

# FIENDISH -FRIENDS-



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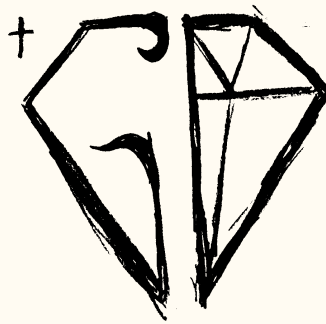
**OLD-SCHOOL  
ESSENTIALS**



# FIENDISH -FRIENDS-

## MONSTERS GO ADVENTURING TOO

Within this supplement you will find rules for playing as monsters. These aren't civilised monsters mind you. They haven't been declawed or made more sympathetic than those loathsome beasts you love and know. Of course, how you play them is up to you. But if you've ever wanted to play as a Goblin, Troll, Orc, or Ghoul in all their weird and creepy glory, then this is for you. As much as possible I have tried to be consistent with the entries found in the OSE bestiary. Of course, balance is not really the first priority when it comes to playing as an Ogre, but the strengths of certain monsters have been paired with significant weaknesses, and difficult experience curves. Kobolds are pitifully underpowered, but that's half the fun.



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# Dark Creeper

**Requirements:** None

**Prime requisite:** DEX

**Hit Dice:** 1d4

**Maximum level:** 8

**Armour:** None, no shields

**Weapons:** Dagger, sling

**Languages:** Common, Deepcommon

Adept thieves with a knack for sniffing out magical items. Dark Creepers are 4' tall, and have translucent pale skin. Their bodies are starved and emaciated, but almost none of their flesh is visible under their dark cloaks which conceal their entire frame. They draw nutrients by sapping magical energy from equipment and quite literally devouring light. Owing to their strange diet, they have unstable bodies which explode spectacularly upon death.

## Combat

Dark Creepers do not wear armor, but only light cloth cloaks. They cannot use shields, and only fight with daggers and slings. Dark Creepers are +1 to hit and +1 DMG in the dark.

## Surprise

Dark Creepers have a 3-in-6 chance of surprising their foe. 5-in-6 in darkness.

## Infravision

Dark Creepers have infravision to 90'.

## Volatile Body

Upon death Dark Creeper's bodies explode in dazzling light. All creatures within 10' save versus spells or are blinded for 1d6 turns. All non-metal possessions in the Dark Creepers inventory are destroyed. Non-metal magical items have a 50% chance of surviving.

## Sniff Out Magical Item

From 2nd level, Dark Creepers can detect all magical items within 15'. From 5th level they can identify them too.

## Turn Out the Lights

From 3rd level, three times a day Dark Creepers can extinguish all light sources within 50'. They cannot be re-lit for an hour. Magical light has a 50% chance of staying lit.

## Thieving

From 4th level, Dark Creepers have a 35% chance of pick-pocketing. 60% in the dark. They are detected on a roll of 70+.

## Wall of Fog

From 6th Level, twice a day Dark Creepers may conjure a 20' cube of dark fog inside which nobody can see except Dark Creepers.

## After Reaching 6th Level

A Dark Creeper grows 2' taller and becomes a Dark Stalker. 1d6 dark creepers split out of their body and become retainers. A Dark Stalker produces one new dark creeper per month. Up to 6 dark creepers can be concealed within the cloak of the Dark Stalker and burst out on command. When a Dark Stalker dies, *Volatile Body* also does 3d6 DMG to all within 10'. (Half DMG if their *Volatile Body* save versus spells succeeds).



## Dark Creeper Level Progression

Level	XP	HD	THACO	D	W	P	B	S
1	0	1d4	19 [0]	12	13	14	15	16
2	2,000	2d4	19 [0]	12	13	14	15	16
3	4,000	3d4	19 [0]	12	13	14	15	16
4	8,000	4d4	19 [0]	12	13	14	15	16
5	15,000	5d4	19 [0]	12	13	14	15	16
6	30,000	6d4	17 [+2]	10	11	12	12	13
7	60,000	7d4	17 [+2]	10	11	12	12	13
8	100,000	8d4	17 [+2]	10	11	12	12	13

*D: Death/poison; W: Wands; P: Paralysis/petrify; B: Breath attacks; S: Spells/rods/staves.*

# Deep One

**Requirements:** None

**Prime requisite:** WIS

**Hit Dice:** 1d6

**Maximum level:** 8

**Armour:** Leather, shields

**Weapons:** Any

**Languages:** Alignment, Common, The secret language of fish

Blasphemous hybrids of fish and men, spawned in forgotten aeons by creeping gods. Deep Ones exist in various states of transition, and many who live among human society don't realise what they are until adulthood. As they age they develop a "look". Deep Ones are biologically immortal, their powers grow over time.

## Combat

Deep Ones need to be free and unencumbered to swim. They will not wear any armour heavier than leather. They can use all types of weapons.

## Light Sensitivity

-1 to hit in full daylight.

## Infravision

Deep Ones have infravision to 90'.

## Amphibious

From 2nd level, Deep Ones can breathe underwater. Instead of their MV being halved when swimming, their MV is doubled.

## Hardened Scales

From 3rd level, Deep Ones grow hard scales, improving AC by 1.

## Poison immunity

From 4th level, a Deep One is immune to all kinds of poison.

## Magic Resistance

From 5th level, a Deep One is Unaffected by illusions, sleep, charm, and hold spells.

## Sea Priest

From 5th level, a Deep One becomes a Sea Priest. Sea Priests carry non-euclidean seashells as holy symbols. They must appease their chaotic gods, the Great Old Ones, with unspeakable rituals. Sea Priests use the same spell list as Clerics. The number, and power of spells they may cast is in the Deep One level progression table.

## Hideous Abomination

From 6th level, a Deep One can no longer pass for human, and will appear extremely unsettling to all decent society. You may not have lawful retainers, and suffer -4 to CHA interactions with lawful creatures.

## After Reaching 8th Level

A Deep One may establish a reef along a coast line and become a Priest King. A reef will attract 2d6 Deep ones to harass and plunder local merchant ships. Deep Ones may follow the Priest King as retainers. When behind, each Deep One will plunder 100gp a week for the Priest King. The reef may grow if a cult is established on the land, to breed with and produce new hybrids.



## Deep One Level Progression

Level	XP	HD	THACO	D	W	P	B	S	S1	S2
1	0	1d6	19 [0]	12	13	14	15	16	-	-
2	2,400	2d6	19 [0]	12	13	14	15	16	-	-
3	4,800	3d6	19 [0]	12	13	14	15	16	-	-
4	10,000	4d6	19 [0]	12	13	14	15	16	-	-
5	20,000	5d6	17 [+2]	10	11	12	13	13	1	-
6	40,000	6d6	17 [+2]	10	11	12	13	13	2	-
7	80,000	7d6	17 [+2]	10	11	12	13	13	2	1
8	160,000	8d6	15 [+3]	8	9	10	11	11	2	2

*D: Death/poison; W: Wands; P: Paralysis/petrify; B: Breath attacks; S: Spells/rods/staves.*

# Ghost

**Requirements:** None

**Prime requisite:** INT

**Hit Dice:** 1d8

**Maximum level:** 8

**Armour:** None\* (see combat)

**Weapons:** None\* (see combat)

**Languages:** Alignment, Common

Ethereal spectres of the long dead, whose spirit yet lingers on. Without possessing a body, a Ghost has no form and is unable to physically interact with the world around them. Nonetheless Ghosts use powers of possession to take control of a host body.

## Combat

Ghosts cannot interact with any physical equipment when in their ethereal form. While possessing a creature they retain that creature's vestigial muscle memory, and may use any of the weapons or armor normally available to that creature type.

## Vulnerable to Silver

Ghosts take double DMG from silver weapons, even while possessing a body.

## Ethereal

Ghosts may not touch physical objects or equipment. They may pass through doors and thin walls, though not solid stone. They may still be harmed by spells, magic weapons, and silver. Ghosts are not invisible.

## Life Drain

Ghosts may make spectral attacks when not possessing a body. These deal 1d4 DMG to CON instead of HP. A target is dead when reduced to 0 CON, and cannot be revived.

## Undead Immunity

Ghosts are immune to effects which harm living (e.g. poison), and mind-affecting spells (e.g. charm, hold, sleep).

## Possession

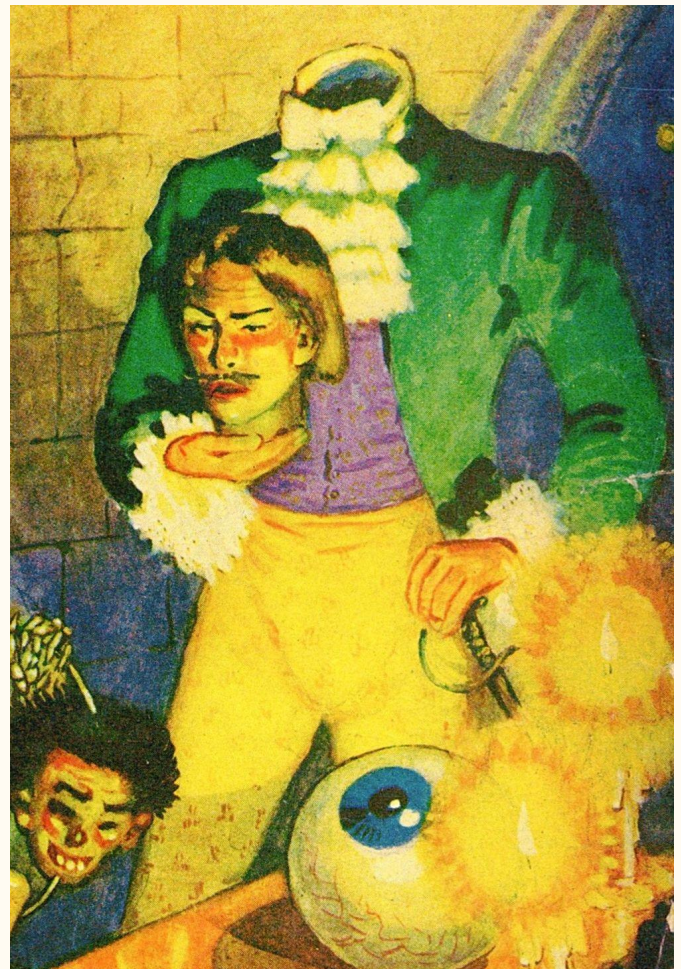
Ghosts may possess another creature, up to 1 HD per level of the Ghost; e.g. a level 4 Ghost may possess a 4 HD creature. The target saves versus spells, or becomes possessed and controlled by the Ghost. The body keeps its natural attributes, except its HP, INT, WIS, CHA, and THACO (or DC bonus). For these, use the Ghost's attributes. When the body takes DMG, the Ghost is also harmed and "killed" if reduced to 0 HP. The Ghost may leave a body, or be dispelled by magic.

## Terrifying

From 6th level, creatures who see the Ghost for the first time must save versus spells, or age 10 years and test ML. Divine spell casters above level 7 (or 7 HD) are immune.

## After Reaching 8th Level

A Ghost may become a Poltergeist. Twice per day, a Poltergeist which is not possessing a body may become invisible as if it had cast invisibility on itself. A Poltergeist may also interact with physical objects at will, while still being immune to mundane attacks. A Poltergeist may wear any armor, including shields, and use all weapons. Poltergeists may also haunt a house, attracting 1d6 other ghosts and driving out living inhabitants.



## Ghost Level Progression

Level	XP	HD	THACO	D	W	P	B	S
1	0	1d8	19 [0]	8	9	10	10	12
2	3,000	2d8	19 [0]	8	9	10	10	12
3	6,000	3d8	19 [0]	8	9	10	10	12
4	12,000	4d8	19 [0]	8	9	10	10	12
5	24,000	5d8	17 [+2]	6	7	8	8	10
6	48,000	6d8	17 [+2]	6	7	8	8	10
7	90,000	7d8	17 [+2]	6	7	8	8	10
8	180,000	8d8	14 [+5]	4	5	6	6	8

*D: Death/poison; W: Wands; P: Paralysis/petrify; B: Breath attacks; S: Spells/rods/staves.*

# Ghoul

**Requirements:** Minimum CON 9

**Prime requisite:** CON

**Hit Dice:** 1d8

**Maximum level:** 8

**Armour:** Any, including shields

**Weapons:** Any, unless frenzied

**Languages:** Alignment, Common, Ghoulish

Ghouls are subterranean undead cannibals who retain vestiges of human intelligence. Ghouls are social, and form underground societies in the catacombs beneath cities. Of all intelligent monsters, Ghouls are particularly hated and must disguise their hunched and stinking bodies under many layers of clothing to pass among the living.

## Combat

Ghouls can wear any armor, including shields and use any weapon. Ghouls often fight unarmed, dealing 1d4 DMG with their teeth and claws.

## Aversion to the Sacred

Ghouls will not enter holy places, and will not travel with lawful Paladins or Clerics.

## Cannibalism

Ghouls may consume bodies to regain 1d6 HP, taking ten minutes to eat a whole body. A Ghoul with INT 10 or more who has eaten a Magic-User may cast whatever spells they had memorised, as if they were that person. Ghouls forget all spells after casting or after a long rest.

## Rancid Body

Ghouls suffer -4 CHA to all interactions with lawful creatures.

## Undead Immunity

Ghouls are immune to effects which harm living (e.g. poison), and mind-affecting spells (e.g. charm, hold, sleep).

## Breathless

Ghouls do not breathe. They are immune to suffocation and drowning. Ghouls can also fake death with a 5-in-6 success rate. Most other undead will not attack Ghouls unless they are provoked.

## Ghoul Frenzy

If a Ghoul is at  $\frac{1}{4}$  health or less, they are frenzied. They cannot use weapons or shields, and cannot flee, but may attack twice per combat round.

## Ghoul Paralysis

From 3rd level, creatures suffering DMG from a Ghoul's unarmed attacks are paralysed for 2d4 turns, unless they save versus paralysis. Creatures larger than Ogres, and Elves, are immune.

## After Reaching 4th Level

A Ghoul may acquire a patron Necromancer and become a Renfield. Their patron is either an evil Cleric, or a Magic-User specialising in necromantic abilities. The patron is one level higher than the Ghoul, and will function like a particularly stubborn and demanding retainer. The Ghoul must simper and grovel for any help. Though continually mistreated by their master, they will be grateful.



## Ghoul Level Progression

Level	XP	HD	THACO	D	W	P	B	S
1	0	1d8	19 [0]	12	13	14	15	16
2	2,500	2d8	19 [0]	12	13	14	15	16
3	5,000	3d8	19 [0]	12	13	14	15	16
4	10,000	4d8	17 [+2]	10	11	12	12	13
5	20,000	5d8	17 [+2]	10	11	12	12	13
6	35,000	6d8	17 [+2]	10	11	12	12	13
7	70,000	7d8	14 [+5]	8	9	10	10	11
8	140,000	8d8	14 [+5]	8	9	10	10	11

*D: Death/poison; W: Wands; P: Paralysis/petrify; B: Breath attacks; S: Spells/rods/staves.*

# Gnoll

**Requirements:** Minimum DEX 12

**Prime requisite:** DEX

**Hit Dice:** 1d6

**Maximum level:** 8

**Armour:** Any, including shields

**Weapons:** Any

**Languages:** Alignment, Gnoll, Common, Gnome, Troll

Weird hybrids of gnomes and trolls. Gnolls have an animal appearance like savage humanoid felines or hyenas. Gnolls generally survive by stealing and raiding, but they are largely incompetent thieves. They always hunt in packs. Gnolls are both fast and ruthless, laughing maniacally while they chase down their prey.

## Combat

Gnolls can use all weapons and all armor, including shields.

## Crossbow Specialists

Gnolls can fire and reload crossbows in a single action. They also gain +1 to hit when using crossbows at close range.

## Climb

Gnolls have a 60% chance of climbing sheer surfaces, and do so at normal MV.

## Ambush

Gnolls have a 4-in-6 chance of surprising their foe when they have time to hide and stage an ambush. They have a 5-in-6 chance if pouncing down upon their foe from above.

## (Incompetent) Thieves

Gnolls have a 2-in-6 chance of pickpocketing. On a roll of 5 or 6 they laugh uncontrollably, revealing themselves. Gnolls are extremely distracted by treasure, and never succeed at detecting treasure traps.

## Swift to Chase

From 2nd level, Gnolls take twice as many turns (as if under the effects of the *haste* spell), when chasing down a fleeing foe.

## Infiltrators

From 3rd level, Gnolls have a 3-in-6 chance of sneaking past enemies undetected.

## Nimble and Quick

From 5th level, gain +2 to DEX

## Fey Enmity

Gnolls are twisted mockeries of fey creatures. They have a natural enmity to all fey (especially gnomes), which they attack on sight.

## After Reaching 4th Level

A Gnoll may form a pack and become an Alpha Gnoll. A pack contains 2d6 gnolls, which will follow the Alpha Gnoll. Gnolls will follow their Alpha as retainers. They refuse all orders which seem dangerous, unless they see the Alpha do it too. They will never fail morale or refuse an order if they see the Alpha Gnoll do it first.



## Gnoll Level Progression

Level	XP	HD	THACO	D	W	P	B	S
1	0	1d6	19 [0]	12	13	14	15	16
2	2,400	2d6	19 [0]	12	13	14	15	16
3	4,800	3d6	19 [0]	12	13	14	15	16
4	10,000	4d6	19 [0]	12	13	14	15	16
5	20,000	5d6	17 [+2]	10	11	12	12	13
6	40,000	6d6	17 [+2]	10	11	12	12	13
7	60,000	7d6	17 [+2]	10	11	12	12	13
8	120,000	8d6	14 [+5]	8	9	10	10	11

*D: Death/poison; W: Wands; P: Paralysis/petrify; B: Breath attacks; S: Spells/rods/staves.*

# Goblin

**Requirements:** None

**Prime requisite:** DEX and INT

**Hit Dice:** 1d4

**Maximum level:** 8

**Armour:** Any appropriate to size, including shields

**Weapons:** Any appropriate to size

**Languages:** Alignment, Goblin, Orcish, Common

Sharp toothed grotesques with bad attitudes. Goblins vary wildly in size and shape. From bugbears, to hobgoblins, to the regular green variety. Nonetheless, all Goblins are united in their wileyness and uncanny knack for over the top violence.

**Prime requisites:** A Goblin with at least 13 DEX and INT gains a 5% bonus to experience. A Goblin with at least 16 DEX and 13 INT gains a 10% bonus.

## Combat

Goblins can use all kinds of weapons and armor subject to their size, except magical equipment which causes them to break out in an unsightly and painful rash.

## Variable Size

The height of a Goblin is its CON score divided by 3 feet. A goblin 4' tall or less is too small to use two-handed weapons.

## Infravision

Goblins have infravision to 90'.

## Light Sensitivity

-1 to hit in full daylight.

## Hates Dwarves

Will never cooperate with a Dwarf. Never.

## Ambush

When approaching in the darkness, a goblin has a 3-in-6 chance of surprising its foe.

## Wolf Riding

From 3rd level, a Goblin may tame a Wolf to ride as a mount. At level 6 it becomes a Dire Wolf. At level 9 it becomes a Winter Wolf.

## Goblin Meat Shields

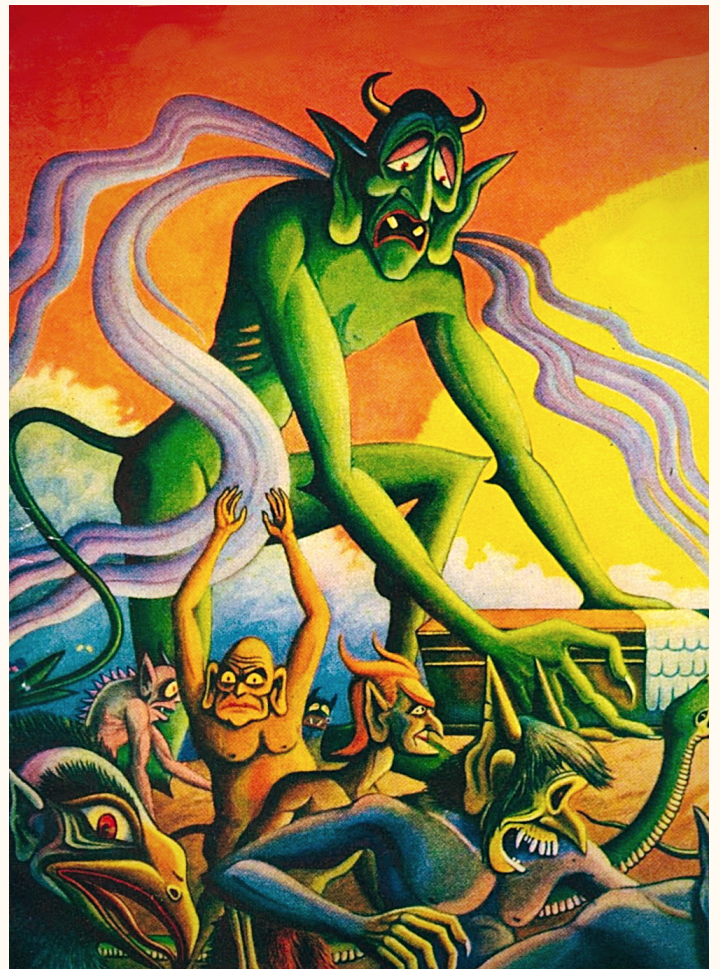
From 5th level, a nearby goblin retainer may die to negate all DMG from a single source inflicted upon the player. The source may be a spell, trap, or attack. The player may decide after the attack succeeds, but before DMG.

## Thoul Bodyguard

From 6th level, a Goblin will attract a Thoul bodyguard. If it dies, it will take 1d6 months to find another.

## After Reaching 4th Level

A Goblin may establish a warren within a dungeon and become a Goblin King. A warren will attract one Goblin per week, up to twice as many as the Goblin King's level. The Goblin King must name their tribe. The goblins may follow the player as retainers, but are cowardly, and must check morale if asked to do anything perilous.



## Goblin Level Progression

Level	XP	HD	THACO	D	W	P	B	S
1	0	1d4	19 [0]	14	15	16	17	18
2	2,400	2d4	19 [0]	14	15	16	17	18
3	4,800	3d4	19 [0]	14	15	16	17	18
4	10,000	4d4	19 [0]	14	15	16	17	18
5	20,000	5d4	17 [+2]	12	12	13	14	15
6	40,000	6d4	17 [+2]	12	12	13	14	15
7	60,000	7d4	17 [+2]	12	12	13	14	15
8	120,000	8d4	14 [+5]	10	10	11	12	12

*D: Death/poison; W: Wands; P: Paralysis/petrify; B: Breath attacks; S: Spells/rods/staves.*

# Gullygug

**Requirements:** Minimum DEX 12

**Prime requisite:** DEX

**Hit Dice:** 1d6

**Maximum level:** 8

**Armour:** None, may use shields

**Weapons:** Any

**Languages:** Alignment, Gullygug, Common, The secret language of frogs

Tribal frog men who hop into battle with their tremendous legs. They live in the swamps, worshipping terrible frog gods. These demand blood sacrifices in exchange for weird favours and mind altering revelations. It is said that in the inner courts of their temples, there are hideous gullygug-human hybrids kept in vats.

## Combat

Gullygugs wear no armor, but may use shields. They may use all weapons.

## Hippity Hoppity

Gullygugs may leap up to 30'. Attacks made when jumping are +1 to hit, and count as a charge when using impaling weapons, e.g. spears, granting double DMG.

## Amphibian

Gullygugs swim at their normal MV rate, and can go one hour without breathing.

## Leaping Ambush

A Gullygug has a 4-in-6 chance of surprising their foe when making a jumping attack from a hidden place.

## Psychedelic Skin

From 3rd level, a Gullygug's skin exudes powerful psychedelics. Twice per day, a weapon or arrow may be coated in the drug. If the attack succeeds the target saves versus poison, or has a horrible trip lasting 1d12 hours, minus the creature's HD. If the result is less than 0, the poison is resisted.

## Goblin Smoker

Within ten minutes of killing a goblin, a Gullygug may smoke its freshly harvested pineal gland from a frog pipe. This recovers 1d6 HP, and improves CHA by +4 for an hour.

## Frog-God's Bounty

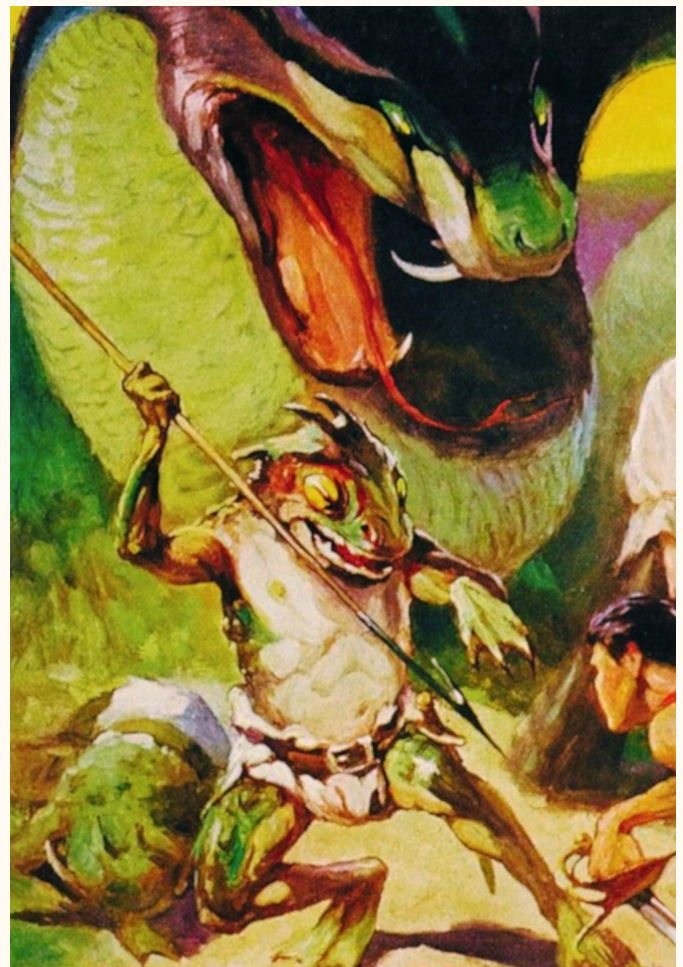
From 3rd level, a Gullygug may cut open any frog or toad to look for treasure. It has a 1-in-6 chance of containing a random magical scroll, which only gullygugs may cast, with a 10% chance of backfiring.

## Regeneration

From 6th level, a Gullygug has incredible powers of healing and may recover 1d12 DMG during a long rest, and even regrow lost limbs over longer periods of time.

## After Reaching 7th Level

A Gullygug may become a Psychonaut and vomit out a sacred golden toad. It may grind it into opalescent frog-dust and share it out with his companions. The Psychonaut's player then narrates the party's vision quest. The player should trade places with the DM, running the dream as a game session. Within the bounds of (psychedelic) reason, they keep all experience points and treasure. This should include one powerful, unique item.



## Gullygug Level Progression

Level	XP	HD	THACO	D	W	P	B	S
1	0	1d6	19 [0]	12	13	14	15	16
2	2,000	2d6	19 [0]	12	13	14	15	16
3	4,500	3d6	19 [0]	12	13	14	15	16
4	9,000	4d6	19 [0]	12	13	14	15	16
5	18,000	5d6	17 [+2]	10	11	12	12	13
6	35,000	6d6	17 [+2]	10	11	12	12	13
7	70,000	7d6	17 [+2]	10	11	12	12	13
8	140,000	8d6	14 [+5]	8	9	10	10	11

*D: Death/poison; W: Wands; P: Paralysis/petrify; B: Breath attacks; S: Spells/rods/staves.*

# Kobold

**Requirements:** Maximum STR 8

**Prime requisite:** INT

**Hit Dice:** 1d4

**Maximum level:** 8

**Armour:** Leather, chainmail, shields, appropriate to size

**Weapons:** Any appropriate to size

**Languages:** Alignment, Kobold, Common

Tiny, doglike, and pathetic. Kobolds are by far the weakest intelligent creatures found underground. They are somewhere between giant centipedes and rats in the food chain. Their rusty scales are all for show, conferring no real bonus to defense. They are the caretakers of an untold number of dungeons, and devote their short and fear-filled lives to restocking poison darts and resetting pitfalls.

## Combat

Kobolds can use all weapons subject to size. Two-handed weapons are too large for them. They can use leather and chainmail provided that it has been tailored to their tiny and weird bodies. They can use shields.

## Very, Very Weak

Kobolds may never move heavy objects, lift big chest lids, or even open jars unaided. Their overall carrying capacity is halved.

## Infravision 90'

Kobolds have infravision to 90'.

## Constantly Afraid

Kobolds never fight alone, but must flee.

## Defensive Bonus

Due to their small size, Kobolds gain +2 bonus to AC against opponents larger than human sized.

## Run Away!

From 2nd level Kobolds take twice as many turns (as if under the effects of the *haste* spell), when running away.

## Traps & Tricks

From 3rd level, Kobolds have a 5-in-6 chance of laying a trap. Trap laying takes 1d4 turns. Kobold traps do level x 1d4 DMG, or other effects at the referee's discretion. The Kobold must have appropriate resources on hand, and the player must describe how the trap works. If the Kobold fails to set the trap, it damages the Kobold instead.

## Mimic

From 5th level, a Kobold may mimic the call of any monster. The call has a 3-in-6 chance of luring a specific monster within earshot. Failure attracts wandering monsters.

## After Reaching 6th Level

A Kobold may become the caretaker of a dungeon and become a Kobold Chieftain. The dungeon will attract 2d10 Kobolds and one random 4HD monster. The dungeon will attract a steady stream of adventurers to die in its machinations. Once per week, roll *Treasure Type C* to determine their takings.



## Kobold Level Progression

Level	XP	HD	THACO	D	W	P	B	S
1	0	1d4	19 [0]	14	15	16	17	18
2	2,000	2d4	19 [0]	14	15	16	17	18
3	4,000	3d4	19 [0]	14	15	16	17	18
4	8,000	4d4	19 [0]	14	15	16	17	18
5	15,000	5d4	19 [0]	14	15	16	17	18
6	30,000	6d4	17 [+2]	12	12	13	14	15
7	60,000	7d4	17 [+2]	12	12	13	14	15
8	90,000	8d4	17 [+2]	12	12	13	14	15

*D: Death/poison; W: Wands; P: Paralysis/petrify; B: Breath attacks; S: Spells/rods/staves.*

# Lizard Man

**Requirements:** None

**Prime requisite:** STR and DEX

**Hit Dice:** 1d8

**Maximum level:** 8

**Armour:** Any, including shields

**Weapons:** Any

**Languages:** Alignment, Reptilian, Common

Fierce reptilian warriors of various kinds. Lizardmen guard ancient jungle temples, and can stand ready for combat, in perfect stillness for weeks at a time. A Lizard Man's patience is only matched by their terrifying speed and ferocious strength when they do finally snap into motion like a rapidly decompressing spring.

**Prime requisites:** A Lizard Man with at least 13 STR and DEX gains a 5% bonus to experience. A Lizard Man with at least 16 STR and 13 DEX gains a 10% bonus.

## Combat

Lizardmen can use any weapons and armor, including shields. However, they excel when using spears and clubs over other weapons.

## Reptile Metabolism

Poisons and diseases take twice as long to take effect. Poisons which kill instantly take 1d4 turns instead. A Lizard Man only needs to eat and drink once a month.

## Semi-Aquatic

Lizardmen swim at their normal MV rate.

## Tooth and Claw

Unarmed attacks are +1 to hit, 1d6 DMG.

## Cold Blooded

Lizardmen are immune to fear and other similar psychological effects.

## Scaly Hide

Lizardmen gain +1 to AC unless they are wearing plate.

## Masters of Spear and Club

From 3rd level, Lizardmen gain +1 to hit with spears and clubs, and +2 at 7th level.

## Ambush Predator

From 4th level, Lizardmen have a 5-in-6 chance of surprising their foe when attacking from out of water, or dense foliage.

## Intimidating Roar

From 6th level, a Lizardman may let out an all-mighty roar. All enemies suffer -2 ML for the rest of the combat, and immediately make a Morale Check.

## After Reaching 7th Level

A Lizardman may establish a temple to the reptile god and become a Lizard Wizard. The temple attracts 2d6 lizardmen and a giant flame lizard which may be ridden as a mount. Whenever visiting his temple, a Lizard Wizard may memorise a single 1st, 2nd, or 3rd level spell from *any other class spellbook*, which may be cast once before returning to the temple. The Lizard Wizard may only remember one spell at a time in this way.



## Lizard Man Level Progression

Level	XP	HD	THACO	D	W	P	B	S
1	0	1d8	19 [0]	12	13	14	15	16
2	2,500	2d8	19 [0]	12	13	14	15	16
3	5,000	3d8	19 [0]	12	13	14	15	16
4	10,000	4d8	17 [+2]	10	11	12	13	14
5	22,000	5d8	17 [+2]	10	11	12	13	14
6	45,000	6d8	17 [+2]	10	11	12	13	14
7	90,000	7d8	14 [+5]	8	9	10	10	12
8	160,000	8d8	14 [+5]	8	9	10	10	12

*D: Death/poison; W: Wands; P: Paralysis/petrify; B: Breath attacks; S: Spells/rods/staves.*

# Orc

**Requirements:** Maximum INT 9

**Prime requisite:** STR

**Hit Dice:** 1d8

**Maximum level:** 8

**Armour:** Any, including shields

**Weapons:** Any

**Languages:** Alignment, Orcish, Ogre, Troll, Common

Animate leftovers of metal and meat, made long ago by a forgotten god. Orc features are more piglike than they are human, with snouts and tusks. Their bodies are riddled with scars. These are actually seams where the meat that composes their body was stapled and stitched together. Orcs often serve as thralls to powerful sorcerers, who use fear and magic to unite their usually dissolute tribes into formidable armies.

## Combat

Orcs can use all kinds of weapons and armor, but are very ineffective at ranged attacks.

## Malformed Nerves

Orcs suffer -2 to hit when making attacks with ranged weapons.

## Infravision

Orcs have infravision to 90’.

## Light Sensitivity

-1 to hit in full daylight.

## Size-Em-Up

Orcs are struck by fear around larger foes. Test WIS to engage a larger foe, unless you outnumber them. Otherwise flee.

## Blood Rage

From 2nd level, after an Orc sheds blood in combat, they gain +1 DMG for the rest of the fight. Additionally, if they kill a foe they may immediately make a second attack. Only one bonus attack may be made per turn.

## Gettin’ a Big ‘Ead

An Orc’s height is tied to their level. At levels 1-3 an Orc is 5’ tall. From 4th level they grow 6” per level, to reach a final height of 7’6”. From 7’ and up, an Orc may wield two handed melee weapons in one hand.

## Orc Grog

From 4th level, an Orc may drink a swig of Grog once per encounter to recover 1d6 HP.

## Bigga Iz Betta

From 5th level, an Orc gains +1 to hit with two-handed weapons. Additionally ignore Size-Em-Up if your weapon is bigger than the enemies.

## After Reaching 6th Level

An Orc may challenge other orc leaders and chieftains in single combat. All orcs will respect this sacred request and honor its terms. Single combat must be fought without any armour, magic, or grog. The challenger must provide two weapons, and then give the challenged party first choice. If the leader or chieftain is defeated, then all of their possessions belong to the challenger, and the tribe will follow them instead.



## Orc Level Progression

Level	XP	HD	THACO	D	W	P	B	S
1	0	1d8	19 [0]	12	13	14	15	16
2	2,500	2d8	19 [0]	12	13	14	15	16
3	5,000	3d8	19 [0]	12	13	14	15	16
4	10,000	4d8	17 [+2]	10	11	12	13	14
5	18,500	5d8	17 [+2]	10	11	12	13	14
6	37,000	6d8	17 [+2]	10	11	12	13	14
7	85,000	7d8	14 [+5]	8	9	10	10	12
8	140,000	8d8	14 [+5]	8	9	10	10	12

*D: Death/poison; W: Wands; P: Paralysis/petrify; B: Breath attacks; S: Spells/rods/staves.*

# Ogre

**Requirements:** Minimum STR 15

**Prime requisite:** STR

**Hit Dice:** 1d10

**Maximum level:** 8

**Armour:** Any appropriate to size, including shields

**Weapons:** Only large weapons

**Languages:** Alignment, Ogre, Orcish, Goblin, Common

Ogres are most often found among bands of Orcs, but they more truly belong in the steppe country. They live in small tribes that roam in endless search of game and plunder. Ogres are powerful warriors, and if somehow they could all unite together they would dominate the known world in short order. Thankfully their enormous appetite makes this impossible. No one place could ever contain enough food to feed a whole army of Ogres.

## Combat

Ogres are so big that they must use weapons and armor made for their size. They may not use daggers or short swords, except for tooth picks. Likewise short bows and crossbows.

## Thick Fat

Attacks that only deal 1 DMG are ignored.

## Enormous Frame

Ogres are able to wield two-handed weapons in one hand, and carry ballistae or cannons as two-handed weapons.

## Ravenous Hunger

Ogres eat ten times as much as any other character per day. They must spend ten times as much on food and rations to rest.

## Easily Deceived

-2 to Saving Throws against mental effects, (e.g. charm, hold, sleep).

## Feats of Strength

Automatically succeed when opening stuck doors or making ordinary strength tests.

## Living Siege Weapon

May hurl nearby boulders to break doors or walls. Boulders do 1d10 DMG as a ranged attack with -1 to hit and 10-30' range.

## Deep Muscle

From 5th level, gain +2 to STR.

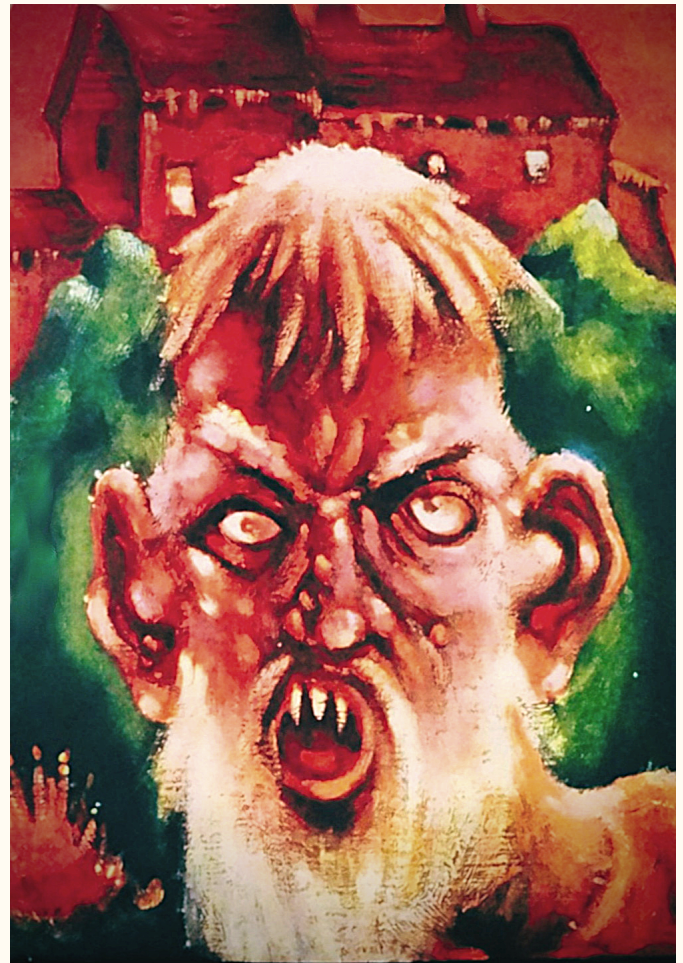
## Goblin Lackeys

From 6th level, an Ogre will attract a nuisance of 1d6 goblins who will follow them as retainers. If at any point they fail a morale test, one may be eaten to force the others to comply with any request out of fear.

## After Reaching 5th Level

An Ogre may choose one of three options:

- **Become an Ogre Chief.** Attract 1d6 other ogres. The Chief must secure their food.
- **Establish an Ogre's grotto within a dungeon.** Attract 3d6 orcs who will fill out the dungeon, and provide you with food.
- **Become an Ogre Mercenary.** Attract 1d6 1st level adventurers of various classes.



## Ogre Level Progression

Level	XP	HD	THACO	D	W	P	B	S
1	0	1d10	19 [0]	10	11	12	13	14
2	4,000	2d10	19 [0]	10	11	12	13	14
3	8,000	3d10	19 [0]	10	11	12	13	14
4	16,000	4d10	17 [+2]	8	9	10	11	12
5	32,000	5d10	17 [+2]	8	9	10	11	12
6	65,000	6d10	17 [+2]	8	9	10	11	12
7	130,000	7d10	14 [+5]	6	7	8	9	10
8	225,000	8d10	14 [+5]	6	7	8	9	10

*D: Death/poison; W: Wands; P: Paralysis/petrify; B: Breath attacks; S: Spells/rods/staves.*

# Revenant

**Requirements:** Minimum WIS 14

**Prime requisite:** WIS

**Hit Dice:** 1d6

**Maximum level:** 8

**Armour:** Any, including shields

**Weapons:** Any

**Languages:** Alignment, Common

Animated not by magic but by pure force of will. Revenants are those who have unfinished business and refuse to die. Their body may be in a state of total decay but their mind remains sharp and focused. A revenant always has a singular and vengeful goal which utterly consumes them. Once it is complete, they may rest.

## Combat

Revenants can wear any armor, including shields, and use any weapon.

## Mind Over Matter

A Revenant cannot be damaged by ordinary means. They may only be harmed by silver, magical attacks, spells, acid, or fire.

## Grim Visage

Revenants are visibly dead. While their body does not putrefy or stink, their flesh must be completely covered to avoid being seen, or else they suffer -4 CHA to all interactions with lawful creatures.

## Undead Immunity

Revenants are immune to effects which harm living (e.g. poison), and mind-affecting spells (e.g. charm, hold, sleep).

## Breathless

Revenants do not breathe. They are immune to suffocation and drowning. Revenants can also fake death with a 5-in-6 success rate. Most other undead will not attack Revenants unless they are provoked.

## Restless

If killed, test WIS. On a success, the Revenant's willpower overcomes death, and they return to life with full HP in 1d20 turns. If the body is burned, dissolved, petrified, or disintegrated, they may not return to life.

## Regeneration

From 3rd level, a Revenant may recover 1d3 HP per turn. Severed limbs reattach.

## Throttle

From 5th level, a Revenant may throttle a humanoid foe. After making a successful unarmed attack, the foe is locked in place and takes 2d8 DMG each subsequent turn that the Revenant holds them. The foe may only target the Revenant while throttled, and may only break away if the Revenant dies.

## After Reaching 6th Level

A Revenant must declare its grim purpose and become a Retributor. The goal of a Retributor is generally to kill one or more specific creatures to whom they owe a debt of vengeance. A Retributor gains +2 to all rolls in the pursuit of their purpose, and once it is achieved, they finally die and may rest.



## Revenant Level Progression

Level	XP	HD	THACO	D	W	P	B	S
1	0	1d6	19 [0]	8	9	10	10	12
2	2,000	2d6	19 [0]	8	9	10	10	12
3	3,000	3d6	19 [0]	8	9	10	10	12
4	6,000	4d6	17 [+2]	6	7	8	8	10
5	12,000	5d6	17 [+2]	6	7	8	8	10
6	25,000	6d6	17 [+2]	6	7	8	8	10
7	50,000	7d6	14 [+5]	4	5	6	6	8
8	110,000	8d6	14 [+5]	4	5	6	6	8

*D: Death/poison; W: Wands; P: Paralysis/petrify; B: Breath attacks; S: Spells/rods/staves.*

# Satyr

**Requirements:** Minimum CHA 12

**Prime requisite:** CHA

**Hit Dice:** 1d4

**Maximum level:** 8

**Armour:** None

**Weapons:** May only use bows

**Languages:** Alignment, Common, Elvish, the secret language of woodland creatures

Magical woodland creatures that exude a strange and animalistic allure. The legs of a goat with the body of a man. Their dances in the woodlands are famed for their debaucherous revelry. Most of all Satyrs are known for their music. Satyr music is the inspiration of all human bards, whose own enchanted playing is a pale mockery of the fey creatures they imitate. Satyrs are also adept fortune tellers. That doesn't mean they always share their prophecies with their companions. They like drama.

## Combat

Satyrs avoid physical combat. They wear no armor, and cannot use melee weapons. They may buck with their horns for 2d4 DMG, and use non-mechanical bows.

## Cosmic Awareness

Satyrs have a 5-in-6 chance of foreseeing an ambush. Often they let it happen anyway.

## Woodland Creature

Satyrs can move through difficult woodland terrain as freely as if moving on an open road. They never get lost in forests.

## Priest of Dionysus

Satyrs can drink six times more alcohol than others before growing intoxicated.

## Arcane Trickster

Satyrs may cast spells by playing enchanted songs. They cannot cast spells without an instrument. The number and power of spells they may cast is on the Satyr level progression table. When learning spells they may choose from both the Illusionist and the Druid spell lists.

## Spellburn

From 5th level, a Satyr may suffer 2d6 DMG to cast a second spell in the same turn.

## Music of the Fey

From 6th level, a Satyr may charm a person through song, who will then comply with their commands, (*save versus spells*).

## Disarming Presence

From 7th level, monsters no longer perceive the Satyr as an enemy. Add four to all rolls on the monster reaction table.

## After Reaching 4th Level

A Satyr may become an Erlking and hold festivals in woodland glades once each full moon. Whenever they hold a festival, roll 1d6 on the following table.

- 1 - **Not enough wine:** -4 CHA for 1d4 weeks.
- 2 - **Hangers on:** Gain 1d6 annoying gnomes.
- 3 - **Rich gifts:** Gain 1d20x100gp in jewels.
- 4 - **Elf party:** Gain 1d6 elven retainers.
- 5 - **Deep learning:** Gain 1d20x100 XP.
- 6 - **Moon's blessing:** +4 to AC all month.



## Satyr Level Progression

Level	XP	HD	THACO	D	W	P	B	S	S1	S2	S3	S4
1	0	1d4	19 [0]	6	7	8	8	10	1	-	-	-
2	2,400	2d4	19 [0]	6	7	8	8	10	2	-	-	-
3	4,800	3d4	19 [0]	6	7	8	8	10	2	1	-	-
4	10,000	4d4	19 [0]	6	7	8	8	10	2	2	-	-
5	20,000	5d4	19 [0]	6	7	8	8	10	2	2	1	-
6	40,000	6d4	17 [+2]	4	5	6	6	8	2	2	2	-
7	80,000	7d4	17 [+2]	4	5	6	6	8	3	2	2	1
8	240,000	8d4	17 [+2]	4	5	6	6	8	3	3	2	2

*D: Death/poison; W: Wands; P: Paralysis/petrify; B: Breath attacks; S: Spells/rods/staves.*

# Skeleton

**Requirements:** Maximum CHA 12

**Prime requisite:** STR

**Hit Dice:** 1d6

**Maximum level:** 8

**Armour:** Any, including shields

**Weapons:** Any

**Languages:** Alignment, Common

Technically speaking, everyone is a Skeleton, but these ones are defined more by what they lack. Namely organs, flesh, blood, skin, or sinew. Usually Skeletons are mindless puppets, animated by a necromancer. Occasionally however, some magical anomaly results in an animate Skeleton which has retained its intellect. These may or may not have any memory of their past life, or how they came to be.

## Combat

Skeletons can use all weapons and armor, including shields.

## Aversion to the Sacred

Skeletons will not enter holy places, and will not travel with lawful Paladins or Clerics.

## Dry Bones

Skeletons take half DMG from blades and slashing attacks (rounding up), and no DMG from arrows, or impaling attacks.

## Clickity Clackity

Skeletons may only be silent when completely still. They cannot sneak because their movement is very noisy.

## Undead Immunity

Skeletons are immune to effects which harm living (e.g. poison), and mind-affecting spells (e.g. charm, hold, sleep).

## Senseless

Skeletons do not breathe. They are immune to suffocation and drowning. Skeletons can also fake death with a 5-in-6 success rate. Most other undead will not attack Skeletons unless they are provoked. Skeletons can somehow speak, hear, and see without sense organs, lips, or a tongue. They literally never have their eyes closed.

## Absolutely Horrifying

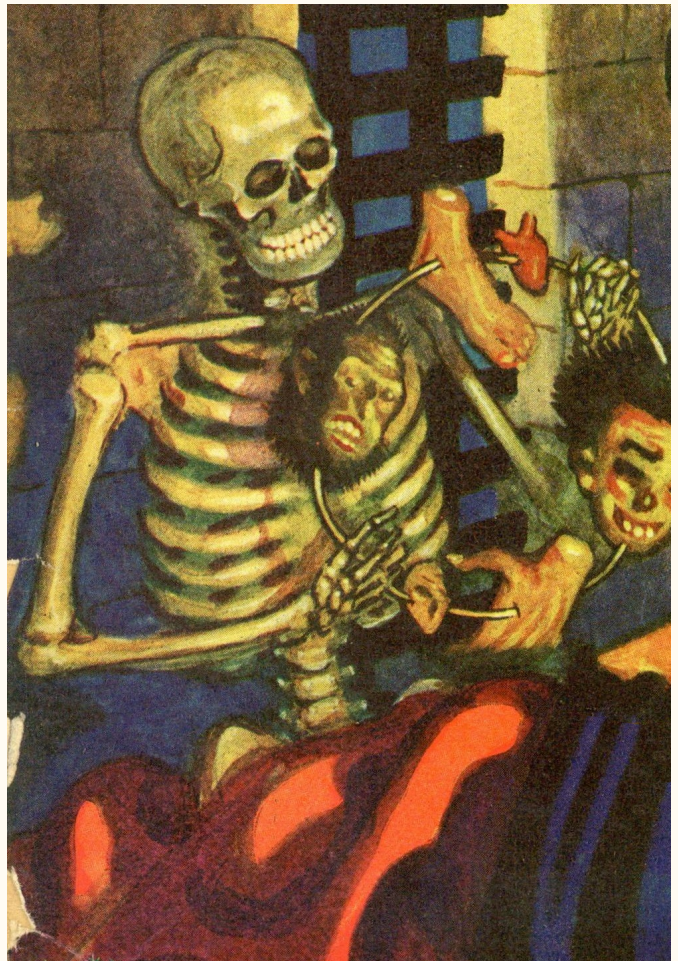
Skeletons suffer CHA -8 in all interactions with lawful creatures. People generally scream and run.

## Some Assembly Required

From 4th level, a Skeleton may detach its limbs in various configurations and retain control of each. E.g. its head may be rolled around a corner to peek ahead, while its body describes what it sees via charades. A hand may crawl along the ground, etc.

## After Reaching 6th Level

A Skeleton may become a Bone Lord. A Bone Lord attracts either a nightmare or a 6HD necrophidius which it may ride as a mount. Additionally a Bone Lord may reanimate the skeletons of the dead twice per day, as if casting the 5th level spell *Animate Dead*, to animate skeletons only.



## Skeleton Level Progression

Level	XP	HD	THACO	D	W	P	B	S
1	0	1d6	19 [0]	12	13	14	15	16
2	2,500	2d6	19 [0]	12	13	14	15	16
3	5,000	3d6	19 [0]	12	13	14	15	16
4	10,000	4d6	17 [+2]	10	11	12	12	13
5	20,000	5d6	17 [+2]	10	11	12	12	13
6	35,000	6d6	17 [+2]	10	11	12	12	13
7	70,000	7d6	14 [+5]	8	9	10	10	11
8	140,000	8d6	14 [+5]	8	9	10	10	11

*D: Death/poison; W: Wands; P: Paralysis/petrify; B: Breath attacks; S: Spells/rods/staves.*

# Troll

**Requirements:** Minimum CON 12

**Prime requisite:** CON

**Hit Dice:** 1d10

**Maximum level:** 8

**Armour:** Any subject to size, including shields

**Weapons:** Any subject to size

**Languages:** Alignment, Troll, Orcish, Common

Trolls are 8' tall, bandy limbed monsters with weird rubbery bodies and hungry grins. Their powers of regeneration are legendary. A Troll can only be killed by fire or acid. If killed by any other means they will slowly regenerate back to life. This would of course ensure that Trolls rarely die, except for the fact that every man and his dog knows their weakness, and just about all adventurers carry torches and oil.

## Combat

Trolls can use all kinds of armour and weapons, including shields. They are huge and oddly proportioned, and must have equipment specially made. Their unarmed melee attacks do 1d6 DMG.

## Weakness to Fire

Fire or acid attacks are +1 to hit against Trolls and do double DMG. Saving throws against fire or acid are likewise penalised by -1.

## Regeneration

Trolls recover 1d4 DMG per turn. Dismembered limbs will crawl back together and reknit. Any DMG dealt by fire or acid will not heal naturally until the next day.

## Just Won't Quit

If killed by anything other than fire or acid, a Troll will revive in 1d4 hours after death.

## Rubbery Flesh

Blades bounce off the Trolls' weird hide. Trolls gain +4 AC against slashing attacks.

## Alkaline Bile

From 3rd level a troll can regurgitate alkaline bile. Range 0-30', 1d4 DMG on contact. Target takes 1d4 DMG per round until it is washed off. Save versus breath to dodge.

## Troll Fear

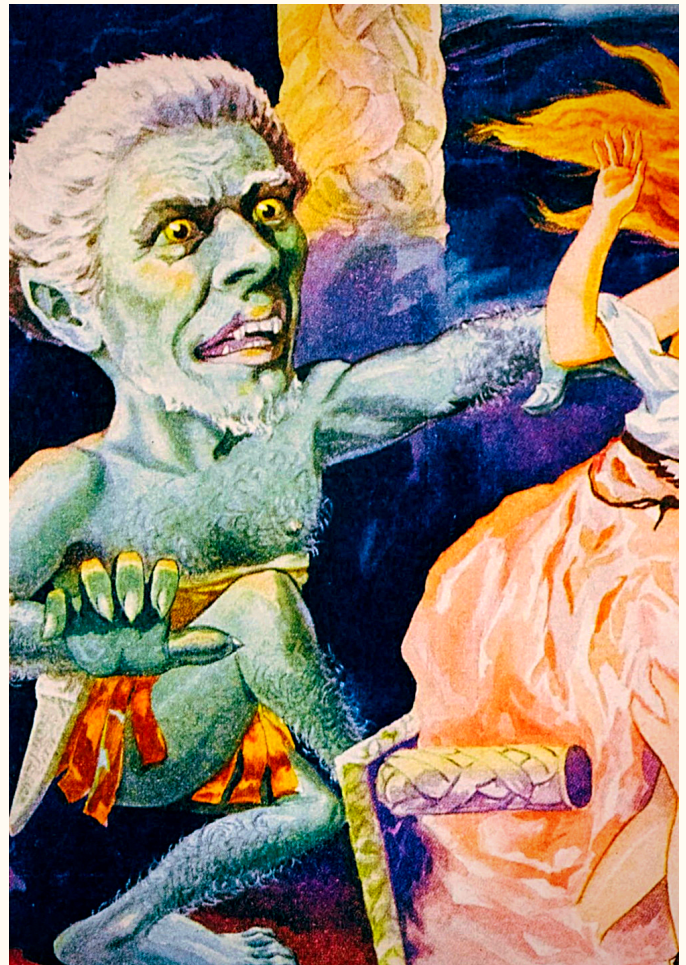
From 4th level, all enemies are -1 ML while within eyeshot of the Troll.

## Malleable Form

From 6th level, a Troll can contract its muscles with extreme precision to take the shape and size of a tall, very ugly human. They cannot mimic specific people, but may pass for human unless closely inspected by a Ranger, Dwarf, Elf, or Cleric.

## After Reaching 4th Level

A Troll may set up a trollbooth underneath a bridge or passage and become a Gatekeeper. Trollbooths attract 1d4 other trolls. All who would pass must pay the troll toll. Gatekeepers not only collect 1d6x100gp per week from the trollbooth, but also may veto any new retainers from joining the party.



## Troll Level Progression

Level	XP	HD	THACO	D	W	P	B	S
1	0	1d10	19 [0]	10	11	12	13	14
2	3,000	2d10	19 [0]	10	11	12	13	14
3	6,000	3d10	19 [0]	10	11	12	13	14
4	12,000	4d10	19 [0]	10	11	12	13	14
5	25,000	5d10	17 [+2]	8	9	10	11	12
6	50,000	6d10	17 [+2]	8	9	10	11	12
7	100,000	7d10	17 [+2]	8	9	10	11	12
8	200,000	8d10	14 [+5]	6	7	8	9	10

*D: Death/poison; W: Wands; P: Paralysis/petrify; B: Breath attacks; S: Spells/rods/staves.*

# Triton

**Requirements:** None

**Prime requisite:** STR and WIS

**Hit Dice:** 1d6

**Maximum level:** 8

**Armour:** Leather, shields

**Weapons:** Tridents, Crossbows, Daggers

**Languages:** Alignment, Triton, Common, The secret language of fish

Tritons are silvery skinned merfolk who live deep beneath the waves. They live in enormous coral castles and are the masters of all other sea creatures. They are ill suited to land, and venture to the surface much like reverse divers, in suits full of water.

**Prime requisites:** A Triton with at least 13 STR and WIS gains a 5% bonus to experience. A Triton with at least 16 STR and 13 WIS gains a 10% bonus.

## Combat

Tritons only wear leather armor, in or out of water. They fight with tridents (1d6 DMG), coral daggers which may harm creatures that are only vulnerable to magical attacks, and crossbows which work underwater.

## Sea Creature

Tritons move at double their MV when in water. Their MV is halved when on land. Additionally they can breathe in water, but must wear reverse diving gear when on land. These may be as simple as a large glass bowl full of enchanted water around the head, or a full body suit which counts as leather armor. Tritons take 1d6 DMG for every ten minutes they spend out of water without a suit.

## Fishspeaker

Tritons may communicate with all sea creatures. Sea creatures with HD up to the Triton's level will follow commands.

## Seahorse Master

When in the ocean a Triton may call upon a hippocampus or giant seahorse to ride.

## Magic Resistance

From 3rd level, Tritons gain +4 bonus to all saving throws against magic.

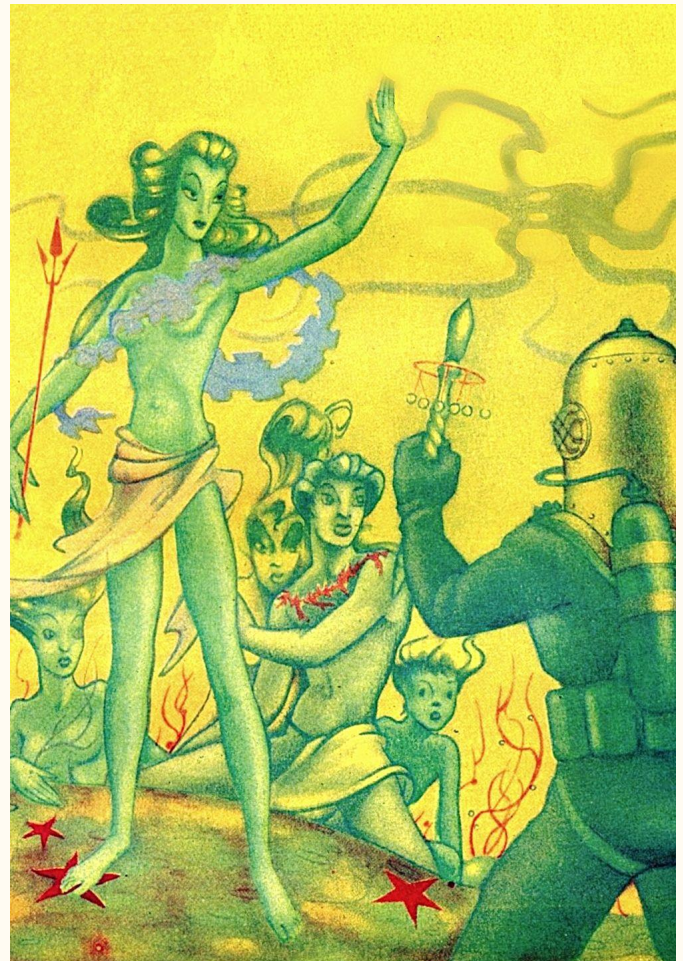
## Call Water

From 5th level, once per day, a Triton can double the depth of a body of water for 10 turns. An area of up to 10,000 square feet may be affected.

## After reaching 8th level

A Triton may choose one of three options.

- **Shed the fins and become human.** The Triton chooses a human class and recalculates their abilities and attributes according to that class at 8th level. They now level up as that class, and lose all of their Triton powers, except Fishspeaker.
- **Grow a coral castle and become a Triton King/Queen.** Once a day, a Triton King/Queen can blow their magic conch to calm rough seas, summon 6d6 hippocampi or giant seahorses, and cause hostile marine animals within 240' to flee.
- **Become a Triton Priest.** A Triton Priest gains the ability to use Divine Magic, and knows and casts spells as an 8th level Cleric.



## Triton Level Progression

Level	XP	HD	THACO	D	W	P	B	S
1	0	1d6	19 [0]	12	13	14	15	16
2	2,500	2d6	19 [0]	12	13	14	15	16
3	5,000	3d6	19 [0]	12	13	14	15	16
4	10,000	4d6	17 [+2]	10	11	12	12	13
5	20,000	5d6	17 [+2]	10	11	12	12	13
6	35,000	6d6	17 [+2]	10	11	12	12	13
7	70,000	7d6	14 [+5]	8	9	10	10	11
8	140,000	8d6	14 [+5]	8	9	10	10	11

*D: Death/poison; W: Wands; P: Paralysis/petrify; B: Breath attacks; S: Spells/rods/staves.*

# Vampire

**Requirements:** None

**Prime requisite:** INT

**Hit Dice:** 1d8

**Maximum level:** 8

**Armour:** Any, including shields

**Weapons:** Any

**Languages:** Alignment, Common, the secret language of the dead

There are many vampiric bloodlines, each with different forms and features. From hideous beasts with contorted batlike faces, to charming aristocrats, and ancient necromancers in crumbling castles. There is much confusion about the conflicting information in Vampire legends. The truth is that Vampires vary from place to place.

## Combat

Vampires may use all weapons and armor types, including shields.

## Vampiric Resilience

Vampires only take DMG from magic weapons and spells, and from their Varied Vulnerabilities. At 0 HP they turn to gas and flee as fast as possible to their nearest coffin.

## Varied Vulnerabilities

There are many known ways of combating Vampires, but only a couple are effective against any particular Vampire. From the following list **choose two** weaknesses.

- **Vulnerable to running water.** The Vampire may not cross over running water unless over a stone bridge, or unless they are carried while within their coffin. This includes sea travel. Save versus death each round if submerged, or dissolve into ash.

- **Vulnerable to sunlight.** Bright light partly blinds the Vampire (-4 to hit). Save versus death each round while exposed to direct sunlight or the Vampire is disintegrated.

- **Vulnerable to custom.** The Vampire has an aversion to garlic, and must ask permission to enter a home. The Vampire may be killed by decapitation with a silver blade.

- **Vulnerable to the sacred.** The Vampire cannot draw within 10' of a holy symbol, and can be killed by the Cleric spell *dispel evil*.

**In addition to the above,** all Vampires can be killed by a stake to the heart, or if they cannot return to a coffin while at 0 HP.

## Coffinbound

Vampires must rest for six hours a day within a coffin. They suffer 2d6 DMG each day they cannot rest. Coffins which have been consecrated or destroyed cannot be used.

## Undead

Vampires are immune to effects which harm living (e.g. poison), and mind-affecting spells (e.g. charm, hold, sleep). Vampires do not need to breathe and can fake death with a 5-in-6 success rate.

### After Reaching 3rd Level

A Vampire can change at will into a giant bat, and also acquires their bloodline powers.

- **Vampires with CHA 16+** can cast the 1st level spell *Charm Person* as often as wanted.
- **Vampires with INT 16+** can cast spells as a Magic-User, their level +3. E.g. a level 5 Vampire casts spells as a level 8 Magic-User.
- **Vampires with CON 16+** regenerate 1 HP for every point of DMG they inflict.



### Vampire Level Progression

Level	XP	HD	THACO	D	W	P	B	S
1	0	1d8	19 [0]	8	9	10	10	12
2	6,000	2d8	19 [0]	12	13	14	15	16
3	30,000	3d8	17 [+2]	12	13	14	15	16
4	100,000	4d8	17 [+2]	10	11	12	12	13
5	200,000	5d8	14 [+5]	10	11	12	12	13
6	400,000	6d8	14 [+5]	10	11	12	12	13
7	600,000	7d8	12 [+7]	8	9	10	10	11
8	800,000	8d8	12 [+7]	8	9	10	10	11

*D: Death/poison; W: Wands; P: Paralysis/petrify; B: Breath attacks; S: Spells/rods/staves.*

# Wight

**Requirements:** None

**Prime requisite:** CHA

**Hit Dice:** 1d8

**Maximum level:** 8

**Armour:** Any, including shields

**Weapons:** Any

**Languages:** Alignment, Common, Demonic

Commonly confused with zombies, Wights are anything but mindless. Malevolent spirits, devils, and unclean things haunting the flesh of dead men. Wights are much more evil than other kinds of undead, and seem to feed on the suffering they create.

## Combat

Wights can wear any armor, including shields, and use any weapon.

## Aversion to the Sacred

Wights will not enter holy places, and will not travel with lawful Paladins or Clerics.

## Mundane Damage Immunity

Wights are only harmed by silver weapons, magic weapons, fire, or spells.

## Forceful Presence

Wights are ghastly in appearance but some have a strange demonic magnetism. Wights with CHA 15+ can pass for ordinary humans.

## Undead Immunity

Wights are immune to effects which harm living (e.g. poison), and mind-affecting spells (e.g. charm, hold, sleep).

## Breathless

Wights do not breathe. They are immune to suffocation and drowning. Wights can also fake death with a 5-in-6 success rate. Most other undead will not attack Wights unless they are provoked.

## Energy Drain

From 4th level, a Wight can make a special unarmed attack at -1 to hit, which saps the foe's vital energies. Instead of taking DMG, the foe permanently loses one whole HD (including that much HP) or level.

## Wight Herder

From 5th level, creatures which are killed by the Wight's energy drain attack become a level 1 wight, and will follow the Wight as retainers. They have no memories or continuity with their old self.

## After Reaching 7th Level

A Wight may open a portal to hell within a graveyard and become a Lord of Undeath. A Lord of Undeath is able to raise 1d6 wights per week with which to plague a small neighboring town and become its unwelcome overlord. A Lord of Undeath manages this blighted domain, and over time may expand the reach of their undead taint, and grow their demoniac undead horde into a formidable army. Building within the domain uses undead labor, and can be done for 50% of the usual cost.



## Wight Level Progression

Level	XP	HD	THACO	D	W	P	B	S
1	0	1d8	19 [0]	12	13	14	15	16
2	2,500	2d8	19 [0]	12	13	14	15	16
3	5,000	3d8	19 [0]	12	13	14	15	16
4	10,000	4d8	17 [+2]	10	11	12	12	13
5	18,000	5d8	17 [+2]	10	11	12	12	13
6	35,000	6d8	17 [+2]	10	11	12	12	13
7	75,000	7d8	14 [+5]	8	9	10	10	11
8	150,000	8d8	14 [+5]	8	9	10	10	11

*D: Death/poison; W: Wands; P: Paralysis/petrify; B: Breath attacks; S: Spells/rods/staves.*

# Advanced Rules for Race / Class

The classes in this supplement are primarily intended to be played as is, without the advanced rules for race/class. This is not only for simplicity, but also because most monsters don't fit the standard assumptions of classic roleplaying classes. They have weirder abilities, and unusual racial skills, which combined with their class features could be fairly overpowered. Nonetheless for those players who do want to mix and match, play an Ogre Mage, or a Goblin Thief, the following rules are included.

## Rules for Monstrous Races:

- All have ability score requirements.
- Some have particularly significant ability modifiers and penalties.
- Monster Races use some, but not all, of the abilities noted on their racial class page.
- Most have significant XP penalties to offset their considerable power.
- Players may choose the “*at (x) level*” domain rules from either their Race or their Class.
- Consult the Monster's Combat rules. Ignore equipment proficiencies, but note other details.

### Dark Creeper

**Requirements:** Minimum DEX 14

**Modifiers:** -2 STR, +2 DEX

**Abilities:** Surprise, Infravision, Volatile Body, Sniff Out Magical Item, Turn Out the Lights

**XP Penalty:** -10%

### Deep One

**Requirements:** Minimum WIS 9

**Modifiers:** -2 CHA, +1 WIS, +1 CON

**Abilities:** Light Sensitivity, Infravision, Amphibious, Hardened Scales, Poison Immunity, Magic Resistance, Hideous Abomination

**XP Penalty:** -10%

## Ghost

**Requirements:** Minimum INT 9

**Modifiers:** -4 STR, +1 INT

**Abilities:** Vulnerable to Silver, Ethereal, Undead Immunity, Life Drain, Possession

**XP Penalty:** -10%

## Ghoul

**Requirements:** Minimum CON 9

**Modifiers:** -4 CHA, +2 CON

**Abilities:** Aversion to the Sacred, Cannibalism, Rancid Body, Undead Immunity, Breathless, Ghoul Frenzy, Ghouls Paralysis

**XP Penalty:** -5%

## Gnoll

**Requirements:** Minimum DEX 12

**Modifiers:** -2 INT, +2 DEX

**Abilities:** Crossbow Specialists, Climb, Ambush, Swift to Chase, Nimble and Quick, Fey Enmity

**XP Penalty:** 0%

## Goblin

**Requirements:** Minimum DEX 8

**Modifiers:** -1 CON

**Abilities:** Variable Size, Infravision, Light Sensitivity, Hates Dwarves, Ambush, Wolf Riding

**XP Penalty:** 0%

## Gullygug

**Requirements:** Minimum DEX 12

**Modifiers:** -2 CHA, +2 DEX

**Abilities:** Hippy Hoppity, Amphibian, Leaping Ambush, Psychedelic Skin, Goblin Smoker, Frog God's Bounty

**XP Penalty:** -10%

## Kobold

**Requirements:** Maximum STR 8

**Modifiers:** -2 STR, -2 CON

**Abilities:** Very Very Weak, Infravision, Constantly Afraid, Defensive Bonus, Run Away, Traps and Tricks, Mimic

**XP Penalty:** 0%

## Lizard Man

**Requirements:** Minimum DEX 9

**Modifiers:** -2 CHA, +1 STR, +1 DEX

**Abilities:** Reptile Metabolism, Semi-Aquatic, Tooth and Claw, Cold Blooded, Scaly Hide, Masters of Spear and Club, Ambush Predator

**XP Penalty:** 10%

## Orc

**Requirements:** Maximum INT 9

**Modifiers:** -2 CHA, -2 INT, +1 STR

**Abilities:** Malformed Nerves, Infravision, Light Sensitivity, Size-Em-Up, Blood Rage, Gettin' a Big 'Ead, Bigga Iz Betta

**XP Penalty:** 0%

## Ogre

**Requirements:** Minimum STR 15

**Modifiers:** -4 INT, +2 STR, +2 CON

**Abilities:** Thick Fat, Enormous Frame, Ravenous Hunger, Easily Deceived, Feats of Strength, Deep Muscle

**XP Penalty:** -15%

## Revenant

**Requirements:** Minimum WIS 14

**Modifiers:** -2 CHA, +2 WIS

**Abilities:** Mind Over Matter, Grim Visage, Undead Immunity, Breathless, Restless, Regeneration

**XP Penalty:** 10%

*\*Must become Retributor at 6th level*

## Satyr

**Requirements:** Minimum CHA 12

**Modifiers:** -2 CHA +2 WIS

**Abilities:** Cosmic Awareness, Woodland Creature, Priest of Dionysus, Music of the Fey, Disarming Presence

**XP Penalty:** -5%

## Skeleton

**Requirements:** Maximum CHA 12

**Modifiers:** -2 CHA, +1 STR

**Abilities:** Aversion to the Sacred, Dry Bones, Clickity Clackity, Undead Immunity, Breathless, Absolutely Horrifying, Some Assembly Required

**XP Penalty:** 0%

## Troll

**Requirements:** Minimum CON 12  
**Modifiers:** -4 CHA, +2 STR, +2 CON  
**Abilities:** Weakness to Fire, Regeneration, Just Won't Quit, Rubbery Flesh, Rubbery Flesh, Alkaline Bile, Troll Fear, Malleable Form  
**XP Penalty:** -15%

## Vampire

**Requirements:** Minimum INT 12  
**Modifiers:** +2 INT, +2 STR, +2 CON  
**Abilities:** Vampiric Resilience, Varied Vulnerabilities, Coffinbound, Undead  
**XP Penalty:** -50%  
\* Vampires activate their Bloodlines at 3rd level *AND* use class domain rules

## Triton

**Requirements:** Minimum WIS 12  
**Modifiers:** +1 WIS  
**Abilities:** Sea Creature, Fishspeaker, Seahorse Master, Magic Resistance  
**XP Penalty:** 0%

## Wight

**Requirements:** Minimum CHA 12  
**Modifiers:** -2 WIS, +1 CHA, +1 STR  
**Abilities:** Aversion to the Sacred, Mundane Damage Immunity, Forceful Presence, Undead Immunity, Breathless, Energy Drain  
**XP Penalty:** -15%

# Index

**Dark Creeper p2, Deep One p4, Ghost p6, Ghoul p8, Gnoll p10, Goblin p12, Gullygug p14, Kobold p16, Lizard Man p18, Orc p20, Ogre p22, Revenant p24, Satyr p26, Skeleton p28, Troll p30, Triton p32, Vampire p34, Wight p36.**



**Requires Old-School Essentials**