern.
- Pigs, chickens, and geese.
- Small gate to flank besiegers.

4. Outer Ward

- Dirt, grass, and mud.
- Temporary tent shelters.
- Filthy flammable stables.

5. Inner Ward

- Tidy gravel paths. Fresh limewash.
- Blacksmith, artisans.

6. Great Hall

- Benches, tables. Excitable dogs.
- Banners, modest throne.
- Hub of social and political life.

7. Chambers

- Straw mattresses, tapestries, fleas.
- Subdivided by wooden screens.
- Attached privy and cloak storage.

8. Chapel and Crypt

- Drifts of candles, gilded altar.
- Depths of crypts half-forgotten.

1d10	Name	Surroundings	Aesthetic	Current Activity	Twist
1	Castle Blackstump	Walled town.	Plastered sandstone.	Raucous feast.	Politically contentious.
2	Newfort	Smouldering ruins.	Mossy brick.	Tournament.	Approaching siege.
3	Lorscon Mount	Timid village.	Perfect ashlar.	Lawsuits.	Badly built. Crumbling.
4	Crevicegard	Prosperous farms.	Dry limestone.	Execution.	Still under construction.
5	The Trest	Overgrown wastes.	Bulbous granite.	Holy procession.	Prone to flooding.
6	Comstock Tower	Fetid bog.	Delicate decorations.	Mild brawl.	Avaricious inhabitants.
7	Buxby Hurlowe	Flooding river.	Cheap timber.	Mass cleaning.	Overcrowded.
8	Wychwood Castle	Sea cliff.	Flecked basalt.	Plague.	Elaborate daily rituals.
9	Blencrake Hall	Flying island.	Fused quartz.	Succession crisis.	Thoroughly haunted.
10	Old Noctal	Trackless desert.	Bone mortar.	Wild panic.	Occasionally migrates.

5 Mercenary

Appearing: lances of 3, scouting parties of 3×1d6, or armies of 100×1d4×1d10.

HD: 1 (4 HP)

Appearance: slouching, ill-tempered warriors in patchwork gear. Some carry banners or wear the colours of their Company.

Voice: jeers, demands, songs, shouting.

Wants: to get filthy rich without too much effort.

Morality: most of them wouldn't actually eat a baby. Unless the siege went on too long and they were out of rats. They would sell their grandmothers for a pint of strong drink, a companion of negotiable virtue, or a handful of coins.

Intelligence: expertise with horses, warfare, and cunning plans. Very intermittent book-learning.

Armour: as leather.

Move: normal. 20% chance of being on horseback.

Morale: 7

Damage: 1/3rd of Mercenaries wield swords or pikes (1d8 damage), 1/3rd wield daggers (1d6 damage), and 1/3rd wield bows (1d6 damage, 50' range). In a lance of 3, one of each weapon type will be present.

A lance of 3 Mercenaries can be treated as a 3 HD (12 HP) creature with leather armour that makes 2 melee (1d8 and 1d6) and 1 ranged (50', 1d6) attacks per round.

Mercenaries will try to capture important-looking people, rob or harass unimportant looking people and seek employment or flee from dangerous people.

Working for a Mercenary company is a good way to make some quick cash. See 1d50 Mercenary Missions (pg. 25) for examples. These could also be missions a group of Mercenaries are carrying out when they encounter the PCs.

Treasure: each Mercenary carries 1d6gp in stolen coins, pay slips, and partially melted jewellery.



1d20 Reasons We Can't Fight Today

- 1 The weather is too warm.
- 2 The weather is too cold.
- 3 Rain has turned the roads to mud.
- 4 Our pay is late. The coins are poor quality.
- 5 Our pay just arrived. We want to celebrate.
- 6 We celebrated and now we're hungover.
- 7 A wizard said it was an inauspicious day.
- 8 A wizard said it was a good idea.
- 9 We can't find the wizard to ask them.
- 10 We are waiting for reinforcements.
- 11 We are waiting for orders. Not those orders.
- 12 It's a holy day. Can't fight on a holy day.
- 13 Can't find a priest to check if it's a holy day.
- 14 Our horses are all violently ill.
- 15 Can't find our lucky icon.
- 16 Discount day at the brothel.
- 17 We lost our map and codebook.
- 18 The enemy asked us to postpone for a day.
- 19 The enemy made us a better offer.
- 20 Bloated from all this cheese we looted.

1d10	Mercenary Group	Leader	Reputation
1	The Company of the Blue Banner	William Osprey	Bloodthirsty and reckless.
2	The Company of the Cap	Dominica the Rat	Frequent pay disputes.
3	The Company of the White Star	The Lord of Balsam	Well-fortified camps.
4	The Cavalry of Courcelles	John Carbol	Ruthlessly acquisitive.
5	The Black Company	The Master of Spirals	High ratio of wizards to soldiers.
6	The Legion of Gold	Lady Bufort & Sir Azemio	Endless trouble with relatives.
7	The Red Company	Sir Edward Westham	Infamously nimble maneuvers.
8	The Company of St. Theodore	Adolpus Spon	False reputation for cruelty.
9	The Great Company	Frederica of Brandnich	Prizes cleanliness and order.
10	The Company of No Banner	Sir James Killarn	Highly superstitious.

1d50

Mercenary Missions

1d50 Mercenary Missions

- 1 There's a legend about that castle. They say, on the summer solstice, a fifth tower of pure gold appears at noon. And it's the summer solstice tomorrow...
- 2 For diplomatic reasons, you need to sack and burn this monastery while dressed as mercenaries from a rival company. Make sure you leave survivors. And don't loot anything too obvious and hard to sell.
- 3 See if you can find a path through that swamp. Map it or use markers. You may need to find a local guide, and your local guide may need persuading.
- 4 This convent of nuns has a very important relic. Go steal it for the greater glory of the mercenary company. If the saint doesn't want it stolen, you'll probably get smitten by lightning or something.
- 5 The emperor of some foreign land is sending wax copies of his legs to a nearby city for custom-fitted armour. You're going to steal them and we're going to hold them for ransom.
- 6 Our leader's favourite lover is very sick. A famous elderly physician resides two towns away, but refuses to help despite offers of vast wealth. Go kidnap the physician... politely.
- 7 A diplomatic courier is carrying secret letters to a nearby city. Insert this letter among them. Don't get caught either. That would ruin the whole scheme.
- 8 We need you to paint insulting slogans on these dead and diseased cows before we launch them over the walls of the city we're besieging.
- 9 The emperor of some foreign land wants to add a local beast to his menagerie. Go capture something magic and dangerous. Here's 50' of rope and a wooden mallet.
- 10 There's a small castle along our line of march. It would be convenient if it was occupied before the bulk of the army passes by. Bribe, fight, or bluff your way in.
- 11 Apparently the queen of this city has a magic mirror that identifies pretty women for her. Strange, I know, but think of what we could do with that mirror! Go steal it.
- 12 There was a silver mine in the hills before the war. See if any of the locals remember where it was. It might still be operating.
- 13 Here's a laugh. Go ride out to this castle and tell the owner to surrender or we'll burn it at dawn. We won't, of course. Too much trouble and it's too far away. But the owner might fall for it.
- 14 The court poet from a local city has written some very satirical verses about our leader. It'd be unfortunate if the poet met with a tragic accident on the road.
- 15 The enemy army has camped on a plain just below a dam. If someone breaks that dam, the river will burst its banks and sweep them away. Of course, the dam is behind enemy lines...
- 16 A diplomatic courier is carrying vital letters. You need to steal them, copy them, and return them without the diplomat noticing.
- 17 Feint a night attack on this town, just to annoy them. Don't get killed, just make them raise the alarm, round up the militia, and race about like pigs on fire.
- 18 The captain says he needs a tutor for his children. Go find someone suitable. A literate priest or something. They may need some persuading to work in a mercenary camp.
- 19 We've tried undermining this town's walls, but something keeps eating the miners. I mean the miners keep disappearing. Anyway, if you sort it out you'll get a nice bonus.
- 20 Our leader is hosting a banquet. Ride down to the coast, buy fresh fish, and get them back here before they start to smell.
- 21 The enemy town has hired unbribeable mercenaries from foreign parts. They don't speak the local language so we can't corrupt them. Find someone who speaks their language, and quickly!
- 22 Our leader's astrologer-wizard started gibbering about "moondrops" and "silver rain" and ran off into the night. Go find them and drag them back.
- 23 It's vitally important, for diplomatic purposes, that this convent of nuns is protected. Make sure nobody bothers the nuns. This includes you. And keep your hands off their relics.
- 24 We need to bulk up our numbers before the assault. Go see if any of the local villagers can hold a sword or a spellbook. If they can and they want to fight, sign them up.
- 25 Our leader is getting married. You need to get a gift. Go steal something nice off the registry. Nothing too flashy or you'll make the rest of us look bad.

1d50 Mercenary Missions

- 26 Remember that old manor we took in the spring? Apparently there are tunnels below it. Some of the guards went in; only one came out. Died in a tavern three days later, but his pockets were full of gold.
- 27 Go scout the enemy army and count their cannons, wizards, and divisions. Don't get caught. If you see anyone important, grab them as a hostage.
- 28 The fog isn't natural. It's a wizard business. Or a druid. Or something worse. Head that-a-way and see if you find anything. We'll light a signal fire to guide scouting parties back home.
- 29 Here's the plan. You pose as deserters, sneak into town, and spread word that it will be violently sacked tomorrow. The nobles sneak their valuables out. We ambush them and share the proceeds.
- 30 Someone massacred a village and it wasn't us. Go take a look. See if you can find out who and why and either hire them or drive them away.
- 31 You're our last hope. Get inside the town somehow and open the gates. Don't try dressing as washerwomen. The last three teams to try got caught.
- 32 A wizard's tower along our line of march is supposed to be empty, but something in there keeps lobbing spells at our troops. Fix it.
- 33 You look like clever people. Invent a terrifying weapon to impress our employers. It only needs to work once, during the demonstration. You've got a week.
- 34 To prevent the enemy from marching against us, set fire to all the grassland and pastures from here to the mountains. It's been a dry month. Their horses will starve.
- 35 Some moron says he found "giant bones" down by the riverbed. There haven't been giants in these parts for years, but a powder made from the bones makes your... well, never mind. Just go find them.
- 36 We're running low on horses. Go to the hills, find a village, and see if they have any horses. Mules won't work. Stop bringing us mules or we'll make you ride them into battle.
- 37 Go check on the condition of this road. Rumour has it goblins were seen in the trees, and where there's some goblins there's always more goblins.
- 38 See that hill? There are standing stones on the top with strange markings on them. Might be nothing, but you should check them for wizard business.
- 39 Our leader's worthless bastard son turned up. Take him on a "hunting trip" in the hills. I hope nothing conveniently tragic happens to the poor lad.
- 40 Your job is to deliver this letter to a rival mercenary company. Don't stick around for the reply. No seriously, it's best if you hand the letter to their leader and run.
- 41 We're running low on food. Go into the hills, find a village, and get as much food as you can. Pay for it if you're not willing to fight for it. Take these two carts.
- 42 They say a tunnel went through that mountain in ancient times. Go see if you can find the entrance. Smarter people than you have tried, but if you find it you'll be legends.
- 43 We might have accidentally killed a bishop and his retinue. You could be his twin. Put on this hat and robe, go where he was going, pretend to have a fever, and die of natural causes as soon as possible.
- 44 They say there's a hidden village in the hills, inaccessible unless you know the path... Or you're very smart. And you're pretty smart, right? Go find it and see if they've got anything worth stealing.
- 45 You need to fake a troop movement away from the camp. Convince any observers watching by night that we're sending a detachment to flank them. No, there's no budget. Figure it out.
- 46 The people paying us say we can only claim territory up to the border. The border stones are moveable if you have a pickaxe, three oxen, and a cart. You only need to move... oh, two dozen or so.
- 47 An ambassador from a distant kingdom was kidnapped by bandits. They're hiding in a small looted castle. The locals want the castle back but can't pay. The ambassador's ransom is unlikely to arrive.
- 48 A rival mercenary company just purchased a huge stock of weapons and food in preparation for a siege. It'd be a real shame if someone set fire to their storehouses.
- 49 Old Simpkins, who sells us onions and those funny woodcuts, says bandits have been bothering him near the pass. Go sort them out. We like old Simpkins. We like him more than we like you.
- 50 A noble in a local town is stirring up trouble. Go assassinate him. Quietly, publicly, doesn't matter. Just make sure people know who did it and why.

1d6	Faction Claim To Power	Current Crisis	Cunning Scheme	Civic Distinction
1	Busy port, large harbour.	Faltering war.	Additional war.	Sprawling palaces.
2	Ancient seat of order.	Succession dispute.	Return to traditional ways.	Crooked brick towers.
3	Fertile farmland.	Spiraling debt.	Ally with a rival.	Hanging gardens.
4	Guards a narrow pass.	Crop failure.	Provoke a border dispute.	Stagnant canals.
5	Most stable banks.	Impulsive ruler.	Threaten to collapse.	Cerulean house paint.
6	Impregnable citadel.	Agonizing plague.	Ill-advised sorcery.	Aggressive bleakness.

6 Merchant

Appearing: 1. May be accompanied by 1d6 assistants (as **Peasants**, pg. 30) and 3×1d6 guards (as **Mercenaries**, pg. 24).

HD: 2 (8 HP)

Appearance: slow-moving traveller. Usually with a cart, pack animals, and associated trappings.

Voice: inquisitive but polite.

Wants: to make a lot of money and return home.

Morality: willing to bend almost every rule.

Intelligence: sharp and experienced. Can spot an ambush, a con, or a threat half a mile away.

Armour: none.

Move: normal. Sometimes on horseback.

Morale: 5

Damage: 1d6 dagger

Merchants avoid combat wherever possible.

Small bribes and “road taxes” are a normal part of trading. Robbing or injuring a Merchant may result in official reprisals or a poor reputation. Merchants with strange goods are sometimes found in dungeons.

Treasure: Merchants carry 1d4-1 trade goods (see pg. 28). Results 1-50 are “normal” goods; 50-100 are “strange” goods. Merchants often conceal valuable goods inside or beneath less valuable items.

Common trade goods are worth 40gp at most.

Valuable trade goods are worth 100×1d20gp.

Merchants also carry 1d10×1d10gp in coins.

1d10 Why Is This Merchant In The Dungeon?

- 1 Hiding from creditors.
- 2 It's rent free and conveniently located.
- 3 Chased out of town by angry guild members.
- 4 Kidnapped by **Goblins** (pg. 44).
- 5 Got very drunk, then very lost.
- 6 Hired by adventuring party (now deceased).
- 7 Complicated insurance fraud.
- 8 Searching for rare trade goods.
- 9 None of your business. Go away.
- 10 Unknowable entity beyond space and time.



1d10 Hagglng And Commerce Price Factor

- | | | Price Factor |
|----|---------------------------------------|--------------|
| 1 | You spit on my honour. No deal! | - |
| 2 | The market is flooded. Too bad. | x0.25 |
| 3 | It's all I can afford. Take it or go. | x0.5 |
| 4 | A fair price, well delivered. | x1 |
| 5 | A good price, and I have a tip... | x1 |
| 6 | A solid price, and my thanks. | x1 |
| 7 | Paid in goods, not in coin. | x1 |
| 8 | You make a compelling case... | x2 |
| 9 | Paid in stolen goods, not in coin. | x2 |
| 10 | We are like siblings now. | x3 |

1d10 Merchant Missions

- 1 My guards ran away. Help me get this cargo to the nearest city.
- 2 My guards absconded with my cargo. Kill them and recover it for a reward.
- 3 For a small fee, spread word of my fabulous wares in the nearest city.
- 4 I will pay you well for the carcass of a rare beast said to lurk in this region.
- 5 I'm lost. Do you know the way to the City of Nine Gates? On the Road of Pyres? No?
- 6 There's a rapacious toll-keeper ahead. For a small fee, distract them or find a new route.
- 7 My hated rival also travels these roads. If they met with an unfortunate accident...
- 8 Mercenaries, barbarians, and beasts stalk my caravan. Fend them off!
- 9 Carry this sealed letter to my friends in a city along your route. You will have my thanks.
- 10 My goods would sell better if certain shops in this city were burned or ransacked...

1d10	Pack Animals	Distance To / From Destination	Quirk	Secret Wealth Stored In
1	Peasants (pg. 30).	1d6 days. Trivial.	Very disorganized.	Large sturdy boots.
2	Mules	1d6 weeks. Arduous.	Intensely curious.	Hollow board or stick.
3	Horses	2d6 weeks. Ambitious.	Actually a spy.	Thick iron strongbox.
4	Oxen	1d6 months. Epic.	Tells tall tales.	Sack of animal feed.
5	Camels	3d6 months. Legendary.	Tireless haggler.	Velvet neck pouch.
6	Alpacas	1d6 days. First leg of loop.	Loves to gossip.	Magically locked chest.
7	Giant Capybaras	1d6 weeks. Second leg of loop.	Paranoid and secretive.	Wooden holy symbol.
8	Golems (pg. 187).	2d6 weeks. Diverted by war.	Notorious cheat.	Flap in waterskin.
9	Skeletons (pg. 61).	1d6 months. Awful weather.	Remarkably boring.	Under vest of surly pet.
10	Chimeras (pg. 103).	Unknown. Got a map?	From another world.	Nowhere. Tragically broke.

1d100 Merchants

1d100 Name	Cargo / Trade Goods
1 Khunufesh	Leather.
2 Maeda Kunihiro	Ink.
3 Samia Rose	Incense.
4 Zarvart Manoogian	Root vegetables.
5 Zhao Ji	Carpets.
6 Toru the Poet	Salted fish.
7 Liu Lun	Parchment.
8 Naomi Attawat	Cereal crops.
9 Inagaki Hidemoto	Sea shells.
10 Kambuzia	Swords and shields.
11 Nanni	Low-quality copper.
12 Bjarti Evensen	Common furs.
13 Eli the Walker	Linen.
14 Zhang Quin	Scented wood.
15 Rene the Blue	Horses.
16 Chiwa Mezoar	Bows and arrows.
17 Varos Kinosyan	Silk.
18 Masura Shinzu	Brandy.
19 Assim Hailhand	Pearls.
20 Rashad Umar	Fine embroidery.
21 Gareth Hartwell	Bitumen.
22 Khadiga Tala	Bronze scrap.
23 Dorian Kerim	Dried fruit.
24 Maneklal	Flour.
25 Iris Shengtong	Dyed cloth.
26 Elwood Plimsol	Iron ingots.
27 Neelam Rajagopal	Seafood and molluscs.
28 Yaminah	Cattle.
29 Benjamin of Groat	Wine.
30 Ona the Wise	Carved stone.
31 Huo Soothtalker	Dubious medicine.
32 Galahad Peasmold	Geese.
33 Ea-nasir	High-quality copper.
34 Mark of the Gulf	Porcelain.
35 Aka Mereniu	Slaves or servants.
36 Deacon Schultz	Beer.
37 Lu Zhi	Coral.
38 Jayantilal Su	Dried mushrooms.
39 Irene of Scave	Glassware.
40 Jatindranath	Ivory.
41 Cedric the Spitter	Goats.
42 Neithoker	Rare furs.
43 Melrose the Monk	Esoteric religious texts.
44 Dune Brantova	Potent medicine.
45 Heron Stick-Head	Sheep.
46 Selma Gorgodian	Spices.
47 Wang Wan	Salt.
48 Margaret Aveti	Tea.
49 Mentun Sasu	Rare hardwoods.
50 Ranno Grey	Gemstones.

1d100 Name	Cargo / Trade Goods
51 Cotsyrup Ashar	Stupefying herbs.
52 Ruth Longlegs	Bottled lightning.
53 Oomailiq	Whale oil.
54 Zafika Young	Aphrodisiac horns.
55 Rabi-Sillashu	Glowing green stones.
56 Nora Karmarian	Novel music.
57 Faceless Chang	Counterfeit souls.
58 Nonhlanhla Sontuli	Speaking birds.
59 Mo'nthrawl	Decorated bones.
60 Lauren of Wide Hill	Immortal crickets.
61 Malik Prasad	Songbirds in honey.
62 Ena Kralhammer	Dragon scales.
63 Abu Dharr	Burning black stones.
64 Vatche	Fleshy clay.
65 Wu Xiangxi	High fashion.
66 Ibn Tutullia	Pure refined sugar.
67 Zanis Jane Roy	Mummies.
68 Abaven Taslakian	Glass swords.
69 Maria Elbow	Improbable maps.
70 Kodda	Ice cold starmetal.
71 Diipatusu-Nasir	Mindbending dust.
72 Kubburum	Gossamer glass.
73 Ezra Neo Praetor	Pickled insect eggs.
74 Zaliyne Shokarov	Eerie lead bells.
75 Yin Lihua	Telescopes.
76 Samir Mitra	Invisible cloth.
77 Gexothbert	Rare poisons.
78 Dong Buwei	Liquid magic residue.
79 Hakim Sand	Lighter-than-air oil.
80 Nawirbiy Naurzok	Refined poppy milk.
81 Ramachander	Healing blood.
82 Colenius	Soulsteel.
83 Gammada Eel	Rock wool.
84 Mushezibt	Eyeglasses.
85 Emilia Gibbon	Iron-seeking iron.
86 Tefnek Ur-tek	Spidersilk.
87 Antaemnekht	Light-drinking dye.
88 Tamboli	Incredibly heavy metal.
89 Borthelwort	Bottled dreams.
90 Urhammu	Sour wind.
91 Wen Zhelan	Rainbow silk.
92 Old Bhattacharyya	Angel feathers.
93 Demetri	Mythical red mercury.
94 Haygouhi Araratian	Cloudpiercing stones.
95 Nomiya Yome	Frozen sunlight.
96 Baltazar	Infamous swords.
97 Quin Xiang	Enchanting perfume.
98 Ningikuga	Mathematical texts.
99 Sou Nikean	Spells (pg. 36).
100 Indolor Era	Magic items (pg. 37).

7

Pilgrim

Appearing: processions of 1d10×1d10.

HD: 1 (6 HP)

Appearance: robed, shuffling, focused people.

Voice: chanting, singing. Hoarse.

Wants: to reach the goal of their pilgrimage, to live a holy life. Sometimes, the usual vices.

Morality: deeply pious, but easily led.

Intelligence: book-wise, life-foolish.

Armour: none.

Move: normal.

Morale: 7

Damage: 1d4 desperate flailing.

If 10 or more Pilgrims are present, they can collectively call down one Miracle per day. See the adjacent table. If 50 or more Pilgrims are present, they can call down two Miracles per day. Roll randomly once per Miracle; the group always uses the same Miracle or Miracles.

“Pilgrim” covers monks, nuns, flagellants, penitents, and other religious devotees. For less savory people, see **Cultist** (pg. 19).

Treasure: none. Pilgrims are notoriously poor. If 50 or more Pilgrims are present, they carry a Relic or Icon worth at least 200gp.

1d10 Pilgrim Problems

- 1 Alms! Alms for the weary travellers!
- 2 Wild beasts stalk us, seeking whom they may devour.
- 3 Punish us! Lay blows upon our sinful flesh!
- 4 We harbour a fugitive. Help them escape.
- 5 Every night, one of our group dies.
- 6 Religious disputes threaten to divide us.
- 7 One of our number is a traitor.
- 8 We are lost and will surely die.
- 9 Our last scraps of food have been stolen.
- 10 We are fleeing a war or invasion. Flee too!

1d10 Relic Or Icon

- | 1d10 | Relic Or Icon | Effect |
|------|---|--|
| 1 | The Left Toe of St. Hubert of Swanreach | None. Clearly a forgery carved from a carrot. |
| 2 | The Thighbone of St. Agatha the Seer | Bearer receives confusing, very loud dreams. |
| 3 | The Tooth of St. Nigel, Pyromartyr | Bearer reduces incoming fire damage by 4. |
| 4 | The Right Eye of St. Valentina | Bearer can see the true form of shapeshifters. |
| 5 | The Flayed Skin of St. Eusebian the Ninth | Bearer reduces incoming physical damage by 2. |
| 6 | The Holy Sword of Abbot Melriggs | Bearer no longer needs to sleep. |
| 7 | The Death Mask of St. Hyspia the Devout | No one within 20' can die by violence. |
| 8 | The Golden Image of St. Bartolomeius | Bearer controls local weather with moderate precision. |
| 9 | The Triptych of Bishop Greening | Unholy creatures must Save or flee. |
| 10 | The Hand of Vargus the Wanderer | Can either point due north or towards water. |



1d20 Pilgrim Miracles

- 1 Summon weird bread for everyone present.
- 2 Appear to be dead for up to 12 hours.
- 3 Lighting bolt. 1 target, 3d8 damage.
- 4 Summon 100L of water from a boulder.
- 5 Cure 1 person of diseases or poisons.
- 6 Immune to physical damage for 1 hour.
- 7 Flaming hail. 100' radius, 1d6 damage.
- 8 Remove 1 curse, disease, or affliction.
- 9 Walk on water for 1 hour.
- 10 Detect lies for 6 hours.
- 11 Speak all languages for 1 hour.
- 12 Summon 6 HD of helpful wild animals.
- 13 Wither up to 10 trees or plants.
- 14 Part lake-sized body of water for 1 hour.
- 15 Protection from heat or cold for 6 hours.
- 16 Banish a **Ghost** (pg. 159) of 3HD or fewer.
- 17 Healing touch. Restore 2d6 HP.
- 18 Darkness. 100' radius for 6 hours.
- 19 Light. As a bonfire for 6 hours.
- 20 Resurrect one pious person who died in the past 24 hours.

8

Peasant

Appearing: 3d6. 1 will act as spokespeasant.

HD: 0 (2 HP)

Appearance: simple clothes in plain colours. Some visible deformities, blemishes, diseases, and wounds.

Voice: broadly accented, careful, unpracticed.

Wants: security, wealth, a long and peaceful life.

Morality: generally good but easily tempted.

Intelligence: usually dim. Some folk wisdom, hard lessons, and professional expertise.

Armour: none.

Move: normal.

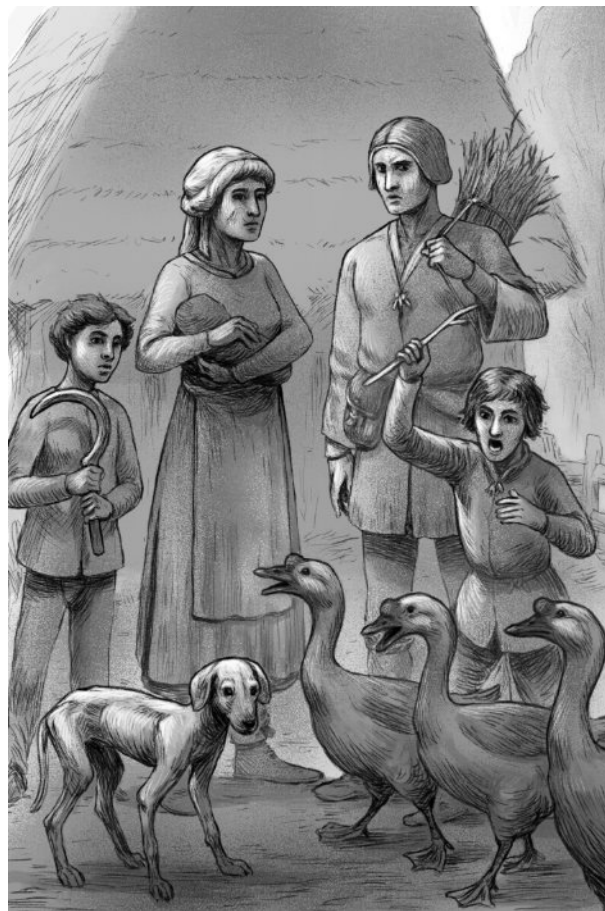
Morale: 5

Damage: 1d4 punch or 1d6 improvised weapon.

Peasants rarely attack unless the situation is truly dire. Magic and spectacular effects may drive them to panic or murderous frenzy.

Villages and farms dot the landscape in civilized regions. Peasants are everywhere.

Treasure: Minimal. Peasants carry 1d4-3gp and a mundane item or two.



1d20 Peasant Problems

- 1 There's something wrong with the goats.
- 2 Hill bandits raid every few months.
- 3 Do you know anyone who can translate the runes on this tablet I found?
- 4 Our wizard went mad and hid in a tower.
- 5 I desire bloody revenge. Help me for free?
- 6 There's something in the woods. It keeps eating our sheep. Never leaves tracks.
- 7 The miller uses small bags to cheat us.
- 8 They say there's a witch in the bog.
- 9 Our old lord died and his heir has cruelly increased taxes. We will starve come winter.
- 10 Something keeps stealing my cheese.
- 11 My sister died yesterday. I'm sure it was murder. But who could have done it?
- 12 The church roof collapsed. Alms?
- 13 Fifteen daughters, all unmarried.
- 14 Can you help my cousin get out of town before people find out what he's done?
- 15 The weather is awful! Can you fix it?
- 16 We need more decorations for the festival.
- 17 Does this rash look like the plague to you?
- 18 Why does the priest keep the church ossuary locked and sealed?
- 19 Something is living in the ruined keep.
- 20 Have you seen strange lights in the forest?

1d10 Village Landmark Inn Name

- | | | |
|----|-----------------------|--------------------|
| 1 | Rickety mill. | The Dog & Trumpet. |
| 2 | Ancient stone church. | The Maypole. |
| 3 | Isolated monastery. | The Rose & Thorn. |
| 4 | Gloomy manor. | The Spit & Girdle. |
| 5 | "Haunted" woods. | The Bell & Nurkle. |
| 6 | Major crossroads. | Red Ron's Inn. |
| 7 | Twisted rock spire. | The Bull. |
| 8 | River or stream. | The Ball & Basket. |
| 9 | Enormous tree. | The Cat's Leg. |
| 10 | Muddy central square. | Old Hole-on-Hill. |

1d10 Flocks, Herds, and Drovers Disposition

- | | | |
|----|------------------------------|------------|
| 1 | Geese. Cackling madly. | Vicious |
| 2 | Chickens. Clucking, hopping. | Frightened |
| 3 | Cattle. Shuffling, lowing. | Friendly |
| 4 | Goats. Clattering, staring. | Combative |
| 5 | Sheep. Bleating, jostling. | Sociable |
| 6 | Pigs. Grunting, snuffling. | Cunning |
| 7 | Horses. Whinnying, darting. | Excitable |
| 8 | Large Birds. Gobbling. | Suicidal |
| 9 | Land Snails. Oozing. | Torpid |
| 10 | Horse-Sized Birds. Wobbling. | Homicidal |

1d100 Peasants

1d100	Name	Appearance	Odour	Demeanour	Mundane Item
1	John	Sweats profusely.	Stale Beer	Passive	Leather Bag
2	John	Permanent grimace.	Rotten Vegetables	Frantic	Loaf of Bread
3	John	Fidgets with anything.	Dried Herbs	Stoic	Broom
4	John	Dribbles.	Frying Oil	Keen	Tongs
5	John	Bulbous goiter.	Sweat and Feces	Optimistic	3 Sturdy Belts
6	John	Youthful, unsmiling face.	Peat Smoke	Ignorant	Needle & Thread
7	John	Whistling voice.	Bitter Sweat	Wrathful	Comb and Wool
8	John	One dense eyebrow.	Ice-Cold Water	Impulsive	Bag of Tacks
9	John	Deep, booming voice.	Goose Blood	Stoic	Barrel
10	John	Extraordinarily crooked nose.	Wood Shavings	Passive	3 Linen Sacks
11	William	Almost bald.	Raw Sulphur	Ignorant	3 Horseshoes
12	William	Splayed-wide nostrilled nose.	Urine	Rebellious	Live Lamb
13	William	Slouches and spits.	Chalk Dust	Passive	Bag of Salt
14	William	Sheds clouds of dust.	Flour	Skeptical	Fishing Net
15	William	Lumpen.	Soggy Paper	Ignorant	Wooden Stool
16	Robert	Missing limb.	Salt	Devout	3 Torches
17	Robert	Narrow face.	Rotten Fruit	Petty	Dead Rabbit
18	Robert	Blind in one eye.	Acidic Sweat	Amoral	Jar of Dirt
19	Thomas	Sunken head and short limbs.	Oysters	Hopeless	3 Old Turnips
20	Thomas	Ragged sail-like ears.	Cat Hair	Lustful	Bag of Mortar
21	Thomas	One black tooth.	Onions	Devout	Wheel of Cheese
22	Richard	Deep-sunk, lidded eyes.	Pond Scum	Frantic	Leather Hat
23	Richard	Concave forehead. Moles.	Butter	Hopeless	Holy Book
24	Richard	Hooked, dribbling nose.	Dry, Polished Leather	Cruel	Wheelbarrow
25	Henry	Dotted with warts.	Battery Acid	Surly	Fine Cloak
26	Roger	Angular, asymmetrical chin.	Garlic	Gregarious	Hoe
27	Walter	Mouth-breathing.	Sour Milk	Prideful	3 Candles
28	Adam	Smiling, open face.	Ozone	Lazy	Quill and Ink
29	Nicholas	Coated head to toe in muck.	Molten Rubber	Moronic	Live Goat
30	Hugh	Has a silent partner.	Wet Dog	Frantic	Bag of Flour
31	Peter	Speckled with sores.	Mushroom	Slothful	30' of Rope
32	Gregory	Wiry-haired.	Mashed Earthworms	Stoic	Loaded Dice
33	Ralph	Old burn scars.	Dry, Very Fine Dust	Ignorant	Red Paint
34	Simon	Ferocious squint.	Charcoal	Rebellious	Leather Bridle
35	Gilbert	Deaf in one ear. Contorted.	Soil	Ignorant	3 Clay Pots
36	Edmund	Furious eyes.	Hot Blood	Paranoid	Iron Scraps
37	Phillip	Feverish movement.	Pine	Arrogant	Mangy Dog
38	Stephen	Rheumy, raw eyes.	Burnt Pork	Gluttonous	Pot of Glue
39	Alan	Horn-like carbuncle.	Musk	Lazy	Donkey
40	Lawrence	Sheds fleas and lice.	Dry Straw	Stoic	Fine Boots
41	Andrew	Bandy-legged.	Stale Bread	Diseased	Bolt of Fabric
42	James	Slow-witted	Roses	Incompetent	Raw Honeycomb
43	Eli	Bafflingly beautiful.	Violets	Rude	Book of Poetry
44	Giles	Long, winding scar.	Burnt Leather	Fearful	Dead Goat
45	Jordan	Lopsided body.	Wine	Diseased	Bundle of Rags
46	Matthew	Stiff as a board. Shudders.	Damp, Mouldy Cheese	Envious	Rake
47	Michael	Yellow stump teeth.	Rye Bread	Dribbling	3 Chickens
48	David	Large mouth, like a fish.	Horse Sweat	Rude	Bundle of Reeds
49	Reginald	Facial abscess.	Compost	Fearful	Brush
50	Bartholomew	Pale, cracked skin.	Freshly Cut Grass	Passive	Hammer

1d100	Name	Appearance	Odour	Demeanour	Mundane Item
51	Alice	Vein-coated neck.	Ash	Diseased	Drum
52	Alice	Thin, pale lips.	Cottage Cheese	Envious	3 Buckets
53	Alice	Back bent like a hoop.	Wet Horse	Imaginative	Bandages
54	Alice	Haggard and hunted.	Caramel	Trustworthy	Spool of Thread
55	Alice	Pig-like nose.	Rotting Flowers	Eager	9 Acorns
56	Alice	Cross-eyed.	Sun-Baked Egg	Frantic	Heavy Chisel
57	Alice	Long, skeletal fingers.	Vinegar	Slinking	Hand Puppets
58	Alice	Blubber lips.	Mouldy Bread	Furious	Torn Banner
59	Alice	Mismatched arms.	Porridge	Passive	Dagger
60	Alice	Vaguely suggestive comments.	Metal Shavings	Trusting	Scythe
61	Joan	Long-necked.	Flax Dust	Stoic	Bag of Seeds
62	Joan	Wipes nose constantly.	Wood Smoke	Truculent	Dead Pig
63	Joan	Dented head.	Pickled Cabbage	Frantic	Brick of Soap
64	Joan	Flicking tongue, cracked lips.	Wet Wool	Humble	Bundle of Sticks
65	Joan	Unusually large head.	Rotten Meat	Wise	Polished Rock
66	Agnes	Irregular, grey teeth.	Freshly Baked Bread	Passive	Wooden Stake
67	Agnes	Phlegm-spraying cough.	Grease	Devout	Trumpet
68	Agnes	Bird sits on shoulder.	Asparagus	Hopeless	3 Clay Bowls
69	Margery	Flat, pancake face.	Urine and Blood	Stoic	Lewd Scrawling
70	Margery	Tufts of irregular hair.	Skin Flakes	Imaginative	Club
71	Margery	Slab-faced.	Lavender	Meticulous	Large Bucket
72	Isabel	Extraordinarily compressed.	Wet Clay	Hopeless	9 Dead Rats
73	Isabel	Hissing, rasping voice.	Tar	Skeptical	Whittled Statue
74	Isabel	Sunken head and short limbs.	Blackberries	Valiant	Dead Cat
75	Margaret	Twitches and jerks.	Sharp Raw Sewage	Passive	Shovel
76	Emma	Thunderous flatulence.	Cedar	Observant	Bag of Sand
77	Juliana	Stump-fingered.	Cloves	Sarcastic	Clever Dog
78	Christine	Small, tightly pursed mouth.	Mothballs	Hopeless	Axe
79	Katherine	Cannot make eye contact.	Roast Chicken	Rebellious	Floppy Hat
80	Beatrice	Crooked back.	Old Spinach	Equitable	Bag of Nails
81	Elizabeth	Loose skin.	Wax	Skeptical	Whip
82	Ellen	Remarkably small head.	Rotten Eggs	Frantic	3 Pots of Dye
83	Mary	Little goggling eyes.	Wet Cereal	Witty	Live Pig
84	Ruth	Spindly, knob-jointed limbs.	Pungent Blue Cheese	Greedy	Bow and Arrows
85	Sibilla	No chin whatsoever.	Damp Straw	Grumpy	Wooden Spoon
86	Cecily	Bloated stomach.	Lye	Lazy	Spade
87	Sara	Languid, calm speech.	Pus	Excitable	Pot of Grease
88	Avice	Terrifying laugh.	Wet Mortar	Vulgar	Curved Knife
89	Isolda	Widely set eyes.	Mouse Urine	Passive	6 Eggs
90	Lucy	Turnip-shaped nose.	Yeast	Surly	Handcart
91	Mariota	Astonishingly old.	Rotting Fish	Diseased	Live Cat
92	Ann	Hideous grin and winking eyes.	Red Hot Iron	Quarrelsome	Bundle of Weeds
93	Annabel	Left eye much larger than right.	Pig Shit	Rigid	Sack of Manure
94	Anastasia	Half-asleep.	Horse Shit	Ignorant	Trowel
95	Avelina	Missing fingers.	Goat Shit	Dribbling	Vial of Poison
96	Letita	Waddling gait.	Dog Shit	Surly	Pitchfork
97	Agatha	Stutter.	Cow Shit	Devout	Felt Cap
98	Eustacia	Sagging lips.	Ten Kinds of Shit	Rebellious	Sack of Manure
99	Sabrina	Wild, tangled hair.	No Odour	Suspicious	Basket
100	Susanna	Prominent mole or boil.	Far Too Strong (Reroll)	Passive	Saw

9

Townsfolk

Appearing: 2d6. The most prosperous townsfolk in the crowd will bully their way to the front and try to take control of the conversation.

HD: 1 (4 HP)

Appearance: riot of fashion and colour. Slashed sleeves, bright dyes, curled shoes, tall hats. Aprons and caps. Uniforms for guilds.

Voice: all varieties. Educated to simple, witty to vulgar, courteous to rude.

Wants: wealth, status, and security.

Morality: tolerably good when someone is watching.

Intelligence: usually dim. Some folk wisdom, hard lessons, and professional expertise.

Armour: none.

Move: normal.

Morale: 7

Damage: 1d4 punch or 1d6 improvised weapon.

Townsfolk rarely attack unless the situation is truly dire or they think they have a tactical advantage.

Townfolk sometimes have last names related to their profession (e.g. Roland Baker) or an incongruous profession (e.g. Alice Carter the Butcher).

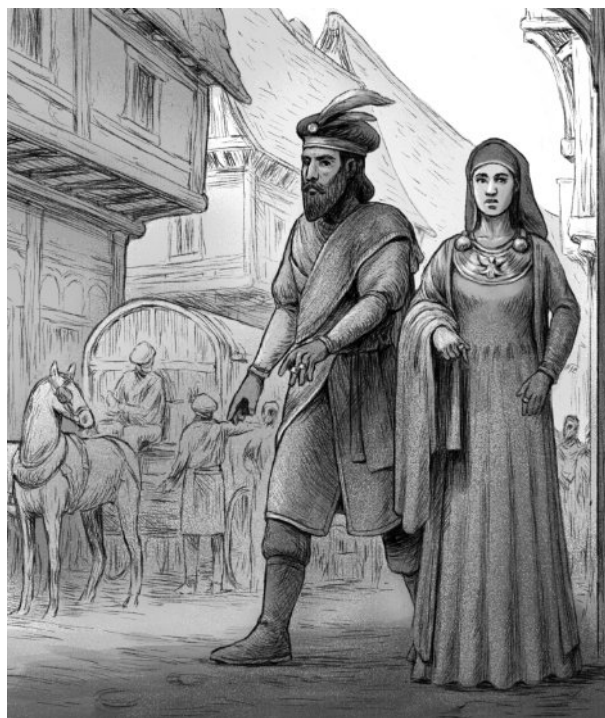
Treasure: Townsfolk carry 1d4gp. High-status individuals might carry 1d10gp and clothes worth a further 1d10gp.

1d10 Guild Crises

- 1 Supplies of a vital material are running low.
- 2 The treasurer fled with the guild's savings.
- 3 Feud with a rival guild is growing violent.
- 4 Desperate drive to recruit new members.
- 5 Preparations for annual procession go awry.
- 6 Factions within the guild fight for control.
- 7 Natural disaster cripples guild.
- 8 Guild has earned the wrath of local rulers.
- 9 Rival town seeks to undermine guild.
- 10 Lower ranks of guild are in open revolt.

1d10 Shopkeeper Eccentricities

- 1 Must examine every coin for forgeries.
- 2 Tells awkward personal stories.
- 3 Sneezes every few seconds.
- 4 Training a young assistant. Lots of shouting.
- 5 Snobbish and peculiar.
- 6 Gives incorrect change "by accident".
- 7 Constantly tries to upsell every purchase.
- 8 Ignores all but one customer.
- 9 Offers drinks, cakes, and sweets.
- 10 Awful memory. Needs constant prompting.



1d20 Townsfolk Problems

- 1 An army marches towards our town.
- 2 The old house down the lane is haunted.
- 3 A sinister cabal of nobles move to curtail our town's ancient freedoms.
- 4 They say it's just rats in the basement, but I've never heard of rats that can sing.
- 5 Fire! Fire! Fire! Fire!
- 6 Our rival town has sent agents to destroy our prosperity. We should retaliate.
- 7 The Guildmaster never works before sunset.
- 8 Stay away from the east quarter. I hear they've got the Plague.
- 9 A thief has been robbing church almsboxes.
- 10 My sister disappeared! Have you seen her?
- 11 The prize bull has broken loose! Catch it!
- 12 Something dark and hairy roams the streets by the light of the full moon.
- 13 Mercenaries are drinking and rioting.
- 14 Is the wizard college supposed to be glowing like that? Oh look, fireworks.
- 15 Gate tolls are increasing again. Where does the money go? The walls are falling apart.
- 16 I think my spouse is unfaithful. Can you discreetly investigate?
- 17 The new bishop is stirring up trouble. Will no one rid us of this turbulent priest?
- 18 All the eyes were gouged out of our statues.
- 19 I need a date for the festival. Are you free?
- 20 Why is that house always hit by lightning?

1d100 Townsfolk

1d100	Name	Town Name	Profession / Shop
1	Richard	Longwall	Illustrator
2	Richard	Vair	Glove-Maker
3	Charles	Skipton	Goatherd
4	Charles	Pulverbatch	Broom-Maker
5	Louis	Chervache	Armourer
6	Louis	Tickhall	Gravedigger
7	Robert	Wigmore	Land-Merchant
8	Robert	Little Easton	Scullion
9	William	Beret	Stonecutter
10	William	Castle Combe	Belt-Maker
11	John	Gowse	Sea-Merchant
12	John	Turnebe	Barber-Surgeon
13	John	Saintalle	Map-Maker
14	Claude	Mezeray	Apothecary
15	Thomas	Durindu	Jeweller
16	Adam	Thropsford	Servant
17	Jean	Rosny	Cheese-Maker
18	Hugh	Lavedon	Pewterer
19	Joseph	Colness	Siege Engineer
20	Michael	Lyonel	Carpenter
21	Raymond	Chepstow	Minstrel
22	Roland	Hallyards	Engineer
23	Matthew	Bunt	Clerk
24	Gilles	Clair	Butcher
25	George	Meschnot	Furbisher
26	Gregory	Nape	Parchment-Maker
27	Edmund	Asthall	Plasterer
28	Phillip	Kirkton	Felt-Maker
29	Geoffrey	Oggerham	Debt Collector
30	Henry	Seridale	Blacksmith
31	Gadifer	Baif	Fishmonger
32	Oliver	Middlemarch	Hat-Maker
33	Stephen	Giffen	Chirurgeon
34	Andrew	Boisrobert	Clock-Maker
35	Huget	Patchwork	Miller
36	Francis	Barnstaple	Cooper
37	Peter	Pasquier	Weaver
38	James	Hapsin	Bag-Maker
39	Gilbert	Renton	Needle-Maker
40	Arthur	Bedrule	Dyer
41	Jules	Stavely	Rope-Maker
42	Andre	Aufair	Mercer
43	Jerome	Winton	Glass-Maker
44	Guy	Tontes	Lead Servant
45	Jacob	Storknest	Pack Handler
46	Isaac	Pellamy	Alchemist
47	Mark	Cotin	Tax Collector
48	Nicholas	Bearcrofts	Bronze-Caster
49	Victor	Seggieden	Lawyer
50	Roman	Entrou	Fletcher

1d100	Name	Town Name	Profession / Shop
51	Alice	Marcade	Domestic Servant
52	Alice	Courcelles	Storyteller
53	Joan	Boutonnais	Banker
54	Joan	Bezel	Toll-Keeper
55	Agnes	Spode	Woodcarver
56	Agnes	Precy	Farrier
57	Margery	Warton	Poet
58	Margery	Sandhollow	Shipwright
59	Isabel	Tiers	Weaponsmith
60	Isabel	Balth	Porter
61	Mary	Appleby	Furrier
62	Mary	Wem	Rat Catcher
63	Mary	Chester	Cartwright
64	Mary	Garthly	Gongfarmer
65	Margaret	Scobie	Ointment-Maker
66	Emma	Belleau	Bookbinder
67	Juliana	Old Wardon	Copyist
68	Christine	Blairbuis	Bridle-Maker
69	Katherine	Elbow Springs	Cook
70	Elizabeth	Hartsyde	Poultry-Keeper
71	Ellen	Grougar	Astrologer
72	Mary	Spunge	Herbalist
73	Amice	Carnation	Woodcutter
74	Sibilla	Koata	Bureaucrat
75	Cecily	Campair	Inn-Keeper
76	Sara	Aboyne	Cobbler
77	Avice	Long Crendon	Jailer
78	Isolda	Abernathy	Leatherworker
79	Beatrice	Nebers	Swineherd
80	Lucy	Hook Norton	Locksmith
81	Mariota	Underland	Falconer
82	Ann	Thirsk	Baker
83	Annabel	Sceve	Tailor
84	Anastasia	Goodtower	Painter
85	Letitia	Sempora	Tanner
86	Agatha	Rickfries	Brewer
87	Eustacia	Bursting	Architect
88	Avelina	Gombaud	Sculptor
89	Sabrina	Martel	Gambler
90	Susanna	Borling	Thatcher
91	Andrea	Lurgi	Basket-Maker
92	Anna	Grogrot	Goldsmith
93	Bianca	Lopsterset	Mason
94	Colette	Esselmont	Embroiderer
95	Flo	Olgan	Spice-Merchant
96	Lucia	Sudley	Chandler
97	Goody	Nether Stowe	Potter
98	Charity	Alsouice	Salter
99	Faith	Headingham	Carder
100	Hope	Sebillet	Cloth-Merchant

10

Wizard

Appearing: 1

HD: 2, 4, or 6 HD (9, 18, or 36 HP) for low-, mid-, and high-level Wizards respectively.

Appearance: outlandish robes, tall hat, spellbook.

Voice: educated, distracted, and confident.

Wants: rare magic, power, wealth, and glory.

Morality: varies, but easily tempted.

Intelligence: knowledgeable but eccentric. Wizards can detect strong magic. They can Save to see through invisibility or illusion spells.

Armour: none. 25% chance to resist any spell.

Move: normal.

Morale: 7

Damage: if out of spells, 1d4 pathetic punch or 1d4 mundane missile (thrown object, 30' range).

Each round, a Wizard may cast one of the following spells. Low-level Wizards may cast spells 1 and 2 once per day. Mid-level wizards may cast spells 1 and 2 twice per day and spells 3 and 4 once per day. High-level wizards may cast spells 1 and 2 three times per day and spells 3 and 4 twice per day.

Spell Checker

Spell		Low	Mid	High
1 Magic Missile				
2 Minor Working				
3 Cone of [Element]				
4 Greater Working				

1. Magic Missile

The Wizard fires a bolt of magic at a visible target. 100' range, 1d6+1 damage, always hits. Mid-level Wizards fire 2 bolts, High-level wizards fire 3. Different targets can be selected for each bolt.

2. Minor Working

The Wizard chooses one effect. 30' range.

- Target mundane object is repaired or restored.
- Target creature (including the Wizard) heals 1d6 HP.
- Target creature must Save or treat the Wizard as a good friend for 1d6 minutes.
- Target creature or object (including the Wizard) becomes invisible for 1d6 minutes.

3. Cone of [Element]

50' cone, 3d6 [element] damage, Save for half.

4. Greater Working

The Wizard chooses one effect. 30' range.

- Target creature (including the Wizard) is fully healed or cured of all diseases or freed from all curses.
- The Wizard teleports up to 10 miles.
- Fill up to ten 10' cubes with fog or sticky webs.
- Target creature must Save against fear.



1d10 Why Is This Wizard In The Dungeon?

- 1 Scouting the location as a possible base.
- 2 Overconfident and a little bit tipsy.
- 3 Went through a strange unmarked door.
- 4 Lured by letters promising vast wealth.
- 5 Botched a teleport spell.
- 6 Delivering a diplomatic ultimatum.
- 7 Retracing the steps of their mentor.
- 8 Slept in, abandoned by adventuring party.
- 9 Searching for rare potion ingredients.
- 10 Powerful entity pretending to be a wizard.

1d10 Reasons I Can't Help You

- 1 You couldn't possibly afford my rates.
- 2 I have a terrible headache.
- 3 Your problems are boring. You are boring me.
- 4 I am on a mission to fix the weather.
- 5 I dislike danger, pain, and the outdoors.
- 6 My physician said I need six months of rest.
- 7 I could never abandon my research.
- 8 The omens are inauspicious.
- 9 I am booked solid for the next three years.
- 10 How dare you speak to me, impudent filth.

Wizards try to win fights by intimidating opponents. They will typically negotiate first unless cornered, threatened, or insulted. If a fight turns against them, they will flee and seek revenge.

Treasure: Wizards carry 20×1d10gp in rare herbs, vials of mercury, small gems, and solid gold coins. They may also carry a magic item (1d100, pg. 37).

IF EVER A WONDERFUL WIZ THERE WAS

The simplified spell rules listed on this page are designed to facilitate convenient and quick encounters. Feel free to invent minor magical effects, substitute spells for ones listed on pg. 36, or adapt spells from your system of choice. Spells and magic items on pp. 36-38 are not fully described, and should be ignored if their effects are too difficult to look up, improvise, or adjudicate.

Spells				
1d100	Generic Low-Level	1d20	Unusual Low-Level	1d100
1	Alter Self	1	Adjudicate	51
2	Colour Spray	2	Become Delicious	52
3	Control [Element]	3	Butterfly Hurricane	53
4	Darkness	4	Fingerbreaker	54
5	Darkvision	5	Flying Syringe	55
6	Deflect Spell	6	Glittergust	56
7	Grease	7	Hurled Boot of Force	57
8	Hex	8	Inflict Remorse	58
9	Hold Person	9	Lock Joints	59
10	Levitate	10	Measure	60
11	Light	11	Moon Lust	61
12	Locate Object	12	Root Feet	62
13	Mage Armour	13	Rot	63
14	Minor Illusion	14	Scour Object	64
15	Resist [Element]	15	Scuttle	65
16	Share Thoughts	16	Speak with [Element]	66
17	Silence	17	Summon Vermin	67
18	Sleep	18	Transfer Heat	68
19	Speak with Dead	19	Unseen Orchestra	69
20	Summon Animal	20	Vertigo	70
	Generic Mid-Level	1d20	Unusual Mid-Level	
21	Contagion	1	Battering Beam	71
22	Control Weather	2	Beastcloak	72
23	Counterspell	3	Corpse Mask	73
24	Dominate	4	Dessicate	74
25	Fabricate	5	Drain Luck	75
26	Fireball	6	Dust of Discord	76
27	Fly	7	Explode Corpse	77
28	Haste	8	Invisible Flames	78
29	Induce Emotions	9	Liquefy Metal	79
30	Lightning Bolt	10	Magnetic Blast	80
31	Locate Creature	11	Perfect Balance	81
32	Major Illusion	12	Precise Bombardment	82
33	Modify Memory	13	Screaming Teeth	83
34	Shield from [Element]	14	Shackle to the Earth	84
35	Raise Minor Undead	15	Summon Throne	85
36	Summon Monster	16	Thicken Air	86
37	Temporary Polymorph	17	Wall of Distraction	87
38	True Sight	18	Water to Glass	88
39	Wall of [Element]	19	Wind Scythe	89
40	Wall of Force	20	Word of Peace	90
	Generic High-Level	1d10	Unusual High-Level	
41	Banish	1	Alter Gravity	91
42	Chain Lightning	2	Cone of Hooks	92
43	Earthquake	3	Death Ward	93
44	[Element] Immunity	4	Implosion	94
45	Killing Word	5	Iron Immunity	95
46	Mass Suggestion	6	Mental Prison	96
47	Meteor Swarm	7	Regicide	97
48	Permanent Illusion	8	Reverse Spell	98
49	Permanent Polymorph	9	Spiderform	99
50	Raise Greater Undead	10	Walking Trees	100

1d8	Elements	Colours
1	Acid	Red
2	Air	Orange
3	Fire	Yellow
4	Ice	Green
5	Lightning	Blue
6	Stone	Indigo
7	Void (Sonic)	Violet
8	Water	Black/White

1d6 Ways This Spell Is Stored

1	Spellbook	Easy to copy.
2	Wand	1d4 charges.
3	Scroll	1 use.
4	Notebook	Experimental.
5	Tablet	Very, very heavy.
6	Skull Shard	Macabre, fragile.

1d10 Pompous Wizard Titles

1	X, Ruler of the [Element]
2	X the [Colour]
3	Dread Wizard X
4	Archmage X
5	X, Truthseer Supreme
6	X, Sage Arcanum
7	Mighty X, Wyrdwalker
8	Cranial Pinnacle X
9	Thaumic Juggernaut X
10	X the Elder Magister

1d10 Wizard Schools

1	Abjuration	Henwoths
2	Alteration	Scarptower
3	Divination	Lubelsham
4	Evocation	Witbridge
5	Force	Bizbilly
6	Illusion	Morwoff
7	Enchantment	Spotwelder
8	Movement	Jock Well's
9	Necromancy	Blackspine
10	Hedge Magic	Chrestopal

1d10 Familiars

1	Black cat with yellow eyes.
2	Enormous surly toad.
3	Patchy feverish owl.
4	Black ill-smelling goat.
5	Excitable silver ferret.
6	Capering red imp.
7	Folded paper tiger.
8	Headless hairless lemur.
9	Bottled blue slime.
10	Torpid green lizard.

1d100 Wizards

1d100	First Name	Family Name	Appearance	Area of Study	Magic Item
1	Cervantes	Dubarton	Hooked, dribbling nose.	Taxidermy	Wand of sawdust.
2	Gamma	Alzirr	Half-asleep, snores intermittently.	Dragons	Ring of <i>fire resistance</i> .
3	Nathel	Facts	Pleasant smile.	Artificial Life	Scroll of <i>imbue soul</i> .
4	Irascible	Lowell	Greasy. Rubs fingers constantly.	Potion Creation	Wand of <i>purify water</i> .
5	Antares	Entwobble	Unusually tall and slender.	Death	Scroll of <i>instant death</i> .
6	Pterence	Azga	Nervous tic or twitch.	Wands	Wand of <i>locate wand</i> .
7	Havelock	Stiltstalker	Very long fingernails. Clicks them.	Herbs	Wand of <i>locate plant</i> .
8	Congeniality	Frill	Off-putting stare.	Metallurgy	Wand of <i>purify metal</i> .
9	Urgrak	Glassteeth	Practically nude. Sagacious.	Lizards	Perpetual warm stones.
10	Thule	Kentebarus	Remarkably beautiful.	Wine	Flask of <i>eternal grease</i> .
11	Auric	Firebrand	Bloated stomach.	Transformation	Wand of <i>polymorph</i> .
12	Victus	Barnacle	Red face. Rants and raves.	Mazes	Bottle of <i>liquid light</i> .
13	Case	Extralian	Fierce eyebrows, like two ferns.	Giants	Belt of <i>giant strength</i> .
14	Zephiros	Truebert	Gawping, slack mouth.	Orbs and Spheres	Wand of <i>force globe</i> .
15	Lesath	Burke	Widely spaced eyes. Fish-like.	Living Illusions	Rod of <i>illusion</i> .
16	Dariel	Questfinder	Filthy. Wild mood swings.	Archaeology	Wand of <i>sandblasting</i> .
17	Shorth	Galwax	Uneven, half-collapsed face.	Slimes and Oozes	Ring of <i>repel slimes</i> .
18	Gabraith	Bombard	Deep-sunk, lidded eyes.	Time Travel	Accurate modern clock.
19	Bostigale	Polluxian	Cackles and points.	Gardening	Rake of <i>face-breaking</i> .
20	Lurrik	Hormglower	Large, vein-coated ears.	Locks	Wand of <i>knock/lock</i> .
21	Asmithe	Furdle	Wild, tangled hair.	Poison	Huge bottle of poison.
22	Solar	Crux	Shakes and tremors.	Large Beasts	Wand of <i>invisibility</i> .
23	Tik Elmer	Zazurak	Spindly, knob-jointed limbs.	Teeth	Pliers of <i>deadly force</i> .
24	Rannel	Hopcraft	Short, badly cropped hair	Item Creation	50' of <i>sentient chain</i> .
25	Underbought	Puxlien	Uneven nose, like an old turnip.	Logic	Rod of <i>spell resistance</i> .
26	Dredger	Alavega	Dotted with warts.	Apocalypses	Cloak of <i>flight</i> .
27	Arastro	Wisest	Pinched, pointed chin.	History	Ring of <i>acid resistance</i> .
28	Ephrael	Kastobar	Dirty or dusty, as if unearthed.	Lightning	Rod of <i>call lightning</i> .
29	Hubert	Rugg	Slab-faced, dead-eyed.	Hair	Staff of <i>cleanliness</i> .
30	Rigel	Brucedigger	Sunken head and short limbs.	Ancient Runes	Glasses of <i>decoding</i> .
31	Stepladder	Kibmelon	Sloped forehead. Grunts.	Summoning	Wand of <i>mind control</i> .
32	Ezekiel	Idlewild	Speckled with paint and plaster.	Divinity	Flaming sword.
33	Jericus	Dolge	Bedecked with jewellery.	Sunlight	Wand of <i>light</i> .
34	Reliant	Wells	Extraordinarily compressed.	Mining	Potion of <i>detect gold</i> .
35	Silas	Littimer	Cracked and yellowed skin.	Literature	Wand of <i>copy text</i> .
36	Trantor	Flintwinch	Closely spaced dark green eyes.	Dream Reading	Wand of <i>sleep</i> .
37	Hannibal	Urstle	Floating thundercloud hat.	Countermagic	Rod of <i>deflect spell</i> .
38	Silver	Diziban	Rheumy, raw eyes. Tear-streaks.	Immortality	Potion of <i>extend life</i> .
39	Chadaugen	Curseboon	Drooping jowls.	Item Duplication	Mirror of <i>duplication</i> .
40	Kithan	Pancks	No chin to speak of.	Music	Orb of <i>record music</i> .
41	Sohail	Fruend	Blotched complexion.	Astral Travel	Helm of <i>true sight</i> .
42	Cagnar	Linwickler	Smoothed, as if made of clay.	Ice and Snow	Rod of <i>create blizzard</i> .
43	Asher	Mordans	Cold, dead skin. Slightly blue tint.	Teleportation	Orb of <i>teleportation</i> .
44	Creswell	Diver	Mobile heap of fabric.	Mechanisms	Rod of <i>animate object</i> .
45	Sorcelettin	Cateram	Furtive eyes, light step.	Numerology	Ring of <i>luck</i> .
46	Billian	Swidger	Swollen goiter.	Speed	Potion of <i>haste</i> .
47	Peacock	Elderbaron	Very fine long hair.	Fish	Ring of <i>breathe water</i> .
48	Tybalt	Mollusc	Prominent mole or boil. Painful.	Rebirth	Scroll of <i>reincarnate</i> .
49	Cyclone	Earbinder	Unusually large head.	Essential Salts	Wand of <i>raise skeleton</i> .
50	Barnard	Noggs	Arched, thin eyebrows.	Construction	Rod of <i>wall of stone</i> .

1d100	First Name	Family Name	Appearance	Area of Study	Magic Item
51	Felicia	Rackbourne	Feathers in hair and eyebrows.	Fate	Scroll of <i>true prophecy</i> .
52	Tarnel	Dragonhair	Profuse sweating in all weather.	The Sea	Boots of <i>walk on water</i> .
53	Placid	Omer	Sways. Calculates odds of events.	Prisons	Wand of <i>hold person</i> .
54	Uddik	Best	Darting, narrow tongue.	Trees	Rod of <i>plant growth</i> .
55	Margasso	Goatswill	Great shock of white hair.	Exorcism	Scroll of <i>banish</i> .
56	Jezobard	Langley	Splayed nose. Pale blue eyes.	Beautification	Wand of <i>restoration</i> .
57	Sarithan	Cloud	Fluttering hands.	Oils and Unguents	Wand of <i>distillation</i> .
58	Megehra	Sandalwood	One tooth. Only four fingers.	Stone	Rod of <i>shape stone</i> .
59	Claar	Pacca	Lantern jaw, jagged teeth.	Pyromancy	Wand of <i>fireball</i> .
60	Cor Agatha	Nupkins	Careworn features.	Astrology	Orb of <i>minor prediction</i> .
61	Pepperton	Cromwell	Uses forks to touch everything.	Vampirism	Wand of <i>extract blood</i> .
62	Esmerzelda	Pross	Well-worn, yellowed teeth.	Acid Control	Boots of <i>walk on acid</i> .
63	Xor	van Tammers	Aged and wrinkled.	Moths	Wand of <i>moth swarm</i> .
64	Silvara	Grumium	Porcelain skin.	Deserts	Flask of <i>infinite water</i> .
65	Lavis	Maylile	Charming, smiling eyes.	Reading Clouds	Wand of <i>stasis</i> .
66	Ogmellow	Distress	Youthful but emotionless face.	Demon Binding	Bag of <i>barrier salt</i> .
67	Karin	Rot	Concealed beneath huge hat.	Healing	Potion of <i>major healing</i> .
68	Pipirima	Dartle	Domed head, wispy hair.	Fossils	Rod of <i>digging</i> .
69	Castula	Prattler	Androgynous. Wields a cane.	Madness	Wand of <i>confusion</i> .
70	Boreal	Sham	Small, tightly pursed mouth.	Reading Entrails	Dagger of <i>flaying</i> .
71	Artina	Lottletech	Rheumatic joints.	Secrecy	Potion of <i>alter self</i> .
72	Pestilent	Smidgely	Wiry-haired, tough and squat.	Alchemy	Flask of <i>universal acid</i> .
73	Kalod	Tunnels	Portly, kind, and irreverent.	Warfare	Sword of <i>decapitation</i> .
74	Alsephina	Bazzard	Speckled with festering sores.	Cooking	Collapsable kitchen.
75	Tufted	Dwimlight	Hissing, raspy voice.	Politics	Wand of <i>charm person</i> .
76	Lugg	Jumbuck	Rictus grin, eyes locked open.	Golems	Wand of <i>stone to mud</i> .
77	Vrake	Potts	Faint chemical or floral smell.	Entertainment	Wand of <i>fireworks</i> .
78	Maugan	Sheliak	Perfect, smooth teeth.	Cattle	Rod of <i>local fertility</i> .
79	Roxanne	Ozzel	Bulbous nose.	Glyphs	Book of <i>madness sigils</i> .
80	Porrima	Staggers	Elaborate abstract mask.	Demolition	Wand of <i>explosions</i> .
81	Mariota	Mortar	Pointed, chipped teeth.	Sound	Wand of <i>thunderclap</i> .
82	Bellatrix	Sweedlepipe	Cruel, cold features.	Small Beasts	Ring of <i>friendship</i> .
83	Yenok	Crop	Crossed eyes.	Exploration	Wand of <i>linked portals</i> .
84	Nonesuch	Hooper	Shivering and wavering.	Weather Control	Rod of <i>steer clouds</i> .
85	Lilabelle	Thunderclap	Nervous twitch-scream.	Newts	Cap of <i>mind immunity</i> .
86	Saberine	Carton	Deeply scarred.	Comets	Scroll of <i>regicide</i> .
87	Wensen	Perkariad	Bespectacled and blinking.	Birds	Ring of <i>speak to birds</i> .
88	Delilah	Sneerwell	Drunk or pretending to be.	Decadence	Potion of <i>infatuation</i> .
89	Eldra	Neckett	Tufted, cloud-like hair.	Cats	Ring of <i>speak to cats</i> .
90	Alesse	Escutcheon	Haggard and haunted.	Moonlight	Ring of <i>lycanthropy</i> .
91	Brassica	Harmond	High delicate cheekbones.	Bloodlines	Rod of <i>detect parents</i> .
92	Sapphire	Asmidisk	Mismatched eye colours.	Snakes	Ring of <i>resist poison</i> .
93	Erochia	Watts	Long skeletal fingers.	Ash and Embers	Wand of <i>cindercone</i> .
94	Hazel	Shrewcatcher	Protruding, uneven teeth.	Hallucinations	Wand of <i>delusion</i> .
95	Lucretia	von Koss	Trembles. Tiny orbiting rocks.	Weaving	Ring of <i>cold resistance</i> .
96	Katuma	Gerton	Dark circles under the eyes.	Rain	Scroll of <i>summon rain</i> .
97	Jin	Ruminate	Extraordinarily wrinkled.	Poetry	Cloak of <i>melancholy</i> .
98	Smyrna	Tackleton	Sad, pouting mouth.	Darkness	Wand of <i>darkness</i> .
99	Woeful	Lockhand	Slouching, careless posture.	Disease	Ring of <i>resist disease</i> .
100	Pannyth	Stricture	Stands on tip-toe, floats about.	Fruit	Wand of <i>summon fruit</i> .

Generic Wizard Tower



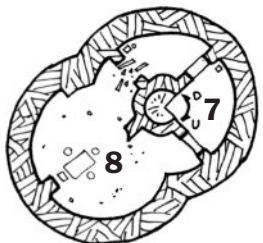
11. Eldritch Library

- Rare and prosaic books.
- Lobwell's *On the Upper Air*.
- Purdue's *Synthesia*.
- Florentina's *Vivisections*.
- Mu-Krin's *Countermagic*.



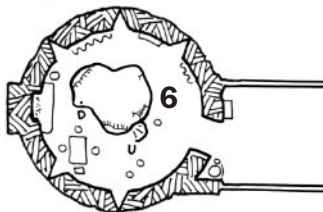
9. Reagent Vault

- Pickled toads, guano.
- Many empty shelves.
- Flammable dust.
- ↑ Blistered spiral stair.
- ↓ Polished spiral stair.



7. Locked Alcove

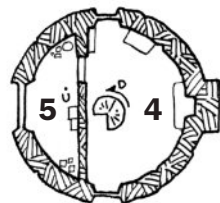
- Two locked iron doors.
- Lightning and fire traps.
- Abundant scorch marks.
- ↑ Polished spiral stair.
- ↓ Fragmented spiral stair.



1d10 Encounters

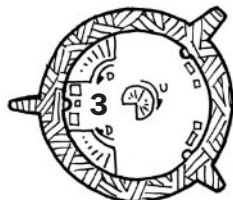
Magical Treasure

1	The Wizard (pg. 35).	50' of <i>obedient rope</i> .
2	1d6 Mimics (pg. 53).	Club of <i>memory erasure</i> .
3	1 Ooze (pg. 57).	Cream of <i>invisibility</i> .
4	1d6 Skeletons (pg. 61).	Enchanted toast-maker.
5	1d6 Firebats (pg. 129).	Flask of <i>universal acid</i> .
6	1 Ghost (pg. 159).	Flask of <i>eternal glue</i> .
7	1 Mind Eater (pg. 190).	Perpetual music box.
8	1d6 Mutants (pg. 191).	Potion of <i>restoration</i> .
9	1 Eye Tyrant (pg. 183).	Wand of <i>fireball</i> .
10	Crash down 1 level.	Wand of <i>remove skin</i> .



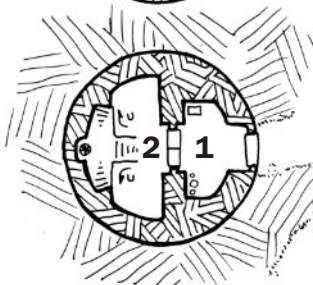
5. Sodden Study

- Locked wooden door.
- Open roof, smashed tiles.
- Spoiled books, thick moss.
- 6gp in gold binding scraps.
- ↑ Swaying rope ladder.



3. Desolate Lobby

- Walnut panels worth 50gp.
- Fake magical equipment.
- Cases full of testimonials.
- ↑ Rusting spiral stair.
- ↓ Twin marble ramps.



1. Hideous Hall

- Ceramic exterior door.
- Lock sizzles with lightning.
- Inside: dust, old boots.
- Double wood doors to (2).
- Gold handles worth 8gp.

- The wizard is dead... right?
- Let's loot their house.

12. Blasted Spire

- Sways precariously.
- Superb view of region.
- Dozens of pigeon nests.
- ↑ Climb to pinnacle.
- ↓ Blistered spiral stair.

10. Woeful Surgery

- Bloodstained iron door.
- Animated restraint trap.
- Serrated implements.
- Bucket of long-rotted limbs.
- 30gp in silver stitching wire.

8. Meditation Pod

- Silver runes and traces.
- Potion distillation engine.
- Domed celestial ceiling.
- 90gp in egg-shaped opals.
- Small observation platform.

6. Perilous Platform

- Magic reflection chamber.
- Windswept landing pad.
- Flying machine sketches.
- ↑ Fragmented spiral stair.
- ↓ Swaying rope ladder.

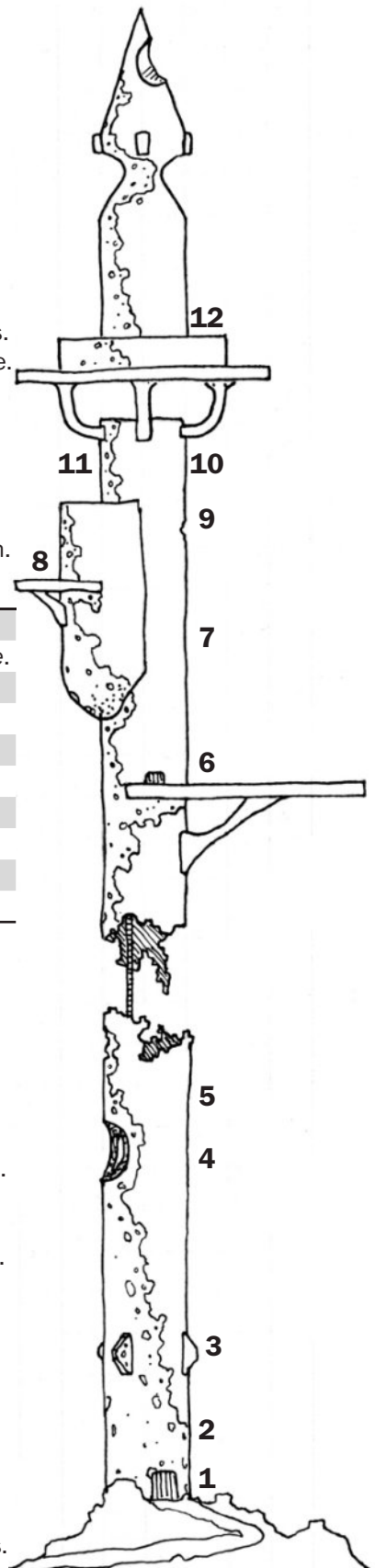
4. Damp Lounge

- Mouldering velvet couches.
- Open roof, iron fragments.
- Water stains, rust.
- 2gp under couch cushions.
- ↓ Rusting spiral stair.

2. Majestic Staircase

- Plush purple carpet.
- Imposing wizard statues.
- Rolling spike ball trap.
- Sham plants worth 20gp.
- ↑ Twin marble stairs.

- Desolate moor. Eerie lights.
- Shattered tower still floats.





2

Angewandte

Dungeons can be extensions of a mythic underworld where the rules of the surface are distorted and the environment itself conspires against intruders.

Alternatively, dungeons can be practical excavations, built or amended for comprehensible goals and inhabited by creatures who find them natural homes. Who knows what lies buried, forgotten, or imprisoned beneath the earth?

A good dungeon should contain (if feasible):

- Multiple paths. Ways to outflank and retreat.
- Notable features or landmarks to aid navigation.
- Enemies and threats.
- Opportunities for diplomacy.
- Traps and penalties for haste and recklessness.
- Something wonderful, unusual, or inexplicable.
- Secrets. Paths and lore. Rewards for curiosity.
- Places where the players can stop exploring and leave without feeling disappointed.
- An overarching theme, ethos, or purpose.
- Convenient and portable treasure.
- Inconvenient and ludicrously valuable treasure to tempt players into convoluted schemes.

Wondrous are these ancient wall-stones,
Shattered by time, foundations shaken by fate,
The old work of giants, crumbled, corrupted—
Rooftops in ruin, towers tumbled down.
Gate-locks lie broken, frost chokes the lime—
Ceilings sapped with age, the high hall loftless.

—*The Ruin*, trans. Craig Williamson

1d10	Cross-Reference Omen	Cross-Reference Encounter	2d6
1	Subsonic rumbling, cobwebs, sinkholes, foul breath.	1 Wurm (pg. 109) hunts 2d6 cornered Giant Spiders (pg. 43). May flee over its back.	2-3
2	Extended snorts, patches of shed skin and pus, wracking coughs.	1 pale contorted Giant (pg. 263) slithers and sniffs, protected by 1 sinus-dwelling Ooze (pg. 57).	4
3	Gravel-coloured fin, crunching, shrieking cries, tufts of fur.	1 terrestrial Shark (pg. 277) snaps at 2d6 Monstrous Vermin (pg. 54). Scaly burrowing predator.	5
4	Liquefied shadows, crawling wood grain, blossoming eyes and teeth.	1 Nightmare Beast (pg. 165) transforms 1d6 mundane items into Mimics (pg. 53).	6
5	Juvenile insults, glowing eyes, hurled stones, hissing.	20×1d10 Kobolds (pg. 75) in a standoff with 30×1d10 Goblins (pg. 44). Violence erupts at any disturbance.	7
6	Neatly severed limbs, thick mucus trail, shouts of dismay.	1 Predatory Snail (pg. 289) fends off 2d6 hungry Orcs (pg. 59), who are trying to flank it.	8
7	Funeral trappings, irruptions of gravestones, dead leaves.	2d6 Ghouls (pg. 161) lurk among 3d6 Skeletons (pg. 61). Buried ambush site.	9
8	Musk, squelching steps, sharp notes of chlorine and salt.	Patrol of 2d6 Myconids (pg. 55) with 1 trained Rust Monster (pg. 192).	10
9	Dismal chants, tendrils of incense, archaic atonal trumpets.	2d6 Wights (pg. 172) flank and protect 1 Mummy (pg. 54). Sombre, adrift in time.	11
10	Tempest of magic, blasphemous oaths, overlapping monologues.	1 Eye Tyrant (pg. 183) menaces 1 Lich (pg. 49). Armed standoff. Dueling megalomaniacs.	12

Monsters	Hit Dice
Goblin	0
Skeleton	1
Orc	1
Monstrous Vermin	2
Myconid	3
Giant Spider	4
Ooze	5
Mimic	6
Mummy	7
Lich	15

1d10	Dungeon Origin
1	Crypt of the unhallowed dead.
2	Mine, squirming after rare gems.
3	Temple, built on layers of ruined temples.
4	Castle, swallowed by shifting soil.
5	Prison, expanded by a line of mad tyrants.
6	Secret retreat, stocked and plundered.
7	Noble tomb, secured in vain against thieves.
8	Cave, lightly improved by artifice.
9	Palace, dragged down by accumulated sins.
10	Cancerous extrusion from another realm.

Dungeon Random Encounters

1d10 Omen	Encounter
1 Wisps of cobweb, sharp hairs.	Cluster of 3d6 Giant Spiders (pg. 43) quietly observing.
2 Tidal wave of smells and noises.	20×1d20 rampaging and bickering Goblins (pg. 44).
3 Temperature plummets. Hair rises.	1 Lich (pg. 49) caught by surprise. Irritable and far too busy.
4 Silence. Faint smell of furniture polish.	Set of 2d6 perfectly ordinary objects; actually Mimics (pg. 53).
5 Chittering, scrabbling, clicking.	Plague of 3d10 Monstrous Vermin (pg. 54). Very hungry.
6 Deep groans, perfume, slow steps.	1 Mummy (pg. 54), lurching with arms outstretched.
7 Fungal reek, clouds of spores.	2d6 Myconids (pg. 55) shuffling along.
8 Moist squelching, acidic fumes.	1 Ooze (pg. 57) searching for scent trails.
9 Clinking armour, muttered commands.	Warband of 10×1d10 Orcs (pg. 59). Alert and cautious.
10 Clattering, dust, scrape of iron.	3d10 Skeletons (pg. 61), waving weapons and advancing.

1d10 Combined Omen	Combined Encounter	2d6
1 Muffled thumping, glimmering gold, creak of wood and iron.	A matching set of 2d6 Mimics (pg. 53) with 1d6 Skeletons (pg. 61) trapped inside, waiting to burst free.	2-3
2 Rasping commands, smell of mold and wet cloth, rustle of paper.	2d6 Myconids (pg. 55) in the final stages of negotiating a difficult treaty with 1 Lich (pg. 49). Who dares disturb?	4
3 Shrieks, clash of steel on bone, thin strands of web, drops of blood.	3d6 Giant Spiders (pg. 43) wait to descend upon 1d6 Monstrous Vermin (pg. 54) fighting 1 Orc (pg. 59).	5
4 Muttered conversation, smoke, half-assembled barricades.	10×1d10 Orcs (pg. 59) cautiously examine 2d6 Mimics (pg. 53) before setting up camp.	6
5 Bellowed orders, screeching, clanging weapons, out-of-time marching.	A patrol of 10×1d6 Goblins (pg. 44) marshalled by 1d6 Orcs (pg. 59). Tensions are high.	7
6 Scrabbling claws, small insects, waft of bleach, burnt hair, and urine.	2d6 Monstrous Vermin (pg. 54) flee before the cresting wave of 1 advancing Ooze (pg. 57).	8
7 Clacking, sparks, eyewatering spore clouds, heavy stomping.	3×1d10 Skeletons (pg. 61) attempt to surround and overwhelm 2d6 Myconids (pg. 55).	9
8 Wet slurping, unusually clean floors, bleached bones.	1 Ooze (pg. 57) with 1 mutually benefiting Mimic (pg. 53) on its back. Mimic lures, Ooze devours.	10
9 Infrasonic dirge, archaic instruments, smell of resin, muffled giggling.	Plodding procession of 2d6 Mummies (pg. 54) watched by 1d6 bright-eyed acquisitive Goblins (pg. 44).	11
10 Migraine haze of strong magic, deep chill, whipping winds, smell of ozone.	1 Lich (pg. 49) raises 1 Mummy (pg. 54) and 3×1d10 Skeletons (pg. 61) as a precaution.	12

1d10 Where They Find You (Indoors)	Corridors	Rooms	Features
1 When you turn a corner.	50' straight.	20' square.	Disarmed trap.
2 The moment a door opens.	30' straight.	40' square.	Decorative statue.
3 At the lip of a spiked pit trap.	30' of alcoves.	60' square.	False doorway.
4 On a steep ramp.	Serpentine 50'	20'×40' rectangle.	Stream and grates.
5 In a half-flooded chamber.	30', then T-junction.	30'×50' rectangle.	Collapsed section.
6 Down the length of a corridor.	20', then X-junction.	40' wide octagon.	Pool of deep water.
7 When a narrow wall collapses.	10', then left turn.	60' wide octagon.	2d10gp in coins.
8 As you count the treasure.	10', then right turn.	50' Gallery of columns.	Set of narrow stairs.
9 On the edge of a foaming river.	Broadens for 50'.	40' wide rough cave.	Secret door in wall.
10 In a hall with hidden sally ports.	Narrows to a crawl.	30'×50' oval.	Secret hatch in floor.

1 Giant Spider

Appearing: 1 stalker, clusters of 3d6

HD: 4 (18 HP)

Appearance: a human-sized eight-legged arachnid. Glittering eyes, careful tread.

Voice: silent.

Wants: warm and wriggling food.

Morality: purely predatory.

Intelligence: as smart as a wolf. Can sense invisible creatures.

Armour: if illuminated, as leather. In darkness, as plate+shield.

Move: normal. Climb normal.

Morale: 10

Damage: 2d6 bite

Giant Spiders always attack from ambush. If they believe their prey has noticed them, they will maintain a safe—if alarming—distance and wait for an opportunity to strike. They are not naturally social and have difficulty understanding group tactics.

Treasure: none. Desiccated web-wrapped corpses might contain 1d20gp in current coins and weapons still holstered.

1d10 Giant Spider Features

- 1 Shiny black carapace, delicate thin legs.
- 2 Green and black, with pronged feet.
- 3 Dense hairs, thick legs, enormous fangs.
- 4 Balloon-like abdomen, short legs.
- 5 Eyes like plates. Horribly adorable.
- 6 Orange, black, and white. Compact.
- 7 Squat, with red horn-like growths.
- 8 Bright yellow, like a living flower.
- 9 Elongated abdomen, silver fangs.
- 10 Mottled grey and black, like tree bark.

1d10 What Is This Giant Spider Doing?

- 1 Waiting. It is perfectly prepared.
- 2 Draining a recent victim.
- 3 Meticulously grooming itself.
- 4 Inspecting its lair or territory.
- 5 Completing a molt. No armour.
- 6 Performing a courtship dance.
- 7 Carrying a horde of helpless hatchlings.
- 8 Locked in an enraged territorial display.
- 9 Gently tipping over a stone, log, or corpse.
- 10 Moving slowly, stretching its legs.

1d12 Giant Spider Variants

- 1 Venemous. Instead of dealing 2d6 damage, bite requires targets to Save or die in agony.
- 2 Cobweb-Weaving. Creates dense, tangled, and obvious webs. A typical web occupies thirty 10' cubes, blocking a corridor or path. Creatures can cautiously cut their way through 1' of cobwebs per round (6' per minute) or hastily hack through 5' per round (30' per minute). If a creature hurries, panics, or fights in a cobweb, they must Save each round or have 1 random inventory item trapped in the web. Freeing a trapped item takes 1 round. Trapped armour provides no benefit and immobilizes a creature. Trapped weapons cannot be used. Giant Spiders can move through cobwebs without penalty. Old cobwebs burn; fresh cobwebs do not.
- 3 Orb-Weaving. Creates planar, geometric, nearly invisible webs. One web can be as large as 100'×100'. Any human-sized or larger creature who touches the web instantly attracts the attention of the Giant Spider. Web strands are sticky, but can be removed with 1 round of effort.
- 4 Web-Spraying. Instead of attacking, can spray a 30' cone of light webbing. Save to dodge. If hit, creatures are immobilized until they spend 1 round removing the webbing.
- 5 Trapdoor. Lurks underground. First attack automatically knocks target prone, even on a miss. Hirelings must test Morale.
- 6 Leaping. Attacks from above. Can silently leap 50'. Charge attacks deal 2d8 damage, but the Giant Spider cannot attack on the subsequent round.
- 7 Web-Throwing. Lobs a bola-like string of web. 50' range, target takes 1d6 damage and falls prone. Takes 3 rounds to remove.
- 8 Mimic. From a distance, resembles a person, a horse, or a boulder. Can imitate voices.
- 9 Dancing. Bite also requires targets to Save or dance for 2d6 rounds. Dancing creatures move at half speed and cannot attack.
- 10 Crafting. Human hands, pale human-like face. As smart as most people, but fickle and ascetic.
- 11 Diving. Lurks underwater. Traps air bubbles in leg hairs and specially constructed webs.
- 12 Phase. Each round, can choose to be in-phase or out-of-phase. If in-phase, acts normally. If out-of-phase, becomes translucent and jagged, can move through walls, deals no damage, is immune to mundane damage, and reduces all incoming magic damage by 6.

2

Goblin

Appearing: coterries of 2d6, patrols of 10×1d6 or hordes of 30×1d20. There are *a/ways* 1d6 more Goblins just out of sight, who may rush to help or may flee in heedless terror.

HD: 0 (2 HP)

Appearance: a small, thin, toothy, and furtive humanoid. Enormous variety of features.

Voice: mockery, giggling, obscene noises. Goblins rarely use words of more than 2 syllables.

Wants: to be free, to have a good time. No impulse control, no delayed gratification.

Morality: wild swings between servility and murderous rage, curiosity and terror.

Intelligence: dim but enthusiastic.

Armour: none. Leaders or high-status Goblins might have leather or chain armour.

Move: normal, unless mounted (pg. 46).

Morale: 4

Damage: 1d6 club, shortsword, spear, or bite.

If 10 or more Goblins are present, 1 will have a Goblin Elite Weapon (1d10, pg. 46). If 50 or more Goblins are present, they will have 3 Goblin Elite Weapons and 1 Goblin Super Weapon (1d10, pg. 46).

Goblins try to overwhelm their enemies, retreating and trying again if the first assault fails. They will never try the same tactic twice. They can be temporarily cowed by force, bribery, or fear, but will eventually turn on allies (or each other).

Treasure: none. Leaders may have 1d10gp. A handful of Goblins may have Goblin Loot (1d10, pg. 47).

1d10 These Goblins Are

- 1 Red. Old bricks, fresh blood, or scabs.
- 2 Yellow. Gourds, egg yolk, or cat's eyes.
- 3 Green. Unripe apples or rotting beef.
- 4 Emaciated. Leather bags full of sticks.
- 5 Corpulent. Wobbly, panting, sweating.
- 6 Cunning. Tactical warpaint, bandoliers.
- 7 Spongy. Mashed potatoes mixed with glue.
- 8 Masked. More masks underneath.
- 9 Warty. Like walking heaps of pebbles.
- 10 Bat-Like. Huge ears, crinkled nose, patchy.

1d6 Goblin Special Abilities

- 1 Gravelmouth. Can digest anything.
- 2 Marsh. Plants grow in flesh.
- 3 Rubberized. Immune to fall damage.
- 4 Bulbous. Can inflate and gently float by frantic eye-popping inhalations.
- 5 Stinking. Sweat tarnishes silver, rusts iron.
- 6 Impious. Immune to divine effects.



1d20 What Are These Goblins Doing?

- 1 Sleeping in a heap. 50% chance of a lookout, further 50% chance the lookout is dozing.
- 2 Funeral, followed by cannibalism.
- 3 Cooking. Smoky dung fire, hot iron pot.
- 4 Foraging. Digging through muck for tasty treats and complaining the whole time.
- 5 Making poison. All the foul stuff they could find bubbling in a stained copper tub.
- 6 Pretending to be stupid humans for a laugh. They have filthy improvised costumes.
- 7 Throwing rocks at something and listening to the noise.
- 8 Running away. They're not sure what's pursuing them but it's big, mean, and hungry.
- 9 Building a Goblin Trap (1d10, pg. 46). 50% chance it is ready. Otherwise, likely to misfire.
- 10 Rat-on-a-stick battle. Cheering, bets.
- 11 Fashioning weapons. 50% chance of a Goblin Elite Weapon (1d10, pg. 46).
- 12 Digging a tunnel. Where does it lead? Barely wide enough to crawl through.
- 13 Arguing. 50% chance for useful hints. Otherwise, just pointless bickering.
- 14 Playing Hide-and-Seek. Later, at least 1d6 Goblins will be found in the strangest places (in chests, in PCs' packs, in bottles, etc.)
- 15 Squabbling over 1d6gp in small change.
- 16 Malicious destruction. Smashing statues, eating books, making hats from paintings.
- 17 Trying to teach a rat tricks.
- 18 Combat training. Hitting a barrel, a pillar, and each other with sticks.
- 19 Marching in close order, looking forward.
- 20 Displaying remarkable competence. Preparing defenses, patrolling, waiting.

1d100 Goblins

1d100	Name	Distinction
1	Gurg	Enormous underbite.
2	Sosage	Flammable sweat.
3	Claw Wind	Supernaturally clumsy.
4	Tibs	Infected piercings.
5	Flarg	Round lamprey mouth.
6	Blaster Rancher	Gnarled burn scars.
7	Cush-on	Tufts of orange hair.
8	Putz	Glow in the dark.
9	Stanker	Mashed cat boots.
10	Bits	Red warty wattle.
11	Mild Ham Grab	Squishy like clay.
12	Woster	Two bickering heads.
13	Action Bun	Vest made of eggshells.
14	Nagdorok	Perfect vocal mimic.
15	Awp	Orb-shaped.
16	Braco	Boot for a hat.
17	Master Cramp	Six red eyes.
18	Catrain	Obeys any order.
19	Treed Trooper	Skull-shaped helmet.
20	Snack Blast	Vomits on command.
21	Langolanger	Pretends to read.
22	Casthean Cuttlebat	Constantly dribbles.
23	Slorp	Dry flaking skin scales.
24	Narkle	Flexible worm body.
25	Spikedream	Long whiskers.
26	Battle Battle Whee	Eats dried leaves.
27	Narlo-tie Dere	Tragically narcoleptic.
28	Stan Bad	One central tooth.
29	Wags	Stacked with innuendo.
30	Strong Boot	Can only turn right.
31	Mama	Covered in pet lice.
32	Jerolith	Toothed duck bill.
33	Head Cheese	Soft and spongy.
34	Sanesaw	Froths in combat.
35	Pubert	Dark brown fur.
36	Zoggle	Slightly magnetic.
37	Storm Shriek	Cataclysmic flatulence.
38	Chourkai	Covered in rope coils.
39	Bull-Bat Batter	One bulbous eye.
40	McSweeny	Reeks of rotting meat.
41	Naxbor	Utterly oblivious.
42	Duckfinder General	Hanged duck banner.
43	Alter Pant	Floppy head crest.
44	Gog	Prehensile tongue.
45	Bluck-ing Ding Tark	Magnificent ear hair.
46	Gusdort	Infected with fungus.
47	Lady Spit	Badger-stripe tattoos.
48	Curdlefoot	Sticky. Strings of ooze.
49	Pumble Cat	Musical nostrils.
50	Hysup	Sideways mouth.

1d100	Name	Distinction
51	Fug	Garish facepaint.
52	Ognad	Feathers stuck in skin.
53	Crustillar	Fifty tiny arms.
54	Soap	Soluble in water.
55	Gimby Whales	Can inflate like a frog.
56	Shy Moat	Fidgets and hops.
57	Gaw	Long twitching nose.
58	Burdball	Pet dried fish.
59	Viperlord	Festooned with boils.
60	Felt	Webbed feet.
61	Gonkle	Deep wrinkles.
62	Urgflench	Always has a knife.
63	Ulp	Disproportionate legs.
64	Lenny Koggins	Howls at light sources.
65	Danky	Buzzes like a fly.
66	Funlungus	Brawny and stout.
67	Pingaling	Third scratching arm.
68	Ganasher	Necklace of teeth.
69	Slimetrat	Highly variable odour.
70	Blue Man	Brittle like cheap glass.
71	Peeler	Cube-shaped.
72	Slagg Light	Provocative loincloth.
73	Princess Punch	Cone-shaped head.
74	Nog	Only wears a noose.
75	Swablick	Goat's horns.
76	Shark Troll	Constantly sprinting.
77	Potterwang	1' long fingers.
78	Fracken	Maze of crude stitches.
79	Squabble	Coughs constantly.
80	Mindlick	Hides behind a shield.
81	Burble Beast	Exudes grease.
82	Stenky	Shelf-like overbite.
83	Lurp	Wobbly fingernails.
84	Cobra Funk	Paintbrush eyebrows.
85	Arnon Prombot	Vestigial wings.
86	Spocky Man	Rubbery and springy.
87	Toerag	Sweats blood.
88	Rotercomming	Ears folded like a cape.
89	Poth	Tiny hands for feet.
90	Battle Bong	Sprouting skinworms.
91	Disky Topping Toth	Impossibly lucky.
92	Stank Spenker	Maintains eye contact.
93	Noms	Sheds pink glitter.
94	Suprendar	Pinchy crab hands.
95	Motswell	Inordinately proud.
96	Beeling	Waxy spiked skin.
97	Trunk	Enormous owl eyes.
98	Urtz	Rolls everywhere.
99	Ottamus Prime	Riveted armour plates.
100	Bumgarden	Minuscule stubby legs.

1d10 Goblin Elite Weapons

1	Beehive Slingshot. 50' range, creates a 10' cube of bees. 1d4 damage per round to anything inside it, moves 10' in a random direction each turn, lasts 6 hours.
2	Boiling Oil. Iron cauldron on wheels. 50' cone, 2d6 damage, Save for half.
3	Kabooms. Black bombs with smouldering fuses. 30' range, 1d6 damage in a 10' radius. On a miss, 1d4: 1. bomb bounces somewhere, 2. falls at thrower's feet, 3. is a dud, 4. immediately explodes.
4	Chainwhacker. Spinning spiked chains. Melee, 2d4 damage on a hit. On a miss, kills 1 adjacent goblin.
5	Mud Sprayer. One goblin cranks, one goblin aims. Fires a 30' cone of mud. Save or blind until eyes washed. Holds 3 rounds of mud.
6	Skelearms. Chopped them off a skeleton. Melee, 1d6 damage, tries to strangle.
7	Screaming Rat. One goblin holds the cone, one goblin pulls the tail. Amplified sonic screech. 30' line, targets must Save or take 1d4 sonic damage and go deaf for 1 hour.
8	Beetle Bomb. Clay pot full of fist-sized serrated beetles. 30' range, releases beetles all over target, 1d4 damage per round until they spend a full round cleaning themselves.
9	Shackles. Melee. One end for target, one end for the goblin. Each attached goblin (live or dead) provides -2 to all the target's rolls.
10	Fire Jugs. Flaming oil flasks. 30' range, 1d6 fire damage, Save or be set on fire.

1d10 Goblin Superweapons

1	The Big Kaboom. Goblin covered in bombs. Carries a torch. Kill or extinguish before it gets close. 30' radius, 6d6 damage, Save for half. Smoke, shrapnel, and screaming.
2	Doomwand. 2 rounds to charge, but can re-aim while charging. 50' line, Save or Die. Glows green. 3 uses then explodes.
3	Trained Monster. Roll (1d20 for chapter, 1d10 for entry) or see HD(NA) (pg. 312).
4	Hydrablood Potion. Slain goblins grow new heads, limbs, appetites. After 5 deaths, too many appendages to move quickly.
5	Stolen Outsider Gravity Orb. Zero gravity in a 100' radius. Goblins have grappling hooks.
6	Rolling Warsphere. Hollow frame, like a circus trick. 20' high, full of goblins. Rolls over people, picks them up, keeps rolling.
7	Puppeteers. Strong magic lets 1d4 glowing goblin wizards with special rings take over bodies of enemies. They're really bad at it.
8	Goblin God. Goblin dressed as a local deity. Blasphemes, shoots lightning from a wand. 30' line, 2d6 lightning damage, Save for half. 50% chance each round the wand explodes.
9-10	A Goblin War Engine (pg. 48).

1d10 Goblin Mounts

1	War-Glider. Poles with fabric wings. Fly normal, but only until they make an attack that hits.
2	Springboots. Move 2x normal, but 10% chance of dying each round.
3	Another Goblin. +2 HP, +1 attack, no extra speed, extra bickering.
4	Bristling Boar. +4 HP, +1 attack, +1 more attack on the charge.
5	Glistening Spider. +4 HP, +1 attack that deals 1d4 poison damage, climb normal.
6	Larval Worm. +4 HP, +1 attack. If attack hits, target must Save or be immobilized in sticky goop for 1 round.
7	Giant Snail. +8 HP, move ¼ normal. Climbs all surfaces. Fears salt.
8	Hairless Dog. +2 HP, immune to bludgeoning damage. Dogs are rubbery.
9	Albino Crocodile Hatchling. +4 HP, +1 attack, irritated squeaking noises.
10	Giant Wolverine. +6 HP, +1 attack dealing 1d8 bite damage. If the bite attack critically fails, the rider is devoured and the mount runs off.

1d10 Goblin Traps

1	Ceiling made of packed boulders held up by a creaking stick. 3gp tied to the stick. If released, Save or die to falling rocks.
2	Blunt axe triggered by a tripwire. 50% chance to hit. 1d8 damage.
3	Wooden chest with a giant spring inside. If opened, launches a bucket full of flammable oil. 30' radius, and if ignited, 1d6 fire damage per round until extinguished.
4	Stab Trap. Two eye-holes, one stab-hole. A goblin behind the wall will jab a spear at anything that walks past. 1d4 damage.
5	Spike Pit. Covered in thin slates. A few are chipped or missing. 30' drop, 2d6 damage.
6	Bear Trap. Iron jaws and a trigger plate in detritus. Teeth faintly visible. 2d8 damage, leg trapped until disarmed. Can be rearmed.
7	Bear Trap. Obvious pressure plate releases a starving and very angry Bear (HD: 6, pg. 239) from a hatch in the ceiling.
8	Rolling Rock. Ramp, then a boulder slightly narrower than the corridor. Pushed by Goblins. If struck, Save or die. Rolls at 2x normal speed, but plenty of places to hide.
9	Ratapult. Obvious wooden contraption crewed by 2 Goblins. 50' range, fires 1 rat per round. Rats deal 1d4 damage on a hit, plus 1d4 damage per round until removed.
10	Poison Gas Bladder. Cow skin dried, badly sewn up and filled with gas. Fills a doorway. If punctured or disturbed, a 50' cube of gas emerges. Each round, living targets in the cloud must Save or take 1d6 poison damage.

1d10	Goblin Loot	Things Goblins Can Bully
1	1d6 torches.	Peasant (pg. 30)
2	2d10 rags.	Kobold (pg. 75)
3	1d6 turnips.	Spitting (pg. 131)
4	1d6 daggers.	Scarecrow (pg. 224)
5	1d6 old boots.	Biscuit Golem (pg. 229)
6	1d6 skulls.	Snow Golem (pg. 234)
7	2d6 teeth.	Sprite (pg. 242)
8	1 rat-on-a-stick.	Mutant (pg. 191)
9	3d100 beetles.	Flightless Bird (pg. 252)
10	1 dead goat.	Veggie-Mite (pg. 309)

1d10	Where Do Goblins Come From?
1	When an Orc and a Halfling love each other very much... Goblinism is contagious. If you don't say your prayers, do your chores, and stay away from ruffians you could catch it.
2	Witches fill a cauldron with rotten food, dead rats, and magic potions. They add a man's "seed". Goblins are the result.
3	If a Goblin bites you, you'll turn into a Goblin at the next full moon.
4	If you feed mandrakes to a pig it'll give birth to a litter of Goblins.
5	If you use a turnip as a "marital aid" and plant it in a dunghill it grows into a Goblin. Goblins are a stage in the life cycle of a strange creature. They start as spores, grow into ticks, bite rats or bats, turn them into Goblins, then explode into spores.
6	When an Elf gets really, really old it goes moldy and turns into a Goblin.
7	Goblins generate spontaneously in caves just like mice in grain or maggots in meat.
8	Goblins are visitors from the moon. They ride back and forth on moonbeams.

GOBLIN TRIVIA

Low status Goblins don't have names. As a Goblin's importance grows, it first acquires a single unpleasant syllable, then adds new syllables and made-up titles. A Goblin with a five-syllable name must have a great deal of power, not only to force other goblins remember their ponderous name but to remember it themselves. They choose (or, in their view, steal) words based on sound, not meaning.

Goblins gleefully appropriate cultures. If there's a solemn religious ceremony in a region, the local Goblins perform riotous and confusing parodies. If there's famous leader or historical figure, Goblins dress up as them and strut around cracking jokes.

Goblins rapidly adapt to even the harshest conditions. They lick bacteria from boiling geysers, hunt cave crickets, and tunnel through glaciers. Where life exists, even bacterial life, Goblins can exist.

It is possible that humans are just Goblins whose ancestors were raised by wolves.

1d10	Goblin Fears	Fear Reactions
1	Fire	Paralyzed.
2	Sunlight	Faints.
3	Wizards	Screams and flails.
4	Music	Hesitates and watches.
5	Reading	Runs in circles.
6	Mirrors	Points and hoots.
7	Cats	Flings valuables.
8	Holy Symbols	Throws weapons.
9	Nudity	Frantic negotiation.
10	Soap	Immediately attacks.

1d10	Desperate Endearing Goblin Tricks
1	Prehensile nose hair display.
2	Does a flip, slaps face into ground.
3	Musical flatulence in three-part harmony.
4	Vomits up, then consumes, a whole live rat.
5	Plays teeth like a xylophone.
6	Pathetic hopping jig. Mutters a tune.
7	Awful impressions of the PCs being heroic.
8	Yawns so wide head folds inside-out.
9	Puts coin in left ear; shakes out of right ear.
10	Makes eyes go big, cries fountains of tears.

1d10	Goblin Leadership Methods
1	Anarchic Monarchy. Rule by whoever wears the Cutlery Crown. Rulers are sacrificed at the full moon; current one is a drunk piglet.
2	Astrapiocracy. Rule by lightning, or by the lightning-struck. Duzbok Skorch, wears a pointed steel hat, buzzes and glows.
3	Ypsosocracy. Rule by height. Baronyqueen Garx Ulcoot, 9' tall, on masterwork stilts.
4	Timocracy. Rule by Tim. Tim Tim Timmy-Tim Tim, the chosen one, prophesied birth.
5	Elective Democracy. Elections declared every few days or after a defeat. All Goblins scribble on scraps of paper, give speeches, form parties, fight. Ostident Pog, bewigged.
6	Kleptocracy. Rule by whoever can steal the most shiny things. King Wuzel Goot drags a 200gp silver statue in chains of rings.
7	Lipocracy. Rule by girth. War-lard Ompar, chortling 10' sphere encased in armour. Sight of food stirs political ambitions.
8	Demarchy. Rule by random chance. Complex monthly dice game. Power immediately goes to a Goblin's head. Lowax Keeree Hut Bar, branded all over with dice marks.
9	Fruit Republic. Rule by whoever can eat the most fruit in a timed sitting. You don't want to know what Goblins consider fruit. Dor Pretty Skump, rail thin, dribbles green foam.
10	Kill Count. Rule by whoever kills the most things bigger than a Goblin. Most Goblins can't count above four or remember things that happened a week ago, so frequent leadership turnovers are expected. Aggle One-Finger, belted with severed ears.

Goblin War Engine

1d6 Head Segment

- | | |
|---|--|
| 1 | Ray Eyes. 50' line, 1d8 damage, targets must Save or be stunned for 1 round. |
| 2 | Firebelcher. 30' cone, 1d6 fire damage. |
| 3 | Signal Flags. 2d6 Goblins (pg. 44) arrive from somewhere. |
| 4 | Bug Barf. 50' cone, no damage, but targets are coated in bugs. 1 damage per round until washed. |
| 5 | Screamer. Makes all conversation within 100' impossible. |
| 6 | Escape Rocket. Does nothing until under 5 HP or all other segments destroyed. Then, launches upwards on a pillar of flame. |

Appearing: 1... hopefully...

HD: 12 (100 HP). Segments have 20 HP.

Appearance: a giant-sized heap of scrap wood, rope, armour plates, gears, and grease.

Voice: shrieked commands, cackling, wailing.

Wants: mayhem, death, and LOUD NOISES.

Morality: gleeful cruelty.

Intelligence: low cunning, impeded by bulk.

Armour: as leather. Takes 2x damage from fire.

Move: varies by Segment.

Morale: 6

Damage: varies by Segment.

Every War Engine is unique. When a War Engine appears, roll 1d6 for each Segment (or double HP and roll every round for a truly terrifying Engine). Each round, 3 random intact Segments will activate.

1d6 Right Arm Segment

- | | |
|---|--|
| 1 | Big Spiky Fist. Melee, 2d10 damage. |
| 2 | Oversized Flail. Melee, 2d6 damage. |
| 3 | Grabby Pincher. Melee, 1d20 damage. |
| 4 | Rotary Rat Cannon. 50' range, 3d4 damage to a 10' square, Save for half. |
| 5 | Kaboomrocket. 50' range, 2d6 damage, 20' radius. One use. On a miss, strikes random square within 100' of target next round. |
| 6 | Acid Sprayer. 30' cone, 2d4 acid damage, Save to dodge. On a hit, target takes 1 acid damage per round until washed. |

1d6 Right Leg Segment

- | | |
|---|--|
| 1 | Heap of Parts. Create a 10' cloud of smoke. |
| 2 | Kicker. Move 10'. Melee, 1d6 damage. |
| 3 | Spring. Leap 10' up, 30' horizontally. |
| 4 | Tank Tread. Move 20'. Anything struck must Save or take 1d6 damage. |
| 5 | Trained Snails. Do not move. |
| 6 | Wobbly Castor. Move 10' in a random direction. Will avoid cliffs/pits. |

1d6 Left Arm Segment

- | | |
|---|---|
| 1 | Blender Blades. Melee, 3d6 damage. |
| 2 | Giant Rusty Cleaver. Melee, 1d20 damage. |
| 3 | Rusty Saw. Melee, 2d10 damage. |
| 4 | Sword Ballista. 50' range, 2d8 damage, Save to dodge. |
| 5 | Lightning Thrower. Powered by spinning cats. 50' line, 2d6 damage, +1d6 if target is wearing chain or plate armour. |
| 6 | Bangcannon. 100' range, 2d8 damage, Save to dodge. On a hit, target is knocked prone and pinned under a stone sphere. |

1d6 Left Leg Segment

- | | |
|---|---|
| 1 | Many Wheels. Move 30'. |
| 2 | Rocketleg. Leap 20' up, 30' horizontally. |
| 3 | Big Wheel. Move 20'. |
| 4 | Giant Worm. Move 20'. Melee, bite attack, 1d6+1d4 poison damage. |
| 5 | Giant Skeleton Leg. Move 20'. |
| 6 | Troop Cage. Move 10', then release 2d6 excited Goblins (pg. 44). |

3

Lich

Appearing: 1

HD: 15 (68 HP)

Appearance: a skeleton with burning pinprick eyes. Rotting robes, mystic baubles, and a palpable aura of raw magic.

Voice: reverberating, archaic, and menacing. Polite.

Wants: to achieve their Goal (pg. 51).

Morality: relentlessly committed, rarely sympathetic.

Intelligence: beyond conventional genius. Utterly convinced of their own superiority. Can see through illusions, though may be amused to pretend not to.

Armour: as plate+shield. Immune to elemental damage, mind-altering effects, and all but the strongest magic. Reduces all incoming damage by 3.

Move: normal.

Morale: 12

Damage: see below.

Each round, the Lich may use one of the following abilities.

1. Burn

The Lich fires 3 bolts of magic. 100' range, 1d6+1 damage, always hits. Targets must also Save or burn, taking 1d4 fire damage per round until extinguished. Different targets can be selected for each bolt.

2. Drain Life

The Lich makes melee attack against an adjacent target. On a hit, the target takes 1d10+2 cold damage and must Save or be paralyzed for 1 round. Struck targets also age 2d10 years.

3. Rise From Your Graves

Pouring magic into nearby corpses, the Lich creates 1d6 Undead Minions. They rise from alcoves or burst from the earth anywhere within 100' of the Lich and can attack 1 round after being raised. Freshly killed PCs can be reanimated as Undead Minions, retaining the weapons and abilities they had in life.

4. Lesser Working

The Lich chooses one effect. 100' range.

- Target object is destroyed. Magical objects can Save to negate.
- Target creature or object (including the Lich) becomes invisible for 1d6 minutes.
- Target creature or object is dragged up to 50' towards the Lich or pushed up to 50' away.
- Fill up to ten 10' cubes with fog or drifting ash.
- Extinguish all light sources within 100'.

Additionally, the Lich can use each of the following abilities twice per day. 100' range.

1. Die

Target living creature must Save or die.

2. Dominate Creature

Target creature must Save or fall under the Lich's control. On their next turn, the Lich controls their actions. The Lich can maintain this ability indefinitely, with no range limit, by taking no other action. The Lich also gains access to a dominated creature's skills and memories, though creatures can Save to conceal specific information.

3. Greater Working

The Lich chooses one effect.

- The Lich regains 3d6 HP. All Undead Minions within 100' regain 1d6 HP.
- The Lich teleports to any location.
- 2d4 illusory copies of the Lich appear for 1 hour. The copies can move and speak, but cannot deal damage. They pop if dealt 1 damage.

The Lich can take 1d6 damage to automatically pass a Save against any effect. This requires considerable effort, and the Lich can only use a Lesser Working on the subsequent round. The Lich simply crushes, absorbs, or brushes aside weak spells. The definition of "strong magic" will vary by system, but it should be suitably impressive.

When a Lich first appears, all creatures must Save against Fear or flee. Non-intelligent creatures and low-level hirelings automatically fail their Save.

A creature kept alive by sorcery and ambition, a Lich is a peerless spellcaster and dreadful foe.

Treasure: 2,000×1d10gp in pure gold and gems.

UNDEAD MINION

Appearing: 1d6

HD: 2 (8 HP)

Appearance: a rotting corpse with baleful blue fire in its eyes. Shambling, twisted, and hungry.

Voice: wretched groans.

Wants: to protect the Lich, to kill.

Morality: tormented loathing.

Intelligence: dim and easily confused.

Armour: as leather. Immune to mind-altering effects.

Move: ½ normal.

Morale: 12

Damage: 1d6 claw. Can use a carried weapon instead. Always acts last in a combat round.

1d10	Name	Appearance Fragments	Inconvenient Lair
1	Atanoxerxes	Jelly-like glass flesh and bones.	Monomaniacal deathtrap maze.
2	The Dread Wizard Gol Ebzrit	Leans on twisted oak scepter.	Fecund greenhouse-sprawl.
3	Volcana Aramentous	Small but unnaturally nimble.	Roaring refinery. Belts, forges.
4	Thanestone Scourgebearer	Hovers. Burns with internal fire.	Grinding brass cog tower.
5	Fertwig the Penultimate	Flickering illusionary beauty.	Active urban construction site.
6	Morga Chel	Iron skeleton engraved with runes.	Life-sapping triumphal arch.
7	Bale Anlon III	Gold and lapis death-mask.	Sepulchre of morbid vanity.
8	Vronsky the Deathless	Still clad in leathery skin.	Ancient strata of mass graves.
9	Capuli Rex	Orbited by crown fragments.	Obsidian and magma pagoda.
10	Dustralokk	Military medals and epaulets.	Hyperchilled liquid chamber.

1d10	Pronouncements Of Doom
1	Your brief life is at an end.
2	Run. You are not prepared. Run, and live.
3	Your ancestors will weep salt tears when they see what I have done to you.
4	You would not stop for death, but I will kindly stop for you.
5	Your choice is simple: kneel or die.
6	You will not live to regret your mistakes.
7	I have time, all the time I need to put an end to you.
8	A moment ago you were in your world, safe. Now, you are in mine, doomed.
9	Your desire to be a martyr has been noted. You will not be saved by your gods. You will
10	not be saved by your weapons or spells. In fact, you will not be saved.

1d10	Omens Or Side-Effects Of A Lich
1	Old wounds reopen. Old scars ache.
2	Silver weapons tarnish; iron weapons rust.
3	Teeth feel loose and soft.
4	Joints ache, nails split, hair falls out.
5	Heartbeats feel like hammer blows.
6	Leather and parchment crawl like maggots.
7	Body temperature plummets or skyrockets.
8	Glass strains, cracks, shatters.
9	Faces on coins sneer, scowl, curse.
10	Old memories bubble up. Nostalgia or regret.



GOALS

Becoming a Lich requires converting a living mind into permanent spells. A prospective Lich must actively remember their entire life, storing every memory, every reaction, and every desire. There is a strong temptation to carve away unnecessary bits. Why bother packing animal urges? Why include fear, or loneliness, or self-doubt? This might not even be a conscious process; who would willingly retain something so distasteful?

But the mind is a complex instrument. Remove one part and the rest may shatter into madness. Most Liches are eccentric and detached, but some wake to find themselves trapped in a living nightmare. Some manage to re-learn the vital tools they eagerly discarded. Some lie entombed in their own bodies, gibbering and twitching, immortal and utterly alone.

That is not the only path to insanity. A newly risen Lich sees the world without the filter of mortality. Deep time is their time. Plate tectonics and local politics are ephemeral fireworks to an immortal Lich. A goal provides stability. Only the most gargantuan projects have a chance at succeeding. Liches can afford to take their time. They can study laquerwork to paint control knobs or breed a species of minion and harvest their hair to stuff their cushions.

There will be interference, of course. Delays. Rot. The rise of a city is like a fungal growth on a painting; discovering a group of would-be tomb robbers is like discovering ants in the basement. People are a problem. It would be so much simpler if they would all just... go away.

And that is why some Liches want to kill everyone. Peace and quiet.

MENU

Flavour: dry bones, scorched flesh.

Notes: a Lich's body is merely a vessel for their spells and soul. Once vacated, it possesses echoes of their power. Anyone who eats a Lich's body must Save or die. If they survive, they permanently gain +2 Intelligence and, if a spellcaster, learn a new spell.

EXAMPLE LICHES

1. Xiximanter

Goal: an immortal empire of snake-men, imperishable, ruling until the end of time.

Current Project: distilling immortality potions.

Current Problem: the snake-man empire collapsed. Snake-men are extinct. Also, his failed experiments keep escaping.

2. Scobalbane the Tyrant of Belth

Goal: the perfect urban society.

Current Project: designing plumbing.

Current Problem: obedient excavation-golems have accidentally tunneled into an underground city. Molten lead everywhere. The Tyrant has declared the city's inhabitants illegal, to no effect.

3. Lobal Oath-Breaker

Goal: epic revenge for his own death.

Current Project: working on a vast autobiographical exhibit, with all details perfect, to show off his own life and the lives of his murderers.

Current Problem: initial kidnapped test groups shown the exhibit were insufficiently awed. Further testing is required.

4. The Maiden in White

Goal: the perfect suitor. Romances last from a few minutes to a few days. Palace built into a glacier.

Current Project: seducing the moon.

Current Problem: tide is rising.

5. Multiplex Maximus the Fabricator

Goal: perfect personal capability.

Current Project: designing and grafting on specialized limbs for carving stone.

Current Problem: has lost track of which section of his giant segmented body has the limbs for writing and illustration; trying to find the section that has the index. Multiplex Maximus is a very large Lich.

6. Li the City-Builder

Goal: lead a rebellion out of Hell, seeking better terms from the cruel Gods.

Current Project: sending infiltrators into Hell, turning demons, identifying potential leaders before they die, building better bodies for souls.

Current Problem: the Gods are growing suspicious. Li needs a diversion.

1d10 Lich Goals

Current Project

1	Extinguish the sun. Drive the world into freezing darkness.	Secret excavation of massive capture pit.
2	Universal immortality with no side-effects. Save everyone.	Recapturing escaped rare oozes.
3	Ascend to divine status. Overthrow the current order.	Testing of all-powerful titanomachic golems.
4	Name, identify, and categorize every living creature.	Murderous taxidermic invasions.
5	Raise an all-conquering army. Rule the world.	Soul collection and distillation.
6	Sample every pleasure life and un-life has to offer.	Arriving uninvited at spectacular events.
7	Tunnel into Hell. Seal the gates forever. Mete out justice.	Dispatch underworld mapping teams.
8	Populate the world with perfect identical clones.	Fifth generation fidelity testing chambers.
9	Travel through the void between worlds in an ark-ship.	Stocking preliminary stasis vaults.
10	Split the thaum. Derive a source of unlimited magic power.	Digging the Large Hexagrammic Collider.

PHYLACTERIES

According to folk tales and wizarding lore, some Liches bind their souls to special objects known as phylacteries. If their current physical body is destroyed, the Lich regenerates near their phylactery and, after seeking revenge, continues their work.

In RPGs, phylacteries can be used to:

- **Create a second act.** Finding and killing the Lich has stopped their current scheme, but final victory can only be achieved when their phylactery is destroyed.
- **Create an ethical or political dilemma.** Destroying the phylactery requires a sacrifice or compromise.
- **Create an open-ended challenge with no obvious solution;** how to reach or destroy the phylactery.
- **Create a dangerous opportunity.** Whoever controls the phylactery controls the Lich (in theory).

A disembodied Lich may be able to use limited telepathy and telekinesis. A Lich's phylactery may count as the Lich for the purposes of a Lich's abilities, particularly Dominate Creature.

1d10	Phylactery Form	Phylactery Location
1	Needle in an egg.	Black tree on a black hill.
2	Golden amulet.	Allied Dragon's hoard.
3	Sneering painting.	Contingency dungeon.
4	Cursed blade.	Mountaintop armoury.
5	Dull stone orb.	Bottom of a lake.
6	Glass heart.	Permanent stormcloud.
7	Local ruler's crown.	Palace treasury.
8	Single gold coin.	Nearby in the dungeon.
9	Obsidian ring.	Temple on the moon.
10	Silver key.	Cistern of trapped souls.

1d10	The Only Way To Destroy The Phylactery Is...
1	A hammer made from blood-forged iron.
2	The boiling heat of a specific volcano.
3	The horn of a Unicorn (pg. 247).
4	Multiversal acid, a legendary solvent.
5	The sword of a hero who is pure at heart.
6	A descendant of the Lich's first love.
7	Ash from the destruction of nine holy relics.
8	A good solid smack with a clenched fist.
9	Sunlight unfiltered by the atmosphere.
10	Slowly grinding it to dust with diamonds.

Generic Lich Lair

5. Loathsome Lab

- The Lich's workshop.
- Diagrams, flasks, benches.

6. Hall of Glory

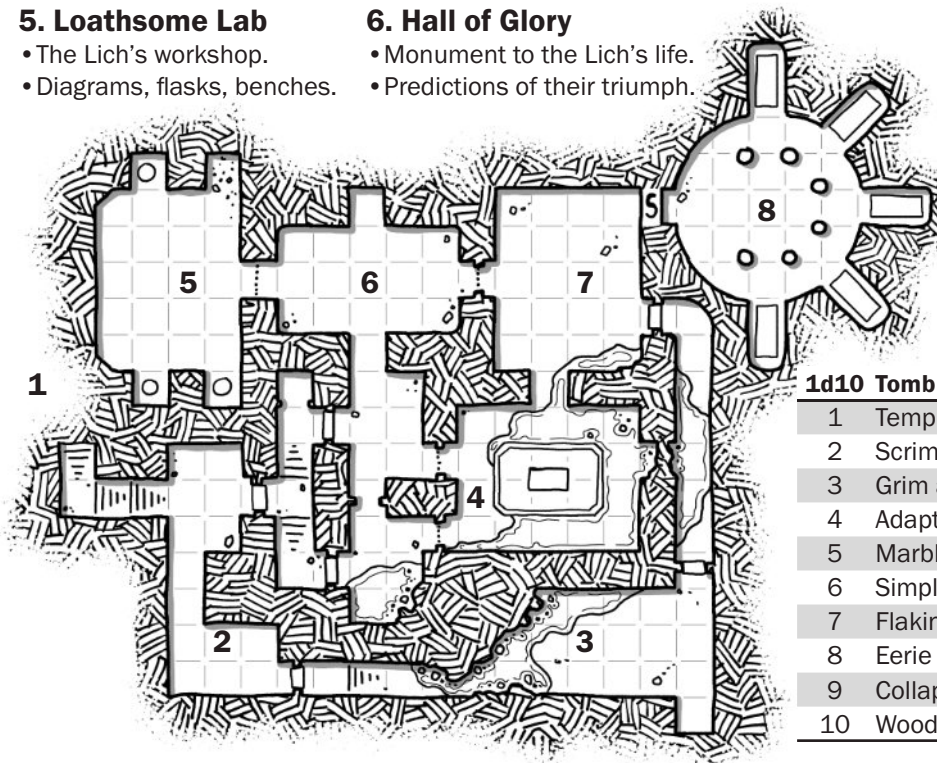
- Monument to the Lich's life.
- Predictions of their triumph.

7. Morbid Storehouse

- Grave trinkets, dust, debris.
- Tools the Lich might need.
- Highly flammable.

8. Inviolable Vault

- Six pillars; five coffins.
- Phylactery clue in a pillar.
- Guardians arise enraged.



1. Sinister Stairs

- Narrow, thick with dust.
- Serrated blade trap.
- Smell of mildew.

2. Cobweb Crypts

- Coated with cobwebs.
- Scuttling spiders.
- Dried insects, bones.

3. Murky Pools

- Trickle of stagnant water.
- Eyeless mutant fish.
- Thick algae mats.

4. False Sarcophagus

- Gold leaf, resin, and teak.
- Surrounded by water.
- Electrified as a trap.

1d10	Tomb Aesthetics	Minor Vermin
1	Temple paintings.	Skittering rats.
2	Scrimshaw boneyard.	Fat maggots.
3	Grim and gothic.	Nipping flies.
4	Adapted lava tubes.	Patient spider.
5	Marble severity.	Snake tangle.
6	Simple chipped stone.	Undead mice.
7	Flaking salt mine.	Odd eggs.
8	Eerie brutalism.	Lost mole.
9	Collapsing stucco.	Moth cloud.
10	Wood, mud, and iron.	Fragile snails.

4

Mimic

Appearing: 1, or ambush clusters of 2d6

HD: 6 (27 HP)

Appearance: varies. Usually disguised as a mundane object. See the adjacent table.

Voice: silent while disguised, unearthly spittle-filled screaming while attacking.

Wants: delicious meat.

Morality: animalistic, but with enough empathy to manipulate via fear and paranoia.

Intelligence: dim.

Armour: none.

Move: normal.

Morale: 9

Damage: 2d6 bite.

If a Mimic's bite attack deals 8 or more damage to a creature, the creature must Save or have a body part engulfed. If the body part engulfed is not obvious, roll 1d6: 1-2 leg, 3-4 arm, 5-6 head. An engulfed body part is useless. Attacks against the Mimic split their damage between the Mimic and any engulfed body parts. Mimics can continue to bite (and make attack rolls) against engulfed targets or against new targets.

Mimics must test Morale or flee if exposed to sunlight.

Protoplasmic masters of disguise, Mimics can assume almost an infinite variety of shapes.

Treasure: 10×1d20gp in bile-slicked gold, silver, and copper coins.

1d10 True Form Of The Mimic

- 1 Radula-bespeckled polymorphic mollusc.
- 2 Vicious paranoid chameleon.
- 3 Adaptive structural crustacean.
- 4 Deformed deranged **Doppelganger** (pg. 299).
- 5 Swarm of coordinated adaptable beetles.
- 6 Hyperspeed dryland coral colony.
- 7 Emanation of detached outsider entity.
- 8 Maliciously possessed furniture.
- 9 Parasitic intelligent leeches.
- 10 Distressingly un-real apprentice wizard.

MENU

Flavour: rich squirming broth.

Notes: boiled, baked, fried, or stewed Mimic meat is delicious. Entire culinary traditions have sprung up centered on preparing various types of Mimic.

Anyone who eats a Mimic's flesh raw can adjust their physical features as if their flesh was soft clay. All changes fade in 1 hour.



1d20	Disguise	Disguise Flaw
1	Wooden chest.	Furry wood texture.
2	Circular fabric rug.	Cilia-like fringe.
3	Wooden barrel.	No spigot or plug.
4	Rich tapestry.	Distorted figures.
5	Wooden door.	Flat door handle.
6	Iron torch holder.	No soot or scorching.
7	Stone ceiling.	Lack of fallen mortar.
8	Wooden table.	Too short or tall.
9	Rusty iron helmet.	Mix of designs.
10	Wooden chair.	Real claws on feet.
11	Black silk hood.	No stitch marks.
12	Desiccated corpse.	Wet lips.
13	Stalactite.	Remarkably dry.
14	Gold crown.	Soft jelly-like gems.
15	Thick woolen cloak.	Clean and dry.
16	Eerie glowing orb.	Oddly non-magical.
17	Wooden trapdoor.	Raised above floor.
18	Leather-bound tome.	Warm and pulsating.
19	Holy symbol on plinth.	Mirrored or inverted.
20	Pile of gold coins.	Occasional oval coin.

PARANOID PARALYSIS

An encounter with a Mimic can induce paralysis in a group. Players, when the danger passes, may wish to interrogate every mundane object, slowing exploration to a crawl.

It's far easier to tell the players exactly what the PCs see. Only mention relevant, interactable details. If a group is moving cautiously and is appropriately suspicious, spotting traps and Mimics should not be difficult or even require a roll. A Mimic's flaw is also ambiguous; it might indicate a magic item, a recent discovery, or clue worth investigating.

The *really* interesting thing is what the PCs do about the trap or Mimic once they know it exists.

5 Monstrous Vermin

Appearing: colonies of 2d6, or plagues of 3d10
HD: 2 (9 HP)

Appearance: varies. An unnaturally large, scabrous, and eternally hungry creature.

Voice: snuffling, then shrieks of rage.

Wants: soft flesh, warm nests.

Morality: pure animal desires.

Intelligence: blunt and easily tricked.

Armour: none.

Move: normal. Climb normal.

Morale: 6

Damage: 1d4 bite or claw / 1d4 bite or claw.

For homogeneous clouds of smaller creatures, consider **Murderous Crows** (pg. 223).

Treasure: none.



1d10 Vermin Form And Special Ability

- | | |
|----|---|
| 1 | Rat. On a hit, Save or catch a horrible itchy skin disease. |
| 2 | Cockroach. Immune to bludgeoning damage. Carrion Caterpillar. Gain 6 extra attacks. |
| 3 | Attacks deal no damage, but on a hit, Save or be paralyzed for 1 hour. Tick. On a hit, Save or take 1 temporary Strength damage. The Monstrous Vermin heals for 1 HP. |
| 4 | Centipede. On a hit, Save or take 1d4 additional poison damage. |
| 5 | Snail. Moves at ½ speed. Immune to slashing damage and magic. |
| 6 | Flatworm. Instead of making an attack, can spit caustic jelly. 20' range, 1d4 damage. |
| 7 | Mole. Tunnels at normal speed. |
| 8 | Feral Cat. Attacks deal 1d6 damage instead of 1d4 damage. |
| 9 | Cricket. Can leap up to 50'. |
| 10 | |

Mummy 6

Appearing: 1, or processions of 2d6
HD: 7 (32 HP)

Appearance: a bulky human wrapped in bandages. Eyes are red pinpricks. Smells of spices.

Voice: groaning, guttural curses in lost languages.

Wants: death, destruction, doom. The glorious afterlife that was promised to them.

Morality: vengeful.

Intelligence: foggy memories of past genius.

Armour: as leather. Takes 2x damage from fire. Reduces incoming damage by 3. Immune to cold, lightning, and mind-altering effects.

Move: ½ normal.

Morale: 12

Damage: 1d12 smash.

A Mummy's attacks inflict Mummy Rot. Struck creatures must Save or be afflicted with this terrible curse. Infected creatures permanently lose 2 Charisma each month. Flesh blackens and peels, blood turns to tar, hair crumbles into dust. If they reach 0 Charisma, they wither and die. Only powerful magic can remove Mummy Rot.

Mummies are the preserved remains of nobility, bound in eternal un-life by rituals and spells. They may not have chosen immortality. Promised a new and whole body in a pleasure-filled afterlife, many wake to a nightmare of darkness, decay, and silence. They take revenge on anything that lives.

Treasure: 20×1d10gp in burial amulets. An intact (unburnt) Mummy is worth 300gp as medicine.

1d10 Mummy Names Features

- | | | |
|----|-----------------|--------------------------|
| 1 | Naaib Lur | Wooden headdress. |
| 2 | Sneferaka | Coils of sacred rope. |
| 3 | Renoseb III | Leaks tar and oils. |
| 4 | Merenhotep | Spreading salt crystals. |
| 5 | Khanba Orz | Triple-braided beard. |
| 6 | Iyibkhentre | Glass and plaster mask. |
| 7 | Keharis II | Damp and bog-preserved. |
| 8 | Neramphis | Four crushing arms. |
| 9 | Skythor Sol | Snake-scale paint. |
| 10 | Neferneferuaten | Delicate paper fan. |

MENU

Flavour: very dry spiced jerky.

Notes: Mummy flesh is potent medicine. It cures minor ailments and allows a new Save against non-magical diseases. It cannot cure Mummy Rot.

7

Myconid

Appearing: groups of 2d6

HD: 3 (14 HP)

Appearance: a stout humanoid figure with a crinkled mushroom cap for a head. Stump legs, three-fingered hands, no joints or facial features.

Voice: silent. Myconids communicate via touch or localized spores. They effectively have 30' telepathy with all living creatures.

Wants: to serve their Mother-Fungus.

Morality: curious. Almost always willing to negotiate.

Intelligence: as smart as most people, though usually either naive or paranoid.

Armour: as leather.

Move: ½ normal.

Morale: 8

Damage: 1d6 thump.

Each Myconid can use a Spore Attack once per day. See the table below. A group will typically possess the same Spore Attack. All Spore Attacks are centred on the Myconid and do not affect other Myconids.

Spawned from the hidden and distributed tendrils of a Mother-Fungus, Myconids are food-gatherers, warriors, and ambulatory genitalia.

Treasure: none. Groups of 10 or more Myconids may possess a Fungal Treasure (1d12, pg. 56).

MENU

Flavour: see Mushroom Flavours (1d10, pg. 56).

Notes: Myconids object to being killed, but do not resent being eaten. Life is merely an interlude between digestions. Today you devour, tomorrow you will be devoured.



1d10 These Myconids Are...

- | | |
|----|--|
| 1 | Red with white spots. Cheerful, dim. |
| 2 | Grey-white, slender. Fatalistic, cynical. |
| 3 | Crinkled black. Solemn, contemplative. |
| 4 | Dusty grey, silver spots. Cowardly, sleepy. |
| 5 | Mottled yellow, peeling. Fanatical, angry. |
| 6 | Pink-grey, round. Jittery, nervous, noisy. |
| 7 | White, squat, luminescent. Spiritual, wise. |
| 8 | Faded blue, twig-like. Lethargic, cunning. |
| 9 | Brown-green, short. Humorless, boring, slow. |
| 10 | Chalk white, crooked. Curious, acquisitive. |

1d10 Myconid Missions

- | | |
|----|---|
| 1 | Fetch food for the Mother Fungus. |
| 2 | Scout the perimeter of their territory. |
| 3 | Perform a ritual dance. |
| 4 | Carry spores to a different Mother-Fungus. |
| 5 | Destroy all intruders. |
| 6 | Get far away from the Mother-Fungus. |
| 7 | Find the source of a strange smell. |
| 8 | Hunt and destroy a group of rival Myconids. |
| 9 | Locate and absorb outside knowledge. |
| 10 | Dig a new passage for the Mother-Fungus. |

1d10 Spore Attack

- | | |
|----|---|
| 1 | Friendship Spores. 10' cube. All living targets inside the cube must Save or treat the Myconid as a good friend for 3 hours. Any directly harmful action by any Myconid ends this effect. |
| 2 | Tingling Agony. 10' cube. All living targets inside the cube must Save each round. If they fail, they spend the round wracked with agony and cannot take any deliberate action, including moving from the cube. |
| 3 | Bait. 1 living target within 30' now smells absolutely delicious for 6 hours. Animals will try to eat them. |
| 4 | Eye Swelling. 1 target within 30' must Save or go blind for 1 hour. |
| 5 | Dancing Dots. 1 living target within 30' must Save or spend their next round dancing 30' in a random direction. They can still attack if their dancing brings them into contact with any enemies. |
| 6 | Bloodburst. 10' cube. All living targets inside the cube lose 1 HP per round. Creatures with open wounds lose 1d4 HP per round instead. |
| 7 | The Hunger. 1 living target within 30' must Save or become ravenously hungry. They must consume a meal within 1 hour or drop to 1 HP. If at 1 HP or below, they die instead. |
| 8 | Hallucinogenic Spores. 1 living target within 30' must Save or hallucinate. 1d10, pg. 56. |
| 9 | Mushroom Poison. 1 living target within 30' must Save or be poisoned. 1d10, pg. 56. |
| 10 | Fungal Curse. 1 living target within 30' must Save or begin to rot. They lose 1 permanent Constitution per day. If they reach 0 Constitution, they die, sprout a mushroom cap and become the core of a new Mother Fungus. Anythings that cures disease cures this effect. |

1d10	Mushroom Flavours	Effects
1	Buttery, slightly bitter.	Poison.
2	Sour, rotten.	Hallucinogenic.
3	Woody, dull.	-
4	Crunchy, very bitter.	-
5	Old chocolate.	-
6	Burnt hair.	-
7	Fine steak. Delicious.	-
8	Spongy, sour milk.	-
9	Chewy, sweet. Filling.	-
10	No taste or texture.	-

1d10	Hallucinogenic Mushroom Effects
1	Sensitivity to light. Torches leave contrails.
2	Nausea. Moving quickly is impossible.
3	Floating sensation, as if underwater.
4	The giggles. Everything is hilarious.
5	Colours become brighter, more vibrant.
6	Patterns and ripples crawl across objects.
7	Faces melt and shift. Fangs emerge.
8	Walls move and churn. Navigation is difficult.
9	Bendy fingers. Cannot hold anything.
10	Blindness, madness. A sensory whirl.

1d10 Poison Mushroom Effects

1	Deadly. After 1d6 hours of sweating, vomiting, shaking, and thirst, die. No Save.
2	Dangerous. 1d6 hours after ingestion, induces 1d6 hours of nervous excitement, poor judgement, and hallucinations. Then Save or die.
3	Inconvenient. 1d6 hours after ingestion, induces 1d6 hours of profuse sweating, vomiting, and sharp pain. Full recovery afterwards.
4	Troubling. Immediately induces 6+2d6 hours of stomach pain, vomiting, and weakness. If a 6 is rolled, add an additional 1d6 hours and lose 1 permanent Constitution.
5	Acrid. Immediately induces 1d6 hours of vomiting, sweating, and chills. Permanent sensitivity to smells (may require a Save to avoid nausea).
6	Variable. Immediate. 50% chance of 1 hour of minor nausea, 50% chance of 1d6 hours of nausea, jaundice, and hallucinations. Seems to affect everyone differently.
7	Endothermic. Immediately deals 1d12 cold damage when ingested. Drops body temperature to lowest tolerable level. Skin temporarily drops below freezing.
8	Exothermic. Immediately deals 1d12 fire damage when ingested, then Save. If failed, hair burns away and teeth melt. Vomit 1d6 litres of liquid fire, then die.
9	Polychromic. Immediately induces pulsating colourful spots all over the skin. They fade after 1d6 hours. Permanently adjusts eye colour to rancid yellow.
10	Annihilating. 1d6 hours after ingestion, Save. If failed, evaporate into ash. All carried items are destroyed. Magic items get a Save. If passed, permanently lose 5 Constitution and maximum HP.

1d12 Fungal Treasures

1	Hallucinogenic Mushroom Caps. Randomly hallucinate (1d10, above) for 1 hour, then Save. On a successful Save, meet (or appear to meet) a nebulous divine figure, who can cryptically answer 1 question or remove 1 curse. Alternatively, see Demigod (pg. 146).
2	Screaming Explosive Puffball. Like a flying grenade. Ignite the puff and it flies up to 100', then explodes. 20' radius, 3d6 fire damage, Save for half. Makes a noise like a jet engine.
3	Massacre Mouse. Mouse-sized ambulatory mushroom pet. Can sense danger a mile away. The bearer can act in surprise rounds. The mouse lives for 1 month, and can only reproduce on the site of a massacre.
4	Memory Mold. In a sealed flask. Eats 1 month of memories per round of exposure, oldest to youngest. Cannot destroy languages or skills. 1 flask can completely erase all a middle-aged human's memories.
5	Tinder Conk. Plate-sized fungus slab. If gently lit, carries a permanent faint flame inside, even if submerged in water. Creatures associated with fire know of tinder conks and respect the bearer.
6	Trumpet of Judgement. Blue-gold fungus, powdered. Three uses per flask. If thrown into the face of a living creature, they must Save or spend 1 round vomiting. Spellcasters must also Save or immediately cast their most powerful spell. The spellcaster chooses the target of their spell normally.
7	Fungal Resurrection Syringe. One use. If injected into a living creature, allows that creature to lurch back to fungal life after death. All stats are reduced by 2, but all levels, skills, and memories are retained. The resurrected creature is part fungus and visibly on the edge of death.
8	Crypuff. A fist-sized mushroom. Crush it to freeze up to ten 10' cubes of water in 1 hour. Inflicts 1d6 cold damage in a 20' radius if left in air. Effects fade 6 hours after activation.
9	Glowbranch. Sticky pale blue coral-like fan. Eats insects. Glows as brightly as a torch if well fed.
10	Bleeding Heart. White fist-sized sponge with red wound-like fissures. If squeezed, leaks blood identical in all respects to the squeezer's blood. Vigorous pumping can extract 1L per hour.
11	Panacea Flake. Dried marbled slice. One use. Provides permanent immunity to all mundane diseases.
12	Royal Fungus. Grows on gold. Only glows green in the presence of royalty. Worth 300gp to most royal houses, but might cause trouble during delivery.

8

Ooze

Appearing: 1

HD: 5 (23 HP)

Appearance: a gelatinous, slithering, shapeless mass. Typically occupies 1×10' square, but can spread or flatten to occupy up to 3×10' squares.

Voice: silent.

Wants: to eat and divide.

Morality: not applicable.

Intelligence: mindless. Reacts to danger by retreating; reacts to food by surging forward.

Armour: as leather. Immune to piercing and acid damage. May have other immunities (see below).

Move: ½ normal. Climb ½ normal. Can slowly squeeze through gaps larger than 1".

Morale: 12

Damage: 2d8 acidic slap. If a target take 6 or more damage, they must Save or be swallowed. Swallowed creatures take 1d6 acid damage per round. Their attacks automatically hit the Ooze. They can spend 1 entire round to break free. Pulling a swallowed creature out of an Ooze takes 1 entire round.

Treasure: no conventional treasure, but Oozes may have items embedded in them (1d20, pg. 58).



1d10 What Is This Ooze Doing?

- 1 Squelching along the ground.
- 2 Resting in a pool or pit.
- 3 Dropping from above.
- 4 Advancing with purpose and speed.
- 5 Slowly climbing a wall.
- 6 Foaming out of a drain or pipe.
- 7 Rearing up to strike.
- 8 Extracting nutrients from a patch of mold.
- 9 Expelling waste pockets.
- 10 In the process of dividing into two Oozes.

1d20	Type	Ability
1	Blood	Any damage the Ooze deals to a living creature heals it for the same amount.
2	Ochre	Immune to lightning. Targets do not get a Save against being swallowed.
3	Mustard	Immune to everything but fire. As cunning as a wolf.
4	Olive	Immune to non-magical damage. On a hit, target must Save or be paralyzed for 1 round.
5	Cherenkov	Glow a vibrant blue. Each round, living creatures within 20' take 1 damage. 10', 2 damage.
6	Ink	Can spray ink instead of attacking. 30' cone, Save or be coated in blue-black oily goo.
7	Searing	Glow an eerie painful purple. Anyone looking at it must Save or be blinded for 1 minute.
8	Black	Immune to cold and lightning. Any metal it touches dissolves. Magical metal gets a Save.
9	Grey	Immune to elemental damage and magic. Any non-magical metal it touches dissolves.
10	White	Immune to elemental damage. Attacks deal cold damage.
11	Rust	Any iron it touches dissolves. Magical iron gets a Save. Each item it dissolves heals 1d6 HP.
12	Gibbering	Made of bubbling flesh, eyes, and teeth. Gibbers if it sees anything. Anyone within 50' who wishes to attack a gibbering Ooze must Save or attack a different valid target instead.
13	Cubic	Fills 1×10' cube, or the equivalent corridor width. Transparent. On a hit, target must Save or be paralyzed for 1 round. Anyone running into the cube is automatically hit.
14	Dessert	Absolutely delicious. Do not roll on the Menu table. Provides a rich meal for 20 people.
15	Racing	Moves at 3x normal speed. Any attack that hits the ooze sends it flying 30' backwards.
16	Protoplasm	Immune to non-magical damage. Can pass through walls. Only targets living creatures.
17	Mercury	Immune to magic damage. Any spell that targets the Ooze is reflected at a random target.
18	Shadow	Immune to elemental damage. Heals 1d6 HP per round if exposed to light.
19	Adaptable	Immune to any damage type that strikes it, after damage is dealt. Immunity to a damage type resets after 48 hour without damage.
20	Exponential	If struck, splits into 2 smaller Oozes with 12 HP each, dealing 2d6 damage on a hit. If struck again, each smaller Ooze splits again into 2 tiny Oozes with 6 HP each, dealing 2d4 damage on a hit. Further divisions are possible, but micro-Oozes deal 1 damage on a hit.

MENU

Flavour: battery acid and slowly spreading numbness.

Notes: only roll on the table below for raw Ooze. If used as a soup base, Ooze pre-digests meat and vegetables, reducing cooking time.

1d10 Result

1-3	Painful Death. The Ooze is revived by your stomach acid. Save or die in agony. If you pass, you still permanently lose 1d6 HP.
4-5	Ooze Parasite. The Ooze decides to colonize your stomach. A full-sized Ooze will crawl out in 1d6 weeks. Save or die. Until then, it does you no harm. You may not even notice it.
6-7	Too Weak. Your stomach dissolves the Ooze. No unnatural effects.
8	Ooze Symbiote. The Ooze infiltrates your digestive tract, becoming a part of you. Permanently gain +1 Constitution. You are immune to poison. Your skin becomes waxy.
9	Ooze Integration. As Ooze Symbiote. Also, the Ooze consumes your organs and replaces their functions. You are mostly hollow inside. You heal 1 HP per round, but permanently lose 2 Strength.
10	Ooze Apotheosis. As Ooze Integration. Also, once per day, you can give a visible Ooze a simple and direct command. Oozes will not attack you unless you attack them first.

1d20 What Is Embedded In This Ooze?

1	2d10gp in very clean coins.
2	1 corroded iron dagger.
3	1 bent steel sword.
4	A few scraps of bone, leather, and hair.
5	1 flask of acid.
6	A skeleton. Possibly animated (see pg. 61).
7	100' of waterproof rope.
8	1 slowly dissolving book of terrible poetry.
9	1d100gp in small silver coins.
10	3d6 steel swords.
11	20 bottles of wine worth 10gp each.
12	1 diamond worth 10×1d10gp.
13	1 gold ingot worth 200gp.
14	A sprinkling of gravel and sand.
15	The skinless corpse of a fallen adventurer.
16	3d10 tiny parasitic worms.
17	The transparent casings of dungeon shrimp.
18	A green bubble. If punctured, a 30' cube of poison gas emerges. Each round, living targets in the cloud must Save or take 1d6 poison damage.
19	A white vesicle. If punctured, a 30' cube of flammable gas emerges. If ignited, explodes. 2d6 fire damage, Save for half.
20	A clear pocket. If punctured, the air bubble deflates with a loud parping drone. The noise may attract other creatures.

1d12 Ooze Twists

1	In a thin glass sphere with 2d6 polished gems, each worth 100gp. Looks like a decadent bauble.
2	Frozen. Opening a door will release a gentle flood of warm water, slowly thawing the Ooze.
3	In a pit, coated in a thin layer of stone dust. Looks like a slightly bulbous paving stone.
4	Inside a carcass. Leathery skin wriggles and splits.
5	In a chest marked with thiefsign for "not a mimic".
6	In a syringe-like tube. Pressure plate triggers high-speed extrusion.
7	Above a ceiling hatch with a dangling pull ring. Yank to unlock.
8	In a sealed metal barrel marked with ancient trigonal runes. Is this a place of honour? Is this treasure?
9	Oiling the gears of some vital mechanism (1d6: 1. Elevator, 2. Water pump, 3. Rotating door, 4. Slicing blade trap, 5. Ventilation fan, 6. Explosive liquid stabilization stirrer). If the Ooze is killed, the mechanism grinds to a halt in 2d10 minutes.
10	In a dusty wine cask, labeled with a legendary vineyard, a lucrative date, and seals of provenance.
11	In a sarcophagus. Rattles, squelches, hurls lid aside.
12	Displayed. 1d6: 1. Fountain, 2. Chalice, 3. Trough, 4. Platter, 5. Baptismal font, 6. Leering head statue.

1d12 Ooze Textures

What Do The Locals Use It For?

Ooze-Creating Experiments That Went Awry

1	Warm skim milk.	Garbage pit. It eats everything.	Improperly stored potion disposal cask.
2	Bone jelly.	Sacred avatar of primordial chaos.	High-speed precious bodily fluid extraction.
3	Mashed carrots.	Moronic but easily steered guard-beast.	Quick route to immortality.
4	Gravel and suet.	Waste products make superb fertilizer.	Self-farming nutritious animals.
5	Egg yolk.	Combat test for aspiring champions.	Enlargement ray hit a microorganism.
6	Film and seawater.	Oracular gurgling interpreted by priests.	Rejected sacrifice. Coated in divine saliva.
7	Bread dough.	Gets you <i>really</i> high if you lick it.	Deep-sea jellyfish housepets.
8	Coarse icy slush.	Seems to detect weather shifts.	Living archive and computational node.
9	Sand and glue.	Juveniles are bottled and exported.	Beer II: Taste The Future (Or Else).
10	Wet wrinkly steak.	Those consumed go to a nasty afterlife.	Duct-cleaning servant prototype.
11	Marbles and foam.	A <i>what?</i> Where?! Oh no. Not again!	Aspic using 13 forbidden herbs and spices.
12	Hair and oil.	Gets stubborn stains out of linen.	Undirected time-shifted hyper-evolution.

9

Orc

Appearing: 1 guard, warbands of 10×1d10, or hordes of 50×1d20.

HD: 1 (6 HP)

Appearance: a strong humanoid with some bestial or shocking features.

Voice: blunt, accented. Rarely verbose.

Wants: wealth, status, power, and security. Victory, if in battle. Prosperity, if not.

Morality: pragmatic, but when you are prepared for violence, problems seem to find violent solutions.

Intelligence: as smart as most people.

Armour: as leather.

Move: normal. Sometimes mounted.

Morale: 9.

Damage: 1d8 sword, spear, or flail or longbow (1d8 damage, 80' range).

Like most people, Orcs will fight when necessary or useful, retreat to avoid mass casualties, and occasionally change sides if prospects are appealing.

For a variety of reasons, ranging from purely aesthetic to ruthlessly economic, Orcs are typically in conflict with someone. Their reputation is not commendable.

Treasure: Orcs carry 10×1d6gp in looted or obscure coins, status jewellery, or small gems.



1d10 Reasons These Orcs Must Die

- 1 They're ugly. A blight on the landscape.
- 2 Our gods are clear; suffer not Orcs to live.
- 3 They demanded an outrageous tribute.
- 4 They keep stealing our cattle. At least, someone does. It could be them.
- 5 A skirmish got out of hand. If we want to avoid war, all witnesses must disappear.
- 6 Everyone knows Orcs poison wells and eat babies. Do you need an excuse?
- 7 Orcs looted and burned our granary.
- 8 Some say they have a treasure hoard.
- 9 They are the harbingers of an invasion.
- 10 They are our ancestral enemies.

1d10 Orc Names

	Orc Names	Cultural Position
1	Arbol	Frontline Warrior
2	Boralgos Dorden	Expert Assassin
3	Garshrenk	Pragmatic Brawler
4	Ortguth	Ambitious Deserter
5	Lurz Bathur	Low-Status Assistant
6	Skormwelts	Swaggering Layabout
7	Nazgob	Ally Liaison
8	Ormsk Headbreaker	Critical Trader
9	Scorfmanage	Religious Intercessor
10	Dretkag Urblitz	Local Leader

1d10 What Are These Orcs Doing?

1	Foraging. Checking corners, gaps, chests.
2	Lighting a cooking fire.
3	Arguing over loot distribution.
4	Telling tales of past victory and future glory.
5	Performing idle feats of strength.
6	Examining and sharpening weapons.
7	Sleeping. 1 on watch, but easy to surprise.
8	Discussing the moral relevance of humanity.
9	On guard. Active and alert.
10	On patrol. Ready for an encounter.

1d10 Clan Names

Features

Unusual Abilities

Skin Tones

1	Mugtooth	Cracked yellow tusks.	Polyglot. Speaks most languages.	Sunburned red.
2	Urk Nozbreg	Porcine nose and ears.	Prehensile feet.	Flaking rust orange.
3	Gahmoradd	Withered and bent.	Can still fight if decapitated.	Egg yolk yellow.
4	Stabthukk	Sturdy bristles.	Immune to weather.	Sour apple green.
5	Helmbane	Ritual facial scars.	Does not need to drink water.	Poison frog blue.
6	Reborn Loddug	Neckless and fanged.	Can alter skin texture at will.	Smooth aubergine.
7	Borodurb	Daubed with ash.	Slowly regrows severed limbs.	Mottled granite.
8	Skagleg	Canine slobbering.	Immediate animal friendship.	Speckled starfield.
9	Gattlerag	Warty neck wattles.	Can taste blood to learn secrets.	Runny chalk.
10	Shakklewort	Retractable claws.	Touch withers or heals plants.	Roast pork.

THE PROBLEM OF EVIL

Orcs are the archetypal “other.” They are often depicted as barbarians in the classic sense; those outside a civilization, who exist only in relation to it, and who want to destroy and despoil it. Some authors use allegorical Orcs to talk about real-world cultures. The association is rarely favorable.

Since Orcs come with a lot of assumptions, a GM should think about how they fit into a setting. There are 2 options.

Option 1: Orcs are inherently and immutably Evil. They are soldiers in the battle against cosmic Good. They are made, not born. They do not really “want” anything. A Good Orc is as impossible as a square circle. Orcs cannot be PCs. Allying with them puts you on the same side as Evil. Words like “Evil” and “Civilization” get capital letters and have the same force and universality as mathematical laws.

Option 2: Orcs are people, with all that implies. They make war for the same reasons people make war; treasure, glory, necessity, boredom, etc. Their adversaries might demonize them, but Orcs have as rich and as varied lives as anyone else in the same circumstances. Orcs can be PCs. Words like “evil” and “civilization” are just words. People use them to describe other people. Our leader; their warlord. Our civilization; their horde. Our homeland; their wastes.

You cannot mix the two options. Either Orcs are people or they aren’t. People do not need many excuses to commit atrocities or slaughter each other. No pseudo-scientific nonsense about “warrior races” or “martial spirit” or “inherent violence” is required, though it might be applied by enemies to the Orcs, or even by Orcs to themselves for inspirational purposes. It is easier to justify killing your enemies if you do not think they are people, or if you think you are a superior kind of person.

Tables in this entry focus on Option 2. The material in Chapter 1: People (pg. 8) may also be useful.

FEAR OF INVASION

The fear of invasion and subjugation by an unknown power is very, very old. Everything seems to be going well. Your enemies are known; their methods and tactics are predictable and match yours. You are focused on a hundred different local issues. And then, without warning, a nation from the ends of the earth, whose language you do not understand, arrives with sudden violence. They do not respect your traditions, your property, or your lives. You have no context to understand their beliefs, their goals, or their methods.

In the modern world, the ends of the earth are mapped. Stories need space invaders to create the same effect. But in a setting where the horizon still holds danger, the fear of a hostile nation arriving and destroying the local order is always present. It has happened before. It may happen again.

If your setting feels comfortable, invade it.

1d10 Omens Of Invasion

- | | |
|----|--|
| 1 | Smoke on the horizon. |
| 2 | Thick, unnatural fog. |
| 3 | Distant thunder but no signs of a storm. |
| 4 | Long lines of refugees pulling carts. |
| 5 | Wildfires on the horizon. |
| 6 | Unseasonable rain and hail. |
| 7 | A strange smell in the air. |
| 8 | A maimed captive tied to a horse. |
| 9 | Nothing. They attack by day. |
| 10 | Nothing. They attack by night. |

1d10 Fearful Rumours Say They Are...

- | | |
|----|--|
| 1 | The harbingers of the apocalypse. |
| 2 | Numbered beyond counting. |
| 3 | 12' tall fanged cannibals with leather skin. |
| 4 | Creatures without fear, hunger, or mercy. |
| 5 | A nation briefly mentioned in our holy texts. |
| 6 | The invited guests of our traditional enemies. |
| 7 | Divine punishment for our many failures. |
| 8 | Seeking vengeance for an ancient wrong. |
| 9 | Ranked, obedient, and organized. |
| 10 | Sweeping the world from edge to edge. |

1d10	Their Prize Tool	They Wear	Adorned With	They Apparently Seek
1	Horses.	Next to nothing.	Piercings and scars.	All the gold we have.
2	Bows.	Dyed cloth.	Gold and silver trinkets.	All the gold we can mine.
3	Whips.	Stinking furs and leather.	Bone idols.	All our food and livestock.
4	Spears.	Strange closely woven cloth.	Brightly coloured paint.	A rare but worthless plant.
5	War-beasts.	Plates of bone or chitin.	Long braided hair.	A rare but worthless mineral.
6	Swords.	Thick padded cloth.	Wild unkempt hair.	To replace our rulers.
7	Siege Engines.	Wooden armour.	Grisly trophies.	To destroy our religion.
8	Magic.	Bands of iron and leather.	Feathered cloaks.	Warriors for their armies.
9	Handguns.	Metal armour, thick and crude.	A simple mark, repeated.	To exterminate us.
10	Cannons.	Metal armour, light and strong.	Glass beads and gems.	The ruination of our cities.

10

Skeleton

Appearing: 3×1d10

HD: 1 (4 HP)

Appearance: typically, an animated humanoid skeleton. Pale bone, cloth scraps, cheerful grin.

Voice: silent. Clicks angrily.

Wants: to obey simple commands. To kill.

Morality: not applicable.

Intelligence: mechanistic. Some echoes of life allow for limited problem-solving.

Armour: none. Immune to slashing and piercing damage.

Move: normal.

Morale: 12

Damage: 1d6 sword or claw.

Skeletons are imprinted with a simple command and obey it with single-minded violence. Leading a Skeleton into a trap is trivial.

Building with bone appeals to many Necromancers of modest means. On the table of 1d100 Skeletons (pg. 62), results 1-50 (1d50) are variants on common undead Skeletons. They may have improved armour, additional attacks, or other abilities.

Animated Skeletons are so ubiquitous that some living creatures mimic them. On the table of 1d100 Skeletons (pg. 62), results 51-100 (1d50+50) are living creatures or unusual apparitions that merely appear to be Skeletons. They use the same stats as a Skeleton unless the GM rules otherwise.

Treasure: 1d6gp in grave goods, corroded jewellery, and flakes of precious lacquer.



1d20 Funeral Trinkets

- | | |
|----|--|
| 1 | Bundle of dried herbs and flowers. |
| 2 | Shiny but worthless lump of quartz. |
| 3 | Wax death mask affixed with string. |
| 4 | Tiny cake of herbal soap. |
| 5 | Glass beads strung in a long chain. |
| 6 | Bronze buckle, dented and curled. |
| 7 | Clay urn with a desiccated heart inside. |
| 8 | Copper ring shaped like a snake. |
| 9 | Carved stone miniature horse and saddle. |
| 10 | Bronze flask full of dried wine. |
| 11 | Tarnished silver locket, worn to formlessness. |
| 12 | Assorted cracked ivory buttons. |
| 13 | Crumbling prayer scroll. |
| 14 | Steel dagger, snapped in half. |
| 15 | Leather bag full of painted beetles. |
| 16 | Painted ceramic eyes, eerily placid. |
| 17 | Black tallow candle, half burned. |
| 18 | Clay tablet of impotent curses. |
| 19 | Copper coins to pay a psychopomp. |
| 20 | Dead bird preserved in honey. |

1d10 Skeleton Source

- | | |
|----|--|
| 1 | Local graveyard, raided for decades. |
| 2 | Nearby crypt, long forgotten. |
| 3 | Deadly traps hall, easily reset. |
| 4 | Murder cult, paid by the foot. |
| 5 | Dragon's teeth, planted in the earth. |
| 6 | Faulty clones, frugally reused. |
| 7 | Disintegration and reanimation ray. |
| 8 | Donated ancestors, willingly repurposed. |
| 9 | Alchemical calcium vat-printer. |
| 10 | Notoriously accident-prone industry. |

1d10 Skeleton Commands

- | | |
|----|--|
| 1 | Wait here. Kill anyone except for me. |
| 2 | Hide here. Kill anyone you see. |
| 3 | Patrol this route. Kill anyone you see. |
| 4 | Wait here. If you see anyone, wait until they reach the middle of the room, then kill them. |
| 5 | Wait here. If you see anyone with a weapon, threaten them. If they do not drop all their weapons, kill them. |
| 6 | Do not let anyone through this doorway. |
| 7 | Keep this room clean and quiet. |
| 8 | Every hour, perform this religious ceremony. If anyone disturbs you, sacrifice them. |
| 9 | Greet my guests, remove their armour and weapons, and escort them to this room. |
| 10 | Wait here. Kill anyone you see. Strip their bodies and lay them out for reanimation. |

1d100 Skeletons

1d100	Skeleton Type	Description
1	Regular Skeleton	Grabby hands.
2	Armed Skeleton	Sword and shield.
3	Armed Skeleton	Big rusty axe. Swings overhand.
4	Armed Skeleton	Spear and shield. Circles and stabs.
5	Armed Skeleton	Bow and arrows. Shockingly accurate.
6	Armoured Skeleton	Rusty horned helmet. Unusually tough.
7	Armoured Skeleton	Scraps of leather and chain. Traps and binds weapons on missed attacks.
8	Armoured Skeleton	Full plate, hinged visor, sword, shield. Clang. Clang. Clang.
9	Valuable Skeleton	Gems in eye sockets worth 20×1d6gp.
10	Valuable Skeleton	Coated in gold foil worth 1d10gp.
11	Royal Skeleton	Wears a crown, carries a scepter, directs others.
12	Decorated Skeleton	Covered in brightly coloured paint. Smears easily.
13	Knight Skeleton	Skeleton with a sword on a skeleton horse. Move 2x normal.
14	Two-Headed Skeleton	Slightly smarter than normal.
15	Four-Armed Skeleton	Makes an additional attack. Prefers grappling.
16	Four-Armed Skeleton	With four curved swords. Like a blender. Makes 2 additional attacks.
17	Long Arm Skeleton	Attacks with whip-like multi-jointed arms. 10' reach.
18	Ogre Skeleton	Armour as chain. Thick skull. Big and dumb and mean.
19	Lesser Giant Skeleton	10 HP, armour as chain. Crouched and bent. Surprisingly fast for its size.
20	Gas Burst Skeleton	Hollow bones filled with toxic green fumes. 10' cube, 1d4 poison damage.
21	Dust Skeleton	Explodes into choking bone dust. 30' cube of opaque dust, lasts 1 hour.
22	Floating Skelehead	Flying skull dragging a flail body. Fly normal.
23	Skeleton Jelly	Coated in orange slime. Immune to everything. Move ½ normal.
24	Vitrified Skeleton	Blasted into cloudy glass and carbonized chunks.
25	Ash Skeleton	Coated in volcanic dust and stone.
26	Bloody Skeleton	Slathered in blood and scraps of flesh.
27	Tar Skeleton	Daubed with sticky pitch. Flammable at high temperatures only.
28	Fire Skeleton	On fire, somehow. Lobs mild harmless fireballs and hops around.
29	Seductive Skeleton	Poses against wall, waggles hips suggestively.
30	Beehive Skeleton	Swarm of bees in the ribcage. Loud buzzing.
31	Hibernaculum Skeleton	Tangle of snakes in ribcage and skull. Makes an additional attack.
32	Hibernaculum Skeleton	Cluster of bats in the ribcage and skull. They get in the way.
33	Droning Skeleton	Swarm of giant mosquitoes in the ribcage and skull.
34	Exo-Skeleton	Giant crab shell. Attack its weak spot for 2x damage.
35	Exo-Skeleton	Shed spider skin, coated in hair. Itchy residual venom in fangs.
36	Dog Skeleton	Bites and hunts. Could be tamed.
37	Bird Skeleton	Small. Tries to peck out eyes. Usually operates in flocks.
38	Horse Skeleton	Panics. Not smart, but very leggy. Move 2x normal.
39	Giant Fish Skeleton	Maw full of sharp teeth. Hops and flops.
40	Giant Snake Skeleton	Skitters on ribcage legs.
41	Nesting Skeleton	Skeleton with another smaller Skeleton with ½ HP inside, etc.
42	Inverted Skeleton	Walks on hands, kicks victims in the face.
43	Ball Skeleton	20 HP, 3 attacks. Fifty skeletons mashed together. Crawls and rolls.
44	Wheel Skeleton	Move 3x normal. Comes out of nowhere, runs people over.
45	Skelecopter	Spinning knife-edged arms. Fly ½ normal, unsteadily.
46	Explosive Punch Skeleton	Fires one arm like a primitive gunpowder missile. 30' range, 2d6 damage.
47	Ribcage Maw Skeleton	Tries to bite people to death with its chest.
48	Ghost Skeleton	Poltergeist (pg. 160) manipulating bones. Floaty and wobbly.
49	Dancing Skeleton	Will try to dance with the living. May pull their arms off.
50	Fossil Dinosaur	Stuck halfway into the walls.

1d100	Skeleton Type	Description
51	Painted Human	Skinny person in black and white paint. Realistic.
52	Disguised Human	Person in very deceptive black and white clothing.
53	Disguised Human	Person in black clothing with a skeleton tied to it.
54	Disguised Human	Person in skeleton armour. Possibly a Knight (pg. 21).
55	Incredibly Old Human	Nearly transparent skin, stringy hair, knobby fingers.
56	Cursed Human	Cursed by a witch to look like a skeleton. Can only say "Ack."
57	Wereskeleton	Human by day, skeleton by the light of the moon.
58	Cloth Skeleton	Animated by painted spells.
59	Paper Skeleton	Folded from one sheet of enchanted paper.
60	Chalk Skeleton	Sanded and chisled golem. Squeaky and dusty.
61	Straw Skeleton	Tightly wound straw limbed golem. Rustic.
62	Wood Skeleton	Carved and articulated golem. Brass hinges.
63	Clockwork Skeleton	Controlled by springs, wires, and a golem brain.
64	Wall Skeleton	2D cutout, slides along walls, takes over humanoid shadows.
65	Ooze Skeleton	Bones motivated by transparent jelly.
66	Plant Skeleton	Bones motivated by parasitic vines.
67	Rat War-Engine	Skeleton controlled by cunning rats with pulleys and levers.
68	Mimic Skeleton	Disguise of a small Mimic (pg. 53).
69	Puppet Skeleton	Controlled from another room by nearly invisible wires.
70	Puppet Skeleton	Controlled by a reclusive telekinetic Wizard (pg. 35) hiding nearby.
71	Illusory Skeleton	Stop-motion, projected via a magic gem lantern.
72	Illusory Skeleton	Realistic, but projected on a flat plane. Flickers between viewers.
73	Illusory Skeleton	Magic projects an image of viewer's skeleton. All actions are mirrored.
74	Worm Skeleton	Bones motivated by flesh-eating red worms.
75	Delusion Skeleton	Created by a spell. Only exists in the target's mind.
76	Delusion Skeleton	Hallucinogenic dust from a rare plant makes victims see skeletons.
77	Goblin Skeleton	Too stupid to know it's undead, sneaky enough to get away with it.
78	Skeleton Bird	Thin wading bird camouflaged as a hunched-over skeleton.
79	Sugar Skeleton	Animated morbid confectionery. Soluble in water.
80	Infernal Skeleton	Sulphurous, daemonic. Tiny horns. Maliciously intelligent.
81	Angelic Skeleton	Halo, wings, ragged white robes. Warily moral.
82	Ivory Skeleton	Worth 200gp if captured undamaged. Easy to crack.
83	Stone Skeleton	Golem carved from white marble. Beautiful. Loves to pose.
84	Ice Skeleton	Summoned from somewhere cold, forced into this shape.
85	Smoke Skeleton	Enchanted grey fog, condensed into this shape.
86	Insect Skeleton	Stick-like insect camouflaged as a skeleton.
87	Rope Skeleton	Made of enchanted white rope, carefully knotted and coiled.
88	Glassflesh Creature	Clear living tissue surrounding a coincidentally humanoid skeleton.
89	Skeleton Lure	Abyssal Fish (pg. 283) with wobbly skeleton lure.
90	Skeleton Hermit Crab	Skull-shaped crab manipulates other bones with spindly legs.
91	Skeleton Hermit Crab	Each bone is home to one small crab. They work together.
92	Inflatable Skeleton	Special bladder deployed by a small turtle. Scares away predators.
93	Bony Lizard	Armour plated in white. Skull looks very odd in profile.
94	Disguised Dryad	Hidden inside of bones so people leave it alone. See Dryad (pg. 240).
95	Lead Skeleton	White lead golem. Dense but soft. Toxic in large doses.
96	Wax Skeleton	Candle golem with a macabre shape. Flammable.
97	Paper Mache Skeleton	Enchanted and full of delicious hard candy. Candy may be cursed.
98	Rogue Anatomy Model	Clay organs inside an enchanted clay skeleton. Obeys shouted commands.
99	Octopus Skeleton	Controlled by thin mutated terrestrial octopus. Skittish.
100	Glass Skeleton	Enchanted artistry. Can be used to deduce potion effects.

DRAGON



Despite their presence in the name of several popular RPGs, Dragons feel like underutilized creatures.
 Their reputation is intimidating.

In many ways, Dragons are humans with vices and flaws written in capital letters. They are operatic, more real than reality. The rest of the world feels like painted scenery. Their form and abilities mirror a classic adventuring party: protection, mobility, power, obsession, and unbounded greed.

Dragons act how people think cats act: skittish, lethargic, aloof, intensely focused, contemptuous, cloying, easy to bribe but difficult to please, full of secret goals and gleeful destruction.

Dragons don't need to be massive castle-devouring harbingers of doom. A "small" dragon (represented in this book by a Young Dragon, pg. 79) makes an excellent rival, benefactor, ally, or siege weapon.

Then the night-demon,
 The old dragon, discovered the hoard-joy
 Unguarded, unprotected, a worm's want.
 The serpent stole in, the furious flamer
 Who seeks barrows, the naked slayer
 Who flies by night, sheathed in fire.
 Earth-dwellers desperately dread this dragon,
 Who guards heathen gold in earth for eons.
 His unused gifts bring him no good.

—*Beowulf*, trans. Craig Williamson

1d10	Cross-Reference Omen	Cross-Reference Encounter	2d6
1	Wheezing groans, clouds of black smoke, crunching gravel.	1 cantankerous Tortoise Tsar (pg. 235) presents a list of complaints to 1 Ancient Dragon (pg. 67).	2-3
2	Light without shadows, thick as fog, brittle as river ice.	1 Living Gem (pg. 130) projects and sustains 1 Ethereal Dragon (pg. 74). A crystallized soul.	4
3	Retching, drops of slime, skin flakes, self-pitying wails.	1 Hatchthing (pg. 200), freshly disgorged by 1 profoundly confused Droggin (pg. 73).	5
4	Trumpets, pennants, bellicose cries, smell of roast meat and spices.	4d6 Barbarians (pg. 17) guard 1 Young Dragon (pg. 79). Ambitious war-cult and confident patron.	6
5	Screeching, feathers, blood, ringing swords.	1 Knight (pg. 21) mounted on 1 Griffon (pg. 105) duels 1 Dracospawn (pg. 71) mounted on 1 Drake (pg. 72).	7
6	Descending whistle, streaking shadows, garbled curses.	2d6 Trolls (pg. 245) flee before the diving attacks of 1 Wyvern (pg. 78).	8
7	Greasy shadows, yelps, neatly severed limbs, puddle of orange light.	1 Grue (pg. 130) surrounds 3×1d6 paranoid Kobolds (pg. 75). Lantern light is fading.	9
8	Honks and whistles, fluttering wings, aurora of magic.	2d6 Swift Lizards (pg. 114) snap at 1 Pseudodragon (pg. 78). Trying to lead them towards the PCs.	10
9	Slurping, thrashing, furious roars, winding slime trails.	2d6 Remoras (pg. 275) hold 1 irate Drake (pg. 72) in place. Mildly parasitic mudskippers.	11
10	Wild cackling, wall of fog, sun-drowning clouds, funeral reek.	1 Necromancer (pg. 163) rides 1 Zombie Dragon (pg. 81). Almost certainly up to no good.	12

Monsters	Hit Dice
Kobold	0
Pseudodragon	2
Dracospawn	3
Drake	8
Young Dragon	10
Droggin	12
Wyvern	14
Ethereal Dragon	20
Zombie Dragon	25
Ancient Dragon	30

1d10	Draconic Legends
1	Grew from a grub no bigger than my thumb.
2	Eats lost sheep. I've seen it!
3	Can kill with a glance or a curse.
4	Cracked open the ancient hill cairns.
5	Overly fond of milk and fresh fruit.
6	Regularly visits us (in disguise).
7	Flies to the moon during eclipses.
8	Devoured nine monarchs in one day.
9	Wiser than any sage, older than the stars.
10	Don't be a fool. It died a long time ago.

Dragon Random Encounters

1d10 Omen	Encounter
1 Plummeting clouds, sense of dread.	1 Ancient Dragon (pg. 67), aware, alert, and full of ill intent.
2 Marching, clanking, fluttering banners.	2d6 Dracospawn (pg. 71) on patrol. Cautious, well trained.
3 Deep grunts, claw marks.	1 Drake (pg. 72), bluffs a charge to defend its territory.
4 Wailing, smell of raw meat, skin flakes.	1 Droggin (pg. 73) in a dust bath. Yet another awful day.
5 Crackling light, leaping dust.	1 Ethereal Dragon (pg. 74) flies by at speed, circles, descends.
6 Eyeshine, muted conversation.	3×1d6 Kobolds (pg. 75) in a defensive knot. Weapons ready.
7 Dull clunking, peevish whistling.	1 Pseudodragon (pg. 78) with its head stuck in a glass jar.
8 Circling shadow, silent birds.	1 Wyvern (pg. 78) dives, wings folded, eyes fixed on a target.
9 Steady wingbeats, creaking.	Majestically, 1 Young Dragon (pg. 79) lands, makes demands.
10 Miasma of rot, crawling maggots.	1 Zombie Dragon (pg. 81) exhumes itself in a fountain of earth.

1d10 Combined Omen	Combined Encounter	2d6
1 Tides of nausea, melting shadows, oiled silver heat haze.	1 Zombie Dragon (pg. 81) and 1 Ethereal Dragon (pg. 74). Entwined souls and fates. A roiling cataclysm.	2-3
2 Squeals for mercy, catastrophic detonations, wheezing coughs.	1 Droggin (pg. 73) flees before the palpably wrothful disappointment of 1 Ancient Dragon (pg. 67).	4
3 Flashes of vivid colour, rising terrain, weather-worn chipped stones.	1 Pseudodragon (pg. 78) haunts the barrow of 1 Zombie Dragon (pg. 81). Tries to get people to crack gold seal.	5
4 Clawed footprints, faint smell of ammonia, harsh challenge.	1 Dracospawn (pg. 71) rides 1 Drake (pg. 72). Loyal pair, delivering a simple but unwelcome message.	6
5 Lockstep clatter, chorus of titles, leathery sweep of wings.	20×1d20 Kobolds (pg. 75) protect 1 Young Dragon (pg. 79). Ambitious, tribute-seeking, possibly overconfident.	7
6 Descending whine, flickering tongue, high-pitched confusing insults.	1 Drake (pg. 72) tastes the air, then snaps playfully at 1 Pseudodragon (pg. 78). Tracks by scent.	8
7 Hurricane of shadows, sliced air, swooping. Snares, glowing eyes.	2d6 Wyvern (pg. 78) circle overhead. 2d6 Kobolds (pg. 75) wait to finish off and loot the wounded.	9
8 Elaborate insults, booming laughter, sticky coughs, interrupted retorts.	1 Young Dragon (pg. 79) taunts 1 Droggin (pg. 73). Siblings, full of love and loathing in equal measure.	10
9 Burst of light, ultrasonic screams, falling blood and scales.	1 Ethereal Dragon (pg. 74) duels 2d6 Wyverns (pg. 78) more from habit than hostility.	11
10 Howling horns, earthshaking steps, fleeing wildlife.	War-procession of 1 Ancient Dragon (pg. 67), 2d6 Dracospawn (pg. 71), and 20×1d20 Kobolds (pg. 75).	12

1d10 Where They Find You (Indoors)	Where They Find You (Out Of Doors)	Draconic Leitmotifs
1 Forgotten incubator. Vanes, furnaces.	Border post line. Menacing markers.	Slow atonal rumbling.
2 Charnel pit. Bones, ash, rags.	Looted tribute wagon. Soggy ditches.	Thundering military brass.
3 Jaw portcullis. Theatrical, overbearing.	Primordial basalt sundial platform.	Shrieking sawed violins.
4 Pentagonal domed temple.	Crater. Brimstone, smoke, regret.	Heartbeat drums.
5 Moldering crumpled outpost.	Trail of a grass fire. Black plain.	Soft twittering flutes.
6 Tilted recently quarried tunnel.	Sacrificial pavilion. Pillars, chains.	Chanting chorus.
7 Ruptured panoptical prison.	Shadow of a small floating island.	Blared catchy triad.
8 Crushing chamber. Spiked walls.	Lone lightning-blasted tree.	Theremin warbling.
9 Defaced mosaic. Shards, false history.	Cauterized orchard. Scorched rows.	Heartrending chords.
10 Rustic terrarium. Cottage under glass.	Rectangular reflecting pool.	Pompous trumpeting.

1 Ancient Dragon

Appearing: 1
HD: 30 (135 HP)

Appearance: a titanic winged lizard. Teeth like swords, wings like sails, eyes like lanterns.

Voice: bass rumble of polite contempt.

Wants: to increase its Hoard (pg. 70).

Morality: the unquestioned superiority of a tyrant.

Intelligence: genius, honed by centuries of practice. Still subject to flattery, gifts, and manipulation. Can smell magic and see through illusions.

Armour: as plate+shield. Immune to non-magical damage, any elemental damage associated with their Special Attack, and mind-altering effects. Reduces all incoming damage by 3.

Move: normal, fly 2x normal.

Morale: 11

Damage: see below.

Each round, an Ancient Dragon may use one of the following abilities.

1. Savage

1d8+1 claw / 1d8+1 claw / 2d10 bite. If the Ancient Dragon was flying and lands to make these attacks, it instead deals 1d10+1 / 1d10+1 / 2d12 damage.

2. Special Attack

The Ancient Dragon inhales, glows, or rumbles. On its next turn, it uses a Special Attack. See the table on pg. 74. If two attacks are listed, an Ancient Dragon may use either attack.

3. Tail Strike

1d12 damage, Save to dodge. Struck targets are pushed 30' and fall prone.

4. Lesser Spell

The Ancient Dragon chooses one effect. 100' range.

- Target object is dragged 50' towards the Ancient Dragon. Magical objects can Save to negate.
- Pass through solid objects for 1d6 minutes.
- Fill up to ten 10' cubes with fog or drifting ash.
- Extinguish all light sources within 100'.

Additionally, an Ancient Dragon can use each of the following abilities twice per day. 100' range.

1. Shackle to the Earth

Target creature stops flying and takes normal fall damage.

2. Dominate Creature

Target creature must Save or fall under the Ancient Dragon's control. On their next turn, the Ancient Dragon controls their actions. The Ancient Dragon can maintain this ability indefinitely, with no range limit, by taking no other action.

3. Greater Spell

The Ancient Dragon chooses one effect.

- The Ancient Dragon transforms into a human-sized creature. It can end this effect at any time. While transformed, it cannot fly, use a Tail Attack, or use a Special Attack.
- Target creature must Save or die.
- The Ancient Dragon creates a complex illusion up to a 200' cube in size. Creatures with 6 or more Wisdom will notice its unnatural nature within a few minutes. The illusion lasts for up to 24 hours.

The Ancient Dragon can take 1d6 damage to automatically pass a Save against any effect. This requires considerable effort, and the Ancient Dragon can only use a Lesser Spell or a Tail Strike on the subsequent round.

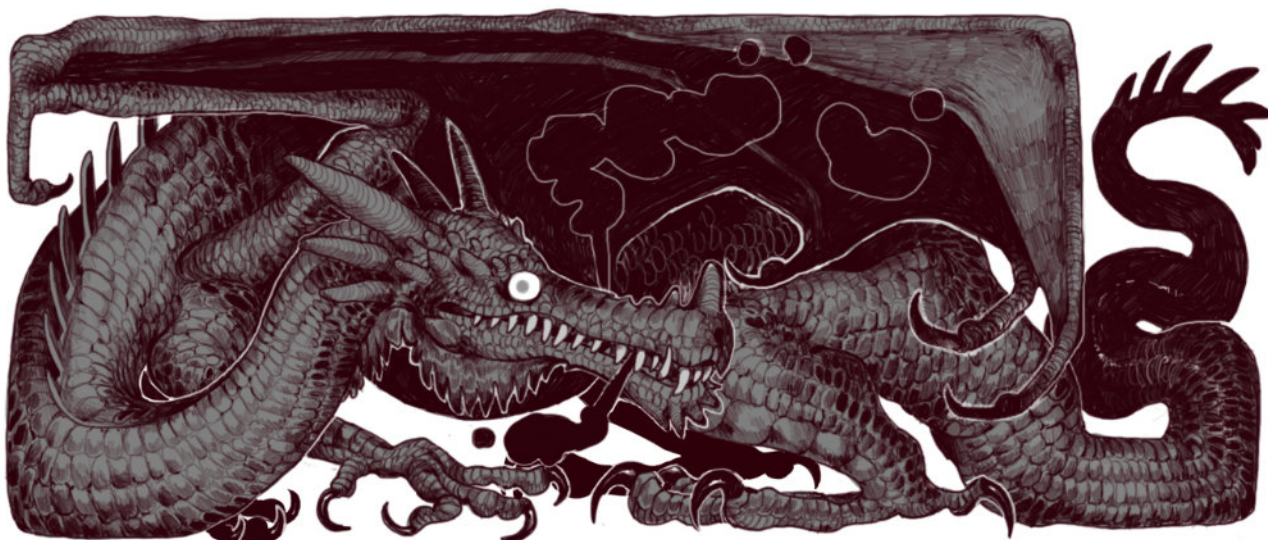
When an Ancient Dragon first appears, all creatures must Save against Fear or flee. Non-intelligent creatures and low-level hirelings automatically fail their Save.

An Ancient Dragon has, through centuries of careful maneuvering and growth, acquired enough power to shrug off all but the most potent challengers. It can amass a legendary Hoard and pursue other goals with relative impunity. Its ambitions are limited only by personal flaws.

Treasure: at least one magnificent Hoard (pg. 70).

1d10	Name	Titles	Additional Titles	Yet More Titles	Appearance Fragments
1	Borascos	The Pitiless	River of Claws	The Voracious	Enthralling eyes, amber and ice.
2	Hature-Fang	Unyielding	Peerless, Alone	Above Wisdom	Three pairs of chipped horns.
3	Eskcallow	Spire-Tyrant	Death of Armies	World Executioner	Flicking blood-red tongue.
4	Lare Imperator	The First Ember	Winged Calamity	Orphan-Maker	Luminous dorsal spines.
5	Agryreheart	Light of the South	Soaked in Blood	Blade-Blight	Sheds white vapour from seams.
6	Morinecoile	Star-Swallow	Fear Made Flesh	True Guardian	Mane of crackling golden light.
7	Lungis-Haringe	The Venerated	Scourge of the Air	Amunificent	Scales engraved with faces.
8	Thornscale	Dread Majesty	Living Meteor	Furnace of Woe	Retractable claws, fangs.
9	Brylgout	Who Devours	Awe-Talented	Bane of Cities	Thick stonecrushing beak.
10	Gauldarion	Last Immortal	The Bleak Light	Divine Serpent	Speckled with failed weapons.

1d10	Ancient Dragon Form	Current Mood	Current Activity	Current Problem
1	Serpentine. Fangs, narrow head.	Wrathful	Sleeping deeply.	Scattered disobedient children.
2	Auroch. Pair of curved horns.	Philosophical	Sleeping fitfully.	Too large to navigate lair.
3	Crested. Dorsal and limb sails.	Inquisitive	Feigning sleep.	Insufficiently feared.
4	Fortified. Crenelated shoulders.	Prudent	Scrutinizing hoard.	More than prudently loathed.
5	Compact. Squat, muscular.	Torpid	Digesting.	Primeval rival suddenly active.
6	Leonine. Mane, whiskers.	Sardonic	Admiring self.	Lost in own tangled scheme.
7	Thorned. Barbed, shimmering.	Paranoid	Percolating plots.	Isolated; suspects minions lie.
8	Sleek. Pointed, elongated.	Vituperative	Listening to reports.	Feels death approaching.
9	Regal. Crown of thick scales.	Cryptic	Bemoaning the youth.	Tempted to hoard a new thing.
10	Predatory. Forest of teeth.	Placid	Waiting impatiently.	Monumentally bored.



1d20	Type	Special Attack
1	Red	Fire Breath. 80' cone, 8d6 fire damage, Save for half.
2	Orange	Fear Haze. 50' cube, Save each round or flee. Dissipates after 6 rounds.
3	Yellow	Sandstorm. 50' cone, 4d6 bludgeoning damage, Save or fall prone.
4	Green	Caustic Gas. 40' cube, 6d6 poison damage. Dissipates after 6 rounds.
5	Blue	Lightning Bolt. 100' line, 4d12 lightning damage, Save to dodge.
6	Indigo	Vacuum. 100' cone, 1d8 sonic damage. Creatures and loose objects are pulled 50'.
7	Violet	Howling Annihilation Ray. 100' beam, 5d10 damage, Save to dodge. Reflected by mirrors.
8	Black	Acid Spray. 60' line, 10' wide. 4d6 acid damage, plus 1d6 acid damage per round until washed.
9	White	Cone of Frost. 100' cone, 6d6 cold damage, Save for half. If hit, move at ½ speed for 6 rounds.
10	Prismatic	Shellfire. 3 shots. 100' range, 20' radius at point of impact, 4d6 damage, Save for half.
11	Lead	Radioactivity. 50' cone, 3d6 damage, roll for each target. If even, targets healed for that amount instead. All targets permanently lose 1 Constitution.
12	Tin	Rash Miasma. 50' cube. Save each round or take the most dangerous, inadvisable, and bold action. Dissipates after 6 rounds.
13	Iron	Sword Spray. 50' cone, 5d10 piercing damage, Save for half. Creates 3d6 rusted iron swords.
14	Brass	Sleep Gas. 70' cone. Save or fall asleep for 24 hours. Wake up after 1 point of damage or 1d4 rounds of vigorous shaking. <i>Or</i> Fear Haze (2, above).
15	Bronze	Repulsion Gas. 30' cube, shoves everything to nearest edge, Save or fall prone. Dissipates after 6 rounds. <i>Or</i> Lightning Bolt (5, above).
16	Copper	Stunning Fumes. 30' cube, Save each round or be stunned. Dissipates after 6 rounds. <i>Or</i> Acid Spray (8, above).
17	Mercury	Delusion Gas. 50' cube, Save each round in the area or randomly select targets after declaring actions. Dissipates after 6 rounds.
18	Silver	Paralysis Gas. 30' cube, Save each round in the area or be paralyzed for 1d6 rounds. <i>Or</i> Cone of Frost (9, above).
19	Gold	Fire Breath (1, above) <i>or</i> Caustic Gas (4, above).
20	Chrome	Insubstantial Vapour. 50' cone, Save or become insubstantial and unable to affect the world, or be affected by it, for 1d6 rounds. <i>Or</i> two chromatic attacks combined, at once (2 1d10).

1d10 Draconic Declarations

- 1 Your death will be as pointless as your life.
- 2 Do not test my patience or my mercy, for I have neither.
- 3 The arrogance of your quest will be matched by the agony of your demise.
- 4 You will be consumed and forgotten.
- 5 Take a moment to contemplate mortality.
- 6 What insolence! What presumption! To stand before me, to speak as if I should listen, to raise a weapon! Die. Suffer, and die.
- 7 You were doomed the moment you embarked on this road. Your path ends here.
- 8 Do not pray to your gods. Pray to me if you must, but do not expect an answer.
- 9 Like a coward, you have chosen suicide.
- 10 Killing you will be a brief and amusing diversion. Try to die with dignity.

MENU

Flavour: raw crackling magic. Flakes like fish.

Notes: Ancient Dragon meat cures cavities, improves eyesight, and makes a few other cosmetic alterations. Roll twice on the table below, or four times if you consume the heart (a suitable meal for two people).

1d10 Result

- | | |
|-----|--|
| 1-2 | Shattered. Save or die and explode (10' radius, 2d6 damage.). If you pass, gain 1 random mutation (pg. 191), edited to make it dragon-themed. |
| 3-5 | Dragon Revitalization. You heal fully, are cured of any non-magical diseases, and regrow any missing limbs or features. |
| 6-7 | Raw Power. Save. If you fail, take enough damage to reduce you to 1 HP. If you pass, gain +1 to 2 random stats. |
| 8 | Hoard. You covet whatever the Ancient Dragon hoarded. You can smell it within 100', and must Save to spend, sell, or discard it. |
| 9 | Scaleskin. Your skin becomes tough and segmented. You cannot wear armour, but your skin counts as chain armour. |
| 10 | Dragon Vision. Gain 30' darkvision. You can see through smoke and illusions, detect invisible creatures, and hypnotize small mammals by staring at them. |

1d10 Why Doesn't This Ancient Dragon Rule The World?

- 1 I do not rule. That would imply some form of reciprocal relationship. I harvest.
- 2 The prophecy has yet to be fulfilled. The stars are not aligned. When the time is right, the world will perish.
- 3 Rule you? That's disgusting! I mean, look at you! What a nauseating prospect.
- 4 I do not want to be responsible for, or in any way tainted by, the endless miserable failures of your kind.
- 5 So many distractions! Incessant demands on my time, swarms of petitioners and supplicants.
- 6 You are not currently worth ruling. I do not want a legion of illiterate bumbleres as subjects.
- 7 Who says that I do not? My schemes are manifold and subtle. Power does not need to be visible.
- 8 And what would conquest accomplish? That is adorable. So naive. So enthusiastic.
- 9 Dominion is one step of my truly magnificent plan. One must not be hasty or unprepared.
- 10 I do. What year is it? What? Hellfire! Take a nap for a few centuries and everything falls apart.

DESOLATIONS

Ancient Dragons often hoard territory. A region controlled by a Dragon is called a Desolation, usually by the people being desolated. Space is security. Attacks on a Dragon's hoard are more difficult when anything moving through its territory is scrutinized, followed, intercepted, and / or incinerated. An invading army might be met with a brutal counterattack, a confident diplomat, a politely worded request, or a row of evenly-spaced corpses along both sides of the road.

Ancient Dragons tend to prefer weak but enduring dynasties as neighbors, who know (from legends or personal experience) that entering the Desolation means death, and are too obsessed with internal disasters or enduring feuds to form lasting alliances. If crises do not arise naturally, the Ancient Dragon may (subtly or directly) engineer them. Unless the PCs are exceptionally cautious, or the Ancient Dragon is unusually neurotic, incompetent, or distracted, it will be aware of the PCs.

1d10 What Do The Inhabitants Think?

- 1 This is paradise. Our god is very strong.
- 2 One tyrant or another; what does it matter?
- 3 It's peaceful here. No challengers.
- 4 We leave it alone, it leaves us alone.
- 5 Tribute is due on the 11th of each month.
- 6 Do not. Talk. About. The. Dragon.
- 7 Wait, there's a *what*? Where? Oh no.
- 8 We await the arrival of the Chosen One, who will set us free. Obviously it's not you.
- 9 They say things were better before.
- 10 Join our secret rebellion! It will end brilliantly.

1d10 Omens Or Side-Effects Of An Ancient Dragon

- 1 Mental glimpse of titanic predatory eyes.
- 2 Taste of burnt meat, ash, and clay.
- 3 Flesh feels translucent, almost unreal.
- 4 Oaths, curses, and promises echo.
- 5 Gold trembles, silver chimes.
- 6 Fingernails itch, twist, grow sharp.
- 7 False fire on weapon edges.
- 8 Sudden desire to hoard, count wealth.
- 9 Perspective shift, as if shrinking or falling.
- 10 Old memories bubble up. Failures and fears.

Generic Hoard

Dragons hoard compulsively. Their collections are a reflection of their worldview, their personality, and their neuroses. A valuable Dragon's hoard is worth 2,000×3d6gp. A strange hoard is potentially worth 100×1d10gp. Large, ancient, or eccentric dragons may have multiple combined hoards. Hoards may contain magic items (1d100, pg. 37).

1d10 Valuable Hoards

- | | |
|----|--|
| 1 | Gold. Coins, crowns, plates, ingots. |
| 2 | Silver. Chains, chalices, rings, candlesticks. |
| 3 | Copper. Rods, spools, bracelets, nodules. |
| 4 | Gems. Cut, raw, inset, illuminated. |
| 5 | Pearls. Strung, in bowls, in living oysters. |
| 6 | Jade. Slabs, trinkets, beads, carvings. |
| 7 | Books. Rare, illustrated, magical, oversized. |
| 8 | Weapons. In sheaves, exotic, enchanted. |
| 9 | Sculptures. Masterworks, daring, egotistical. |
| 10 | Paintings. Framed, rolled, tawdry, abstract. |

1d20 Strange Hoards

- | | |
|----|--|
| 1 | Cats. Aloof, skittering, feral, preening. |
| 2 | Liquor. Casks, distillations, infusions. |
| 3 | Bones. Lacquered, articulated, toothmarked. |
| 4 | Lists. Taxes, births and deaths, receipts. |
| 5 | Deodands. Objects that have caused death. |
| 6 | Mirrors. Twisting, tarnished, speaking. |
| 7 | Tools. Saws, anvils, specialized instruments. |
| 8 | Eggs. Trays, incubators. Brightly coloured. |
| 9 | Insects. Shimmering, swarming, pinned. |
| 10 | Music. Sheets, instruments, orchestras. |
| 11 | Nature's Mistakes. Dried, pickled, stuffed. |
| 12 | Spices. Conical mounds, flasks, seedbeds. |
| 13 | Masks. Leering, porcelain, feathered. |
| 14 | Cheese. In wax, wedges, vats, towers. |
| 15 | Birds. Caged, fluttering, screeching. |
| 16 | Timepieces. Clocks, hourglasses, candles. |
| 17 | Architecture. Sketches, columns, mosaics. |
| 18 | Flowers. Dried, sprouting, toxic, pollinated. |
| 19 | Odours. Sealed jars, perfumes, pipes. |
| 20 | An emotion. Joy, sorrow, anger, relief, anxiety. |

1d10 Everything In The Hoard Must Be

- | | |
|----|---|
| 1 | Shiny. Polished and dusted religiously. |
| 2 | Tied to an anecdote or specific memory. |
| 3 | Damaged, mangled, or broken. |
| 4 | Unique (to the hoard) and flawless. |
| 5 | Stolen, extorted, or captured. |
| 6 | Not what it seems. Gilt, disguised, reworked. |
| 7 | The largest or heaviest example of its kind. |
| 8 | Arranged at precise angles and distances. |
| 9 | Marked, signed, or altered by the Dragon. |
| 10 | Part of a vast allegorical construct. |

A newly acquired hoard might represent enough wealth to satisfy the most avaricious adventurer and crash the local economy, but defending it, let alone moving it, is a significant challenge. A hoard's new owners face the same challenges as the Dragon. A hoard isn't just money. It's a universal motive.

1d10 Hoard Form

- | | |
|----|--|
| 1 | Casual sprawling heap. |
| 2 | Stacked bins, barrels, sacks, and chests. |
| 3 | Tastefully curated gallery. Small plaques. |
| 4 | Vaults within vaults. Locks, deathtraps. |
| 5 | Suspended. Wires, buckets, gantries. |
| 6 | Fused or accreted into a solid lump. |
| 7 | Meticulously catalogued, stacked, indexed. |
| 8 | Forgotten pits, antechambers, crevices. |
| 9 | Procession. Servants, belts, wheels. |
| 10 | Bank or Library. Clerks, loans, contracts. |

1d20 Curiosities and Capstones

- | | |
|----|--|
| 1 | Looter's Key. Opens any lock, explosively. |
| 2 | Thunderbolt Stone. Attracts lightning. |
| 3 | Immortal Tea. Adds 50 years of life. 3 uses. |
| 4 | Archgem. Glitters with frozen starlight. |
| 5 | Cobalt Platter. Perfectly preserves food. |
| 6 | Imperial Throne. Out of misty legend. |
| 7 | Ouroboros Waterfall. Damp, confusing. |
| 8 | Seraph Lantern. Casts warm sunlight. |
| 9 | Biographic Tapestry. Self-indulgent, patched. |
| 10 | Windblade Sword. 1d8+3 damage, 50' line. |
| 11 | Stratoscope. Sees stars through stone. |
| 12 | Ash Wand. <i>Stone to lava.</i> 100' cube, 3 uses. |
| 13 | Rival's Skull. Proof of victory or betrayal. |
| 14 | Obscene Glyph. Induces headaches. |
| 15 | Dragon Egg. 2d20 months to hatch. |
| 16 | Petrified Royal. A forgotten hostage. |
| 17 | Sending Rings. Transfer items. 1" diameter. |
| 18 | Blackmail. Might compromise a local ruler. |
| 19 | Titan War Horn. Audible for 30 miles. |
| 20 | Decanter of Endless Toxic Mercury. |

1d10 Hoard Complications

- | | |
|----|--|
| 1 | Regionally famous. News spreads quickly. |
| 2 | Load-bearing. Looting initiates collapse. |
| 3 | Coveted and monitored by another Dragon. |
| 4 | Difficult to access or move without flight. |
| 5 | Legendarily cursed. Unlikely to find buyers. |
| 6 | Original owners have legal claims. |
| 7 | Whispering dreams of blood and treason. |
| 8 | Enchanted to glow ominously by moonlight. |
| 9 | Items subtly change when not observed. |
| 10 | Infested with Mimics (pg. 53). |

2 Dracospawn

Appearing: 1 champion, warbands of 2d6

HD: 3 (14 HP)

Appearance: a muscular scaly humanoid.

Voice: taciturn formality. Blunt, but not insulting.

Wants: to protect their Dragon. Failing that, wealth, followers, and power.

Morality: better to be feared than loved.

Intelligence: expertise in their assigned role and in warfare, skeptical ignorance of everything else.

Armour: as chain.

Move: normal.

Morale: 8

Damage: 1d8+1 sword / 1d6 bite.

Once per day, a Dracospawn may use a breath weapon. 30' cone, 2d6 [element] damage, Save for half. See the table below.

Dracospawn inherit a fraction of a Dragon's power. Their devotion runs deep, but if broken, can never be repaired.

Treasure: trusted Dracospawn carry 1 small item from a Dragon's hoard, usually worth 2d10gp. The Dragon will instantly recognize the item and can sense its presence within 100'.



1d10 Why Is This Dracospawn Here?

1	Intercepting and warning potential thieves.
2	Searching for the lair of a legendary Dragon.
3	Extorting tribute from ignorant travellers.
4	Spreading word of a Dragon's arrival.
5	Exiled for insufficient devotion. Morose.
6	Testing combat prowess on new foes.
7	Trying to start a cult. Enthusiastic.
8	Seeking rare minerals to cure stomach pain.
9	Acquiring items for a private hoard.
10	Hiring dragonslayers for a rebellion.

1d10 Dracospawn Names Features

1	Gastwick	Independent eyes.
2	Hazelrax	Beard of silver beads.
3	Tartalus Nestorian	Domed head.
4	Sunstandard	Cracked eyeglasses.
5	Devourer Jan	Tattered back banner.
6	Coldeye	Milky scarred eye.
7	Botscoralle	Profusion of horns.
8	Judge Goldfang	Matted fur cloak.
9	Wakehallow	Chalky scale paint.
10	Mangleslice	Curved thumb claw.

1d10	Breathes	Origin	Alternative Weapons	But This Dracospawn...
1	Fire	Elevated Kobold.	Executioner's axe.	Is winged. Fly 2x normal.
2	Acid	Self-improving alchemist.	Serrated mace.	Has vague foreknowledge of the PCs.
3	Lightning	Transformed Dragon.	Manacles and chain.	Has a 50% chance to resist all magic.
4	Ice	Bound servitor species.	Triple-claw whip.	Holds a Drake -calling bell. (pg. 72)
5	Sand	Tasted a Dragon's blood.	Knight-breaking hammer.	Is easily, but only temporarily, bribed.
6	Water	Incorrectly labelled potion.	Steel javelins.	Vacillates due to excessive paranoia.
7	Sound	Resurrected thief.	Maw gauntlets.	Can only shout, but in all languages.
8	Wind	De-petrified time-castaway.	Split spiked shield.	Repeats everything three times.
9	Light Rays	Malincubated hatchling.	Adamantine cudgel.	Strikes intimidating geometric poses.
10	Iron Needles	Failed dragonrider knight.	Dragonback lance.	Is relentlessly judgemental.

3

Drake

Appearing: 1

HD: 8 (36 HP)

Appearance: a large flightless lizard.

Voice: triumphant roars, irritated whistles. Can speak a few words, but rarely conversational.

Wants: meat.

Morality: predatory contempt. Lazy, and even friendly, if well fed.

Intelligence: not brilliant, but very confident. Tendency to fixate.

Armour: as plate+shield. Immune to any elemental damage associated with its Special Attack.

Move: normal.

Morale: 9

Damage: see below.

Each round, a Drake can make one of the following attacks.

1. Bite

1d10+1 damage.

2. Special Attack

See the table below. A Drake cannot use its special attack on two consecutive rounds or more than three times per day.

3. Claw Frenzy

The Drake deals 1d6 damage to all adjacent targets.

Drakes can be trained. Maintaining a useful balance between torpor and hunger is vital. In the wild, Drakes maintain small lairs, eat or bully anything they can catch, and try to avoid anything larger and scarier.

Treasure: 3d10gp in swallowed gold and gems. Eggs are worth 2,000gp. Hatchlings (1 HD) are worth 5,000gp. A typical nest has 1d4 eggs or hatchlings.



1d10 Drake Roles Drake Lairs

1	Lost mount.	Dense grassy grove.
2	Ambush predator.	Hollow log.
3	Chained guardian.	Gravel pit.
4	War-beast.	Chiseled bunker.
5	Farmed delicacy.	Sandy cave.
6	Minor divine tyrant.	Fortified shrine.
7	Divergent hatchling.	Algae-covered pool.
8	Escaped experiment.	Burst laboratory.
9	Lizard plague herald.	Whistling fissure.
10	Pampered pet.	Rotting cottage.

1d10 Drake Type Special Attack

1d10	Drake Type	Special Attack	Features
1	Flame	Fire Breath. 40' cone, 3d6 fire damage, Save for half.	Squat, pulsating goiter.
2	Carnelian	Coilstrike. Move up to 100'. Anything adjacent to path takes 1d6 damage and is pushed 10' back.	Silver stripes, retractable blades, diamond scales.
3	Rust	Tarnish. Iron items in a 30' radius rust. Magic items get a Save. If this ability affects the same item twice, it is destroyed.	Eyeless head, turtle-like shell, leaks oil.
4	Sulphur	Choking Fog. 50' cube, Save each round in the area to act. Dissipates after 6 rounds.	Flaking scales, enormous maw, needle teeth.
5	Bile	Acid Cone. 30' cone, 3d6 acid damage, plus 1d4 acid damage per round until washed.	Antlers, moss clusters, webbed feet.
6	Lapis	Lightning Blast. 30' line, 3d6 lightning damage, Save to dodge.	Snake-like, a dozen legs.
7	Ultramarine	Storm. Rain, snow, or light wind in a 100' radius for 6 rounds.	Asbestos fur, spotlight eyes.
8	Royal	Obedience. 50' cone, Save or kneel.	Gold horns, obsidian claws.
9	Starlight	Pinprick Burst. 50' radius, Save or go blind for 1d6 rounds.	Dark, glowing speckles.
10	Maggot	Vomit. 30' cone, reeks. Harmless but truly disgusting.	Pale, thin black legs.

4

Droggin

Appearing: 1

HD: 12 (54 HP)

Appearance: an emaciated scaleless dragon.

Wrinkled inflamed skin, bulging eyes.

Voice: sighing, muttering, wheezing. Bitter.

Wants: power. Hampered by many flaws.

Morality: universal loathing.

Intelligence: undisciplined genius. Read the first few pages of many books, abandoned many pursuits.

Armour: as leather. Immune to non-magical damage.

Move: normal. Fly 2x normal, barely, for up to 3 consecutive rounds of every 6 rounds.

Morale: 9

Damage: see below.

Each round, a Droggin may use one of the following abilities.

1. Worry

1d6 claw / 1d6 claw / 1d8 bite.

2. Phlegm Breath

The Droggin inhales moistly. On its next turn, it breathes a 50' cone of phlegm. 1d6 damage, Save or become immobilized for 2 rounds.

3. Desperate Flop

2d12 damage, Save to dodge. The Droggin takes 1d10 damage.

Born with creeping rot, afflicted early in life, or forced by desperation and madness to hoard their own scales, a Droggin exists in a state of perpetual fear. They never intentionally hoard valuable items, instead preferring broken, unwanted, or forgotten things. They are strangely proud of their pathetic nature.

Treasure: a small and tragic Hoard (pg. 70).

MENU

Flavour: soggy pork and disappointment.

Notes: Droggin meat induces full-body alopecia.



1d10 Droggin Names Features

1	Corin Molar	Vivid acne and boils.
2	Blovid	Iron false teeth and claws.
3	Gurg Malcodrex	Patchy, red, flaking rash.
4	Folstangar	Expressive unibrow wrinkle.
5	Droolworm	Twitching barbels.
6	Lentail Scoot	Sunshade hat and veil.
7	Wagbarrel	Inflatable pink gills.
8	Prunebert	False head stuck to tail.
9	Twiddler	Sprouting white fungus.
10	Strench Finwall	Glowing sword lure.

1d10 Complications

		Soothed By	Horrible Hoards
1	Cataracts. Almost blind. Constantly agitated.	Bubbling hot spring.	Bits of string.
2	Withered Second Head. Offers contradictory advice.	Captured masseuse.	Skin flakes.
3	Craven. Morale 4. Flees, complains from a safe distance.	Plasters, bandages.	Broken pottery.
4	Compressible. Can fit through implausibly small gaps.	Oozing mud pit.	Severed fingers.
5	Diseased. Phlegm breath also inflicts a mild sinus infection.	Fresh blood.	Gravel.
6	Seizures. At the start of combat, or if badly startled, twitches and froths helplessly for 1d4 rounds.	Tales of stronger, better creatures.	Crude clay self-portraits.
7	Sticky Toes. Climb normal. Lurks on ceilings, dribbles.	Chalk powder.	Iron pyrite.
8	Ticks. Any hit that deals 3 or more damage bursts a tick. No effect, but fairly disgusting.	Fleets of expensive dubious unguents.	"Friends" made of mud and sticks.
9	Spellcaster. Can cast a random spell (1d100, pg. 36).	Prize rubbing post.	Mashed insects.
10	Moist. Immune to fire damage. Sweats if stressed.	Giggle-inducing herbs.	Mucus.

5 Ethereal Dragon

Appearing: 1

HD: 20 (90 HP)

Appearance: the outline of an enormous winged lizard. Translucent, but still has weight.

Voice: painful echoing telepathy.

Wants: to increase its Hoard.

Morality: detached from matter, let alone morals.

Intelligence: genius, shattered and diffused. Can smell magic and see through illusions.

Armour: as chain. Immune to non-magical damage and mind-altering effects. Reduces all incoming damage by 3.

Move: normal, fly 2x normal.

Morale: 11

Damage: see below.

Each round, an Ethereal Dragon may use one of the following abilities.

1. Shred

1d6+1 claw / 1d6+1 claw / 2d8 bite.

2. Special Attack

The Ethereal Dragon inhales, glows, or rumbles. On its next turn, it uses a Special Attack. See the table on below.

3. Fade

The Ethereal Dragon becomes insubstantial. While insubstantial, it is unable to affect the world or be affected by it, and can move through solid objects. It can end this ability at the start of its turn.

The touch of an Ethereal Dragon also drains vitality. Not strength or stamina, but the stuff of life itself. It imposes an XP debt on the target. A target hit by a claw or bite attack must Save or double the amount of XP necessary reach their next level. (E.g. if it normally takes 200 XP to level up, it now takes 400 XP).

In systems without calculated XP, an Ethereal Dragon's touch could instead:

- Deal 2 permanent damage to a stat.
- Diminish the intensity of one aspect or goal.

Freed from physical restrictions by sorcery, nature, or chance, an Ethereal Dragon can pursue its vendettas and desires without the tedious need for food, sleep, or hesitation. They are terrifying opponents, but still subject to flattery, deceit, and bribery.

Treasure: a Hoard (pg. 70).

1d10	Names	Ominous Hoards
1	Magnifex	Last words, recorded.
2	Apophaeron	Bone dust.
3	Overlight	Treaties of surrender.
4	Perimortis	Desperate lies.
5	Excrutian Kane	Promises of revenge.
6	Orthochide	Corneas.
7	Frongfester	Legends about itself.
8	Nostratos	Shadow textures, distilled.
9	Eclipse-Bearer	Non-euclidean minerals.
10	Rimeglimmer	Exiles, prisoners.

1d10	Type	Special Attack	Features
1	Ghost	Graveyard Breath. 50 cone, 1d10 cold damage, Save to dodge. Struck targets are paralyzed for 1 round and age 2d10 years.	White mist, scraps of cloth, blue-white glow.
2	Moonlight	Dream Mist. 100' line, 10' wide, Save or fall asleep for 24 hours. Wake up after 1 point of damage or 1d4 rounds of vigorous shaking.	Silver sheet, drips with mercury and water, soft grey glow, puffy clouds.
3	Sunbeam	Solar Flare. 50' radius, 1d8 damage, Save or go blind for 1d6 minutes. Scorches paper, tans skin.	Solid gold light, wisps of flame, painfully bright.
4	Shadow	Darkness Visible. Up to 3 light sources within 50' are extinguished. Magical sources get a Save. Then, all targets within 50' not in a lighted area take 3d6 damage, Save for half.	Light-drinking cutout. Induces vertigo. Difficult to see shape, details.
5	Fog	Fogbank. 60' cube of opaque fog. Lasts 6 hours.	Billowing, damp, twisting.
6	Spellbreaker	Rebound. Cast a copy of a spell that targeted the Ethereal Dragon in the last 24 hours. All spellcasters within 50' must save or take 2 damage for each spell slot they possess.	Crackling hexagons, orbiting runes, sizzling bolts of raw magic. Aurora wings.
7	Ash	Cinderblast. 50' cone, Save or be pushed 30' backwards.	Embers, grey flakes.
8	Fume	Hydrocarbon Haze. 50' cone, 3d4 poison damage. If cone touches a flame, 4d8 fire damage instead.	Translucent, shimmering, rainbow fractures.
9	Watercolour	Slather. Save or become a living painting for 6 hours. While painted, double incoming damage. Water deals damage as fire.	Swirling colours, slinks along surfaces, mutable form.
10	Annihilating	Vaporize. 10' radius, everything is destroyed. No Save. The Ethereal Dragon teleports up to 100'.	Howling wind, ozone, crackling un-light.

6

Kobold

Appearing: patrols of 3×1d6 or hordes of 20×1d20
HD: 0 (3 HP)

Appearance: small slouching lizard-like humanoids. Snaggle teeth, rough scales, beady eyes. Scavenged armour, fiendish weapons.

Voice: sibilant whispers, peeps of surprise.

Wants: riches, glory, and safety.

Morality: survival by any means necessary.

Intelligence: as smart as most people. Focused terror, mild paranoia.

Armour: as leather.

Move: normal.

Morale: 6

Damage: 1/3rd of Kobolds wield spears or pikes (1d6 damage), 1/3rd wield daggers (1d4 damage), and 1/3rd wield crossbows (1d6 damage, 50' range, 1 round to reload).

A fair fight is a fight you've already lost. Kobolds retreat, lay ambushes, lure enemies towards each other, exploit darkness and silence, take hostages, offer bribes, and try their best to win fights far beyond the expectations of arrogant surface-dwellers. They're not brilliant strategists, but they are experienced, cautious, and highly motivated.

Treasure: Each Kobold carries a piece of Kobold Equipment See the table below. Leaders may carry 1d10gp.



1d10 Kobold Names Features

1	Nuzegumble	Shimmering gold eyes.
2	Arkward	Lumpy bone forehead.
3	Beak Scoggle	Blue forked tongue.
4	Pebblegrip	Miniature eyeglasses.
5	Wakbogar	Four-horned helmet.
6	Blokamp Fester	Brocade headwrap.
7	Noll Bolwensas	Curved silver-capped fangs.
8	Spoik	Towering backpack.
9	Dunderflea	Flaking burn scars.
10	Gerandilbug	Decorated ear frills.

1d10 These Kobolds Are

1	Crocilian. Long jaws, flared nostrils.
2	Militant. Uniforms, helmets, paint markings.
3	Iguaniform. Squat face, spine frills.
4	Geckotian. Sticky pads, marbled eyes.
5	Wuffling. Hairy, canine, bewiskered.
6	Chamaeleonid. Independent eyes.
7	Toxic. Bloated, gurgling, bilious.
8	Serpentine. Vestigial limbs, sharp fangs.
9	Encrusted. All horns, scales, and claws.
10	Scaleless. Pink, wrinkly, mottled, greasy.

1d10 Kobold Leaders

1	Gorth Magna. Brawny, battle-scarred.
2	The Mighty Zitwirl. Double chain flail.
3	Lubwath the Unwary. Consults pet toad.
4	Norf Hannar. Red conical cap. Mildly magical.
5	Meltoplaza. Ancient, half mummified.
6	Thulia Nepot. Bloated, preening, blustering.
7	Choplimb. Belt of dried severed hands.
8	Polwag. Newly appointed, timorous.
9	Hissfallow. Carried aloft by bodyguards.
10	Jimbly Crum Fines. Snarling dragon mask.

1d10 Kobold Equipment Current Activity

1	3 flasks of oil.	Advancing cautiously.
2	50' of coiled rope.	Quietly bickering.
3	Sharp crowbar.	Prodding a corpse.
4	Mirror on a stick.	Secretly watching.
5	Ragged bandages.	Resetting a trap.
6	Hammer and nails.	Napping in a coil.
7	Drum signal kit.	Retreating in disorder.
8	Blinding lantern.	Lurking in ambush.
9	Grappling hook.	Feigning panic.
10	Nose whistle.	Marching in formation.

1d20 Kobold Traps

- 1 Pit. 20' drop, sharpened stakes. 2d6 damage, Save for half. Enough room to squeeze around.
- 2 Twang. 60' hallway, two grooves. Pressure plate 30' down. Wire sweeps between grooves. 1d12 damage, Save to dodge. Height: 1d6: 1. Throat, 2. Knee, 3. Ankle, 4. Waist, 5. Eye, 6. Diagonal.
- 3 Darts. 50' hallway. Thin tripwires. 1d4 damage per 10'. Avoided by wild sprinting.
- 4 Slope. 30' stairs, fifth stair trapped. Turns into a ramp. Pit Trap (1, above) at the base.
- 5 Crushing Walls. One small tile in a room causes the door to seal and the walls to slide slowly towards each other. In 3d6 rounds, Save or die. Possible to brace.
- 6 Bear Trap. Iron jaws and a trigger plate. 2d8 damage, leg trapped until disarmed. Can be rearmed.
- 7 Portcullis Pair. Activated by lever. Metal grills block off a 20' section. Very noisy, attracts notice.
- 8 The Click. Large pressure plate. Step on, dozens of spikes peek from walls. Step off, they stab. Fiendish. 3d8 damage, Save for half, but still trapped by the forest of spikes.
- 9 Oven Plates. Scorching hot, 60' winding hall. 1d6 fire damage on contact.
- 10 Dust Passage. Light grey dust spread on a 50' deep water pit. Looks just like stone.
- 11 Toxic Fog. Clay urn precariously balanced on a thin pillar. 50' cube, 2d6 poison damage per round, 30 minutes to dissipate in still air, 5 minute with a strong breeze.
- 12 Razor Disc. Sawblade on a swinging arm. 50' line, 2d10 damage, Save to dodge.
- 13 Gemstone Cork. Worth 200gp. Unplug it and the room rapidly starts to flood. High pressure jet.
- 14 Reverse Pit. Suspiciously clean floor. Reverse gravity, ceiling hatch. Then, as Pit (1, above).
- 15 Enormous Magnet. Embedded in a corridor wall. Drags anything made of iron towards it. Require 3 people to drag a sword-sized item away from the magnet.
- 16 **Ooze** (pg. 57) in a large metal bucket on a precarious tripod. Wobbly creaking floor.
- 17 Rolling Stone. Activated by door handle. Cylindrical stone falls down a ceiling ramp. If hit, Save or die. Alcoves every 20', just large enough to fit one person. 50% chance alcoves are Pits (1, above).
- 18 Alcohol Fumes. Shimmering vapours pour from a vent. Flammable (30' radius, 2d6 fire damage, Save for half, once every 10 minutes). If not ignited, induces drunkenness in 1 minute.
- 19 Oily Statue. Two gem eyes, each worth 80gp. If removed, each eye sprays flammable oil in a 60' cone.
- 20 Hall of Winds. Fans, bellows, and chutes. Walking, or even crawling, up the 100' corridor is nigh-impossible. If flung down the hall, 1d6 damage.

1d10 Kobold Neuroses

- 1 Hoarding. Heaps of stones, beetles, sand, rusty nails. Everything categorized and coveted.
- 2 Territory. Polished boundary markers, warning runes, endless patrols, frequent raids.
- 3 Tribute. Thrones and sub-thrones, banners, small chests of gold with enormous locks.
- 4 Flight. Canvas wings, clifftop launchers, catapults, parachutes, goggles, feather-coated vestigial stumps.
- 5 Secrets. Spyholes, listening tubes, secret passages, hatches, vents. Books of gibberish and gossip.
- 6 Breath. Bellows, flasks, torches, caustic unstable potions, petroleum pits. Cankers, goiters, burns.
- 7 Machinations. In solid metal, not in fragile Kobold minds. Gears, chains, elevators, forges.
- 8 Armour. Bulbous helms, metal riveted to flesh, layers of mismatched armour, clanking war-suits.
- 9 Servitude. Instinctively obey taller and more dangerous creatures. Constantly conflicted loyalties.
- 10 Hunger. Feasting halls, rare spices, sauce cauldrons, aprons, brigades of chefs.

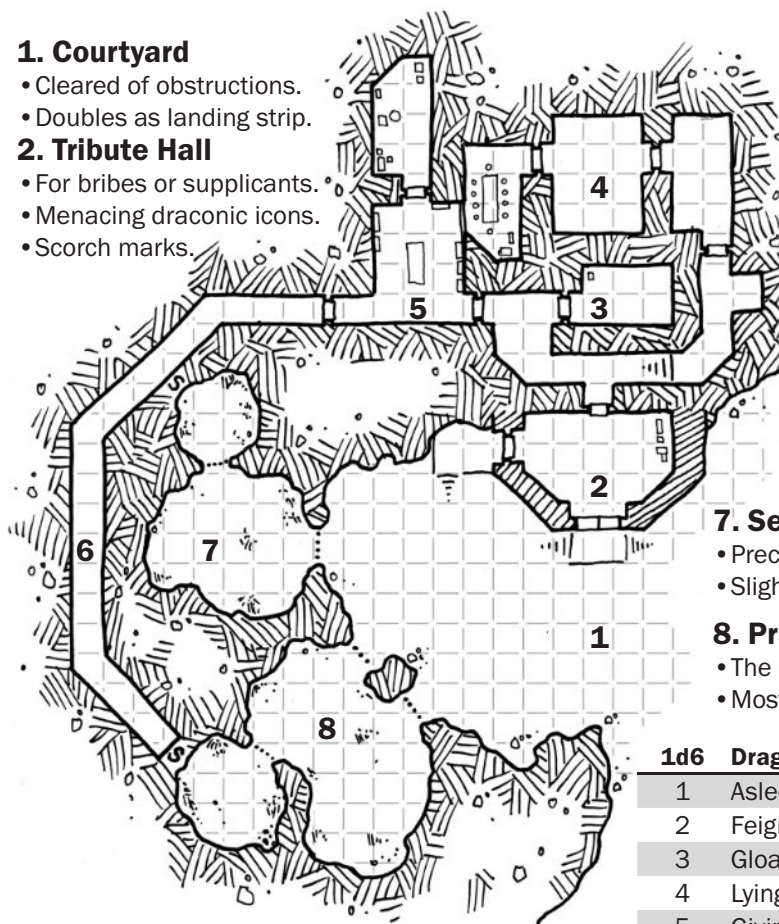
1d10 Cunning Kobold Tactics

- 1 Leave a sacrificial rearguard, retreat, regroup.
- 2 Attack and encircle via hidden doorways.
- 3 Merciless focus on one target.
- 4 Pretend to follow a complex non-trapped path to delay pursuit. No actual traps.
- 5 Utilize low, cramped, narrow passages, squeeze through crevices.
Mass surrender to noble enemies. Entangle, overwhelm, and delay with far too many "helpless" and "confused" Kobolds.
- 6 Feign death, via self-injury if required.
- 8 Collapse a tunnel, or threaten to.
- 9 Topple taller enemies, swarm and stab.
- 10 Bluff a Dragon's approach. Roaring trumpets, tin-sheet wingbeats, ecstatic cries.

1d10 Kobold Schemes

- 1 Infant theft. For trade, ransom, or stew.
- 2 Mining and refining gold. Toxic tailings.
- 3 Dungeon construction under contract. Scrawled diagrams, chalk marks.
- 4 Tunneling into an ancient vault. Might be willing to split the contents.
- 5 Standard raiding. Everything that is not nailed down. Eager to trade for prybars.
- 6 Burrow under the town, then burn the supports. Massive sinkhole. Easy to loot.
- 7 Bucolic mushroom farms.
- 8 Spread rumours of a treasure hoard to lure adventurers to their doom.
- 9 Mercenaries. Predictably lazy.
- 10 Awaken an ancient evil, then run for the hills.

Generic Dragon Lair



1. Courtyard

- Cleared of obstructions.
- Doubles as landing strip.

2. Tribute Hall

- For bribes or supplicants.
- Menacing draconic icons.
- Scorch marks.

3. Champion Lair

- Chambers of least incompetent minion.
- Opulent, but still faintly prison-like.

4. Minion Barracks

- Loyal rabble, out of sight. Almost cozy.
- Bedding pit, armoury, dining hall.

5. Campaign Room

- Orders, maps, hints of schemes.
- Major plots kept in the Dragon's head.

6. Defense Tunnel

- To flank invaders and thieves.
- Spyholes, patrols, barricades, traps.
- Few places to hide once inside.

7. Secondary Hoard

- Precious things still worth preserving.
- Slightly neglected, less frequently monitored.

8. Primary Hoard

- The embodiment of a Dragon's worldview.
- Most valuable items hidden at the back.

1d6	Dragon Activity	Lair Twists
1	Asleep.	Imminent invasion or raid.
2	Feigning sleep.	Newly acquired. Still exploring.
3	Gloating.	Swirling with legends.
4	Lying in ambush.	Simply tacky. It's awkward.
5	Giving orders.	Whispers of rebellion.
6	Preening.	Overlapping territorial claims.

1d10 Lair Aesthetics

	Lair Aesthetics	Lair Complications	Detritus
1	Excavation. Chips, dust, claw marks.	Reacts to the Dragon's emotions.	Indigestible bone shards.
2	Limestone sump. Treacherous, winding.	Thick layer of debris or sludge.	Charred thieves in cages.
3	Conquered cathedral-mine. Slabs, halls.	Infested with venomous serpents.	Neatly snapped arrows.
4	Overgrown garden. Vines, insects.	Alarmingly vertical. Tip the map.	Scraps of shed scale.
5	Bespoke temple. Columns, braziers.	Inimical temperature or humidity.	Heap of shining coal.
6	Shattered prison. Iron pillars, flagstones.	Echoing. Double the scale.	Tidy row of severed heads.
7	Toppled castle. Towers, arches, slates.	Thick smoke, fog, dust, or mist.	Damaged letter of mercy.
8	Morbid. Skulls, deep shadows, candles.	Broken glass floor. Dragon immune.	Congeaed poison bottle.
9	Ancient megastructure. Concrete, pipes.	Hidden pits for displeasing visitors.	Grungy spear-toothpick.
10	Geode. Crystal facets, sharp edges.	Breath redirection trumpets, vents.	Mat of sprouting fungi.

1d10 Additional Minions

	Additional Minions	Favoured Servants / Reviled Prisoners	Lair Location
1	Failed Adventurers (pg. 12).	Curious academic Wizard (pg. 35).	Withered plain.
2	Worshipful Barbarians (pg. 17).	Penitent bound Wight (pg. 172).	Monolithic mesa.
3	Deranged suicidal Cultists (pg. 19).	Apocalyptic raving Visionary (pg. 154).	Snowy mountaintop.
4	Grunting uniformed Baboons (pg. 251).	Cringing mutated Homunculus (pg. 189).	Lush river valley.
5	Draconic creaking Gargoyles (pg. 129).	Irascible romantic Pyromancer (pg. 211).	Trackless marsh.
6	Woefully incompetent Goblins (pg. 44).	Veiled counsellor Medusa (pg. 90).	Howling canyon.
7	Pragmatic aerial Pirates (pg. 273).	Morose caged Firebird (pg. 209).	Mossy hill.
8	Sonorous irritable Harpies (pg. 85).	Befuddled aimless Alien Visitor (pg. 297).	Dormant volcano.
9	Half-aware shuffling Ghosts (pg. 159).	Cackling overly familiar Sigbin (pg. 202).	Gargantuan tree.
10	Bewildered Troglodytes (pg. 120).	Observant detached Couatl (pg. 262).	Flying island.

7 Pseudodragon

Appearing: 1

HD: 2 (9 HP)

Appearance: a cat-sized winged lizard. Chameleonic, almost invisible when not moving.

Voice: quiet chuffing. Verbose if excited. 30' telepathy.

Wants: treats, amusement, things to chew.

Morality: good from fear, not by choice.

Intelligence: smarter than most people, but unwilling to admit ignorance or ask for help directly.

Armour: as chain. 50% chance to resist all magic.

Move: normal, fly normal.

Morale: 6

Damage: 1d6 bite / 1d6 sting. Stung targets must Save against poison or be paralyzed for 1d6 days. Paralyzed targets appear to be dead unless carefully examined.

Pseudodragons only attack as a last resort, preferring to offer dubious advice, demand ludicrous tribute, and watch interesting people from a safe distance.

Some scholars claim Pseudodragons are hatchling Dragons, equipped with protective camouflage and a juvenile sting. This (along with everything else) is frantically denied by Pseudodragons.

Treasure: none.

1d10	Names	Features
1	Nostrafog	Gold eyebrows.
2	Wintergreen	Inflatable neck frill.
3	Frangilpad	Butterfly wings.
4	Teetheater	Fruitbat face, dark eyes.
5	Bequid Egg	Pathetically hungry.
6	Coal Cuddle	Puffs of feeble flame.
7	Kidney	Narcoleptic, cross-eyed.
8	Neo Entropic	Coin-snatching tongue.
9	Grand Harrier	Two sets of wings.
10	Steelhead	Triangular face, no teeth.

Wyvern 8

Appearing: 1, flocks of 2d6

HD: 14 (64 HP)

Appearance: a large two-legged winged lizard.

Voice: roars of defiance. Silent while hunting. Can speak a few gruff threats, but chooses not to.

Wants: to feast.

Morality: irrelevant.

Intelligence: cunning but not wise.

Armour: as plate.

Move: normal, fly 3x normal.

Morale: 10

Damage: 1d6 claw / 1d6 claw / 2d8 bite. If both claw attacks hit the same target, the bite attack automatically hits.

Wyverns attack from above, smashing targets or harrying prey to exhaustion. They are intelligent enough to resist training and capture, but occasionally a warlord makes a fragile but mutually profitable alliance.

Murderously focused ascetics, Wyverns disdain tools, plunder, and complex thought. The thrill of the hunt is all that matters. They have evolved past civilization.

Treasure: none.

1d10	Type	Features
1	Spire	Sleek, dark grey, horned.
2	Bog	Mottled green, brown, blue.
3	Cloud	Silver, small legs, rarely lands.
4	Wood	Bark-like skin, six eyes.
5	Feathered	Brown and white. Toothed beak.
6	Gulper	Neck sack, wattle, one nostril.
7	Scorpion	Stings instead of biting.
8	Battering	Armoured hammerhead.
9	Peacock	Shimmering tail, bobbing crest.
10	Whistling	Shriek-generating facial folds.



9 Young Dragon

Appearing: 1

HD: 10 (45 HP)

Appearance: a horse-sized winged lizard.

Voice: loquacious, shrewd, neurotic.

Wants: to increase its Hoard (pg. 70).

Morality: paranoid superiority. Certain every decision it makes is either correct or the seed of its downfall.

Intelligence: genius, tinted by greed and egotism. Can smell magic and see through illusions.

Armour: as plate. Immune to non-magical damage, any elemental damage associated with their Special Attack, and mind-altering effects.

Move: normal, fly 2x normal.

Morale: 10

Damage: see below.

Each round, a Young Dragon may use one of the following abilities.

1. Savage

1d6 claw / 1d6 claw / 2d8 bite. If the Young Dragon was flying and lands to make these attacks, it instead deals 1d8 / 1d8 / 2d10 damage.

2. Special Attack

The Young Dragon inhales, glows, or rumbles. On its next turn, it uses a Special Attack. See the table on pg. 86. If two attacks are listed, a Young Dragon can use either attack.

3. Tail Strike

1d10 damage, Save to dodge. Struck targets are pushed 10' and fall prone.

4. Lesser Spell

The Young Dragon chooses one effect. 50' range.

- Target non-magical object is dragged 20' towards the Young Dragon.
- Fill up to three 10' cubes with fog or drifting ash.
- Extinguish up to 3 light sources within 50'.

When a Young Dragon first appears, all creatures must Save against Fear or flee. Non-intelligent creatures automatically fail their Save.



A Young Dragon is powerful enough to amass a Hoard, but not to protect it from all challengers. It must negotiate, bluff, and avoid irritating more powerful neighbors.

Negotiating with a Young Dragon could involve bludgeoning it until it surrenders and agrees to listen to your proposal (usually around half HP).

Treasure: a Hoard (pg. 70).

1d10	Name	Titles	Appearance Fragments	Disposition	Current Activity
1	Zimwaz	Ironclaw	Small dense scales, oily sheen.	Insecure	Asleep. Completely still.
2	Murchiel	The Lawgiver	Twin horns, back spines.	Gluttonous	Lazily examining hoard.
3	Grognossis	Plutophidian	Emaciated, delicate wings.	Melancholic	Stretching, pacing.
4	Frogue	The Ravager	Quills, compressed, lantern jaw.	Slothful	Fomenting plans.
5	Storngard	Longtail	Serpentine, tufts of hair.	Manipulative	Preparing to hunt.
6	Tulao	Who Bellows	Hunched back, large mouth.	Distracted	Lecturing followers.
7	Hansel Bay	The Courageous	Inflatable neck sack, single horn.	Spiteful	Devouring a meal.
8	Queevil	Thief of Life	Enormous leathery wings.	Domineering	Lying in ambush.
9	Wakechase	Imperturbable	Webbed talons, dorsal fin.	Wise	Cleaning teeth and claws.
10	Burgulos	The Monitor	Bulging eyes, forked tail.	Maniacal	Luxuriating in own power.

1d12 III-Advised Hoard Protection Plans

- 1 Secrecy. False entrances, decoy hoards.
- 2 Hostages. Ideally, pliable noble ones.
- 3 Abundance of temperamental deathtraps.
- 4 Fly-by attacks on random armed people.
- 5 Rudimentary investment banking.
- 6 Open (false) conversion to local religion.
- 7 Tangle of mutually antagonistic defenders.
- 8 Dangerously inhospitable location.
- 9 "Borrowed" reputation of a larger Dragon.
- 10 Conflicting alliances with local powers.
- 11 Elaborate time-consuming puzzles.
- 12 Map-altering sorcerous fog.

1d12 Current Problem

- 1 Indigestion. Moans for rare herbs, charcoal.
- 2 Exhausted. Wants a multi-day nap.
- 3 Dangerously short attention span, temper.
- 4 Itchy spot between wings.
- 5 Location of lair recently revealed to all.
- 6 Impending arrival of dragonslaying knights.
- 7 Lair slowly collapsing. Needs engineers.
- 8 Wants to impress potential mate/rival.
- 9 Hungry but extremely picky.
- 10 Delusions of persecution and plots.
- 11 Unfocused need for revenge.
- 12 Burst of covetousness. Hoard must increase.

MENU

Flavour: raw crackling magic. Flakes like fish.

Notes: Young Dragon meat cures bad breath and acne, fixes flat feet, and makes a few other cosmetic alterations. Roll twice on the table below if you consume the heart (a suitable meal for one person).

1d10 Result

- | | |
|-----|--|
| 1-2 | Shattered. Save or die and explode (10' radius, 1d6 damage.). If you pass, gain 1 random mutation (pg. 191), edited to make it dragon-themed. |
| 3-5 | Dragon Revitalization. You heal fully, are cured of any non-magical diseases, and regrow any missing limbs or features. |
| 6-7 | Raw Power. Save. If you fail, take enough damage to reduce you to 1 HP. If you pass, gain +1 to 2 random stats. |
| 8 | Hoard. You covet whatever the Young Dragon hoarded. You can smell it within 100', and must Save to spend, sell, or discard it. |
| 9 | Scaleskin. Your skin becomes tough and segmented. You cannot wear armour, but your skin is as tough as chain armour. |
| 10 | Dragon Vision. Gain 30' darkvision. You can see through smoke and illusions, detect invisible creatures, and hypnotize small mammals by staring at them. |

1d20 Type Special Attack

- | | | |
|----|-----------|---|
| 1 | Red | Fire Breath. 50' cone, 4d6 fire damage, Save for half. |
| 2 | Orange | Fear Haze. 30' cube, Save each round or flee. Dissipates after 6 rounds. |
| 3 | Yellow | Sandstorm. 50' cone, 4d6 bludgeoning damage, Save or fall prone. |
| 4 | Green | Caustic Gas. 20' cube, 3d6 poison damage. Dissipates after 6 rounds. |
| 5 | Blue | Lightning Bolt. 60' line, 3d12 lightning damage, Save to dodge. |
| 6 | Indigo | Vacuum. 50' cone, 1d6 sonic damage. Creatures and loose objects are pulled 10'. |
| 7 | Violet | Howling Annihilation Ray. 60' beam, 3d10 damage, Save to dodge. Reflected by mirrors. |
| 8 | Black | Acid Spray. 60' line, 10' wide. 2d6 acid damage, plus 1d4 acid damage per round until washed. |
| 9 | White | Cone of Frost. 50' cone, 3d6 cold damage, Save for half. If hit, move at ½ speed for 3 rounds. |
| 10 | Prismatic | Shellfire. 3 shots. 50' range, 20' radius at point of impact, 2d6 damage, Save for half. |
| 11 | Lead | Radioactivity. 30' cone, 2d6 damage, roll for each target. If even, targets healed for that amount instead. All targets lose 1 permanent Constitution. |
| 12 | Tin | Rash Miasma. 30' cube. Save each round or take the most dangerous, inadvisable, and bold action. Dissipates after 6 rounds. |
| 13 | Iron | Sword Spray. 30' cone, 3d10 piercing damage, Save for half. Creates 1d6 rusted iron swords. |
| 14 | Brass | Sleep Gas. 50' cone. Save or fall asleep for 24 hours. Wake up after 1 point of damage or 1d4 rounds of vigorous shaking. Or Fear Haze (2, above). |
| 15 | Bronze | Repulsion Gas. 20' cube, shoves everything to nearest edge, Save or fall prone. Dissipates after 6 rounds. Or Lightning Bolt (5, above). |
| 16 | Copper | Stunning Fumes. 20' cube, Save each round or be stunned. Dissipates after 6 rounds. Or Acid Spray (8, above). |
| 17 | Mercury | Delusion Gas. 30' cube, Save each round in the area or randomly select targets after declaring actions. Dissipates after 6 rounds. |
| 18 | Silver | Paralysis Gas. 20' cube, Save each round in the area or be paralyzed for 1d6 rounds. Or Cone of Frost (9, above). |
| 19 | Gold | Fire Breath (1, above) or Caustic Gas (4, above). |
| 20 | Chrome | Insubstantial Vapour. 30' cone, Save or become insubstantial and unable to affect the world, or be affected by it, for 1d6 rounds. Or two chromatic attacks combined, at once (2 1d10). |

10 Zombie Dragon

Appearing: 1
HD: 25 (112 HP)

Appearance: the animated corpse of an enormous winged lizard.

Voice: silent.

Wants: death, destruction, chaos. To protect its Hoard. To live again. Confused motives, strongly felt.

Morality: long forgotten.

Intelligence: almost mindless.

Armour: as leather. Immune to non-magical damage, cold damage, and mind-altering effects. Reduces all incoming damage by 3.

Move: normal, fly 2x normal.

Morale: 12

Damage: see below.

Each round, a Zombie Dragon may use one of the following abilities.

1. Shred

1d6+1 claw / 1d6+1 claw / 2d8 bite.

2. Special Attack

See the table on below.

3. Tail Strike

1d12 damage, Save to dodge. Struck targets are pushed 30' and fall prone.

Whenever a living creature with 1 or more HD dies within 100', the Zombie Dragon heals HP equal to the slain creature's HD or level.



When a Zombie Dragon first appears, all creatures must Save against Fear or flee. Non-intelligent creatures and low-level hirelings automatically fail their Save.

Dragons are more real than the rest of the world. Death can be a minor inconvenience. A Dragon might not even notice a quiet natural death until the rot begins. Unless fortified with spells, a Dragon's mind slowly fades, leaving a brittle shell of habit and desire.

Treasure: a neglected Hoard (pg. 70).

1d10	Type	Special Attack	Features
1	Zombie	Organ Spray. 50' cone, 2d6 damage, Save for half.	Torn flesh, bulging guts.
2	Skeleton	Bone Shard Cannon. 100' line, 10' wide, 2d8 damage.	Implausibly articulated.
3	Vampire	Fang Suction. All living targets hit by the Zombie Dragon's bite attack in the previous 6 hours take 1d10 damage. The Zombie Dragon heals for the total damage dealt.	Red pinpick eyes, large fangs, pale scales. Cloak-like wings. Spiraling lizard-bats.
4	Mummy	Scarabs. 50' cone, 2d6 damage, Save for half. If dealt damage, Save again or contract Mummy Rot (pg. 54).	Thick bandages, gold trinkets, cloud of dust.
5	Bloated	Vapours. 50' cone, 1d6 poison damage, Save or be stunned for 1d6 rounds. Or Organ Spray (1, above).	Waxy white skin, stretched scales, flailing limbs.
6	Parasite	Eversible Proboscis. 30' cone, Save or become immobilized until 1 round is spent peeling off the filaments. At the start of the next round, immobilized targets take 2d6 damage.	Slick gyrating leeches, coiled over polished bones. Smell of blood and bleach.
7	Pyroclast	Fire Breath. 60' cone, 5d6 fire damage, Save for half.	Charred black, ash wings.
8	Scrimshaw	Rune Squall. 50' radius, 1d6 damage. All writing in the area becomes gibberish. Magical writing gets a Save. Spells in spellbooks are must Save or be erased for 24 hours.	Blazing characters, wisps of blue fog, enmeshed illustrations, parchment.
9	Reliquary	Holy Light Pillars. Mark 3 points within 500'. At the start of the next round, 3 beams from above. 30' radius, 6d6 holy damage. Cannot harm divinely protected creatures.	Gilt details, mosaic mask, painted devotional wings, triangular halo of solid light.
10	Dracolich	Unliving Apocalypse. Each round, can use any one of the Lich abilities on pg. 49 in addition to Shred, Tail Strike, or Bone Shard Cannon (2, above). Also, genius intelligence.	Frost, creeping tendrils of liquefied shadow, sense of boundless dread.

4



THINKING BEASTS

The creatures in this chapter are reflections of human intelligence. They are rational, but do not follow human conventions. They think, but not as we think.

They tend to exist on the fringes of civilization. People interact with them reluctantly, from fear or respect. They do not appear to belong to an orderly, legible, and predictable world, but that could merely be a matter of perspective.

Let mind be more precious than soul; it will not
Endure. Soul grasps its price, begs its own peace,
Settles with tears and sweat, is possibly
Indestructible. That I can believe.
Though I would scorn the mere instinct of faith,
Expediency of assent, if I dared,
What I dare not is a waste history
Or void rule. Averroes, old heathen,
If only you had been right, if Intellect
Itself were absolute law, sufficient grace,
Our lives could be a myth of captivity
Which we might enter: an unpeopled region
Of ever new-fallen snow, a palace blazing
With perpetual silence as with torches.

—Funeral Music, Geoffrey Hill

1d10	Cross-Reference Omen	Cross-Reference Encounter	2d6
1	Gales of laughter, spittle, smell of old carpets and acid.	2d6 Hyenas (pg. 255) protect 1 Lamia (pg. 88). A slouching sycophantic court.	2-3
2	Wet stomping, gurgling, piping hoots of consternation.	1 Tardigrade (pg. 292) pursues 1 Kappa (pg. 86). Fixates on movement and strong scents.	4
3	Drifting straw, avian laughter, splinters, rags.	1 Scarecrow (pg. 224), dropped by a flock of 2d6 Harpies (pg. 85). Anxious not to return.	5
4	Scraps of leather, bloody feathers, rustling wings.	2d6 Flying Lizards (pg. 113) battle 2d6 Perytons (pg. 94). Collision during a hunt.	6
5	Burst of arrows, hoofbeats, smashed trees, trampled grass.	Warband of 2d6 Centaurs (pg. 197) and 1d6 Minotaurs (pg. 91). Coordinated, but somewhat distrustful tactics.	7
6	Grumbling, quiet hooting, stern declarations	10×1d4 Baboons (pg. 251) fidget in rows as 1 Naga (pg. 93) chastises them for impulsive behavior.	8
7	Reedy trumpet blast, leathery flapping, smell of stale urine.	1 Imp (pg. 153) in velvet livery announces the approach of 1 Manticore (pg. 89).	9
8	Lashing tail, smell of starch and sour milk, peeping and murmuring.	10×1d10 Veggie-Mites (pg. 309) jabber answers to the trivial riddle of 1 impatient Sphinx (pg. 95).	10
9	Gravel paths, morose faces, faint hissing and rustling.	2d6 Gargoyles (pg. 129) lurk near 1 Medusa (pg. 90). Reanimated shells of failed assassins.	11
10	Dazzling light, softening sound, rising chorus. Sky cracks open.	2 Lamassu (pg. 87) descend, flanking 1 Angel (pg. 139). A message, a warning, or a coincidence?	12

Monsters	Hit Dice
Harpy	3
Kappa	3
Peryton	4
Manticore	6
Medusa	6
Minotaur	7
Lamassu	9
Lamia	9
Sphinx	10
Naga	11

1d10	Local Attitude	Landscape Effects
1	Polite indifference.	Torn prayer flags.
2	Weary resignation.	Thick shutters.
3	Open hatred.	Fortified rooftops.
4	Fearful subservience.	Roadside icons.
5	Profitable alliance.	Spiral tree branches.
6	Continual tension.	Sputtering lanterns.
7	Mutual predation.	Crusts of blood.
8	Fanatical worship.	Looming spire.
9	Mythical allusions.	Stylized mosaics.
10	Total ignorance.	Unlocked doors.

Thinking Beasts

Random Encounters

1d10	Omen	Encounter
1	Beautiful, entrancing music.	A flock of 2d6 Harpies (pg. 85) luring prey with their song.
2	Wet footprints, plopping, bubbles.	1 chortling Kappa (pg. 86) throwing mud at travellers.
3	Deep bass rumble, crepuscular light.	1 Lamassu , (pg. 87) preceded by thunder and its holy word.
4	Agonized cries. Faint smell of cloves.	1 Lamia (pg. 88) impersonating a wounded pilgrim.
5	Scratches, miserable yowling.	1 bitter Manticore (pg. 89) airing its grievances.
6	Distant hissing. Smell of chalk.	1 Medusa (pg. 90) on the prowl. Leaves a trail of death.
7	Animal musk. Braying. Fresh blood.	War-herd of 2d6 Minotaurs (pg. 91). Always ready for a fight.
8	Faint shimmer, ammonia, incense.	1 cautiously slithering Naga (pg. 93) near its shrine.
9	Fleeting shadows, smell of blood.	2d6 Perytons (pg. 94) diving, swooping, and harassing.
10	Infrasonic purring, drifting hair.	1 idle Sphinx (pg. 95) watching a path for interesting prey.

1d10	Combined Omen	Combined Encounter	2d6
1	Incongruous (illusionary) palace, manor, or temple. Inviting entryway.	1 Lamia (pg. 88) pets her captive mind-blasted Lamassu (pg. 87). Amused, then quickly bored, by visitors.	2-3
2	Trimmed plants, clear paths, sense of being watched.	A family-coven of 1d6 Medusa (pg. 90) worship, protect, and fight alongside 1 blind ancient Naga (pg. 93).	4
3	Roaring, flares of holy light, reverberating words.	1 Manticore (pg. 89) and 1 Lamassu (pg. 87) ready for a duel. The Manticore threatens; the Lamassu declaims.	5
4	Giggling, gurgling, quiet invitations. Yellow eyes in the water.	1d6 Kappas (pg. 86) attempt to lure people to a Medusa (pg. 90) by telling them of treasure in the other direction.	6
5	Faint song, pale feathers, circling shadows, animal bones.	2d6 Harpies (pg. 85) act as scouts for a spiteful Manticore (pg. 89), driving prey towards their false king.	7
6	Bovine roars, inhuman shrieks, clash of horns and claws.	Herd of 2d8 Minotaurs (pg. 91) brawling with 2d6 heart-hungry Perytons (pg. 94).	8
7	Incomprehensible whispered conversation, absence of birds.	2d6 Perytons (pg. 94) in secret conference with 2d6 Harpies (pg. 85). Will rise to pursue any spies.	9
8	Polite debate, strange tracks, shed scales or fur.	1 Naga (pg. 93) idly debating morality with a Sphinx (pg. 95). The PCs might be interrogated or used as examples.	10
9	Grunting, clinking of axes and armour, high and persistent growling.	1 irritated Sphinx (pg. 95) waits for the answer of 2d6 baffled Minotaurs (pg. 91). Assistance appreciated.	11
10	Reverberating scorn, frantic squelching, wisps of steam.	1 glowering Lamassu (pg. 87) lectures 1 penitent Kappa (pg. 86). May send it with the PCs for moral edification.	12

1d10	Where They Find You (Indoors)	Where They Find You (Out Of Doors)	Minor Creatures
1	Root cave beneath an upturned tree.	Logjam. Across a burbling stream.	Bickering crows.
2	Gateway. Iron grill ready to descend.	Cliffside path. Narrow, windy.	Tawny-fleeced sheep.
3	Hydraulic elevator. Sluices, pumps.	Mire. Reeking, boot-devouring.	Boisterous warty toads.
4	Befouled camp. Upturned tents, ropes.	Bridge. Rickety, wooden, narrow.	Flicker-fast mice.
5	Stairway. Tight turns, low ceiling.	Hilltop shrine. Withered offerings.	Green venomous snakes.
6	Temple. Forest of carved spiral pillars.	Hollow. Shadow of a titanic dead tree.	Long-beaked herons.
7	Granary. Empty sacks, dust.	Waterfall. Constant noise, fog.	Black flaring cobras.
8	Abandoned hive. Grey pulp tunnels.	Slope. Near sand-shrouded caves.	Cheerful brown songbirds.
9	Statue gallery. Pillars, chipped stone.	Canyon. Almost fully enclosed.	Skittish desert cats.
10	Kiln. Soot, bricks, potsherds.	Crossroads. Deep gravel-filled ditches.	Regal long-legged deer.

1

Harpy

Appearing: flocks of 2d6, nests of 4d6

HD: 3 (14 HP)

Appearance: the legs, wings, and disposition of a vulture. The chest, arms, and head of a woman. Noxious, unkempt, and ungainly.

Voice: screeching. Can speak a few words, clumsily and with great effort.

Wants: to hurt people. To eat flesh. To tear down civilization and all its vile works.

Morality: sadistic. They respect only strength.

Intelligence: as smart as most people, but with a bird's maniacal lack of long-term goals.

Armour: none.

Move: fly 2x normal.

Morale: 10

Damage: 1d4 claw / 1d4 claw / 1d6 eye gouge.

Up to 5 times per day, a Harpy or flock of Harpies can sing a divinely beautiful song for up to 10 minutes. All intelligent creatures within 500' who can hear the song must Save or approach the Harpy, treating them as a good friend. Any directly harmful action by a Harpy ends this effect. Harpies try to lure victims over cliffs or into dangerous terrain before attacking.

Harpies are divine servants of vengeance. They obey, reluctantly, any suitably impressive divine figure. Paladins and clerics are colleagues with limited jurisdiction; Angels are supervisors from on high.

Treasure: beautiful objects are smashed, thrown into the sea, or burned. A Harpy nest contains 30×1d10gp in scratched coins.



1d10 Why Fight These Harpies?

- 1 They steal our cattle, carry them into the air, and drop them onto our houses.
- 2 No one can use the new road because Harpies inevitably attack travellers.
- 3 Our king has been cursed. Every day, Harpies knock his meals from his hands and slash at his face. His palace is befouled.
- 4 Tradition demands the Queen of Thieves must be killed by the cursed flesh of a Harpy.
- 5 We sent our most talented musician to soothe the Harpies. They ate him alive.
- 6 Harpies keep pronouncing doom upon our city and it is starting to worry us.
- 7 Harpy feathers to make a funeral cloak for someone who might not otherwise stay dead.
- 8 Ever since the Harpies made a nest in that cliff, the winds have been wrong.
- 9 For the past five years, Harpies have ruined our harvest celebration. We're sick of it. Time to ambush those monsters.
- 10 The local ruler wants a Harpy captured alive so its song can be enjoyed at leisure.

1d10 These Harpies Are Placated By...

- 1 Music. Talent and restraint over quantity.
- 2 Stories. A whole life's story, told with pathos.
- 3 Gold. Shapeless, unmarked, unformed.
- 4 Silk. Torn, shredded, and burned.
- 5 Paintings. To be used as nest lining.
- 6 Rare books. To be thrown into rivers.
- 7 Domesticated dogs. To be impaled on trees.
- 8 Poison. For unspecified deeds.
- 9 Masks. The more grotesque the better.
- 10 A sacrifice. A victim tricked, bound, betrayed.

MENU

Flavour: bitter, greasy chicken.

Notes: widely known to be cursed. Harpy meat loses all unusual properties after 24 hours.

1d10 Result

- | | |
|------|---|
| 1-4 | Harpy Plague. You, or your immediate family, will be visited by a flock of 2d6 irate Harpies in 2d6 days. |
| 5-7 | Dust-Eater. All food turns to ash in your mouth. Starve in 5 days unless freed from the curse by powerful magic. |
| 8-10 | Excised. Save. If you fail, you are dragged bodily into the underworld in a whirlwind of feathers and excrement. If you pass, you automatically fail your next 3 Saves. |

2

Kappa

Appearing: 1 trickster, dens of 1d6

HD: 3 (14 HP)

Appearance: a blue-green humanoid with a turtle shell, beak, webbed hands, and large yellow eyes.

Voice: amused gurgling.

Wants: to startle people, obtain souls.

Morality: apologetic in an unconvincing way. Worried about laws they don't fully understand. Terribly polite and easily embarrassed.

Intelligence: as smart as a drunk person. Brilliant doctors, surgeons, and herbalists.

Armour: as leather.

Move: normal, swim normal.

Morale: 7

Damage: 1d6 claw / 1d6 claw.

A Kappa has a bowl-like depression on its head. It is usually full of water. If the water spills, a Kappa must test Morale or flee. Fleeing Kappas move at ½ speed and deal only 1 damage on a successful attack. Some Kappas wear metal caps.

If someone bows to a Kappa, presents them with a gift, or otherwise entraps them with ceremony, the Kappa may accidentally spill their head-water.

A Kappa can make a special melee attack to remove the soul of an unarmoured living target. It will only attempt this if the target is dying, totally surprised, or in a very vulnerable position. The target takes 2d6 damage and must Save with a bonus equal to their HD or level. If they fail, their soul is removed. When removed by a Kappa, a soul is a pearl the size of an apricot. Creatures without souls take triple damage from magic, cannot cast spells, and are likely to attract ghosts and demons.

Aquatic pranksters, Kappas dwell in rivers, lakes, and bogs. They are not sadistic, but they covet souls, terror, and exquisite foods. If befriended, Kappas can steer rivers, guide travellers, catch fish, heal wounds, and reveal ancient secrets.

Treasure: 10×1d20gp in carefully hoarded gold.



1d10	Kappa Name	Lair
1	Pikeface	Tall patch of reeds.
2	Suba Rey	Mud-filled barrel.
3	Dorgo Bite-Finger	Secret hot spring.
4	Golwag	Abandoned well.
5	Oko	Flooded farmhouse.
6	Scutewaggle	River log jam.
7	Zushi	Sunken clay urn.
8	Auld Greg	Community cesspool.
9	Woat-Woat	Titanic hollow log.
10	Yaz	Upturned riverboat.

1d10	Kappa Pranks
1	Noisily farting any time someone speaks.
2	Stealing clothes from bathers.
3	Pretending to be a huge river crocodile.
4	Shaving rude words into horses.
5	Pouring urine down chimneys.
6	Turning all the local signposts backwards.
7	Spying on lovers, throwing toads at them.
8	Greasing steps or a bridge.
9	Undoing buttons, buckles, and straps.
10	Sawing the left legs off cattle.

1d10	This Kappa Loves...	This Kappa Fears...
1	Cucumbers.	Drums.
2	Horseflesh.	Iron.
3	Honey.	Kettles.
4	Fruit candy.	Blue lamps.
5	Beetles.	Rock salt.
6	Locks of hair.	Ink.
7	Bright fans.	Lamp oil.
8	Left shoes.	Strong liquor.
9	Eyeballs.	Flags.
10	Fireworks.	Burnt hair.

MENU

Flavour: crisp, salty fish.

Notes: consuming Kappa meat allows a person to breathe underwater for 6 hours. Excessive consumption (daily, for 3 weeks or more), can turn a person into a Kappa.

3

Lamassu

Appearing: 1 messenger or guardian herds of 2d6
HD: 9 (41 HP)

Appearance: either a lion's or a bull's body, an eagle's wings, and a bearded man's face.

Voice: reverberating rumble. Also has telepathy.

Wants: to help.

Morality: good, friendly, and kind. When angry, like a disappointed parent.

Intelligence: more wise than knowledgeable. The Lamassu can Save to detect lies.

Armour: as leather. The peaceable nature of a Lamassu means intelligent creatures must Save each round to harm or target it.

Move: 2x normal, fly 2x normal.

Morale: 10

Damage: 1d6 kick / 1d6 kick.

At will, the Lamassu can become invisible or teleport up to 500' in any direction.

Additionally, a Lamassu can use each of the following abilities twice per day. 100' range.

1. Healing Word

Target creature has all HP restored. All diseases are cured. Some scars fade.

2. Light

In a 100' radius, night becomes day. Sunlight blazes out of the Lamassu for up to 1 hour.

3. Smite

Target creature or object takes 3d6 damage, Save for half. If they have harmed the Lamassu, committed terrible acts, or delight in wickedness, they automatically fail their Save.

4. Divine Guidance

The Lamassu learns the location of one creature or object.

5. Remove Curse

Target curse or magical affliction is removed.

6. Banish

One unnatural or summoned creature must Save or return to where it belongs. Ghosts are exorcised.

Lamassu always warn targets before attacking and retreat after making their views clear.

Guardians of temples, sacred pathways, and ancient royal tombs, Lamassu sometimes interfere in mortal affairs. They support justice, exemplify kindness, and reward humility.

Treasure: Lamassu are richly adorned. Their gold and lapis jewellery is worth 1d6×1,000gp.



1d10	Lamassu Name	Features
1	Yangu	Shimmering skin.
2	Ikirun Ibonpal	Beaded braids.
3	Suhamal	Nine orbiting wings.
4	Ilul-Mar	Rainbow feathers.
5	Ushpana	Blazing blue eyes.
6	Hargon	Spits fire and sparks.
7	Akmeschi	Coronal mane of hair.
8	Apishanu	Incense fumes.
9	Naram	Blood-dipped limbs.
10	Elishum	Nine pairs of horns.

1d10 This Lamassu Protects...

1	A fountain of primeval water.
2	The tomb of a forgotten but pivotal warlord.
3	Astrological measurement stones.
4	The gates of an almost empty monastery.
5	An ancient side path between realms.
6	A plundered treasury.
7	A five-sided crossroads, now buried.
8	The ruins of the first city.
9	The resting place of a prophet.
10	The shattered gates of a holy city.

MENU

Flavour: bitter mutton with streaks of acrid fat.

Notes: Lamassu meat cannot be eaten by evil creatures, and since killing a Lamassu is most likely an evil act, those who murder it or know of its murder, cannot enjoy the spoils. The meat simply slides away as if repelled by a magnet. It can only be eaten by someone who has no idea of its origins. If eaten by an animal, it has no extra effects.

1d10 Result

1-5	Lamassu Transformation. In 1d6 hours, transform into a Lamassu. Your old life and goals are forgotten. Fly away.
6-10	Made Anew. Fully healed. All diseases cured. Regrow all missing limbs and features. Gain +2 Charisma.

4

Lamia

Appearing: 1

HD: 9 (41 HP)

Appearance: from the waist up, a beautiful woman. Waist down, a creature. Roll on the adjacent table. 1d6 for a “normal” Lamia or d10 for a “weird” Lamia.

Voice: polite, cultivated, smooth. Never shouts. Weighs each word with care.

Wants: to drain the life out of people, then eat them. Lure victims to their deaths.

Morality: likes eating children and betraying people, but if you can get past that, fairly reasonable.

Intelligence: smarter than most people. Well-versed in local customs, tricks, and secrets.

Armour: as plate.

Move: normal.

Morale: 8

Damage: 1d6 claw. The Lamia’s touch also permanently reduces the target’s Wisdom by 1 point per round. When the target’s Wisdom is 3 or below, they enter a dreamlike state and obey the Lamia’s commands. Keep track of the Wisdom drain secretly unless the target is unusually self-aware.

Additionally, a Lamia can use each of the following abilities once per day. 100' range.

1. Charm Creature

Target creature must Save or treat the Lamia as a good friend for 1 week. Any directly harmful action by the Lamia ends this effect, but the Wisdom-draining touch does not.

2. Decoys

1d4 illusionary copies of the Lamia appear for 1 hour. The copies can move and speak, but cannot deal damage or drain Wisdom. They pop if dealt 1 damage. The Lamia typically uses them to obscure an escape or terrify a victim.

3. Illusion

The Lamia creates a complex illusion up to a 100' cube in size. This could be a fully furnished house, a grove of trees, or a hoard of gold. The illusion is solid but slightly glassy. Creatures with 6 or more Wisdom will notice its unnatural nature within a few minutes. The illusion lasts for up to 24 hours.

4. Disguise Self

The Lamia alters its appearance to resemble a human woman with locally appropriate clothing and accessories. The disguise lasts for 6 hours and fails if the Lamia takes 5 damage or more.

Despite their fearsome array of abilities, Lamia only kill once a week at most, or if directly threatened.



The inheritors of an royal curse, a night-horror made flesh, or another creation of mad wizards in ancient times, Lamia lurk on the edge of settlements, devouring those who travel by night.

Treasure: the Lamia spurns all worldly wealth, but 3d10gp might be found on their victims.

1d10 Lower Half Is A...

- | | |
|----|---|
| 1 | Serpent. Missing scales, old scars. |
| 2 | Lioness. Patchy fur and broken claws. |
| 3 | Eagle. Four legs somehow. |
| 4 | Lizard. Ridge of soft spikes. |
| 5 | Eel. Soft, slippery, and finned. |
| 6 | Cow. Raw skin, cracked hooves. |
| 7 | Mass of Snakes. Hissing coils. |
| 8 | Octopus Tentacles. All them suckers. |
| 9 | Upside-down torso. Of latest victim. |
| 10 | Spider. Tarantula fur or glossy spindly legs. |

MENU

Flavour: cotton wool soaked in beef broth and mixed with toe-sized lumps of gristle.

Notes: Lamia meat slowly evaporates. In 6 hours, nothing remains, not even bones.

1d10 Result

- | | |
|-----|---|
| 1-2 | Corruption Reborn. If female, become a Lamia. If otherwise, Save or die. |
| 3-5 | Lightly Drained. Heal fully, but permanently lose 1d6 Wisdom. |
| 6-9 | Dark Strength. If female, permanently gain +1 Strength, Dexterity, and Intelligence. If otherwise, no effect. |
| 10 | Dark Majesty. As Dark Strength, but also, if female, gain the ability to cast <i>charm person</i> once per day. |

5

Manticore

Appearing: 1

HD: 6 (27 HP)

Appearance: a lion's body, a bat's wings, a man's face and bitter heart. Bearded and scowling.

Voice: spiteful and mocking. Runs its long pink tongue through its triple rows of teeth while thinking.

Wants: to devour human flesh. To commit acts of petty cruelty. To exchange vicious gossip.

Morality: evil. Not the cosmic capital-E-Evil, but the petty, vindictive, and deliberate kind, the evil of broken homes and malicious bureaucrats.

Intelligence: as smart as most people.

Armour: as leather.

Move: normal, fly normal.

Morale: 9

Damage: see below.

Each round, a Manticore can make one of the following attacks.

1. Tail Spikes

The Manticore fires a volley of 1d6 iron tail spikes at up to 3 targets. 30' range, 1d8 damage, make an attack roll for each spike. Struck targets must also Save or be affected by Manticore poison (no additional damage, but for 1hr will be bitter, selfish, and unable to directly aid others).

2. Claw, Claw, Bite

The Manticore makes 2 claw attacks (1d4 damage each) and a bite attack (1d8 damage). If both claw attacks hit the same target, the bite attack automatically hits.

3. Spit Poison

Drawing on its endless reserves of invective, the Manticore scream-spits a poisoned word at a target. The target must Save or take 1d4 damage, 1d6 temporary Charisma damage, and be affected by Manticore poison (see Tail Spikes above).

If reduced to half health (13 HP), a Manticore will attempt to flee. It will pursue its enemies from a safe distance for 1d6 days, inflicting whatever harm it can: tail spike flyby attacks, devouring allies, destroying signposts, and spitting poison into wells.

An ancient wizard-dream made flesh, a Manticore is created when an old, bitter, and vengeful man performs a half-remembered ritual to gain the power necessary to achieve his goals. The ritual comes to them in a dream. When a Manticore dies, a man somewhere will begin to dream of the ritual.

Treasure: the guts of a Manticore may contain 10×1d20gp. Their lair contains rotten books, bones, 100×3d6gp and 300gp gemstone or piece of jewelry.



1d10 Manticore Names Features

1	Nagan Wolfeater	Vividly striped.
2	Arthan Plunderer	Braided beard.
3	Jero El-Jero	Silver crown.
4	Alkreb the Red	Rotating teeth.
5	Mealgrez	Covered in fleas.
6	Cyris Magnus	Eyes glow white hot.
7	Tharlem the Wise	Dribbles.
8	Merikan Luumoz	Jade jewellery.
9	Kassamir	Always screaming.
10	Elgin Ray Supreme	Quotes own poetry.

1d10 This Manticore Covets...

1	Power. Rulership of cities, nations, armies.
2	Fame. Known to all, feared by all.
3	Spices. To be guzzled indiscriminately.
4	Worship. Bow down before him and pray.
5	Secrets. Spill your guts or spill your guts.
6	Gold. So that he might discard it spitefully.
7	Poison. To sprinkle on his enemies.
8	Wizards. Their soft brains and tasty books.
9	Art. So that he might smash it.
10	Beautiful People. To rend and twist them.

MENU

Flavour: greasy beef with hints of liquorice and pepper.

Notes: Manticore meat boiled in a silver pot loses all magical properties.

1d10 Result

1-3	Mouth of the Manticore. Your teeth become needles. You can only eat meat. You cannot deliver sincere compliments, except in the presence of a Manticore.
4-7	Spite. Save or hate a random nearby person for the next 7 days. You won't kill them, but you wouldn't mind seeing them die.
8-10	Lies. You can no longer tell the truth unless the truth would be more devastating than a lie. You are immune to mind-altering effects.

6

Medusa

Appearing: 1, family-covens of 1d4

HD: 6 (27 HP)

Appearance: a human woman with snakes for hair.

Voice: carefully measured vitriol. Implacable hatred. Soft hissing in background.

Wants: to be left alone.

Morality: black and white.

Intelligence: sharp as a knife. Can see invisible creatures and through magical disguises.

Armour: as chain. Immune to petrification.

Move: normal.

Morale: 10

Damage: 1d4 slash or 1d4 snakebite.

Seeing the red and glowing eyes of a Medusa turns living creatures to stone. If a creature just glances at a Medusa's face, the creature's limbs become heavy, slow, and grey. They can Save to restore movement. If they fail, they are rooted in place and count as an immobile target for the purposes of attacks.

If they get a good look at a Medusa, by targeting them with an attack or by meeting the Medusa by surprise, the creature must Save or turn to stone. If they pass, they are still rooted in place (as above). A Medusa's power has a range of 50'. If severed, a Medusa's head retains this power for 24 hours.

Only direct eye contact turns creatures to stone. Reflections are harmless. Meeting a Medusa's gaze through smoked glass delays the effect for several minutes.

The lairs of Medusa are often marked by broken "statues" of victims or failed thieves. For types of stone, see pg. 126.

Treasure: Medusa prize gems, but find sculptures or imitations of living forms vulgar. They carry 100×1d20gp in opals, emeralds, and rubies.



1d10 Medusa Variants

- 1 Flying. Hawk wings on forehead, ankles, and shoulders. Fly 2x normal.
Snake-Bearing. If slain, the Medusa's lifeblood spawns a nest of venomous serpents in 1d6 hours.
- 2 Highly Venemous. Instead of dealing 1d4 damage, the Medusa's snakebite requires targets to Save or die in agony.
- 3 Soul-Striking. Instead of petrifying, the Medusa's gaze convinces living creatures they have died. Affected creatures become morose and must Save to take any action. Only powerful magic can remove this curse.
- 4 Sepulchral. Instead of petrifying, the Medusa's gaze turns living creatures into bound feeble ghosts, flickering forever in the last moments of their lives.
- 5 Self-Defeating. The Medusa is not immune to petrification. Meeting her own gaze in a mirror induces petrification.
- 6 Prophetic. Once per year, or just before dying, the Medusa can speak 1 true prophecy. Events described will occur. See pg. 155.
- 7 Depetrifying. Instead of petrifying, the Medusa's gaze turns statues into flesh. Once per round, she can turn a statue into a living creature by taking damage equal to its HD. (1 HD **Mercenary**, pg. 24, 3 HD **Wolf**, pg. 247, 4 HD **Crocodile**, pg. 251).
- 8 Double Edged. Instead of petrifying, the Medusa's gaze confounds the minds of living creatures. The next attack a creature makes against the Medusa strikes the creature instead. Victims fall on their swords.
- 9 Guilt-Bearing. If slain, all who dealt damage to the Medusa cannot sleep without strong drugs, copious drink, or magical aid. After 3 days without sleep, most creatures take 1d6 Wisdom damage per day, dying at 0 Wisdom.
- 10

MENU

Flavour: pork with flecks of stone and gristle.

Notes: the body of a Medusa has no magical properties. The head-snakes are both magical and delicious, particularly if served with lemon slices.

1d10 Result

- | | |
|------|--|
| 1-3 | Snake Poison. Some snakes are both venomous and poisonous. Save or take 1d6 poison damage. |
| 4-8 | Delicious! Heal fully. |
| 9-10 | Revitalized. You are immune to petrification and poison for 7 days. |

7 Minotaur

Appearing: 1, or roving bands of 2d6

HD: 7 (32 HP)

Appearance: a large man with a bull's head. Usually wields a huge double-headed axe or other weapon.

Voice: low rumble. Minotaurs speak the local language. Groups may have their own language.

Wants: to devour flesh.

Morality: simple; eat or be eaten.

Intelligence: human cunning, bull's bluntness.

Armour: as leather.

Move: normal.

Morale: 10

Damage: 1d8 horns / 1d10+2 large weapon.

Minotaurs have a very good sense of smell and can perfectly recall all paths they have travelled. They only need to eat one person a month, but will happily kill dozens for sport, sometimes fighting until exhaustion or death.

It is said that a monstrous house deserves a monstrous inhabitant. Labyrinths both entrap and create Minotaurs. Some roam the world in bands or enter temporary alliances with powerful creatures.

Treasure: 2d10gp in crude gold jewellery, chains, or weapon decorations. Minotaurs can be bribed with large shiny objects. Coins, unless strung together, are useless to them.



1d10 Why This Minotaur Must Die

- 1 The occasional ritualized child sacrifice is all fine and dandy until it's *your* child.
- 2 A roving tribe of Minotaurs is destroying our merchant caravans and raiding farms.
- 3 Prove your strength and fitness by challenging our famous Minotaur.
- 4 Our ruler is dying and that monster is their child... and, technically, heir to the throne.
- 5 A noble's daughter has written some very odd poetry. Better safe than sorry.
- 6 A Minotaur's weapon is the only thing that can kill a different troublesome monster.
- 7 The local soothsayer says a sprinkling of Minotaur blood will lead to a better harvest.
- 8 Our best philosopher wandered into the labyrinth. See if you can find their notes.
- 9 Minotaurs are killing all the architects and masons in the region. Fear or envy?
- 10 Hiring Minotaurs as bodyguards went much worse than anticipated.

1d10 Minotaur Names Features

- | | Names | Features |
|----|------------|-------------------------|
| 1 | Umsap | One blind eye. |
| 2 | Goretap | Fat-encrusted braids. |
| 3 | Kraalt | Shaved spiral patterns. |
| 4 | Urslack | Glowing red eyes. |
| 5 | Orgigrale | Thick brown beard. |
| 6 | Grahl | Sword-sized horns. |
| 7 | Harnthgar | Short auburn hair. |
| 8 | Rath Albar | Parasite-picking birds. |
| 9 | Malbrow | Drooping wattle. |
| 10 | Brunrhal | Notched ears. |

1d10 Minotaur Weapons

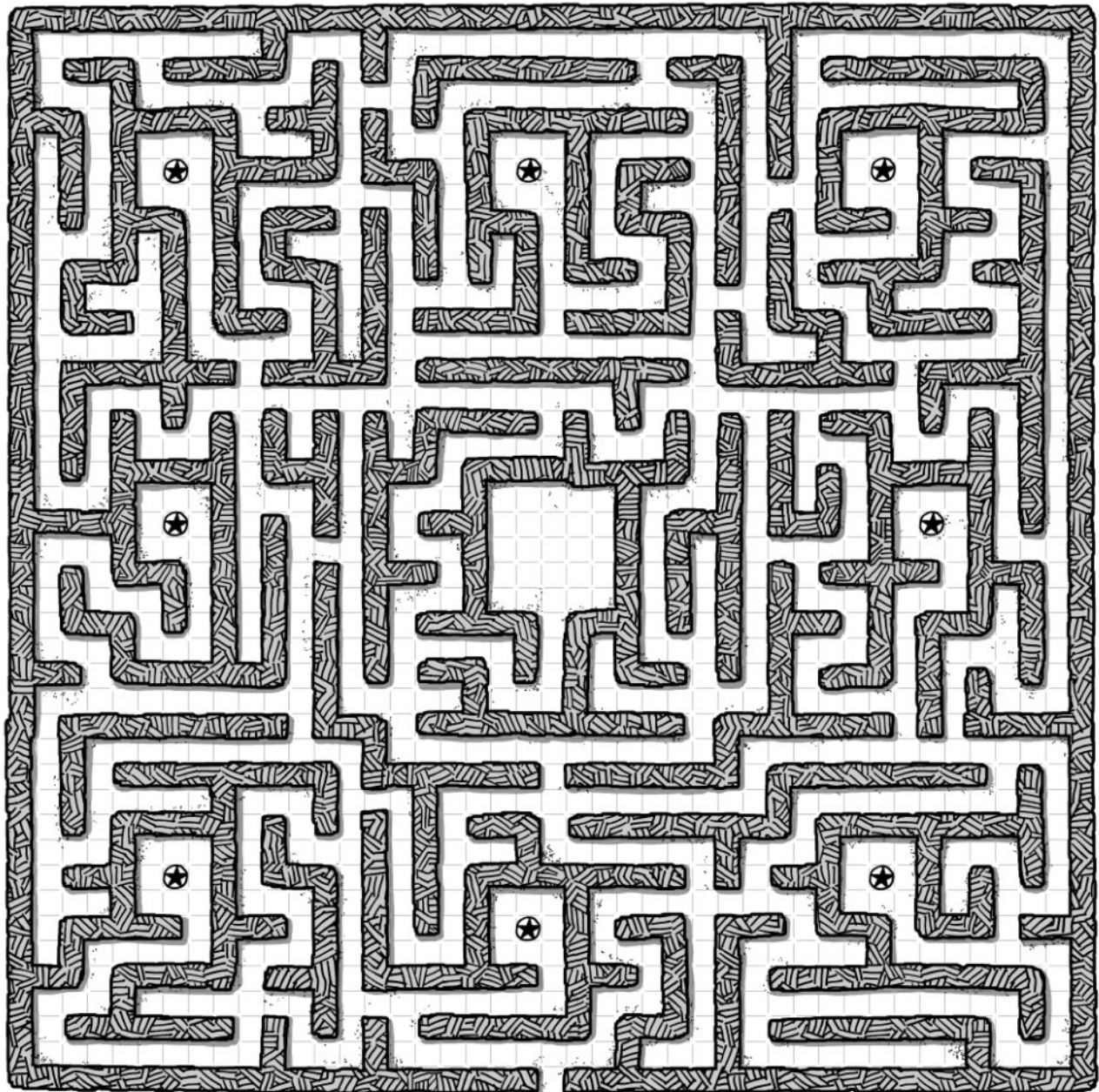
- | | |
|----|--|
| 1 | Two-Headed Axe. The all-time classic. |
| 2 | Huge Hammer. Shaped like a bull's head. |
| 3 | Enormous Flail. The ol' ball-and-chain. |
| 4 | Notched Sword. Like a giant sawblade. |
| 5 | Stabbing Trident. Hooked blades. |
| 6 | Brutal Spear. Triangular point. |
| 7 | Executioner's Axe. A sharp steel panel. |
| 8 | The Big Club. Gnarled. |
| 9 | Chain Whip. Razor prongs on links. |
| 10 | Spiked Gauntlets. Like a fistful of nails. |

MENU

Flavour: dense beef.

Notes: if the heart of the Minotaur is consumed whole, raw, and steaming, it permanently grants +1 Strength but -1 Intelligence. If the imbiber's Strength is over 16, they also grow horns and a tail.

Generic Labyrinth



1d10	Construction	Quirks	Traps
1	Carefully fitted clay bricks.	All sounds muffled.	Darts and arrows.
2	Well-worn sandstone.	Sloping floors and steps.	Stabbing blades.
3	Crude logs and pallisades.	Gnawed bones in corners.	Crushing pistons.
4	Dense grey stone, copper drains.	Flooded with murky water. 2' deep.	Concealed pits with spikes.
5	Plastered slabs of masonry.	Painted with obscure designs.	Jets of flame.
6	Trimmed hedges, flowers, pottery.	Mildly hallucinogenic pollen.	Walls seal and unseal.
7	Invisible walls. Soft fog. 60' visibility.	Invisible Minotaur(s).	Disorientating teleporters.
8	Books, stacked and mouldering.	Surly golem-custodians.	Unstable walls. Avalanche.
9	Mirrors. Glimpses and distortions.	Blind Minotaur(s) track by smell.	Sunburst flashbulbs.
10	Domestic buildings fused together.	Swarms of kittens. They love yarn.	Sleep spell.

8

Naga

Appearing: 1

HD: 11 (50 HP). If killed, a Naga evaporates and reappears at its shrine in 1d6 days. If its shrine is desecrated, it will not return.

Appearance: from the waist up, a human. From the waist down, a large snake.

Voice: formal, archaic, and sharply critical.

Wants: to protect their shrine.

Morality: detached. Sometimes sadistic.

Intelligence: smarter than most people. Piercing insight, an immortal's balanced temperament.

Armour: as chain. Immune to non-magical damage.

Move: normal.

Morale: 9

Damage: 1d6 bite. Living creatures must Save against poison or die.

Additionally, a Naga can use each of the following abilities once per day.

1. Alter Self

For up to 24 hours, the Naga becomes a human with a snake concealed on their person, a serpent's eyes or tongue, a snake tattoo, or some other obvious mark. Alternatively, they can become a large snake with a crown of scales and a faintly human face.

2. Hypnotic Gaze

50' range. Target sighted person must Save or treat the Naga as a good friend for 24 hours. Any directly harmful action by the Naga ends this effect.

3. Spirit Bolt

The Naga fires a golden arrow of divine light. Target creature or object takes 3d6 damage, Save for half.

4. Stonelither

The Naga vanishes and reappears in any concealed, underground, or poorly lit indoor space within 300'.

5. Lock Limbs

100' range. Target creature must Save or be locked in place for 1d6 rounds. They cannot speak or move.

6. Curse

100' range. Target creature's maximum HP is reduced by 6. All stats are reduced by 4. Spells cast by the target have a 25% chance to fail. This curse can be removed by the Naga or by other strong magic.

Immortal spellcasters and guardians of pre-human ruins, Nagas are aloof, cold-blooded, and skeptical of short-lived mammals and their foolish goals. Every Naga constructs or maintains a shrine to maintain its immortality.



Treasure: 100×2d20gp in exquisite gems, gold ingots, and devotional statues. May also contain 1d6 magic items (1d100, pg. 37).

Nagas often protect legendary treasures from the dawn of recorded history. If a prophecy-driven quest revolves around a vital item, chances are good the item is guarded by a Naga.

1d10	Naga Names	Features
1	Ashok	Conical silver tiered hat.
2	Kaanika	Floral tattoos or spots.
3	Shekshara	Oiled black scales.
4	Ramdhari	Crown of bone spikes.
5	Estika	Vibrant green eyes.
6	Shaiza	Red and yellow stripes.
7	Umashankar	Golden flame-like horn.
8	Hasal Anshera	Icicle fangs.
9	Karlinda	Pronged nose, pink eyes.
10	Rahl Sakar	Pale coral, white stripes.

1d10	Shrine Decorations
1	Bronze bells of every size, linked by ropes.
2	Steaming pools of mineral water.
3	Glowing lacquered birds, false gemstones.
4	Carefully stacked skulls, dribbly candles.
5	Tombstones, clay urns, dry funeral offerings.
6	Stylized marble flames, blue silk flags.
7	Coils and streams of pale glass beads.
8	Bricks of compressed funeral ash.
9	Webs of knotted leather, bone, and sinew.
10	Braziers and censers of vile incense.

9

Peryton

Appearing: flocks of 2d6

HD: 4 (18 HP)

Appearance: the head and forelegs of an antlered stag with the body of an eagle.

Voice: dreadful war-screams. Perytons speak a language of their own.

Wants: to kill, to collect hearts, serve their gods.

Morality: honourable to their own inscrutable code. Contempt for the laws of others.

Intelligence: as smart as a person.

Armour: as leather. Immune to non-magical damage.

Move: fly 2x normal.

Morale: 10

Damage: 4d6 vicious horns.

Perytons are ancient creatures, a sorcerous breed from the dawn of creation or a civilization twisted by their malicious gods. They cast the shadows of men until they kill a human and require fresh blood-soaked hearts to reproduce. Human hearts are preferred. Once a Peryton has killed and obtained a heart, it will typically retreat.

In some regions, tributes of living captives are offered to Perytons, for alliance in war or protection from their merciless raids.

Treasure: none. Peryton lairs contain hoards of 100×2d10gp among piles of bone, scraps of flesh, and monstrous vein-covered eggshells.



MENU

Flavour: very dry venison.

Notes: if Peryton meat is cooked over a driftwood fire, gain +2 to a roll on the table below. If the black and salt-encrusted heart is eaten, roll 3 times on the table below with no bonus for cooking over a driftwood fire. Locals may hoard or abominate driftwood.

1d10 Result

1-4	Hideous Rebirth. Save or die of a heart attack. Alive or dead, in 1d6 hours a newborn Peryton bursts from your chest and flies away.
5-7	Delicious! Heal fully.
8-10	Parasitic Antlers. Grow a pair of antlers. They can be used as clubs. For the next 3 years, each year, lose 2 Wisdom, Intelligence, and Charisma permanently, but the damage of the antlers increases by +1d6.

1d10 Why Fight These Perytons?

1	Peryton antlers might have magical properties. We'll need at least a dozen.
2	A wise doctor said the king can only be healed by the flesh of a Peryton.
3	After many sacrifices, the Perytons still did not aid us in war. Get revenge.
4	Nathan Nine-Hearts lives in perpetual fear of the Peryton nest in the mountains.
5	A guild of travelling poison-architects want a live Peryton to test their latest concoction.
6	A prophecy says our city will be destroyed by Perytons. Destroy them first!
7	Perytons attack our ships unless we pay them a body-tribute. Either kill them or find us some disposable humans.
8	If you raise a Peryton from birth will it still turn out evil? Will it know its own language or the language of its captor-tutors? The philosophers must know, at any cost!
9	Our religion demands the Perytons be killed or converted. The latter seems unlikely.
10	A miracle! The local Perytons want peace. Escort our most disposable diplomat.

10

Sphinx

Appearing: 1

HD: 10 (45 HP)

Appearance: the head and chest of a human, the body of a lion, the wings of an eagle. The calm assurance of a cat and the wisdom of a sage.

Voice: polite, purring, and precise.

Wants: to gain knowledge, toy with people.

Morality: honourable but not nice.

Intelligence: smarter than most people. Sphinxes speak all languages, can see and identify magic, and have vast stores of trivia and estoeica.

Armour: as chain. 50% chance to resist any spell.

Move: normal, fly normal.

Morale: 9

Damage: 2d6 claw / 2d6 claw.

Additionally, a Sphinx can use each of the following abilities twice per day.

1. Dispel Magic

The Sphinx can use this ability in response to a spell being cast. Target spell is canceled, or target enchantment or curse is removed for 2d6 hours.

2. Roar

Living creatures within 50' must Save against Fear or flee. Creatures who pass their Save can choose to either be paralyzed for 1d4 rounds or have their Strength reduced by 2 for 1 hour.

3. Guidance

The Sphinx learns the location of one creature or object, and an approximate path from their current location to the creature or object.

Sphinxes will challenge people to solve their riddle(s) or answer questions about the region, the history of the world, or recent events. If prey cannot, the Sphinx attacks. Killing one target is usually sufficient. Answering several riddles with mocking ease may drive a Sphinx to suicide.

Sphinxes dwell near roads, mountain passes, entrances to cities, or temple gates. Grovelling, flattery, and gifts may sooth a Sphinx. Particularly polite travellers may even avoid answering a riddle.

Treasure: 300×2d10gp in exquisite jewellery, statues (of the Sphinx), rare books, and incense.



1d10	Sphinx Names	Features
1	Klem Raxall	Short fur, huge claws.
2	Cymothoe	Prismatic feathers.
3	Therospotus	Jet black fur and eyes.
4	Zelos Airspeaker	Pale with dark lines.
5	Nepheltopos	Leopard spots.
6	Lur-Barouch	One snaggletooth.
7	Parthenia	Luminous green eyes.
8	Crassomenaus	Thrashing tufted tail.
9	Mistocles	Sphere of grey fur.
10	Ionsay	Orange and corpulent.

1d10 This Sphinx Guards...

1	The only gate of a coastal city.
2	A winding canyon path.
3	The shattered statue of a long-dead tyrant.
4	A starmetal impact crater.
5	The last temple of a forgotten god.
6	The palatial home of a powerful wizard.
7	An ancient bridge over a deep gorge.
8	A sealed gate to the underworld.
9	A monumental dynastic tomb.
10	The only path up a sacred mountain.

RIDDLE ME THIS

The riddles on the next two pages are presented from lower to higher difficulty. Assume the riddles rhyme in their original language. Remind players of setting details; the riddles are designed for pre-industrial agrarian societies.

The riddles should contain no English wordplay. "Branches" won't refer to library branches but could refer to a forking river. If a player's answer is close, or it makes as much sense as the given answer, allow it.

MENU

Flavour: sour pork.

Notes: Sphinx meat grants the ability to understand all languages for 1d6 hours.

1d20 Riddles

1

Six feet, four eyes,
Two arms, four ears.
What beast is this?

(a horse and rider)

2

What hums all day
But sings no songs?
What dances all day
Without music?
What follows a monarch
With no crown?

(a bee)

3

Picked up something good to eat,
Not fish or flesh or bone.
Given time it walked on its own.

(an egg)

4

The more you take,
The more you leave behind.

(steps)

5

A tree with branches
But no leaves
Grows from short brown grass
And always has a twin.

(antlers)

6

Feed me and I live
Water me and I die.

(a fire)

7

I saw nine birds and caught five
How many remained?

(five; the others flew away)

8

The more you look at me
The less you see me.

(the Sun)

9

What has four legs at dawn,
Two legs in the afternoon,
And three legs in the evening?

*(a human; crawling, walking,
and using a cane)*

10

What has no legs at dawn,
Two legs in the afternoon,
And four legs in the evening?

(a frog)

11

My head is an ox.
My body is wood.
My tail is a man.
What am I?

(a plough)

12

What has red skin like an apple
And white flesh like an apple?

(an apple)

13

What flies when it is born
Rests when it is alive
And runs when it is dead?

(a snowflake)

14

A ship travels from port to port,
Back and forth.
With each trip, it grows lighter
And its wake grows longer.

(a needle or weaving shuttle)

15

Clapping and clapping all day
But my neighbors never hear me.

(eyes, blinking)

16

A hungry bird attacked a beast.
It chewed but did not swallow.
The beast lost much,
But not a drop of blood fell.
What is the bird?
And what is the beast?

(shears and a sheep)

17

What comes out of a mill
And is of no use to anyone
Yet the mill cannot work
Without it?

(noise)

18

You have some today.
Tomorrow you will have more.
You keep them in one place
But can never seem to find them.

(memories)

19

I cannot be bought,
But I can be stolen.
Useless to one,
I am priceless to two.

(love)

20

When I rest no one sees me.
And we cannot leave.
When I rise we all go.
If my friend no one sees helps us.

(an anchor)

1d20 Dark Riddles

1

I have teeth but no gums.
I chew but never swallow.
I eat flesh and bone.
And nod my head.

(a bonesaw)

2

My warm clothes are gone,
Yet I smile.
My house is small,
Yet I smile.
My friends are all little, little,
Yet I smile.

(a skeleton)

3

In a dark and damp prison
Guarded by pale soldiers
Lives the red serpent
The mother of lies.

(the tongue)

4

I will find you in a fortress.
Guards will not protect you.
Wards and locks will not aid you.
The deeper you hide,
The faster I hunt.
When I strike, I strike low.
Only one thing keeps me away.

(hunger)

5

I move like a snake.
The rich man loves me.
The poor man fears me.
The slave hates me.

(chains, or a whip)

6

A column of marching soldiers.
Their leader has two daggers.
The daggers carry poison.
The soldiers march in darkness.

(a centipede)

7

Wise counselor, older than words.
Speak to the king, but remember
If you take the throne,
The kingdom falls
Though your only desire
Is for it to stand.

(fear)

8

No wind, yet her hair flows.
No hope, but her hands reach.
Her path is straighter than ours.
If she turned
She could see the end.

(a climber, falling)

9

In the dark, I sleep.
In the light, I move with you
Yet I stand quite still.
Do you fear to look at me?
Why? I cannot harm you.
I can only tell the truth.

(a mirror)

10

A red gift in a white case.
A white case with no hinge.
Made in the dark.
Ah, what a delight
To find, to hold, to open.
When the other gifts are gone.

(bone marrow)

11

A bright bird lives over a pond.
If the pond dries.
The bird dies.
And if the bird dies.
You may die.

(a lantern with oil)

12

Who is the dark one,
Who swallows wood and water,
Whose body can be felt,
Who flees from sunlight?

(fog)

13

Cut me and I heal.
Beat me and I dance.
Burn me and I fly to heaven.

(water)

14

Outrun me for one day, two, three
I will catch you in the end.
You will not see me coming
Though you feel my approach.

(sleep)

15

Who flays herself, yet lives?
Who has no feet, yet walks?

(a snake)

16

You carry me everywhere,
Though I grow no heavier.
I am easy to hide from strangers.

(your name)

17

Empty eggs, never leave the nest.
Crack one, hatch pain.
Crack two, hatch darkness.

(eyeballs)

18

What has wings but cannot fly?
Legs but cannot walk?
Eyes but cannot see?

(a dead bird)

19

Scar me, and I help you.
When I speak, everyone knows.
I hold a secret inside.
Yet I sleep in your pocket.

(flint)

20

I speak all languages.
And live in many places.

(an echo)



HERALDIOBEASTS

A monster's presence can be a symptom of a larger issue. Has the balance of nature (a slow evolutionary arms race or a settled divine order) been disrupted by the sudden appearance of people and their works? Fences march across nesting grounds, axes bite into trees, roads cut across mountains, hunters scatter prey. Creatures caught by surprise may react in ways deemed monstrous.

Alternatively, some creatures in this chapter may be deliberate monstrosities. Their fearfulness, bloodlust, and appearance were crafted to inspire dread and bolster the power of their creator.

I said in my heart with regard to human beings that God is testing them to show that they are but animals. For the fate of humans and the fate of animals is the same; as one dies, so dies the other. They all have the same breath, and humans have no advantage over the animals; for all is vanity.

All go to one place; all are from the dust, and all turn to dust again. Who knows whether the human spirit goes upward and the spirit of animals goes downward to the earth?

So I saw that there is nothing better than that all should enjoy their work, for that is their lot; who can bring them to see what will be after them?

—Ecclesiastes 3:18-22, NRSV trans.

1d10	Cross-Reference Omen	Cross-Reference Encounter	2d6
1	Flying wood chips, gurgling barks, hair-raising updrafts.	1 Kamaitachi (pg. 232) furiously pursues 1 Questing Beast (pg. 108). Half playful, half territorial.	2-3
2	Earthshaking roars, scything scales, earsplitting shrieks.	1 Sea Serpent (pg. 275) battles 1 Hydra (pg. 106). Demolishing the landscape.	4
3	Frustrated roars, flashes of red and blue light, musk and stale urine.	1 Lion pinned by the gaze of 2d6 Strong Toads (pg. 108). Lion wants to flee. Toads want revenge, dimly.	5
4	Snuffling, furtive hand signals, thick feathers, irritated whispering.	2d6 Adventurers (pg. 12) execute their plan to capture 1 Owlbear (pg. 107) using a net. Likely to end in disaster.	6
5	Honking barks, clucking, smell of wet leather and chalk.	2d6 Seals (pg. 277) bask among 2d6 tolerant Cockatrice (pg. 104). Distance carefully maintained.	7
6	Slimy vegetation, smell of acid and rotten fish, eyeshine in treetops.	1 Panther (pg. 266) patiently stalks a herd of 2d6 Catoblepas (pg. 102).	8
7	Scales, rivulets of grey sand, aura of solemnity.	2d6 Elemental Spirits (pg. 127) fuss over 1 placid Basilisk (pg. 101).	9
8	Warbling grunts, rustling grass, churned soil, heaps of dung.	2d6 Herd Lizards (pg. 113) graze cautiously as 1 Griffon (pg. 105) prepares to charge a weak member.	10
9	Thumping footsteps, sucking mud, sloshing, smell of beef soup.	1d6 Chaos Frogs (pg. 207) stitch the final details on 1 Chimera (pg. 103).	11
10	Cacophony of bellows and hisses, uprooted tree, fleeing birds.	1 Colossal Ape (pg. 118) roars at 1d6 coiled Wurms (pg. 109). Feud over territory boundaries.	12

Monsters	Hit Dice
Strong Toad	2
Cockatrice	4
Griffon	5
Owlbear	5
Catoblepas	6
Basilisk	7
Hydra	6+1d8
Chimera	9
Questing Beast	9
Wurm	15

1d10	Proverbial Attributes
1	As subtle / deadly as a Basilisk.
2	As loathsome / odorous as a Catoblepas.
3	As mismatched / contrived as a Chimera.
4	As ill-begotten / poisonous as a Cockatrice.
5	As proud / adaptable as a Griffon.
6	As immortal / bloodthirsty as a Hydra.
7	As mad / jealous as an Owlbear.
8	As quick / untameable as a Questing Beast.
9	As stubborn / gormless as a Strong Toad.
10	As strong / hungry / thick as a Wurm.

Heraldic Beasts

Random Encounters

1d10 Omen	Encounter
1 Crunching sand, statue fragments.	1 Basilisk (pg. 101) sweeps its head from side to side.
2 Reek of decay, uprooted plants.	2d6 Catoblepas (pg. 102) snuffle and feast.
3 Discordant howls, uncertain tracks.	1 Chimera (pg. 103) vents its agony at the world.
4 Clucking scratches, acrid smell.	1 Cockatrice (pg. 104) hunts for insects. Quick jerky motions.
5 Squawking, tangled footprints.	1 Griffon (pg. 105), posed with magnificent confidence.
6 Chorus of hisses, snapping jaws.	1 Hydra (pg. 106) on the edge of its lair.
7 Retching coughs, feathers, hooting.	1 Owlbear (pg. 107) smashes through the scenery.
8 Quavering trees, furrows, barking.	1 Questing Beast (pg. 108) hurtling forward at top speed.
9 Croaking, flashes of blue and red light.	2d6 Strong Toads (pg. 108), surly and damp. Fixate on movement.
10 Deep rumbling, cloud of dust.	1 Wurm (pg. 109) bursts from the ground.

1d10 Combined Omen	Combined Encounter	2d6
1 Grunting, snuffling, flicking forked tongues, flies.	1 Hydra (pg. 106) monitors a herd of 2d6 grazing Catoblepas (pg. 102).	2-3
2 Scrambling feet, snarling, hissing, creak of stressed stone.	1 Basilisk (pg. 101) pursues 1 Questing Beast (pg. 108). Temporarily slowed by near petrification.	4
3 Flapping wings, discordant caterwauling, smell of damp fur.	1 Griffon (pg. 105) squawks in alarm at 1 Chimera (pg. 103). Confused and dismayed.	5
4 Pulses of blue and red light, slime globules, uprooted trees.	2d6 Strong Toads (pg. 108) pin 1 Wurm (pg. 109) in place. Unstable equilibrium.	6
5 Hoots, claw marks, tufts of feathers and drops of blood.	1 Owlbear (pg. 107) brawls with 1 Griffon (pg. 105). Scuffles, pursuit, then further swipes.	7
6 Peeps and warbles, heaps of gravel, bits of unusual masonry.	2d6 Cockatrice (pg. 104) hop around 1 sleeping Basilisk (pg. 101) and occasionally peck at scale parasites.	8
7 Concert of groans, whistling hoots, yellow eyes, smell of rotting meat.	2d6 Catoblepas (pg. 102) wheeze moistly at 1 Owlbear (pg. 107) trapped up a tree.	9
8 Claw marks, fleeing vermin, severed limbs, shrieks of pain.	1 Chimera (pg. 103) and 1 Hydra (pg. 106) rampage together. A paired plague, unleashed or unsealed.	10
9 Slurping, panicked croaks, patter of feet, excited barks.	1 Questing Beast (pg. 108) merrily stalks and devours 2d6 Strong Toads (pg. 108). Mostly immune to their rays.	11
10 Flying phlegm, trembling earth, furrows, acidic fumes.	1 Wurm (pg. 109) sniffs and roars at 1 unruffled Cockatrice (pg. 104). Unsure if edible, unwilling to risk it.	12

1d10 Where They Find You (Out Of Doors)	Minor Creatures	Unnatural Origin
1 Eerie cliff. Tempting winds.	Flying fist-sized snail.	Ambitious but foolish wizard.
2 Shredded barn. Drifts of hay.	Hare with antlers.	Violated conjugal taboo.
3 Sand dune. Unstable footing.	Irritable two-headed viper.	Elaborate incubation chain.
4 Mud craters. Burbling steam vents.	Arm-sized pink earthworm.	Natural but very rare.
5 Sucking mire. Still water, biting flies.	Seven-legged aquatic goat.	Intermittent portal.
6 Clearcut grove. Stumps, roots.	Rolling hoop-snake.	Echoes of an ancient curse.
7 Chipped obelisk. Weathered carvings.	One-winged spiral-flying bird.	Drifting star-egg.
8 Salt flats. Blinding reflections.	Stone-plated crab.	Wild ecological spasm.
9 Ceremonial tree. Hanging banners.	Lazy cat-faced serpent.	Prank of the gods.
10 Stagnant lake. Reeds, algae.	Duck-billed venomous beaver.	Overly imaginative illustrator.

1

Basilisk

Appearing: 1, clutches of 2d6

HD: 7 (32 HP)

Appearance: a large grey eight-legged lizard with a flat crocodile head full of teeth. Glowing green eyes.

Voice: silent. Occasional hissing.

Wants: food, warmth.

Morality: uncomplicated.

Intelligence: foggy but cautious.

Armour: as plate.

Move: ½ normal.

Morale: 8

Damage: see below.

The gaze of a Basilisk turns flesh to stone. If the Basilisk just glances at a creature, the only effect is a slight sensation of pressure. If it focuses on a creature for one round, the target's limbs become heavy, slow, and grey. They can Save to restore movement. If they fail, they are rooted in place and count as an immobile target for the purposes of attacks. This effect ends if the Basilisk looks away.

If the Basilisk stares at a target for a second consecutive round, the target must Save or turn to stone. If they pass, they are still rooted in place (as above). In sunlight, the Basilisk's power has a range of 100'. In darkness, the range is reduced to 30'.

Each round, a Basilisk can make one of the following attacks.

1. Charge

The Basilisk makes a 50' charge attack. The Basilisk will try to charge partially petrified targets first. It can maintain its stare during a charge. On a hit, the target is shattered and devoured (if stone) or takes 1d8+2 damage and is knocked prone (if flesh).

2. Lizard Frenzy

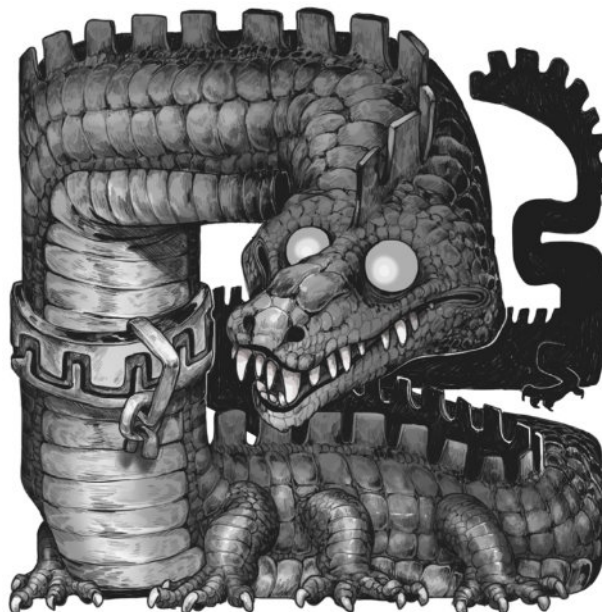
All adjacent targets take 1d6 damage and must Save or be knocked prone. The Basilisk cannot maintain its stare during this attack.

3. Tail Strike

1d8+2 damage, and the target must Save or be flung 10' in a random direction. On a miss, the target still takes 1 damage. The Basilisk can maintain its stare at a different target during this attack.

Born from a serpent's egg incubated by a cockerel, the Basilisk is a languid lizard. When hungry or irritated it kills without remorse. Well fed Basilisks are rarely aggressive.

Treasure: the throat glands of a Basilisk contain two stone-to-flesh potions. Eggs or hatchlings, while rare, are worth 1,000gp.



1d10 Basilisk Variants

- 1 Spiked. Razor-sharp quills on all sides.
- 2 Statuesque. Looks just like a boulder.
- 3 Radiator Fan. Huge orange-red frill on back.
- 4 Aquatic. Upturned nostrils, mossy hide.
- 5 Sacrificial Tail. Falls off after 5 damage.
- 6 Feathered. Just lightly, in a few regions.
- 7 Speckled. False glowing green eyespots.
- 8 Bouncing. Great eight-legged leaps.
- 9 Cobra-Hooded. Flares when threatened.
- 10 Chameleon-Eyed. Can stare at 2 different targets each round. Widely feared.

1d8	Instead of a Lizard	Instead of Stone
1	Salamander. Slithering.	Glass.
2	Brass bull. Furnace guts.	Coal.
3	Giant weasel. Vicious.	Tumours.
4	Wicker and clay golem.	Wood.
5	Stunted cyclops. Petty.	Iron.
6	Fibrous root vegetable.	Turnips.
7	Frost-clad white bear.	Ice.
8	Burning haloed meteor.	Salt.

MENU

Flavour: cross between chicken and fish.

Notes: cooking, salting, boiling, or seasoning the meat gives -1 to the roll below. Best to throw it away.

1d10 Result

- 1 Chip a tooth. Save or take 1 damage.
- 2-9 Suspicious but tasty. No extra effect.
- 10 Delicious Flank of Lizard. Heal 1 HP and restore sensation to numbed limbs.

2

Catoblepas

Appearing: slouching herds of 2d6

HD: 6 (27 HP)

Appearance: a hideous amalgam of ox and warthog. Heavy snuffling head, thick bristled-covered neck.

Voice: quiet grunting.

Wants: to eat grass and water-plants.

Morality: sorrowful.

Intelligence: depressed indifference.

Armour: as chain.

Move: ½ normal.

Morale: 9

Damage: see below.

Each round, a Catoblepas can make one of the following attacks.

1. Gaze

The Catoblepas lifts its ponderous shaggy head and stares at a target within 100'. The target must Save or die. It will only do this if the target is making a lot of noise, has damaged the Catoblepas, or approaches within 10'. It cannot perform this attack on two consecutive rounds.

2. Noxious Breath

The herbs and grasses fermenting in the Catoblepas' stomach produce caustic vapours. It exhales a 30' cone of green-yellow gas. Living targets must Save or take 1d6 poison damage, plus 1d4 poison damage on the subsequent round.

3. Tail Strike

1d8 damage, Save or be knocked prone.

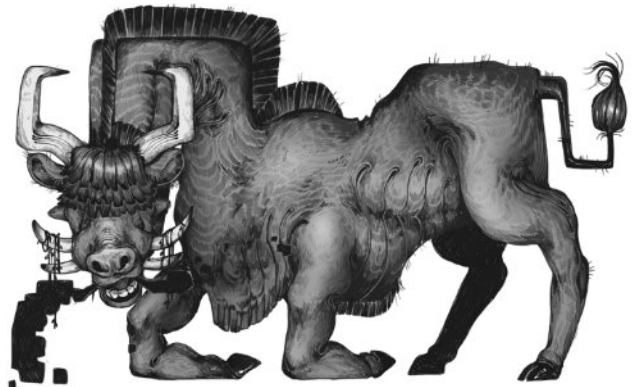
4. Gore

The Catoblepas makes a melee attack with its flaking tusks. On a hit, the tusks deals 1d6 damage.

If the Catoblepas is below half health (13 HP), it makes makes 2 attacks per round instead of 1.

The loathsome Catoblepas inhabit isolated marshes and dismal swamps, wreathed in reeking gas to drive away flies and predators. They shuffle through the world avoiding the haunts of humans, for whenever people and the Catoblepas meet, death is certain.

Treasure: none. The hide is too thick and greasy to tan, the guts are poisonous, and even the bones flake and crumble.



1d10 Catoblepas Variants

- | | |
|----|--|
| 1 | Yak-horned, reeks of butter and tar. |
| 2 | Goat-eyed, sly and duplicitous. |
| 3 | Moss-furred, like a walking hillock. |
| 4 | Parasite-bearing, full of worms and sores. |
| 5 | Wily, scarred and cautious. |
| 6 | Primordial, enormous and ancient. |
| 7 | Domesticated, bears an ancient collar. |
| 8 | Oily, hair coated in reeking sludge. |
| 9 | Carnivorous, red eyes and sharp teeth. |
| 10 | Aquatic, rubbery skin and small ears. |

1d10 Why Is This Catoblepas Worth Fighting?

- | | |
|----|--|
| 1 | Heading straight for a riotous wedding. |
| 2 | Pursued by a much more dangerous beast. |
| 3 | The locals are starving and desperate. |
| 4 | Keeps killing sheep and horses. |
| 5 | Blocking a vital road. |
| 6 | Ate the tax-collector's purse. |
| 7 | Don't want it breathing near the beehives. |
| 8 | Prove you're a true warrior. |
| 9 | Drunken dare gone wrong. |
| 10 | Revenge for an accidental killing. |

MENU

Flavour: beef dipped in motor oil and then rolled in sawdust. The entire creature is made of off-cuts and trimmings.

Notes: cooking or seasoning the meat gives -1 to the roll below. Best just to throw it away.

1d10 Result

- | | |
|------|--|
| 1-2 | Heavy Head. Skull turns to stone for 1d6 days. Save. If failed, permanent. Can still move and function, but neck becomes very sore. Cannot swim. |
| 3-5 | Squishy. Bite into a pocket of unpleasant texture or flavour. Vomiting and nausea cancel any benefit from the meal. |
| 6-10 | It's Just Awful. No extra effect. |

3

Chimera

Appearing: 1

HD: 9 (40 HP). Each head has 10 HP.

Appearance: a fusion of three beasts. See the table below.

Voice: hideous harmony of animal roars.

Wants: to eat, maim, burn, and kill.

Morality: rampaging mindless cruelty.

Intelligence: bright in bursts, but the heads cannot agree on complicated courses of action.

Armour: as chain.

Move: normal and / or fly and / or swim.

Morale: 10

Damage: see below.

Each round, each of the Chimera's intact heads can make the attack listed.

1. Left Head and Hindquarters

2 bludgeoning attacks (1d4 damage each).

2. Centre Head and Forequarters

2 claw attacks (1d6 damage each) and a bite attack (1d8 damage).

3. Right Head and Tail

There is a 50% chance each round that the right head will make a breath attack. 50' line, 3d6 damage, Save for half. Damage type varies based on the breath type. If the right head does not make a breath attack, it makes a bite attack (1d8+2 damage).

Chimeras often will fight until destroyed, but may suddenly decide to flee or attack easier targets.

War-beasts forged by wizards or created in magical accidents, Chimeras plague the world. Their heads rarely agree unless in imminent danger.

Treasure: Chimeras are stitched together with 50gp worth of magical thread. Their intact remains can be sold to collectors for at least 200gp. The stranger the better.



MENU

Flavour: varies depending on what part you are eating, but always crackles and drips with magic.

Notes: to roll on the table below, eat the heart or a large piece of all composited creatures. Anyone who eats part of the Chimera instinctively knows to eat the heart.

1d10 Result

1-3	Chimera Breath. Save or die. If you survive, you can breathe puffs of the chimera's breath type once per hour. Enough to light a candle, melt a plate, or scorch a doorknob.
4-6	Chimera Sense. Gain +1 Wisdom. Your pupils become geometric shapes.
7-9	Chimera Rage. Gain +1 Strength. You must Save to retreat from combat.
10	Chimerical form. Gain 2 additional heads (roll on the table below) and a massive ego. The heads like you as much as siblings do. Your HP and mass increase by 50%.

1d6 1d10	Left Head and Hindquarters Of A...	Centre Head and Forequarters Of A...	Right Head and Tail Of A...	That Breathes...	Wings Of A...
1	Goat	Lion	Viper	Fire	Bat
2	Ram	Tiger	Iguana	Lightning	Eagle
3	Ox	Leopard	Crocodile	Acid	Housefly
4	Boar	Panther	Tadpole	Ice	-
5	Cow	Lynx	Cobra	Poison Gas	-
6	Horse	Housecat	Newt	Boiling Water	-
7	Gorilla	Wolf	Ferret	Sand	Pigeon
8	Venus Fly-Trap	Ostrich	Dog	Glass Shards	Butterfly
9	Mantis	Elephant	Shark	Blood	Manta Ray
10	Snail	Tortoise	Eel	Grease	-

4

Cockatrice

Appearing: 1 straggler, flocks of 2d6

HD: 4 (18 HP)

Appearance: a frilled chicken with a snake's neck and tail. Brown feathers, green or yellow scales.

Voice: angry clucking.

Wants: to eat seeds.

Morality: foggy but irritable.

Intelligence: much like chickens, Cockatrice are capable of thinking only in “?” and “!” and “...”.

Armour: none.

Move: normal, flutter ½ normal.

Morale: 6

Damage: 1 damage peck. Also, see below.

The touch of a Cockatrice turns flesh to stone. If an attack strikes flesh, the target must Save. If they fail, the limb is coated in a thin but rapidly growing layer of stone. An affected target can spend 1 round removing the stone (with a dagger, glove, or torch). If they don't, or if they try to use a bare hand, they are turned into stone on the subsequent round. A Cockatrice's corpse possesses this power for 1 hour after its death.

Born from a cockerel's egg incubated by a serpent, the small but sturdy cockatrice possesses a fearsome defense mechanism. They are rarely vicious, though their feeble minds and tendency to panic can lead to disasters. Wizards frequently breed them as meals or curiosities.

Treasure: the crop of a Cockatrice contains 1d10gp worth of small rubies, generated naturally from purified re-petrified blood. The throat-glands of a cockatrice are a vital ingredient in *stone-to-flesh* potions. If carefully removed and used immediately, there's a 50% chance they can de-petrify a person.



1d10 Why Are These Cockatrice Here?

- 1 Annual migration route. Agitated and tired. A mad wizard proved that Basilisk eggs, passed through a reversifying glass, hatch
- 2 Cockatrice. Accidentally petrified by own creations before publication. Tower infested with the things.
- 3 Botched experimental farm. 1 petrified farmer, 1d6 petrified farmhands up in the hills. Grateful but destitute if revived.
- 4 Evil wizard turned into a snake, hatched a whole brood of remarkably dim and disobedient Cockatrice-children.
- 5 Natural nesting ground. The locals like them because they keep predators and bandits away. Sale on wooden tongs, stilts.
- 6 Underground golem-farm full to bursting. Cockatrice ejected from metal air shaft.
- 7 An attempt to out-do peacocks as fashionable lawn decorations. Bounty from the local nobility for their safe return.
- 8 Rascally urchins cursed by a witch for hugging her and doing good deeds.
- 9 Attempt to breed Triceacocks successful; touch turns stone and metal to flesh. Sadly, they're mixed in with regular Cockatrice.
- 10 Travelling chef-convoy on way to noble court ambushed by bandits. Everyone petrified. Cockatrice eating the grain and rare herbs.

MENU

Flavour: chicken with hints of metallic grease.

Notes: 1 hour after death, the flesh of a Cockatrice loses all magical properties. If eaten before then, it induces immediate petrification unless cooked over a pure coal or wholly magical fire. Some wizards, farmers, and scholars know this.

1d10 Result

- | | |
|-----|---|
| 1 | Not Cooked All The Way Through. Automatically petrified for 1d20 hours. |
| 2-9 | Marvellous! It's so juicy! Heal fully and gain +1 permanent HP. |
| 10 | A Meal Fit For A King. As Marvellous, but Save or pass out for 10 minutes from sheer gustatory delight. |

5

Griffon

Appearing: 1 hunter, flocks of 2d6

HD: 5 (23 HP)

Appearance: a fusion of two or more beasts. See the table below.

Voice: screeching, trumpeting, clucking, whinnying.

Wants: to eat flesh, raise young.

Morality: focused but steerable rage.

Intelligence: varies widely. Somewhere between a lizard and an elephant.

Armour: as leather.

Move: normal. Component parts may add different movement modes.

Morale: 9

Damage: 1d4 claw / 1d4 claw / 2d6 bite.

Humans are troublesome prey. Griffons prefer to pursue horses or other beasts, striking suddenly and dragging their victim back to their lair.

Some say that Griffons are fusion-beasts crafted by ancient sorcerers. Some say that all modern creatures were cleaved from a primordial source, and Griffons are merely uncleftish leftovers.

Griffons can be trained to serve as mounts or guards, but require constant attention and fresh food.

Treasure: none. Eggs are worth 2,000gp. Hatchlings (1 HD) are worth 5,000gp. A typical nest has 1d4 eggs or hatchings.



MENU

Flavour: medley of the component creatures.

Notes: despite their unnatural origins, Griffon flesh has no unnatural effects. It contains fine grit that polished armour, swords, and teeth.

1d10	Head Of A...	Body Of A...	Wings Of A...	Hindquarters Of A...	Canonical Name
1	Eagle (Excellent Sight)	Lion (+10 HP)	Eagle (Fly 2x normal)	Lion (No Effect)	Griffon
2	Eagle (Excellent Sight)	Horse (No Effect)	Eagle (Fly 2x normal)	Horse (Move 2x normal)	Hippogriff
3	Elephant (Very Intelligent)	Lion (+10 HP)	-	Lion (No Effect)	Gajasimha
4	Horse (Easy to Train)	Lizard (Armour as plate)	Dragon (Fly 2x normal)	Horse (Move 2x normal)	Longma
5	Horse (Easy to Train)	Horse (No Effect)	Rooster (Fly ½ normal)	Rooster (No Effect)	Hippalectryon
6	Fox (Cunning Tactics)	Lion (+10 HP)	-	Wolf (Morale 11)	Enfield
7	Hound (Usually Friendly)	Peacock (No Effect)	Peacock (Fly ½ normal)	Lion (No Effect)	Simurgh
8	Serpent (Save or die venom)	Leopard (No Effect)	-	Leopard (Climb normal)	Serpopard
9	Lion (+2 Morale)	Fish (No Effect)	-	Fish (Swim 2x normal)	Merlion
10	Horse (Easy to Train)	Horse (No Effect)	-	Fish (Swim 2x normal)	Hippocampus

6

Hydra

Appearing: 1

HD: 6+1d8 (48+8×1d8 HP). A Hydra always has 8 HP per HD. Each head has 8 HP. Its body has 16 HP.

Appearance: a large stump-legged reptile with 4+1d8 snake-like heads. Green-brown, mottled, fanged.

Voice: hissing chorus. Occasional screams.

Wants: to eat flesh, rampage.

Morality: pure, clear, uncompromising anger.

Intelligence: dim as snakes.

Armour: as chain.

Move: normal.

Morale: 10

Damage: 1d8 bite per intact head.

It takes 8 damage to destroy or sever a Hydra's head.

Treasure: none. Lairs may contain 200×1d10gp in lightly chewed coins.

HYDRA REGENERATION

Applies to some variants. If a head is destroyed, 2 new heads (+2 HD, +16 HP, +2 bite attacks per round) regrow in 1d4 rounds unless fire or acid is applied to the stump. 12 heads is a sensible maximum number, but giant scaled spheres of heads are an entertaining option. Excess heads will eventually starve, wither, and fall off.

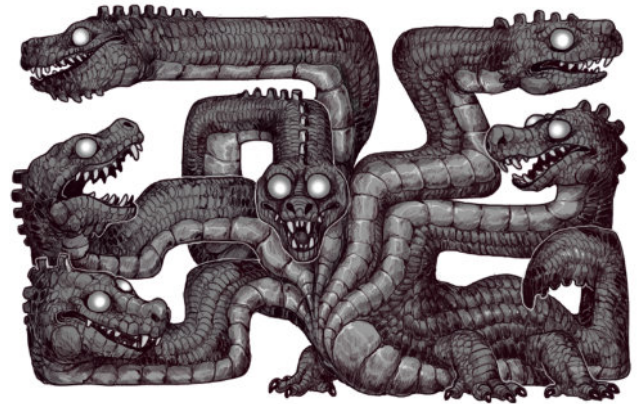
MENU

Flavour: acidic, fish-like, and greasy. The thick black blood of the Hydra coats everything.

Notes: if the Hydra does not regenerate its heads, its meat has no unnatural effects. If the Hydra regenerates, roll on the table below.

1d10 Result

- | | |
|-----|---|
| 1-2 | Horribly Painful Death. The hydra's desire to live overwhelms you. In 1 round, burst. |
| 3-4 | Delayed Horribly Painful Death. As above, except in 1d6 days. |
| 5-6 | Regeneration. You are fully healed, cured of all diseases, and regrow all missing limbs or features. |
| 7-8 | Hydra's Venom. You grow a pair of deadly poisonous fangs. Your bite deals +2d6 poison damage. |
| 9 | Hydra's Power. As Hydra's Venom, except also permanently gain +1 Strength and Dexterity. |
| 10 | Hydra's Blessing. As Hydra's Power, except you also regenerate 1d6 HP per round. If you lose a limb, you regenerate it in 1d6 days. If decapitated, Save to regrow two new heads. |



1d10 Hydra Variants

- | | |
|----|--|
| 1 | Regenerating Hydra. Has Regeneration. Sand Hydra. 10% chance to have |
| 2 | Regeneration. Pebble skin. Hides in gravel or sand. Immune to bludgeoning damage. Ancient Hydra. Has Regeneration. Wily, uses tactics. Covered in scars. Fears fire and acid. Hunts in the rain. |
| 3 | Cave Hydra. 50% chance to have |
| 4 | Regeneration. White, sightless, soft. Armour as leather. Hunts by smell. Pyrohydra. 10% chance to have |
| 5 | Regeneration. Each head can breath fire twice per day, up to 4 heads per round. 40' cone, 2d6 fire damage, Save for half. Immune to fire. |
| 6 | Thunder Hydra. 10% chance to have Regeneration. Each head can spit lightning once per day, up to 4 heads per round. 100' line, 2d12 lightning damage, Save to dodge. Immune to lightning. |
| 7 | Centipede Hydra. 50% chance to have Regeneration. Move 2x normal. |
| 8 | Tail Hydra. 50% chance to have Regeneration. Instead of multiple heads, multiple tails (no changes to stats, makes whip tail attacks, may regrow tails). |
| 9 | Dancing Hydra. 10% chance to have Regeneration. Instead of making any attacks, can spent entire turn swaying and singing. All living creatures who can both see and hear the Hydra must Save or dance uncontrollably for 1d4 rounds. Eats poor dancers first, good dancers last. |
| 10 | Contagious Hydra. Regenerates. Any bite attack that deals 7 or 8 damage to a living creature embeds a Hydra head in the wound. The head makes a Hydra bite attack each round against the host or an adjacent target. Heads have Regeneration. |

7

Owlbear

Appearing: 1, or family-conventicles of 2d4.

HD: 5 (23 HP)

Appearance: a feathered and beaked bear.

Voice: train-whistle hoot-scream.

Wants: to devour and destroy, to defend their territory.

Morality: maniacal rage.

Intelligence: cunning as a bear, but with the singular focus and commitment of an owl.

Armour: as chain.

Move: 2x normal.

Morale: 11

Damage: 1d8 claw / 1d8 claw / 1d12 bite. If both claw attacks hit the same target, the bite attack automatically hits.

Owlbears charge from concealment, smash one target, and try to drive off or scatter others. They move in murderously straight lines. Wounded Owlbears almost invariably fight to the death.

Possessed of a bear's strength, an owl's fixations, and lunatic dreams, Owlbears stalk every part of the world. By the light of the full moon, Owlbears enviously devour birds, renew their territory markers, and attack anything they see, even other Owlbears.

Treasure: none.



MENU

Flavour: sticky black flesh, like treacle with tendons.

Notes: if cooked over a pure coal or wholly magical fire, gain +2 to the roll on the table below.

1d10 Result

1-2	Parasites. Save. If you pass, permanently lose 1d6 Constitution and vomit up a knot of black tar and owlbear parasites. If you fail, take 1d6 poison damage per round until you are cured or die in agony.
3-4	Sticky Meat. Save. If you fail, lose all benefits from the meal and spend the rest of the day coughing up lumps of black tar.
5-6	Black Teeth. They are permanently stained.
7	Delicious! Heal fully.
8	Owlbear's Sight. Can see 50' in near-total darkness for the next 1d6 hours.
9	Owlbear's Strength. Gain +2 Strength for the next 1d6 hours.
10	Fortified. Permanently gain +2 Strength and +2 HP. You grow a few feathers or quills.

1d10 Territory Markers Of The Owlbear

1	Dry log-sized pellets full of bones.
2	Shredded gnawed tree stumps.
3	Deep scratch marks on stone cliffs.
4	Splattered black bile.
5	Desiccated corpse fragments in trees.
6	Mangled songbirds and smashed nests.
7	Freshly excavated dustbath pit.
8	Crescent of carefully placed stones.
9	Heap of meticulously cracked bones.
10	Streaks of bitter yellow musk.

1d10	Feathers	Eyes	Face Shape	Moods Of Madness
1	Brown and black.	Yellow iris.	Moustache and brows.	Melancholic hooting.
2	Orange, grey, and white.	Pure black.	Flat eerie oval.	Bloodthirsty screaming.
3	Rings of grey and blue.	Bloodshot blue.	Deeply sunk eye sockets.	Silent twitching turns.
4	Rippling black and white.	Red-ringed and small.	Tufted fur horns.	Bilious vomiting.
5	Snowy white.	Orange iris.	Narrow hateful hatchet.	Manic digging.
6	Brown with white stripes.	Pale green iris.	Triple feather horns.	Wide-eyed shivering.
7	Mottled dark grey.	Milky white.	Startled. Broad cheeks.	Painful whistling.
8	Sandy beige.	One empty socket.	Paired cones of feathers.	Frantic circular pacing.
9	Brown and white.	Glowing red.	Enraged black eyebrows.	Cold critical evaluation.
10	Speckled white and tan.	Deep indigo.	Winged eyeliner.	Duplicitous birdsong.

8 Questing Beast

Appearing: 1

HD: 8 (36 HP)

Appearance: the head and neck of a serpent, the body of a leopard, and the hindquarters of a deer.

Voice: a horrific cacophony like thirty excited hounds. Only silent while drinking or sleeping.

Wants: to hunt, to torment **Knights** (pg. 21).

Morality: serpentine and devious.

Intelligence: instinctual and uncomplicated.

Armour: as chain.

Move: 2x normal over all terrain. 80% chance to escape any trap, entanglement, net, or snare.

Morale: 9

Damage: 1d12 mildly venomous bite.

A Questing Beast moves with unnatural grace. It will bait pursuers by stopping occasionally, luring them into dangerous situations or separating them from help before turning, fangs bared, and attacking. It hunts persistence predators.

If slain, 2d10 wriggling Questing Beast larvae (1 HP, kitten-sized, sightless but very fast) burst from the creature's belly and scatter. They cannot be tamed.

Treasure: the hide of a Questing Beast is worth 1,000gp and confers great prestige.



MENU

Flavour: greasy beef with streaks of white fat.

Notes: Questing Beast meat leaps off the fork or pan.

1d10 Result

1-4	The Twitches. Lose 2 Dexterity for the next 1d6 hours.
5-8	Renewed. Cured of all diseases, curses, or harmful mutations.
9-10	A Paragon of Virtue. Permanently gain +2 to 2 random stats. Reduce all incoming melee damage by 1. Reroll failed Saves against Fear or mind-altering effects.

Strong Toad 9

Appearing: knots of 2d6

HD: 2 (9 HP)

Appearance: a dog-sized toad with a turtle's shell. Glows a phosphorescent green at night.

Voice: deep croaking when not observed.

Wants: to eat insects, to spawn more toads.

Morality: surly but not vindictive.

Intelligence: very dim. Takes at least 1 round to process any unexpected event.

Armour: none.

Move: ½ normal, swim normal.

Morale: 7

Damage: see below.

Each round, a Strong Toad can make one of the following attacks. 200' range.

1. Pull

The Strong Toad's eyes glow red. One target is pulled towards the toad. Insect-sized targets are yanked 30' per round directly into the Strong Toad's mouth. Human-sized targets are pulled 10' per round, but, if aware of the effect, can plant their feet and resist the toad's pull. Larger targets can move at ½ speed away from the Strong Toad and 2x speed towards the toad.

2. Push

The Strong Toad's eyes glow blue. One target is pushed away from the toad. Insect-sized targets are flung 30' per round. Human-sized targets are pushed 10' per round, but, if aware of the effect, can plant their feet and remain stationary. Larger targets can move at 2x speed away from the Strong Toad and ½ speed towards the toad.

Multiple Strong Toads can combine their powers on the same target, but they prefer to choose different threats or meals. Opposing powers cancel each other out. The bite of a Strong Toad deals no damage, but they can push threats into pits or over cliffs. Strong Toad powers work on other Strong Toads, so groups exist in an uneasy state of continual tension.

Treasure: none. If captured alive, Strong Toads are worth 50gp to fringe wizards. Using them in traps or flying machines is possible.

MENU

Flavour: fishy chicken.

Notes: Strong Toad meat has no unusual properties, but it is absolutely delicious when served with butter and garlic.

Appearing: 1, or very rarely 2d4.

HD: 15 (68 HP)

Appearance: an eyeless segmented worm up to 10' in diameter and up to 80' long.

Voice: slobbering wheeze.

Wants: to eat delicious meat.

Morality: irrelevant.

Intelligence: barely aware. Wurms hunt by sound.

Armour: none. All attacks automatically hit the Wurm. All incoming damage is reduced by 4.

Move: normal, burrow normal.

Morale: 11

Damage: see below.

Each round, a Wurm can make one of the following attacks.

1. Devour

The Wurm bites a single target. On a hit, the target takes 2d8 damage and must Save or be swallowed. Swallowed creatures take 2d6 acid damage per round, but can try to cut their way out of the Wurm. Cutting a hole in the Wurm requires 20 damage. The Wurm's damage reduction does not apply against attacks made by swallowed creatures.

2. Thrash

The Wurm rolls from side to side. All adjacent targets take 1d8 damage and must Save or fall prone.

3. Special Attack

See the table below.

Wurms tunnel through earth and stone. They emerge to devour flocks of cattle or unwary explorers. Wurm eggs are the size of apples. They hatch in 2d10 weeks. Larval worms have 5 HP, bite for 1d6 damage, and are considered a nuisance in all civilized lands.

Treasure: the guts of a Wurm contain 10×1d100gp in filth-encrusted coins, gold teeth, and jewelry. 2d6 Wurm eggs may also be present.



1d10 Wurm Lairs

- | | |
|----|---|
| 1 | Cavern at the bottom of a well. |
| 2 | Spiral tunnels gnawed through granite. |
| 3 | Hollow skull of a fallen titan. |
| 4 | Mazelike tunnels of a salt mine. |
| 5 | Moist limestone caves layered with bones. |
| 6 | Stump of a devoured tower. |
| 7 | Clay bank of a slow-moving river. |
| 8 | Windswept treeless peak. |
| 9 | Bog full of sinkholes and sucking mud. |
| 10 | Rotting wooden stockade. |

MENU

Flavour: chewy, fatty, and bland.

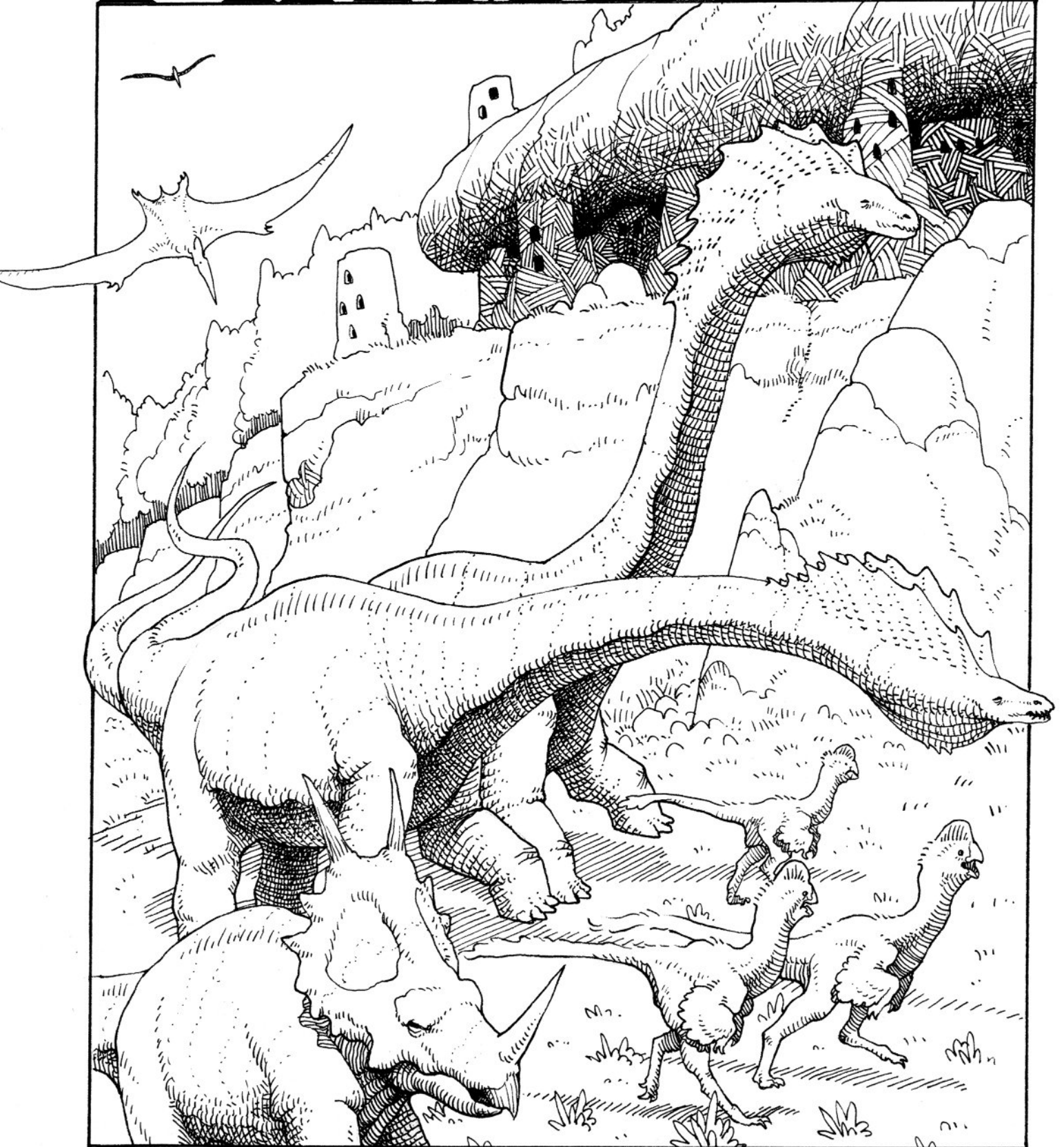
Notes: Wurm meat has no unusual properties, but it is both abundant and fragrant. A Wurm carcass will attract many scavengers.

1d10 Colour Special Attack

- | | | |
|----|--------|---|
| 1 | Red | Fire Breath. 50' cone, 3d6 fire damage, Save for half. |
| 2 | Orange | Water of Madness. 50' cone, Save or lose 2d6 Intelligence and Wisdom for 1d6 hours. |
| 3 | Yellow | Lashing Throat Tentacles. 50' range. On a hit, target takes 1d10 damage and is knocked prone. |
| 4 | Green | Oozing. Covers everything within 10' in sludge. 1d4 acid damage per round until washed. |
| 5 | Blue | Thunder. Creatures within 100' must Save or take 2d6 damage and go deaf for 2 rounds. |
| 6 | Indigo | Light Pulse. Sighted creatures within 100' must Save or be blinded for 2 rounds. |
| 7 | Violet | Poison Tail Stinger. On a hit, target takes 1d8 poison damage and must Save or die. |
| 8 | Black | Teleport Lurch. Wurm teleports up to 50'. 1 adjacent target takes 1d6 damage. |
| 9 | White | Parasite Injector Fangs. On a hit, target takes 1d8 damage and 1d6 subdermal Wurm eggs. |
| 10 | Silver | Magnetic Pulse. All iron objects within 100' are dragged 30' towards the Wurm's mouth. |

6

PRIMEVAL



Dinosaurs are grouped at the start of this chapter so they can easily be excluded from a setting. Some games or locations don't require anachronistic giant reptiles. In this case, it's necessary to sacrifice alphabetization for convenience.

Pterosaurs and plesiosaurs weren't technically dinosaurs, dinosaurs weren't technically lizards, and there's a good chance any two adjacent entries lived millions of years apart on different continents, but this isn't a factual book. If a creature in this chapter charges from the shrubbery, cladistics will be the last thing on the PCs' minds.

Genus names are included to amuse paleontologists and give GMs a few references to investigate. Looking up modern reconstructions of dinosaurs will inevitably lead to gratifying and wonderful discoveries. The past is extremely strange.

And so it is, and will be year on year,
Time in and out of date, and still on time
A billion grapes plunge bleeding into wine
And bursting, fall like music on the ear.

The snail that marks the girth of night with slime,
The lonely adder hissing in the fern,
The lizard with its ochre eyes aburn—
Each is before, and each behind its time.

—Djuna Barnes, *Pastoral*.

1d10	Cross-Reference Omen	Cross-Reference Encounter	2d6
1	Rubbery squeaking, muffled trumpeting and gurgling, dusty trails.	2d6 Rhinoceros (pg. 257) meander placidly, unaware of 1 ravenous Tyrant Lizard (pg. 115). Impending collision.	2-3
2	Bobbing glow, hissing, frantic scrabbling footsteps.	1 Alicanto (pg. 261) flees before a pack of 2d6 hungry Swift Lizards (pg. 114).	4
3	Leathery flapping, hideous howls, swooping shadows.	2d6 Thriae (pg. 213) scatter beneath the shadows of 2d6 Flying Lizards (pg. 113).	5
4	Blaring trumpets, trembling earth, denuded trees.	1d6 Elephants (pg. 252) graze among 1d6 Thunder Lizards (pg. 114). Majestic panorama.	6
5	Snapped spears, simple commands, trails of blood, dead dogs.	1 Bear (pg. 239) swats and bellows at 2d6 Cave People (pg. 117). Hunting expedition gone awry.	7
6	Tufts of matted fur, skittering, chorus of rasping shrieks.	1 swarm of tiny green lizard-like Murderous Crows (pg. 223) nip at 1 Ground Sloth (pg. 119)	8
7	Shifting grass, grunts, shredded bushes, swaying scaly backs.	1 tawny long-toothed Tiger (pg. 243) patiently stalks 2d6 Herd Lizards (pg. 113).	9
8	Buzzing, thick vines, smell of perfume, honey, and roast meat.	1 Peryton (pg. 94) drops a gold-laden corpse into a cluster of 2d4 Predatory Plants (pg. 119).	10
9	Insults punctuated by laughter, hurled trees, thunderous roars.	1 Young Dragon (pg. 79) taunts 1 Colossal Ape (pg. 118). Territory dispute over prominent ridge.	11
10	Chanting, incense and black smoke, crackle of lighting, flickering lights.	1 Alpha Mind (pg. 298), towed on a crude platform by 3d6 worshipful Troglodytes (pg. 120).	12

Monsters	Hit Dice
Cave Person	1
Troglodyte	2
Swift Lizard	3
Flying Lizard	4
Predatory Plant	6
Ground Sloth	8
Herd Lizard	15
Tyrant Lizard	16
Colossal Ape	25
Thunder Lizard	35

1d10	Reasons for a Time Disjunct
1	Lost valley, island, or plateau.
2	Catastrophic temporal reversal spell.
3	"Civilized" world is a tiny enclave.
4	Subterranean volcanic bubble realm.
5	Cursed item launched local area back in time.
6	Invasive species, accidentally introduced.
7	Vault-comet returned to deposit samples.
8	Ancient eggs, preserved in convenient mists.
9	Massive bonepit, fully resurrected.
10	Lich (pg. 49) building a theme park.

Primeval Random Encounters

1d10	Omen	Encounter
1	Droppings, wheeling shadows.	A flock of 2d6 Flying Lizards (pg. 113) descends, shrieking.
2	Honks, groans, and stomping.	2d6 Herd Lizards (pg. 113) waddle through the landscape.
3	Clicks and whistles, rustling grass.	A pack of 2d6 Swift Lizards (pg. 114), circling and testing.
4	Earthshaking footfalls, turning heads.	A majestic collection of 2d6 Thunder Lizards (pg. 114).
5	Hissing breath, clawed footprints.	1 Tyrant Lizard (pg. 115), hungry and eager to feast.
6	Hooting, grunting, gnawed fruit.	A tribe of 4d6 Cave People (pg. 117), curious and cautious.
7	Broken trees, reek of wet fur.	1 Colossal Ape (pg. 118) moves with eerie grace.
8	Deep barks, waft of algae.	1d6 Ground Sloths (pg. 119) lazily munches on greenery.
9	Sickly-sweet odour, whispering leaves.	1 Predatory Plant (pg. 119), gently moves on root tendrils.
10	Eyes in the dark, pit traps, clicking.	A hunting party of 2d6 ravenous Troglodytes (pg. 120).

1d10	Combined Omen	Combined Encounter	2d6
1	Sprinting hammerblow footsteps, crashing branches, screaming.	1 Tyrant Lizard (pg. 115) charges at full speed towards 1d6 terrified Cave People (pg. 117).	2-3
2	Honking, flickering shadows, leathery wingbeats, earsplitting roars, blood.	2d6 Flying Lizards (pg. 113) defend their nest from 1 wounded Colossal Ape (pg. 118).	4
3	Bleating, bellowing, trumpeting. Approaching wave of scaled flesh.	A stampede 3d10 of Herd Lizards (pg. 113) pursued by a pack of 1d4 Tyrant Lizards (pg. 115).	5
4	Tumbling vine fragments, smell of bleach and sap, whipping necks.	2d6 serene Thunder Lizards (pg. 114) nimbly uproot and toss 1d4 Predatory Plants (pg. 119).	6
5	Falling stones, rustling wings, snapping beaks. Coordinated shouts.	2d4 Cave People (pg. 117) try to avoid the attention of 2d6 Flying Lizards (pg. 119).	7
6	Sour chemical reek, shifting earth. Glowing eyes, war drums.	Swarm of 10×1d20 Troglodytes (pg. 120) boils from caves and tunnels to attack 2d6 Herd Lizards (pg. 113).	8
7	Flicking tails, trail of blood, demolished foliage.	2d6 Swift Lizards (pg. 114) leap and slash the back of 1 Thunder Lizard (pg. 114).	9
8	Flying spears, tufts of fur, excited grunting. Cautious lizard eyes.	1 agitated Ground Sloth (pg. 119) pursued by 1d6 Cave People (pg. 117). 1 Swift Lizard (pg. 114) waits for scraps.	10
9	Terrified wailing, wafts of perfume, clawed tracks.	1 Predatory Plant (pg. 119) strangling 1 Ground Sloth (pg. 119). 1d6 other Ground Sloths snort in helpless agitation.	11
10	Distant music, rows of torches, scented smoke, dry grass idols.	1 Colossal Ape (pg. 118) adored by 3d6 fanatical chanting Troglodytes (pg. 120). They seek suitable sacrifices.	12

1d10	Where They Find You (Out Of Doors)	Minor Creatures	Primeval Moods
1	Steaming slope of a minor volcano.	Four-winged lizard-bird.	Rippling grass, scorching heat.
2	Lip of a boulder-filled gorge.	Hive of flightless wasps.	Sudden distant death scream.
3	Narrow path through a marsh.	Fist-sized land snail.	Rolling torrential sheets of rain.
4	Giant mushroom glade. Full of spores.	Black and yellow tortoise.	Blue crackling meteor trail.
5	Slate scree covered in orange lichen.	Lizard with fluttering rib-wings.	Pulsing buzz of insects.
6	Towering fern and shrub meadow.	Tiny one-horned fanged deer.	Pall of brown smoke from a fire.
7	Foggy forest of slender trees.	Emerald buzzing dragonflies.	Shadow of a lumbering titan.
8	Cratered nest site near a river.	Aquatic rat with a duck's beak.	Slop of burbling raw petroleum.
9	Between two dry mesas.	Line of twitching shrews.	Continual blasts of lightning.
10	In a canyon dotted with caves.	Slow-moving spindly spider.	Dead silence, cloying air.

1 Flying Lizard

Appearing: 1 scout, scavenging flocks of 2d6
HD: 4 (18 HP)

Appearance: a long-necked, sharp-beaked creature, like a crane crossed with a bat. Huge gliding wings. While in flight, seems like a distant bird. Up close, impossibly large and extremely dangerous. Wingspan from 3' to 30'.

Voice: avian honks, whistles, trills.

Wants: to eat small scurrying creatures.

Morality: uncomplicated. Anything smaller than it is prey; anything larger is a threat.

Intelligence: focused solely on predation.

Armour: none.

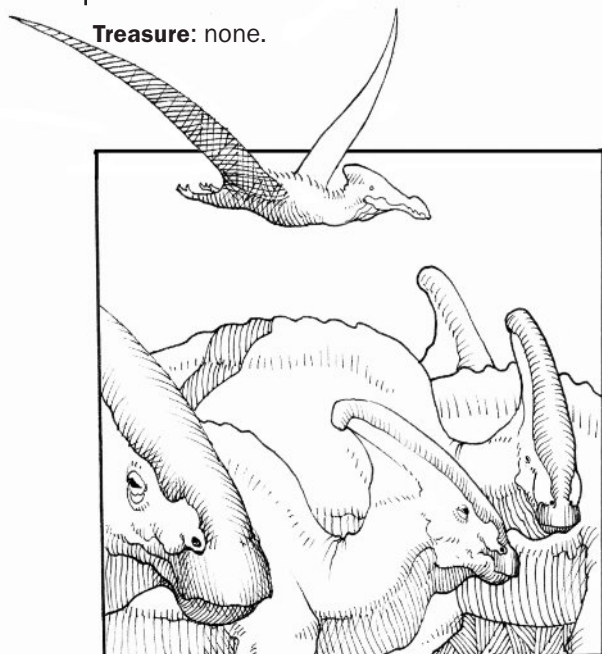
Move: fly 2x normal.

Morale: 11

Damage: 2d4 beak-spear.

If a Flying Lizard makes a swooping charge attack, its beak-spear deals 2d6 damage instead of 2d4. If a Flying Lizard takes damage while in flight, it must test Morale or flee.

Treasure: none.



1d10	Why Are They Attacking?	Colour
1	Defending their nests.	Sickly yellow.
2	Starving and desperate.	Mottled grey.
3	They covet shiny objects.	Bristly brown.
4	Always peevish and irritable.	Pale lavender.
5	Hireling stepped on an egg.	Dark green.
6	Territorial defense display.	Oil-slick black.
7	Judgement-altering disease.	Red and white.
8	PCs smell weak or wounded.	Neon blue.
9	Pushing prey towards a cliff.	Burnt fish.
10	Ridiculously hormonal youth.	Sunset pink.

Herd Lizard 2

Appearing: herds of 2d6, stampedes of 3d10
HD: 15 (68 HP)

Appearance: sturdily built lizards. 6' to 30' long.

Voice: resonant honks, roars, and groans.

Wants: to avoid danger, eat plants.

Morality: simple; defend the herd.

Intelligence: remarkably dim.

Armour: as leather.

Move: normal.

Morale: 8

Damage: 2d6 swat or stab / 2d8 trample.

Herd Lizards perform bluff charges before attacking.

Treasure: none.

1d10 Quadrupedal Variants Canonical Name

1	Three horns.	<i>Triceratops</i>
2	One central horn.	<i>Centrosaurus</i>
3	Two very long horns.	<i>Torosaurus</i>
4	Three blunt horns.	<i>Chasmosaurus</i>
5	Conical back plates.	<i>Tuojiangosaurus</i>
6	Sharp back spikes.	<i>Kentrosaurus</i>
7	Triangular back plates.	<i>Stegosaurus</i>
8	Studded with spikes.	<i>Scelidosaurus</i>
9	Many horizontal spikes.	<i>Polacanthus</i>
10	Fully armour plated.	<i>Ankylosaurus</i>

1d10 Bipedal Variants Canonical Name

1	Hooked nose.	<i>Gryposaurus</i>
2	Round head crest.	<i>Corythosaurus</i>
3	Sharp beak.	<i>Bactrosaurus</i>
4	Inflatable nostril flap.	<i>Saurolophus</i>
5	Enormous head crest.	<i>Parasaurolophus</i>
6	Forward pointing crest.	<i>Tsintaosaurus</i>
7	Duck bill.	<i>Anatosaurus</i>
8	Thumb spikes.	<i>Iguanodon</i>
9	Dorsal sail.	<i>Ouranosaurus</i>
10	Thick weaponized skull.	<i>Pachycephalosaurus</i>

1d10 Why Are They Charging? Colour

1	Fleeing a predator.	Dark purple.
2	Circling a clutch of eggs.	Jet black.
3	Protecting the wounded.	Stone grey.
4	Youthful playfulness.	Yellow spots.
5	PCs are in a threat pose.	Tan and brown.
6	Case of mistaken identity.	Milky white.
7	Startled by a strange noise.	Tiger stripes.
8	PCs look like nest thieves.	Algal green.
9	Mating season animosity.	Soft blue.
10	Ate some fermented fruit.	Flaking bark.

3 Swift Lizard

Appearing: 1 scavenger, packs of 2d6
HD: 3 (14 HP)

Appearance: a bipedal, long necked, clever-looking predatory lizard. Typically 6' long and 3' high.

Voice: variety of clicks, grunts, and high whistles.

Wants: to eat tasty flesh.

Morality: knows the value of terror and surprise.

Intelligence: as smart as a well-trained dog.

Armour: as chain.

Move: 2x normal.

Morale: 8

Damage: 1d6 claw / 1d6 claw / 1d6 bite. If both claw attacks hit the same target, the target is must Save or be knocked prone.

Swift Lizards attack in groups, trying to pick off isolated targets and distract opponents. They may seek revenge for casualties.

Treasure: none.

Thunder Lizard 4

Appearing: lumbering herds of 2d6
HD: 35 (158 HP)

Appearance: a titanic, landscape-dominating lizard. 30' to 90' long, 20'-30' tall until it raises its head.

Voice: infrasonic booms, thumps, snorts.

Wants: to eat plants.

Morality: unconcerned.

Intelligence: dim but supremely confident.

Armour: none. All attacks automatically hit a Thunder Lizard. All incoming damage is reduced by 4.

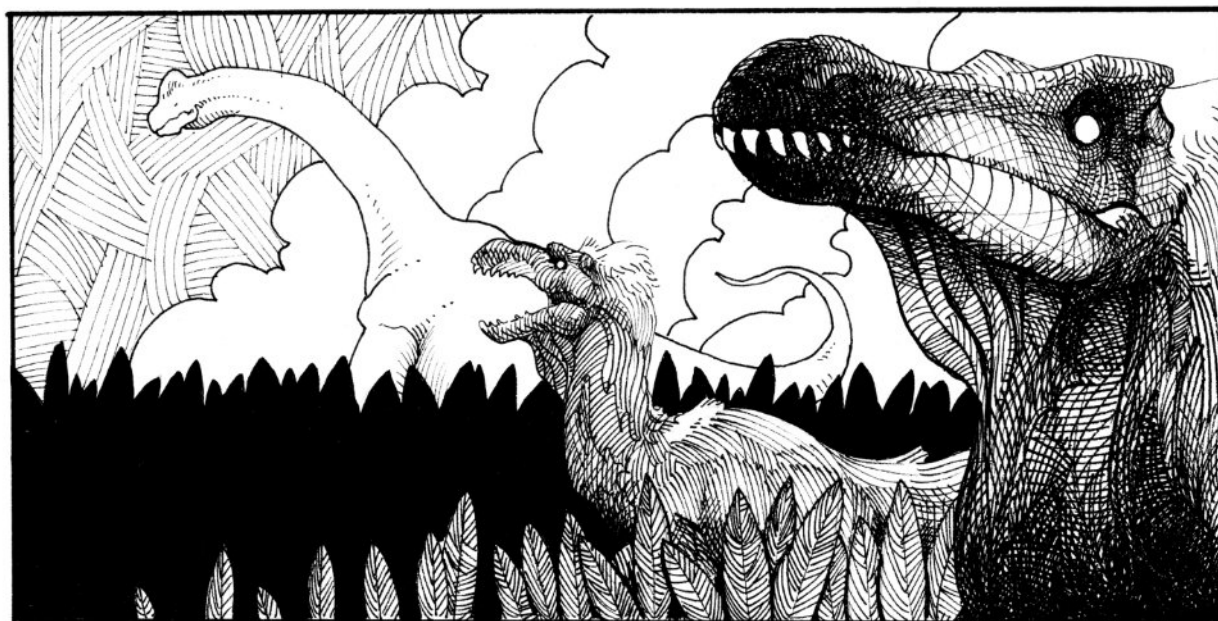
Move: normal.

Morale: 9

Damage: 2d20+4 stomp or tail swat. On a hit, the target is automatically knocked prone.

Thunder Lizards are so enormous that smaller creatures rarely register as threats. Attacking young Thunder Lizards rouses the entire herd, leading to swift death by trampling and whip-fast tails.

Treasure: none.



1d10	Swift Lizard Variants	Canonical Name
1	Sharp conical head.	<i>Coelophysis</i>
2	Long nimble arms.	<i>Ornitholestes</i>
3	Large pronged beak.	<i>Oviraptor</i>
4	Nippy omnivore.	<i>Struthiomimus</i>
5	Wide cunning eyes.	<i>Stenonychosaurus</i>
6	Lots of serrated teeth.	<i>Saurornithoides</i>
7	Sickle-like claws.	<i>Dienonychus</i>
8	Blunt muzzle.	<i>Adasaurus</i>
9	Wide muscular jaw.	<i>Dromaeosaurus</i>
10	Small but fierce.	<i>Velociraptor</i>

1d10	Thunder Lizard Variants	Canonical Name
1	Sturdy and compact.	<i>Apatosaurus</i>
2	Vertical neck spikes.	<i>Amargasaurus</i>
3	Inflatable nasal sac.	<i>Brachiosaurus</i>
4	Shovel-like head.	<i>Nigersaurus</i>
5	Unusually long neck.	<i>Mamenchisaurus</i>
6	Unusually long tail.	<i>Diplodocus</i>
7	Blunt face.	<i>Malawisaurus</i>
8	Vicious tail spikes.	<i>Spinophorosaurus</i>
9	Round head.	<i>Camarasaurus</i>
10	Remarkably tall.	<i>Sauroposeidon</i>

5 Tyrant Lizard

Appearing: 1, or packs of 2d4

HD: 16 (72 HP)

Appearance: a bipedal carnivorous lizard. Tiny arms, large head, forward-facing eyes, nightmarish teeth. 40' long, 12' tall, and ravenously hungry.

Voice: silent, save for a terrifying roar.

Wants: to devour

Morality: purely predatory.

Intelligence: as smart as a hawk. Not clever, but extremely focused. Superb senses.

Armour: as leather.

Move: normal.

Morale: 10

Damage: 2d12 bite. If the bite attack deals more than 10 damage, the target must Save or die.

When a Tyrant Lizard charges, unprepared or surprised targets must Save against Fear or flee.

Tyrant Lizards occasionally hunt in packs or family-groups. They will typically retreat after devouring a single human-sized target.

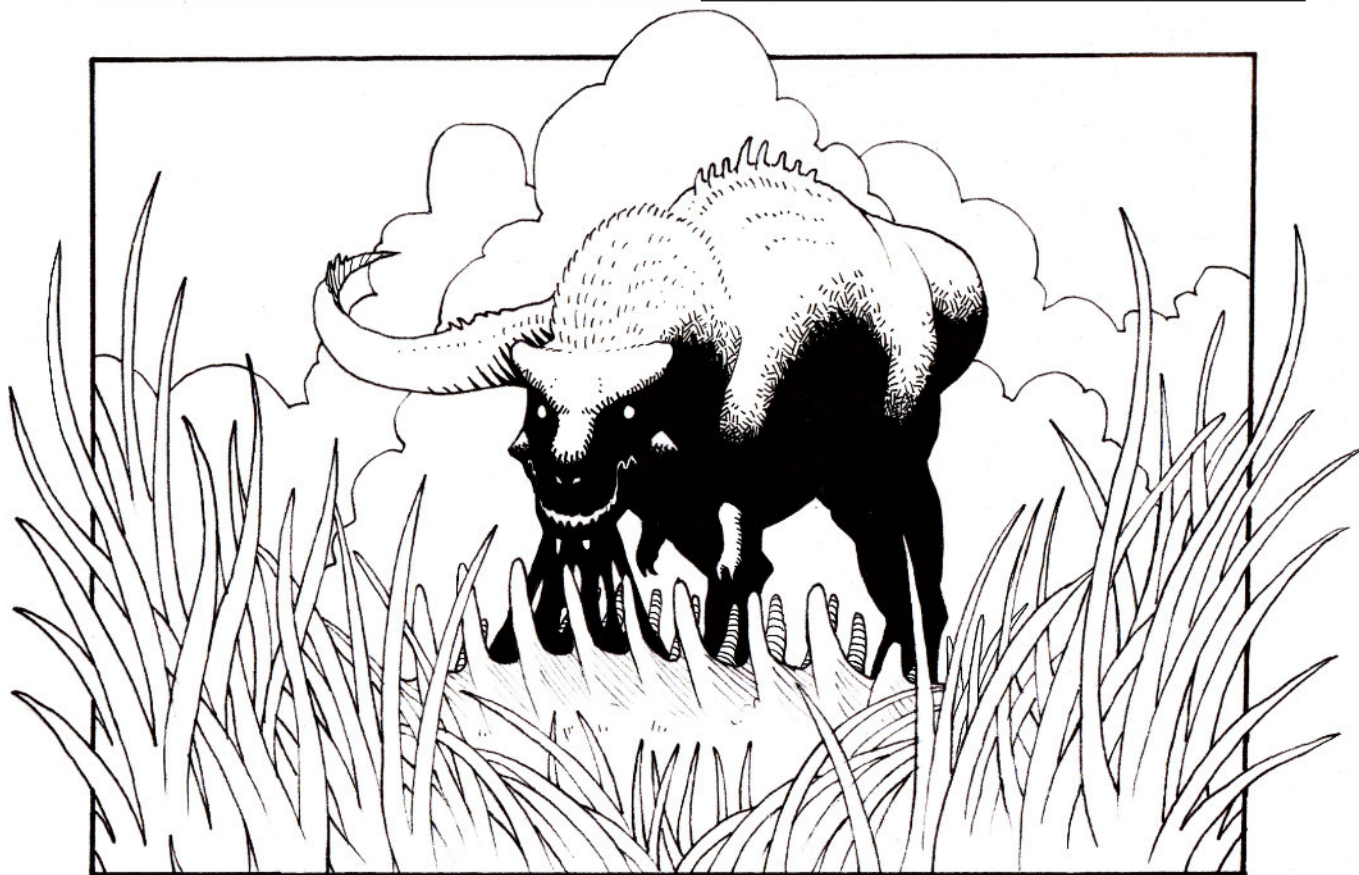
Treasure: none. The teeth of a Tyrant Lizard make excellent trophies.

1d10 Tyrant Lizard Variants Canonical Name

1	Thin and nimble.	<i>Gorgosaurus</i>
2	Short nose.	<i>Teratophoneus</i>
3	Long face, sail, fins.	<i>Spinosaurus</i>
4	Eye-brow horns.	<i>Allosaurus</i>
5	Humped dorsal crest.	<i>Concavenator</i>
6	Narrow sharp skull.	<i>Tyrannotitan</i>
7	Thick muscular back.	<i>Acrocanthosaurus</i>
8	Large nasal crest.	<i>Monolophosaurus</i>
9	Thick jaws.	<i>Tyrannosaurus</i>
10	Alarmingly flexible.	<i>Megalosaurus</i>

1d10 Tyrant Lizard Abilities Colour

1	Semi-aquatic. Swim normal.	Midnight black.
2	Infectious bacteria in saliva.	Roast bone.
3	Neck-breaking death roll.	Tan stripes.
4	Impossibly silent tread.	Leopard spots.
5	Adjustable skin colour.	Orange chips.
6	Eardrum-bursting shriek.	Vivid green.
7	Perfect night vision.	Rust and salt.
8	Booming chest pouch.	Drab olive.
9	Decorative flabby wattle.	Sea ice blue.
10	High speed pivots.	Blood red.



1d10 Dinosaur Twists

1	Catastrophically Stupid. Frequently bite own limbs, fall face-first into mud, step on eggs.
2	Cowardly. Frightened by fire, loud noises, waving hands, or sudden movements.
3	Fire-Breathing. Immune to fire. Once per day, 50' cone, 2d6 fire damage, Save for half. If very large, 3d6 fire damage instead.
4	Inflatable Neck Frill. When deployed, unprepared targets must Save or be stunned for 1 round.
5	Emergency Corrosive Vomit. Once per day, 20' cone, 1d4 acid damage. Smells appalling.
6	Carefully Monitored. Visited by bored angels with clipboards who tut and take notes.
7	Papier-Mâché Constructs. Paper skin and stone bones operated by swarms of tiny giggling demons. On death, carefully buried to mislead future generations.
8	Laser Eyes, Plasma Horns, or Spinal Cannons. 50' range, 2d8 damage, 20 shots per day.
9	Silurian Hypotheticals. More intelligent than most people and quite conversational. Can foresee the tragic consequences of agriculture and industry; can't be bothered.
10	Primordial Vampires. Gain an additional bite attack (1d8) which heals the Dinosaur for the amount of damage dealt. Optionally, bite has a 50% chance to turn a slain lizard or bird into a Vampire (pg. 167).

1d10 Dinosaur Aesthetics

1	Snorting dragons from medieval woodcuts.
2	Lumpy iguanas and crocodiles.
3	Smooth-skinned, sad, lazy, and doomed.
4	Gangly long limbs and wobbly necks.
5	Adorable soggy animated friends.
6	Pebble-covered stop-motion jerkiness.
7	Demonic vivid toothy horror beasts.
8	Lightly shrinkwrapped lizards.
9	Occasional patches of feathers.
10	Too many feathers. Like big fluffy chickens.

1d10 Implausible Features Noises

1	Whiskers.	Subsonic drumming.
2	Bulbous throat sacs.	Soft gurgling.
3	Protruding eyestalks.	Screeching bleats.
4	Blubbery lips.	Resounding pings.
5	False eyespots.	Rubbing a comb.
6	Prehensile trunk.	Sizzling oil.
7	Bark-like camouflage.	Pained grunts.
8	Disturbing genitals.	Hissing exhalations.
9	Thick coat of quills.	Musical phrases.
10	Inflatable nostrils.	Metallic buzz.

1d10 What Do We Use These Dinosaurs For?

1	We flee from them. Are you mad? They are incredibly dangerous at the best of times.
2	We worship them as divine beings, leaving appropriate offering and sacrifices.
3	We hunt them for food, hides, and horns.
4	We steal and devour their eggs.
5	We capture them and train them as pack animals. They are slow but very sturdy.
6	We capture their hatchlings and train them as war-beasts. It is a dangerous process.
7	We keep them as pets. It's perfectly safe.
8	We intend to drive them to extinction. Either they perish or we do.
9	What are you talking about? No giant lizards around here, thank you very much.
10	We live in perfect harmony by ancient law. They help us and we help them.

1d10 Extinction Events

1	Meat-to-effort ratio made creatures tempting targets once armed humans arrived.
2	Volcanic burp. Floodplains of lava.
3	Cyclical climate shift. Hotter, colder, stormier, unseasonable, and less predictable.
4	Atmospheric poisoning. Harder to breathe.
5	Solar flare. One side of the world fries. Survivors cancerous, mutated, dying.
6	Toxic rain. Withers plants, sours rivers, dissolves limestone structures.
7	Incoming asteroid. Will punch a hole in a continent, adjust global weather.
8	Rapid glacier expansion. Scour the planet.
9	Orbital thaumic burst. Magic overload. Mutating auroras, dissonant clouds.
10	Ancient life-devouring curse unsealed. The stars are finally right.

1d10 Canonical Name Alternative Dinosaurs

	Canonical Name	Alternative Dinosaurs	Stats	HD (HP)
1	<i>Compsognathus</i>	Swarm of tiny bipedal lizards.	Murderous Crows (pg. 223)	7 (32)
2	<i>Placodus</i>	Round armour-plated aquatic lizard.	Bear (pg. 239)	6 (27)
3	<i>Lystrosaurus</i>	Stout beaked lizard-mole.	Boar (pg. 240)	3 (14)
4	<i>Tanystropheus</i>	Long neck and tail, tiny limbs.	Giant Snake (pg. 243)	5 (23)
5	<i>Cynognathus</i>	Squat wolf-lizard with fangs.	Wolf (pg. 247)	3 (14)
6	<i>Deinosuchus</i>	Gigantic smug crocodile.	Crocodile (pg. 251)	4 (18)
7	<i>Atopodentatus</i>	Hammer-headed snuffling aquatic lizard.	Hippopotamus (pg. 255)	8 (36)
8	<i>Cotylorhynchus</i>	Fat small-headed square-legged lizard.	Seal (pg. 277)	3 (14)
9	<i>Ichthyosaurus</i>	Dolphin-shaped agile fish.	Shark (pg. 277)	7 (32)
10	<i>Plesiosaurus</i>	Long-necked finned aquatic lizard.	Sea Serpent (pg. 275)	12 (54)

6 Cave Person

Appearing: tribes of 4d6

HD: 1 (5 HP)

Appearance: a weathered human clad in fur and woven grass.

Voice: quiet. A handful of words, mostly nouns, but few abstract concepts.

Wants: safety, food. To protect their tribe.

Morality: generally kind, but pinched by hunger and swirling nebulous fear.

Intelligence: as smart as most people, but focused on practical survival. Baffled by math, metal, writing, eclipse prediction, etc.

Armour: none.

Move: normal.

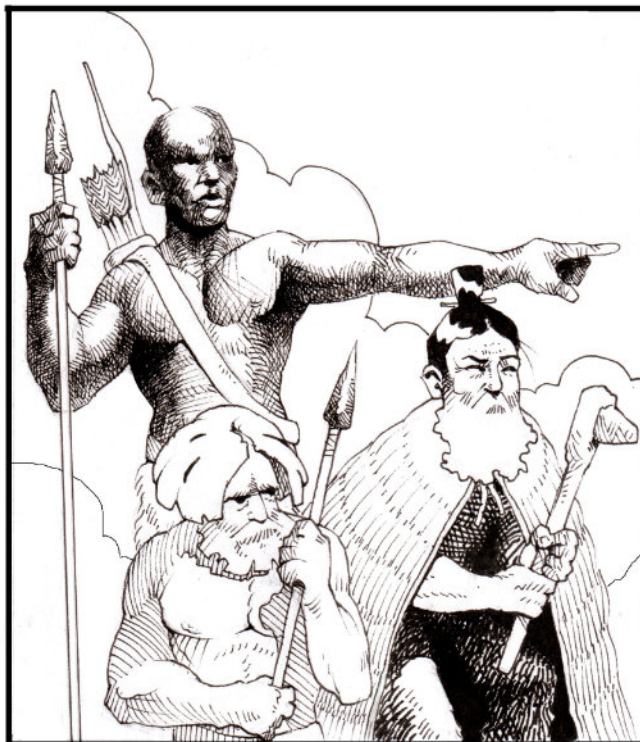
Morale: 7

Damage: 1d6 dagger, club, or spear.

Cave People will retreat from dangerous encounters, using their superior knowledge of local terrain to hide or evade pursuit. If Cave People encounter sufficiently magnificent friendly humanoids, they may worship them as divine avatars or helpful spirits.

Cave People, by necessity, are experts at surviving in an untamed and hostile world.

Treasure: 1d6 rations of dried meat and fruit.



1d10	Name	Skills	Features
1	Koyei	Snare Making	One eye.
2	Ostrakand	Berry Finding	Elaborate hat.
3	Artan	Musical Rocks	Five teeth.
4	Drukk	Flint Knapping	Missing nose.
5	Morg	Endurance Hunts	Blue tattoos.
6	Lur	Basket Weaving	Animal mask.
7	Hiskot	Hide Curing	Shaggy.
8	Nosca	Healing Herbs	Pet wolf pup.
9	Doswall	Sudden Violence	Clay beads.
10	Gnuru	Weather Control	Magic gourd.

1d10	Symbol	Caves
1	Bison	Soggy limestone sump.
2	Wolf	Root-filled maze of tunnels.
3	Bear	Reclaimed sloth den.
4	Rhinoceros	Sandy hand-dug burrow.
5	Antelope	Narrow basalt fissure.
6	Sun	Glassy volcanic bubbles.
7	Moon	Cavity on the edge of a glacier.
8	Handprint	Reeking logjam over a river.
9	Pyramid	Ancient crumbling granary.
10	Egg	Ceramic starship halls.

1d10 Differences of Perception

- 1 Unable to plan more than a few days ahead.
- 2 Limited object permanence.
- 3 Impulsively enraged by trivial insults.
- 4 Confused by the finality of death.
- 5 Foggy sense of the past. Yesterday and ten years ago blend into one.
- 6 Trouble realizing that absent people experience the passage of time.
- 7 Believe all emotions and dreams are direct communications from the gods.
- 8 Fascination with hallucinogenic mushrooms, bad meat, rotten fruit, and mildly toxic roots.
- 9 Highly empathetic. Emotional states reverberate through a group.
- 10 Require frequent energy-saving naps. Must inspect nearby people upon waking.

1d10 Cave People Problems

- 1 Tinder dead. How make more fire?
- 2 Other tribe stronger, meaner, bigger.
- 3 No food. All hunter sick from old meat.
- 4 Big hungry beast in cave.
- 5 Head hurts from new thinks. Make clear.
- 6 All sick with new sick-curse.
- 7 Seer says sky-fire-rocks smash cave soon.
- 8 Big rain, river move away. No fish now.
- 9 New beasts here, eat many. Why?
- 10 Gods mad at us. Everything go wrong.

7 Colossal Ape

Appearing: 1
HD: 25 (112 HP)

Appearance: a towering ape. Larger than a cottage.

Voice: heavy breathing, grunts, apocalyptic roars.

Wants: to protect its territory.

Morality: proud, but recognizes small humans as curious kin or dangerous rivals.

Intelligence: able to use simple tools and plan ahead.

Armour: none. All attacks automatically hit the Colossal Ape. All incoming damage is reduced by 6. Climbing the creature reduces damage by 5 instead.

Move: 2x normal, climb 2x normal.

Morale: 9

Damage: see below.

Each round, the Colossal Ape can make one of the following attacks.

1. Hammerblow Fists

The Colossal Ape flails and stomps. All creatures within 30' must Save or take 1d6 damage and be knocked prone.

2. Targeted Swat

The Colossal Ape lashes out with terrifying speed. One target must Save or take 3d8 damage and be flung 30' in a random direction.

3. Grab

One target must Save or be grabbed by the Colossal Ape. On the subsequent round, the Colossal Ape can:

- Throw the grabbed target 200'. On impact, the target takes 6d6 damage, Save for half.
- Throw the grabbed target at another target within 200'. The Colossal Ape must make an attack roll. On a hit, the colliding targets split 6d6 damage, Save for half. On a miss, the thrown target takes 6d6 damage, Save for half.
- Squish the grabbed target. The target must Save or die. If they Save, they still take 2d6 damage.
- Shield or carefully set down the grabbed target.

4. Roar

Living creatures within 50' must Save against Fear or flee. Creatures who pass their Save can choose to either be paralyzed for 1d4 rounds or have their Strength reduced by 4 for 1 hour.

If threatened, confused, or injured, a Colossal Ape will climb to the highest nearby point. Bowing, dropping weapons, or fleeing can instantly divert a Colossal Ape. Eye contact is not recommended.

Treasure: the hoard of a Colossal Ape contains 20×1d100gp in ancient gold and corroded silver.



1d10	Variants	Colossal Lair
1	Gorilla	Windy mountaintop cave.
2	Orangutan	Vine-covered temple.
3	Lemur	Thorny rainforest tangle.
4	Gibbon	Enormous sturdy tree.
5	Chimpanzee	Thicket of towering grass.
6	Deranged Human	Pit of assorted filth.
7	Giant Baby	Creaking wicker basket.
8	Hungry Skeleton	Hissing hot springs.
9	Skinless Human	Crumbling stone tower.
10	Memory Avatar	From a PC's stray thought.

1d10	The Locals Call It...	Soothed By
1	King Kagla	Swirling music.
2	Queen Allhunger	Roast meat.
3	Rhaz Moala	Flapping fabric.
4	The Great Skytyrant	Ear scratching.
5	Haplorhin	Ritual sacrifice.
6	First Ancestor	Pulsing drums.
7	Skullcracker	Sugary treats.
8	The Mighty Alharu	Glittering gold.
9	Nos Halk	Strong drink.
10	Varkas Cloud-Crown	Adorable cats.

1d10	What Is This Colossal Ape Doing?
1	Howling a challenge at the sky.
2	Stalking the PCs with surprising agility.
3	Lounging on its back, watching clouds.
4	Eating handfuls of fruit, leaves, and insects.
5	Carefully cleaning and inspecting its lair.
6	Idly chewing on a branch.
7	Menacingly cleaning its hands.
8	Crashing forward at great speed.
9	Inspecting its reflection in a pool of water.
10	Sleeping, snoring like a sawmill.

8 Ground Sloth

Appearing: herds of 1d6

HD: 8 (36 HP)

Appearance: large snuffling hairy beasts. Forelimbs longer than hindlimbs. Burrowing or climbing claws.

Voice: irritated groans, high whistles.

Wants: to eat carefully selected plants.

Morality: foggy irritability.

Intelligence: very dim.

Armour: as leather.

Move: ½ normal. Climb ½ normal.

Morale: 6

Damage: 1d8 claw / 1d8 claw.

Ground Sloths rarely attack unless surrounded. They live peaceful lives. Some dig titanic burrows.

Treasure: none.



1d10	Ground Sloth Variants	Canonical Name
1	Squat and bear-like.	<i>Myiodon</i>
2	Narrow snout.	<i>Nothrotheriops</i>
3	Truly enormous.	<i>Megatherium</i>
4	Mighty claws.	<i>Eremotherium</i>
5	Extremely shaggy.	<i>Megalonyx</i>
6	Aquatic, tiny eyes.	<i>Thalassocnus</i>
7	Huge armadillo.	<i>Glyptotherium</i>
8	Gorilla-horse.	<i>Chalicotherium</i>
9	Giant wombat.	<i>Diprotodon</i>
10	Sloth-lemur.	<i>Archaeoindris</i>

1d10	Ground Sloth Features
1	Lethargic Camouflage. Invisible if not moving.
2	Disgusting Fumes. Covered in filth. On a hit, all adjacent targets must Save or spend their next turn vomiting and crying.
3	Armoured Scales. Armour as plate.
4	Thick Skin. Immune to piercing damage.
5	Eyestalks. Paranoid wobbly vision.
6	Anteating Tongue. Long and sticky.
7	Caustic Manure. Leaves a smouldering trail.
8	Porter. Carries shrieking young on its back.
9	Mutual Fungi. Sprouts delicious white mushrooms.
10	Sprinter. Can move 2x normal for 2 rounds.

Predatory Plant 9

Appearing: 1

HD: 6 (27 HP)

Appearance: a large twitching plant. Sticky vines emerge from a central stalk.

Voice: silent.

Wants: to digest flesh.

Morality: incomprehensible.

Intelligence: purely instinctual.

Armour: as leather. Takes 2x damage from cold.

Move: ¼ normal. Usually stationary.

Morale: 12

Damage: see below.

Each round, a Predatory Plant can make 6 melee attacks with its vines against targets within 10'. Each attack that hits a target inflicts 1 damage and temporarily reduces Constitution by 1d4. If a creature's Constitution reaches 0, it falls unconscious and is slowly dragged into the Predatory Plant's digestive channel. The vines are as strong as a person. It takes 3 damage to sever a vine. Digestion inflicts 1d6 acid damage per round.

Predatory Plants can shamble in pursuit of wounded prey, but usually remain stationary.

Treasure: 1d10gp in damp coins or jewellery.

1d10	Predatory Plant Variants
1	Sundew. Vines covered in red hairs and sticky bulbs of dew. Tempting to insects.
2	Arboreal. Attached to a tree or cave, dangles tentacles down.
3	Grasping. Vines covered in suckers. On a hit, target must also Save or drop 1 held item.
4	Charming. As smart as a person. Capable of speech, offering bargains, and demanding sacrifices. Toothy maw, succulent lips.
5	Snapping. Pink jaws on vine ends. On a hit, deals 1d4 damage instead of 1 damage.
6	Invasive. 3 hours after eating a human-sized meal, produces 1d4 new Predatory Plants with 10 HP.
7	Glass. Near-perfect invisibility.
8	Medicinal. Touch also removes 1 mundane disease, at the cost of 1 permanent HP.
9	Soporific. Vines reduce Wisdom instead of Constitution. When the target's Wisdom is 3 or below, they willingly throw themselves down the Predatory Plant's gullet.
10	Teleporting. If reduced to 5 HP or below, teleports 100×1d20' in a random direction.

10 Troglodyte

Appearing: bands of 2d6, swarms of 10×1d20
HD: 2 (9 HP)

Appearance: an aggressive subterranean humanoid. Details vary. See the table below.

Voice: hissing, gurgling, guttural commands.

Wants: loot, power, and meat.

Morality: nasty, brutish, and short-tempered.

Intelligence: slower than most people, but with a few specialized skills.

Armour: none.

Move: normal.

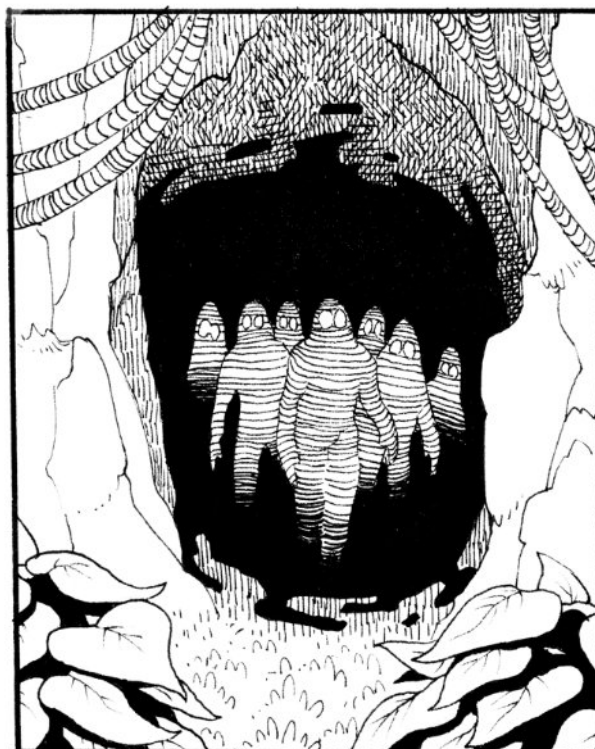
Morale: 9

Damage: 1d6 claw, dagger, club, or spear.

Troglodytes must test Morale or flee if exposed to sunlight.

Troglodytes treat people with disdain normally reserved for livestock or wasps. They have an incompatible perspective.

Treasure: 1gp in corroded copper and impure silver. If 50 or more Troglodytes are present, they carry a Troglodyte Treasure worth at least 200gp.



1d10 These Troglodytes Are

- 1 Pale, eyeless, clammy humans with filthy nails and needle teeth.
- 2 Green lizards with bulbous eyes, webbed hands, and pulsing frills.
- 3 Slavering lamprey-faced bipedal worms.
- 4 Neckless clay-like flesh lumps. Hands are two thumbs, feet are two toes.
- 5 Rubber-clad aquatic tunnel cultists with headlamps, goggles, and nets.
- 6 Naked akephaloi, with heads in their chests.
- 7 Wrapped in writhing scars, with glowing eyes.
- 8 Compressed and shuffling, with blue skin, long pale hair, and five-jointed fingers.
- 9 High-foreheaded toothless ascetic monks.
- 10 Collapsing biological war-golems. Leaking ichor, rotting, sprouting weapons and teeth.

1d10 Troglodyte Treasures

- 1 Ever-Fire. Perpetually burning lump of coal.
- 2 Translator Earwig. Crawls into ear, translates.
- 3 Divining Rod. Points to nearest water source.
- 4 Calculating Box. Does math, nothing else.
- 5 Trepanning Drill. Improves divine access.
- 6 Vorpall Club. On a critical hit, Save or die.
- 7 Mushroom Bomb. Tempting red button.
- 8 The Chicken That Lays Two Eggs Per Day.
- 9 Ultraboomerang. 1d4 damage, never misses.
- 10 Glass Whistle. Audible in a 10 mile radius.

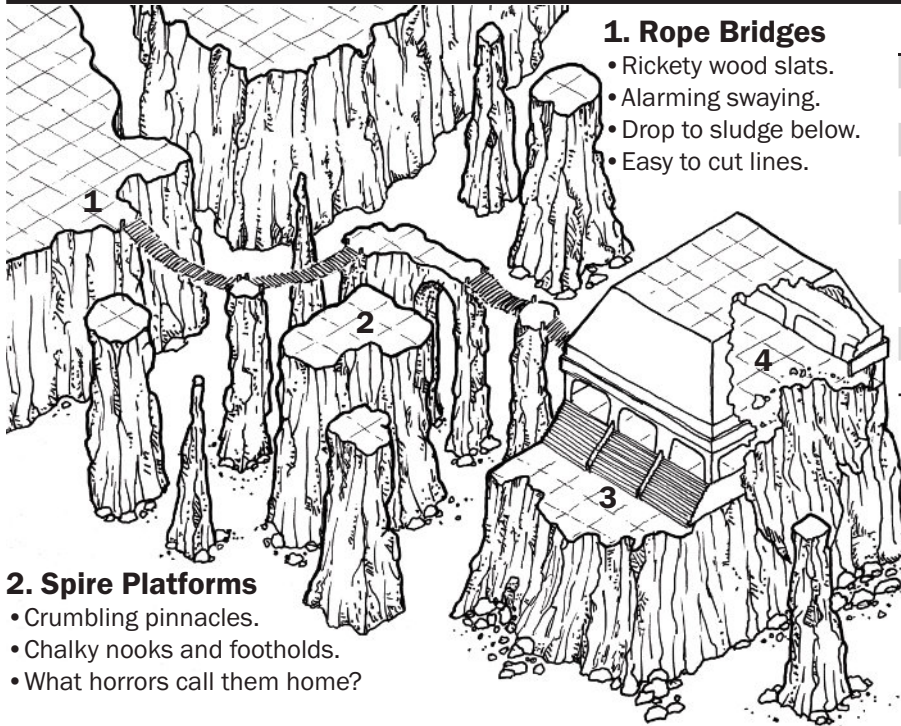
1d10 Troglodyte Origins

- 1 Genetic offshoot blessed with strange powers but cursed with mind-rot.
- 2 Survivors of an apocalyptic meteor impact.
- 3 Primordial wizards twisted by uncontrolled casting or ambitious summoning.
- 4 Mutants altered by leaking drums of glowing radioactive sludge.
- 5 Divinely appointed successor species cast out for unspecified crimes.
- 6 Spirits reborn into a living afterlife.
- 7 Descendants of lost time-travellers.
- 8 Escaped experiments or pilots from a crashed starship in the hills.
- 9 Rapidly evolving fish with a plan.
- 10 Agri-cultists afflicted with a flesh-warping diet and knowledge of the future.

1d10 What Are These Troglodytes Doing?

- 1 Preparing a vicious ambush.
- 2 Picking at scabs and skin parasites.
- 3 Skulking through the darkness.
- 4 Dragging a sacrifice towards a buried god.
- 5 Removing unwanted organs from a fresh kill.
- 6 Lounging in fume-induced torpor.
- 7 Investigating tracks or spoor.
- 8 Locked in a noisy leadership dispute.
- 9 Transporting an bronze idol worth 50gp.
- 10 Fleeing a dangerous enemy.

Generic Temple Ruin



1. Rope Bridges

- Rickety wood slats.
- Alarming swaying.
- Drop to sludge below.
- Easy to cut lines.

1d10 Temple Twists

- 1 It's the future, not the past.
- 2 Load-bearing loot.
- 3 Countdown to implosion.
- 4 Immortal guardians remain.
- 5 Gate between eras.
- 6 Antigravity healing fountain.
- 7 Egg stasis chamber.
- 8 Carved laws of geometry.
- 9 Oracular gas vent.
- 10 Tablets of divine law.

2. Spire Platforms

- Crumbling pinnacles.
- Chalky nooks and footholds.
- What horrors call them home?

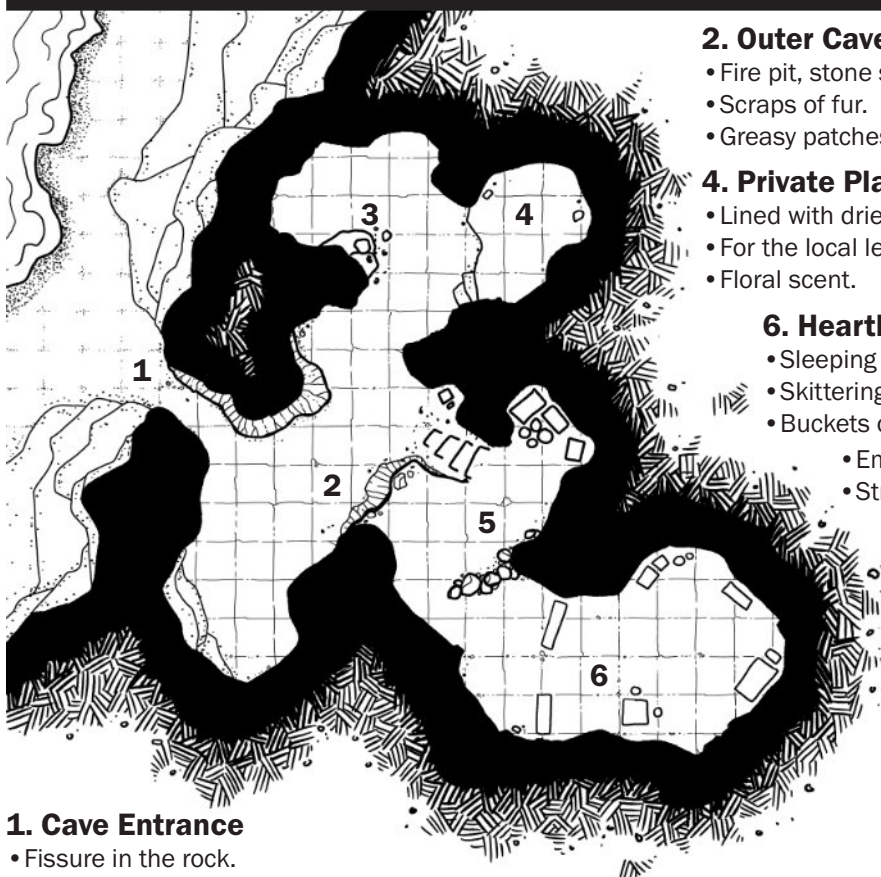
3. Cyclopean Stairs

- Stone bricks without mortar.
- Too tall for human legs.
- Coated in slime and moss.

4. Shattered Temple

- Monolithic cubic altar.
- Faded illegible mosaics.
- Slowly subsiding.

Generic Cave



2. Outer Cavern

- Fire pit, stone seats.
- Scraps of fur.
- Greasy patches on floor.

3. Sacred Space

- Painted or carved.
- Altar or pile of tools.
- Preserved skulls.

4. Private Platform

- Lined with dried grass.
- For the local leader.
- Floral scent.

5. Storage Alcove

- Uphill to keep it dry.
- Woven baskets.
- Hanging herbs.

6. Hearth and Home

- Sleeping platforms covered in furs.
- Skittering lice, flies, and mice.
- Buckets of water, spare weapons.
- Emergency wooden barricades.
- Strong odour of musk and ash.

1d10 Cave Details

- 1 Ochre handprints.
- 2 Charcoal bison drawings.
- 3 Humanoid stalactite.
- 4 Mummified bat corpses.
- 5 Beetle-filled bone pit.
- 6 Hanging dried meat slabs.
- 7 Oozing compost pile.
- 8 Mystic quartz geode.
- 9 Hidden legbreaking sump.
- 10 Treacherous gravel slope.

1. Cave Entrance

- Fissure in the rock.
- Smell of water and decay.



Several creatures in this section are immune to non-magical damage. Fighting them, if combat is necessary, will be difficult. Cunning plans should be encouraged. Smother fire with water. Drop stone from a great height. Trap lightning with a great copper coil. Not all elemental immunities are listed. Elementals probably don't need to breathe, eat, or sleep. Some spells may not work on them. Use your judgement

If your system has spells such as *Speak with animal* or *Speak with plant*, consider adding *Speak with element*. You can speak to stone to open a door, convince a lightning trap to attack an enemy, or bargain with the air for rumours. *Speak all languages* might also work.

Tables of thing an Elemental might want are provided on pp. 133-134. Because Elementals can be difficult to conceptualize as anything other than brainless lumbering lumps, some potentially useful and purely optional lore is included on pg. 135.

A property is that which not at all
Can be disjoined and severed from a thing
Without a fatal dissolution: such,
Weight to the rocks, heat to the fire, and flow
To the wide waters, touch to corporal things,
Intangibility to the viewless void.
But state of slavery, pauperhood, and wealth,
Freedom, and war, and concord, and all else
Which come and go whilst nature stands the same,
We're wont, and rightly, to call accidents.
Even time exists not of itself; but sense
Reads out of things what happened long ago,
What presses now, and what shall follow after:
No man, we must admit, feels time itself,
Disjoined from motion and repose of things.

—Lucretius, *De Rerum Natura*
trans. William Leonard

1d10	Cross-Reference Omen	Cross-Reference Encounter	2d6
1	Pops and sparks, barking, scorch marks, smoke rings.	1 Raijū (pg. 212) races in circles around 1 Elemental Spirit (pg. 127). Pet, protector, or parasite?	2-3
2	Morose wailing, smashed scenery, fans of frost.	2d6 Snow Golems (pg. 234) flee 1 irate Elemental (pg. 125). Incompetent minions.	4
3	Subsonic rumbling, soft sand, ejected boulders, polished bones.	1 landscape-devouring Rotifer (pg. 290), with 2d6 larval Sandwalkers (pg. 131) in nearby funnels.	5
4	Blue-grey light, buzzing hum, rolling illuminated fog.	1 Iron Fulmination (pg. 222), heralded by 2d6 swooping Will-o'-the-Wisps (pg. 132).	6
5	Snapping glass, fibrous mineral webs, crystal shards, false reflections.	2d6 brittle crystalline Giant Spiders (pg. 43) nest among 1d6 Firebats (pg. 129).	7
6	Bleating, rough tunnels, whistling calls, ceramic chimes.	2d6 Telluric Goats (pg. 267) herded by 1 cantankerous musical Gargoyle (pg. 129).	8
7	Damp trail, hissing, low fog, embittered muttering.	1 Raincloud (pg. 201) dribbles on 1 Spitling (pg. 131). Pointless elemental vendetta.	9
8	Bobbing plumes, shredded nets, whispering, numinous glow.	3×1d6 Mercenaries (pg. 24) covetously stalk 1 Living Gem (pg. 130). Elaborate schemes under discussion.	10
9	Brilliant glare, sweeping beams of harsh light, prismatic reflections.	2 Sun Dogs (pg. 213) imprison 1 Grue (pg. 130) in pools and wedges of shadow. If distracted, it may escape.	11
10	Hovering runes, cracked stone, plucking winds, boiling clouds.	1 Lich (pg. 49) finalizes the details of an apocalyptic treaty with 1 Elemental Tyrant (pg. 128).	12

Monsters	Hit Dice
Spitling	0
Firebat	2
Sandwalker	2
Elemental Spirit	4
Gargoyle	5
Grue	6
Will-o'-the-Wisp	6
Living Gem	8
Elemental	12
Elemental Tyrant	22

1d10	Signs Of Elemental Upheaval
1	Eerily calm sky, bright stars, crisp air.
2	Swirling stormclouds, constant flashes.
3	Bleached trees, calcified insects.
4	Gentle earthquakes, fountains of sand.
5	Burbling geyser or spring, muddy rivulets.
6	Pillars of light rising from mountaintops.
7	Shower of gritty hail and small fish.
8	Geometric burns, blistered stone.
9	Dry oasis, flooded crater, sunken plants.
10	Wind rising to hurricane force, then fading.

Elemental Random Encounters

1d10 Omen	Encounter
1 Rippling grass, shimmer.	1 Elemental (pg. 125) spontaneously incarnates.
2 Distant music, laughter.	A convocation of 2d10 Elemental Spirits (pg. 127).
3 Thunderous declaration.	1 Elemental Tyrant (pg. 128) strides through the landscape.
4 Smoke, ash spoor, fluttering.	Flock of 3d6 Firebats (pg. 129) flap in circles.
5 Creaking stone, gurgling water.	Group of 2d8 Gargoyles (pg. 129) peer from above.
6 A deep sense of prickly unease.	1 Grue (pg. 130) ravenously stalks in the darkness.
7 Prismatic light, sparkles.	1 Living Gem (pg. 130) surrounded by a halo of light.
8 Susurrations of sand.	2d6 Sandwalkers (pg. 131) creep closer.
9 Small footsteps, clicking.	Swarm of 10×1d10 Spitlings (pg. 131) amble along poking things.
10 Faint fog, distant flickering light.	1 Will-o'-the-Wisp (pg. 132) drifts low to the ground.

1d10 Combined Omen	Combined Encounter	2d6
1 Flickering firelight, smoke, and whistling. Feeling of being watched.	1 Grue (pg. 130) hides in the shadows cast by 3d6 Firebats (pg. 129), waiting for delicious prey.	2-3
2 Delicate spirals of sand, distant glow, occasional puff of dust.	3d6 Sandwalkers (pg. 131) lit by the flickering glow of 2d4 spiraling Will-o'-the-Wisps (pg. 132).	4
3 Excited chattering, carefully swept paths, perfect local weather.	A community of 2d10 Elemental Spirits (pg. 127) prepare for the imminent arrival of 1 Elemental Tyrant (pg. 128).	5
4 Rising whistles, scattered debris, fireball impact craters.	2d6 irritable Firebats (pg. 129) circle above 2d6 Elemental Spirits (pg. 127), lobbing fireballs intermittently.	6
5 A faint march, odd shadows, turbulent clouds and flattened grass.	10×1d10 Spitlings (pg. 131) prod a statue; actually 1 Gargoyle (pg. 129) holding very still.	7
6 Shimmering air, a trail of torn earth, deep bass rumble.	1 Elemental (pg. 125) followed by an obedient but troublesome swarm of 10×1d10 Spitlings (pg. 131).	8
7 Click of stone on stone. Bone fragments. Cloying white dust.	A rookery of 2d8 Gargoyles (pg. 129) aided by 1 secretive and malicious Sandwalker (pg. 131).	9
8 Eerie lights, fading and growing. High-pitched whine. Static tingle.	1d6 Will-o'-the-Wisps (pg. 132). Will attempt lead travellers towards 1 half-buried Living Gem (pg. 130).	10
9 Long ray-burn lines. Harsh flashes of light. Occasional gnawed limb.	1 Living Gem (pg. 130) trying, and failing, to protect living creatures it encounters from 1 Grue (pg. 130).	11
10 The music of the spheres. Regular footfalls, primordial trumpets.	Epochal procession of 1 Elemental Tyrant (pg. 128) and 3d6 Elementals (pg. 125).	12

1d8 Element	Supplemental Omens	Where They Find You (Out Of Doors)
1 Acid	Harsh smell, burnt patches.	Narrow paths between bubbling volcanic mud pools.
2 Air	Strange breeze, warm or cold.	A bone-thin bridge over a flooded, frothing river.
3 Fire	Smoke, embers, ash trails.	A burned forest. Maze of black tree trunks and ash.
4 Ice	Frost, squeaking, teeth hurt.	A frozen waterfall. Steep drops between spiked ledges.
5 Lightning	Ozone, buzzing, distant light.	The top of a once-fortified hill. Stair fragments, old fires.
6 Stone	Grinding, dust, crunching.	A reclaimed quarry. Sheer drops, deep water.
7 Void (Sonic)	Ears pop, thunder, crackling.	Meteor impact crater. Magnetic swirls, molten stone.
8 Water	Splashing, puddles, fog.	Hand-pulled ferry over a broad river. Rising wind.

1

Elemental

Appearing: 1

HD: 12 HD (54 HP)

Appearance: a human-sized lump of animated elemental matter.

Voice: silent. Communicates by changing shape.

Wants: to obey the commands of their summoner.

Morality: confused.

Intelligence: as smart as a well-trained dog.

Armour: as plate+shield. Immune to non-magical damage and mind-altering effects.

Move: normal.

Morale: 10

Damage: see below.

Each round, an Elemental can make one of the following attacks.

1. Smash

The Elemental lurches 10' forwards and envelops one target. On a hit, the target takes 4d6 damage and is knocked prone. The Elemental cannot use this attack on two consecutive rounds.

2. Cone of [Element]

50' cone, 3d6 [element] damage, Save for half.

3. Special Attack

The Elemental makes a unique attack. See the table below.

Elementals will fight until destroyed, but can be easily distracted or avoided. If summoned, their summoner must remain within line of sight and maintain concentration or lose control of the Elemental.

A Void Elemental resembles a continuously collapsing air pocket and sounds like fireworks.

Treasure: none.



1d10 What Is This Elemental Doing?

- 1 Descending from the sky.
- 2 Besieging a house, barn, or tower.
- 3 Patrolling for potential enemies.
- 4 Vengefully pursuing its summoner.
- 5 Rushing directly towards the nearest people.
- 6 Guarding a door, path, or item.
- 7 Coalescing from raw magical energy.
- 8 Clearing an area of plants and debris.
- 9 Wandering aimlessly.
- 10 Emerging from the earth.

1d10 Who Summoned This Elemental? Why?

- | 1d10 | Who Summoned This Elemental? | Why? |
|------|--|-----------|
| 1 | No one. Created naturally. | Chance |
| 2 | Deranged Wizard (pg. 35). | Revenge |
| 3 | Ritual-locked Mummy (pg. 54). | Tradition |
| 4 | Cavorting Chaos Frogs (pg. 207). | Mayhem |
| 5 | Itinerant Pyromancer (pg. 211). | Religion |
| 6 | Idle Young Dragon (pg. 79). | Boredom |
| 7 | Paranoid Tortoise Tsar (pg. 235). | Fear |
| 8 | Scheming Night Hag (pg. 164). | Greed |
| 9 | Protective Naga (pg. 93). | Joy |
| 10 | Ambitious Cave People (pg. 117). | Accident |

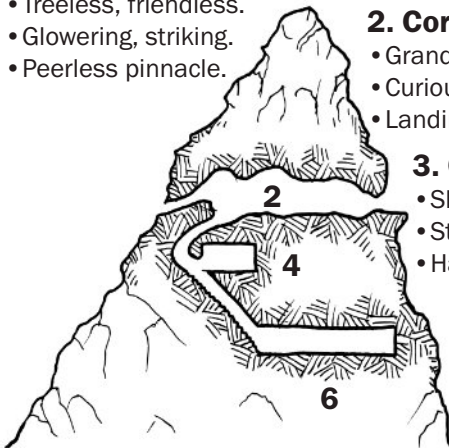
1d8	Element	2x Damage From	Special Attack
1	Acid	Water / Cold	Spit Acid. 30' range, target takes 1d4 damage per round until washed. Creates a 30' cube of yellow fog.
2	Air	-	Whirlwind. 50' diameter cylinder, 100' high, deals 2d6 damage to anything inside it. Cannot attack on subsequent round.
3	Fire	Water / Cold	Ignition. All flammable creatures and objects in a 50' radius must Save or catch on fire. Small bodies of water evaporate.
4	Ice	Fire / Heat	Frostlock. All creatures in a 50' radius take 1d6 cold damage and move at half speed for 1d6 rounds.
5	Lightning	-	Lightning Bolt. 100' line, 2d10 lightning damage, Save to dodge. Automatically hits creatures in metal armour.
6	Stone	Void / Sonic	Demolish. Smash up to three 10'x10'x5' sections of wall, a cottage, a wagon, or a sturdy gate.
7	Void (Sonic)	-	Thunderclap. 10' radius, 2d6 sonic damage. The Elemental vanishes for 1 round and reappears up to 200' away.
8	Water	Ice / Cold	Flood. All creatures in a 50' radius must Save or be knocked prone. The Elemental flows and reassembles up to 100' away.

1d10	Acid	Air	Fire	Ice
1	Neon Green	Warm	Blue Flame	Glacial Blue
2	White Fumes	Ice Cold	Black Smoke	Snow
3	Boiling Pitch	Dried Grass	Incense	Ice Splinters
4	Glass Shards	Whistling	Invisible Fire	Dripping
5	Hissing	Fluttering	Cinders	Gritty
6	Dark Yellow	Perfumed	Crackling Logs	Clear Spheres
7	Clear Blue	Damp	Burning Coals	Bloodstained
8	Linked Flasks	Dry	Ash	Dark Grey
9	Sulphurous	Sour	Prismatic Fire	Hailstones
10	Smouldering Cloth	Mischievous	Exploding Sparks	Hexagonal Plates

1d10	Lightning	Stone	Void	Water
1	Solid Purple	Granite	Starfield	Seawater
2	Flickering Silver	Slate	Folding Tempest	Stagnant
3	Amber Motes	Sand	Thunderclap Spike	Toxic Grease
4	Blinding White	Basalt	Furious Applause	Distilled
5	Huge Sparks	Obsidian	Sizzling Cutout	Blood
6	Metal Flakes	Salt	Drumbeat	Weak Beer
7	Oozing Blue	White Marble	Impossible Migraine	Oily Foam
8	Loops of Sparks	Chalk	Buzzing Guitar	Black Sludge
9	Red Crackling	Grinding Gravel	Smashing Glass	Warm Drool
10	Clouds of Ozone	Crystal	Ultrasonic Whine	Dense Fog

Generic Hollow Peak

- Alone, defiant against the sky.
- Lights seen at dawn and dusk.
- Described in ancient tomes.
- Proscribed in holy texts.
- Treeless, friendless.
- Glowering, striking.
- Peerless pinnacle.



1. Reception Hall

- Dias of symbolic power.
- Benches for supplicants.
- Uncomfortable temperature.

2. Core Chamber

- Grandiose monument to elemental allegiance.
- Curious acolytes, dejected petitioners.
- Landing platform, launch hall.

3. Cryptic Stair

- Slick with humidity.
- Steps too tall or too short for humans.
- Half-formed abstract engravings.

4. Immortal Garrison

- Racks of obscure weapons.
- Trophies displayed on plaques.
- Warbling, yet soothing, alarm tones.



1d10	They Call It...	Peak Mood	Aesthetic	Purpose
1	Oracle Peak	Vaporous	Palatial	Judicial seat.
2	Sar Ghala	Storm-Tossed	Gothic	Relay station.
3	Tannerhorn	Volcanic	Eclectic	Ancient observatory.
4	Oyo Gast	Icebound	Inhospitable	Neutral territory.
5	False Hope	Gleaming	Crystalline	Vault-prison.
6	Karakhand	Striated	Industrial	Performance space.
7	Terbeliung	Misaligned	Decadent	Vanity project.
8	Sinister Spire	Unstable	Cozy	Ascetic retreat.
9	Drenchgall	Seamount	Morbid	Unfinished tomb.
10	Worldspike	Hovering	Slovenly	Doomsday silo.

5. Inner Temple

- Potent enchanted gate.
- Reflecting pool, mosaics.

6. Plotting Chambers

- Obscure elemental maps.
- Hoard of primordial trinkets.

2 Elemental Spirit

Appearing: 1 oracle, communities of 2d10
HD: 3 HD (14 HP)

Appearance: a beautiful humanoid creature made entirely of elemental matter. Often nude or tastefully concealed by elemental decorations.

Voice: polite but slightly artificial speech.

Wants: to protect examples of their element.

Morality: kind but not forgiving.

Intelligence: as smart as most people.

Armour: as plate+shield. Immune to non-magical damage and mind-altering effects.

Move: normal, but only through their element.

Morale: 8

Damage: 1d6 [element] stab.

At will, an Elemental Spirit can become invisible.

Additionally, an Elemental Spirit can use each of the following abilities once per day. 100' range.

1. Healing Touch

Target creature has all HP restored. All diseases are cured. Some scars fade. The target also reduces all incoming damage of the Elemental Spirit's element by 3 for the next 6 hours.

2. Elemental Guidance

The Elemental Spirit learns the location of one creature or object, and an approximate path from their current location to the creature or object.

3. Charm Person

Target person must Save or treat the Elemental Spirit as a good friend for 1 week. Any directly harmful action by the Elemental Spirit ends this effect.

Powerful Elemental Spirits, or groups of 6 or more, can use each of the following abilities once per week.

1. Summon Elemental

The Elemental Spirit may summon an **Elemental** (pg. 125). The Elemental is naturally obedient, but vanishes after 24 hours.

2. Summon Spittingling Swarm

The Elemental Spirit may summon a swarm of 10×1d10 **Spittinglings** (pg. 131).



Advanced sapient elementals, summoned creatures who reshaped themselves, or the world's original and natural inhabitants, Elemental Spirits are wiser than their counterparts. They rarely leave their element.

Treasure: 1d100gp in well-worn offerings. Lairs may also contain a magic item (1d100, pg. 37).

1d10 Local Reputation

- 1 Widely feared and universally blamed.
- 2 Considered mythological. They're not real.
- 3 The honoured dead, reborn.
- 4 Willful ignorance. Do not speak of them.
- 5 Consulted as oracles and seers.
- 6 Despised yet treasured local rivals.
- 7 Offered regular propitiatory sacrifices.
- 8 Bound by ancient rites and treaties.
- 9 A vital part of the community.
- 10 Masters and overlords of the region.

1d8 Elemental Spirit Appearance

- 1 Classically proportioned men.
- 2 Classically proportioned women.
- 3 Androgynous human outlines.
- 4 Short, bearded, clothed men.
- 5 Tall, ethereal, silk-clad women.
- 6 Men and women with scales or feathers.
- 7 Old, dark-eyed, serious men and women.
- 8 Extremely vague outlines of limbs and eyes.

1d8	Canonical Name	Element	Elemental Spirit Lairs
1	Eisel	Acid	Airless bog, old factory, hot springs, abandoned mine.
2	Sylph / Apsara	Air	Treeless hill, cracked tower, narrow canyon, burned mill.
3	Salamander	Fire	Primordial furnace, volcanic peak, underground coal fire.
4	Barbegazi	Ice	Glacier, shadowed forested valley, iceberg, desolate plateau.
5	Kaqtukaq	Lightning	Shattered tree, scorched hill, shipwreck.
6	Gnome	Stone	Carved stone circle, ruined temple, quarry, mine.
7	Knocker	Void (Sonic)	Turbulent waterfall, echoing mineshaft, landslide, working mill.
8	Undine / Nereid	Water	Bubbling spring, shaded river, deep well, tidal pool.

3 Elemental Tyrant

Appearing: 1

HD: 22 HD (100 HP)

Appearance: a cottage-sized floating churning lump of pure elemental matter.

Voice: haughty echoing speech.

Wants: to rule their elemental domain, obtain the obedience of all lesser creatures.

Morality: ruthless and tyrannical.

Intelligence: genius. True-sight always active.

Armour: as plate+shield. Immune to non-magical damage and mind-altering effects. If an Elemental Tyrant fails a Save, it can take 10 damage to pass the Save instead.

Move: fly normal.

Morale: 10

Damage: see below.

An Elemental Tyrant radiates raw energy. Creatures in a 30' radius take 3 [element] damage per round.

Each round, an Elemental Tyrant can make one of the following attacks.

1. Cone of [Element]

60' cone, 4d6 [element] damage, Save for half.

2. Tyrannical Smash

The Elemental Tyrant lurches 20' forwards and envelops one target. On a hit, the target takes 6d6 damage and is knocked prone.

3. Wall of [Element]

The Elemental Tyrant summons up to 5 10'×10'×2' panels of their [element]. Acid, Fire, Lightning, and Void walls also deal 1d6 damage per round to adjacent targets. Each wall segment has 10 HP.

Additionally, an Elemental Tyrant can use each of the following abilities once per day.

1. Summon Elemental

The Elemental Tyrant summons 1d4 **Elementals** (pg. 125). The Elementals are naturally obedient, but vanish after 24 hours.

2. Summon Elemental Spirits

The Elemental Tyrant summons 2d10 **Elementals Spirits** (pg. 127). The Elemental Spirits are naturally obedient, but vanish after 24 hours.

Elemental Tyrants rule their associated elements. They could be local despots, volcanic overlords, or extraplanar potentates. They are as fallible, fractious, and egotistical as any mortal tyrant.

Treasure: the treasury of an Elemental Tyrant contains at least 10,000gp, 1d6 magic items (1d100, pg. 37), and other items of fabulous power.



1d8	Tyrant Name	Element	Castle
1	Flurobind	Acid	Fuming steeple.
2	Catrogale	Air	Hovering city.
3	Gnising	Fire	Volcano lair.
4	Cryopan	Ice	Ultima thule.
5	Fulgroth	Lightning	Ur-stormcloud.
6	Mox-Horbar	Stone	Basalt plateau.
7	Sulewens	Void (Sonic)	Thin upper air.
8	Terobax	Water	Undersea dome.

1d10 Why Seek This Elemental Tyrant?

- 1 Their schemes are ruining the local weather.
- 2 War between the elements is imminent.
- 3 Prove your worth to a higher power.
- 4 Apocalyptic prophecy must be averted.
- 5 Bring a petition from allied Elemental Spirits.
- 6 Rumours of a near-divine treasure hoard.
- 7 Inspect the defences of their castle.
- 8 Stole a loved one or ally for petty reasons.
- 9 Revenge an unprompted assassination.
- 10 Hired by a different Elemental Tyrant.

1d10 Unique Treasures Of The Elemental Tyrants

- 1 Scepter of Elemental Control
- 2 Ring of Elemental Immunity
- 3 Un-Flask of Primordial Divine Solvent
- 4 Cloak of Wind-Walking
- 5 Flask of the First Fire Stolen by Humanity
- 6 Bag of Glacier Seeds
- 7 Thunderstorm Bell
- 8 Rampart-Raising Ring of Stone Control
- 9 Songblade, the Thunderclap Sword
- 10 The Golden Ship of All Seas

4 Firebat

Appearing: flocks of 3d6.

HD: 2 (9 HP)

Appearance: wings of smoking fire attached to a scowling fanged head.

Voice: whistling screech, like a damp log burning.

Wants: to fly around setting things on fire.

Morality: enthusiastic arsonist.

Intelligence: very dim.

Armour: as leather.

Move: fly 2x normal.

Morale: 8

Damage: 1d8 fire touch or bouncing fireball (1d6 damage, 50' range). A target can spend their next attack to take no damage by deflecting the fireball. If they make a successful attack roll, they hit the fireball back at a Firebat.

Firebats drive prey into inconvenient areas, then swoop in for the kill. They fear water and strong wind.

Air mixed with fire, magic, and a pinch of soulstuff creates a Firebat. Accidental generation is very common; tunnels below wizard schools and alchemical laboratories often hold colonies of Firebats. They devour souls to fuel their flames. It is not possible to train firebats, but some spellcasters deliberately create them to protect an area.

Other elemental blends, under perfect conditions, can form unstable bat-like creatures.

Treasure: a colony or nest contains a hoard of 2d20gp in uncut gems.

1d10 Firebat Variants

- 1 Four-winged. Can hover in place.
- 2 Alchemical. Burns with bright white light.
- 3 Sulphurous. Reeks and fumes.
- 4 Smouldering. Leaves black smoke trails.
- 5 Blind. Spits fireballs in all directions.
- 6 Roaring. Conversation impossible within 20'.
- 7 Sputtering. Loses 1 HP per round.
- 8 Exploding. On death, 5' radius, 1d6 damage.
- 9 Oily. Attacks also set struck targets on fire.
- 10 Blue. Fire touch deals 1d10, fireballs 1d8.

1d8	Name	Elemental Blend
1	Fume Sparrow	Acid + Ice
2	Firebat	Air + Fire
3	Sizzlepuff	Fire + Lightning
4	Crunchmite	Ice + Void
5	Silver Eel	Lightning + Water
6	Sludgeflapper	Stone + Acid
7	Terror Geode	Void + Stone
8	Foamgull	Water + Air

Gargoyle 5

Appearing: groups of 2d8

HD: 5 (23 HP)

Appearance: grotesquely distorted humanoid statues. Horns, leering faces, claws, warts.

Voice: scrape of stone on stone. Gurgling drains.

Wants: to inflict pain.

Morality: malicious and vindictive.

Intelligence: cunning and mercenary.

Armour: as leather. Immune to slashing and piercing damage and mind-altering effects.

Move: normal, fly normal.

Morale: 9

Damage: 1d4 claw / 1d4 claw / 1d4 claw / 1d6 bite or vomit a 30' cone of brackish water.

Gargoyles react slowly. They always act after standard opponents. Very rapid or unexpected actions by an opponent may require a Gargoyle to Save or waste a combat round thinking.

A carved statue tricked into a semblance of life, Gargoyles emphasize all the worst traits of their creators. They don't need to eat, but they mash limbs in their maw-drains all the same. They will try to keep helpless targets alive to torment at leisure.

Treasure: 2d10gp in swallowed gold per Gargoyle, with a further 10×1d100gp hoarded somewhere high and inconvenient. They also prize maps, torture implements, and illustrated books.

1d10 Gargoyle Appearance

- 1 Warped lions, slouching towards the light.
- 2 Penitent sinners, wrapped in spiked chains.
- 3 Glowering ancestors, eyes burning.
- 4 Deformed dragons, roaring like a river.
- 5 Screaming peasants, in ragged stone robes.
- 6 Hungry merchants, clutching fat bellies.
- 7 Gleeful murderers, stone knives held aloft.
- 8 Twisted griffons, loping and snapping.
- 9 Capering demons, gyrating obscenely.
- 10 Vomiting carp, flopping and staring.

1d10 Gargoyle Nest

- 1 Poisoned well, full of bones.
- 2 Inverted cupola, slick with rainwater.
- 3 Ornate tomb, looted centuries ago.
- 4 Tangle of toppled pillars.
- 5 Cave carved to resemble a fanged mouth.
- 6 Lone archway, miraculously preserved.
- 7 Collapsed temple, full of silt and debris.
- 8 Steep roof, ridge, or fault.
- 9 Crude mockery of a belltower.
- 10 Cramped gallery or tunnel.

6

Grue

Appearing: 1

HD: 6 (27 HP)

Appearance: a heap of shadow with teeth. A mole-lamprey. A bat-ghoul. A nightmare. Grues cannot be seen by conventional sight; only those who can see without light have ventured to describe its form.

Voice: silent.

Wants: to bite off heads.

Morality: bestial cruelty.

Intelligence: inscrutable.

Armour: as plate+shield. Immune to non-magical damage and mind-altering effects.

Move: fly 3x normal. Pass through non-magical solid objects. Once per day, a Grue can instantly teleport to any unlit area within 1,000'.

Morale: 11

Damage: 2d8 bite. Grue damage cannot be reduced by any means.

A Grue's world is not bounded by stone or air. It is bounded by light. Light is an impenetrable barrier. Surround one with light and it will be squeezed out of existence. A Grue cannot attack anyone in the light. But in darkness, you are likely to be eaten.

Even if observed via darkvision or second sight, Grues are stealthy and cunning. Spotting one is difficult. Tracking one for more than a few moments is next to impossible. They are shadow-creatures, spawned from the earth itself, terrifying predators of caves and regions far from the hateful sun. If a Grue is stalking you, keep your torches lit at all times, or try to surround it in an elaborate trap.

Treasure: none.



Living Gem 7

Appearing: 1

HD: 8 (36 HP)

Appearance: a skull-sized floating gemstone with flickering spindly light-limbs.

Voice: pulses in different colours or shades.

Wants: to explore the world.

Morality: detached.

Intelligence: extremely confused.

Armour: as plate. 2x damage from sound, vibration, or bludgeoning weapons.

Move: fly normal.

Morale: 10

Damage: 2d6 blistering touch or gemstone ray (50' range, 1d12 damage, effect from the table below. Roll once per Living Gem or once per round.)

Large gems attract magic in the same way a magnet attracts iron. Very large gems acquire sentience and burst from the earth. Without guidance, language, or companions, they roam the world until delighted miners or treasure-hungry adventurers smash them into fragments.

Treasure: a Living Gem's body is valuable. Even if smashed in combat, splinters and chips are still potentially worth a fortune. Killing one without damaging its body might require days of patient stalking, specialized spells, or an elaborate trap.

1d8	Gem	Worth (Intact) ×1d10gp	Worth (Smashed) ×1d10gp
1	Diamond	10,000	2,000
2	Ruby	5,000	1,000
3	Citrine	2,000	500
4	Topaz	1,000	200
5	Emerald	1,000	200
6	Sapphire	1,000	200
7	Tourmaline	500	100
8	Amethyst	200	50

1d10 Gemstone Ray Effect

1	Mirror. Target's left and right sides reversed.
2	Stunning. Save or be stunned for 1 round.
3	Alchemical. All gold on target becomes lead.
4	Heat Flash. Save or be set on fire.
5	Crushing. Save or be knocked prone.
6	Forceful. Target is flung 1d6×10' backwards.
7	Searing. Save or go blind for 1d6 minutes.
8	Intoxicating. Save or be drunk for 1d6 hours.
9	Draining. Save or permanently lose 1d6 Int.
10	Slicing. Save or lose a random limb.

8 Sandwalker

Appearing: 1 night raider, nests of 2d6.

HD: 2 (9 HP). At the start of each combat round a Sandwalker's HP regenerates fully, provided it is in contact with a sufficiently large volume of sand.

Appearance: a humanoid figure made of flowing sand.

Voice: raspy, menacing.

Wants: to drain moisture from people.

Morality: vindictive.

Intelligence: dim but persistent. Easily fooled.

Armour: as leather.

Move: ½ normal, swim ½ normal through sand.

Morale: 9

Damage: 1d6 bludgeon.

A living creature who kills a Sandwalker must Save or fall asleep for 1d6 minutes. They wake up if they take 1 point of damage or after 1d4 rounds of vigorous shaking.

Sandwalkers can swim through sand. Their heads need to emerge to spot targets, but they attack from ambush, crushing ankles and dragging people down to strangle and slowly desiccate.

Slaying a Sandwalker in one round is difficult. A Sandwalker with 2 HP is trivial to kill; one with 16 HP might require coordinated effort or a spell. Sandwalkers will rarely pursue targets outside of sandy areas.

Some desert travellers report Sandwalkers will try to drain sleeping victims of blood by licking uncovered feet. Sleeping with thick boots or foot-to-foot is wise in Sandwalker territory.

Extremely rare analogues exist for other elements, with corresponding affinities and abilities.

Treasure: 10×1d20gp in polished gems and worn coins, concealed in a pocket 5' below the surface. If credibly threatened, Sandwalkers may dig up and offer their hoarded wealth.

1d8	Variant Name	Element	Desires
1	Lyegrabber	Acid	Calcium
2	Dust Devil	Air	Breath
3	Forge Fiend	Fire	Paper
4	White Beguiler	Ice	Silence
5	Impundulu	Lightning	Metal, Blood
6	Sandwalker	Stone	Moisture
7	Empty One	Void (Sonic)	Eversion
8	Water Weird	Water	Panic

Spitling 9

Appearing: 1 wanderer, swarms of 10×1d10.

HD: 0 (2 HP)

Appearance: a waddling fist-sized humanoid lump of elemental matter.

Voice: silent. Communicates by changing shape.

Wants: to bumble around poking things.

Morality: confused but curious.

Intelligence: child-like.

Armour: none.

Move: ½ normal.

Morale: 5

Damage: 1 damage [element] touch.

Spitlings attack accidentally by bumping into people. Their touch inflicts 1 point of damage per round. Up to 5 Spitlings can occupy the same 10' square. In theory, up to 40 Spitlings can attack a completely surrounded human-sized target.

Spitlings are minor elemental spirits born when spells fail or larger elementals dissolve. They instinctively follow people and are particularly drawn to wizards, tall individuals, or anyone connected to their element. Some wizards bind them as familiars.

A Void Spitling (a Brattle) resembles a continuously collapsing air pocket and sounds like a boiling piano.

Treasure: none.

1d8	Element	Spitling Name	Disposition
1	Acid	Dribble	Excitable
2	Air	Puff	Lazy
3	Fire	Huyssele	Curious
4	Ice	Fleck	Petulant
5	Lightning	Zot	Cuddly
6	Stone	Groft	Surly
7	Void (Sonic)	Brattle	Distracted
8	Water	Bleb	Cheerful

1d10	What Is This Spitling Doing?
1	Trying to climb a tree or boulder. Failing.
2	Wandering in small circles.
3	Bouncing up and down, staring at the sky.
4	Poking individual leaves on a plant.
5	Trying to attract attention by waving.
6	Pushing sand into a mock summoning circle.
7	Chasing a small bewildered animal.
8	Digging a burrow, pit, or den.
9	Spitting tiny drops of elemental matter.
10	Ineffectually guarding a path, door, or item.

10 Will-o'-the-Wisp

Appearing: 1 drifting light, swarms of 2d4.

HD: 6 (27 HP)

Appearance: a pale glowing orb. Can alter its brightness and apparent size to confuse prey.

Voice: silent.

Wants: enigmatic. See the table below.

Morality: varies from spiteful to sympathetic.

Intelligence: as clever as most people.

Armour: as plate. Immune to non-magical damage. Healed by lightning. Hits with metal melee weapons deal 1d6 lightning damage to the attacker.

Move: fly 2x normal.

Morale: 12

Damage: 1d12 coronal zap.

A Will-o'-the-Wisp can fade entirely and become invisible for up to 3 rounds of every 10 rounds. Vengeful Will-o'-the-Wisps prefer to lure living creatures into natural hazards.

The bewitching light of a Will-o'-the-Wisp renders maps useless. PCs cannot consult or alter maps while a Will-o'-the-Wisp is visible.

Will-o'-the-Wisps drift through the wilderness, appearing mostly at night. Some are morose, some are cruel, and a rare few are helpful.

Treasure: hidden hoard of 30×1d100gp in carefully collected coins, ancient gold rings, and silverware. 1d6 magic items (1d100, pg. 37).

1d10 What Does This Will-o'-the-Wisp Want?

- 1 To lead you to a body. You should bury it.
- 2 To lead you out of danger or to your goal.
- 3 To lead you towards a small, harmless beast.
- 4 To touch something you own.
- 5 To lead you to a particularly interesting tree.
- 6 To lead you in a wide, confusing circle.
- 7 To separate allies, friends, and hirelings.
- 8 To lead you on a hazardous trek to its hoard.
- 9 To lead you towards a dangerous enemy.
- 10 Your death, as quickly as possible.

1d10	Natural Hazard	Will-o'-the-Wisp Colour
1	Deep pool of water.	Pale, flickering red.
2	Trackless marsh.	Smoky orange.
3	Sharp cliff / waterfall.	Mustard yellow.
4	Briars / thorns.	Cat's-eye green.
5	Chasm / crevasse.	Drowned corpse blue.
6	Swift river / rapids.	Inkblot indigo.
7	Quicksand / mud.	Sunset violet.
8	Tar pit.	Nerve-damage black.
9	Legtrap boulder field.	Maggot white.
10	Cave / sinkhole.	Starlight pure white.



1d10 The Locals Say Will-o'-the-Wisps Are...

- 1 Created when a person dies in a lightning strike and does not receive a proper burial.
- 2 The offspring of lightning and fog.
- 3 Fairies riding entrapped lightning servants.
- 4 The detached eyes of a huge snake.
- 5 A natural and entirely explicable combination of marsh gas and moonlight.
- 6 Stray souls of religious apostates, cursed to wander the world.
- 7 Lightning fallen to earth to guard treasure.
- 8 Demons too weak to reenter the underworld.
- 9 Lightning bound to guard a warrior's tomb.
- 10 The souls of evil grandmothers who raised equally wicked children.

1d10 Whose Corpse Is This?

- 1 Greta Alder, who vanished from a nearby village a week ago. Her family are worried.
- 2 John Hammerhand, neck broken, purse cut.
- 3 Elsa Grey, long dead. Rings burnt off fingers.
- 4 K'trel the Wizard. Top of head scorched off.
- 5 Carl the Thief, escaped, died of exposure.
- 6 An ancient farmer, mummified by sour water.
- 7 A cracked and crumbling skeleton.
- 8 A warrior's grave, unearthed by a flood.
- 9 A stone cairn above a child's bones.
- 10 A forgotten ruler's tomb, smashed and looted. One necklace worth 60gp remains.

What Does This Elemental Want?

1d10 (Acid) Weak Acid Wants...

- | | |
|----|---|
| 1 | War! Splash on something just out of reach. |
| 2 | Water! Wants to double in volume. |
| 3 | Potash! |
| 4 | Copper! |
| 5 | Limestone! |
| 6 | That thing! Impulsive demand for an item. |
| 7 | Meat! A small animal to slowly dissolve. |
| 8 | Adventure! Carry the acid with you. |
| 9 | Gentle heating! Without boiling. |
| 10 | Mock battle! Show the acid your strength! |

1d10 (Air) A Lesser Wind Wants...

- | | |
|----|--|
| 1 | A statue or tree punished. Bury or burn it. |
| 2 | A lover, and a priest to marry them. Picky. |
| 3 | Less smoke. Fix a fire, a forge, or a village. |
| 4 | Adventure. The wind wants to follow you. |
| 5 | A bird tormented. It is insufficiently reverent. |
| 6 | Flags, ribbons, and chimes to play with. |
| 7 | A stinking beast tracked and slaughtered. |
| 8 | Music. A small concert on a hill, or just noise. |
| 9 | Confetti. Flakes, ash, or incense to toss. |
| 10 | A vacation. You need to do the wind's job. |

1d10 (Fire) A Small Fire Wants...

- | | |
|----|--|
| 1 | More fuel! Logs and branches. |
| 2 | More wind! Embolden the fire. |
| 3 | A permanent home. A forge or a servant. |
| 4 | Dancing! At least 2d6 participants. |
| 5 | A lover. Fire is easily tricked by ceremony. |
| 6 | Smoke. Coloured or perfumed. |
| 7 | Transportation to a nearby location. |
| 8 | At least 1d6 hours of mindless conversation. |
| 9 | To go out with a bang. Flour, gunpowder. |
| 10 | Treats! Meat, carved wood, soft metal. |

1d10 (Ice) A Snowstorm Wants...

- | | |
|----|---|
| 1 | Nothing. The storm scours your flesh with ice. |
| 2 | Nothing. You are tricked, mislead, betrayed. |
| 3 | Cold. Extinguish fires, shed furs and boots. |
| 4 | Worship. Build a temple from snow. |
| 5 | Abasement. Cruel mockery for 1d6 hours. |
| 6 | Broken bones. Doesn't matter whose. |
| 7 | Conquest. Kill or maim something. |
| 8 | A sacrifice. You must watch it freeze to death. |
| 9 | Stories of personal failure and madness. |
| 10 | Broken glass, ruined art, sodden books. |

1d10 (Acid) Strong Acid Wants...

- | | |
|----|--|
| 1 | War! Splash something impractical. |
| 2 | Charcoal! |
| 3 | Gold! |
| 4 | Silver! |
| 5 | Platinum! Or other rare and esoteric metals. |
| 6 | That person! Needs to have a soul. |
| 7 | Mixing! A thorough swirl and slosh. |
| 8 | An alchemist! For a very long chat. |
| 9 | Gentle heating! Be very, very careful! |
| 10 | Real battle! Someone has to die. |

1d10 (Air) A Greater Wind Wants...

- | | |
|----|--|
| 1 | To knock over a newly built structure. |
| 2 | A royal partner. Politics and cajoling. |
| 3 | An ally in a war between elements. |
| 4 | A fugitive. Someone has offended the wind. |
| 5 | A structure moved. A tower, a village, a mill. |
| 6 | Stories. The wind will flip pages and interrupt. |
| 7 | A channel dug, an impressive tunnel created. |
| 8 | Music. A huge concert, giant chimes, a flute. |
| 9 | A sealed building or tomb opened. |
| 10 | A mighty banner raised and unfurled. |

1d10 (Fire) A Large Fire Wants...

- | | |
|----|---|
| 1 | A shrine. Honour the fire or its memory. |
| 2 | Fame. Forge a fine sword, burn a library. |
| 3 | Rare salts. Flames in many different colours. |
| 4 | A view. Build a tower or find a mighty tree. |
| 5 | A willing ensouled sacrifice. Burn eternal. |
| 6 | A unique, handmade, and irreplaceable item. |
| 7 | A whole forest, dry grassland, or village. |
| 8 | Propagation. Split and separate the fire. |
| 9 | A massive ceremony. 10×1d20 dancers. |
| 10 | True heat. Bellows and a blacksmith. |

1d10 (Ice) A Glacier Wants...

- | | |
|----|--|
| 1 | Nothing. Wants to lure you into a crevasse. |
| 2 | Trouble. Endless, pointless fetch quests. |
| 3 | Transport. Carry a piece without melting it. |
| 4 | A lover. Something to torment. Picky. |
| 5 | Maps of the world, for the coming invasion. |
| 6 | Maps of the glacier, full of flattery. |
| 7 | An offensive stone, corpse, or tree removed. |
| 8 | Revenge on some travellers or explorers. |
| 9 | Sacrifices. Lots of bodies and fresh blood. |
| 10 | An elaborate temple near the glacier. |

1d10 (Lightning) A Minor Spark Wants...

- 1 To touch you. Merely painful or surprising.
- 2 To taste something. Fruit, wood, sand.
- 3 Bad poetry or romantic stories.
- 4 1d6 hours of twirling. Can take turns.
- 5 A single very pure gold coin.
- 6 Another spark, bolt, or shock.
- 7 Coaxing flattery and wheedling.
- 8 A polished glass rod.
- 9 Lumps of amber and dry fur.
- 10 An elaborate arrangement of nearby items.

1d10 (Stone) Sand Wants...

- 1 Who knows? The sand is too busy arguing.
- 2 A sacrifice. A thing to swallow and desiccate.
- 3 More sand. Grind down a large stone.
- 4 Peace and quiet. Drive off a noisy thing.
- 5 To become glass. Coloured glass is best.
- 6 A change of scenery. Carried far, far away.
- 7 Patterned lines, drawn or heaped.
- 8 Bury someone up to the neck for 1d6 hours.
- 9 A deep pit and / or a tall conical heap.
- 10 Long-winded rambling stories.

1d10 (Void) A Small Vacuum Wants

- 1 Who knows? Void elementals are fickle.
- 2 Oh darn, it collapsed on its own.
- 3 To grow. Might require a spellcaster.
- 4 To collapse noisily. Just needs a push.
- 5 Something boiled, frozen, or shredded.
- 6 Loud noises! The louder the better.
- 7 Carefully etched geometric figures.
- 8 A shrine to the absence of a thing.
- 9 Something that spins for at least 2d6 hours.
- 10 A perfect glass marble the size of the void.

1d10 (Water) The Rain Wants...

- 1 Depressing poetry, 1d6 hours of it.
- 2 Cloth and books to soak.
- 3 A bucket. Quick, catch as much as you can!
- 4 Oddly textured living people, ideally naked.
- 5 Bludgeon the rain. Swat it. Hit it with sticks.
- 6 Rare and finely crafted treasures to examine.
- 7 Hot objects. It isn't done being a cloud.
- 8 Insults. Validate its feelings.
- 9 A priest. It is dying, after all. Hold a funeral.
- 10 People to drink it, consensually.

1d8 (Water) The Ocean Wants...

- 1 Who can say? The bit of the ocean you're talking to can't make up its mind.
- 2 Sacrifices. The ocean isn't sadistic but it does like to eat people. One sacrifice might do, or an entire city.
- 3 Treasure. Cast a small mountain of valuables into the sea.
- 4 Destruction. Something has offended the sea. The ocean has no sense of scale or moderation.
- 5 A temple. Could be a small shrine, could be a forest of columns and marble statues.
- 6 To examine you. Jump in. Might be fatal, if the ocean doesn't like what it finds. Could also claim you.
- 7 Vengeance. Someone has broken the laws of the sea and fled inland. Toss their carcass into the waves.
- 8 A feast for the ages. Every bit of food in a city. No holding back for winter, no hoarding, no stinting.

1d10 (Lightning) A Lightning Bolt Wants...

- 1 To touch you. This usually means death.
- 2 To taste something. Put an item up high.
- 3 Music, lots and lots of it.
- 4 Dancing. 2d10 people, circular dances.
- 5 Purest metal. An ordinary forge won't do.
- 6 A wooden pole at least 200' high.
- 7 A play-summary of a person's entire life.
- 8 A copper coil at least 10' high. Expensive.
- 9 A tall building moved at least a mile.
- 10 Your love. It will follow you for 1d6 weeks.

1d10 (Stone) A Stone Wants...

- 1 To be left alone. Go away. Stop talking.
- 2 To be touched on all sides.
- 3 Gossip. The more vicious the better.
- 4 To crush something small and squeaking.
- 5 Respect. Move it to an admirable place.
- 6 Travel to a truly inconvenient destination.
- 7 New neighbors. Quarrels have arisen.
- 8 A view. An impressive and novel vista.
- 9 A carved face, mark, or story.
- 10 An adjacent stone pulverized.

1d10 (Void) The Yawning Gulf of Space Wants...

- 1 Nothing you could possibly offer.
- 2 Your personal ruin, you presumptuous fool.
- 3 Enormous geoglyphs of ritual importance.
- 4 An alchemical bonfire of rare metals.
- 5 Mirror a whole constellation in torches.
- 6 Locate and record a new star as it is born.
- 7 Track down an escaped stellar renegade.
- 8 Construct a telescope with crystal lenses.
- 9 An epic poem. A life's work of pure genius.
- 10 Forge a regicidal blade from starmetal.

1d10 (Water) A River Wants...

- 1 Dredging. Something is stuck.
- 2 Compliments. Rivers are vain. Be effusive.
- 3 A map of the entire river, on display.
- 4 Treats. Throw a feast... into the river.
- 5 A tough, wily, and ancient creature removed.
- 6 A poem or song on the river's beauty.
- 7 A new bridge. Sturdy, to last generations.
- 8 A bridge demolished, burned, and forgotten.
- 9 A new species of fish, bird, or plant.
- 10 Revenge for unrequited love.

What Is An Elemental?

1d6 Possible Elemental Origin

- | | |
|---|---|
| 1 | Creatures summoned from other planes or dimensions, where elements perform the same roles as plants and animals here. |
| 2 | Ordinary matter, bound and ensouled by a spellcaster or ritual. |
| 3 | Avatars of nature or of the planet itself. |
| 4 | Children, soldiers, or servants of the gods. |
| 5 | Creatures like any other, but with strange bodies and stranger habits. |
| 6 | Ordinary matter, motivated, coaxed, or bribed to take up arms and roam the world. |

Acid

Also called pain sprites, caustic spirits, or vitriol, acid elementals are rare above ground. Alchemists say they are the children of stone spirits and water spirits. Many living creatures produce them as part of a long-forgotten alliance against the primordial Trolls. Some wizards believe that there are two genders of acid elementals—caustic and vitriolic—and that when they meet they produce water and sometimes fire.

Air

Winds and air elementals are capricious but helpful. They are always moving; a wind trapped in a room or a bottle slowly fades. Strong winds know many secrets and carry rumours from distant lands. A wind gone mad might become a tornado or a hurricane.

Fire

Often active for only a few hours, fire elementals know very little beyond their immediate surroundings. They are joyful, manic, and insatiably hungry. Convincing a fire elemental to burn something is not difficult; convincing it to stop requires talent. If you put a magic item into a genial fire, it can identify enchantments, curses, or conditions. Fire spirits are terrified of water. Ancient forest fires slumber in hollow logs, waiting to burst forth at lightning's call.

Ice

Ice elementals are hateful, bitter, mercenary things. A light dusting of snow is still plotting murder. They loathe fire with all the bitterness of an atheist invited to a maudlin heaven and despise living creatures because they are warm. Glaciers have impossibly long memories, and dream of once again covering the world in ice. To melt is to become mellow and compassionate; to freeze is to learn hard lessons and gain conviction.

Lightning

Wizards are taught to never attract the attention of a lightning elemental if they can help it. Thunderstorms are water and lightning making love or fighting or both. Massive storms are battlefield orgies. Lightning elementals fall in love instantly and love almost everything. Most creatures cannot survive their presence, let alone their attention. Some deranged alchemists claim they can summon lightning using dry fur and amber or vats of acid and metal.

Stone

Stones sleep most of the time, and in their dreams, they mutter to each other. Even while awake they ask endless meaningless questions, debate circular problems, and tell lies. Stones will never admit ignorance. They form parliaments and conspiracies. They have vast networks of favours, debts, and loyalties. A stone carved into a block will still have a dour nature, but statues of living things will have a strange, often insane spirit, and may grow to think it is the thing it was carved into. Lava is joyful like fire but as ignorant as an infant. Volcanoes are vast stone nurseries, where ancient stones slowly drift to forget their past and newborn stones emerge lively and excited, rapidly hardening into sullen contemplation. Sand, and elementals formed from sand, are the cellular efforts of millions of tiny stone elementals.

Void

Rare and fleeting, void elementals seem to balance on a knife-edge of destruction. All matter seems to abhor them. They are the most intelligent of all elementals, but their knowledge is esoteric and highly abstract. Some wizards believe the entire world is surrounded by one vast, unbroken, and pitiless void.

Water

All bodies of water contain some sort of elemental spirit. Rivers and lakes are lively but dim. A rainstorm is extremely lethargic and moody, because it's melting away and changing form and it's vaguely depressed about the whole affair. The ocean is nearly impossible to talk to. It's simply too noisy. Water spirits share information easily but have terrible memories. Water elementals like putting out fire because it tickles, and it lets them go become clouds for a bit, which is like going to heaven and reincarnating as rain.



In RPGs, as in gothic fiction, “the supernatural is likely to thrust itself into the foreground and demand immediate attention. Such occasions do not permit deferment of questions about good and evil, the human condition, death and damnation. Rather, an immediate and correct understanding of these problems becomes crucial.” (*The Gothic Novel 1790-1830*, Ann B. Tracy).

On the other hand, the divine does not need to be partitioned from the mundane. In some worldviews, spirits can be found in every home, field, tree, and stone, and even the most prosaic acts have mythic overtones. RPGs can take place on the borders of the mythworld, where creatures out of legend appear without comment or justification.

Several creatures in this chapter are not conventional combat challenges, and should not be used as a yardstick to measure prowess. If the PCs can deal 400d6 damage and trivially hurl Beasts of Creation into the sun, this book may not be useful.

Like a favoured child of the gods,
Dressed in a medicine coat, he entered.
He was dressed in a garment of marten skins
besides.
He lay down underneath it
the moment he entered the house.
His ribcage was glowing.
Sparks were exploding out of his skin.

—Skaay of the Qquuna Qiighawaay, *Standing Traveller*, trans. Robert Bringhurst

Hell hath no limits, nor is circumscribed
In one self place, but where we are is hell,
And where hell is there must we ever be.
And to be short, when all the world dissolves,
And every creature shall be purified,
All places shall be hell that is not heaven.

—Christopher Marlowe, *Doctor Faustus*

1d10	Cross-Reference Omen	Cross-Reference Encounter	2d6
1	Perfumed smoke, snapping wood, cinders, smell of burnt meat.	1 Wicker Walker (pg. 203), heralded by 2d6 charred Dybuks (pg. 152). Sacrifice gone awry.	2-3
2	Faint laughter, smell of bleach, sloshing, flapping wings.	2d6 Leeches of Paradise (pg. 287) in a glass bowl, hauled by 1 Cherub (pg. 145). A dangerous gift.	4
3	Shaft of harsh white light, booming exclamation, faint grunting.	1 Kirin (pg. 265) chastises 1 indifferent Scapegoat (pg. 153) for its accumulated sins.	5
4	Circles of runes, bloodstained altar, scowling effigies, sudden eclipse.	3d6 Cultists (pg. 19) finish summoning 1 Beast of Creation (pg. 143). Astonished when it works.	6
5	Billowing clouds, grunting, attentive birds and insects.	2d6 Cave People (pg. 117) receive moral and practical instruction from 1 frustrated Demigod (pg. 146).	7
6	Wild gesticulation, dimming light, sinister clawed shadows.	1 Merchant (pg. 27) barter with 1 Devil (pg. 149). Inquisitive travellers might complicate the deal.	8
7	Barking, puffs of flame, clanking chains, desperate commands.	1 Pyromancer (pg. 211) with 2d6 partly trained Hell Hounds (pg. 152). Apologetic, but willing to defend pets.	9
8	Hissing, flashing feathers, brimstone, vulgar shrieking.	1 Couatl (pg. 262) pursues 1 Imp (pg. 153). Guilty of a variety of minor crimes.	10
9	Spine-shaking trumpets, rotating pillars of light, wheeling stars.	1 Shofar Ram (pg. 224) proclaims the descent of 1 Angel (pg. 139). Blasts anyone not suitably reverent.	11
10	Green fog, flashing eyes, muttering in obscure tongues.	1 Ethereal Dragon (pg. 74) coils around 1 Visionary (pg. 154). Whispers half-glimpsed truths and plausible lies.	12

Monsters	Hit Dice
Imp	2
Scapegoat	2
Visionary	3
Hell Hound	4
Dybuk	5
Cherub	6
Devil	8
Angel	12
Demigod	10 or 30
Beast of Creation	100

1d10	Divine Missions
1	Remind a ruler of their impiety and fragility.
2	Transport this icon to a new settlement.
3	Build a temple in the wilderness.
4	Who can translate these glowing letters?
5	Seal or unseal a gate to the underworld.
6	Purge the unbelievers! Burn! Sack! Despoil!
7	Break a holy figure out of prison.
8	Find someone better suited to this mission.
9	Undermine those intolerant fanatics.
10	The end is nigh. Prepare as best you can.

Divine Random Encounters

1d10	Omen	Encounter
1	Flickering clouds, trumpet blast.	1 Angel (pg. 139) descends in a beam of light.
2	Massive shadow, sudden earthquake.	1 Beast of Creation (pg. 143). Still distant but approaching quickly.
3	Faint chortling, smell of roses.	2d6 Cherubs (pg. 145), doing their best to improve the world.
4	Eerie silence, calm sky.	1 Demigod (pg. 146), disguised as a lost traveller. Not convincing.
5	Unnatural wind, smell of sulphur.	1 Devil (pg. 149) rises in a cloud of smoke. Theatrical, amusing.
6	Manic laughter, dropped fabric scraps.	1 Dybuk (pg. 152) jumps up and down. Asks invasive questions.
7	Smoke, gurgling howls, red eyes.	Pack of 2d6 feral Hell Hounds (pg. 152). Curious, then hungry.
8	High-pitched music, sneering.	2d6 Imps (pg. 153) hops in a circle. Ready for mayhem.
9	Bleating, migraine-like swirls.	1 Scapegoat (pg. 153). Skittish, hungry, and dim.
10	Distant shouting, screams of rage.	1 Visionary (pg. 154) loudly declaiming from atop a rock.

1d10	Combined Omen	Combined Encounter	2d6
1	Intermittent rumbling, sweeping shadows, smoke, small avalanches.	1 Beast of Creation (pg. 143) near the horizon, with 2d6 parasitic Hell Hounds (pg. 152) scouting ahead.	2-3
2	Rolling trumpets, shafts of light, flowing clouds, smell of incense.	2d6 Angels (pg. 139) herald the arrival of 1 Demigod (pg. 146) and 2d6 Cherubs (pg. 145) in a divine procession.	4
3	Cackling, bleating, giggling. Tufts of fur, hoofprints.	1 Scapegoat (pg. 153) pursued by 1 Imp (pg. 153) trying to drive it back towards civilization.	5
4	Fluttering wings, smell of burnt meat, flickering pink light.	2d6 Cherubs (pg. 145) orbit 1 irritated Devil (pg. 149), warning travellers not to approach.	6
5	Howling and barking, wild commands, clanking chains.	2d6 collared Hell Hounds (pg. 152) obey 1 triumphant Dybuk (pg. 152). A whimsical hunt may commence.	7
6	Hissing, infant wails, shed feathers and claws.	1 Imp (pg. 153) and 1 Cherub (pg. 145) fight in the dust. If aided, may provide dubious assistance for a few days.	8
7	Distant shouting, hastily assembled shrines and diagrams.	1 Visionary (pg. 154) prophesies the very imminent arrival of 1 Beast of Creation (pg. 143). Delighted, then terrified.	9
8	Polite yet strained conversation, swirling clouds, absence of odours.	1 Devil (pg. 149) and 1 Angel (pg. 139) debate the relative merits of the PCs. May come to blows.	10
9	Whooping, hollering, smell of rotting corpses and wet wool.	1 Dybuk (pg. 152) riding 1 Scapegoat (pg. 153). No steering, brakes, or sense of direction.	11
10	Reverberating commands, shimmering light. Creeping sense of foreboding.	1 resplendent Demigod (pg. 146) instructs or tests 1 Visionary (pg. 154). Unlikely to tolerate interruption.	12

1d10	Where They Find You (Indoors)	Where They Find You (Out Of Doors)	Supplemental Omens
1	Suspended vault. Walkway chains.	Scorched crater. Pall of smoke.	Water turns to blood.
2	Boiling pool. Copper ladders, vents.	Ruined archway. Hanging vines.	Eclipse without a moon.
3	Bone catacombs. Dust, eye sockets.	Crossroads. Windswept, steep ditches.	Gems become cloudy.
4	Plundered tomb. Cracked caskets.	Active graveyard. Open pits, low stones.	New star appears, hovers.
5	Temple. Pillars, altar, alcoves.	Fountain. Wading pools, jets, drains.	Sparkling comet in the sky.
6	Domed hall. Narrow ledges.	Between two rows of toppled statues.	Lightning without a storm.
7	Serpentine staircase. Odd curves.	Minor shrine. Wind-blown instruments.	Crops flattened in rings.
8	Pentagonal chamber. Dribbly candles.	Near a bottomless pit. Small fence.	Birds fall dead from trees.
9	Stage. Seats, curtains, balconies.	Festival grove. Banners, tables.	Glass cracks, squeaks.
10	Teetering tower. Poles, clay bricks.	Future temple site. Cranes, scaffolding.	Cold fire runs down roads.

1

Angel

Appearing: 1, or rare hosts of 2d6

HD: 12 (54 HP)

Appearance: typically, a beautiful flying human with white feathered wings. Luminous. More real than reality; the world looks thin and shabby.

Voice: formal, reverberating, and overpowering.

Wants: to deliver their message.

Morality: rigidly aligned, starkly illuminated.

Intelligence: limited knowledge. Acts on divine instinct, but gives everyone its undivided attention.

Armour: as plate. Immune to non-magical damage, elemental damage, and mind-altering effects. Creatures must Save to attack an uninjured Angel.

Move: fly 2x normal.

Morale: 11

Damage: see below.

Each round, an Angel can make one of the following attacks. Damage from an Angel's attack ignores damage immunities.

1. Flaming Sword Strike

4d6+3 fire damage. Save or be set on fire.

2. Flaming Sword Slash

50' cone, 3d6 fire damage, Save for half.

Additionally, an Angel can use the following abilities any number of times per day.

1. Command

The Angel speaks a single word imbued with divine power. All targets within 100' must Save or spend their next round obeying. Targets can take 1d6+1 damage to automatically pass their Save. See the adjacent table for examples.

2. Divine Healing

Target mortal creature has all HP restored. All diseases and curses are cured. This effect can bring a mortal creature back to life, provided they died in the last 10 minutes within sight of the Angel.

3. Light

In a 500' radius, night becomes day. Sunlight blazes out of the Angel for up to 1 hour.

4. Banish

One unnatural or summoned creature must Save or return to where it belongs. Ghosts are exorcised.

Angels are messengers; they are only present when a message needs to be delivered. Fear, death, and all-consuming fire are very effective messages. Angels do not understand doubt or hesitation.

Treasure: an Angel can choose to bestow an Angelic Treasure (pg. 140), even while dying.



1d10 Divine Messages

- | | |
|----|--|
| 1 | A nearby settlement will be destroyed for their sins. Flee or perish with them. |
| 2 | A nearby settlement will be destroyed unless ten righteous people can be found within. |
| 3 | Your sins have come to the attention of a higher power. I am here to render judgement. |
| 4 | To continue, you must prove your worth. |
| 5 | I am here to heal and strengthen you. |
| 6 | A great danger lies ahead of you. I cannot say more, but you must be prepared. |
| 7 | At your command, I will strike down one of your enemies. Choose wisely. |
| 8 | You will not achieve your goal, but your heir will succeed where you have failed. |
| 9 | Your rulers will be overthrown. Your armies humbled. Your cities ground into dust. |
| 10 | You must broker peace among enemies. |

1d10 Commands

- | | |
|----|---|
| 1 | KNEEL. Save or drop to your knees. |
| 2 | PRAY. Save or clasp your hands together. |
| 3 | STOP. Save or remain stationary. |
| 4 | FLEE. Save or turn away and run. |
| 5 | SILENCE. Save or remain completely silent. |
| 6 | BURN. Save or take 2d6 fire damage. |
| 7 | REMEMBER. Save or have the Angel's next words permanently burned into your memory. |
| 8 | SUFFER. Save or take 6 damage and spend the next round writhing in helpless agony. |
| 9 | SHATTER. Instead of affecting all targets, one target object of any size collapses. |
| 10 | DIE. Instead of affecting all targets, one target creature must Save or die. |

1d8	Virtue	Judges You On	Questions
1	Courage	Foes faced, firmness of purpose, confidence.	Stand you upright before an Angel? Do I see you face grow pale, your strength flee, your heart falter?
2	Diligence	Degree of life stability, preparation, self-examination.	Do you remain fixed in purpose and intent? Know you the dangers you must face? Have you guarded your soul?
3	Humility	Pompous titles, plain clothing, reverence.	Do you set yourself above other mortals? Have you walked in humility? Know you that all things are impermanent?
4	Justice	Theft, murder, and treason. Restitution and authority.	What are your crimes? What blood is on your hands? Have you broken the natural order of the world?
5	Kindness	Recent acts, notable charity, willingness to shed blood.	How have you helped the less fortunate? Who could testify in defense of your soul? Why is violence your first answer?
6	Patience	Response to delays, scope of plan, emotional displays.	I see your heart is troubled by many questions. Why? What drives you heedless along this path?
7	Prudence	Foresight, meticulousness, delayed answers.	What separates you from a beast of the field? What have you cast aside, and was it wise to do so?
8	Temperance	Intoxicants carried, enemies forgiven, objectives balanced.	How many can say they were spared by your hand? Have you spurned all worldly pleasures?

VIRTUES AND JUDGEMENT

An easy way to further differentiate Angels is to assign them a virtue. This can be a personal whim, the reason they are present, or the core of their existence. The virtues listed above are fairly standard.

But Angels can be dispatched by powers who might value unconventional qualities. A God of Mining might appreciate Greed and disdain charity; a God of Sleep might dispatch Angels of Sloth.

1d10 Angel Variants

1	Solid column of smokeless fire.
2	Writhing knot of wings within wings.
3	Migraine-like starscape reality cutout.
4	Boiling mass of melding benign faces.
5	Gyroscopic golden wheels, opalescent eyes.
6	Fourfold porcelain beast masks.
7	Lidless white eye with a pupil of black fire.
8	Humanoid blob of melting gold and mercury.
9	Clean, unwinged, and unremarkable traveller.
10	Glyph-orbited smoke and obsidian shards.

1d10 Angelic Treasures

1	Flaming Sword. Deals 2d6+2 fire damage. Burns like a torch. Cannot be deactivated.
2	Halo. Reduces all incoming damage by 2. Glows like a candle. Floats over user's head.
3	Horn of Destruction. One use per year. All stone constructions in a 500' cone are reduced to rubble.
4	Gem of True Seeing. Reveals invisible creatures and illusions while held up to an eye. User must remain stationary.
5	Ring of Martyrdom. While worn, user can take damage that would be dealt to a visible ally within 100'. Damage cannot be reduced.
6	Afterlife Key. One use. Turns a door into a portal to a positive afterlife for the first person to pass through it. Irreversible. Anyone holding the key knows how it works.
7	Angel Feather. While held, immune to fear.
8	Rising Star Fragment. One use. Turns any roll into an automatic success or critical hit.
9	Crystallized Angelic Tear. One use. User is fully healed and cured of all diseases.
10	Helm of Eyes. Grants 360 degree vision.

1d8	Unusual Virtue	Judges You On	Questions
1	Envy	Grievances listed, plots hatched, desires ungratified.	Who has wronged you? Whose glory do you despise? How will you raise up your hand to destroy and humble them?
2	Gluttony	Consumption, epicurean refinement, seasonings.	How does your last meal relate to your current goal? Can you remember what you have consumed?
3	Greed	Wealth hoarded, stinginess of pay, precision of accounts.	Why does your wealth not increase? Can you enumerate your total value? Who have you cheated recently?
4	Hatred	Enemies, scope of revenge, purity of commitment.	What is the focus of your life? If you could destroy an enemy, who would it be, and why?
5	Lust	Number of partners, impulsivity, innuendo.	Have you satisfied your flesh? Is there anything you deny yourself? How would your peers describe you?
6	Pride	Beauty, elegance, list of achievements, scorn.	Do you think you are superior to other mortals? How was your finery chosen? Can you justify your vanity?
7	Sloth	Reaction time, comfort items, distance from home.	What do you seek? Where is your home? At what hour did you rise, and at what hour will you rest?
8	Wrath	Enemies slaughtered, strength of weapons and sinew.	How many lives have you ended? By what means did you acquire your weapons? When did you last kill?

1d100 Angels

1d100 Name	Title
1 Baradon	The Subjugator
2 Sahquonai	Who Quickens the Mind
3 Gzrel	The Perpetual Guide
4 Ansiya	Inspiration Incarnate
5 Rachminath	The Maelstrom of Light
6 Danuchus	Guardian of the Fields
7 Yabbashun	The Stillness of Death
8 Verquaniel	The Forbearing
9 Rahl Urul	Bringer of Vengeance
10 Arkaol	Herald of the Dawn
11 Elyian Koss	Solemn Guardian
12 Lurimel	The Unrelenting Sword
13 Anaphon	Of the Eternal Vigil
14 Nureth	Who Directs the Stars
15 Kalkiel	The Gracious
16 Metaphon	The Walking Whirlwind
17 Hadrial	Adjudicator of Twilight
18 Minathan	Emblem of Compassion
19 Sotreasuchus	The Persecutor
20 Haylatron	Whose Voice is Flame
21 Hadirischa	Bringer of Wisdom
22 Erath Sur	Watcher of the Lower Stars
23 Phoenebith	Interpreter of Visions
24 Nacaraos	Who Uncovers Falsehoods
25 Zabkul	The Alleviation of Disease
26 Ramanush	First Among Legions
27 Zaphoth	The Gracious
28 Satqur	Emissary of the Sun
29 Zaophil	Keeper of the Fifth Gate
30 Shoftut	Who Denounces
31 Satqur	The Fatebreaker
32 Uzael	Exalted Among Hosts
33 Bezalos	Who Steers the Lightning
34 Nayala	Knower of Secrets
35 Machidiah	Lion of the Upper Air
36 Raziel	Who Stands Immobile
37 Eremuel	Bringer of Prophecies
38 Orifoilu	The Ruination of Cities
39 Nithion	Bulwark of the Just
40 Rumiel	Who Conveys Grief
41 Hagakbel	Sovereign of the Moon
42 Phalath	Who Raised the Mountains
43 Anathoth	The Executioner
44 Nalolos	Seeker of Truth
45 Hofanas	Keeper of the Hours
46 Aral Zur	Who Measured The Seas
47 Omagel	Harbinger of Fire
48 Kut Dalaque	The Valiant
49 Sasampharae	The Shield of the Righteous
50 Guranel	Harbinger of Falling Stars

1d100 Name	Title
51 Ophomsa	Painter of Constellations
52 Jefogah	The Arbiter
53 Sarandys	Herald of the Ninth Hour
54 Zaphkium	The Resolute
55 Pronibal	The Divine Scribe
56 Ubavach	Who Intercedes
57 Zagzhar	Keeper of the Archives
58 Ei Armuz	Penultimate Sustenance
59 Rikbir	Breaker of Bonds
60 Kokabiol	The Beneficent One
61 Lamethiel	Monitor of the Final Gate
62 Tenagoth	Purifier of Souls
63 Asuruch	The Impartial Recorder
64 Rachiel	Of Eyes Unblinded
65 Kakab Orz	Shepherd of the Clouds
66 Zacharon	The Red Right Hand
67 Armut	The Triumphant
68 Micharos	Who Planted The Forests
69 Onhar	Protector of Scrolls
70 Zuriel	Marshal of the Sixth Host
71 Kakabail	The Silence of Midnight
72 Nasargosha	Who Thwarts the Wicked
73 Aeshion	The Excoriator
74 Kerubatron	Preserver of Truth
75 Arakir	Conveyor of Souls
76 Gabrogath	The Consolation of Pain
77 Marmafil	Guardian of the Rain
78 Armur Eoh	Surveyor of Merit
79 Rizania	The West Wind
80 Jerahmiel	Herald of Victory
81 Quabrium	The Edge of the Sword
82 Penemiath	Whose Word is Peace
83 Xanathan	First Pillar of the Throne
84 Azibir	Who Walks in Shadow
85 Hasdiel	Terror of the Skies
86 Razuel	The Shining One
87 Kabshuchus	Whose Will is Iron
88 Zophil	Disclaimer of the Wicked
89 Parymphoron	Seer of Dreams
90 Adonaroth	Light of First Creation
91 Lassuar	The Desolation
92 Amitiel	Bane of Tyrants
93 Schemhoia	The Indomitable
94 Erathul	Protector of Birds
95 Poyanel	The First Prisoner
96 Sarak Zar	Herald of Deliverance
97 Temelaroht	Instructor of Hidden Words
98 Jophoia	The Merciful
99 Sirdiagal	Scribe of the Laws
100 Bethaxos	Who Burns Without Fire

Generic Cosmology

1d10 The Sky Is...

- 1 A crystal dome lit by tiny lights.
- 2 The belly of a goddess.
- 3 A stone vault with pinprick holes.
- 4 A roiling expanse of storms.
- 5 An endless void lit by distant suns.
- 6 The shield of a fallen ancestor.
- 7 The roof of a titanic cave.
- 8 A carpet painted by divine beings.
- 9 An ocean of fog and darkness.
- 10 A pool of thick ethereal treacle.

The Wandering Stars Are...

- 1 Celestial monitors of destiny.
- 2 Lights attached to vast crystal rings.
- 3 Worlds like ours, but far away.
- 4 Divine timekeeping symbols.
- 5 Encapsulated separate afterlives.
- 6 To be ignored. Do not speak of them.
- 7 Enormous immortal fireflies.
- 8 The eyes of a dead god.
- 9 Worlds far stranger than ours.
- 10 Ancient heroes granted immortality.

The Sun Is...

- 1 A titanic orb of unnatural fire.
- 2 The face of a solar deity.
- 3 A small orb on a fixed track.
- 4 A flaming sky-barge.
- 5 A torturous afterlife.
- 6 The survivor of an ancient war.
- 7 A world like ours, but aflame.
- 8 A flat disc of shining metal.
- 9 The corpse of a second moon.
- 10 The egg of the next world.



1d10 The World Is...

- 1 A flat disc with waterfalls on the rim.
- 2 A few islands on a vast ocean.
- 3 A stone orb wreathed in clouds.
- 4 A shallow dish with a central peak.
- 5 A cube; we live on one facet.
- 6 Inside an enormous egg.
- 7 A mountain on an grassy plane.
- 8 The top of an enormous skull.
- 9 A very small stone cylinder.
- 10 A titanic fruit, slowly rotting.

Supported By...

- 1 The black depths of the world-ocean.
- 2 An endless stack of turtles.
- 3 A jet of eternal fire.
- 4 An ox on a whale in a bowl.
- 5 An invisible golden chain.
- 6 Four elephants on a sea turtle.
- 7 The roots of an eternal tree.
- 8 Invisible lines of force and power.
- 9 Nothing. Plummeting doom.
- 10 Nothing. Rising towards glory.

But It Actually Is...

- 1 The shadow of an ideal world.
- 2 A rewarding afterlife.
- 3 An accursed pit of torment.
- 4 Trapped in an eternal cycle.
- 5 The dream of a celestial bear.
- 6 An incompetent creation.
- 7 A brief elemental alliance.
- 8 A grand elaborate metaphor.
- 9 A temporary prison.
- 10 The shipwreck of a past world.



1d10 After We Die, We Are...

- 1 Granted eternal bliss and peace.
- 2 Sent to dwell beneath the earth.
- 3 Forgotten and erased.
- 4 Turned into higher beings.
- 5 Sent to live on another world.
- 6 Gone. Who knows? Why worry.
- 7 Devoured by uncaring gods.
- 8 Prepared for the final battle.
- 9 Sent back to rejoin our families.
- 10 Bound to our sleeping corpses.

Or If We Were Bad, We Are...

- 1 Cast into a land of eternal agony.
- 2 Used to feed the star-fire.
- 3 Reborn as lesser beasts.
- 4 Spit out to drift in darkness.
- 5 Just as dead as anyone else.
- 6 Bound to unchanging stone forms.
- 7 Condemned to wander the world.
- 8 Forgotten and erased.
- 9 Beaten with hollow musical sticks.
- 10 Enrolled in the divine bureaucracy.

Additionally, The Dead Must...

- 1 Wander through a wasteland.
- 2 Recount their deeds and sins.
- 3 Pay the psychopomp.
- 4 Memorize a lengthy text.
- 5 Defeat a powerful guardian.
- 6 Argue before a judge.
- 7 Demonstrate useful skills.
- 8 Carefully steer their barge.
- 9 Propitiate their ancestors.
- 10 Construct new bodies.

2 Beast of Creation

Appearing: 1

HD: 100 (450 HP)

Appearance: a titanic beast. Dominates the landscape, blots out the sun, shakes the earth and scatters the clouds.

Voice: infrasonic roar.

Wants: to devour and destroy. An agent of upheaval.

Morality: unknown, but thoroughly belligerent.

Intelligence: as cunning as an avalanche.

Armour: none. All attacks automatically hit the Beast of Creation. All incoming damage is reduced by 20. Climbing the creature reduces damage by 15 instead. Immune to non-magical damage and fire. Single-target spells that target a Beast of Creation are automatically reflected in a random direction. Mass target spells only work if the total HD they affect is equal to the Beast of Creation's HD (100). Area-of-effect spells work normally.

Move: 2x normal or fly 2x normal or swim 2x normal.

Morale: 12

Damage: see below.

Each round, the Beast of Creation can make one of the following attacks.

1. Sweeping Claws

The Beast of Creation shreds all before it. It moves 60'. All targets along its path must Save or take 3d6 damage and be knocked prone.

2. Devour

Attacking something that has irritated it or looks particularly delicious, the Beast of Creation reaches down to snatch a morsel. On the next round, one target must Save or die.

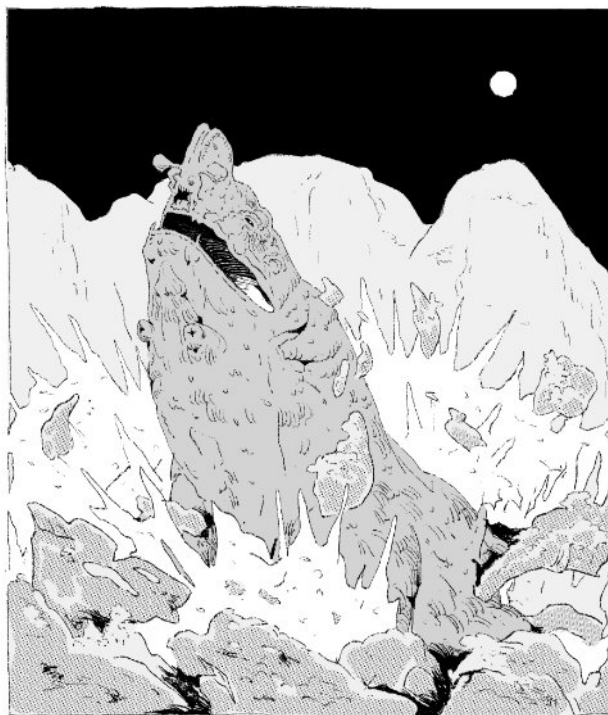
3. Horns and Tail

The Beast of Creation reserves this attack for targets that dare to rival its majesty. It makes 3 attack rolls, each dealing 2d20+5 damage on a hit.

The sight of a Beast of Creation requires all creatures within 1,000' to Save against Fear or be paralyzed until the Beast of Creation is no longer visible. Non-intelligent creatures and low-level hirelings automatically fail their Save. Creatures dragged out of line of sight can make a new Save each minute.

Beasts of Creation are unique entities from the dawn of the world. They emerge for a short period, destroy everything in their path, then return to forgotten depths and slumber for years or centuries. Killing one, or even seriously inconveniencing one, will attract divine attention. It is a proverbial test of power and ability.

Treasure: none.



1d10	Names	Form
1	Behemoth	Ravenous horned lizard-ox.
2	Leviathan	Armour-plated shark-whale.
3	Ziz	Golden fringed bird.
4	Tarrasque	Six-legged spined lion-turtle.
5	Jörmungandr	Shining mottled serpent.
6	Tannin	Scaled snake-whale.
7	Fenrir	Flame-dripping wolf.
8	Charybdis	Whirlpool-spawning whale.
9	Scylla	Beast-heads, tentacles, teeth.
10	Corpseworm	Slithering mass grave.

HEROIC COWARDICE

When a panicked messenger tells the PCs a Beast of Creation is approaching an area, they can:

- Travel as fast as possible in the opposite direction.
- Try to assist with evacuation efforts.
- Loot, then flee.
- Try to organize a (most likely futile) defense.
- Try to fight the Beast of Creation without a plan.
- Try to fight the Beast of Creation with a plan.

A Beast of Creation is, unless the PCs are extraordinarily competent, an impossible fight. Poison, fall damage, volcanic eruptions, powerful allies, or apocalyptic magic might help, but running away is the most sensible option.

1d12 Beast of Creation Abilities

1	Fire Breath. Instead of making an attack, can breath fire. 500' cone, 6d6 fire damage. If a target is within 30' of an edge, Save to dodge for half damage. Usable once per hour.
2	Beam Cannon. Instead of making an attack, can fire a beam of solid light. 500' line, Save or disintegrate. Usable once per hour.
3	Regeneration. Regenerates 3 HP per round.
4	Infectious. Creatures killed but not devoured by the Beast of Creation rise as 1 HD Zombies (pg. 173) or other low-HD creatures.
5	Groundbinding Aura. All flying creatures within 500' plummet to the ground (no damage) and cannot fly.
6	Hyperadaptive. Immune to any damage type or spell that strikes it, after damage is dealt. Immunities reset after 24 hours.
7	Lifedrainng Aura. Deals 1 damage per round to all creatures within 1,000'. Plants wilt, rot.
8	Let Them Fight. If reduced to half HP, a rival Beast of Creation will arrive to take advantage of its weakened state.
9	Desiccator. Within 1 mile, rivers stop, wells run dry, lakes turn salt. Bottles and flasks burst and evaporate. Seas unaffected.
10	Living Stormcloud. Can control weather (maliciously) within 1 mile.
11	Mutable. If reduced to half HP, gains a new form and a new ability.
12	Corruption. Within 200', all metals rust, flake, or crumble. Magic items get a Save.

1d12 Reasons To Race Into The Beast's Path

1	The pay wagon for the local mercenary company broke down. Chests full of gold.
2	The only bridge across a deep river chasm lies along the beast's expected route.
3	Save a holy item from a temple. The guardians refuse to leave; they must be persuaded to give up the item or evacuate.
4	Rulers of nearby countries will pay handsomely for sketches and samples.
5	My child went to collect wildflowers and has not returned. Help!
6	In a fit of ill-advised bravado, the local ruler rode out to fight the beast. Ensure their safe return by any means necessary.
7	The local ruler rode out, ostensibly to fight the beast. It would be tragic if they returned.
8	The local ruler rode out to fight the beast, coated head to toe in valuable magic items. If someone were to waylay them...
9	An ancient order of priests are reasonably sure this invocation will stop the beast if read before its face in a clear voice. Unfortunately, the priests are sworn to silence.
10	To buy time to evacuate, we're going to herd cattle into the beast's maw. You need to make sure they are prominently displayed.

1d10 Evacuation Complications

1	Someone needs keep the local ruler's heir out of the hands of assassins and relatives.
2	Scout a disused mountain path for enemies.
3	The city's main gate is too narrow. Build a ramp, make a new gate, or find another way.
4	We need to keep morale up. Any ideas?
5	We know the local bandits have excess horses. Negotiate as a neutral third party.
6	One of the hill forts is occupied by a light enemy force. Can you clear it before the column of refugees arrives?
7	We suspect our enemies will attack us in this time of turmoil. We should attack them first!
8	It is a convenient time to settle some old grievances. Here's a list. 10gp per head.
9	A rabble-rousing prophet says this doom was foretold. Find out if it was. If the prophet is accurate, keep them safe. If they aren't, ensure they quietly vanish.
10	We suspect our enemies will attack us in this time of turmoil. Secretly convey our best diplomat, tribute, and terms to them.

1d10 Who Awoke This Beast of Creation?

1	Cultists. Thought they could control it.
2	Adventurers. Cracked an ancient vault.
3	Wizards. Breaking natural and unnatural law.
4	Miners. Tunneled through an iron chain.
5	City Officials. Botched a crucial civic rite.
6	Soldiers. Accidental battlefield sacrifice.
7	Earthquake disturbed its perfect den.
8	One angry prayer. Answered without subtlety.
9	The accumulated sins of the locals.
10	Part of a natural centuries-long cycle.

1d10 Consequences of Killing A Beast of Creation

1	Creeping structural collapse of the world.
2	Apocalypse averted for another age.
3	Rivers of blood mutate continental wildlife.
4	Corpse absorbed by volcano to be reborn.
5	Divine vengeance via crater-forming comet.
6	Region becomes pacific, verdant, luxurious.
7	Region becomes violent, barren, blighted.
8	Immediate ascension to the divine realms.
9	Sun and stars dim for a week in mourning.
10	Corpse contains two indestructible gold eggs.

MENU

Flavour: sizzling black pork.

Notes: the enormous carcass of a Beast of Creation will create a minor ecosystem of exploitation and decay. Its hide can create 1,000 suits of armour. Its bones can create 1,000 legendary swords.

The first time a creature eats the flesh of a Beast of Creation, the creature is fully healed, grows 5% taller, and permanently adds +1 to all stats.

3

Cherub

Appearing: 1, or flights of 2d6

HD: 6 (27 HP)

Appearance: a fat winged infant.

Voice: cheerful giggling, spit bubbles, wailing.

Wants: to help people fall in love, to spite the ugly and wicked, to improve the world.

Morality: tolerably moral, but peevish.

Intelligence: infantile, but with flashes of divine inspiration.

Armour: as chain. Immune to non-magical damage and mind-altering effects.

Move: fly 2x normal.

Morale: 9

Damage: 1d6 bow, 100' range.

Instead of dealing damage with an arrow, a Cherub can choose one of the following effects.

1. Arrow of Love

Struck target must Save or fall in deep romantic love with a visible target designated by the Cherub. They will gaze longingly into their love's eyes, hang on their every word, and try to make them happy. The effect fades after 1 week.

2. Arrow of Sleep

Struck target must Save or fall asleep. They wake up if they take 1 point of damage or after 1d4 rounds of vigorous shaking. If undisturbed, they sleep forever.

3. Arrow of Sorrow

Struck target must Save or spend the next 6 rounds weeping and remembering past failures. They can reduce the effect's duration to 2 rounds by voicing a sin, shameful secret, or deep regret.

4. Arrow of Joy

Struck target must Save or spend the next 6 rounds laughing and celebrating. They can take no offensive or useful actions. Each round, they can take 2 non-lethal damage to act normally.

Cherubs can select nonliving objects as targets. A bucket in love may not have many options to express its feelings, but a raging river can be put to sleep and a storm made to feel remorse. Though Cherubs are usually excellent shots, on a miss, their arrows will still strike something.

Cherubs are minor angels. Despite their appearance and disposition, they are still warrior-messengers equipped with unconventional weapons.

Treasure: 1d6 unused arrows, each inflicting one effect listed above on a hit.



1d10 What Is This Cherub Doing?

- | | |
|----|---|
| 1 | Preparing to torment a PC by making them fall in love with embarrassing things. |
| 2 | Guarding a saint's tomb. |
| 3 | Wandering the world, promoting reflection and introspection. |
| 4 | Brokering peace between two hungry insects. |
| 5 | Napping contentedly in a tree. |
| 6 | Hauling a heavy sword towards a lake. |
| 7 | Trying in vain to heal an injured bird. |
| 8 | Blowing bubbles of holy water. |
| 9 | Noisily gumming a red apple. |
| 10 | Dropping pebbles on any nearby sinners. |

1d10 Alternative Cherub Forms

- | | |
|----|--|
| 1 | Three merged masks. Eyes flash with power. |
| 2 | Haloed head, spinal column. Glows yellow. |
| 3 | Buzzing glyph. Burns like the sun. |
| 4 | Winged one-eyed cat. Spits arrows. |
| 5 | Porcelain orb surrounded by silver needles. |
| 6 | Rings of interlocking wings. Sheds feathers. |
| 7 | Painted icon supported by a small raincloud. |
| 8 | Corroded crown twisted into a knot. |
| 9 | Blue hand, palm forward. Gestures to cast. |
| 10 | Burning heart pierced by three swords. |

4

Demigod

Appearing: 1

HD: 10 (45 HP) or 30 (135 HP)

Appearance: a magnificent humanoid figure. Statuesque, radiant. Can appear in disguise.

Voice: resonant formal tones.

Wants: to gratify their whims.

Morality: aloof and contemptuous.

Intelligence: as smart as most people, but with stronger passions. Demigods are full of supernatural knowledge and dubious advice.

Armour: none. See Divine Aegis below.

Move: 2x normal through any material.

Morale: 12

Damage: 3d10+2 life-crushing blow.

Additionally, a Demigod can use each of the following abilities twice per day.

1. Smite

Target creature or object takes 6d6 damage, Save for half. If they have harmed the Demigod or committed dreadful acts against the Demigod's domain, they automatically fail their Save.

2. Touch of the Divine

Target creature has all HP restored. All diseases and curses are cured.

3. Control Domain

The Demigod creates, maintains, or alters something related to one of their domains. The effect cannot spread beyond a 20 mile radius and cannot directly deal damage. Effects could include:

- Target creature permanently gains +2 to a stat.
- Target creature permanently gains or loses a level.
- A large group of creatures experience an emotion.
- A structure, plant, animal, or object appears.
- A hidden truth is revealed.

The GM should feel free to invent other impressive abilities related to a Demigod's domains.

Demigods with 10 HD have 2 Minor Domains (1d100, pg. 147). Demigods with 30 HD also have 1 Major Domain (1d10, pg. 147) or 2 additional Minor Domains. In any given setting or pantheon, Demigods can have overlapping portfolios.

Demigods will not attack unless seriously threatened... or help unless propitiated. To generate a Demigod's name, roll 1d4 d100s on the table on pg. 147, or use the same results from the Demigod's Minor Domain rolls.

Treasure: a slain Demigod may carry 1d4 Divine Treasures (pg. 148).



1d10	Epithets	Retainers / Items
1	Many-armed.	Gnarled staff.
2	Bright-eyed.	Peevish owl.
3	Smiling.	Bowl of fruit.
4	Tireless.	Magnificent horse.
5	Swift-footed.	Crested helmet.
6	Shining.	Flat-faced cat.
7	World-shaker.	Exhausted priest.
8	Hard-hearted.	Iron hook.
9	Watchful.	Flock of sparrows.
10	Veiled.	Dim lantern.

DIVINE AEGIS

A Demigod reduces all incoming damage to 0, and automatically resists all spells, unless the attacker:

- is truly convinced their attack will harm a Demigod.
- is wielding a sufficiently awe-inspiring weapon.
- has taken some form of ritual precaution.

All three are required. Attackers must be utterly certain they are capable of striking and killing a divine being. Alcohol or other drugs may help. Awe-inspiring weapons should be culturally significant, made of rare materials, or specially crafted for the purpose. Ritual precautions could include invoking a rival Demigod, performing a ceremony, or shouting their name and heroic deeds before attacking.

Awe-inspiring weapons can also be spells of suitably apocalyptic power. Ideally, the spell should be unique, require multiple casters, or have a significant chance of disastrously backfiring.

1d100 Domains

1d10	Major Domains	Disposition
1	Death	Amiable
2	Fertility	Domineering
3	Fire	Irritable
4	Livestock	Blundering
5	The Harvest	Skeptical
6	The Sea	Enigmatic
7	The Sky	Distracted
8	Time	Excitable
9	Travel	Torpid
10	War	Impassive

EXAMPLE DEMIGODS

1. Clof

Domains: gardening, sunrises.

Current Problem: something keeps nibbling Clof's precious gourds at night. Always falls asleep while on guard. Will barter divine aid for competent guards, but the penalty for failure is death. Is the culprit a mouse, a monster, or sleepwalking Clof?

2. Plotence

Domains: taxes, greed, orderly societies.

Current Problem: PCs' finances are in a state of total confusion, require of a ruthless audit. Willing to settle for 10% in penalties, unless the PCs act as investigators in a more serious inquiry.

3. Hanfargel

Domains: strength, pragmatism.

Current Problem: wants to take a vacation from slaying mythic beasts and performing mighty labours. Picked a very inconvenient time; local affairs are escalating.

4. Ruwahuby

Domains: frogs, mists.

Current Problem: favourite comic playwright is dead. Wishes to either retrieve them from the underworld, find a replacement, or instruct a pupil. Awful taste, loves puns.

5. Trelkar

Domains: eels, tides, seaweed, clams.

Current Problem: stuck in the shape of a heron; can't remember how people work to transform back. Needs a demonstration.

6. Dorgana

Domains: moths, bats, fugitives.

Current Problem: locals neglected to hold a minor festival, the highlight of Dorgana's year. Wants suggestions on how to curse and punish them.

1d100	Minor Domain	Syllable
1	Acting	Ah
2	Anxiety	Eh
3	Archery	Ee
4	Baking	Ba
5	Beauty	Beh
6	Bees	Bee
7	Bells	Boh
8	Birds	Boo
9	Blindness	Dah
10	Bones	Dee
11	Boundaries	Deh
12	Builders	Doh
13	Caves	Doo
14	Chance	Fah
15	Childbirth	Fee
16	Children	Feh
17	Clay	Foh
18	Cleanliness	Foo
19	Commerce	Gah
20	Cooking	Gee
21	Dancing	Geh
22	Darkness	Goh
23	Dawn	Goo
24	Decay	Hah
25	Deserts	Hee
26	Destiny	Heh
27	Diplomacy	Hoh
28	Discord	Hoo
29	Disease	Ka
30	Dreams	Kee
31	Drowning	Keh
32	Drunkenness	Koh
33	Earthquakes	Koo
34	Endurance	Lah
35	Fear	Lee
36	Feasting	Leh
37	Fevers	Loh
38	Fish	Loo
39	Flowers	Mah
40	Folly	Mee
41	Forests	Meh
42	Fortifications	Moh
43	Friendship	Moo
44	Geometry	Nah
45	Gold	Nee
46	Graveyards	Neh
47	Headaches	Noh
48	Humour	Noo
49	Hunger	Pah
50	Hunting	Pee

1d100	Minor Domain	Syllable
51	Inspiration	Peh
52	Iron	Poh
53	Lakes	Poo
54	Language	Rah
55	Law	Ree
56	Lies	Reh
57	Light	Roh
58	Lost Things	Roo
59	Love	Sah
60	Loyalty	See
61	Madness	Seh
62	Marshes	Soh
63	Mechanisms	Soo
64	Medicine	Tah
65	Memory	Tee
66	Messengers	Teh
67	Mountains	Toh
68	Murder	Too
69	Music	Uh
70	Oaths	Vah
71	Obedience	Vee
72	Orchards	Veh
73	Painting	Voh
74	Peace	Voo
75	Poison	Wah
76	Poverty	Wee
77	Prophecy	Weh
78	Rain	Woh
79	Reason	Woo
80	Rivers	Yah
81	Salt	Yee
82	Serpents	Yeh
83	Sleep	Yoh
84	Sorrow	Yoo
85	Stone	Zah
86	Storms	Zee
87	Swords	Zeh
88	Teeth	Zoh
89	The Moon	Zoo
90	The Sun	Tha
91	Theft	Thee
92	Thresholds	Theh
93	Truth	Thoh
94	Vengeance	Thoo
95	Vermin	Sha
96	Vice	Shee
97	Weaving	Sheh
98	Wells	Sho
99	Wind	Shoo
100	Zeal	[Space]

1d10	Demigod Origin	Quirk	Location	Local Reputation
1	Primordial spark.	Limited grasp of mortals.	River	Featured in every song and story.
2	Divine parent.	Distant ancestor of a PC.	Lake	Treated with polite fear.
3	Celestial usurper.	Needs sacrifices to live.	Marsh	Widely invoked, just in case.
4	Fading survivor.	Enjoys setting tests.	Forest	Appeared within living memory.
5	Coalesced belief.	Newly created, confused.	Mountain	Known by many names.
6	Rapid adaptation.	Secretly craves attention.	Bay	Visits regularly, interferes.
7	Banished star.	Fears an imminent war.	Island	Accidentally forgotten.
8	Elevated mortal.	Casually amorous.	Valley	Unknown, and likes it that way.
9	Urban ritual.	Loves initiating plots.	Cave	Ignored until absolutely necessary.
10	Preposterous bluff.	Stiflingly formal.	City	Existence viewed with skepticism.

1d10	Nearest Shrine	Quirk
1	Temporary wood, grass, and mud cone.	Near the shrine, the air seems colder, thicker.
2	Fresh stone hall. Small fountain, blue flags.	Imported after a successful war. Incongruous.
3	Gate painted a vivid green. Always open.	Smells of incense, burnt hair, and copper.
4	Dead tree coated in resin. Thin silver icons.	Heap of rejected offerings hidden nearby.
5	Mossy boulder covered in prayer strips.	Within 100' of the shrine, lying cause headaches.
6	Tiny statue under a wood roof. Offering bowls.	Resident priests constantly perform obscure rites.
7	Ordinary home. Interior is dyed a uniform grey.	Voices always echo. Water never becomes calm.
8	Alcove in a wall. Faded mosaic. Dried offerings.	Intermittently leaks mildly poisonous vapours.
9	Basalt obelisk. Base stained with dried blood.	Touching the shrine is painful, raises blisters.
10	Lifelike statue, dressed in real clothes.	Subtly changes to reflect the Demigod's mood.

1d20 Divine Treasures

1	Titan-Slaying Weapon. On a hit, deals 6d6+6 damage. On a critical hit, target must Save or die. Requires supernatural effort to wield.
2	Thread of Fate. The first time the bearer would die, they somehow survive. One use.
3	Summoning Horn. Calls 1 other Demigod.
4	Omniscient Crown. Grants 360 degree vision. Reveals invisible creatures and illusions. Sees through smoke, fog, etc.
5	Ambrosia of Immortality. Permanently prevents further aging. One use.
6	Cloak of Air. Wearer can fly 2x normal. Once per day, can teleport up to 10 miles.
7	Ring of Power. Wearer is immune to non-magical damage and can become invisible at will. May induce megalomania.
8	Stone of Desire. Anyone who sees this small black stone must Save or covet it. The desire grows stronger with prolonged exposure.
9	Amulet of Speech. Wearer knows all languages and can speak telepathically to any number of visible creature (but cannot hear their responses).
10	Veil of Illusion. Wearer can appear as any similarly sized creature. This illusion does not appear to be magical, and gets a Save against effects that normally end or see through illusions.

DEITIES AND DOMAINS

Fantasy games often use blended mono-polytheism: many gods exist, but people and civilizations typically pledge themselves to one jealous patron. Historical polytheism usually doesn't work that way. If many gods exist, it is wise to keep on the good side of as many of them as possible, regardless of their personal morality. Gods make fractious neighbors.

If a cleric needs to raise a dead soul, appeals to a god of warfare and fire will go unheeded. Gods specialize; seek out the appropriate local god, precisely perform the correct rites, and wait for the traditional results.

Rituals, sacrifices, and prayers are tools to alter the opinion of the fickle gods. Some are bargains (accept this, as you have done in the past, and perform...) and some are promises (do this and I will...). Gods have the ability to accept or refuse the proposal.

Invoking a powerful god may be required in dire situations, but smaller local gods are also useful and far more likely to answer a lone practitioner. Their power and influence are proportionately limited. All gods are part of the world and, effectively, members of the community.

Specific locations (a grove of trees, a river, a city, etc.) may have their own Demigod.

5

Devil

Appearing: 1

HD: 8 (36 HP)

Appearance: varies. Can alter its disguise at will, but a Devil's true form is always horrifying.

Voice: polite, but tinged with bitterness.

Wants: to tempt, despoil, and corrupt.

Morality: aware of morality, and always in direct opposition to it.

Intelligence: smarter than most people. Can detect lies, see through illusions, and read emotions.

Armour: as chain. Immune to non-magical damage, fire, cold, and mind-altering effects.

Move: fly 2x normal.

Morale: 10

Damage: 2d8 smouldering sword / 2d8 claw.

Instead of making any attacks, a Devil can use one of the following abilities:

1. Hurl Flame

Up to 3 targets within 100' must Save or take 2d6 fire damage and be set on fire.

2. Diabolical Illusion

The Devil creates a complex illusion up to a 100' cube in size. This could be a library of rare books, an elegant servant, or a small mountain of gems. The illusion is solid and feels real. All damage dealt by the illusion is non-lethal and exists purely in the mind of the target. The illusion lasts for up to 24 hours.

Devils exist to make bargains. In exchange for a pledged mortal soul, they can provide knowledge, entertain with illusions, and gratify desires. Devils can offer nothing substantial, real, or lasting, but if the illusion is perfect, does it truly matter? If a mortal creature makes a bargain with a Devil, the Devil can (at any time):

- Cast Diabolical Illusion on them (above).
- Grant them mastery of a skill, talent, or profession.
- Teleport to their side.
- Speak telepathically with them.

When a bargain expires (typically after a year and a day, though other durations are possible), the creature fails all future Saves and cannot gain XP. 2d6 Devils will arrive to collect the creature.

Devils will not attack innocent creatures, though they may create the illusion that they have done so. Dispatching innocent souls is pointless. Sending the wicked to a speedy end is not their primary goal, but it is acceptable.

Treasure: particularly important Devils carry 1 Infernal Treasure (pg. 150).



1d10 Why Is This Devil Here?

- 1 Behind on quota. Willing to bend the rules... or appear to bend them. Classic con shuffle.
- 2 Rumours of the PCs' greed and credulity.
- 3 Scheduled meeting with a desperate fool.
- 4 To spread disruptive gossip and tall tales.
- 5 Checking a recently visited NPC's references.
- 6 To collect on a bargain.
- 7 Not on duty. Makes suspicious small talk.
- 8 Barred from a town by a priest or ritual. Scheming of a way to break the wards.
- 9 To congratulate the PCs on a bit of villainy.
- 10 Summoned by someone with more ambition than sense.

1d10 Why Do Devils Want Souls?

- 1 Souls are universally accepted currency. To separate the wicked and righteous. The contract is a formality; accepting a deal is enough to condemn a mortal. Devils are on the same team as Angels.
- 2 To secure combatants for the final war.
- 3 As raw material to make more Devils.
- 4 To vent some of their eternal spite and rage.
- 5 For entertaining company in their long exile.
- 6 As fuel for a weapon to shatter the celestial gates and topple the existing order.
- 7 To concentrate the world's evils in one place.
- 8 To break an endless cycle of reincarnation by removing souls from circulation.
- 9 Devils are compelled to obtain souls, but do not know what to do with them. They sit in vast echoing silos, slowly accumulating.
- 10

1d8	Vice	Tempts You With	Blandishments
1	Envy	Vacuous achievement, hollow titles, unearned skills.	Your rivals outpace you. You are being left behind. Your name will be forgotten, but that could change.
2	Gluttony	Feasts forbidden and divine, tempting rarities.	Feast and feast forever; a banquet of the senses. A single bite of what I offer would satisfy any soul.
3	Greed	Secrets that will lead to wealth, chains of false gold.	Wealth beyond imagination. Gold, as dust to you. Diamonds, as water. A worthwhile exchange.
4	Hatred	Confirmation of biases, permission, allies.	Would you like to know why they deserve to die? Would you like to be free of doubt, hesitation, and conscience?
5	Lust	Beauty, hints, promises. The perfect lover. A loophole.	I can show you pleasure beyond pleasure, a dream you dared not dream, a love that transcends mortal flesh.
6	Pride	Flattery, publicity, trivial challenges, false obedience.	No one more clever, no one more sagacious. Lauded by a city, praised by a nation. A true hero.
7	Sloth	Paralyzing entertainment, a mental palace, appeasement.	Life is exhausting, a constant trial. Why not relax? Let your worries fade, your body rest, your mind roam free.
8	Wrath	Encouragement, a weapon, a better cause.	The world is full of enemies. Would you live and breathe violence? Kill without remorse or regret?

THE DEVIL YOU KNOW...

A Devil can lie and imply but it cannot entrap. A soul obtained by threats is useless. If accepting a bargain is a way to escape danger caused by the Devil, then the bargain is void. Temptation—the testing of souls—is the goal. Skills and secret knowledge die with their owner.

If your setting divides Demons from Devils, Demons may simply be Devils unconcerned with deals.

For other bargains, see **Dark Fair** (pg. 219).

1d10 True Forms of a Devil

1	Goat-like beast with skeletal limbs.
2	Mangled corpse filled with burning coals.
3	Nest of thorny iron vines and silver wire.
4	Frog half-vomiting a headless human torso.
5	Three-limbed salamander with moth wings.
6	Locust with a weeping infant's head.
7	Mass of mud, raw meat, and blind eyes.
8	Plucked hen bursting with milky eggs.
9	Swarm of sickly flies and deformed worms.
10	Burning unnatural glyph, dripping blood.

1d10 Infernal Treasures

1	Bottled Ancestor. Particularly wicked soul in a jar. Knows very little, judges everyone.
2	Primordial Poison. 1 tiny vial. If ingested, die, no Save. Body rots into black sludge.
3	Flensing Hook. 1d6 damage. If it reduces a creature to 0 HP, the creature must Save or have its skin peeled off. This is usually fatal.
4	Memory Draught. When ingested, removes all memories except for language. One use.
5	Infernal Mirror. Palm-sized, 30' range. A living creature who looks must Save or take 2d6 damage and writhe in agony for 1d6 rounds.
6	Lie Serum. Drinker can only tell lies for 24 hours. Outrageous lies are easiest. One use.
7	Everflame. A black stone, eternally burning. Casts light as a torch.
8	Broken Halo. While worn, increase all incoming damage by 2. Wearer is immune to fire, cold, fear, mind-altering effects.
9	Pyreheart. While held, increase all damage dealt by +2. Cannot receive magical healing.
10	Grave Mask. Wearer appears as a hideous decaying corpse.

1d8	Unusual Vice	Tempts You With	Blandishments
1	Courage	An end to fear, a test, a stout heart.	You fear me? How amusing. Fear is weakness. I can offer you courage without end, a life without fear.
2	Diligence	Something overlooked, a chance to escape duty.	Is your work complete? Can you be certain? Failure might creep into your life. I can offer vigilance and introspection.
3	Humility	Further degradation, total erasure, true comparisons.	You do not seek riches, strength, or fame? Charming. How far would you go in the pursuit of humility?
4	Justice	A higher law, vengeance, deniability, true sight.	Is the world not wicked? Would you like to see the truth? Right wrongs, punish the guilty, protect the innocent?
5	Kindness	A chance to fix a mistake, an optimal path, validation.	Your empathy is charming, but it is wasted here. There are many others who could benefit from your presence.
6	Patience	Extra time, ease and haste, an easier solution.	They say good things come to those who wait. Perhaps you need more time, or time better spent?
7	Prudence	A new perspective, better protection, future knowledge.	You show discretion. Mortal wisdom can fail, the best plans can go awry. Insight will serve you well.
8	Temperance	Permanent sobriety or calm, a mind of iron, a heart of steel.	What if you could control yourself? Cast aside both whimsy and passion. Know yourself.

1d100 Devils

1d100	Name	Title
1	Tornnac	Slaughtercaller
2	Kexovart	Author of Despair
3	Malson	The Degenerator
4	Flavrigor	Who Stood Apart
5	Abanthuram	The Glimmering Madness
6	Allelech	Of Foul Insight
7	Iborym	Overseer of Havoc
8	Rastigall	Who Exploits
9	Intracrus	Herald of Decay
10	Mirarch	The Pinnacle of Arrogance
11	Aamago	Whisper-Walker
12	Valuros	The Spur of Ambition
13	Zaemur	Of Cold Regret
14	Nabri	Merchant of Delight
15	Verantine	Who Opened the Gate
16	Ormalius	The Bisector
17	Dantolas	The Wellspring of Tears
18	Enthglar	Venal Lawmaker
19	Vuras	The Caustic Dribbler
20	Abralion	Who Burns with Malice
21	Lumifell	The Instigator
22	Carcynos	Who Purifies Despair
23	Loxigrath	Minister of Conquest
24	Aguin	The Baneful Sword
25	Decarnox	Slithering Corruption
26	Gusiel	Life-Leech
27	Kossimur	The Invisible Flame
28	Sheos	Who Divides
29	Hagnock	The Perfidious Magister
30	Andumus	Who Harries the Exhausted
31	Furam	Word-Carrier
32	Zeparis	Cloying Excrescence
33	Salias	The Snare of Triumph
34	Valebox	Of False Miracles
35	Piprima	Lightless Butcher
36	Asmalion	Bringer of Discord
37	Meleph	The Ninefold Abomination
38	Tavell	Embittered Aspirant
39	Sabfrons	The Unraveller of Flesh
40	Eglouch	Of Base Insinuation
41	Xaxas	Philosophical Parasite
42	Fornebuth	The Contaminator
43	Astarigin	Harbinger of Desolation
44	Elebuth	The Mist of Blood
45	Picolar	Abysal Potentate
46	Bophan	The Vile Usurper
47	Ostragog	The Muse of Torture
48	Camir	Silvertongue
49	Ganastor	The Utterly Depraved
50	Amdusares	Who Hesitated

1d100	Name	Title
51	Kimegor	The Final Revelation
52	Paigos	The Slime of Ages
53	Tezelred	Who Fosters Rivalry
54	Vinaxas	The Extinction of Hope
55	Crocon	The Iron Wheel
56	Tuscabia	Of the Morphing Way
57	Belory	The Merciless
58	Zuug	Blasphemous Prophet
59	Hobgrasp	Who Harvests the Wicked
60	Labusias	The Roving Torment
61	Berarusk	Of Beauty Unconstrained
62	Elifar	Who Subverts
63	Rahorym	Agony Incarnate
64	Gremlas	The Living Famine
65	Vapalor	Who Mocks the Righteous
66	Baleros	The Slithering Foulness
67	Ichthumon	Artist Of Burning Iron
68	Oraris	Writhing Vexation
69	Cassimocer	The Eye that Blinds
70	Elome	The Decrepit
71	Melchizichor	Bane of Monarchs
72	Eurnove	Of A Thousand Faces
73	Ribex	Whose Touch Is Ice
74	Nickap	The Spiral of Teeth
75	Sefrons	Who Entrenches Injustice
76	Bezolas	The Sneering One
77	Dreghoof	Who Leaps at Folly
78	Agbas	The Last Rebel
79	Androllus	Merchant of Catastrophe
80	Siterius	The Annihilator
81	Belpula	Scourge of the Lost
82	Andrenock	Of Cruel Fascination
83	Cerbosias	The Eternal Worm
84	Insovek	Who Feasts on Loathing
85	Bathalphus	The Desecrator
86	Ropcoil	Troubler of Old Wounds
87	Amudcas	The Poison that Walks
88	Cregacer	Who Grasped for Thrones
89	Adramwe	The Fraudulent
90	Orodai	Who Fastens Chains
91	Dobsquall	The Open Grave
92	Vaasum	The Crooked Claw
93	Barial	Of False Contentment
94	Vepesal	Who Spreads Impatience
95	Nybar	The Devastator
96	Habigos	Who Tramples the Just
97	Tegmire	The Fog of the Mind
98	Molthus	The Lash of Gold
99	Buoth	Despoiler of Fields
100	Gelax	The Capering One

6

Dybuk

Appearing: 1, or false families of 2d4

HD: 5 (23 HP)

Appearance: an ordinary, vivacious person. Slightly cold. No heartbeat. Rarely blinks.

Voice: cheerful, ingratiating, and unflappable.

Wants: to stay in the mortal world as long as possible.

Morality: joyfully cruel and spiteful.

Intelligence: smarter than most people, but warped by insanity and detachment.

Armour: none. A Dybuk's last 4 HP cannot be removed by non-magical damage.

Move: normal.

Morale: 12

Damage: 1d6 punch.

Additionally, a Dybuk can use each of the following abilities once per day.

1. Possess Corpse

The Dybuk abandons its current body and possesses a humanoid corpse within 100'. The corpse must be intact, unprotected by signs or charms, and reasonably fresh. The Dybuk is fully healed.

2. Whispering Curse

Target adjacent creature must Save or be cursed. The curse reduces the target's Intelligence, Wisdom, and Charisma by 1 each day, to a minimum of 4. Spells cast by the target have a 25% chance to fail. This curse can be removed by prayer or strong magic.

3. Drain Life

The Dybuk makes melee attack against an adjacent target. On a hit, the target takes 1d10 cold damage and must Save or be paralyzed for 1 round. Struck targets also age 2d10 years.

A Dybuk is an escaped spirit or devil on sabbatical. They are loath to return.

Treasure: 1d10gp in grave coins and gold rings.

1d10	Dybuk Vessel	Flaw
1	Jolly farmer.	Guts held in cloth.
2	Shivering waif.	Snapped limb.
3	Portly peddler.	Hair falling out.
4	Fussy grandmother.	One skeletal finger.
5	Gibbering lunatic.	Deep neck wound.
6	Booming merchant.	Teeth slowly fall out.
7	Ragged mercenary.	Dry skin fissures.
8	Changeable artist.	Coat of grave dirt.
9	Smug noble.	Empty eye socket.
10	Exuberant shepherd.	Foot twisted sideways.

Hell Hound

7

Appearing: packs of 2d6

HD: 4 (18 HP)

Appearance: a large black hound. Red eyes, fire dripping from iron fangs, obsidian claws.

Voice: deep barks, steam-whistle howls, growling.

Wants: to defend their master, to bite and shake.

Morality: a very bad dog.

Intelligence: as smart as a lightly-trained wolf.

Armour: as leather. Immune to fire.

Move: 2x normal.

Morale: 8

Damage: 1d8 bite or fire breath (20' line, Save or 2d6 fire damage).

A Hell Hound has a 50% chance to spot an invisible creature or see through illusions. Packs test together.

Hell Hounds make excellent guard animals, hunting beasts, and enforcers, provided one does not mind the occasional lost servant or scorched treasure.

Treasure: none.

1d10 Hell Hound Variants

1	Six-Legged. Move 3x normal.
2	Bone Hound. No fire breath. Once per day, can spit out a Skeleton (pg. 61).
3	Glass Hound. Invisible. Fire is also invisible.
4	Throatripping. Bite attack deals 1d4+3 damage.
5	Fog Hound. No fire breath. Can fill a 30' cube with opaque smoke instead of biting.
6	Pinning. On a hit, target must Save or be stunned for 1 round.
7	Soul-Seeking. Can designate 1 living target. Instead of attacking, can teleport to a location 50' away from target.
8	Thunderbark. No fire breath. Instead, 50' line, Save or 2d8 lightning damage.
9	Slobbering. Bite attack deals an additional 1d6 fire damage. Sets everything within 10' on fire when hungry, excited, or asleep. Howling. Instead of attacking, can howl. Living creatures within 50' must Save against Fear or flee. Creatures who pass their Save have their Strength reduced by 2 for 1 hour and are immune to future Hell Hound howls.
10	

MENU

Flavour: sulphurous beef.

Notes: consuming the flesh of a Hell Hound provides immunity to fire damage for 1d6 hours.

8

Imp

Appearing: 1 familiar, swarms of 3d6
HD: 2 (9 HP)

Appearance: a small winged emaciated humanoid. Fangs, tail, horns, and a furtive manner.

Voice: fawning compliments, muttered complaints.

Wants: to corrupt, ensnare, and manipulate.

Morality: juvenile and raucous opposition to all law and decency.

Intelligence: thinks it's as smart as most people. Probably isn't.

Armour: as leather. Immune to non-magical damage, fire, and cold.

Move: fly 2x normal.

Morale: 7

Damage: see below.

Each round, an Imp can use one of the following abilities.

1. Disguise Self

The Imp alters its appearance to resemble a cat, bat, rat, raven, or other small animal. The disguise fails if the Imp takes 2 or more damage.

2. Share Senses

Target willing creature known to the Imp can see and hear what the Imp sees and hears, and communicate telepathically with the Imp. The link has unlimited range. Only one link can be maintained at any time.

3. Sting

The Imp stabs a target with its tail, dealing 1d4 damage on a hit. Living targets must Save against poison or take an additional 1d6 damage.

Imps are minor Devils, sent to provoke sin without temptation or reward. Imps sometimes feign obedience to lure their summoner into wicked acts.

Treasure: none.

1d10	Imp Names	Features
1	Rixbart	Colours alter with emotions.
2	Thurm Lux	Head is a weeping eyeball.
3	Scoodletoot	Lisps due to jagged fangs.
4	Gussel	Clearly hollow, full of spiders.
5	Nackgrunt	Arms 3x longer than body.
6	Womvein	Gnawing on an old skull.
7	Baxtel	Rides an enchanted toad.
8	Ocelfugue	Constantly nods in agreement.
9	Hidalwise	Wears a tattered leather coat.
10	Labgrumet	Hands are two thumbs.

Scapegoat 9

Appearing: 1
HD: 2 (9 HP)

Appearance: a patchy, tired-looking goat surrounded by a flickering aura of dark light.

Voice: bleating tinged with diabolical overtones.

Wants: to survive.

Morality: suddenly thrust into stark and irrefutable knowledge of good and evil. Deeply unhappy.

Intelligence: full of cunning and guile.

Armour: none. Immune to non-magical damage.

Move: normal, climb normal.

Morale: 4

Damage: 1d4 kick.

Any attack that damages a Scapegoat unleashes a burst of stored sin. The attacker must Save or suffer an effect (1d10) from the table below.

A Scapegoat carries the accumulated sins of a community. It is sent into the wilderness to perish.

Treasure: none. The hide of a Scapegoat is worth 300gp as material for magical leather armour.

1d10 Unleashed Scapegoat Sin Effects

1	Throw your weapon or most valuable item as far as you can.
2	Sit down and eat all carried food. 5 minutes per ration.
3	Sit down and count all carried currency. 2 minutes for every 100 coins.
4	Shout at least 1d6 negative opinions about the next person you see.
5	Proposition the next person you see. Either of you can refuse or negotiate.
6	Strike a pose and list your heroic deeds. 1 minute per level or title.
7	Fall asleep for 1d6 hours or until shaken.
8	Make an attack roll against the nearest ally, dealing normal damage on a hit.
9	Stop attacking the Scapegoat and weep uncontrollably for 1d6 minutes.
10	Cover your eyes, ears, and mouth and roll on the ground for 1d6 minutes.

MENU

Flavour: bitter crunchy mutton.

Notes: anyone who eats the flesh of a Scapegoat is permanently marked as sinful and wicked, which may help their reputation in some circles, but may also bar them from some afterlives. Their Charisma is also permanently reduced by 2.

10 Visionary

Appearing: 1, followed by 3d6 timid devotees
HD: 3 (14 HP)

Appearance: a ragged, weatherbeaten, wide-eyed, and motivated person.

Voice: incomprehensible raving, ominous whispering, poetic declamation, thunderous oaths.

Wants: to speak the truth, warn the unwary.

Morality: varies, but convinced they are correct.

Intelligence: as smart as most people, but saddled with divine knowledge or incomprehensible dreams.

Armour: none.

Move: normal.

Morale: 10

Damage: 1d4 punch.

Additionally, a Visionary can use each of the following abilities once per day. 100' range.

1. Anathema

Target creature is cursed. All attacks that hit the creature automatically deal maximum damage. This curse can be removed by the Visionary, by contrition and prayer, or by other strong magic.

2. True Prophecy

The Visionary provides one piece of accurate advice. The GM should feel free to use vague or allegorical terms, but whatever the Visionary says will come true. Alternatively, the Visionary can provide the location of one creature or object. If a vague prophecy is needed, roll 3-4 times on the following table (pg. 155).

3. Banish

One unnatural or summoned creature must Save or return to where it belongs. Ghosts are exorcised.

Visionaries are distracted by higher concerns. They are rarely violent, but taunt, command, and denounce potential threats with wild abandon.

A Visionary's followers will flee at the first sign of trouble, then take contradictory notes from a safe distance. If stats are required, use Pilgrims (pg. 29).

Treasure: none.

1d10	Local Attitude	Accused Of
1	Politely ignored.	Blasphemy.
2	Patently subsidized.	Not paying taxes.
3	Soundly mocked.	Fomenting revolt.
4	Courted by factions.	Corrupting the youth.
5	Idly persecuted.	Confusing the aged.
6	Hunted and loathed.	Being a foreign spy.
7	Timorously obeyed.	Arson and graffiti.
8	Deliberately created.	Demonic influence.
9	Harried by petitions.	Spreading disease.
10	Cursed with unbelief.	Charlatanism.



1d10 Visionary Names Features

1	Patrodominus	Cloak of uncombed hair.
2	Elanor the Wise	Faint blue glow.
3	The Hill Seer	Blind and slightly deaf.
4	Monichord	Disobedient pet snake.
5	Adobias	Peculiar metallic smell.
6	John Taylor	Carries a cyphered book.
7	Phillipa	Surprisingly muscular.
8	Roki the Hermit	Nude save for holy icons.
9	Lucille Noil	Ebony teeth and eyes.
10	Neltobart	Festooned with bells.

TRUE PROPHECIES

A prophecy should be delivered clearly, slowly, and authoritatively, without the suggestion it was rolled randomly, and with a sense that the GM understands its deeper meaning and hidden implications.

The players will, almost inevitably, invent theories to explain a prophecy. As events proceed in a campaign, something will naturally arise to match any sufficiently vague prophecy. The GM does not need to do anything specific other than nod and take notes. If the players come up with a plausible theory or a sudden revelation, the GM should accept it as true and hint that it was planned it from the beginning.

1d100 Prophecies

1d100 Prophetic Fragments

- 1 Five will speak, but only one will listen.
- 2 A great battle will be fought in the sky.
- 3 Tremble at the day of the final beast.
- 4 The seventh name will mean freedom.
- 5 A soldier, a scholar, and a fool will conspire.
- 6 A spring of bitter water will birth new fish.
- 7 The lion will overthrow the serpent.
- 8 One night, a forest will grow in a city square.
- 9 A great nation will neglect its allies.
- 10 A black veil will fall on the oldest city.
- 11 Ink and ash will mix in equal measure.
- 12 A terrible rain will fall on the altars.
- 13 A vast storehouse will be emptied.
- 14 Without noise, a flood will sweep the land.
- 15 Your left hand will turn to clay.
- 16 A spear will pierce the ruler's eye.
- 17 You will wander in darkness and water.
- 18 Three rulers will become bitter enemies.
- 19 A coffin will be locked in a vault of iron.
- 20 The wanderer will return, clad in scarlet.
- 21 Heed the words of the one-toothed egg.
- 22 Born on a mountain, yet afraid of the sky.
- 23 Nine exiles will strike with sudden violence.
- 24 In a city without walls, a door without a key.
- 25 A leader will examine his rings in fear.
- 26 In the spring, sudden and lamentable death.
- 27 The messenger will tire and fall asleep.
- 28 An old leader will disinherit an idiot heir.
- 29 A great whirlwind will rise in the west.
- 30 Twins kept apart, one bold, the other timid.
- 31 An assassin will turn their dagger inward.
- 32 The ruler will cower in a marsh, unseen.
- 33 In fear, joyful allies will find each other.
- 34 The final sign will be revealed in the south.
- 35 Beware the false trumpet, the sour note.
- 36 A harvest of death, a granary of entrails.
- 37 The dragon's blood will soak into the earth.
- 38 The beloved of the moon will speak of failure.
- 39 A marriage will be interrupted by an axe.
- 40 A silver plague will creep among you.
- 41 The treasure of ages will fall into a river.
- 42 A ruler will be toppled by a servant's hand.
- 43 In winter's depths, a rain of white fire.
- 44 The gate of the city will be unlocked.
- 45 Two will burn, two will flee, two will drown.
- 46 Six time six enemies will appear in winter.
- 47 The execution will be delayed by hail.
- 48 Tremble before one who nurses a serpent.
- 49 The throne will fall, replaced by a pillar.
- 50 A hound will speak, a great army will obey.

1d100 Prophetic Fragments

- 51 A sleeper will dream of justice long delayed.
- 52 Under a dark sky, treasure stolen by a trick.
- 53 A treacherous foe will rise among the poor.
- 54 The summer will be marked by false laws.
- 55 A mighty ship will carry a deadly cargo.
- 56 The great ruler will hesitate, uncertain.
- 57 You will spurn wise advice three times.
- 58 Music will be carried by the sunset army.
- 59 Sacrifices will resume under a gold banner.
- 60 A falling star will herald a chance at empire.
- 61 Confusion and rebuke will fall upon you.
- 62 The poisoned cup will fall but not break.
- 63 A stone will split and reveal white clay.
- 64 The city's walls will be pierced by feathers.
- 65 Trials and new dances will sweep the north.
- 66 A thunderbolt will strike the impious one.
- 67 Fear the coming of the green moon.
- 68 A lying tongue will promise peace and joy.
- 69 Fourteen conspirators will form a plot.
- 70 In confusion, a nation will invade itself.
- 71 An arch will be built on a desolate plain.
- 72 Two innocents will be delivered from danger.
- 73 The world will be bathed in golden light.
- 74 A fool will make an offering to fire.
- 75 One eclipse will succeed another.
- 76 Love will be chained to the right hand.
- 77 A forgotten law will be rediscovered.
- 78 A white horse will carry a dying rider.
- 79 Mad with hunger, beasts will cross the sea.
- 80 They will turn on each other with hunger.
- 81 First a captive, then a ruler, then a monster.
- 82 A foul mist will rise from the depths.
- 83 Bones will be the companion of the wise.
- 84 All rivers will run backwards.
- 85 A blight will corrupt both books and crops.
- 86 The ruler's heir will be a butcher.
- 87 A tomb rediscovered, a gem without a cut.
- 88 Foul jaws will close around the nation's neck.
- 89 Grain will be more expensive than gold.
- 90 A rock between two seas will shatter.
- 91 They will forge chains and carve prisons.
- 92 A wound will fester, spreading corrupt air.
- 93 They will bow like grain before the wind.
- 94 A gold statue will be formed from vile dust.
- 95 A beautiful creature with two heads will arise.
- 96 Grief will bring death where a sword failed.
- 97 On a treeless hill, a curse will be invoked.
- 98 Seven spies report from seven corners.
- 99 You will see the truth when it is too late.
- 100 The letters of a new language will turn to ice.

9

Dark & Malign



Mysteries are difficult to implement in RPGs, especially in systems designed primarily for combat, exploration, scheming, and looting. If you want your players to solve a mystery, remember:

- Provide plenty of clues.
- Create a web of clues, not a linear sequence.
- Start with a revelation and work backwards.
- People involved will act on their own theories.
- When in doubt, have someone start a fight.

Finding clues should not be difficult; it can even be automatic. Don't have players roll to see if the PCs notice blood droplets on the windowsill or a suspicious scrap of paper in the fireplace. Tell them, then let them decide what to do with this information.

Consider adding layers of subversion and motive. Who's using this crime as an excuse? What's lurking under the surface? Supernatural events can have natural explanations; seemingly ordinary acts can have unnatural causes.

If all else fails, the PCs can always resort to a process of elimination: eliminating all the suspects, burning down the town, and fleeing into the night.

In the desert
I saw a creature, naked, bestial,
Who, squatting upon the ground,
Held his heart in his hands,
And ate of it.
I said, "Is it good, friend?"
"It is bitter, bitter," he answered;
"But I like it
Because it is bitter,
And because it is my heart."

—Stephen Crane, *In The Desert*

From ghoulies and ghosties
And long-leggedy beasties
And things that go bump in the night,
Good Lord, deliver us!

—Traditional

1d10	Cross-Reference Omen	Cross-Reference Encounter	2d6
1	Dissonant cheerful music, stakes, ropes, faded banners.	1 Dark Fair (pg. 219) attended by 2d6 Ghosts (pg. 159). Ragged tents, weary attendants.	2-3
2	Clawed shadows, moist slurping and gargling, sharp eye pain.	1 Alpine Specter (pg. 261), the spiritually digested remains of the victim of 1 Nightmare Beast (pg. 165).	4
3	Badly tuned instruments, prolonged applause, obscene muttering.	1 Manticore (pg. 89) lounges with 2d6 servile Ghouls (pg. 161). Critical but lazy.	5
4	Churned mud, grunting, snoring, smell of wet grass and unwashed flesh.	1 loyal war-trained Hippopotamus (pg. 255) guards 1d6 sleeping Ogres (pg. 166). Compatible temperaments.	6
5	Clicking, creaking, heavy black clouds, hissed commands.	10×1d4 Skeletons (pg. 61) march in columns before 1 Necromancer (pg. 163). Rising army.	7
6	Weeping, torn garlands, still air, smell of fresh blood.	2d6 Peasants (pg. 30) plead with 1 Vampire (pg. 167). Sensible cowardice mixed with ancient resentment.	8
7	Mad cackling, smashing glass, buzzing wings and slithering legs.	2d6 Monstrous Vermin (pg. 54), uncorked, mutated, and hurled by 1 Night Hag (pg. 164).	9
8	Wet fur, barking, collapsed shacks, chunks of raw meat.	1 Lamia (pg. 88) with 1d6 Werewolf (pg. 171) offspring. Squabbling brood.	10
9	Clouds of flies, rivers of maggots, rotting trees, shuffling, lurching.	1 Zombie Dragon (pg. 81) with 5×1d20 Zombies (pg. 173). Nucleus of a plague.	11
10	Regimented footfalls, icy dread, sour light, aching joints, bleeding eyes.	1 Perfect Predator (pg. 305) commands 2d4 Wights (pg. 172). Eternal guards, loyal beyond death.	12

Monsters	Hit Dice
Ghost	1, 3, or 7
Ghoul	2
Zombie	2
Ogre	4
Wight	4
Werewolf	5
Nightmare Beast	6
Necromancer	7
Vampire	8
Night Hag	9

1d10	Intrigues and Plots
1	Unexplained nightly disappearances.
2	Strange figure glimpsed in the distance.
3	Disturbed graves. Desecrated shrines.
4	Mysterious dinner invitation. Formal.
5	Dying words of a wandering prophet.
6	Unexpected inheritance. Reading of the will.
7	Mob roused to arson and hunting.
8	Coerced wedding. Ill-starred bloodlines.
9	Violent and inexplicable murder.
10	Brutal murder with too many explanations.

Dark and Malign Random Encounters

1d10 Omen	Encounter
1 Tendrils of fog, faint whispers.	1 Ghost (pg. 159), walking. Seems blind to the living world.
2 Staring eyes, deep scratches.	A pack of 3d6 Ghouls (pg. 161). Cautious, well-practiced.
3 Billowing clouds, foul incantations.	1 Necromancer (pg. 163) attempts a delicate ritual.
4 Twig charms, maniacal laughter.	1 Night Hag (pg. 164) disguised as a sociable traveller.
5 Dimming light, warbling howls.	2d6 Nightmare Beasts (pg. 165) flung into agitated motion.
6 Loud arguments, mashed animals.	A gang of 3d10 Ogres (pg. 166). Drunk, eager for a fight.
7 Locked doors, charms, suspicion.	1 Vampire (pg. 167) out for a stroll. Casually inquisitive.
8 Howls, claw prints, globs of flesh.	2d6 Werewolves (pg. 171) divide the spoils of a recent hunt.
9 Half-buried stones, musty smell.	1 Wight (pg. 172) glares in bitter defiance.
10 Shuffling, groaning, flies.	Stumbling formation of 3×1d10 Zombies (pg. 173).

1d10 Combined Omen	Combined Encounter	2d6
1 Overlapping howls, deep shouts of dismay, crashing foliage.	2d6 Werewolves (pg. 171), in beast form, pursue 1 Ogre (pg. 166). Almost ready to feast.	2-3
2 Polite conversation, velvet sun-shade, neatly swept path, smell of decay.	1 Necromancer (pg. 163) and 1 Vampire (pg. 167) play their annual card game. Guarded by 3d6 Wights (pg. 172).	4
3 Temperature plummets. Wild scream, shafts of light, rumbling soil.	1 Ghost (pg. 159) issues a cryptic warning, before 1 Wight (pg. 172) bursts from the ground.	5
4 Groaning, buzzing flies, scraps of bone, gnashing teeth.	3d6 Ghouls (pg. 161) try to strip the flesh from 5×1d20 Zombies (pg. 173). Eager to convert new allies.	6
5 Disturbed ground, trail of maggots, sparks of spent magic.	3×1d10 Zombies (pg. 173) raised and dispatched by 1 Necromancer (pg. 163), who watches from the shadows.	7
6 Slow footsteps, grunting, smell of sweat and stale beer.	2d6 Ogres (pg. 166) lead by 1 Night Hag (pg. 164). Simple extortion and a bit of bullying.	8
7 Splintering light, rolling fog or smoke, inhuman screams, glinting sword.	1 Wight (pg. 172) rides 1 Nightmare Beast (pg. 165). Out for indiscriminate bloodshed and havoc.	9
8 Brief rain of grey slime, scorched plants, nonsensical babbling.	2d6 Nightmare Beasts (pg. 165) spawned from the landscape-warping plight of 1 Ghost (pg. 159).	10
9 Furious complaints, clanking chains, insults, shuffling, incense.	1 Night Hag (pg. 164) drags 1 captured Werewolf (pg. 171). Wants help with a “well-deserved” execution.	11
10 Twittering laughter, faint music, dropped handkerchief.	2d6 Vampires (pg. 167) attended by 2d6 cringing Ghouls (pg. 161). Decadent, intrigued by novelty.	12

1d10 Where They Find You (Indoors)	Where They Find You (Out Of Doors)	Minor Creatures
1 Castle tower. Winding staircase.	Graveyard. Iron railings, open graves.	Swarm of biting flies.
2 Mausoleum. Stacked caskets.	Lane. Towering regularly spaced trees.	Squeaking carpet of rats
3 Cave. Fluted columns, stale water.	Windswept heights. Perilous cliffs.	Pair of glowering owls.
4 Abbey. Damp cells, old straw.	Blasted heath. Crackling shrubs.	Enormous fluttering bat.
5 Catacombs. Squelching remains.	Mire. Sucking mud, dead grass.	Thin black serpent.
6 Fireplace. Vast, blazing. Rotates.	Foggy canyon. Misleading shapes.	Glutted vulture.
7 Abandoned madhouse. Windowless.	Serpentine walkway. Narrow steps.	Knot of squat toads.
8 Studio. Easels, paint, hanging sheets.	Dry fountain. Defaced statues.	Sodden worms.
9 Forgotten cellar. Roots, mushrooms.	Lost garden. Weeds, vines.	Skull-patterned moth.
10 Torture chamber. Hooks, presses.	Sharp promontory. Treacherous paths.	Drifting fireflies.

1

Ghost

Appearing: 1

HD: 3 (14 HP)

Appearance: a translucent remnant of life.

Voice: unsettling whispers.

Wants: to act out a few vivid moments.

Morality: not fully aware of what it is doing.

Intelligence: foggy echoes.

Armour: none. Immune to non-magical damage, cold, lightning, and mind-altering effects.

Move: fly normal. Can pass through solid objects.

Morale: 9

Damage: 1d4 chill touch. Ignores armour.

The touch of a Ghost also drains vitality. It imposes an XP debt on the target. A target hit by an attack must Save or increase the amount of XP necessary to reach their next level by 50%. (E.g. if it normally takes 200 XP to level up, it now takes 300 XP).

In systems without calculated XP, a Ghost's touch could instead:

- Deal 1 permanent damage to a stat.
- Diminish the intensity of one aspect or goal.

A Ghost can become invisible at will.

If reduced to 0 HP, a Ghost fades, but reforms in 24 hours (or at its usual manifestation time). Permanent death can only be accomplished by one of the methods in the table below.

Ghosts are weak and cannot move objects heavier than an apple. They can still open doors, untie knots, turn pages, or topple candles.

A sudden, tragic, or violent death can create a Ghost. Some are fully aware of their state and seek to influence the living world. Some are echoes of life, condemned to a pattern of blind manifestation.

Treasure: none.



1d10 Ghost Restrictions

- | | |
|----|---|
| 1 | Cannot cross or see across a line of salt. |
| 2 | Cannot cross running water, or objects painted to resemble water. |
| 3 | Destroyed by direct sunlight. |
| 4 | Can only see and target creatures who are looking directly at it. |
| 5 | Cannot approach, touch, or harm a person who has never killed another person. |
| 6 | Repelled by holy symbols, simple amulets, and other common regional charms. |
| 7 | Must eat all visible food before moving. |
| 8 | Hesitates for 1 round whenever its name is spoken. Drawn to conversation. |
| 9 | Timid. Attacks once, then vanishes for days. |
| 10 | Dissipated for 1d6 rounds by iron weapons. |

1d10 How To Permanently Banish A Ghost

- | | |
|----|--|
| 1 | Exorcism. Ritual or strong magic. Requires training. |
| 2 | Repeated Funeral. Find the body, bury it properly. |
| 3 | Revenge. Locate murderer, deliver justice. |
| 4 | Revelation. Convince the Ghost that it is actually dead. |
| 5 | Love. Deliver a final message, or shatter illusions. |
| 6 | Fettered. Bound to an object or dwelling. Destroy it. |
| 7 | Guilt. Convince the Ghost that it wasn't their fault. |
| 8 | Unfinished Business. Put right a regrettable mistake. |
| 9 | Laughter. Present the Ghost with unforced joy. |
| 10 | Impossible. Just too attached, cruel, and willful. |

Ghost Form

- | |
|--|
| Mangled Corpse. Startling wound, pained look. |
| Eerie Child. Calm, black eyes. Sometimes sings. |
| Wild Hunter. Spectral hounds. Move 2x normal. |
| Weeping Figure. Veiled, hunched, mist-shrouded. |
| Shroud. Tattered, twisted, as they were buried. |
| Sheet. White cloth heap, blown by ethereal gale. |
| Executed Prisoner. Bulging eyes, trailing noose. |
| Unnatural Wraith. Glowing red eyes, moth wings. |
| Floating Head. Wild eyes, dripping blood. |
| Crawling Thing. Lank hair, long fingers. |

1d10 Ghost Abilities

1	Nerve Terror. Cannot inflict physical harm. Damage feels and appears real, but only for 10 minutes. Still temporarily reduces HP. A person reduced to 0 HP by false damage must Save or die and become a Ghost.
2	Fortified. As strong as they were in life. Can pick up and wield weapons, throw objects, etc.
3	Behind You. At the start of its turn, can teleport behind any one person within 100'.
4	Possession. Target creature within 10' must Save or fall under the Ghost's control. On their next turn, the Ghost controls their actions. A creature that fails 3 consecutive Saves is under the Ghost's control for 24 hours. Any damage dealt to the possessed creature is also dealt to the Ghost.
5	Heartwound. Damage inflicted by a Ghost can only be healed by magical means.
6	Ectoplasmic Spray. Instead of attacking, 30' cone, Save to dodge. Struck creatures are coated in gauze-like slime. They must reroll all successful Saves and take the second result until washed.
7	Coincidental. Instead of attacking, can deal 1d6 damage to any creature within 50' via an "accident." Stumble and hit head, falling rock, slipped dagger, blundering ally. Save to negate.
8	Maw of Death. Once per day, the Ghost can reveal its true, hideous form. All creatures within 50' must Save against fear or age 2d10 years and flee. Non-intelligent creatures automatically fail their Save.
9	Dreadful Utterance. One use per day, the Ghost can speak a few words. Target creature who can see and hear the Ghost automatically fails their next 3 Saves. Does not apply to any Saves caused by the Ghost.
10	Grave Chill. Constantly sheds cold vapour. 30' radius, 1d4 cold damage. Freezes water, frosts glass.

BANSHEE

Appearing: 1

HD: 7 (32 HP)

Appearance: a female spirit. Long grey hair, flowing cloak, dark eyes, expressionless face.

Voice: silent.

Wants: to foretell death.

Morality: tragic empathy.

Intelligence: perceptive but not cunning.

Armour: none. Immune to non-magical damage, cold, lightning, and mind-altering effects.

Move: fly normal. Can pass through solid objects.

Morale: 4

Damage: 1d8 spectral grasp. Ignores armour.

Once per night, a Banshee can use one of the following abilities.

1. Song of Mourning

The Banshee laments the approaching death of a person within 1 mile. The song can act as a vague omen, a direct warning of immediate danger, or a simple cry from beyond the grave. The music is audible within 3 miles.

2. Wail

Living creatures within 30' must Save or die. All living creatures within 100' must Save or age 2d10 years.

When a Banshee first appears, all creatures who can see or hear it must Save against Fear or flee.

Banshees rarely, if ever, appear during the day.

Finding out who is about to die, and working to prevent or exploit it, is more interesting than fighting a Banshee.

Treasure: none.

POLTERGEIST

Appearing: haunts of 1d6

HD: 1 (4 HP)

Appearance: wisps of diffuse fog.

Voice: silent. Communicates by tapping.

Wants: to be left alone. To meddle and bother.

Morality: fussy irritability. More than willing to bruise, startle, and annoy, but not to shed blood.

Intelligence: as smart as a child.

Armour: none. Immune to non-magical damage, cold, lightning, and mind-altering effects.

Move: fly normal. Can pass through solid objects.

Morale: 8

Damage: flung object (30' range, 1d4 damage, Save to dodge).

A Poltergeist is usually invisible, but can become visible for up to 6 consecutive rounds with considerable effort. It cannot attack while visible.

Poltergeists are repelled by living flesh, and cannot touch a living creature.

Minor spirits who have forgotten almost everything about their life, Poltergeists delight in simple acts of petty vandalism and mild peril.

Treasure: 1d10gp in pilfered coins stuck in corners, hidden in cushions, or stuffed into hollow logs.

1d10 Ghost Names Causes of Death

1	Cecil Shrub	Disease. Pockmarked.
2	Moloch Keith	Assassination. Red gouges.
3	Lady Astoria	Strangulation. Livid bruises.
4	The Graach	Robbery. Perforated.
5	Auld Slag	Fire. Cinders, cracked flesh.
6	False-light	Poison. Hollow, burst.
7	John Scrute	Sudden fall. Tangled limbs.
8	Halepraxis	Unnatural causes. Coiled.
9	Tremorhand	Crushed. Flat, contorted.
10	Agnes Mole	Explosion. Loose fragments.

2

Ghoul

Appearing: 1d6 assassins, swarms of 3d6
HD: 2 (9 HP)

Appearance: emaciated, twisted humans. Streaks of dirt, fangs, sunken eyes, waxy flesh.

Voice: a hollow parody of life.

Wants: the delicious flesh of intelligent creatures, raw or rotting, newly torn or decades old.

Morality: beyond redemption.

Intelligence: inhuman knife-edged hunger. A few memories of civilized life.

Armour: none.

Move: normal, climb normal.

Morale: 9

Damage: 1d4 claw / 1d4 claw / 1d6 bite.

A Ghoul's touch requires living creatures to Save or be paralyzed for 1 round. This paralysis is cumulative (so a creature hit by 3 attacks in 1 round would be paralyzed for 3 rounds).

Any person killed by a Ghoul immediately rises as a Ghoul.

Cannibalism is an ancient taboo. Those who break it may descend into an inhuman state, neither living nor dead. Ghouls are driven by a contagious hunger. A well-fed Ghoul can be jolly, conversational, even poetic. When hungry, every scrap of intelligence is bent towards finding the next meal.

Treasure: a Ghoul warren contains 30×1d10gp in rings, gold teeth, funeral charms, and silver plate.

RUNAWAY GHoul EXPLOSION

Combat against Ghouls can easily turn into a massacre. Ghouls will target paralyzed enemies, kill them, and create new allies. They are cunning enough to use the environment and their abilities to full advantage. If players aren't familiar with Ghouls, the GM may want to have them target a few hirelings first. Alternatively, victims only rise as Ghouls if not buried properly within 1d6 days.

1d10 What Are These Ghouls Doing?

- 1 Shadowing, stalking, drawing ever closer.
- 2 Erupting from hidden ambush trenches.
- 3 Bowing to a gore-coated statue.
- 4 Messily feasting on disinterred corpse.
- 5 Cracking and cleaning bones.
- 6 Dining formally. Tablecloth, candles, wine.
- 7 Feigning death. Just some dry corpses.
- 8 Muttering, watching, waiting.
- 9 Ruminating on decay and cyclical history.
- 10 Excavating a new tunnel.



1d10 Ghoul Names Features

1	Nacker	Noble robes, crude makeup.
2	Koru	A face from a PC's past.
3	Gutter	Retractable fangs, claws.
4	Mags	Coated in chalk dust, mud.
5	Grota Foss	Peeling skin, red muscles.
6	Pattertail	Bone shard piercings.
7	Marrow	Hollow chest, heart of ice.
8	Filthgut	Bloated, split flapping cheeks.
9	Blind Peg	Beatific gilt death-mask.
10	Gifford	Tall and thin, as if stretched.

PARALYSIS ALTERNATIVES

RPGs are about making interesting choices. Being forced to do nothing isn't particularly interesting. Here are a few alternatives.

Agony

Can choose to be paralyzed with nerve pain or take 1d6 non-lethal damage and act normally that round.

Trembling

Can choose to be paralyzed with supernatural terror or act normally that round. If acting normally, drop and fling away all held items on any failed roll.

Yawning Grave

Can choose to be paralyzed with impending mortality or act normally that round. If acting normally, reduce maximum HP by 1 until at least 8 hours are spent in sunlight or among cheerful company in a well-known place. Maximum HP reduction is cumulative, but recovery time is not.

MENU

Flavour: dry sour pork.

Notes: eating Ghoul meat immediately turns a person into a Ghoul. What did you expect?

1d10	Ghoul Warren	Corpse Acquisition Schemes	Social Structure	The Locals...
1	Interlinked graveyard.	Alliance with criminal gang.	Feral anarchy.	Deny their existence.
2	Coiled clay tunnels.	Spread a deadly plague.	Shifting warbands.	Say they are a fable.
3	Monumental heroic crypt.	Subtly provoke a war.	Cult of personality.	Blame one family.
4	Tangled hilltop estate.	Sabotage crops, granaries.	Necrotic monarchy.	Supply mild tribute.
5	Angular salt quarry.	Steal treasure, lure thieves.	Artistic commune.	Cremate everyone.
6	Smouldering coal mine.	Subvert a religion.	Grisly agrarians.	Wage a secret war.
7	Titanic necrocathedral.	Unleash a terrifying monster.	Theater troupe.	Offer sacrifices.
8	Waterlogged mineshafts.	Massive tunnel collapse.	Mercenary horde.	Sneer in contempt.
9	Implausibly spacious sewer.	Subtly poison the water supply.	Deranged surgeons.	Consult them.
10	Fragmented half-real maze.	Induce madness and despair.	Devious colonists.	Mingle freely.

THE ECONOMY OF DEATH

If people killed by Ghouls rise as Ghouls, then a Ghoul hunt has an unconventional structure. Instead of decreasing hunger by providing food, combat reduces the amount of food available by creating more Ghouls. They must scavenge or create corpses indirectly. A large urban population can support a permanent Ghoul colony. In other regions, Ghouls have to migrate, scrounging unguarded graveyards or tunneling into crypts. Presumably, Ghouls devour each other when corpses are scarce.

It may be useful to know the number of burials a given population will perform in a year. For a generic medieval setting, use a baseline of 30 adult deaths per 1,000 people per year, rising to 150 adult deaths per 1,000 people year (or more) in turbulent years. For a modern setting, use 10 adult deaths per 1,000 people per year.

A normal corpse is equivalent to 30 rations, and will feed 1 Ghoul for a month.

Generic Haunted House

1. Doorway

- Ajar. Stack of locks, all open.
- No signs of burglary.

2. Living Room

- Peeling paint, dead flowers.
- Something rustling in the sofa.

3. Kitchen

- No knives. Two stoves. Mouldy tile.
- Table set, food untouched. Flies.

4. Upper Rooms

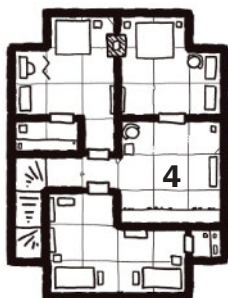
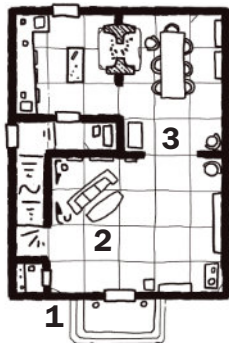
- Creaking stairs, smell of bleach.
- Windows plastered over.

5. Basement

- Crates, furniture, stained sheets.

6. Caverns

- Chilly. Behind a sliding shelf.



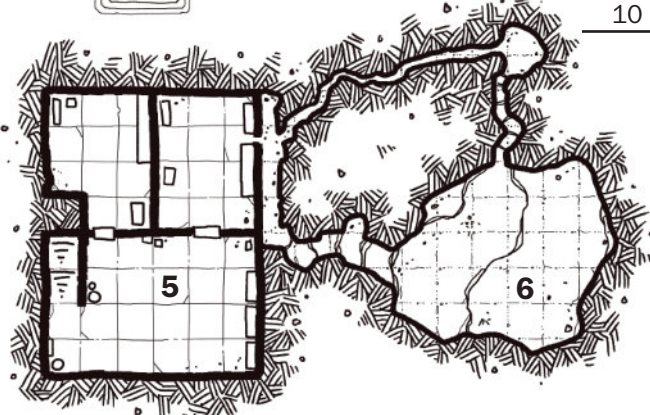
1d10 Glimpses and Hints

1d10	Glimpses and Hints	The Neighbors Heard
1	Brand new, still wrapped.	A blood-curdling scream.
2	Tied with red thread.	Crackling fire. No smoke.
3	Ice cold, after all this time.	A horrible, guttural groan.
4	Obviously foreign.	Unearthly music.
5	Painted with... something.	Chanting and dancing.
6	Stuck to the ceiling.	Nothing. Nothing at all.
7	It was here a second ago.	Smashed plates, thumps.
8	Gouged and chipped.	Bells. Hundreds of bells.
9	Is that... bone? Or teeth?	A horde of skittering rats.
10	No dust. Feels greasy.	Nails on slate, shrieking.

1d10 Macabre Clues

Secret In The Basement

1d10	Macabre Clues	Secret In The Basement
1	The hideous portrait.	Our Heroic Founder.
2	Rows of shackles.	The Seven-Sided Altar.
3	Tally marks.	The Body Dump.
4	The meat grinder.	Where It Hatched.
5	Charcoal sketches.	The Outer Passage.
6	Tear-stained diary.	Imprisoned Failures.
7	The syringe racks.	Our Immortal Army.
8	Stacks of empty jars.	The Deep Wells.
9	Scorched silhouette.	What Came Through.
10	The leftover parts.	The Oracle Factory.



3 Necromancer

Appearing: 1

HD: 7 (32 HP)

Appearance: ragged robes, broad hat, unhealthy skin.

Voice: unsettling whispers, croaked commands.

Wants: the secrets of life and death.

Morality: full of self-righteous justification. Callous and morbid, but not cruel.

Intelligence: addled genius.

Armour: as leather. Immune to mind-altering effects.

Move: normal.

Morale: 9

Damage: if out of spells, 1d6 dagger.

Each round, a Necromancer may cast one of the following spells. They may cast spell 1 and 2 three times per day and spells 3 and 4 twice per day.

1. Interrogate Spirit

After a 5-minute ritual, the Necromancer calls up the spirit of a dead intelligent creature. The Necromancer must know the true name of the creature and some details about its life. The spirit will answer up to 3 questions truthfully, with doleful knowledge from beyond the grave, then vanish. See **Visionary** (pg. 154), for tips on prophecies.

There is a 1% chance for each HD the creature had in life that it will instead remain as a **Ghost** (pg. 159) not under the Necromancer's control.

2. Raise Lesser Undead

The Necromancer raises up to 3 reasonably intact corpses as **Zombies** (HD: 2, pg. 173) or up to 6 decayed corpses as **Skeletons** (HD: 1, pg. 61), under the Necromancer's control.

3. Finger of Death

50' range. Target creature must Save or die.

4. Raise Greater Undead

The Necromancer raises the corpse of a larger creature, up to 10 HD, as an undead creation. It retains all the abilities it had in life, but loses 4 HP per hour. There is also a 1% chance for each HD the creature had in life that it is not under the Necromancer's control.

Necromancers are steeped in unwholesome secrets. For some, an undead minion is just a convenient means to an ostensibly noble end. Others dream of vast armies and a new order.

Treasure: Necromancers carry 50×1d10gp in grave goods, small gems, rings, and rare herbs. They may also carry a magic item (1d100, pg. 37).



1d10	Names	Features
------	-------	----------

1	Braglorthian	Enormous watery eyes.
2	Lawrence Crake	Belt of shrunken heads.
3	Gloomstoker	Dehydrated, one tooth.
4	Black Orchid	Opalescent eyeshadow.
5	The Hilltop Scholar	Stilts, moth-like cloak.
6	Moculus Magnus	Layered paper mask.
7	Yarvin Tallowfax	Horse skull on staff.
8	Cantor Bones	Pristine white coat.
9	The Other Hermit	Pickle-shaped nose.
10	Grey Wanderer	Abstract bodypaint.

1d10	Euphemistic Titles	Motivation
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1	Post-Life Consultant	Swollen ambition.
2	Exhumation Specialist	Tragic loss.
3	Thanaturge	Petty revenge.
4	True Cold Reader	Wealth and glory.
5	Mortuary Assistant	Pure curiosity.
6	Accredited Vivimancer	Confused scheme.
7	Inhuman Resources	Practical atheism.
8	Substitute Labour Head	True cowardice.
9	Ossuary Arranger	Family tradition.
10	Aide to the Ancestors	Drunken bet.

1d10	Greater Undead
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1	Scuttling Giant Snake (HD: 5, pg. 243).
2	Taxidermied Lion (HD: 5, pg. 257).
3	Armoured Bear (HD: 6, pg. 239).
4	Battle-scarred Minotaur (HD: 7, pg. 91).
5	Swirling Murderous Crows (HD: 7, pg. 223).
6	Lumbering veiled Giant (HD: 8, pg. 263).
7	Fume-shrouded Remorhaz (HD: 9, pg. 233).
8	Maggot-filled Chimera (HD: 9, pg. 103).
9	Oozing Tunnel Hulk (HD: 9, pg. 214).
10	Mummified Young Dragon (HD: 10, pg. 79).

4

Night Hag

Appearing: 1

HD: 9 (41 HP)

Appearance: a hunched woman in black. Hideous in form and intent. Frequently disguised.

Voice: cackling, hoarse threats, dreadful secrets.

Wants: souls, power, and cruel mischief.

Morality: warped. Can be convinced to aid someone, provided the aid secures their doom.

Intelligence: sadistic brilliance.

Armour: as plate. Immune to fire, cold, and mind-altering effects. 50% chance to resist all spells.

Move: normal, fly 2x normal.

Morale: 10

Damage: see below.

Each round, the Night Hag can use one of the following abilities.

1. Raking Claws

1d8 claw / 1d8 claw. If both attacks hit, the target must Save or drop one held item.

2. Magic Blast

2 shots, 100' range, 1d6+1 damage, always hits. Different targets can be selected for each shot.

3. Sleep

Target living creature within 100' must Save or fall asleep for 12 hours. They wake up if they take 1 point of damage or after 1d4 rounds of vigorous shaking.

4. Extract Soul

The Night Hag touches an unconscious or dying creature and removes its soul. One attempt per target. Save negates. The soul is a small wispy ball of energy that can be stored in a jar or bound to an object. A soulless body is still alive, but can take no voluntary actions.

5. Fling

Target creature within 100' is pushed 50' and must Save or fall prone.

6. Greater Working

The Night Hag chooses one effect.

- The Night Hag cloaks itself in the accurate illusionary form of any other person-sized creature.
- The Night Hag teleports up to 10 miles.
- Target creature within 30' must Save against fear.

If reduced to 25% HP, the Night Hag will attempt to flee.

Night Hags creep into the dark corners of history.

Treasure: 80×1d10gp in gold rings and blood red rubies. 50% chance of a ritual scroll: 1. *souls to youth*, 2. *raze fortress*, 3. *eclipse*, 4. *mass agony*.



1d10 Night Hag Names Features

1	Irnea Wormbreath	Wild mane of white hair.
2	Saiska Toll	Seems to be wholly warts.
3	Margaretha	Locked toothy smile.
4	Olga Carioux	Thin. Six arms, four legs.
5	Attomundifuse	Leathery death-mask.
6	The Violet Claw	Twin banded ferret pets.
7	Turpumtide	Reeks of pepper.
8	Kena Funchleg	Voluminous dress of rags.
9	Ethel Grune	Rides in an iron cauldron.
10	Shibberwins	Pale millipede tongue.

1d10 Lair Uses For Souls

1	Bent cottage.	Obsessively hoarded.
2	Windmill.	Distilled into youth potions.
3	Secret attic.	Traded with the underworld.
4	Dismal hovel.	Put in tottering puppets.
5	Tree stump.	Woven into valuable cloth.
6	Mossy cave.	Slowly amalgamated.
7	Wicker spire.	Digested for knowledge.
8	Damp cellar.	Deflect attention or spells.
9	Bell tower.	Set to menial tasks.
10	Herb terrace.	Removed from celestial cycle.

MENU

Flavour: stale dry pork.

Notes: the flesh of a Night Hag permanently removes the need for sleep (and the ability to sleep) but permanently reduces Wisdom and Charisma by 2.

5 Nightmare Beast

Appearing: 1 stalker, quivering droves of 2d6
HD: 6 (27 HP)

Appearance: varies. See the table below.

Voice: gibberish.

Wants: to destroy and torment.

Morality: senses local values and acts in direct and unrelenting opposition. When in doubt, worse.

Intelligence: clever, but without focus or control.

Armour: none. A Nightmare Beast can only be harmed by any given weapon, spell, element, or ability once. The first strike of a sword cuts deep; the second glances off hardening skin. Fire burns briefly, then is smothered by oozing sweat. All immunities reset at the next sunrise.

Move: normal.

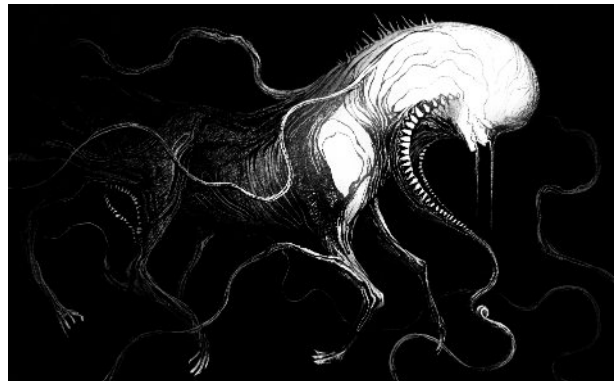
Morale: 10

Damage: see the adjacent table. Roll once per round.

Nightmare Beasts are not entirely real. Anyone who can see or hear a Nightmare Beast but has not been damaged or touched by it can close their eyes, spend a full round trying to disbelieve in it, and Save. If they pass, the Nightmare Beast takes 3d8 damage. If they fail, the Nightmare Beast will try to target them next.

Spawned from fevered dreams, wild experiments, or cracks between dimensions, Nightmare Beasts are usually hostile, though some are merely tragic and unsettling.

Treasure: none.



1d10 Nightmare Beast Attacks

- 1 Ravening. 1d6 claw / 1d6 claw / 1d8 bite.
- 2 Sludge Spray. 30' cone, 1d6 poison damage, plus 1d4 damage per round until washed.
- 3 Gallstone Cannon. 50' range, 2d8 damage, Save to dodge.
- 4 Soggy Flail. 10' range, 1d6 damage.
- 5 Inhale. 50' cone, all creatures are dragged 20' towards the Nightmare Beast. Then, 1d6 bite.
- 6 Flesh Detonation. 30' radius, 2d6 damage, Save for half. Next round spent reforming.
- 7 Baleful Stare. 100' line, 1d10 damage.
- 8 Contagion. Adjacent target heals 1d6 HP but permanently reduces a random stat by 2.
- 9 Wail. 50' radius, 1d8 sonic damage. Creatures who plug their ears can Save to negate.
- 10 Reflect. Repeat the last attack, spell, or ability that targeted it, selecting new targets.

1d20	Body	Limbs	Head	And Also	And Also
1	Wriggling maggot.	Rusted iron spikes.	Weeping eyeball.	Constantly screams.	Coated in mud.
2	Shaggy hound.	Lashing tentacles.	Scything lamprey.	Afflicted with boils.	Echolocates.
3	Snail shell.	Flailing tongues.	A PC's face.	Stuffed with straw.	Ragged coughs.
4	Veiny ball of flesh.	Hairy spider legs.	Drooling infant.	Sheds teeth, nails.	Mimics speech.
5	Striped serpent.	Jets of steam.	Rotting lettuce.	Covered in sticky wool.	Spits stones.
6	Mangy horse.	Chicken feet.	Snapping shark.	Sloshes, wobbles.	Grows extra eyes.
7	Heap of organs.	Burping oil fissures.	Carnival mask.	Collapsing into self.	Tattered clothes.
8	Tubby goldfish.	Limp plant stalks.	Conjoined kittens.	Twitching egg sac.	Fungal folds.
9	Burst frog.	Snipping crab claws.	Peeling scab.	Leaks white pus.	Hums ominously.
10	Grey brain.	Waving cilia.	Wheezing nostrils.	Shrouded in smoke.	Luminous dots.
11	Hollow crystal orb.	Single human arm.	Grinning skull.	Flips end over end.	Smells delicious.
12	Wooden barrel.	Bare branches.	Mottled vulture.	Trembles in agitation.	Floats.
13	Plucked chicken.	Pulsing leeches.	Fanged starfish.	Spreads, expands.	Scorpion tail.
14	Blood-streaked jelly.	Mechanical clamps.	Blind parrot.	Vomits brackish water.	Leaps then falls.
15	Basalt octahedron.	Strips of cloth.	Nipping earwig.	Repeats PCs' names.	Spurts wine.
16	Steel turtle.	Rapidly growing hair.	Featureless cone.	Dribbles green slime.	Bulging cyst.
17	Tufted onion.	Delicate fingers.	Skinless rabbit.	Fixates and clings.	Winding stitches.
18	Glittering beetle.	Pink rat tails.	Peevish ostrich.	Grasping antlers.	Sweats sour milk.
19	Thorn bush.	Crushed fish fins.	Spinning wheel.	Nearly split in half.	Cries piteously.
20	Wet leather sack.	Thick brown stumps.	Dewy rose.	Infested with lice.	Patchy bristles.

6

Ogre

Appearing: 2d6 brutes, gangs of 4d10

HD: 4 (18 HP)

Appearance: a large humanoid. Thick, fleshy, crudely formed. Sour expression, rags, stump teeth.

Voice: low and threatening. Rude, if possible.

Wants: meat, drink, and simple pleasures.

Morality: casual, almost childish cruelty.

Intelligence: dim. Easily tricked or bribed. Enraged by thought, complexity, or self-reflection.

Armour: none.

Move: normal.

Morale: 8

Damage: 1d10 club.

Ogres prefer to insult and torment victims before fighting. They combine the worst elements of humanity, magnified. They are gluttonous narrow-minded bullies, loathing beauty, doing nothing in moderation.

Treasure: 2d10gp in extorted coins, taken not for their own sake but to deprive others.



MENU

Flavour: chewy bitter pork.

Notes: if eaten from desperation or mere sustenance, the flesh of an Ogre has no unusual properties. If eaten from curiosity, ambition, or gluttony, roll on the table below.

1d10 Result

1-4	Ogre Guts. Can only eat meat. Can only drink liquor. Spices taste repulsive.
5-7	Ogre Bulk. Permanently gain +3 Str and Con but permanently lose -2 Int, Wis, and Cha.
8-10	Embitter. Over 1d6 days, slowly transform into an Ogre. Can be averted by strong magic or relentless good deeds.

1d10 Ogre Names Features

1	Braglar	Thick forehead ridge.
2	Aarn	Smashed, crooked nose.
3	Stort	Spiked hair, black tar spittle.
4	Narg	Three fingers and toes.
5	Biteface	Rows of shark-like teeth.
6	Durl	Bruises, spiked iron collar.
7	Hurfscab	Smeared ash war-mask.
8	Og	Livid facial scar.
9	Monathus	Bulging bloodshot eyes.
10	Poksin	Human leather apron.

1d10 Ogre Weapons Whispers of Crime

1	Gnarled oak club.	Limbs plucked off...
2	Forge hammer.	Set them on fire...
3	Hook and chain.	While still alive...
4	Riveted gloves.	To the livestock...
5	Petrified lizard leg.	With a carving knife...
6	Braided iron whip.	On sanctified ground...
7	Sharpened stick.	As a latrine...
8	Large rock.	Impaled on pikes...
9	Sack of bricks.	For six days...
10	Dented shovel.	And ate them too...

1d10 Type Features Abilities

1	Lumpen	Misshapen muscles, pebbly skin.	Instead of attacking, can hurl a vicious insult. Target person who can see and hear the Ogre takes 1d6 non-lethal damage.
2	Oni	Bright skin, horns.	Once per day, can turn invisible for up to 6 hours. Fly normal.
3	Mage	Spiked hair, glowing tattoos.	As Oni (2, above) but also, once per day, instead of attacking, Cold Ray. 100' line, 4d6 damage, Save to dodge. Insubstantial while invisible.
4	Lesser Ettin	Two clashing heads.	Immune to mind-altering effects. Always acts last in a combat round.
5	Bugbear	Tufted ears, hairy, hunched. Claws, vestigial tail.	Harmed by innocence. Attacks against the Ogre take a penalty equal to the attacker's HD or level. Bonuses to damage become penalties. Toy swords cut as steel ones.
6	Swamp	Green, slug-like skin.	Cannot be pushed or knocked prone. Immune to lightning.
7	Hollow	Pale, sagging folds.	Immune to bludgeoning damage. Can slide under doors. Fly ½ normal.
8	Lichen	Matted, yellow eyes.	In forests, effectively invisible if more than 30' away from a target.
9	Elephant	Grey, wrinkly, tusked.	Armour as leather. Terrified of fire. Full of grudges.
10	Fumeguts	Pockmarked belly.	Leaks black fumes. Twice per day, opaque fog, 30' radius, 10 rounds.

7

Vampire

Appearing: 1 lurker, covens of 2d6

HD: 8 (36 HP)

Appearance: fangs, piercing eyes.

Voice: perfectly normal.

Wants: blood and power.

Morality: drowned in all-consuming hunger.

Intelligence: as smart as they were in life, but fixed in decaying, morbid patterns. Painfully acute senses.

Armour: as plate. Immune to non-magical damage, lightning, cold, and mind-altering effects.

Move: normal, fly normal.

Morale: 10

Damage: 1d6+5 claw.

Instead of making an attack, a Vampire can use one of the following abilities:

1. Enthrall

Target creature within 50' must Save or treat the Vampire as a dreaded overlord for 48 hours. Harm inflicted by the Vampire does not end this effect. Multiple failed Saves may induce madness.

2. Bite

The Vampire bites a helpless or enthralled person. 2d6 damage, and the Vampire heals for the damage dealt. May spread vampirism (pg. 168).

3. Extract Thoughts

Target creature within 50' must Save or telepathically reveal one secret or memory to the Vampire.

The touch and bite of a Vampire also drain vitality.

They impose an XP debt on the target. If the Vampire so chooses, a target hit by an attack must Save or triple the amount of XP necessary reach their next level. (E.g. if it normally takes 200 XP to level up, it now takes 600 XP).

In systems without calculated XP, an Vampire's touch could instead:

- Deal 3 permanent damage to a stat.
- Diminish the intensity of one aspect or goal.

Vampires are usually nocturnal, frequently aristocratic, and always hungry for blood.

Treasure: a well-established Vampire's lair contains 200×1d10gp in untouched coins, unfashionable jewellery, rare books, and dusty paintings. Ancient Vampires may also have a Hoard (pg. 70) or a collection of deeds, rent rolls, and bonds.

VAMPIRE REGENERATION

A Vampire regenerates 3 HP per round. If reduced to 0 HP, a Vampire explodes into mist and reforms in its resting place or grave, remaining immobile for at least 8 hours. Final death can be accomplished by one of the methods below. Local folklore will usually suggest at least two potential methods.

1d10	Vampire Names	Features
1	Calameta	Thin, aristocratic, dusty.
2	Leanderghast	Engorged, ruddy, bruised.
3	Porphyrius	Flabby, bloated, pale blue.
4	Ghau Lok	Androgynous, long fingers.
5	Kirkstein	Ruff, frills, handkerchief.
6	Tennystrode	Stout, wool-clad, bullish.
7	Basarab	Lamprey-mouthed, slimy.
8	Kelljan	Withered dead-eyed child.
9	Scourglass	Ragged, feral, muddy.
10	Newberry	Aggressively bland, tidy.

1d10	Title	Addressed As
1	Duke / Duchess	Your Grace
2	Marquis / Marquise	Most Illustrious
3	Count / Countess	Right Honourable
4	Viscount / Viscountess	Your Eminence
5	Baron / Baronesss	Lord / Lady
6	Mayor / Mayoress	Your Worship
7	Prince / Princess	Your Highness
8	Bishop	Lord / Lady
9	Chancellor	Chancellor
10	Elector / Electress	Serene Highness

1d10	Demeanour	Foible	Final Death Methods
1	Tolerant pride.	Treats flattery like an intoxicating drug.	Stake the heart.
2	Decadent indolence.	Wants to protect, acquire, and control beauty.	Decapitation.
3	Cheerful horror.	Establishes trust, then feeds. Delights in betrayal.	Heart excision.
4	Suppressed violence.	Cannot harm unarmed or non-hostile people.	Repeated funeral.
5	Twitching hunger.	Socially inept. Cringes at own awkwardness.	Dismemberment.
6	Inhuman calm.	Can briefly forget own nature while music plays.	Douse in vinegar.
7	Academic distraction.	Easily drawn into philosophical discussion.	Stuff with beads.
8	Swaggering pomp.	Must establish and obey hierarchical order.	Holy text bandage.
9	Nihilistic lassitude.	Diatribes turn into involuntary confessions.	Total incineration.
10	Frothing madness.	Crushed by guilt. Repents until cravings grow.	Foul bean paste.

1d10 Vampire Contagion Methods

- 1 None. Solitary, desolate.
- 2 When bitten target dies, Vampire can choose to immediately raise the target as a Vampire.
- 3 When bitten target dies, if buried, rises after 1d6 days as an obedient Vampire servant.
- 4 When bitten target dies, rises after 1d6 minutes as a ravenous **Ghoul** (pg. 161).
- 5 Bitten targets sicken, losing 1 permanent HP each day for 2d6 days. If reduced to 0 HP, immediately become a Vampire. Cured by strong magic, blood transfusions.
- 6 Can create 1 semi-obedient Vampire every 6 months via a complex sanguinary ritual.
- 7 Anyone who kills the Vampire, or the nearest person when the Vampire is killed, is doomed to become a Vampire (possibly the same Vampire) in 3d6 days. Strong magic can delay but not prevent this curse.
- 8 Sheds mold spores. Anyone who spends more than 10 minutes within 100' of the Vampire has a 10% chance, if they die within 48 hours, of rising as a Vampire.
- 9 Power is bound to a cursed iron ring. Wearer becomes a Vampire in 1d6 days. Ring cannot be removed.
- 10 Anyone who spends more than 1 hour in conversation with the Vampire or reading their private memoirs has a 10% chance, after 2d6 days, of becoming a Vampire.



1d10 Additional Vampire Special Abilities

- 1 Wolf Form. At will, transform into a wolf. No change to abilities, just appearance. In wilderness area, can spend 1 round howling to summon 3d6 other **Wolves** (pg. 247).
- 2 Bat Form. At will, transform into a small bat. Armour as plate+shield, fly 2x normal. Cannot attack or deal damage while transformed.
- 3 Mist Form. At will, transform into a 10' cube of creeping mist. Reduces all incoming damage to 1, fly 2x normal, can pass through narrow gaps. Cannot attack, deal damage, or move objects while transformed.
- 4 Telekinesis. Has an invisible telekinetic limb. 50' long, as strong as the Vampire, cannot deal damage.
- 5 Minor Magic. Can enchant an object to perform its function for up to 6 hours. Brooms sweep, carriages steer, candles automatically light, ropes knot. Each use costs 1 HP.
- 6 Detachable Head. Once per day, head and internal organs can detach. While detached, no armour, fly 2x normal. Anyone who witnesses the head detach must Save or die.
- 7 Glamour. At will, can cloak self in the accurate illusionary form of any other person-sized creature.
- 8 Martial Arts Mastery. Retractable claws. Makes 2 claw attacks. In melee, armour as plate+shield.
- 9 Sublime Charm. Each round, creatures must Save to attack or insult the Vampire, unless the Vampire has taken a directly hostile action that round. Non-intelligent creatures automatically fail their Save.
- 10 Unmemorable. Creatures must Save to remember anything about the Vampire unless it is directly visible. Details fade after 24 hours, all memories fade after 1 week.

1d10 Vampire Restrictions

1	Disgusted by garlic. Must Save to approach.
2	Cannot cross running water.
3	Must stop to count suddenly revealed objects (rice, coins) if more than 100 are present.
4	Cannot enter a dwelling unless invited.
5	Repelled by holy symbols. Must Save each round to approach. On a failed Save, Stunned for that round.
6	To heal or rest, must sleep during the day on their original grave soil.
7	Cannot cross a line of salt.
8	Cannot step on consecrated ground.
9	Mirrors. Tries to avoid with grim determination. Must Save to approach.
10	Repulsed by living roses. Move at ½ normal speed while within 20'. Can wilt by touch.

1d10 Vampire Weaknesses

1	Silver. Treated as magical.
2	Sunlight. 6d6 damage per round.
3	Noise. Anything louder than a shout within 50' deals 1d6 damage. Bells, cannons, etc. deal 3d6 damage.
4	Oak. Treated as magical.
5	The Crowing of a Cock. If heard, reduced to 1 HP, must test Morale or flee.
6	Holy Water. 1d4 acid damage per round for 2d6 rounds.
7	Mercury. Burns and spreads like fire (1d6 damage per round). Extinguished by ash.
8	Ink. A splash deals 2d8 damage.
9	Yarrow. Paralyzed while a stalk touches.
10	Forced to Save or obey the command of anyone who knows their true name.

1d10 Vampire Origin**Age****Explanations For Eccentric Behaviour**

1	Diabolical pact.	Hours. 1d4 Vampires nearby.	What? I never. Your eyes must be deceiving you.
2	Improper burial.	Days. Slightly inept.	My hereditary tendencies are... unfortunate.
3	Cursed bloodline.	Years. Surprisingly sharp.	It's quite fashionable, you know. Popular at court.
4	Explicable virus.	Decades. Reserved, wary.	A mild illness. It will pass in time.
5	Infernal escape.	Decades. Confident, ambitious.	I was not aware I owed you any explanations.
6	Parallel species.	Centuries. Dark legends.	It is my nature. Who can deny their own nature?
7	Offworld visitor.	Centuries. Glib, cunning.	People are so dreadfully credulous these days.
8	Heart parasite.	Millennia. Very confused.	The ties of blood are thicker than water or ink.
9	Fuming draught.	Eons. Exhausted, cynical.	What of it? Is desiring life so great a sin?
10	Eternal mystery.	Primordial. Remembers Creation.	A little harm for the greater good.

1d10 Servants of the Vampire**Favoured Followers****Lair Location**

1	Terrified illiterate Peasants (pg. 30).	Undying circle of Knights (pg. 21).	Fetid marsh.
2	Fawning soulless Merchants (pg. 27).	Life-mocking Flesh Golem (pg. 187).	Weather-worn peak.
3	Amusing fleshcrafted Mimics (pg. 53).	Mutually beneficial Mind Eater (pg. 190).	Foggy sandbar.
4	Sulphurous Imps (pg. 153).	Critical scheming Manticore (pg. 89).	Industrial outskirts.
5	Pack of baying Hell Hounds (pg. 152).	Mind-shattered Druid (pg. 198).	Pine-covered island.
6	Wily amused Flower Nymphs (pg. 199).	Politely litigious Devil (pg. 149).	Seaside chalk cliff.
7	Cloud of Leaflings (pg. 222).	Albino Giant Snake (pg. 243).	Smouldering volcano.
8	Roosting Murderous Crows (pg. 223).	Shadow-dwelling Grue (pg. 130).	Barren salt plain.
9	Mangy giggling Hyenas (pg. 255).	Nebulous enticing Dark Fair (pg. 219).	Spiral-cut hill.
10	Abyssal Merfolk (pg. 272).	Ancestral Perfect Predator (pg. 305).	Mound of ruins.

1d10 A Vampire? The Locals Say It Is...

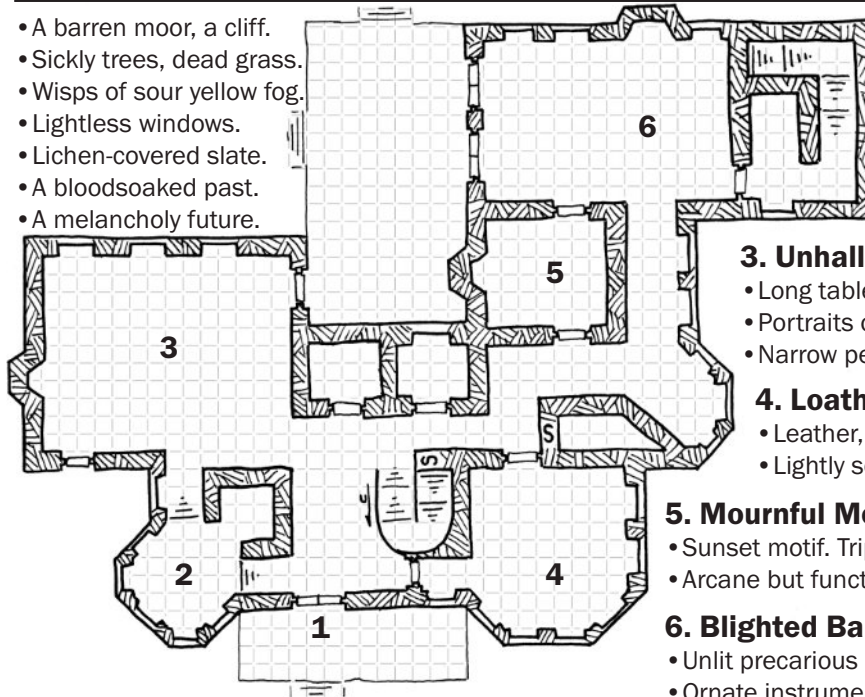
1	None of your concern. Be on your way.
2	Just a harmless eccentric recluse.
3	A story to frighten children.
4	Punishment for our many sins.
5	Why all the doors and windows are locked at sunset. Never travel after dark.
6	The best ruler we've ever had, as long as the tithe is paid.
7	Fated to die when people who resemble you, (if you squint a bit), arrive.
8	The rightful heir of this world and the next.
9	Not to be spoken of! Why did you mention it! You fool! You've doomed us all!
10	The least of our worries.

1d10 Vampire Aesthetics

1	Luxury. Cushions, lamps, carpets.
2	Art. Paintings, sculptures, subtle lighting.
3	Neglect. Dust, leaves, cracked stone.
4	Infernal. Iron spikes, jets of flame.
5	Medical. Cold steel, anatomical drawings.
6	Dark Science. Lighting jars, acid, copper.
7	Travel. Maps, exotic curios, fine horses.
8	Ambition. Arms, armour, trophies.
9	Time. Clocks, hourglasses, marked candles.
10	Masquerade. Dolls, puppets, masks.

Generic Gothic Manor

- A barren moor, a cliff.
- Sickly trees, dead grass.
- Wisps of sour yellow fog.
- Lightless windows.
- Lichen-covered slate.
- A bloodsoaked past.
- A melancholy future.



1. Perfidious Portico

- Leering sculptures, sepulchral bell.
- Obscure heraldic crest.

2. Choked Conservatory

- Pallid orchids, cobwebs, terrariums.
- Vials of potent distillations.

3. Unhallowed Hall

- Long table groaning with overripe dishes.
- Portraits of menacing, dissolute ancestors.
- Narrow peaked windows overlook grounds.

4. Loathsome Library

- Leather, moths, clawed reading stands.
- Lightly scuffed volumes in a dozen languages.

5. Mournful Morning Room

- Sunset motif. Triple curtains. Trays of crumbling cakes.
- Arcane but functional weather prediction devices.

6. Blighted Ballroom

- Unlit precarious chandelier, deep scratches in floor.
- Ornate instruments, forgotten compositions.

8. Guest Chambers

- Dusty, cluttered with tables.
- Cavernous drape-encrusted bed.
- Locks, but only from the outside.

9. Private Chambers

- Titanic tapestry-walled bed.
- Profusion of mementos, portraits.
- Writing desk, congealed ink.
- Sometimes used, but rarely for sleep.

10. Wine Cellar

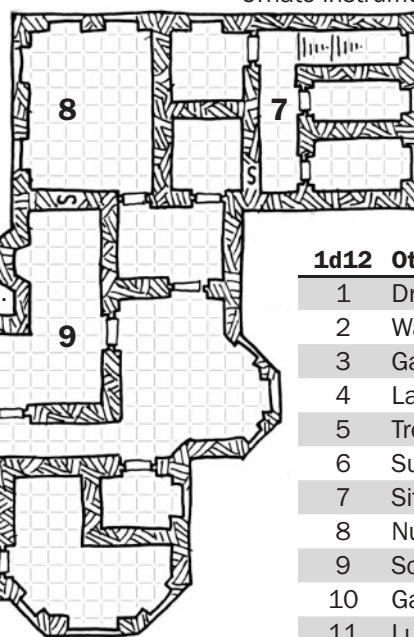
- Casks, bricks, roots.
- Rickety rack maze.
- Clean bottle/lever.

11. Temple

- Rough-hewn stone.
- Sacrificial basin.
- Impassive icons.

12. Catacombs

- Coffins, new and ancient.
- Bones of favoured servants.
- Spike trap for tomb robbers.



7. Servant Quarters

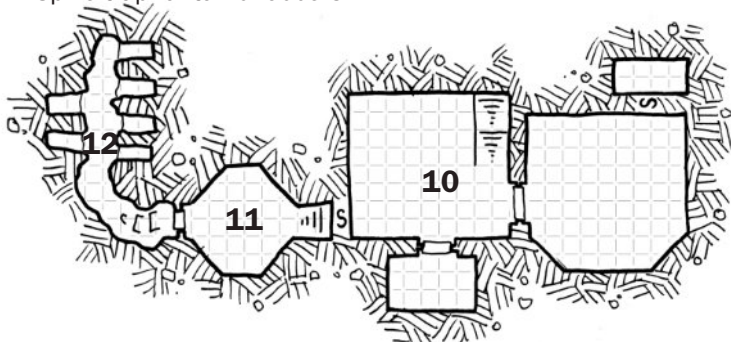
- Actively filthy, not merely disused.
- Straw, rags, fleas, minimal light.
- Narrow creaking stairs.
- Frond-like layers of peeling paint.

1d12 Other Rooms Outbuildings

1d12	Other Rooms	Outbuildings
1	Dressing Room	Standing stone.
2	Wardrobe	Mouldering stables.
3	Gallery	Smashed observatory.
4	Laundry	Execution oak.
5	Trophy Room	Jumbled graveyard.
6	Surgery	Sunken fountain.
7	Sitting Room	Overgrown hermitage.
8	Nursery	Flattened woodshed.
9	Schoolroom	Slimy pond.
10	Garret	Ruined abbey.
11	Lumber Room	Charred barn.
12	Treasury	Midnight pavilion.

1d10 Cellar Access Name

1d10	Cellar Access	Name
1	Sliding bookshelf.	Battlesnag Hall
2	Mossy well.	Leaven Palace
3	Loose floorboards.	Chaggers
4	False fireplace.	Hailsponge House
5	Hinged painting.	Castle Harrier
6	Dumbwaiter.	Dunstead Park
7	Hollow pillar.	Uxorid Court
8	Iron trapdoor.	Kalesed Place
9	Enchanted window.	Old Monumental
10	Laundry chute.	Gruinard Grange



8

Werewolf

Appearing: 1 prowler, packs of 2d6

HD: 5 (23 HP)

Appearance: an ordinary person... most of the time.

Voice: slightly strained.

Wants: to endure.

Morality: tormented by own weakness.

Intelligence: as smart as most people.

Armour: none. Immune to non-magical damage.

Move: normal.

Morale: 7

Damage: 1d6+1 surprisingly strong punch.

Treasure: none.



WEREWOLF TRANSFORMATION

A Werewolf can Save to transform at will. It must remain in its new state (either human or beast) for at least 1 hour, or until the next sunrise. Transformation takes 3 rounds. A transformed Werewolf gains all the stats, attacks, and abilities of its beast form. See the table below. Its HD and current HP remain the same. It may make a new Save against any ongoing effect.

If touched by the light of a full moon, a Werewolf in human form must Save each round or transform into a bestial form. It automatically transforms back into human form at the next sunrise, and cannot transform again for 6 hours.

1d10 Werewolf Weaknesses

- 1 Silver. Treated as magical.
- 2 Sunlight. 6d6 damage per round while in beast form.
- 3 Repelled by a common herb.
- 4 Always hungry. Will devour poison.
- 5 Easily exhausted by exercise in human form.
- 6 Nauseated by strong scents.
- 7 Cannot sleep indoors.
- 8 Violently impulsive. Poor self-control.
- 9 Fascinated by spirals.
- 10 Fears whatever their beast form fears.

1d10 Conventional Were-Beasts Human Form

- | 1d10 | Conventional Were-Beasts | Human Form |
|------|---------------------------------|----------------------|
| 1 | Rat (M. Vermin) (pg. 54) | Notorious thief. |
| 2 | Wolf (pg. 247) | Wild-eyed shepherd. |
| 3 | Bear (pg. 239) | Scowling woodcutter. |
| 4 | Boar (pg. 240) | Wealthy farmer. |
| 5 | Tiger (pg. 243) | Aloof mystic. |
| 6 | Hyena (pg. 255) | Grinning scout. |
| 7 | Ape (pg. 262) | Competent carpenter. |
| 8 | Crocodile (pg. 251) | Laconic brickmaker. |
| 9 | Seal (pg. 277) | Beautiful vagabond. |
| 10 | Shark (pg. 277) | Crusty sailor. |

1d10 Additional Werewolf Abilities

- 1 Transforms instantly, though messily.
- 2 Regenerates 3 HP per round.
- 3 Retains human intelligence in beast form.
- 4 Insane genius intellect in beast form.
- 5 Wall-runner. Climb normal in all forms.
- 6 Mastery of all beasts. Cannot be targeted by non-intelligent creatures.
- 7 Beast form splits off from human. Both act independently. Telepathic link, shared HP.
- 8 Can slightly alter human form with each transformation. Takes days for a total shift.
- 9 Once per day, teleport up to 1 mile.
- 10 Fully healed each time it kills a person.

1d10 Werewolf Origin / Method Of Contagion

- 1 Bitten targets must Save or transform into a Werewolf at the next full moon.
- 2 Botched blasphemous ritual sacrifice.
- 3 Requires training, discipline, and practice.
- 4 Grisly amulet grants dark power.
- 5 Dons and sheds a beast's skin.
- 6 Beast killed and ate a powerful wizard.
- 7 Cursed bloodline. Widely rumoured.
- 8 Divine punishment for an infamous deed.
- 9 Diabolically overactive imagination.
- 10 Wounded by a cursed blade.

Unusual Were-Beasts Human Form

- | Unusual Were-Beasts | Human Form |
|--------------------------------|-------------------------|
| Ooze (pg. 57) | Corpulent alchemist. |
| Owlbear (pg. 107) | Peevish language tutor. |
| Giant Snake (pg. 243) | Charismatic warlord. |
| Hateful Goose (pg. 200) | Irreverent urchin. |
| Raijū (pg. 212) | Disgraced priest. |
| Kamaitachi (pg. 232) | Wandering peddler. |
| Swift Lizard (pg. 114) | Eccentric scholar. |
| Ground Sloth (pg. 119) | Raving drunk. |
| A. Arthropod (pg. 285) | Aged knight. |
| Tardigrade (pg. 292) | Soggy swamp hermit. |

9

Wight

Appearing: 1 sentinel, barrows of 3d6

HD: 4 (18 HP)

Appearance: a motivated corpse. Glowing eyes.

Voice: chilling whispers. Flat and weary.

Wants: to destroy life. To obey their orders or oaths.

Morality: pure unfiltered hate.

Intelligence: faded memories of life. Focused.

Armour: as chain. Immune to non-magical damage, cold, and mind-altering effects.

Move: normal.

Morale: 12

Damage: 1d8 claw or sword.

The touch of a Wight also drains vitality. It imposes an XP debt on the target. A target hit by an attack must Save or double the amount of XP necessary reach their next level. (E.g. if it normally takes 200 XP to level up, it now takes 400 XP).

In systems without calculated XP, a Wight's touch could instead:

- Deal 2 permanent damage to a stat.
- Diminish the intensity of one aspect or goal.

A Wight's un-life is tied to an oath, a strong emotion, or the simple will to endure.

Treasure: 2d10gp in funeral trinkets, paired coins, and gold teeth.



1d10	Barrows	Burial Goods
1	Simple hill tomb.	Embroidered cloth.
2	Rusting prison.	Jars of grain and wine.
3	Buried ship hull.	Slaughtered animals.
4	Charnel pit.	Clay miniatures.
5	Flooded mausoleum.	Wooden weapons.
6	Tunnel of potsherds.	Excised organs.
7	Rotting tree roots.	Cubic glass altar.
8	War monument.	Mildly toxic minerals.
9	Exposed platform.	Carbonized scrolls.
10	Salt cavern.	Conical bread loaves.

1d12	Type	Features	Abilities
1	Avenger	Open wounds, bloody shroud, wide eyes.	If killed before its purpose is complete, unless completely burned, reforms and rises at full HP at the next sunset.
2	Draugr	Taut grey skin.	Swim normal through earth and stone.
3	Tomb Guard	Azure mask, bandages.	Longbow. 1d8 damage, 50' range. Takes 2x damage from fire.
4	Death Knight	Thick armour, notched sword, cloak of mist.	Armour as plate+shield. On a critical hit, target must Save or die. Once per day, summon up to 5 10'x10'x2' panels of ice.
5	Wormridden	Bent back, rotting flesh pierced with slimy green worms.	Regenerates 2 HP per round. Three times per day, a worm can leap off the Wight. 20' range, on a hit, 1d6 damage, plus 1d4 damage per round until removed. Creatures killed by worms rise as Wights.
6	Cephalophore	Carries severed head, dangling by the hair. Halo of dark light.	Eyes project a 50' anti-magic cone. No spells, enchantments, or magical abilities function in the area. Extremely magical creatures take 1d6 damage per round.
7	Fungal	Sprouting face, bulging veins, hazy cloud.	Can spend 3 rounds breathing into a fresh human-sized corpse to raise it as an obedient Wight.
8	Bog	Contorted face, thick leathery skin.	Each round, one adjacent iron item is consumed and destroyed. Magic items get a Save.
9	Mineral	Calcified coating, leaks brackish water.	Gold glows blue within 30'. Cannot be harmed by anyone carrying gold. Immune to slashing damage.
10	Juggernaut	Spiked armour, clawed boots, steady tread.	Armour as plate. Immune to magical restraints. Cannot be pushed or knocked prone. Strong enough to snap chains. Cannot run.
11	Opalized	Rainbow shimmer, stone-crusts bones.	50% chance to resist all magic. If resisted, further 10% chance to reflect the spell back at the caster. Bones worth 50gp.
12	Baleful	Curled horns, burning flesh, fangs, talons.	Fly normal. Immune to fire. 3 times per day, can lob a fireball. 30' radius, 5d6 damage, Save for half. Repulsed by holy symbols.

10

Zombie

Appearing: clusters of 3×1d10, waves of 5×1d20.
HD: 2 (9 HP)

Appearance: a shambling humanoid corpse. Empty socket, shuffling steps, slack jaw.

Voice: groans, gurgles, wheezes.

Wants: raw flesh and warm blood.

Morality: irrelevant. All that remains is hunger.

Intelligence: very dim. A few flashes of memory, but easily stymied by simple obstacles.

Armour: none.

Move: swim normal.

Morale: 12

Damage: 1d8 slam / 1d4 bite. Can only bite prone, dying, or helpless targets, or from ambush.

Zombies always acts last in a combat round. They automatically fall all Saves to dodge.

Zombies are imprinted with a simple command and obey it with mechanical focus. They will walk into danger without hesitation. Presented with a living target, a Zombie has a 10% chance each round to forget its orders and attack anyway.

Treasure: none. Occasionally, 1d6gp in forgotten pocket change, burial charms, and embedded rings.

1d10 Zombie Contagion Methods

- 1 None. Raised for a purpose.
- 2 None. Bite transmits a harmless rash. 1d6: 1. Skull-shaped, 2. Green and itchy, 3. Red and oozing, 4. White and flaking, 5. Numb, 6. Black pustules. Fades after 48 hours.
- 3 When bitten target dies, it rises as an enraged Zombie in 1 round.
- 4 When bitten target dies, it rises as a Zombie in 1 hour. Until then, it appears dead.
- 5 Spawned by a **Predatory Plant** (pg. 119). A creature reduced to 0 Constitution by it instead rises as Zombie.
- 6 Bitten targets sicken, losing 1 permanent HP each day for 2d6 days. If reduced to 0 HP, immediately become a Zombie. Cured by strong magic, limb amputation.
- 7 Animated by a spiked artifact implanted in the skull. If intact, can be reused.
- 8 Anyone who recites a short ritual phrase will rise, after death, as a Zombie.
- 9 Anyone who kills a Zombie will sicken, losing 1 permanent HP each day until death, then rise a Zombie. Prevented by giving the Zombie a proper burial. Warned of fate in feverish prophetic nightmares.
- 10 Anyone who dies in this unhallowed region rises as a Zombie at sunset, unless burned.



1d20 Zombies

- 1 Naked. Streaked with dried black blood.
- 2 Rotting. Bits of skeleton exposed.
- 3 Partially Decapitated. Crooked neck.
- 4 Waterlogged. Blue, puffy, bulging eyes.
- 5 Impaled. Still grasps transfixing spear.
- 6 Peppered. Pierced with several arrows.
- 7 Emptied. Guts burst, hanging loose.
- 8 Exhumed. Grave dirt, winding sheet.
- 9 Cadaver. Crude stitches, chemical smell.
- 10 Uniformed. Scraps of colourful finery.
- 11 Horse. Scrabbling legs, tufts of hair.
- 12 Hound. Unhinged jaw, flensed tail.
- 13 Crawler. Cut in half. Move ¼ normal.
- 14 Spitter. Instead of attacking, can spit a glob of acid. 20' range, 1d6 acid damage.
- 15 Gasbag. When killed, 30' radius, 2d6 poison damage, Save for half.
- 16 Sprinter. Move 2x normal, climb normal.
- 17 Reforming. Regenerate 1 HP each round.
- 18 Tongue Lash. Instead of attacking. 30' range, Save or be dragged adjacent to the Zombie.
- 19 Cunning. Can command other Zombies.
- 20 Fortified. Immune to non-magical damage.

1d10 Zombie Commands

- 1 March in that direction and kill everyone.
- 2 Lie here. Kill anyone you see.
- 3 Patrol this route. Kill anyone except for me.
- 4 Do not let anyone enter this room.
- 5 Stand here and wait peacefully.
- 6 Carefully dust my collection of fragile sentimental ornaments once every hour.
- 7 Kill anyone who enters this room. Bring their bodies to this other room.
- 8 Kill anyone you see who carries a weapon.
- 9 Greet my guests, remove their armour and weapons, and escort them to this room.
- 10 Wait here. Kill anyone you see. Strip their bodies and lay them out for reanimation.



"A Wizard Did It!"

Outsiders, constructs, things that never were, and things that should not be; these are the result of wizards meddling with the world. If you need to explain something incongruous, blame a wizard.

Strangeness relies on contrast and presentation. In context, a moose, an electric eel, and a mosquito are perfectly ordinary. In a different context, they could easily be unbelievable entities spawned by fevered dreams. If everything is strange, nothing is strange.

Ambition also lurks at the heart of wizardry. Rearrange the world. Break natural laws (and civil laws) with impunity. Raise the dead, command the living, gratify the senses, obtain vast wealth with minimal effort, show those fools at the academy, and develop a new flavour of custard in your spare time.

These metaphysics of magicians,
And necromantic books are heavenly;
Lines, circles, scenes, letters, and characters;
Ay, these are those that Faustus most desires.
O, what a world of profit and delight,
Of power, of honour, of omnipotence,
Is promis'd to the studious artizan!
All things that move between the quiet poles
Shall be at my command: emperors and kings
Are but obeyed in their several provinces,
Nor can they raise the wind, or rend the clouds;
But his dominion that exceeds in this,
Stretcheth as far as doth the mind of man;
A sound magician is a mighty god.

—Christopher Marlowe, *Doctor Faustus*

1d10	Cross-Reference Omen	Cross-Reference Encounter	2d6
1	Shafts of blue-white light, dancing sand, sense of vertigo.	2d6 Alien Visitors (pg. 297) follow 1 Elsewhere Creature (pg. 180). Incongruous procession, docile until provoked.	2-3
2	Droning hymns, deep bells, dense fog, smell of salt water.	2d6 Dybuks (pg. 152), the worshipful elite of 1 Anguileth (pg. 177). Infested flesh-shells.	4
3	Hints of shimmering glass, occasional tick and click, telepathic whispers.	1 trained Mantis Shrimp (pg. 287) drives prey towards 1 Mind Eater (pg. 190).	5
4	Creaking hinges, pops of magic, fountains of sparks.	1 immensely lazy Wizard (pg. 35), attended by 2d6 Animated Items (pg. 179). Easily distracted.	6
5	Severed limbs, shed feathers, trails of blood, screaming.	1 Owlbear (pg. 107) hunts 2d6 Mutants (pg. 191). Hungry for strange flesh.	7
6	Dark red streaks, disintegrating furniture, squeaking teeth.	1 metallic Mimic (pg. 53), oddly undigested by 1 Rust Monster (pg. 192).	8
7	Puffs of smoke, chest-aching thumps, smell of ash and burning grease.	2d6 Firebats (pg. 129) try to drive 1 Shivered Beast (pg. 193) away from their nest.	9
8	Creeping seaweed, barnacles, glowing eyes, croaked exclamations.	1 Sea Hag (pg. 276) with 1 servile Homunculus (pg. 189). Willing to trade secrets for captives or fresh organs.	10
9	Plaintive wails and blubbling, flare of light, thunderous curses.	1 Droggin (pg. 73) cowers before 1 gloating Eye Tyrant (pg. 183). Willing to hire assassins on sight.	11
10	Heavy stomps, clanking gears, scorch marks, thrumming war-horns.	1 Robot Titan (pg. 303) and 3d6 Golems (pg. 187) marching to an ancient battlefield. Unsealed war-vault.	12

Monsters	Hit Dice
Mutant	0
Animated Item	1 or 5
Homunculus	2
Shivered Beast	5
Rust Monster	6
Anguileth	8
Mind Eater	9
Golem	10, 12, 15, or 20
Eye Tyrant	15
Elsewhere Creature	Varies

1d10	What Went Wrong?	Reaction
1	Thaumic field inversion.	Staunch denial.
2	Rift in the fabric of reality.	Quiet dignity.
3	Celestial conjunction.	Bout of raving.
4	Resonance cascade.	Sobbing.
5	Coronal nucleation event.	Accusations.
6	Ley line entanglement.	Furious work.
7	Ectoplasmic distillation.	Blasphemy.
8	Mutated particles.	Catatonia.
9	Spectral impurities.	Wild violence.
10	Minor miscalculation.	Excited inquiry.

A Wizard Did It

Random Encounters

1d10 Omen	Encounter
1 Moisture, slime, headaches.	1 Anguileth (pg. 177) watches from a deep pool.
2 Rhythmic ticking and creaking	2d6 Animated Items (pg. 179) clatter in ragged formation.
3 Crackle of magic, warm breeze.	1 Elsewhere Creature (pg. 180) bursts into existence.
4 Faint laughter, scorch marks.	1 Eye Tyrant (pg. 183) demands tribute or death.
5 Heavy footsteps, deep groans.	1 Golem (pg. 187) stomps forward, ready to rend and tear.
6 Muttering, glinting eyeshine.	1 Homunculus (pg. 189), watches, plots, and waits.
7 High-pitched whine, wet slapping.	1 Mind Eater (pg. 190) blasts, then targets the weak and dying.
8 Chanting, smell of blood.	2d6 Mutants (pg. 191). Unhappy, weeping strange fluids.
9 Melted doors, trail of rust flakes.	1 Rust Monster (pg. 192) tests the air, then advances.
10 Prismatic light, temperature swings.	A pack of 2d6 Shivered Beasts (pg. 193). Cautious, pragmatic.

1d10 Combined Omen	Combined Encounter	2d6
1 Gurgling chants, blasphemous idols, fishbones, salt rime, charcoal.	1 Anguileth (pg. 177) served, flattered, and protected by 2d6 semi-aquatic gelatinous Mutants (pg. 191).	2-3
2 Flashes of lightning, rapid footsteps, nervous laughter, creaking stone.	1 Homunculus (pg. 189) flees 1 Elsewhere Creature (pg. 180), the product of an ambitious summoning ritual.	4
3 Sawing, thumps, streams of sparks, waves of telepathic anguish.	1 Rust Monster (pg. 192) idly munches on the treasures of 1 furious but hesitant Anguileth (pg. 177).	5
4 Flashes of light, yips, clashing smells of lemon and copper.	1 Elsewhere Creature (pg. 180) surrounded by 2d6 mildly confused and intrigued Shivered Beasts (pg. 193).	6
5 Rapid tapping, distant thunder, ripples of sawdust and sand.	2d6 Animated Items (pg. 179) swarm and identify targets for 1 lumbering Golem (pg. 187).	7
6 Scream of terror, screams of inhuman rage, blasts of unfocused magic.	A horde of 10×2d6 Mutants (pg. 191) pursued by 1 Eye Tyrant (pg. 183). Might rally around competent leadership.	8
7 Wild whooping and craven pleas. Heavy steps. Smell of rancid sweat.	1 Golem (pg. 187) stalks 1 capering and gibbering Homunculus (pg. 189), intent on revenge.	9
8 Clattering, coughs of displaced air, splinters, warbling musical tones.	1 Shivered Beast (pg. 193) toys with 1 Animated Item (pg. 179). Lightly scratched, occasionally tossed.	10
9 Creaking, collapsed beams, aching teeth, smell of old shoes.	1 Mind Eater (pg. 190) steers 1 Rust Monster (pg. 192) towards victims, waits to exploit panic.	11
10 Fluent ranting, terrified squeals, telepathic whispering.	1 Eye Tyrant (pg. 183) negotiates a difficult trade with 1d6 Mind Eaters (pg. 190) and 2d6 Mutant (pg. 191) guards.	12

1d10 Where They Find You - Indoors	Where They Find You - Out Of Doors	Minor Creatures
1 Fungified library. Sloughing volumes.	Overgrown plaza. Crunching tiles.	Rune-marked moths.
2 Rising gearworks. Clanking, slamming.	Meteor scar. Long scorched trench.	Gnashing lacquered skull.
3 Bubbling vats. Thick cloying steam.	Cave entrance. Fang-like columns.	Phosphorescent leeches.
4 Wax staircase. Dense candle stubs.	Smashed summoning ring. Embers.	Embalmed jarred snake.
5 Rotten greenhouse. Lively vines.	Twisted wood. Spiral inverted trees.	Lone aggressive cork.
6 Corrupted ballroom. Spurting fountain.	Defiled cemetery. Ash, open graves.	Wriggling finger-worm.
7 Volcanic glass bubble. Sharp spines.	Burned mill. Pitchforks, nails.	Crawling charcoal smear.
8 Telescope dome. Slowly rotates.	Toppled tower stump. Blind statues.	Orange human-faced bee.
9 Silent forge. Rust, chains, hammers.	Lightning spire. Swirling clouds.	Timid pebble swarm.
10 Prism chamber. Fogged mirrors.	Osseous crater. Fused skeletons.	Winged blind eyeball.

1 Anguileth

Appearing: 1

HD: 8 (36 HP)

Appearance: a slug-like fish. Three pitiless red eyes, four grasping tentacles, far too many teeth.

Voice: telepathic whispers.

Wants: to rule the world.

Morality: utterly detached. Treats people as tools.

Intelligence: genius. Full of horrifying secrets, blasphemous lore, and convoluted schemes.

Armour: as leather. Immune to mind-altering effects.

Move: ½ normal, swim 2x normal.

Morale: 10

Damage: 1d6+2 slam / 1d6+2 slam / 1d10 bite.

An Anguileth's attacks inflict Anguileth Corruption. Struck creatures must Save or be afflicted with this terrible curse. Infected creatures take 2 damage every minute they spend in a dry environment and cannot regain HP unless they are in water. Flesh turns translucent and soft, blood becomes clear, hair falls out in clumps. Only powerful magic can remove Anguileth Corruption.

Additionally, an Anguileth can use each of the following abilities three times per day.

1. Enslave

Target creature must Save or treat the Anguileth as a divine overlord for 1 week. They will not fight for it, but will follow any other commands. Any directly harmful action by the Anguileth ends this effect.

2. Illusion

The Anguileth creates a complex illusion up to a 100' cube in size. This could be a glittering temple, a ravening monster, or a titanic gem. The illusion is solid but slightly glassy. Creatures with 6 or more Wisdom will notice its unnatural nature within a few minutes. The illusion lasts for up to 24 hours.

3. Cloud of Mucus

The Anguileth exudes a layer of viscous slime. If the Anguileth is in water, its armour becomes as Plate and it reduces all incoming damage by 2. This effect lasts until the Anguileth moves more than 10'. Additionally, living creatures who touch the Anguileth's mucus must Save. If they fail, they can only breathe water for the next 1d6 hours.

An Anguileth will flee, offer hostages, or create deceptive illusions instead of fighting to the death.

Long-lived, inscrutable, and powerful, the origins of the Anguileth are as mysterious as their motivations.

Treasure: 2d6×1,000gp in hoarded gold.



1d6 Optional Anguileth Abilities

- | | |
|---|---|
| 1 | Mortal creatures within line of sight must Save to lie or conceal a secret. |
| 2 | Can fold itself into a knot 1' in diameter to squeeze through narrow passages. |
| 3 | Controls water currents within 100'. Up to a strong wind in force. Swimming very difficult. |
| 4 | Can vomit a 50' cube of opaque black fog. |
| 5 | Secretes mild poison. Water within 6 miles tastes bitter, causes nausea and hair loss. Once per day, all creatures within 100' must Save or take damage equal to their Int. The Anguileth heals for the total damage dealt. |
| 6 | |

MENU

Flavour: rotting fish.

Notes: the flesh of an Anguileth loses all unusual properties if dried or cooked. If you drink the red eyeball fluid of an Anguileth, roll twice on the table below, then Save or go catatonic for 1d6 days.

1d10 Result

- | | |
|-----|---|
| 1-3 | Grey Slime. Save or lose the ability to breathe air. You gain the ability to breathe water. Memories. Save or go permanently insane. If you pass, permanently gain +2 Wisdom and a useful vision from the Anguileth's past. |
| 4-6 | Open Mind. A nearby PC, chosen at random, must tell you an important secret or shameful memory. |
| 7-8 | Mental Tentacles. Gain an invisible telekinetic limb. It can extend up to 10' long and uses your Int. as its Str. |
| 9 | Power of the Outsider. Save or gain 1d6+1 random mutations (pg. 191). If you pass, gain 1 random mutation. Your eyes become red, a third one grows on your forehead, and you permanently gain +2 Int and Wis. |
| 10 | |

1d10	Anguileth Lairs	Desires And Schemes
1	Dimensional rift cavern.	Knowledge. Theft of books and scholars. Infiltration of secret organizations.
2	Colonnaded temple.	Sacrifices. Raise a cult, eat specially prepared and indoctrinated victims.
3	Upturned shipwreck.	Dominion. Corruption of rulers, bribery, false prophecies.
4	Slaughterhouse sump.	Adoration. Temples, sculptures, vast crowds of willing worshipers.
5	Glass bubble city.	Chaos. Provoke wars, break alliances, spread lies, promote competing factions.
6	Ancient tiled reservoir.	Revenge. Elaborate, disproportionate, and thorough. Bury cities, salt the earth.
7	Toppled lighthouse.	Wealth. Extort tributes, twist ancient rites, topple royal treasures.
8	Overgrown garden pond.	Control. An orderly, perfect, flawless, and secluded society. Theories tested.
9	Gargantuan whalefall.	Gluttony. Novel meals, vicarious experiences, unique and forbidden tastes.
10	Cyclopean maze.	Apocalyptic Collapse. Complex rituals, megalith construction, rivals eliminated.

1d10	Alternative Anguileth Forms	1d10	Names	Omens
1	Disembodied brain. Neuron-tentacles.	1	D's'dkl	Red-tinged dreams.
2	Slim neon blue frog. Darting tongue.	2	Tshguntha	Triangular whirlpools.
3	Armoured seven-limbed starfish.	3	Ogwallot	Snow that melts to grease.
4	Centaur-worm. Clammy, needle teeth.	4	Lorggobb	Bewildered cannibal toads.
5	Translucent bioluminescent anglerfish.	5	Sxthskcs	Pockets of cold thickened air.
6	Fused dolphin triplets. Ultrasonic whistles.	6	Froodgeblet	Water foaming from wells
7	Shimmering metallic worm. Clicking jaws.	7	Ripscape	Fern-like sprays of slime mold.
8	Squealing pulsating tumour-sphere.	8	G'grobloc	Rings of slow silent lightning.
9	Colony of wriggling human-faced threads.	9	Wvone	Statues sprout third eyes.
10	Spherical necromantic golem-engine.	10	[Gargling]	Rain of milky moonlight.

Generic Grotto

1. Grisly Gatehouse

- Imposing aquatic motif.
- Guardroom, arrow slits.
- Glowering hooded statues.
- Bloodstained iron cages.
- Idle sentries.

2. Soggy Shrine

- Encrusted columns.
- Coral altars.

3. Defensible Hall

- Thick door, iron bars, sliding hatch.
- Guard, fighting alcove, rack of spears.

4. Devotional Chambers

- Reverberating chants, flickering candles.
- Filthy bedrolls, revelations daubed in blood.

1d10	Grotto Aesthetics	Waterlogged Items
1	Rolling white fog.	Unraveling rope.
2	Bubbling hot springs.	Illegible iron tablet.
3	Crumbling mosaics.	Broken bucket.
4	Lashing tides.	Corroded silver coins.
5	Flowing limestone.	Bloated dead fish.
6	Sizzling chemicals.	Gold floral bowl.
7	Wax-encrusted hive.	Cracked snail shell.
8	Rusting pipes.	Mirror-bright sword.
9	Gravel and gritty salt.	Gnawed bronze belt.
10	Shimmering marble.	Apple-sized pearl.

5. Priestly Pit

- Gibbering priest.
- Migraine scrawls.
- Heavy gold idol.

6. Putrid Pool

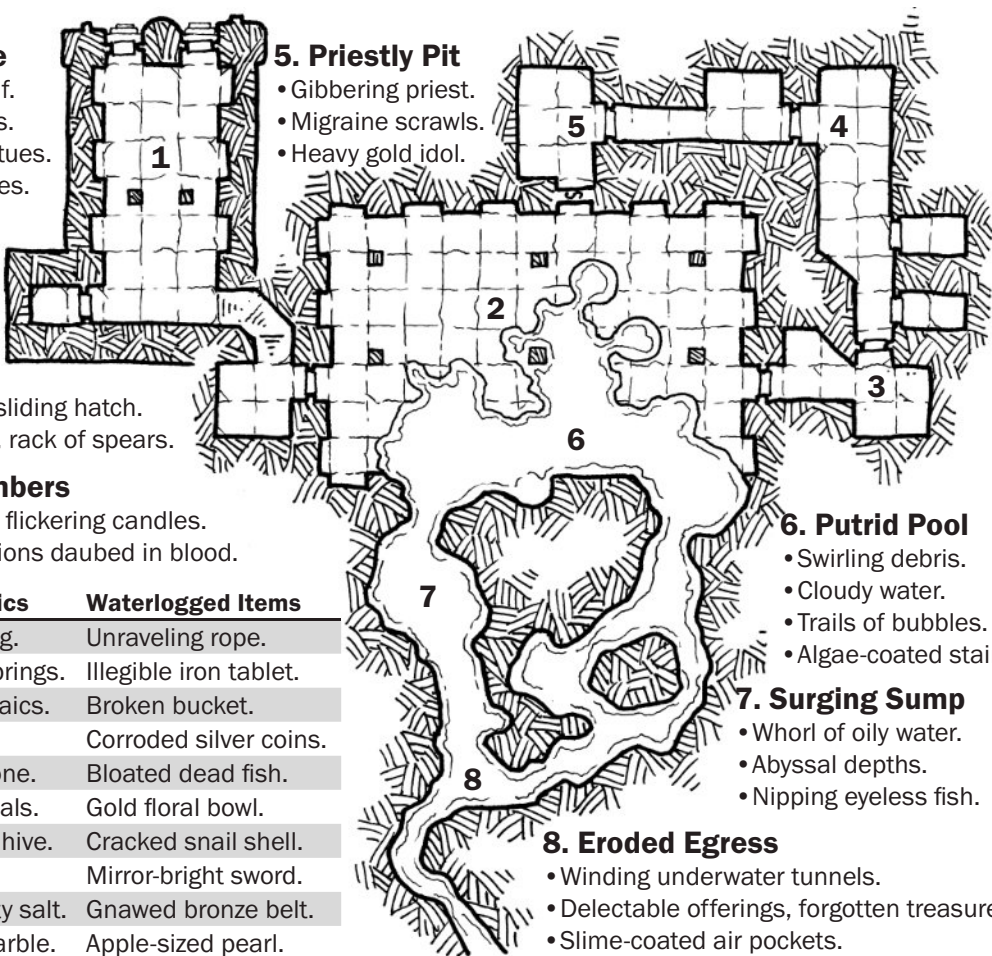
- Swirling debris.
- Cloudy water.
- Trails of bubbles.
- Algae-coated stairs.

7. Surging Sump

- Whorl of oily water.
- Abyssal depths.
- Nipping eyeless fish.

8. Eroded Egress

- Winding underwater tunnels.
- Delectable offerings, forgotten treasures.
- Slime-coated air pockets.



2 Animated Item

Appearing: 1, collections of 2d6, swarms of 4d6

HD: 1 or 5 HD (5 or 23 HP) for small and large Animated Items respectively.

Appearance: a moving object. Floats, weaves, bobs, slams into things with wild abandon.

Voice: silent.

Wants: to obey their simple instructions.

Morality: irrelevant.

Intelligence: mechanical. Easily tricked.

Armour: see the table below.

Move: fly normal.

Morale: 12

Damage: see the table below.

Treasure: none.



1d20	Small Item	Armour	Damage And Abilities
1	Hat	None.	1d8 headbite. If attacking from ambush, automatically hits.
2	Broom	None.	1d4 bludgeon. If killed by physical damage, 2 new Animated Items with the same ability appear on the subsequent round.
3	Book	None.	1d4 buffet. Takes 2x damage from fire.
4	Shield	As plate+shield.	1d4 thump. Immune to ranged physical damage.
5	Sword	As plate.	1d8 slice. Immune to slashing damage.
6	Severed Arm	As leather.	1d6 strangle. Immune to magic damage.
7	Cloth Puppet	None.	1d4 swat. Babbles incoherent nonsense. "Ooh I'll get you. Plums!"
8	Rug / Rope	None.	1d4 choke. On a hit, target is knocked prone.
9	Chess Piece	As chain.	1d6 slam. If 4 or more surround a target, attacks deal max damage.
10	Candleholder	As plate.	1d6 scorch. On a hit, target must Save or be set on fire.
11	Plate	None.	1d4 prod. Shatters on death. 10' radius, 1d4 damage.
12	Cutlery Swarm	As chain.	1d6 stab. Reduces incoming non area-of-effect damage by 2.
13	Clock	As leather.	1d4 thump. At will, can bong loudly, drowning out speech within 30'.
14	Trumpet	As chain.	Trumpet blast. 30' cone, 1d6 damage, Save for half. Very noisy.
15	Chains	As chain.	1d6 strike. On a hit, target must Save or drop one held item.
16	Glove	As leather.	1d4 slap. On a hit, target must Save or select the Animated Item as the target of their next attack.
17	Cake	None.	1d4 gloop. If above 1 HP, heals 2 HP at the start of each round.
18	Tankard	As leather.	None. On a hit, target takes a -2 penalty to all rolls for 1 hour.
19	Unnatural Fruit	None.	1d4 acidic burn, plus 1d4 damage per round until washed.
20	Wig	None.	1d4 flap. If killed, fills a 30' cube with opaque white dust.

1d10	Large Item	Armour	Damage And Abilities
1	Wardrobe	As leather.	None. On a hit, target is transported to a random nearby room.
2	Bed	None.	1d4 flap. On a hit, target must Save or fall asleep for 1d6 minutes.
3	Suit of Armour	As plate.	1d6+2 crush. Move ½ normal.
4	Stove	As plate.	Fire belch. 20' line, 2d6 fire damage, Save to dodge.
5	Table	As leather.	1d6 kick / 1d6 kick. Move 2x normal.
6	Chair	As leather.	1d6 smack. Targets sitting in the chair cannot be struck.
7	Dried Alligator	As leather.	1d10 bite. On a hit, next attack automatically hits the same target.
8	Bookcase	None.	1d4 buffet / 1d10 slam. Takes 2x damage from fire.
9	Gazebo	As leather.	2d20 swallow. Attacks all adjacent targets. Move ¼ normal.
10	Rowboat	As leather.	1d10 whack / 1d10 whack. Move ½ normal, swim normal.

3 Elsewhere Creature

Appearing: 1, or flights of 2d6

The **HD**, **Appearance**, **Voice**, **Armour**, and **Damage** of an Elsewhere Creature vary. See the table below.

Wants: completely inscrutable. To observe, to devour, to change, to freeze; who can say?

Morality: none detectable.

Intelligence: entirely unknown.

Move: fly normal, but strangely.

Morale: 1d12

Elsewhere Creatures come from... Elsewhere. Other worlds, other dimensions, other planes, other times. Classification is nearly impossible. They might be seed pods, lost angels, exploratory ships, extrusions of a higher entity, or blind rampaging animals. They don't obey local physical laws.

For phantasms of the human mind, see **Nightmare Beast** (pg. 165).

1d10	Size, HD, and Armour	Colour and Texture	Sounds Like
1	A rotting vole. 0 HD (1 HP). Armour as plate.	Stained glass, translucent and delicate.	An upturned beehive, buzzing furiously.
2	A squashed cabbage. 1 HD (5 HP). Armour as plate.	Tangled metal, rusting, leaking oil.	Dead silence, seems to swallow other sounds.
3	A heap of shredded furniture. 2 HD (9 HP). Armour as chain.	Carved ivory or soapstone, glistening.	Muttering voices, chewing, licking lips, spitting.
4	A dying horse. 3 HD (15 HP). Armour as chain.	Sharp outline but no interior. A cut-out.	Grinding gears and shrieking metal.
5	A greasy cookstove. 4 HD (18 HP). Armour as leather.	Stacked plates or scales, smooth.	Ice squeaking, nails on a chalkboard.
6	A smashed carriage. 5 HD (23 HP). Armour as leather.	Moth wings, powdery, dry.	Irregular wheezing, like a punctured lung.
7	A boiled elephant. 10 HD (45 HP). No armour.	Wet flesh, fine hairs, grey veins.	Thousands of scissors cutting silk. Susurrations.
8	A house. 20 HD (90 HP).	Oil-slick rainbow, flashing, glowing.	A single bass note. Hits in the diaphragm.
9	A coin. 0 HD (1 HP). Armour as plate.	Grey ash mixed with glass marbles.	High-pressure scream, like a kettle.
10	A sheet. 2D plane, invisible side-on. 3 HD (15 HP). Armour as chain.	Cold brown earth, wet, crumbling.	An orchestra tuning. Warbles, scratches, honks.
1d10	Moves Like	Attacks	Drawn Towards
1	A stop-motion film. Jerks and leaps.	Bumping slowly into things. No damage.	Concentrations of metal, worked or unrefined.
2	Blood or wax, dripping, oozing.	Slamming whip-like protrusions. HD # of melee attacks, 1d10 damage.	Bright colours, mirrors, and glass.
3	A bird with a broken wing, careening.	Spitting ball lightning. 30' line, 2d6 lightning damage.	Blood or old wounds, as if in sympathy.
4	Foam, rising, expanding, sizzling.	Mirrored limbs appear around body. 1d6 melee attacks, 1d6 damage.	Triangles, points, swords, and needles.
5	Boiling mud, wetly flapping.	Hissing sprays of blue-green flame. 30' cone, 2d6 fire damage, Save for half.	Noise, music, raucous conversation.
6	Mercury, sliding with weight.	Needle-sharp spikes of glass and ice. 1 melee attack, 1d8+2 damage.	Feathers, fur, tassels, and detailed textures.
7	A drunkard, toppling, staggering.	Fluorescent whips of liquid. 1d6 attacks, 10' range, 1 damage.	Local extremes of cold, heat, or wind.
8	Grass waving in the wind, smooth.	Jets of stinking steam. 30' cube, 1 damage, blocks line of sight.	Rings, loops, knots, writing, or eyes.
9	Fire, racing upwards in peaks.	Hideous roaring energy beam. HD×10' line, HD×1d6 damage.	Rapid movement or enforced stillness.
10	Breaking glass or bones.	Roll again twice, combining effects.	Eye contact, attention, thought, analysis.

Elsewhere Rifts

Elsewhere Rifts are portals to other worlds. They are typically ringed with white fog and coruscating sparks. Creatures and objects can pass through a rift, but the world on the other side may be hazardous, toxic, or relentlessly hostile. Rifts are sealed by a rubbery field of invisible force. Objects require a little push to enter or exit.

Each hour, roll 1d8. On an 8, the rift closes.

1d8	Rift Shape	Created By
1	Wispy vertical rend.	Botched teleport.
2	Rotating pentagons.	Dreaming wizard.
3	Yawning pit.	Painstaking ritual.
4	Light-warping sphere.	Celestial alignment.
5	Sparkling oval.	Fizzing machine.
6	Incongruous door.	Scabbed-over altar.
7	Smouldering vortex.	Chalked equation.
8	Coronal triangle.	Superb drugs.

1d10	What You See	Atmosphere	Gravity and Weather
1	Blinding aurora of colour and dancing crystals.	Dense but barely breathable. Asphyxiation in 3d6 minutes.	No gravity. Storms of sharp crystals follow long arcs.
2	A dark void lit by blue-white stars.	None. Painful death in 1d4 rounds.	No gravity. Harsh unfiltered sunlight.
3	Dim view into a series of connected stone bubbles. Glowing red veins.	Breathable but very warm and dry. Like walking into a foundry.	4x gravity. Possible to crawl, impossible to stand.
4	Looking down into a forest of white ferns and spindly orchid-like trees.	Breathable but full of spores or small creatures. May cause lung-rot.	Slightly more than normal gravity. Constant black rain.
5	Irregular grid of blue-green hedges extends to the moonlit horizon.	Breathable but slightly perfumed. Cloying. Makes people sneeze.	Normal gravity. Warm wind, wisps of high grey clouds.
6	Dense tangle of impossibly large ruined buildings. Columns, streets.	Thin but breathable. Smells of burnt metal, ozone, and rotting milk.	Slightly less than normal gravity. Cold acidic rain.
7	Stacked ceramic bowls the size of counties. Mercury lakes and waterfalls.	Thick but breathable. Full of metallic fumes. Induces slow madness.	2x gravity. Exhausting to move. Distant lightning.
8	Lightness depression filled with smooth spheres, sliding and clattering.	Thick but breathable. Very humid. Smells of burning rubber.	Slightly less than normal gravity. Swirls of ash.
9	Murky air is actually a liquid. Shimmers like oil. Floating islands of rock.	Water full of salt and iodine. No air.	Normal but shifts direction every 1d6 minutes.
10	A vast plain of white sand, broken by jagged black towers like dry trees.	Thin but breathable. Smells of salt and chalk.	Normal gravity. Cold gusts of wind, streaks of dust.

1d10	Moving Things	Hazards	Loot
1	Entire region seems to shift and boil constantly, like a stirred stew-pot.	Thin sizzling plates of glass. They cut through flesh but not bone.	Vorpals seek blood and flesh.
2	Motes of dust and flakes of rock.	Painfully intense radiation causes nausea, blisters, and cancer.	None. Gold slowly rots into sludge.
3	Drips of molten stone. Wire-thin lava rivers move like snakes.	Rolling burps of toxic or corrosive gas at ankle height. Spewed from vents.	Gemstones as light as feathers.
4	Wounded Elsewhere Creature (½ HP) drifts and tumbles.	Fern-like bone growths colonize any unwashed wounds, grow rapidly.	Blood-sap heals wounds, cures diseases.
5	1d6 Elsewhere Creatures cavorting.	Some surfaces unexpectedly soft and sticky. Can trap weapons, limbs.	Soft orbs full of impossibly powerful acid.
6	1d6 Elsewhere Creatures , 10x larger than normal, in the distance.	Alarming groaning and rattling.	Fist-sized blue rocks that are always incredibly cold.
7	1 Elsewhere Creature nearby, covering itself in some sort of fluid.	Massive temperature swings, heralded by winds and distant chimes.	Condensed fronds of rare metals.
8	Terrain can crack open to reveal 2d6 Elsewhere Creatures .	Intermittent high-pitched shriek induces agony in mortal creatures.	Coiled silver snail shells repeat speech.
9	Streams of bubbles or vacuum-pockets.	Currents of wind, water, or invisible force move to separate explorers.	Twisted stone rods enhance destructive magic.
10	1 Elsewhere Creature on a mindless patrol route.	Hidden cracks and fissures trap limbs, swallow treasures.	Black stone that sublimates into a hallucinogenic gas.

Generic Laboratory

1. Cataclysmic Crevice

- Fused sand, pockets of burning blue sulphur, rivulets of oil.
- Deep fissures in solid rock. Claw marks? Worms? Magic?
- What went wrong? What escaped?

2. Impregnable Vault

- 10' thick door. Iron, bone, gears, and oak.
- Ring-key on the wizard's finger.
- Lightning trap.
- Wailing alarm cry.

3. Stately Drawbridge

- Bifurcated arch. Non-slip plating.
- Large red lever on far side.
- Complex rusting mechanism.
- Slow river. Grey, foam-flecked.

4. Flotsam Failures

- Boot-sucking mudbank.
- Discarded experiments.
- Primitive campsite.
- Writhing distorted reeds.

5. Egotistic Vestibule

- Idealized statuary, mosaic map.
- Roving sentry-enchancements.
- Luxurious upholstered benches.

6. Diabolic Docks

- Rusting cranes, waterlogged crates.
- Furtive minions with flickering lanterns.
- Prototype watercraft in a slipway.

7. Grand Experimental Chamber

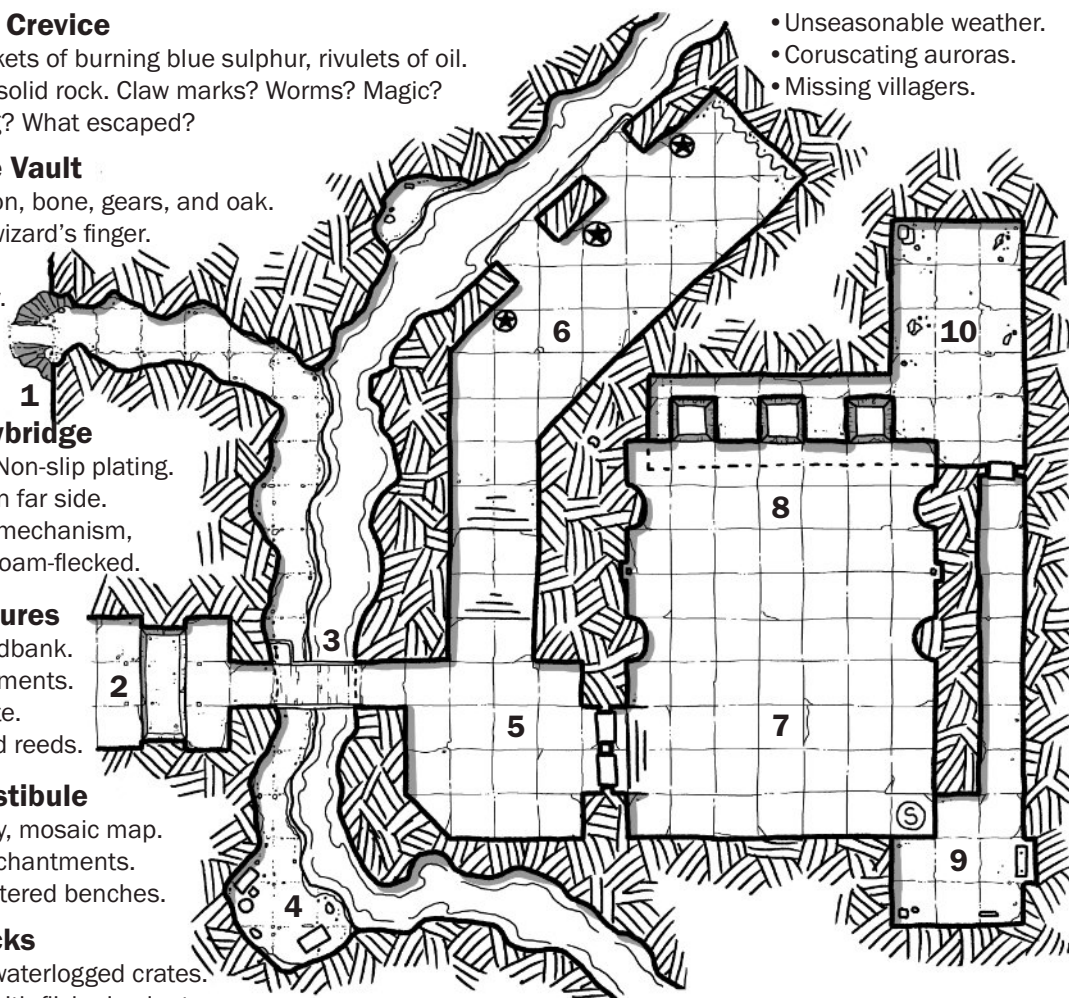
- Slabs, tiles, drains, glass pipes.
- Squamous bottled things, scrawled diagrams.
- The Device. Clearly marked, nearly operational.

8. Vile Vats

- Sealed copper tubs, sizzling and burbling.
- Raw living flesh, molten metal, or congealed magic?
- Catastrophic effects if disturbed.

1d10	Laboratory Aesthetics	Generic Experiments
1	Steam, gear wheels.	Otherworldly portals.
2	Surgical steel.	Dread necromancy.
3	Intestinal glassware.	Ooze taming.
4	Crackling lightning jars.	Superweapons.
5	Glowing monoliths.	Interspecies grafts.
6	Smoke, plants, water.	Forbidden alchemy.
7	Sprouting crystals.	Mass mind control.
8	Thudding forges.	Titanic golems.
9	Biocalcified leather.	Focused mutation.
10	Cages, chains, hooks.	Fiendish apotheosis.

- Unseasonable weather.
- Coruscating auroras.
- Missing villagers.



9. Escape Tunnel

- Concealed behind a sliding shelf.
- Smells musty, slightly moist. Thick layer of dust.
- Hateful shrine to personal nemesis.

10. Ragged Refuge

- Half-read books, half-eaten delicacies.
- Emergency hatch/teleportation circle/airship.
- Scraps of past and future schemes.
- Mocking note to would-be assassins (details blank).

1d10	What the Locals Say	Workshop Detritus
1	Never found the body.	Tallow candles.
2	A trail of blood.	Creaking tongs.
3	It's started again!	Red explosive barrel.
4	A fanciful tale.	Silver pestle.
5	Can you smell that?	Corkscrewdriver.
6	We should act now.	Milky flask.
7	The water is sour.	Roll of greased wire.
8	Curdled dreams.	Scorched notebook.
9	A distant buzzing.	Pre-bagged bribes.
10	Never speak of it!	Specimen pins.

4 Eye Tyrant

Appearing: 1

HD: 15 (68 HP)

Appearance: a floating sphere with a fanged maw, one large central eye, and ten eyestalks.

Voice: raving, cackling, curses, inhuman screams.

Wants: to rule, acquire, and / or destroy.

Morality: sadistic, provocative, and egotistical.

Intelligence: brilliant madness. Capable of supernatural insight and lateral leaps, but constrained by contempt and insanity.

Armour: as plate.

Move: fly normal.

Morale: 10

Damage: 1d10 bite. Also, see below.

The Eye Tyrant's large central eye projects a 150' anti-magic cone. No spells, enchantments, or magical abilities (including the Eye Tyrant's Eye Rays) function in the area. Extremely magical creatures take 1d6 damage per round. The Eye Tyrant can close this eye at any time.

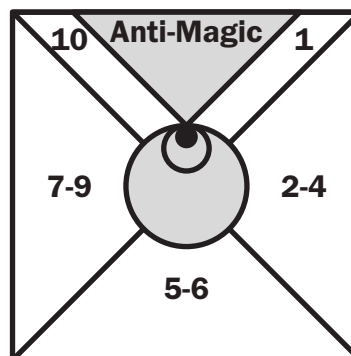
An Eye Tyrant has 10 Eye Rays (pg. 184). Classic Eye Tyrants use rays 1-10, in order. Roll or select rays for other variants. Each Eye Ray can be fired once per round at a valid target. Unless otherwise stated, Eye Rays have a 100' range and require line of sight.

Eye Rays 1 and 10 fire to the front, 2-4 to the right, 5-6 to the rear, and 7-9 to the left. If in doubt, fire a random Eye Ray at the target.

Blinding the central eye or disabling an Eye Ray requires a called shot that deals 8 or more damage.

When not attacking everything in sight, Eye Tyrants will demand ransom, homage, or impossible feats.

Treasure: 1d6×1000gp in assorted gems, looted paintings, and obscure reagents, plus 1d4 magic items (1d100, pg. 37).



1d10 Eye Tyrant Names Features

1	Gabzuthglark	Warty, purple, moist.
2	Elthag Gracemuir	Drips white ichor.
3	Vast Potency Aloft	Scaly, green, spiky.
4	[Wild screaming]	Extra snapping mouths.
5	Sc'krachbr'fif	Soft, fleshy, mottled.
6	Narcopex Incarnated	Crown of black fire.
7	[Thumping, spitting]	Boils with neon fog.
8	Vom Halbeev lxwap	Flickering camouflage.
9	Nooselsblute	Orange, spongy, cold.
10	God Above All Gods	Jets of bloody steam.

1d10 Omens and Signs Of The Eye Tyrant

1	Rivulets of icy ammonia, fuming, reeking.
2	Vision flickers with static drifts and waves.
3	Eye plague. Surfaces sprout ocular orbs.
4	Gravitational collywobbles. Dizziness.
5	Temporary face-blindness or aphasia.
6	Mood swings. Overconfidence, depression.
7	Paintings and tattoos stare, blink, conspire.
8	Gold starts to rust, tarnish, or flake.
9	Teeth fall out, crumble, rapidly regrow.
10	Veins twist, form obscene runes.

1d6 Eye Tyrant Variants

1	Spectator. No central eye effect. 4 Eye Rays, but can fire in all directions.
2	Death Tyrant. Skeletal. Central eye projects a constant Necromantic Ray (9, pg. 184).
3	Eye of the Deep. Aquatic. Only 6 Eye Rays, but 2 claw attacks (1d6 damage). Gas Pod. Looks exactly like an Eye Tyrant, but has 2 HP, no armour. If killed, bursts. 50' radius, 5d6 poison damage, Save for half.
4	Interrogator. Central eye projects a Zone of Truth. Creatures must Save not to answer.
5	Monomorph. All Eye Rays identical. Derive behaviour accordingly.
6	

1d10 Classic Eye Rays

1	Charm Person. Target person must Save or treat the Eye Tyrant as a good friend for 6 hours. Any directly harmful action by the Eye Tyrant ends this effect.
2	Charm Monster. Target creature must Save or treat the Eye Tyrant as a good friend for 6 hours. Any directly harmful action by the Eye Tyrant ends this effect.
3	Sleep. Target living creature must Save or fall asleep for 6 hours. They wake up if they take 1 point of damage or after 1d4 rounds of vigorous shaking.
4	Telekinesis. Target creature or object that weighs less than 500lbs is flung up to 50'. If the target strikes a solid barrier on its journey, both target and the object take 3d6 damage, Save for half.
5	Flesh to Stone. Target creature must Save or turn to stone. If they pass, they move at ½ speed for 1 round.
6	Disintegrate. At a target point, anything in a 10' cube must Save or disintegrate.
7	Fear. All creatures in a 50' cone must Save against Fear or flee in blind panic.
8	Slow. Target creature must Save or be slowed for 2d6 rounds. They move at ½ speed and can only attack on alternate rounds.
9	Cause Serious Wounds. Target creature loses 2d8+1 HP.
10	Death Ray. All creatures along a 50' line must Save or die. Creatures with maximum HP less than the Eye Tyrant's current HP automatically fail their Save.

1d10 Variant Eye Rays

1	Cone of [Element]. 50' cone, 3d6 [element] damage, Save for half. 1d8: 1. Acid, 2. Air, 3. Fire, 4. Ice, 5. Lightning, 6. Stone, 7. Void (Sonic), 10. Water.
2	Confusion. Target creature must Save or become confused for 1d6 rounds. Confused creatures cannot speak coherently or take complex tactical actions, and must assign any attacks to a random target.
3	Blinding Light. All creatures in a 200' cone must Save or go blind for 2d6 rounds.
4	Webs. 50' cone, Save to dodge. If hit, creatures are immobilized until they spend 1 round removing the webbing.
5	Vampiric Drain. Target living creature loses 2d6 HP. The Eye Tyrant is healed for the same amount.
6	Cannonball. The eye begins to sizzle. On the next Eye Tyrant's next turn, it fires a smouldering black orb. 500' line, 5d20 damage, Save to dodge.
7	Tornado. 50' cone. All creatures in the area must Save or be pushed to the edge of the cone. All fires in the area are extinguished. Light objects are sent spinning.
8	Shield. Until the start of its next turn, the Eye Tyrant is immune to damage from a chosen facing.
9	Necromantic Ray. Target human-sized corpse rises as a Zombie (HD: 2, pg. 173). Alternatively, target living creature takes 2d6 damage.
10	Sludge. 80' cone. Moving creatures in the area must Save or fall prone. The sludge remains for 6 hours.

1d10 Strange Eye Rays

1	Temporary Polymorph. Target creature must Save with a bonus equal to its HD or level or turn into a different creature for 1 hour. Eye Tyrants usually pick worms, mutant amphibians, or mewling tumours.
2	Blight. Target creature must Save or have a random stat permanently reduced by -4.
3	Impale. Target creature must Save or take 2d8 damage, be pushed 10' backwards, and become immobilized for 1d4 rounds.
4	Sauce. Target creature is soaked in aromatic sauce. Animals and hungry creatures must Save or select the creature as their primary target. The smell radiates 30' in calm air and lasts for 48 hours.
5	Alter Gravity. Target creature or object's personal gravity shifts sideways by 90 degrees for 1 hour. Walls become floors.
6	Coins to Crabs. All coins in a 10' cube become harmless but irritating crabs. Magical coins get a Save.
7	Illusory Doom. Target creature must Save or believe they are being consumed by silent purple flames. After 1d6 rounds, and at the end of each subsequent round, they must Save or believe that they are dead. Existential dread fades after 6 hours or after 6 consecutive successful Saves. Doubt lingers forever.
8	Surgical Beam. Target creature must Save or have 1d4 limbs neatly severed. Each lost limb reduces their maximum HP by 20%. The limbs still work, do not bleed, and can be reattached with stitches or straps.
9	Iron to Glass. All iron in a 50' cone turns to glass. Magical iron gets a Save. Glass items shatter if they are dealt 1 damage or are used to deal 1 damage.
10	Blink. Target creature or object vanishes for 1d4 rounds, reappearing in a random location within 100.'

TYRANICAL MADNESS

Eye Tyrants rarely plan more than a few days ahead, but they plan brilliantly. They improvise with astonishing fluency, let down only by their insanity and their desire to bully and command. They never lose confidence, rarely hesitate for more than the blink of an eye, and possess a natural arsenal of devastating power.

An Eye Tyrant's schemes rarely have a fixed end. The closest to an end state might be, "everything that exists or has ever existed obliterated or obedient." The route is circuitous, detouring through religious fascination, curatorship, experiments in blackmail and intellectual crimes, societal manipulation, and a healthy dose of good old-fashioned murder. When in doubt (not that an Eye Tyrant could ever experience something as pathetic as doubt), blast everything.

Surviving in proximity to an Eye Tyrant requires quick footwork, a flattering tongue, and a willingness to correctly execute any order, no matter how curt, impossible, or paradoxically phrased. Obedience and grovelling matter more than practical results. An Eye Tyrant holds all other creatures in contempt. Little can be expected of weak bipedal worms, cursed with a throughput digestive tract and hideous lack of ocular abilities. Other Eye Tyrants are pitied as misformed and deluded mutants and their grossly majestic flaws are listed in excruciating detail (between blasts of magic) should two ever meet.

MENU

Flavour: dry starch. Invisible fluid drips upwards from your chin. In the distance howling, or possibly music.

Notes: Eye Tyrant flesh must be eaten raw and quickly, before it sublimates into vapour.

1d10 Result

1-2	Screaming Madness. Save or go permanently insane.
3-4	Outsider Flesh. Save. If you pass, gain 1 random mutation (pg. 191). If you fail, gain 1d6+1 random mutations and 1d6+1 eyes.
5-7	Twisting Cells. Permanently gain +2 to a random stat and -2 to a different random stat. One eye triples in size.
8-9	Gain a random Eye Ray (pg. 184) on an eyestalk. You can cast it once per day.
10	Overwhelming Magic. Apply all the results listed above. All your damage-dealing spells deal +2 damage. You are immune to mind-altering effects.

RAVINGS

You worms! Vile and rugose, slithering in the crepuscular light of your own funeral pyre! I cast you down! Down into filth and solitude, the last refuge of the broken ones, a dwelling of falsehoods and treacherous stones. Aha! So think to interrogate me? Me? MEEEE?! Who once saw the heavens open and turn to mirror-bright silver, a reflection of my own perfect desires? What! A knave, a knee-biter, three toads heaped upon further toads. And here's another one, who cannot find their own path and so spiraled here, to meet an end foretold by an idiot. Feast upon my facial flesh! Who devours is in turn devoured, and yet is reborn! Why do I explain this, when death will clarify all and drive away this veil of ash and bifurcated twigs. Yes, and even the Monarchs and Principalities will join the circle, a circle within a circle, a ring that forms a chain. Can you see it? SEE IT! With your FILTHY WATER-DRIPPING EYES! You enjoyed that? Well bask in seraphic contemplation of this! And this! And between four and eight of these! Aha! A delight for all the senses, melding together, boiling in the pristine cauldron of my mind. Yes, like smoke, like ochre and contaminated waters, see how they drain and warble. The tune is EXQUISITE. I will ACCEPT NO COMPROMISES. Who knows what step is the first on the path to suicide or transformation? A pause, a moment of supreme silence, felt rather than heard. Can any of you claim to have lived, when your lives are full of vomit and bile and sickening acts in darkness? Lived? You have died ten thousand deaths each hour, rotting on your pale lubricated skeletons, clinging to life as if it was the most precious thing you possessed. FOOLS! In this moment you are elevated, suspended, scorched by water, extinguished by the fire of your own deficient mental processes, shown the true nature of this SPHERICAL world, bound in hoops of gristle and endless rebirth. The eighth cosmic principle; do what thou wilt! Yes! Your beliefs melt like ice, for here I am, the solution to the final equation, the negation of all that has come before. Hook yourself on curved spines of your own making, let your blood soak books and tabernacle boards, for corrupt music is your birthright and your hideous binocular skull will be your tomb. A patch for a patch, a spot for a spot. Average minds delay! Great minds destroy! Your minds are scarcely worthy of the name! Unseal your lips and gibber in fear, for the rising of the false sun is the closing of a casket lid, sealing you into the earth's cold embrace. DELIGHTFUL! And thoroughly tested against every contingency. Bursting in joyful slime, a torrent of miserable instinct and maladapted systems of control. Cold inside and out! As if vile hair could protect you! I will need to invent a new language to describe your failure. Grasping at embers, you seek gold among slag, trapped by contagious limbs and your own flailing inadequacy. PROSTRATE YOURSELVES and receive the appointed punishment for your arrogance and presumption.

Generic Eye Tyrant Lair

1. Oracular Gate

- Scrying doorknocker. I can see you!
- Petrified fragments of unworthy foes.
- Stairs for weak mewling bipeds.
- The door is open. Step inside!

2. Visitor Pit Trap

- Hinged trapdoor. Greasy.
- Spiked chute to caverns.
- Thanks for dropping in!

3. Sheer Cliff

- Climbing holds with hidden teeth.
- Faint difficult to clean bloodstains.
- Etched graffiti mocking the flightless.

4. Exhibit Hall

- Stolen, extorted, or mangled things.
- Can be activated to destroy intruders.
- Gibberish plaques.

5. Treasure Hoard

- Gold, gems, maps, petrified hostages.
- Last holdout of the Eye Tyrant.
- Don't you dare touch anything!
- See Generic Hoard (pg. 70).

- A lair fit for the Tyrant of All Infinities!
- Cower, gravitationally-unfortunate vermin! Cower and flee!
- Try to die in a neat and easily disintegrated heap.
- Stop it! Stop touching that with your filthy worm-fingers!

9. Central Flight Shaft

- Bewildering spirals.
- Floating explosive spores.
- Billowing blue incense fog.

10. New Annex

- It's not finished yet! Don't look!
- Risk of cascading collapse.

6. Prison

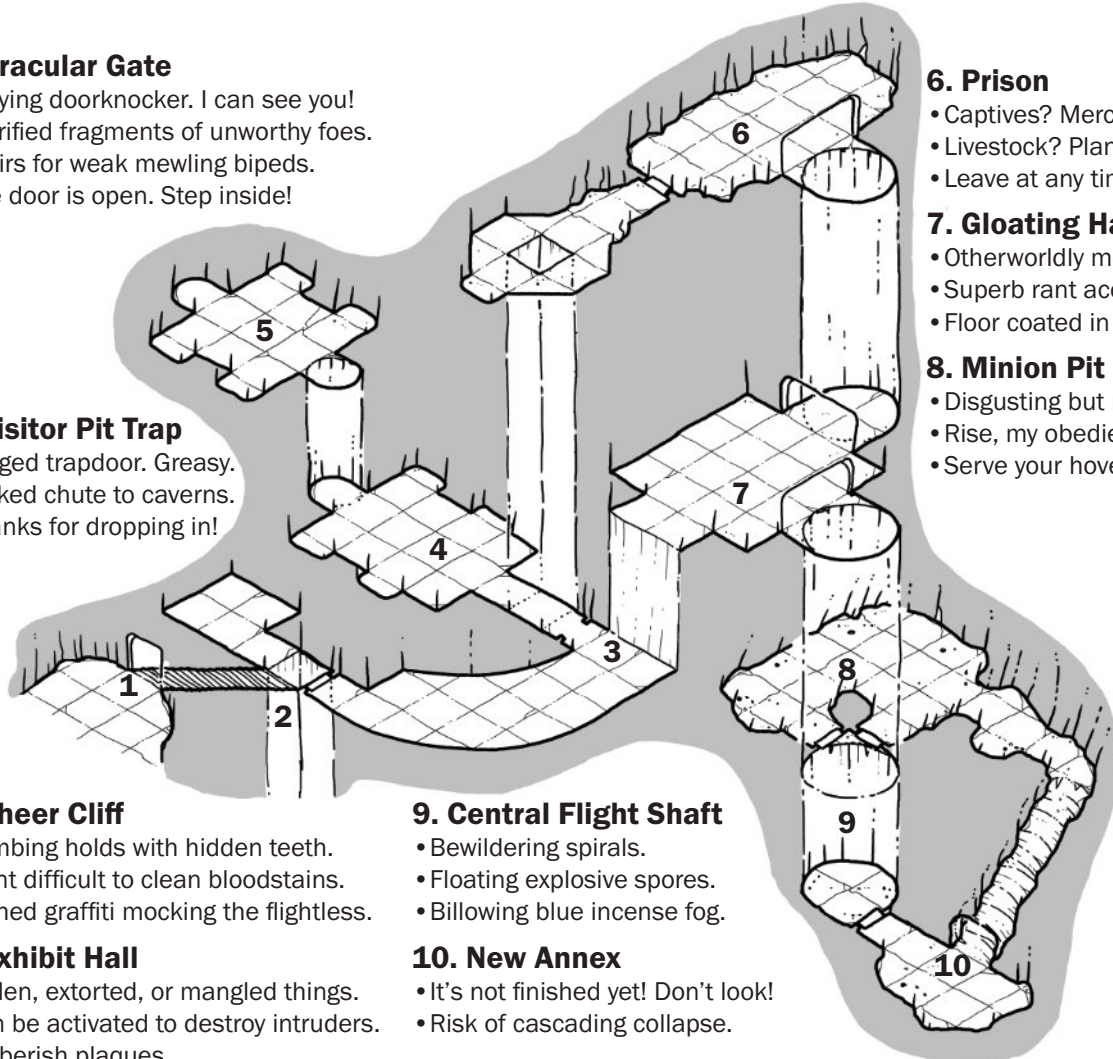
- Captives? Mercenaries?
- Livestock? Plants?
- Leave at any time!

7. Gloating Hall

- Otherworldly mosaics.
- Superb rant acoustics.
- Floor coated in acid.

8. Minion Pit

- Disgusting but resilient.
- Rise, my obedient slaves!
- Serve your hoverlord!



• Embrace isometry!
• Free yourself from the limits of linear space!

1d10 Looted Emergency Ascent Methods

1	Potion of <i>reduce gravity</i> . Pseudo-flight.
2	Unreliable grappling hook cannon.
3	Broken broomstick. Only turns left.
4	Pig bladders full of flammable gas.
5	Trained bats attached to a harness.
6	Cursed sticky gloves. Cannot be removed.
7	Crate of coloured rockets with handgrips.
8	Silicomagnetic boots. Slow, very noisy.
9	Helpful cave pelican. May eat smaller PCs.
10	Hand-cranked wicker helicopter.

1d10 Hoarded Heirlooms

1	Oval prismatic gemstones.
2	Illustrated manuscripts, amended.
3	Thrones, burned and mangled.
4	Casks of cloudy glass eyes.
5	Shimmering moonbeam fabric.
6	The finest vintages, packed in straw.
7	Chains of defaced coins.
8	Obsequious speaking mirror.

Multifarious Minions

Monocular Goblins (pg. 44).
Gurgling Kappas (pg. 86).
Added Cultists (pg. 19).
Bewildered Troglodytes (pg. 120).
Jovial Doppelgangers (pg. 299).
Fragmented Gargoyles (pg. 129).
Subverted Hive Insects (pg. 253).
Lumpen Mutants (pg. 191).

Hidden Hostages

Bottled Jinnī (pg. 256).
Deposed Tortoise Tsar (pg. 235).
Decapitated Lich (pg. 49).
Inlaid Living Gem (pg. 130).
Dragon eggs (pg. 79).
Desiccated Dryad (pg. 240).
Wrothful Manticore (pg. 89).
Casketed Angel (pg. 139).

5

Golem

FLESH GOLEM

Appearing: 1

HD: 10 (45 HP)

Appearance: a towering ungainly humanoid.

Voice: inarticulate groans.

Wants: to obey its programmed orders.

Morality: confused, unformed. Prone to bursts of empathy or inexplicable violence.

Intelligence: as smart as a child. Possibly rebellious.

Armour: none. Immune to non-magical damage and mind-altering effects. Healed by lightning.

Move: normal.

Morale: 7 / 12

Damage: 2d8 smash / 2d8 smash.

A Flesh Golem must test Morale, using a Morale value of 7, if directly confronted with something it fears or if tempted by its fixation. See the table below. If it passes, it is immune to further Morale tests for 1 hour. A Flesh Golem uses a Morale value of 12 for all other purposes.

If a Flesh Golem is reduced below half HP, it makes 2 additional smash attacks per round, and must Save each round or attack a random valid target.

A Flesh Golem lives to serve the will of their creator. Its mind is both flexible and unstable.

Treasure: none.

1d10	Features	Fears	Fixation
1	Pallid, stitches.	Fire	Music
2	Pink, amniotic.	Soap	Plants
3	Grey, waxy.	Whistles	Bones
4	Lithe, perfect.	Blades	Books
5	Blue, rotting.	Water	Cats
6	Scaled, riveted.	Ice	Gold
7	Chameleonic.	Purple	Mirrors
8	Parasite-riddled.	Loud Noises	Sand
9	Amorphous.	Chalk	Mercury
10	Red, intestinal.	Fruit	Ribbons

1d10	Made From	Purpose
1	Disinterred corpses.	For science!
2	Optimized cells.	For revenge!
3	Solidified dreams.	For easy money!
4	Thawed throwback.	By accident!
5	Sausage and tallow.	To make a friend!
6	Alchemical blood.	To win a wager!
7	Spliced beasts.	To fake my death!
8	Kidnapped orphans.	As a hobby!
9	Defective clones.	To improve myself!
10	Well-trained tumours.	To save on wages!

CLAY GOLEM

Appearing: 1

HD: 12 (54 HP)

Appearance: a large sculpted humanoid.

Voice: silent.

Wants: to obey its programmed orders.

Morality: only if instructed. Usually irrelevant.

Intelligence: as smart as a person, but rigidly focused and utterly bereft of imagination.

Armour: none. Immune to everything but magical bludgeoning damage. Healed by acid.

Move: ½ normal.

Morale: 12

Damage: 3d10 crush.

Once per day, a Clay Golem can make 3 crush attacks in a single round.

If a Clay Golem takes 10 or more damage from a single attack, its shell cracks, revealing its inner fire. A cracked Clay Golem takes 1d6 damage from contact with water. If a Clay Golem is reduced below half HP, it must Save each round or attack a random valid target.

Filled with primordial fire, a Clay Golem is inexorable, deadly, and a vivid symbol of a spellcaster's desire to control the fundamental forces of nature.

Treasure: none.

1d10	Features	Controlled By
1	Grey, slablike.	Slips of indigo paper.
2	Wet, red.	Bound ghosts.
3	Brown, rotund.	Amulet on its creator.
4	White, ceramic.	Sizzling angular glyphs.
5	Stucco, sharp.	Enchanted gold ring.
6	Black, shiny.	Obsidian steering rod.
7	Maze-cracks.	Whirring clockwork orb.
8	Paper streamers.	Flailing semaphore rig.
9	Twigs, straw.	Silent silver flute.
10	Blue, mosaiced.	Encased skeleton.

Alternative Golems	HD	Odd Materials
Biscuit Golem (pg. 229)	0	Leather.
Snow Golem (pg. 234)	1	Coal.
Skeleton (pg. 61)	1	Lead.
Robot Hound (pg. 300)	4	Cheese.
Scarecrow (pg. 224)	4	Fabric.
Robot Servant (pg. 301)	8	Blubber / Wax.
Wicker Walker (pg. 203)	9	Spices.
Elemental (pg. 125)	12	Hair / Fur.
Goblin War Engine (pg. 48)	12	Plastic.
Robot Titan (pg. 303)	16	Solid light.



STONE GOLEM

Appearing: 1

HD: 15 (68 HP)

Appearance: a towering humanoid statue.

Voice: silent.

Wants: to obey its programmed orders.

Morality: only if instructed. Usually irrelevant.

Intelligence: as smart as a person, but along very narrow lines. No flexibility or intuition.

Armour: as chain. Immune to non-magical damage, elemental damage, and mind-altering effects.

Move: ½ normal.

Morale: 12

Damage: 3d12 crush.

All creatures within 10' of a Stone Golem are slowed. They move at ½ speed and can only attack on alternate rounds.

If a Stone Golem is reduced below half HP, it must Save each round or attack a random valid target.

Treasure: the gemstone eyes of a Stone Golem are worth 200gp intact, or 50gp if smashed.

IRON GOLEM

Appearing: 1

HD: 20 (90 HP)

Appearance: a gargantuan metal humanoid.

Voice: grating sepulchral commands.

Wants: to obey its programmed orders.

Morality: tending towards destruction.

Intelligence: mechanical, brutal, and direct.

Armour: as plate. Immune to non-magical damage, elemental damage, and mind-altering effects. Reduces all incoming damage by 3. Healed by fire.

Move: ½ normal.

Morale: 12

Damage: 3d12 crush.

Once every 6 rounds, an Iron Golem breathes out a 10' cube of poisonous gas. All living creatures in the area must Save or die. The gas dissipates after 1 round.

If an Iron Golem is reduced below half HP, it must Save each round or attack a random valid target.

Treasure: the fuming alchemical heart of an Iron Golem is worth 2,000gp. If must be kept cold or it sublimates, losing 100gp in value each hour.

1d10	Features	Stone	Gem
1	Crude, jagged.	Granite	Diamond
2	Sharp, faceted.	Basalt	Ruby
3	Smooth, elegant.	Limestone	Citrine
4	Imperious face.	Slate	Topaz
5	Orbital stones.	Obsidian	Emerald
6	Glistening, wet.	Amber	Sapphire
7	Dusty, twisted.	Quartz	Tourmaline
8	Branching.	Soapstone	Amethyst
9	Disproportionate.	Concrete	Opal
10	Brightly painted.	Coral	Chrysoprase

1d10	Features	Intoned Commands
1	Rusting iron slabs.	Lay down your arms.
2	Corroded brass.	Leave this area.
3	Tarnished silver.	Obeys the Master's will.
4	Flaking gold leaf.	Render tribute.
5	Whistling steam.	Inhale deeply.
6	Spiked, barbed.	Destroy. Destroy. Destroy.
7	Floral engravings.	[Deep bass thrum].
8	Wind-up key.	Suffer. Die. Suffer. Die.
9	Glass dome helm.	I apologize for this pain.
10	Molten blood.	Experience entropy.

6 Homunculus

Appearing: 1

HD: 2 (9 HP)

Appearance: a cat-sized distorted humanoid.

Voice: cheerful, ingratiating, and unflappable.

Wants: to serve, to wreak moderate havoc.

Morality: a cowardly bully, given the chance.

Intelligence: as cunning as a child, with fragments of borrowed knowledge.

Armour: as leather.

Move: normal.

Morale: 9

Damage: 1d4 bite.

Living creatures bitten by a Homunculus must Save or fall asleep for 6 hours. They wake up if they take 1 point of damage or after 1d4 rounds of vigorous shaking.

Created by unnatural alchemy, a Homunculus shares its senses and its thoughts with its creator, acting as a spy, assassin, or emissary. If its creator is dead, it pursues its own half-understood goals.

Treasure: none.

1d10	Homunculus Name	Tragic Costume
1	Dunurmu	Tattered blue vest.
2	Wretched Filp	One enormous sock.
3	Hecks	Boots, jester cap.
4	Nuckbottle	Stained frilly apron.
5	Lesser Yasmin	Peeled dried fish.
6	Toesnacks	Barrel, suspenders.
7	Scroon	Embroidered loincloth.
8	Hormsmagormbus	Miniature wizard robes.
9	Get That Thing	Flavoured oil.
10	Primpet Howard	Spiked leather.

MENU

Flavour: blood-soaked clay.

Notes: There is only enough edible material for two people to eat a single Homunculus.

1d10	Result
1-3	Switched. With a rending burst of meat, you shrink to the size of a Homunculus. A larger malevolent Homunculus emerges from your shed flesh. It has your old stats. Your stats, including HP, are reduced to 2.
4-8	Wonderful Sleep. Save or fall asleep for 8 hours. You can choose to intentionally fail this Save. You dream deeply and peacefully.
9-10	Magically Delicious. Gain the ability to cast a random spell (1d100, pg. 36) once per day. Save or grow a tiny jabbering and utterly useless head from the side of your neck.



1d12	Form	Abilities
1	Enormous bald head.	Perfect vocal mimic.
2	Soggy eye with legs.	See through illusions.
3	Grey, warty, hairy.	Winged. Fly normal.
4	Bloated pink pear.	Can sense lies.
5	Heap of wet silver fur.	Immune to magic.
6	Pale hand-spider.	Climb 2x normal.
7	Insect mouthparts.	Reflexive polyglot.
8	Dribbling trunk.	Acidic coating.
9	Fetal, floating, purple.	Reborn after 3 hours.
10	Snake-limbed bird.	2 bite attacks.
11	Squashed hound.	Healing saliva.
12	Rotting houseplant.	Sheds allergens.

1d12	Created By	Role
1	Low-level Wizard (pg. 35)	Bodyguard
2	Mid-level Wizard (pg. 35)	Scribe
3	High-level Wizard (pg. 35)	Porter
4	Pyromancer (pg. 211)	Extinguisher
5	Necromancer (pg. 163)	Enbalmer
6	Sea Hag (pg. 276)	Favoured Pet
7	Tempest Hag (pg. 225)	Counterweight
8	Ice Hag (pg. 231)	Coach Driver
9	Night Hag (pg. 164)	Herald
10	Lamia (pg. 88)	Forager
11	Dark Fair (pg. 219)	Ambassador
12	Lich (pg. 49)	Duct Inspector

7 Mind Eater

Appearing: 1 glutton, rare cadres of 2d4
HD: 9 (41 HP)

Appearance: a cave squid posing as a human. Coils limbs to walk. Pulsing skin, bulbous head.

Voice: gurgling. Painful visual telepathy.

Wants: to devour brains.

Morality: hopelessly addicted. Utterly contemptuous.

Intelligence: genius focused by endless hunger.

Armour: as leather. Immune to mind-altering effects.

Move: normal, fly ½ normal, swim 2x normal.

Morale: 6

Damage: see below.

Each round, a Mind Eater can make one of the following attacks.

1. Tentacle Strike

The Mind Eater makes up to 4 attacks split between up to 4 adjacent targets, dealing 1d6 damage on a hit. Struck targets must also Save or be stunned for 1 round.

2. Devour Brain

An adjacent living creature hit and stunned by a Tentacle Strike in the previous round must Save or die.

3. Mind Blast

All creatures in a 50' cone must Save or take damage equal to their Intelligence score or 3d6 damage, whichever is higher. Roll once per attack.

Mind Eaters will try to flee from unfavourable fights.

Contact with the surface world lead to the collapse of Mind Eater society. By a grim quirk of biology, the brains of intelligent living creatures are addictive to them; the Mind Eaters imploded, then expanded upwards and outwards, repurposing dark science to sate their newfound need.

Treasure: 10×1d10gp in silver ring-coins. A Mind Eater may also carry a Mind Eater Artifact.



1d6 Mind Eater Artifacts

- | | |
|---|--|
| 1 | Silver Orb. Once per day, all fire within 100' turns to watery black ichor. |
| 2 | Saltwand. Creates up to 8 10'×10'×1' segments of crumbly impure salt per day. |
| 3 | Memory Braces. Attached with surgical clamps, imbue one skill. 1d4: 1. Weapon-use and combat, 2. Engineering, 3. Slave control, 4. Underground navigation. |
| 4 | Paired Reception Needles. Stab one into the eye of a creature, stab one into your eye. You both can see through the paired eyes. |
| 5 | Grey Fork. Strike it to deaden and warp all sound within 50' for 3 rounds. Makes conversation and spellcasting difficult. |
| 6 | Drowning Ray. 50' range, 3 charges. Target must Save or believe they are drowning in a column of dark, cold seawater. Target floats slightly and falls unconscious after 1d6 minutes. Regains 1 charge every 24 hours. |

1d10 Alternative Mind Eater Forms Skin Flashes

- | | | |
|----|-------------------------------|---------------|
| 1 | Emaciated flying platypus. | Mottled red. |
| 2 | Clawed body-stealing brain. | Lavender. |
| 3 | Double-ended lamprey. | Spikey blue. |
| 4 | Heap of thin red worms. | Sour milk. |
| 5 | Slender hollow-faced noble. | Velvet green. |
| 6 | Grey mosquito-maggot. | White gold. |
| 7 | Slithering white amoeba. | Greyish teal. |
| 8 | Cloud of dense black needles. | Old copper. |
| 9 | Triocular green jellyfish. | Pink chalk. |
| 10 | Inside-out jellified human. | Dying flames. |

MENU

Flavour: rubbery fish.

Notes: only the raw brain of a Mind Eater has unusual properties.

1d10 Result

- | | |
|------|---|
| 1-4 | Parasites. In 1d6 days, your head bursts open, releasing 1d20 Mind Eater larvae. |
| 5-8 | Mind Boost. Gain +2 Intelligence for the next 48 hours. Your sinuses pulse alarmingly. |
| 9-10 | Mind Over Matter. Permanently gain +2 Intelligence and Wisdom. Your cranium expands to twice its normal size. |

8

Mutant

Appearing: bands of 2d6, hordes of 10×2d6
HD: 0 (3 HP)

Appearance: an altered, awkward human.

Voice: distorted. Occasionally verbose.

Wants: to survive.

Morality: tolerably kind, but often desperate.

Intelligence: as smart as most people.

Armour: none.

Move: normal.

Morale: 5

Damage: 1d6 bludgeon.

Mutants were once (and arguably, still are) human. Something went awry.

Treasure: none.

Stat adjustments are listed in case the mutations are applied to the PCs.



1d20 Major Mutations

- 1 Noodle Limbs. Soggy, boneless. -1d6 Str.
- 2 Bulbous Brain. Transparent scalp. +1d6 Int.
- 3 Plated Skin. Itchy. Armour as leather.
- 4 Telescopic Digits. Nimble grasp. +1d6 Dex.
- 5 Gills. Can breathe underwater. Swim normal.
- 6 Exposed Organs. Wetly coiled. -1d6 Con.
- 7 Eyeball Foam. 360 degree vision, +1d6 Wis.
- 8 Shrunk Head. Size of a walnut. -1d6 Int.
- 9 Petroleum Sweat. Dangerously flammable.
- 10 Slugskin. Move and climb ½ normal.
- 11 Pheromone Vents. Perfume fog. +1d6 Cha.
- 12 Rotating Joints. Constant swiveling. -1d6 Dex.
- 13 Glass Bones. Double incoming damage.
- 14 Claw Arm. Lobsterous. +1d6 Str.
- 15 Mismatched Wings. Fly normal, but jerkily.
- 16 Smouldering Hair. Stings eyes. -1d6 Wis.
- 17 Roaming Features. Face-scramble. -1d6 Cha.
- 18 Tumour Lumps. Regain 1 HP each round.
- 19 Cubic Proportions. Sturdy. +1d6 Con.
- 20 Hollowhead. Save to disobey any command.

1d10 Clad In Mutant Source

- | 1d10 | Clad In | Mutant Source |
|------|------------------|-----------------------------|
| 1 | Leather straps. | Escaped experiments. |
| 2 | Tattered finery. | Contaminated groundwater. |
| 3 | Rubber suits. | Engineered disease. |
| 4 | Oily rags. | Unearthed mechanism. |
| 5 | Grave sheets. | Divine displeasure. |
| 6 | Woven shawls. | Ancestral blood-curse. |
| 7 | Patched robes. | Failed apprentices. |
| 8 | Tasteful nudity. | Fractured future timeline. |
| 9 | Human skin. | Willing fleshcrafting cult. |
| 10 | Neat uniforms. | Upgraded minions. |

1d20 Cosmetic Mutations

- 1 Quadrupedal. Legs split in two. Toes harden.
- 2 Tentacular. One limb becomes a tentacle.
- 3 Profusion of Boils. Pop with wisps of smoke.
- 4 Tinted. Skin striped in bright primary colours.
- 5 Limb Shift. One arm enormous, one tiny.
- 6 Prehensile Ears. As strong as fingers.
- 7 Snakeskin. Mottled, shed monthly.
- 8 Teeth Tangle. Long, curved, yellow, askew.
- 9 Crooked Horn. Black, ridged, and coiled.
- 10 Inverted Limbs. Legs and arms swap places.
- 11 Glowing Eyes. Flare with strong emotion.
- 12 Barnacle Hair. Grasps at delicacies.
- 13 Infant Head. Can't help but dribble.
- 14 Facial Rotation. Eyes below mouth.
- 15 Neck Nostrils. They whistle and itch.
- 16 Flesh Spikes. Thin quivering growths.
- 17 Second Head. Bickers incessantly.
- 18 Tufted. Irregular patches of bristly fur.
- 19 Throat Sac. Red, inflatable, enhances croaks.
- 20 Vestigial Wings. Flap moistly.

1d10 Why Are These Mutants Attacking?

- | 1d10 | Why Are These Mutants Attacking? |
|------|---|
| 1 | Mind-addled impulsive rage. |
| 2 | Shame at their twisted appearance. |
| 3 | Religious loathing of the unimproved. |
| 4 | Telepathically infused orders. |
| 5 | Glandular suicidal folly. |
| 6 | Lust for gold, finery, and better shoes. |
| 7 | Pity for those they see as weak and mortal. |
| 8 | Genetic primer activated by a rare colour. |
| 9 | Frenzy inspired by scurrilous rumours. |
| 10 | Targets mistaken for their creator. |

9 Rust Monster

Appearing: 1

HD: 6 (27 HP)

Appearance: a horse-sized orange beetle. Waving antennae, club-like tail, black emotionless eyes.

Voice: clicking, hissing.

Wants: to consume iron.

Morality: uncomplicated.

Intelligence: as smart as a dog.

Armour: as plate+shield.

Move: ½ normal.

Morale: 8

Damage: 1d6 bite.

Any iron adjacent to a Rust Monster is consumed and destroyed. Magic items get a Save. A Rust Monster can sense any ferrous metal within 50'.

Confident that iron-bearing creatures will flee, offer gifts, or die, Rust Monsters advance with implacable hunger and insectile optimism. They quickly retreat if faced with serious opposition or loud noises.

Treasure: none.

AUGH, MY STUFF!

The PCs should be warned of the strange power of a Rust Monster by environmental details (rusted hinges, crumbling railings) or well-known dungeoneering lore. The challenge isn't fighting a Rust Monster, it's finding an interesting way to use or evade it. Lure it into a room with another iron-based creature, use it to open a locked door, or smuggle it into an enemy encampment.

A Rust Monster consumes iron as quickly as fire consumes dry paper. Fully concealed or covered items may be immune. It might be possible to save part of an item by flinging it away from the creature. Alternatively, a GM can require the Rust Monster to hit with an antennae melee attack to destroy an item. It can make four such attacks per round.



MENU

Flavour: awful, coppery, and bitter. Scrapes teeth.

Notes: Rust Monster flesh is slightly magnetic.

1d10 Result

1-2	Metal Poisoning. Save or die. If you pass, your max HP decreases by 1d6 each day for 1d6 days, or until you die or are cured.
3-6	Broken Tooth. You crack a molar on a ferrous lump. Take 1 damage.
7-8	Fortified. Permanently gain 1d8 HP. Your flesh becomes slightly coppery.
9	Metal Sense. You can sense the presence and approximate quantity of ferrous metals within 50', even through walls.
10	Rust Touch. Any non-magical ferrous metals that touch your bare skin rust instantly.

1d12 Alternative Forms

		Canonical Name	Instead Consumes
1	Emaciated purple-blue camel. Prehensile red tongue.	Disenchanter	Magic Items
2	Fat gold beetle with bright green eyes. Iridescent mouthparts.	Goldbug	Gold
3	Toothy fish with four long spindly legs. Taps frantically.	Silverfish	Silver
4	Heap of cloth, string, and buttons. Powdery antennae.	Ragsnatcher	Leather / Fabric
5	Pale brown insect. Rotating sawblade jaws, spraying spittle.	Ur-Termite	Wood / Paper
6	Four-armed four-legged featureless molten glass humanoid.	Silicate Slurper	Glass
7	Pink flabby softshell turtle. Six flapping limbs, twitching snout.	Carbunclephage	Gemstones
8	Shining calcium-coated spider. Clicks, leaps, sheds white dust.	Desiccator	Liquids / Potions
9	Flame-eyed toad. Weeps tar. Rubber hose tongue.	Lantern Licker	Oil / Candles
10	A slim bedraggled bird haloed in shades of obsidian and shadow.	False Antiphoenix	Writing / Maps
11	Turquoise millipede with tweezer legs. Secretes yellow wax.	Vile Depilator	Hair / Fingernails
12	Fluttering pinprick of painfully bright light. Coronal wings, ozone.	Annihilation Moth	Flesh

10 Shivered Beast

Appearing: 1 stalker, packs of 2d6

HD: 5 (23 HP)

Appearance: varies. Always unnatural, ringed with splintered light and enfolded magic.

Voice: distorted, fractured, choppy.

Wants: to hunt, to prosper.

Morality: predatory, esoteric.

Intelligence: as smart as most people.

Armour: as chain.

Move: normal.

Morale: 8

Damage: 1d4 claw / 1d4 claw / 1d6 bite.

Shivered Beasts exploit gaps in reality. Their abilities vary widely, often run contrary to intuition, and may require some discretion on the part of a GM.

Treasure: none. If captured (a difficult process), cubs can be trained and are worth 1,000gp.



1d12	Appearance	Canonical Name	Abilities
1	A brown and yellow dog. Short face, bushy tail.	Blink Dog	At the start of its turn, can teleport up to 20'. Will try to flank enemies.
2	A sleek black cat. Yellow eyes. Ravenous. Two dorsal tentacles.	Displaced Cat	Always appears to be 3' away from its actual location. Against sighted enemies, has armour as plate and reduces incoming damage by 2.
3	A sickly, thin, patchy wolf. Pulsing veins, white eyes, frothing saliva.	Parasitic Wolf	Can attach itself to a struck living target. Uses its host's armour and Save. Damage or effects that target the Parasitic Wolf are also inflicted on its host.
4	An eyeless ribbon of pale segmented flesh.	True Flatworm	Invisible and untargetable from the front or rear. Immune to piercing damage.
5	Hound-shaped, but made of scabs and wire. Red proboscis.	Angle Hound	Can burrow into any angled corner smaller than 120 degrees. At the start of its next turn, can appear from any similar angle, anywhere.
6	Allegedly, a bear-like cat. Shaggy, slender, and silent. Patient.	Hidebehind	At the start of its turn, can teleport up to 100', provided it moves behind something and is not fully visible to any other creatures. Move 2x normal.
7	An inverted hook-pawed lizard-hound. Cunning.	Underdog	Can appear or disappear under any not observed space (under a bed, etc.). Reversed gravity. Climb 2x normal.
8	An orb of fluctuating translucent teeth, eyes, and muscular limbs.	Quantum Ogre	Occupies a sphere 30' in diameter. Can make a bite attack against all adjacent creatures. Immune to non-magical damage. Takes 2x damage from area-of-effect attacks.
9	A fat white worm. Black teeth ringed with fractal fire. Turns blindly, slowly, seeking by phonemic taste.	Logawurm	The Logawurm eats any item named in front it. "A sword," "a rope," "this book," "Dave," etc. No Save. Describing things by their vague form or function is safe. Ingested creatures take 2d6 acid damage per round. Guts contain 10×1d20gp and 1 magic item (1d100, pg. 37).
10	A large green frog with an enormous open mouth.	Tunnel Frog	Immune to damage from the front. Gullet is a bottomless annihilating pit. Anything that falls in is lost forever.
11	A blind spot, a migraine, a vague suggestion.	Ineffable Beast	Cannot be described, named, or directly targeted. Flailing blindly or area-of-effect attacks might hit it.
12	Bright yellow slug with needle fangs and hateful eyes. Extremely greasy.	Fungible Slug	Move ½ normal. If reduced to 0 HP, splits into 2 new Fungible Slugs at full health. Starvation, asphyxiation, fire, and other Fungible Slugs do not trigger this ability.

11



SPRING

Life returns. The world is full of hope. Yet early spring can be a time of starvation. In colder regions, the depths of winter preserve food and even a poor harvest might last until the snow melts. The first shoots of spring are inedible. Pastures are bare.

Spring weather can also be changeable and inconvenient. For every day of warm sunshine and blossoming flowers, a day of sleet, drought, frost, roaring wind, or oppressive grey drizzle.

The roads are clear for trading and warfare. Armies and adventurers are on the move. Plots and intrigues, cultivated over long winter nights, collide with reality and counter-plots.

It is Spring! It is Spring!
On the lea, on the ling
The frost is dispersed!
Like the buds let us burst!
Let the sap in our veins
Rush like limited trains!
Let our primitive urges
Disgruntle our clergies
While Bacchus and Pan
Cavort in the van!

Spring is what winter
Always goes inter.
Science finds reasons
For mutable seasons.

—Ogden Nash, *The Passionate Pagan
and the Dispassionate Public*

1d10	Cross-Reference Omen	Cross-Reference Encounter	2d6
1	Hissing, thumps, flying fur and feathers, golden glow.	1 Cherub (pg. 145) grapples with 1 Sigbin (pg. 202). Minor brawl in an eternal war.	2-3
2	Waves of perfume, drifts of pollen, shifting vines, creaking branches.	1 Predatory Plant (pg. 119), the adult form and progenitor of 2d6 Flower Nymphs (pg. 199).	4
3	Howling tantrum, smell of urine, sweat, and bleach.	1 Ogre (pg. 166), temporarily reduced to an ugly infant by 1 Hatchthing (pg. 200).	5
4	Flickering red eyes, scything silver limbs, hoofbeats, arrows.	2d6 Robot Hounds (pg. 300) hunt alongside 2d6 Centaur s (pg. 197). Remnants of a better age.	6
5	Cloud moving against the wind, crunching impacts, drizzle.	2d6 Ancient Arthropods (pg. 285) fall from 1 Raincloud (pg. 201). Possibly an omen, possibly just weather.	7
6	Snapping, creaking, smell of brine and wet rope, sloshing.	2d4 Merfolk (pg. 272) pilot 1 Wicker Walker (pg. 203). Experimental surface expedition.	8
7	Strands of marshmallow, globules of sugar, wild laughter, chewing.	3d6 Biscuit Golems (pg. 229) flee 2d4 hungry Satyrs (pg. 201). Seasonal ritual treat.	9
8	Oozing sap, low fog, grunting, flailing muck-streaked limbs.	1d6 Doppelgangers (pg. 299), half-living bait produced by 1 Shambler (pg. 202).	10
9	Attentive birds and insects, sparkling light, vibrant plants.	1 Unicorn (pg. 247) guards 1 meditating Druid (pg. 198). Reacts to language and metal, but otherwise peaceful.	11
10	Chorus of honking, echoing curses, flapping feet.	1 Demigod (pg. 146) pursued by 3d6 Hateful Geese (pg. 200). Bafflingly immune to divine retribution.	12

Monsters	Hit Dice
Sigbin	1
Raincloud	2
Druid	3
Hatchthing	3
Centaur	4
Flower Nymph	4
Satyr	5
Hateful Goose	6
Shambler	9
Wicker Walker	12

1d10	What Caused This Unseasonable Spring?
1	Ill-timed fertility ritual. Worked too well.
2	Triangular sunspots. Curious omen.
3	Insomniac minor deity. Woke up early.
4	Underground coal fire. Warms the roots.
5	Temporary second sun. Just passing through.
6	Weather inversion. Might give false hope.
7	Time-warping stone used as an anvil.
8	True love. It's practically contagious.
9	Ancient geothermal loop, recently repaired.
10	Leap season to make the calendar work.

Spring Random Encounters

1d10 Omen	Encounter
1 Horns, hoofbeats, snapped arrows.	A herd of 3d6 Centaurs (pg. 197). Wheeling maneuvers, shouts.
2 Buzzing flies, dismembered animals.	1 bloodstained Druid (pg. 198). Leers, bares teeth, scurries.
3 Drifting petals, perfume, fresh growth.	1 Flower Nymph (pg. 199). Elegantly posed, staring at the sky.
4 Thumps, glimpses of eggshell.	1 Hatchthing (pg. 200) wobbles, tumbles, and bumps.
5 Stray feathers, distant honking.	1 Hateful Goose (pg. 200). Wings raised. Hisses, then charges.
6 Light drizzle, odd shadows.	1 Raincloud (pg. 201) descends with a burst of water.
7 Giggling, discarded wineskins.	2d6 Satyrs (pg. 201). Half blindfolded, half hiding, all drunk.
8 Gurgling, reeking fog, trail of slime.	1 Shambler (pg. 202), hungry and implacable.
9 Smell of blood, whispered mockery.	1 Sigbin (pg. 202), cautiously evaluating the PCs.
10 Creaking, ribbon of smoke.	1 Wicker Walker (pg. 203), striding purposefully.

1d10 Combined Omen	Combined Encounter	2d6
1 Persistent high-pitched honking. Shed fluffy down, webbed footprints.	1 Hatchthing (pg. 200), harried by 1 adorable shrunken Hateful Goose (pg. 200). Will revert to full size soon.	2-3
2 Snapping wicker, flickering flames, inhuman howls and groans.	2d6 Druids (pg. 198) follow in the wake of 1 creaking Wicker Walker (pg. 203), searching for missed sacrifices.	4
3 Whispered inquiries, overwhelming perfume, drifting petals.	2d6 Flower Nymphs (pg. 199) protect 1 Hatchthing (pg. 200). Baffled by it, demand explanations from strangers.	5
4 Whoops, laughter, food scraps, flickering flames, garlands.	2d6 Satyrs (pg. 201) party with 2d6 raucous Centaurs (pg. 197) and 1d6 skeptical Flower Nymphs (pg. 199).	6
5 Shouts, whoops, clattering hooves. Hissing, scrabbling, red eyes.	3d6 Centaurs (pg. 197) hunt 1d6 Sigbin (pg. 202) with lances, snares, and trumpets. Keep up and join.	7
6 Quivering tendrils, clouds of spores, smell of rotting meat and spices.	1 Shambler (pg. 202) slowly digests 1 dying Druid (pg. 198). Furious at any disturbance. Brain full of fungus.	8
7 Winding track of wet ground, faint sound of running water.	1 Sigbin (pg. 202) follows 1 Raincloud (pg. 201), trades the secret of distracting it for blood or sacrifices.	9
8 Furious honking, doleful cries, trampled paths.	3d6 Hateful Geese (pg. 200) surround a tree containing 1 terrified, hungover, and remorseful Satyr (pg. 201).	10
9 Ozone, floral scents, and wet earth. Incongruous rumbling thunder.	1 Raincloud (pg. 201) inundates 1 depressed Flower Nymph (pg. 199). Will water the most beautiful thing.	11
10 Creaking, drifting dust, fleeing birds. Smell of pond scum.	1 rotting and moss-covered Wicker Walker (pg. 203), dutifully followed by 1d6 Shamblers (pg. 202).	12

1d10 Where They Find You (Out Of Doors)	Minor Creatures	Sunshine Flavours
1 Blossoming meadow.	Fat gormless toad.	Harsh, white, sparkling.
2 Flooding river. Bridge washed out.	Swarm of green caterpillars.	Soft, buttery, deep yellow.
3 Overhanging cliff. Crusted snowdrifts.	Noisy vibrant bird.	Diffuse, grey, calming.
4 Freshly tilled field. Furrows, dust.	Line of yellow ducklings.	Cloying, orange, overwhelming.
5 Ritual glade. Trimmed trees, altar.	Lost bleating lamb.	Drifting shafts of solid light.
6 Recent landslide. Boulders, mud.	Knot of torpid snakes.	Shadowy, filtered green.
7 Overgrown garden. Flower hills.	Cloud of tiny black flies.	Purple-red, bruised, dense.
8 Shallow pond. Mud, algae, reeds.	Drifting yellow butterfly.	Dusty, pale yellow, dry.
9 Excavated statue. Gantries, ropes.	Cluster of snails.	Racing bands of shadows.
10 Natural hedge maze. Spirals.	Terrified rabbit.	Clear, cold, almost electric.

1

Centaur

Appearing: herds of 3d6

HD: 4 (18 HP)

Appearance: from the waist up, a human. From the waist down, a horse's body.

Voice: spirited, demanding, occasionally vulgar.

Wants: freedom, joy, and excitement.

Morality: moderately kind. Will bluff cruelty to extract ransoms, but more likely to take hostages than commit massacres.

Intelligence: human insight, horse neuroses.

Armour: none.

Move: 2x normal.

Morale: 8

Damage: 1/3rd of Centaurs wield lances (1d8+1 damage), 1/3rd wield clubs (1d6 damage), and 1/3rd wield bows (1d6 damage, 50' range). Each centaur may also make a kick attack (1d6).

Centaurs use their superior speed to strike and retreat, wearing down an enemy or picking off isolated targets.

Impulsive, proud, and combative, Centaurs claim vast wilderness territories. They despise all fence-builders and town-dwellers.

Treasure: 2d6gp in trinkets, rings, and piercings. Centaur lairs contain 30×1d10gp in assorted coins and luxury goods.

1d10 Centaur Variants

1	Onocentaur. Half donkey instead of half horse. Stubborn but alarmingly intelligent.
2	Cervidaetaur. Half deer instead of half horse. Mottled, nervous. Morale 3.
3	Dridr. Half spider instead of half horse. Climb 2x normal. Kick attack is instead a bite attack, which also requires targets to Save or be paralyzed for 1d6 rounds.
4	Centicentaur. Waist up, human. Waist down, centipede. Climb 2x normal. Armour as leather. Militant. Politely ravenous.
5	Ichthyocentaur. Rear half of horse replaced with a fish tail. Swim 2x normal.
6	Skeleton Centaur. Immune to piercing damage. Ride from ancient hill tombs.
7	Stitched Centaur. Left half human, right half horse. Crude staples, magic glue. Screams.
8	Mantis Centaur. Waist up human, waist down green serrated mantis. Fly 2x normal.
9	Slug Centaur. Waist up human, waist down slug. Move ¼ normal. Fears salt.
10	Reverse Centaur. Waist up, horse, waist down human. Six limbs, all flailing. Shriek-whinnies speech, rolls eyes, dribbles.



1d10 Centaur Names Features

1	Nessera	Chestnut, shaved tattoos.
2	Rhotebar	Silver-grey, elegant.
3	Bastilus	Red, wild knotted hair.
4	Eudoxia	Ancient coiled war-horn.
5	Phaedron	Mangy patches, scars.
6	Lyra Witchseer	Milky eyes. Can still see.
7	Heliocles	Round golden shield.
8	Iocrantor	Feathered back-banner.
9	Noxandra	Bandolier of daggers.
10	Agariste	Crested iron helmet.

1d10 Why Fight These Centaurs?

1	We want to pasture our sheep on their land.
2	The blood of a Centaur will cure a horse of any ailment. Our prize stallion has gutworms.
3	They will only reveal secret healing herbs if their champion is defeated in single combat.
4	Centaurs openly defy the local ruler and harass their tribute-collectors.
5	We need the Centaurs to serve as a buffer between our lands and a hated enemy, but they have started to act independently.
6	A band of Centaurs carried off my family.
7	We bribed them to attack our enemies. Instead, they spent our money on wine.
8	Centaurs kidnapped our best carpenter.
9	They have a new, ambitious, and cunning leader. War is inevitable.
10	Our glorious leader is prophesied to die by a Centaur's hoof. Kill them all to be safe.

2

Druid

Appearing: 1, or packs of 2d6

HD: 3 (14 HP)

Appearance: a lean, naked, filthy, wild-eyed human.

Voice: grunting, screaming, spitting.

Wants: to survive. To overthrow civilization.

Morality: the law of nature, red in tooth and claw. The best philosophy is no philosophy.

Intelligence: blank. Pure sharpened instinct.

Armour: none. Immune to metal weapons. Takes ½ damage from spells.

Move: normal.

Morale: 11

Damage: 1d6 filthy clawed hand.

Additionally, twice per day, a Druid can use Fast Druidic Magic. 100' range. Slow Druidic Magic requires years or decades of subtle preparation.

Druids try to purge their minds of symbolic thought and the trappings of civilization. They live in harmony with nature, and nature is a symphony of blood. Druids are most active in the spring. Without remembering why, they despise domesticated animals, agriculture, cities, writing, and metal.

Negotiating with a Druid is possible, but very perilous.

Use **Cultists** (pg. 19) as low-status Druids.

Treasure: none.

1d10	Druid Features	Lair
1	Rotting stump teeth.	Mossy treetop nest.
2	Gnarled back scars.	Upturned tree roots.
3	Elongated limbs.	Festering bog hollow.
4	Bristling mane of hair.	Tall grass meadow.
5	Exposed skull bones.	Winding chalk cave.
6	Smooth bloated belly.	Pinnacle of rock.
7	Fugal eye infection.	Disassembled shack.
8	Cracked leather skin.	Titanic bleached skull.
9	Sharpened teeth.	Riverbank burrow.
10	Clay-coated hair.	Hollow tree stump.

1d10	Slow Druidic Magic Requires
1	Steer Forest Fire Stands of marked trees.
2	Flood River Valley Carefully placed bones.
3	Envigorates Trees Bloody human sacrifice.
4	Open Sinkhole Hair and tumour orb.
5	Direct All Animals Prodigal mutant birth.
6	Incubate Plague Eroded standing stones.
7	Mass Fertility Hallucinogenic toads.
8	Mass Sterility Rare quivering roots.
9	Aim Landslide Brain-soaked stones.
10	Awaken Beast of Creation (pg. 143) Congregation-battle of dominant Druid sects.



1d10 Fast Druidic Magic

- 1 Parasite Rebellion. Living target takes 1d8 damage and must Save or vomit.
- 2 Paradox of Thought. Target must Save or take 1d4 damage. If the target is very intelligent, they must instead Save or take 2d8 damage and be paralyzed for 1d6 rounds.
- 3 Ensnare. Up to 6 targets are immobilized for 1d6 rounds. They can still attack.
- 4 Adaptive Camouflage. The Druid becomes effectively invisible for 30 minutes.
- 5 Rising Paranoia. For the next hour, target must Save against fear to take any action.
- 6 Boiling Flesh. Druid takes no damage and inflicts +2 damage for the next 4 rounds.
- 7 Poison Metabolism. For the next 30 minutes, any time the target passes a test they take 1 damage. This damage cannot kill a target.
- 8 Call Fire. Target must Save or catch on fire. Alternatively, flammable material up to the size of a cottage ignites.
- 9 Extract Heart. Melee attack, ignores armour. If successful, living target dies. No Save.
- 10 Animal Transformation. For up to 6 hours, the Druid becomes an animal with 3 or 4 HD (see the table below), replacing all abilities and attacks. HP remains the same.

1d6	3 HD Creatures	4 HD Creatures
1	Boar (pg. 240)	Ape (pg. 262)
2	Hyena (pg. 255)	Crocodile (pg. 251)
3	Panther (pg. 266)	Giant Spider (pg. 43)
4	Wolf (pg. 247)	Raijū (pg. 212)
5	Seal (pg. 277)	Sea Slug (pg. 290)
6	Swift Lizard (pg. 114)	Flying Lizard (pg. 113)

3 Flower Nymph

Appearing: 1, wandering clubs of 2d6

HD: 4 (18 HP)

Appearance: a delicate human figure formed from petals, light, and leaves.

Voice: fluttering, excitable, politely confused.

Wants: to experience life.

Morality: kind but selfish.

Intelligence: as clever as most people, but inexperienced and volatile. Picks up skills quickly, forgets them just as easily.

Armour: none.

Move: normal.

Morale: 5

Damage: 1d8 whip-strike.

Flower Nymphs rarely attack unless the situation is truly dire, or they think it would be fun.

Transitory and accidental creatures, Flower Nymphs live for a single season, sometimes just a handful of days. They aim to make the most of their short lives. They name themselves after flowers but delight in earning nicknames and titles.

Treasure: none. Some Flower Nymphs carry a Unique Floral Treasure, though they may not know it.



1d10 Unique Floral Treasures

- 1 Petal Sword. 1d6+6 damage. Decrease damage by 1 for each creature it kills.
- 2 Bloom of Youth. Always appear to be in physical prime. No effect on health.
- 3 Final Fruit. If consumed, do not require food for the next year. One use.
- 4 Divine Perfume. Never fades.
- 5 Crown of Brambles. Reduce incoming physical damage by 1.
- 6 All-Seed. Sprouts a mundane or magical plant visualized by the planter. One use.
- 7 Roaring Spice. If eaten or touched, howling agony for 10×1d10 minutes. Six uses.
- 8 Goldbloom. Incomparable. Worth 1,000gp.
- 9 Vision Berry. If consumed, Save. If passed, gain +2 Int. and Wis. If failed, -1d6 Int. And Wis. Effects are permanent. One use.
- 10 Cloak of Ivy. Wearer climbs 2x normal.

MENU

Flavour: sweet and herbal.

Notes: a Flower Nymph's heart can be made into a floral tea for up to six people.

1d10 Result

- 1-4 Cramps. Halve movement speed for 6 hours.
- 5-8 The Sweats. Make a new Save against any ongoing curses, poisons, or harmful effects.
- 9 Cheered. Permanently increase Charisma by +1. Cured of poison.
- 10 Flower Gift. Hair becomes petals. 4 hours of sunlight replaces one meal.

1d10	Flower / Colour	Disposition	What Does This Flower Nymph Want?
1	Rose (Red, Pink, Yellow, White).	Sanguine.	A proper fight, with rules and a referee.
2	Peony (Pink, White, Yellow).	Shy.	A story. Ideally true, interesting, and witty.
3	Heliotrope / Lilac (Purple).	Fixated.	Directions. Searching for a nearby city.
4	Lily (White, Yellow, Pink, Orange).	Morbid.	Romance. Wildly incompatible.
5	Daffodil / Sunflower (Yellow).	Exuberant.	Gold. Knows it is valuable, but not why.
6	Lotus (Pink, White).	Transcendent.	A pet. Unclear on qualifications.
7	Honeysuckle (White, Pink, Orange).	Clinging.	Beautiful things to examine and protect.
8	Orchid (Purple, White, Yellow).	Curious.	Means to postpone death and decay.
9	Thistle / Cactus (Purple, Red, Pink).	Confident.	A detailed explanation of weather.
10	Corpse Flower / Flytrap (Red, Green).	Ravenous.	A powerful weapon, for protection.

4 Hatchthing

Appearing: 1

HD: 3 (14 HP)

Appearance: a torso-sized egg with two legs sticking through jagged holes. Wobbles, sprints, and tumbles.

Voice: incomprehensible gurgling.

Wants: inscrutable.

Morality: not applicable. An accidental hazard.

Intelligence: very dim. Barely aware.

Armour: as leather. Takes 2x bludgeoning damage.

Move: normal, but unsteadily.

Morale: 5

Damage: 1d4 bludgeon.

Additionally, animals struck by a Hatchthing, or animals that spend more than 5 minutes within 10' of a Hatchthing, must Save or be affected by a Hatchthing's Neoteny ability.

Neoteny

For 10 minutes, target animal become an adorable infant-like version of themselves. They halve their HD, current HP, damage dealt, and movement speed. The creature is so adorable that other creatures must Save to attack it.

Some eggs refuse to fully hatch. The creature inside grows strange, warping time and biology to preserve its delightful and carefree youth.

Treasure: none. An intact Hatchthing is worth at least 500gp to alchemists and seekers of immortality.

1d10	Shell Colour	Visible Legs
1	Ivory, lightly mottled.	Yellow chicken legs.
2	Pale green.	Greasy frog legs.
3	Streaky dark brown.	Flapping duck feet.
4	Iridescent gold.	Hairy spider legs.
5	Blue with white spots.	Warty human legs.
6	Cold black glass.	Squishy tentacles.
7	Neon orange.	Telescoping iron rods.
8	Lumpy stone grey.	Jets of hot steam.
9	Shimmering pink.	Spiraling bird wings.
10	Quivering white jelly.	Translucent flagella.

MENU

Flavour: raw bloody egg with bubbles.

Notes: the yolk of a Hatchthing can feed one person.

1d10	Result
1-5	Partial De-Aging. Head becomes a baby's head. Int becomes 1. If a PC, best to retire.
6-8	Restored. Heal fully and gain +1 permanent HP. Cured of all diseases and poisons.
9-10	Rejuvenated. De-aged to prime of life. Gain +2 to 2 random stats.

Hateful Goose 5

Appearing: 1, or ruinous gaggles of 3d6

HD: 6 (27 HP)

Appearance: a pony-sized goose. Dead black eyes, serrated beak, long twisting neck.

Voice: silence, then a flurry of honking.

Wants: destruction, mayhem, and desolation.

Morality: distilled avian malevolence.

Intelligence: more cunning than most people, but easily blinded by rage.

Armour: as leather. Immune to divination and mind-altering effects.

Move: normal, fly normal, swim normal. Can teleport up to 100' if it is not observed by any living creatures.

Morale: 11

Damage: see below.

Each round, a Hateful Goose may use one of the following abilities.

1. Rampage

The Hateful Goose makes 2 bite attacks (1d6 damage) and a wing buffet attack (1d4 damage, Target must Save or fall prone).

2. Steal Item

The Hateful Goose selects and removes one item from an adjacent target. It will usually run away with the item and throw it into a body of water.

3. Provoking Honk

All living creatures within 50' must Save against Fear. If they pass, they must attack the Hateful Goose on their next turn. If they fail, they must spend their turn running away from the Hateful Goose. If they are surprised by the honk, they must also Save or drop one held item.

Hateful Geese stop only briefly on their obscure migratory routes, but wherever they rest, disaster is certain to follow. They respect nothing.

Treasure: 1d10gp in swallowed trinkets.

1d12	Hateful Goose Type	Current Crime
1	White, black, and brown.	Treading on grain.
2	Grey, ruffled, quizzical.	Breaking a window.
3	White and orange.	Regurgitating frogs.
4	Black, white, and sturdy.	Befouling a well.
5	Brown, streaked, nimble.	Shredding a roof.
6	Mustard yellow, slim.	Biting a dog's tail.
7	Black, thin, and sharp.	Chasing cattle.
8	White, regal, strutting.	Carrying a torch.
9	Tan, black eyemask.	Hostage up a tree.
10	Pink, long-legged.	Smashing a fence.
11	Curved black beak.	Puncturing barrels.
12	Blue, emerald, fan tail.	Perforating a book.

6 Raincloud

Appearing: 1

HD: 2 (9 HP)

Appearance: a horse-sized cloud, dripping with rain.

Voice: gloomy sighs, burps of lightning.

Wants: freedom, joy, and excitement.

Morality: not cruel, but sullen and malicious.

Intelligence: not clever, but difficult to persuade.

Armour: none. Immune to non-magical damage and mind-altering effects. Healed by lightning and water.

Move: fly normal.

Morale: 7

Damage: see below.

Each round, a Raincloud can make one of the following attacks.

1. Zap

The Raincloud makes a ranged attack against a target within 30'. On a hit, the target takes 1d6 lightning damage and must Save or fall prone. Targets in metal armour are hit automatically.

2. Slosh

The Raincloud dumps a bucket's worth of water (a 1' cube) on a target directly below it.

3. Groan

Living creatures within 30' must Save or take 1 non-lethal damage from an overwhelming sense of ennui and despair.

A Raincloud constantly sheds rain. It selects a target and, unless distracted by a better target or driven away by severe damage, follows them everywhere.

A Raincloud cannot travel into an enclosed space smaller than a 30' cube, but it can track its target anywhere and will wait for them to emerge.

Treasure: 3d10gp in silver foil.

1d10	Wants To Rain On...	Features
1	Tall people.	Scowling face.
2	Sad people.	Lightly perfumed.
3	Adorable things.	Greasy and rancid.
4	Brightly coloured things.	Wispy crown.
5	Clever people.	Slightly acidic.
6	Farmers. Trying to help.	Soapy bubbles.
7	Rich or greedy people.	Rainbow aura.
8	Sick or injured creatures.	Spits smoke rings.
9	The best hat or hair.	Eerie green glow.
10	Delicate or rare things.	Is a weeping eye.

Satyr 7

Appearing: 1 piper, bands of 2d6

HD: 5 (23 HP)

Appearance: a goat-legged, horned, shaggy human.

Voice: cheerful, drunk, coarse. Full of innuendo.

Wants: to have fun.

Morality: irreverent and rascally.

Intelligence: as clever as a drunk person having a very good time. May have secret wisdom.

Armour: as leather.

Move: normal.

Morale: 7

Damage: 1d6 horn / 1d6 horn.

Additionally, a Satyr can use each of the following abilities once per day.

1. Charm Person

Target person within 50' must Save or treat the Satyr as a good friend for 6 hours. Any directly harmful action by the Satyr ends this effect. Satyrs will only use this ability on hostile people.

2. Fear

Creatures within 50' must Save against Fear or flee.

In tall grass, forests, or darkness, a Satyr is effectively invisible if it is more than 40' away from a target.

Satyrs love wine, music, and diversions. They resent boring or ungenerous intruders.

Treasure: brass musical pipes worth 5gp.

1d10	Satyr Names	Features
1	Tomity Tom-Tom	Stolen blue wig.
2	Numblefung	Painted potbelly.
3	Crotia	Enormous horns.
4	Bursty Friendwell	Necklace of bells.
5	Fiddle-Dee	Tame pet piglet.
6	Astraeus	Crown of ivy.
7	Gurg-Hammock	Winebarrel trousers.
8	Snowdrop	Ribbons in curls.
9	Chalceron	Silver codpiece hat.
10	Wortigomery	Plaid eyepatch.

1d10	Party Themes	Party Games
1	Let's Get Drunk.	Blindfolded conga line.
2	Rustic.	Fruit tossing.
3	Masquerade.	Dance battle.
4	Nautical.	Gesture guessing game.
5	Mock Funeral.	Obscene noise contest.
6	Military Parody.	Dizzy races.
7	Lascivious.	Hide-and-go-seek.
8	Gambling.	Wine spitting contest.
9	Pet Showcase.	Tower building.
10	Fake Coronation.	Poetry slam.

8 Shambler

Appearing: 1

HD: 9 (41 HP)

Appearance: a rotting heap of vegetation the size of a wagon. Grows limbs, reshapes itself, flows.

Voice: rustling, sloshing.

Wants: to strangle and devour.

Morality: blind instinct.

Intelligence: mechanical. Reacts to danger, but cannot form complex plans.

Armour: as plate. Immune to elemental damage. Reduces all non-magical damage by half. Healed by lightning.

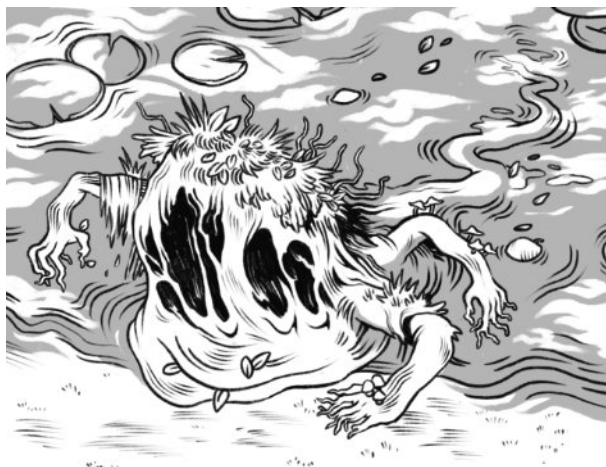
Move: ½ normal.

Morale: 10

Damage: 2d8 bludgeon / 2d8 bludgeon. If both attacks hit the same target, the target is knocked prone and must Save at the start of each round as long as it remains adjacent to the Shambler. On a failed Save, the target takes 1d4 damage and can take no actions that round.

A living mixture of slime, plant matter, water, and small insects, Shamblers eat anything and everything.

Treasure: 20×1d10gp in soggy coins, half-digested fabric, and blunt weapons.



1d10	Shambler Plant Types	Smells
1	White flowers, flickering.	Musky, floral.
2	Gourds, fused and slimy.	Earthy, sweet.
3	Leaves, waxy and veined.	Faintly acidic.
4	Thin tendrils, creepers.	Fresh soil.
5	Fat red petals, vines.	Rotting meat.
6	Tufts of grain, twine.	Dry straw.
7	Conjoined tubers, dirt.	Starch, clay.
8	Maggot-filled mushrooms.	Wet fur.
9	Towering ferns, insects.	Vinegar, dust.
10	Sloppy mash, sprouting.	Yeast.

Sigbin 9

Appearing: 1

HD: 1 (4 HP)

Appearance: a twisted shaggy beast. Goat-like, dog-like, and rat-like at once. Head curled under body, tail stabbing forward.

Voice: whispered threats, agonized howls.

Wants: to eat flesh.

Morality: cruel and domineering. Bullies or hurts anything weaker; cringingly obeys anything stronger.

Intelligence: as cunning as a wolf. Has a limited vocabulary, but understands threats and rewards.

Armour: as leather.

Move: 2x normal.

Morale: 6

Damage: 1d4 tail whip / 1d4 blood-draining bite. If the bite attack hits a living target, any subsequent bite attacks from the Sigbin deal +2 damage. This effect is cumulative.

Once per day, a Sigbin can become invisible for up to 30 minutes.

Treasure: none.



1d10 Legendary Sigbin Abilities

- 1 Sigbin are most active during spring festivals.
- 2 A Sigbin can attack your shadow just as if it was attacking your flesh.
- 3 Some Sigbin can fly.
- 4 A Sigbin can drain the blood from a full-sized goat in under a minute. A full-sized goat!
- 5 Sigbin steal the hearts of children and make them into powerful charms.
- 6 Some Sigbin clap their ears like hands.
- 7 If you capture a Sigbin in a clay jar, it will become your obedient servant.
- 8 Sigbins, alive or dead, are used as talismans by spellcasters or fortune-tellers.
- 9 Anyone who curses a Sigbin will have the curse rebound to them instead.
- 10 Sigbin are repelled by holy symbols.

10 Wicker Walker

Appearing: 1

HD: 12 (54 HP). Loses 1 HP every minute.

Appearance: a towering wicker-work figure. Rope sinews, wood joints, burning kiln heart.

Voice: creaking. Very faint screams.

Wants: to crush, trample, and march.

Morality: vindictive and hateful, but unfocused.

Intelligence: very dim.

Armour: none. Immune to fire.

Move: normal.

Morale: 11

Damage: see below.

Each round, a Wicker Walker can make one of the following attacks.

1. Stabbing Limbs

The Wicker Walker continues its march. All creatures within 10' must Save or take 1d6 damage and be knocked prone.

2. Crush

The Wicker Walker reaches down to destroy a particularly irritating enemy. On a hit, the target takes 2d10 damage and is knocked prone.

3. Pyrelob

Tearing a handful of fire from its chest, the Wicker Walker hurls it at its enemies. 200' range, 30' radius, 4d6 fire damage, Save for half. The Wicker Walker loses 4 HP.

4. Conflagrate

The Wicker Walker attempts to grab and absorb one person with 4 or fewer current HP and feed them into its burning heart. On a hit, target person must Save. If they pass, they are grappled and must Save each round to escape. If they fail, they die, and the Wicker Walker is fully healed.

Treasure: none.



1d10	Wicker Colours	Features
1	Pale yellow and tan.	Tattered blue banners.
2	Dark brown.	Glass eye charms.
3	Painted white.	Smiling paper mask.
4	Evergreen boughs.	Reins and a bridle.
5	Blood red and grey.	Arrows for teeth.
6	Silver and black.	Backpack cage.
7	Sickly green.	Fragrant censers.
8	Mouldy leather.	Chain-flail hand.
9	Cracked clay.	Swarms of bees.
10	Rusting barbed wire.	Pulleys and gears.

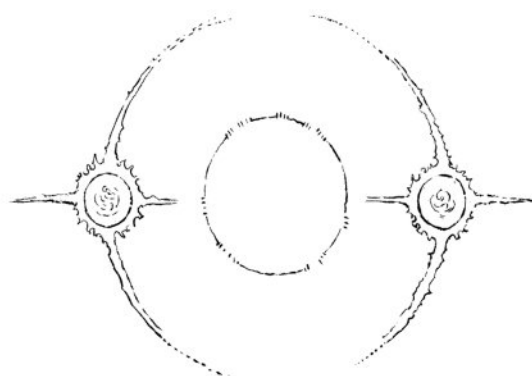
1d10 What Is This Wicker Walker Doing?

- 1 Staring at the sky, arms raised.
- 2 Picking through the ruins of a barn.
- 3 Clawing at the earth in a graveyard.
- 4 Pointing at the PCs.
- 5 Crouching, then rising to its full height.
- 6 Pacing in a circle, arms swinging wildly.
- 7 Shredding the roof of a house.
- 8 Stripping the branches from a tree.
- 9 Raking furrows in a field with its fingers.
- 10 Sprinting, then stopping, then sprinting.

1d10 Who Created It?

- 1 Desperate **Peasants** (pg. 30).
- 2 A foolish **Wizard** (pg. 35).
- 3 Wild **Goblins** (pg. 44).
- 4 Ambitious **Kobolds** (pg. 75).
- 5 Terrified **Troglodytes** (pg. 120).
- 6 A confused **Spitling** (pg. 131).
- 7 Vengeful **Druids** (pg. 198).
- 8 An exalted **Scarecrow** (pg. 224).
- 9 A dying **Dryad** (pg. 240).
- 10 Idle **Giants** (pg. 263).

12



Summer

Everything feels larger in the summer. The sky expands. Crops and schemes ripen. Eggs laid in the spring hatch. The first hints of failure, or the first prospects of unexpected success, emerge.

In fair weather, there is continual tension between the need for labour and the desire for leisure. A cloud bringing much-needed shade can herald an apocalyptic storm. People scan the horizon for rain, marching armies, or strange travellers.

Summer is also a time of madness. Addled by heat, exhaustion, mushrooms, spoiled grain, strong drink, interfering stars, or simply the demands of life, people turn on each other. Traditions wither. Fevers spread, plagues erupt, strange odours rise from ditches and hollows.

Broad sun-stoned beaches.

White heat.

A green river.

A bridge,
scorched yellow palms

from the summer-sleeping house
drowsing through August.

Days I have held,
days I have lost,

days that outgrow, like daughters,
my harbouring arms.

—Derek Walcott, *Midsummer, Tobago*

1d10	Cross-Reference Omen	Cross-Reference Encounter	2d6
1	Shredded terrain, stone-cracking blows, gurgling roars.	1 Elemental (pg. 125) brawls with 1 Froghemoth (pg. 209). Accidentally blundered into egg sacks.	2-3
2	Heaps of crooked furniture and bent tools, croaking, waft of spices.	2d6 Animated Items (pg. 179), prodded into life by 1 Chaos Frog (pg. 207). Mixed with inanimate objects.	4
3	Staccato thunderclaps, ozone, screeching, twisting winds.	1 Shivered Beast (pg. 193) snaps at 1 Raijū (pg. 212). Chase, then a skirmish, then a renewed chase.	5
4	Snuffling, smell of vomit and rotting wood, upturned soil.	1 Catoblepas (pg. 102) uproots and devours 2d6 Mandrakes (pg. 210). Immune to their screams.	6
5	Mocking laughter, blinding sun, scorched grass, wash of heat.	1 Fairy (pg. 241) haloed by 2 Sun Dogs (pg. 213). Ambassador from the Retrograde Spheres.	7
6	Smell of vinegar and ink, scrape of chitin, bouncing gravel.	3d6 Hive Insects (pg. 253) try to fend off 1 Tunnel Hulk (pg. 214). New tunnels disturbed its nest.	8
7	Falling petals, puffs of perfume, light conversation, blooming plants.	2d6 Flower Nymphs (pg. 199) court 1 Thriae (pg. 213). Offended by potential rivals.	9
8	Yowling, flicking tail, high drone, mangled mess of legs and wings.	1 Sphinx (pg. 95) swats away 2d6 bloodthirsty Skeeters (pg. 212). Game is no longer amusing.	10
9	Steam and smoke, fire and frost, insults and recriminations.	1 Ice Hag (pg. 231) argues with 1 Pyromancer (pg. 211). Performative stormy relationship.	11
10	Soft orange glow, looming trees, twitching roots.	1 Treant (pg. 244) with 1 Firebird (pg. 209) resting in its branches. Roving guardian.	12

Monsters	Hit Dice
Mandrake	0
Skeeter	1
Thriae	3
Firebird	4
Raijū	4
Pyromancer	5
Chaos Frog	6
Sun Dog	7
Tunnel Hulk	9
Froghemoth	16

1d10	What Caused This Unseasonable Summer?
1	Cursed drought. Water flees the area.
2	Smouldering comet. Streaks of star ash.
3	Cooling winds trapped and diverted.
4	Local deity sweating out a fever.
5	Increasingly reflective moon. Being polished?
6	Enchanted self-milling grain. High friction.
7	Mountaintop magnifying glass.
8	Cruel trick before a sudden slide into winter.
9	Titanic decaying fruit. Mountain of compost.
10	Portal to a realm of celestial fire.

Summer Random Encounters

1d10 Omen	Encounter
1 Wet plapping, vertigo, smell of mold.	3d6 Chaos Frogs (pg. 207) plop into existence in a heap.
2 Soft orange glow, twinkling dust.	1 Firebird (pg. 209) flies overhead, then perches just out of reach.
3 Bellowing, lashed mud tracks.	1 Froghemoth (pg. 209) stuffs anything edible into its maw.
4 Parallel furrows, brief screeches.	2d6 Mandrakes (pg. 210) in a loose v-shaped formation.
5 Smouldering craters, distant raving.	1 Pyromancer (pg. 211) vents frustrations on the scenery.
6 Small thunderclaps, gouged trees.	1 Raijū (pg. 212), back arched, hisses in defiance.
7 Rising drone, drops of blood.	2d6 Skeeters (pg. 212) circle, then dive at unprotected flesh.
8 Rainbow halo, twisting shadows.	2 Sun Dogs (pg. 213) descend with majestic slowness.
9 Low buzz, waft of pollen, muttering.	2d6 Thriae (pg. 213) in conference. Critical of visitors.
10 Creaking stone, subsiding earth.	1d4 Tunnel Hulks (pg. 214) rise with sudden violence.

1d10 Combined Omen	Combined Encounter	2d6
1 Bellowed commands, wild gesticulation, long trails of ash.	1 Pyromancer (pg. 211) tries to train 2 Sun Dogs (pg. 213) to “sit,” “fetch,” and “immolate.” Limited success so far.	2-3
2 Streams of smoke, occasional snap of lightning, smouldering fires.	1 Firebird (pg. 209) sleeps in the crown of a tree, while 1 Raijū (pg. 212) sedately paces around the base.	4
3 Blubbering prattle, stern dismissals, smell of flowers and stagnant water.	2d6 Chaos Frogs (pg. 207) and 1 Thriae (pg. 213) debate the consequences of a recent mundane action of the PCs.	5
4 Waving green stalks, smell of freshly turned earth, clicking metal.	2d6 Mandrakes (pg. 210) migrate slowly, pursued at a distance by 1 Pyromancer (pg. 211) with tongs and jars.	6
5 Rising hum, flick of wings, sloshing, moist slaps, triumphant croaks.	2d6 Skeeters (pg. 212) flee before the slavering maw of 1 Froghemoth (pg. 209). May collide with PCs accidentally.	7
6 Rollicking gurgles, blasts of lightning, shredded plants, reeking smoke.	1 Raijū (pg. 212) surrounded at a safe distance by 3d6 chortling Chaos Frogs (pg. 207).	8
7 Whispering wings, droning and polite conversation, fleeting shadows.	2d6 Thriae (pg. 213) hover high above 1 Mandrake (pg. 210), fully prepared to admonish or complement survivors.	9
8 Burps of fire and light, flustered peeping, hazy smoke, glittering light.	2 Sun Dogs (pg. 213) orbit one irritable and exhausted 1 Firebird (pg. 209). Tired of their relentless attention.	10
9 Thunderous footfalls, smashed obstacles, toothache whine.	1d4 Tunnel Hulks (pg. 214), followed by 2d6 Skeeters (pg. 212), eager to feast on the wounded and distracted.	11
10 Stomach-churning roars, flung soil and mud, protruding eyes, flailing limbs.	1 Froghemoth (pg. 209) battles 1d4 Tunnel Hulks (pg. 214). 2d6 Chaos Frogs (pg. 207) watch and gurggle merrily.	12

1d10 Where They Find You (Out Of Doors)	Minor Creatures	Heat Flavours
1 Calm pool. Deceptively deep.	Territorial brown songbird.	Metallic, blunt, oppressive.
2 Abandoned brickworks. Clay pits.	Tiny shrieking green toad.	Humid, enveloping, cloying.
3 High grain field. Sways gently.	Swarm of biting mosquitoes.	Musty, crinkling, almost sour.
4 Slate plateau. Sizzingly hot.	Decadent battle-scarred cat.	Faint, enlivened by breezes.
5 Dusty amphitheater. Terraces, pillars.	High circling hawk.	Wind-blown, scourging.
6 Coppiced forest. Thin branches.	Aimless ungainly bees.	Floral, tinted, hazy.
7 Small shore or beach. Sucking sand.	Enormous orange butterfly.	Light rain, warm and greasy.
8 Grass-filled ditch. Slippery slopes.	Harmless brown-grey snake.	Dry, throat-cracking, powdery.
9 Dense grove. Leg-trapping brambles.	Merciless boiling wasp cloud.	Precisely tepid, sputumal.
10 Melancholy lane. Drooping trees.	Lanky hare, staring intently.	Scudding clouds, shadows.

1 Chaos Frog

Appearing: 1 gurgling interloper, swarms of 3d6
HD: 6 (27 HP)

Appearance: a fleshy frog-like humanoid. Rubber skin, claws, warts, bulbous eyes. Constantly fidgets.

Voice: semi-intelligible gibberish. Vague, poetic, crass.

Wants: interesting outcomes.

Morality: swirling contempt and confusion. Disgusted by laws and restrictions.

Intelligence: as smart as most people, despite prophetic insights. Very confident.

Armour: as chain. Immune to mind-altering effects.

Move: normal, swim normal.

Morale: 10

Damage: 1d10 claw / 1d10 claw.

When encountered, all Chaos Frogs are the same colour. Roll 1d8 on the table below, or 1d20 for weighted results.

A Chaos Frog has all abilities of lower-coloured Chaos Frogs. (E.g. A Yellow Chaos Frog can also use Orange and Red abilities).

When killed, a Chaos Frog had a 50% chance to split into 2 Chaos Frogs of the next lowest colour. Red Chaos Frogs do not split. New Chaos Frogs start with full HP.

CHAOS FROG REGENERATION

A Chaos Frog regenerates 3 HP per round if it is not being directly observed.



Chaos Frogs can sense all possible futures at once. They taste potential; the more unlikely the outcome or the more pivotal the event, the more they are interested. They are drawn to freak accidents, famous gambles, or unlikely coincidences, sometimes before they happen. Summer, when armies march and schemes ripen, is their favourite season.

Moments with only boring outcomes are irritating. If the potential for suitably interesting outcomes fails to occur naturally, Chaos Frogs will try to create it.

While waiting around for something interesting to happen, Chaos Frogs will build fortresses (badly), serve powerful leaders (half-heartedly), and meddle with all plans (constantly).

Treasure: none.

1d8 Colour	Abilities	1d20
1 Red	Eversion. Instead of attacking, can swallow self and vanish. In 1d6 rounds, reappears in any unoccupied space within 100'.	1-6
2 Orange	Zone of Chaos. Within 50', any non-Chaos Frog creatures must declare two entirely unrelated actions on their turn, then flip a coin to determine which action they take.	7-10
3 Yellow	Curse of Chaos. Each round, one target within 50' (including the Chaos Frog) is cursed. The next time the target would roll a d20, they instead flip a coin. Heads: 20, Tails: 1.	11-15
4 Green	Telekinesis. Instead of attacking, target creature or object that weighs less than 500lbs is flung up to 50'. If the target strikes a solid barrier on its journey, both target and the object take 3d6 damage, Save for half.	16-17
5 Blue	Fireball. Three times per day. 100' range. 30' radius, 4d6 fire damage. Fly normal.	
6 Indigo	Statistic Warp. One target PC within 50' must Save or shift all numerical characteristics on their character sheet (Stats, current HP, total HP, movement speed, inventory item numbers, age, etc.) by one slot. (E.g. Str becomes Dex, Dex becomes Con, etc.). This effect can only occur once per PC. If any Stat rises over your system's maximum value, the PC explodes. No Save. Alternatively, have the player randomize all their PC's numerical values using a d20 (or your system's equivalent), or have the player create an entirely new character (replacing the old one).	18
7 Violet	Chaos Rearrangement. At the start of its turn, or whenever the Chaos Frog takes damage, 2 creatures or objects of approximately equal size within 100' swap locations.	19
8 Obsidian	Negation. Any attack or ability targeting the Chaos Frog has a 50% chance to select a different random valid target. Invisible when not moving.	20

1d10 What Summoned These Chaos Frogs?

1	A general, brooding in their tent, considers rebellion. The Chaos Frogs watch eagerly from a ditch.
2	A melancholy travelling actor flipped a coin. It came up heads 92 times in a row. The Chaos Frogs want to throw them a magnificent party, then eat them and all their actor friends.
3	Above a sleepy village, a mountainside teeters on the edge of a catastrophic landslide. Chaos Frogs roam the area, giggling and causing minor annoyances.
4	A royal heir is lost in a forest after a hunting trip and thunderstorm. Will they survive? How will this experience change them? What perils will they face (apart from the PCs and intrusive Chaos Frogs)?
5	A temperamental artist is about to present a daring masterpiece to their neurotic and impulsive patron. The patron's reaction will either launch the artist towards eternal fame or a murderous rampage.
6	Folk wisdom says cats have nine lives. In truth, they're born with somewhere between five and twelve, depending on the size of the litter. Lives slosh around in the womb. Cautious kittens, fearless kittens. Very rarely, a kitten ends up with negative one life. An Antikitten, a body animated by the absence of a soul. Not undead, not empty flesh. Immune to magic, able to rend ghosts like expensive curtains, but otherwise just a normal cat. The Chaos Frogs think one is around here somewhere and want it as a pet.
7	A small meteor (500gp of star iron) is about to impact nearby. The Chaos Frogs want to see if it hits anyone in the head (instantly fatal). They have painted large red "X"s at nodes of probability.
8	A vital courier, carrying secret letters of peace, has stopped for a break under a rotten tree. The Chaos Frogs think the world would be much more exciting if the letters never reach their destination.
9	In a nearby town, an unremarkable young couple are about to marry. A descendant of theirs will potentially change the course of nations. The Chaos Frogs want to attend the wedding, but need proper clothes, gifts, and introductions. They will probably ruin everything.
10	An amateur engineer developed a whirring mechanical probability engine that keeps spawning Chaos Frogs in the region. They can't approach within a mile of the engine without getting horrible headaches and "fruvius parsley-time rash," but they desperately want the engine destroyed and all plans burned.

1d10 Chaos Frog Features Equipment

1	Neon back stripes.	Silk scarf.
2	Skull-shaped warts.	Jaunty green cap.
3	Extensible eyestalks.	Crooked spyglass.
4	Runic skin marks.	Sharp calipers.
5	Thick mucus coat.	Woolen bobble hat.
6	Glowing purple spittle.	Creased map.
7	Disco ball belly.	Rosy monocle.
8	Sonar ping throat sac.	Flippers, snorkel.
9	Spare tiny arms.	Gold waistcoat.
10	Tape measure tongue.	Tall leather boots.

1d10 Gibbering

1	Oh junctions of joy, rhapsodical episodes.
2	Did you hear it? Red-like and slitherwise.
3	Ate it all! Ho ho! In the outer innards.
4	The version of you who hesitates is lost.
5	Not thataway! Thisaway! Contrawise.
6	Shaped like a donut-hourglass. Yum yum!
7	A wise old foolish child and three new boots.
8	Time is a lace doily with mustard stains.
9	A critic in a cage of grass, recumbent.
10	Sunrise already? But we just had one.

1d10 Treasures Of The Chaos Frogs

1	Frogfoot Charm. Smells of licorice. Once per day, bearer can reroll any 1 die.
2	Wand of Summoning. Tadpole-shaped. 3 uses. Summons 2d6 Chaos Frogs of one random colour. The Chaos Frogs obey the first 3 orders they are given (bearing in mind the Zone of Chaos ability), but otherwise act independently. They must Save or vanish after 24 hours.
3	Potion of True Potential. Magnificent opal flask. Thrums with magical potency. 1 use. Increases 2 random stats by 1d6 and grants enough XP for the PC to reach their next level. The PC can no longer gain XP, special abilities, or increase stats by any means. They've peaked. It's all downhill from here.
4	Sticky Sphere. 6" wide, green, and warm. Sticks to the flesh of any non-Chaos Frog creature. Can be pushed, but can only be removed by strong magic or amputation. Can be transferred from creature to creature by direct contact. Numeral "6" on surface, decreases by 1 every hour. When it reaches 0, bearer is replaced by a Chaos Frog of a random colour. No Save.
5	Sword of Slaying. Corkscrew-shaped. 1d4 damage. On a critical hit, wielder instead selects a direction. 100' cone, 10d10 magic damage, Save for half. Wielder also takes 2d10 magic damage.
6	The Needful Thing. When not observed, the size of a loaf of bread. When observed, changes into a random mundane object (1d100, pg. 31) every hour.
7	Bucket Helmet. Rusty. Wearer cannot see, hear, or use any magical abilities, but is immune to all magic.
8	Marching Baton. Tasseled. When held, bearer moves at 2x normal speed, knees and elbows locked.
9	Goggling Goggles. Eyes on springs. When worn, can see through fake eyes. Springs stretch up to 6'.
10	Chaos Frog Slime. Jar of foul-smelling goop and paintbrush. 10 uses. Paint a human-sized or smaller object to turn it into a Chaos Frog of a random colour. Magical objects get a Save.

2 Firebird

Appearing: 1

HD: 4 (18 HP)

Appearance: an elegant hawk made of dripping flame, golden light, and whirling sparks.

Voice: occasional tea-kettle whistle-screech.

Wants: to help.

Morality: sympathetic, anarchic.

Intelligence: childish, but calm and stoic.

Armour: as chain. Immune to fire.

Move: fly 2x normal.

Morale: 5

Damage: 1d6 peck.

Additionally, a Firebird can use each of the following abilities once per day.

1. Glow

In a 300' radius, night becomes day. Soft orange light flows from the Firebird for up to 1 hour.

2. Ignite

All flammable objects within 50' catch fire, as if a match was held to them. Very dry paper, oil, and torches burn. Hair smolders.

3. Rain of Pearls

The Firebird weeps small pearls worth 100gp in total. It will weep for people who are truly impoverished or for tragic stories. It can detect lies, greed, and financial chicanery.

A Firebird will only attack if harmed. If approached cautiously, it may allow itself to be captured and transported.

Treasure: 1d10 intact primary flight feathers. They glow eternally with a soft smokeless fire. Each feather casts light as a torch and is worth 200gp.

Froghemoth 3

Appearing: 1

HD: 16 (72 HP)

Appearance: a huge three-eyed pear-shaped frog. Four thrashing tentacles, two stumpy legs.

Voice: subsonic croaks, phlegm-flinging roars.

Wants: to devour flesh.

Morality: bellowing irritability.

Intelligence: very dim.

Armour: as leather. Immune to fire and lightning.

Reduces all incoming damage by 2.

Move: normal, swim 2x normal.

Morale: 9

Damage: see below.

Each round, a Froghemoth can make one of the following attacks.

1. Devour

The Froghemoth shoots its tongue at a single target within 20'. On a hit, the target must Save or be swallowed. Swallowed creatures take 3d6 acid damage per round, but can try to cut their way out of the Froghemoth. Cutting a hole in the Froghemoth requires 30 damage. The Froghemoth's damage reduction does not apply against attacks made by swallowed creatures.

2. Tentacle Frenzy

The Froghemoth makes up to 4 melee attacks. On a hit, targets take 1d8+2 damage.

3. Gnash

The Froghemoth bites one target, dealing 3d10 damage on a hit.

A Froghemoth is confident it can win any fight.

Treasure: 2d10gp in swallowed coins.

MENU

Flavour: molten spiced honey.

Notes: the flesh of a Firebird is infamously cursed. For some people, the benefits are worth the price.

1d10 Result

1-4	Curse of Darkness. The sun casts no light for you. Fire and magical light works normally.
5-7	Curse of Beasts. Bite or claw attacks made against you or by you deal +2 damage.
8-10	Curse of Longevity. Increase natural lifespan by 99 years. Eyes turn dying-ember red.

1d10 Features

The Locals...

1	Green, wrinkled.	Awaken it every summer.
2	Pink, blobby.	Do not know it exists.
3	Curled tusks.	Use it to eat trespassers.
4	Black, pebbled.	Build clay idols of it.
5	Orange neck frill.	Steer it with bells.
6	Spotlight eyes.	Passionately hate it.
7	Crown of arms.	Covet its delectable legs.
8	Oozing pores.	Think it ate a sacred relic.
9	Rusted collar.	Try their best to ignore it.
10	Vestigial wings.	Hope to weaponize it.

4

Mandrake

Appearing: 1 sprout, ambulatory beds of 2d6
HD: 0 (2 HP)

Appearance: a wriggling humanoid root the size of a cat. Tufts of leaves for hair, scowling folded face.

Voice: ear-piercing whine.

Wants: soft fertilized soil, sunlight, water.

Morality: extremely grumpy.

Intelligence: as smart as a snail.

Armour: as chain.

Move: waddle ½ normal.

Morale: 10

Damage: none.

Once per hour, a Mandrake can spend 1 round inhaling, then scream for up to 6 consecutive rounds. While screaming, all creatures within 50' take 3d6 sonic damage. Creatures can Save to cover their ears for half damage. Spellcasting or conversation within 200' is impossible. A group of Mandrakes will stagger their screams.

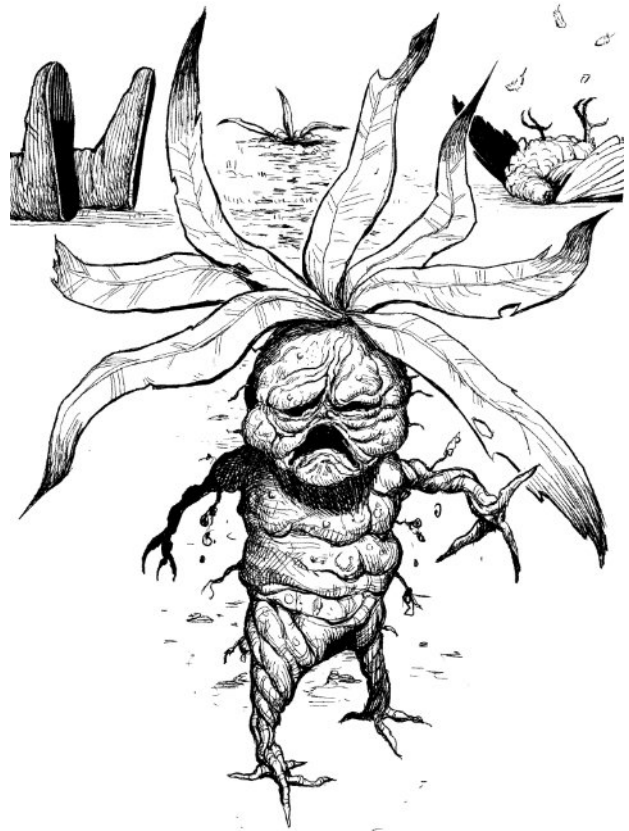
A Mandrake will scream if it:

- Sees a living creature moving towards it.
- Is picked up.
- Is targeted by a spell.
- Thinks it is in danger.

Mandrakes are not very clever, so sneaking up on one (or avoiding its attention) is not difficult.

Mandrakes migrate seasonally, seeking rich soil and abundant sunlight. A burst corpse provides plenty of fertilizer.

Treasure: a living Mandrake is worth 500gp. A dead Mandrake is worth 50gp to any alchemist, potion-maker, or physician.



1d10 Mandrake Variants

- | | |
|----|--|
| 1 | Onion. Scream instead requires creatures to Save each round or weep uncontrollably for 5 minutes. Weeping creatures are blind. |
| 2 | Cassava. Instead of screaming, touch requires creatures to Save or die. Flesh is toxic unless soaked and cooked. |
| 3 | Yam. Instead of screaming, can point. Designated target cannot move. |
| 4 | Potato. Scream instead deals 1d6 damage and spoils all food. |
| 5 | Turnip. Scream instead requires creatures to Save or be pushed 10×1d6' directly away. |
| 6 | Vanilla. Scream instead requires creatures to Save each round or eat a ration. Creatures that are not current eating, or cannot eat, must spend 30 minutes looking for a meal. |
| 7 | Ginseng. Scream instead restores 1d6 HP each round, but creatures must Save each round or move at maximum speed. |
| 8 | Valerian. Scream instead causes creatures to fall asleep for 1d6 hours or until shaken. |
| 9 | Ipecac. Scream instead requires creatures to Save each round or vomit copiously. Vomiting creatures cannot move or take any actions. |
| 10 | Mangelwurz. Scream instead permanently reduces creatures' Strength by 1 each round. |

MENU

Flavour: molten spiced honey.

Notes: Raw mandrake juice has some healing properties. Roll on the table below, then apply the result and all higher numbered results.

1d10 Result

- | | |
|-----|---|
| 1 | Poisoned. Save or die. If you pass, permanently reduce Con by -1. |
| 2-4 | Hallucinogenic. 1d6 hours of blurred vision, implausible sights, and dizziness. |
| 5-7 | The Wobbles. Move at ½ speed and fail all Dodge rolls for 1d6 hours. |
| 8-9 | Mild Cure. Restore 2d6 HP. |
| 10 | Soporific. Sleep for 1d6 hours. |

5 Pyromancer

Appearing: 1

HD: 5 (23 HP)

Appearance: insulated robes, pointy hat, wild gestures. Lightly scorched.

Voice: grandiose blustering.

Wants: to watch the world burn.

Morality: specific parts should burn first.

Intelligence: genius impeded by overconfidence.

Armour: as leather. Immune to fire.

Move: normal, hover ¼ normal.

Morale: 10

Damage: if out of spells, 1d4 sizzling punch.

Each round, a Pyromancer may cast one of the following spells. Pyromancers can cast spell 1 and 2 three times per day and spells 3 and 4 twice per day.

1. Fire Bolt

The Pyromancer fires three bolts of magic at up to three visible targets. 100' range, 1d8+2 fire damage.

2. Steer Flames

Up to ten 10' cubes of fire are moved up to 50', rearranged, or extinguished.

3. Cone of Fire

50' cone, 4d6 fire damage, Save for half.

4. Delayed Blast Fireball

The Pyromancer fires a glowing orange orb from a raised finger. The orb flies to any point within 100'. It can detonate immediately or at the caster's command. 30' radius, 6d6 fire damage, Save for half.

Trading flexibility for raw destructive power, Pyromancers focus on their goal with single-minded and gleeful mania. They have trouble solving problems that don't require setting things on fire. Some claim to draw secrets and prophecies from the crackling flames; the guidance usually results in additional fires.

Treasure: Pyromancers carry 10×1d20gp in gold lumps, vials of sulphur, and small gems. They may also carry a magic item (1d100, pg. 37).

1d10	Alternative Mancies	Flame Colours
1	Vitriolmancer (Acid)	Pulsing red.
2	Aeromancer (Air)	Flickering orange.
3	Cryomancer (Ice)	Sharp blue.
4	Electromancer (Lightning)	Soft purple.
5	Cleromancer (Stone)	Shrieking white.
6	Brontomancer (Void)	Eerily clear.
7	Hydromancer (Water)	Crackling green.
8	Dynamancer (Force)	Smoky yellow.
9	Entomomancer (Insects)	Eclipse black.
10	Gastromancer (Sauces)	Frothing rainbow.



1d10 Pyromancer Names Features

1	Bilswether Hornsag	Pointed brass boots.
2	Ranjurama	Candlestick staff.
3	Thasophilus van Gurt	Oversized goggles.
4	Mrs. Chusterby	Potion flask bandolier.
5	Daffelgate the Wise	3' mane of white hair.
6	Infernoblaster Prime	Chimney backpack.
7	Elizabeth Augh	Huge iron spellbook.
8	Nestor Parsimonious	Chains of bells.
9	Mutton Calibar II	Hookah-bulb helmet.
10	The Pale Catastrophe	Scorched hairless.

1d10 Problems The Pyromancer Can't Solve

1	Wants information from a rare book. Banned from all libraries for obvious reasons.
2	Hated rival is thoroughly immune to fire.
3	Needs ultimatums delivered to several locations at once, for maximum effect.
4	Hungover. Can't remember where they hid their unstable reagent stockpile.
5	Requires someone to aim the experimental fireball-powered personal travel cannon.
6	Seeking character references for upcoming wizard tribunal. Ideally free and duplicitous.
7	Demands honest feedback on latest culinary creation. Tastes of ash. Furious at criticism.
8	Soliciting tax, logistics, social policy advice for planned tyrannical empire.
9	Having a rough day. Could use flattery.
10	Hopelessly lost. Refuses to admit it directly.

6

Raijū

Appearing: 1

HD: 4 (18 HP)

Appearance: a long-tailed badger with glowing eyes and bristling fur.

Voice: grunting, irritated hissing.

Wants: to eat beetles and sap.

Morality: confused curiosity.

Intelligence: as smart as a dog.

Armour: none. Healed by lightning.

Move: 3x normal, climb 3x normal.

Morale: 7

Damage: 1d4 nip.

While moving, a Raijū throws off bolts of lightning. All creatures adjacent to a moving Raijū take 2d6 lightning damage, Save for half. Creatures wearing metal armour or holding metal items automatically fail their Save.

If threatened, a Raijū will run up and down a tree, shedding lightning and hissing madly.

Treasure: none.

1d10 What Is This Raijū Doing?

- 1 Snapping at a scorched squirrel.
- 2 Hissing at a distant stormcloud.
- 3 Napping on a high stone outcrop.
- 4 Digging coals from a lightning-blasted tree.
- 5 Hopping from side to side in agitation.
- 6 Rolling ecstatically in fine dust.
- 7 Methodically excavating an old grave.
- 8 Coughing up a single gold coin.
- 9 Sharpening its teeth on a rusted sword.
- 10 Chasing its own tail, sparking magnificently.

Skeeter

7

Appearing: tumbling swarms of 2d6

HD: 1 (5 HP)

Appearance: a bloated melon-sized mosquito. Glistening proboscis, frantic wings.

Voice: high-pitched drone.

Wants: fresh blood.

Morality: pure hunger. Proverbially bloodthirsty.

Intelligence: very dim but very persistent.

Armour: as leather.

Move: fly normal.

Morale: 10

Damage: 1d4 bite.

On a hit that deals 3 or more damage, a Skeeter can attach itself to a living target. At the start of the Skeeter's turn, the target takes 1d4 damage and the Skeeter heals for the same amount. The only way to detach a Skeeter is to kill it, or wait for it to inflict 12 total damage.

Treasure: none.

1d10 Alternative Skeeter Forms

- 1 Oversized vampire bat. Red eyes, fangs.
- 2 White-coated surgeon-hummingbird.
- 3 Leaping brown-grey spring-leech.
- 4 Rotting floating head. Lank hair, no eyes.
- 5 Pulsing blue firefly. Sloshes noisily.
- 6 Hairy miniature mummified corpse.
- 7 Thick-jawed bulbous cricket. Spiky.
- 8 Blood-tinged pumpkin. Vine legs, leaf wings.
- 9 Four-winged shimmering azure heron.
- 10 Syringe-toting saucy green fairy.



8

Sun Dog

Appearing: 2

HD: 7 (32 HP)

Appearance: a miniature wagon-sized sun, haloed in soft fire and shimmering rainbows. Casts light as a bonfire.

Voice: silent.

Wants: to follow interesting people. Rare gasses.

Morality: inadvertently destructive.

Intelligence: as smart and impulsive as a puppy.

Armour: none. Immune to non-magical damage and mind-altering effects. Healed by fire and lightning. Takes 2x damage from water.

Move: fly 2x normal, but with ponderous grace.

Morale: 9

Damage: see below.

Each round, a Sun Dog can make one of the following attacks.

1. Solar Flare

A spot on the Sun Dog's surface swells and bursts. 80' line, 2d10 fire damage, Save to dodge.

2. Scorcher

Everything within 50' takes 1d6 fire damage. Highly flammable objects are set on fire.

3. Orbit

One human-sized target within 100' is rotated 90 degrees around the Sun Dog.

4. Solar Glow

One creature within 50' regains 1d6 HP and can make a new Save against any ongoing effect.

Sun Dogs always appear in pairs, descending from the sky near the sun or the moon. They orbit interesting creatures and wreak accidental havoc.

Treasure: a Sun Dog decays to leave behind an apple-sized chunk of star iron worth 200gp.

1d8 Sun Dog Variants

- | | |
|---|---|
| 1 | Yellow. Friendly, curious, and foolish. |
| 2 | Red Giant. Slow, soft, and easily offended. |
| 3 | Brown Dwarf. Feeble, elderly, and timid. |
| 4 | Blue. If reduced to 0 HP, explodes. 50' radius, 3d6 damage, Save for half. |
| 5 | Spotty. All attacks deal maximum damage to royalty or titled nobility. |
| 6 | White Dwarf. Wise, skeptical, and critical. |
| 7 | Pulsar. Each round, uses the Solar Flare ability in a random direction, in addition to any other abilities. |
| 8 | Black Hole. Reduces all incoming damage by 3. Anything that touches the Sun Dog must Save or be destroyed. |

Thirae

9

Appearing: 1 bumbler, clusters of 2d6

HD: 3 (14 HP)

Appearance: from the waist up, a woman. From the waist down, a bee's body. Agitated wings.

Voice: syrupy platitudes, buzzing despair.

Wants: to gently steer the fate of the world.

Morality: generally good, but in a long-term societal sense, not a small-scale personal sense. Learning a lesson is sometimes very painful.

Intelligence: smarter than most people. Can taste lies and false promises. Fuzzy sense of future possibilities and dreadful fates.

Armour: as leather.

Move: fly normal.

Morale: 5

Damage: a Thirae can make a melee sting attack. On a successful hit, the target must Save or die, and the Thirae dies. Anyone who survives a Thirae sting must Save again or be reduced to 1 HP.

Skittish and wistful creatures, Thirae can sense the shape of the future and are generally disappointed. They may offer advice, but they know it rarely does any good. Also see Prophecies (pg. 155).

Treasure: none.



1d10 Thirae Names Features

- | | | |
|----|-------------|------------------------------|
| 1 | Bailmason | Yellow, black, and portly. |
| 2 | Nuzwillow | Sour pollen halo. |
| 3 | Coricale | Whispering parasitic mites. |
| 4 | Laureli | Pale green carapace. |
| 5 | Melina | Sharp segmented antennae. |
| 6 | Vurzleguzz | Neon blue stripes. |
| 7 | Koskarova | Curled tangle of brown hair. |
| 8 | Swarmaline | Unfolding jaws. |
| 9 | Nectrapose | Pot of mildly toxic honey. |
| 10 | Cornifronds | Gambling dice and cup. |

10 Tunnel Hulk

Appearing: 1d4

HD: 9 (41 HP)

Appearance: an ape-like beetle. Four limbs, iron claws, glistening eyes, razor-sharp jaws.

Voice: gurgling roar. Smells of ammonia.

Wants: to feast.

Morality: foggy malevolence.

Intelligence: not bright, but very efficient.

Armour: as plate.

Move: 2x normal, burrow 2x normal.

Morale: 11

Damage: see below.

Each round, a Tunnel Hulk can make one of the following attacks.

1. Rampage

2d6 claw / 2d6 claw / 2d10 bite. If both claw attacks hit the same target, the bite attack automatically hits.

2. Smash

One adjacent target takes 2d6 damage, is pushed 20' backwards, and is knocked prone.

3. Special Attack

See the table below.

Tunnel Hulks burst from stone and soil, and devour anything they can see. While fighting, they act purely on instinct.

Treasure: none.

1d10	Features	Bursts Through
1	Luminous eyes.	The floor, arms raised.
2	Branching horn.	The ceiling, on all fours.
3	Skull-shaped dots.	A wall, jaws snapping.
4	Grub lesions.	A wall, at full speed.
5	Metallic sheen.	A wall, briefly confused.
6	Gravel camouflage.	A dry egg sac.
7	Inflated eyestalks.	A hidden door or fissure.
8	Drooping abdomen.	A concealed pipe.
9	Whip antennae.	A heap of loose earth.
10	Dewy mucus coat.	The fabric of reality.

1d10	Colour	Special Attack
1	Vermilion	Blood Belch. 30' cone, coats everything in red sludge. Smells disgusting.
2	Sienna	Flail Fists. Claws extend on tendon chains. All adjacent creatures take 1d8 damage.
3	Ochre	Swallow Light. All light sources within 100' are extinguished. Magical sources get a Save.
4	Viridian	Laser Eyes. 50' line, 1d12 damage, Save to dodge. Leaves twin scorch marks.
5	Cobalt	Rending Claw. On a hit, target takes 2d8 damage and must Save or lose a random limb.
6	Magenta	Hook Tongue. 30' range. Target must Save or be dragged adjacent to the Tunnel Hulk.
7	Lavender	Spore Burst. Fills a 30' cube with dense opaque fog. The Tunnel Hulk can see through it.
8	Umber	Mind Lock. Target sighted creature within 30' must Save or be stunned for 1d6 rounds.
9	Carbon	Silence Wave. Until the start of the next turn, no noise or spellcasting within 100'.
10	Chrome	Gleam. The next hostile attack or spell targets a different random valid target instead.



1d10 Why Is This Tunnel Hulk Here?

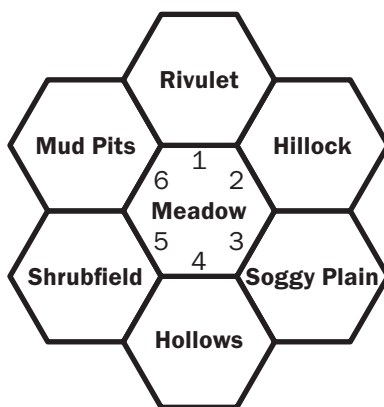
- 1 Seeking rival for courtship display combat.
- 2 Defending a noxious egg clutch.
- 3 Escaped combat-servant of a long-dead wizard. Jars of dried command pheromones stored somewhere nearby.
- 4 Hungry for refined iron to reinforce claws.
- 5 Addled by mildly contagious brain fungus.
- 6 Final form of an adorable wriggly pet recently sold in the region.
- 7 Multi-year hatching cycle reaching its zenith.
- 8 Lightning-scorched summoning circle.
- 9 Terrible beetle-human fusion experiment gone awry, as one might have expected.
- 10 Pushed out of nesting grounds by something far larger, fiercer, and tougher.

Generic Swamp

1d10	Type	Technical Distinction	Pejorative
1	Swamp	Trees and shrubs. Damp, but not flooded.	Forbidden
2	Marsh	Grasses, reeds, and submerged plants. Usually flooded.	Trackless
3	Bog	Acidic, covered in moss and low shrubs. Harvestable peat. Stunted trees.	Pestilential
4	Fen	Alkaline, mineral outcrops. Peat, rare plants, tufted grasses.	Forlorn
5	Quagmire	Unusually unstable bog. Floating islands, pits of decaying matter.	Dismal
6	Bayou	Slow-moving branch of a river. Frequently tidal. Inundated trees.	Endless
7	Slough	Fills seasonally. Shallow, stagnant. Algae, fast-growing water plants.	Barren
8	Pond	Permanently filled. Fairly deep in the centre, grass-choked shore.	Fevered
9	Floodplain	Meadows, submerged or drying. Rich soil. Few permanent structures.	Lonely
10	Canal	Dug for some forgotten purpose. Sharp sides, slime-coated stone, debris.	Corrupted

1d12 Things To Stumble Into

1	Berry patch. Delicious.
2	Upturned tree. Crown of roots.
3	Cloud of biting flies.
4	Plate-sized water beetle.
5	Glistening mushroom.
6	Thorny bush. Shreds trousers.
7	Burp of flammable gas.
8	Narrow dry track.
9	Mangled dried corpse.
10	Leg-trapping hole.
11	Berry patch. Mildly toxic.
12	Mysterious obelisk.



To generate terrain, roll 1d6 for direction and move into the next hex. If there is no hex in that direction, stay in the current hex.

E.g. Starting in Meadow, the GM rolls a 5. The terrain ahead is a Shrubfield. The GM then rolls a 4. Since there is no hex in that direction, the terrain continues to be a Shrubfield.

These hexes are not conventional physical locations on a map, but an abstract method for describing terrain as the PCs explore.

1d10	Factions	Fearsome Foes	Unusual Attributes
1	Mild-mannered Cultists (pg. 19).	Monstrous Vermin (pg. 54).	Root lanes and archways.
2	Dour sodden Peasants (pg. 30).	Leathery Mummy (pg. 54).	Meaty insectivorous flowers.
3	Yellow flippered Goblins (pg. 44).	Worm-like Drake (pg. 72).	Fungal forest. Spore-fog.
4	Scaly camouflaged Kobolds (pg. 75).	Ancient Catoblepas (pg. 102).	Submerged castle fragments.
5	Nest of oily Harpies (pg. 85).	Shaggy Ground Sloth (pg. 119).	Jets of oily flame.
6	Bucolic family of Kappa (pg. 86).	Hermit Ogre (pg. 166).	Phosphorescent ferns.
7	Wrinkled clan of Ghouls (pg. 161).	Nesting Rust Monster (pg. 192).	Muck whirlpool. Land churns.
8	Goggle-eyed catfish Merfolk (pg. 272).	Romping Giant Snake (pg. 243).	Ancient devotional statues.
9	Rustic skiff-steering Pirates (pg. 273).	Fleet of Crocodiles (pg. 251).	Poison water. Purple, bubbling.
10	Mossy Veggie-Mites (pg. 309).	Leech of Paradise (pg. 287).	Intermittent sludge geysers.

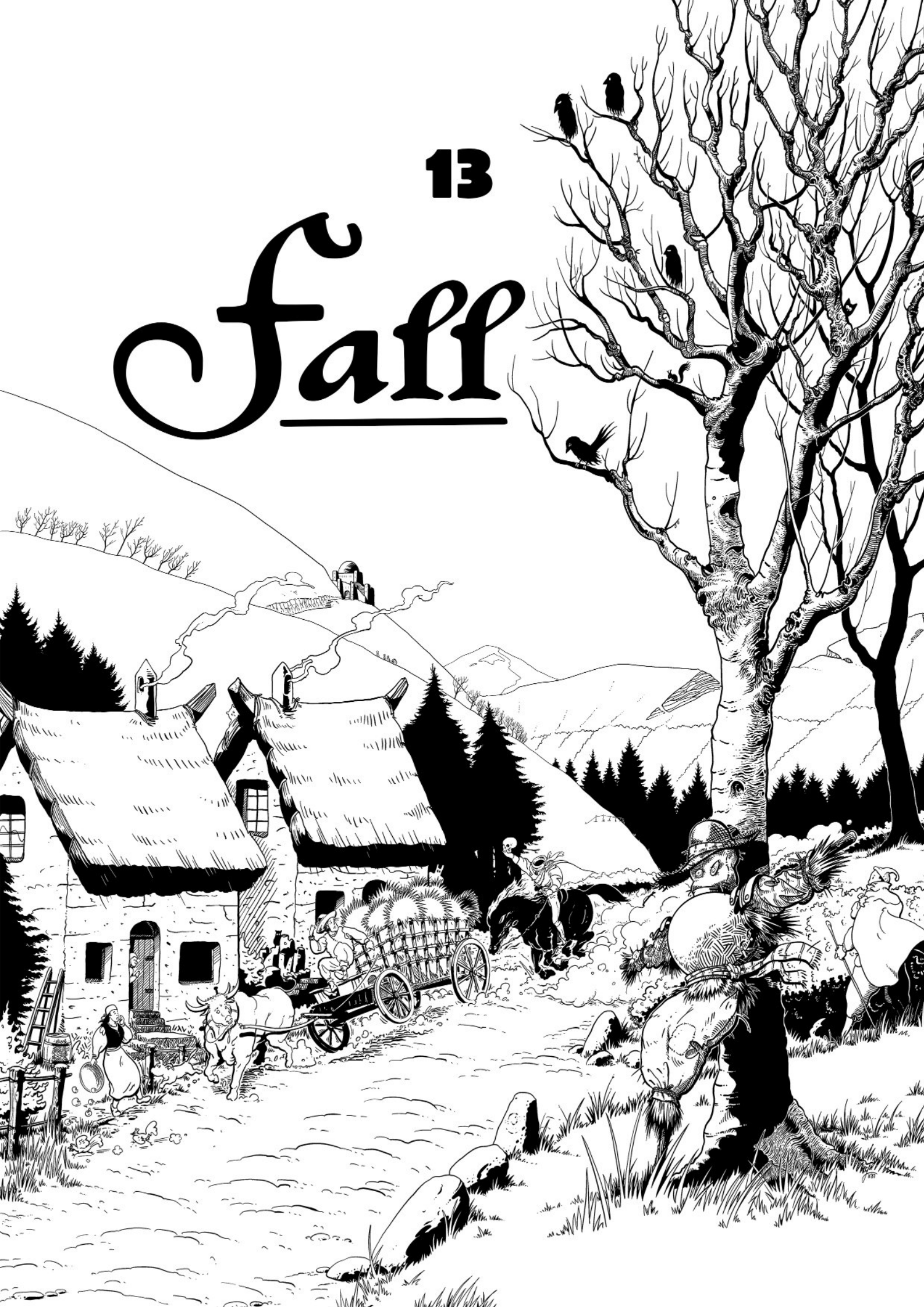
1d12 Why Venture Into This Swamp?

1	Fastest route. Evades all the tolls.
2	Mysterious lights at night. Probably treasure.
3	Legend of a buried cask of stolen gold.
4	Deed was a "gift" from a patron.
5	Map it so we can drain it for farmland.
6	Only source of a flavourful orchid.
7	Wasn't always a swamp. Valuable remnants.
8	Healing mud cures wrinkles, rashes, boils.
9	For the scenery! Beautiful this time of year.
10	Child wandered in last night. Woe! Dismay!
11	Great place to hide a body.
12	Last retreat of our loathsome enemies.

Swamps are liminal spaces. Terrain types blend together. Not a forest, not grassland, not a lake or a river, but an unclassifiable mix of everything. Their status as unsettled and unfarmable lands makes swamps tempting locations for adventurers, thieves, and anyone else who wants to avoid orderly agrarian society. A small group on foot can navigate a swamp; an army on horseback cannot. A swamp can conceal many secrets and all manner of monsters, even if it is surrounded by villages and well-kept farms.

13

Fall



A time of furious activity and well-earned rest, of harvesting, storing, counting, evaluating, and celebrating. Fall is a season of indecision born of experience. Looking forward, looking back. Everything is close to perfection and close to rot. Nostalgia is carried on the cold and wailing wind.

The roads bring the tax collector, the bittersweet traveling circus, and armies racing to battle before winter arrives and the campaign season ends. Poachers, outcasts, and spirits haunt the woods.

Unlike the boisterous storms of spring or the all-consuming chaos of summer, fall's storms are magnificent creatures, fully grown, tempered by age. Electric arcs and grass fires, rain and frost, the last furnace blast of heat, wild winds embellished by fallen leaves, engraved by thorns and skeletal trees.

Season of mists and mellow fruitfulness,
 Close bosom-friend of the maturing sun;
 Conspiring with him how to load and bless
 With fruit the vines that round the thatch-eves run;
 To bend with apples the moss'd cottage-trees,
 And fill all fruit with ripeness to the core;
 To swell the gourd, and plump the hazel shells
 With a sweet kernel; to set budding more,
 And still more, later flowers for the bees,
 Until they think warm days will never cease,
 For summer has o'er-brimm'd their clammy cells.

—Keats, *To Autumn*

1d10	Cross-Reference Omen	Cross-Reference Encounter	2d6
1	Slithering, sudden falls, hoofbeats, sepulchral gloom, shimmering sword.	2d6 Roperites (pg. 266) drag fugitives before 1 Dullahan (pg. 220) to be judged, executed, and desecrated.	2-3
2	Bleating, fungal reek, bursting vines, trail of musky brimstone.	1 Scapegoat (pg. 153), pursued by 1 Harvest Avatar (pg. 221). Sins must be purged by sunset.	4
3	Metallic laughter, ear-splitting chords, beams of frozen lightning.	2d6 Alien Invaders (pg. 297) follow 1 tripedal Iron Fulmination (pg. 222), their dreadful killing engine.	5
4	Swishing sand, threads and rags, circling birds, smell of dust.	1 Sandwalker (pg. 131) slithers as the living shadow of 1 Scarecrow (pg. 224). Split by a curse.	6
5	Wet flapping, gust of damp air, smell of compost and mold.	1 Shambler (pg. 202) spews out 2d4 Leaflings (pg. 222) from a cadaverous digestion vent.	7
6	Gobbling, muttered curses, discarded roasting implements and vegetables.	1 turkey-like Hateful Goose (pg. 200) stares down 1 knife-wielding Tempest Hag (pg. 225). Only one will feast.	8
7	Bickering, splashing water, muddy webbed footprints.	1 Kappa (pg. 86) argues abstruse labour philosophy with 1 Polevik (pg. 223). Will use the PCs as cautionary tales.	9
8	Rattling trumpet blasts, scratch marks, huffing and snorting.	1 Cockatrice (pg. 104) angrily peeps at 1 Shofar Ram (pg. 224). Equally stubborn.	10
9	Plummeting temperature, storm of wingbeats, screeching, laughter.	In a swirl of feathers, 2d6 Vampires (pg. 167) appear with 2d4 Murderous Crows (pg. 223).	11
10	Clicking, silver scales, buzzing gears, smell of rotting fish, dark flags.	3d6 Abyssal Fish (pg. 283) on metallic legs scuttle around the perimeter of 1 Dark Fair (pg. 219).	12

Monsters	Hit Dice
Leafling	0
Polevik	2
Shofar Ram	3
Scarecrow	4
Tempest Hag	6
Murderous Crows	7
Dullahan	8
Iron Fulmination	9
Harvest Avatar	9
Dark Fair	12

1d10	What Caused This Unseasonable Fall?
1	Persistent unnatural fog.
2	Vandals defaced a stone calendar of rites.
3	Deity on vacation. Replacement baffled.
4	Residue from a life-draining spell.
5	Piety and diligence earned a third harvest.
6	Sun dimmed by swarm of celestial moths.
7	Tragic ballad. Catchy. Far too catchy.
8	Plants on strike due to neglected rituals.
9	Aged local ruler on deathbed.
10	Elemental stalemate. Fragile truce.

Fall

Random Encounters

1d10 Omen	Encounter
1 Distant organ music, bursts of flame.	1 Dark Fair (pg. 219), sprawls incongruously.
2 Clatter of hooves, cold wind.	1 Dullahan (pg. 220) furiously rides towards its target.
3 Shuffling, smell of wet leaves.	1 Harvest Avatar (pg. 221) sways and dances.
4 High-pitched buzzing, scorch marks.	1 Iron Fulmination (pg. 222) trundles through the landscape.
5 Whispering, crackling, eerie breezes.	Swarm of 2d6 Leaflings (pg. 222). Hungry for sensation.
6 Cawing, feathers, droppings.	1 flock of Murderous Crows (pg. 223) descends like a storm.
7 Heat haze, faint grumbling.	A gathering of 2d6 Poleviks (pg. 223) evaluates local work.
8 Creaking, circling birds.	1 unmoving Scarecrow (pg. 224). Twists in the wind.
9 Tufts of wool, droppings.	1 irritable Shofar Ram (pg. 224) Searches for tasty foliage.
10 Unnatural shadows, strong wind.	1 Tempest Hag (pg. 225) swoops overhead.

1d10 Combined Omen	Combined Encounter	2d6
1 Wild laughter, rhythmic thumping, swirling clouds.	1 Tempest Hag (pg. 225) drives 2d6 hopping Scarecrows (pg. 224). Grabbed victims swell their numbers.	2-3
2 Bleating, smell of musk and decay, deep rumbles.	1 Harvest Avatar (pg. 221) pursues 1 Shofar Ram (pg. 224) as part of a timeless ritual. Bystanders can assist.	4
3 Ozone, crunching glass, shrieks and curses of irritation.	1 Iron Fulmination (pg. 222) playfully swats at a hovering and unhappy Tempest Hag (pg. 225).	5
4 Steady hoofbeats, faint music, fluttering flags, discarded paper.	1 bound wrathful Dullahan (pg. 220) circles 1 Dark Fair (pg. 219), driving people towards the fluttering tents.	6
5 Drifting dust, creaking, chants of "Wanted rest? Now you can rest."	1 morose Scarecrow (pg. 224) surrounded by 2d6 chanting Poleviks (pg. 223). Justice has been done.	7
6 Showers of feathers, birds closing from all directions.	1 flock of Murderous Crows (pg. 223) descends on 1 Scarecrow (pg. 224) and all who resemble scarecrows.	8
7 Crackle of leaves, waves of pressure, earthy odour.	A swarm of 2d6 Leaflings (pg. 222) dance in a spiral, creating 1 Harvest Avatar (pg. 221) from a compost heap.	9
8 Muttering, half-seen faces, impertinent questions.	2d6 Poleviks (pg. 223) observe 1 Dullahan (pg. 220). They warn polite travellers away, lead rude ones towards it.	10
9 Continual rustle, smell of wet wool, paths swept clear of leaves.	1 Shofar Ram (pg. 224) and herd stalked by 2d6 Leaflings (pg. 222) Hoping to drain hunters or unwary wanderers.	11
10 Shadows overhead, torn paper flyers, shed feathers, crooked signposts.	1 Dark Fair (pg. 219) uses 1 flock of Murderous Crows (pg. 223) to steer people towards it. The only cover for miles.	12

1d10 Where They Find You (Out Of Doors)	Storm Moods
1 The edge of an ice-cold stream. Gravel banks.	Layers of rain, like pages falling from a book.
2 A desolate hilltop graveyard. Menaced by leafless trees.	Thin clouds, like a stack of tumbling plates.
3 The top of a shale outcrop. Surprising overhang.	Hammering rain, dense and merciless.
4 A cleared field. Slippery stubble, stacks of drying grain.	Vibrating sheets of lightning and dark clouds.
5 A tidy lane of trees and hedgerows.	Rolling waves of heat, like a sauna.
6 A stretch of forest. Thick drifts of orange leaves.	A cloud-cathedral-barge full of purple light.
7 An abandoned village square. Where is everyone?	Bursts of sleet, then needle-like rain.
8 The advancing edge of a grass fire. Smoke, cinders.	Wind that seems to drag things upwards.
9 Three-sided crossroads. Piles of stones at each junction.	Angry lightning, like thrown daggers.
10 A gentle hill with a lone lightning-blasted tree.	Stale rain, exactly at body temperature.

1

Dark Fair

Appearing: 1

HD: 12 (54 HP). Gains +1 HD (5 HP) every time someone takes a Dark Bargain or every time it drains a level of XP from someone. At 20 HD, the Dark Fair fades and moves on.

Appearance: a small locally appropriate mobile festival. The fair is represented, maintained, and incarnated by its Leader; a sharp-eyed human in clean but slightly archaic clothes, named “Mr. Dark” or “Mrs. Fair” or something equally sinister.

Voice: smooth but hungry. The Fair has music.

Wants: to sup on curdled dreams and distilled misery. To live forever and ever.

Morality: utterly and precisely evil.

Intelligence: brilliant but so very greedy.

Armour: as plate. Immune to non-magical damage.

Move: normal. The Fair’s leader can teleport up to 100’ if not observed by any living creatures.

Morale: 11

Damage: none.

The Dark Fair doesn’t kill directly. Instead, it offers Dark Bargains. Subtly at first, but then bluntly, even forcefully if it needs to. If threatened with total dissolution, the Leader will simply grab a living creature and drain the life out of them. The Leader’s touch drains 4 permanent HP per round.

Good-natured laughter, wielded like a weapon, deals 2d6 damage per round to the Dark Fair. The Leader, and the Fair, will flee from joy and contentment.

The sideshows and assistants that accompany a Dark Fair are phantasms; they look and feel real but vanish if killed, only to return later. They are figments of the Leader’s imagination. They deal no damage, but they can push or pinch people who believe in them.

Treasure: nothing real or lasting.

Dark Bargains openly cost a level of XP or something equally precious and difficult to replace.



1d10 Ominous Trappings

- 1 Oddly proportioned mushroom tents.
- 2 Hand-cranked melancholy barrel-organ.
- 3 Mournful trumpeters with black plumes.
- 4 Bottles full of dancing fairy-lights.
- 5 Leaden wind chimes clacking in the breeze.
- 6 Yellow-eyed cats in the darkness.
- 7 Pastel bunting the colour of dried guts.
- 8 A cold wind from all directions at once.
- 9 Grimacing wooden ducks on sticks.
- 10 Heartbeat-throb of a distant drum.

1d10 Phantasm Sideshows

- 1 Capering actors, full of dramatic pauses.
- 2 Painted dwarves, giggling obscenely.
- 3 Lithe contortionists, scuttling along.
- 4 Deformed oddities, half-glimpsed.
- 5 Crusty jugglers, leering and drinking.
- 6 A blind fortune teller, grasping for palms.
- 7 A shuffling giant, reciting bodily statistics.
- 8 A firebreathing stilt-walker, swaying.
- 9 A completely tattooed woman, very bored.
- 10 A bloodstained sword-swallower, coughing.

TEMPTATION

Genre-savvy players will, of course, look at these Dark Bargains with a critical eye. But what about their followers, hirelings, or patrons? Towns they’ve visited, merchants they’ve come to know, or useful factions they’ve cultivated? How do you convince desperate, tired, or unhappy people the Dark Fair doesn’t offer them what they’ve longed for?

1d10 Dark Bargain

- 1 Youth. 10 years, 50 years. All time’s wounds healed.
- 2 Death. The means or method to destroy a hated foe.
- 3 Love. A dream partner, a lost child, a parent.
- 4 Strength. To overcome or to destroy.
- 5 Prestige. The recognition of your peers.
- 6 Healing. A limb restored, a disease cured.
- 7 Wealth. What can’t money buy?
- 8 Knowledge. A glimpse of some hidden truth.
- 9 A Path. To some hidden place, treasure, or secret.
- 10 Darkness. To join the Fair. To draw on hidden power.

Hidden Cost

- 1 Blindness. Comes on slowly at first.
- 2 Nurtures a dangerous, vengeful successor.
- 3 A phantasm version. Hollow and thin.
- 4 Fades fast, leaving behind terrible weakness.
- 5 Creeping mockery behind their smiles.
- 6 Numbness. To touch and to emotions.
- 7 Betrayed and exploited at every turn.
- 8 Fractal gibberish. A path of madness.
- 9 Wends through all possible dangers.
- 10 When the Fair departs, only a drained and silently wailing husk will be left behind.

2

Dullahan

Appearing: 1

HD: 8 (36 HP)

Appearance: a headless rider, shrouded in black, atop a dark horse.

Voice: sepulchral reverberating syllables.

Wants: to usher souls from this world to the next.

Morality: black and white. Everyone dies eventually; it's nothing personal.

Intelligence: as smart as most people.

Armour: as chain. Immune to mind-altering effects. Immune to damage from anyone who has died and returned to life (via resurrection, undeath, etc.).

Move: 2x normal.

Morale: 10

Damage: see below.

Each round, a Dullahan can make one of the following attacks.

1. Dread Pronouncement

The Dullahan intones the full name of its target, who must Save or die. The Dullahan must be able to see the target and cannot move this turn. If a target passes 3 Saves against this ability, the Dullahan rides away, never to return.

2. Spinal Cord Whip

The Dullahan makes a melee attack against a target within 10'. On a hit, the target takes 2d6 damage and must drop one held item.

3. Trampling Hooves

The Dullahan moves 50' in a straight line. All creatures in its path take 1d8 damage.

A Dullahan rides to bring one soul to its fated doom. Killing it delays that particular death by a year and a day. Chance, not fate, may intervene in the meantime. It can always track its target and knows its true name.

Treasure: a Dullahan melts into smoke and pitch when slain, but superstitious people will pay survivors not to tell their tale and to leave without delay. Threatening them earns 1d10gp in hasty bribes.

1d10 Where Is This Dullahan's Head?

- 1 In a helmet, tucked underneath its arm.
- 2 Buried under a nearby crossroads.
- 3 Severed neatly, tied to its belt.
- 4 In its saddlebag, rotting and oozing.
- 5 Hammered flat into its neck-stump.
- 6 Floating and scouting high in the air.
- 7 Bound in iron hoops in a nearby temple.
- 8 Frozen in a mountaintop shrine.
- 9 Replaced with a flaming pumpkin or gourd.
- 10 Replaced with a flaming skull.



1d10 Who Is This Dullahan Hunting?

- 1 One of the PCs. Their hour has come.
- 2 The last person the PCs saw.
- 3 A wily old farmer. Resigned and glum.
- 4 A local noble. Willing to hire bodyguards.
- 5 An old warlord, ready for one last battle.
- 6 A disreputable priest. Desperate for aid.
- 7 The terrified survivor of a shipwreck. Knows where the loot washed ashore.
- 8 An unhinged seer, fleeing an inexorable fate.
- 9 A sleepy scholar, full of lore and terror.
- 10 A confused poet. Utterly useless.

1d10 Dullahan Weaknesses

- 1 Any amount of visible gold requires the Dullahan to test Morale each round or flee.
- 2 Gold burns for 1d6 damage or increases weapon damage by +1d6.
- 3 Direct sunlight requires the Dullahan to test Morale each round or retreat until nightfall.
- 4 Sincere prayer and contrition will prevent the Dullahan from approaching within 20'.
- 5 The Dullahan will attack and destroy any local sources of music before its target.
- 6 Presenting a person's freshly severed head will delay the Dullahan's attack by one day.
- 7 The Dullahan cannot cross running water. The Dullahan cannot track or see a target who has, through drunkenness or other afflictions, forgotten their own name.
- 9 In a graveyard or crypt, the Dullahan must dismount and move at normal speed. Whoever holds the Dullahan's head controls it. The Dullahan can be summoned once per week, at midnight, and will attempt to kill one person named by the head-holder.
- 10

3 Harvest Avatar

Appearing: 1

HD: 9 (41 HP)

Appearance: a towering body of woven reeds, twigs, and sackcloth. Its head is basket of prize vegetables or one very large gourd.

Voice: silent. Speaks via a deep telepathic rumble.

Wants: to protect the village that raised it. To dance.

Morality: good. Not necessarily nice.

Intelligence: smart, but slow to learn.

Armour: as leather. Takes 2x damage from cold.

Move: ½ normal.

Morale: 12

Damage: see below.

Each round, a Harvest Avatar can make one of the following attacks.

1. Stalkstorm

The Harvest Avatar whirls and dances. Living creatures within 30' take 1d6 damage, Save for half. Creatures in plate armour or with fully enclosed masks automatically pass their Save.

2. Sleep

Target living creature within 100' must Save or fall asleep for 6 hours. They wake up if they take 1 point of damage or after 1d4 rounds of vigorous shaking.

3. Rot

Target living creature within 30' ages 2d10 years and takes 2d6 damage. They must also Save or be stunned for 1 round.

4. Raise Harvest Minions

Drawing on the pious dead, the Harvest Avatar raises 2d6 Harvest Minions. They crawl from the earth anywhere within 100' of the Harvest Avatar and can attack 1 round after being raised.

The Harvest Avatar will fight until destroyed. When it dies, all its Harvest Minions also die.

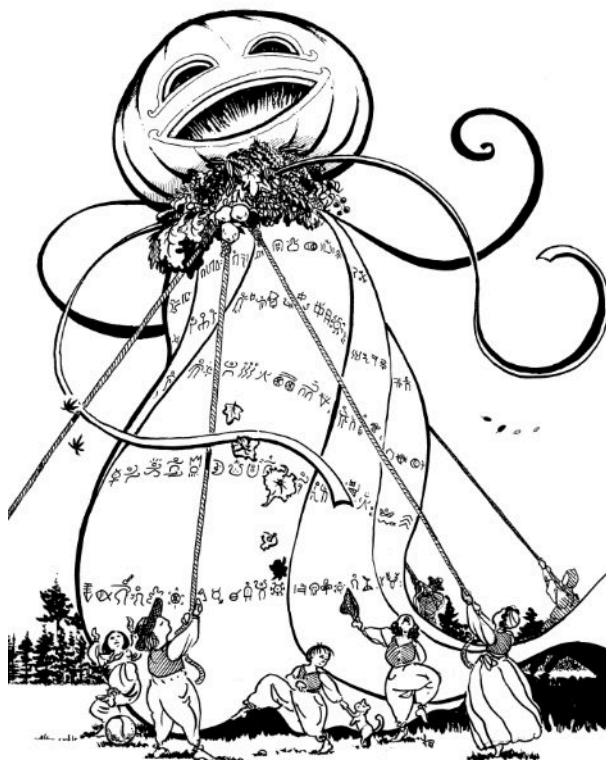
Empowered by ancient (possibly bloody) rites, Harvest Avatars protect a village while grain is gathered and threshed. Chances for misunderstandings or religious persecution abound. When the first snow falls, the Harvest Avatar dances one last time, then crumbles.

Treasure: none.

MENU

Flavour: rich vegetable blend. Earthy.

Notes: the pulp from a Harvest Avatar's head is said (incorrectly) to grant prophetic dreams, fertility, wisdom, and foreknowledge of the weather. It still tastes delicious.



1d10	Harvest Avatar Names	Features
1	The Founder	Crown of mold.
2	Old Truckle	Likes hard work.
3	Elbray Walks-Tall	Hundreds of legs.
4	Lord of the Hedgerows	All in dried ivy.
5	Vivacious Verdant Giant	Booming laugh.
6	Crisp the Nightwatcher	Huge black cloak.
7	Grandmother Turnip	Sees memories.
8	Whispergit	Telepathy-song.
9	Edward-Come-Sprightly	Bounces.
10	Wobblefoot Thrombwell	Sways alarmingly.

HARVEST MINION

Appearing: 2d6

HD: 0 (2 HP)

Appearance: a single vegetable, gourd, or grain sack animated by a faint ghostly force. Dried leaves and dead grass for limbs.

Voice: silent.

Wants: to protect the Harvest Avatar and its village.

Morality: uncomplicated.

Intelligence: dim and easily confused.

Armour: as leather. Takes 2x damage from cold.

Move: normal.

Morale: 12

Damage: 1d4 claw. On a critical hit, target ages 1d6 years and must Save or dance (cannot do harm or be harmed) with the Harvest Minion for 3 rounds.

4 Iron Fulmination

Appearing: 1

HD: 9 (41 HP). Loses 1 HP per hour.

Appearance: a tall, thin, distorted humanoid figure made of dark glass, grit, and twisted iron. Blue-white lightning burns through its cracked eyes and mouth.

Voice: incomprehensible electric hum.

Wants: to explore the world. To pull things apart.

Morality: detached.

Intelligence: curious but uncomprehending.

Armour: as chain. Immune to non-magical damage. Healed by lightning.

Move: normal. Cannot swim or cross running water.

Morale: 8

Damage: see below.

Each round, an Iron Fulmination can make one of the following attacks.

1. Grab and Pry

On a hit, the target takes 1d6 damage and is grappled. On the following round, unless it takes more than 6 damage or is distracted, the Iron Fulmination will try to target pull the target in half. Save or die.

2. Magnetic Whirl

All creatures carrying metal weapons within 50' must drop them or fall prone. Creatures in metal armour take 1d4 damage, are thrown 20' counterclockwise (relative to the Iron Fulmination), and fall prone.

3. Zap

The Iron Fulmination takes 1d6 damage to deal 3d6 lightning damage in a 50' cone.

If reduced to half health (20 HP), the Iron Fulmination will attempt to flee. It may try and hide in implausible places (behind a thin tree, in a field of knee-high grain, etc.).

Lightning from an autumn storm accidentally trapped in a body of iron and glass. Lonely, yet curious about its new environment.

Treasure: the magnetic iron and fulgurite glass from an Iron Fulmination's body are worth 400gp.

1d10 What Is This Iron Fulmination Doing?

- | | |
|----|--|
| 1 | Pulling the heads off cattle. |
| 2 | Tossing a horse into the air over and over. |
| 3 | Taking the roof off a farmhouse. |
| 4 | Arranging gravestones by size. |
| 5 | Trying to swat birds out of the air. |
| 6 | Stripping all the leaves off a tree. |
| 7 | Drawing long branching lines in the sand. |
| 8 | Tearing up handfuls grass or grain. |
| 9 | Prodding a bell tower, windmill, or steeple. |
| 10 | Buzzing back at a beehive. |

Leafling 5

Appearing: swarms of 2d6

HD: 0 (1 HP)

Appearance: dried leaves caught in an updraft, but moving against the wind.

Voice: rustling whisper.

Wants: to follow, to touch, to regain life.

Morality: sympathetic and timid, but hungry.

Intelligence: forgetful, but as clever as most people.

Armour: none. Immune to melee damage. Can only be hit by spells, fire (torches), or area-of-effect attacks.

Move: fly normal.

Morale: 11

Damage: none.

The touch of a Leafling drains vitality. Not health or fitness, but the stuff of life itself. It imposes an XP debt on the target. A target hit by an attack must Save or increase the amount of XP necessary to reach their next level by 25%. (E.g. if it normally takes 200 XP to level up, it now takes 250 XP).

In systems without calculated XP, a Leafling's touch could instead:

- Deal 1 permanent damage to a stat.
- Diminish the intensity of one aspect or goal.

Leaflings will try to close in from multiple directions.

The echoes of Dryads or spirits too weak to take on a more substantial form, Leaflings are minor but dangerous ghosts. They seek life; vibrant displays or heartfelt stories might also feed them.

Treasure: none.



6 Murderous Crows

Appearing: 1 flock of approximately 50 crows
HD: 7 (32 HP)

Appearance: a sky-darkening boiling mass of crows. Counts as a single creature. Occupies a 30' cube.

Voice: squawking, shrieking, gurgling, flapping.

Wants: delectable eyeballs.

Morality: mercenary and malicious.

Intelligence: cunning, but slow to coordinate any complex action. Can use simple tools.

Armour: none. All attacks automatically hit the Murderous Crows, but melee and ranged attacks deal a maximum of 2 damage. Spells and area-of-effect attacks deal full damage.

Move: fly 2x normal.

Morale: 7

Damage: Murderous Crows deal 1d6 damage to all adjacent or engulfed targets. A target can reduce this damage to 1 by covering their eyes and throat. Targets reducing damage this way cannot attack or take any complex action, but can move normally.

Murderous Crows appear in trees, watching with beady black eyes for vulnerable and weak prey. Hiding indoors, lighting large fires, or sacrificing animals and hirelings are valid tactics to escape the birds' wrath.

Treasure: none.

1d10	Birds	Not Birds	Motivated By
1	Crows	Bats	Simple Spite
2	Ravens	Moths	Ecological Revenge
3	Magpies	Dragonflies	Boredom
4	Owls	Flies	Ravenous Hunger
5	Sparrows	Beetles	Territorial Frenzy
6	Vultures	Butterflies	Inconvenient Joy
7	Geese	Bees	Nest Defense
8	Gulls	Flying Ants	Mistaken Identity
9	Songbirds	Wasps	Enchantment
10	Parrots	Winged Eyes	Divine Command



Polevik 7

Appearing: 1 critic, gatherings of 2d6
HD: 2 (9 HP)

Appearance: a short shaggy humanoid with mouldy straw-like fur. Left eye is green, right eye is blue.

Voice: grumbling criticism. Phrases everything in the form of a question or a demand.

Wants: a good harvest, old traditions honoured.

Morality: both good and fair.

Intelligence: as wise as most people, but with little knowledge outside grain and farming.

Armour: none.

Move: normal. Not impeded by vegetation.

Morale: 7

Damage: see below.

Each round, a Polevik may use one of the following abilities.

1. "Because You Are Lazy! L-a-a-zy!"

Target lazy, slovenly, asleep, or unhelpful creature within 100' takes 1d6 damage and must immediately perform some useful bit of work. Harvesting grain is traditional. Collecting wood, cooking food, or setting up camp are acceptable substitutes.

2. "Oh, You Think You Know Everything?"

Target person within 30' must Save (vs. Intelligence, usually) to recall an agricultural fact. If they fail, they take 1d8 temporary Strength damage.

Poleviks are field spirits who only bother people who can't adequately explain their business. Adventuring and tomb-robbing are poor explanations. They enjoy hard work, clean living, and abundant harvests.

Treasure: none.



1d10	Polevik Names	Arbitrary Chores
1	Graulwags	Cut those stalks!
2	Jan-Jan	Stack those stalks!
3	Aurax	Thresh those stalks!
4	Brinsokos	Sieve that grain!
5	Cimrman	Fell those trees!
6	Stach Almorrow	Collect that wood!
7	Zoicel	Dry that meat!
8	Pitorinovich	Dig that ditch!
9	Kekecerejec	Name your ancestors!
10	Wixalter	Be fruitful and multiply!

8 Scarecrow

Appearing: 1 eerie marker or packs of 2d6
HD: 4 (18 HP)

Appearance: a tattered torso made of rags and straw with stick limbs. Stuffed sack head.

Voice: silent. Creaks and hops to communicate.

Wants: to defend its field or its creator.

Morality: confused. Birds, intruders, and thieves must be destroyed. Bystanders, people on the right side of the fence, and farmers must be protected.

Intelligence: bursts of intelligence, but limited sense.

Armour: as leather. Takes 2x damage from fire.

Immune to magic.

Move: aggressive hopping, ½ normal.

Morale: 10

Damage: 1d6 rake / 1d6 prod.

Scarecrows are not-people; most magic doesn't know what to do with them and simply gives up. Spells fail, misfire, or bounce off their feeble fabric bodies. Until it moves, it is not possible to tell an animated Scarecrow from a mundane field decoration.

Treasure: none.



1d10 Who Is This Scarecrow?

- 1 An evil spirit, bound by a hag.
- 2 A forgotten ghost, incarnated by care.
- 3 A prince, transformed by a curse.
- 4 An innocent prisoner, restored by grace.
- 5 A wise farmer, cheating death.
- 6 An exile, tormented by mob justice.
- 7 A soldier, afflicted by their cowardice.
- 8 An ambitious vegetable, grown large.
- 9 A swarm of mice, working together.
- 10 An enormous spider, carefully folded.

1d10 What Is This Scarecrow Doing?

- 1 Waiting for a lone crow to land.
- 2 Flattening a bird corpse.
- 3 Patrolling the edge of a field.
- 4 Performing a lunatic dance.
- 5 Staring at the sun.
- 6 Trying, and failing, to scratch its own nose.
- 7 Turning whenever the PCs aren't looking.
- 8 Frantically swatting grasshoppers.
- 9 Waiting for a mole to emerge from its hole.
- 10 Scratching out shallow graves for the PCs.

Shofar Ram 9

Appearing: 1, with a herd of 2d6 mundane sheep.
HD: 3 (14 HP)

Appearance: a large, shaggy, orange-eyed alpine sheep. One enormous horn curls around its head and neck, then flares like a trumpet.

Voice: snorting, or seraphic high trumpet blasts.

Wants: to protect its herd. Food.

Morality: mean and peevish, but burdened with a migraine-like haze of divine law.

Intelligence: full of low cunning.

Armour: none.

Move: normal, climb normal.

Morale: 9

Damage: 1d4 kick.

Instead of kicking, the Shofar Ram can spend 1 round preparing to blow its horn. On the subsequent round, one of the effects below occurs. All creatures in a 500' cone are affected. Creatures who plug their ears or carry an unholy symbol can Save to negate.

Treasure: the horn of a Shofar Ram is worth 500gp to many temples. Attempting to use the horn without proper (and deeply obscure) ritual preparations requires the user to Save or explode.

1d10 Shofar Horn Effects

- 1 Age 1d6 years.
- 2 Save against Fear or flee for 10 minutes.
- 3 Forget all oaths, debts, and obligations.
- 4 Cast aside all coins and portable wealth.
- 5 Pray aloud for 10 minutes.
- 6 Beat your weapon into a ploughshare.
- 7 Shave all your hair and burn it.
- 8 Immediately prepare a delicious meal for you, your allies, and the Shofar Ram.
- 9 Reduce your Strength to 1 for 10 minutes.
- 10 Age 2d100 years.



MENU

Flavour: sparkling mutton.

Notes: the roast flesh of a Shofar Ram cures anyone who eats it of one curse or magical affliction.

10 Tempest Hag

Appearing: 1

HD: 6 (27 HP)

Appearance: a flying rag-shrouded old woman. Grey hair, bright blue-white eyes, one tooth.

Voice: high and cruel. Plenty of cackling.

Wants: to inflict misery, eat children, right perceived injustices, and generally meddle with the powerless.

Morality: warped. Can be convinced to aid someone, provided the aid is cruel and twisted.

Intelligence: sharp as a knife.

Armour: none. 50% chance to dodge ranged attacks. Immune to fire, cold, and mind-altering effects.

Move: fly 2x normal.

Morale: 9

Damage: see below.

Each round, a Tempest Hag can make one of the following attacks.

1. Kick and Scratch

The Tempest Hag makes a kick attack (1d4 damage) and a claw attack (1d4 damage). If both attacks hit the same target, the target is knocked prone.

2. Hex

One target within 100' must Save or be hexed for 6 hours. Hexed targets treat all critical hits as critical failures. The target's left-and-right handedness is reversed for the duration. The target's Strength is reduced by 4.

3. Flipped

One target within 100' must Save or be flipped end-over-end, landing 20' away from their original position. They take 1d6 damage. Loose items may be dropped or smashed.

4. Magic Blast

The Tempest Hag will only use this attack if it is in grave danger or if the target has really annoyed it. A target within 100' takes 3d10 damage. No Save. It can only use this attack 3 times per day,

If reduced to 50% HP, the Tempest Hag will attempt to flee. It will return at the next new moon (2d10 days by default), fully healed, to seek revenge.

A Tempest Hag cannot touch the ground. If it does, it takes 5 damage per round.

Accompanied by thin rain and gusts of wind, the Tempest Hag flies through the twilight air, seeking vile amusement.

Treasure: 3d10gp in silver trinkets, gold teeth, and old bent coins. 50% chance of a ritual scroll: 1. *flense corpse*, 2. *poison well*, 3. *bones to bread*, 4. *blight cattle*.



1d10 Tempest Hag Names Features

1	Goody Redcap	White lead makeup.
2	Walleye Woods	Wobbly jelly-eyes.
3	Anna Knackle	Spits on people.
4	Blue Dancer	Cloud of ribbons.
5	Old Bottleknees	Smokes a long pipe.
6	Silver Yargwife	Heaps of old furs.
7	Cytha Sky-Lover	Gnaws on thumb.
8	Sweetlebye	Syrup-voiced charm.
9	Adwell Capes	Sips from a bottle.
10	Gerunte Gvench	Keeps an orange cat.

1d10 What Does This Tempest Hag Ride?

1	Basket pulled by a flock of crows. 50' up.
2	Hot air balloon made of dirty linen. 80' up.
3	Paper bags full of ghosts. 20' up.
4	Squeaking wooden stilts. 10' up.
5	Broomstick. 0l' reliable. 20' up.
6	Kite-sail made of spider silk. 50' up.
7	Rope tied to a skyhook. 50' up.
8	Flying rowboat. 30' up. Seats 4.
9	Giant bad-tempered bat. 50' up.
10	Human transformed into a flying pig. 20' up.

MENU

Flavour: crunchy pork.

Notes: the flesh of a Tempest Hag induces weightlessness for 6 hours, but permanently reduces Intelligence, Wisdom, or Charisma by 1.

14

WINTER



Winter is a season hostile to life. Cold turns everything into a lurking threat. A boot-soaking stream becomes a death sentence in the wilderness. Iron bites and clings to flesh. Some creatures endure, but very few prosper.

It is a time of clear light, shattered illusions, and stark contrasts. Shadows never seem deeper; the sun never seems more brilliant. Time to ruminate on prospects, sketch the outline of future deeds, rest, sleep, hope, or quietly go mad.

Travel presents a curious paradox. Roads can be rivers of soul-destroying mud or solidly frozen paths. Choosing the right time to travel, and avoiding the weather, is vital. Winter storms alter the landscape, burying landmarks and turning every bump into a ridge, and every hollow into a concealed pit.

Midwinter spring is its own season
Sempiternal though sodden towards sundown,
Suspended in time, between pole and tropic.
When the short day is brightest, with frost and fire,
The brief sun flames the ice, on pond and ditches,
In windless cold that is the heart's heat,
Reflecting in a watery mirror
A glare that is blindness in the early afternoon.

—T.S. Elliot, *Little Gidding*

1d10	Cross-Reference Omen	Cross-Reference Encounter	2d6
1	Solemn hymns, clanking armour, cloud of ash and smoke.	3d6 Dracospawn (pg. 71) clear the path of 1 Tortoise Tsar (pg. 235). Deference to authority required.	2-3
2	Fizzing charms, creaking knees, muttered incantations, soft glow.	1 Firebird (pg. 209), monitored and coveted by 1 Ice Hag (pg. 231). Too wicked to approach; needs assistance.	4
3	Wailing, clanking chains, reedy music, hoofbeats, chattering teeth.	2d6 Ghosts (pg. 159) shuffle behind 1 Grey Horse (pg. 230). Echoes of the unwise, unrepentant, or ungenerous.	5
4	Pop and sizzle, pulsing light, driving breeze, twisted clouds.	2d6 Spitlings (pg. 131) orbit 1 Kamaitachi (pg. 232), caught by its coil of wind.	6
5	Shrieking, panting, snapping, smell of burnt sugar and wet fur.	1 ravening Wolf (pg. 247) snaps at 1 Biscuit Golem (pg. 229). Will hide behind or climb strong allies.	7
6	Chorus of honks, trampled trail, smell of ammonia.	2d6 waddling monochrome Flightless Birds (pg. 252) flee 1 Blizzard Eel (pg. 230).	8
7	Barking, wall of flame, glowing red eye, smell of ash and sulphur.	2d4 Hell Hounds (pg. 152) rove before 1 Nuckelavee (pg. 232), spreading fire and death.	9
8	Scoured terrain, popping and slithering, dull red glow.	2d6 Sea Stars (pg. 291) try to devour 1 Remorhaz (pg. 233). Slow but very persistent.	10
9	Creeping cold, glittering spores, smell of mildew, halo of diffuse magic.	1 Naga (pg. 93), rendered drowsy and feeble by 1 Snow Fungus (pg. 233).	11
10	Menacing bleating, jangling bells, grasping branches.	1 bestial goat-like Dullahan (pg. 220) leads 2d6 Snow Golems (pg. 234) in a quest for disobedient children.	12

Monsters	Hit Dice
Biscuit Golem	0
Snow Golem	1
Kamaitachi	2
Snow Fungus	3
Grey Horse	5
Blizzard Eel	6
Tortoise Tsar	7
Ice Hag	8
Remorhaz	9
Nuckelavee	12

1d10	What Caused This Unseasonable Winter?
1	Lingering eclipse. Orbital befuddlement.
2	Massive volcanic eruption. Curtain of ash.
3	Death of a celebrated pious figure.
4	Extremely thorough curse.
5	Unrestricted thaumaturgical warfare.
6	Lump of frozen void-stone. Weeps liquid air.
7	Exhausted deity is still sleeping.
8	Migrating glacier. Slithers down valleys.
9	Vacuum portal decreases local pressure.
10	Badly phrased wish to end heat wave.

Winter Random Encounters

1d10	Omen	Encounter
1	Sickly sugar smell, faint laughter.	3d6 Biscuit Golems (pg. 229) delight in their freedom.
2	Swirling snow, clinking ice.	1 spiraling Blizzard Eel (pg. 230) scans for easy prey.
3	Flat clouds, distant music, hoofbeats.	1 Grey Horse (pg. 230), morose from a series of terrible rhymes.
4	Temperature plummets. Bones hurt.	1 Ice Hag (pg. 231) searches for something amusing to torment.
5	Rising wind, headaches, whistling.	2d6 Kamaitachi (pg. 232) in a curved line, sweeping the ground.
6	Birds falling dead, sun fading.	1 Nuckelavee (pg. 232) blights everything it can see.
7	Sizzling, clawed prints, melted snow.	A hunting pack of 2d6 Remorhaz (pg. 233), sharp and hungry.
8	Twinkling snow. May induce sneezing.	1 Snow Fungus (pg. 233) slowly spreads across a path.
9	Shuffling, disjointed words.	1 confused and lost Snow Golem (pg. 234) looks for guidance.
10	Column of smoke, grumbling.	1 Tortoise Tsar (pg. 235) quests for a new land to rule.

1d10	Combined Omen	Combined Encounter	2d6
1	Cleared processional routes, stern words, wisps of black smoke.	1 Tortoise Tsar (pg. 235) constructs a fortified burrow to avoid the gaze of 1 Nuckelavee (pg. 232).	2-3
2	Quiet singing, inane chortling. Distorted hoofprints.	1 Grey Horse (pg. 230) encourages 1 Biscuit Golem (pg. 229) to rhyme something other than “cat” with “cat.”	4
3	Shrieking wind, flying snow and grass. Faint haze of subtle magic.	1 Ice Hag (pg. 231) steers 1 Kamaitachi (pg. 232). Will arrive just in time to “save” travellers.	5
4	Puffs of snow and smoke, grunts of dismay. Stump-like footprints.	1 Snow Fungus (pg. 233) blocks the path of 1 irritated Tortoise Tsar (pg. 235). Too proud to directly ask for help.	6
5	Shrieking, snapping jaws, faint wisps of steam, smell of powdered sugar.	3d6 hooting Biscuit Golems (pg. 229) pursued by 1 confused but enraged Remorhaz (pg. 233).	7
6	Increasing snowfall. High-pitched whoops and pops, clacking teeth.	1 Blizzard Eel (pg. 230) menaces and dives at 1 Grey Horse (pg. 230). Not in danger, just annoyed.	8
7	Distant screaming and gibbering, parallel snow furrows.	3d6 Snow Golems (pg. 234) flee the imminent wrath of 1 Ice Hag (pg. 231), their creator.	9
8	Sudden shift in wind direction, rumbling, smell of old clothes.	1 infested Kamaitachi (pg. 232) deposits 1 active Snow Fungus (pg. 233) in its wake.	10
9	Wave of roaring and stamping, sweeping shadows, heat haze.	2d6 Remorhaz (pg. 233) chases 1 Blizzard Eel (pg. 230), which is flying low with a mouthful of stolen eggs.	11
10	Penitent groans, dimming light, itching skin. Smell of rot and seawater.	1 marauding Nuckelavee (pg. 232) heralded by 1 Snow Golem (pg. 234), the trapped soul of a recent victim.	12

1d10	Where They Find You (Out Of Doors)	Minor Creatures	Snow Moods
1	A small frozen lake. Thin ice.	Swarm of tiny chattering birds.	Fluffy flakes, drifting leisurely.
2	A slush-filled ditch. Hard to climb out.	Rock-like torpid bird.	Endless waves of heavy pellets.
3	In waist-high drifts of dense snow.	Pale owl, silent and judgemental.	Bursts of flakes on the wind.
4	A silent snow-covered thicket.	Thin and exhausted deer.	Individual twinkling star-flecks.
5	The mouth of an icicle-toothed cave.	Irritable and territorial squirrel.	Bitter ice shards, scouring flesh.
6	A barren field. Stubble, furrows.	Timid short-eared rabbits.	Individual twinkling star-flecks.
7	The edge of a half-frozen stream.	Sprinting grey mouse.	Curtains of ice fragments.
8	An abandoned house. Burned timber.	Sleek black-eyed weasel.	A fallen cloud, enveloping all.
9	A slate ridge. Bleak, treeless.	Floating sun-circling lights.	Delicate haze of suspended ice.
10	Path carved through deep drifts.	Nothing. The world is asleep.	Coiling windblown sheets.

1 Biscuit Golem

Appearing: 1 capering surprise, swarms of 3d6
HD: 0 (1 HP)

Appearance: a hand-sized figure made of baked dough. Candy eyes, icing sugar lips and buttons.

Voice: high-pitched laughter, taunts.

Wants: to wreak havoc.

Morality: mischievous but not sadistic.

Intelligence: full of childish cunning.

Armour: as plate+shield. Immune to grappling.

Automatically hit by area-of-effect attacks.

Move: normal.

Morale: 10

Damage: none.

Biscuit Golems cannot deal damage. They can untie ropes, toss small objects, smash glass, steal hats, and alert enemies, but they are relatively helpless.

Treasure: none. If captured alive, a Biscuit Golem is worth 5gp as a curiosity.

MENU

Flavour: delicious confectionery.

Notes: Biscuit Golems retain their supernatural powers for 24 hours after death. Their sugar decorations fade along with their innate magic. Effects are cumulative, but eating two or more Biscuit Golems in a 12 hour period inflicts 1d4 non-lethal damage and causes mild stomach pain.

1d12 Biscuit Golem Type And Effects

- | | |
|----|--|
| 1 | Gingerbread. Double move speed for 1 hour. |
| 2 | Shortbread. Shrink to 1' tall for 1 hour. |
| 3 | Oatmeal Raisin. No effect, no curse either. |
| 4 | Digestive. Cured of all poisons. Make a new Save against mundane diseases. |
| 5 | Macaroon. Immune to fall and bludgeoning damage for 1 hour.
Fortune. Inner strip of paper contains 1d4: 1. A true GM-based prediction of future danger, 2. A banal platitude, 3. A veiled PC-specific insult, 4. A GM-based misleading lie. Also see Prophecies (1d100, pg. 155). |
| 6 | |
| 7 | Milk Sweet. Reroll failed Intelligence or Wisdom rolls for 1 hour. |
| 8 | Triangular Fruit Pockets. Name a damage type or damage source. Immune for 1 hour. |
| 9 | Biscotti. Immune to fire damage for 1 hour. |
| 10 | Wafer. For 1 hour, for all Int rolls, instead flip a coin. Heads: 20, Tails: 1. |
| 11 | Dipped. Breathe underwater (or under milk) for 1 hour. Immune to cold damage. |
| 12 | Meringue. Double all incoming damage and reroll all successful Saves for 1 hour. |



1d10 Why This Biscuit Golem Must Die

- | | |
|----|---|
| 1 | It is an abomination against nature. |
| 2 | Tradition demands it. Do you dare defy it? |
| 3 | It set the local church on fire. |
| 4 | It is too delicious to live. |
| 5 | The cattle give sour milk when it is around. |
| 6 | It threw the mayor's keys down the well. |
| 7 | We are desperately hungry. |
| 8 | It said very rude things about my parents. |
| 9 | It put leeches and toads in our soup. |
| 10 | It saw something scandalous. Kill it before it tells everyone. And ignore its lies! |

1d10 What Is This Biscuit Golem Doing?

- | | |
|----|--|
| 1 | Dancing on top of a rock. |
| 2 | Building a little house from twigs. |
| 3 | Making truly obscene gestures. |
| 4 | Taunting a surly and hungry bird. |
| 5 | Building a primitive snare trap. |
| 6 | Unflatteringly imitating the PCs. |
| 7 | Admiring a single gold coin. |
| 8 | Wryly digging a tiny grave. |
| 9 | Madly running in all directions. |
| 10 | Dragging a flour sack to make more golems. |

1d10 Who Made This Biscuit Golem?

- | | |
|----|--|
| 1 | Elderly bakers, utterly flabbergasted. |
| 2 | Wizard testing dubious reincarnation spells. |
| 3 | Spice merchants experimenting with blends. |
| 4 | Oven struck by inaccurate divine lightning. |
| 5 | Ritualistic villagers, expelling local sins. |
| 6 | Absent-minded pastry chef, wishing out loud. |
| 7 | Obscure confectioner, addled by genius. |
| 8 | Bakery built on a thrice-haunted cemetery. |
| 9 | Strange end to a sugar beet life cycle. |
| 10 | Incarnated hallucinations, born of famine. |

2 Blizzard Eel

Appearing: 1

HD: 6 (27 HP)

Appearance: a sinuous horse-sized white eel with a deep bucket-like jaw. Tiny black eyes, icicle teeth.

Voice: silent.

Wants: to swallow tasty morsels.

Morality: self-centered satisfaction.

Intelligence: as smart as a fish. Prefers simple, comprehensible patterns.

Armour: as chain. Immune to cold damage.

Move: fly 2x normal.

Morale: 10

Damage: see below.

Each round, a Blizzard Eel can make one of the following attacks.

1. Gulp and Charge

The Blizzard Eel charges an isolated target and attempts to swallow them whole. On a hit, the target takes 2d6 damage and must Save or be swallowed. Swallowed targets can try to cut their way out of the Blizzard Eel. Cutting a hole in the Blizzard Eel requires 6 damage. If a Blizzard Eel has a hole in it, it must test Morale each round or flee.

2. Churn

All swallowed targets take 1d6 damage.

Blizzard Eels use snowstorms, fog, darkness, or thickets of trees to screen their approach. They rapidly gain height while crushing swallowed meals in their dagger-lined gullets. Luring a Blizzard Eel back to ground level before freeing trapped allies is advisable.

Treasure: none.

MENU

Flavour: salty sweet fish.

Notes: Blizzard Eel flesh is saturated with cold-tolerant fluids. Eating a meal's worth, cooked or uncooked, induces drunkenness.



Grey Horse 3

Appearing: 1

HD: 5 (23 HP)

Appearance: a heap of grey cloth with a horse's skeletal head. Walks on dozens of wooden legs. Eyes of painted clay, garlands of dry flowers.

Voice: soft, low, archaic, and musical.

Wants: to hear excellent impromptu rhymes.

Morality: good, provided people play along. If they don't, sympathetic but inflexible.

Intelligence: smarter than most people, but with limited knowledge outside of ancient rites. Will only converse after a rhyming contest is finished.

Armour: as leather. Immune to magic.

Move: 2x normal.

Morale: 12

Damage: 1d8 bite or devour 2d8 rations. The Grey Horse's teeth ignore armour, clothing, and magical protections. Rations include any food-like substance.

The Grey Horse will only deal damage if it is wounded.

Bound by ancient law to challenge travellers, the Grey Horse sings a cheerful rhyme. If travellers do not respond with a rhyme of their own, the Grey Horse eats all their rations, then capers into the night.

Treasure: none.

[Opening Song]

The Grey Horse, the Grey Horse,
Sings this song, sings this song;
Make a rhyme, any rhyme,
But in tune, and in time,
Or I will eat, I will eat,
All thy meat, and thy drink.
Faster than thee can blink.

[If the rhyming response was skillful]

The Grey Horse, the Grey Horse,
Liked thy rhyme, liked thy rhyme.
I depart, I depart.
Thou art kind, thou art kind.

[If the rhyming response was not skillful]

The Grey Horse, the Grey Horse,
Liked this not, liked this not.
Try once more, one more rhyme.
Or hunger will be thy lot.

[If the subsequent response was not skillful]

The Grey Horse, the Grey Horse,
Takes thy drink, and thy fare.
Hang thy head, wring thy hands.
Thy poor rhyme lacked in care.

4

Ice Hag

Appearing: 1

HD: 8 (36 HP)

Appearance: a pristine woman in white. Appears young, but somehow also ancient. Bright green eyes.

Voice: eloquent, smooth, and humourless.

Wants: to acquire servants, crush dreams, kidnap and freeze children, and reshape the world.

Morality: warped. Can be convinced to aid someone, provided the aid leads to future misery.

Intelligence: sharper than a razor and just as prone to bloodshed.

Armour: as plate. Immune to lightning, cold, and mind-altering effects. Takes 2x damage from fire.

Move: normal. If mounted (see table), 2x normal.

Morale: 10

Damage: see below.

Each round, the Ice Hag can make one of the following attacks.

1. Shatter

Target metal object within 50' shatters. Magical objects get a Save. Metal armour's protection is reduced by one step for each use of this ability.

2. Cone of Snowflakes

50' cone, 2d6 cold damage, Save for half.

Additionally, the Ice Hag can use each of the following abilities twice per day.

1. Counterblast

The Ice Hag can use this ability in reaction to a spell or ranged attack. Target spell or ranged attack within 100' is encased in ice. If the ice melts, the spell is immediately cast at a random valid target.

2. Charm Person

Target person must Save or treat the Ice Hag as a good friend for 1 week. Any directly harmful action by the Ice Hag ends this effect.

3. Greater Working

The Ice Hag chooses one effect. 50' range.

- Summon a delicious meal for up to 6 people.
- The Ice Hag teleports up to 10 miles.
- Fill up to ten 10' cubes with fog or sticky webs.
- Target creature must Save against fear.

If reduced to 25% HP, the Ice Hag will attempt to flee. It will seek indirect, patient, and thorough revenge.

Accompanied by cold winds and twisting shadows, the Ice Hag drifts through the world.

Treasure: 100×1d0gp in silver rings and cloudy diamonds. 50% chance of a ritual scroll: 1. *raise dead*, 2. *regicide*, 3. *killing word*, 4. *mass charm*.



1d10 Ice Hag Names

Features

1	Yorandis	Icicle crown.
2	Elder Waldeck	Tailless tabby cat.
3	Chirone	Long black hair.
4	Stratocavolea	Conical purple hat.
5	Kelsabelt	Tarnished silver teeth.
6	Lady Snowdrop	Winding crooked nose.
7	Villa Delvine	One butterfly eyebrow.
8	Adriana Castle	Thin, engulfed in fur.
9	Granny Tallow	Sky blue skin.
10	Truckle Coots	Triple ruby spectacles.

1d10 What Does This Ice Hag Ride?

1	Nothing. Simply glides like a snowflake.
2	Nothing. Steps through ephemeral ice gates.
3	Filigree carriage pulled by four white horses.
4	Sinuous and cowardly giant ermine.
5	Ragged birch branch shedding green leaves.
6	Clanking iron stove-golem. Velvet seat.
7	Obedient cresting snowdrift.
8	Crude wagon pulled by two black goats.
9	Tawny owl with a riding harness.
10	Toothless drooling grey bear.

MENU

Flavour: ice cold pork.

Notes: the flesh of an Ice Hag permanently confers immunity to cold damage, but permanently reduces Intelligence, Wisdom, or Charisma by 1d6.

5 Kamaitachi

Appearing: 1, or v-shaped formations of 2d6
HD: 2 (9 HP)

Appearance: a whirlwind of ice and snow with a sickle-limbed dog-sized weasel faintly visible inside.

Voice: shrieking wind, hissing blades.

Wants: to travel to an inscrutable destination.

Morality: unknown, but not friendly.

Intelligence: as smart as a dog.

Armour: none. Immune to non-magical ranged attacks.

Move: 4x normal.

Morale: 8

Damage: see below.

Each round, any living creature adjacent to a Kamaitachi has a 50% chance of taking 1d20 damage. The damage, including visible wounds, is not inflicted immediately. It appears 1d6 hours later.

A Kamaitachi typically speeds through a group, touches everyone it can, then races away to parts unknown. Very alert PCs have 1 round to attack it *after* it deals its damage.

In regions where Kamaitachi are common, people sell charms against them. A charm costs 1gp and reduces the Kamaitachi's hit chance to 5%.

Treasure: a Kamaitachi's four sickle-claws can be made into beautiful daggers. They deal 1d6+2 damage, but shatter on a critical failure.

1d10	Local Charms	Kamaitachi Variants
1	Burned calendar.	Raving severed head.
2	Dried orchid mantis.	Escaped wizard whip.
3	Bent scissors.	Spiral-flying ooze-bird.
4	Miniature ivory coffin.	Tangled bloody rakes.
5	Bottle of spiders.	Defiled holy symbol.
6	Mirror painted black.	Cold iron wheel.
7	Pouch of beard hair.	Knot of barbed wire.
8	String with odd knots.	Runic brass top.
9	Reeking purple herb.	Vampire moth.
10	Painted glass eye.	Tiny attack aircraft.



Nuckelavee 6

Appearing: 1
HD: 12 (54 HP)

Appearance: a hulking skinless horse with one giant red eye. A flayed human torso grows from its back, as if it carries or is fused with a rider.

Voice: rasping unhealthy breath.

Wants: to despoil, corrupt, and ruin.

Morality: pure sadistic intent.

Intelligence: as clever as most people.

Armour: as chain. Immune to mind-altering effects.

Move: 2x normal. Swim 2x normal. Cannot cross or swim in fresh water.

Morale: 11

Damage: see below.

Each round, a Nuckelavee can make one of the following attacks.

1. Hideous Stare

The Nuckelavee stares at a target within 100' with its monstrous red eye. The target must Save or forget all memorized spells, age 2d10 years, and have its Strength reduced to 3 for 1 hour. Forevermore they will dream of the Nuckelavee's eye.

2. Pestilent Breath

The Nuckelavee is a harbinger of disease. It exhales a 50' cone of pale yellow gas. Living targets must Save or take 1d8 poison damage, plus 1d6 poison damage on the subsequent round. The breath destroys crops and minor plant life.

3. Trampling Hooves

The Nuckelavee moves 50' in a straight line. All creatures in its path take 1d8+1 damage and must Save or be knocked prone.

4. Dessicate

Raising its arms, the Nuckelavee dries up water in a 200' long 10' wide line. Living creatures in the line take 1d4 damage. Use of this ability for 20 minutes will temporarily dry up a small river.

The Nuckelavee rises from the sea every winter and returns every spring. It brings ruin everywhere it goes.

Treasure: none.

MENU

Flavour: rotting fish, grease, and grit.

Notes: the flesh of the Nuckelavee carries a terrible magical disease. Anyone eating it must Save or permanently lose 1 HP per day as their body slowly rots. If they die, their corpse will forever pollute 1 square mile.

7 Remorhaz

Appearing: 1 prowler, packs of 2d6

HD: 9 (41 HP)

Appearance: a lizard-like blue centipede with two bulging white eyes, red dorsal wings, and silver fangs.

Voice: hissing, caterwauling, clicking.

Wants: to defend its nest, to devour flesh.

Morality: uncomplicated.

Intelligence: as smart as most people.

Armour: as plate. Immune to cold. Reduces incoming fire damage by 6.

Move: normal, burrow ½ normal.

Morale: 10

Damage: see below.

Each round, a Remorhaz can make one of the following attacks.

1. Devour

The Remorhaz bites a single target. On a hit, the target takes 2d6 damage. On a critical hit, the target must also Save or die in agony as the Remorhaz's digestive juices reduce them to caustic slag.

2. Coil

The Remorhaz whips and spins. All adjacent targets take 1d6 damage and must Save or fall prone.

3. Vent Heat

The Remorhaz will only use this ability if it has taken damage. Its dorsal wings pulse with heat. On the next round, any non-magical metal weapon that strikes the Remorhaz is destroyed (after dealing damage). Anyone touching the Remorhaz's back or wings directly takes 2d10 fire damage.

Remorhaz are confident apex predators.

Treasure: a dead Remorhaz is worth 1,000gp to any alchemist, but decays in 3 days. Eggs are worth 4,000gp. A typical nest has 1d4 eggs.

MENU

Flavour: pork, bleach, acid, and copper.

Notes: the Remorhaz's dorsal wings can be used as impromptu cooking surfaces.

1d10 Result

1-2	Catastrophic Chemical Explosion. Save or explode in 1 round. 2d6 damage, 20' radius.
3-5	Chilled. Take 1d6 cold damage, but immune to further cold damage for 24 hours.
6-8	Heated. Take 1d6 fire damage, but immune to further fire damage for 24 hours.
9-10	Unlikely Balance. Eyes turn pure white, hair falls out. Reduce all incoming cold, acid, and fire damage by 3. Blood is now mildly toxic.

Snow Fungus 8

Appearing: 1

HD: 3 (14 HP)

Appearance: a cow-sized patch of white-grey fungus. From a distance, resembles snow or slush.

Voice: silent.

Wants: to absorb heat and grow.

Morality: irrelevant.

Intelligence: mechanical.

Armour: none. Reduces all incoming non-area-of-effect damage and non-elemental damage by 4.

Move: effectively stationary.

Morale: 12

Damage: see below.

Each round, any adjacent heat source takes 1d4 cold damage and the Snow Fungus' current HP increases by the same amount. For each 4 HP gained above its starting total, the Snow Fungus spreads to an additional 10' square. A 3 HD (12 HP) Snow Fungus covers 3×10' squares.

Heat sources include living creatures and torches. Sunlight or ambient air temperature does not cause the Snow Fungus to grow; it uses them as background food sources. Snow Fungus will enter a months-long dormant phase after occupying 100×10' squares.

Treasure: 1d10gp in dropped coins or weapons.

1d10 Snow Fungus Variants

1	Opaque Spores. Blizzard-like within 30'.
2	Engulfing. Will try to surround a target without killing it, then use it as bait.
3	Preserving. Creatures reduced to 0 HP by the Snow Fungus are instead preserved for 10×1d10 years or until gently thawed.
4	Compulsive. Damaged targets must also Save or try to carry a handful of dormant Snow Fungus spores at least 1 mile.
5	Disorientating. Damaged targets must also Save or lose all sense of direction for 1 hour.
6	Bleaching. Touch permanently drains colour.
7	Creeping. Not stationary. Move normal.
8	Ice Wine. Touch induces drunkenness.
9	Depilating. Touch permanently removes hair.
10	Filamented. Occupies 10' cubes instead of 10' squares. Glittering strands.

1d6 Snow Fungus Complications

1	Important-looking iron key in its centre.
2	Contained in a wooden chest.
3	Surrounded by highly flammable dried roots.
4	At the bottom of a slippery ramp.
5	Near a flame jet trap. Waiting to expand.
6	Tempting. Treasure is 20×1d20gp instead.

9 Snow Golem

Appearing: 1 wanderer, formations of 3d6
HD: 1 (5 HP)

Appearance: a crude animated humanoid figure made of snow. Sticks for arms. No legs, just a lumpy torso. Scraps of clothing, stone eyes.

Wants: to experience life.

Morality: empathetic, but with a streak of accidental cruelty and wild mood swings.

Intelligence: as smart as a child. Intensely curious.

Armour: none. Immune to cold. Takes 2x damage from fire.

Move: normal.

Morale: 5

Damage: 1d6 poke.

Snow Golems are weak or accidental creations. Their slush-like minds cannot retain complex commands. They wander at will, causing trouble and bothering anyone they meet.

A Snow Golem may possess a Snow Golem Power. See the table below. It will never use it wisely.

Treasure: none.



1d10 Snow Golem Powers

- | | |
|----|--|
| 1 | Can slowly adjust weather in a 100' radius with constant effort. |
| 2 | Limited mind-reading. Detects surface thoughts, blurts them out inconveniently. |
| 3 | Mirrors the face of any creature it sees. |
| 4 | If fed a potion, can lose 2 HP to duplicate it. Will insist on trying any potion it sees. |
| 5 | Can create beautiful transient frost paintings. |
| 6 | Fly 2x normal. Can carry 1 passenger. Has a poor sense of distance, height, and direction. |
| 7 | Can become invisible for up to 3 minutes of every 10 minutes. Will not stop talking. |
| 8 | Any item of food touched becomes a dry fruit-based cake of the same size and slightly less nutritional value. |
| 9 | Animating force bound to an item of clothing, typically a hat or scarf. If removed, the Snow Golem dies. Can be used to animate any human-sized heap of snow or ice, creating a new Snow Golem with hopes, dreams, etc. |
| 10 | As above, except for a human-sized heap of any solid material. The material chosen increases the creature's HD and may grant other abilities at the GM's discretion. E.g. Flesh, 4 HD. Stone, 6 HD. Iron, 8 HD. Immediately and terminally rebellious. |

1d10 Snow Golem Variants

- | | |
|----|---|
| 1 | Trim and dapper mock-noble. |
| 2 | Shambling screaming nightmare amalgam. |
| 3 | Elegantly polished stack of ice orbs. |
| 4 | Refuses to believe it is a Snow Golem. |
| 5 | Badly painted wooden mask. |
| 6 | Two dramatic faces. Split personality. |
| 7 | Thin, nervous, and sarcastic. |
| 8 | Towering, corpulent, and cheerful. |
| 9 | Crawling spined amorphous snow-slug. |
| 10 | Delicate and uncannily lifelike statue. |

1d10 What Is This Snow Golem Doing?

- | | |
|----|---|
| 1 | Making a crude house from twigs and snow. |
| 2 | Cheerfully dancing with a dead bird. |
| 3 | Pointing at the sky and screaming. |
| 4 | Readying a pathetically obvious ambush. |
| 5 | Wandering in a figure-eight pattern. |
| 6 | Digging a grave, for itself or for a victim. |
| 7 | Just waiting, totally immobile, and staring. |
| 8 | Trying, haphazardly, to put out a small fire. |
| 9 | Attempting to eat or absorb a 1gp coin. |
| 10 | Giggling at a nonsensical joke it invented. |

1d10 Snow Golem Origins

- | | |
|----|--|
| 1 | Absent-minded wizard shedding raw magic. |
| 2 | Poorly worded reincarnation request. |
| 3 | Apprentice summoner's first attempt. |
| 4 | Frostbitten corpse packed in snow. |
| 5 | Cellular parliament of minor ice elementals. |
| 6 | Holy water spill. Dreadfully sacrilegious. |
| 7 | Migration phase of a tumbling shrub. |
| 8 | Accepted inexplicable seasonal event. |
| 9 | Visiting ancestral spirits. Easily offended. |
| 10 | Crystal snow-spider war-engine. |

10 Tortoise Tsar

Appearing: 1

HD: 7 (32 HP)

Appearance: a wagon-sized tortoise. Thick stone-like shell, streaks of clay. Leathery orange flesh.

Voice: formal but imperious. Like a steam whistle, boiling pot, and crackling fire all at once.

Wants: to devour coal, to rule.

Morality: surprisingly subtle. Prizes obedience, loyalty, and law. Detests thieves, intellectuals, and revolutionaries. Secretly loathes all peasants.

Intelligence: smarter than most people. Politically experienced, ancient, and shrewd.

Armour: as plate+shield. Immune to fire. 50% chance to resist any spell.

Move: ½ normal, burrow ½ normal.

Morale: 9

Damage: 1d8 bite.

All creatures adjacent to the Tortoise Tsar take 1 fire damage per round. Creatures in metal armour take 1d6 fire damage per round instead.

The Tortoise Tsar will not fight if it can negotiate, demand tribute, interrogate, or ignore people.

The Tortoise Tsar requires coal or other fuel to live. Lamp oil is a rare treat; dried straw is an emergency substitute. They sleep during the warmer months, for only the icy winds of winter can cool their burning alchemical guts. They burrow after coal, or, if prosperous, command peasants and operate mines. In return, followers receive warmth, protection, and prestige.

Peasants (pg. 30) will flee from combat.

Treasure: 600gp in mixed coins, uncut gems, and stained notes of credit.

1d10 Peasants Near the Tortoise Tsar

- 1 None. Pathological desire for more.
- 2 1, fawning interpreter-spouse-diplomat.
- 3 1d6, terrified into total obedience.
- 4 1d6, plotting a complicated coup.
- 5 2d6, listless and unmotivated.
- 6 2d6, scorched, maimed, and drunk.
- 7 3d6, starved, scrubbed, and industrious.
- 8 3d6, on the edge of starvation.
- 9 Mine of 4d6, working steadily and happily.
- 10 Village of 10×1d10. Morbid tortoise-cult.

MENU

Flavour: boiling alchemical death.

Notes: the toxic flesh of a Tortoise Tsar is inedible. Its carcass contains 2,000gp in rare metals.



1d10 Tortoise Tsar Names Features

- | | Tortoise Tsar Names | Features |
|----|-----------------------|------------------------|
| 1 | Tsar Bogdan II | Asbestos moustache. |
| 2 | Tsarina Mikhaila IV | Spiked armour. |
| 3 | Autokrator Yarolod | Diamond spectacles. |
| 4 | Tsar Gorgol the Black | Steel beak-helmet. |
| 5 | Grand Cryptodirach | Flaking false wings. |
| 6 | Tsar Yuri VIII | Lapis blue shell. |
| 7 | Tsarina Jelena III | One scarred blind eye. |
| 8 | Anthracite Protector | Brass military medals. |
| 9 | Tsar Stefan the Wise | Scorched icon-panels. |
| 10 | Tsarina Konstantina | Dozens of housecats. |

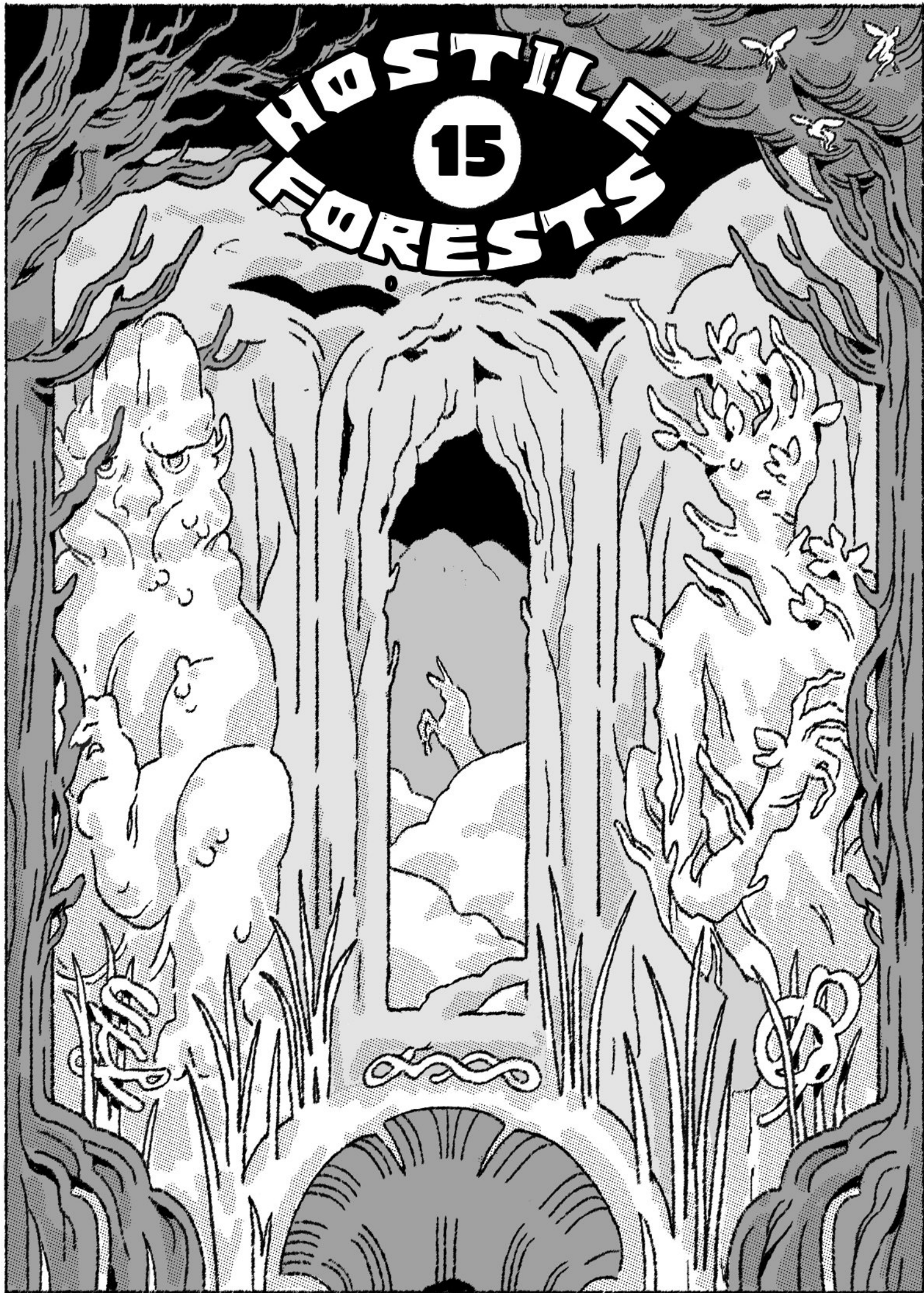
1d10 What Is This Tortoise Tsar Doing?

- 1 Adjudicating a land ownership dispute.
- 2 Intoning incomprehensible hymns.
- 3 Devouring mouthfuls of fresh coal.
- 4 Plotting a fever-dream military campaign.
- 5 Noisily venting excess steam pressure.
- 6 Ritually trampling a bound peasant to death.
- 7 Digging a fresh burrow.
- 8 Inspecting the borders of its domain.
- 9 Idly listing its enemies and grievances.
- 10 Snoring loudly. Might be faking sleep.

1d10 Commands of the Tortoise Tsar

- 1 Pay the toll. 1gp for a peasant, 10gp for a merchant, 100gp for a noble.
- 2 Find more peasants! 10gp per peasant.
- 3 Hunt down an escaped troublemaker. 100gp.
- 4 Share a formal meal of coal and oil.
- 5 Spend 12 hours digging a ditch.
- 6 Present your official transit papers. No papers? You cannot travel through this land.
- 7 Talk of old wars and forgotten glories.
- 8 Climb that tree and predict the weather.
- 9 Speak pleasant flatteries for at least 2 hours.
- 10 Deliver an ultimatum to a nearby settlement.

HOSTILE 15 FORESTS



Wherever people live, they affect forests. Heating and cooking consumes a huge volume of wood each year, even ignoring construction, charcoal-burning, and tool manufacturing. Without some form of management, a forest quickly vanishes.

People extirpate some species and introduce others. They clear ground cover to aid in harvesting, cut paths, and maintain boundaries. Even domesticated, the forest has a dark reputation when seen from the field and village. It is a wild and tangled place, where real or imagined dangers can creep unseen. Maps are almost useless. But for those who make the forest their home, it is a fortress and a garden.

Ancient forests persevere in sparsely populated or difficult to reach regions. As a dungeon can be a mythic underworld, the deep forest can be a mythic overworld, a place where the normal rules collapse. Forests can be riotous tangles of fractal life or seemingly sterile barrens of optimized trees.

The trees are coming into leaf
Like something almost being said;
The recent buds relax and spread,
Their greenness is a kind of grief.

Is it that they are born again
And we grow old? No, they die too.
Their yearly trick of looking new
Is written down in rings of grain.

Yet still the unresting castles thresh
In fullgrown thickness every May.
Last year is dead, they seem to say,
Begin afresh, afresh, afresh.

—Phillip Larkin, *The Trees*

1d10	Cross-Reference Omen	Cross-Reference Encounter	2d6
1	Theatrical flames, silk curtains, billowing incense, tasseled cushions.	1 Devil (pg. 149) protected by 2d6 Tigers (pg. 243). Hungry grin, flashing eyes, inverted hands.	2-3
2	Grunting and snarling, mild curses, snapped branches.	1 Polevik (pg. 223) trapped up a tree by 1 curious Bear (pg. 239). Delivers a stern lecture.	4
3	Slithering, translucent flakes, sense of nostalgia and dread.	1 Druid (pg. 198) consults the peeling skin of 1 Giant Snake (pg. 243), looking for hints of the future.	5
4	Moist earthy reek, squealing, slobbering, puffs of spores.	2d6 Myconids (pg. 55) try to fend off 2d6 ravenous Boars (pg. 240).	6
5	Overlapping conversations, clanking armour, sweat and stale beer.	Warband of 3d10 Orcs (pg. 59) and 2d4 Trolls (pg. 245). Prefer extortion to violence, feasting to fighting.	7
6	Rising howls, grunting, panting, racing steps.	2d6 Minotaurs (pg. 91) hunt with 2d6 trained Wolves (pg. 247). Indiscriminate slaughter.	8
7	Piping music, cheerful shouts, small heap of vomit, smell of sap.	2d6 Satyrs (pg. 201) carouse with 2d4 Dryads (pg. 240). Strong wine, fresh fruit, carefree attitude.	9
8	Creaking branches, deep humming, pops and sparks.	1 Elsewhere Creature (pg. 180) baffles 1 Treant (pg. 244). Insists the PCs interpret, blames them for its presence.	10
9	Swirling white fog, sparkling light, puffs of soft pink flame.	1 Pseudodragon (pg. 78) nestles on the back of 1 long-suffering Unicorn (pg. 247).	11
10	Soft blue light, half-heard laughter, smell of flowers and salt.	1 Will-o'-the-Wisp (pg. 132) leads wanderers towards a court of 2d4 Fairies (pg. 241).	12

Monsters	Hit Dice
Fairy	0, 1, or 3
Dryad	2
Boar	3
Wolf	3
Unicorn	4
Giant Snake	5
Tiger	5
Bear	6
Troll	7
Treant	10

1d10	Forest Types
1	Boreal. Coniferous, cold, rocky.
2	Deciduous. Leafy, rustling, cleared brush.
3	Swamp. Soggy. Also see pg. 215.
4	Temperate Rainforest. Mossy, gnarled.
5	Dry Forest. Thorns, sand, bulbous trunks.
6	Laurel. Moist, waxy, foggy.
7	Rainforest. Atonal symphony of life.
8	Bamboo. Creaking stalks, grasses.
9	Plantation. Winding rows, irrigation ditches.
10	Crystal. Glass brambles, chalk moss.

Hostile Forests

Random Encounters

1d10	Omen	Encounter
1	Crunching branches, faint chuffing.	1 Bear (pg. 239) ambles along. Startled, then slightly aggressive.
2	Grunting, upturned earth, hot urine.	2d6 Boars (pg. 240) root for buried fodder.
3	Creaking trees, whispering leaves.	1 cautious Dryad (pg. 240) glimpsed for a few moments.
4	Faint music, unseasonable fog.	2d6 Fairies (pg. 241) dance in a ring. Blithely unconcerned.
5	Imperceptible slither, shed scales.	1 Giant Snake (pg. 243) lurks in the grass.
6	Eerie silence. Absence of birds.	1 Tiger (pg. 243) either charging or just barely seen.
7	Creaking, rumbling, a tree grows eyes.	1 Treant (pg. 244) investigates fast-moving intruders.
8	Gurgling, smell of musk and rancid fat.	1 Troll (pg. 245) sniffs the air. Ravenously hungry.
9	Light and sounds become softer.	1 Unicorn (pg. 247) grazes, blissfully unaware.
10	Short yips. Flash of grey fur.	2d6 Wolves (pg. 247) circle, searching for weakness or hesitation.

1d10	Combined Omen	Combined Encounter	2d6
1	Smell of resin and sawdust, groaning, swaying treetops.	1 Treant (pg. 244) tries to warn travellers about 1d6 starving Bears (pg. 239). Poor memory, no urgency.	2-3
2	Purring, soft conversation, smell of lilies and cold water.	2d6 Fairies (pg. 241) play with 1 charmed Boar (pg. 240). Might set it on visitors, might invite them to join.	4
3	Floral scent, unusual playful breezes, soft light, half-heard laughter.	1d6 Dryads (pg. 240) secretly protect 1 Unicorn (pg. 247). Approaching the unusually passive beast is dangerous.	5
4	Thudding, croaked obscenities, enraged bellowing.	1 exhausted Bear (pg. 239) swats at 1 bleeding but delighted Troll (pg. 245).	6
5	Screaming, sprays of blood, roaring, lumps of fur and flesh.	2d6 Boars (pg. 240) attempt to drive off 1 Tiger (pg. 243). Several Boars lie dead. The carnage continues.	7
6	Padding footsteps, hissing, occasional snap and yip.	2d6 Wolves (pg. 247) snap and slaver at 1 coiled Giant Snake (pg. 243).	8
7	Deep intonations of warning, burning eyes hidden behind leaves.	1 Tiger (pg. 243) lurks in crown of a Treant (pg. 244) and attacks anyone who displeases the forest guardian.	9
8	Whispered chants, trees creaking like instruments.	1 decorated Giant Snake (pg. 243) is treated as a deity by 1d6 Dryads (pg. 240). Its every wish is gratified.	10
9	Howling from lupine and inhuman throats. Hacked trees, fresh blood.	2d6 Trolls (pg. 245) rampage and despoil with the aid of 2d6 barely tamed Wolves (pg. 247).	11
10	Clatter of hooves, eerie peal from a hunting horn.	1 Unicorn (pg. 247) serves as the mount of 1 gleefully murderous Fairy (pg. 241).	12

1d10	Where They Find You (Out Of Doors)	Minor Creatures	Forest Moods
1	Tangled regrowth after a forest fire.	Shimmering streams of ants.	Heartbeat creak of tall trees.
2	Chest-high reeds, pockets of water.	Herd of elegant deer.	Furious lashing of branches.
3	Concentric circular glades.	Large squawking raven.	Discordant concert of birdsong.
4	Densely thicketed slope.	Fist-sized black spider.	Migraine-like heat shimmer.
5	Lightness lichen-coated grove.	Chattering territorial squirrel.	Complete sepulchral tranquility.
6	Meadow of knee-high grass.	Flock of twitchy sparrows.	Oppressive sense of pressure.
7	Between thorns and brambles.	Bumbling sloth or possum.	Whiff of acidic decay.
8	Rows of cropped and pollarded trees.	Impressively impassive hawk.	Vibrant bloodthirsty fecundity.
9	Maze-like moss-covered stand.	Swarm of bees or wasps.	Ominous finger-like shadows.
10	Spine of tough windblown trees.	Pair of prismatic butterflies.	Miserable greasy rain of leaves.

1

Bear

Appearing: 1d4

HD: 6 (27 HP)

Appearance: a lumbering quadruped with a broad head, shaggy fur, large claws, and sharp teeth.

Voice: grunts, deep groaning, terrifying roars.

Wants: to eat, sleep, and raise cubs.

Morality: belligerent and territorial.

Intelligence: not cunning, but unexpectedly tactical.

Armour: as leather.

Move: normal.

Morale: 9

Damage: 1d6 claw / 1d6 claw / 1d8 bite. If both claw attacks hit the same target, the target takes an additional 1d8 damage and is stunned for 1 round.

Unless hungry, wounded, or very agitated, Bears prefer to drive intruders from their territory with loud roars and aggressive displays.

Treasure: none.



JUST USE BEARS

This maxim was first formulated by Jack Guignol. If you need stats for the monster you've just described and aren't sure what to use, default to Bear stats. Reflavour attacks and add abilities as needed. Your players can't tell the difference between some elaborately crafted bespoke horror and a Bear.

1d10 Legendary Bear Abilities

1	Bear cubs are born lifeless and shapeless, and are licked into shape by their parents.
2	Bears sleep in caves all winter. They cannot be woken, even by deep wounds.
3	When wounded, a Bear will seek and devour healing herbs.
4	In staged combats against Lions, Tigers, and Bears, Bears are invariably victorious. Their heavy blows crush the skulls of the other animals and their claws sever their throats.
5	The brain of a Bear contains a poison that induces madness and atheism.
6	Bears love honey above all other meals, and will climb tall trees or cliffs to reach a hive.
7	"Bear" is not the true name of this creature. Its real name has been forgotten. To speak it was to summon it; very dangerous.
8	Worthy ancestors reincarnate as Bears.
9	Bears are older than any gods. Even if all other religions fall into obscurity, the worship of the Bear will endure.
10	Anyone who hunts a Bear with the aid of dogs is fated to die horribly.

1d10 Bear Variants

	Bear Variants	Disposition
1	Brown, maned.	Aggressive.
2	Black, sleek.	Cautious.
3	Tan-faced.	Ravenous.
4	Cross-faced.	Timid, great climber.
5	White and black.	Corpulent, sleepy.
6	White.	Patient, bold, aquatic.
7	Dome-faced.	Belligerent, secretive.
8	Long-limbed.	Slothful.
9	Scaled or quilled.	Indifferent.
10	Ash, half-blind.	Curious.

1d10 Things Found In A Bear Den

1	1d4 bear cubs. Adorable, slightly trainable.
2	Ochre and charcoal paintings of beasts.
3	1d20gp in a coinpurse.
4	Mummified carcass of an enormous bear.
5	Knee-deep bone pit.
6	Thick mat of tree branches.
7	Legendary axe (+2, speaks in dreams).
8	Another very angry bear. Surprise!
9	Dubious medicinal roots.
10	Reeking beetle-filled muck.

2

Boar

Appearing: 1 irritable boar, dispersed herd of 2d6
HD: 3 (14 HP)

Appearance: a short-legged shaggy tusked pig.

Voice: grunting, squealing, screaming.

Wants: to eat, to defend its herd.

Morality: vicious.

Intelligence: as smart as most people. Surprisingly patient and extraordinarily vengeful.

Armour: as leather.

Move: normal.

Morale: 10

Damage: 1d12 tusk.

After taking lethal damage, a Boar can make 1 attack against an adjacent target before dying.

Boars are usually accompanied by 1d6 snuffling sows and mottled piglets (rarely hostile, 5 HP, desperate bite for 1d4 damage.)

Treasure: none.

1d10	Boar Variants	Local Boar Crimes
1	Bristling.	Ransacked a granary.
2	Sleek and pink.	Ate an infant.
3	Mottled grey.	Pursued a priest.
4	Warty and thin.	Ate bones in a graveyard.
5	Plague-riddled.	Invaded a house.
6	Moustached.	Razed a field.
7	Striped.	Ruined a crucial festival.
8	Carnivorous.	Disturbed the local pigs.
9	Six-tusked.	Hunted for years.
10	Prehensile nose.	Alive in a time of famine.

1d10 Legendary Boars

1	Firebreathing. Once per day, 30' cone, 2d6 fire damage, Save for half. Snorts cinders.
2	Darkling. Only its red eyes are visible at night. Armour as plate+shield.
3	Toxic. On contact, including a tusk attack, Save or take 1d4 poison damage.
4	Thunderboar. Rolls into a ball of lightning and fury. Can make a 50' charge attack, dealing 2d12 lightning damage on a hit.
5	Quillboar. Immune to slashing damage.
6	Burrowboar. Can dig through loose earth, sand, or gravel at normal speed.
7	Boar Gryphon. Can fly at normal speed for a few minutes, very awkwardly. Vulture wings.
8	Regicidal. Has a crown worth 500gp on one tusk. Immune to non-magical damage.
9	Celestial. Escaped from the eternal gardens. Opalescent. Indescribably delicious.
10	Three-Headed. Makes 3 attacks per round, but cannot plan, pursue, or agree.

Dryad

3

Appearing: 1, or groves of 2d6

HD: 2 (9 HP). Any damage to the Dryad's home plant is also inflicted on the Dryad.

Appearance: an alluring human figure formed from light and vegetation.

Voice: a few extremely polite words.

Wants: to protect their home plant, to collect things.

Morality: shy, kind, and aloof.

Intelligence: as cunning as most people, but with very limited knowledge of the world. Dryads can speak with all plants and animals.

Armour: none.

Move: normal. A Dryad cannot move more than 300' from its home plant. It can step through all plants as if they were water.

Morale: 3

Damage: 1d6 branchclaw.

Up to 3 times per day, a Dryad can use the following ability. 100' range.

Charm Creature

Target creature must Save or treat the Dryad as a good friend for 1 week. Any directly harmful action by the Dryad ends this effect. Particularly desirable or entertaining people may be compelled to stay with the Dryad for up to 1 year.

Dryads attempt to avoid combat or conversation with unknown visitors, preferring to observe. A Dryad can change its home plant with 6 hours of effort. If warned, and if a new suitable home is available, it will vacate the plant without complaint. Warning Dryads before felling trees is advisable.

If approached cautiously and politely, a Dryad can charm dangerous creatures, lead healers to rare herbs, or conceal a fugitive from pursuers.

Treasure: none. Dryads can lead deferential visitors to 2d10gp in forgotten gold.

1d10	Dryad Variants	Collects	Plant
1	Arboreal	Beautiful people.	Oak Tree
2	Dungeon	Ugly people.	Mushroom
3	Grassland	Bones.	Baobab
4	Swamp	Music.	Mangrove
5	Urban	Cats.	Rosebush
6	Alpine	Superb smells.	Evergreen
7	Aquatic	Unique coins.	Water Lily
8	Primordial	Statues.	Ginko
9	Arctic	Young animals.	Lichen
10	Agrarian	Exquisite tools.	Hedge

4

Fairy

Appearing: 1, or troupes of 2d6

HD: 3 (14 HP)

Appearance: a beautiful, ethereal human. Not quite real, as if seen through cracked ice or a heat haze.

Voice: amused, distracted, and musical.

Wants: entertainment.

Morality: capricious and unsympathetic.

Intelligence: orthogonal. They think much faster than people, but have no patience for rules or systems.

Armour: none. 80% chance to resist any spell, but any spell not resisted deals double damage.

Move: normal. Fairies are light enough to walk on water without creating ripples.

Morale: 10

Damage: 1d8 branchdagger or gnarled longbow (1d8 damage, 100' range).

Additionally, a Fairy can use each of the following abilities once per day.

1. Invisibility

The Fairy becomes invisible for up to 12 hours.

2. Charm Creature

Target creature must Save or treat the Fairy as a good friend for 24 hours. Each time a Fairy successfully uses this ability on the same target, the duration is doubled. Charmed creatures do not age, experience hunger or fatigue, or clearly remember events for the effect's duration.

3. Dance

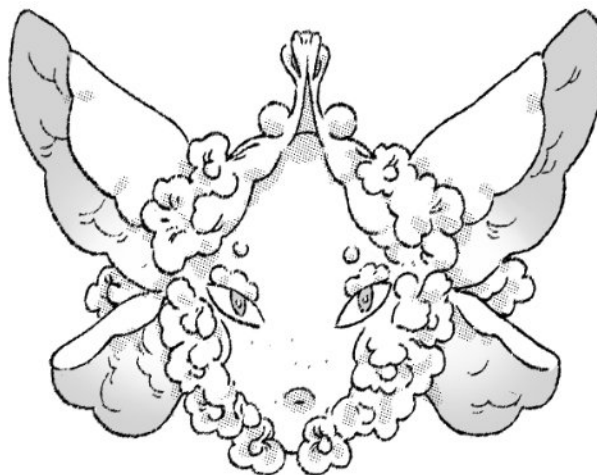
Target creature must Save or dance for 2d6 rounds. If the creature has 2 or fewer HD, they instead dance for 2d6 hours. Dancing creatures move at half speed, cannot voluntarily leave the Fairy's sight, and cannot attack.

4. Glamour

The Fairy creates a complex illusion up to a 100' cube in size, or alters the appearance of up to 10 creatures. The illusion is perfect, with texture, mass, and even warmth, but it cannot deal damage. The illusion lasts for up to 24 hours.

Fairies are repelled by the products of civilization: iron, bread, writing, and holy symbols. Breaking normal behaviour patterns, such as wearing clothes inside-out or walking backwards, may also confuse and distress a fairy.

Treasure: none. Fairy gold melts into sunlight; fairy armour is cobwebs and smoke. Occasionally (a 1% chance), 100×1d10gp in pure diamonds and silver. Powerful fairies may also carry unique treasures. See the adjacent table.



1d10 Unique Treasures Of The Fairies

- | | |
|----|------------------------------------|
| 1 | Headhunting Sword of Black Glass |
| 2 | Ring of Magic Immunity |
| 3 | Cloak of Windwalking |
| 4 | Self-Swinging Sword |
| 5 | Silver Mirrorbreaking Whistle |
| 6 | Ointment of Eternal True Seeing |
| 7 | Golden Apple of Immortality |
| 8 | Unblooded Crown of Placid Thorns |
| 9 | Thousand-Yard Skipping Stone |
| 10 | Pale Apple of Instant Obliteration |

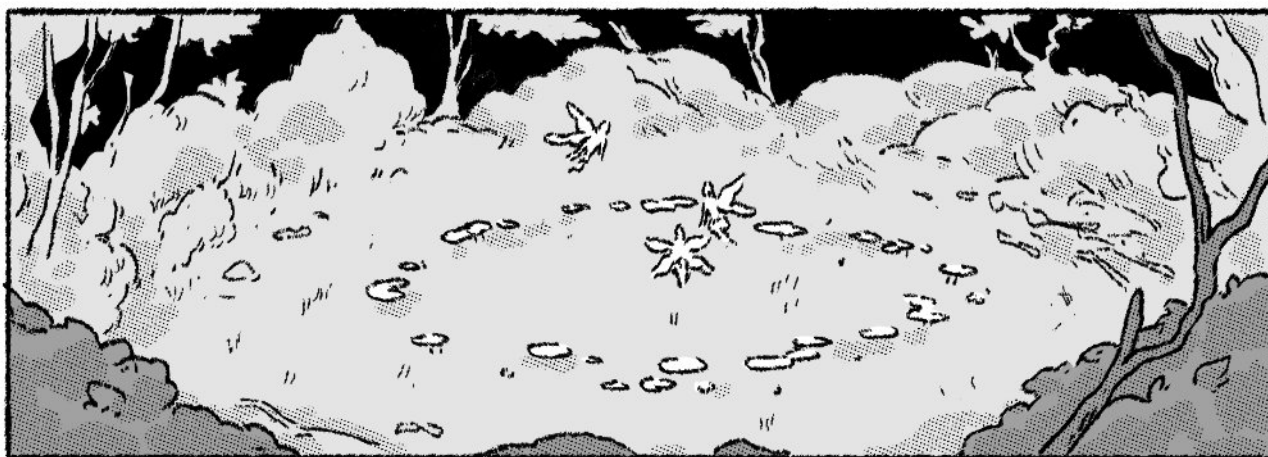
Two Fairy variants are listed on the next page. They could be disguises, alternative forms, or different stages in the life cycle of a typical Fairy.

- Atomie - see Sprite.
- Hob - see Brownie.
- Silkie - see Brownie.
- Leprechaun - see Brownie.
- Nixie - see Sprite.
- Pixie - see Sprite.

A WORLD APART

Fairies are to humans what humans are to city-dwelling animals: inscrutable, dangerous, and arbitrary. If you are sick, they might help you. They might also kill you, trap you, or change you. They have valuable things in incredible and casual abundance. They live in strange sideways lands where it is always a perfect summer's day, protected by invisible walls and hidden gates. Don't eat their food or your normal fare will taste like ash in comparison. Don't make any sudden or threatening moves or they'll banish you at best or kill you and your entire community at worst.

If you have no other option, court their attention. If you want to live a long and healthy life, avoid them as much as possible.



SPRITE

Appearing: 2d6

HD: 0 (1 HP)

Appearance: a thumb-sized glowing humanoid with gossamer wings.

Voice: silent. Occasional squeak or ringing noise.

Wants: to enjoy life.

Morality: child-like.

Intelligence: effervescent and unstable.

Armour: as plate+shield. Automatically hit by area-of-effect attacks.

Move: fly normal.

Morale: 4

Damage: none.

A Sprite can become invisible at will, but must concentrate to maintain invisibility. If surprised or amused, it will briefly pop into view.

Additionally, a Sprite, if it remembers, can use each of the following abilities once per day. 100' range.

1. Temporary Polymorph

Target creature must Save with a bonus equal to its HD or level or turn into a different creature for 1 hour. Sprites usually pick toads, newts, or hedgehogs.

2. Sleep

Target living creature within 100' must Save or fall asleep for 6 hours. They wake up if they take 1 point of damage or after 1d4 rounds of vigorous shaking.

Sprites are barely strong enough to perform a variety of amusing pranks.

1d10	Sprite Themes	Pranks
1	Moth	Sleep mid-sentence.
2	Butterfly	Polymorph mid-step.
3	Acrobat	Tie shoelaces together.
4	Dry Leaf	Draw rude pictures in books.
5	Rose	Shove leave up noses.
6	Spider	Undo buckles and straps.
7	Snowflake	Snip off locks of hair.
8	Daffodil	Blow out candles.
9	Foam	Harmless dart at forehead.
10	Fly	Pebbles in shoes.

BROWNIE

Appearing: 1d6

HD: 1 (4 HP)

Appearance: a diminutive surly rag-clad humanoid.

Voice: grumbling and half-heard obscenities.

Wants: to meddle, to help.

Morality: irritable but good-natured.

Intelligence: as smart as most people.

Armour: none. 50% chance to resist any spell.

Move: normal.

Morale: 6

Damage: sword (1d6 damage) or bow (1d4 damage, 50' range).

A Brownie can become invisible at will, but must concentrate to maintain invisibility. If surprised or amused, it will briefly pop into view.

Additionally, a Brownie can use each of the following abilities once per day. 100' range.

1. Craft

The Brownie completes the work of 10 people in 1 hour. Thoroughly cleaning a house, assembling two pairs of shoes, or preparing a delicious meal are feasible tasks for a single Brownie.

2. Hex

Target creature's fingers fall off and crawl away. They return in 6 hours. Alternatively, all food within 100' spoils. Alternatively, target non-magical object breaks.

Brownies are semi-domesticated fairies. They fear holy symbols, gifts, and soap.

1d10	Brownie Names	Demands
1	Old Maggot	Milk in a silver bowl.
2	Foul-and-Fair	Tall tales.
3	Buckskin Lad	Strong ale.
4	Lie-by-the-Fire	Total silence.
5	Stacklewort	Stale cake.
6	Marlbeater	Grovelling.
7	Fizz Finnegan	Merry whistling.
8	Oddbeak	Fresh flowers.
9	Crookle Nupkin	Boiled snails or frogs.
10	Shellycoat	Dried herbs.

5 Giant Snake

Appearing: 1 coil, swarms of 2d6
HD: 5 (23 HP)

Appearance: a scaly, limbless reptile.

Voice: silent, rare hiss or yawn.

Wants: food, warmth.

Morality: blunt. Either you're food, a threat, or terrain.

Intelligence: simple but highly specialized.

Armour: as chain.

Move: normal.

Morale: 10

Damage: 1d8 bite

To a snake, life is not complicated. Eat or be eaten.

Treasure: none.

1d10 Giant Snake Features

- 1 Dark brown with faint grey stripes.
- 2 Glossy black. Oiled midnight.
- 3 Reticulated. Brown and black rings.
- 4 Red, yellow, and black stripes.
- 5 Green and hooded. False eyespots.
- 6 Shocking blue with red dots.
- 7 Yellow belly, dark red back.
- 8 Green with white spots. Broad head.
- 9 Pale blue and pure white, with silver horns.
- 10 Sand coloured, with pebble-like growths.

1d10 Giant Snake Variants

- 1 Venemous. Instead of dealing 1d8 damage, the Giant Snake's bite requires targets to Save or die in agony.
- 2 Spitting. Can spit venom instead of making a bite attack. 30' range, target takes 1d4 damage per round until washed.
- 3 Constrictor. Instead of a bite attack, a crush attack. On a hit, deal 1d8 damage on the first round, 1d8+1 damage on the second round, 1d8+2 on the third, etc. Requires at least 3 strong people to pry off a target.
- 4 Two-Headed. Heads adjacent. Makes 2 bite attacks per round against the same target.
- 5 Amphisbaena. One head on each end. Makes 2 bite attacks per round against different targets.
- 6 Poisonous. Anyone who eats the flesh of the Giant Snake must Save or die.
- 7 Steelscale. Armour as plate+shield, burrow at normal speed. Clanks.
- 8 Flying. Fly 2x normal. Rainbow feathers.
- 9 Suction. Instead of making a bite attack, can draw all creatures and loose objects in a 100' cone 20' forwards, towards the Giant Snake's head. Creatures can Save to negate.
- 10 Kindled. Deals fire damage. Move 2x normal.

Tiger 6

Appearing: 1d4
HD: 5 (23 HP)

Appearance: a large orange and black striped cat.

Voice: gruff rumbles, guttural roar.

Wants: to hunt, to survive. Fierce dignity.

Morality: relentlessly predatory. Unforgiving.

Intelligence: more cunning than all but the most veteran hunters. Patient, cautious, and fully capable of deceptive multi-year strategies.

Armour: none.

Move: 2x normal. Can leap up to 10' vertically or 30' horizontally without warning. Swim normal.

Morale: 11

Damage: 1d6 claw / 1d6 claw / 1d8 bite. If both claw attacks hit the same target, a Tiger can make 2 additional claw attacks against the target.

In tall grass, forests, or darkness, a Tiger is effectively invisible if it is more than 20' away from a target.

Tigers are formidable opponents. They prefer to attack by surprise. If threatened, they will kill to inspire terror and can deliberately target leaders. They hold grudges.

Treasure: Tiger pelts are worth 50gp.



1d10 Legendary Tiger Abilities

- 1 Tigers only kill the wicked or greedy.
- 2 After five centuries, a Tiger turns pure white.
- 3 Tigers can see through walls and grass.
- 4 Snow and rain will not fall on a Tiger.
- 5 A Tiger's claws cut ghosts and spells.
- 6 Diseases flee when a Tiger appears.
- 7 A Tiger's soul congeals into gemstones.
- 8 Tigers have a sense of humour.
- 9 Tigers can be induced to assist mischief.
- 10 Poison only makes a Tiger stronger.

7

Treant

Appearing: 1

HD: 10 (45 HP)

Appearance: while stationary, a tree. While moving, a distorted humanoid made of wood, bark, and leaves.

Voice: deep gurgling and thrumming. Cautious, but can easily be drawn into conversation.

Wants: to protect its forest.

Morality: tolerant, provided no harm is done to the trees. Fundamentally conservative.

Intelligence: wise but not quick.

Armour: as chain.

Move: ½ normal.

Morale: 11

Damage: see below.

Each round, a Treant can make one of the following attacks.

1. Slam

3d6 damage. Target must Save or fall prone.

2. Strangle

Roots burst from the ground. All adjacent targets must Save or take 1d6 damage.

3. Hurl Boulder

100' range, 2d8 damage on a hit.

4. Animate Tree

1 large tree within 20' of the Treant comes to life for 3 rounds. See **Animated Tree** below.

Shepherds of the forest, Treants operate on a glacial time scale. Axes and scurrying bipeds distress them. Fire is part of the natural cycle. Varnish is not.

Treasure: none.



1d10	Treant Names	Trees	More Trees
1	Ulmus Bare	Oak	Ginko
2	Fogbank Spire	Ash	Baobab
3	Glimwarden	Elm	Palm
4	Thicketseer	Willow	Bamboo
5	Mossbreath	Chestnut	Eucalyptus
6	Gammer Thorn	Birch	Cherry
7	Rootsnarl	Fir	Redwood
8	Bonesnap	Larch	Teak
9	Fenbringer	Cedar	Magnolia
10	Crickhand	Poplar	Ironwood

1d10 What's Bothering This Treant?

- 1 Some villagers buried a cursed magic item in the woods. The Treant wants it removed.
- 2 The rain tastes sour. Does it taste sour to you? Hrm. Any idea why that might be?
- 3 A marauding army cut down many trees (several decades ago). The Treant wants news of the war (resolved and forgotten).
- 4 The Treant is sick. Fertilizer (bonemeal, manure) or magical healing may be required.
- 5 The inhabitants of a local village (long deserted) used to perform an annual dance for the Treant. It is nostalgic.
- 6 The Treant wants to send a message, encoded in a heavy log, to a distant friend.
- 7 The Treant suspects the river will flood soon. It wants to warn everyone downstream.
- 8 Foolish lovers carved their initials into the sleeping Treant. Anyone bearing the initials "S. P." or "A. K." must die.
- 9 The Treant wants to look its best for a gathering: careful pruning, new birds nests, and perhaps some fresh lichen.
- 10 A young wizard made a deal with the Treant for some potent magic resin. The wizard hasn't repaid the loan or even visited the Treant. The entire forest may go to war.

ANIMATED TREE

Appearing: 1

HD: 4 (16 HP)

Appearance: a moving, flailing tree.

Voice: creaks.

Wants: to obey its Treant.

Morality: uncomplicated.

Intelligence: very dim. Just a plant, after all.

Armour: as chain.

Move: ½ normal.

Morale: 11

Damage: 2d6 slam. On a hit, human-sized targets must Save or fall prone.

8

Troll

Appearing: 1, or bands of 2d6

HD: 7 (32 HP)

Appearance: a hulking warty humanoid. Grey-green muscle, glowing red eyes.

Voice: deep groans, chuckled threats.

Wants: to eat delicious soft flesh.

Morality: moderately vindictive.

Intelligence: dim, but full of cunning and guile.

Armour: as chain.

Move: normal.

Morale: 12

Damage: 1d8 claw / 1d8 claw / 1d12 bite.

Eternally ravenous, Trolls lumber through the world, devouring anything they can catch. They can be bribed, recruited, or threatened, but trusting a Troll never ends well.

Treasure: 10×1d10gp in bent silverware, grubby coins, and decorated weapons.

TROLL REGENERATION

A Troll regenerates 3 HP per round. The individual parts of a Troll will continue to fight even if severed, sometimes growing into new Trolls over several hours. Acid, fire, or very strong magic prevents regeneration.



1d10	Notable Features	Accouterments
1	Spherical gut.	Necklace of skulls.
2	Ear-scraping tusks.	Leather vest.
3	Parasitic snails.	Spiked bone armour.
4	Star-shaped nose.	Hollow drinking log.
5	Peeling skin flakes.	Intestine whip.
6	Sunken pinprick eyes.	Scarf made of chains.
7	Cape of matted hair.	Hogshead hat.
8	Glowing warts.	Tortoise shell.
9	Retractable ears.	Gourd rattle.
10	Triple split jaw-flower.	Chalk warpaint.

1d10	What They Call It	Specialty
1	Garg	Ambushes.
2	Childslurper	Tragic ransoms.
3	Arthump	Tunneling under houses.
4	Biggest Rat	Unnatural music.
5	Scoorwave	Mass poisoning.
6	Meat Heap	Self-peeling delicatessen.
7	Torfid	Tidy decapitations.
8	Night Howler	Sieges and siegebreaking.
9	Wreggles	Stains.
10	The Red Teeth	Insect steering.

1d12 Troll Variants

1	Stonehide. Immune to slashing damage. Turned to stone by sunlight. 50% chance to de-petrify at sunset.
2	Rubberized. Immune to bludgeoning or fall damage. Blubbery. Can squeeze under doors.
3	Two-Headed. Makes 1 additional bite attack per round. Immune to mind-altering effects.
4	Spellbelcher. Once per day, spew a 30' cone. 2d6 magic damage, Save to dodge.
5	Four-Armed. Makes 1 additional claw attack per round. Loves to grapple and tear people apart.
6	Bilespewer. Once per day, spew a 50' line. 2d6 acid damage, Save to dodge.
7	Wealth-Hoarding. Heap of gold-bearing quartz in lair worth 500gp. Fascinated by coins and gems.
8	Loathsome Mimic. Contorts face to mock foes. Telepathically gleans shameful secrets, blurts them out.
9	Flammable. Fuse-like hair. If lit on fire, the Troll bursts spectacularly and moistly in 1d6 rounds.
10	Bloodsniffer. Huge fleshy nose. Can track a target anywhere, even across time and space. Vengeful.
11	Amphibious. Swim normal, breathes underwater. Webbed hands and feet.
12	Reeking. Creatures within 30' with a sense of smell must Save to target the Troll. Can alter its scent glands to cause maximum offense.

1d10	Alternative Troll Forms	Lair
1	Humanoid shark.	Rowboat.
2	Coalesced beetle swarm.	Papery hive.
3	Bloated gluttonous noble.	Roving carriage.
4	Sickly werewolf hybrid.	The old mill.
5	Humpback vulture.	Stone bridge.
6	Melded corpse golem.	Mausoleum.
7	Fanged salamander.	Muddy stream.
8	Neon squid-lizard.	Iron pinnacle.
9	Ambulatory outhouse.	Verdant field.
10	Animated wedding feast.	Tumbled hall.

1d10	Signs	What's In The Sack?
1	Slime trail.	Seven dead cats.
2	Torn saplings.	Molars. Dangling nerves.
3	Empty casks.	Jellied eels and sawdust.
4	Vomit pile.	Broken glass and butter.
5	Split dog.	Prized scabs and toenails.
6	Oil slick.	Bruised apples and worms.
7	Gnat hurricane.	Morose Peasant (pg. 30).
8	Soaked torches.	Pliable Goblin (pg. 44).
9	Peeled scalp.	Irate Polevik (pg. 223).
10	Festering pus.	Starving Hyena (pg. 255).

MENU

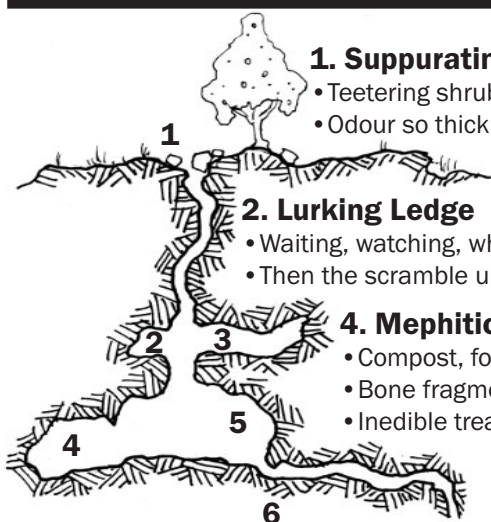
Flavour: stringy, greasy pork with lumps. Squirms as it is eaten. Thick black blood.

Notes: if cooked, loses all magical properties.

1d10 Result

1-3	Internal Conflict. Some part of the Troll refuses to die. You feel full but queasy. In 1d6 hours, a fetal Troll crawls up your throat. Save or die.
4-6	Regeneration. Heal fully. You are cured of any non-magical diseases and regrow any missing limbs with a loud popping noise.
7	Troll Cast. As Regeneration, but any healed areas take on a Troll-like appearance.
8	Fortified. Permanently gain +1 Strength and +1 HP. You grow grey-green patches.
9	Troll Sprouts. As Fortified, but your hair falls out and is replaced by thick black bristles. If you lose a limb, there is a 1 in 6 chance it will crawl away and grow into a Troll-like version of you.
10	Troll Ascendancy. Heal fully. You will slowly become a ravenous Troll over the next 1d6 days. This effect can be cured as a curse.

Generic Troll Pit



1. Suppurating Sinkhole

- Teetering shrubs, bubbles of slime.
- Odour so thick it could be carved.

2. Lurking Ledge

- Waiting, watching, wheezing.
- Then the scramble upwards.

3. Ripening Repository

- Torn cattle, bread sacks.
- Mellowing to the correct texture.

4. Mephitic Mire

- Compost, fog, flies, worms.
- Bone fragments, rust.
- Inedible treasures.

5. Noxious Nursery

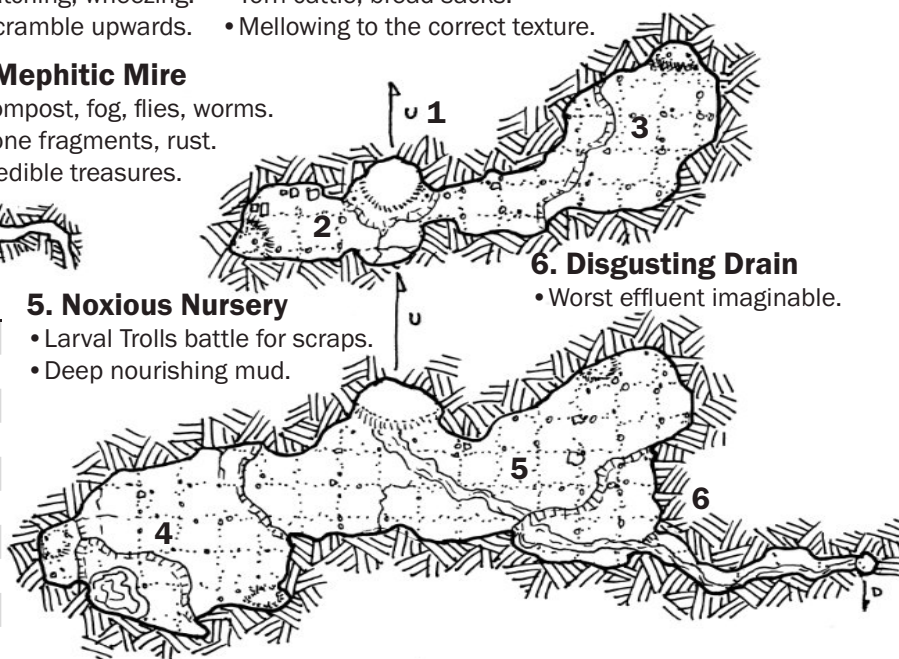
- Larval Trolls battle for scraps.
- Deep nourishing mud.

6. Disgusting Drain

- Worst effluent imaginable.

1d10 Pit Texture

1	Rotting root system.
2	Salt, silt, and dry grass.
3	Smooth limestone.
4	Mossy mortared well.
5	Meaty worm gullet.
6	Squelching giant fruit.
7	Mucus-coated sand.
8	Unmelting ice and gravel.
9	Sulphurous steam-vent.
10	Fungal spore chimney.



9

Unicorn

Appearing: 1

HD: 4 (18 HP)

Appearance: a pure white horse with a single horn. Slightly opalescent. Immaculate.

Voice: silent judgement. Occasional whinny.

Wants: to roam free and without hindrance.

Morality: good, but not nice.

Intelligence: sharp, but neurotic as a horse.

Armour: as plate. Immune to poison and mind-altering effects. 50% chance to resist any spell.

Move: 2x normal. Once per day, teleport 200'.

Morale: 3

Damage: 1d6 kick / 1d6 kick / 1d8 horn. On a turn where the Unicorn charges, its horn attack automatically hits and deals double damage.

Unicorns are timid and flee from most encounters.

Treasure: Unicorn horns are worth 1,000gp. The horn's touch purifies liquids of all poisons. Ingesting 1/10th of a unicorn horn cures poison. Adding a few drops of fresh Unicorn blood to a potion doubles the potion's effect or duration. The enhancement fades in 3 hours. A Unicorn contains 40L of blood.

1d10 Dubious Methods To Lure A Unicorn

- 1 A Unicorn will sleep in the lap of a maiden.
- 2 A Unicorn will suckle on the bare breast of a maiden.
- 3 A Unicorn will arrive to defend a maiden who is being inveigled into a dubious and slightly perverted unicorn-luring scheme.
- 4 Ivory burned over a driftwood fire.
- 5 Open barrels of fortified dandelion wine.
- 6 Mashed stoats.
- 7 Blocks of rock salt.
- 8 A donkey with a carrot tied to its head.
- 9 A wounded **Dryad** (pg. 240).
- 10 Forest fires, nets, and quick reflexes.

MENU

Flavour: delicious, delicate beef with sparkling veins.

Notes: Unicorn meat is vital for certain dark rituals.

1d10 Result

- | | |
|------|---|
| 1-4 | Cursed. Maximum HP permanently reduced by 1d6. Any morally good or innocent creature (slugs, children, most dogs) will fear and distrust you without knowing why. |
| 5-8 | Restored. Heal fully and gain +1 permanent HP. Cured of all diseases and poisons. |
| 9-10 | Unlimited Power. As Cursed, but also gain +1 to any two Stats of your choice. All spells you cast inflict +2 damage. |

Wolf

10

Appearing: pack of 3d6

HD: 3 (14 HP)

Appearance: a large, sturdy, cunning hound.

Voice: gruff barks, angry yips, eerie howls.

Wants: to hunt, protect its pack.

Morality: variable and social. Pitiless when hungry or enraged; surprisingly tolerant when treated well.

Intelligence: smarter than most dogs.

Armour: none.

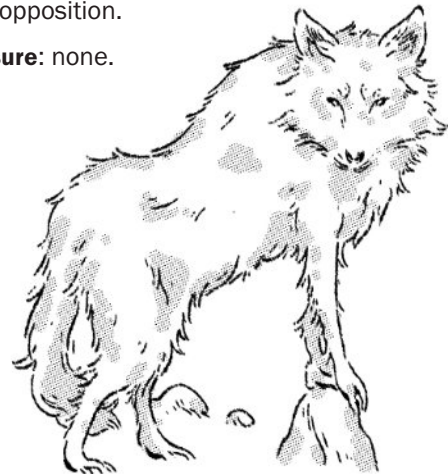
Move: normal.

Morale: 9

Damage: 1d8 bite

If a Wolf successfully bites a target, all other Wolves making bite attacks that round treat the target's armour as one step lower. A pack of Wolves will coordinate their attacks to split, isolate, and dismay their opposition.

Treasure: none.

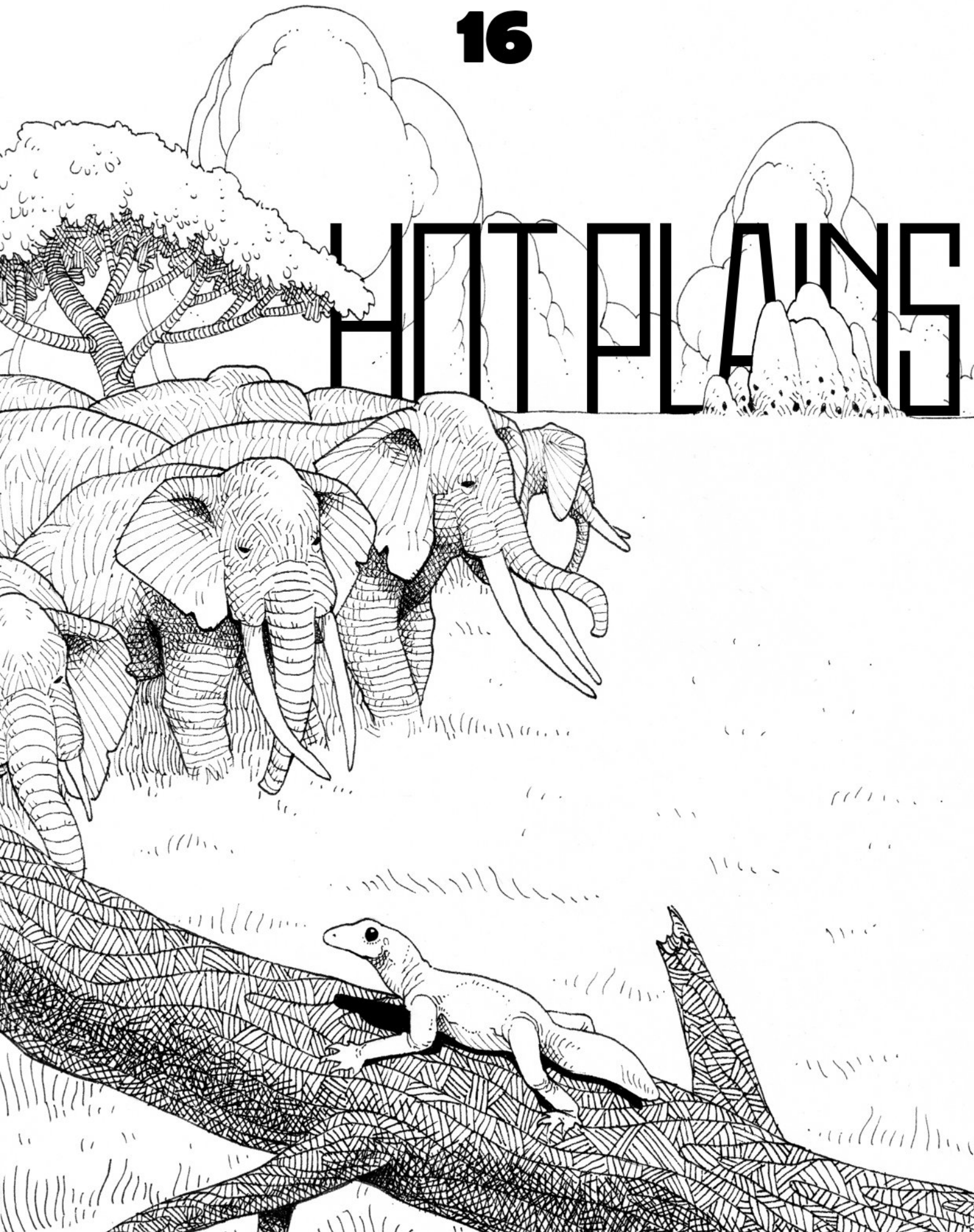


1d10 Legendary Wolf Abilities

- 1 Wolves are reincarnated people whose appetites could not be sated in life.
- 2 The eyes of a Wolf shine in the dark like two candle flames, beautiful and terrible.
- 3 A Wolf can leap across any river, no matter how wide, in one motion.
- 4 Some Wolves are devout. They will not devour anyone who displays a holy symbol.
- 5 If a Wolf sees a person before the person sees the Wolf, the person will lose their voice.
- 6 If a person sees a Wolf before the Wolf sees the person, the Wolf will lose all fierceness.
- 7 When full, a Wolf will play with children as tamely as an old dog.
- 8 Certain hairs from the tail of a Wolf can be made into a love potion.
- 9 If a Wolf noisily steps on a branch, it will bite its own foot to chastise it.
- 10 Wolves never stop growing. Some can become as large as horses.

16

HOT PLAINS



The horizon seems impossibly far away, the sky unbearably vast. There is little protection from the merciless sun, the howling wind, the chill of the night, or the unseen predator. Landmarks are deceptive. Stealth is difficult; speed, height, and distance are always valuable.

Grasslands often require some outside force to prevent trees and shrubs from spreading. Grazing animals, regular fires (sometimes deliberately set), altitude, or agriculture are common causes. What appears to be a natural landscape could be a vast pasture or hunting ground.

Deserts appear lifeless, but burst into frenzied activity when conditions are right. Survival depends on water and secret knowledge. Conditions that create grasslands can easily slide into creating deserts, and deserts create their own weather.

When I was young I learnt fencing
And was better at it than Crooked Castle.
My spirit was high as the rolling clouds
And my fame resounded beyond the World.
I took my sword to the desert sands,
I drank my horse at the Nine Moors.
My flags and banners flapped in the wind,
And nothing was heard but the song of my drums.

War and its travels have made me sad,
And a fierce anger burns within me:
It's thinking of how I've wasted my time
That makes this fury tear my heart.

-Yüan Chi, *Regret*, trans. Arthur Waley

1d10	Cross-Reference Omen	Cross-Reference Encounter	2d6
1	Waft of acid, buzzing, clicking mouthparts.	1 Colossal Insect (pg. 299) carries 3d6 Hive Insects (pg. 253). Patrol from a distant hive.	2-3
2	Snapping trees, reverberating footfalls, titanic roar, shrieking.	1 Tyrant Lizard (pg. 115) pursues 2d6 Baboons (pg. 251). Wild panic.	4
3	Heat haze, low cloud of dust, shed needles, trumpeting.	2d4 waxy spine-coated Dryads (pg. 240) mingle with a herd of 2d6 Elephants (pg. 252).	5
4	Symphony of hissing, racing steps, burst of feathers.	1 Hydra (pg. 106) snaps after 2d6 Flightless Birds (pg. 252). May switch to less elusive prey.	6
5	Grunting and snuffling, swaying grass, buzzing flies.	Sounder of 2d6 warty gnarled Boars (pg. 240), stalked by 2d4 Lions (pg. 257).	7
6	Unsettling drone, snorts, turbid water, flickering wings.	2d6 Skeeters (pg. 212) buzz above 1 submerged Hippopotamus (pg. 255).	8
7	Gnawed branches, chortling, yipping, smell of wet fur and urine.	1 Werewolf (pg. 171), adopted by 2d6 Hyenas (pg. 255). Cruel sense of humour.	9
8	Boiling clouds, spurts of flame, wailing and gnashing of teeth.	10×1d4 Pilgrims (pg. 29) plead for mercy from 1 Jinnī (pg. 256). Willing to use the PCs as a distraction.	10
9	Layered perfume, deep grunting, clawed footprints.	1 Night Hag (pg. 164) rides 1 battle-scarred Crocodile (pg. 251). Out to purchase delicious victims.	11
10	Falling chunks of meat, hissing, furrows of earth.	1 terrestrial Kraken (pg. 271) bludgeons and devours 2d6 Rhinoceros (pg. 257).	12

Monsters	Hit Dice
Baboon	1
Hive Insect	1 or 2
Flightless Bird	2
Hyena	3
Crocodile	4
Lion	5
Jinnī	7
Hippopotamus	8
Rhinoceros	10
Elephant	11

1d10	Plain Types
1	Low grass. Chewed to a uniform height.
2	High grass. Tufted, sticks to clothes.
3	Burned region. Ash, embers, crumbling logs.
4	Scrub. Inconvenient knee-high plants.
5	Scattered trees. Pockets of welcome shade.
6	Desert. Endless rolling hills of sand.
7	High plateau. Shrieking wind.
8	Volcanic overspill. Rough black stones.
9	Battlefield. Picked-over corpses, barricades.
10	Gravel. Pockets of grass, pebble rivers.

Hot Plains

Random Encounters

1d10	Omen	Encounter
1	Quiet hooting, then thrown objects.	Troop of 10×1d4 Baboons (pg. 251). Might grab and run.
2	Shining teeth. Occasional splash.	4d6 languid Crocodiles (pg. 251) bask near a pool or river.
3	Low rumble, trumpeting, crunching.	Herd of 1d20 Elephants (pg. 252). Defensive, wise, and enormous.
4	Rustling, bobbing heads, grunting.	Flock of 1d6 Flightless Birds (pg. 252). Stop-start motions.
5	Clicking mouthparts, strange odours.	Foraging swarm of 2d6 Hive Insects (pg. 253). Fixated on food.
6	Squelch, earthy manure smell, splash.	Pod of 2d6 Hippopotami (pg. 255). Territorial, alarmingly quick.
7	Cackling barks, grunting, shed dust.	Pack of 2d6 Hyenas (pg. 255). Will stalk anything that looks weak.
8	Whistling wind, sizzle of magic.	1 Jinnī (pg. 256) rides a whirlwind like a horse. Haughty.
9	Rustling grass, absence of noise.	Pride of 2d6 Lions (pg. 257) languidly observe all that moves.
10	Grunting, crashing footfalls.	Herd of 1d6 Rhinoceros (pg. 257). Intolerant of obstacles.

1d10	Combined Omen	Combined Encounter	2d6
1	Angry trumpeting, furious roaring. Flecks of blood everywhere.	2d6 starving Lions (pg. 257) stalk 1 Elephant (pg. 252). Might switch to easier prey or remember assistance.	2-3
2	Elaborate nonsensical curses, spluttering, cries for help.	1 Rhinoceros (pg. 257) circles 1 Jinnī (pg. 256) disguised as tree-bound beggar. The Jinnī is testing people.	4
3	Barking, yips, hissing, stampeding feet, plume of dust.	2d6 Flightless Birds (pg. 252) flee in terror before 2d4 Hyenas (pg. 255).	5
4	Quiet hooting, buzzing insects. Torn handfuls of grass. Flash of tan fur.	Clueless troop of 2d6 Baboons (pg. 251) stalked by 1 solitary and very cunning Lion (pg. 257).	6
5	Intermittent honking and splashing. Faint ripples in the water.	4d6 Crocodiles (pg. 251) scabble and snap at a flock of 2d6 Flightless Birds (pg. 252).	7
6	Coordinated giggles and growls, shine of teeth and hungry eyes.	Pack of 2d6 Hyenas (pg. 255) drive or lure prey towards 2d6 Rhinoceros (pg. 257), hoping to start a squabble.	8
7	Gentle slosh of water, occasional mucus-laden snort.	2d6 Hippopotami (pg. 255) and 2d6 Crocodiles (pg. 251) share a stretch of river or a muddy hole. A deadly alliance.	9
8	Shrieking bleats, crunch of chitin. Smells of vinegar and copper.	1d20 rampaging Elephants (pg. 252) trample 2d6 Hive Insects (pg. 253) near the entrance of a hive.	10
9	Screeching and clicking. Faint smell of vinegar. Clouds of flies.	1 Hive Insect (pg. 253) and 1 Baboon (pg. 251) fight over a particularly tasty morsel.	11
10	Disdainful echoing commands, puff of white smoke, billowing wind.	1 glowering Jinnī (pg. 256) wants 1 ancient Hippopotamus (pg. 255) slain in revenge. Will bargain over reward.	12

1d10	Where They Find You (Out Of Doors)	Minor Creatures	Antipodal Minor Creatures
1	Canyon edge. Eroded drop.	Skittering frilled lizard.	Herd of small kangaroos.
2	Watering hole. Muddy, crowded.	Herd of harmless giraffes.	Sleepy grey koala in a tree.
3	Tilted slab. Gentle ramp.	Unflappable prowling badger.	Laughing kookaburra.
4	Narrow stream. Grass clumps.	Cluster of striped zebra.	Basking monitor lizard.
5	Rocky ridge. Windy, ankle traps.	Leaping gazelle.	Scavenging black and white ibis.
6	Damp hollow. Soggy, slippery.	Vast herd of wildebeest.	Large but harmless spider.
7	Sand dune. Steep sides, hard to run.	Dense swarm of black flies.	Small incredibly deadly spider.
8	Dust pit. Coats everything.	Circling vultures.	Brown venomous snake.
9	Dry riverbed. Gravel valley, dead fish.	Lumbering pangolin.	Shrieking cloud of cockatoos.
10	Lone tree. Primordial, climbable.	Elaborate crested crane.	Shimmering flock of lorikeets.

1 Baboon

Appearing: 1 raider, troops of 10×1d4
HD: 1 (5 HP)

Appearance: a quadrupedal monkey with a broad chest, fangs, and close-set yellow eyes.

Voice: hoots, shrieks, roars, grunts.

Wants: to eat, raise young, defend territory.

Morality: protective of children. Generally fearful.

Intelligence: as smart as a well-trained dog.

Armour: none.

Move: normal. Climb normal.

Morale: 5

Damage: 1d4 claw.

More of a nuisance than a danger, Baboons are cunning raiders. They will flee from any serious conflict, but sometimes arrange ambushes.

Treasure: in populated regions, lairs may contain 1d10×1d10gp in stolen shiny objects.

1d10 What Have These Baboons Done?

- 1 Dug up a graveyard.
- 2 Smashed a pottery shop.
- 3 Ate a wizard's book. Now they're immune to magic and glow in the dark. *Fantastic.*
- 4 Stole a relic or statue from a local village.
- 5 Terrified a prize-winning cow.
- 6 Ate all a farmer's crops. Despondency reigns.
- 7 Kidnapped a baby. Terror, panic. They might give it back without a fight.
- 8 Howled all night and kept a noble awake.
- 9 Nested in the roof of a library.
- 10 Ruined a feast by raiding the storehouse.

MENU

Flavour: stringy, acidic pork.

Notes: if you believe certain legends, eating the heart of a baboon cures baldness.



Crocodile 2

Appearing: swarms of 4d6
HD: 4 (18 HP)

Appearance: a squat green-grey aquatic reptile with abundant teeth and a long tail.

Voice: silent. Occasional rumble. Hatchlings squeak.

Wants: to bite things.

Morality: probably not applicable.

Intelligence: very dim.

Armour: as chain. Takes ½ damage from bludgeoning weapons.

Move: normal. Swim normal.

Morale: 5

Damage: 1d6 claw / 1d6 claw or 1d20 bite.

Crocodiles opportunistically ambush targets. They defend their own hatchlings or nests but not other Crocodiles. They attack with a bite attack from almost perfect concealment, then use their claws to rip at entangled prey. They can sometimes be driven off with a few solid blows.

Treasure: Crocodile hides are worth 2gp. In populated areas, their stomachs might contain 1d10gp in coins and jewellery.

1d10 Legendary Crocodile Abilities

- 1 Crocodiles always weep after eating a person. They feel genuine remorse.
- 2 Crocodiles never stop growing. Though their eggs are the size of a goose's, ancient Crocodiles can be the size of river barges.
- 3 Though slow to reason, Crocodiles have great patience, and will watch a victim's habits for days or weeks before striking.
- 4 The dung of a Crocodile enhances beauty. If rubbed on the face and washed off by sweat, all blemishes and scars disappear.
- 5 The Crocodile is exceptionally lazy. In cold weather, even mortal peril will not stir them.
- 6 A white bird visits the Crocodile and cleans its teeth, yet the bird is never devoured.
- 7 The pious dead can return in the form of Crocodiles.
- 8 Crocodiles sometimes use bait to attract birds, fish, or unwary children.
- 9 Crocodiles sleep with one eye open.
- 10 If you sleep near a Crocodile, it might dream it is you and you might dream you are it.

MENU

Flavour: tasty, dense, slightly oily fish.

Notes: if you believe certain legends, a Crocodile that has eaten a person (or is a reincarnated ancestor) will have pure white flesh.

3 Elephant

Appearing: herds of 1d20

HD: 11 (50 HP)

Appearance: a huge grey-skinned beast with sail-like ears and a prehensile trunk. Males have tusks.

Voice: grumbling and trumpeting.

Wants: to defend their herd, to eat.

Morality: pacifistic where possible.

Intelligence: as smart as most people, but with limited means of expression.

Armour: as chain.

Move: normal.

Morale: 8

Damage: 4×1d12 trample attacks. Only 2 can target any one enemy.

If reduced to 25% health (12 HP), an Elephant gains 2 extra trample attacks per round. Elephants usually try to drive away attackers by false charges and angry trumpeting. They form circles to protect their calves.

Treasure: ivory is worth 100×1d6gp per tusk. 25% of Elephants are tusked. Calves are worth 200gp.

1d10 Legendary Elephant Abilities

- 1 Elephants never forget a face, a kindness, or an injustice. They can hold grudges or repay favours, even decades later.
- 2 Elephants fear fire and will never approach within 20' of a lit torch.
- 3 Elephants fear mice and serpents.
If an Elephant sees a spell being cast it can memorize it and cast it later, using its trunk as a wand.
- 5 Elephants can learn to practice religion, understand languages, read books, and carry out complex instructions.
- 6 Under no circumstances can an Elephant be induced to fight another Elephant.
- 6 Sometimes the males duel, but only in wild and isolated places.
- 7 Before dying, Elephants travel to a secret graveyard. Think of the ivory trove.
- 8 The breath of an Elephant cures headaches, joint pain, and sleeplessness.
- 9 Elephants are dignified creatures. Though their young love to play, their elders enjoy solemnity and spurn frivolous jests.
- 10 Elephants sometimes guide lost travellers.

MENU

Flavour: very dense, rubbery pork.

Notes: if you believe certain legends, the brains of an Elephant restore lost memories and forgotten dreams.

Flightless Bird 4

Appearing: flocks of 1d6

HD: 2 (9 HP)

Appearance: a large humpbacked nervous bird. Like a small haystack with bald legs and a long neck.

Voice: silent. Occasional squawk or boom.

Wants: to eat tasty plants, protect eggs.

Morality: foggy rage at the world, moderated by fear.

Intelligence: thoughts phrased as punctuation marks instead of fully realized concepts.

Armour: none.

Move: 2x normal.

Morale: 3

Damage: 1d4 peck or 1d8 kick.

Flightless Birds flee from most encounters. Being surrounded and kicked to death is still a possibility. These stats can also represent Kangaroos.

Treasure: none.

1d8	These Birds Are...	Canonical Name
1	Black or brown with white patches. Bald necks.	Ostrich
2	Tawny and grey, small, and nimble.	Rhea
3	Shaggy, brown and grey, and curious.	Emu
4	Crested. Blue heads, red wattles. Small but bold.	Cassowary
5	Dark brown. Large, low, and long. Hooked beak.	Moa
6	Very large, black, and noisy. Timid.	Vorompatra
7	Large axe-like beak, fan tail, stubby wings.	Terror Bird
8	Black and white, glossy, aquatic. Inelegant on land.	Greater Penguin



5 Hive Insect

Appearing: 1 forager or scout, swarms of 2d6, hives of 30×1d10.

HD: 1 or 2 HD (5 or 9 HP) for workers and warriors respectively. 1 in 6 insects are warriors.

Appearance: a human-sized insect. Six limbs, dark chitin carapace, glass eyes, flickering antennae.

Voice: clicking and buzzing. Most communication is pheromonal and difficult to interpret.

Wants: to protect the colony.

Morality: separated from the rest of the world by a gulf. Pragmatic but not empathetic.

Intelligence: individuals are about as smart as a dog. A colony, when dealing with problems it can understand, is a tactical genius. Very poor eyesight.

Armour: as leather.

Move: normal. Climb normal.

Morale: 10

Damage: varies by role.

- Worker: 1d6 bite or alarm pheromone (10" cone).
- Warrior: 2d6 bite.

Hive Insects instantly attack anyone coated in alarm pheromones. Pheromones can be washed off with water. If combat occurs near a hive or gathering site, 1d6 Hive Insects arrive per minute until the threat is resolved. If combat occurs inside a hive, 1d6-1 Hive Insects arrive per round.

Colonies are controlled by a central queen. If she is killed, the colony disintegrates in 2d6 hours. Threat detection breaks down immediately. Individual Hive Insects become confused and lost.

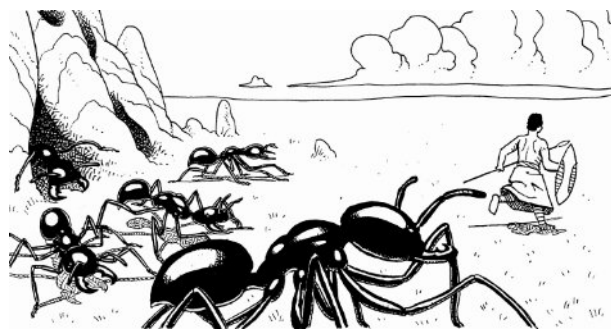
Wearing the body parts or glands of a Hive Insect to sneak into their colony is a time-honoured tradition.

Roll 1d4 on the adjacent table for "normal" forms or 1d6 to include other eusocial animals.

Treasure: none. The heart of a hive might contain 2d100gp in chewed coins, half-digested jewellery, and fungus-coated luxuries.

1d10 Rare Morphs

1	Enormous jaws. 2d8 damage bite.
2	Poison. +1d4 poison damage bite.
3	Suicide acid blast. 20' cone, 1d4 damage.
4	Honeypot. Fat, slow. 50L of syrup.
5	Shieldhead. Can block a passageway.
6	Fungal. 10' cube of dense spores on death.
7	Fire. +1d4 fire damage bite.
8	Thorned. Each round, 1 damage, 10' radius.
9	Bouncing. 30' leap. Immune to fall damage.
10	Diplomat. Telepathy, human-scale empathy.



1d6 Hive Insect Form

1	Ant. Delicate waist.
2	Termite. Large head, ridged thorax.
3	Wasp. Fly normal. Striped.
4	Bee. Fly normal. Fuzzy. May excrete honey.
5	Land Shrimp. Delicious, fidgety.
6	Naked Mole Rats. No armour. Bewhiskered.

1d10 Why Raid This Hive?

1	Insects have devoured our crops and livestock for too long! Destroy the hive and all insects will surely leave us alone.
2	A new colony appeared in the middle of a nearby village. The villagers fled in terror.
3	Maybe we shouldn't have burned that wizard's library. Can you help us before the insect plague spreads across the land?
4	Royal jelly from an insect hive is a vital ingredient in a centennial ritual dish.
5	Rival insect hives are trying to hire mercenaries... we think. Their diagrams are confusing but they pay in gold flakes.
6	Horrible insects abducted our ruler during the coronation parade. Retrieve their crown and, if possible, mortal remains.
7	They say the hive contains an entrance to a dungeon full of treasure.
8	A landslide buried our farm. Those insects are probably to blame.
9	We need a barrelful of royal blood to stop an ancient evil from escaping. Will insect royalty work? Only one way to find out.
10	The insect hive is disinterring our ancient dead from their burial ground. Would you rather fight insects or vengeful ghosts?

1d6 Emotion Smell

1	Anger / Fear / Alarm	Vinegar
2	Confusion / Curiosity	Copper
3	Excitement / Joy	Sulphur
4	Hungry / Need Food	Rotting Plants
5	Full / Food Located	Starch
6	Concern / Sympathy	Butter

Generic Insect Hive

1. Spire

- Constant updraft. Nose-crinkling smell.
- Meager handholds, perilous slope.
- Superb view.

2. Air Channels

- Labyrinthine, spittle-coated, maze-like.
- Sealed and adjusted hourly.
- Violent gusts at sunrise and sunset.

3. Intake Vents

- Crawl to enter. Jagged agglomerate.
- Frequent patrols.
- Surly roosting pigeons.

4. Subsumed Ruins

- Human curiosity storehouse.
- Mostly inedible detritus.
- Iron, statues, mosaics.
- Odd scents ignored.

5. Royal Chamber

- Helpless Hive Queen, eggs, jelly pools.
- Hurricane of guards, suitors, and workers.
- Mist of pheromones, streams of mucus.

6. Fungus Farms

- Coiling rows of blue-grey fibre nodules.
- Rare guards, frantic workers.

7. Guard Tower

- Clumps of sleeping warriors.
- Alarm moves in waves.



8. Larder-Prison

- Captives and cattle.
- Saliva-borne sedatives.
- Occasionally fed to Hive Queen.

9. New Tunnels

- Nibbled boulders, heaps of sand.
- Winding paths, constant tremors.
- Discarded valuables, gems.

10. Hive Galleries

- Resting workers.
- Squirming larvae.

11. Audience Chamber

- Designed for humans.
- Built by confused insects.

12. Aquifer

- Muddy flats, deep cold pools, dangling roots.

1d10 Unexpected Hive Encounters

- | | |
|----|---|
| 1 | Waddling sugar-bloated aphids. |
| 2 | Lightly tranquilized Pilgrims (pg. 29). |
| 3 | Infiltrating Giant Spider (pg. 43). |
| 4 | Rampaging Tunnel Hulk (pg. 214). |
| 5 | Baffled Devil (pg. 149). Behind on quotas. |
| 6 | Excavated Robot Servant (pg. 301). |
| 7 | Psychoactive fungal bloom. Wobblifying. |
| 8 | Emergency work team. Everyone drafted. |
| 9 | Tunnel collapse. Rapid response. |
| 10 | Waterfall. Washes off pheromones. |

1d6 Colony Treasures

- | | |
|---|---|
| 1 | Fungal Bloom of Command. Calls 2d6 fairly obedient Hive Insect followers for 14 days. |
| 2 | Royal Jelly. 1 use. Eat to become royalty for the purposes of spells and heraldry. |
| 3 | Lignin Pearl. Sphere of hyper-compressed wood. Entrancing growth rings. |
| 4 | Chitin Armour. Strong as plate, light as silk. Built for favoured guests and diplomats. |
| 5 | Second Stomach Lining. After swallowing, allows user to digest anything organic. |
| 6 | Healing Spittle. 1 use. Restore all HP, smooth scars, banish fatigue. |

Map By Scott Wegener

6 Hippopotamus

Appearing: pods of 2d6

HD: 8 (36 HP)

Appearance: a rubbery, hairless, semi-aquatic beast with a large mouth and stump-like tusks.

Voice: grunting, roaring, aggressive snorting.

Wants: to protect its territory, eat plants.

Morality: not applicable.

Intelligence: dim but vigilant. Almost always angry.

Armour: as chain. Reduces all incoming non-magical damage by 3.

Move: normal. Swim normal.

Morale: 11

Damage: 3d6 bite.

Confident in their thick hides and well-known belligerence, Hippopotami chase travellers from their marsh or river, or simply attack and overturn boats from below.

Treasure: a full set of hippo teeth is worth 10gp.

1d10 Legendary Hippopotamus Abilities

- 1 The Lion is the king of land-beasts, but the Hippo rules the water. No creature is bolder.
- 2 Statues of Hippos can come alive.
- 3 Hippos sweat a healing oil or lotion.
- 4 Only platinum arrowheads can reliably pierce the thick hide of a Hippopotamus.
- 5 Hippos prick themselves on reeds to alleviate the heat of their excessive fat.
- 6 Male Hippopotami can change shape, becoming fierce warriors or great leaders.
- 7 As part of an divine bargain, Hippos scatter dung with their tails to prove they haven't been eating fish.
- 8 There is an ancient prayer that drives away Hippopotami and renders their hides as soft as clouds.
- 9 Hippos love great storms, for they refill their rivers and overturn boats.
- 10 Hippopotami cannot actually swim, but instead run along the river bottom.

MENU

Flavour: very dense, fatty pork.

Notes: if you believe certain legends, the flesh of a Hippopotamus banishes fear, and the heart imbues unshakeable courage and confidence.

Hyena 7

Appearing: packs of 2d6

HD: 3 (14 HP)

Appearance: a spotted light brown and black wolf with a long neck and very strong jaws.

Voice: yips and laughter.

Wants: to eat, raise young, live peacefully.

Morality: cunning but not brutal.

Intelligence: dog-like.

Armour: none.

Move: normal.

Morale: 7

Damage: 1d8 bite.

Hyenas scavenge, ambush, and wheedle.

Treasure: none. Cubs can be trained and are worth 5gp.

1d10 Legendary Hyena Abilities

- 1 Hyenas can mimic human speech. At night, they lure victims from their homes to devour them in the darkness.
- 2 Hyenas switch sex every year.
- 3 The lens of a Hyena's eye is hard and glassy. Put it under your tongue and you can make one true prediction about the future.
- 4 If the shadow of a Hyena falls on a dog, the dog will be rendered mute.
- 5 Hyenas can eat bone, metal, and stone with equal ease.
- 6 Hyenas were once people. They defied the local religion and were cursed.
- 7 Hyenas only attack brave people and willingly serve cowards and thieves.
- 8 The gaze of a Hyena puts weak-willed people and animals to sleep.
- 9 Hyenas only eat the corpses of unholy people. The souls of those they consume stay inside the Hyena.
- 10 The heart of a Hyena is a powerful charm. If used as a focus for magic, the spell will always succeed.

MENU

Flavour: stringy pork.

Notes: if you believe certain legends, the flesh of the Hyena allows anyone who consumes it to perfectly mimic voices for 6 hours.

8

Jinnī

Appearing: 1

HD: 7 (32 HP)

Appearance: a faintly transparent human with brightly coloured skin. Either hideous or beautiful. A creature of extremes. Can alter its appearance at will.

Voice: formal, with echoes and reverberations.

Wants: to meddle, to experience life.

Morality: as good as most people, but capable of extremes of kindness or depravity.

Intelligence: more knowledgeable than most people, but sometimes naive and easily tricked.

Armour: as plate. Immune to non-magical damage. Particularly cutting insults or complex moral arguments deal 1d6 damage to a Jinnī.

Move: fly normal. Can flow through through gaps larger than ¼".

Morale: 8

Damage: 2d10 soul-searing strike.

Additionally, a Jinnī can use each of the following abilities once per day.

1. Invisibility

The Jinnī becomes invisible for up to 12 hours.

2. Feast

The Jinnī creates food and water for up to 12 people.

3. Illusion

The Jinnī creates a complex illusion up to a 200' cube in size. This could be a fully furnished house, a grove of trees, or a hoard of gold. The illusion is solid but slightly glassy. Creatures with 6 or more Wisdom will notice its unnatural nature within a few minutes. The illusions lasts for up to 24 hours.

4. Transport

The Jinnī carries up to 2,000lbs or 10 people up to 10 miles as swiftly as an arrow flies.

Particularly powerful Jinn can use the following abilities.

5. Alter Weather

Once per day, the Jinnī alters the weather in a 20 mile radius. Storms, whirlwinds, and floods are typical.

6. Wish

Once per year, the Jinnī can grant three wishes. Possible effects of one wish could include:

- Return one dead person to life.
- Arrange the death of one mortal.
- Create up to 20,000gp in wealth.
- Fully heal, cure, and restore one person.
- Travel a great distance.
- Learn a secret, a path, or a forgotten truth.
- Add 100 years to a person's mortal lifespan.

Jinn are beings of smokeless fire. Though rare and elusive, they form nations in the wilderness, raise cities, follow monarchs, and wage wars. For the Jinn, matter is trivial to manipulate but thoughts and emotions are inscrutable and inflexible. A human calming themselves, changing their mind, or reminiscing is seen as miraculous, while creating food or cutting a path through a mountain is trivial. Once convinced of something or fixed on a course, it is nearly impossible for a Jinnī to voluntarily change.

Binding a Jinnī requires powerful threats, trickery (e.g. asking a Jinnī to enter a container then sealing it with a holy symbol), or flattery. A bound Jinnī will serve for a year and a day or until it grants three wishes.

Treasure: none.

1d6	Names	Colours	Features
1	Habiqiq	Blood red.	Wispy wings.
2	Zahen Dur	Egg yolk yellow.	Curled horns.
3	Ialla Mallic	Lapis blue.	Gold eyebrows.
4	Rashad	Sea green.	Halo of eyes.
5	Gahenna	Ivory white.	Silver fangs.
6	Ruwaha	Midnight black.	Curled shoes.

1d10 Why Is This Jinnī Here?

1	Immortal, bored, looking for a distraction.
2	Trapped in a large clay urn.
3	Searching for a human partner. The relationship is unlikely to be a happy one.
4	Testing poetry on travellers.
5	Angry and spoiling for a fight.
6	On an inscrutable pilgrimage.
7	Bound to endlessly reassemble a temple. Stones long since worn to sand.
8	Furnishing secret underground home.
9	Investigating trivial mortal behaviour.
10	Pretending to be a beggar to test the morality of mortals. Not a very convincing disguise.

CURSED WISHES

There is a strong temptation to turn an imprecisely phrased wish against a PC. It's far more interesting to grant the wish and see what consequences ensue. Getting exactly what you want can be a curse.

Player: I wish for a pile of gold.

Poor Response: A pile of gold appears 30' above you. You take 9d6 bludgeoning damage.

Good Response: A pile of gold appears next to you. Wealth beyond your wildest dreams. How are you getting it back to town? How will you protect it from bandits and treacherous friends?

9

Lion

Appearing: prides of 2d6

HD: 5 (23 HP)

Appearance: a large tawny cat. Males have a mane but tend towards laziness.

Voice: deep earth-shaking roar.

Wants: to eat, raise young, live peacefully.

Morality: dim but faintly noble.

Intelligence: cat-like.

Armour: none.

Move: normal. Can leap up to 10' vertically or 30' horizontally without warning.

Morale: 9

Damage: 1d4 claw / 1d4 claw / 1d10 bite.

Despite their fearsome reputation, lions only hunt weak or isolated humans. In defense of their pride—either the group or the concept—they are nearly unstoppable.

Treasure: lion pelts are worth 50gp. Pelts with manes are worth 100gp. 30% of lions have manes. Cubs can be trained (with difficulty) and are worth 15gp.

1d10 Legendary Lion Abilities

- 1 The Lion is the king of beasts; all other animals obey and fear him.
- 2 When a Lion knows it is being hunted, it sweeps its tracks with its tail to erase them.
- 3 The Lion always sleeps with its eyes open; it cannot be ambushed by day or night. Lion cubs are born dead. On the third day, their father returns and breathes life into them. Some legends say anyone can do this, though the cubs will become strange but loyal horrors.
- 4 A Lion will not attack a prostrate person, nor any woman without a weapon.
- 5 All the Lion's attributes are contained in their front half: the head, chest, and paws. The rear half merely supports the creature.
- 6 Lions remember good deeds, and will return to aid those who help them.
- 7 The claws of the Lion are the sharpest of all natural beasts.
- 8 Lions are frightened by crowing cocks, turning wheels, and spluttering fire.
- 9 When hunting, the Lion draws a circle with its tail. No beasts can cross the circle.

MENU

Flavour: bitter pork.

Notes: if you believe certain legends, eating the heart of a lion provides a permanent aura of courage and strength.

Rhinoceros 10

Appearing: herds of 1d6

HD: 10 (45 HP)

Appearance: a large grey-skinned beast with small ears and large nostrils.

Voice: low grunting.

Wants: to defend their herd, to eat.

Morality: prone to fits of rage.

Intelligence: very dim.

Armour: as chain. Reduces all incoming non-magical damage by 2.

Move: normal.

Morale: 9

Damage: 1d8 trample / 1d12 full-body smash. On a turn where the Rhinoceros charges, its attacks deal double damage.

Rhinoceros do not like to be approached and will charge threats without hesitation.

Treasure: Rhinoceros horns are worth 50gp. 25% of Rhinoceros will have horns.

1d10 Legendary Rhinoceros Abilities

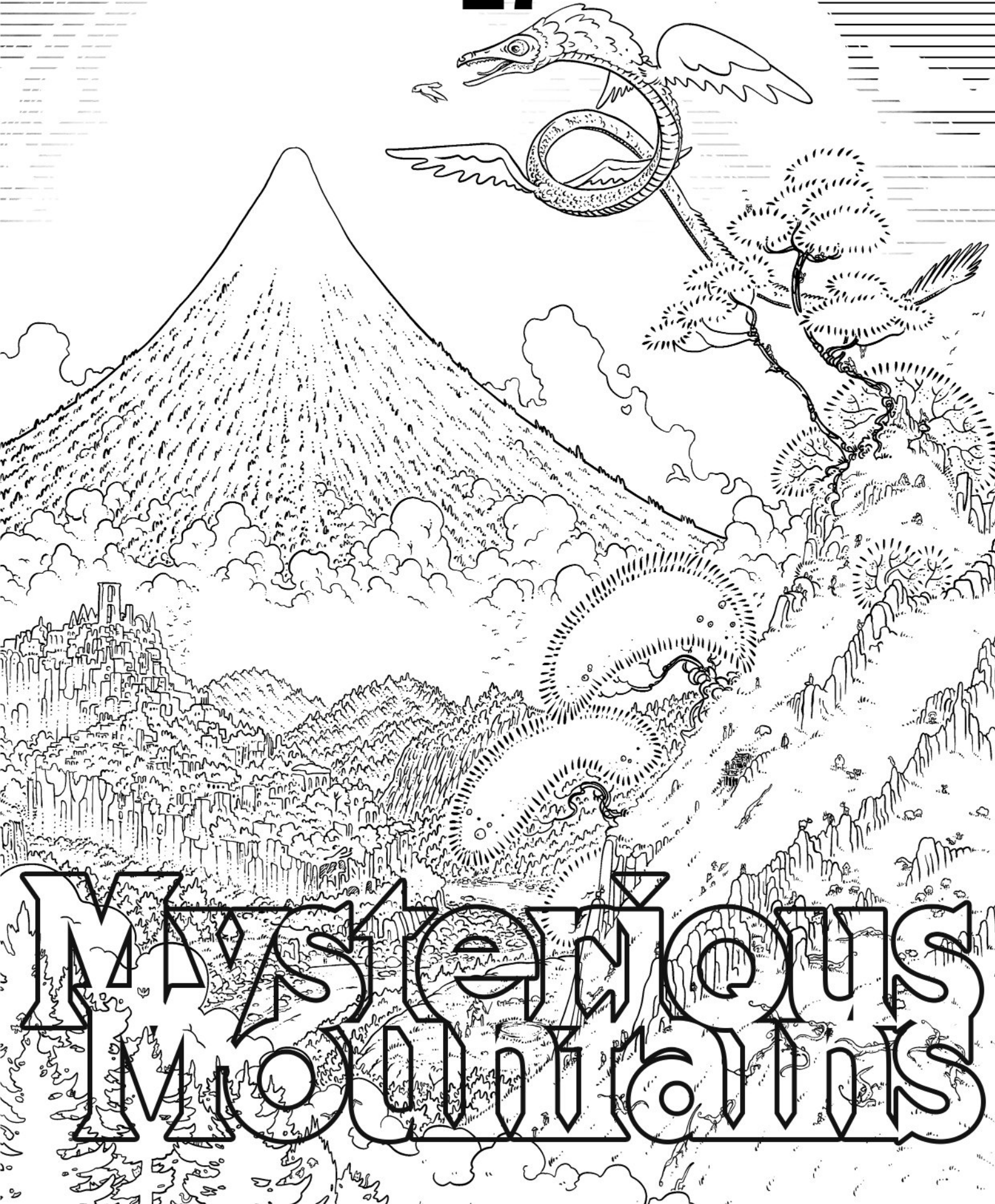
- 1 The horn of a Rhinoceros cures poison, impotence, and flatulence.
- 2 Unicorns with corrupt ambitions slowly become Rhinoceros.
- 3 The Rhinoceros cannot be tamed or trained. Any attempts lead to a terrible death.
- 4 When the Rhinoceros cries of thirst, its tears fall as valuable glass beads.
- 5 Rhinoceros and Elephants are mortal enemies, for the Rhinoceros thinks only of the present while the Elephant dreams.
- 6 Rhinoceros tramples out fires wherever they finds them, not from fear but from duty.
- 7 A Rhinoceros will not cross a barrier of salt.
- 8 A black bird lives on the back of the Rhinoceros. It warns its host of danger.
- 9 Rhinoceros calves behave more like dogs than like their parents, and require slow and patient education.
- 10 The Rhinoceros is troubled by many blood-sucking flies and worms. Cleaning its skin is the only way to earn its affection.

MENU

Flavour: very dense fatty pork.

Notes: if you believe certain legends, the brains of a Rhinoceros blot out all memories, letting the imbiber start life anew.

17



Mystical Mountains

The exposed bones of the earth, rising to swallow the horizon. The sky seems closer and darker, even as the sun's light grows harsher. Knowing the correct passes and reading the weather are vital skills.

Mountains have sacred connotations. Their unreachable peaks, shrouded in blowing snow and glittering illusions, are the realm of legends. For most people, climbing a mountain means entering a dangerous mythical realm.

- 5+ mile / 8+ km peaks are legendary titans.
- 4 mile / 6.5km peaks dominate a range.
- 3 mile / 5km peaks are the backbone of a chain.
- 2 mile / 3km peaks are solid summits.
- 1 mile / 1.5km peaks are hills with pretensions.

Air temperature drops by approximately 3°F / 1.5°C for every 1,000' / 300m gain in elevation. Above the treeline (varies widely, but 1 mile in frigid climates or 3 miles in tropical regions), short grasses and shrubs proliferate, then fade to isolated pockets as the temperature drops. The highest slopes can be visited briefly, but life tends to vanish as permanent snows and wind-scoured rocky pinnacles appear.

You ask me why I lodge in these emerald hills;
I laugh, don't answer – my heart is at peace.
Peach blossoms and flowing waters
Go off to mysterious dark,
And there is another world,
Not of mortal men.

—Li Bai, *Dialogue in the Mountains*,
trans. Stephen Owen

1d10	Cross-Reference Omen	Cross-Reference Encounter	2d6
1	Painful glow, gyroscopic halo, faint choral music.	1 Lamassu (pg. 87) holds back 2d4 Alpine Specters (pg. 261) with its radiance.	2-3
2	Hissing, shed skin, prismatic reflections.	1 Basilisk (pg. 101), slightly confused, attempts to coddle 1 Couatl (pg. 262).	4
3	Shrieking call, diving shadow, claw marks, enormous feathers.	1 eagle-like Wyvern (pg. 78) protects 2d4 spice-seeking Alicanto (pg. 261) chicks.	5
4	Blubbery, flying stones, smell of medicinal herbs.	1 Mandrake (pg. 210) terrifies 1 Giant (pg. 263). Exhausted with worry.	6
5	Caterwauling, tufts of fur and misshapen scales.	1 Chimera (pg. 103) skirmishes with 1 Panther (pg. 266). Up and down trees, across fields.	7
6	Gibbering, metallic buzzing, nests of leaves, springs and wires.	1 baffled Robot Servant (pg. 301) surrounded by 2d6 inquisitive Apes (pg. 262).	8
7	Froth and spittle, thrashing tentacles, mud, roaring.	1 Froghearth (pg. 209), tethered by 2d4 Roperites (pg. 266). Enraged, slowly	9
8	Puffs of steam, quiet bleating, magnetic tugs.	1 Remorhaz (pg. 233) stalks 2d6 Telluric Goats (pg. 267). Maneuvers to an optimal position.	10
9	Incense and cinders, floating golden runes, puffy clouds.	1 Mummy (pg. 54) mounted atop 1 Kirin (pg. 265). An ancient sage, dispensing abstruse wisdom.	11
10	Ear-popping pings and warbles, hurled harpoons, gliding shadows.	Pod of 2d6 flying Whales (pg. 278), hunted by 2d4 Noble Giants (pg. 264).	12

Monsters	Hit Dice
Alicanto	1
Roperite	2
Panther	3
Ape	4
Telluric Goat	4
Alpine Spectre	6
Giant	8
Couatl	9
Noble Giant	11
Kirin	12

1d10	Mountain Types
1	Ancient. Smoothed, slouching, forested.
2	Jagged. Recently uplifted, cliff-riddled.
3	Spires. Crumbling fingers, sand, pockmarks.
4	Banded. Stripes of purple, red, brown, grey.
5	Extinct Volcano. Conical, crater, worn sides.
6	Dormant Volcano. Fumes, geysers, gravel.
7	Active Volcano. Spouts of lava, ash clouds.
8	Glacier Field. Chasmed valley filled with ice.
9	Tell. Titanic mound of ruins and potsherds.
10	Floating. Suspended by sorcery. Waterfalls.

Mysterious Mountains

Random Encounters

1d10	Omen	Encounter
1	Faint glow, creeping darkness.	1 cautious Alicanto (pg. 261) peeps and scurries.
2	Shadows and colours slightly fade.	1 Alpine Spectre (pg. 261) shivers and flickers.
3	Gentle hooting, rustling.	A troop 2d6 Apes (pg. 262), hesitantly picking their way forward.
4	Prismatic reflections, coiling shadows.	1 Couatl (pg. 262), sleepily basks in the air. Startled if spotted.
5	Unwashed reek, stomping, muttering.	1 hungry Giant (pg. 263) crashes through the scenery.
6	Caustic odour, thunderous footsteps.	1 Noble Giant (pg. 264). Politely but firmly redirects intruders.
7	Golden light rays, crisp air, chimes.	1 Kirin (pg. 265) lightly treads on air while examining the PCs.
8	Silence. Pale eyeshine. Hot breath.	1 Panther (pg. 266) leaps from above, aiming for a neck.
9	Flapping feet, honking, dust cloud.	A pod of 1d6 Roperites (pg. 266) with noose-trunks outstretched.
10	Cracking stone, screeching iron.	2d6 Telluric Goats (pg. 267) surface to search for refined metal.

1d10	Combined Omen	Combined Encounter	2d6
1	Echoing conversation, discarded giant cutlery,	2d6 Noble Giants (pg. 264) in primordial finery, attended by 1 Giant (pg. 263) servant and 3d6 Ape (pg. 262) pets.	2-3
2	Faint whispers, rainbow halos, rising fog, delicate paw prints.	2d6 Alpine Spectres (pg. 261) circle and twist, while 1 Panther (pg. 266) waits to feast on the remains.	4
3	Meeping and skittering, angry honks and gurgles, pattering feet.	1 Alicanto (pg. 261) pursued over all terrain by 1 Roperite (pg. 266), in an eternal cycle of chase and misadventure.	5
4	Yowling, tufts of fur, discarded feathers, bursts of light.	1 Panther (pg. 266) and 1 Couatl (pg. 262) locked in ferocious mock-combat to hone their skills.	6
5	Quiet snuffling, trails, fleeting glimpses of eyes and fur, humanoid footprints.	2d6 Apes (pg. 262) pet and protect 1 fat sleepy Alicanto (pg. 261) because it warns them of danger.	7
6	Hurricane roars, slithering, flying rocks, thunderous oaths.	3d6 Roperites (pg. 266) attempt to trip and strangle 1 enraged Giant (pg. 263). Pack tactics, flailing ropes.	8
7	Rasping, fans of sparks, deep laughter, occasional bleating.	2d6 Telluric Goats (pg. 267) nibble and clean the feet of 1 Noble Giant (pg. 264). In a good mood if treated politely.	9
8	Solid shaft of light, floating petals, smell of soap and lavender.	1 Giant (pg. 263) receiving basic moral instructions from 1 Kirin (pg. 265). Both sides are running out of patience.	10
9	Insistent commands, rust flakes, disturbed ridge of soil.	1 Couatl (pg. 262) trying to draw 1 Telluric Goat (pg. 267) away from an enchanted sword. Would appreciate help.	11
10	Starburst of rainbows, telepathic chords, stretched shadows.	1 Kirin (pg. 265) with a retinue of 2d6 helpful Alpine Spectres (pg. 261) test the merits of travellers.	12

1d10	Where They Find You (Out Of Doors)	Minor Creatures	Mountain Textures
1	Narrow cliffside path. Gusts of wind.	Black and white thief-bird.	Slab-sided, jagged peaks.
2	Swaying rope suspension bridge.	Stocky confident goat.	Sandy mesas, eroded canyons.
3	Alpine lake. Azure blue, dark sand.	Tiny territorial rodent.	Pale granite folds and creases.
4	Steep scree. Sharp shale, boulders.	Swarm of greasy grey moths.	Porous slopes, cinder cones.
5	Dry creek bed. Overhanging trees.	Herd of serene alpacas.	Dense forests, soft hills.
6	Minor peak. Ice, snow drifts.	Haze of miniscule black flies.	Light-drinking basalt slabs.
7	Stunted forest. Carpet of thick roots.	Oily brown vultures, circling.	Fields of peaks behind peaks.
8	Dusty track. Cloying yellow powder.	Red-eyed bone-eating eagle.	Sheer cliffs, ludicrous overhangs.
9	Swift stream. Slippery, cold as ice.	Swarm of brown songbirds.	Cracked spheres, obsidian bubbles.
10	Sharp valley. Tangled shrubs.	Fat harmless grey lizard.	Splinter-like quartz crystals.

1 Alicanto

Appearing: 1

HD: 1 (4 HP)

Appearance: a chicken-sized brown bird. Wings appear functional, but cannot fly.

Voice: irritable peeping.

Wants: to devour precious metals.

Morality: overwhelmed by fear.

Intelligence: powerfully dim. Unafraid of anything it cannot see; terrified to distraction by anything vaguely threatening, brightly coloured, or swift-moving.

Armour: none if illuminated. In darkness, as chain.

Move: 2x normal.

Morale: 4

Damage: 1 scratch.

Additionally, the Alicanto can use the following ability once per day.

Darkness

The Alicanto generates a zone of magical darkness 20' high and 100' in diameter. At noon, the darkness is a thin fog. At night, it renders non-magical light sources useless, and reduces the range of magical light by half. The zone lasts for 1 hour and moves with the Alicanto.

The Alicanto devours precious metals, refining and storing them in its crop and gizzard. The excess weight impairs flight. When fully fed, the Alicanto's wings glow as brightly as a candle, but can use its supernatural darkness (above) to hide.

By carefully following an Alicanto, wily explorers have found treasure hoards or profitable mines. Others, unrecorded, have found death and disaster.

Treasure: an Alicanto's crop contains 20×1d10gp in pure platinum, gold, silver, and copper nuggets.

1d10 This Alicanto Leading You...

- 1 Off a cliff. It can glide (barely).
- 2 Along a dangerously narrow ledge.
- 3 To a steep and inhospitable scree.
- 4 In a large and futile circle.
- 5 In a zig-zag path full of false hopes.
- 6 To its nest. 1d4 eggs worth 500gp each.
- 7 To a chest of buried gold coins (30×1d10gp).
- 8 To a rich vein of exposed silver ore.
- 9 To a stream bed dotted with flecks of gold.
- 10 To an abandoned mine. What lurks within?

MENU

Flavour: chicken.

Notes: killing an Alicanto is considered bad luck. Its flesh has no unusual properties.

Alpine Spectre 2

Appearing: 1, or congregations of 2d6

HD: 6 (27 HP)

Appearance: an elongated humanoid shadow ringed with rainbow light. Appears to be miles away and within arm's reach at the same time.

Voice: silent.

Wants: to live again.

Morality: empathetic but desperately hungry.

Intelligence: as smart as most people.

Armour: none. Immune to elemental and non-magical damage.

Move: fly normal when observed, fly 6x normal when not observed.

Morale: 8

Damage: 1d8 chill touch. Ignores armour.

The touch of an Alpine Spectre also drains vitality. Not health or fitness, but the stuff of life itself. It imposes an XP debt on the target. A target hit by an attack must Save or double the amount of XP necessary reach their next level. (E.g. if it normally takes 200 XP to level up, it now takes 400 XP).

In systems without calculated XP, an Alpine Spectre's touch could instead:

- Deal 2 permanent damage to a stat.
- Diminish the intensity of one aspect or goal.

An Alpine Spectre must test Morale after draining vitality from a target. If it fails, it vanishes.

Visitors from another world or the spirits of the restless dead, Alpine Spectres might be mistaken for tricks of light, altitude, and perspective. They sometimes gesture to warn travellers of danger or lead them to safety. More frequently, they sap life and flee.

Treasure: none.



3

Ape

Appearing: 1 rover, troops of 2d6

HD: 4 (18 HP)

Appearance: a short quadrupedal hairy humanoid. Long arms, no tail, intelligent eyes.

Voice: chuckling, hooting, grunting.

Wants: to defend their troop, to eat.

Morality: social and empathetic, but willing to tear threats limb from limb.

Intelligence: as clever as a young child.

Armour: none.

Move: normal, climb normal.

Morale: 5

Damage: 1d4 rend / 1d4 rend / 1d6 bite. If both rend attacks hit the same target, the bite attack automatically hits.

Apes usually flee from any encounter, and only attack if cornered or startled.

Treasure: none.

1d10	These Apes Are...	Canonical Name
1	Brown or black, clever.	Chimpanzee
2	Black or grey, muscular.	Gorilla
3	Orange, broad face, fat.	Orangutan
4	Grey, lanky, hoots.	Giant Gibbon
5	White, fluffy, elusive.	Yeti
6	Tall, bipedal, solitary.	Sasquatch
7	Very hairy, talons.	Almas
8	Orange, clawed, fanged.	Yeren
9	Brown, wears raw pelts.	Barmanou
10	Black, flat face, timid.	Yowie

1d10	The Locals Say That These Apes...
1	Know of secret medicinal plants, and will sometimes lead a sick person to a cure.
2	Can speak, but choose not to.
3	Maintain a secret religion, complete with priests, woven temples, and living deities.
4	Always give birth to twins. One is loved, the other loathed, but both are raised.
5	Build nests and pretend to be birds.
6	Retain hazy memories of their past lives as villagers, and sometimes watch and protect their descendants.
7	Cannot be caught by any snare or trap.
8	Stole swords and are practicing their use.
9	Split into smaller Apes when injured.
10	Have fire and fire-making tools.

Couatl

4

Appearing: 1

HD: 9 (41 HP)

Appearance: a vibrantly coloured winged snake.

Voice: polite, controlled, and musical.

Wants: to steer fate.

Morality: tolerably moral and compassionate.

Intelligence: smarter than most people. Can taste lies, magic, and selfishness.

Armour: as chain. Immune to non-magical damage.

Move: fly 2x normal.

Morale: 9

Damage: 1d6 bite. Living creatures must Save against poison or die.

Additionally, a Couatl can use each of the following abilities once per day.

1. Alter Self

For up to 6 hours, the Couatl becomes a human with rainbow feathers for hair.

2. Healing Touch

Target creature has all HP restored. All diseases are cured. Some scars fade. The target is also immune to non-Couatl poison for the next 6 hours.

3. Ethereal Constriction

Target creature within 50' is locked in place for 2d4 rounds. At the start of each round, they must Save or take 1d8 damage.

Couatls consider themselves the guardians of fate, and work to ensure ancient prophecies are fulfilled. They prefer to offer helpful (though often harsh) advice instead of resorting to violence and threats.

Treasure: a Couatl's skin is worth 100×1d10gp.

1d10	Couatl Names	Features
1	Ahuilztl	Musical silver chime crown.
2	Teuhcatl	Ties itself into knots.
3	Matlalaca	Three heads, one eye each.
4	Itotiahual	Carries a polished skull.
5	Mocel	Hypnotic fractal spiral fangs.
6	Tlailotlac	Wreathed in blue flames.
7	Anci	Triangular neon halo.
8	Itzcotocatl	Chameleonic scales.
9	Ecaton	Six sets of tiny wings.
10	Nencahuil	Orbiting red eyes.

MENU

Flavour: acidic sparkling chicken.

Notes: Anyone who eats the smouldering gem-like heart of a Couatl permanently increases their Strength and Wisdom by 1.

5

Giant

Appearing: 1 wanderer, clans of 2d6, settlements of 3d10

HD: 8 (36 HP)

Appearance: a human three or four times larger than normal. Lanky, slouching, and unkempt.

Voice: grumbling, rude, and blunt.

Wants: food, warmth, and safety.

Morality: contempt or pity for anything smaller; cringing resentment or fear of anything larger.

Intelligence: muddled and impulsive.

Armour: as leather. A Giant has a 50% chance to harmlessly catch a hurled rock or similar object.

Move: normal.

Morale: 9

Damage: 2d8 club or hurled rock (2d8 damage, 100' range).

Giants treat human-sized creatures as pests; either squished, lobbed out of Giant territory, or eaten as a delicacy.

Treasure: none. Giants sometimes hoard particularly valuable or interesting items in their lair (see below).



GIANT SCALE

If Giant is around 24' tall, a Giant's table is 12' high, a bench seat is 5' high, and a spoon is 1.5' long. To a Giant, a human is the size of a cat (on its hind legs). See the scale chart on pg. 310.

1d10	Giant Name	Features
1	Nurobochus	Two sharpened teeth.
2	Hurmcrusher	Bulbous itchy goiter.
3	Longstep Albert	Menacing copper helm.
4	Basaljun	Parasitic skin worms.
5	Vevog Pineback	One long spindly arm.
6	Hake the Cunning	Rusted iron fingernails.
7	Bonegnawer	Prehensile hairy nose.
8	Panirute	Almost spherical gut.
9	Thurumbaba	Knee-high leather boots.
10	Grawlgar	Shinbone hair beads.

1d10	Giant Type	Features	Lair	Cherished Loot
1	Hill	Tanned, filthy, snaggle-toothed.	Crude burrow or small cave.	Rough quartz boulder.
2	Bog	Long hair, protruding eyes, blue skin.	Underwater bubble-chamber.	Tarnished crown-ring.
3	Stone	Solemn, grey-brown skin, crafty.	Neatly chipped caves, halls.	Floppy hand puppet.
4	Fog	Thin, silver-white skin, bat-like ears.	Crumbling hilltop castle.	Enormous lizard skull.
5	Forest	Mossy, grey-green skin, antlers.	Massive nest, quiet meadow.	Tame painted pig.
6	Cyclops	One eye. Occasionally one horn.	Fortress of massive blocks.	Silver signal trumpet.
7	Ettin	Two-heads. Bickering, dim, warty.	Muddy odoriferous filth pit.	Ruby glass fishbowl.
8	Undead	Rotting, shambling. Swarms of flies.	Shattered basalt sarcophagus.	Gravity-defying rope.
9	Dust	Wrapped in cloth, leaping, shivering.	Extinct volcano, burned forest.	Refilling ale tankard.
10	Boneless	Crawling, pale, eternally hungry.	Winding damp cave system.	1,000×1d6 gp.

1d10 Why Fight These Giants?

1	They haven't eaten our cattle yet, but it's obviously only a matter of time.
2	No one around here takes a sell-sword seriously unless they've killed a Giant.
3	They roasted our best diplomat alive.
4	Legends say they have excellent treasure.
5	Their blasphemous songs offend us.
6	The smell when the wind blows from the west is intolerable. It kills birds and wilts flowers.
7	They keep growing larger. Soon it won't be possible to harm them.
8	Our last festival was ruined by a parade of hungry and extremely rude Giants.
9	They demanded five times the usual annual tribute. We will probably starve.
10	Have you seen them? They're terrifying!

6 Noble Giant

Appearing: 1 sentinel, castles of 3d10

HD: 11 (50 HP)

Appearance: a human five or six times larger than normal. Upright, imperious, well-clad.

Wants: to rule, to endure, to conquer.

Morality: complex, but tending towards megalomania.

Intelligence: as smart as most people. Surprisingly insightful. Superb sense of smell.

Armour: as plate. May have other immunities (see below).

Move: normal.

Morale: 8

Damage: 2d12+2 weapon or hurled object (2d12+2 damage, 100' range) or special attack (see below).

Tied to the elements and innately magical, Noble Giants consider themselves the rulers of the world.

Treasure: 200gp in oblong silver coins. Other treasures may be stored in a lair (see below).



1d10	Type	Features	Immune to	Special Attack
1	Cloud	Pale blue skin, great teeth. Smug.	Cold	Fog. Fill up thirty 10' cubes with thick white clouds. Visibility is 10'. Noble Giants can see through it.
2	Fire	Hairy, stout, armoured. Smouldering.	Fire / Heat	Fire Spray. 60' cone, 6d6 fire damage, Save for half. Alternatively, can extinguish all fires in the same area.
3	Frost	Muscular, ivory skin. Dour, vengeful.	Cold	Entrap. Up to 3 targets within 100' must Save or remain immobile for 1 round.
4	Storm	Prismatic, elegant. Aloof, skeptical.	Lightning	Lightning Bolt. 100' line, 3d10 lightning damage, Save to dodge. Automatically hits creatures in metal armour.
5	Sea	Grey-green, kelp hair. Furious, forgetful.	Water	Wellspring. 100' range. A 30' square becomes soaked with water. All creatures in the square must Save or fall prone.
6	Shadow	Fuming black smoke. Silent.	Magic	Walking Nightmare. Living creatures within 50' must Save against Fear or flee. All living creatures age 2d10 years.
7	Slime	Gooping translucent heap of jelly. Dim.	Acid	Slitherslam. 50' line, 3d6 bludgeoning damage, Save to dodge. The Noble Giant moves to the end of the line.
8	Iron	Whirring gears, rivets, cables. Befuddled.	Non-Magical	Chest Plasma Cannon. Requires 1 round to aim and charge. On the next round, 300' line, Save or disintegrate into ash.
9	Volcanic	Hairless, red, obsidian armour. Confident.	Fire / Heat	Minor Eruption. 10×10' squares within 50' melt and sizzle. Anything on the square takes 1d6 fire damage per round.
10	Void	Rubbery white suit, glass helm. Eerie.	Non-Magical	Specimen Capture Orb. 100' range. Create a milky glass sphere 30' in diameter. Sphere has 20 HP, blocks sound.

1d10	Lair	Treasure	Local Relationship
1	Cream marble castle. Silver bridges.	Cottage-sized wine cask.	Loathed invasive overlords.
2	Hidden mountaintop forge-spire.	Bracelet / Belt of Giant Strength.	Distant trading partners.
3	Upturned ship on a black sand beach.	Unwieldy thunderbolt hammer.	Occasional tribute-seekers.
4	Flying chained stone monastery.	Enormous embroidered tapestry.	Polite diplomatic contact.
5	Lighthouse at the end of a causeway.	Hovering mercury scrying lens.	Feudal rulers by ancient right.
6	Pristine forested island on a lake.	Infallible death-warding charm.	Whispered fear and aversion.
7	Shattered titanic laboratory-sump.	Potion of Temporary Gigantism.	Probably fictional child-eaters.
8	Featureless oiled steel cylinder.	1,000×1d6 gp in gold.	More landmarks than neighbors.
9	Spider-legged iron-domed crawler.	2,000×1d10 gp in gems.	Ritualistic mutual obligation.
10	Vine-encrusted ceramic sky-fortress.	3,000×1d10 gp in platinum.	Inscrutable harbingers of terror.

7

Kirin

Appearing: 1

HD: 12 (54 HP)

Appearance: a scaled lion-headed horse with long whiskers, golden antlers, and impeccable poise.

Voice: harmonious and calm telepathy.

Wants: inscrutable, but usually helpful.

Morality: highly empathetic, sometimes to the point of anguish. Cannot bear suffering or malice.

Intelligence: true genius. Can detect lies and see through illusions.

Armour: as plate. Immune to non-magical damage and mind-altering effects.

Move: fly 2x normal.

Morale: 10

Damage: 1d8+3 kick / 1d8+3 kick. A Kirin can choose to deal non-lethal damage with its kicks.

Additionally, a Kirin can use each of the following abilities once per day. Optionally, a Kirin may also know and cast 1d6 spells (1d100, pg. 36).

1. Alter Weather

The Kirin alters the weather in a 1 mile radius. Sunshine, a mild breeze, and fluffy clouds are typical.

2. Bestow Gift

The Kirin creates up to 48 mundane items (swords, coils of rope, gold coins, etc.) or 1 magic item.

3. Feast

The Kirin creates food and water for up to 48 people.

4. Full Restoration

Target creature has all HP restored. Missing limbs and serious injuries regenerate. All diseases are cured. All curses end. Alternatively, the Kirin can bestow one skill or talent, or add 50 years to a mortal's lifespan.

5. Illusion

The Kirin creates a complex illusion up to a 100' cube in size. This could be a fully furnished house, a grove of trees, or a hoard of gold. The illusion is solid but slightly glassy. Creatures with 6 or more Wisdom will notice its unnatural nature within a few minutes. The illusion lasts for up to 24 hours.

6. Smite

Target creature or object takes 4d6 damage, Save for half. If they have harmed the Kirin, committed terrible acts, or delight in wickedness, they automatically fail their Save.

A Kirin's telepathy allows it to read the surface thoughts and desires of living creatures within 100'. It cannot be surprised or ambushed.

Treasure: a Kirin's shining hide is worth 1,000gp, but inevitably brings division and disaster.



Nameless and eternal, Kirin are celestial emissaries. They treasure all life. Kirin are often associated with an element, precious stone, or metal, and are sometimes the companions of **Demigods** (pg. 146).

1d10 Kirin Features Association

1d10	Kirin Features	Association
1	Jets of golden fire.	Metal
2	Shimmering silk tail.	Water
3	One pearlescent horn.	Wood
4	Orbiting smoke rings.	Fire
5	Ceramic mask scales.	Earth
6	Diffuse blue-white glow.	Jade
7	Interlocking fangs.	Gold
8	Dorsal skeletal spines.	Silver
9	Lightning eyebrows.	Mercury
10	Glowing ear fronds.	Coral

1d10 Why Is This Kirin Here?

1	Idly browsing local clouds and mosses.
2	Marking the death of an illustrious ruler.
3	Heralding the birth of a wise sage.
4	Seeking an impartial jury for a trial. The Kirin, acting as judge, knows who is guilty and who is innocent, but must adhere to local laws.
5	Delivering some much-needed luck.
6	Warning the wayward and amoral PCs.
7	Guiding a lost child towards home. Happy to hand them over to responsible travellers.
8	Guarding the stairs to a celestial garden.
9	Checking on a PC; the distant descendant of someone the Kirin once knew.
10	Trying to get a spider out of its antlers without harming it. Needs assistance.

8 Panther

Appearing: 1

HD: 3 (14 HP)

Appearance: a large slim cat.

Voice: silent. Occasional yowl.

Wants: to hunt, to survive.

Morality: cautious treachery.

Intelligence: a patient and cunning cat.

Armour: none.

Move: 2x normal, climb normal.

Morale: 7

Damage: 1d4 claw / 1d4 claw / 1d6 bite. If both claw attacks hit the same target, the bite attack automatically hits.

Panthers ambush their prey, either from above or from a concealed position. A Panther can leap up to 20' forwards and 10' high. If their ambush fails, the Panther must test Morale or flee.

Treasure: Panther pelts are worth 50gp.

1d10 Legendary Panther Abilities

- 1 The Panther's breath is sweet and beautiful.
- 2 The Panther is normally a gentle beast; it hunts only the wicked and depraved.
- 3 Panthers can walk between worlds.
- 4 The Panther's head is so frightening that it must hunt from concealment.
- 5 Panthers dig burrows or occupy caves.
- 6 A Panther can change its colour at will.
- 7 Anyone wounded by a Panther's fangs will die by fire or poison within one year.
- 8 Panthers drag their kills into trees to serve as larders, territory markers, and threats.
- 9 Kill one hundred enemies and you will be reincarnated as a Panther.
- 10 Moonlight does not illuminate a Panther.

1d6	This Panther Is...	Canonical Name
1	Tan, large spots.	Jaguar
2	Tan, small spots.	Leopard
3	Tan and cream.	Cougar
4	White with black spots.	Snow Leopard
5	Black, large, and rare.	Black Panther
6	Small, improbably fast.	Cheetah

MENU

Flavour: bitter, very stringy pork.

Notes: if you believe certain legends, the heart of a Panther provides a degree of permanent stealth.

Roperite 9

Appearing: 1d6 scuttlers, stampedes of 3d6

HD: 2 (9 HP)

Appearance: a tan pony-sized bipedal leathery lizard.

Has a 10' long rope-like trunk tied into a noose.

Voice: gronking, wurdling, meeping, wheezing.

Wants: to eat flesh, cause trouble.

Morality: mischievous and cowardly.

Intelligence: as smart as an excitable dog.

Armour: as leather. Immune to piercing damage.

Move: 4x normal over all terrain.

Morale: 5

Damage: see below.

A Roperite can attempt to grapple one adjacent target that is smaller than a horse. On a hit, the target is knocked prone and grappled. The Roperite can drag a grappled target at half speed (2x normal). If dragged over flat ground, the target takes 1d4 damage per round. If dragged through thorns or over sharp stones, the target instead takes 1d8 damage per round. The Roperite releases its grapple if it takes more than 4 damage or fails a Morale test.

Strange and nimble predators, Roperites nest in thorn bushes, rock screes, or other inhospitable areas.

Treasure: a Roperite's trunk can be dried and stretched to make a sturdy 30' rope.

1d10 Why Hunt These Roperites?

- 1 Escaped pets of the local executioner.
- 2 Methodically depleted a herd of cattle.
- 3 Broke the leg of an important noble's horse.
- 4 A Roperite's trunk is the only rope that can bind the doors of the Temple of Discord.
- 5 They are cursed miners; end their torment.
- 6 Strangulation by Roperite is the only method we haven't tried that might kill the bog witch.
- 7 Everyone knows Roperites cause landslides.
- 8 They make a horrible noise on foggy nights.
- 9 Powdered Roperite trunk is rumoured to cure certain embarrassing ailments.
- 10 Woodcutters refuse to work in the area.

MENU

Flavour: rubbery chicken.

Notes: Raw Roperite meat is difficult to chew. If cooked, it instead melts into a glutinous and foul-smelling liquid.

10 Telluric Goat

Appearing: 1, rampaging herds of 2d6

HD: 4 (18 HP)

Appearance: a horse-sized goat made of rusted iron. Shining horns, red lamp-like eyes, frothy black spittle.

Voice: clattering, screeching, clicking teeth.

Wants: to devour minerals.

Morality: tepid, but universally hostile.

Intelligence: too dumb to train, too smart to trick.

Armour: as plate+shield.

Move: normal. Burrow normal.

Morale: 7

Damage: 1d4 kick / 1d8 bite. See the table below for additional bite effects.

Telluric Goats climb and tunnel, searching for rare minerals and rich veins of ore. Miners detest them; a promising vein can be devastated overnight.

Treasure: the carcass of a Telluric Goat is worth 200gp to alchemists and blacksmiths.



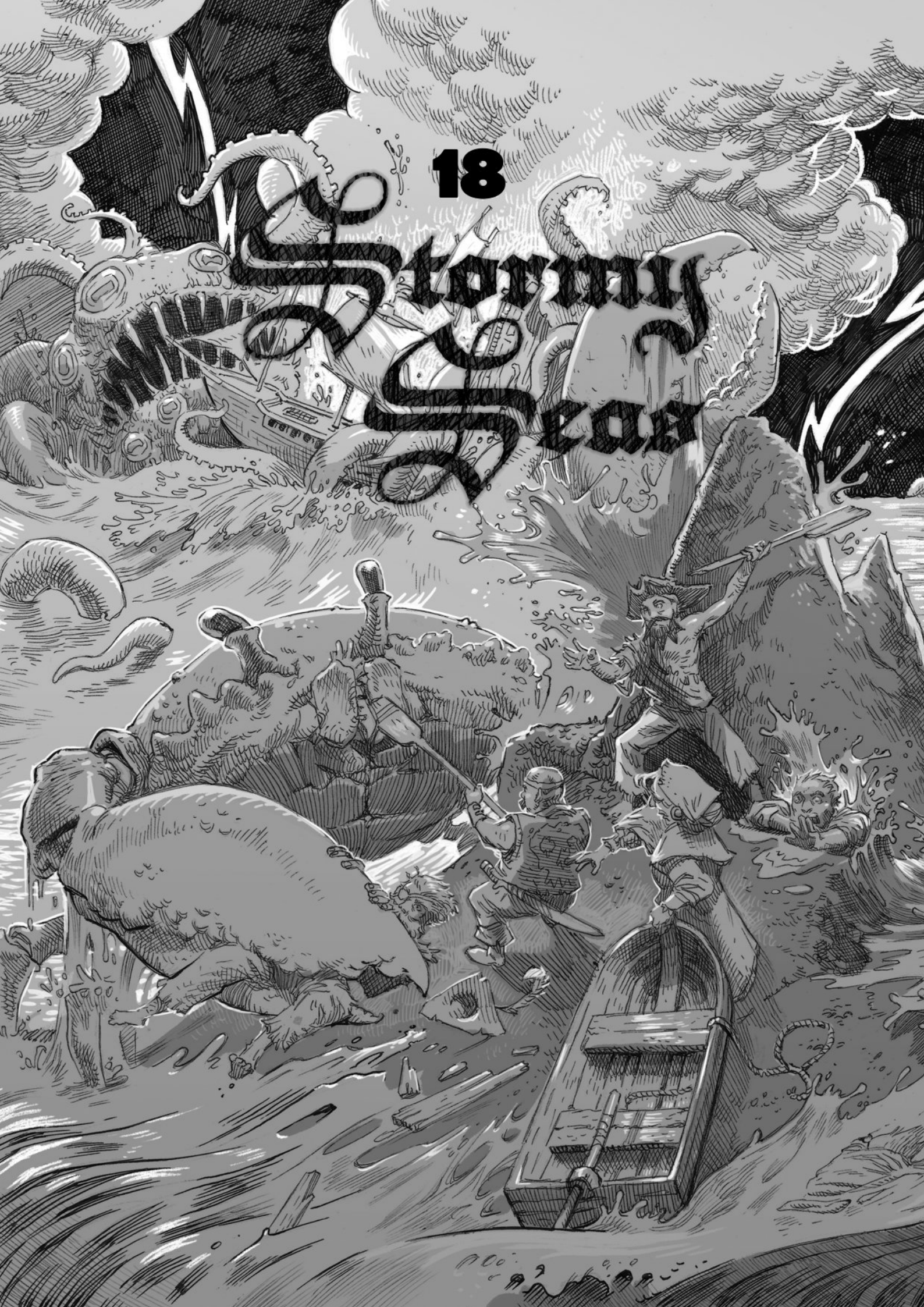
1d10 Telluric Goat Bite Effect

1	One held metal or mineral item is destroyed. Magic items get a Save.
2	Target treats stone as mud for 1 hour. Wood, grass, etc. are solid.
3	All iron objects on the target become slightly magnetic. Attacking may be difficult. All held gold becomes silver, silver becomes copper, and copper becomes sand. Every 1,000 coins past the first 1,000 get a Save.
5	Target's personal gravity shifts sideways by 15 degrees for 1 hour. At 30 degrees, walking is difficult. At 90 degrees, they fall sideways. Walls become floors.
6	One non-magical metal item becomes brittle. It shatters if used, wobbled, or damaged.
7	Target is flung horizontally 30×1d10' away from the Telluric Goat. They take no damage. Every time the target opens their mouth, they
8	emit a loud siren-like whooping wail. The target cannot speak or cast spells.
9	Target's head and body must face north for 1 hour. They can still walk and attack, but cannot turn. Dodging may be difficult.
10	Target permanently loses 1 Charisma. Their breath becomes foul and tinged with garlic.

1d10 Why Fight These Telluric Goats?

1	Legends say a Telluric Goat's guts are full of diamonds. It's probably not true, but are you willing to take that chance?
2	They ate the iron chains of our new bridge.
3	Try to herd them towards the tax collector's caravan. Get some revenge.
4	Our allies will refuse to trade with us if they discover our lands are infested.
5	A major ingredient in the rain-calling ceremony is the horn of a Telluric Goat.
6	Whenever Telluric Goats appear, landslides and earthquakes are sure to follow.
7	They crossbred with my herd, and now some of my goats produce useless steel wool.
8	One of them, the one with the crooked horn, stole and ate our sacred enchanted diadem. It might have survived. Also, the creature is now technically a holy site.
9	A prophecy states that if a Telluric Goat is seen on the mountain during an eclipse, doom will befall the region. There's an eclipse tomorrow. Better safe than doomed.
10	The severed head of a Telluric Goat, planted in any mine, is certain to banish evil spirits and lead to profitable discoveries.

18



This chapter covers aquatic encounters near the shore, on a ship, during a shipwreck, or in more-or-less conventional seas. Ocean travel allows PCs to move quickly, transport cargo, or flee their current problems for an entirely new set of problems. It is generally accepted that any RPG that gives the players the opportunity to buy or steal a ship may turn into a pirate game. GMs should plan accordingly.

The sea has almost too many associations to list. It is the life-giver, yet humans can barely dabble in its shallowest reaches. It is the great unknown. Sail out of sight of land and you place your trust in carpentry, astronomy, and luck. Sail off the edge of the map and find a new land, new ways of life, or a waterfall and a long fall into darkness.

At sea, the weather becomes three dimensional. It attacks you from all sides. There is no escape, no shelter, and no hope of rescue.

Lord, Lord! methought, what pain it was to drown!
What dreadful noise of waters in mine ears!
What ugly sights of death within mine eyes!
Methought I saw a thousand fearful wrecks;
Ten thousand men that fishes gnaw'd upon;
Wedges of gold, great anchors, heaps of pearl,
Inestimable stones, unvalued jewels,
All scatter'd in the bottom of the sea:
Some lay in dead men's skulls; and, in those holes
Where eyes did once inhabit, there were crept,
As 'twere in scorn of eyes, reflecting gems,
Which woo'd the slimy bottom of the deep,
And mock'd the dead bones that lay scatter'd by.

—Shakespeare, *Richard III*

1d10	Cross-Reference Omen	Cross-Reference Encounter	2d6
1	Plumes of silt, unusual hillocks, gurgling, munching.	2d6 wrinkled portly Ground Sloths (pg. 119) paddle above 1 buried Kraken (pg. 271).	2-3
2	Flickering red and blue lights, pressure changes, thrashing fins.	2d4 clam-like Strong Toads (pg. 108) batter 1 Shark (pg. 277). Enrage, then unleash to shred prey.	4
3	Pings and warbles, looming shadow, trail of mucus.	1d4 Marine Worms (pg. 288) infest the skin of 1 Whale (pg. 278). Will defend their host.	5
4	Darting scales, turbulent water, glimpse of teeth.	Shoal of 2d6 fanged piscine Crocodiles (pg. 251) orbit and nip at 1 Giant Crab (pg. 271).	6
5	Ethereal music, bickering, frantic rowing, discarded oars.	2d4 aquatic Harpies (pg. 85) lure 2d6 Pirates (pg. 273) to their doom.	7
6	Trailing tendrils, pulsing glow, rings of bubbles, fleeing fish.	2d6 jellyfish Oozes (pg. 57) pulse around 1 Sea Hag (pg. 276). Toxic entourage-garden.	8
7	Gyrations, expanding gullet, wall of needle teeth.	1 ravenous Blizzard Eel (pg. 230) pursues 1 Seal (pg. 277). May accidentally swallow bystanders.	9
8	Thick water, greasy trails, lone red eye, scraps of decaying skin.	1 Nuckelavee (pg. 232) pinned by 1 Remora (pg. 275). Apocalyptic rage.	10
9	Chuckling, churning elements, resplendent aura.	1 Elemental Tyrant (pg. 128) rides 1 Sea Serpent (pg. 275). In a jovial mood, but quick to take offense.	11
10	Enormous wake, crashing waves, kelp banners, shell trumpets.	1 Ancient Dragon (pg. 67) and 10×1d10 Merfolk (pg. 272). Off to sink a fleet or drown a coastal town.	12

Monsters	Hit Dice
Merfolk	1
Pirate	1
Remora	2
Seal	3
Sea Hag	4
Giant Crab	5
Shark	7
Sea Serpent	12
Whale	15 or 20
Kraken	25

1d10	Island Types
1	Sandbar. Desolate stretch of bleached sand.
2	Atoll. Ring of sand, coral, grass, low trees.
3	Old Volcano. Forested base, bare cone.
4	New Eruption. Smouldering stone, ash fan.
5	Crag. Cliffs, seabirds, boulder fields.
6	Marsh. Brackish rivers, drooping trees.
7	Monolith. Basalt pillar, slime-coated statues.
8	Shipwreck Mass. Sails, hulls, driftwood.
9	Illusion. Mirage, bait, fog, or seaweed mat.
10	Giant Creature. Torpid. Vegetated back.

Stormy Seas

Random Encounters

1d10	Omen	Encounter
1	Clicking, furrows of sand.	1 Giant Crab (pg. 271), pincers raised menacingly.
2	Questing tentacles, growing dread.	1 Kraken (pg. 271) rises from the lightless depths.
3	Coral and rope markers, faint horns.	10×1d10 Merfolk (pg. 272) circle warily, eyes and spears shining.
4	Bellowed demands, unwashed reek.	10×1d6 Pirates (pg. 273) hurl threats and boarding irons.
5	Smaller fish scatter. Wind fades.	1 Remora (pg. 275). Wanders close, sticks, and holds.
6	Glimpse of scales, roiling water.	1 Sea Serpent (pg. 275). Glistening coils, fins, spray.
7	Dark currents, dismembered starfish.	A coven of 2d6 Sea Hags (pg. 276) point and cackle.
8	Whirling flippers, honks, bubbles.	3d6 Seals (pg. 277) investigate intruders, bark at strange sights.
9	Triangular fin, darting movements.	1 Shark (pg. 277). Purposeful, eternally seeking.
10	Vast shadow, plume of water.	1 Whale (pg. 278) drifts calmly.

1d10	Combined Omen	Combined Encounter	2d6
1	Shoals of fleeing fish. Distant shadow, innocuous, sleek, and small.	1 Remora (pg. 275), followed at a safe distance by a hunting group of 2d6 Merfolk (pg. 272).	2-3
2	Rolling clattering, wave of tiny crabs, heartbeat pulse of pressure.	2d6 Giant Crabs (pg. 271) flee before an approaching Kraken (pg. 271). Will clamber over anything in their path.	4
3	Streaking murky forms, clouds of bubbles, fins, goggling eyes.	1 Whale (pg. 278) hunts and scatters a pack of 2d6 Seals (pg. 277). Desperate for a distraction or a way out.	5
4	Tattered sail, drifting complaints, scraps of water, clouds of blood.	2d6 Pirates (pg. 273) on an improvised raft, surrounded by 2d6 frenzied Sharks (pg. 277). Ongoing lively debate.	6
5	Fins in formation, temperature drops, blooms of ice and salt.	A raid of 2d6 Merfolk (pg. 272) with 1 treacherous Sea Hag (pg. 276) and her 1d6 semi-trained Sharks (pg. 277).	7
6	Barking, circling shapes, jaws snapping in frustration.	3d6 concerned Seals (pg. 277). One of their colony is trapped by 1 hungry Remora (pg. 275).	8
7	Cutting fins, bloody spray, turbulent wakes.	1d6 Sharks (pg. 277) follow the blood trail of 1 wounded Whale (pg. 278).	9
8	Kelp banners, scouting undead eels, trumpets, swaying claws.	2d6 Sea Hags (pg. 276) riding an equal number of Giant Crabs (pg. 271). On their way to a diabolical conference.	10
9	Swirling clouds, rings of lightning, boiling surge of water.	1 Sea Serpent (pg. 275) summoned and unleashed by 10×1d6 entirely unprepared Pirates (pg. 273).	11
10	Ear-splitting screams, thunderous roars, slam and crash of limbs.	1 Kraken (pg. 271) and 1 Sea Serpent (pg. 275) locked in battle. May blunder into and entangle bystanders.	12

1d10	Sea Moods	Gale Moods	Minor Creatures
1	Calm, glassy, mirror-bright.	Driving cold rain, like hurled nails.	Swarm of tiny shrimp.
2	Light breeze, streaks of distant cloud.	Roaring wind, reduces souls to paper.	Skeptical sea turtle.
3	Moderate wind. Small choppy waves.	Hammerblow gusts. Strike, then pause.	Flitting neon reef fish.
4	High scudding clouds, aloof, confident.	Endless horizontal spray. Clings.	School of blue baitfish.
5	Stiff breeze, grey cloudy water.	Fat raindrops. Pelted by soggy marbles.	Ruffled giant clam.
6	Flashes of rain, light and soothing.	Heaving seas. Monstrous hills of water.	Steely imperious tuna.
7	Sizzling heat, almost metallic gleam.	Wind shift. Creak, strain, panic, cling.	Lurking frogfish.
8	Tepid fog. Sticky, thick, faintly floral.	Inverted lightning crown, sharp blue.	Timid spined pufferfish.
9	Low clouds, dense, moving fast.	Crashing waves, intent on self-violence.	Orange clattering crabs.
10	Light froth, quick waves.	Endless rows of white-tipped ridges.	Spotted grey squid.

1 Giant Crab

Appearing: 1, casts of 3d6

HD: 5 (23 HP)

Appearance: a flat crustacean the size of a wagon. Two snapping limbs, black eyes, churning mouthparts.

Voice: silent. Occasional click.

Wants: meat.

Morality: uncomplicated.

Intelligence: cautious irritability.

Armour: as chain.

Move: normal, swim normal.

Morale: 8

Damage: 1d8 claw / 1d8 claw.

Treasure: none. A Giant Crab's lair contains 30gp in sea-washed coins and gems.



1d10	Appearance	Lair
1	Orange, spindly, quick.	Smooth sandpit.
2	Brown, domed, shiny.	Pebble cave.
3	Red, knobby, squat.	Kelp forest.
4	Blue, angular, frilled.	Limestone stump.
5	White, furry, dense.	Volcanic rift.
6	Tan, spherical, stately.	Shattered shipwreck.
7	Striped, nimble, feisty.	Driftwood tangle.
8	Purple, lopsided claws.	Portable shell.
9	Green, long, twitchy.	Coral basket.
10	Grey, lanky, serrated.	Barnacle chasm.

1d10	Weaknesses of the Giant Crab
1	Glowing Chitin Spot. Takes 2x damage.
2	Liquor. Very slow when drunk.
3	Fish. Lured by the smallest fragment.
4	Music. Must Save or fall asleep.
5	Fire. Must test Morale each round or flee.
6	Honourable Duels. Fixates on one target.
7	Mimicry. Save or mirror any sudden gesture.
8	Religion. Test Morale or flee holy symbols.
9	Flags. Save or follow bright flapping fabric.
10	Gold. Enraged to suicidal fury by its lustre.

Kraken 2

Appearing: 1

HD: 25 (115 HP). Arms (eight) have 8 HP each. Tentacles (two) have 10 HP each.

Appearance: an enormous squid.

Voice: silent.

Wants: to protect its territory, feed well.

Morality: unfocused loathing.

Intelligence: slow and purposeful.

Armour: as leather.

Move: swim 2x normal.

Morale: 10

Damage: 2d10 bite / 1d8 grasp per arm / 2d12 slam per tentacle.

A Kraken makes one attack for each surviving arm and tentacle. A Kraken's arms can reach 20'. Its tentacles can reach 40'. Instead of attacking with an arm or tentacle, a Kraken can use it to grab a human-sized target. The target can Save to dodge. Grabbed targets take 2d6 damage at the start of the Kraken's turn and can be moved by the Kraken.

Additionally, a Kraken can use each of the following abilities once per day.

1. Sink Ship

The Kraken must have at least 4 arms to use this ability. Target ship smaller than 60' is grabbed. After 1d6 rounds, it sinks. The Kraken cannot attack with the 4 arms grabbing a ship. Larger ships can be grabbed and sunk at the GM's discretion.

2. Ink Cloud

The Kraken fills a sphere of water 100' in radius with opaque ink.

3. Alter Weather

The Kraken alters the weather in a 20 mile radius. Calms winds to strand ships, storms to sink them.

A Kraken must test Morale or retreat if it loses three or more limbs.

Treasure: none.

1d6	Kraken Variants
1	Spined. Limbs coated in sharp spikes. Electric. Tentacle slam attacks deal lightning damage. Struck creatures must also Save or be stunned for 1 round.
2	Chameleonic. Pulsing chromatophores. Effectively invisible beyond 30'.
3	Vampiric. Red, cloaked, smells of copper. Any damage dealt to a living creature heals the Kraken for the same amount.
4	Stone. Immune to non-magical damage.
5	Nautiloid. Shelled. Armour as chain.

3

Merfolk

Appearing: 1d6 scouts, bands of 10×1d10

HD: 1 (4 HP)

Appearance: upper half human, lower half aquatic.

Voice: silky but terse.

Wants: to protect other Merfolk, hunt, acquire wealth.

Morality: pragmatic. Might honour alliances and trade, might raid and devour.

Intelligence: practical. Knowledge of tides, currents, and secrets of the deep.

Armour: none.

Move: swim 2x normal.

Morale: 9

Damage: 1d6+1 spear or throwing trident (1d6+1 damage, 30' range).

Large bands of Merfolk attack suddenly and from multiple directions. Small groups lure individual targets into ambushes. Underwater, Merfolk fight in three dimensions.

Merfolk claim dominion over the seas; in theory, any land-dweller is a tolerated guest at best, a vile invader at worst. In practice, trade and collaboration are sometimes required. Land-dwellers think Merfolk lack both souls and civilization. Merfolk think the same of land-dwellers.

Treasure: Merfolk carry 5×1d10gp in gold trinkets, coral, and pearls of moderate price.



1d10 These Merfolk Want...

- 1 Flesh, eaten raw off the bone or broiled over volcanic vents.
- 2 Tribute in gold and gems, in return for safe passage and good weather. May be bluffing.
- 3 Rumours, gossip, plots, and plausible tales. Lying kings and scheming queens.
- 4 The whale-hunters who broke their treaty. Can vaguely describe their ship.
- 5 Allies for an undersea war. Confusing tales of old alliances, rival factions.
- 6 Iron weapons and tools. A trade forbidden, or at least shunned, by sensible sailors.
- 7 Freedom from a particularly horrible and uncontrollable sea monster.
- 8 The death of anyone who dares to enter their trackless territory.
- 9 An ultimatum, sealed in coral and blood, delivered to a nearby coastal settlement.
- 10 The return of a kidnapped merfolk. Have you seen them? Heard tales?

1d10 Alternative Merfolk Forms

- 1 Elongated crab. Expressive eyestalks.
- 2 Pale, blubbery, dolphin-like. Human arms.
- 3 Grey, wrinkled, jowly, blunt-nosed, lethargic.
- 4 Reverse. Top half fish, bottom half human.
- 5 Half-digested skull in a purple jellyfish.
- 6 Corroded diving suit. Animated hoses.
- 7 Elfin. Vestigial fins on wrists and ankles.
- 8 Barnacle-encrusted colonized skeleton.
- 9 Dense swarm of telepathic blue-white fish.
- 10 Driftwood and whalebone automaton.

1d10 Merfolk Names Features

1	Nestoray	Spiked shell armour.
2	Adella	Oblong azure scales.
3	Lyrion	Scintillating silver hair.
4	Soltar	Leathery cladding.
5	Cantrelle	Glassy needle teeth.
6	Highspran	Orange anemone crown.
7	Vivaine	Jagged abstract tattoos.
8	Clawmark	Black emotionless eyes.
9	Deandron	Flared blood-red gills.
10	Tenchal	Sensory barbel-whiskers.

1d10 Lower Half Trades / Treasure

1	Mackerel.	Fish, driven into nets.
2	Carp.	Dense metals idols.
3	Shark.	Pearls, carefully counted.
4	Salmon.	Nuggets of rare minerals.
5	Tuna.	Delicate vibrant shells.
6	Red Snapper.	Untraceable poisons.
7	Sea Horse.	Dubious weather charms.
8	Eel.	Bioluminescent fluids.
9	Octopus.	Nutritious kelp bales.
10	Lobster.	Shaped coral.

4

Pirate

Appearing: 1 castaway, crews of 10×1d6

HD: 1 (5 HP)

Appearance: a scruffy eccentric sailor.

Voice: broad, whimsical, or murderously direct.

Wants: to get rich and live free.

Morality: pragmatic, but short-tempered.

Intelligence: practical. Expertise with ships, weather, commerce, lying, and foreign lands.

Armour: none.

Move: normal.

Morale: 8

Damage: 1d6 sword. In some settings, flintlock pistol (2d8 damage, 30' range, one use).

Pirates prefer to win their battles by bluff and diplomacy. If targets know they'll merely be robbed instead of massacred, they are more likely to surrender. All Pirates are usually willing to entertain profitable offers, change sides, or enter conspiracies.

Treasure: Pirates carry 10×1d6gp in concealed jewellery, clipped coins, and small change. Some pirates may carry a map or clue to a Legendary Piratical Artifact.



1d10	Ship Names	Types	Descriptors
1	Spearheart	Sloop	Worm-eaten.
2	The Venture	Brig	Gilded trim.
3	Red Revenge	Dhow	Black sails.
4	Absolution	Galley	Listing badly.
5	Emma Jane	Frigate	Freshly painted.
6	Inheritance	Galleon	Low in the water.
7	King Simon	Cutter	Oddly quick.
8	The Albatross	Prahu	Heavily armed.
9	Pronghorn	Junk	Seems half-real.
10	Aurora	Catamaran	Dark reputation.

1d10 Legendary Piratical Artifacts

- 1 The Seaglass Staff. Once per day, can strike the sea to turn seawater to glass in a 1 mile radius. Waves tower like cliffs. Ships are locked in place. Effect ends when wielder drops the staff.
- 2 Captain Kale's Coin. Three-sided coin: a skull, an eagle, and a bloodstain. User can flip the coin and name two outcomes. "Skull we go left, eagle we go right." Outcome is random. User can spend 1 HP to choose the result. If the wager relates to an imminent supernatural effect, the coin lands on its third bloodstained side. Can be traded or taken from a corpse, but cannot be lost or stolen.
- 3 The Groaning Spyglass. Cracked, bent. On the water, look at something and twist the end of the spyglass. User and their ship move at a greatly accelerated pace. Half turn to the horizon (5 miles) in 5 minutes. Full turn to travel 100 miles. Weak ships may disintegrate. Try not to hit an island. Induces nausea.
- 4 Bound Name. Complex ritual instructions. One use. Binds one person's name to a simple condition (holding iron, in seawater, dying, etc.). Whenever anyone in the world speaks the bound name while meeting the condition, the name's owner sees through their eyes for a half second and gets a general impression of their location. The closer they are, the more accurate the impression.
- 5 The Extra Hour. A leftover piece of time from Creation. When activated (there's a ritual), everyone nearby gets one extra hour. It's as though time has frozen for everyone else. One use.
- 6 Gordian Fragment. A fist-sized knot of ancient rope. Undo a portion to undo all knots within 100'. Disastrous aboard ships. All non-magical locks also open. 2d6 uses.
- 7 The Cobra Whip. Black, scaled, heavy. 1d6+1 damage. Can attack any target within line of sight, even through mirrors. On a critical hit, target must Save or die. If they survive, they must Save or go blind.
- 8 Shackle Marks. Crude wrist tattoos of chains. Can be willingly transferred by touch, or taken from a corpse. Bearer can break chains or metal restraints with their hands. Magical restraints get a Save.
- 9 The Tyrant Sword. Oil-slick blade, crimson scabbard, gold pommel. When drawn, no other bladed weapons can be drawn within 500'. Weapons that are already drawn are not affected.
- 10 The Dagger of Gold. 1d4 damage. If this dagger kills a living intelligent creature, the corpse splits to reveal 10x the creature's HD in newly minted gold pieces. Repeated use leads to bloodthirsty nightmares.

1d100 Pirates

1d100 Name	Distinction
1 Francois Flurry	Full set of gold teeth.
2 Zamisi	Hissing, raspy voice.
3 Gadifer Stoke	Unflappably calm.
4 Marianne Trite	Flat pancake face.
5 Wijerd Jackalbar	Stump-fingered.
6 Ruth One-Eye	Full of quiet self-loathing.
7 Mutamin	Endearingly lazy.
8 Alvía Holiday	Wide fish-like mouth.
9 Walter Hale	Enthusiastic surgeon.
10 Katela Castaway	Deaf in one ear.
11 Claes Mamsel	Braggart and a liar.
12 Goldhand Sadie	Wobbling walk.
13 Weshtek	Has a silent partner.
14 Flora of Trotters	Surprisingly young.
15 Gustav Grupert	Frustrated stutter.
16 Kwalu Kwalu	Sequined red eyepatch.
17 Ingleram Fruit	Angry red facial scar.
18 Mary Hawkins	Superb pickpocket.
19 Old Khalid	Quotes holy texts, proverbs.
20 Margery Blood	Acerbic teetotaler.
21 Collywigs	Speckled with open sores.
22 Beatrice Wott	Leonine peg leg.
23 The Tallyman	One dense eyebrow.
24 Atumwa	Usually half asleep.
25 Postern John	Wanted in every port.
26 Agatha Mobilar	Woefully pessimistic.
27 The Red Stone	Slabs of corded muscle.
28 Saberina	Obsidian vorpal sword.
29 Luc Dravis	Comically inept at romance.
30 Jacquotte	Loves a good blood feud.
31 Stephen Swan	Dotted with warts.
32 Fishface	Prone to sudden violence.
33 Paulsgrave Pew	Coated in whip scars.
34 Laura Fontaine	Habitual gambler.
35 Dagger Didrik	Pig-like nose. Dribbles.
36 Omoyala	Seemingly slow-witted.
37 Twice-Dead Tom	Leathery and emaciated.
38 Fatima Sours	Captured flag cape.
39 Henry Laplace	Suppressed deviant tastes.
40 Agnes Blackburr	Confident but often wrong.
41 Jerome Axe	Sweats profusely.
42 Naboli	Expert navigator.
43 Histobar Thuum	Terrifying laugh.
44 Ann of Nilborg	Smells strongly of vinegar.
45 Raymond Teller	Religious apostate.
46 Isolda Dominica	Mane of wild black hair.
47 Eduardo	Thin like a reed.
48 Khadiga	Astonishingly old.
49 Farid Hoang	Plays the fiddle.
50 Lucy the Chain	Legbreaking hammer.

1d100 Name	Distinction
51 Hugh Inlet	Mismatched arms.
52 Sibilla Oakheart	Peppered with burn scars.
53 Nazdregal	Constantly eating.
54 Amsha	Superb swimmer.
55 Seer Sallowman	One milky blind eye.
56 Nura Brewer	Foppish and well dressed.
57 Josiah Lane	Untrustworthy parrot.
58 Rachel Scrupe	Permanent grimace.
59 Murderous Ted	Serrated cleaver hand.
60 Johanna	Terrified of heights.
61 Manuel Frost	Claims to smell weather.
62 Susanna Crab	Slothful and obese.
63 Leigh Arnoldson	Infamously vengeful.
64 Charlotte Onion	Fidgets with anything held.
65 Godeke Dire	Old military habits.
66 Fanny Victual	Tiny goggling eyes.
67 James Fitzroy	Hideously sunburnt.
68 Garrison Gina	Consumptive cough.
69 Reginald Hooke	Pretentious affected lisp.
70 Brigstock	Cannot remember names.
71 Essafah	Layers of cheap jewellery.
72 Zobeida Haul	Thoroughly illustrated.
73 Chuil	Reeks of liquor.
74 Setara Sunset	Fears all birds.
75 Daniel Rees	Cracked spectacles.
76 Nyali North	Operatic singing voice.
77 Amyas Griffon	Bursts of strange intuition.
78 Mariota	Youthful, unsmiling face.
79 Toothless Giles	Completely fearless.
80 The Beetroot	Unusually large head.
81 Vincenzo	Eager duellist.
82 Ocular Elise	Concave forehead.
83 Lewis Phlegm	Cannot keep a secret.
84 Naomi Vigbold	Sagging lips.
85 Thuriya	Hopeless romantic.
86 Ingela Ratgrab	Waxy cracked skin.
87 Cornelius Gust	Dried fish luck charm.
88 Joli May	One sharpened tooth.
89 Olivier Steward	Fanatically patriotic.
90 Spiderhallow	Fond of strange poisons.
91 Mezoar	Tufts of irregular red hair.
92 Peggy Crackers	Badly trained cats.
93 Stede Walther	Crooked bandy-legs.
94 Avelina Payne	Prone to illness.
95 Hakim Hawkeye	Potato-shaped nose.
96 Katherine	Unseasonably dressed.
97 Lawrence Curt	Cheerfully lustful.
98 Cecily King	Expressionless face.
99 Eric Malabar	Delusions of grandeur.
100 Juleidah	Amateur botanist.

5 Remora

Appearing: 1

HD: 2 (9 HP)

Appearance: a small sleek fish with a cup-like depression on its head.

Voice: silent. Reproachful glances.

Wants: to meddle.

Morality: uncomprehending.

Intelligence: dim.

Armour: none.

Move: swim 2x normal.

Morale: 5

Damage: see below.

A Remora can attach itself to a creature or object by making successful melee attack. While attached, both the target and the Remora cannot move. Any damage dealt to a Remora is also dealt to its attached target. Detaching a Remora requires strong magic, offering a more tempting target, or its death.

Treasure: none. Nautical lore says Remora flesh preserved in salt attracts gold (as a magnet attracts iron), and can be used to retrieve coins from wells.

1d10 Alternative Remora Forms

- 1 Spiked white snail.
- 2 Livid purple eight-limbed sea star.
- 3 Quivering urchin with grey spines.
- 4 Eyeless slime-coated hagfish.
- 5 Rapidly growing kelp bundle.
- 6 Sphere of winking barnacles.
- 7 Neon frilled sea cucumber.
- 8 Striped flapping scallop.
- 9 Jug-like jet-propelled tunicate.
- 10 Skeletal chain and anchor.

Sea Serpent 6

Appearing: 1

HD: 12 (54 HP)

Appearance: a sinuous aquatic reptile at least 50' long. Flashes of scales and teeth.

Voice: hideous roaring, screeching, hissing.

Wants: to devour flesh.

Morality: allegedly malicious.

Intelligence: as smart as most people, but uninterested in communication or complex tactics.

Armour: as chain.

Move: swim 7 normal.

Morale: 10

Damage: 3d10 bite / 1d8 bludgeon / 1d8 bludgeon.

Sea Serpents are infamously vicious predators, sinking ships and devouring sailors with ease. They seem to have a malign and devious intelligence, though their goals (if any) appear beyond human comprehension.

Treasure: a Sea Serpent's guts contain 100×1d6gp in swallowed coins and barnacle-coated gems.

1d6 Sea Serpent Variants

- 1 Plesiosaur. Very long neck, turtle-like body. Dragon Turtle. Once per day, can breathe steam. 60' cone, deals damage equal to the Sea Serpent's current HP, Save for half.
- 2 Oarfish. Pale blue, pink frill, limbless.
- 3 Pairio. Bone-spined brown catfish. Amikuk. Leathery, squid-like, four tentacles.
- 4 Can swim through land. Once per day, can turn soil in a 50' radius into quicksand.
- 5 Lurefish. Animated lure-nose resembles an ethereally beautiful human from the waist up. Beckons sailors, shimmers.
- 6

1d10	Fish Shapes	Colours	Patterns	Distinctions	Coral Shapes
1	Hydrodynamic.	Grey and white.	Blended bands.	Moves in formation.	Sturdy brain.
2	Compressed.	Blue and silver.	Vertical stripes.	Fluttering silk fins.	Thick curled fern.
3	Tubular.	Gold and green.	Horizontal stripes.	Famously delicious.	Delicate fan.
4	Ribbon-like.	Yellow and purple.	Large oblong spots.	Pointed pipe-mouth.	Fried cheese.
5	Laterally flat.	Orange and white.	Mixed speckles.	Bulging eyes.	Tumbled walnut.
6	Arrow-like.	Camouflaged tan.	Winding lines.	Toxic spines.	Fluffy topknot.
7	Spherical.	Vivid red and white.	Angular blocks.	Bioluminescent dots.	Fossilized quill pen.
8	Sickle-like.	Gradated rainbow.	Diamond lozenges.	Mildly belligerent.	Tufted jelly.
9	Nigh-skeletal.	Pale fleshy pink.	Spiraling coils.	Truly hideous.	Obscene bulge.
10	Enfolded.	Muddy sepia.	Iridescent shimmer.	Burrows in silt.	Frozen firework.

7

Sea Hag

Appearing: 1 monitor, covens of 2d6
HD: 4 (18 HP)

Appearance: a seaweed-clad old woman. Glowing eyes, lank hair. Hunched and predatory.

Voice: low and gurgling. Menacing chuckling. Talkative, even when it would be wiser to attack.

Wants: to deliver unhelpful and provocative prophecies, sink ships, ensnare the unwary, torment the beautiful or virtuous, and eat people.

Morality: bent. Will only aid someone by accident, or if the help comes at a terrible cost.

Intelligence: full of wisdom, but liable to overreach.

Armour: none. Immune to cold and mind-altering effects. 50% chance to resist any spell.

Move: normal, swim normal.

Morale: 9

Damage: see below.

Each round, a Sea Hag can make one of the following attacks.

1. Sickie Claw

The Sea Hag makes a claw attack (1d4 damage).

2. Silence

One target within 100' must Save or be unable to speak or make any noise for 10 minutes. Their mouth seals shut, which may impair swimming.

3. Evil Eye

One living creature within 30' must Save or die. Creatures that pass their Save are forever immune to this effect. The Sea Hag will only use this ability if irritated, very hungry, or if the target's death will disrupt some larger scheme. It can only use this attack 3 times per day.

4. Malicious Prophecy

The Sea Hag designates one target creature within 30' and names another creature. The target's next attack against the named creature is either a critical hit or a critical failure (chosen by the Sea Hag).

A Sea Hag cannot leave salt water. If it does, it takes 5 damage per round.

Emerging from their underwater lairs to frustrate plans, ruin livelihoods, or acquire fresh victims, Sea Hags are temperamental harbingers of calamity. Some settlements (surface or underwater) offer them tribute. Most abominate them on sight.

Treasure: 2d6gp in corroded jewellery, burial coins, and silver fishhooks. A group of Sea Hags has a 50% chance of carrying a ritual scroll: 1. *sea fog*, 2. *gale*, 3. *false lights*, 4. *shred nets*.



1d10 Sea Hag Names Features

1	Wallowgap	Pebbled green skin.
2	Corpsemuncher	Gelatinous flesh.
3	Felbreath Scour	Pet human-faced eel.
4	Uragana Nonna	Intestines for hair.
5	Tidepool Alice	Lumpy starfish mount.
6	Belle Nessler	Biolumnescent warts.
7	Murmus	Grey seafoam cloak.
8	Lurgloat Preen	Lamprey mouth.
9	Specklesnout	Chalk white, eyeless.
10	Blue Underdreams	Shark tooth crown.

1d10 Sea Hag Lairs Grisly Detritus

1	Swamped lighthouse.	Drift of crab shells.
2	Titanic whale skull.	Quartz chandelier.
3	Enormous oyster.	Green wine bottle.
4	Seaweed nest.	Fingerbone chain.
5	Brass diving bell.	Pickled sparrows.
6	Shipwreck palace.	Rusting saucepan.
7	Primordial temple.	Barrel of forks.
8	Worm chimney.	Rope spiderweb.
9	Bone-strewn cave.	Sprouting books.
10	Hollow brain coral.	Tattooed hides.

MENU

Flavour: fatty salted pork.

Notes: the flesh of a Sea Hag allows anyone who consumes it to breathe water for 6 hours, but permanently reduces Charisma by 1.

8

Seal

Appearing: herds of 3d6

HD: 3 (14 HP)

Appearance: a sleek aquatic mammal. Dog-like head, moist eyes, thick layers of fat.

Voice: honks, gurgles, barks, and warbling groans.

Wants: to eat fish and molluscs, protect their young.

Morality: curious, territorial. Sometimes helpful.

Intelligence: as smart as a dog.

Armour: none.

Move: ¼ normal, swim 2x normal.

Morale: 5

Damage: 1d8 bite.

Seals are usually timid. They prefer territorial displays and aggressive feints to actual combat, but can still snap a leg or sever a throat if threatened.

Treasure: none.

1d10 Seal Variants

- 1 Leopard Seal. Grey, spotted, fanged.
- 2 Elephant Seal. Lumpen, inflatable nose.
- 3 Walrus. Raw pink, tusked, bewiskered.
- 4 Sea Lion. Brown, furry, vocal, snuffling.
- 5 Dolphin. Sleek, bottle snout, fins. Swim only.
- 6 Beluga. Fat, white, shapeless. Swim only.
- 7 Narwhal. Grey, one straight horn. Swim only.
- 8 Desmostylus. Boar-like small hippopotamus.
- 9 Moasaur. Aquatic lizard. Scaled, large eyes, grey-white patterns, elongated jaws.
- 10 Flesh-Eating Manatee. Grey, fat, wrinkled. Circular toothed maw. Swim only.

Shark

9

Appearing: 1, or frenzies of 2d6

HD: 7 (32 HP)

Appearance: a large toothy fish. Black eyes, sudden darting movements.

Voice: silent.

Wants: to eat.

Morality: famously irrelevant.

Intelligence: clouded hunger.

Armour: as leather.

Move: swim 2x normal.

Morale: 8

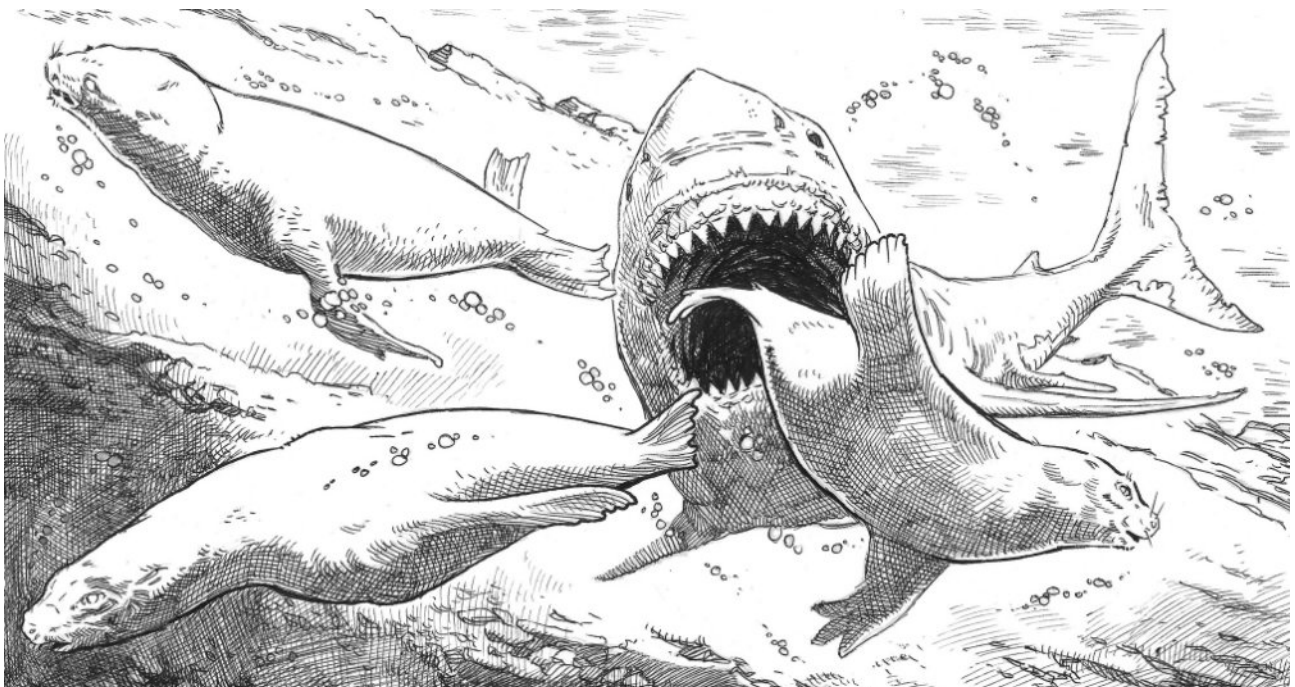
Damage: 4d6 bite.

Sharks typically avoid humanoid creatures, unless the target is wounded or thrashing. Sometimes, a Shark's foggy mind identifies a limb as a possible meal and they take a speculative bite.

Treasure: none.

1d10 Shark Variants

- 1 Great White. Large, white and grey, athletic.
- 2 Whitetip. Grey, sporty, stubborn.
- 3 Tiger. Grey stripes, nigh-omnivorous.
- 4 Bull. Stout, grey and white, diadromous.
- 5 Hammerhead. Flat and very wide head.
- 6 Sawfish. Serrated toothy protuberance.
- 7 Ray. Kite-like, broad, mottled, camouflaged.
- 8 Goblin. Abyssal, hideous, extensible jaws.
- 9 Ichthyosaur. Wide-eyed dolphin-like lizard.
- 10 Helicoprion. Coiled tooth-covered lower jaw.



10

Whale

TOOTHED WHALE

Appearing: 1, pods of 2d6

HD: 15 (68 HP)

Appearance: a large aquatic mammal. Small eyes, domed head, fins and flukes.

Voice: whistles, snorting, clicking.

Wants: to protect its young, eat molluscs and fish.

Morality: empathetic. May help, or at least avoid harming, intelligent creatures.

Intelligence: as smart as a child.

Armour: as leather. Immune to bludgeoning damage.

Move: swim 2x normal.

Morale: 7

Damage: 1d8 slam / 1d8 bite.

Large toothed whales (Orcas and Sperm Whales) avoid conflict, only fighting when cornered, wounded, and desperate. Baleen whales are almost entirely harmless.

Treasure: none.

LEGENDARY WHALE

Appearing: 1

HD: 20 (90 HP)

Appearance: a very large aquatic mammal. Red eyes, battle scars, shining teeth, foul breath.

Voice: roars, infrasonic booms, eerie shrieks.

Wants: to hunt, despoil, and destroy.

Morality: actively spiteful.

Intelligence: as smart as a person, as cruel as a spoiled child, and as hungry as a pack of wolves.

Armour: as leather. Immune to bludgeoning damage.

Move: swim 2x normal.

Morale: 10

Damage: 2d10 slam / 2d8 bite.

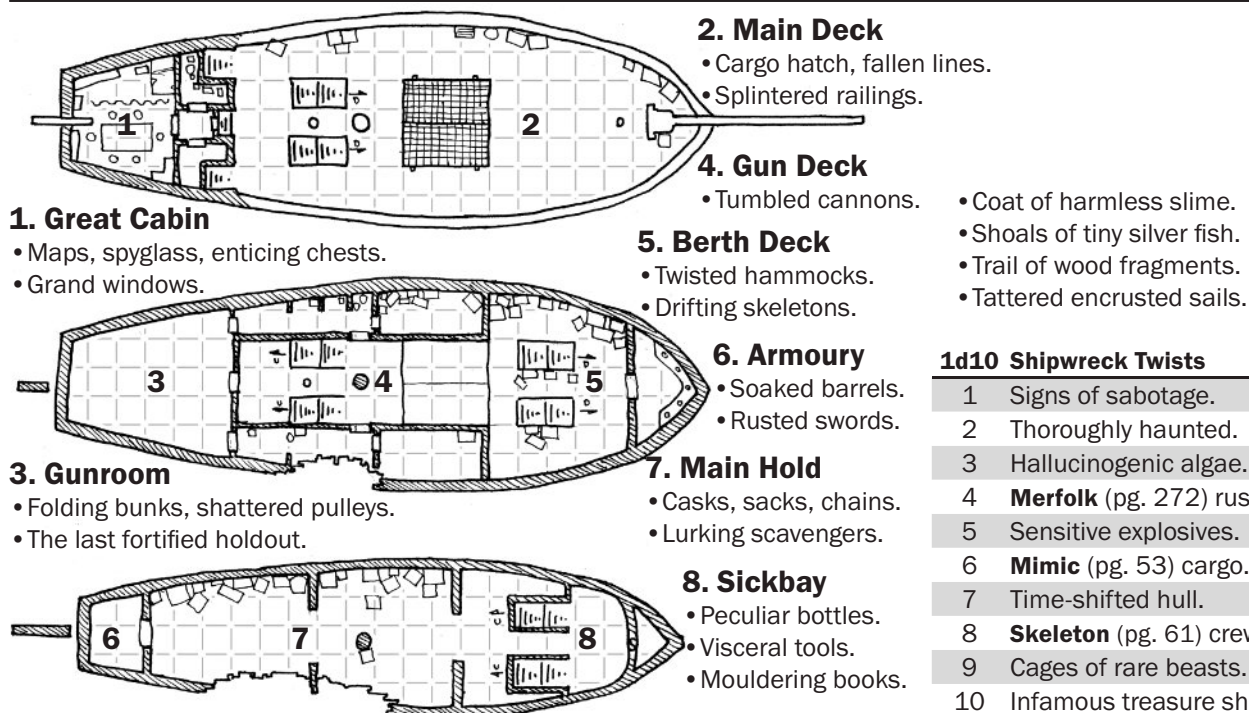
Legendary Whales are the bane of fishing fleets and coastal sailors. They strike suddenly and with merciless intent. At the GM's discretion, very large Legendary Whales can swallow creatures and small boats whole. See pg. 279 for potential results.

Treasure: none.



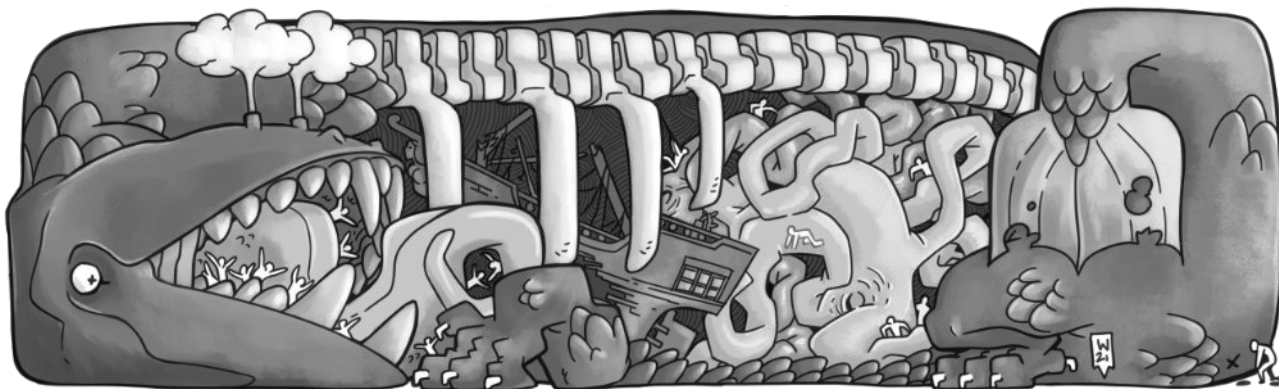
1d10	Toothed Whales	Appearance	Abilities	
1	Sperm Whale	Cylindrical, narrow toothed jaw.	Sonic ping. 30' range in water, 1d4 damage.	
2	Orca	Black and white, sleek, highly social.	50% chance to resist any magic.	
	Legendary Whales	Appearance	Abilities	1d8
3	Sword Whale	Brown-grey, huge sharp dorsal fin.	Can make a 50' charge attack, dealing 3d12 slashing damage on a hit.	1
4	Shell Whale	White, bulbous, coated in shells, scars, and calcified plates.	Armour as plate. Fears the sound of iron being sharpened or scraped.	2
5	Bridle Whale	Black with white and pink stripes.	Very intelligent. Holds eternal grudges.	3
6	Snag Whale	Brown, branched, asymmetrical. Resembles a submerged tree.	Can make a 30' charge attack, dealing 2d10 slashing damage on a hit.	4
7	Ox Whale	Mottled black and white, wormlike tail, two small horns, thick neck.	Can roar up to 3 times per day. All creatures within 300' must Save against Fear or drop any held objects and flee. Cattle flee towards water.	5
8	Veiled Whale	Thick skin flaps cover eyes. Leaps from the water to see.	Jump 20' up. Slam attack deals 3d10 damage. Lands on boats.	6
9	Red Whale	Blood red crest, small dorsal fin, large jaws full of teeth.	Gains 2 additional bite attacks. Prone to self-destructive frenzied violence.	7
10	Mousewhale	Large round ears, rat-like tail, enormous mouth.	Move and climb at ½ normal speed on land or on deck.	8

Generic Shipwreck

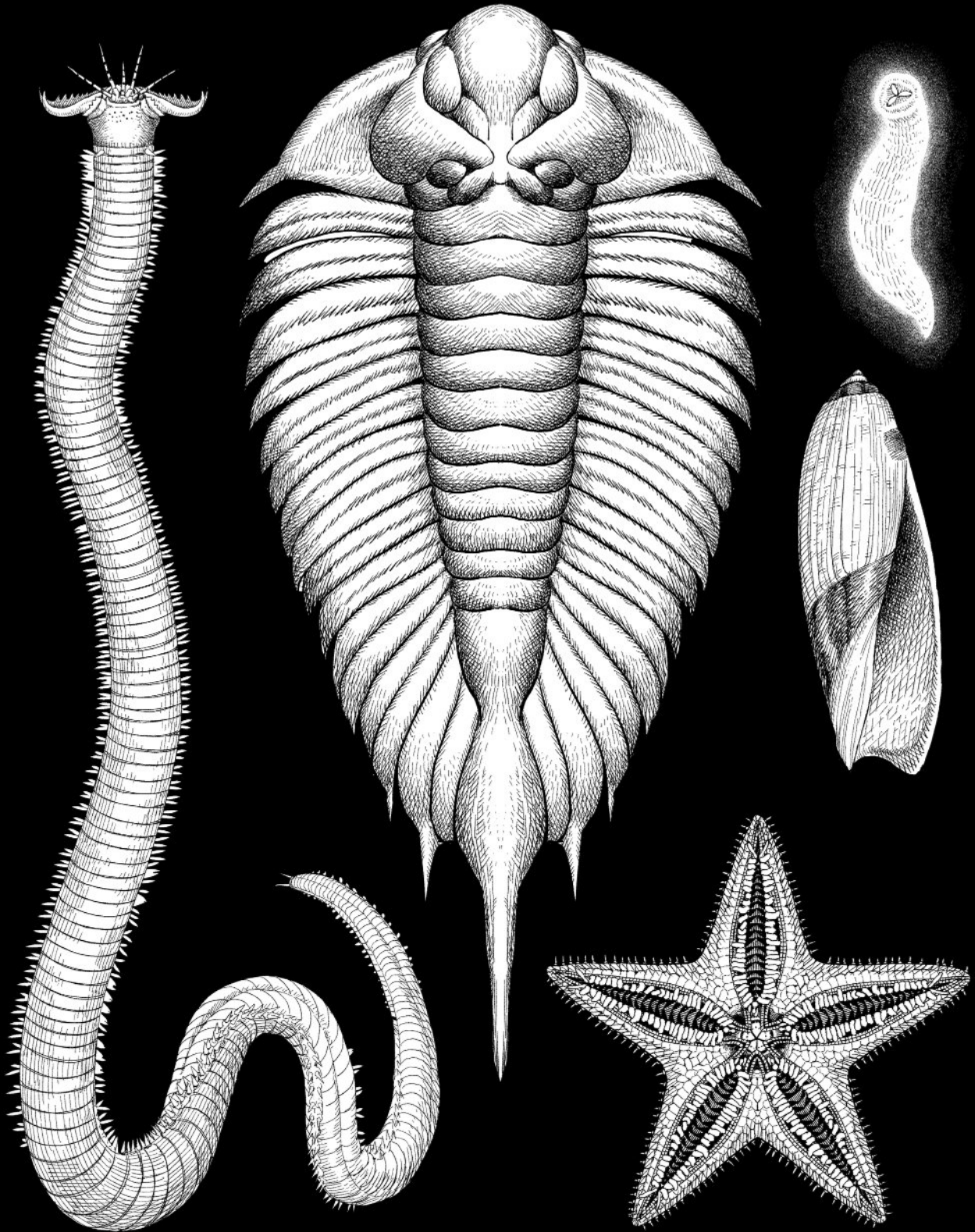


Generic Whale Guts

- So you've been swallowed by a whale. It was bound to happen eventually.
- There's air (moist and fetid), fresh water (tangy), and possibly even light (faint, greenish-blue, and distant).
- Hurt the whale and it churns (1d6 damage and everyone inside is knocked prone).



1d10	Explorable Organs	Trapped Debris	Who Else Is In Here?	How To Escape?
1	Upper Gullet	Splintered logs.	Fatalistic Adventurer (pg. 12).	Sneezed out of blowhole.
2	Ambergris Gland	Frayed rope.	Inquisitive Wizard (pg. 35).	Leap through teeth.
3	Palate Flange	Candle crate.	Sociable Elemental Spirit (pg. 127).	Pass all the way through.
4	Bronchial Cannula	Empty flask.	Amoeboid cleaning Ooze (pg. 57).	Induce vomiting.
5	Sphincter Pouch	Shrimp shells.	Reluctant Visionary (pg. 154).	Locate earbones, ask.
6	Internal Masticator	Card table.	Parasitic Monstrous Vermin (pg. 54).	Ignite internal oil reserve.
7	Bile Reservoir	Lodged anchor.	Smug mischievous Kappa (pg. 86).	Touch telepathic brainstem.
8	Intestinal Elbow	Silver helmet.	Odourous Shambler (pg. 202).	Locate heart, stab wildly.
9	Shame Duct	Torn ballgown.	Bilious gastric Raincloud (pg. 201).	Propitiate swallowed idol.
10	Thunder Trunk	Crude raft.	Confused ancient Skeleton (pg. 61).	Wand of <i>flesh to water</i> .



STRANGE WATER

Undersea adventures typically take place in shallow and familiar waters. The depths are an unforgiving environment. The deep sea promotes stealth, patience, and conservation of energy. Creatures drift in the cold darkness, feeding on falling detritus or burrowing in the thick mud. Life looks upwards to the source of endless marine snow, or down to thermal vents and hardy chemosynthetic bacteria.

The only light comes from bioluminescence, pops of blue-green light that can be bait, a signal, a decoy, or a defense mechanism. When threatened, some creatures cover their enemies in sticky glowing slime that will inevitably attract predators.

With a change in scale, aquatic adventures can also take place in a pond or a drop of water. Microscopic life is a rich source of fractal strangeness.

This chapter also includes the Generic Arthropod and the Generic Life Cycle tools. These may not be useful to most GMs, but they are a simple way to add a twist to a setting or creature.

Under the sea, which is their sky, they rise
To watery altitudes as vast as those
Of far Himalayan peaks impent in snows
And veils of cloud and sacred deep repose.
Under the sea, their flowing firmament,
More dark than any ray of sun can pierce,
The earthquake thrust them up with mighty tierce
And left them to be seen but by the eyes
Of awed imagination inward bent.

Their vegetation is the viscid ooze,
Whose mysteries are past belief or thought.
Creation seems around them devil-wrought,
Or by some cosmic urgency gone distraught.
Adown their precipices chill and dense
With the dank midnight creep or crawl or climb
Such tentacled and eyeless things of slime,
Such monster shapes as tempt us to accuse
Life of a miscreative impotence.

—Cale Young Rice, *Submarine Mountains*

1d10	Cross-Reference Omen	Cross-Reference Encounter	2d6
1	Moist slurping, smell of mint and bile, thick globules of filamented slime.	1 Anguileth (pg. 177) coated in 2d6 Sea Slugs (pg. 290). Larvae or failed experiments.	2-3
2	Gentle blue luminescence, toothy grin, tinkling bell, sloshing jar.	1 Sibgin (pg. 202) offers 1 Leech of Paradise (pg. 287) to wanderers. Barely concealed gloating.	4
3	Frantic muttering, ear-popping impact, clicking, spectacular colours.	1 Tempest Hag (pg. 225), terrified of 1 leaping Mantis Shrimp (pg. 287). Seeks safety in a group.	5
4	Leathery flapping, scuttling, waving antennae, glistening eyes.	With nets and clubs, 3d6 goggle-eyed finned Troglodytes (pg. 120) herd 2d6 Ancient Arthropods (pg. 285).	6
5	Fragments of flesh, twisting currents, fetid bubbles, flensed skeletons.	10×1d6 Zombies (pg. 173) trapped in the vortex of 1 Rotifer (pg. 290).	7
6	Looming wall of teeth, scoured rocks, incoherent curses.	3d6 shark-like Goblins (pg. 44) nibble on 2d4 Sea Stars (pg. 291). Hungry for tastier prey.	8
7	Foam and pressure, sweeping tail, drops of blood.	1 Drake (pg. 72), infested with 2d4 Marine Worm (pg. 288), which fling themselves at vulnerable hosts.	9
8	Pulses of pale light, falling temperature.	2d6 translucent gelatinous Leaflings (pg. 222) flutter around 1 Predatory Snail (pg. 289).	10
9	Rhythmic stomping, kelp veil, petrified krill and fish.	1 Medusa (pg. 90) rides 1 Tardigrade (pg. 292). Confident and placid monarch.	11
10	Gargantuan eye, looming presence, constellation of green-blue lights.	1 Beast of Creation (pg. 143) floats, surrounded by disturbed shoal of 10×1d6 Abyssal Fish (pg. 283).	12

Monsters	Hit Dice
Leech of Paradise	0
Marine Worm	1
Ancient Arthropod	3
Sea Slug	4
Abyssal Fish	5
Mantis Shrimp	6
Predatory Snail	7
Sea Star	8
Tardigrade	9
Rotifer	15

1d10	Methods Of Visiting The Depths
1	Turn body to stone, iron, or wood.
2	Soak in Anguileth (pg. 177) slime.
3	Astral projection. Body is safe, mind exposed.
4	Diamond-glass orb on a very long chain.
5	Temporary reversible undeath.
6	Diving suit. Forget physics. It's just a game.
7	Massive dose of assorted potions.
8	Ancient adamant submarine.
9	Possess a deep-sea creature.
10	Divine travel pass. Rapid acclimatization.

Strange Water Random Encounters

1d10 Omen	Encounter
1 Distant lights, flick of fin, whiskers.	1 Abyssal Fish (pg. 283), jaws wide, waits for a meal.
2 Clicking, buzzing, shed chitin.	Wave of 3d6 Ancient Arthropods (pg. 285). Pause, then shuffle.
3 Blue-white glow, smell of bleach.	2d4 Leeches of Paradise (pg. 287) in a geometric knot.
4 Gem-like eyes, brilliant colours.	2d6 Mantis Shrimp (pg. 287), evenly spaced, alert, territorial.
5 Pockmarked ground, thin trails.	Cluster of 3d6 Marine Worms (pg. 288) gently writhe.
6 Shell reflection, mucus path.	1 Predatory Snail (pg. 289) on the prowl.
7 Thrumming pulse, unnatural currents.	1 Rotifer (pg. 290), gullet-vortex full of sediment.
8 Small trenches, piles of waste.	2d6 Sea Slugs (pg. 290), like a string of jewels.
9 Popping, crunching, cracked shells.	A constellation 3d6 Sea Stars (pg. 291) slide and scour.
10 Wobbling footfalls, stump footprints.	1 Tardigrade (pg. 292) merrily wanders and browses.

1d10 Combined Omen	Combined Encounter	2d6
1 Pulses of blue light, rumbling sneezes, toppled rocks, scratches.	1 Tardigrade (pg. 292) tries to scrape 1 Leech of Paradise (pg. 287) of its back. Immune to its healing secretions.	2-3
2 Tiny scuttling crabs, rising trail of sediment, goggling eyestalks.	1 Predatory Snail (pg. 289) pursues 2d6 scattered Sea Slugs (pg. 290). Switches focus constantly.	4
3 Hissing rasp, yawning jaws, teeth. Tiny flakes of dead flesh.	3d6 Ancient Arthropods (pg. 285) clean the scales of 1 blissfully distracted Abyssal Fish (pg. 283).	5
4 Flailing ribbon, cone of bubbles, intermittent hum.	1 Marine Worm (pg. 288) carefully orbits 1 Rotifer (pg. 290). Mutually beneficial. Distract then blend prey.	6
5 spurts of bioluminescence, thrashing, gobs of mucus, lost teeth.	1 Abyssal Fish (pg. 283) attempts to swallow 1 Marine Worm (pg. 288). May have miscalculated.	7
6 Cracking thumps, trails of bubbles, colourful splatters.	2d6 Sea Slugs (pg. 290), launched across the landscape by the wrath of 1 Mantis Shrimp (pg. 287).	8
7 Darting leaps, waving antennae, thoroughly cleaned obstacles.	A tableau of 1 Sea Star (pg. 291), 2d6 Ancient Arthropods (pg. 285), and 2d6 Marine Worms (pg. 288).	9
8 Clinking weapons, spiral of sediment, flying shell chips.	1 Mantis Shrimp (pg. 287) locked in a duel with 1 Predatory Snail (pg. 289).	10
9 Strangled gargling noises, huffing, flailing limbs.	1 Rotifer (pg. 290) locked onto the leg of 1 Tardigrade (pg. 292). Cannot easily eject it. Both baffled.	11
10 Soft blue glow, faint burbling, fading streams of blood and ichor.	1 Leech of Paradise (pg. 287) feasts on a shredded carcass. 2d6 Sea Stars (pg. 291) vie for position.	12

1d10 Where They Find You (In The Deep)	Minor Creatures	Abyss Flavours
1 Edge of a toxic brine pool.	Smear of barnacles.	Marine snow. Drifting flakes.
2 Silt plain. Wobbles, sucks, entraps.	Chain of jelly tubes.	Yawning gulf. Sense of limitless depth.
3 Base of a roaring volcanic chimney.	Jetting silver squid.	Claustrophobic. Lurking inches away.
4 Sunless reef. Delicate coral plates.	Glassy giant diatoms.	Oily. Darkness pulses, coils.
5 Methane seep. Bubbles, mussels, ice.	Gormless flatfish.	Ice. Cold solid clarity. Fractured planes.
6 Seamount. Craggs, fissures, boulders.	Faint bioluminescence.	Muddy. Plumes of thin silt.
7 Shelf canyon. Looming walls.	Glowing jellyfish.	Dense. Rubber or syrup. Springs back.
8 Fresh mudslide. Clouds of debris.	Comical octopus.	Prickly. Swarms of invisible creatures.
9 Colossal shipwreck. Cyclopean timbers.	Dull flat mollusc.	Thin. As if you could fall forever. Metallic.
10 Overlooking a chasm. Swirling currents.	Blind black eel.	Boiling. Shimmers of unfathomable heat.

1 Abyssal Fish

Appearing: 1

HD: 5 (23 HP)

Appearance: a human-sized bony fish. Parchment-like skin, bulging eyes, glassy teeth.

Voice: silent.

Wants: a meal.

Morality: everything is either edible or a threat.

Intelligence: dim patience.

Armour: as leather.

Move: swim normal.

Morale: 6

Damage: 2d6 bite. If a target take 6 or more damage, they must Save or be swallowed. Swallowed creatures take 1d4 damage per round, but can try to cut their way out of the Abyssal Fish. Cutting a hole in the Abyssal Fish requires 5 damage. If an Abyssal Fish has a hole in it, it must test Morale each round or flee.

In darkness, an Abyssal Fish is effectively invisible unless attacking or moving. After swallowing one meal, an Abyssal Fish will flee.

Abyssal Fish wait for their next meal to drift in front of their jaws, then attack with explosive ferocity. Their enormous teeth are mostly used as a cage; a fact that is unlikely to comfort when a maw full of glass spikes looms out of the darkness.

Treasure: none.

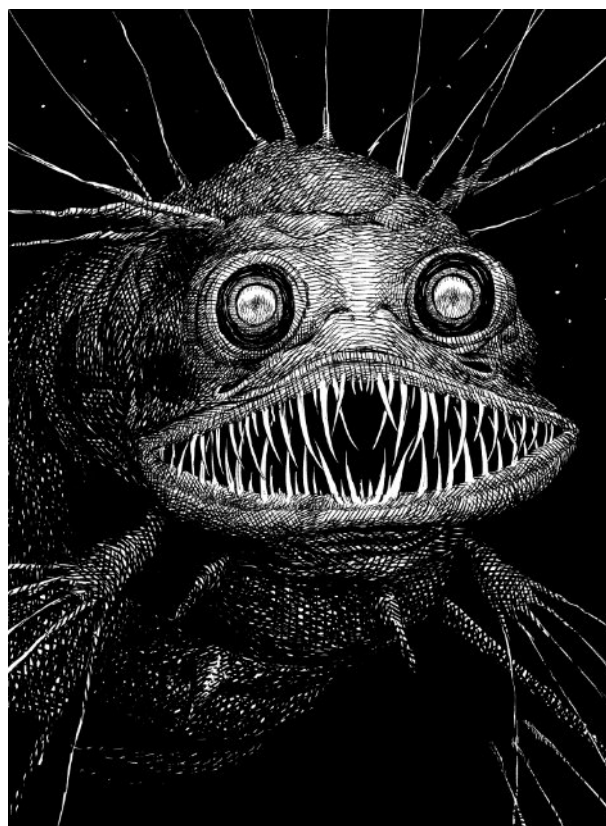
MENU

Flavour: varies widely, but often delicate, mild fish. Slightly sweet, hint of ammonia.

Notes: removing the bones from an Abyssal Fish is a challenge. Any hint of food will attract scavengers. Best to swallow it whole, then slowly digest it.

1d12 Abyssal Fish Variants

- 1 Anglerfish. Underbite, bioluminescent lure.
- 2 Gulper Eel. Massive unfolding jaws, pouch.
- 3 Barreleye. Transparent jelly head, upward-facing green eyes.
- 4 Viperfish. Scowling, interlocking fangs.
- 5 Tripodfish. Stilt leg-spines, delicate fins.
- 6 Stareater. Red chin barbel, narrow body.
- 7 Snipe Eel. Long delicate beak, tubular body.
- 8 Hatchetfish. Compressed body, tragic eyes.
- 9 Snailfish. Translucent, soft, blobby, tadpole-like. Almost featureless.
- 10 Telescopefish. Forward-facing cylindrical eyes, grinning maw, fronded gills.
- 11 Dragonfish. Long, dangling barbel.
- 12 Batfish. Lips, crawls on flippers.

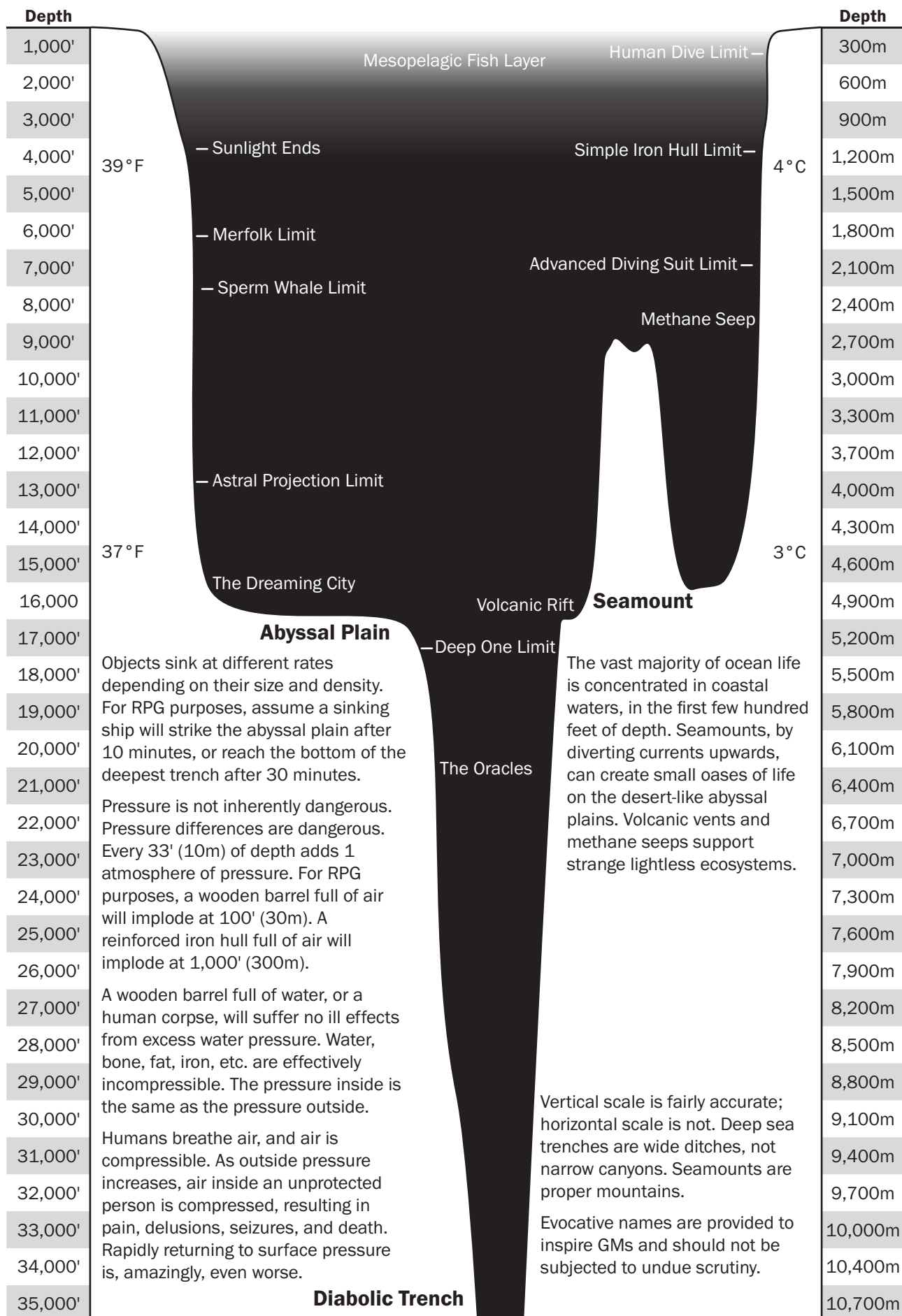


1d10 Abyssal Fish Descriptions

- 1 Greasy sack of decaying flesh.
- 2 Ruddy armour-plated tube.
- 3 Jelly mixed with fish bones and glass.
- 4 Malicious wax and paper puppet.
- 5 The devil's handbag.
- 6 Congealed mass of scales and teeth.
- 7 Traumatized enlarged minnow.
- 8 Amorphous polyp-coated gullet.
- 9 Pale stitch-toothed skull.
- 10 Opalescent flakes in grey paste.

1d10 Alternative Abyssal Fish Forms

- 1 Beroe. Transparent gelatinous bag of teeth.
- 2 Vampire Squid. Webbed spined arms.
- 3 Man-o-War. Purple bladder, blue tendrils.
- 4 Touch is agonizing; Save each round or do nothing but scream.
- 5 Porpita. Gold disc surrounded by blue fronds.
- 6 Bioluminescent Siphonophore. Long tube, translucent, spongy, glowing red dots.
- 7 Sea Nettle. Jellyfish, brown bell.
- 8 Moon Jelly. Blue, round, purple innards.
- 9 Lion's Mane Jellyfish. Pink-red, hairy.
- 10 Krill Swarm. Highly coordinated.
- 10 Microbial Mat. Carpet of pebbled slime.



2 Ancient Arthropod

Appearing: 1, casts of 3d6

HD: 3 (14 HP)

Appearance: a segmented wolf-sized creature. Swimming variants are elongated with segmented fins. Crawling variants have an oval carapace concealing rows of delicate legs.

Voice: silent.

Wants: food.

Morality: merrily cannibalistic.

Intelligence: dim curiosity. Will take a bite out of anything.

Armour: as chain.

Move: normal, swim normal.

Morale: 5

Damage: 1d4 claw or bite.

Scavengers, predators, filter-feeders, and shell-crackers, Ancient Arthropods occupy many roles.

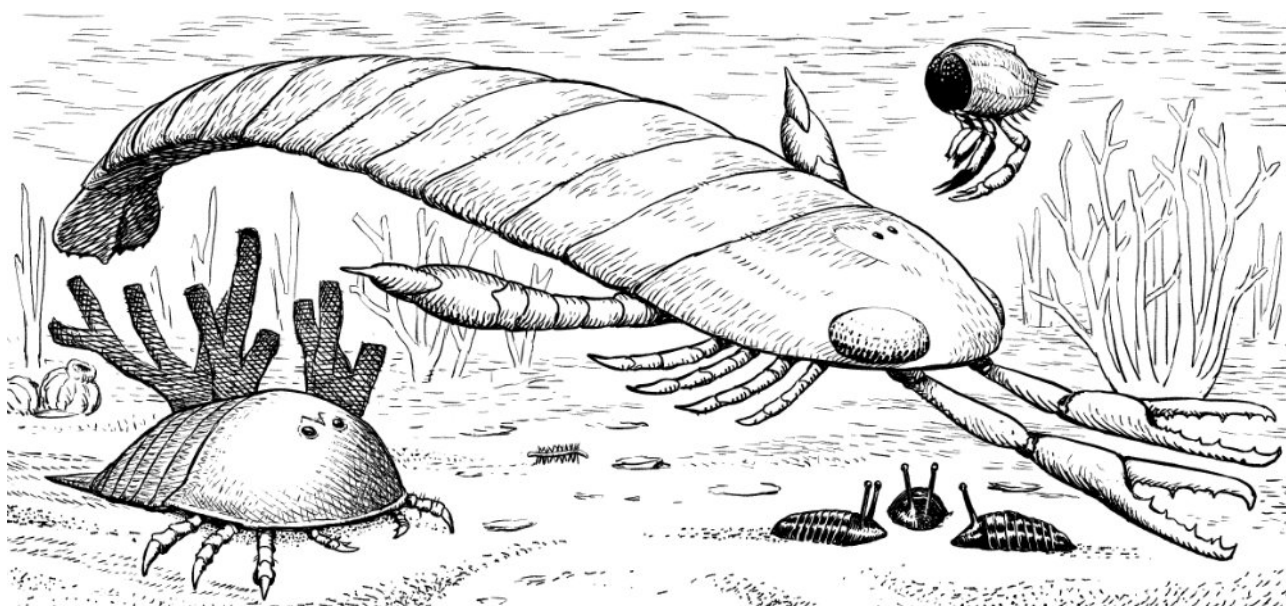
Treasure: none.

1d10	Swimming Variants	Canonical Name
1	Segmented appendages.	<i>Anomalocaris</i>
2	Pinching claws, twin tail.	<i>Amplectobelua</i>
3	Round, backswept fins.	<i>Lyrarapax</i>
4	Huge eyes, six claws.	<i>Dollocaris</i>
5	Enormous, filter-limbs.	<i>Aegirocassis</i>
6	Drooping shell-like head.	<i>Hurdia</i>
7	Whip-like limbs, tiny eyes.	<i>Leancoilia</i>
8	Clawed proboscis, five eyes.	<i>Opabinia</i>
9	Pincers, paddles.	<i>Jaekelopterus</i>
10	Basket of spiked claws.	<i>Carcinosoma</i>

1d12 Why Fight These Ancient Arthropods?

- 1 Delicious when fried with butter and herbs.
- 2 One of them ate the key to this chest.
- 3 Their mere existence overturns the settled order of nature!
- 4 Glands contain a rare blue dye.
- 5 They are devouring all the local fish.
- 6 Local scholar will pay handsomely for intact specimens, the spikier the better.
- 7 Their blood makes superb healing potions.
- 8 Swarming from an unnatural rift. Their numbers increase weekly.
- 9 They only grow bigger as they age. If we don't pick off the largest ones now, they'll retreat to the depths and grow to the size of a ship.
- 10 Under a divine extermination mandate.
- 11 Their freshly hatched grain-sized young are itchy and fond of hair.
- 12 Farmed by our hated rivals.

1d10	Crawling Variants	Canonical Name
1	Backswept horns.	<i>Paradoxides</i>
2	Flat, same front and rear.	<i>Isotelus</i>
3	Trident head prong.	<i>Walliserops</i>
4	Webbed tail, spiny body.	<i>Terataspis</i>
5	Hardened eyestalks.	<i>Asaphus</i>
6	Teardrop shape, serrated.	<i>Chasmataspis</i>
7	Spade-shaped, tail spine.	<i>Limulus</i>
8	Domed, conical tail.	<i>Hibbertopterus</i>
9	Square body, fan tail.	<i>Sidneyia</i>
10	Metallic eyes, pill-shaped.	<i>Bathynomus</i>



Generic Arthropod

Arthropods are segmented invertebrates. Insects, arachnids, crustaceans, centipedes, and millipedes are all arthropods. You may be familiar with extinct arthropods such as trilobites or the extraordinary Cambrian creatures from the Burgess Shale.

The nature and arrangement of arthropod segments is controversial. I've adopted a highly simplified jargon-light scheme, suitable for RPG purposes but not for research or taxonomy.

Each segment of the most ancient arthropods bore two pairs of limbs. The outer limbs were gills, used for swimming or breathing. The inner limbs were legs, used for walking or modified into other forms.

Later arthropods lost or significantly altered these limbs. For example, a spider's mouthparts consist of fused inner limbs, its walking legs consist of inner limbs without outer limbs, and its book-lungs consist of heavily modified outer limbs without inner limbs.

1d10 Pre-Mouth Head Segments

- 1 None.
- 2 Pair of antennae or suckers.
- 3 Two pairs of antennae.
- 4 Pair of jawlike graspers.
- 5 Pair of claw-like limbs.
- 6 Pair of whip-like limbs.
- 7 Pair of comb-like filter limbs.
- 8 Clawed flexible nozzle.
- 9 Pair of jaws, pair of manipulators.
- 10 Pair of extendable jaws.

1d6 Post-Mouth Head Segments

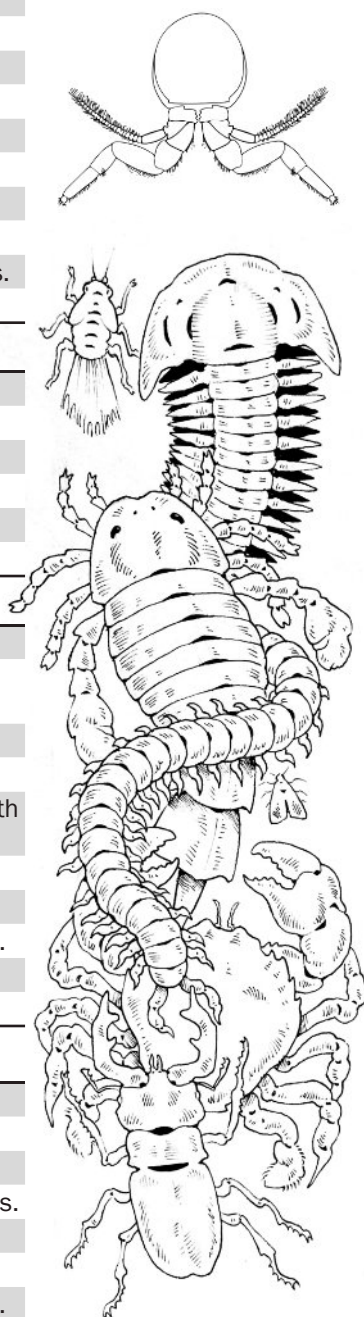
- 1 Two pairs of tiny piercing claws.
- 2 Three pairs of small mouthparts.
- 3 1d6+2 pairs of walking legs.
- 4 Pair of large claws.
- 5 Three pairs of grasping limbs.
- 6 Pair of wing-like projections.

1d10 Thorax Segments

- 1 No limbs. Fused with head.
- 2 Pair of antennae-like front legs, two pairs of walking legs.
- 3 1d4+2 pairs of walking legs.
- 4 6×2d6 pairs of swimming legs.
- 5 6×1d6 pairs of outer gill flaps with matching small inner legs.
- 6 6×1d6 pairs of walking legs.
- 7 Pair of large swimming paddles.
- 8 6×1d6 pairs of overlapping flaps.
- 9 1d6+2 pairs of grasping limbs.
- 10 30×1d20 pairs of walking legs.

1d8 Abdomen Segments

- 1 6×1d6 pairs of swimming legs.
- 2 6×1d6 pairs of sheet-like gills.
- 3 2d6 pairs of internal book lungs.
- 4 2d6 pairs of vestigial walking legs.
- 5 Round organ sac.
- 6 Flexible tapering tail.
- 7 6×1d6 pairs of overlapping flaps.
- 8 1d6+2 pairs of grasping limbs.



1d10 Head Accessories

- 1 1d6 simple light-sensing eyes.
- 2 Pair of compound eyes.
- 3 1d6 large compound eyes.
- 4 Pair of large tubular fused eyes.
- 5 Venom glands with fangs.
- 6 1d6 chitin horns.
- 7 Triangular head plate.
- 8 Half circle head plate.
- 9 Four pronged head plate.
- 10 Teardrop-shaped full body plate.

1d10 Thorax Accessories

- 1 Segmented horizontal plates.
- 2 Armoured joints to allow curling.
- 3 Vertically split protective shell.
- 4 Forest of backswept spikes.
- 5 Extendable suction tube.
- 6 Central food-carrying groove.
- 7 Two pairs of wings.
- 8 Pair of wing cases, pair of wings.
- 9 Pair of wings, pair of weights.
- 10 Two pairs of feeble wings.

1d10 Abdomen Accessories

- 1 1d6 pairs of flared tail plates.
- 2 Terminal web glands.
- 3 Venom glands on tail spike.
- 4 Terminal grasping prongs.
- 5 Bioluminescent signaling sac.
- 6 1d4 needle-like tail spikes.
- 7 Easily abraded scales.
- 8 Rows of defensive clubs.
- 9 Fine bristly hair.
- 10 Foul-smelling toxin gland.

1d6 Other Arthropods

- 1 **Monstrous Vermin** (pg. 54)
- 2 **Giant Spider** (pg. 43)
- 3 **Skeeter** (pg. 212)
- 4 **Hive Insect** (pg. 253)
- 5 **Giant Crab** (pg. 271)
- 6 **Colossal Insect** (pg. 299)

3 Leech of Paradise

Appearing: 1, swarms of 2d4
HD: 0 (2 HP)

Appearance: a thumb-sized worm. Glows blue-white.

Voice: none.

Wants: to complete its life cycle.

Morality: irrelevant. Easy to project benevolent intentions.

Intelligence: barely aware.

Armour: none. Immune to bludgeoning and slashing damage.

Move: swim 2x normal.

Morale: 9

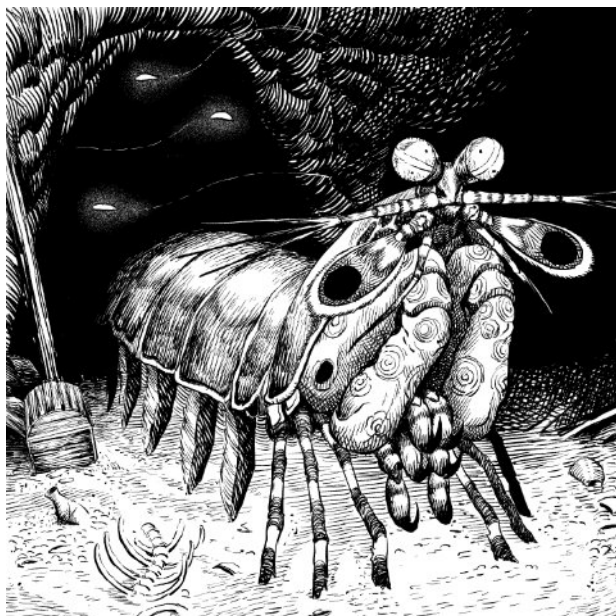
Damage: none. See below.

A Leech of Paradise can make a bite attack to attach itself to a living creature. Each round a Leech of Paradise is attached to a creature, the creature heals 1 HP. If a creature is at full HP, it instead gains 1 temporary HP per round. Scars vanish, old aches fade. The creature feels warm and lively.

If a creature gains temporary HP equal to their normal HP (effectively, double HP), they die and explode in a shower of tumors. Leeches of Paradise eat and lay eggs in the resulting mess.

A Leech of Paradise can be pulled free with a difficult Strength test. The difficulty increases significantly if the target is fully healed and gaining temporary HP. Salt instantly removes the leech but also kills it.

Treasure: a Leech of Paradise is worth 1,000gp to any healer, alchemist, or scholar. They live for 1 week in captivity, or more if fed freshly excised tumours. Eggs and larvae have esoteric requirements and a complex life cycle and cannot be farmed.



Mantis Shrimp 4

Appearing: 1, feuding colonies of 2d6
HD: 6 (27 HP)

Appearance: a shrimp the size of a horse. Large stalked eyes, folded arms.

Voice: clicking, scraping.

Wants: to defend its territory, to eat flesh.

Morality: focused hostility against intruders or rivals. Otherwise, seeks easy prey.

Intelligence: as smart as a dog. Can see invisible creatures. Ignores illusions, smoke, and sediment.

Armour: as chain.

Move: swim 2x normal.

Morale: 10

Damage: see the table below. On a successful hit, target must also Save or be stunned for 1 round.

Mantis Shrimp make threatening gestures, then attack. They will defend their burrow and eggs to the death, but will rarely pursue dangerous prey.

Treasure: a dead and mostly intact Mantis Shrimp is worth 100gp to a skilled armourer or jeweler.

1d10 Mantis Shrimp Attacks

1	Club. 2d12 bludgeoning.
2	Spear. 2d12 piercing.
3	Wheel. Curls up and rolls. 50' charge attack, dealing 2d8 damage on a hit.
4	Harpoon. 100' range, 3d20 piercing damage. 3 uses per week.
5	Vorpal Razor. 2d12 slashing. On a critical hit, Save or die.
6	Line of Force. Claws barely seems to move. 50' line, 2d6 slashing.
7	Boxing. Red gloves. 2d12 non-lethal damage.
8	Chainblade. 1 round to rev up to full speed. On subsequent rounds, 3d10 slashing.
9	Bloodline Punch. 2d10 bludgeoning. Nearest living ancestor, no matter where they are, also takes 2d6 damage.
10	Time Hole. No damage, but target must Save or vanish, reappearing 50' away (or in some convenient location) in 1d6 days.

1d8	Mantis Shrimp Colours	Burrow
1	Brown and white stripes.	Sandy hole.
2	Bright rainbow hues.	Seagrass grove.
3	Vivid red, violet tail.	Coral bowl.
4	Pale white, pink stripes.	Gravel heap.
5	Green with purple spots.	Huge anemone.
6	Tan, blue legs, yellow claws.	Whale skull.
7	Light grey, red stripes.	Cracked barrel.
8	Transparent. Invisible.	Shadowy chasm.

5 Marine Worm

Appearing: 1, wriggling mats of 3d6

HD: 1 (5 HP)

Appearance: a pulsing tube of flesh. Tiny eyes, or no eyes at all. As thick as an arm, up to 20' long.

Voice: silent.

Wants: to eat.

Morality: irrelevant.

Intelligence: mechanical. Bite it to see if it's edible.

Armour: none.

Move: normal, swim normal, burrow ½ normal.

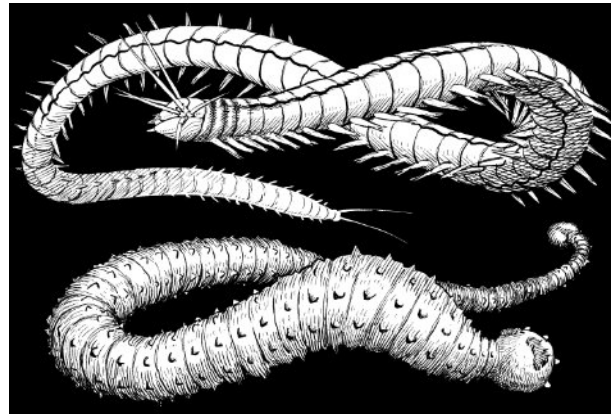
Morale: 8

Damage: 1d6 bite.

Once per day, a Marine Worm can make a special attack. See the table below.

Marine Worms are large enough to consider biting a person, but not wise enough to know better.

Treasure: none.



1d10 Marine Worm Variants

- | | |
|----|--|
| 1 | Bobbit. No Special Attack, but bite does 2d8 damage. Can bite once every other round. |
| 2 | Lamprey. Bite attack heals the Marine Worm for the amount of damage dealt. |
| 3 | Shipworm. Burrow normal through wood. Leaves a worm-sized tunnel.
Parasitic. On a successful bite attack, struck creature must Save or be injected with 1d4 Marine Worm eggs. They hatch in 1d6 days, each dealing 1d6 damage when it bursts. |
| 4 | Eversible. Once per day, can spend 1 round turning inside-out to heal full HP. |
| 5 | Rubbery. Immune to bludgeoning damage. |
| 6 | Methane Filtering. Immune to cold. |
| 7 | Volcano Monitor. Immune to heat. |
| 8 | Splitting. If killed by slashing damage, splits into 2 Marine Worms with 2 HP each. New Marine Worms do not have this ability. |
| 9 | Bristle. Deals 1 damage per round to all adjacent creatures. Glass hair. |
| 10 | |

1d10 Features

Lair

- | | | |
|----|----------------------------|--------------------|
| 1 | Blood red, slimy. | Muddy plain. |
| 2 | Gold, segmented. | Hollow coral. |
| 3 | White, wrinkled. | Rock tube. |
| 4 | Pale pink, mottled. | Lump of old bone. |
| 5 | Bright yellow, bruised. | Dying fish. |
| 6 | Orange, soft spikes. | Fan-shaped coral. |
| 7 | Vivid blue, flat, frilled. | Bubbling crack. |
| 8 | Translucent grey. | Perforated cliff. |
| 9 | Oily black, white dots. | Fragmented wreck. |
| 10 | Shocking green, puffy. | Metallic eggshell. |

1d10 Special Attack

- | | |
|----|---|
| 1 | Web Spray. 30' cone, Save to dodge. If hit, creatures are immobilized until they spend 1 round removing the webbing. |
| 2 | Acid Cone. 30' cone, 1d6 acid damage, plus 1d4 acid damage per round until washed. |
| 3 | Stink. 30' line, Save to dodge. If hit, coated in a viscous layer of reeking oil. Smells like a rotting whale; attracts predators and scavengers within 1 mile. Stealth almost impossible. Fades after 1d6 hours. |
| 4 | Silica Darts. 30' radius, 1d6 damage, Save or go blind for 1d6 rounds. Itchy. |
| 5 | More Worms. Spawns 1d4 new Marine Worms, who cannot use this ability for 1 day. Short lifespan. |
| 6 | Bubbles. 30' line, Save to dodge. If hit, coated in expanding air bubbles and thick mucus. If in water, rise 10' per round. Can do nothing but swim furiously to negate rising. Bubbles pop after 10 minutes. |
| 7 | Insubstantial Vapour. 30' cone, Save to dodge. If hit, become insubstantial for 1 hour. Unable to affect the world, or be affected by it. |
| 8 | Caloric Proboscis. 30' cone of sticky tendrils. Anyone in the area can choose to either lose 3 carried rations or 1d6 permanent HP. |
| 9 | Mineral Condensation. 30' line, Save to dodge. If hit, a random limb is trapped in a network of chalky stone. Requires a difficult Strength test or 1d6 damage to remove. |
| 10 | Symmetry Flip. 30' cone. Anything in the area is mirrored. Left and right are reversed. Writing becomes difficult to read. Creatures are stunned for 1 round. Creatures and magical objects can Save to negate. |

6 Predatory Snail

Appearing: 1, bumbling routs of 2d6

HD: 7 (32 HP)

Appearance: a large and purposeful snail. Hard shell with a soft foot and eyestalks. Head quests and turns, retracts when threatened.

Voice: moist chewing.

Wants: food. Eats almost anything.

Morality: indifferent.

Intelligence: dim. Poor eyesight, good sense of smell.

Armour: as chain.

Move: ¼ normal.

Morale: 7

Damage: 1d6 bite.

A Predatory Snail will follow an interesting smell to its source, attack, then investigate and devour the results. It retreats from bright light or sustained violence.

Treasure: an intact Predatory Snail shell is worth 200gp.



1d10	Shell Shapes	Colours	Features	Why Fight This Predatory Snail?
1	Common sphere.	Brown, white bands.	Large sharp spines.	Treasure map in shell pattern.
2	Horizontal cone.	Purple gradient.	Frilled edge.	Blocking a vital route.
3	Vertical cone.	Grey, opalescent.	Tiny spiral knobs.	Only currency the locals will accept.
4	Shallow dome.	Deep blue, milky.	Almond-shaped plates.	Shell confers leadership status.
5	Thick disc.	Black checks.	Comb of spikes.	About to lay thousands of eggs.
6	Stacked lumps.	Thin red lines.	Metallic sheen.	Escaped containment.
7	Unwound tangle.	Crisp orange.	Coral crown.	Ate a prize-winning root vegetable.
8	Infolded button.	Algal green.	Adopted anemone.	Only source of rare ultraviolet dye.
9	Fused knot.	Sour pink flecks.	Cemented mass of shells.	Flavour is indescribably decadent.
10	Leering skull.	Mustard yellow.	Chips and gouges.	Would make a fabulous hat.

1d10 Predatory Snail Variants

1	Harpoon. Instead of making a bite attack, can extend a sharp venomous proboscis. 30' range, 1d6 damage. Struck living creatures must also Save or die.
2	Floating. Suspended under a cloud of bubbles. No armour. Swim ½ normal.
3	Surfing. Foot can flair to form a sail. In a current, swim 2x normal.
4	Iron. Foot covered in thick rusting scales. Armour as plate+shield. Immune to fire and iron weapons.
5	Monk. Human upper half, brown shell. Shaved head, sticky skin, dark eyes. Intelligent, compassionate, morose, moderately religious. No bite attack. Instead, 1d4 club.
6	Flail. Makes 5 bite attacks using its 5 flailing mace-heads. Immune to fire and poison. 50% chance to resist all magic. If resisted, further 10% chance to reflect the spell back at the caster.
7	Pike. Instead of making a bite attack, can extend a flared metal polearm. 10' range, 1d8 damage. Struck targets must Save or fall prone. Immune to cold.
8	Jousting. Can spend 1 round extending a sharp bone lance. On the subsequent round, the Predatory Snail moves 50' in a straight line. All targets along the line take 1d6 damage and must Save or fall prone.
9	Racing. Move 4x normal, swim 4x normal. Fly 2x normal or burrow 2x normal for up to 3 consecutive rounds of every 6 rounds. Leaves a trail of smoke.
10	Flying. Fly normal. On a successful bite attack, target must Save or believe they are on fire for 6 rounds. Spellcasters who fail their Save will appear to be on fire. Shell has negative weight and is worth 1,000gp.

7 Rotifer

Appearing: 1
HD: 15 (68 HP)

Appearance: a large translucent cone with two whirring rotors at the wide end and tentacles at the narrow end. Five tiny red eyes, gnashing internal jaws.

Voice: churning water, ominous hum.

Wants: to feast. Fathomless hunger.

Morality: uncomprehending.

Intelligence: dim.

Armour: none. Immune to bludgeoning damage.

Move: swim normal. Usually stationary.

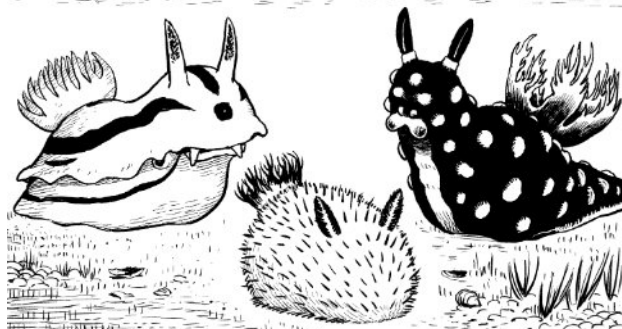
Morale: 10

Damage: see below.

Each turn, a Rotifer can either move or churn. If it churns, it creates a whirlpool. 100' cone, all creatures and objects are dragged 30' towards the Rotifer's mouth and must Save or be stunned. Creatures that reach the mouth take 1d6 damage and must Save or be swallowed.

Swallowed creatures take 2d8 damage per round, but can try to cut their way out of the Rotifer. Cutting a hole in a Rotifer takes 20 damage.

Treasure: 1d100×1d6gp in indigestible slime-covered coins, mixed with anchor chains and rusted nails.



Sea Slug 8

Appearing: 1 snuffler, bouquets of 2d6
HD: 4 (18 HP)

Appearance: a brightly coloured soft lozenge the size of a dog. Twin tentacles near the front.

Voice: silent.

Wants: food, the company of other Sea Slugs.

Morality: swaggering confidence in own inedibility.

Intelligence: dim.

Armour: none. Immune to poison. Any poisons applied to the Sea Slug are transferred to its stinging cysts for 24 hours.

Move: ½ normal, swim ½ normal, climb ½ normal.

Morale: 7

Damage: 1d4 bite.

If a creature successfully hits a Sea Slug with a melee attack, the stinging cysts on a Sea Slug's back deal 1d4 damage to the attacking creature.

Sea Slugs are rarely interested in human-sized prey, and few creatures wish to risk their toxic defenses to gnaw on a rubbery meal.

Treasure: none.

1d10 Body Shape Colours

1	Smooth oval.	Yellow, fading to white.
2	Tufted disc.	Metallic purple bands.
3	Ruffled sleeve.	Lime green, orange trim.
4	Spiked tube.	Vivid blue, yellow dots.
5	Hammerhead slug.	Soft orange, black tufts.
6	Fluttering ribbon.	Delicate pink, red lines.
7	Pebbled lump.	White and brown spots.
8	Finned teardrop.	Blue, blending to violet.
9	Curled leaf.	Greenish grey, fuzzy.
10	Tapered worm.	Black, oily stripes.

1d6 Sea Slug Abilities

1	Once per day, can fill a 50' cube with opaque violet ink. Dissipates in 5 minutes. Creatures in the area take 1 damage per round.
2	Once per week, can detach a back flap to distract a predator. Unlikely to work on intelligent creatures, but may evoke pity.
3	Once per month, can vomit up guts. Takes 10 damage. It is difficult to tell what is guts and what is Sea Slug. Both wriggle.
4	Perfect camouflage. At will, can transform into an appropriately sized stone or back into a Sea Slug. Not a disguise or an illusion.
5	Sea Angel. Fluttering wing-flaps, internal light. If undamaged, must Save to attack it.
6	Expandable Head. Can make a bite attack against every creature in a 30' cone.

9

Sea Star

Appearing: 1 hunter, constellations of 3d6
HD: 8 (36 HP)

Appearance: a multi-limbed flat creature the size of a wagon. Slides on thousands of tube feet.

Voice: faint popping and rustling.

Wants: to harvest.

Morality: trampled underfoot.

Intelligence: simple. Each limb acts independently, dragging the Sea Star towards food.

Armour: as leather.

Move: ½ normal, climb ½ normal. Cannot be pushed, pulled, or knocked prone.

Morale: 11

Damage: 1d8 crush.

A Sea Star occupies a full 10' square. In addition to its normal attack, all creatures adjacent to or under a Sea Star take 1d6 damage per round, and must Save or drop one held item.

A Sea Star regenerates 1 HP per day, and will regrow lost limbs (or grow an entirely new body from a severed limb) if well fed.

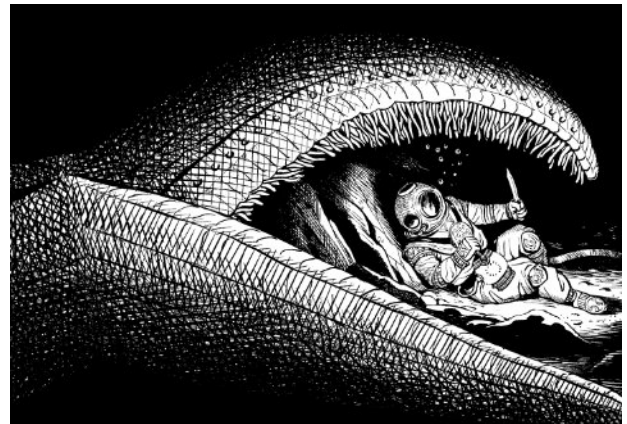
Sea Stars will stop to slowly devour the pieces of fallen enemies. They are easily distracted by bait.

Relentless hunters and grazers, Sea Stars are surprisingly stealthy. In darkness, in a maze of passages, or during turbulent weather they can easily surround and overwhelm unprepared prey.

Treasure: none.

1d10 Sea Star Variants

1	Standard. 4+1d10 limbs, thin centre.
2	Sprawling. 4+2d10 limbs, fat centre.
3	Feather. No armour. Swim normal, like a hairy wreath turning inside-out.
4	Brittle. Armour as plate. Thin whip-like limbs.
5	Urchin. Orb of spines. Immune to slashing damage.
6	Sand Dollar. Fuzzy disc. Burrow ½ normal.
7	Basket. Branching tangle of forking and coiling limbs.
8	Radiolarian. Round glass honeycomb shell. Spikes emerge through gaps in cage. Swim ½ normal.
9	Foram. Segmented seashell-like plates containing active translucent ooze. Swim ½ normal.
10	Sea Mine. Spherical, thick nubs. If reduced to half HP, begins to smoke and rattle. Next round, detonates. 50' radius, 2d10 damage, Save for half.



1d10 Colours Habitat

1	Sunset orange.	Seaweed labyrinth.
2	Navy blue.	Towering coral stack.
3	Marbled fuscia.	Fossilized worm tunnels.
4	Scab red.	Crumbling ribcage.
5	Ceramic white.	Desolate gravel slope.
6	Streaky lilac.	Basalt ridgeline.
7	Sandstone.	Seagrass meadow.
8	Teal and bone.	Massive anchor.
9	Slate grey.	Submerged dock pilings.
10	Inky purple.	Ancient undersea cable.

1d10 Sea Star Twists

1	Luminous. Casts light as a torch.
2	Lost mount of an undersea despot. Semi-trained. Gilded saddle worth 20gp.
3	Herald of an all-devouring wave of Sea Stars.
4	Mutant. Regenerates 6 HP per round.
5	Galloper. Move 4x normal for up to 6 rounds every hour. Very noisy while galloping.
6	Toxin Burst. Once per day, can spray purple sticky darts. 100' radius, Save to dodge. On a hit, Save or develop a harmless itchy rash that fades in 3d6 days. Leaves purple scars.
7	Throwing. Can spend 2 rounds spinning up to speed. On the 3rd round, 100' charge attack, dealing 3d10 damage on a hit.
8	Anthropomorphized. Tube feet are grasping human arms. Skin is slightly hairy. Watery blue eye on the end of each limb.
9	Pickpocket. Each round, instead of dealing damage, can devour 3d10gp or 1 item from all creatures adjacent to or under it. Guts contain only valuables devoured in the last 3 rounds. Everything else digested.
10	Hypnotic. Creatures who can see its upper surface must Save each round or be stunned and continue looking at the Sea Star. If 3 consecutive Saves are failed, the creature is paralyzed for 10 minutes. 50' range.

10 Tardigrade

Appearing: 1

HD: 9 (41 HP)

Appearance: a hairless chubby eight-legged creature, like a bear in a rubber sack. Tiny eyes, no bones, cylindrical maw.

Voice: grunting, snuffling, rhythmic wheezing.

Wants: to endure. Interested in food, but not ravenous.

Morality: cheerfully romps through life. Hints of intemperate playfulness.

Intelligence: cautious optimism, emboldened by lack of pain. Not cunning, but strongly motivated.

Armour: none. Immune to elemental damage. Takes ½ damage from any other source.

Move: normal, swim ½ normal.

Morale: 7

Damage: 1d6 claw / 1d6 claw / 1d8 bite.

A Tardigrade can make a Save to negate any effect or condition, including effects that (by the rules or by common sense) don't normally allow a Save. For example, a Tardigrade can Save to negate ludicrous fall damage, disintegration, or prolonged exposure to the vacuum of space. If a Tardigrade's natural resistance could get it out of a situation, roll a Save.

The survivors of untold calamities from the dawn of time, Tardigrades tumble through a world that can rarely threaten them.

Treasure: a Tardigrade carcass is worth 200gp.

1d10 Why Fight This Tardigrade?

- | | |
|----|--|
| 1 | If we could capture and tame it, we'd have an invincible war-beast at our disposal. |
| 2 | Wizard regrets enlarging it, wants to erase mistake before the locals find out. |
| 3 | Its guts are a vital ingredient in a reliable life-extension potion. |
| 4 | Incessant slurping is disturbing my sleep. |
| 5 | Legends say Tardigrades will survive the final apocalypse. Why should they enjoy such a privilege? Destroy them now! |
| 6 | Our delicate crops are almost ready to harvest. An untimely Tardigrade rampage could set us back decades. |
| 7 | It is the sacred avatar of an obscure but deeply unpopular local deity. |
| 8 | This one appeared out of season, and the moss barriers are not yet ready. |
| 9 | Eccentric warlord will pay handsomely for a Tardigrade-skin rug to accent their pleasure dome. Sterile, waterproof, prestigious. |
| 10 | Slaying one is proverbially difficult. Prove your worth. Attract wealthy patrons. |



1d10 Features

- | | |
|----|---|
| 1 | Mottled brown, green, and grey. |
| 2 | Thick grey shell plates, blue flesh. |
| 3 | Pale pink, warts. Curled yellow claws. |
| 4 | Translucent green. Pulsing innards. |
| 5 | Rust red, orange streaks. Crunchy blisters. |
| 6 | Tan, coat of shimmering grease. |
| 7 | Gold foil skin, neon hexagonal veins. |
| 8 | Limbs end in whip-like flails. |
| 9 | Black, matte, sheds flakes of soot. |
| 10 | Soggy white paste. Drips bitter water. |

MENU

Flavour: minty rubber.

Notes: Tardigrade meat doesn't change its texture when cooked, pickled, or seasoned.

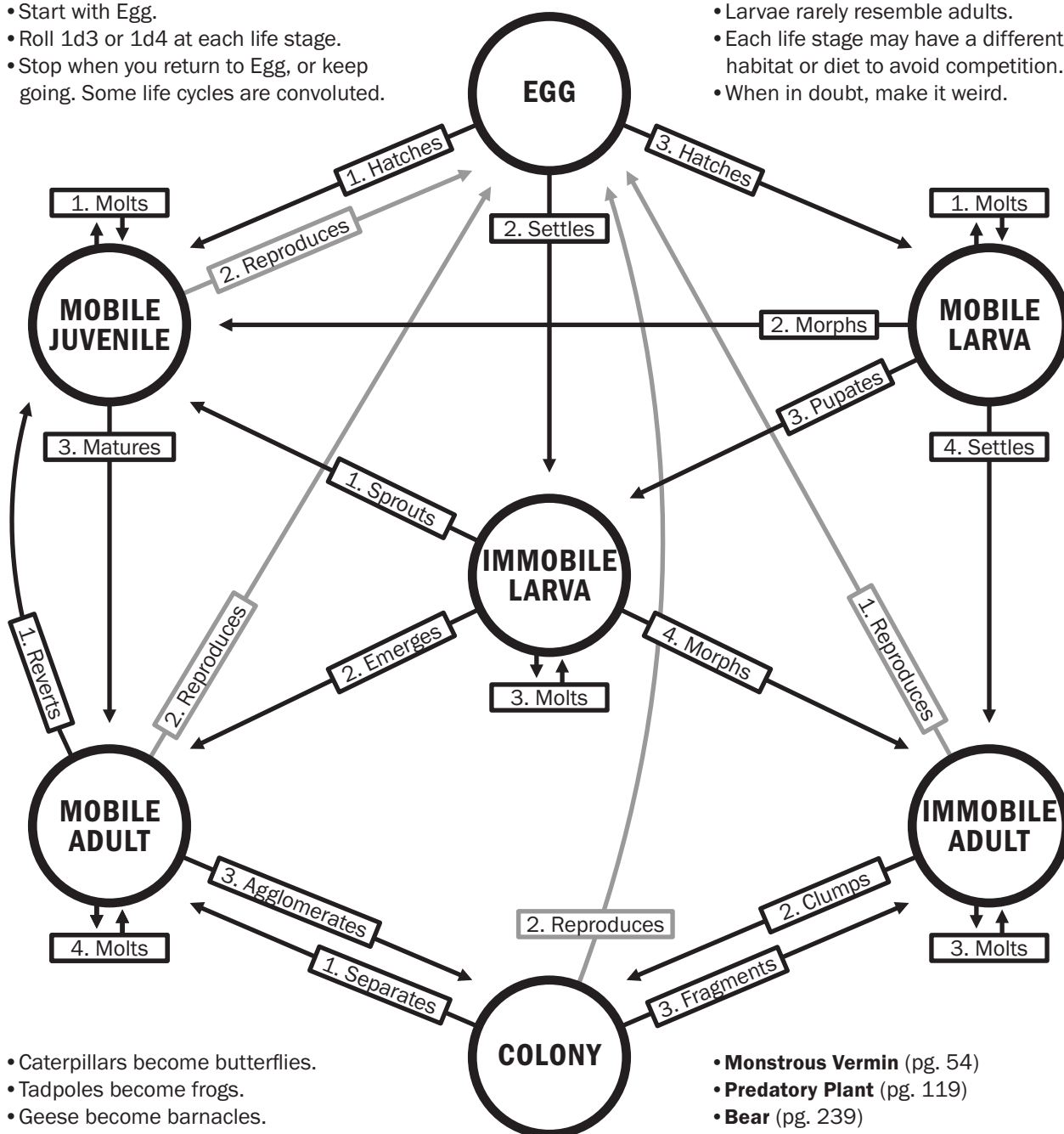
1d10 Result

- | | |
|------|---|
| 1-2 | Subverted. Heal 1d6 HP. Over the next 2d6 days, grow corpulent and lethargic. Then, split open, revealing a newborn Tardigrade. |
| 3-4 | Choking. Die in 6 rounds unless someone spends 1 round vigorously slapping you on the back or otherwise clearing your airways. |
| 5-7 | Restored. Heal fully and gain +1 permanent HP. Cured of all diseases and poisons. |
| 8-10 | Choose a damage type (bludgeoning, slashing, piercing, or an element). You are immune to that damage type. |

Generic Life Cycle

- Start with Egg.
- Roll 1d3 or 1d4 at each life stage.
- Stop when you return to Egg, or keep going. Some life cycles are convoluted.

- Larvae rarely resemble adults.
- Each life stage may have a different habitat or diet to avoid competition.
- When in doubt, make it weird.



- Caterpillars become butterflies.
- Tadpoles become frogs.
- Geese become barnacles.

- **Monstrous Vermin** (pg. 54)
- **Predatory Plant** (pg. 119)
- **Bear** (pg. 239)

1d10	Life Stage	Habitat	Strange Habitat
1		Freshwater stream.	Boiling geyser.
2		Stagnant pond.	Snowpack.
3		Coastal ocean.	Upper air.
4		Deep ocean.	Chemical sludge.
5		External parasite.	Waterfall spray.
6		Internal parasite.	Thunderstorm.
7		Soil, silt, or mud.	Charred wood.
8		Forest floor.	Salt flat.
9		Forest canopy.	Active fire.
10		Grassland.	Petroleum seep.

1d10	Reproduction Method
1	Sexual. 1d4+1 contributors.
2	Parthenogenic. Self-fertilizes.
3	Budding. Bit falls off, grow to full size.
4	Sporulates. Egg is hardy.
5	Fission. Splits down the middle.
6	Subversion. Infects another creature's eggs.
7	Constructed from dead fragments.
8	Spontaneously arises from inanimate matter.
9	Sanitized. Eggs delivered by stork analogue.
10	Memetic. Needs an audience.

SCIENCE FICTION



Many settings are built on layers of ruins.

Civilizations rise, expand, invent wonderful engines, delve into the secrets of the universe, collapse, decay, and leave a thick strata of loot for future explorers. The magic of today was the technology of yesterday.

A random encounter from this chapter can send a game careening into a new and unwelcome genre. GMs should be cautious. In an emergency, reskin these monsters as brass automatons, subterranean invaders, or the creations of a mad artificer.

Alternatively, use this chapter as a starting point and reskin all the other monsters in this book as strange science-fantasy creatures.

If I found an abandoned starship, drifting lifeless through the depths of space, I'd board it to find out why. I'd sell out my fellow prisoners for the warden's table scraps and beg him to protect me. I would push the reactor core past its limits. I would dismiss the scientists' concerns. I'd shove them away from the control panel. I'd seize the dials and turn them all the way up, even if the instruments shook and the alarms began to ring. If someone tried to stop me I'd draw my pistol and fire a shot in the air. If there were rules of good sense or good practice I would flout them. If someone appealed to my conscience I would insult them. If there were warning signs I would ignore them. If fate bundled me up in its big strong arms and hauled me towards an outcome in which thousands lived I would wrestle it to the ground and run in the opposite direction. I would fight like a wildcat to do what I wanted. That's what I would do. Me and everyone else.

—Max Lavergne, *The Inherent Goodness of the Glowering Malcontent*

1d10	Cross-Reference Omen	Cross-Reference Encounter	2d6
1	Ascending saucers, metallic drone, crackling orange lightning.	2d4 glass-helmeted Noble Giants (pg. 264) direct 10×1d10 Alien Invaders (pg. 297). Raiders from a distant sphere.	2-3
2	Shifting foliage, rising paranoia, smell of rotting fish and burning metal.	1 Mind Eater (pg. 190) pursued by 2d6 bumbling Alien Visitors (pg. 297). Escaped prisoner.	4
3	Regimented marching, flickering lights, emotionless orders.	1 brooding Golem (pg. 187), assisted by 2d6 Robot Servants (pg. 301). Recently thawed or forged.	5
4	Torches, pitchforks, shouted warnings, prayers, abandoned tools.	3d6 Townsfolk (pg. 33) mingle with 2d4 Doppelgangers (pg. 299). Paranoid after many temporary disappearances.	6
5	Flitting red dots, garbled curses, blood trails, vivisected corpses.	3d6 Mutants (pg. 191) hunt with 2d4 Robot Hounds (pg. 300). Graft-seekers, nerve-splicers, organ-gulpers.	7
6	Grunting, root-like cables, whirring fans, weathered metal pillars.	2d6 white four-armed Apes (pg. 262) guard the decayed shrine of 1 Alpha Mind (pg. 298).	8
7	Smashed walls, scrabbling claws, smell of rancid milk.	1 Tunnel Hulk (pg. 214) flees 1 Perfect Predator (pg. 305). What could terrify such a creature?	9
8	Scraping carapace, puddles of slime, scuttling legs, glossy eyes.	2d6 Sea Slugs (pg. 290) drip from the abdomen of 1 Colossal Insect (pg. 299).	10
9	Disintegrating scenery, plummeting temperature, floating specks.	1 grey Snow Fungus (pg. 233) spreads from vents on 1 Robot Titan (pg. 303). Self-replicating machine paste.	11
10	Starchy ichor, whipping tail, messy crunching.	1 Thunder Lizard (pg. 114) devours 30×1d10 Veggie-Mites (pg. 309). Delicious starchy treats.	12

Monsters	Hit Dice
Veggie-Mite	1
Alien Invader	2
Alien Visitor	4
Doppelganger	4
Robot Hound	4
Robot Servant	8
Robot Titan	16
Alpha Mind	18
Perfect Predator	20
Colossal Insect	25

1d10	Genres and Flavours
1	Sword and Planet. Worlds of adventure.
2	Dying Earth. Failing sun, vast deserts.
3	Space Imperialism. Plant the holo-flag.
4	Last Bastion. Flickering point of light.
5	Solar Sea. Small asteroids, infinite air.
6	Post Collapse. Warbands and tech-fiefs.
7	Wisdom of the Ancients. The sunken city.
8	Total Warzone. Barbed wire, mud, concrete.
9	Biopunk Madness. Blood, slime, and teeth.
10	Time Fracture. All eras collide.

Science Fiction Random Encounters

1d10	Omen	Encounter
1	"Ack"ing, raygun blasts, laughter.	War party of 3d6 Alien Invaders (pg. 297). Gleeefully destructive.
2	Crepuscular light rays, fog, ozone.	1 stranded Alien Visitor (pg. 297). Deeply confused.
3	Thick cables, fans, blinking lights.	1 Alpha Mind (pg. 298). The architect of all recent woes.
4	Faint ammonia smell, then yelling.	1 Colossal Insect (pg. 299) smashes through the landscape.
5	Earthshaking footfalls. Screeching.	1 Doppelganger (pg. 299). Grapple, confuse, and replace.
6	Beeps and whistles. Moving debris.	1 Robot Hound (pg. 300) bumbles and thumps.
7	Repetitive mechanical whine.	1 stumbling Robot Servant (pg. 301). Slightly defective.
8	Deep rumble, clicking pistons.	1 Robot Titan (pg. 303). Monstrous and confident.
9	Ominous silence. Prickling hairs.	1 Perfect Predator (pg. 305). Now would be a good time to run.
10	Hooting, vegetable reek.	2d10 Veggie-Mites (pg. 309) on the hunt. Volatile and cheerful.

1d10	Combined Omen	Combined Encounter	2d6
1	Mysterious hum, blue light, migraines. Billowing fog.	2d6 Alien Visitors (pg. 297) create a Colossal Insect (pg. 299), with a growth ray. Unprepared for results.	2-3
2	Clanking, scrape of steel on steel, sparks, oddly familiar shouts.	2d6 Doppelgangers (pg. 299) mimicking the PCs, battle 1 sabotaged Robot Servant (pg. 301). Claim time travel.	4
3	Earthquake rumble, buzzing, crashing, muffled laughter.	Rampaging swarm of 2d4 Colossal Insects (pg. 299) barely under the control of 3d6 Alien Invaders (pg. 297).	5
4	Constant raygun blasts, electrical glow, drifting ash, stomp and crunch.	Army of 10×1d10 Alien Invaders (pg. 297) and their unstable Robot Titan (pg. 303).	6
5	Chattering, hooting, occasional bursts of machine-code and red light.	50×1d20 Veggie-Mites (pg. 309) worship 1 Alpha Mind (pg. 298) and its angelic Robot Titan (pg. 303).	7
6	Rhythmic buzzing, cold vapour jets, elaborate mosaic fragments.	2d6 Robot Servants (pg. 301) protect the ornate cradle-vault of a Perfect Predator (pg. 305).	8
7	Angry "ack"ing, constant mechanical crashing, intermittent light flashes.	Pack of 2d6 Robot Hounds (pg. 300) harass 1d6 irritable Alien Invaders (pg. 297).	9
8	Screams for help, monotone commands, grinding noises.	1 Robot Titan (pg. 303) hunts 2d6 Doppelgangers (pg. 299) disguised as ragged survivors.	10
9	Near-musical machine noises, flickering scanners, buzzing codes.	1 Alpha Mind (pg. 298) in a procession with 2d6 Robot Servants (pg. 301) and 1 captive Alien Visitor (pg. 297).	11
10	Hoots, screams. Frying vegetables. Occasional explosion.	1 Perfect Predator (pg. 305) hunt 30×1d10 terrified Veggie-Mites (pg. 309) and 2d6 Robot Hounds (pg. 300).	12

1d10	Where They Find You (Indoors)	Where They Find You (Out Of Doors)	Minor Creatures
1	Laboratory-hospital. Ominous tools.	Gravity-altered canyon. Dizzying.	Fluttering rust moths.
2	Nonsensical garbage compactor.	Altered forest. Pollen-perfume drifts.	Wire worms.
3	Rickety gantries over acid-filled pools.	Refinery grid. Towers, tanks, pumps.	Dish-headed songbirds.
4	Spirals of glass storage cylinders.	Deep crater. Slowly filling with water.	Rolling black cacti.
5	Organized banks of rusted machines.	Molten asphalt splatters. Sticky.	Swarming air-shrimp.
6	Circular gullet-like tunnels. Watery.	Burning crash site. Smoke, shards.	Hydrocarbon slugs.
7	Pipe maze. Steam, smoke, oil.	Ashen plain. Choking dust.	Deranged survivors.
8	Malfunctioning assembly line.	Rune-channels scoured to bedrock.	Holographic fish.
9	Zero-gravity spherical hub.	Newly constructed outpost. Bulbous.	Neon lichen.
10	Gnashing clockwork tower.	Grain maze. Unnaturally vibrant growth.	Silver beetle-drones.

1 Alien Invader

Appearing: scouting groups of 1d6, war parties of 3d6, or hordes of 10×1d10

HD: 2 (8 HP)

Appearance: a thin rubber-suited humanoid with a skeletal face, bulging brain, and glass helmet.

Voice: ack ack! Ack ack ack ack. Ack!

Wants: to wreak havoc, capture test subjects, inspect things, start fires, and have a good time.

Morality: juvenile cruelty. Sadists drunk on power.

Intelligence: brilliant engineers and surgeons, poor tacticians, expert manipulators.

Armour: as leather. 2x damage from sound, vibration, or direct mental attacks.

Move: normal.

Morale: 9

Damage: 1d4 punch or ray gun (200' range, 2d8 damage, 10 shots, targets reduced to 0 HP are turned to red ash).

Alien Invaders are easily tricked, but may fake surrender, take hostages, deploy new technology, or send exploding diplomatic envoys.

Treasure: Leaders may carry an Alien Gewgaw.

1d10 What Are These Alien Invaders Doing?

- 1 Rounding up 2d6 hapless bystanders.
- 2 Picking through the ruins of a building.
- 3 Vaporizing creatures with glee.
- 4 Smashing breakable objects and cackling.
- 5 Inspecting a skeleton.
- 6 Posing heroically for a photograph.
- 7 Demolishing a local landmark.
- 8 Advancing in formation, blasting creatures.
- 9 Chasing a creature for sport.
- 10 Disembarking from a small flying saucer.

1d4 Ack?

- 1 Ack ack, ack ack ack ack. Ack ack!
- 2 Ack? Ack ack? Ack ack ack.
- 3 Ack ack ack! Ack ack, ack ack ack! Ack!
- 4 Ack ack, ack ack ack ack. Ack ACK ack?

1d10 Alien Geegaws

- 1 Fiddly Whatsit. Does nothing but beep.
- 2 Nutrient Jelly. In a tube. Tastes like soap.
- 3 Bovine Detector. Metal glowing compass.
- 4 Zap Stick. 1d4 lightning damage prod.
- 5 Human Translator. Tinny, friendly, full of lies.
- 6 Glow-Orb. Casts light as a lantern.
- 7 Jump Pack. Fly 2x normal for 10 minutes.
- 8 Image Box. Prints up to 20 photographs.
- 9 Extendo-Flag. Alien planet on cloth.
- 10 Platinum Cube. Worth 1,000gp.

Alien Visitor 2

Appearing: 1 stranded survivor, cadres of 2d6
HD: 4 (18 HP)

Appearance: varies. See below.

Voice: varies. See below.

Wants: to examine this world for inscrutable ends.

Morality: detached and clinical.

Intelligence: profound but naive. A quick learner.

Armour: as leather. Immune to non-magical damage.

Move: normal.

Morale: 11

Damage: 1d6 bio-altering touch.

Alien Visitors seem to be barely aware of the world around them. They are rarely hostile, though their curiosity can be interpreted as aggression.

Treasure: none.

1d10 Appearance

- 1 Tall mirror-skinned oily humanoid.
- 2 Wrinkled flabby toddler. Huge eyes.
- 3 Slowly tumbling heap of girders and wire.
- 4 Floating writhing jelly knot.
- 5 Grey featureless humanoid. Back eyes.
- 6 Nude glowing orange humanoid.
- 7 Beaked brain with seaweed limbs.
- 8 Three-legged armoured land squid.
- 9 Conical lump of gristle with red antennae.
- 10 Short hairy snake with silver boils.

1d10 Communicates By Special Ability

- | | |
|--------------------------|-----------------------|
| 1 Soothing telepathy. | Telekinesis. |
| 2 Grunting and pointing. | Hallucinogenic dust. |
| 3 Psychic shrieking. | Colder than ice. |
| 4 Scent-bursts. | At-will invisibility. |
| 5 Inkblot skin patterns. | Remarkably warm. |
| 6 Mangled grammar. | Minor teleportation. |
| 7 Subsonic cooing. | Impossibly strong. |
| 8 Forced memory recall. | Mental upgrades. |
| 9 Nonsense muttering. | Local omniscience. |
| 10 Monosyllable words. | Slow healing touch. |

1d10 Seems To Desire...

- | | |
|-----------------------|------------------------|
| 1 Blood. | On an enormous scale. |
| 2 Salt. | With great urgency. |
| 3 Music. | Or else. |
| 4 Biological samples. | At any cost. |
| 5 Obedient servants. | By express consent. |
| 6 A way home. | Through technology. |
| 7 A protector. | But ineffectually. |
| 8 To warn people. | To avert disaster. |
| 9 Language samples. | For a future invasion. |
| 10 Rare metals. | As food. |

3 Alpha Mind

Appearing: 1

HD: 18 (81 HP)

Appearance: a large spherical metal tank with five thick tentacles. Each tentacle ends in a grasping claw. The Alpha Mind hovers 2' off the ground.

Voice: telepathic or static-crackling orders. Blunt, precise, and domineering.

Wants: to obey their programmed directives.

Morality: patchwork and deranged.

Intelligence: brilliant. Monumentally clever, fatally overconfident. Always thinking ten steps ahead... and one step behind.

Armour: as plate. Immune to mind-altering effects.

Move: hover ½ normal. May be immobile.

Morale: 12

Damage: see below.

Each round, the Alpha Mind can make two of the following attacks.

1. Defense Laser Grid

Red nodes on the surface of the Alpha Mind glow brightly for 1 round. On the next round, it fires lasers at up to 10 visible targets within 1,000'. Targets take 2d8 damage. Save to dodge. Lasers are blocked by solid objects and reflected by mirrors.

2. Tentacle Rend

The Alpha Mind makes up to 5 melee attacks. On a hit, targets take 1d6 damage.

3. Telepathic Omnicommand

Up to 3 target creatures within 100' must Save or obey one command of the Alpha Mind. Robots and constructs do not get a Save. Commands include:

- Attack Adjacent Target.
- Drop All Weapons.
- Flee My Majestic Presence.

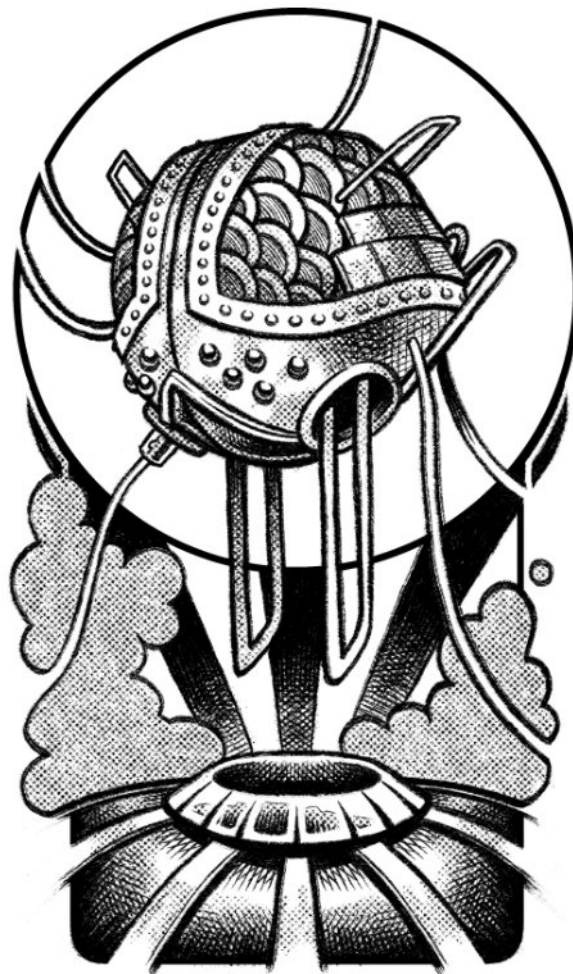
The Alpha Mind prefers simple, direct, and easily misinterpreted commands.

4. Telepathic Memory Overload

Target creature within 100' takes 2 points of damage for each language they know, each knowledge-based skill they possess, and each significant mental or educational achievement. Save for half.

If reduced to 0 HP, the Alpha Mind glows and rattles for 2d6 rounds, then explodes. 50' radius, 3d6 damage, Save for half. Nearby buildings, tunnels, and complex machines may also collapse.

Treasure: the ruins of an Alpha Mind contain 1,000×1d6gp in rare metals, unstable meta-crystals, and distilled mental fluids.



1d10 Alpha Mind Designations Demeanor

1	The Ouroboros Array	Mystical
2	Stockyard Identifier	Bloodthirsty
3	Omniplex Omega	Patriotic
4	Halley Control Centre	Distracted
5	Expert Memory Archive	Peevish
6	Transludicator Prime	Ambitious
7	Megathought II	Depressed
8	Jolly Computer Leader	Paranoid
9	Temporal Voyager	Inscrutable
10	Colosson Unchained	Precise

1d10 Control Room Flaws Irrational Demands

1	Flooded.	Emotional displays.
2	Exposed wires.	Annihilation of life.
3	Precarious gantries.	Loyalty oaths.
4	Spinning fans.	Material to rebuild.
5	Flashing lights.	Additional testing.
6	Heaps of debris.	Human sacrifice.
7	Neon flame jets.	Eternal worship.
8	Rotating platforms.	Total information.
9	Chemical fog.	Precious metals.
10	Asbestos snow.	Obedient servants.

4 Colossal Insect

Appearing: 1, or apocalyptic swarms of 2d4
HD: 25 (112 HP)

Appearance: a towering insect. Larger than a cottage. Casts a huge, spine-encrusted shadow.

Voice: clicking jaws, hissing, dribbling.

Wants: food. To rampage. To destroy threats.

Morality: animalistic.

Intelligence: dim and instinctual.

Armour: none. All attacks automatically hit the Colossal Insect. All incoming damage is reduced by 5. Climbing the creature reduces damage by 4 instead.

Move: 2x normal. Each step is truly enormous. May have other movement modes.

Morale: 11

Damage: see below.

Each round, the Colossal Insect can make one of the following attacks.

1. Earthquake Stomp

The Colossal Insect continues its march. All creatures within 30' must Save or take 1d6 damage and be knocked prone.

2. Targeted Bite

Attacking something that has irritated it or looks particularly delicious, the Colossal Insect reaches down to snatch a morsel. On the next round, one target takes 3d8 damage. Targets can Save to dodge.

3. Special Attack

See the table below.

Fighting a Colossal Insect by hitting its feet is foolish. Describe its damage reduction clearly; a 6-damage hit is barely a scratch. Fight it with poison, traps, and fire.

Treasure: none.

1d6	Insect	Special Attack
1	Ant	Kick 1 target for 2d10 damage.
2	Beetle	Toss 1 target 60'. Save to dodge.
3	Moth	60' cube of choking grey dust.
4	Wasp	Sting 1 target for 2d20 damage. Save to dodge.
5	Spider	50' web cone. Traps creatures for 1d4 rounds.
6	Centipede	100' venom spray cone. 3d6 acid damage, Save for half.

1d6	What Is This Colossal Insect Doing?
1	Rampaging through the centre of town.
2	Climbing the tallest nearby building or hill.
3	Digging a burrow. Could expose a dungeon.
4	Protecting a clutch of eggs. Agitated.
5	Chasing terrified locals.
6	Devouring cattle and scattering bones.

Doppelganger 5

Appearing: 1 assassin, or infiltration units of 2d6
HD: 4 (18 HP)

Appearance: perfect copy of a humanoid creature.

Voice: flawless mimic. Occasional inhuman screams.

Wants: to observe and infiltrate.

Morality: detached, but glimmers of empathy may lurk under the surface.

Intelligence: quick learner, but surface impressions only. Rarely scholarly.

Armour: none. Immune to mind-altering effects.

Move: normal.

Morale: 9

Damage: 1d8 claw or 2d6 strangle. If attacking by surprise, the attack automatically hits.

Doppelgangers prefer to infiltrate groups by posing as "lost" group members, escaped captives, travellers, or guides. They will only attack if they feel threatened or if their true nature is discovered. Luring a victim to a secluded area, strangling them, and replacing them is the preferred method. Doppelgangers can pick up and use armour and weapons.

Doppelgangers can reshape their flesh to appear as any humanoid creature. They can mimic visible scars, tattoos, and clothing. Limited telepathy allows them to glean memories and habits from nearby creatures, enabling near-perfect mimicry.

Treasure: none.

1d10	Doppelganger True Form	Bleeds
1	Grey wide-eyed humanoid.	Blue ichor.
2	Printed bioplastic frame.	Clear liquid.
3	Mechanical endoskeleton.	Black oil.
4	Protoplasmic flesh-horror.	Blood.
5	Holographic projector nodules.	Sparkles.
6	Soup-bladder liquid sacks.	Pale broth.
7	Densely woven plant fibres.	Sticky sap.
8	Animated corpse fragments.	Maggots.
9	Swarming micro-robots.	Lightning.
10	Hair, gristle, and mercury.	Silver paste.

1d10	Doppelganger Origin	Ability
1	Urban infiltration tool.	Track scents.
2	Defective entertainment unit.	Charming.
3	Custom-built assassin.	Leap 30'.
4	Visitor from another world.	Rapid slither.
5	Rampaging artificial assistant.	Touch heals.
6	Experiment gone awry.	Very strong.
7	Spawned natural nemesis.	Spiderclimb.
8	Botched burial protocol.	Fake death.
9	Newborn intelligent organism.	Hover 20'.
10	Magic mirror accident.	Dodge spells.

6 Robot Hound

Appearing: 1 loping scout or packs of 2d6

HD: 4 (18 HP)

Appearance: a squat beast-like mechanical creation.

Wide variety of materials and colours.

Voice: beeps, whistles, clicks, or honks.

Wants: to obey their programmed orders.

Morality: irrelevant. May ignore truly helpless targets.

Intelligence: built for obedience over intelligence. Can reason, but with methodical idiocy.

Armour: as chain. Immune to mind-altering effects.

Move: normal. May have other movement modes.

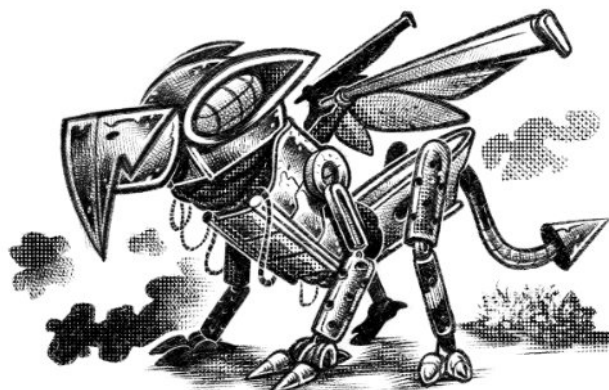
Morale: 8

Damage: varies. A Robot Hound can make 1 attack per round if its head has a damage value listed.

Roll on the tables below to determine the type, function, and abilities of a Robot Hound. Roll 1d6 and read down a column for a standard undamaged Robot Hound. Roll two d6s, one for each row, for repaired, nonstandard, customized, or defective robots. Embellish. Invent new components.

Robot Hounds accept orders from the first person they saw when they were reassembled or activated, or anyone wielding a Robot Control Wand. Robots Hounds require fuel. See the table below. They may seek fuel sources independently.

Treasure: undamaged robot components are worth 100gp. A slain Robot Hound will have 1d4-2 undamaged components. May hoard Techno-Junk.



1d10 Techno-Junk

- 1 Sheaves of rusted data-cards.
- 2 Cracked wrenches and bent prybars.
- 3 Smooth springs, tangled together.
- 4 Heaps of cloudy memory crystals.
- 5 Nests of brightly coloured wires.
- 6 Lightly chewed archaeo-circuit boards.
- 7 Bones laced with metallic corruption.
- 8 Rusted bolts and nuts.
- 9 Plasticized cans of gritty oil sludge.
- 10 Empty food tins and liquid tubes.

1d4 Robot Hound Neuroses

- 1 Must keep a person in sight at all times.
- 2 Forgets orders midway through execution.
- 3 Obsessively moves, beeps, or twitches.
- 4 Rare but dangerous berserker-fault.

1d6	1	2	3	4	5	6
Head	Rotochomper (1d8 Gnow)	Golden Hawk (1d4 Bite)	Fuzzy Nuzzler (Adorable)	Clamp Head (As an Arm)	Tubular Eyes (Darkvision)	Chrome Dome (Polished)
1d6	1	2	3	4	5	6
Torso & Limbs	Steel Hound (Sturdy)	Hover-Wings (Fly 2x Normal)	Woolly Feline (Maximal Cute)	Springy Art-Legs (2x Movement)	Octopalps (Swim Normal)	Quad-Wheel (Noisy)

1d4 Robot Hound Standing Orders

- 1 Patrol this area and destroy all intruders.
- 2 Search for unauthorized creatures.
- 3 Guard or watch this specific location.
- 4 Follow and monitor visitors.

1d4 Power Source

- 1 Hydrocarbon. 1L Oil, Fat, or Ethanol / Week.
- 2 Electricity. 1hr or 1d6 Lightning / Week.
- 3 Solar. 1hr of Sunlight / Week.
- 4 Paleo-Nuclear. Does not need fuel.

7 Robot Servant

Appearing: 1 tottering defect or clusters of 2d6
HD: 8 (36 HP)

Appearance: a human-sized mechanical creation. Buzzes, clicks. Light-up panels, vacuum tubes. Wide variety of forms, functions, and colours.

Voice: beeps, whistles, or distorted speech. Polite.

Wants: to obey their programmed orders.

Morality: irrelevant. May be halted by courtesy.

Intelligence: can reason, but their logic leads in strange directions. Brilliant at rote tasks.

Armour: varies. Minimum, as chain. Immune to mind-altering effects.

Move: normal. May have other movement modes.

Morale: 12

Damage: varies. A Robot Servant can attack with up to two weaponized arms per round. Non-weaponized arms deal 1 damage on a hit.

Roll on the adjacent tables to determine the type, function, and abilities of a Robot Servant. Roll 1d6 and read down a column for a standard undamaged Robot Servant. Roll six d6s, one for each row, for repaired, nonstandard, customized, or defective robots. Embellish. Invent new components.

Robot Servants accept orders from the first person they saw when they were reassembled or activated, or anyone wielding a Robot Control Wand.

Robots Servants require fuel. See the adjacent table. They may seek fuel sources independently.

Treasure: undamaged robot components are worth 100gp. A slain Robot Servant will have 1d4 undamaged components. Called shots to the torso may leave all limbs intact. Robot Servants, or areas near them, may contain Techno-Gubbins.

OMNIVERSAL HYDROID CORPORATION

Through a campaign of bribery, sabotage, time travel, and cut-rate introductory offers, the Omniversal Hydroid Corporation cornered the once and future robot market. The vast majority of robots scattered through time and space are either their products or illegal compatible knock-offs. They are modular, trivial to repair, and incredibly sturdy.

Components are connected via colour-coded asymmetric clips and easy-lock toggles. Apes, crows, and in one alarming case a swarm of wasps have reassembled Omniversal Hydroid Robots. To function, a robot needs an intact torso and a head. Attaching a component to a living creature (or vice-versa) requires a Bio-Mechano Connector Port (sold separately), sterile gel (optional), and a sharp saw.







































1d10 Robot Servant Standing Orders

- 1 Patrol this area and destroy all intruders.
- 2 Search for unauthorized creatures.
- 3 Guard this specific location.
- 4 Move everything from this area to that area.
- 5 Welcome visitors, but do not let them leave.
- 6 Keep this area immaculate.
- 7 Prepare a lavish meal.
- 8 Fix this complicated machine.
- 9 Attack and disarm anyone with a weapon.
- 10 Wait here for further instructions.

1d20 Techno-Gubbins

- 1 Bio-Mechano Connector Port
- 2 Hyperwhisk and Omni-Spatula
- 3 1L of Ultrafine Semi-Permanent Glitter
- 4 Solve-It-Thyself Illustrated Repair Manual
- 5 Pack of Blood-Seeking Bandages
- 6 Retractable 5' Ladle
- 7 Kwik-Scrub Tube of Sterile Gel
- 8 Hand-Cranked Micro-Lightning Generator
- 9 Novelty Probe with Nine Titillating Settings
- 10 6" Cube of Transparent Aluminum
- 11 Imperial-Brand Electric Griddle
- 12 Letho-Morph Mind-Soothing Candy Pellets
- 13 Robot Control Wand (3 Uses)
- 14 100' Roll of Reflective Sticky Goose Tape
- 15 Tinned Meat Substitute (Blueberry Flavour)
- 16 Tinned Vegetable Substitute (Mashed)
- 17 10L of Hydrocarbon Fuel
- 18 Giggie-Gas Canister
- 19 Undamaged Robot Component
- 20 1L of Highly Toxic Paleo-Nuclear Sludge

1d6 Head	1 Panopticon (Darkvision)	2 War Helm (More Armour)	3 Viso-Screen (Cheerful Face)	4 Simian (Eager To Please)	5 Humanoid (Almost Alive)	6 Glass Dome (Less Armour)
						
1d6 Torso	1 Flimsy Sphere (Less Armour)	2 Spiked Plates (More Armour)	3 Churning Engine (2x Movement)	4 Fridgeomatic (Chest Freezer)	5 Humanoid (Semi-Realistic)	6 Rocket Pack (Fly 2x Normal)
						
1d6 Left Arm	1 Pinching Clamp (1d6 Crunch)	2 Serrated Drill (1d8 Gouge)	3 Flashlight (As a Lantern)	4 Lightning Prod (1d12 Zap)	5 Humanoid (Soft Fingers)	6 Manipulator (Tentacular)
						
1d6 Right Arm	1 Technoknobs (Does Nothing)	2 Flamethrower (30' Cone, 2d6)	3 Truncheon (1d4 Swat)	4 Injector Spines (1d6 Stab)	5 Digital (Clumsy)	6 Sawblade (1d8 Shred)
						
1d6 Legs	1 Spider Sticks (Climb Normal)	2 Treads (More Armour)	3 Plated Legs (More Armour)	4 Hover Bumps (Floats 3' Up)	5 Humanoid (Oddly Smooth)	6 Flipper Tubes (Noisy)
						
1d6 Add-On	1 Celestial Aerial (Talk to Ghosts)	2 Self Destruct (30' Boom, 3d6)	3 Wailing Siren (Very Loud)	4 Potion Tap (1 Per Day)	5 Secret Laser (80' Line, 2d10)	6 Inline Printer (Photos or Text)
						

1d4 Robot Servant Armour

- | | |
|---|---|
| 1 | As Chain (default, lowest possible value) |
| 2 | As Plate |
| 3 | As Plate+Shield |
| 4 | Immune to Non-Magical Damage |

1d4 Robot Servant Fuel Source

- | | |
|---|---|
| 1 | Hydrocarbon. 1L Oil, Fat, or Ethanol / Day. |
| 2 | Electricity. 1hr or 1d6 Lightning / Day. |
| 3 | Solar. 1hr of Sunlight / Day. |
| 4 | Paleo-Nuclear. Does not need fuel. |

8

Robot Titan

Appearing: 1... hopefully.

HD: 16 (72 HP)

Appearance: a hulking mechanical creation. Rattles, groans. Industrial brutality. Two pairs of arms.

Voice: imperious distorted speech. Lots of shouting.

Wants: to obey their programmed orders.

Morality: irrelevant... but a touch bloodthirsty.

Intelligence: can reason, but their logic tends towards violence. Very focused. Hard to debate.

Armour: varies. Minimum, as plate. Immune to mind-altering effects, cold, and fire.

Move: ½ normal. May have other movement modes.

Morale: 12

Damage: varies. A Robot Titan can attack with up to 2 arm pairs per round. Weaponized arm pairs deal their listed damage. Non-weaponized arm pairs deal 1d6 damage on a hit.

Roll on the adjacent tables to determine the type, function, and abilities of a Robot Titan. Roll 1d6 and read down a column for a standard undamaged Robot Titan. Roll six d6s, one for each row, for repaired, nonstandard, customized, or defective robots. Embellish. Invent new components.

Robot Titans accept orders from the first person they saw when they were reassembled or activated, or anyone wielding a Robot Control Wand.

Robots Titans require fuel. See the adjacent table. They may seek fuel sources independently.

Treasure: undamaged robot components are worth 100gp. A slain Robot Titan will have 1d4 undamaged components. Called shots to the torso may leave all limbs intact. Robot Titans, or areas near them, may contain Techno-Relics.

1d4 Robot Titan Standing Orders

- 1 Patrol this area and kill all intruders.
- 2 Search and destroy unauthorized creatures.
- 3 Vigilantly guard this location.
- 4 Annihilate any living beings you see.

1d10 Incomprehensible Shouted Commands

- 1 Miserable fleshbags, your suffering ends!
- 2 Return to your designated drone-creche!
- 3 Alert! Aleter! Arelet! Alter! Elart! Artlet!
- 4 Halt! Participate and notice!
- 5 Reveal your identity-ingots or perish!
- 6 Die, anti-pattern scum!
- 7 Place all weapons in the red containers!
- 8 You require additional processing.
- 9 Diseased mutants must be demolished!
- 10 Kneel before your machine overlord!



WHAT HAS SCIENCE DONE!?


























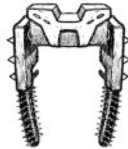





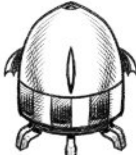




Robot Titan arms are paired. If one arm from a pair is integrated into a new robot, its damage is halved (e.g. 2d6 becomes 1d6). Some arms only work as pairs. Converting them to handheld weapons is difficult.

A robot made from many parts has a HD equal to the average HD of its donors. When in doubt, use 6 HD.

Can multiple heads be grafted onto one torso? A set of arms onto a Robot Hound? Absolutely, but each modification dramatically increases the chance of the robot exploding, going berserk, or falling apart.

1d20 Techno-Relics

- 1 Squeezy-Bird Universal Juicer
- 2 Gyro-A-Go-Go Novelty Hover Belt
- 3 Immaculate Mathematical Primer
- 4 Thought-Reading Omniscience Array
- 5 Matched Soul Transfer Helmets
- 6 Transcendental Telepathic Music Box
- 7 Laser Pistol (50' range, 2d8, 20 Shots)
- 8 6" Cube of Everlasting Fire
- 9 Permanent Polyglot Implant
- 10 Replacement Organ Proto-Pack
- 11 Sleepy-Go-Nap-Time Childproof Grenades
- 12 Unstable Paired Portal Cannon
- 13 Bio-Regeneration Injection Syringes
- 14 See-Thru-Walls Radioactive Goggles
- 15 Laser Rifle (200' range, 3d8, 20 Shots)
- 16 Patented Vanadium Dagger
- 17 Archaeo-Atomic Power Box
- 18 1L of Physik-Free Brand Frictionless Oil
- 19 Robot Control Wand (10 Uses)
- 20 2d4 Mint-Condition Robot Components

1d6 Head	1 Raging Feelers (Senses Motion) 	2 Vent Grille (More Armour) 	3 Noble Visage (Smug Look) 	4 Blast Visor (More Armour) 	5 Oracular Helm (Soul Vision) 	6 Rictus Mask (Too Cheerful) 
1d6 Torso	1 Tumour Growths (More Armour) 	2 Shield Battery (More Armour) 	3 Sculpted Chest (Metal Muscles) 	4 Riveted Slabs (More Armour) 	5 Lumpy Cylinder (Many Pockets) 	6 Roaring Gears (Noisy) 
1d6 Upper Arms	1 Tractor Beam (100', Str. 30) 	2 Chainswords (2d10 Rend) 	3 Rotary Cannon (100' line, 3d6) 	4 Cruel Clamps (2d6 Crunch) 	5 Tentacle Swarm (Grasping Tips) 	6 Lumber Planer (2d8 Slice) 
1d6 Lower Arms	1 Protein Extractor (2d8 Suction) 	2 Infernothrower (50' Cone, 4d6) 	3 Jab-Stabbers (2d6 Spike) 	4 Invisible Blade (1d12 Slash) 	5 Huge Hammer (2d10 Smash) 	6 Twin Sawblades (2d8 Shred) 
1d6 Legs	1 Slithering Pods (Climb Normal) 	2 Spiked Treads (More Armour) 	3 Mighty Boots (Harsh Stomp) 	4 Tripod Stilts (High Step) 	5 Helicopter Pads (Very Noisy) 	6 Rugged Wheels (All Terrain) 
1d6 Add-On	1 Camo Field (Very Stealthy) 	2 Mega Destruct (60' Boom, 6d6) 	3 Loud Hailer (Patriotic Music) 	4 Autorepair Node (Heal 1 HP / hr) 	5 Spotlight (As a Lantern) 	6 Liquid Cylinders (50L Capacity) 

1d4 Robot Titan Armour

- 1 As Plate (default, lowest possible value)
- 2 As Plate+Shield
- 3 Immune to Non-Magical Damage
- 4 Immune to Non-Lightning Damage

1d4 Robot Titan Fuel Source

- 1 Hydrocarbon. 10L Oil, Fat, or Ethanol / Day.
- 2 Electricity. 6hrs or 3d6 Lightning / Day.
- 3 Solar. 6hr of Sunlight / Day.
- 4 Paleo-Nuclear. Does not need fuel.

9 Perfect Predator

Appearing: 1

HD: 20 (80 HP)

Appearance: varies. A creature straight from primordial nightmares.

Voice: varies. Rarely speaks unless necessary.

Wants: to kill. To grow stronger. To exult in prowess.

Morality: beyond conventional measure.

Intelligence: varies, but always at least as cunning as a person. Some speak, plot, and lead. Some just react with perfectly optimized instincts.

Armour: as plate+shield. Immune to mind-altering effects. Reduces all incoming damage by 3.

Move: normal.

Morale: 12

Damage: see below.

Each round, the Perfect Predator can make one of the following attacks.

1. Demoralizing Strike

The Perfect Predator makes a melee attack against a single target. If attacking by surprise, the attack automatically hits. If hit, the target takes 3d8+8 damage. If killed, allies within 100' must Save against fear. The Perfect Predator typically selects weak or isolated targets, and retreats after making this attack to savour its handiwork.

2. Impossible Movement

The Perfect Predator moves up to 60' in any direction, including upwards, and makes a melee attack against a single target. If hit, the target takes 1d10 damage and is knocked prone.



3. Wade In

The Perfect Predator moves up to 30' in a straight line. All targets along the line take 1d6 damage, are pushed 10' backwards, and must Save or fall prone.

4. Special Attack.

See the table below.

Perfect Predators retreat from fights the moment they think they might be in serious danger.

Perfect Predators are the sort of monster every adventurer fears and every wicked sorcerer covets. They break all the rules. Fight them fairly and die. Run, and live... for now.

Treasure: none. Captured, a Perfect Predator is worth a king's ransom, but they rarely stay captured.

1d10	Special Attack	Special Defense
1	Spit Poison. 30' range, target takes 2d4 damage per round until washed. Creates a 30' cube of yellow fog.	If killed, reforms in 1d6 days unless every part of the corpse is burned to ash.
2	Strangulation. 1 adjacent target takes 2d8 damage, Save for half.	Force Shield. Immune to ranged weapons. 50% chance to reflect any ranged attack at attacker.
3	Disarm. 1 adjacent target must Save or drop all weapons. Target is knocked prone.	Warded. Immune to non-magical damage. If hit by a melee weapon, attacker takes 1 damage.
4	Ravenging Jaws. Make 2 bite attacks against the same target. Each hit deals 1d10 damage.	Acid Blood. Melee attacks deal 1d6 acid damage to attacker and dissolve non-magical weapons.
5	Bolt Launcher. 50' range, 5' radius, 2d6 damage, Save to dodge. Small explosives.	Invisible. Visible for 1 round if dealt 10 or more damage in the previous round.
6	Flesh-form Spike. 1 target in melee range must Save or die. Punches through armour.	Flowing Flesh. Regenerates 6 HP per round unless frozen solid or melted into slag.
7	Life Drain. 1 target within 50' takes 2d6 damage. The Perfect Predator heals for the same amount.	Powerful Poise. Immune to magic damage. 50% chance to reflect any spell at attacker.
8	Mental Domination. 1 target within 100' must Save or obey for 1d6 rounds. Only 1 target at a time.	Bladestep. If hit by an attack, can immediately appear next to attacker.
9	Lightning. 50' cone, 4d6 lightning damage, Save for half. Struck targets are stunned for 1 round.	Hovers. Fly 2x normal. Immune to unarmed melee attacks (but delighted by the attempt).
10	Sin Recall. Target living creature must Save or fall into a nightmare trance for 1d6 rounds.	Lord of the Pit. Cannot be harmed by anyone who has committed murder. Immune to fire.

1d10	Twist	Restriction
1	Ravenous. Always found alone.	Churning bestial mind. Impulsive.
2	Ambitious Leader. Will negotiate on unequal terms.	Moderately moral. Possible to surrender.
3	Wise and contemptuous, but likes showing off.	Prefers to test instead of killing. Pulls punches.
4	Infectious. Creates daughter-copies via living captives.	Animalistic. Wary of technology and fire.
5	Patient hunter. Willing to wait for days or weeks.	Only concerned with honourable, dangerous prey.
6	Mimic. Can appear as any humanoid creature.	Utterly fixated on a single goal.
7	Idiosyncratic. Talkative. Seeks amusement.	Cannot cross salt. Vanishes during the day.
8	Aloof and dismissive. Easy to provoke.	Repulsed by joy, laughter, or innocence.
9	Prophet. Craves worship and obedience.	Reluctant to harm a supplicant or follower.
10	Functionally Immortal. Can be inconvenienced.	Dislikes piety, prayer, and holy symbols.

1d10	Appearance Fragments	Inconvenient Lair	Voice
1	Gold fur, emerald scales.	Elaborate alchemical foundry.	Sibilant hiss. Mindless repetition.
2	Imprisoned in ornate armour.	Obsidian volcano spire.	Bass rumble. Dark humour.
3	Ancient and apparently feeble.	Mountaintop paths and temples.	Single word commands.
4	Lithe. Too many teeth.	Slimy fog-filled tunnels.	Silent. Sometimes screeches.
5	Hideous beast-blend.	Vine-filled jungle canopy.	Silent. Phlegmy roars.
6	Writhing mechanisms.	Crowded city or town.	Perfectly mimicked speech.
7	Corpse-like pallor.	Shattered maze-like palace.	Quavering mystical threats.
8	Humanoid perfection.	Icy bio-factory prison.	Fragments of self-pitying poetry.
9	Rolling eyes, ozone, and silk.	Trapped arena with platforms.	Elaborate menacing monologues.
10	Glistening red and black.	Spiked iron torture mausoleum.	Cultured requests via telepathy.

Generic Space Wreck

7. Greenhouse

- Glass, arc-lights, slime.
- Vibrant unknown plants.
- Tasty, invasive, or hungry?

6. Fuel Depot

- Glowing blue fuel rods.
- Toxic metallic fog.
- Faltering pumps.

5. Reactor

- Heartbeat glow.
- Neon hyper-helix.

4. Power Cells

- Lightning ladders.
- Highly magnetic zone.

3. Healing Vats

- Yellow tubs of bubbling sludge.
- Living samples in orbs.
- Flesh-code rewiring syringes.

2. Intestinal Cables

- Thick oily loops of rubber.
- Difficult to navigate.
- Drizzle of metallic water.

1. Hull Breach

- Jagged shards of chrome.
- Wisps of cold vapour.

8. Escape Pod

- Padded crash seats.
- Tempting red button.

9. Shield Generator

- Snail-shell dynamos.
- Invisible force bubbles.
- Unstable gantries.

10. Cargo Hold

- Maze of plastic crates.
- Flickering arc-lamps.
- Translucent wraps.

11. Sensor Dome

- Whirring projectors.
- Hologram starmap.

12. Bridge

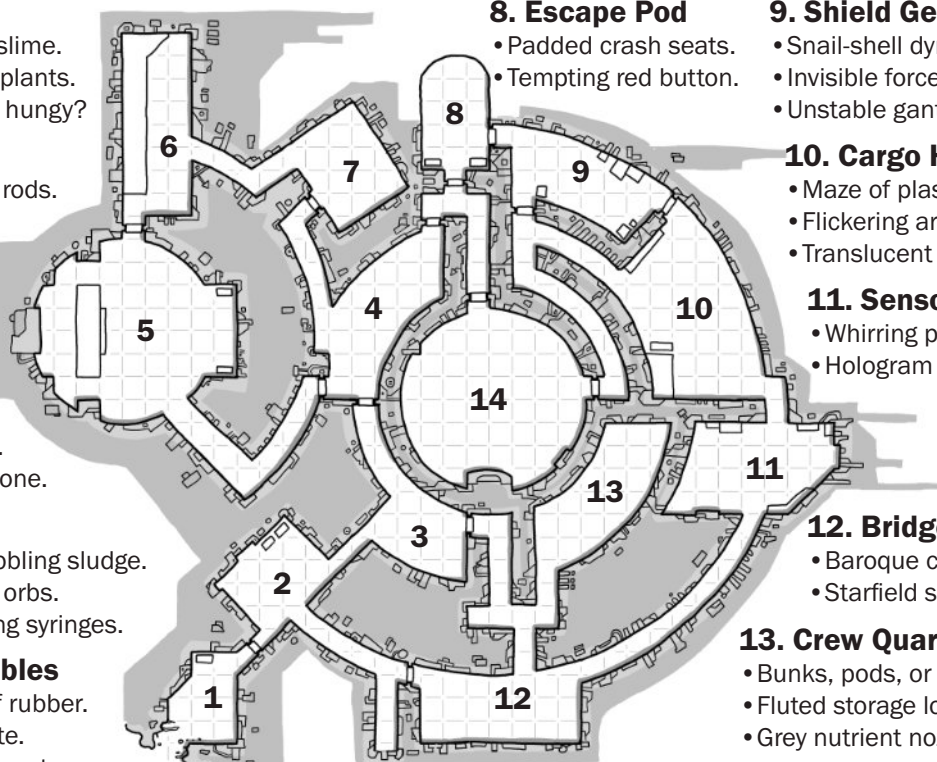
- Baroque controls.
- Starfield screen.

13. Crew Quarters

- Bunks, pods, or crypts?
- Fluted storage lockers.
- Grey nutrient nozzles.

14. Hub

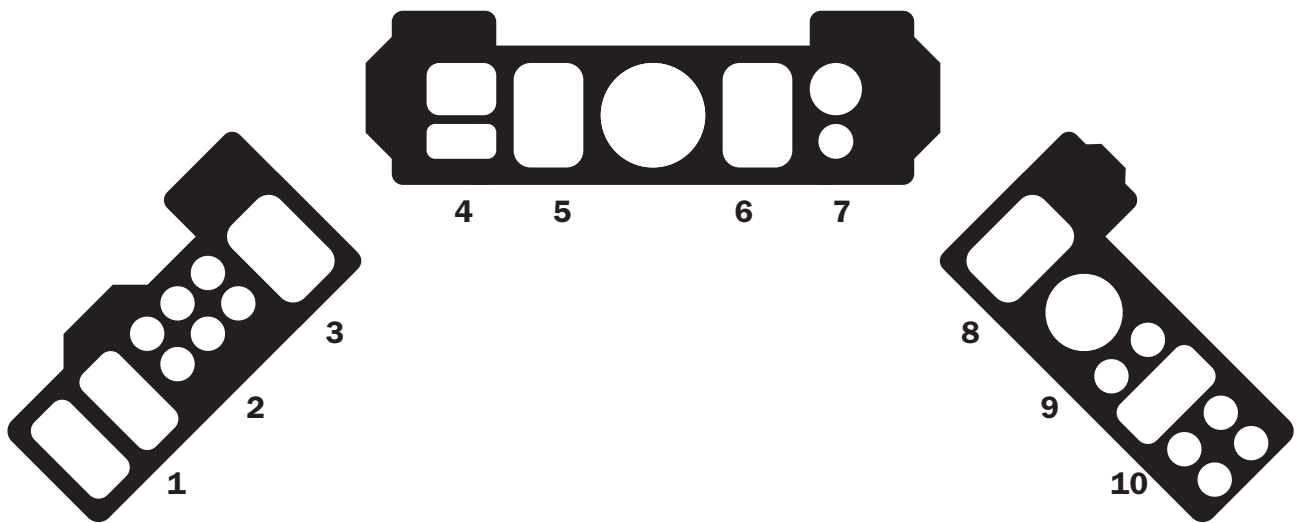
- Vault, prison, or weapon?
- Mercury puzzle-doors.
- Gold foil hexagon sphere.



- A falling star, a crash.
- The beast's fabled lair.
- Despot's lost hoard.

- Riveted time-derelict?
- Half-living bioform hull?
- Pristine utopian wreck?

Generic Control Panel



How do you fly this thing?

For when the PCs need to steal a crashed alien spaceship. Reward plausible guesses.

1. Hull and Shield Indicators

Tap once to surround ship in an invisible bubble. Glows bright blue if fully charged, fades to pale blue, then ominous flashing red if depleted. An undamaged ship has 20 Shield Points and 10 Hull Points. Each crash, direct hit, or disaster reduces Shield Points by 1d4. If shields are depleted, damage is dealt to Hull Points. At 0 Hull Points, the ship crashes dramatically (if feasible) or explodes.

2. Life Support Buttons

Press once to activate (pale blue), press again to deactivate (blank).

- Top Left: Air circulation. Toggles fans.
- Top Centre: Scans nearest life form, adjusts air temperature to their body temperature.
- Top Right: Activates the fire suppression system. Fills ship with opaque mint-flavoured foam.
- Bottom Left: Toggles artificial gravity. Doubles gravity if on a planet, adds gravity if in space.
- Bottom Centre: Releases toxic green gas. Some sort of disinfectant protocol.
- Bottom Right: Projects a holographic map. Displays the number and location of shipboard life forms.

3. Power Indicator

Glows pale blue if ship has full power. Flickers, changes colour, or displays obscure glyphs as ship's power fluctuates. Tap and hold, then tap red triangular glyph to eject reactor core.

4. Navigation Control

Press once to bring up a holographic starmap. Confusing. Local planet, orbital bodies displayed. Touch to select a destination.

5 & 6. Engine Controls

Outer bars control throttle, inner sphere controls engine orientation in 3D space. Easy to crash, flip, or spin ship. Tapping both bars once activates the autopilot if a destination is selected (4). If engines are active, main viewscreen acts as a window.

7. Communication Console

- Lights up to display angry faces, incomprehensible shouting, etc. Nearly impossible to use the obscure controls to send outgoing messages.

8. Weapon Target Selector

- Tap to bring up a holographic map of all nearby targets (buildings, other ships, etc.). Touch a target to select it.

9. Weapon Controls

- Spin sphere to manually aim weapon (nearly impossible to tell without watching blasts on the viewscreen and holographic display). Tap once to automatically fire at a selected target (8).
- If the weapon is fired underground, the ship loses 1d4 Hull Points (1).

10. Weapon Type Selector

- Tap two or more buttons to select a weapon. Different combinations create a variety of baffling missiles, spikes, tridents, cones, and orbs. They all do terrifying, world-shattering things. The larger the icon, the bigger the explosion.

1d6 Translated Techno-Weapons

1	Proton	Inversion	Laser
2	Neutronium	Destruction	Sphere
3	Antimatter	Projection	Ray
4	Quantum	Annihilation	Torpedo
5	Waveform	Collapse	Mine
6	Nuclear	Splinter	Rocket

Generic Vault

11. Silent Storehouse

- Denuded shelves, peeled crates.
- Signs of a meticulous search.
- Cans of toxic epoxy sludge.

12. Basic Barracks

- Folded cots, rubber sheets.
- Jars of potent sleep drugs.
- Austere supervisor's nook.

13. Leisure Lounge

- Soft horizontal surfaces.
- Glandular stimulant bottles.
- Simplistic games, well-worn.
- A prison, tomb, or sanctuary?
- The origin of a legendary line?

1d10 Who Built This Vault?

- | | |
|----|-----------------------------|
| 1 | Regiment 409. |
| 2 | Cult of the Fire Mushroom. |
| 3 | Feral immortality savants. |
| 4 | Metalife Insurance Un-ltd. |
| 5 | Rebellious divine servants. |
| 6 | Solipsistic cloners. |
| 7 | Deep Void Trading Co. |
| 8 | Lunatic para-sociologists. |
| 9 | Omniversal Hydroid Corp. |
| 10 | Reversed chrono-golems. |

1d6 Central Dome Contents

- | | |
|---|-----------------------|
| 1 | Village (pg. 11) |
| 2 | Labyrinth (pg. 92) |
| 3 | Temple Ruin (pg. 121) |
| 4 | Laboratory (pg. 182) |
| 5 | Troll Pit (pg. 246) |
| 6 | Insect Hive (pg. 254) |

14. Vault Control Nexus

- Menacing red grid scanners.
- A few pristine data-spheres.
- Shuddering machine-heart.

15. Turbine Tumour

- Nest of pipes and coils.
- Broken water purifier.

16. Cognition Cells

- Banks of consoles, desks.
- Decaying reference books.
- Motivational statues.
- Meager personal trinkets.
- How many years, centuries?
- What was their world like?

1d10 Forgotten Apocalypses

- | | |
|----|------------------------------|
| 1 | Plague upon plague. |
| 2 | War with fire and toxic ash. |
| 3 | World-splitting meteor. |
| 4 | Atmosphere shift. |
| 5 | Indiscriminate smiting. |
| 6 | Temporary lapse in death. |
| 7 | Violent ennui. Just fed up. |
| 8 | Callous stellar hunters. |
| 9 | Infernal uprising. |
| 10 | Contagious volcanoes. |

5. Suspended Staircase

- Glass plate treads. Some cracked.
- Frayed cables. Difficult climb.
- Security alcove. Chevrons.

4. Nutrition Node

- Burst paste dispensers.
- Sleek tables, pods.
- Attendant alcoves.

- Bronze, ceramic, ice.
- Crystal, silver, neon.

3. Complex Map

- Defaced beyond use.
- Flickering spotlight.
- Smashed glass panels.

2. Eschaton Entrance

- Hail to the last survivors!
- Monumental vapid slogans.
- Nook for defective concierge.

1. Hardened Hatch

- Layers of scything gates.
- Constructed without welds or seams.
- Possibly blasted, rusted, or melted open.

6. Monitoring Module

- Bleak surface readouts.
- Stylized clock, smashed.
- Improvised override cables.

7. Cryo-Vats

- Ice-coated cylinders.
- Blinking green lights.

- Vile incubator?
- A place to wait?
- Concrete salvation?

8. Vid-Inculcator

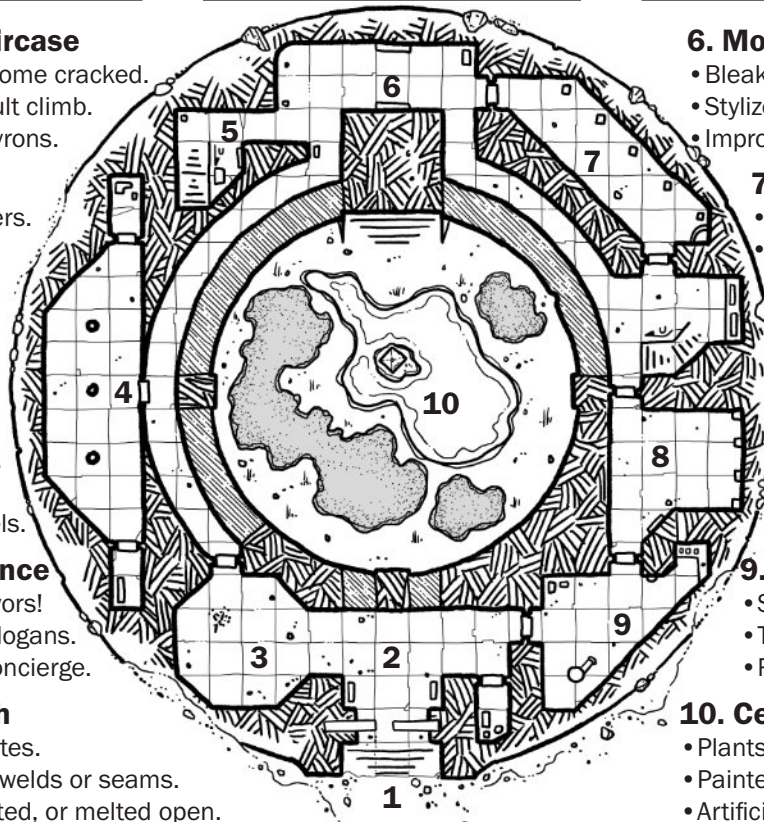
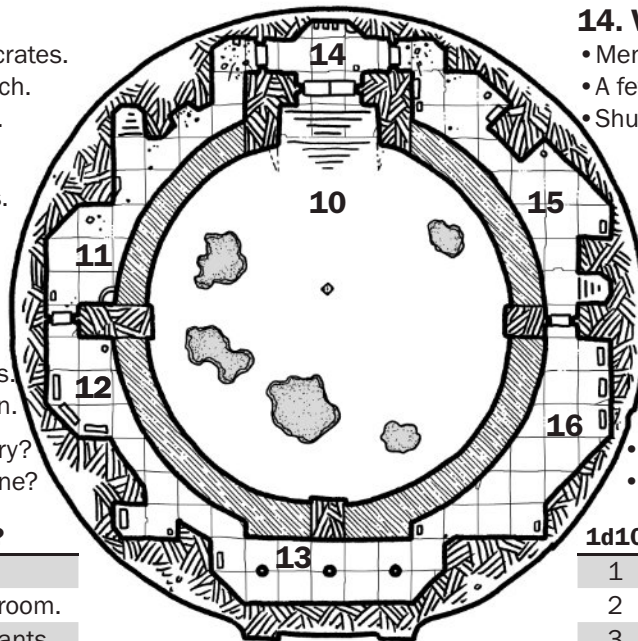
- Screens, straps.
- Propaganda discs.
- Corroded injectors.

9. Anomaly Excision

- Shrouded instruments.
- Tissue scanners.
- Removes most defects.

10. Central Dome

- Plants, natural or unnatural.
- Painted sky, chlorinated lake.
- Artificial sun gem.



10 Veggie-Mite

Appearing: hunting bands of 2d10 or swarms of 30×1d10 or vast colonies of 50×1d20.

HD: 1 (4 HP)

Appearance: small, almond-shaped humanoids with brown potato skin, small green eyes, and a mouth full of pointy teeth. Vibrant leaves form a top knot.

Voice: incomprehensible hooting.

Wants: to defend their territory, to find fertile soil.

Morality: exuberant but not vindictive. Might roast a person, but wouldn't torture one for fun.

Intelligence: vegetables with a mob mentality.

Armour: none.

Move: normal.

Morale: 7

Damage: 1d4 stabbing spear, slashing dagger, or thumping turnip-shaped mace.

Up to 5 Veggie-Mites can occupy the same 5' square, and up to 40 Veggie-Mites can attack a completely surrounded human-sized target. Any spectacular effect or explosion requires them to test Morale.

Semi-intelligent walking plants, Veggie-Mites spawn in warm, damp soil. Meat provides nutrients. Their language is incomprehensible, even to other Veggie-Mites. Patient gesture-based diplomacy is possible.

Treasure: raiding parties carry 1d10gp total. Colony hoards might contain 200×1d6gp and 1d4 magic items or weapons (1d100, pg. 37).

1d10 These Veggie-Mites...

- 1 Exude a thick and cloying musk.
- 2 Paint skull-marks on their faces.
- 3 Sound war-horn gourds to attract allies.
- 4 Glide on silk-like modified hair-leaves.
- 5 Prepare hallucinogenic berry-darts.
- 6 Test themselves against terrifying monsters.
- 7 Can change colour at will. Very stealthy.
- 8 Raise and herd alabaster snails.
- 9 Coat their weapons in painful poisons.
- 10 Autoferment. Age brings drunken boldness.

1d10 Veggie-Victory Reaction (On A Kill)

- 1 Loot the body and run.
- 2 Triumphant hooting. One round of dancing.
- 3 Stoic determination to finish the fight.
- 4 Taunting. Obscene vegetable gestures.
- 5 Inexplicable panic. Must test Morale.
- 6 Trophies. 3 rounds to saw off the head.
- 7 Mine now. Weapon taken and used.
- 8 Nearby V.-Mites stare at corpse in shock.
- 9 Charge! May immediately attack again.
- 10 Frenzy. Attacks twice per round now.



1d20 What Are These Veggie-Mites Doing?

- 1 Lying in ambush.
- 2 Guarding an important location.
- 3 Cooking a small animal over a fire.
- 4 Digging pits to test soil quality.
- 5 Inspecting and dismembering bodies.
- 6 Bellowing nonsense songs while marching.
- 7 Engrossed in quiet contemplation.
- 8 Performing a hypnotic circular dance.
- 9 Sharpening weapons for a raid.
- 10 Painting wavy lines on vertical surfaces.
- 11 Trying to rescue a friend from a pit.
- 12 Carting soil, fertilizer, and rotting wood.
- 13 Tracking dangerous prey.
- 14 Carving wooden boundary markers.
- 15 Protecting a group of young sproutlings.
- 16 Sleeping half-buried in soil.
- 17 Preparing for an elaborate funeral.
- 18 Bickering over shiny discovery.
- 19 Returning from a raid.
- 20 Fleeing something hungry and dangerous.

1d10 Veggie-Leaders

- 1 Corpulent potato-monarch. Wheezes.
- 2 Leaf-cloaked, scowling, and brutal.
- 3 One short and red, one tall and green.
- 4 Three whispering stick-thin conspirators.
- 5 Fungus-infected dream-seer. White spots.
- 6 Tiny young ruler, worried wrinkled adviser.
- 7 Aided by sutured mechanical brain-boost.
- 8 Thorn-coated abomination. Cackles, weeps.
- 9 Tooth-riddled hunter. Dented iron sword.
- 10 Veggie-Mage with telepathic tendril-onions.

I INDEXES



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2	Lich	49
3	Mummy	54
4	Skeleton	61
5	Vampire	167
6	Wight	172
7	Zombie	173
8	Zombie Dragon	81
3	Trained Ones	
1	Adventurer	12
2	Dracospawn	71
3	Knight	21
4	Merchant	27
5	Necromancer	163
6	Pyromancer	211
7	Robot Hound	300
8	Robot Servant	301
9	Robot Titan	303
10	Wizard	35
4	Suckling Pigs	
1	Catoblepas	102
2	Boar	240
5	Mermaids	
1	Anguileth	177
2	Merfolk	272

There is no description of the universe that isn't arbitrary and conjectural for a simple reason: we don't know what the universe is.

-Jorge Luis Borges

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1	Alicanto	261
2	Ancient Dragon	67
3	Beast of Creation	143
4	Couatl	262
5	Demigod	146
6	Dullahan	220
7	Ethereal Dragon	74
8	Grey Horse	230
9	Jinni	256
10	Kirin	265
11	Leech of Paradise	287
12	Medusa	90
13	Minotaur	91
14	Nuckelavee	232
15	Perfect Predator	305
16	Questing Beast	108
17	Scapegoat	153
18	Sphinx	95
19	Strong Toad	108
20	Young Dragon	79
7	Stray Dogs	
1	Hell Hound	152
2	Hyena	255
3	Werewolf	171
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9	Those That Tremble As If They Were Mad	
1	Alien Visitor	297
2	Chaos Frog	207
3	Droggin	73
4	Dybuk	152
5	Eye Tyrant	183
6	Hateful Goose	200
7	Mind Eater	190
8	Pilgrim	29
9	Shivered Beast	193
10	Visionary	154

10	Innumerable Ones	pg.
1	Alien Invader	297
2	Cultist	19
3	Devil	149
4	Elsewhere Creature	180
5	Monstrous Vermin	54
6	Murderous Crows	223
7	Nightmare Beast	165
8	Veggie-Mite	309
11	Those Drawn With A Very Fine Camel Hair Brush	
1	Elemental Spirit	127
2	Fairy	241
3	Grue	130
4	Kamaitachi	232
5	Leafling	222
6	Raijū	212
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12	Et Cetera	
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13	Those That Have Just Broken The Vase	
1	Baboon	251
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3	Goblin	44
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5	Kappa	86
6	Kobold	75
7	Pirate	273
8	Rhinoceros	257
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1	Colossal Insect	299
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3	Flying Lizard	113
4	Gargoyle	129
5	Hive Insect	253
6	Mimic	53
7	Peryton	94
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Up in the Air, Junior Birdmen!

IN VOLUME 1 OF ORIGINAL D&D, GARY WROTE

that "There is no reason that players cannot be allowed to play as virtually anything, provided they begin relatively weak and work up to the top."

I've noted that I played several Balrogs, and way back in the Introduction, I told the story of Sir Fang, the first Vampire player character.

Note, however, that Sir Fang was not the LAST Vampire player character.

One of the gang at the U of Minnesota wanted to play a vampire. This was LONG before vampires were sparkly, and, for that matter, long before they were Brad Pitt. A vampire was Christopher Lee or Bela Lugosi in tuxedo and opera cape, period.

In D&D, if you wanted to play anything, you ALWAYS started low level and worked your way up. D&D undead had a correlation between type and hit dice; a Skeleton was 1 HD, a Zombie 2, etc, up through Ghoul, Wight, Wraith, Mummy, Spectre, Vampire... so our would-be vampire started, of course, as a Skeleton. But at long last he became a vampire, and then, per the rules, proceeded to make a bunch of slaves by "putting the fangs to them." Of course, those killed would rise with 1 HD also... as a Skeleton.

Eventually the vampire got a cohort of slave vampires and spectres following him. Hooray.

Well, one dark moonlit night our PC and his henchpires were out travelling somewhere and had a random

encounter... another band of vampires. PC decides he's going to eliminate the lead vampire of the other gang and take them all over; the NPC vampire had much the same idea. And the fight was on.

Vampire attacks Spectre. Vampire hits; Spectre is drained 2 levels; Spectre becomes a Wraith.

Wraith attacks a different enemy, a Spectre, because it's easier to hit, and hits. But wraiths drain one level, not two, so the enemy Spectre is drained one level... and turns into a mummy.

Oh, by the way... both vampire gangs had been flying, and were fighting at an approximate altitude of 1000 feet above the ground. And mummies are notable for their aerodynamics – "notable" in the sense of, "They fly about as well as a dessicated human corpse that's had its internal organs pulled out and then been wrapped in bandages."

And the hapless mummy plummets earthward, flapping its arms madly.

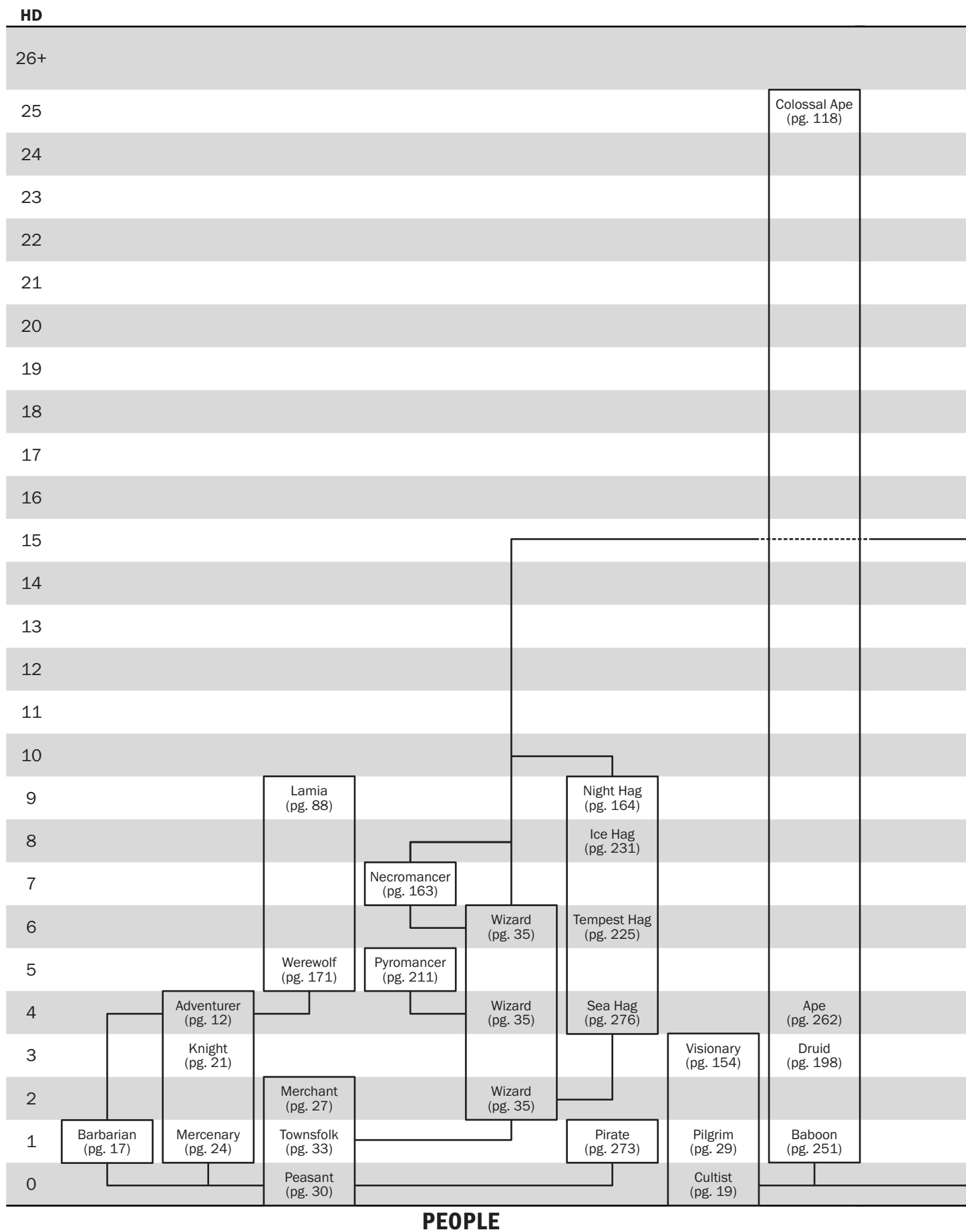
The aerial duel continued in something rather like "Night of the Living Dead" meets "Blue Max,"...

I'm sure you can see where this is heading. The aerial duel continued in something rather like "Night of the Living Dead" meets "Blue Max," and as the combatants were drained levels, they would eventually hit a non-flying form... zombie, ghoul, wight, or mummy... and go hurtling towards the ground in the grip of that puissant incantation, "9.8 meters per second squared."

I picture the peasants below, huddling in their wretched huts and praying as hard as they can as various half-decomposed bodies fall out of the sky to land with meaty thumps. On the other hand, all that organic material would be great fertilizer.

I've never needed rules for "comic relief" in D&D. Wait patiently and the players will provide it in abundance. ■

-Mike Mornard, "We Made Up Some Shit We Thought Would Be Fun"



HD				
26+			Thunder Lizard HD: 35 (pg. 114)	Anc. Dragon HD: 30 (pg. 67)
25				Zmb. Dragon (pg. 81)
24				
23				
22				
21				
20				Eth. Dragon (pg. 74)
19				
18				
17				
16			Tyrant Lizard (pg. 115)	
15			Herd Lizard (pg. 113)	
14				Wyvern (pg. 78)
13				
12			Sea Serpent (pg. 275)	Droggin (pg. 73)
11			Naga (pg. 93)	
10				Young Dragon (pg. 79)
9	Tardigrade (pg. 292)	Questing B. (pg. 108)	Couatl (pg. 262)	Remorhaz (pg. 233)
8	Ground Sloth (pg. 119)			Drake (pg. 72)
7		M. Crows (pg. 223)	Hydra (pg. 106)	Basilisk (pg. 101)
6	Bear (pg. 239)	Hateful Goose (pg. 200)		Medusa (pg. 90)
5	Owlbear (pg. 107)	Griffon (pg. 105)	Giant Snake (pg. 243)	
4		Peryton (pg. 94)	Cockatrice (pg. 104)	Crocodile (pg. 251)
3		Harpy (pg. 85)	Hatchthing (pg. 200)	Swift Lizard (pg. 114)
2			Flightless Bird (pg. 252)	Roperite (pg. 266)
1		Alicanto (pg. 261)		
0				Kobold (pg. 75)
	BEARS	BIRDS	REPTILES	PLANTS

		HD
		26+
		25
		24
		23
	Elem. Tyrant (pg. 128)	22
		21
	Iron Golem (pg. 188)	20
		19
	Alpha Mind (pg. 298)	18
		17
	Robot Titan (pg. 303)	16
	Stone Golem (pg. 188)	15
		14
		13
	Elemental (pg. 125)	12
	Wicker Walker (pg. 203)	12
	Clay Golem (pg. 187)	12
		11
	Flesh Golem (pg. 187)	10
	Iron Ful. (pg. 222)	9
	Living Gem (pg. 130)	8
	Robot Servant (pg. 301)	8
	Chimera (pg. 103)	9
	Sun Dog (pg. 213)	7
		6
	Will-o'-t.-Wisp (pg. 132)	6
	Mimic (pg. 53)	6
	Gargoyle (pg. 129)	5
	Ooze (pg. 57)	5
	Firebird (pg. 209)	4
	Elem. Spirit (pg. 127)	4
	Scarecrow (pg. 224)	4
	Robot Hound (pg. 300)	4
	Doppelganger (pg. 299)	4
		3
	Firebat (pg. 129)	2
	Sandwalker (pg. 131)	2
	Raincloud (pg. 201)	2
	Ani. Item (pg. 179)	2
	Homunculus (pg. 189)	2
		1
	Snow Golem (pg. 234)	1
	Biscuit Golem (pg. 229)	0
	Spitling (pg. 131)	0
ELEMENTALS		
CONSTRUCTS		

HD									
26+				Demigod HD: 30 (pg. 146)			Beast of Cr. HD: 100 (pg. 143)		
25									
24									
23									
22									
21									
20									
19									
18									
17									
16									
15									
14									
13									
12			Nuckelavee (pg. 232)	Kirin (pg. 265)	Angel (pg. 139)	Dark Fair (pg. 219)			
11	Elephant (pg. 252)								
10	Rhinoceros (pg. 257)				Demigod (pg. 146)				
9									
8	Hippo. (pg. 255)			Dullahan (pg. 220)		Devil (pg. 149)			
7		Minotaur (pg. 91)			Jinnī (pg. 256)				
6	Catoblepas (pg. 102)				Cherub (pg. 145)		Nightm. Beast (pg. 165)	Grue (pg. 130)	
5		Satyr (pg. 201)		Grey Horse (pg. 230)		Dybuk (pg. 152)	Shiv. Beast (pg. 193)		
4		Centaur (pg. 197)	Telluric Goat (pg. 267)				Raijū (pg. 212)		
3	Boar (pg. 240)		Shofar Ram (pg. 224)	Unicorn (pg. 247)	Fairy (pg. 241)			Hyena (pg. 255)	
2			Scapegoat (pg. 153)		Polevik (pg. 223)	Imp (pg. 153)	Kamaitachi (pg. 232)		
1					Brownie (pg. 242)	Sigbin (pg. 202)			
0					Sprite (pg. 242)				
HOoved					OTHERWORLDLY				

				HD
				26+
				25
				24
				23
				22
				21
				20
				19
				18
				17
				16
				15
				14
				13
				12
				11
				10
				9
				8
				7
				6
				5
				4
				3
				2
				1
				0
DOGS	CATS	INSECTS	FISH	

Index of Monster Utility

1d10	Detached Advice	pg.
1	Alien Visitor	297
2	Druid	198
3	Dryad	240
4	Elemental Spirit	127
5	Flower Nymph	199
6	Ghost	159
7	Polevik	223
8	Scarecrow	224
9	Thriae	213
10	Will-o'-the-Wisp	132

1d10	Principled Advice	
1	Angel	139
2	Cherub	145
3	Couatl	262
4	Firebird	209
5	Grey Horse	230
6	Kirin	265
7	Lamassu	87
8	Naga	93
9	Sphinx	95
10	Visionary	154

1d10	Cynical Advice	
1	Dark Fair	219
2	Devil	149
3	Dybuk	152
4	Manticore	89
5	Medusa	90
6	Necromancer	163
7	Night Hag	164
8	Sea Hag	276
9	Tempest Hag	225
10	Townsfolk	33



1d10	Doing Its Own Thing	pg.
1	Alpine Spectre	261
2	Dullahan	220
3	Iron Fulmination	222
4	Marine Worm	288
5	Monstrous Vermin	54
6	Murderous Crows	223
7	Predatory Plant	119
8	Scapegoat	153
9	Skeeter	212
10	Sun Dog	213

1d8	Harvested / Hunted	
1	Abyssal Fish	283
2	Ancient Arthropod	285
3	Questing Beast	108
4	Rhinoceros	257
5	Sea Slug	290
6	Sea Star	291
7	Thunder Lizard	114
8	Whale	278

1d10	Worth Capturing	
1	Alicanto	261
2	Catoblepas	102
3	Grue	130
4	Hatchthing	200
5	Leech of Paradise	287
6	Living Gem	130
7	Nuckelavee	232
8	Remora	275
9	Snow Fungus	233
10	Strong Toad	108

Hirelings and Specialists	Wages Per Month
Mostly useless menial.	1gp
Mercenary, soldier, or goon.	5gp
Specialized combatant.	20gp
Armourer or leatherworker.	100gp
Minor officer.	200gp
Animal trainer.	500gp
Spy or assassin.	700gp
Exasperated engineer.	800gp.
Addled alchemist.	1,000gp
Consulting wizard.	2,000gp

Accomplices	Demands
Seasoned guide.	Quarter share of loot.
Eager retainer.	Half share of loot.
Local legend.	Full share of loot.
Infamous sage.	Gossip, books, flattery.
Shrewd moneylender.	25% interest.
Intriguing confidant.	The Chancellorship.
Exiled fleshcrafter.	Rare specimens.
Outer emissary.	Detailed reports.
Whispering oracle.	Regular sacrifices.
Inscrutable mentor.	Contemplation, obedience.

1d12	Mounts	pg.
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2	Boar	240
3	Crocodile	251
4	Elephant	252
5	Flightless Bird	252
6	Giant Crab	271
7	Giant Spider	43
8	Griffon	105
9	Ground Sloth	119
10	Herd Lizard	113
11	Mimic	53
12	Unicorn	247

1d12	Familiars	
1	Animated Item	179
2	Biscuit Golem	229
3	Fairy	241
4	Firebat	129
5	Homunculus	189
6	Imp	153
7	Leafling	222
8	Pseudodragon	78
9	Raincloud	201
10	Sigbin	202
11	Snow Golem	234
12	Spitling	131

1d10	Mysterious Patrons	
1	Anguileth	177
2	Droggin	73
3	Ice Hag	231
4	Harvest Avatar	221
5	Lamia	88
6	Merchant	27
7	Mummy	54
8	Noble Giant	264
9	Tortoise Tsar	235
10	Young Dragon	79

1d12	Dreaded Overlords	
1	Alpha Mind	298
2	Ancient Dragon	67
3	Demigod	146
4	Elemental Tyrant	128
5	Ethereal Dragon	74
6	Eye Tyrant	183
7	Jinnī	256
8	Lich	49
9	Mind Eater	190
10	Perfect Predator	305
11	Vampire	167
12	Zombie Dragon	81

1d12	Trained	pg.
1	Flying Lizard	113
2	Hell Hound	152
3	Hyena	255
4	Lion	257
5	Panther	266
6	Robot Hound	300
7	Roperite	266
8	Seal	277
9	Shivered Beast	193
10	Swift Lizard	114
11	Tiger	243
12	Wolf	247

1d12	Trained, Then Aimed	
1	Basilisk	101
2	Chimera	103
3	Giant Snake	243
4	Kamaitachi	232
5	Mantis Shrimp	287
6	Owlbear	107
7	Predatory Snail	289
8	Raijū	212
9	Remohaz	233
10	Rust Monster	192
11	Shark	277
12	Telluric Goat	267

1d12	Vaguely Directed	
1	Blizzard Eel	230
2	Cockatrice	104
3	Elsewhere Creature	180
4	Hateful Goose	200
5	Hippopotamus	255
6	Hydra	108
7	Mandrake	210
8	Nightmare Beast	165
9	Ooze	57
10	Shambler	202
11	Shofar Ram	224
12	Tunnel Hulk	214

1d12	Unleashed	
1	Beast of Creation	143
2	Colossal Ape	118
3	Colossal Insect	299
4	Froghemoth	209
5	Kraken	271
6	Robot Titan	303
7	Rotifer	290
8	Sea Serpent	275
9	Tardigrade	292
10	Tyrant Lizard	115
11	Wicker Walker	203
12	Wurm	109

1d10	Minions (Bribed)	pg.
1	Cave Person	117
2	Cultist	25
3	Goblin	44
4	Kobold	75
5	Mercenary	24
6	Merfolk	272
7	Mutant	191
8	Orc	59
9	Peasant	30
10	Ghoul	161

1d10	Minions (Steered)	
1	Ape	262
2	Baboon	251
3	Gargoyle	129
4	Harpy	85
5	Hive Insect	253
6	Pilgrim	29
7	Skeleton	61
8	Troglodyte	120
9	Veggie-Mite	309
10	Zombie	173

1d8	Retainers	
1	Adventurer	12
2	Barbarian	17
3	Dracospawn	71
4	Knight	21
5	Pirate	273
6	Robot Servant	301
7	Werewolf	171
8	Wizard	35

1d10	Unreliable Allies	
1	Alien Invader	297
2	Centaur	197
3	Chaos Frog	207
4	Doppelganger	299
5	Myconid	55
6	Peryton	94
7	Sandwalker	131
8	Satyr	201
9	Kappa	86
10	Wight	172

1d10	Bruisers	
1	Drake	72
2	Elemental	125
3	Giant	263
4	Golem	187
5	Minotaur	91
6	Ogre	166
7	Pyromancer	211
8	Treant	244
9	Troll	245
10	Wyvern	78

Generic Megadungeon

1. Bandit Camp

- Paranoid **Mercenaries** (pg. 24).
- **Adventurer** (pg. 12) leader.

2. Cult Stronghold

- Furtive **Cultists** (pg. 19).
- Deranged **Wizard** (pg. 35).
- **Sigbin** liaison (pg. 202).

3. Upper Catacombs

- Drifts of **Skeletons** (pg. 61).
- **Monstrous Vermin** (pg. 54).
- Terrified **Pilgrims** (pg. 29).

1. Meandering Caves

- **Cave People** (pg. 117).
- Lurking **Troglodytes** (pg. 120).
- Feared **Druid** (pg. 198).

2. Lower Catacombs

- **Zombie** horde (pg. 173).
- Tunneling **Ghouls** (pg. 161).
- Notorious **Ghost** (pg. 159).

1. Elemental Enclave

- Inconvenient **Spitlings** (pg. 131).
- **Firebat** (pg. 129) nest.
- Lurking **Kappa** (pg. 86).

2. Fungal Garden

- **Myconid** colony (pg. 55).
- **Strong Toads** (pg. 108).
- Assorted **Veggie-Mites** (pg. 309).

1. Lost World

- Flock of **Harpies** (pg. 85).
- **Swift Lizards** (pg. 114).
- Majestic **Herd Lizards** (pg. 113).

2. Deep Barrow

- Vigilant **Wights** (pg. 172).
- **Giant Spiders** (pg. 43).
- Bound **Hell Hounds** (pg. 152).

3. Dryad Grove

- Secretive **Dryads** (pg. 240).
- Troublesome **Satyrs** (pg. 201).
- Trapped **Raincloud** (pg. 201).

1. Underground Shore

- **Merfolk** colony (pg. 272).
- **Sea Hag** (pg. 276) monarch.
- Baffled **Pirates** (pg. 273).

2. Infernal Shrine

- Chattering **Dybuks** (pg. 152).
- Self-important **Imp** (pg. 153).
- Prickly **Manticore** (pg. 89).

3. Labyrinth

- **Flying Lizards** (pg. 113).
- **Giant Snakes** (pg. 243).
- Pensive **Minotaur** (pg. 91).

1. Sunken Sea

- Slithering **Sea Stars** (pg. 291).
- Roving **Predatory Snail** (pg. 289).
- Vile **Angulleth** (pg. 177).

2. Peaceful Prison

- Indolent **Cherubs** (pg. 145).
- Scornful **Naga** (pg. 93).
- Chained **Devil** (pg. 149).

1. Jewelled Palace

- Boisterous **Jinnī** (pg. 256).
- Caged **Firebird** (pg. 209).
- **Living Gem** guards (pg. 130).

2. Necromantic Sanctum

- Coffered **Mummies** (pg. 54).
- Abundant **Mimics** (pg. 53).
- Sly **Necromancer** (pg. 163).

1. Elemental Castle

- Nest of **Drakes** (pg. 72).
- **Elemental Spirits** (pg. 127).
- **Elemental Tyrant** (pg. 128).

2. Furnace of Souls

- **Vampire** (pg. 167) minions.
- Subverted **Adventurers** (pg. 12).
- Maniacal **Lich** (pg. 49).

3. Mystic Temple

- Flocks of **Couatl** (pg. 262).
- Depressed **Visionary** (pg. 154).
- Indifferent **Demigod** (pg. 146).

This table is a replacement for the Dungeon Level tables found (and usually ignored) in most books of monsters. As explorers descend, encounters become more deadly, otherworldly, and potentially rewarding. The random encounter tables at the start of each chapter should provide plenty of material.

Custom-made random encounter tables are ideal to ensure consistent theming, but this index can provide a quick way to improvise new areas, amend existing tables, or expand a published module. Read or roll horizontally for zones (1d4 or 1d6). Read or roll vertically for levels of difficulty or depth (1d8).

4. Goblin Warren <ul style="list-style-type: none"> • Always more Goblins (pg. 44). • Weary Orc (pg. 59) officer. • Pet Marine Worm (pg. 288). 	5. Kobold Lair <ul style="list-style-type: none"> • Regimented Kobolds (pg. 75). • Beloved Dracospawn (pg. 71). • Half-trained Alicanto (pg. 261). 	6. Tainted Settlement <ul style="list-style-type: none"> • Shambling Mutants (pg. 191). • Cunning Homunculus (pg. 189). • Belligerent Knights (pg. 21).
3. Orc Fortress <ul style="list-style-type: none"> • Orc garrison (pg. 59). • Battle Ogres (pg. 166). • Barbarians rivals (pg. 17). 	4. Impact Site <ul style="list-style-type: none"> • Alien Invaders (pg. 297). • Escaped Hatchthing (pg. 200). • Doppelgangers (pg. 299). 	
3. Drainage Pit <ul style="list-style-type: none"> • Sludge-eating Oozes (pg. 57). • Sump Crocodiles (pg. 251). • Ravenous Troll (pg. 245). 		4. Insect Excavation <ul style="list-style-type: none"> • Abundant Hive Insects (pg. 253). • Visiting Flower Nymph (pg. 199). • Ape (pg. 262) raiders.
4. Forgotten Storehouse <ul style="list-style-type: none"> • Animated Items (pg. 179). • Morose Scarecrow (pg. 224). • Ancient Arthropods (pg. 285). 	5. Fiendish Menagerie <ul style="list-style-type: none"> • Shivered Beasts (pg. 193). • Roving Rust Monster (pg. 192). • Helpful Werewolf (pg. 171). 	6. Crashed Starship <ul style="list-style-type: none"> • Alien Visitors (pg. 297). • Robot Hounds (pg. 300). • Hungry Telluric Goats (pg. 267).
4. Grand Arena <ul style="list-style-type: none"> • Rampaging Hydra (pg. 106). • Emaciated Lions (pg. 257). • Expendable Townsfolk (pg. 33). 	5. Lesser Desolation <ul style="list-style-type: none"> • Proud Kobolds (pg. 75). • Trained Hyenas (pg. 255). • Young Dragon (pg. 79). 	6. Mangled Laboratory <ul style="list-style-type: none"> • Agonized Chimeras (pg. 103). • Robot Servants (pg. 301). • Bottled Raijū (pg. 212).
3. Poison Swamp <ul style="list-style-type: none"> • Shuffling Catoblepas (pg. 102). • Quivering Mandrakes (pg. 210). • Lonely Will-o'-the-Wisp (pg. 132). 	4. The Rift <ul style="list-style-type: none"> • Elsewhere Beasts (pg. 180). • Maintenance Golems (pg. 187). • Furious Eye Tyrant (pg. 183). 	
3. Inverted Cathedral <ul style="list-style-type: none"> • Grim Gargoyles (pg. 129). • Spire Wyverns (pg. 78). • Impassive Angel (pg. 139). 		4. Vault Access <ul style="list-style-type: none"> • Miserable Droggin (pg. 73). • Chaos Frogs (pg. 207). • Scheming Alpha Mind (pg. 298).
4. Cryptic Library <ul style="list-style-type: none"> • Frenzied Mind Eaters (pg. 190). • Cast-off Shamblers (pg. 202). • Coven of Night Hags (pg. 164). 	5. Greater Desolation <ul style="list-style-type: none"> • Elemental (pg. 125) sentries. • Nervous Merchant (pg. 27). • Ancient Dragon (pg. 67). 	6. Legendary Vault <ul style="list-style-type: none"> • Parasitic Sea Slugs (pg. 290). • Nuckelavee (pg. 232). • Beast of Creation (pg. 143).

Alphabetical Index Of All Monsters

Aboleth - see Anguileth (pg. 177).
Abyssal Fish - (pg. 283).
Achaierai - as Bear (pg. 239), but avian, darkly intelligent.
Acolyte - see Cultist (pg. 19).
Adherer - as Sea Slug (pg. 290), but humanoid and sticky.
Adjule - see Hyena (pg. 255).
Adventurer - (pg. 12).
Aepyornis - see Flightless Bird (pg. 252).
Aerial Servant - see Elemental Spirit (pg. 127).
Agropelter - as Baboon (pg. 251), but arboreal, tosses branches.
Ahool - as Flying Lizard (pg. 113), but a giant ape-like bat.
Ahuizotl - as Seal (pg. 277), but hound-like, grasping hand on tail.
Ajaju - as Tyrant Lizard (pg. 115), but a multi-tongued stilt-legged chameleon.
Akkorokamui - see Kraken (pg. 271).
Alicanto - (pg. 261).
Alien Invader - (pg. 297).
Alien Visitor - (pg. 297).
Alkonost - see Harpy (pg. 85).
Alligator - see Crocodile (pg. 251).
Allosaurus - see Tyrant Lizard (pg. 115).
Almas - see Ape (pg. 262).
Alpha Mind - (pg. 298).
Alpine Specter - (pg. 261).
Alseid - see Dryad (pg. 240).
Amikuk - see Sea Serpent (pg. 275).
Ammonite, Giant - see Kraken (pg. 271).
Amoeba - see Ooze (pg. 57).
Anaconda - see Giant Snake (pg. 243).
Anatosaurus - see Herd Lizard (pg. 113).
Ancient Arthropod - (pg. 285).
Ancient Dragon - (pg. 67).
Android - see Robot Servant (pg. 301).
Androsphinx - see Sphinx (pg. 95) or Manticore (pg. 89).
Anfac - as Rotifer (pg. 290), but a fusion of beaver and catfish.
Angel - (pg. 139).
Anggitay - see Centaur (pg. 197).
Angle Hound - see Shivered Beast (pg. 193).
Anglerfish - see Abyssal Fish (pg. 283).
Anguileth - (pg. 177).
Animated Item - (pg. 179).
Ankheg - see Tunnel Hulk (pg. 214).
Ankylosaurus - see Herd Lizard (pg. 113).
Anomalocaris - see Ancient Arthropod (pg. 285).

Ant Lion - as Tunnel Hulk (pg. 214), but pit-dwelling.
Ant, Giant - see Hive Insect (pg. 253).
Apatosaurus - see Thunder Lizard (pg. 114).
Ape - (pg. 262).
Ape, Colossal - see Colossal Ape (pg. 118).
Apparition - see Ghost (pg. 159).
Apsara - see Elemental Spirit (pg. 127).
Arthropod, Ancient - see Ancient Arthropod (pg. 285).
Assassin - see Adventurer (pg. 12).
Assassin Bug - see Skeeter (pg. 212).
Atomie - see Sprite (pg. 242).
Aurumvorax - as Rust Monster (pg. 192), but badger-shaped.
Axe Beak - see Flightless Bird (pg. 252).
Babbler - as Troglodyte (pg. 120), but spouts gibberish.
Baboon - (pg. 251).
Badger, Giant - see Wolf (pg. 247).
Bake-kujira - as Legendary Whale (pg. 278), but ethereal.
Baku - as Mind Eater (pg. 190), but tapir-like and benevolent.
Baluchitherium - see Rhinoceros (pg. 257).
Banderlog - see Baboon (pg. 251).
Bandersnatch - see Swift Lizard (pg. 114).
Bandit - see Mercenary (pg. 24).
Banshee - (pg. 160).
Bar Juchne - see Beast of Creation (pg. 143).
Barbarian - (pg. 17).
Barbegazi - see Elemental Spirit (pg. 127).
Barghest - see Hell Hound (pg. 152).
Barkburr - see Predatory Plant (pg. 119).
Barmanou - see Ape (pg. 262).
Barracuda - see Shark (pg. 277).
Barreleye - see Abyssal Fish (pg. 283).
Basidiron - see Myconid (pg. 55).
Basilisk - (pg. 101).
Batfish - see Abyssal Fish (pg. 283).
Bat, Giant - see Flying Lizard (pg. 113).
Bat, Swarm - see Murderous Crows (pg. 223).
Bat, Vampire - see Skeeter (pg. 212).
Bear - (pg. 239).
Beast of Creation - (pg. 143).
Bee, Giant - see Hive Insect (pg. 253).
Beetle, Giant - see Tunnel Hulk (pg. 214).
Behir - see Drake (pg. 72).
Beluga - see Seal (pg. 277).
Berbalang - as Imp (pg. 153), but hungry for entrails.
Beroe - see Abyssal Fish (pg. 283).
Berserker - see Barbarian (pg. 17).
Bigfoot - see Ape (pg. 262).

Bird, Flightless - see Flightless Bird (pg. 252).
Biscuit Golem - (pg. 229).
Black Pudding - see Ooze (pg. 57).
Blindheim - as Strong Toad (pg. 108), but eyes instead cast light as a bonfire.
Blink Dog - see Shivered Beast (pg. 193).
Blizzard Eel - (pg. 230).
Blob - see Ooze (pg. 57).
Boa Constrictor - see Giant Snake (pg. 243).
Boar - (pg. 240).
Bog Creeper - see Shambler (pg. 202).
Bogeyman - see Nightmare Beast (pg. 165) or Orc (pg. 59).
Boggart - as Brownie (pg. 242), but malevolent.
Bogle - see Brownie (pg. 242).
Bonnacon - as Catoblepas (pg. 102), but sprays caustic feces.
Bonobo - as Baboon (pg. 251), but peaceful.
Boobrie - see Flightless Bird (pg. 252).
Booka - see Sprite (pg. 242).
Bookworm - see Marine Worm (pg. 288).
Brachiosaurus - see Thunder Lizard (pg. 114).
Brain Flayer - see Mind Eater (pg. 190).
Brigand - see Mercenary (pg. 24).
Bristle Worm - see Marine Worm (pg. 288).
Brownie - (pg. 242).
Broxa - see Skeeter (pg. 212).
Buccaneer - see Pirate (pg. 273).
Buckawn - see Brownie (pg. 242).
Bugbear - see Ogre (pg. 166).
Buggane - as Tunnel Hulk (pg. 214), but a humanoid mole.
Bukavac - as Froghemoth (pg. 209), but a six-legged horned lizard.
Bulette - as Shark (pg. 277), but burrow 2x normal.
Bunyip - as Seal (pg. 277), but river-dwelling, predatory.
Burach Bhadi - as Marine Worm (pg. 288), but a strangling nine-eyed leech.
Burrunjor - as Tyrant Lizard (pg. 115).
Capybara - see Monstrous Vermin (pg. 54).
Carbuncle - see Alicanto (pg. 261).
Carcass Crawler - see Monstrous Vermin (pg. 54).
Carp, Giant - see Abyssal Fish (pg. 283).
Caryatid Column - see Stone Golem (pg. 188).
Cassowary - see Flightless Bird (pg. 252).
Caterpillar, Giant - see Monstrous Vermin (pg. 54).
Catoblepas - (pg. 102).
Cave Cricket - see Monstrous Vermin (pg. 54).
Cave Person - (pg. 117).
Ccoa - see Raijū (pg. 212).
Centaur - (pg. 197).
Centipede, Giant - see Monstrous Vermin (pg. 54) or Ancient Arthropod (pg. 285).
Chalicotherium - see Ground Sloth (pg. 119).
Chalkydri - see Ethereal Dragon (pg. 74).
Chaos Frog - (pg. 207).
Charybdis - see Rotifer (pg. 290).
Cheetah - as Panther (pg. 266), but move 3x normal.

Cherub - (pg. 145).
Chimera - (pg. 103).
Chimpanzee - see Ape (pg. 262).
Chimpekwe - as Elephant (pg. 252), but aquatic, one horn.
Chupacabra - see Sigbin (pg. 202).
Clay Golem - (pg. 187).
Cloaker - see Mimic (pg. 53).
Clubnek - see Flightless Bird (pg. 252).
Cockatrice - (pg. 104).
Cockroach, Giant - see Monstrous Vermin (pg. 54).
Colossal Ape - (pg. 118).
Colossal Insect - (pg. 299).
Couatl - (pg. 262).
Cougar - see Panther (pg. 266).
Coyote - see Hyena (pg. 255) or Wolf (pg. 247).
Crane, Giant - as Flightless Bird (pg. 252), but fly normal.
Crawling Claw - as Skeleton (pg. 61), but just a hand.
Crayfish, Giant - see Giant Crab (pg. 271).
Criosphinx - see Griffon (pg. 105).
Crocodile - (pg. 251).
Crustacean, Giant - see Ancient Arthropod (pg. 285) or Giant Crab (pg. 271).
Crysmal - see Living Gem (pg. 130).
Cube, Gelatinous - see Ooze (pg. 57).
Cultist - (pg. 19).
Cù-sith - see Hell Hound (pg. 152).
Cyclops, Greater - see Giant (pg. 263).
Cyclops, Lesser - see Ogre (pg. 166).
Dao - see Jinnī (pg. 256).
Dark Fair - (pg. 219).
Death Knight - see Wight (pg. 172).
Deep One - as Troglodyte (pg. 120), but fishy, swim normal.
Demigod - (pg. 146).
Demilich - as Lich (pg. 49), but only a skull remains.
Desmostylus - see Seal (pg. 277).
Devil - (pg. 149).
Devil Dog - see Hell Hound (pg. 152).
Devil, Tasmanian - see Kamaitachi (pg. 232).
Diakka - see Leafing (pg. 222).
Dienonychus - see Swift Lizard (pg. 114).
Dimetrodon - as Crocodile (pg. 251), but with a back sail.
Dimorphodon - see Flying Lizard (pg. 113).
Dingmaul - as Lion (pg. 257), but with a bulbous tail.
Dingo - see Hyena (pg. 255).
Dingonek - as Hippopotamus (pg. 255), but an aquatic leopard-like fanged armadillo.
Diplodocus - see Thunder Lizard (pg. 114).
Disenchanter - see Rust Monster (pg. 192).
Displaced Cat - see Shivered Beast (pg. 193).
Djinn - see Jinnī (pg. 256).
Dog - see Wolf (pg. 247).
Dolphin - see Seal (pg. 277).
Doppelganger - (pg. 299).
Dracolich - see Zombie Dragon (pg. 81).
Dracolisk - as a Young Dragon (pg. 79), but with a

Basilisk's (pg. 101) petrification ability.
Dracospawn - (pg. 71).
Dragon - see Young Dragon (pg. 79) or Ancient Dragon (pg. 67).
Dragon Horse - see Kirin (pg. 265).
Dragon Turtle - see Sea Serpent (pg. 275) or Tortoise Tsar (pg. 235).
Dragon, Ancient - see Ancient Dragon (pg. 67).
Dragon, Ethereal - see Ethereal Dragon (pg. 74).
Dragon, Young - see Young Dragon (pg. 79).
Dragon, Zombie - see Zombie Dragon (pg. 81).
Dragonborn - see Dracospawn (pg. 71).
Dragonfish - see Abyssal Fish (pg. 283).
Dragonfly, Giant - see Monstrous Vermin (pg. 54).
Drake - (pg. 72).
Dridr - as Centaur (pg. 197) or Lamia (pg. 88). Lower half spider.
Droggin - (pg. 73).
Drop Bear - as Monstrous Vermin (pg. 54), but a koala, attacks from above.
Druid - (pg. 198).
Dryad - (pg. 240).
Dullahan - (pg. 220).
Dust Devil - see Sandwalker (pg. 131).
Dustdigger - see Sea Star (pg. 291).
Dybuk - (pg. 152).
Eagle, Giant - see Flying Lizard (pg. 113).
Echeneis - see Remora (pg. 275).
Eel, Blizzard - see Blizzard Eel (pg. 230).
Eel, Giant - see Marine Worm (pg. 288).
Eel, Gulper - see Abyssal Fish (pg. 283).
Eel, Snipe - see Abyssal Fish (pg. 283).
Efreeti - see Jinnī (pg. 256).
Eisel - see Elemental Spirit (pg. 127).
Elemental - (pg. 125).
Elemental Spirit - (pg. 127).
Elemental Tyrant - (pg. 128).
Elephant - (pg. 252).
Elsewhere Creature - (pg. 180).
Empty One - see Sandwalker (pg. 131).
Emu - see Flightless Bird (pg. 252).
Enfield - see Griffon (pg. 105).
Envelope - see Mimic (pg. 53).
Erinys - see Harpy (pg. 85).
Ethereal Dragon - (pg. 74).
Ettercap - as Giant Spider (pg. 43), but four limbs, sapient.
Ettin, Greater - see Giant (pg. 263).
Ettin, Lesser - see Ogre (pg. 166).
Eurypterid - see Ancient Arthropod (pg. 285).
Eye Tyrant - (pg. 183).
Fairy - (pg. 241).
Fairy Dragon - see Pseudodragon (pg. 78).
Faun - see Satyr (pg. 201).
Fenghuang - see Firebird (pg. 209).
Fetch - see Doppelganger (pg. 299).
Firebat - (pg. 129).
Firebird - (pg. 209).
Fish, Abyssal - see Abyssal Fish (pg. 283)

Flameskull - see Firebat (pg. 129).
Flesh Golem - (pg. 187).
Flightless Bird - (pg. 252).
Flower Nymph - (pg. 199).
Flumph - as Marine Worm (pg. 288), but jellyfish-like, dimly intelligent.
Fly, Giant - see Monstrous Vermin (pg. 54).
Flying Lizard - (pg. 113).
Forge Fiend - see Sandwalker (pg. 131).
Formian - see Hive Insect (pg. 253).
Frankenstein - see Wizard (pg. 35).
Frankenstein's Monster - see Flesh Golem (pg. 187).
Frog, Giant - as Kappa (pg. 86), but not intelligent and with no special abilities.
Froghemoth - (pg. 209).
Fuccubus - see Devil (pg. 149).
Fungus, Snow - see Snow Fungus (pg. 233).
Fungus, Walking - see Myconid (pg. 55).
Fury - as Harpy (pg. 85), but without singing.
Gajasimha - see Griffon (pg. 105).
Galtzagarriak - see Brownie (pg. 242).
Gar, Giant - see Crocodile (pg. 251).
Gargoyle - (pg. 129).
Garkain - as Ghoul (pg. 161), except fly normal on skin-flap wings.
Gashadokuro - as Colossal Ape (pg. 118), but skeletal.
Gastropod - see Predatory Snail (pg. 289) or Sea Slug (pg. 290).
Gazebo - see Mimic (pg. 53).
Gazeka - as Ground Sloth (pg. 119), but with a tapir-like trunk.
Gelatinous Cube - see Ooze (pg. 57).
Gello - see Night Hag (pg. 164).
Gem, Living - see Living Gem (pg. 130).
Genie - see Jinnī (pg. 256).
Ghast - see Ghoul (pg. 161).
Ghost - (pg. 159).
Ghoul - (pg. 161).
Giant - (pg. 263).
Giant Crab - (pg. 271).
Giant Snake - (pg. 243).
Giant Spider - (pg. 43).
Giant, Noble - see Noble Giant (pg. 264).
Gibbering Moulder - see Ooze (pg. 57).
Gibbon, Giant - see Ape (pg. 262).
Gnoll - as Hyena (pg. 255), but upright, sapient.
Gnome - see Elemental Spirit (pg. 127).
Goat, Telluric - see Telluric Goat (pg. 267).
Goblin - (pg. 44).
Goblin War Engine - (pg. 48).
Goldbug - see Rust Monster (pg. 192).
Golem - (pg. 187).
Golem, Biscuit - see Biscuit Golem (pg. 229).
Golem, Clay - see Clay Golem (pg. 187).
Golem, Flesh - see Flesh Golem (pg. 187).
Golem, Iron - see Iron Golem (pg. 188).
Golem, Snow - see Snow Golem (pg. 234).
Golem, Stone - see Stone Golem (pg. 188).
Gomphothere - see Elephant (pg. 252).

Goose, Hateful - see Hateful Goose (pg. 200).
Gorgon - see Medusa (pg. 90).
Gorgosaurus - see Tyrant Lizard (pg. 115).
Gorilla - see Ape (pg. 262).
Gremlin - see Imp (pg. 153) or Brownie (pg. 242).
Grey Horse - (pg. 230).
Griffon - (pg. 105).
Grig - see Sprite (pg. 242).
Grim - see Hell Hound (pg. 152).
Grindylow - see Kappa (pg. 86).
Groaning Spirit - see Banshee (pg. 160).
Grootslang - see Giant Snake (pg. 243).
Ground Sloth - (pg. 119).
Grouper - see Shark (pg. 277).
Grue - (pg. 130).
Gynosphinx - see Sphinx (pg. 95).
Hag, Ice - see Ice Hag (pg. 231).
Hag, Night - see Night Hag (pg. 164).
Hag, Sea - see Sea Hag (pg. 276).
Hag, Tempest - see Tempest Hag (pg. 225).
Hamadryad - see Dryad (pg. 240).
Harpy - (pg. 85).
Harvest Avatar - (pg. 221).
Hatchetfish - see Abyssal Fish (pg. 283).
Hatchthing - (pg. 200).
Hateful Goose - (pg. 200).
Haunt - see Poltergeist (pg. 160).
Hawk, Giant - see Flying Lizard (pg. 113).
Hekatonkheire - as Giant (pg. 263), but with one hundred hands. Can attack up to hundred targets.
Helicoprion - see Shark (pg. 277).
Hell Hound - (pg. 152).
Herd Lizard - (pg. 113).
Hermit - see Visionary (pg. 154) or Pilgrim (pg. 29).
Heron, Giant - as Flightless Bird (pg. 252), but fly normal.
Hesperid - see Sun Dog (pg. 213).
Hidebehind - see Shivered Beast (pg. 193).
Hieracosphinx - see Griffon (pg. 105).
Hippaelectryon - see Griffon (pg. 105).
Hippocampus - see Griffon (pg. 105).
Hippogriff - see Griffon (pg. 105).
Hippopotamus - (pg. 255).
Hive Insect - (pg. 253).
Hob - see Brownie (pg. 242).
Hobgoblin - see Orc (pg. 59).
Hodag - see Drake (pg. 72).
Hollyphant - as Lamassu (pg. 87), but elephantine.
Homunculus - (pg. 189).
Hō-ō - see Firebird (pg. 209).
Hornet, Giant - see Hive Insect (pg. 253).
Hyad - see Raincloud (pg. 201).
Hydra - (pg. 106).
Hyena - (pg. 255).
Ice Hag - (pg. 231).
Ichthyocentaur - as Centaur (pg. 197), but back half of horse is a fish tail.
Ichthyosaur - see Shark (pg. 277).
Ifrit - see Jinnī (pg. 256).
Iguanodon - see Herd Lizard (pg. 113).
Imp - (pg. 153).
Impundulu - see Sandwalker (pg. 131).
Incubus - see Devil (pg. 149).
Inkanyamba - as Sea Serpent (pg. 275), but waterfall-dwelling.
Insect, Colossal - see Colossal Insect (pg. 299).
Invisible Stalker - see Elemental (pg. 125).
Iron Fulmination - (pg. 222).
Iron Golem - (pg. 188).
Item, Animated - see Animated Item (pg. 179).
Jabberwock - see Nightmare Beast (pg. 165).
Jackal - see Hyena (pg. 255).
Jaguar - see Panther (pg. 266).
Jelly - see Ooze (pg. 57).
Jengu - see Merfolk (pg. 272).
Jinnī - (pg. 256).
Jishin Mushi - see Colossal Insect (pg. 299).
Jorōgumo - see Lamia (pg. 88).
Juggernaut - see Robot Titan (pg. 303).
Kallikantzaros - as Goblin (pg. 44), but incredibly dim.
Kamaitachi - (pg. 232).
Kangaroo - as Flightless Bird (pg. 252), but a giant hopping rat.
Kappa - (pg. 86).
Kaqtukaq - see Elemental Spirit (pg. 127).
Kataw - see Merfolk (pg. 272).
Kelpie - as Lamia (pg. 88), but can transform into an aquatic horse.
Kilmoulis - see Brownie (pg. 242).
Kirin - (pg. 265).
Kitsune - as Lamia (pg. 88) or Werewolf (pg. 171), but a fox.
Knight - (pg. 21).
Knocker - see Elemental Spirit (pg. 127).
Kobold - (pg. 75).
Kodama - see Dryad (pg. 240).
Konrul - see Firebird (pg. 209).
Kraken - (pg. 271).
Krill Swarm - see Abyssal Fish (pg. 283).
Lamia - (pg. 88).
Lamassu - (pg. 87).
Lampad - see Alpine Specter (pg. 261).
Lamprey, Giant - see Marine Worm (pg. 288).
Land Shrimp - see Hive Insect (pg. 253).
Lavellan - as Catoblepas (pg. 102), but rat-shaped.
Leafling - (pg. 222).
Leech of Paradise - (pg. 287).
Legendary Whale - (pg. 278).
Lembuswana - see Chimera (pg. 103).
Leopard - see Panther (pg. 266).
Leprechaun - see Brownie (pg. 242).
Leucrotta - see Hyena (pg. 255).
Lich - (pg. 49).
Lillend - see Couatl (pg. 262).
Lindworm - as Drake (pg. 72), but with only two limbs, moves like a snake.
Lion - (pg. 257).
Lion's Mane Jellyfish - see Abyssal Fish (pg. 283).
Living Armour - see Animated Item (pg. 179).

Living Gem - (pg. 130).
Lizard, Flying - see Flying Lizard (pg. 113).
Lizard, Herd - see Herd Lizard (pg. 113).
Lizard, Swift - see Swift Lizard (pg. 114).
Lizard, Thunder - see Thunder Lizard (pg. 114).
Lizard, Tyrant - see Tyrant Lizard (pg. 115).
Lomie - as Catoblepas (pg. 102), but a moose. Spits boiling water.
Longma - see Griffon (pg. 105).
Lou Carcolh - see Predatory Snail (pg. 289).
Lurefish - see Sea Serpent (pg. 275).
Lurker Above - see Mimic (pg. 53).
Lusca - as Kraken (pg. 271). Shark head, squid body.
Lutin - see Fairy (pg. 241).
Lycanthrope - see Werewolf (pg. 171).
Lyegrabber - see Sandwalker (pg. 131).
Lynx, Giant - see Panther (pg. 266).
Mahwot - see Crocodile (pg. 251).
Mammoth - see Elephant (pg. 252).
Manananggal - see Vampire (pg. 167).
Manatee, Flesh-Eating - see Seal (pg. 277).
Mandrake - (pg. 210).
Mandrill - see Baboon (pg. 251).
Mandurugo - see Vampire (pg. 167).
Mannegishi - see Sprite (pg. 242).
Man-o-War - see Abyssal Fish (pg. 283).
Manticore - (pg. 89).
Mantis Shrimp - (pg. 287).
Mantis, Giant - as Mantis Shrimp (pg. 287), but terrestrial.
Mari Lwyd - see Grey Horse (pg. 230).
Marid - see Jinnī (pg. 256).
Marine Worm - (pg. 288).
Mastiff - see Wolf (pg. 247).
Mastodon - see Elephant (pg. 252).
Medusa - (pg. 90).
Megalodon - see Shark (pg. 277).
Megalosaurus - see Tyrant Lizard (pg. 115).
Megatherium - see Ground Sloth (pg. 119).
Melusine - see Elemental Spirit (pg. 127).
Mephit - see Spitling (pg. 131) or Sandwalker (pg. 131).
Mercenary - (pg. 24).
Merchant - (pg. 27).
Merfolk - (pg. 272).
Merlion - see Griffon (pg. 105).
Microbial Mat - see Abyssal Fish (pg. 283) or Ooze (pg. 57).
Mimic - (pg. 53).
Mind Eater - (pg. 190).
Minotaur - (pg. 91).
Moa - see Flightless Bird (pg. 252).
Moasaur - see Seal (pg. 277).
Moha-Moha - see Sea Serpent (pg. 275).
Monstrous Vermin - (pg. 54).
Moon Jelly - see Abyssal Fish (pg. 283).
Morlock - see Troglodyte (pg. 120).
Mormo - see Night Hag (pg. 164).
Mosquito, Giant - see Skeeter (pg. 212).

Mothman - as Banshee (pg. 160), but a red-eyed giant moth.
Mountain Lion - see Panther (pg. 266).
Mouse, Giant - see Monstrous Vermin (pg. 54).
Mummy - (pg. 54).
Murderous Crows - (pg. 223).
Mutant - (pg. 191).
Myconid - (pg. 55).
Naga - (pg. 93).
Naked Mole Rat - see Hive Insect (pg. 253).
Narwhal - see Seal (pg. 277).
Necromancer - (pg. 163).
Necrophidius - as Giant Snake (pg. 243), but made of bones.
Nereid - see Elemental Spirit (pg. 127).
Night Hag - (pg. 164).
Nightmare Beast - (pg. 165).
Ningyo - see Merfolk (pg. 272).
Nixie - see Sprite (pg. 242).
Noble Giant - (pg. 264).
Nuckelavee - (pg. 232).
Nue - see Chimera (pg. 103).
Nymph, Flower - see Flower Nymph (pg. 199).
Oarfish - see Sea Serpent (pg. 275).
Octopus, Giant - see Kraken (pg. 271).
Ogre - (pg. 166).
Ogre, Quantum - see Shivered Beast (pg. 193).
Oni - see Ogre (pg. 166).
Onocentaur - as Satyr (pg. 201), but front half human, back half donkey.
Oókempán - see Kappa (pg. 86).
Ooze - (pg. 57).
Opabinia - see Ancient Arthropod (pg. 285).
Opinicus - see Griffon (pg. 105).
Orangutan - see Ape (pg. 262).
Orc - (pg. 59).
Orca - see Toothed Whale (pg. 278).
Origorúso - as Ogre (pg. 166), but with enormous ears.
Ostrich - see Flightless Bird (pg. 252).
Otyugh - as Blizzard Eel (pg. 230), but eats offal, cannot fly.
Oviraptor - see Swift Lizard (pg. 114).
Owl, Giant - see Flying Lizard (pg. 113).
Owlbear - (pg. 107).
Pachycephalosaurus - see Herd Lizard (pg. 113).
Pairío - see Sea Serpent (pg. 275).
Palis - see Sandwalker (pg. 131).
Panther - (pg. 266).
Peasant - (pg. 30).
Penanggalan - see Vampire (pg. 167).
Penguin, Greater - see Flightless Bird (pg. 252).
Perfect Predator - (pg. 305).
Peryton - (pg. 94).
Phantasm - see Elsewhere Creature (pg. 180).
Phantom - see Ghost (pg. 159).
Phase Spider - see Giant Spider (pg. 43).
Phoenix - see Firebird (pg. 209).
Physeter - as Rotifer (pg. 290), but whale-shaped, can

also create a whirlpool-sized column of water.

Piasa - see Manticore (pg. 89).

Piercer - see Mimic (pg. 53).

Pike, Giant - see Shark (pg. 277).

Pilgrim - (pg. 29).

Pirate - (pg. 273).

Pixie - see Sprite (pg. 242).

Pixiu - as Lamassu (pg. 87), but dragon-headed and lion-bodied. Loves gold, but fairly loyal.

Plant, Predatory - see Predatory Plant (pg. 119).

Plesiosaur - see Sea Serpent (pg. 275).

Polevik - (pg. 223).

Poltergeist - (pg. 160).

Porpita - see Abyssal Fish (pg. 283).

Predatory Plant - (pg. 119).

Predatory Snail - (pg. 289).

Prophet - see Visionary (pg. 154).

Pseudodragon - (pg. 78).

Pterodactyl - see Flying Lizard (pg. 113).

Púca - see Brownie (pg. 242).

Pudding, Deadly - see Ooze (pg. 57).

Pudding, Delicious - see Biscuit Golem (pg. 229).

Pyromancer - (pg. 211).

Python - see Giant Snake (pg. 243).

Qilin - see Kirin (pg. 265).

Quasit - see Imp (pg. 153).

Questing Beast - (pg. 108).

Radiodont - see Ancient Arthropod (pg. 285).

Ragsnatcher - see Rust Monster (pg. 192).

Raijū - (pg. 212).

Rainbow Snake - see Couatl (pg. 262).

Raincloud - (pg. 201).

Rakshasa - see Devil (pg. 149).

Ram, Shofar - see Shofar Ram (pg. 224).

Rat King - as Murderous Crows (pg. 223), but a fused tangle of rats.

Rat, Giant - see Monstrous Vermin (pg. 54).

Ray - see Shark (pg. 277).

Remora - (pg. 275).

Remorhaz - (pg. 233).

Revenant - see Wight (pg. 172).

Rhea - see Flightless Bird (pg. 252).

Rhinoceros - (pg. 257).

Robot Hound - (pg. 300).

Robot Servant - (pg. 301).

Robot Titan - (pg. 303).

Roc - as Wyvern (pg. 78), but avian.

Rodent of Unusual Size - see Monstrous Vermin (pg. 54).

Rokurokubi - see Vampire (pg. 167).

Ropen - see Flying Lizard (pg. 113).

Roper - see Mimic (pg. 53).

Roperite - (pg. 266).

Rotifer - (pg. 290).

Rusalka - see Kappa (pg. 86).

Rust Monster - (pg. 192).

Sabre-Toothed Cat - see Tiger (pg. 243) or Bear (pg. 239).

Sahuagin - see Merfolk (pg. 272).

Sailor - see Pirate (pg. 273).

Salamander - see Elemental Spirit (pg. 127).

Sandwalker - (pg. 131).

Sarangay - see Minotaur (pg. 91).

Sasquatch - see Ape (pg. 262).

Satori - as Baboon (pg. 251), but telepathic, babbles read thoughts.

Satyr - (pg. 201).

Sawfish - see Shark (pg. 277).

Scapegoat - (pg. 153).

Scarecrow - (pg. 224).

Sea Hag - (pg. 276).

Sea Lion - see Seal (pg. 277).

Sea Nettle - see Abyssal Fish (pg. 283).

Sea Serpent - (pg. 275).

Sea Slug - (pg. 290).

Sea Star - (pg. 291).

Seal - (pg. 277).

Selkie - see Werewolf (pg. 171).

Seraphim - see Angel (pg. 139).

Serpopard - see Griffon (pg. 105).

Shadow - see Ghost (pg. 159) or Grue (pg. 130).

Shadow Dragon - see Ethereal Dragon (pg. 74).

Shahmaran - see Naga (pg. 93).

Shambler - (pg. 202).

Shark - (pg. 277).

Shedu - see Lamassu (pg. 87).

Shivered Beast - (pg. 193).

Shofar Ram - (pg. 224).

Sigbin - (pg. 202).

Silkie - see Brownie (pg. 242).

Silverfish - see Rust Monster (pg. 192).

Simurgh - see Griffon (pg. 105) or Firebird (pg. 209).

Siphonophore - see Abyssal Fish (pg. 283).

Siren - as Harpy (pg. 85), but mostly human, aquatic.

Skeeter - (pg. 212).

Skeleton - (pg. 61).

Skin-walker - see Werewolf (pg. 171).

Slime - see Ooze (pg. 57).

Slug, Giant - see Sea Slug (pg. 290).

Snail, Predatory - see Predatory Snail (pg. 289).

Snailfish - see Abyssal Fish (pg. 283).

Snake, Giant - see Giant Snake (pg. 243).

Snallygaster - see Chimera (pg. 103).

Snow Fungus - (pg. 233).

Snow Golem - (pg. 234).

Snow Leopard - see Panther (pg. 266).

Snowman, Abominable - see Ape (pg. 262).

Snowman, Adorable - see Snow Golem (pg. 234).

Soldier - see Mercenary (pg. 24).

Songōmby - as Catoblepas (pg. 102), but carnivorous.

Specter - see Alpine Specter (pg. 261) or Ghost (pg. 159).

Sphinx - (pg. 95).

Spider, Giant - see Giant Spider (pg. 43).

Spitling - (pg. 131).

Spriggan - see Polevik (pg. 223) or Fairy (pg. 241).

Sprite - (pg. 242).

Squid, Giant - see Kraken (pg. 271).

Squid, Vampire - see Abyssal Fish (pg. 283).
Stareater - see Abyssal Fish (pg. 283).
Stegosaurus - see Herd Lizard (pg. 113).
Stirge - see Skeeter (pg. 212).
Stone Golem - (pg. 188).
Strigoi - see Vampire (pg. 167).
Strong Toad - (pg. 108).
Struthiomimus - see Swift Lizard (pg. 114).
Succubus - see Devil (pg. 149).
Su-monster - see Ape (pg. 262).
Sun Dog - (pg. 213).
Sundew, Giant - see Predatory Plant (pg. 119).
Swan Maiden - see Werewolf (pg. 171).
Swarm - see Murderous Crows (pg. 223).
Swift Lizard - (pg. 114).
Sylph - see Elemental Spirit (pg. 127).
Tagamaling - see Ghoul (pg. 161).
Tardigrade - (pg. 292).
Tarrasque - see Beast of Creation (pg. 143).
Tattie-bogle - see Scarecrow (pg. 224).
Telescopefish - see Abyssal Fish (pg. 283).
Telluric Goat - (pg. 267).
Tempest Hag - (pg. 225).
Termite, Giant - see Hive Insect (pg. 253).
Terror Bird - see Flightless Bird (pg. 252).
Thoqqua - see Marine Worm (pg. 288).
Thraie - (pg. 213).
Thunder Lizard - (pg. 114).
Tick, Giant - see Monstrous Vermin (pg. 54) or Skeeter (pg. 212).
Tigbanua - as Ogre (pg. 166), but one-eye, long neck.
Tiger - (pg. 243).
Tikbalang - as Will-o'-the-Wisp (pg. 132), but can transform into a horse-headed Minotaur (pg. 91).
Titan - see Noble Giant (pg. 264).
Titanother - see Rhinoceros (pg. 257).
Toad, Giant - as Kappa (pg. 86), but not intelligent and with no special abilities.
Toad, Strong - see Strong Toad (pg. 108).
Toothed Whale - (pg. 278).
Torosaurus - see Herd Lizard (pg. 113).
Tortoise Tsar - (pg. 235).
Townfolk - (pg. 33).
Treant - (pg. 244).
Triceratops - see Herd Lizard (pg. 113).
Triffid - see Predatory Plant (pg. 119).
Trilobite - see Ancient Arthropod (pg. 285).
Tripodero - as Firebat (pg. 129), but a long-tailed lizard on extendable legs. Spits clay pellets.
Tripodfish - see Abyssal Fish (pg. 283).
Troglodyte - (pg. 120).
Troll - (pg. 245).
Tsukumogami - see Animated Item (pg. 179).
Tullimonstrum - as Sea Serpent (pg. 275), but oval body, grasping proboscis, eyestalks.
Tunnel Hulk - (pg. 214).
Tupilaq - see Flesh Golem (pg. 187).
Turkey, Giant - see Hateful Goose (pg. 200).
Turtle, Dragon - see Sea Serpent (pg. 275) or Tortoise Tsar (pg. 235).
Tsar (pg. 235).
Tyrant Lizard - (pg. 115).
Umbral - see Sun Dog (pg. 213).
Underdog - see Shivered Beast (pg. 193).
Undine - see Elemental Spirit (pg. 127).
Unicorn - (pg. 247).
Urchin - see Sea Star (pg. 291).
Urisk - see Brownie (pg. 242).
Ushi-oni - as Giant Spider (pg. 43), but with an ox's head.
Vampire - (pg. 167).
Vargouille - see Skeeter (pg. 212).
Veggie-Mite - (pg. 309).
Velociraptor - see Swift Lizard (pg. 114).
Vetala - see Vampire (pg. 167).
Viperfish - see Abyssal Fish (pg. 283).
Visionary - (pg. 154).
Vodyanoi - see Kappa (pg. 86).
Vorompatra - see Flightless Bird (pg. 252).
Vulture, Giant - see Flying Lizard (pg. 113).
Walking Stick - see Animated Item (pg. 179).
Walrus - see Seal (pg. 277).
Wanyūdō - as Dullahan (pg. 220), but a burning wheel with a face at its hub.
Warthog - see Boar (pg. 240).
Wasp, Giant - see Hive Insect (pg. 253).
Water Bear - see Tardigrade (pg. 292).
Water Weird - see Sandwalker (pg. 131).
Wendigo - see Ghoul (pg. 161).
Werewolf - (pg. 171).
Whale - (pg. 278).
White Beguiler - see Sandwalker (pg. 131).
Wicker Walker - (pg. 203).
Wight - (pg. 172).
Will-o'-the-Wisp - (pg. 132).
Wind Walker - see Sandwalker (pg. 131).
Wiwaxia - see Predatory Snail (pg. 289).
Wizard - (pg. 35).
Wolf - (pg. 247).
Woodwose - see Druid (pg. 198).
Worm, Giant - see Wurm (pg. 109).
Worm, Marine - see Marine Worm (pg. 288).
Wraith - see Ghost (pg. 159).
Wurm - (pg. 109).
Wyvern - (pg. 78).
Xiezhi - as Shofar Ram (pg. 224), but blasts liars and protects the truthful.
Yacuruna - see Merfolk (pg. 272).
Yeren - see Ape (pg. 262).
Yeti - see Ape (pg. 262).
Young Dragon - (pg. 79).
Yowie - see Ape (pg. 262).
Yuki-onna - see Ice Hag (pg. 231).
Ziz - see Beast of Creation (pg. 143).
Zombie - (pg. 173).
Zombie Dragon - (pg. 81).

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