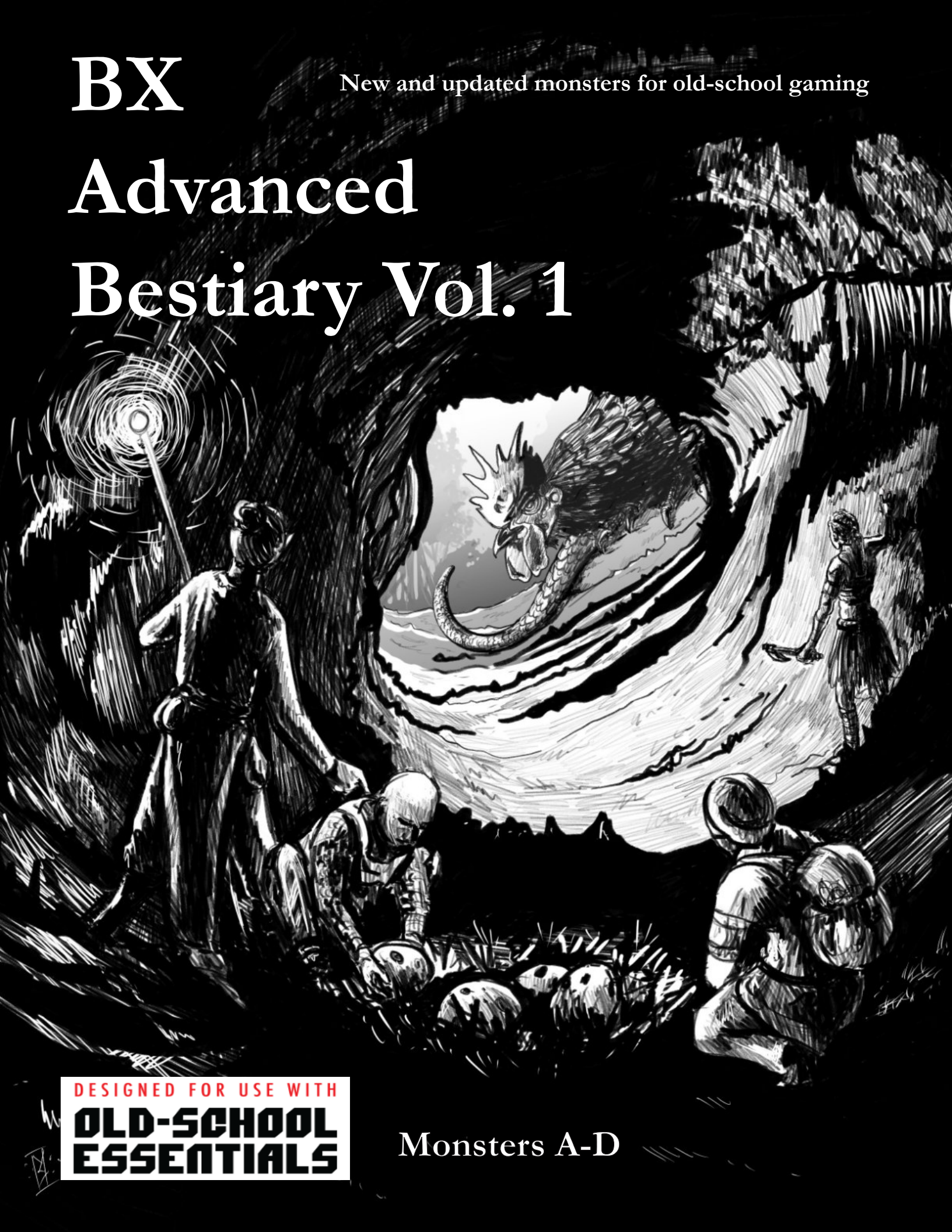


BX

New and updated monsters for old-school gaming

Advanced Bestiary Vol. 1



DESIGNED FOR USE WITH

**OLD-SCHOOL
ESSENTIALS**

Monsters A-D

BX Advanced Bestiary
A book of monsters for Old School Essentials
by
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Introduction

This book serves two purposes. First, it goes through the monsters in the OSE Basic book and expands them with variants and options to add a bit of variety. Second, it introduces new monsters that can be used in your game to threaten and bedevil players. Monsters will be presented in alphabetical order.

Creatures from the OSE Basic book are presented in the following format. Their stat blocks are not included in this book. The careful reader will note that some creatures are missing from this book, chiefly human and humanoid creatures. These will be examined in greater detail in other publications (for example, there are three goblin classes, and an overview of goblin demographics, in *Hex 18.24* and the *Lake of Abominations Hexcrawl* book).

Name. The creature's common epithet.

Special. Some optional special qualities that can be used with the base monster to provide some variation. As a general rule, the Referee can assume that there's a **1 in 6 chance** a creature or group of creatures possesses a special quality. The Referee may want to increase the XP award of monsters with special qualities. If they do, it is recommended that a special quality be equal to one-half the value of an asterisk.

Example. An asterisk next to a 1-HD monster is worth 3 XP. If a 1-HD monster has a special quality the Referee can bump the XP up by 2 (1.5, rounded up).

Variations. These are variations on the base monster with their own stat blocks and entries. If desired, they can have special qualities applied to them as well, following the same guidelines as the normal version.

Certain other publications are referenced throughout this book:

► *Old School Essentials Basic and Advanced.* While the monsters are drawn from the Basic book, some references are made to materials from the Advanced book (such as druidic spells). If the reader does not possess the OSE Basic book there are other OSR resources — many of them free! — that contain similar information.

► *Into the Wild.* A book by Third Kingdom Games dealing with high-level exploration and domain play.

► *Hex 17.23 The Lake of Abominations.*

This free supplement contains alternate rules on poisons and magical item creation, as well as a basic skill system.

► *Hexes 16.24, 17.22, and 18.23* contain rules on advancing monsters with class levels, and magical item creation.

► *Populated Hexes Monthly #9* discusses the Dreamlands, which may be relevant when using some of the monsters in this book.

When possible, the potential use of monster parts is given in the description, as well as any magical items or types of magical items they are especially suited for. Where applicable a multiplier is given; this multiplies the base value of the part harvested. Refer to the free *Hex 17.23 – The Lake of Abominations* for information on harvesting monster parts.

This book reprints and expands upon some material from The Basilisk Hills Ultimate Hexcrawl.

A Few Notes

This book uses some terms that are different from the OSE rules and are explained below.

Ability Check

The character rolls a number of six-sided dice, the objective being to roll equal to or lower than the indicated ability score. This is a success. The roll fails if it is *higher* than the ability score. The typical difficulty is **3d6**, although the Referee may add dice to the roll to represent increased difficulty. In rare circumstances the roll may only be **1d6** or **2d6**.

This will be indicated as “Make a Strength ability check on **4d6**”, for instance.

Ability Damage

The attacks or effects of certain monsters can cause ability score damage. Lost ability points will return at a rate of **1 per day of bedrest** or **1 per three days of normal activity**. A character reduced to 0 in any ability score dies, potentially with additional effects.

Advantage/Disadvantage

Two dice are rolled at the same time and either the best (Advantage) or worst (Disadvantage) roll is taken.

Usually this applies to saving throws and attack rolls.

Blindsight

The creature can perceive their surroundings via a combination of normal and magical senses. They have the following characteristics:

- ▶ Aware of their surroundings in all directions to a given radius, including behind, above, and below.
- ▶ Cannot be surprised by creatures within that radius.
- ▶ However, they are unable to perceive creatures outside that radius.
- ▶ Unaffected by spells or effects that affect vision, as well as illusions.

Components

The free *Hex 17.23* has detailed information on harvesting monster parts for use in magical item creation. Generally speaking, however, not all creatures are suitable for such practices; they must exceed a certain HD, be unique, or otherwise be exceptional specimens of their type in order to be valuable: no self-respecting magic-user has any use for orc or stirge parts.

Those that meet the requirements have components worth a base amount equal to the creature's XP value. If the monster part is used in the creation of an item that is especially related to its nature this value will be increased. Each such entry will note those relationships.

Conditions

A few conditions are explained here to prevent repetitive definitions:

- ▶ *Afraid*. One issue with the standard fear mechanic is that it can potentially take a PC out of the fight, leaving the player with nothing to do. This condition proposes an alternate mechanic. An *afraid* character will not move closer than 30' towards the source of their fear. If they are closer than that, they will automatically, on their next turn, retreat as fast as possible (i.e. without a fighting withdrawal) to get at least 30' away. Any attack rolls they make against the source of their fear are made with Disadvantage.
- ▶ *Prone*. A character that is knocked *prone* cannot cast spells while in that position. They may crawl

at $\frac{1}{4}$ **their normal speed**. Standing up **costs** $\frac{1}{2}$ **of their movement** during a round. *Prone* characters gain a +2 **bonus to their AC** against missile attacks but a -2 **penalty** against melee attacks.

▶ *Shaken*. Targets must make a save versus paralysis. Those failing suffer Disadvantage on attack rolls until the condition ends.

▶ *Slowed*. A creature that is *slowed* moves at half their normal speed, and has their number of attacks per round halved. If they possessed only one attack per round they may only attack every other round. They may still cast spells or use magic items normally, if spellcasting is allowed, and may use special abilities or attacks as normal. Saving throws are not affected. *Slowed* creatures automatically act last.

▶ *Stunned*. The target cannot act for a specific period of time. Anyone attacking a *stunned* target gains a +2 **bonus** to their attack rolls.

Vulnerability/Resistance

Certain creatures may be *vulnerable* or *resistant* to a specific form of attack, whether energy (fire, cold, acid, etc.), material (silver, cold iron, etc.), or a specific spell or other condition.

Creatures suffer the following effects when *vulnerable*:

- ▶ If no saving throw is allowed (such as from mundane fire attacks) the damage is rolled twice, the creature suffering the higher of the two amounts.
- ▶ If a saving throw is allowed, the creature rolls with Disadvantage.
- ▶ If the creature has a morale score other than 12, an immediate morale check is made the first time they are targeted by an attack to which they are *vulnerable*, whether or not the attack does damage.
- ▶ If the creature regenerates, they do not regain any hp in a round in which they suffer damage from a source to which they are *vulnerable*.

Creatures gain the following when *resistant*:

- ▶ Immune to mundane forms of that damage type. A creature *resistant* to cold would not be damaged by non-magical cold.

► If a saving throw is allowed the creature rolls with Advantage. Any damage inflicted is reduced by **1 per die rolled** (to a minimum of 1 per die).

Exceptional Ability Scores

The ability score table in OSE caps scores at 18, which is fine in most instances, but does raise the occasional edge case regarding how to deal with exceptional individuals or monsters. Just how strong is a hill giant, for example, and what does that mean for someone wearing a *girdle of giant strength*? The following table provides guidelines

Exceptional Strength Modifiers

Score	Melee	Open Doors	Range**
19*	+3	7 in 8	+10%
20*	+4	9 in 10	+25%
21*	+4	11 in 12	+50%
22*	+5	19 in 20	+75%
23*	+5	Auto	+100%
24*	+6	Auto	+125%
25*	+6	Auto	+150%

*When making a Strength check subtract the modifier from the roll.

Example. A hill giant (Strength 20) is attempting to roll aside a boulder that requires a Strength check on 6d6. They roll 6d6, subtracting 4 from the result.

**Extra range applies to the maximum range of thrown weapons.

Penalties to attacking at long range still apply; the individual can simply throw further.

for Referees looking for a more detailed and granular approach to ability scores.

It is recommended that, barring magical means of enhancement, characters be limited to scores of 18. Certain races (such as the cyclopskin detailed in the Appendix) may have their maximum score raised to above 18, but they still generate their initial ability scores using the standard means (3d6, for instance).

Exceptional Intelligence Modifiers

Score	Spoken Languages	Bonus Spells*
19**	Native +3	+1 1 st
20**	Native +4	+1 1 st
21**	Native +4	+2 1 st
22**	Native +5	+2 1 st
23**	Native +5	+2 1 st , +1 2 nd
24**	Native +6	+2 1 st , +1 2 nd
25**	Native +6	+2 1 st , +2 2 nd

*If the character is a spellcaster with a Prime Requisite of Intelligence they may memorize the noted extra spells in addition to what they normally can memorize.

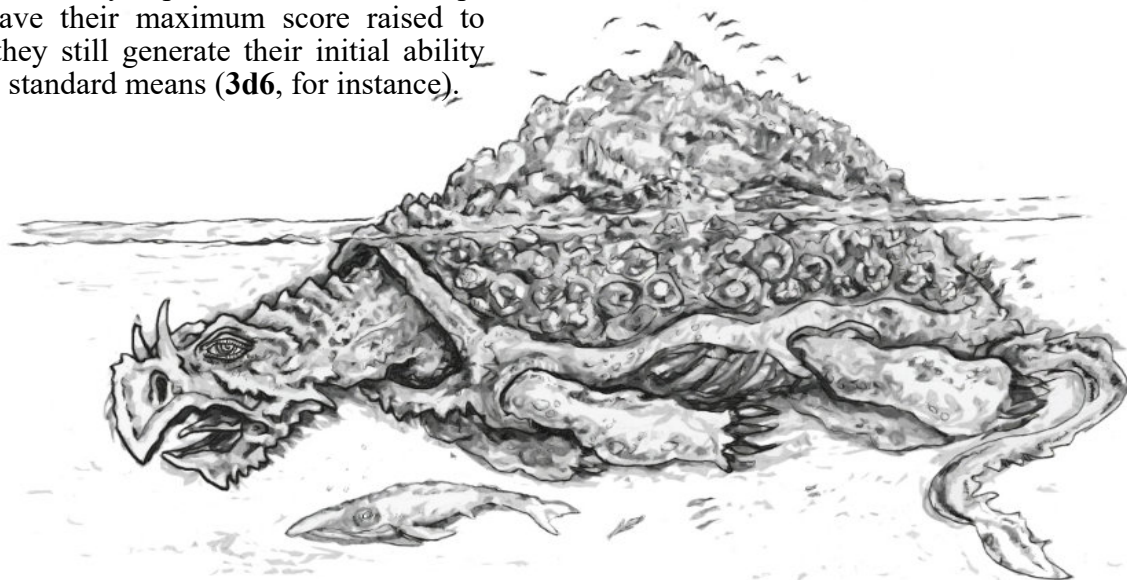
**When making an Intelligence check the character subtracts the modifier from the roll.

Exceptional Wisdom Modifiers

Score	Save vs. Magic	Bonus Spells*
19**	+3	+1 1 st
20**	+4	+1 1 st
21**	+4	+2 1 st
22**	+5	+2 1 st
23**	+5	+2 1 st , +1 2 nd
24**	+6	+2 1 st , +1 2 nd
25**	+6	+2 1 st , +2 2 nd

*If the character is a spellcaster with a Prime Requisite of Wisdom they may memorize the noted extra spells in addition to what they normally can memorize.

**When making a Wisdom check the character subtracts the modifier from the roll.



Exceptional Dexterity Modifiers

Score	AC	Missile	Initiative
19*	+3	+3	+3
20*	+3	+4	+3
21*	+4	+4	+4
22*	+4	+5	+4
23*	+4	+5	+4
24*	+5	+6	+5
25*	+5	+6	+5

*When making a Dexterity check the character subtracts the modifier from the roll.

Exceptional Constitution Modifiers

Score	Hit Points	Bonus against Poison/Disease
19*	+3	+1
20*	+3	+1
21*	+4	+2
22*	+4	+2
23*	+4	+3
24*	+5	+3
25*	+5	+4

*When making a Constitution check the character subtracts the modifier from the roll.

Expanded Turning

OSE Basic has a turning table for the cleric that goes to character level 14 and a maximum of 9 HD for the undead. The adventurers will undoubtedly encounter undead creatures with more than 9 HD. Use the following table to determine success at turning. Note that the table uses **3d6**, rather than **2d6**.

If the undead to be turned has more HD than the table shows, shift down one row for every three HD over the creature has.

Exceptional CHA Modifiers

Score	Reaction	Max #	Loyalty
19*	+2	8	10
20*	+3	9	10
21*	+3	10	11
22*	+4	11	11
23*	+4	12	11
24*	+5	13	12
25*	+5	14	12

*When making a Charisma check the character subtracts the modifier from the roll.

Cleric Turn Undead Table

Monster HD															
Level	1	2	3	4	5	6	7	8	9	10	11	12-13	14-15	16-18	
1	11	13	15	17	--	--	--	--	--	--	--	--	--	--	
2	9	11	13	15	17	--	--	--	--	--	--	--	--	--	
3	7	9	11	13	15	17	--	--	--	--	--	--	--	--	
4	5	7	9	11	13	15	17	--	--	--	--	--	--	--	
5	+	5	7	9	11	13	15	17	--	--	--	--	--	--	
6	+	+	5	7	9	11	13	15	17	--	--	--	--	--	
7	+	+	+	5	7	9	11	13	15	17	--	--	--	--	
8	++	+	+	+	5	7	9	11	13	15	17	--	--	--	
9	++	++	+	+	+	5	7	9	11	13	15	17	--	--	
10	+++	++	++	+	+	+	5	7	9	11	13	15	17	--	
11	+++	+++	++	++	+	+	+	5	7	9	11	13	15	17	
12	++++	+++	+++	++	++	+	+	+	5	7	9	11	13	15	
13	++++	++++	+++	+++	++	++	+	+	+	5	7	9	11	13	
14	++++	++++	++++	+++	+++	++	++	+	+	+	5	7	9	11	

*If the creature has a "+" next to their Hit Die treat them as one column higher: an undead with 2+1 HD would be affected as a 3-HD creature.

+Destroy 2d6 HD of undead

++Destroy 3d6 HD of undead

+++Destroy 4d6 HD of undead

Extraplanar Creatures

This book is written partially as a bestiary for the world of Absalom, as explored through the Populated Hexes series of books and zines. This setting has a different cosmology from many standard settings. Extraplanar creatures in this book are presented in the context of Absalom, but alternate sources are given in the text for Referees using a different system.

A brief overview of the planar geography of Absalom is given here.

► **Mortal World.** The normal world, inhabited by all manner of beings. The laws of physics and magic function normally here, with the only exception being that the world is wracked by Cycles — each with an Apex and Nadir — of fluctuations between the forces of Law and Chaos.

► **Faery.** A world not unlike the mortal world, but inhabited by fey creatures. It is divided into Courts — the two most powerful are Summer and Winter — that affect control over the local climate and season. In Absalom, fey creatures are *vulnerable* to the touch of bronze. In other settings the Feywild, or certain upper planes, can substitute for Faery.

► **The Shadowlands.** An almost perfect reflection of the mortal world, the Shadowlands are where the spirits of the dead voyage upon death. Upon reaching the waterless Shadowlands they begin their journey to the Fields of Rebirth, to be born again into the mortal world. The Shadowlands are inhabited by a number of demons and the undead spirits of those who do not wish to be reborn. Demons of the Shadowlands are *vulnerable* to silver. The Shadowlands can be substituted with the lower planes (the Abyss, Hades, etc.) in other settings.

► **The Dreamlands.** The Dreamlands are another plane, usually accessible to mortals only via dreams. Physical rules and magic do not always function in the Dreamlands as one might expect, and experienced Dreamers have the ability to shape the reality around themselves. Time also moves differently in the Dreamlands. *PHM* #9 contains a basic introduction to the Dreamlands. In other settings, the Referee can use the ethereal or astral planes as a substitute.

► **The Elemental Matrix.** All of the above worlds are composed of elemental matter drawn from the Elemental Matrix, a nigh infinite plane of swirling substance. The four main elements are Air, Earth, Fire, and Water, and these four are typically found in giant pockets that dominate great swathes of the Matrix. Where two or more of these base elements meet they

combine to form less common elements, such as steam or salt. In other settings each element typically has its own plane of existence. Elementals and elemental-based creatures are *vulnerable* to star-metal, iron that has been subjected to the inky void of space.

Necrotic/Radiant Energy

While most think of the Elemental Matrix as a swirling maelstrom of elemental matter, the truth is that the entirety of the elements exist in balance between two polar opposites: positive and negative energy. Positive, or radiant energy, is most closely aligned with Faery; it is what gives that plane its abundance of life and riotous growth. Negative, or necrotic energy, is aligned with the Shadowlands.

All of the other elements exist in a spectrum between those two extremes. Radiant energy powers healing magics; necrotic energy the opposite.

Certain creatures (mostly undead) and spells inflict necrotic damage, as the unmaking energy of the Shadowlands destroys the reality of the living.

Necrotic damage does not heal naturally and can typically only be restored one of two ways:

► Magical healing (such as from a *cure light wounds* spell) will restore hp lost to necrotic damage, but will not remove the condition. *Example. A character loses 10 hp due to necrotic damage and is healed 4 points by a cure light wounds spell. Those 4 points are restored, but the leftover 6 will still not heal naturally.*

► A *bless* spell will remove the necrotized condition, allowing damage to be healed naturally, but will not actually heal any damage itself. Note that *bless* has a similar chance of failure as *dispel magic*, using the HD of the creature that inflicted the necrotic damage. *Example. A spectre with 7 HD deals necrotic damage that a 4th-level cleric is trying to remove with a bless spell. There's a 15% chance the bless spell doesn't work.*

More powerful magic (such as *dispel evil*) can also remove this condition; the Referee may rule that it also ends if the monster that inflicted the wound is destroyed.

Necrotic energy heals undead creatures, while they are *vulnerable* to radiant energy. Radiant energy heals liv-

ing creatures, while fey creatures are *vulnerable* to necrotic energy.

Saving Throws and Attack Matrices

I have “smoothed out” saving throw and attack matrices so that all increases are by 1, not the larger changes seen in OSE. If the Referee prefers the more traditional method it is easy enough to substitute.

Solo/Boss Monsters

1 in 6 solo monsters encountered (that is, encounters with a type of monster of which only one is encountered) will be considered “solos” and have increased capabilities. They will automatically have **(1-3)** 66% of maximum hp, **(4-5)** 75% of maximum hp, or **(6)** maximum hp. Additionally, there’s a 1-4 in 6 chance that a solo monster has **(1-3)** one of the special qualities listed, **(4-5)** two of the special qualities listed, or **(6)** three of the special qualities listed.

Boss monsters are encountered with any number of lesser creatures acting as servants. In the case of humanoids, they will likely be encountered with lower-HD versions of the same type (such as a goblin king encountered in a goblin lair), while some humanoids also have explicit rules for the chances of encountering other types of monsters in the lair. Goblins, for instance, have a listed chance of there being dire wolves in a lair.

Other boss monsters may be associated with different kinds of creatures, either related by type to the boss (such as a mummy attended by lesser undead) or of unrelated types (such as a devil swine accompanied by charmed human slaves). The dragon entry in this book gives guidelines for determining dragon allies, under the assumption that given their age and intelligence dragons are likely to have built up a network of guards, servants, and spies.

Other creatures may be in the same position. There’s a **1 in 6** chance that any encounter with an intelligent, powerful creature (here defined as having over 5 HD) will be a “boss” encounter. It is up to the Referee to determine the exact relationship of the underlings to the boss; a monster capable of magically charming may very well have compelled the service of humans or humanoids, while powerful undead creatures will either be attended by other undead (perhaps even undead that they have created, as with the spectre’s level

draining ability) or even a human cult that has taken to venerating the creature. Or perhaps the monster has trained vermin to stand guard, or cultivated monstrous plants (such as shriekers) to act as perimeter guards.

Boss monsters will be attended by **(1-3)** a number of lesser creatures with total HD equal to the boss’s own total HD, **(4-5)** a number of lesser creatures with HD totaling three times the boss’s total HD, or **(6)** a number of lesser creatures with HD totaling five times the boss’s total HD.

Using boss monsters is a good way to quickly create small dungeons or encounters when a more powerful monster is generated on the encounter table.

Speed

Some monsters may have increased speed as a trait. This increased speed will potentially fall between the standard base speeds (30’, 60’, 90’, 120’, etc.). For instance, a creature could have a speed of 65’ (31’). For the most part, this doesn’t have much of an impact, unless:

- ▶ A chase occurs. A slightly faster creature will gradually outpace a slower one.
- ▶ Grid or measured combat is being used.
- ▶ There is some sort of meta-game being played (such as a chariot race) where speed is important. In such instances, mounts that can move slightly faster than others will be in great demand.

Spell-like Abilities

Unless otherwise noted, a monster can use a spell-like ability once per round, in lieu of either movement *or* an attack. They can move and use a SLA, and the ability is not disrupted as a normal spell.

When a chance is given that a monster can use a spell-like ability, assume they have:

- 1-3.** one spell-like ability
- 4-5.** two spell-like abilities
- 6.** three spell-like abilities

Roll independently for each spell-like ability. It can be used:

- 1-2.** once per week
- 3-10.** once per day

- 11-16. once per hour
17-19. recharge
20. at will

Some spell-like abilities have a “recharge”, which means that each round after it is used the Referee rolls **1d6**. If the number is equal to or greater than the recharge number, the creature regains use of the spell-like ability. These are noted as:

► Recharge X+

Example. An attack has a recharge number of 5+. After the first time the attack is used, the Referee rolls the Recharge Die in each subsequent round. The first result is a 2, the second a 3, and the third a 6. The attack recharges and can be used on the third round after it was first used. Once it is used again, the Referee must again roll to recharge.

Roll **1d6** to determine the recharge number:

- 1-3. 6
4-5. 5+
6. 4+

The spell-like ability is drawn from the following spell list:

- 1-4. cleric
5-8. magic-user
9-10. druid
11-12. illusionist

The ability is the equivalent of the following spell level (for clerics treat a “20” as a 5th-level spell)

- 1-6. 1st level
7-10. 2nd level
11-14. 3rd level
15-17. 4th level
18-19. 5th level
20. 6th level

As an optional rule, assume the level of a monster’s spell-like ability cannot exceed its HD total (round “plusses” up, so a monster with 1+1 HD could have an SLA the equivalent of a 2nd-level spell).

If the monster is actually a spellcaster, they can cast spells as a (1-4) magic-user, (5-6) cleric, (7) druid, or (8) illusionist. There’s a 1-3 in 6 chance they cast spells as if their caster level were equal to their HD, otherwise they cast spells as if they were:

- 1-5. 1st level
6-10. level +1d4-1d4
11-14. level +1d6-1d4
15-17. level +1d8-1d4
18-19. level 1d10-1d4
20. level 1d10

It is recommended that a monster not be able to function as a caster with a level equal to more than twice their HD.

Sapient monsters use spell-like abilities to the maximize their effectiveness. Monsters with a roughly animal level of intelligence use spell-like abilities instinctually; a predator that can turn invisible will do so while stalking or preparing to ambush prey. Unintelligent monsters use spell-like abilities as a reflex in response to stimuli.

Monsters with a spell-like ability gain an asterisk next to their HD.





10. Bandara. One present.

Ape, White

A white ape lair with at least ten members will be led by an ape with maximum hp.

Special Qualities (1d6)

1. Brachiate. The apes can move through trees or across rough terrain with ease, at a speed of 90' (30').

2. Communication. The apes are (1-2) capable of speech or (3-6) simply understand speech. Those capable of speech can speak one language, common in the region in which they are found, while those that can understand speech can understand one language. Those that cannot speak respond via hand gestures, grunts, and facial expressions.

3. Pound chest. The leader of a pack of apes may spend one round pounding its chest, emboldening its fellows. All white apes within 45' gain a +2 **bonus to their morale score** the next time a check is made.

4. Dire. Dire apes have +1 **HD**, +1 **AC**, do +1 **damage** with each hit, and have their **morale increased** by +1.

5-6. Spell-like ability.

Variations

There's a **1 in 6** chance per tribe of normal white apes encountered that there will be a variant individual living with them. The variation will be (1d10):

1-7. Intelligent white ape. There will be one acting as a leader of the tribe.

8-9. Giant white ape. One present.

Bandara. AC 0 [19], HD 11** (50 hp), Att 1 x claw (1d4), 1 x bite (2d4), THAC0 10[+9], MV 90' (30') / 120' (40') flying, SV D5 W7 P9 B10 S9 (C11), ML 10, AL Chaotic, XP 2,700, NA 1d3 (1d6), TT None

Resembling extremely corpulent white apes with small, ridiculously undersized wings, *bandara*, or demon apes, would be laughable were they not so deadly. In Absalom the *bandara* are found primarily in the Shadowlands, where they rule over lesser demons and courts of spirit thralls, and only occasionally in the mortal world as the result of a summoning or a rift between the worlds. In other settings they are found in the Abyss or similar areas.



Bandara are cruel, intelligent, and enjoy inflicting pain and suffering. They are relatively weak in combat but have the following special abilities.

- *Resistant* to cold, fire, and electrical damage.
- Immune to shadow (see PHM #1) damage.
- *Vulnerable* to silver weapons.
- Other than silver, they may only be damaged by magical weapons.
- They may use the following spell-like abilities, all used as an 11th-level spell-caster.
 - o *ESP*, *charm person*, *darkness* (10' radius), and *detect magic* at will, once per round each.
 - o *Dispel magic*, *polymorph self*, and *improved phantasmal force* once per minute.

morph self, and *improved phantasmal force* once per minute.

- o *Charm monster* and *mislead* once per day.
- o *Mass suggestion*. Recharges on a 5+.

► Bandara are immune to effects that affect living creatures (poison, disease, etc.), *hold* spells, and any spell cast by another that would change their form.

Ape, White

► They can chose to automatically succeed on two saving throws per day.

Each bandara is a unique monster with a true name. If a spellcaster were to learn the demon's true name they could bind the bandara to their service. If slain on the mortal plane their essence returns to the Shadowlands, where they reform a body slowly over a period of 13 months. Bandara can only be permanently slain in the Shadowlands.

Ape, White



Giant White Ape. AC 4 [15], HD 10 (45 hp), Att 2 x fist (2d6) or 1 x thrown boulder (3d6), THAC0 11[+8], MV 120' (40'), SV D10 W11 P12 B13 S14 (F5), ML 9, AL Neutral, XP 1200, NA 1 (1d3), TT V

Standing roughly 12–13 feet in height, these giant apes tend to be solitary creatures, aggressively defending their territory. They are occasionally found amongst tribes of normal white apes.

► **Grab.** On a natural **19 or 20** attack roll the giant ape has succeeded in grabbing a human-sized or smaller target and has the choice of either doing damage or grabbing them. If grabbed, the target is restrained, unable to cast spells, and can attempt to at-

tack with a **–4 penalty** to the roll. In lieu of attacking, the grabbed target may attempt to break free by rolling their **Strength or less on 5d6**. *Gauntlets of ogre power* reduce the dice to **4d6** and a *girdle of giant strength* to **3d6**.

► **Throw boulder.** Giant white apes can throw boulders (or grabbed enemies) with a range of **150 yards**. Boulders do **3d6** damage, while thrown enemies do **2d6** (or **1d6** for gnomes and halflings). Note that when throwing enemies both the thrown and the target take damage.

► **Reach.** Giant white apes have long arms, and can reach foes up to 10' away (or above them).

► **Roar.** A giant white ape can, in lieu of attacking, spend a round roaring and pounding its chest. All creatures within 120' must make a save versus paralysis or be frozen in fear for **1d4 rounds**.

The hide of a giant white ape can be tanned and used to fashion leather, and potentially enchanted (see *Hex 17.23*). If used as a principal for magic item creation use the following modifiers:

- Leather armor, bracers of armor (x1.5)
- *Gauntlets of ogre power* (x2)

1 in 6 giant apes will be larger than normal. Roll **1d6** and multiply the result by 5'. For every additional five feet in height the giant ape gains **2 HD** and a **+1 bonus** to their AC.

Intelligent White Ape. AC 6 [13], HD 4 (18 hp), Att 2 x claw, THAC0 16 [+3], MV 120' (40'), SV D10 W11 P12 B13 S14 (F4), ML 8, AL Neutral, XP 75, NA 1d6 (3d10), TT B

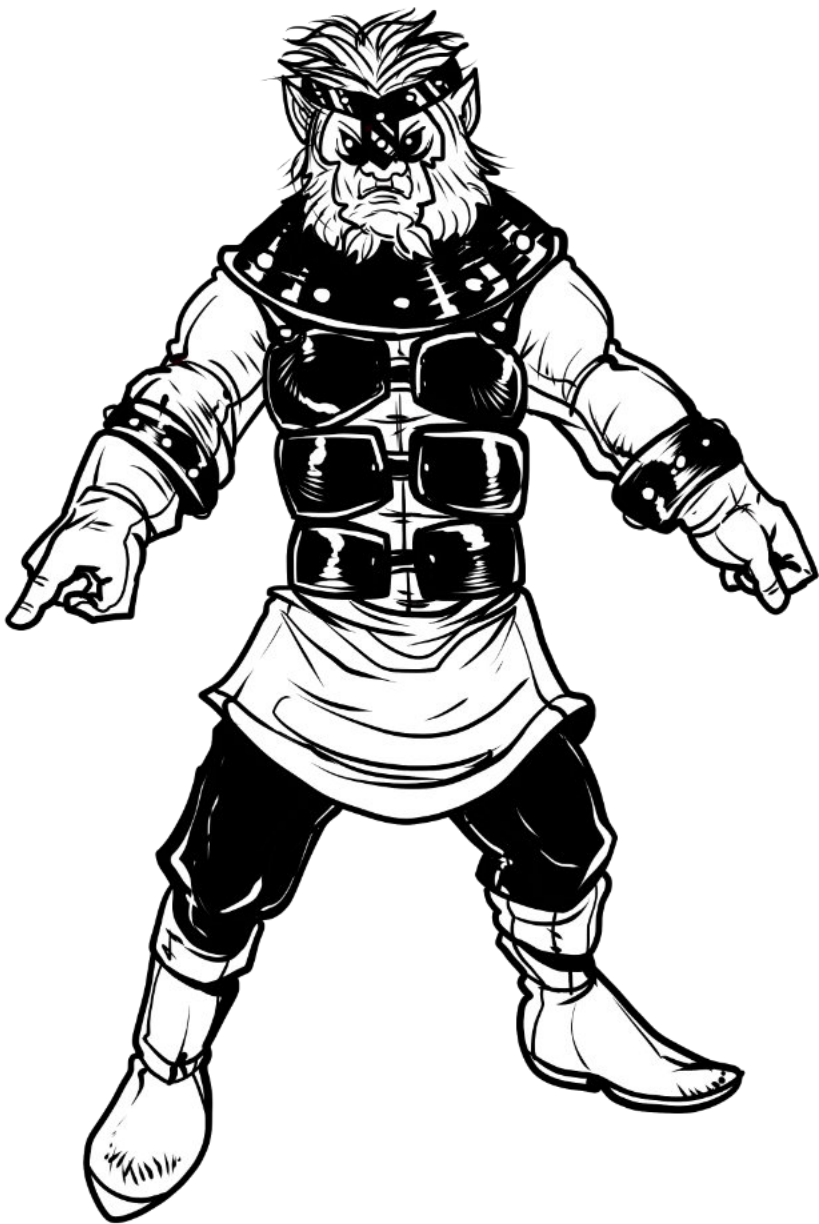
This variety of white ape possesses intelligence equivalent to that of an average human. They are capable of using tools, wearing armor, and formulating tactics and plans.

A *troop* of intelligent white apes consists of **1d6** members, and each troop is led by a white ape with 4+1 HD. A collection of more than one troop will be led by an individual with 6 HD.

These creatures are capable of speech, communicating via their own language. Those tribes found near human communities will also speak Common.

Intelligent apes may also, at the Referee's discretion, possess class levels, taken from the following list.

They will be a (1-5) fighter, (6-7) druid, (8) cleric, (9) magic-user, or (10) thief. The intelligent ape will be (1-8) 1st level, (9-13) 2nd level, (14-17) 3rd level, (18-19) 4th level, or (20) 5th level. Refer to *Hex 16.24* for rules on applying class levels to monsters.



Basilisk

Basilisks only cause petrification if a living creature meets the basilisk's gaze, which occurs automatically if the basilisk gains surprise *or* the adventurers do not avert their gaze while engaged in melee combat or using spells that require a touch attack roll.

If a character meets the basilisk's gaze they must make a save versus petrification to avoid being petrified.

According to the basilisk's entry in the Basic book, being petrified means being turned to stone. Some questions are raised by this:

- ▶ Does being turned to stone automatically kill a target? If so, that means a target turned back to flesh must then be raised or resurrected by some means.
- ▶ Does a target age while turned to stone?
- ▶ Does damage that happens to them while they're stone carry over to when they're turned to flesh? If a statue's arm breaks, is the character missing an arm when turned back to flesh?
- ▶ Does a character's gear turn to stone, as well? How about magical items? Is the aura of magical items visible via *detect magic* while stone?
- ▶ How do basilisks eat if everything they bite or lock eyes with is turned to stone?

Basilisk

The answers to these questions are ultimately left up to the Referee to decide in their own game, but for the purposes of this book I am working off of the following assumptions:

Characters turned to stone must make a *system shock roll*. The roll is **3d6**, and if the result is equal to their CON or lower the transformation to stone does not kill them. If the result is higher than their CON the shock of the transformation is instantly fatal.

Those petrified do not age, and any damage done to them in statue form remains if they are turned back to flesh (a missing arm, therefore, would have to be regenerated by some means). A target's gear turns to stone, and both the statue and any magical gear they carry registers as magic. Finally, in Absalom, it is only the gaze of the basilisk that turns targets to stone; their bite is merely poisonous.

An extremely magical creature, a number of useful parts can be harvested from the basilisk's remains:

- ▶ Leather armor (hide)
- ▶ Weapons (claws, teeth)
- ▶ *Eyes of petrification* (eyes)
- ▶ Potions (blood)
- ▶ If the magical item being created is related to petrification (either resisting or causing it) multiply the value of the principal by 2.

Special Qualities (1d6)

1. Acidic blood. As if its petrifying gaze and bite weren't enough, the basilisk possesses acidic blood. A character that deals the basilisk melee damage with an edged or piercing weapon must make a save versus death for each successful hit. Those failing take **1d6 points of acid damage** from the caustic blood splatters.

2. Chameleon. The basilisk's hide can change colors to match its surroundings. The basilisk will surprise foes on a roll of **1-4 in 6**.

3. Inimical to animals. Non-magical, normal animals that come within 60' of the basilisk become spooked and must make a morale check. Those that fail flee automatically. If a character controls an animal (such as a mount) the character may make an appropriate check to attempt to keep the animal from fleeing. This takes a full round, during which time no other actions may be taken, and requires either rolling a skill (such as Animal Handling or Ride) or, if no skills are being used, rolling the character's **Charisma or lower on 3d6**. Only one animal per round can be calmed in such a manner.

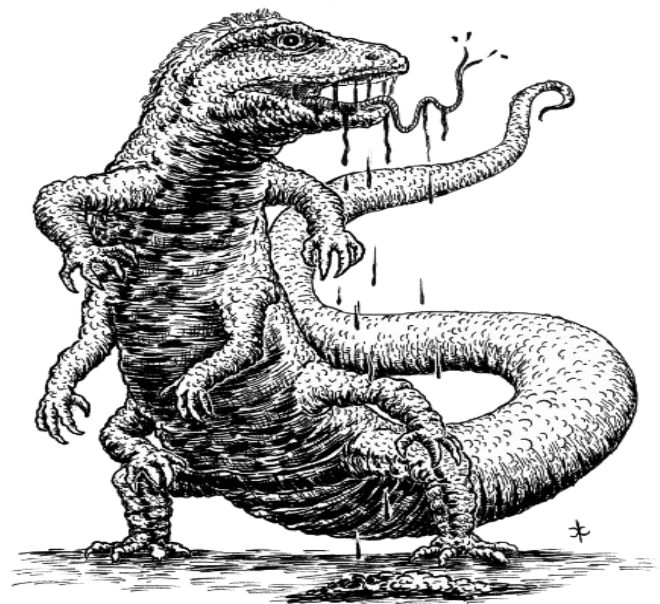
4. Delayed petrification. After a failed save it takes four rounds before a target is fully petrified. During this time the target slows as their limbs grow stiffer; their combat movement is reduced by 10' per round and they suffer a **-1 cumulative penalty** to attack and damage rolls until the end of the 4th round, at which time they are fully petrified. If the character's skin is daubed with blood from a freshly slain basilisk before the petrification takes full effect it will reverse the process at the same rate, curing the effect.

5-6. Spell-like ability.

Variations

If a variant basilisk is encountered it will always be with others of its own kind; a greater basilisk will never be found with normal basilisks, for instance.

Absalom Basilisk. *AC* 4 [15], *HD* 6+1** (28 hp), *Att* 1 x bite (1d10 + poison), 1 x gaze (petrification), *THAC0* 13 [+6], *MV* 60' (20'), *SV* D9 *W1* *P12* *B13* *S14* (F6), *ML* 9, *AL* Neutral, *XP* 950, *NA* 1d6 (1d6), *TT* F



Resembling normal basilisks, this variety has a deadly poisonous bite that takes effect **1d4 minutes** after the victim is bitten. These creatures have a nictitating membrane that allows them to "turn off" their petrifying gaze when they want to be able to kill prey without turning it to stone.

- ▶ Characters surprised by the creature automatically meet its gaze.
- ▶ Anyone meeting the creature's gaze is turned to stone unless they succeed on a save versus petrification. Unless averting one's eyes or using a mirror, melee combatants are affected each round.
- ▶ Characters can avert their eyes, suffering a **-4 penalty** to their attack rolls; the basilisk gains a **+2 bonus** to hit them.
- ▶ Characters can also attack by using a mirror, suffering a **-1 penalty** to hit. Each round there is a **1-2**

in 6 chance the basilisk sees its own reflection in the mirror and must save or be petrified.

► Absalom basilisks have a poisonous bite. Those bitten must make a save versus poison or die in 1d4 minutes.

► The poison from this variety of basilisk can be harvested and used to produce a Type IV bloodstream or a Type V ingested poison.

Cryolisk. AC 4 [15], HD 6+1** (28 hp), Att 1 x bite (1d10 + ice), 1 x gaze (ice), THAC0 13 [+6], MV 60' (20'), SV D9 W10 P12 B13 S14 (F6), ML 9, AL Neutral, XP 950, NA 1d6 (1d6), TT F

This variation of the basilisk has adapted to life in the arctic regions. Their scales are a dirty white to help them better blend in with their surroundings. Wily hunters, they often bury themselves in snow banks to wait for prey to pass by. Cryolisks often freeze their victims, and then shatter the icy statues and feast upon the corpses within at their leisure.

► Functionally identical to the standard basilisk, except the creature's gaze and bite freeze its victims, crusting their skin in a thick layer of ice that freezes them in place, preventing movement.

► Frozen victims remain in a state of suspended animation until thawed.

► If given a chance to hide, the cryolisk will surprise on a roll of .

► Cryolisks are immune to non-magical cold damage and save with Advantage against magical cold-based attacks. They save with Disadvantage against fire-based attacks.

► If a magical item created from a principal harvested from a cryolisk relates to cold — either causing or resisting it multiply the base value by 2.

Greater Basilisk. AC 2 [17], HD 9+1** (42 hp), Att 1 x bite (1d12 + poison), 1 x gaze (petrification), THAC0 11 [+8], MV 60' (20'), SV D7 W8 P9 B9 S11 (F9), ML 10, AL Neutral, XP 2300, NA 1 (1), TT F



Basilisk

Larger and fiercer than the standard basilisk, greater basilisks have a similar gaze attack and bite as their lesser cousins. Additionally, they have the following abilities:

► On a roll of **natural 20** on a bite attack the greater basilisk has seized the target in its fangs and automatically claws them with its forelegs for an additional 2d6 points of damage before letting the victim go.

► Once per day a greater basilisk can automatically succeed on one saving throw.

► A character that deals the basilisk melee damage with an edged or piercing weapon must make a save versus death for each successful hit. Those failing take 1d6 points of acid damage from caustic blood splatters.



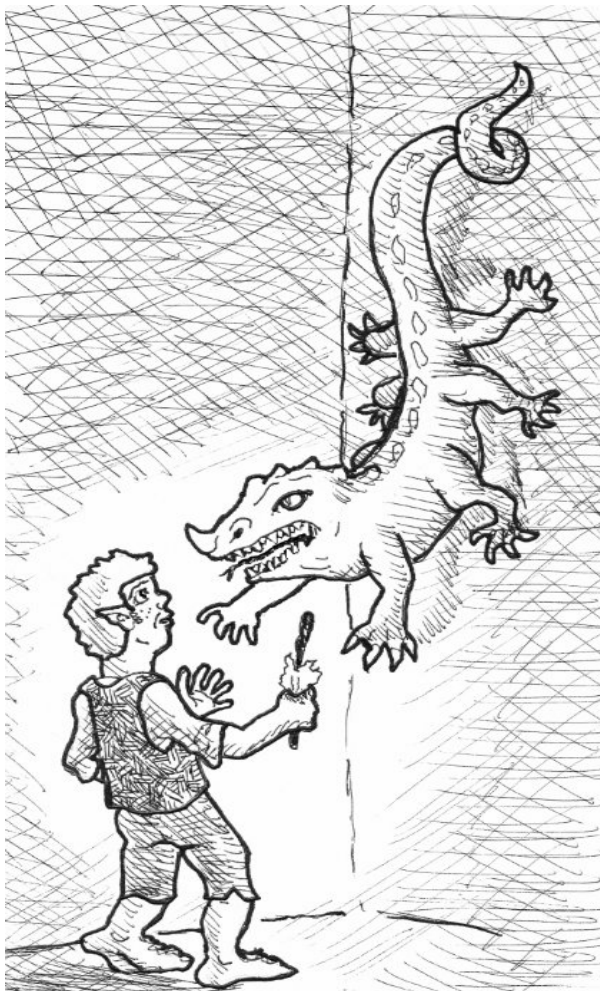
Greater basilisks are solitary creatures, never appearing in groups except rarely during mating season (which happens no more than once every nine or ten years).

Paralisk. AC 4 [15], HD 6+1** (28 hp), Att 1 x bite (1d10 + poison), 1 x gaze (petrification), THAC0 13 [+6], MV 60' (20'), SV D9 W10 P12 B13 S14 (F6), ML 9, AL Neutral, XP 950, NA 1d6 (1d6), TT F

Otherwise identical to a normal basilisk, the only difference is that the paralisk's bite and gaze paralyze its victims, instead of turning them to stone. This paralysis is similar to that caused by carcass crawlers or ghouls, except it is permanent.

Paralyzed victims die of dehydration in 1d4+3 days, assuming they are not eaten before then. A *cure light wounds* spell will remove the paralysis but will not heal any damage with that casting.

Bat



Bat

See the entry in OSE Basic, which lists three types of bats: giant, giant vampire, and normal bat.

If the roll indicates that the bats encountered have a special quality, then all of the bats of the same type will possess the same special quality.

Bat, giant: Special Qualities (1d6)

More aggressive, and much larger than normal bats, these creatures are mostly carnivorous. 1 in 20 *groups* of giant bats encountered are instead vampire giant bats (see below).

1. Rabid (see normal bat). The bats carry rabies or a similar disease. Each successful "attack", even though it does no damage, carries a risk of the swarmed individual contracting the disease. This risk is equal to (1-3) 1 in 6, (4-5) 1-2 in 6, or (6) 1-3 in 6. If the potential exists, the target must make a Constitution check on 3d6. Success indicates they resist the disease, failure that they will die in 1d6+6 days unless treated.

2. Swoop. Given 30' of straight flight, giant bats gain a +2 bonus to hit on an attack during that turn.

3. Erratic flight. If a giant bat spends its turn flying and not attacking it gains a +2 bonus to AC until the end of its next turn.

4. Keen. The first time the giant bat is injured, but does not suffer enough damage to kill it, the creature emits a supersonic cry. All creatures, including other giant bats, within 20' of the injured creature must save versus death or be stunned for one round.

5-6. Spell-like ability.

Bat, Giant Vampire: Special Qualities (1d6)

According to OSE Basic, creatures killed by the blood drain ability of a giant vampire bat become undead, but no guidance is given as to what type of undead, except for a note that suggests "possibly a vampire".

Instead of a vampire, a giant vampire bat's blood drain may produce (1d20):

1-8. Drained one (see below)

9-12. Zombie

13-15. Ghoul

16-18. Wight

19-20. Werebat (to be detailed in *BX Advanced Bestiary Vol. 2*)

Giant vampire bats may possess the following qualities:

1. Weakness. Repelled by garlic, suffer a -2 penalty to all attack and damage rolls in bright light (*light, continual light, or sunlight*).

2. Swoop. See giant bat.

2. Erratic flight. See giant bat.

4. Keen. See giant bat.

5-6. Spell-like ability.

Drained One. *AC* 7 [12], *HD* 1+1 (5 hp), *Att* 1 x claw (1d6), *THAC0* 18 [+1], *MV* 90' (30'), *SV* D12 W13 P14 B15 S16 (F1), *ML* 12, *AL* Neutral, *XP* 15, *NA* 1d6 (1d6), *TT* U



Drained ones resemble desiccated husks of living creatures with unnaturally long claws. In areas where giant vampire bats are present it is likely that the adventurers will encounter animals of this sort that have been slain by the bats' blood drain, as opposed to just humanoids. Humanoid drained ones likely still wear the clothes and gear they carried when they died, although they lack the intelligence to use or care for them; their only desire is to feed.

► Standard undead qualities: make no noise until attacking, immune to effects that affect living creatures (poison, disease, etc.). Immune to mind-affecting or mind-reading spells (*charm, hold, sleep, etc.*).

Bat, Normal: Special Qualities (1d6)

All normal bats within a lair or encounter location will possess the same special qualities.

Divide the number of normal bats encountered into swarms of roughly ten bats each. Each swarm attacks a single target and must succeed on an attack roll to affect the target with confusion, and a human-sized creature can be attacked by a maximum of three swarms at a time. Once inflicted, the confused condition lasts for the remainder of the encounter with the swarm that caused it.

1. Tough. Each normal bat has 2 hp, rather than 1.

2. Aggressive. This variety of normal bats does not possess the "flighty" quality and only makes morale checks under normal conditions.

3. Rabid. The bats carry rabies or a similar disease. Each successful "attack", even though it does no damage, carries a risk of the swarmed individual contracting the disease. This risk is equal to (1-2) 1 in 6, (3-5) 1-2 in 6, or (6) 1-3 in 6. If the potential exists, the target must make a Constitution check on 3d6. Success indicates they resist the disease, failure that they will die in 1d6+6 days unless treated.

4. Bitey. In addition to the confusion effect, each successful hit by a bat swarm does 1d3 damage. Because of the nature of the

Bat

swarm, even unsuccessful attacks do **1 point** of damage per round.

5-6. Spell-like ability.

Variations

Giant Dire Bat. AC 5 [14], HD 3 (13 hp), Att 1 x bite (1d6), THAC0 17 [+2], MV 30' (10') / 180' (60') flying, SV D12 W13 P14 B15 S16 (F2), ML 9, AL Neutral, XP 35, NA 1d8 (1d8), TT None

Giant dire bats are simply larger, more aggressive versions of the normal giant bat. They are large enough to support the weight of a small rider, such as goblins, and are occasionally bred and trained as mounts. Giant dire bats will not be vampiric.

- Blindsight as normal bat.



Mobat. AC 1 [18] in flight / 9 [10] on ground, HD 5* (22 hp), Att 1 x bite (2d4), THAC0 15 [+4], MV 30' (10') / 150' (50') flying, SV D10 W11 P12 B12 S14 (F5), ML 8, AL Chaotic, XP 300, NA 1d8 (1d8), TT C

Mobats are even larger than dire giant bats, with a wingspan approaching fifteen feet. This limits the terrain in which they can live, as they need enough room to fully spread their wings.

The creatures possess a dim intelligence, and are often found in the company of groups of Chaotic creatures such as orcs or goblins, where they serve as mounts, scouts, and guards.

- **Silent Flight.** When flying, mobats surprise on a roll of 1-3 in 6.
- **Shriek.** Instead of biting, mobats can emit a supersonic shriek. All non-mobats within 20' must save versus paralysis. Those that fail are stunned for **1d4 rounds** afterwards, suffering a **-2 penalty** to AC, attack, and initiative rolls.
- **Blindsight.** As normal bat.



Bat

Night Flyer. AC 5 [14], HD 2+2 (11 hp), Att 1 x bite (1d4), 2 x wing rake (1d2 each), 1 x tail slash (1d6); or 1 x tail stab (3d4), THAC0 17 [+2], MV 30' (10') / 180' (60') flying, SV D12 W13 P14 B15 S16 (F2), ML 8, AL Neutral, XP 25, NA 1d12 (5d6), TT V



Large, bat-like creatures that are violet in hue, night flyers are nocturnal on the surface but active at all times when underground. Those that lair near the surface normally do so in large caves or sinkholes, emerging at night to hunt. Night flyers are huge, with a wingspan approaching 20' in width.

- **Noisy.** They are always chittering, and surprise on a roll of 1 in 6.
- **Blindsight.** As normal bat.
- They may either attack with a bite, wing rake x 2, tail slash routine, or stab once with their wickedly barbed tails. If stabbing with its tail, the night flyer gains a +2 **bonus** to hit.
- Night flyer tail barbs make excellent arrowheads, and can be used to craft masterwork arrows that gain a non-magical +1 **bonus** to hit. Each creature yields a single tail barb suitable for this purpose; the barb is valued at 25 gp.

Bear

See the entry in OSE Basic, which lists four types of bear: black bear, cave bear, grizzly bear, and polar bear. Use the following chances to determine which type of bear is encountered (1d8):

- 1-4. black bear
- 5-7. grizzly bear
- 8. cave bear

Polar bears are only encountered in arctic terrain.

If the roll indicates a special quality, assume that (1-4) only a single bear encountered will possess the special quality or (5-6) all the bears encountered will.

Extremely large and dire bears can have parts harvestable by adventurers to craft masterwork or magical items. Their value is doubled when used to create items relating to strength, durability, or the acquisition of honey and/or porridge.

Special Qualities (1d6)

1. Dire. Choose or roll 1d6 (1-3) one, (4-5) two, or (6) three of the following qualities to apply to the bear:

- 1. Improve AC by 1d2.
- 2. Increase HD by (1-3) +1d4 to hp total, (4-5) 1 HD, or (6) 2 HD.
- 3. Increase damage from all attacks by +1.
- 4. Increase melee movement by +10 feet.
- 5. Increase morale by 1.
- 6. Increase all saves by +2

2. Charge. The bear may charge in the first round of combat if not engaged in melee. Requires a clear run of 20 yards; claw attacks do double damage.

3. Ferocity. The bear is possessed with preternatural ferocity that propels it to attack even after suffering massive amounts of damage. It will continue to fight for one full round after being reduced to 0 hp.

Bear

4. Smarter than your average bear. The bear is as smart as an average human and can open doors and windows, plan ambushes, and understand human speech. The bear is (1-2) friendly and helpful, (3-4) mischievous and capricious, or (5-6) openly malevolent and spiteful.

5-6. Spell-like ability.

Variations

Arkto. AC 4 [15], HD 7+1** (33 hp), Att 1 x bite (2d6) or spell-like ability, THAC0 12 [+7], MV 120' (40'), SV D8 W9 P10 B10 S12 (F8), ML 9, AL Chaotic, XP 1250, NA 1d4 (1d6), TT F

Intelligent bears with malevolent dispositions, arkto appear to be normal black bears except for their front paws, which resemble human hands. They live solitary lives, either by themselves or in small groups of their own kind, typically on the outskirts of civilization, for they view human flesh as a delicacy.

Bear

Arkto prefer temperate to cold climates and live in a wide range of terrain.

▶ Arkto can only be damaged by magical attacks, and make all saves versus spells with Advantage.

▶ Can manipulate tools and implements with their forepaws, and are able to wear magical items such as rings or gloves. They are intelligent enough to make use of such items.

▶ They may use the following spell-like abilities once per day: *entangle*, *fairie fire*, *obscuring mist*. They may use *control weather* once per week. All spell-like abilities are cast as a 7th-level druid.

Using Arkto in Play

Arkto are a fey race, rarely encountered in the mortal world, and their lairs often con-

ceal portals to Faery. They speak Faery and occasionally (1-2 in 6) the Common tongue.

Arkto are wild Fey, unassociated with any of the major courts, although they are occasionally hired by Lords of larger courts to act as assassins, spies, or troublemakers.

Even in Faery they are found in small numbers, and serve whoever is strongest amongst their kind in the immediate area, although all arkto owe fealty to Tremarctos, a mysterious and rarely seen Fey Lord thought to be the father of all arkto.

If the roll indicates that a special quality is present, only one arkto in a given group will possess that quality, and it should be rolled using the rules in *The Pallid Fields* Hexcrawl for generating Faery Lords.





Dropbear. AC 7 [12], HD 2 (9 hp), Att 1 x bite (1d4), 2 x claw (1d2 each), THAC0 18 [+1], MV 30' (10'), SV D12 W13 P14 B15 S16 (F1), ML 10, AL Neutral, XP 15, NA 0 (3d8), TT none

Cute and cuddly, at least at first glance, their harmless appearance belies their true nature. Dropbears live an arboreal existence, making their homes in trees.

- ▶ Ambush hunters. Dropbears surprise on a roll of 1-4 in 6.
- ▶ If they gain surprise, dropbears gain a +4 bonus to hit during the surprise round.
- ▶ If both claw attacks hit in a single round the target must save versus paralysis. Those that fail have had their eyes scratched, and are blinded. The blinding is permanent until healed. If using the Wound rules from PHM #11 this is considered to be a Wound.

If a drop bear misses with their initial attack they will attempt to climb the nearest tree to escape and potentially attack again.

Bear, giant. AC 3 [16], HD 14 (63 hp), Att 1 x bite (3d8), 2 x claw (2d6 each), THAC0 9 [+10], MV 150' (50'), SV D8 W9 P10 B10 S12 (F7), ML 10, AL Neutral, XP 1,350, NA 0 (1), TT none

Typically encountered in "lost world" or prehistoric locales, giant bears stand as tall as 30' when on their hind legs. They are omnivorous, like all bears, but enjoy the thrill of the hunt and kill. Giant bears are rare and typically live solitary lives, the uncontested rulers of the surrounding lands.

They may hug, as a normal bear, but only against giant-sized or larger creatures; against these foes their bear hug does 3d8 points of damage. Against smaller foes their attacks do the following:

- ▶ A creature hit by one of their claw attacks must make a Strength check on 4d6. Those failing are knocked prone and must spend half their movement getting back up.
- ▶ On a natural 19 or 20 with a bite attack the target is grabbed in the bear's mouth and takes an automatic 2d8 points of damage in each subsequent round until let go. While in this predicament the victim may not cast spells and may only attack with natural or small weapons.
- ▶ The giant bear's hide is so thick and tough that all non-magical attacks deal half damage.

Bear



Beetle, giant

The entry in OSE Basic lists three types of beetle: fire, oil, and tiger. They have the potential to possess one of the following special qualities. If a special quality is indicated, all beetles encountered in a lair will possess the same quality. There's an equal chance that an encounter will be with (1-2) fire beetles, (3-4) oil beetles, or (5-6) tiger beetles.

Special Qualities (1d6)

1. Durable. The beetle's chitin is extra hard, providing it with an additional measure of protection. Its AC is improved by (1-3) 1, (4-5) 2, or (6) 3.

2. Grubby. The beetle harbors infectious bacteria or parasites in its bite. Anyone bitten by the beetle must make a CON check on 3d6. Those who fail begin to experience an allergic reaction 1d4 turns later, accompanied by itching and swelling. Affected individuals suffer a **-1 penalty** to attack rolls and skill checks (if a skill system is being used) for a period of 1d4 days or until treated with *cure disease* or similar.

3. Hivemind. The beetles that share the lair have developed a minor telepathic link that allows them to communicate with each other. Obviously, since they're beetles, any communication is on a basic, primitive level, but all of the members of the hive will be able to experience what one does. The link has a radius of (1-3) 120', (4-5) 1200', or (6) one mile.

4. Tough. The beetles are larger and tougher than normal. They have (1-3) +1 hp each, (4-5) +3 hp each, or (6) +1 HD.

5-6. Spell-like ability.

Giant beetles can be encountered in dungeons, caves, or on the surface. Only one type of beetle will typically be encountered in a single lair. Beetles are occasionally kept as pets, mounts, or beasts of burden by some intelligent creatures. Small creatures, such as goblins, kobolds, sprites, or brownies, might use them as mounts, while larger creatures keep them as pets, train them as watch animals, or even use them in lieu of pack horses. This is most commonly found amongst subterranean cultures, but is not unknown on the surface world, as well.

Beetles typically do not have parts worth harvesting, except for fire beetles or those large/with enough HD to be valued as principals. In these cases, the chitin can be used as shields, armor, or potentially even building materials. The Referee may also rule that oil beetle spittle is useful as an alchemical compound.

Variations



Hivemother (template). AC -2 [+2], HD +4*, Att increase damage dice by 1, +special (below), THAC0 by HD, MV *, SV as fighter of equivalent level, ML 10, AL Neutral, XP by HD, NA 1 (1), TT special

This is a template that can be applied to any other beetle type. The hivemother is the queen of the beetle lair, and controls the other beetles via a combination of pheromones and insect telepathy. The stat block above indicates the changes to the base beetle stat block, not the actual stats (for instance, hivemothers don't actually have an AC of 2, but apply a 2 bonus to the base beetle's descending Armor Class).

Each beetle lair will have but a single hivemother, a larger, more advanced beetle. Because of their size and importance they rarely leave their lair. Hivemoth-

ers are rarely found alone; they will typically be attended by **1d4** normal giant beetles, at minimum. These beetles clean and feed the hivemother, and care for the eggs she lays.

The hivemother has the following characteristics:

- ▶ Her physical attack forms are increased by one die size: a tiger beetle hivemother's bite inflicts **2d8** damage instead of **2d6**, for instance.
- ▶ She otherwise has the same characteristics as the base type, except where noted in the stat block. Note that hivemothers save as fighters of a level equal to their HD, not half their HD like a normal animal.
- ▶ All her brood within 60' of her, regardless of line of sight, have their morale increased to 12 as long as she lives.

Once per round, in addition to her normal actions, a hivemother may do one of the following. She may take the action at any point during the round.

- ▶ **Call to aid.** All her living brood within 240' heed her call for assistance and rush to her aid. This overrides even failed morale checks.
- ▶ **Pheremonal assault.** A cloud of pheromones surrounds the hivemother and extends out in a 30' radius. All living, non-beetles within that radius must make a saving throw versus poison each round they remain within the cloud or suffer **1d6 points of damage**. The cloud lasts for **1d4+1 rounds** and can be dispersed by a strong gust of wind.
- ▶ **Leg spear.** The hivemother makes an attack against one target within 15'. If it hits, the target suffers **1d8** points of damage.
- ▶ **So the Mother may live.** An attack that requires a to-hit roll targeting the hivemother can be redirected to target a normal beetle within 10' of her.

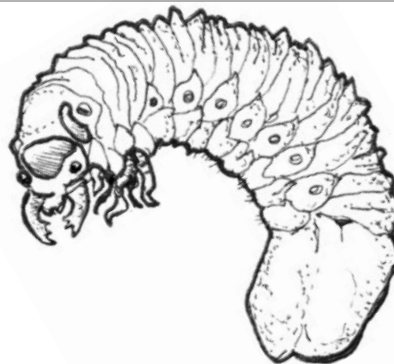
A lair containing a hivemother will also have **1d20** beetle eggs in various stages of development.

Additionally, several parts of a hivemother can be harvested for usable parts:

- ▶ The carapace can be used to fashion masterwork armor or shields.

- ▶ The ichor can be used to create potions of *giant beetle control* or other similarly-themed magical items. For these items multiply the value of the parts by 2.

Larva (template). AC +2 [-2], HD -2 (9 hp), Att 1 x bite one die size lower; THAC0 by HD, MV 30' (10'), SV by HD/2, ML 6, AL Neutral, XP by HD, NA by beetle type, TT none



Another template that can be applied to an existing beetle type, larvae are the immature form of the beetle. They are occasionally encountered on their own, but in addition each encounter with a giant beetle lair has a **1-3 in 6** chance of including a number of larvae equal to the number of beetles.

Giant beetle larvae mature in roughly four months, and are valuable sources of food in many cultures; some even raise and train the larvae as pets, mounts, or beasts of burden.

Larvae have the following characteristics:

- ▶ Mindless. Even less intelligent than adult giant beetles, larvae react to light and movement, and are always hungry. They are omnivorous.
- ▶ If the HD modifier reduces the base type to less than 1, assume the larva has ½ HD.
- ▶ If the larvae HD is less than 2 they save as a Normal Human.
- ▶ Larvae are unaffected by illusions.
- ▶ Reduce the damage dealt by larvae attacks by one die size; an adult giant beetle does **1d4** damage with a bite, but a larva does only **1d3**.
- ▶ Larvae only have bite attacks, and do not possess any of the special qualities or abilities of the adult type.

Beetle, giant

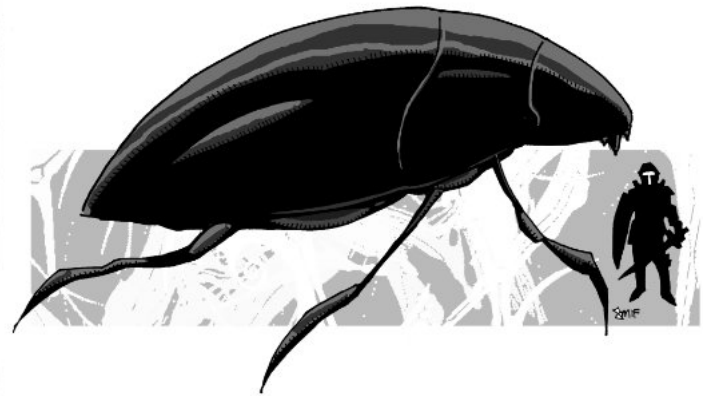
Slicer Beetle. AC 4 [15], HD 6* (27 hp), Att 1 x bite (2d8), THAC0 14 [+5], MV 120' (40'), SV D11 W12 P13 B14 S15 (F3), ML 7, AL Neutral, XP 500, NA 1d3 (1d6), TT none

These giant, 8' long beetles are a dark blue color with enormous, wickedly sharp mandibles that are themselves another 3' long. They are aggressive and mostly carnivorous, although if they can't find enough meat they can survive on plantlife. Their mandibles are sharp enough that they can fell trees in quick order.

- ▶ When attacking, a roll of natural 19 or 20 indicates their mandibles have severed one of the target's limbs. PHM #11 has rules for determining random limbs and the effects of such a delimbification. If using those rules this is considered to be a Wounding attack.

- ▶ Characters with severed limbs lose 1d4 hp each subsequent round due to blood loss until they can be treated (takes one round to stop the blood flow with a tourniquet).

The sharp mandibles of a slicer beetle can be used to fashion masterwork blades of long sword or shorter length.



Water Beetle. AC 4 [15], HD 3 (13 hp), Att 1 x bite (2d4), THAC0 17 [+2], MV 60' (20') / 150' (50') swimming, SV D12 W13 P14 B15 S16 (F2), ML 9, AL Neutral, XP 35, NA 0 (1d8), TT None

Found in shallow freshwater lakes, ponds, and slow-moving rivers, giant water beetles are greenish in color and about 4' long. They are mainly carnivorous, subsisting on fish, turtles, and any land creatures foolish enough to enter the water near their hunting grounds.

- ▶ When attacking foes on the surface (such as an adventurer wading or swimming) they surprise on a roll of 1-4 in 6.

If they have surprise they gain a +4 bonus to the attack roll during the surprise round.



Beetle, giant

Black Pudding

Mindless blobs of black, jelly-like substance, black puddings are voracious eaters, devouring all organic material they come across. Living creatures devoured by a black pudding cannot be resurrected or reincarnated save by powerful magics that do not require a body to be present. It takes one turn for a pudding to completely consume a victim.

Only harmed by fire-based attacks, all other damaging attacks (including spells) that deal physical damage (so not, for instance, a *cloudkill* spell) cause the black pudding to divide. This has the following mechanical effects:

- ▶ A new 2-HD black pudding is created from the division.
- ▶ The “parent” (original) pudding’s HD total is reduced by 1.
- ▶ Physical attacks will not force the pudding to divide beyond 2 HD.
- ▶ The parent ceases to divide once it reaches 2 HD. At this point it is vulnerable to all forms of magical damage (including from magical weapons).

Smaller puddings have the following characteristics:

2 HD. AC 6 [13], HD 2* (9 hp), Att 1 x touch (1d8), THAC0 18 [+1], MV 60' (20'), SV D12 W13 P14 B15 S16 (F1), ML 12, AL Neutral, XP 35, NA 1 (0), TT None

3 HD. AC 6 [13], HD 2* (9 hp), Att 1 x touch (2d6), THAC0 18 [+1], MV 60' (20'), SV D12 W13 P14 B15 S16 (F2), ML 12, AL Neutral, XP 35, NA 1 (0), TT None

4 HD. AC 6 [13], HD 2* (9 hp), Att 1 x touch (2d8), THAC0 18 [+1], MV 60' (20'), SV D12 W13 P14 B15 S16 (F2), ML 12, AL Neutral, XP 35, NA 1 (0), TT None

5 HD. AC 6 [13], HD 2* (9 hp), Att 1 x touch (2d8), THAC0 18 [+1], MV 60' (20'), SV D11 W12 P13 B14 S15 (F3), ML 12, AL Neutral, XP 35, NA 1 (0), TT None

6 HD. AC 6 [13], HD 2* (9 hp), Att 1 x touch (3d6), THAC0 18 [+1], MV 60' (20'), SV D11 W12 P13 B14 S15 (F3), ML 12, AL Neutral, XP 35, NA 1 (0), TT None

7 HD. AC 6 [13], HD 2* (9 hp), Att 1 x touch (3d8), THAC0 18 [+1], MV 60' (20'), SV D10 W11 P12 B13 S14 (F4), ML 12, AL Neutral, XP 35, NA 1 (0), TT None

They are, thankfully, found singly, unless forcibly divided. If a parent black pudding and its children remain after a battle, the parent will reabsorb its offspring in a matter of hours, with each 2-HD child reabsorbed adding 1 HD to the parent’s total.

Black puddings gain 1 HD for every 10 total HD of living creatures they absorb until they reach 8 HD, at which point their growth slows and they grow 1 HD for every 25 HD of living creatures consumed. A black pudding that has grown above maximum size (8 HD, or larger if special qualities are rolled for) will lose 1 HD per day it does not feed, until reduced to its normal size.

The gooey, acidic residue left over by a slain black pudding is invaluable as an alchemical reagent or as a special component for magical items that involve acid or similar effects.

Special Qualities (1d6)

1. Engulf. On a **natural 20** on an attack roll the pudding engulfs an ogre-sized or smaller creature. The creature automatically takes damage each round they’re engulfed, any attacks directed at the pudding deal half damage to the pudding and half damage to the engulfed target, and assuming they’re not slain by the acid damage, the engulfed target will suffocate in a number of rounds equal to half their Constitution.

Engulfed victims can only attack with small or natural weapons, cannot cast spells, and may spend their attack actions attempting to break free by making a Strength check each round using **4d6**. In subsequent

Black Pudding

rounds the black pudding may attack another target even while engulfing a victim.

Variations

2. Exceptionally Large. The pudding has (1-3) +1, (4-5) +2, or (6) +1d4+2 HD. Use the stat blocks above to extrapolate these larger puddings' abilities.

3. Reach. The black pudding can extrude a pseudopod that has a reach equal to its **HD × 5 in feet**. Doing so takes both its movement and attack actions for a round.

4. Sentience. The black pudding has developed sentience and is as intelligent as (1-3) an animal, (4-5) a human, or (6) an exceptional human or monster. They can plan, potentially communicate, and should otherwise be played by the Referee as an intelligent creature. Any smaller black puddings created via combat will (1-3) retain the same level of intelligence, (4-5) split the pudding's intelligence between the two, or (6) be unintelligent. Sentient black puddings save as a fighter of the same level as their HD.

Sentient puddings are (1-3) Chaotic, (4-5) Neutral, or (6) Lawful. Those with animal intelligence are always Neutral. Assuming they are above animal intelligence they (1-3) cannot communicate, (4-5) can communicate via gestures or shapes, or (6) can communicate with other intelligent creatures within range via telepathy. The range is (1-3) 30', (4-5) 120', or (6) 1d12 × 100'.

Sentient puddings have a **1-2 in 6** chance of having a special ability (1d6):

1. Can shape their blobular body into humanoid or animal shapes. A humanoid-shaped pudding could, for instance, communicate via gestures. It takes **1d4 rounds** for the pudding to change shape.

2-4. Spell-like ability (see Introduction).

5. Controlled acidity. The pudding has learned to control its acidic excretions. It can choose whether or not to dissolve materials with its touch.

6. Spell-casting. As a (1-3) sorcerer, (4-5) cleric, or (6) illusionist. Casts spells as (1-3) HD - 1d4, (4-5) HD, or (6) HD + 1d4.

5-6. Spell-like ability.



Arctic Pudding. AC 6 [13], HD 9* (40 hp), Att 1 x touch (3d8), THAC0 12 [+7], MV 60' (20'), SV D10 W11 P12 B13 S14 (F5), ML 12, AL Neutral, XP 1600, NA 1 (0), TT None

Evolved for cold climates, arctic puddings are white in color, although after devouring a victim they take on a pinkish hue for a short time while digesting any organic matter.

- ▶ When in snowy environs, arctic puddings surprise on a roll of **1-5 in 6**.
- ▶ Arctic puddings do not dissolve metal but still dissolve organic materials (wood, flesh, etc.) in one turn.
- ▶ Only harmed by fire-based attacks; all other attacks cause them to divide as per above.

Blood Pudding. AC 6 [13], HD 6* (27 hp), Att 1 x touch (2d8), THAC0 14[+5], MV 60' (20'), SV D11 W12 P13 B14 S15 (F3), ML 12, AL Neutral, XP 500, NA 1 (0), TT None

Almost indistinguishable from a black pudding, blood puddings are a deep purple in color. Rather than dissolving materials with their touch, they feed on living creatures by drawing blood through their skin and absorbing it. As they feed, their coloration becomes shot through with threads of crimson.

- ▶ Can be harmed normally, although fire-based attacks cause them to divide (use guidelines and stat blocks, above).
- ▶ Each touch does **2d8** points of damage as the pudding sucks the blood out of a living creature.
- ▶ Each time a blood pudding does damage to a target, the victim must save versus death. Those failing make all rolls with Disadvantage until the end of their next turn.
- ▶ A victim slain by a blood pudding may be resurrected or raised as normal.
- ▶ Every time a blood pudding drains blood from a target it regains hit points equal to half the damage dealt.
- ▶ Can move across walls and ceilings and squeeze through small holes and cracks.



Crimson Pudding. AC 5 [14], HD 8* (36 hp), Att 1 x touch (3d10), THAC0 12 [+7], MV 60' (20'), SV D10 W11 P12 B13 S14 (F4), ML 12, AL Neutral, XP 1,200, NA 1 (0), TT None

Crimson puddings have evolved to survive in extreme heat, and are most often found living near lava or in the warmer regions of the Elemental Matrix. They are shimmering orange, red, and scarlet in color, and are literally blobs of living protoplasmic lava.

- ▶ Immune to all attacks except for cold. All other attacks split the crimson pudding as described above.
- ▶ Their touch does **3d10** points of fire damage, and the target must save versus death or take **1d6** points of damage in the subsequent round as their clothes and gear smolder. Those wearing metal armor save with Disadvantage and take **1d10** points of fire damage on a failure instead.
- ▶ When in their natural environment, they surprise on a roll of **1-4 in 6**.

Black Pudding

Brown Pudding. AC 6 [13], HD 6* (27 hp), Att 1
x touch (2d6), THAC0 14 [+5], MV 60' (20') / 30'
(10') swimming, SV D11 W12 P13 B14 S15 (F3),
ML 12, AL Neutral, XP 500, NA 1 (0), TT C

These puddings have evolved to live in marshy or swampy terrain, and are often found floating on the surface of stagnant pools. Their touch deals less damage, and only dissolves organic matter.

► Only harmed by fire-based attacks, but due to the damp climate in which they live are treated as if they were resistant to fire (as per the spell *resist fire*).

► Their touch deals 2d6 points of acidic damage, but only to organic materials. It leaves a thin film of acid, and the target takes 1d6 points of acid damage at the end of their next turn unless they spend their action washing off the acid.

► They are one of the few puddings that can be found with treasure, since their touch doesn't dissolve metal, but due to the environs in which they live most of any treasure that may be found is often under several feet of mulch and swampwater.



Blink Dog

Blink dogs are as intelligent as the average human and are lifetime enemies of warp beasts, which they attack on sight. In Absalom, blink dogs are natives of Faery. Those that are encountered in Faery, or are no more than one generation removed from there, have fey ancestry. Those whose ancestors have been in the mortal world for more than one generation lose their fey heritage.

Unless otherwise stated, if special qualities are possessed, all of the dogs within the pack will have them.

Blink dogs are rarely harvested for parts except by extremely villainous individuals with bi-chromatic hair but they are often captured at a young age and “trained”. Blink dogs are intelligent enough that they do not need to be trained, except perhaps to understand what their human parent is trying to tell them.

They are extremely loyal to those who treat them well, and, in instances where they are mistreated, simply blink away, never to return.

Blink dogs have two basic abilities. The first enables them to teleport a short distance away ($1d4 \times 10'$), the second states that “if in serious danger, the pack can flee by entirely disappearing”. These two abilities are discussed further, below.

Blink dogs possess the ability to access the space between dimensions, the same plane used by magic-users who *dimension door* or *teleport*. Each blink dog is capable of blinking once per round, at any point during their turn, in addition to physically moving. However, they are still constrained by the order of initiative when it comes to normal movement.

Note that the text in the OSE Basic Monster book is somewhat unclear, saying that “in combat, teleport close to an enemy, attack, then reappear $1d4 \times 10'$ away”. This suggests that blink dogs actually teleport twice per round, once to close into melee (although an actual distance is not stated for this first “jump”) and then immediately blinking away after attacking. It is suggested as an alternative that the blink dog only be allowed to jump once per round, either before movement and their attack or after (see above), as a spell-like ability.

Example. A blink dog is engaged in melee with an enemy. They may blink away either before or after attacking. However, if they wish to move, they can only do so during the movement phase of the initiative round and only as a retreat or a fighting withdrawal (since they're already in melee).

However, the same text states that blink dogs can simply blink out of existence as a pack to escape an overwhelming threat. This suggests that blink dogs can either:

- 1-3.** Teleport further away than $1d4 \times 10$ feet, or
- 4-6.** Remain wherever it is they go while blinking for an extended time, and then reappear within $1d4 \times 10$ feet.

Each group of blink dogs will have a pack leader with maximum hit points.

Special Qualities (1d6)

1. Speech. The blink dogs are capable of speech. Those native to Faery will speak that tongue, while the others will (1-3) speak Faery, (4-5) speak whatever language is most common in the area, or (6) speak Common.

2. Fey-touched. Apply this to normal blink dogs or, if using the Absalom version that has lost its fey heritage due to residing too long in the mortal world, a single blink dog in the pack.

Fey-touched blink dogs have (1-3) one of the following, (4-5) two of the following, or (6) three of the following:

- 1. Can cast *detect danger* once per day
- 2. Can cast *spook* once per day
- 3. Can cast *faerie fire* once per day
- 4. Gains Advantage on saving throws against charms and illusions

3. Dire. The blink dog is an exceptionally large specimen of its kind, gaining +1 HD, +1 AC, and doing an extra +1 damage with its bite.

4. Traveling Companion. The blink dog can bring along one creature it is touching when it blinks. The creature can be no larger than man-sized.

5-6. Spell-like ability.

Variations

Blink Wolf. AC 5 [14], HD 6+4* (31 hp), Att 1 x bite (2d4), THAC0 13 [+6], MV 150' (50'), SV D9 W10 P11 B11 S13 (F6), ML 8, AL Neutral, XP 650, NA 1d4 (1d4), TT C

A larger version of the normal blink dog, this variety is identifiable chiefly by their brightly glowing green eyes. They can all speak, and are rarely encountered in the mortal world. When encountered outside of Faery they are usually wild fey, accountable to no house, although they do offer service to Helrodeth.

- ▶ Can teleport up to **1d8 × 10** feet.
- ▶ If in serious danger (i.e. failing a morale check) the entire pack will teleport away.
- ▶ Pack tactics. If two or more blink wolves are attacking a single target, all the wolves gain Advantage on their attacks.

Eresbara. AC 5 [14], HD 7** (42 hp), Att 1 x bite (3d4), THAC0 13 [+6], MV 150' (50'), SV D8 W9 P10 B10 S12 (F7), ML 10, AL Neutral, XP 1250, NA 1 (1), TT C

The eresbara are the seven advanced blink dogs that serve Helrodeth, Faery Lord of the blink dogs. They are encountered mostly in Faery, but are occasionally seen in the mortal world, performing inscrutable tasks for their master. There are only seven eresbara in existence, and if one is slain another is raised up by Helrodeth to take its place. It takes **2d4** weeks before the new eresbara is ready. They are only ever encountered singly.

Eresbara are large dogs the size of ponies. They are visually distinct from wolves — they are obviously extremely large dogs and are notable for having two tails, both of which are prehensile and capable to grasping items or wearing rings.

- ▶ All eresbara can speak the tongue of Faery and Common.

▶ Can blink as blink dogs, but without variable distance. An eresbara can jump up to 120' each time, and may take one human-sized creature or 3 halfling- or gnome-sized creatures with them, provided they are touching.

▶ Once per day they may jump to another dimension and may take up to six individuals with them, provided they all touch the eresbara.

▶ The twin tails of an eresbara can wield small items (such as wands or keys) and can also wear rings. There's a 10% chance per tail that an eresbara is wearing a magical ring.

▶ Once per day the eresbara can automatically choose to succeed on a saving throw.

▶ An eresbara may howl up to three times per day. This acts as a *hold animal* spell (see OSE Advanced rules) with a range of 120'. This howl is in addition to their normal actions.

▶ Once per day an eresbara may summon a pack of **3d4** blink dogs. They may not blink in the round in which they're summoning, but the blink dogs appear at the end of the round and are able to act in the subsequent round.

Blink Dog





The hide, teeth, and claws of an eresbara are incredibly valuable for use as magical principals, and if used to create an item related to teleportation, planar travel, or *dimension doors*, are worth three times the base amount.

Fetch. AC 5 [14], HD 4* (18 hp), Att 1 x bite (1d6), THAC0 16 [+3], MV 120' (40'), SV D10 W11 P12 B13 S14 (F4), ML 6, AL Chaotic, XP 125, NA 1d6 (1d6), TT C

The fetch is statistically identical to a normal blink dog, but with a diametrically opposed alignment. They delight in using their blinking bite ability to cause opponents to wink in and out of existence, the entire pack chasing after them, yipping with glee.

► A target bitten by a fetch must make a saving throw versus spells in each of their next **1d4 turns**. On a failure, the target blinks out of existence and reappears in a random location **1d4 × 10** feet (or yards) distant. On a success they resist the effect for that round only. The blinking takes place *after* actions are declared but *before* they take place. The dislocation is enough to ruin the concentration needed for spellcasting. The blinking target will not blink into a space occupied by a fetch, but can potentially be teleported into a space occupied by a person or inanimate object. If this is the case the target is shunted to the nearest open space and must make a saving throw versus death. Those failing are stunned for one round, unable to act.

► If threatened, the entire pack will teleport away.

Like blink dogs, fetches are fey creatures in Ab-salom, and so may exhibit the *fey-touched* quality (see above).

Blink Dog



Boar

The description in the OSE rulebook mentions that boars can be “irascible and dangerous if disturbed”. To mimic this, it is suggested the Referee apply a –1 penalty to reaction rolls when encountering boars.

Special Qualities (1d6)

1. Dire. The boar has +1 HD, a +1 bonus to AC, and does +1 damage with all its attacks.

2. Hard to kill. Once per day, when reduced to 0 hp, the boar automatically regains 1d8 hp.

3. Hunters. The boar is exceptionally good at locating specific things. Typically, this is a variety of plant they survive on, but in a fantasy setting it could be anything: a certain type of creature, a magical aura, rare gems or metals, portals to other dimensions, etc. Mechanically, treat this as if they have the ability to sense secret doors as an elf, but with a range of 120’.

At the Referee’s discretion, young boar can be trained to hunt for specific things by enterprising players.

4. Terrifying charge. If the boar can charge at least 30’ in a round towards a target, all creatures that can see the charging boar must make a saving throw versus paralysis or be *shaken* for 1d4 rounds.

5-6. Spell-like ability.

Variations

Aordu. AC 6 [13], HD 3+2* (16 hp), Att 1 x tusk (2d4), 1 x spell-like ability, THAC0 16 [+3], MV 150’ (50’), SV D12 W13 P14 B15 S16 (F2), ML 9, AL Neutral, XP 75, NA 1d6 (1d6), TT None

Creatures of Faery, the aordu are found throughout the wooded Wilds of Faery and only occasionally captured and tamed by the Courts. They have hides of glistening copper, gold, and silver; while these have little value in Faery, they are much sought after by the mortals who hear tell of their glistening pelts.

A sounder of aordu will all have hides composed of the same material: (1-3) copper, (4-5) silver, or (6) gold. The hide of a copper aordu is worth 25 gp, that of a silver aordu is worth 50 gp, and that of a gold aordu 100 gp. Each type has a special ability:

► Copper aordu instinctively use *blur* as a spell-like ability after taking at least one point of damage. It lasts for one minute, imposes an initial –4 penalty to those attempting to hit the creature (reduced to –2 for subsequent attacks) and the aordu gains a +1 bonus to saving throws against magic that directly targets them. Copper aordu can also detect poison with a range of 10’.



► Silver aordu, when threatened, exhale a misty vapor that surrounds them, billowing out to a 10’ radius. The mist functions as an *obscuring mist* spell, obstructing vision for all but the aordu or those who can see invisible creatures, and lasts for one minute. Silver aordu can also see invisible creatures as per the spell *detect invisibility* (to a range of 30’).

► Gold aordu, when they suffer physical damage, instinctively release a blinding flash of color similar to the *color spray* spell (see OSE Advanced), except it is a 10’ long cone, 10’ wide at the end, targets all non-aordu within that space, and is considered cast by a 2nd-level caster. This ability **recharges on a 5+**. Gold aordu can also automatically *detect magic* as the spell, but with a range of 20’.

Giant Boar. AC 6 [13], HD 7 (32 hp), Att 1 x tusk (3d4), 1 x trample (2d8), THAC0 13 [+6], MV 120' (40'), SV D10 W11 P12 B13 S14 (F4), ML 10, AL Chaotic, XP 450, NA 1d6 (1d6), TT None



Standing taller than a man at the shoulder, giant boars are somehow even more irritable and territorial than normal boars. Giant boars are often found in the company of devil swine or kept by hill giants as pets or even mounts.

► If charging more than 30' in a round in a straight line, the boar can trample for damage. They may attack any number of targets in their path (after the minimum 30' of movement) but can only make a tusk attack against one of those targets. Creatures in the giant boar's charge path may attempt to set certain weapons to receive the charge.

► The first time a giant boar is reduced to 0 hp they automatically regain 1d12 hp.

► Apply a -2 penalty to reaction rolls.

Varaz. AC 0 [19], HD 4 (18 hp), Att 1 x tusk (2d6), THAC0 16 [+3], MV 120' (40'), SV D12 W13 P14 B15 S16 (F2), ML 9, AL Neutral, XP 75, NA 1d4 (1d4), TT None

The varaz are said to have been created by the *siderenos*, the ironskins (see *Into the Wild*), as weapons of war. They are the size of normal boars, with skins of iron and bristly hair of coiled metal. Despite their metallic exterior they are living creatures, and can be found in the forests and hills of the world's northern reaches.



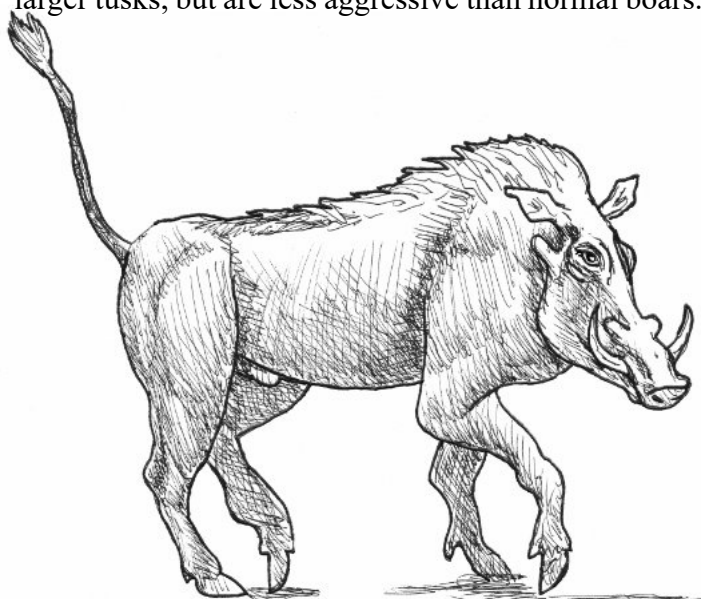
The tusks of the varaz are razor-sharp, as are their bristles. The presence of the varaz is usually made obvious by deep scratches at the base of trees, created when the beasts rub against them to soothe itches.

► The tusks of a varaz are so sharp that wounds caused by them continue to bleed for a round after being dealt. In the round after suffering a blow from a tusk the target takes an automatic additional 1d4 damage.

► Anyone attempting to grapple with or physically touch a varaz takes an automatic 1d4 damage from their wiry bristles. The *siderenos* are immune to this damage.

Warthog. AC 7 [12], HD 2+1 (10 hp), Att 2 x tusk (2d4), THAC0 17 [+2], MV 120' (40'), SV D12 W13 P14 B15 S16 (F1), ML 8, AL Neutral, XP 25, NA 1d6 (1d6), TT None

Warthogs are cousins to normal boars, and are found in tropical/warmer regions of the world. They have larger tusks, but are less aggressive than normal boars.



Boar



Caecilia

Giant, amphibious worm-like creatures with toothy maws, caecilia burrow through the earth and erupt from the ground to attack prey. They have the ability to swallow prey whole, and if this occurs they will automatically retreat back into their burrow to digest their meal.

Likewise, if a caecilia fails a morale check it will automatically retreat back into its burrow, which occurs in the following round. When multiple creatures are encountered, each will have its own burrow. The tunnels are too small for humans; only halflings, gnomes, goblins, or kobolds are able to venture into them. Caecilia may only swallow whole creatures of dwarf size or smaller.

Caecilia are blind, relying on an extremely well-developed sense of hearing and vibrational sensing. They have no penalties to attacking invisible creatures.

They burrow through earth at a speed of 30' (10') and are blocked by solid stone or water. Any indicated treasure they possess will be in their gut.

They may have the following special qualities. If indicated, all the caecilia in a lair share the same special qualities.

Special Qualities (1d6)

1. Dire. The creatures have **+1 HD**, **+1 to AC**, **+1 to morale**, and deal an extra **+1 damage** from their bite. Additionally, they may swallow whole on a roll of **18+**.

2. Slime-coating. The caecilia's body is coated with a layer of slime that acts as a protection against fire. Creatures with this special quality are considered to be affected as per *resist fire*.

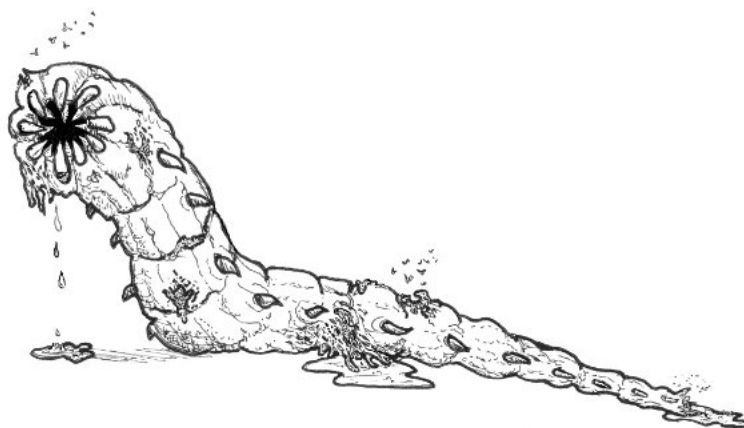
3. Spit. The caecilia can vomit forth a line of acid with a range of 30'. Every creature within the line of the attack must make a saving throw versus breath weapons. Those failing take **2d6 damage** while those succeeding take half damage. This ability recharges on a roll of 6.

4. Swimming. These creatures can swim with a speed of 60' (20'). They can pass through mud, quicksand, or other substances as if swimming through water.

5-6. Spell-like ability.

Variations

Corpse Worm. AC 6 [13], HD 7* (32 hp), Att 1 x bite (1d8), THAC0 13 [+6], MV 60' (20'), SV D10 W11 P12 B13 S14 (F4), ML 12, AL Neutral, XP 850, NA 1 (1), TT B



Caecilia are not picky about what they eat, and rarely, they will swallow and devour undead creatures. Slowly, the caecilia itself becomes undead, turning into a corpse worm, a zombie-like mockery of the living creature. They look similar to living caecilia, albeit with decaying flesh.

► As undead creatures they make no noise until attacking and are immune to effects that affect living creatures (such as poison and disease) as well as spells that affect the mind (such as *ESP*, *sleep*, etc.)

► Corpse worms are turned as 4-HD undead.

► Can swallow whole on an attack roll of **19+**, as per normal caecilia. Swallowed victims can only attack with dagger-sized weapons at a **-4 penalty**. Swallowed victims are not digested, but take **1d4 damage** per round from constricting muscles.

► Charnel breath. Corpse worms carry with them the stench of disease and rot. They can breathe a cone of foul miasma 30' long and 15' wide at the end. All living creatures within the cone must make a saving throw versus breath attacks. Those failing are knocked

Caecilia

unconscious for 1d4 rounds. Those saving are not, but attack with Disadvantage on their next round. This ability recharges on a roll of 5+.

The powdered remains of the corpse worm can be used as a special component in magical item fabrication, and if used in the creation of items dealing with the undead are worth double the normal value.

Helminth. AC 5 [14], HD 10* (45 hp), Att 1 x bite (1d8 + 1d6) or 1 x breath (3d6), THAC0 17 [+2], MV 60' (20'), SV D11 W12 P13 B14 S15 (F10), ML 9, AL Chaotic, XP 1750, NA 1 (1d2), TT M

The adult form of the scarlet worm (see below), helminth are huge (70'+ long and 10' diameter) segmented worms with snake-like heads. They burrow through earth and rock with equal speed, and are omnivorous, capable of digesting virtually anything, including organic matter in the soil.

The helminth maintain an internal fire that allows them to breath flame in a 50' long x 5' wide line. When a helminth enters its breeding cycle (they are hermaphrodites, but need a mate to reproduce), its internal flames increase in heat (doing no extra damage), and the helminth seeks out the nearest body of water to shelter in, cooling itself so as not to be consumed by the flames. After laying eggs the fires cool, and the helminth leaves the water (and eggs) behind.

Helminth are intelligent but cannot speak, although they have been known to understand certain languages. There's a **1-2 in 6** chance that an encountered helminth is in its breeding cycle, which lasts **1d4** years. If not in water, the helminth takes **1 hp** of damage every round; a helminth reduced to **0 hp** this way immolates as described below.

Caecilia

► A helminth's bite attack causes **1d8** damage plus **1d6** fire damage.

► The breath weapon causes **3d6** damage (half on a successful save versus breath) and recharges on a **roll of 4+**.

► When slain, a helminth erupts in a ball of fire that does **2d6** damage to all within 10' of it; if the helminth is in its breeding cycle the damage is increased to **2d8** and the range to 20'.

The ichor of a helminth is useful as an alchemical material, and the internal fires of a helminth, if used to

light a forge, will add a +1 bonus to the chance of successfully forging metal items; any masterwork item thus crafted has a **+3% chance** of being successfully enchanted. The fires of a helminth only burn for **3d6 hours** after the creature is slain, however, so any character looking to utilize them must act quickly.



Irighiri. AC 7 [12], HD 5** (23 hp), Att 1 x bite (3d4 + poison), THAC0 14 [+5], MV 120' (40'), SV D8 W19 P11 B13 S11 (C7), ML 10, AL Chaotic, XP 425, NA 1d4 (1d6), TT See below

Resembling nothing more than enormous earthworms roughly 15' long and a foot in diameter, *irighiri*, or demon worms, are residents of the Shadowlands of Ab-salom (substitute a suitable lower plane in other settings, such as certain layers of the Abyss or Hades), where they burrow through the dry soil of the afterlife.

Despite their primitive appearance, *irighiri* are as intelligent as the average human and are decidedly wicked. They are occasionally found in the mortal world either as a result of summoning or by passing through the occasional breach between the worlds.

Demon worms carry no treasure, but since they travel through the earth of the Shadowlands they often accumulate valuable shadowstones within their gullets. More information can be found on shadowstones in the *Lake of Abominations Ultimate Hexcrawl*.

Irighiri have the following abilities:

- ▶ Resistant to cold, fire, and electrical damage.



Scarlet Worm. AC 7 [12], HD 2+2 (11 hp), Att 1 x bite (1d4 + poison), THAC0 17 [+2], MV 90' (30'), SV D11 W12 P13 B14 S15 (F3), ML 9, AL Neutral, XP 35, NA 2d6 (2d6), TT See below

- ▶ Immune to shadow (see PHM #1) damage.
- ▶ Vulnerable to silver weapons.
- ▶ Take half damage from blunt and bludgeoning weapons.

▶ A living creature bitten by an irighiri must succeed on a saving throw versus poison. Those failing begin to gradually fade, losing **1 point** of Strength each hour. Once reduced to 0 STR they become a shadow. A victim can be cured with a *remove curse* spell before being reduced to 0 STR; once they become a shadow they cannot be returned to normal except by powerful ritual magic, and even that will prove futile after the victim spends 21 days in the Shadowlands in this form. Lost STR will return at the normal rate, but not while within the Shadowlands.

- ▶ Demon worms have blindsight to 120'.
- ▶ They may use the following spell-like abilities:

- o ESP, at will
- o Dispel magic, once per day
- o Hypnotism, once per turn

▶ Rolling a **natural 20** while attacking an irighiri with slashing weapons (such as swords and axes) causes no additional or extra damage, but instead cleaves the monster in twain. Both sides flop to the ground as if destroyed, only to regrow the missing end (head or tail) at the beginning of the following round (before initiative) and act as independent creatures.



Scarlet worms are the immature form of the helminth (see above). They reach up to 10' in length and about 2' in diameter, and are grotesque, reddish grubs. Unlike helminth, scarlet worms are unintelligent, driven only by a desire to feed. It takes roughly fifty years for a scarlet worm to mature into a helminth.

Roll **1d20** to determine the age of the brood group:

1. Unhatched. **3d6** eggs.

2-7. 1-10 years. Use stat block as is.

8-13. 11-20 years. +1 HD, 1d6 damage with bite, +1 AC, -2 to number appearing (minimum 1).

14-16. 21-30 years. +1 HD, 1d8 damage with bite, +1 AC, -2 to number appearing (minimum 1).

17-18. 31-40 years. +1 HD, 1d10 damage with bite, +1 AC, -2 to number appearing (minimum 1).

19. 41-50 years. +1 HD, 2d6 damage with bite, +1 AC, -2 to number appearing (minimum 1).

20. 50+ years. Encountered singly within its cocoon, a 50' long tube of hardened earth and stone.

Caecilia

For each age category the number of scarlet worms decreases by two (cumulative, to a minimum of 1) as predators (including their own kin) and starvation take their toll on the brood. Upon reaching fifty years of age the scarlet worms encase themselves in an enormous cocoon of stone and earth (AC 2, 100 hp or 10 structural hp to breach), emerging in a year's time as a fully grown helminth.

Scarlet worms are amphibious; helminths lay clutches of eggs in still water and they leave the eggs to fend for themselves. Scarlet worm eggs can sell for 35 gp apiece (they're the size of a man's head, crimson in color, and slimy).

► Can burrow through rock and stone at a rate of 30' (10'), while moving through earth at the listed speed.

► When emerging from the earth they surprise on a roll of **1-3 in 6**.

► Scarlet worms secrete a substance that aids in dissolving stone. All who are bitten must make a save versus poison or lose 2 points of DEX with each bite. Creatures made of stone who fail the save are paralyzed for **1d8** rounds. A creature reduced to 0 DEX dies. Lost Dexterity points return at a rate of 1 per day of bedrest or 1 per week of normal activity.

► Scarlet worm venom is greatly prized by alchemists, masons, and sculptors.

Camel

Camel

Noted as being ill-tempered, camels apply a 2 penalty to any reaction roll made, and if using some sort of skill system, a penalty should be applied whenever a check is called for in handling one. Camels are found in dry regions of the world, primarily deserts, and are used as mounts and to transport goods.

Special Qualities (1d6)

These special qualities apply to individual camels, not herds. Those experienced with raising and/or selling camels should be able to spot exceptional creatures with a successful Animal Handling check (if using a skill system), or with a **1-2 in 6** chance of success, if not.

1. Burden-bearer. The camel is amazingly durable and can carry more weight than normal. Its encumbrance limit is increased to 4,000/8,000 cn.

2. Docile. The camel is surprisingly docile and easily managed, for a camel. No penalties apply to either reaction rolls or skill checks (if any) made to control the camel.

3. Quick-footed. The camel is faster than normal. Its speed is **(1-3)** 160' (53'), **(4-5)** 170' (57'), or **(6)** 180' (60').

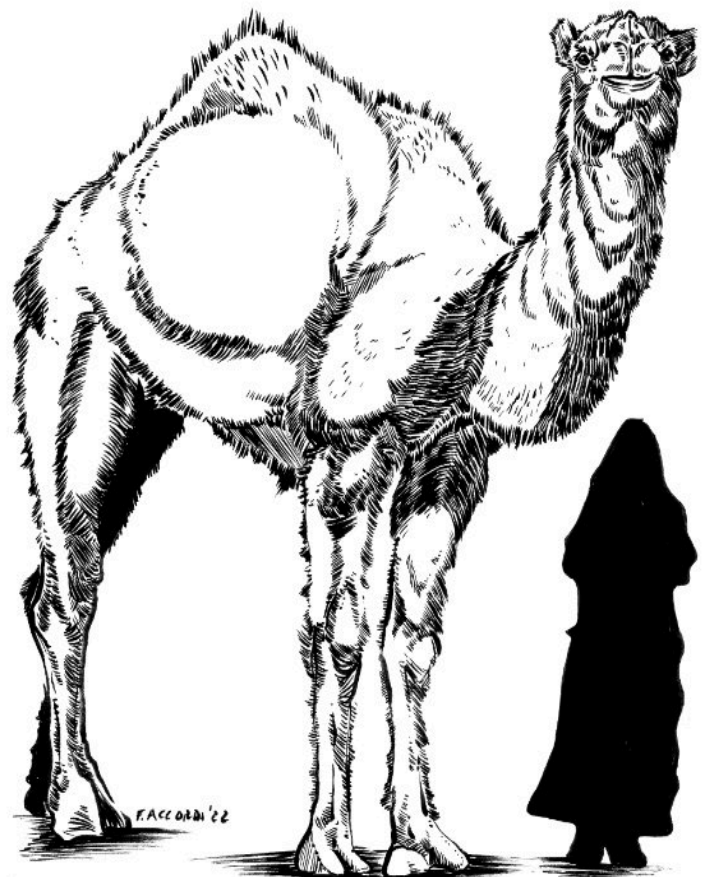
4. Tough. The camel has **1d10** hp per HD instead of **1d8**.

5-6. Spell-like ability.

Variations

Camelops. AC 6 [13], HD 4 (18 hp), Att 1 x bite (1d4), 1 x hoof (1d6), THAC0 16 [+3], MV 150' (50'), SV D12 W13 P14 B15 S16 (F2), ML 8, AL Neutral, XP 75, NA 0 (1d6), TT None

Camelops are a prehistoric camel, standing almost eight feet tall at the shoulder and able to reach nearly double that with their long necks. They are rarely domesticated, but are occasionally ridden by larger humanoids such as bugbears and ogres.

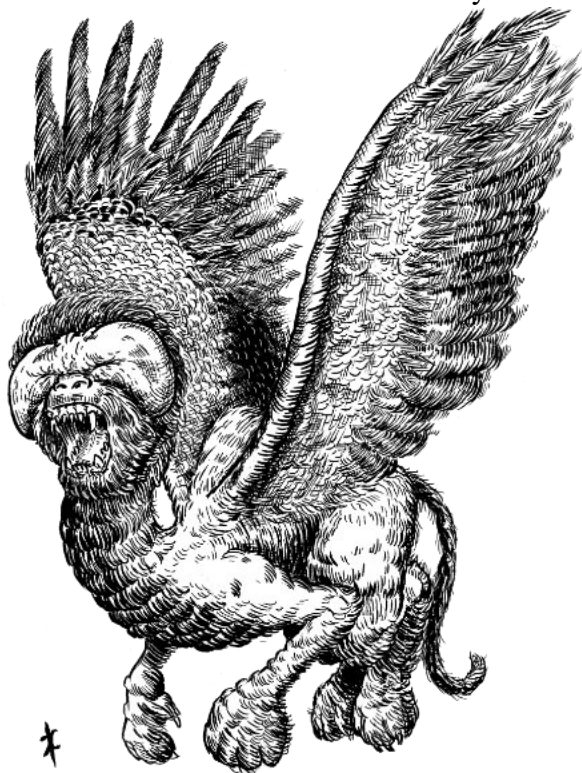


Camelops can carry double the weight of a normal camel (6,000/12,000 cn).

Gelusti. AC 3 [116], HD 7+7** (39 hp), Att 2 x claws (1d3), 1 x bite (1d6), spell-like abilities, THAC0 12 [+7], MV 150' (50') / 210' (70') flying, SV D6 W7 P9 B11 S9 (C9), ML 9, AL Lawful, XP 1250, NA 1d2 (1d2), TT See below

Strange, camel-like creatures with prehensile, leonine paws, the head of an ape, and wings of an eagle, they are creatures of law encountered most frequently in the deserts of the Dreamlands of Absalom.

Gelusti are reclusive creatures with a sly sense of hu-



mor; often sought out by travelers in the Dreamlands seeking advice or even transportation they rarely can keep themselves from performing pranks and silly tricks on the petitioners. They have the following special abilities:

- ▶ Never surprised due to keen senses.
- ▶ They themselves surprise on a roll of 1-3 in 6.
- ▶ Thrice per day they can breathe a cone of sparkling motes of light. All undead, demons, and mythos creatures within the cone suffer **4d6 points** of damage (save versus breath for half damage). The cone is 45' long and 15' wide at the end, and

recharges on a 5+. Any creature failing the save is also affected as per *faerie fire* for **1d8** rounds.

▶ They may choose to automatically succeed on a saving throw once per day. When they do make saving throws they save as a 9th-level cleric.

▶ They may use the following spell-like abilities:

- o *Detect evil* at will.
- o *Bless*, *protection from evil*, *auditory illusion*, *phantasmal force* once per minute.
- o *Dispel evil*, *cure disease* once per day.

War Camel. AC 7 [12], HD 3+1 (15 hp), Att 1 x bite (1d2), 1 x hoof (1d4), THAC0 16 [+3], MV 120' (40'), SV D12 W13 P14 B15 S16 (F2), ML 9, AL Neutral, XP 50, NA 0 (1d8), TT None

Born and bred for combat, war camels are trained from birth to tolerate the clash of steel and stench of blood. The normal irascible nature of camelhood is harnessed and exploited. In Absalom, they are most often encountered in the Coral Principality, where war camels are bonded to desert riders from a young age.

They share the same abilities as normal camels except for the following differences:

- ▶ Have a maximum encumbrance of 3,500/7,000 cn.
- ▶ Due to the heat of their native climes they are rarely outfitted with metal barding, but will occasionally be wearing toughened leather, that improves their natural AC to 6 [13].
- ▶ Riders can wield longbows.
- ▶ Can charge if rider is equipped with a lance.



Camel

Carcass Crawler

The carcass crawler has eight 2' long tendrils ringing its mouth, and a total of eight possible attacks against a target. With eight attacks per round it is almost guaranteed the crawler will hit a target, regardless of its AC. One suggestion is that, instead of making eight separate rolls, the carcass crawler attacks a target with Advantage. It can attack up to three targets per round, each with Advantage, provided the targets are all adjacent to each other.

Special Qualities (1d6)

- 1. Dire.** The creatures have +1 HD, +1 to AC, +1 to morale, and deal an extra +1 damage from their bite.
- 2. Potent poison.** All saves versus the paralyzing effects of the carcass crawler's tentacles are made with a -2 penalty.
- 3. Slimy.** The carcass crawler is coated in a thick layer of slime that acts as a fire retardant. They are immune to normal fire, gain a +2 bonus to save against fire-based attacks, and reduce each die of fire damage by 1 (to a minimum of 1 per die).
- 4. Stinging tentacles.** The creature's tentacles are covered with tiny barbs that rip at the flesh of victims. In addition to potentially causing paralysis, each successful attack does (1-3) 1 hp, (4-5) 1d2 hp, or (6) 1d3 hp damage.

5-6. Spell-like abilities

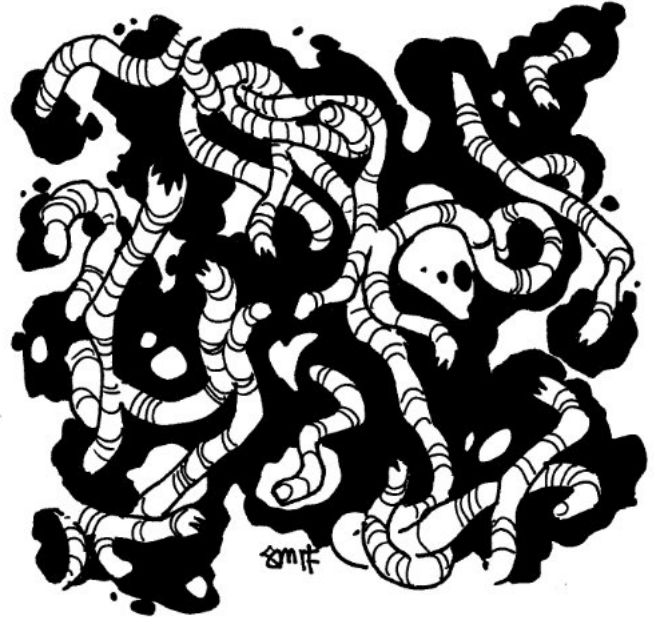
Variations

Carcass Worm. AC 8 [13], HD 1+1* (6 hp), Att 1 x bite (1d2 + poison), THAC0 18 [+2], MV 60' (30') / 60' (30') swimming, SV D12 W13 P14 B15 S16 (F1), ML 10, AL Neutral, XP 19, NA 1d20 (1d20), TT None

A three-foot long segmented worm, with glabrous, grey, and slimy skin, carcass worms are carcass crawler larvae. They lack the paralyzing tentacles of the developed form, but possess a mild, paralyzing bite. If it is able to kill a mammal with at least 1 HD the larva chews its way into the corpse, where, over a period of one week, it metamorphoses into an adult carcass crawler.

► Creatures bitten by a carcass worm must make a save versus poison. Those failing are affected as per a *slow* spell for **1d4 rounds**. The target always acts last in a round, has their movement halved, and can only make half their normal attacks (minimum of one attack per round).

► Carcass worms are not especially vulnerable to fire, but they fear both flame and bright light (daylight or magical light). If subjected to either they must make an immediate morale check with a -2 penalty to their morale score.



Nidhogg. AC 4 [15], HD 9+4** (45 hp), Att 1 x bite (2d6 + poison) or 1 x breath, THAC0 16 [+3], MV 120' (40') / 60' (20') burrowing, SV D7 W8 P9 B9 S11 (F9), ML 9, AL Chaotic, XP 2300, NA 1 (1), TT E

Or perhaps the carcass crawler is the larval form of an even more terrifying creature, the rare (for, thanks to low-level adventurers, few carcass crawlers reach maturity) nidhogg. These terrifying monsters are thirty to forty feet long, snake-like creatures with ragged, hairy scales, hundreds of vestigial legs, and a fanged mouth surrounded by short, waving tentacles.

Nidhogg haunt abandoned graveyards or places where carrion abounds such as battlefields as they prefer to feast on decaying flesh. If such locales are not available they prey upon the living, taking fresh kills back to their lair to "age" before eating. Although found in graveyards, and associated with carrion, these creatures are not undead.

- ▶ **Blindsight.** Nidhogg have blindsight to 60'.
- ▶ **Poison.** Living creatures bitten by a nidhogg must save versus poison or die in **2d4 rounds**.
- ▶ **Corpse Breath.** In lieu of a bite attack, they may use their corpse breath: a cloud (45' long, 20' wide and tall) of miasmic vapors. All living creatures within the cloud must save versus paralysis or be paralyzed for 1 turn. They may use this breath attack **3 times** per day, and it recharges on a roll of **5+**.
- ▶ **Legendary Resistance.** They may automatically succeed on one saving throw per day.
- ▶ **Regeneration.** Nidhogg regenerate **1 hp** per round. If reduced to 0 hp they will lie dormant for 1 turn, after which they return to life with full hp. Nid-



hogg can only be permanently slain by decapitation.

- ▶ **Death throes.** When reduced to 0 hp the nidhogg spasms and writhes. All within 15' of the creature must make a saving throw versus wands. Those failing take **1d12** damage from the flailing corpse.

- ▶ The ichor of the nidhogg can be used in the creation of *potions of undead control* or as a special ingredient in the creation of undead creatures (see *PHM #2*). If used in either fashion it increases the chances of success by **+2%**.

Shagluihu. AC 7 [12], HD 4+1* (19 hp), Att 3 x tentacle (1 + paralysis), THAC0 15 [+4], MV 120' (40'), SV D11 W12 P13 B14 S15 (F3), ML 9, AL Neutral, XP 200, NA 1d12 (0), TT None

Some sages remark on the similarity in appearance of the carcass crawler and the wicked mind lasher (see OSE Advanced Monsters). The carcass crawler was originally bred by the mind lashers as a guard animal. Over the eons some of these creatures have escaped to the surface world, where they have evolved into the commonly known carcass crawler. Their ancestors, the shagluihu, still exist in the darkest places of the world, serving as guards and mounts for the ever-plotting mind lashers.

- ▶ **Paralysis.** Creatures hit by a tentacle must make a save versus paralysis or be paralyzed for **1d4 turns**. Mind lashers are immune to this paralysis. Shagluihu can attack up to three creatures (provided all three are adjacent) with their tentacles. Each attack is made with Advantage. They cannot attack a single target more than once, however.

- ▶ **Cling.** Can walk on walls and ceilings.

- ▶ **Mount.** Can serve as mounts with the same weight capacity as riding horses (3,000 cn unencumbered / 6,000 cn at half speed).

- ▶ **Magic resistance.** **+2 bonus** to all saving throws against magic.

- ▶ **Light vulnerability.** *Vulnerable* to all attacks and effects involving bright light (daylight or magical light).



Carcass Crawler

Cat, great

There are five types of great cats in the OSE Basic book: lion, mountain lion, panther, sabre-tooth tiger, and tiger. All of them roll for the same special qualities.

Special Qualities (1d6)

When rolled, only one individual per pride will have a special quality.

1. Dire. The cat has +1 to AC, +1 HD, +1 to all damage rolled, and a +1 to morale.

2. Enhanced speed. The cat is faster than normal. Add (1-3) +5' to their base speed, (4-5) +15 to their base speed, or (6) bump them up one speed category.

Example. A cat with a base speed of 120' (40') could have it increased to 125' (41'), 135' (45'), or 150' (50').

3. Mighty roar. The cat's roar is terrifying to hear. All creatures within 60' must make a save versus death or be paralyzed with fear for one round. Once the paralysis wears off all NPCs of 1st level or lower must make a morale check.

4. Nine lives. When the great cat is reduced to 0 hp, roll 1d12. On a roll of 9+ they regain 1d4 + their HD in hp automatically.

5-6. Spell-like ability.

Great cats are difficult to train. If using the skill system from *Hex 17.23* — or another skill system — impose a -3 penalty to any checks to train — or give directions to — a great cat. They do make excellent animal companions and familiars, however. Rules on training animals can be found in the Appendix.

Variations

Caterwaul. AC 5 [14], HD 4+2 (20 hp), Att 2 x claw (1d4), 1 x bite (1d6), THAC0 15 [+4], MV 120' (40'), SV D10 W11 P12 B13 S14 (F5), ML 9, AL Chaotic, XP 125, NA 1 (1), TT V



Caterwauls are solitary, Chaotic, intelligent cats with short, dark blue fur, yellow eyes that seem to glow in the dark, and a long, almost prehensile tail. They are fond of shiny items, which they hoard in their lairs, so bits of broken glass and polished shards of metal can be found among the more standard (and desirable) coins and gems.

► **Keen senses.** Only surprised on a roll of 1 in 8.

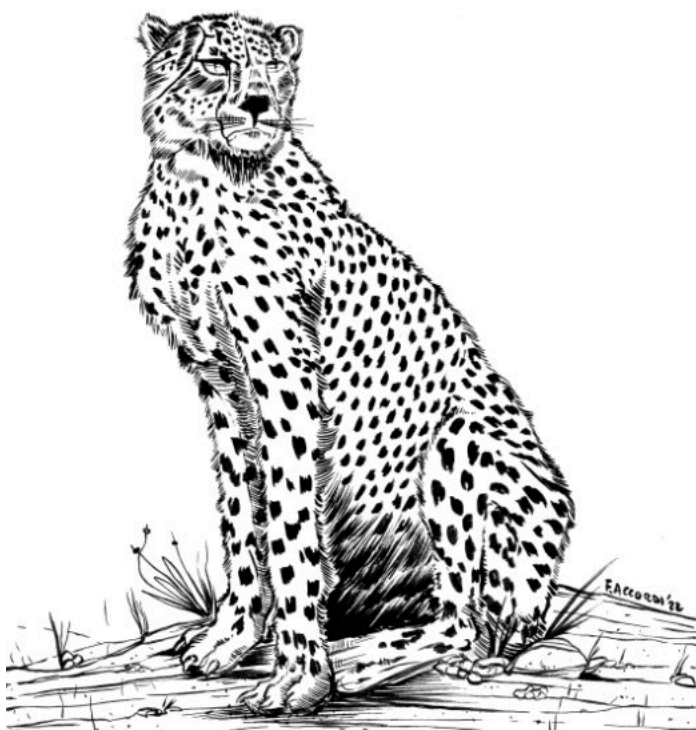
► **Unearthly wail.** During the first round in combat the caterwaul will let out a high-pitched wail. All creatures (including undead and constructs) within 60' take 1d8 points of damage from the keening screech (save versus breath for half). Creatures with fragile bodies (such as skeletons, crystal living statues, stained glass golems, etc.) save with Disadvantage.

Cheetah. AC 5 [14], HD 3 (13 hp), Att 2 x claw (1d2), 1 x bite (1d8), THAC0 17 [+2], MV 150' (50')*, SV D12 W13 P14 B15 S16 (F2), ML 8, AL Neutral, XP 35, NA 1d4 (1d4), TT None

Smaller than a lion or tiger, the cheetah has a sand-colored coat with dark spots. They are chiefly known for being capable of great bursts of speed.

► **Ambush hunters.** Surprise on a roll of 1-4 in 6.

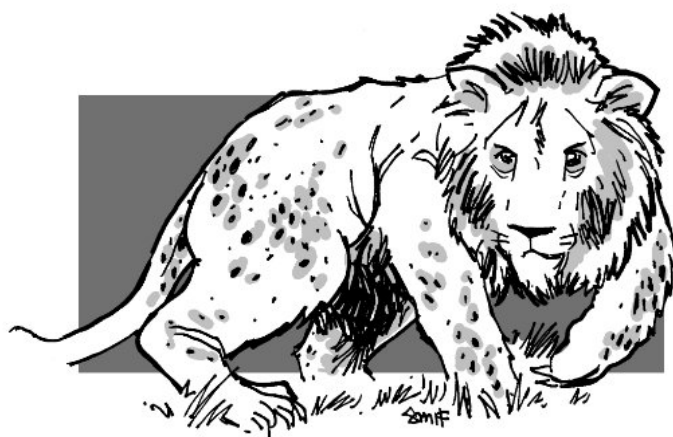
► **Burst of speed.** Can sprint at speeds of 150' per round for no more than 6 rounds, after which time they must rest an hour before sprinting again.



Lion, spotted. AC 5 [14], HD 6+2 (29 hp), Att 2 x claw (1d4+1), 1 x bite (1d12), THAC0 13 [+6], MV 120' (40'), SV D10 W11 P12 B13 S14 (F4), ML 9, AL Neutral, XP 350, NA 1d6 (2d4), TT None

A larger subspecies of lion, with tawny fur and occasional black spots. Typically found in hilly or broken land in "Lost World" type settings.

► **Pursuit.** Always pursues foes that flee.



Lynx. AC 5 [14], HD 2+2* (11 hp), Att 2 x claw (1d2), 1 x bite (1d4) THAC0 17 [+2], MV 120' (40'), SV D12 W13 P14 B15 S16 (F2), ML 9, AL Neutral, XP 35, NA 1d4 (1d4), TT None



Highly intelligent cats with snow-white coats, giant lynxes are semi-magical and as intelligent as the average human.

► **Polar predators.** Giant lynxes live in cold, snowy environments.

► **Intelligent.** Speak their own language (in Absalom, giant lynxes speak Faery).

Cat, great

► **Rake.** If a claw attack hits, the lynx is able to make an additional rake attack with its rear paw (doing the same damage and requiring another to-hit roll).

► **Surprise.** Giant lynxes surprise on a roll of 1-4 in 6.

► **Hypnotic gaze.** If a giant lynx catches the gaze of another creature (automatically if gaining surprise or in melee) the target must make a save versus spells or be fascinated as per the 2nd-level illusionist spell *hypnotic pattern*. This ability is used to draw prey towards it, unable to help themselves. Creatures may look away (fighting with a **-4 penalty**; the lynx gains a **+2 bonus** to attack) or engage by looking in a mirror (attacking at a **-2 penalty**) to avoid the gaze.

Cave Locust

Well known by many low-level adventurers, the basic cave locust is as much an environmental hazard as a monster.

If a special quality is present, all the creatures encountered will have that quality.

Special Qualities (1d6)

1. Acid spit. The cave locust's spittle is mildly acidic. Those failing the initial save versus poison suffer **1 point** of acid damage.

2. Dire. The creature has **+1 to AC**, **+1 HD**, **+1** to all damage rolled, and **+1 to morale**.

3. Hive mind. The cave locusts are bound by an insectile, reactive hive mind. They act as a group, with the following characteristics:

- Cannot be surprised.
- Any saving throws made against spells or effects that specifically target individuals (such as *sleep*, *invisibility to animals*, *hold animal*, etc.) are made as if the selected creature(s) have a number of HD equal to the group's total.

4. Stunning shriek. In addition to potentially summoning nearby monsters, the shriek of a cave locust has the potential to stun nearby creatures. All living non-cave locusts within 10' must make a Constitution check on **3d6**. Those failing are stunned, unable to act, for one round.

5-6. Spell-like ability.

Variations

Awakened Locust. AC 6 [13], HD 2 (9 hp), Att 1 x bite (1d2) or 1 x weapon (1d4) or 1 x spit (stench), THAC0 18 [+1], MV 60' (20') / 120' (40') flying, SV D12 W13 P14 B15 S16 (F2), ML 6, AL Neutral, XP 20, NA 1d6 (1d4), TT C

Through some strange quirk of magic these otherwise normal cave locusts have achieved both sentience and the ability to stand upright and walk about on two legs. Like their cousins, awakened cave locusts prefer to lair in caves and dungeons, or, if on the surface, in shaded forests, deep canyons, or buildings. They will be encountered with (1-3) the standard number of "normal" cave locusts as companions/pets, (4-5) 1d4 cave locusts as companions/pets, or (6) by themselves.

They are roughly the same size as halflings, with spindly arms and legs. Because of their curious musculature and structure they are unable to wear armor, but do favor clothes, and enjoy dressing in a dandyish manner, preferring spats, waist-coats, monocles, and absurdly tall top-hats, although they rarely wear pants.

They have some semblance of "hands", the ends of their forelegs ending in split chitinous spurs, but lack opposable thumbs, and so are not able to work with tools or weapons with the same dexterity as human-kind.

Awakened cave locusts can speak to other locusts (normal and giant), and **1 in 6** will be able to speak Common or another language (depending on what is being spoken in their locale). They have the following abilities:

► **Blend with stone.** If remaining perfectly still, the locusts can blend in with the background on a roll of **1-3 in 6**.

► **Shriek.** Locusts have a **1 in 6** chance per round of attracting wandering monsters. The shriek is in lieu of an attack, and the attraction effect lasts for **1d4** rounds.

► **Jump.** They can jump up to 30' horizontally and 15' vertically. Awakened locusts can fly as long as they are not nattily dressed (the waistcoats they favor bind their wings), but their flight is ungainly, and they can only maintain it for one minute at a time, and must rest for a turn between flights.

► **Spit.** Locusts can spit once per round with a range of 10'. Target is treated as having an AC of 9 [10]. Affected creatures must make a save versus poison or be unable to act for 1 turn (or until the spittle is washed off) due to the intense stench. Creatures within 5' of the target must also save, with a +2 **bonus**, or be affected in the same manner. Locusts may spit thrice per day, and it recharges on a roll of 4+. Only living creatures are affected by the spit.

► **Poison immunity.** Immune to yellow mold and most poisons, due to their diet.

► **Weapon Use.** Awakened cave locusts may use simple weapons that do not require much manual dexterity (bows and crossbows, for instance, could not be wielded). Due to their size, these weapons do one die-size lower damage (a short sword does 1d4 damage, a dagger 1d2, etc).

► **PC class.** At the Referee's option, awakened cave locusts can be a playable class. See the Appendix for an example.



Cave Cricket. AC 4 [15], HD 1 (5 hp), Att 2 x kicks (1d2), THAC0 19 [0], MV 120' (40'), SV D14 W15 P16 B17 S18 (NH), ML 6, AL Neutral, XP 10, NA 2d10 (1d10), TT None

Smaller than cave locusts, but no less annoying, cave crickets emit an ever-constant chirp that can be heard echoing throughout a dungeon's dark depths.

► The chirping of cave crickets is deafening, requiring spellcasters within 20' of two or more cave crickets to make a Constitution check on 3d6 in order to cast a spell. If using the Optional Rules from *Into the Wild* a spellcaster with the Concentration Knack gains a +2 bonus to the roll.

► Cave crickets rarely attack, and if attacked will typically make two leg attacks and then flee.

► Unlike cave locusts, cave crickets cannot fly, but may jump up to 40' horizontally and 20' vertically in a round.



Cave Locust

Cave Fisher. AC 4 [15], HD 3 (13 hp), Att 1 x filament (adhesion), 2 x claw (2d4), THAC0 17 [+2], MV 90' (30'), SV D12 W13 P14 B15 S16 (F2), ML 7, AL Neutral, XP 125, NA 1d4 (1d2), TT V

Only distantly related to cave locusts, cave fishers are subterranean predatory insects. They are ambush hunters, lairing in difficult to reach places (such as in cavern walls or ceilings) and hidden nooks and crannies. The fishers hunt by firing an adhesive filament, similar to a spider's web, at a nearby target, and reeling them in to kill and devour at their leisure. Cave

fishers look like a cross between scorpions and locusts, minus the tail of a scorpion.

► The filament has a range of 60' and strikes as a 6-HD creature (THAC0 14 [+5]). It does no damage, but a hit target is adhered to the filament. Cave fishers may fire three filaments per day before their bodies need to make more.



Cthereuulgi. AC 4 [15], HD 2* (9 hp), Att 1 x chirp (sleep) or 1 x bite (1d2) or 1 x jump (1d4), THAC0 18 [+1], MV 60' (20') / 180' (60') flying, SV D12 W13 P14 B15 S16 (F1), ML 6, AL Neutral, XP 25, NA 2d10 (1d10), TT None

The cthereuulgi, or *death locust*, is a creature found in the twisting tunnels and cyclopean caverns to the underworld of the Dreamlands. Their incessant chirping has the effect of a *sleep* spell. Cthereuulgi are often tolerated by the more powerful denizens lurking under the surface of the Dreamlands, as they are both a ready source of food, should more palatable meals become scarce, and because their droning chirps often subdue foes for them.

The terrible gugs, in particular, are fond of cthereuulgi, and will pop them into their horrible slitted mouths as an *amuse-bouche* before moving on to any sleeping prey. For their part, death locusts will, given the chance, feed upon any sleeping victims.

► When attacked, or if a reaction roll indicates hostility, the cthereuulgi will begin to chirp. The chirping creates an effect identical to a *sleep* spell, with the following exceptions:

- o The radius of effect is 20', and there is no maximum number of HD that can be affected, although it will still only affect creatures with 4 or fewer HD.
- o All applicable creatures within the radius must make a save versus death or fall into a deep slumber for 1d4 hours.
- o The only way to wake a sleeping person is via *dispel magic*; inflicting damage or shaking is not enough.

Cave Locust

- A captured prey is hauled in at a rate of 15' per round, and the fisher can pull up to 4,000 cn worth of weight.
- Once a target is within range, the cave fisher attacks with two massive pincers.
- The filament is so strong it may only be severed by magical edged weapons, and is considered AC 7 [12] to hit, with 4 hp.
- Ensnared victims may attempt a Strength check each round on 4d6 to break free of the filament. This is in lieu of all their other actions.



Centaur

Centaurs dwell in herds of up to 100 individuals, made up of smaller bands of 2d10 members. While not actually fey creatures, they have a strong connection to those beings. In Absalom, centaurs are found both in the mortal world and in Faery; those found in Faery will most likely possess fey qualities (see *The Pallid Fields* Hexcrawl), while those encountered in Absalom only rarely possess these traits. They do not typically move as freely between the worlds as other creatures do.

Centaurs make their homes in wooded locations. Their dwellings are simple, one-story structures, or dry and decorated caves with generous openings to the outside. They dislike being indoors more than they need to, and often their houses have several rooms that are simply roofs with one or more walls missing.

Like humans, centaurs are omnivorous. They fight with bows, lances, spears, and other such weapons, preferring those that provide reach and/or allow charges.

Those with class levels (see below) will be accoutered as per their class; centaur fighters will often wear armor (including elaborate barding for their horse halves).

Special Qualities (1d6)

When rolling for special qualities, roll per band of centaurs. If a special quality is present, it will be possessed by (1-3) one individual within the band, (4-5) 1d4 individuals within the band, or (6) the entire band.

1. Class. The centaur has a class level. They will be a (1-5) fighter, (6-7) druid, or (8) cleric. The centaur will be (1-8) 1st level, (9-13) 2nd level, (14-17) 3rd level, (18-19) 4th level, or (20) 5th level. Refer to *Hex 16.24* for rules on applying class levels to monsters.

2. Fey-touched. The centaur has fey ancestry. They gain the following abilities:

- ▶ They are *resistant* to ghoul paralysis, charms, and illusions.
- ▶ They are *vulnerable* to attacks with bronze weapons.
- ▶ They are allowed a saving throw against *sleep* spells.

- ▶ They can see in dim light as if it were daylight.
- ▶ They have their lifespan increased by 25%. If using age categories, the range of each category past adolescence is increased by this amount.

3. Healer. Centaurs are known as master healers. If using the skill system found in *Hex 17.23* they will have the Healing skill at Expert proficiency. Additionally, once per week, a centaur can perform one of the following as a 4th-level cleric: *cure serious wounds*, *cure disease*, or *cure blindness*.

4. Oracle. Centaurs are also known for their oracular abilities. They may use the following abilities:

- ▶ Once per day they can replace any one die result rolled by an individual within 30' of them (including themselves) into a "20" or a "1", as desired.
- ▶ *Augury*. Once per day. See description in *Hex 17.24*.
- ▶ *Divination*. Once per week. See description in *Hex 17.24*.

5-6. Spell-like ability.

Variations

Anibes. AC 5 [14], HD 5 (22 hp), Att 2 x claw (1d8), 1 x weapon (1d6+1 or by weapon +1), THAC0 15 [+4], MV 180' (60'), SV D10 W11 P12 B13 S14 (F5), ML 9, AL Neutral, XP 175, NA 0 (2d8), TT A

Anibes possess the lower body of a lion and the upper body of a human. They are found primarily in warm hills and savannahs, traveling in prides of upwards of 80 individuals. They are a nomadic people, primarily carnivorous, although they can eat plants as well.

They dwell in hide tents and yurts that can be quickly erected and taken down. A group of 2-16 anibes is referred to as a troop. Troops will be led by an anibes with 6 HD, 36 hp, and dealing +2 damage with all attacks.

Multiple troops form larger groups called prides. A pride will be led by an anibes with 8 HD, 54 hp, and inflicting +3 damage with all attacks. These chiefs have 1d4+1 bodyguards with 6 HD (as troop leaders).

Anibes have the same chances to have special qualities as centaurs, including class levels.

Like centaurs, anibes prefer to wield weapons with reach, such as spears and polearms, although they prefer javelins and slings to bows.

- **Charge.** If an anibes is able to move their full movement in a round in a straight line, they inflict double damage with their weapon attacks.
- **Pounce.** Once per round an anibes may leap up to 30' horizontally or 15' vertically. This takes 10' of their actual movement.
- **Ambush predators.** Surprise on a roll of 1-3 in 6 when in their natural terrain.



clashing antlers that comes with the ritualized combat they often engage in.

It may be difficult for adventurers to distinguish between female elaph and centaurs, although elaph are definitely smaller than the average centaur. Being an extremely secretive and reclusive race, few elaph speak a language other than Faery.

- Elaph use weapons as a centaur, favoring bows and generally disliking melee combat. They may charge as centaurs, however.
- Elaph are *resistant* to charm, illusion, and sleep magics and *vulnerable* to bronze weapons (or the equivalent in other settings).
- Elaph cast spells as 3rd-level druids.
- Elaph *pass without a trace* as 3rd-level druids.

Centaur

Elaph. AC 5 [14], HD 3+1* (14 hp), Att 2 x hoof (1d4), 1 x weapon (1d6 or by weapon), 1 x antler (males only, 1d4), or 1 x spell, THAC0 16 [+3], MV 180' (60'), SV D11 W12 P12 B14 S13 (E3), ML 8, AL Neutral, XP 500, NA 0 (2d6), TT A

Reshla. AC 3 [16], HD 6* (27 hp), Att 1 x bite (2d8), 1 x vortex, THAC0 14 [+5], MV 180' (60'), SV D9 W10 P11 B12 S13 (F6), ML 10, AL Chaotic, XP 125, NA 0 (1d4), TT None

Unlike centaurs, who can't really decide if they're fey or not, elaph are fully fey creatures. In Absalom, that means they are found only in Faery. In other campaign settings, elaph will only be found in the deepest woods and the most secluded mountain vales. They have the lower quarters of a stag and the forward torso of humans, albeit with an elfin, fey appearance. Male elaph have antlers — often multi-pointed and branching — and delight in the sound of

This abomination has the body of a horse with a grinning, toothy, man-like face set into the chest, just below where its neck would be if it had a normal neck and head. Despite the human-like visage — which can be as much as 3' tall — reshla are possessed of little more than animal intelligence, although it is a cunning sort. These monsters are filled with malevolence, and enjoy toying with their victims before killing them.

- Reshla can only be damaged by spells and magical weapons.

► Their most fearsome attack is an air vortex; a reshla can breathe in, sucking air into their gullet in a 45' long cone directly in front of them that is 15' wide at the end. All creatures within the cone must make a save versus paralysis to avoid being dragged 15' towards the reshla. Reshla are immune to the vortex cones of other reshla. This ability recharges on a 5+.

► The reshla heals **1d6+3** points of damage (hp cannot exceed their normal total) each time the vortex is created.

► The reshla may make a bite attack in the same round it uses its vortex ability.

► On a natural **20** the reshla's bite severs a limb. Refer to *PHM* #11 to determine which limb, or roll at random. Victims that have had a limb severed suffer an automatic Wound if using those rules, otherwise they take **1d4 points** of bleeding damage per round until a tourniquet can be applied.

Centipede, giant

The bane of low-level adventurers everywhere, giant centipedes have the ability to knock an entire party out of commission. If encountered deep in a dungeon they can be even more deadly, as now-sick and incapacitated individuals must make their way back to the surface.

Special Qualities (1d6)

If a special quality is indicated, all of the giant centipedes in a group will possess that quality.

1. Acid bite. The centipede's bite is mildly acidic. Those failing the initial save versus poison suffer **1** point of acid damage in addition to the normal effects.

2. Dire. The creature has **+1 to AC**, **+1 HD**, **+1** to all damage rolled, and **+1 to morale**.

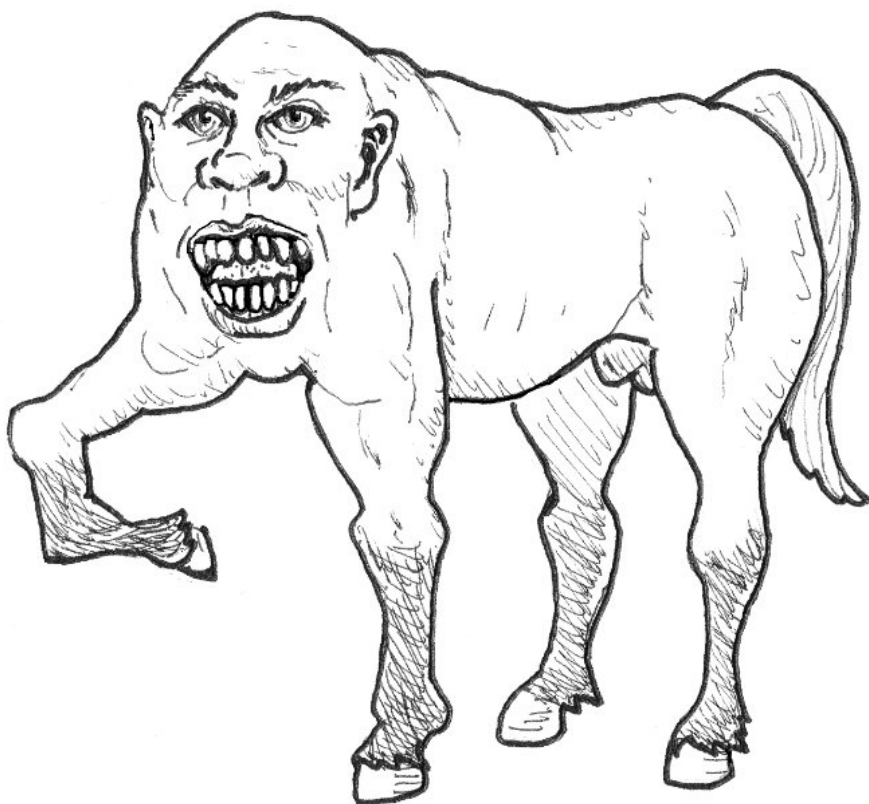
3. Hive mind. The centipedes are bound by an insectile, reactive hive mind. They act as a group, with the following characteristics:

► Cannot be surprised.

► Any saving throws made against spells or effects that specifically target individuals (such as *sleep*, *invisibility to animals*, *hold animal*, etc.) are made as if the selected creature(s) have a number of HD equal to the group's total.

4. Scuttle. Can disengage from combat automatically without fleeing or performing a fighting withdrawal so long as there is available cover (and to small creatures like the giant centipede, pretty much anything is cover).

5-6. Spell-like ability.



Centipede, giant

Variations

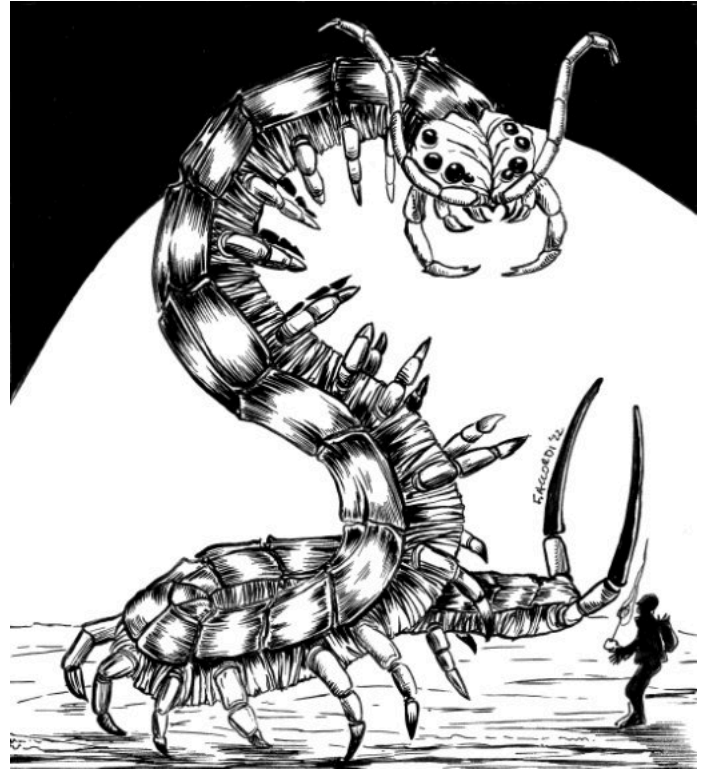
Centipede, Huge. AC 8 [11], HD 1* (5 hp), Att 1 x bite (1 + poison), THAC0 19 [0], MV 60' (20'), SV D12 W13 P14 B15 S16 (F1), ML 7, AL Neutral, XP 13, NA 1d8 (1d6), TT None



Around 5'-6' in length, these creatures pack more punch than the standard giant centipede.

► **Poison.** The bite of a huge centipede inflicts 1 point of damage, and those bitten must save versus poison or suffer an additional 1d8 damage. On a successful save, no extra damage is taken, but the target makes all rolls in the following round at Disadvantage, thanks to the intense discomfort. If the save fails they suffer this effect for 1d4 rounds.

bursting out of the ground to attack passing prey. They surprise on a roll of 1-4 in 6 when attacking in this fashion.



Scolopen. AC 6 [13], HD 3** (13 hp), Att 1 x bite (toxin), THAC0 17 [+2], MV 60' (20'), SV D10 W11 P12 B13 S14 (F4), ML 8, AL Chaotic, XP 65, NA 1d4 (3d4), TT special

Little larger than a normal giant centipede and often mistaken for their less dangerous cousins — scolopen are distinguished by their small antennae and lamprey-like mouth (rather than pincers like normal giant centipedes). These are subtle differences that are often overlooked, much to the detriment of those who encounter them, for scolopen are intelligent parasites that delight in controlling and dominating their victims.

A living creature bitten by a scolopen must make a saving throw versus spells or fall asleep. Sleeping victims cannot be awoken by non-magical means (such as remove curse); during this time a scolopen will attach itself to the sleeping victim's spinal cord with its lamprey-like mouth and pilot it, stealing the victim's senses. The scolopen cannot use any of the victim's abilities (such as spells, fighting skills, etc.) nor access memories, and the victim cannot speak. However, the scolopen gains access to the following spell-like abil-

Centipede, giant

Megalopede. AC 5 [14], HD 3* (14 hp), Att 1 x bite (1d3), THAC0 17 [+2], MV 90' (30') / 10' (3') burrowing, SV D12 W13 P14 B15 S16 (F2), ML 8, AL Neutral, XP 25, NA 1d6 (1d4), TT None

Megalopedes are about 12-15 feet in length and hunt deer and even larger creatures. Unlike the other varieties of giant centipedes, which are skittish and usually only attack defensively, megalopedes are active hunters with territories they will defend against intruders.

► **Poison.** The bite of a megalopede does 1d3 damage, and the target must save versus poison. Those failing take an additional 4d4 poison damage, while those saving take half damage.

► **Burrow.** Megalopedes can burrow slowly through dirt (not rock). In the outdoors, they often hunt by concealing themselves underground and



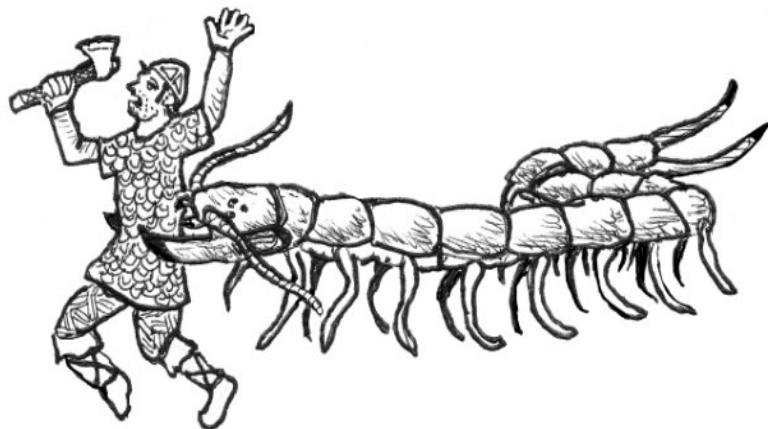
- *Blur and hypnotic pattern*, once per day, as illusionist spells.
- Breathe line of acid at one target within 30'. Target save versus breath for half damage. Can be used three times per day, recharges on a 4+ and does **2d6** damage. Each time this is use the host suffers **1d3** CON damage.

A scolopen attached to a host may be targeted directly if visible, and is also affected by area of effect attacks (such as *fireball*). A host that survives the process has no memories of what occurred during this time.

Tunnel Worm. AC 4 [15], HD 9+3 (44 hp), Att 1 x bite (1d8, see below), THAC0 11 [+8], MV 60' (20'), SV D12 W13 P14 B15 S16 (F5), ML 7, AL Neutral, XP 900, NA 1d6 (1d4), TT V

ities, which it uses to promote general mayhem and chaos while positioning itself to find more hosts.

- The scolopen slowly feeds on its host, draining it of 1 point of CON per day. Lost CON does not return naturally, should the victim be rescued from the scolopen's influence, but at the Referee's discretion may be restored magically. A victim reduced to 0 CON is dead.
- A host can be reduced to 0 hp from damage or reduced CON, but that doesn't affect the scolopen's use of the victim; only once a victim's CON is reduced to 0 does the host die.
- The scolopen gains the following spell-like abilities that may be only used when they're attached to a host:
 - *Levitation, esp, detect invisible*, all at will.



Ambush predators, these enormous cousins of the giant centipede lay in wait in tunnels, bursting forth to surprise their prey. They are long, about fifteen to twenty feet, but not very tall, no higher than a man's waist.

Tunnel worms have two sets of pincer-like jaws. The first and largest make the initial attack and do no damage, but on a successful hit the target is grappled and, while they can attack, are unable to move or cast spells. In subsequent rounds the tunnel worm is able to both gnaw away at its grappled target using its second set of jaws (doing an automatic **1d8** damage per round) as well as drag the target into its lair at a rate of 10' per round.

- When in their lairs, tunnel worms surprise on a roll of **1-4 in 6**. If encountered in groups each worm will have its own tunnel lair, typically a round hole no more than 4' in diameter. This can be in the floor, ceiling, or walls.
 - A grappled target can attempt to escape each round by making a Strength check on **5d6** in lieu of any other actions.
 - The ichor of the tunnel worm can be used as a special component in magical item construction.

Certain enterprising cultures — goblins, primarily, but others as well — create husk crawlers, animated undead creatures, from the corpses of tunnel worms.

Centipede, giant

Chimera

Chimeras are crossbred creatures, created via magic or accident. The traditional chimera in the OSE rules has the forequarters of a lion, the hindquarters of a goat, the wings of a dragon, and three heads, one each of a lion, goat, and dragon. It's not specified which type of dragon the head belongs to, but under the attacks section it is noted that the dragon breathes a cone of fire. Therefore, the potential for variability exists right off the bat with the option to change the type of dragon (and the breath weapon).

Since chimeras are hybrid creatures, the chance of them having a special quality is increased to **1-2 in 6**, and this is rolled for each creature encountered; it is therefore quite possible that, within a group of chimeras, each possesses a different quality.

The chimera is a good opportunity to introduce the idea of monsters as unique creatures. In other words, the standard chimera encountered as described above is simply a well-known example of a specific chimera (that may or may not even still be alive). Every encounter with a chimera can be with a unique individual creature.

Chimeras with a breath weapon or attack that is given a chance of use per round will always use that attack if no targets are within range of a bite attack.

Special Qualities (1d6)

1. Dire. The creature has +1 to AC, HD, damage from all physical attacks, and morale.

2. Dragon's head. The dragon part of the chimera is of a different variety than red. It will be (1-5) a Chaotic dragon, (6-7) a Neutral dragon, or (8) a Lawful dragon (additional Neutral and Lawful dragons can be found in the OSE Advanced Monster book). The dragon type may also be determined based on the terrain in which the chimera is encountered: a chimera with a

white dragon head will only be found in cold climes, for instance.

3. Immunity. The chimera enjoys the immunity to energy granted by its dragon-type.

Example. A chimera with the head and wings of a blue dragon would automatically succeed on its save versus lightning bolts.

4. Spellcasting. The dragon's head can speak and cast spells as indicated in the appropriate listing for that dragon type.

5-6. Spell-like ability.

Chimera parts are useful in the construction of magical items. They can be either used as principals with properties derived from the particular monster, or, if used in the creation of items dealing with shapechanging or abominations, the value of the components used is increased by 1.5 times.

Variations

Gorgimera. AC 4 [15], HD 10*** (40 hp), Att 2 x claw (1d3); gorgon: 1 x gore (2d6), lion: 1 x bite (2d4), dragon: 1 x bite (3d4) or 1 x breath (3d6), THAC0 11 [+8], MV 120' (40') / 180' (60') flying, SV D8 W9 P10 B10 S12 (F9), ML 9, AL Chaotic, XP 3,000, NA 1d2 (1d4), TT F

Chimera with the heads of a dragon, gorgon, and lion.

► The dragon head has a **1-3 in 6** chance of using its breath weapon. Once used, it recharges on a roll of



5+, and the dragon head will use it immediately upon recharging.

► The gorgimera breathes a cone of fire 10' wide at the end and 50' long. This can be used a maximum of thrice per day.

► The gorgon's head will also use its breath weapon on a roll of **1-3 in 6**, but there is no limit to the number of times per day it can be used. Its breath is a cloud 60' long and 10' in diameter. All within it must save versus petrification or be turned to stone. Gorgimeras are immune to this effect.

Basimera. AC 4 [15], HD 7* (31 hp), Att 2 x claw (1d3); owl: 1 x peck (1d6), boar: 1 x tusk (2d4), basilisk: 1 x bite (1d10 + petrification) or 1 x gaze (petrification), THAC0 13 [+6], MV 120' (40'), SV D8 W9 P10 B10 S12 (F7), ML 10, AL Chaotic, XP 850, NA 1d2 (1d4), TT F



With the front body and right head of an owl, the rear body and left head of a boar, and the center head of a basilisk, the basimera is an ill-tempered beast comfortable hunting at day or night. It lacks wings that enable flight, and while smaller than the standard chimera, is perhaps more foul-tempered.

► Apply a **-1 penalty** to reaction rolls.

► The basilisk can be one of the variants presented earlier in the book, or the standard basilisk from OSE Basic.

► The basimera runs the same chance of being petrified by its reflection as a standard basilisk.

Hellmera. AC 4 [15], HD 8* (36 hp), Att 2 x claw (1d3); grizzly: 1 x bite (1d8), stag: 1 x antler swipe (2d4), hellhound: 1 x bite (1d6) or 1 x breath (4d6), THAC0 12 [+7], MV 120' (40') / 180' (60') flying, SV D8 W9 P10 B10 S12 (F8), ML 10, AL Chaotic, XP 1,200, NA 1d2 (1d4), TT F

The hellmera has the front body and right head of a grizzly bear, the rear body and left head of a stag, and the center head of a hellhound. They prefer forested regions, and a favorite hunting tactic is to start forest fires and lurk along the outskirts to pick off fleeing creatures. Hellmeras are aggressive creatures, and have a higher morale score to reflect this.



► The hellhound breathe a line of fire at one target. There's a **1-2 in 6** chance per round the hellhound head does so, otherwise it bites a target within range. Its breath has a range of 30', and the target is allowed a save versus breath for half damage.

► Hellmeras are immune to non-magical fire damage.

► Once reduced to ½ hp, if the hellmera succeeds on its morale check, it makes all subsequent attack rolls with a **+1 bonus** and inflicts an extra **+1 damage**.

Chimera

► They have a **1-4 in 6 chance** of detecting invisible creatures within 60' of them. Roll each round to determine success. Once an invisible creatures are detected the hellmera will not need to roll again.

Hydramera. AC 4 [15], HD 9 to 12 (40 hp), Att 2 x claw (1d3); goat: 1 x gore (2d4), lion: 1 x bite (2d4), hydra: 2-7 x bite (1d10), THAC0 11 [+8] at 9-11 HD, 10 [+9] at 12 HD, MV 120' (40'), SV D8 W9 P10 B10 S12 (F9), ML 9, AL Chaotic, XP 900, NA 1d2 (1d4), TT F



Cockatrice

At first, these creatures resemble roosters, but upon further inspection their serpentine tails betray their true nature; besides, what's a rooster doing wandering around the dangerous wilderness?

While they do not possess a gaze or breath attack like the basilisk or gorgon, the touch of a cockatrice turns targets that fail a save versus petrification into stone, which raises some of the same questions as explored in the basilisk section, the answers left up to the individual Referee. However, a general assumption can be made that cockatrices are immune to the petrification effects of their own kind.

There is a **1 in 6** chance that a cockatrice lair contains **1d8** eggs. If this is the case, one cockatrice will be encountered roosting on the eggs. When encountered, the eggs will be **1d12-1** weeks away from hatching (if the result is **0** roll **1d8-1** to determine the number of days until hatching). Unhatched eggs must be kept warm (body temperature) for the entire period. This can be accomplished via magic or simply placing them under a broody (normal) hen).

Upon hatching, baby cockatrices have **1 hp** and grow at a rate of 1 HD every two weeks until they reach maturity. Each egg is worth approximately 75 gp, with immature cockatrices being worth an additional 75 gp per HD. The eggs are virtually identical to chicken eggs, except for a grey mottling that resembles veins of marble.

Immature cockatrices can be trained to act as guards (they are instinctively territorial and protective), but are temperamental and must be handled carefully.

While cockatrices do have a fly speed, they are not especially good at flight, nor graceful. Flight is achieved largely through a chaotic flapping of the wings and, one would assume, sheer willpower. Cockatrices and their variants cannot maintain flight for more than two rounds, unless otherwise noted.

Cockatrice parts can be used for a number of magical items:

► Their blood is suitable for use as a special component. If used in the creation of items relating to petrification (such as a spell of *flesh to stone* or *eyes of petrification*) the value of the blood is doubled.

Cockatrice

This creature looks nearly identical to a normal chimera, except that it lacks wings, and instead of a single dragon head sprouting from the center of the cranial cluster there are a total of **1d6+1** long, sinuous, snake-like heads.

► For every two additional hydra heads, increase the HD of the creature by **+1** (+1 HD for 3-4 heads, +2 HD for 5-6 heads, +3 HD for 7 heads).

► Each individual hydra head has its own attack.

► A hydra head can be disabled if it takes **8 points** of damage directed at that head specifically; each head has an AC of 3 [16].

► The hydra heads each have a reach of 20'.

- ▶ A single, long tailfeather from a cockatrice can be used as a principal to craft a magical item.
- ▶ Alternatively, the feather can be used to craft a quill pen (masterwork item) that can be used to scribe or research spells. Any spell scribed with such a quill has the chance of automatic failure reduced by 2%.

Special Qualities (1d6)

Only one individual cockatrice within a flock will possess special qualities, if any are present.

1. Crow. The crow of a cockatrice is one of ill-omen. The cockatrice may crow once per day, and all within 120' of it must make a save versus spells. Those that fail roll their next attack roll or saving throw with Disadvantage. The ill-omen lasts until sunrise of the following day.

2. Dire. The creature has +1 to AC, HD, damage from all physical attacks, and morale.

3. Iron-feathered. The cockatrice may only be damaged by silver or magic.

4. Petrifying blood. The blood of a cockatrice carries the same petrifying qualities as its touch. When damaged in melee combat with an edged weapon the attacker must make a saving throw versus petrification with a +4 bonus to avoid being petrified. If warm cockatrice blood (within one turn of being slain) is applied to a petrified victim they will return to their normal fleshy form. Note that care must be taken to avoid being petrified in the process of applying the blood.

5-6. Spell-like ability.

Variations

Muraga. AC 5 [14], HD 6** (27 hp), Att 1 x beak (1d6 + unconsciousness), THAC0 15 [+4], MV 90' (30') / 150' (50') flying, SV D9 W10 P11 B11 S13 (F6), ML 9, AL Chaotic, XP 725, NA 1 (1), TT D

Muraga are strange creatures indeed, and are sometimes referred to as “dreamcocks”. They are one of the few creatures that exist both in the mortal world and the Dreamlands, and are identifiable chiefly by the tentacle-like wattle under their chin.

Slaying a muraga in either world only destroys that aspect of it, and it will slowly regenerate, becoming

whole again by the next full moon. The only way to permanently kill a muraga is by slaying it in both worlds.

They are intelligent and malicious, and their preferred tactic is to attack lone individuals, or separate one person from a larger group, transporting their consciousness to the Dreamlands where they can be hunted at the muraga’s leisure. In the mortal world, muragas are carnivores, and will attempt to feed on the now-insen-



sate prey if given an uninterrupted chance. They gain a +4 to attack comatose victims and automatically do maximum damage with each hit.

A victim transported to the Dreamlands by a muraga always appears within the muraga’s lair, usually a dank maze-like cavern littered with the bones of previous victims. The muraga will slowly stalk its victim through the dark halls.

▶ The beak attack of a muraga does not petrify; instead, the victim must make a save versus spells to avoid having their spirit sent hurtling into the Dreamlands, leaving an insensate and comatose body behind.

▶ Once in the Dreamlands, the victim’s spirit forms an avatar, statistically identical to their physical form. Only magical items and possessions are transported with them.

▶ The only way to escape is to slay the Dreamlands aspect of the muraga responsible for the victim’s dream-travel. Experienced Dreamers can attempt a Dreaming check to return to the waking world.

▶ The Dreamlands aspect of the muraga is statistically identical to the stat block above except, in addition to the listed damage, each attack drains 1d4×1000

Cockatrice

XP from the avatar form. The Dreamlands aspect feeds off drained memories (represented by the XP loss).

► If an avatar is slain in the Dreamlands by a muraga the physical body will die. If the physical body dies in the mortal world the avatar will continue to live in the Dreamlands, but cannot re-enter the mortal world.

► The blood of a muraga can be used as a special component, and has double the normal value when used in the creation of items relating to planar travel or the Dreamlands.

► A tailfeather from the muraga may also be plucked and used to craft a special quill. When used to scribe or research spells or items, the chance of automatic failure is reduced by 2%, and any spells relating to the Dreamlands have a 2% increased chance of success.

► For more generic campaigns, the Ethereal Plane can be used in place of the Dreamlands.

Peacockatrice. AC 6 [13], HD 5*** (22 hp), Att 1 x beak (1d6 + petrification), THAC0 15 [+4], MV 90' (30') / 150' (50') flying, SV D10 W11 P12 B13 S14 (F5), ML 7, AL Neutral, XP 505, NA 1d4 (1d6), TT D

These creatures, male and female both, resemble peacocks instead of roosters.

► Anyone touched by a peacockatrice is turned to stone if they fail a save versus petrification.

► In lieu of an attack, a peacockatrice may spread its tailfeathers and spend a round strutting. All creatures within 45' who can see the strutting bird must make a save versus spells. Those failing are fascinated by the display, and can do naught but stare at the magnificent creature, mouth agape. The fascination lasts for 1d4 rounds after the display, during which time the peacockatrice may attack and move normally.

► In addition to the component uses listed above for the normal cockatrice, the blood of a peacockatrice is worth 1.5 times the normal amount when used as a special component to craft magical items relating to illusions.

► The tailfeathers can also be used as principals to craft a *robe of scintillating colors*, although at least ten peacockatrices must be slain in order to gather enough material for the robe.



Pyrotrice. AC 6 [13], HD 6+2** (29 hp), Att 1 x beak (1d6), THAC0 13 [+6], MV 90' (30') / 180' (60') flying, SV D12 W13 P14 B15 S16 (F6), ML 8, AL Chaotic, XP 950, NA 1d3 (1d6), TT None



Functionally identical to its cousin the cockatrice, pyrotrices are distinguished by their single, bright red tailfeather and their malevolent disposition. Some birds, it seems, just want to watch the world burn.

Rather than a petrifying touch, any living creature that locks eyes with a pyrotrice runs the risk of spontaneously combusting.

► Targets meeting the pyrotrice's gaze must save versus death. Those failing burst into flame, turning into little more than a pile of charred ash (any flammable items or equipment carried by the victim are also destroyed). Treat the pyrotrice as a basilisk in terms of meeting their gaze, although pyrotrices are immune to the gaze of their own kind.

► Pyrotrices are immune to normal and magical fire.

► Pyrotrices are ill-tempered. Encounters with them suffer a -2 penalty to reaction rolls.

► Their blood may be used as a special component. In lieu of petrification-based spells, it is worth **x2** the amount when scribing spells or creating items with fire-based effects.

► The single red tailfeather can be used as a principal in magical item creation or turned into a quill. All fire-based spells scribed or magical research done with the quill has the chance of automatic failure decreased by **2%**.



Rocatrice. AC 2 [17], HD 12** (54 hp), Att 2 x claw (1d8), 1 x bite (2d8), THAC0 10 [+9], MV 60' (20') / 210' (70') flying, SV D5 W6 P7 B6 S9 (F12), ML 8, AL Neutral, XP 2,700, NA 0 (1d2), TT I

These legendary and fearsome creatures are simply enormous cockatrices, the size of houses. Strangely, they are better fliers than normal cockatrices, and are capable of sustained flight of up to a minute. One of their favorite activities is to carry petrified victims into the sky and drop them, shattering their stony bodies. The pieces are then swallowed and added to the rocatrice's gizzard, where the fragments are soon finely polished. Remains so treated are unrecoverable save by powerful magics (such as a *wish* spell); any treasure to be found will be in the rocatrice's gizzard.

► The beak attack of a rocatrice petrifies the target unless they succeed on a save versus petrification.

► Rocatrices may automatically succeed on two saving throws per day.

► Rocatrice parts may be used for the same purposes as those of a standard cockatrice. Giant crabs can be found in both fresh and saline bodies of water, although they prefer those that do not move too swiftly. Giant crabs cannot swim, but instead move along the bottoms of rivers and oceans, and are rarely found at depths greater than one hundred feet, with rare species being found living in deeper waters.

Cockatrice

Crab, giant

Crabs molt on roughly a yearly basis, shedding their exoskeletons, which are often found in and about their lairs. Various aquatic and coastal intelligent creatures that live near giant crab lairs harvest these discarded exoskeletons to make tools, weapons, and armor, and even breed giant crabs as pets and guards.

Giant crabs and crab-kin do not have a theoretical age limit; as they age they grow larger and continuously molt. In addition to special qualities, an encountered giant crab (or crab variant) has a **1 in 10** chance of being unusually old. If encountered in a group, this chance increases to **1-2 in 10**, but only one of the encountered creatures will be of advanced age.

Roll **2d100** to determine how old the giant crab is. If the two die results have the same numeral in the ones place (a result of 53 and 33, for instance), roll another **2d100**. The combined result is the total age of the giant crab. For every 25 additional years in age, increase the crab's HD by **1** and add **+1** damage to each pincer attack.

For every one hundred years in age, giant crabs gain:

- ▶ The ability to automatically succeed on one saving throw once per day.
- ▶ **(1-3)** One spell-like ability (see the Introduction) or **(4-6)** a legendary ability.

Some sample legendary abilities for venerable giant crabs are given below. Each separate legendary ability can be used once per encounter.

1. Sandcloud. The giant crab stirs up a cloud of sand underwater. The cloud is three dimensional (extending up as well as horizontally) and has a radius of 45'. The cloud settles in **1d4** rounds. While the cloud is suspended, creatures outside of the cloud do not have line of sight into the cloud, while those inside have their range of vision reduced to 5'. The giant crab can see normally within the cloud.

2. Scuttle. Once per encounter the crab may take an additional move action at the beginning or end of its turn, and may move out of or into melee combat without declaring special actions.

3. Spiny shell. The exoskeleton of the crab is ridged with serrated horns. Once per encounter, all melee

combatants engaged with the giant crab automatically take **1d6** damage from the sharp edges of the shell.

Venerable crabs have body parts that can be used for magical research and construction.

- ▶ The ichor of a giant crab can be used as a special component in spell and magical item creation.
- ▶ If used to create a *potion of water-breathing* the ichor has double the normal value.
- ▶ The exoskeleton of the giant crab can be used as a principal to craft magical armor or weapons.
- ▶ While not used as the principal in creating an *apparatus of the crab*, the crab's body can be harvested for special components to be used in crafting one. In this case the value of these components are doubled.

Special Qualities (1d6)

If a special quality is present it will be found **(1-5)** in one individual in a group of crabs or **(6)** in all crabs encountered.

1. Awareness. Because of its long eyestalks, the crab is only surprised on a roll of **1 in 8**.

2. Dire. The creature has **+1** to AC, HD, damage from all physical attacks, and morale.

3. Regeneration. The crab regenerates **1** hp of damage per round, and will even regenerate lost limbs in a day or two.

4. Wealth of the seas. The crab has cemented a variety of materials onto its shell, including treasure. Its AC is improved by **2**, and the equivalent of Treasure Type C is found on its shell.

5-6. Spell-like ability.

Variations

Chuul. AC 3 [16], HD 7* (31 hp), Att 2 x claw (1d10), 1 x tentacle (paralysis), THAC0 13 [+6], MV 90' (30') / 90' (30') swimming, SV D8 W9 P10 B10 S12 (F7), ML 9, AL Chaotic, XP 850, NA 1d6 (1d6), TT D

Dwelling in the underground rivers and lakes of the Dreamlands, chuul are strange abominations that occasionally find their way into the mortal world via the twisting underground passages that connect the two dimensions. They resemble centaurs, if centaurs were all lobster, with a beard of tentacles surrounding their maws.

Chuul are amphibious, but need to submerge themselves in water once every day or so. They are intelligent ambush predators who decorate their lairs with trophies of their victims.

► **Sense magic.** Chuul can sense magic (as per the spell *detect magic*) automatically. This ability itself is non-magical and is considered always “on”.

► **Paralyzing tentacles.** The tentacles surrounding the chuul’s mouth exude a mild paralytic venom. Anyone hit by its tentacles must make a save versus poison or be paralyzed for 1d4 rounds.

► **Grab.** If both claw attacks hit, the target is grabbed and cannot move, attack, or cast spells until breaking free. The chuul will automatically hit with its tentacles. Breaking free requires the target to roll their Strength or less on 4d6.

► **Magic resistance.** Chuul make all saving throws against spells with Advantage.



Hermit Crab, Giant. AC 3 [16], HD 2+1 (10 hp), Att 2 x pincer (2d4), THAC0 17 [+2], MV 60' (20'), SV D12 W13 P14 B15 S16 (F2), ML 7, AL Neutral, XP 25, NA 1d4 (1d8), TT V

Giant hermit crabs are notable chiefly for adapting



cast-off items to use as “shells”. The shells from giant oysters or clams, discarded shells from normal giant crabs, skulls from dragons, giants, or even whales, sunken rowboats, treasure chests, and more can be inhabited by these opportunistic creatures. Note that each hermit crab encountered may, in fact, have multiple different “shells”.

► **Surprise.** Due to the unusual, and often mundane, origins of their “shells” hermit crabs surprise on a roll of 1-3 in 6.

► **Withdraw.** If a hermit crab fails a morale check it will withdraw into its shell, gaining a +3 bonus to AC. It cannot attack while hiding.

Roll below to determine the nature of the giant hermit crab’s shell:

- 1. Aquatic detritus.** (1-2) Shell from giant clam or oyster, (3-4) exoskeleton from giant crab, or (5-6) the beak of a giant squid.
- 2. Bones.** The skull of a (1) giant, (2) dragon, (3) whale, (4) dragon turtle, (5) giant shark, or (6) giant crocodile.
- 3. Wooden detritus.** A (1-2) treasure chest, (3-4) barrel, or (5-6) sunken small craft.

Crab, giant

4. **Other detritus.** (1) plate armor from a drowned knight, (2) a symbiotic relationship with an undead skeleton, (3) a hollow statue, (4) specially created armor crafted by an underwater race specifically for the hermit crab, (5) a hollow construct, that may or may not be animated, or (6) Referee's option.

Spider Crab, Giant. AC 3 [16], HD 6 (27 hp), Att 2 x claw (1d8), 1 x bite (2d6), THAC0 14 [+5], MV 20' (20'), SV D11 W12 P13 B14 S15 (F3), ML 7, AL Neutral, XP 275, NA 0 (1d4), TT V

While the standard giant crab can be found in and out of water, the giant spider crab is found solely in water, often at great depths.

The average giant spider crab has legs ten to twenty feet long; they stalk the ocean floors, catching prey in their relatively small claws and tearing at them with their jaws. Spider crabs decorate their shells with kelp, coral, and the remains of their previous meals.

► **Camouflage.** Giant spider crabs surprise on a roll of 1-4 in 6.

► **Masticate.** If both claw attacks hit, the victim is drawn towards the crab's mouth, where it suffers an automatic 2d6 points of damage.

► **Decorate.** The remains of its meals are often added to the giant spider crab's shell as camouflage.

Crocodile

Crocodiles are ancient, deadly predators found in tropical and sub-tropical climes. On Absalom, memories of the reign of the Crocodile Kings linger in the minds of Men, and crocodiles are feared as the embodiment of that time.

While capable of hunting on land — they can move terrifyingly fast when needed — they are primarily aquatic hunters. They are attracted to the smell of blood or by violent movement in water. Once blood has been drawn by a crocodile any other crocodiles within 100 yards will smell the blood and arrive within 1d6 rounds. Additionally, the smell of blood emboldens them; increase the morale score of all crocodiles engaged in melee by 1 once prey has been bloodied.

Crocodiles are capable of galloping for short periods of time on dry land. Once per turn they may move at a speed of 150' (50') for a maximum of two rounds. Crocodiles cannot breathe water, but they may hold their breath for a maximum of two turns.

Crocodiles are *vulnerable* to cold damage. They are masters of lurking just under the surface of the water and attacking the unsuspecting. Crocodiles surprise on a roll of 1-4 in 6.

Special Qualities (1d6)

If a special quality is indicated, all the crocodiles in the encounter group will possess it, except for *crocodile tears*, which is only possessed by individual crocodiles (if encountered in a group, it will be the largest of the group).

1. Crocodile tears. One of the alchemical treasures of the Crocodile Kings, and almost unheard of in these days as the *mecistop* are extinct, a rare few crocodiles secrete this valuable substance. The tears produced by the crocodile are not as pure or potent as those of the Crocodile Kings, but are still a valuable substance. The crocodile will produce 10 ounces of tears every week, and can do so upon request or command. Refer to the Appendix for a description of the Tears. Giant crocodiles produce 40 ounces of tears, large crocodiles 20 ounces, and dwarf crocodiles 5 ounces.

Crocodile



Those crocodiles capable of producing tears are identifiable by their reddish eyes, caused by near constant weeping.

2. Dire. The creature has +1 to AC, HD, damage from all physical attacks, and morale.

3. Jaw clamp. On a successful attack the crocodile clamps its jaws onto the victim and will not let go until one or the other is dead. The crocodile automatically inflicts **3d4** (giant), **2d4** (large), or **1d4** (normal) damage per round. Additionally, if they are in water, the crocodile will dive below the surface, dragging its prey with it. A victim unable to breathe underwater will drown in a number of rounds equal to 1d6 plus their CON modifier. Held victims may attack but may not cast spells. They may attempt to break free by rolling their Strength or less on **3d6** (normal), **4d6** (large), or **5d6** (giant). If using the Wound rules from PHM #11 the victim can reduce the number of dice rolled to escape by 1 in exchange for taking a Wound.

4. Tail lash. The crocodile gains an additional attack. It does **1d4** (normal), **2d4** (large), or **3d4** (giant) damage, but can only be used against opponents behind the crocodile.

5-6. Spell-like ability.

The corpses of large and giant crocodiles can be harvested for magical principals. Their teeth are often used to create fetishes, while their hide can be tanned and, if treated carefully by experts, is suitable to create leather worthy of enchantment.

- If used to create items affecting ferocity of attack, the value of the component is increased by **x1.5**.
- The leather is valued at **x2** its normal value if used to create any of the following: leather armor with *waterbreathing* enchantments, *drums of panic*, and *gloves of swimming and climbing*.

Variations

Dwarf Crocodile. AC 6 [13], HD 1 (4 hp), Att 1 x bite (1d3), THAC0 19 [+0], MV 90' (30') / 90' (30') swimming, SV D14 W15 P16 B17 S18 (NH), ML 7, AL Neutral, XP 10, NA 0 (1d8), TT None

The dwarf crocodile is simply a smaller version of the normal crocodile.



Gharial. AC 7 [12], HD 1+1* (6 hp), Att 1 x bite (1d3), or 1 x weapon (1d8 or by weapon), or 1 x special (see below), THAC0 18 [+1], MV 90' (30') / 90' (30') swimming, SV D12 W13 P14 B15 S16 (F1), ML 8, AL Neutral, XP 19, NA 1d6 (2d6), TT B

The Crocodile Kings were puissant spellcasters, but in no discipline were they ever able to match their ability in biomancy and vivisection. The most successful of their creations is no doubt humanity, bred from the once mighty giants. In the eyes of the *mecistop*, one of their greatest failures would be the creatures known as gharials, but this race has the distinction of being one of the few to outlive their creators.

Gharials are the size of an average alligator, about 5-6 feet long, with a long snout, bulbous forehead, and short tail. Though they spend much of their time on all fours, they are capable of standing upright and walking on their hind legs, using their tails for balance. Their forepaws have opposable thumbs and can manipulate objects; not with the precision afforded by a human hand, but not too far off from that.

Although as intelligent as a human, their lack of manual dexterity and their aquatic lifestyle have led the

gharials to rely less on tools than other races, although they are certainly capable of both wielding and fashioning tools.



The gharials were viewed as failures by their creators because their very nature rendered them resistant to mental control and suggestion, which made them all but worthless to the Crocodile Kings.

- ▶ Gharials are immune to *ESP* and *charm* effects.
- ▶ Their high foreheads house large, well-developed frontal lobes allowing them to make psychic attacks. They may target a single living individual within 30' of them. That target must make a saving throw versus wands; those failing take **1d6** points of damage and are *shaken* until the end of the following round. This ability recharges on a roll of 6+.

Crocodile

The psychic abilities of the gharial were an unintended side effect of their creation, and the *mecistop* found they were both unable to magically influence their new creations, as well as being uniquely vulnerable to their mental blasts.

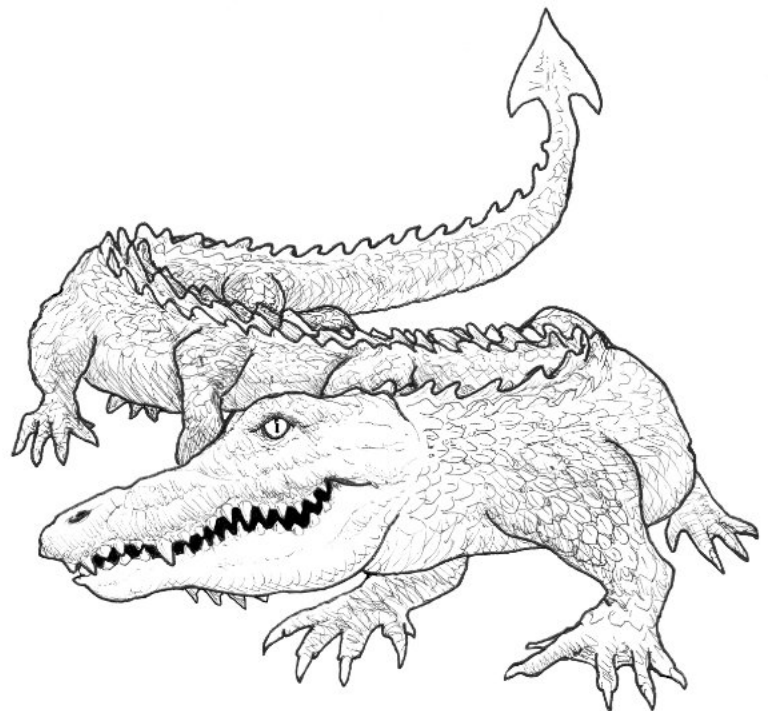
Khumbira. AC 2 [17], HD 7+4** (35 hp), Att 1 x bite (2d8 + disease), 1 x tail lash (1d8), THAC0 12 [+7], MV 120' (40') / 10' (3') burrowing, SV D8 W9 P10 B10 S12 (F8), ML 10, AL Chaotic, XP 1,250, NA 1d6 (1d4), TT None

There is no water in the Shadowlands, but, as a reflection of the mortal world of Absalom, one can see the imprints of a world with water. Channels cross the barrens, following the paths of rivers in the living world, and great basins exist where the lakes, seas, and oceans are.

The khumbira are demons of the Shadowlands that stalk these empty riverbanks and hollow marshes, preying on the souls of the dead or, preferably, those living creatures foolish enough to travel to this desolate plane.

Khumbira resemble large, twelve-foot long crocodiles with four pairs of legs and a long, prehensile, barbed tail. They are intelligent but sluggish and somewhat lazy. Like normal crocodiles, they are capable of short bursts of speed, but prefer to trap and ensnare their victims, hiding in the tall marsh grasses that so often line the banks of the river channels.

- ▶ *Resistant* to cold, fire, and electrical damage.
- ▶ Immune to shadow (see *PHM* #1) damage.
- ▶ *Vulnerable* to silver weapons.
- ▶ Other than silver, they may only be damaged by magic.
- ▶ They may use the following spell-like abilities, all used as an 8th-level spell-caster.
 - o *ESP*, *charm person*, *darkness* (10' radius), and *detect magic* at will, once per round each.



- o *Dispel magic*, *polymorph self*, and *improved phantasmal force* once per minute.
- o *Charm monster* and *mislead* once per day.
- Khumbira are immune to effects that affect living creatures (poison, disease, etc.), *hold* spells, and any spell cast by another that would change their form.
- They can chose to automatically succeed on one saving throw per day.

Each khumbira is a unique monster with a true name. If a spellcaster were to learn the demon's true name they could bind the khumbira to their service. If slain on the mortal plane the khumbira's essence returns to the Shadowlands, where they reform a body slowly over a period of 13 months. Khumbira can only be permanently slain in the Shadowlands.

Sharkigator. AC 2 [17], HD 10 (45 hp), Att 1 x bite (2d8), THAC0 11 [+8], MV 60' (20') / 180' (60') swimming, SV D10 W11 P12 B13 S14 (F5), ML 9, AL Neutral, XP 900, NA 0 (1d2), TT None

Born from the demented imagination of a long-dead wizard, the sharkigator has survived and, no doubt surprising its creator, bred true. While good news for the species, this is bad news for everyone else, for the sharkigator views virtually anything that moves as potential prey.

Sharkigators have the head of a shark and the body of an alligator, with fin-like legs that are equally adept at pushing the creature through water or walking on land. They are also huge, at least 30' long. Because they have gills, sharkigators can breathe underwater; indeed, that is where they spend most of their time. They may survive on land for no more than an hour.

- **Bloodscent.** Sharkigators can smell blood in the water up to 100' yards away.
- **Feeding frenzy.** Upon smelling blood they enter a feeding frenzy, always attacking and never needing to check morale.
- They are saltwater predators, but the occasional hurricane picks up a sharkigator and deposits it inland, where the irate creature goes on a killing spree until it drowns in the air.
- If using the Wound rules from PHM #10 each bite inflicts a Wound upon the target. If not, a sharkigator's bite inflicts an automatic 1d2 points of damage in subsequent rounds until the wound can be bandaged

and bleeding stopped. This bleeding damage is cumulative with multiple bites.



Cyclops

Some of the largest of the giant-kin, cyclops live in isolated regions either singly or in small groups. They survive by raising herd animals — primarily sheep — and growing grapes and other crops that are fermented to make strong wine. While normally surviving on this diet, cyclops savor the taste of humans and other similar races, and given the chance will capture and imprison them, eating them one at a time, starting with the fattest among their prisoners.

In Absalom, while considered giant-kin, cyclops are actually not related to the common lineage of giants. They are instead fey creatures, native to Faery. Those cyclops encountered in the mortal realms are descended from those who left Faery Cycles ago. Curiously, cyclops are also encountered with some frequency in the Dreamlands.

As an optional rule, rather than apply a -2 penalty to its ranged attack rolls, cyclops may make ranged attacks with Disadvantage.

Cyclops

Cyclops are inherently magical creatures, even if the bulk of them possess no magical abilities. Once slain, the following parts can be harvested:

- ▶ The blood of a cyclops can be used as a special component to craft magical items.
- ▶ The hair or fingernails of a cyclops can be used to create *potions of cyclops control*.
- ▶ The bones of a cyclops can be used as principals to create various weapons or armor.
- ▶ The eye of a cyclops can be used as a special component to create any magical item, and it has its XP value doubled. However, the range of automatic failure is increased by +3%, from **86-100** to **84-100**.

Each cyclops has a **1 in 20** chance of being able to place a curse on a target within 60'. This ability can be used once per week, and the target is entitled to a save versus spells. If the cyclops possesses the *fey heritage* special quality (see below) this saving throw is made with a -2 penalty; additionally, if using the random curses table, below, roll **1d6+2** rather than **1d8**, and the Referee has the option of rolling randomly each time the cyclops curses a victim — they are creatures of Chaos, after all — or rolling for each individual cyclops to determine what type of curse it can impart.

A cyclops's curse can be removed with the casting of *remove curse* by a 9th-level or higher cleric. If the curse was created by a cyclops with the *fey heritage* quality it requires *remove curse* cast by a cleric of at least 12th level.

Note that in many instances a target might not be aware that they are actually cursed, and the Referee is encouraged not to draw attention to this fact!

Cyclops

Cyclops Curse Table (1d8 or 1d6+2)

1. -1 to (1-3) one saving throw category, (4-5) 1d4 saving throw categories, or (6) all saving throws.
2. -2 to attack rolls.
3. -4 to one ability score: (1) STR, (2) INT, (3) WIS, (4) DEX, (5) CON, (6) CHA. **1-2 in 6** chance this automatically applies to the character's prime requisite.

An ability score cannot be lowered below 3 in this way.

4. Minor unique curse (see table, below).

5. -3 to (1-3) one saving throw category, (4-5) 1d4 saving throw categories, or (6) all saving throws.

6. -4 to attack rolls.

7. -8 to one ability score: (1) STR, (2) INT, (3) WIS, (4) DEX, (5) CON, (6) CHA. **1-4 in 6** chance this automatically applies to the character's prime requisite. An ability score cannot be lowered below 3 in this way.

8. Major unique curse (see table, below).

Minor Curse Table (1d8)

1. -1 to initiative and surprise.
2. Must eat twice the normal amount each day.
3. Requires an additional 4 hours of sleep per day.
4. Character can only heal injuries via (1-3) non-magical means or (4-6) magical means.
5. Trouble sleeping. Must make a WIS check each night on **3d6**. A failure indicates they are unable to sleep soundly, and do not gain the benefits of 8 hours of sleep.
6. Any time the character rolls a natural 20 it automatically becomes a 1, and any time an opponent in combat rolls a natural 1 it automatically becomes a 20.
7. Others find the character repulsive and abrasive. All reaction rolls are made with a -2 penalty.
8. The character is incapable of moving silently, even in a zone of magical silence. They can be heard from up to 60' in a dungeon.

Major Curse Table (1d8)

1. Target is polymorphed into a random normal animal.
2. The character's (1-4) prime requisite or (5-6) a random ability score is reduced by 1 per day. If the score reaches 0 the character dies. If the curse is removed before death there's a **1 in 6** chance the loss is perma-

nent (short of the intervention of powerful magic), otherwise lost points will return at a rate of 1 per day of rest.

3. Target ages one year for every day that passes. If the curse is removed, the rapid aging ceases, but the accrued years remain. Only powerful magic can return the character to their actual age. Targets won't realize the nature of this curse until **2d6** days minus the character's Intelligence modifier have passed (so a +2 modifier subtracts 2 from the roll while a -2 modifier would add 2).

4. All **(1-3)** attack rolls, **(4-5)** saving throws, or **(6)** both types of rolls are made with Disadvantage.

5. A specific type of monster (animal, undead, aberration, etc.) is drawn to the cursed character, attacking them over all others. All attacks these monsters make have Advantage.

6. If the character is a spellcaster they must make an ability check on **4d6** each time they wish to cast a spell, using their prime requisite ability score. If the check fails they are unable to cast the spell, but it is not lost. If not a spellcaster, the cursed character's touch functions as *dispel magic* cast by a **(1-3)** 10th-level, **(4-5)** 12th-level, or **(6)** 14th-level magic-user.

7. Any time the character suffers a wound it bleeds uncontrollably, doing **1** point of damage in each of the subsequent **1d4** rounds. This damage is cumulative; a character hit by 3 attacks in one round would suffer 3 point of damage in the following round, and potentially more in subsequent rounds.

8. The character cannot be resurrected or revived by any means if they are slain before the curse is removed, unless a *wish* or similar powerful magic is used first prior to any attempt to revivify.

Special Qualities (1d6)

1. Fey heritage. The cyclops retains some of the fey blood of their ancestors. They gain the following abilities:

- ▶ *Resistant* to illusion and charm spells.
- ▶ *Vulnerable* to bronze.
- ▶ Once per day, the cyclops can use each of the following as a spell-like ability: *speak with animals*, *heat metal*, *phantasmal force*.

2. Master smith. The cyclops is capable of forging masterwork items and even simple magical items (maximum +1 enchantment) given the proper materials, tools, and motivation. They generate 2,000 gp worth of work per week.

3. Spell turner. Once per day, when targeted by a spell, the cyclops may choose to reflect it back upon the caster. This ability only affects spells that target the cyclops directly — *disintegrate* would qualify, but *fireball* would not. The eye of such a cyclops contains a small stone of purplish hue at the very center of the jelly-ish orb. If slain, the cyclops's gem can be used as the principal to create a *ring of spell turning*.

4. Unusual size. The cyclops is either **(1-3)** larger than average or **(4-6)** smaller than average. Those that are larger have +1d4 HD while those that are smaller have -1d4 HD. Larger cyclops do **3d12** damage with club attacks while the smaller versions do **3d8**.

5-6. Spell-like ability.

Variations

Biclops. AC 5 [14], HD 13+2* (60 hp), Att 2 x club (3d10) or 2 x rock (3d6) or one of each, THAC0 10 [+9], MV 90' (30'), SV D4 W5 P6 B5 S8 (F13), ML 9, AL Chaotic, XP 2,300, NA 1 (1), TT E + 5,000 gp

Resembling a normal cyclops in both stature and temperament, biclops have two heads, each with a single eye. The two heads are independent and often at odds with each other. When making checks such as morale and reaction checks roll twice, once for each head. If the results conflict, roll **1d20** for each head. The highest number is the head that wins control of the body. It will be able to direct the body for **1d4** rounds.

- ▶ A biclops can make two attacks per round, with each attack being controlled by one head. Each attack suffers the usual -2 penalty due to distorted depth perception.
- ▶ Only surprised on a roll of **1 in 8** due to its double heads keeping a lookout.
- ▶ When encountered, the biclops will be **(1-3)** fully awake, **(4-5)** one head asleep, or **(6)** both heads asleep. If one head is asleep the chance of surprising rises to **1-2 in 6**.
- ▶ Argumentative. Each round there is a **1 in 6** chance the two heads will argue with each other over

the correct course of action to take, and the biclops will forfeit its actions for that turn.

- Each head has a **1 in 20** chance of being able to deliver a curse once per week.



Cyclopskin. AC 7 [12], HD 3 (13 hp), Att 1 x weapon (damage by weapon +1), THAC0 17 [+2], MV 120' (40'), SV D10 W11 P12 B13 S14 (F3), ML 9, AL Neutral, XP 35, NA 1d4 (1d8), TT D

Cyclops

The cyclopskin is distantly related to the cyclops, but stands barely taller than a man. Found mostly in remote, uncivilized areas, cyclopskin live in small villages where they raise sheep and tend grapes. The wine these grapes produce is famous throughout the world for its fine taste and deceptively strong alcohol content.

While often appearing primitive, cyclopskin are just as capable and intelligent as any other humanoid race. They are master smiths and stoneworkers, inheriting the skill at the forge and quarry from their giantish ancestors.

- Poor depth perception. Cyclopskin make ranged attacks at disadvantage.

- One individual in each cyclopskin village possesses the ability to create enchanted statues or forge magical items without being a magic-user.

- Cyclopskin gain a +1 to attack and damage rolls due to their strength. Only 1 in 100 cyclopskin have the ability to pronounce a curse.

There is a playable cyclopskin race in the Appendix.



Triclops. AC 5 [14], HD 11** (49 hp), Att 1 x club (3d8) or 1 x rock (3d4) or by spell, THAC0 11 [+8], MV 90' (30'), SV D4 W5 P6 B5 S8 (F13), ML 9, AL Chaotic, XP 2,700, NA 1 (1), TT F

Roughly the same size and appearance as a cyclops, the triclops has three eyes; two where a normal human's eyes would be, with the third set into the forehead just above the other two. Triclops are the result of a rare mutation that occasionally occurs within cyclops as a result of genetic tampering the Crocodile Kings carried out before history began.

These days, triclops, though physically weaker than cyclops, often rule over cyclops communities, and Triclops are found either singly or as part of such a community. Each cyclops village has a **1 in 10** chance of containing a single triclops.

Their third eye is normally kept closed, as opening it causes them to experience splitting headaches. However, with their third eye opened they are able to perceive the invisible as well as perform several magical feats.

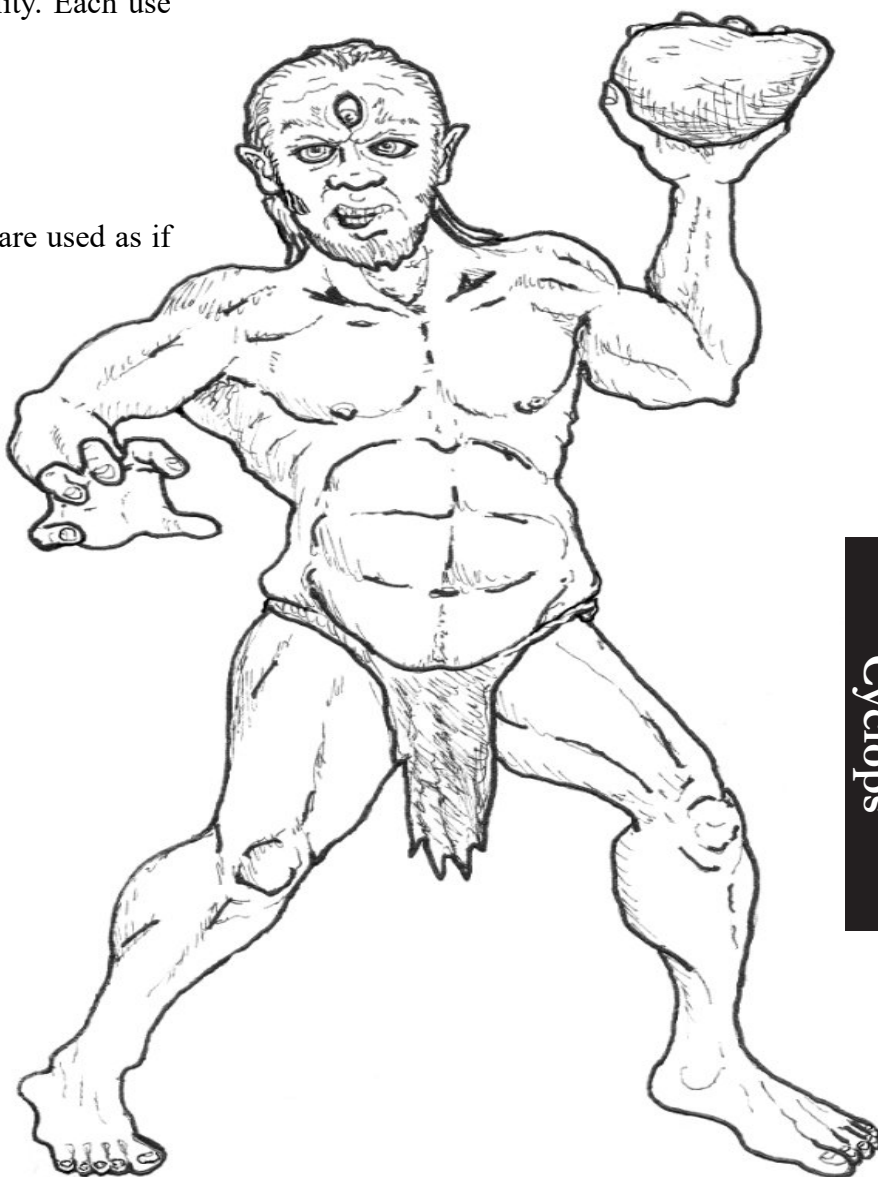
► Triclops do not suffer the same poor depth perception as their cousins.

► **1 in 10** triclops may pronounce a curse, with the same restrictions as a cyclops.

► Opening their third eye is painful, and causes a base of **1 hp** damage per round. While open, the triclops may perceive invisible creatures as per the spell *detect invisible* and pierce illusions as per the spell *detect illusions* (see the OSE Advanced Magic book). Additionally, they may use any of the following abilities, once per round, as a spell-like ability. Each use causes additional hp loss:

- o *Charm person* (**1d2** hp)
- o *Sleep* (**1d3** hp)
- o *Hold person* (**1d4** hp)
- o *Lightning bolt* (**1d6** hp)
- o *Polymorph others* (**1d8**)

When applicable, all spell-like abilities are used as if the triclops were a 9th-level spellcaster.



Cyclops



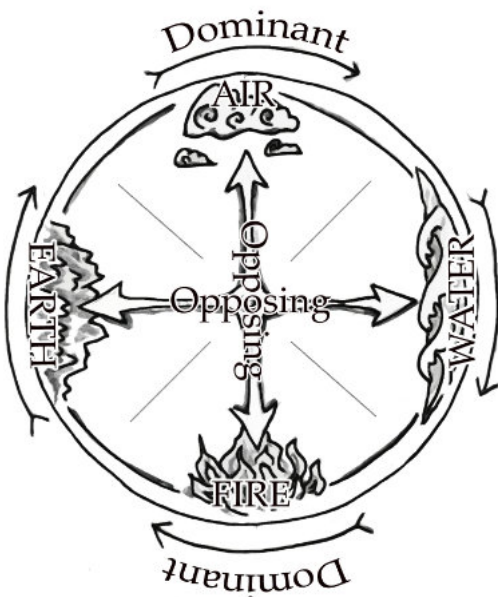
Djinni (lesser)

In classic settings, djinn are creatures of elemental air. In Absalom, “djinn” is a term used to describe a class of beings that inhabit the Elemental Matrix. Less powerful than the efreet, but possessed of free will and intelligence unlike many lesser elemental beings, the djinn often serve as messengers, advisors, and skilled craftsmen to more powerful elemental rulers.

The following variants presented below assume that the djinni (lesser) stats from the OSE Basic book are used to represent the djinn of the air elementals, and supplement these with djinn from the other three main elemental forces.

In Absalom, air djinn are known as *alseir*, earth djinn as *kahan*, fire djinn as *rithlu*, and water djinn as *viblex*. They all share the following traits:

- ▶ *Vulnerable* to starmetal.
- ▶ *Vulnerable* to attacks from their dominant element (see illustration). A fire djinn is vulnerable to water-based attacks, for instance.
- ▶ Reaction rolls made with a creature of the opposing element (see illustration) have a -2 penalty.
- ▶ Can only be harmed by starmetal or magic.
- ▶ If slain in the mortal world they return to the Elemental Matrix, where they slowly reform their body over a period equal to their HD in weeks.
- ▶ Can only be permanently slain in the Elemental Matrix.
- ▶ Have a truename. If the truename is ever learned they can be commanded to do the bidding of another.



Djinn are rarely encountered in the mortal world, as they primarily dwell in the Elemental Matrix. When found on Absalom it is either because they (1-3) are performing an errand or task for their elemental masters (or to further their own agendas), (4-5) have been summoned by a mortal spellcaster, or (6) have actually been bound to a magical item. This last sort of djinn may have been absent from the Matrix for decades, if not centuries, and will no doubt be chafing to return.

Alseir use the standard djinn stats as found in OSE Basic.

Special Qualities (1d4)

Djinn are already powerful beings, with multiple magical abilities. Therefore, only 1 in 12 djinn will possess a special quality.

- 1. Curse of the Elemental Lords.** The djinn may curse an individual it can see within 30'. The target must make a saving throw versus spells. On a failure, the target becomes *vulnerable* to the element that the djinn represents.
- 2. Elemental regeneration.** If in contact with its elemental type the djinn regains (1-3) 1 hp, (4-5) 2 hp, or (6) 3 hp per round.
- 3. Legendary resistance.** The djinn can automatically succeed on (1-3) one, (4-5) two, or (6) three saving throws of its choice each day.
- 4. Spellcasting.** In addition to its potent magical abilities, the djinn can cast spells as a (1-3) magic-user, (4-5) druid, or (6) illusionist. They cast spells as a caster of:

- 1-7. 3rd level
- 8-12. 4th level
- 13-16. 5th level
- 17-19. 6th level
- 20. 7th level

The djinn still requires the accoutrements necessary to cast spells (such as a spellbook), and may use any magical abilities restricted to its corresponding class.

Djinn, like all elemental beings, are composed of pure elemental material. When slain in the mortal world their spirits return to the Elemental Matrix, where a new body is formed. The old body

collapses into pure elemental matter: rithlu crumble into ash and charcoal, kahan into dirt and gravel, alseir into mild zephyrs that may be caught and bottled, and viblex into pure water. These leavings can be used as special components with a value determined by the djinn's XP. When used as a special component to create an item related to the element the djinn embodied, the gp value of the leavings is quadrupled.

In addition to their pure physical attacks, djinn are often equipped with magical weapons. Due to their strength and size, these weapons deal extra damage equal to the djinn's HD (an alseir wielding a sword will deal an extra +7 damage with the blade, in addition to any magical bonuses). These weapons are extremely potent, named weapons that usually possess special qualities or abilities, plus an enchantment of no less than +2. They should be placed with care by the Referee and should fit the djinn; earth djinn use large maces, mattocks, polearms, and other massive weapons, while fire djinn use smaller, lighter weapons that allow them to strike opponents like licking flame.

Djinn have the chance to possess magical treasure as a character of a level equal to their HD (refer to *Into the Wild* or OSE Basic) their wealth, in the Elemental Matrix.

Note that the standard abilities noted above apply to all the djinn variants below (invulnerability to mundane attacks, etc.). Unless otherwise stated, all magic powers are performed as if the djinn was a spellcaster of a level equal to their HD (round plusses down).

Variations

Kahan (Earth Djinn). AC 5 [14], HD 8+2* (38 hp), Att 1 x fist (2d12) or by weapon, or 1 x magic, THAC0 12 [+7], MV 90' (30') / 60' (20') burrowing, SV D4 W5 P6 B5 S8 (F14), ML 12, AL Neutral, XP 1200, NA 1 (1), TT None

Djinni

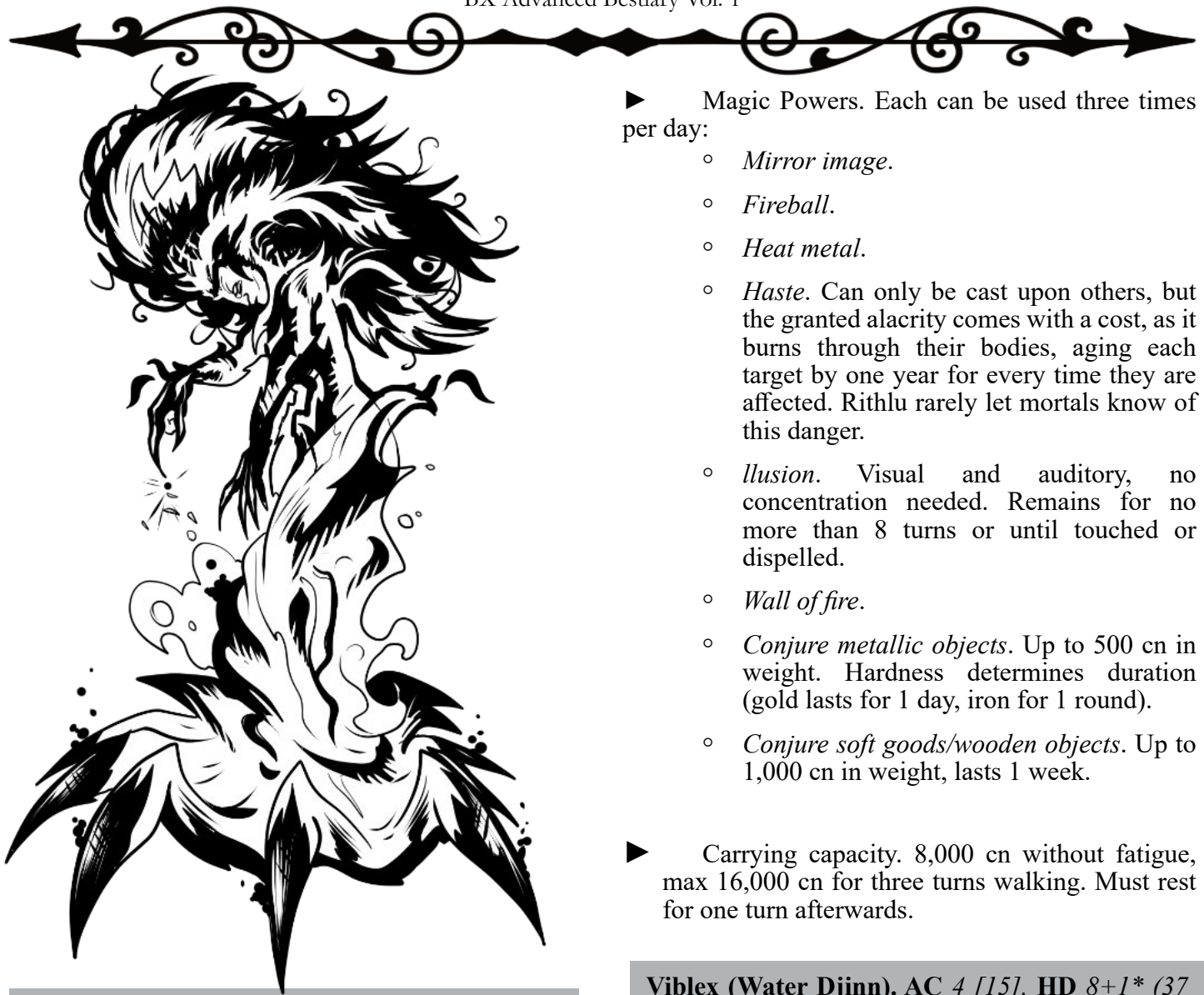
Kahan appear as tall, blocky humanoids with skin that resembles stone of some sort. They are slow to act and slow to anger, but once roused they can be as violent as an earthquake or mudslide.

- Magic Powers. Each can be used three times per day:
 - *Wall of stone.*

- *Transmute rock to mud* (or the reverse). Total of 3/day, regardless of which version.
- *Move earth.*
- *Illusion.* Visual and auditory, no concentration needed. Remains for no more than 8 turns or until touched or dispelled.
- *Create food and drink.* Enough for up to 12 humans and mounts for one day.
- *Conjure metallic objects.* Up to 2,000 cn in weight. Hardness determines duration (gold lasts for 1 day, iron for 1 round).
- *Conjure soft goods/wooden objects.* Up to 1,000 cn in weight, permanent.

► Carrying capacity. 8,000 cn without fatigue, max 16,000 cn for three turns walking. Must rest for one turn afterwards.





Rithlu (Fire Djinn). AC 4 [15], HD 6+1* (28 hp), Att 1 x fist (2d6 + 1d4 fire) or by weapon, or 1 x magic, THAC0 13 [+6], MV 120' (40') / 60' (20') flying, SV D5 W6 P7 B6 S9 (F12), ML 12, AL Neutral, XP 650, NA 1 (1), TT None

The weakest of all the djinn physically, but the most mercurial, rithlu are tall, slender humanoid figures with skin of burnished bronze or copper, glowing with internal heat. They delight in mischief and, of all the djinn, are the most likely to twist and pervert the letter of their instructions. Like the fire they embody, the powers of the rithlu consume more than create; they are summoned and bound to the mortal world to destroy, not to build or labor.

► The unarmed strike of a rithlu inflicts 2d6 points of bludgeoning damage and an additional 1d4 points of fire damage.

► Magic Powers. Each can be used three times per day:

- *Mirror image.*
- *Fireball.*
- *Heat metal.*
- *Haste.* Can only be cast upon others, but the granted alacrity comes with a cost, as it burns through their bodies, aging each target by one year for every time they are affected. Rithlu rarely let mortals know of this danger.
- *Illusion.* Visual and auditory, no concentration needed. Remains for no more than 8 turns or until touched or dispelled.
- *Wall of fire.*
- *Conjure metallic objects.* Up to 500 cn in weight. Hardness determines duration (gold lasts for 1 day, iron for 1 round).
- *Conjure soft goods/wooden objects.* Up to 1,000 cn in weight, lasts 1 week.

► Carrying capacity. 8,000 cn without fatigue, max 16,000 cn for three turns walking. Must rest for one turn afterwards.

Viblex (Water Djinn). AC 4 [15], HD 8+1* (37 hp), Att 1 x fist (2d6) or by weapon, or 1 x magic, THAC0 12 [+7], MV 90' (30') / 180' (60') swimming, SV D4 W5 P6 B7 S8 (F14), ML 12, AL Neutral, XP 1200, NA 1 (1), TT None

Viblex appear as tall, graceful humanoids with shimmering, mother-of-pearl skin, and eyes that range from the placid blue-green of a tropical inlet to the dangerous dark of a storm-tossed sea. They can be just as destructive as the rithlu, but for the viblex destruction brings new life, as a flooding river enhances the soil.

► Magic Powers. Each can be used three times per day:

- *Cure light wounds.*
- *Obscuring mist.*

- *Warp wood.*
- *Control weather.*
- *Invisibility.*
- *Lower water.*
- *Part water.*
- *Illusion.* Visual and auditory, no concentration needed. Remains for no more than 8 turns or until touched or dispelled.

Doppelganger

Doppelgangers are some of the most difficult monsters to run, in part because the Referee must convince the players that the doppelganger is, in fact, a PC or ally. It is also not clear exactly how their ability works: they can change shape to resemble another, sure, but how accurate is their mimicry? Does a doppelganger gain the clothes and equipment of their target, or does only their body change? If the doppelganger gains the equipment and gear, does a mimicked magical sword retain its magic? How about abilities? If not, it would be trivially easy to suss out a replaced spellcaster who cannot cast spells, or a ranger who cannot track. Is the change an illusion, or is it a physical transformation? Would it be noticeable via *detect magic*?

The following will attempt to clarify and expand on the nature and abilities of the doppelganger. These are suggestions, and can be adopted whole cloth or piecemeal by the Referee, as suits their campaign and whims.

Doppelgangers are tall, slender creatures with putty-like grey skin, weird, melty limbs, and no facial features except for eyes of pure white. They have no body hair, and are genderless. Their shape-changing ability is purely physical, with no illusion magic involved. It takes a full minute (6 rounds) for a doppelganger to actually change form, although in order to do so they must have observed an individual for at least one turn. This "observation" must be within a reasonably close distance no more than 30' and can only capture what the doppelganger can see. If the doppelganger is observing an individual wearing clothes, they can mimic perfectly all of the exposed flesh they can see, but not, say, a birthmark or mole concealed under layers of fabric. Likewise, doppelgangers can perfectly mimic the speech of another, but only if they hear them speaking. They also do not gain the ability to speak unfamiliar languages (assume that each doppelganger encountered can speak 1d4+1 languages, as they are natural mimics and learn languages quickly).

Doppelgangers can assume the shape and size of any humanoid from as small as a halfling to as large as an ogre. They retain their own statistics when changed, and do not gain any class or racial abilities. When reduced to 0 hp a doppelganger reverts to its normal form in roughly the same time it takes for one to change form.



- *Growth of plants.*
- *Create food and drink.* Enough for 20 humans and mounts for one day.
- *Conjure metallic objects.* Up to 1,000 cn in weight. Hardness determines duration (gold lasts for 1 day, iron for 1 round).
- *Conjure soft goods/wooden objects.* Up to 3,000 cn in weight, permanent.

► Carrying capacity. 8,000 cn without fatigue, max 16,000 cn for three turns walking. Must rest for one turn afterwards.

Once a form is assumed, doppelgangers retain a “memory” of the assumed form for a period of 24 hours, and they may change between any forms they currently have memory of. Once a form is assumed there is no limit to the length of time the doppelganger may remain in that form.

Example. A doppelganger shadows a party of five adventurers and assumes the forms of three of them over the course of a day, taunting them and sowing confusion. For the next twenty-four hours the doppelganger may assume any of the three forms, although each change takes one minute.

During the transition between forms the doppelganger radiates magic, and it may be detected by spells such as *detect magic*. Once a form is assumed, however, the creature no longer detects as magical. Regardless of their form, and whether they actually detect as magical, doppelgangers are stymied by a *protection from evil* spell as if they were an enchanted creature.

Doppelgangers do not heal when changing form, and an injury suffered in one shape will carry over to the new form; a doppelganger that loses a limb, for instance, would be missing that limb regardless of their shape. Doppelgangers do have a limited form of regeneration, and can regrow lost limbs given time (a day for digits like fingers and toes; up to a month for whole limbs). Doppelgangers cannot regrow missing heads or bodies.

In Absalom, doppelgangers are fey creatures, native to Faery. As such, they have the following qualities:

- ▶ *Vulnerable* to bronze weapons and necrotic energy.
- ▶ *Resistant* to charm, illusions, and mind-reading magic.

Special Qualities (1d6)

Typically only one doppelganger encountered – even in a group – will have a special quality.

1. Ability thief. When a doppelganger assumes the form of a victim, it may then use the special abilities (both class and race) of that individual whenever it assumes that form. If preparation is required — for instance, memorizing magic-user spells — the doppelganger must go through that process (studying spells; the form does not give them the knowledge of what-

ever spells their target has memorized). Doppelgangers with this ability can also use any class or race-restricted items of their current form while in that shape.

The doppelganger must (1-3) keep the target alive in order to have access to their abilities (and be in contact with them for at least one turn each day), (4-5) consume some part of the target (brain, heart, etc.) in order to steal their abilities, or (6) simply be the one who deals the deathblow to the target.

Note that doppelgangers with this ability cannot gain class abilities that are granted to the target by some third party, such as a cleric’s ability to turn undead and pray for spells; the doppelganger may fool their victim’s companions, but fooling the gods is another matter altogether.

2. Deathless. The doppelganger regenerates 1 hp per round. Fire and acid damage suppresses this regeneration for 1d3 rounds, as does decapitation. A doppelganger slain by fire, acid, or decapitation — or treated in such a manner *after* being reduced to 0 hp — is permanently slain. Otherwise, the doppelganger will regenerate all damage suffered.

3. Eternal form. Once the doppelganger assumes a form, it can re-assume that form at any point in the future.

4. Memory thief. The doppelganger is immune to mind-reading spells (such as *ESP*). Additionally, it may use *ESP* at will. This ability is used to detect the thoughts of others to better mimic them. When changing into a new form the doppelganger gains the memories but not special or class abilities of the target.

5-6. Spell-like ability.

Variations

Changeling. AC 9 [10], HD 1* (4 hp), Att 1 x weapon (1d6 or by weapon), THAC0 19 [0], MV 120' (40'), SV D12 W13 P14 B15 S16 (F1), ML 8, AL Neutral, XP 10, NA 1d6 (1d6), TT U



Humanoid creatures that were once the offspring of doppelgangers and mortals, changelings are now an established race. They are fey creatures, primarily found in Faery, although a number of them have made their way to the mortal world either (1-2) on their own, or (3-6) at the behest of their House to serve as spies and ambassadors.

In their true form changelings are human-sized, with slightly elongated limbs and greyish skin. Unlike the faceless doppelgangers, changelings have faces, but they do share the totally white eyes of their doppelganger lineage.

Changelings are able to change their physical appearance three times per day; changing back to their true form does not take up a use of this ability. It takes one minute to fully change their appearance, and only their physical appearance changes; the changeling's clothes do not change, nor their gear, nor does the changeling gain different special abilities, new languages, etc. If the changeling is altering their size (within the below parameters) they cannot be wearing armor.

Their ability to change is limited to roughly human size, shape, and facial features; they could alter their features and size to resemble an elf, but not a dwarf. If a changeling wishes to assume the form of a specific person they must succeed on a Disguise Self skill check (if using a skill system). Otherwise, their chance of success is equal to 1-3 in 6.

The change is physical, not an illusion. While the transformation is occurring the changeling will register as magical (to *detect magic* or similar) but not after the change has occurred.

- *Vulnerable* to bronze weapons and necrotic energy.
- *Resistant* to charm, illusions, and mind-reading magic.
- If reduced to 0 hp a changeling automatically assumes their true form.

A changeling playable class option can be found in the Appendix.

Metamorph. AC 5 [14] or as form, HD 3+1* (14 hp), Att 1 x weapon (1d6 or by weapon) or by form, THAC0 16 [+3] or by form, MV 120' (40') or by form, SV D8 W9 P8 B11 S8 (M11), ML 8, AL Chaotic, XP 75, NA 1d6 (1d20), TT U

Metamorphs resemble either humans or demi-humans, with the exception of their golden eyes. They are born, not created, and so far no sage or scientist has been able to predict what causes their existence.

Master shapechangers, able to assume both the form and special abilities of their chosen species, metamorphs can shapeshift up to 6 times per day. Each change lasts for one hour, and at any point during this time the metamorph may return to their natural form. Returning to their natural form does not require a "use" of their shapechanging ability.



Metamorphs are extremely rare — perhaps one in ten thousand humans are born with this ability — and as such rarely found communities made up of just their own kind. Instead, those that choose to blend in with their parent communities do so. Unscrupulous metamorphs often find employ as thieves or spies.

Skin-stealer. AC 7 [12], HD 6* (27 hp), Att 1 x claw (1d6 + special), THAC0 14 [+5], MV 90' (30'), SV D9 W10 P11 B11 S13 (F6), ML 11, AL Chaotic, XP 500, NA 1 (1), TT None

A powerful type of undead, skin-stealers in their natural form resemble humans, sans skin. The raw, glistening muscle and tendons are a horrific sight, especially when the creature moves. Skin-stealers are, if they can help it, rarely seen like this, for they possess the ability to disguise themselves by wearing the skins of others. Skinned corpses are usually the first sign that a skin-stealer is present, for once they drape themselves in their stolen skin they are virtually indistinguishable from the living creature whose skin they are wearing.

The metamorph is limited to the following forms: amphibian, bird, fish, insect, mammal, reptile, and arachnid. They can only change into a normal, non-magical version of the animal (they could turn into a bat but not a giant or vampire bat), but they do gain the special abilities of the species (such as a skunk's spray or a snake's venomous bite). Each class of animal can be assumed once per day; once the metamorph assumes the form of a mammal, for instance, they cannot turn into another mammal until the following day.

When changed, the metamorph assumes the physical, but not mental, characteristics of the chosen form, including hp. However, any "spillover" hp loss in their animal form does carry over to their natural form. If reduced to 0 hp while shapechanged the metamorph instantly returns to their natural form and must make a save versus paralysis or be stunned for 1d4 rounds.

Example. A metamorph with 9 hp shapechanges into a normal rat with 1 hp. While in rat form it takes 4 points of damage, instantly slaying the rat and forcing the metamorph to revert to their normal form, now with 6 hp. Additionally, they must succeed on the saving throw or be stunned for 1d4 rounds.



The stolen skin can only last so long as a disguise, as the necromantic energies that bind it to the skin-stealer cause it to break down quickly. The stolen skin lasts for 1d6 days before it begins to rot. Once the rot sets in the skin will last for an additional 1d4 days, during which time the creature's undead nature begins to show. Once this additional time elapses the skin totally decays, revealing the skin-stealer's true form. Bathing the skin in blood delays this degradation, but it requires soaking in the blood of a slain human for eight hours.

Doppelganger

Dragon

While wearing their skin-suit the creature does not register as undead via magical means. Clerics and necromancers (see *PHM* #14) are treated as being two levels lower when attempting to turn a skin-stealer wearing an intact skin-suit, one level lower if the turn attempt is made while the skin-suit is decaying, and their actual level when turning an uncloaked skin-stealer.

Animals are made uneasy around a skin-stealer even when it is disguised. When wearing a fresh skin, animals within 60' of a skin-stealer make reaction rolls with a -1 penalty. This penalty is increased to -3 if it is wearing a decaying skin. If the result of a reaction roll is Unfriendly or Hostile make a morale check. On a success the animal will attack the skin-stealer, if possible. On a failure the animal will flee.

Skin-stealers cannot speak. They can communicate via *Mrtyu*, the language of the dead that consists of gestures, and understand the languages they spoke when living.

- Make no noise until attacking, immune to effects that affect living creatures (e.g. poison or disease). Immune to mind-affecting or mind-reading spells (*charm*, *hold*, *sleep*).

- *Vulnerable* to silver.

- Can only be harmed by silver or magic.

- Living creatures with one or less HD automatically flee for **1d4** turns upon seeing the skin-stealer's true form. Those with two or more HD are allowed a saving throw versus death to resist the fear effect. Animals are included in this. Creatures with 6 or more HD are immune to the fear effect.

- The touch of a skin-stealer inflicts the damage listed above. A target touched by a skin-stealer must make a save versus death. On a failure the target's skin loosens as the subcutaneous bonds are dissolved, and they take an additional **3d6** points of damage. If this slays the target, the target's skin sloughs off the body and onto the skin-stealer. This process takes a full round, during which time the skin-stealer cannot act. The skin-stealer heals damage equal to the target's HD

(round down to 0 if less than 1) upon this transfer. The transfer happens automatically, even if the skin-stealer is wearing a fresh skin. However, they can choose not to inflict damage when touching a target.

- Skin-stealers are turned as 6-HD creatures.

Among the rarest and most deadly creatures found on Absalom, dragons do not fit neatly into categories defined by scale color and breath type, although there are broad generalizations that can be made based upon such characteristics. Dragon encounters — even with the youngest of their kind — should be memorable and unique experiences that test the mettle of even the most hardened adventurer.

This entry is slightly different from the others in this book, and goes into more detail so as to make dragons a more memorable foe.

These dragons are defined broadly by the following characteristics:

- **Breath weapon.** Each true dragon possesses a breath weapon that can be used a limited number of times per day. Old School Essentials presents three different shapes of breath weapons: cloud, cone, and line. A dragon's breath does damage equal to their current hit point total.

- **Energy immunity.** Dragons are immune to breath weapons similar to their own, as well as lesser forms of the same energy, and automatically succeed on saving throws against more powerful attacks utilizing that energy.

- **Language and spells.** Not all dragons can speak, but those that can are able to cast spells.

- **Dragons can sometimes be encountered while sleeping and can often be subdued, rather than slain.**

- **The given stat blocks are for a standard adult dragon; younger (less powerful) or older (more powerful) dragons may also be encountered.**

The material presented here takes the above information and expands upon it, as well as adding new characteristics.

Dragons are encountered by type primarily based upon terrain and climate: a white dragon is almost always encountered in cold climates, for instance, whether that be the actual arctic region or, perhaps, atop a mountain perpetually capped in snow. Once the broad type of dragon to be encountered is determined, the age of the dragon is rolled for. This is the most important characteristic, as it determines almost every-

thing else the dragon's Hit Dice, its chance to speak and cast spells, the puissance of its breath weapon, and any special abilities it may have.

When a dragon is encountered, roll on the Age Categories and Special Qualities table to determine the dragon's age category and the special qualities it possesses, if any. Note that it is somewhat rare to encounter hatchling dragons on their own and much more common to encounter them with at least one adult.

When multiple dragons are encountered, roll below to determine the group makeup (**1d12**):

- 1-2.** All encountered are different age categories.
- 3-4.** All encountered are the same age category.
- 5-7.** One is adult or older and the rest are (**1-3**) hatchling, (**4-5**) young, or (**6**) juvenile.
- 8-12.** Two are adult or older, a mated pair, and the rest will be (**1-3**) hatchlings, (**4-5**) young, or (**6**) juveniles.

Only adult, old, and very old dragons are capable of giving birth. If dragons of any other age categories are encountered they will not be encountered with hatchlings. There's a **1 in 6** chance that an adult dragon(s) encountered will have **1d3** dragon eggs in their lair that have yet to hatch. This chance decreases to 1 in 8 for old dragons and **1 in 12** for very old dragons.

Dragon eggs take a long time to mature; they will hatch **1d12-1** months after being found. On a result of 0 the eggs will hatch in **1d20-1** days. On a second result of 0 the eggs will hatch in **1d20-1** hours. On a third result of 0 the eggs are currently hatching. Dragon eggs sell for a base price equal to one quarter the XP value of an adult dragon of the same type. Treat them as rare mercantile goods (see *Into the Wild*) for purposes of determining demand and ease of sale.

Example. A blue dragon egg has a base value of 575 gp.

Intelligent dragons, if they become aware of dragon eggs for sale (especially if the eggs are of their own kind) will likely go to great lengths to get them back.

In Absalom, dragons are long-lived enough that their lifetimes can potentially span multiple Cycles, and as such are seen as valuable sources of information about the past, albeit somewhat untrustworthy and fickle

ones that may decide to eat the questioner as easily as answer their questions.

Below are the basic age ranges for each category:

- ▶ Hatchling: 0-2 years
- ▶ Young: 2-20 years
- ▶ Juvenile: 20-50 years
- ▶ Adult: 50-200 years
- ▶ Old: 200-500 years
- ▶ Very Old: 500-1000 years
- ▶ Ancient: 1000+ years old

In Absalom, dragons are not divided by scale color (red, blue, etc.) but rather by terrain type. The remainder of this section assumes that, but also assumes that the Referee may prefer to use the more traditional approach. The following, therefore, is written with both in mind.

Breath Weapons

Each dragon can use this attack three times per day. Unless otherwise stated, or if it would be tactically unwise, a dragon will always lead with their breath weapon when threatened.

Each dragon type has a specific breath weapon that is most often encountered, a less common version, and a rare version. These are rolled for using **1d10**: (**1-6**) common, (**7-9**) uncommon, (**10**) rare. These versions vary by dragon type and are detailed in their specific entries.

Rather than apply damage based upon hit point total, this section assumes that a dragon's breath does a range of damage based upon their Hit Dice. Dragons do not roll to hit with their breath weapon; anyone within the area of effect is entitled to a save versus breath, with success resulting in the creature taking half damage.

Dragons may use their breath weapon three times per day, with each use recharging on a roll of **4+**.

The three basic shapes have different qualities that affect the breath weapon, as follows:

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Cloud. The dragon's breath is a billowing cloud. It cannot be blocked or hidden from, and will fill a volume of space, moving around corners and through openings. Breath weapons with a cloud shape inflict on average **1d4** points of damage for each Hit Die a dragon has. An adult dragon's cloud fills a volume equal to 50' long × 40' wide × 20' high. For each age category above or below adult, increase or reduce the measurements by 25%.

Cone. The dragon's breath weapon forms a cone, starting out 2' wide at the dragon's mouth and ending with a width of 30'. The exact length of a cone is determined by the type of dragon (see specific entries, below). Cones can be partially blocked by obstacles and will not turn corners; adventurers that have full cover (hiding behind a low wall, for instance) make their saving throws against the dragon's breath with Advantage. Cone-shaped breath weapons inflict an average of **1d6** points of damage per Hit Die of the dragon.

Line. This type of breath weapon is a 5'-wide line of energy, its length varying by type. It inflicts an average **1d8** points of damage per Hit Die of the dragon. Lines do not go around corners, and creatures with partial cover granted by solid, non-living objects (such as a wall or tree) save with Advantage; those with full cover are not affected — assuming the cover they are using can withstand the intensity of the energy. A line will be stopped by a creature of giant-size or larger, but will otherwise extend for the entire length of effect, affecting everyone within its path equally.

Unless otherwise stated, a dragon's breath weapon is far more potent than mundane energy, on par with that summoned by magic, if not greater. It can deal structural damage to non-living materials (such as vessels or castle walls), and mundane objects (such as jewelry, or glass, or wooden buildings) will be quickly destroyed by dragon's breath, regardless of the energy type.

Physical Characteristics and Attacks

Most, but not all, dragons have wings and are capable of flight. Those that do have wings have a fly speed given in their stat block.

A dragon's hide thickens with age, becoming more difficult to pierce. Conversely, younger

dragons have thinner hides. Use the following to determine the dragon's AC adjustment:

- ▶ Hatchling: 2 penalty to AC
- ▶ Young/Juvenile: -1 penalty to AC
- ▶ Adult: As given in stat block
- ▶ Old/Very Old: +1 bonus to AC
- ▶ Ancient: +2 bonus to AC

In addition to their fearsome breath weapon, dragons are capable of potent physical attacks as well, although typically a dragon cannot attack physically in the same round in which they either cast spells or use their breath weapon. The standard attack routine for most dragons consists of two claw attacks and a bite. Refer to the table below for attack and damage by age and.

Rather than basing physical attack damage on the type of dragon, this range is based on the age of the dragon. Individual dragon types may have a modifier to damage, presented in their individual stat block.

Additional attacks may be available as the result of special abilities and are described below. Note that these attacks are somewhat limited by the age of the dragon, as indicated by the following chart.

Dragon Physical Attack Damage

Age	Claw	Bite
Hatchling	1d2	2d4
Young	1d4	2d6
Juvenile	1d6	2d8
Adult	1d8	2d8
Old	2d6	2d10
Very Old	2d8	3d10
Ancient	3d6	4d10

Dragons, even the very young, are large creatures. This means that a number of human-sized creatures can surround and attack a dragon on the ground; at the same time, the dragon is able to use its natural attacks to target creatures based upon their location.

As a general rule of thumb, two man-sized creatures per Hit Die can attack a land-bound dragon. Therefore, a dragon with 8 HD can be attacked by up to 16 individuals. Keep in mind that dragons are highly intelligent, and will rarely put themselves in circumstances where they can be so surrounded and attacked.

Dragon Age Categories and Special Qualities

Age	HD (relative to an adult)	Special Qualities	Chance to Encounter (1d100)
Hatchling	–5	1 in 6 chance of one	1-5
Young	–3-4*	1d2–1	6-20
Juvenile	–1-2*	1d2	21-40
Adult	Standard	1d2; 1-2 in 6 chance of a third	41- 84
Old	+1-2*	1d3+1	85-84
Very Old	+3-4*	1d4+1	95-99
Ancient	+5 or more**	1d4+2; 1-2 in 6 chance of another	100

*50% chance of either.

** (1-3) +5 HD, (4-5) +6 HD, (6) +7 HD

Winged dragons can only bite targets directly in front of them; those without wings can bite targets directly in front of them as well as to their sides. Refer to the dragon attack illustration to determine the range of various attacks.

The following attack forms are special. At each age increment above adult the dragon will gain the ability to use an additional attack form. Generally, these attacks are in addition to the ones the dragon already has. For example, an adult dragon can use a claw/claw/bite routine. An old dragon can use a claw/claw/bite attack, plus an additional attack form chosen from the ones below. In other cases when the dragon gains an additional attack form (such as when rolled on the Special Qualities table), those special attacks are used in place of, not in addition to, the dragon's normal attacks. It is usually a one-to-one swap: in lieu of a claw attack the dragon may perform a tail sweep, for instance.

Crush. The dragon attempts to use its bulk to crush nearby opponents. Crush attacks inflict the same damage as bite attacks, but can be used to attack multiple targets, whether the dragon is flying or not (a dragon's bulk is just as deadly on the ground as it is from the air). The dragon does not make an attack roll; all targets within range must save versus death. Failure indicates they suffer full damage; those succeeding take no damage. However, creatures within the range of a crushing attack can choose to stand firm, automatically failing their saving throw, but gaining a +4 bonus to a subsequent attack against the dragon and inflicting double damage if it hits.

Victims hit by a crush attack must roll equal to or less than their Dexterity on **3d6** in order to remain standing. Those failing fall prone and must spend half their

movement to stand back up.

Swoop. A flying dragon can swoop down upon a target, plummeting from great heights to make use of their bulk and momentum. A swoop attack requires the dragon be able to dive a distance equal to their movement speed within a round. They

may either attack with both claws or a single bite attack, making the attack with Advantage. Any attacks that hit inflict double damage.

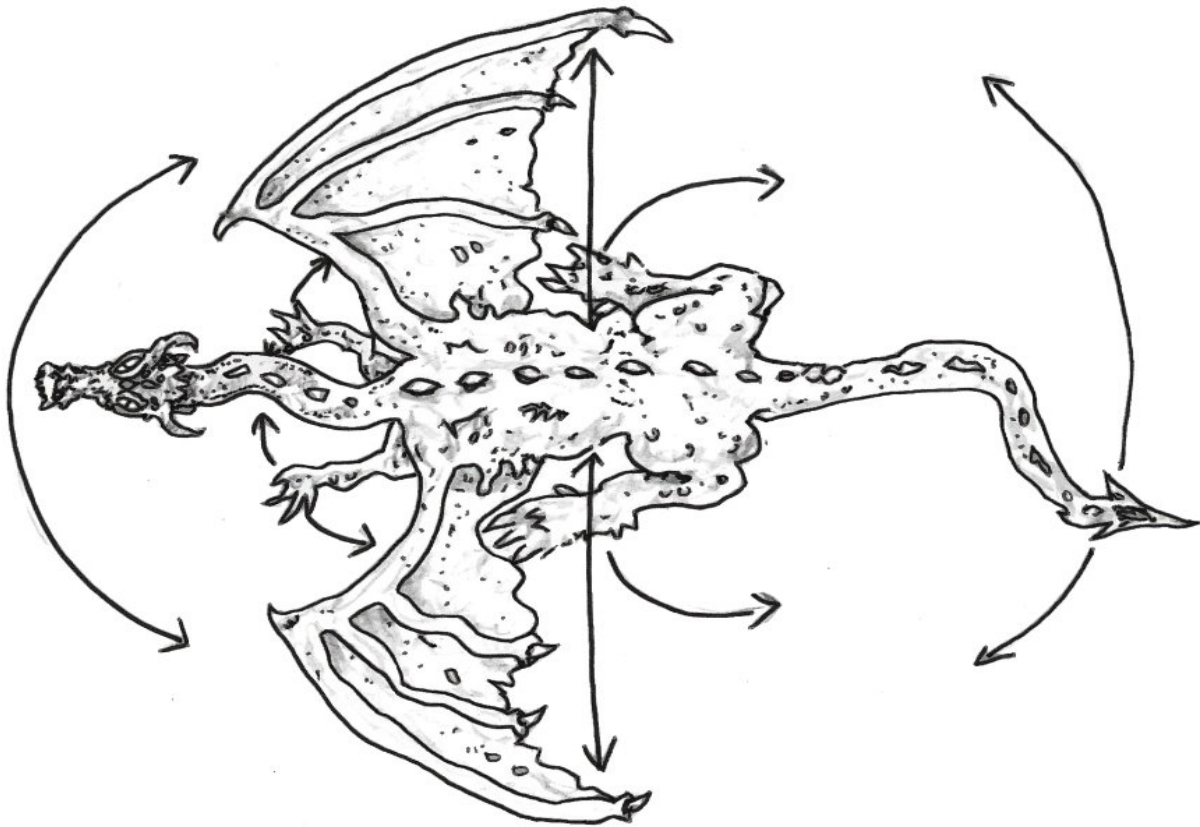
If the dragon is attacking with its claws it may attack two separate targets during a swoop, provided they are within range. Regardless of the attack type a roll of 18+ indicates the target is grasped by the attack and can be carried away.

Tail, constrict. Dragons without wings can, instead of a wing buffet, attempt to grapple and constrict an opponent with their tail. An attack roll is made, and on a successful hit the target takes damage — determined by the dragon's age — and is grappled by the dragon's tail, suffering automatic damage as per a hit each subsequent round. In order to break free the constricted character must roll equal to or under their Strength on a number of d6s equal to: **3d6** for young and juvenile dragons, **4d6** for adult and old dragons, or **5d6** for very old and ancient dragons. They can take no other actions while attempting to break free.

While constricted the individual can attempt to make an attack with a –4 penalty to the attack roll, but cannot cast spells. Once a target is constricted the dragon can continue to take actions as normal, but cannot attempt to constrict further targets.

Tail, swipe. In lieu of a claw attack the dragon may use its great tail to attack any opponents behind it by sweeping it from left to right. This has the same area of effect as a cone, with the tail being roughly the same length as the dragon's body. All creatures within range of the tail swipe must make a save versus breath. Those failing take damage as appropriate to the dragon's age category and are knocked prone. Creatures that are

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knocked prone must spend half their movement the following round to stand up.

Wing Buffet. If the dragon has wings it may make a wing buffet attack against opponents on either side of it, to a range determined by the dragon's age category. This attack is in lieu of a claw attack. All creatures within range suffer damage determined by the dragon's age and must save versus paralysis to avoid being stunned for one round. Stunned creatures make all attacks and saving throws at Disadvantage (roll twice, take the worse result).

Grab. Adult and older dragons with claws may, in lieu of inflicting damage, grab a target with a claw and restrain them. Adult and old dragons can grab a single human or smaller creature with a claw, very old dragons can grab an ogre or sim-

ilar-sized creature with a claw, and ancient dragons may grab a hill giant or similar sized creature.

Grabbed creatures cannot move or cast spells. If they succeed on a save versus paralysis in a round they may attack with a melee or natural weapon. In lieu of attacking they may spend their turn trying to escape, which requires a STR check using a die total specified by the dragon's age.

Dragons may choose to automatically inflict damage to a grabbed creature, doing half their normal claw damage per round.

Speech, Sleep, and Magic

The chance that each type of dragon can speak is given in the relevant stat block. Dragons capable of speech can speak (1-3) 1 language, (4-5) 2 languages,

or (6) 3 languages, with their primary language being Draconic. Additional languages spoken can be determined at random. Increase the chance of speech by 10% for each age category above adult and decrease it by 5% for each age category below.

There is always a chance that a dragon is asleep when encountered in its lair. This chance remains static for adult and younger dragons but increases by 10% for each age category above adult.

Dragons cast their own form of magic instinctively, without the need for spellbooks, memorization, prayers, or anything else of the sort. Their magic should, in fact, be treated more like spell-like abilities than actual spells (if using *Into the Wild*, dragons cast spells as sorcerers). It is possible, depending on results from the Special Qualities table, that a dragon could cast spells as one or more spellcasting classes (cleric, druid, etc.) in addition to using their spell-like abilities. In these cases their additional spell-casting abilities are governed by the rules for those classes (a dragon that can cast spells as a magic-user must memorize spells from a spellbook, for instance) while they may use their spell-like abilities normally.

The chance that a dragon can use draconic magic is based upon their age category, as follows. This chance is independent of the dragon's ability to speak; in fact, dragons can use their innate magic whether they can speak or not.

- ▶ Hatchlings: 1 in 8
- ▶ Young: 1-2 in 8
- ▶ Juvenile: 1-3 in 8
- ▶ Adult: 1-4 in 8
- ▶ Old: 1-5 in 8
- ▶ Very Old: 1-6 in 8
- ▶ Ancient: 1-7 in 8

If a dragon has spell-like abilities as a special quality, roll below to determine the number of spells they can cast:

- ▶ Hatchlings: 1d2
- ▶ Young: 1d3
- ▶ Juvenile: 1d4
- ▶ Adult: 1d6

- ▶ Old: 1d6+1
- ▶ Very Old: 1d6+2
- ▶ Ancient: 1d6+3

In addition, when rolling to generate any innate magical abilities a dragon possesses due to its very draconic nature, the size of the die used is determined by the age of the dragon, as follows:

- ▶ Hatchlings: 1d2
- ▶ Young: 1d3
- ▶ Juvenile: 1d4
- ▶ Adult: 1d6
- ▶ Old: 2d4
- ▶ Very Old: 2d6
- ▶ Ancient: 4d4

The dragon spell list is given below. Druidic spells are noted with an "*" and illusionist spells with an "!". When relevant, the dragon's caster level is equal to their Hit Dice unless otherwise stated.

Innate Dragon Magic

Roll (1d20)	Spell-like ability
1	Animal Friendship*
2	Charm Person
3	Detect Magic
4	Entangle*
5	Light or darkness
6	Sleep
7	Speak with Animals*
8	Hypnotism !
9	Detect Invisible
10	Locate Object
11	Obscuring Mist *
12	Fascinate !
13	Clairvoyance
14	Dispel Magic
15	Summon Animals *
16	Spectral Force !
17	Suggestion !
18	Charm Monster
19	Emotion !
20	Polymorph Self



Each spell-like ability can be used (0-3) once per day, (4-5) twice per day, or (6+) three times per day. Hatchlings and young dragons subtract 1 from this d6 roll, while very old and ancient dragons add 1 to the roll.

If the same spell-like ability is rolled more than once, it is up to the Referee to determine whether to reroll or keep the result, increasing the number of times per day the ability can be used.

Lair Actions

As dangerous as it is to encounter a dragon in the wild, it is even more deadly to encounter one in their lair. Dragons guard their lairs, and the immense hoards often contained within, with a bewildering array of defenses.

Additionally, the mere prolonged presence of a dragon in a location magically shapes the surroundings and gives the dragon some measure of control over their home.

As an optional rule, a dragon can perform a lair action a number of times per encounter, dependent upon the dragon's age category. Young and juvenile dragons can use a lair action once every three rounds, adult and old dragons once every two rounds, and very old and ancient dragons once every round.

These lair actions can be used at any point during a round. Typically, young and juvenile dragons have one lair action to choose from, adult and old dragons have two to choose from, and very old and ancient dragons have three to choose from.

Lair actions, unless otherwise stated, last for one full round. In OSE the order of action can change from round to round, so a full round of action is assumed to include one full turn of actions for the adventurers and their cohorts. This is measured from when the lair action takes place to when all of the adventurers have had a chance to act. Therefore, it could occur within a single round or be spread across the span of two rounds, if it occurs towards the end of the first round.

Some examples of lair actions are as follows. When there is a variable (range, number affected, etc.) roll once for adult and old dragons; roll twice and take the lower result for young and juvenile dragons; and roll twice and take the higher result for very old and ancient dragons.

Difficult Terrain. The dragon can designate a zone equal to a (1-3) 15' radius, (4-5) 30' radius, or (6) 45' radius centered on a location within the lair as difficult terrain for one round. Movement rates are halved within this area.

Energy Damage. The lair is suffused with elemental energy akin to the dragon's breath weapon. Anyone within (1-3) 30' of the dragon, (4-5) 60' of the dragon, or (6) 120' of the dragon takes damage of that energy type each round. The damage inflicted is equal to the damage inflicted by the dragon's claw attack and can be saved against for half damage. It is considered magical damage for purposes of resistance (such as that afforded by a *ring of fire resistance*).

Extra Action. The dragon or one of the dragon's allies gains an extra melee attack that can be used against an adjacent opponent.

Extra Movement. The dragon can move an additional distance equal to their normal movement within a round.

Healing Dampening. Necrotic energy suffuses the lair for a brief instant. Any healing spells or effects (such as drinking a *potion of healing*) are minimized. Roll twice to determine the damage healed, taking the lower of the two results.

Healing Surge. The dragon recovers an amount of hp equal to the damage they would inflict with a claw attack.

Lair Awareness. The dragon reaches out with its senses and becomes aware of the location and number of any hidden/invisible foes within (1-3) 60', (4-5) 120', or (6) the entire lair.

Obscuring Sight. The dragon evokes some phenomenon that obscures sight within the lair: mist or steam billows up, a wind blows through the lair, extinguishing non-magical light, etc.

Summon Ally. The dragon summons an ally within the lair to come to its aid. The ally arrives at the end of the round.

Traps. This category encompasses everything from pit traps, to mechanical traps the dragon has commissioned be installed, to strategically placed columns of stone the dragon can knock over, to loose chunks of ceiling that fall down during combat. Briefly, a



dragon's lair should be intimately familiar to the dragon — almost an extension of itself — and as a lair action the dragon has the ability to use the physical features of the lair to hinder intruders.

It is recommended that the damage inflicted by a trap be either:

- ▶ Equal to the dragon's claw damage, able to target three individuals for every two age categories, and allow a saving throw or Dexterity check to take half damage.
- ▶ Equal to the dragon's bite damage, able to target one individual for every two age categories, and allow a saving throw or Dexterity check (as above).
- ▶ A combination of the above, perhaps with a lesser effect thrown in (such as making targets lose their footing, etc.)

Legendary Resistances

As legendary creatures dragons are less affected by magic than other creatures. Young and juvenile dragons can automatically succeed on a single saving throw each day, adult and old dragons can automatically succeed on two saving throws per day, and very old and ancient dragons can do this three times per day.

Dragons and Alignment

Dragons can be of any alignment but hew most closely to Neutrality and Chaos. They will be (1-3) Chaotic, (4-5) Neutral, or (6) Lawful.

Dragons and Treasure

All dragons hoard treasure, regardless of type, age, or alignment. They have an almost preternatural awareness of their hoard and its contents. The treasure type for each age category is as follows:

- ▶ Hatchling. D
- ▶ Young. F
- ▶ Juvenile. G
- ▶ Adult. H
- ▶ Old. H + D
- ▶ Very Old. H + F

- ▶ Ancient. H + A

Dragons, as inherently magical creatures, can use magical items if physically possible (and the Referee allows). Rings can resize to fit claws, scrolls can be read, potions can be consumed, etc. Unless the dragon has spellcasting abilities as a character class, they cannot use items allowed only to a specific class. However, as a general rule, assume that dragons incapable of speech cannot actively use magical items (a dragon unable to speak would benefit from a *ring of protection*, but could not use a *ring of invisibility* as it requires activation).

Allies

Dragons are unlikely to be encountered by themselves. Given their long lifespans, presence, trove of treasure, and likelihood of using magic, even the least intelligent of their kind cultivate alliances (either actively or passively), while more intelligent dragons can have anything from a horde of lesser monsters at their command to an elaborate network of spies spread across human lands.

The chance that a dragon has allies is as follows:

- ▶ Hatchling. 1 in 8
- ▶ Young. 1 in 6
- ▶ Juvenile. 1 in 4
- ▶ Adult. 1-2 in 4
- ▶ Old. 1-4 in 6
- ▶ Very Old. 1-6 in 8
- ▶ Ancient. 1-7 in 10

These allies will be (1-3) unintelligent creatures the dragon cultivates and allows to dwell within their lair (such as vermin, lesser undead, plant monsters), (4-6) intelligent creatures that serve the dragon actively, or (7-8) a mixture of both.

Roll below to determine the total HD of creatures serving the dragon.

- ▶ Hatchling. 1d4
- ▶ Young. 2d4
- ▶ Juvenile. 3d6



- ▶ Adult. 5d20
- ▶ Old. 10d20
- ▶ Very Old. 5d100
- ▶ Ancient. 10d100

Ironically, the older the dragon is, the greater the chance that these allies will be dispersed out, acting as spies or enforcers, rather than directly guarding the lair. Multiply the total HD of allies by a percentage equal to the dragon's HD + **3d20** to determine the total number of allies outside the lair.

Example. A dragon with 14 HD has 100 HD worth of allies. Rolling 3d20, the result is 36, which means that 50% of its allies (or rather, of the total HD of allies) are currently away from the lair.

Special Qualities (1d100)

1-4. Additional Breath. The dragon gains the ability to use a second type of breath weapon. It will be (1-3) one of the alternate forms for its dragon type, (4-5) an alternate form for another type of dragon, or (6) a new type determined by the Referee.

5-8. Burrow. The dragon gains a burrow speed of (1-3) 10' per round, (4-5) 20' per round, or (6) 30' per round. If the dragon already has a burrow speed either roll again or increase the base movement speed by one degree.

9-12. Extended Line. The distance the dragon's line breath weapon extends is increased by **25%**. This result can be applied more than once, with each result being cumulative (if rolled twice the length of the breath attack is increased by **50%**).

If the dragon does not possess a line breath attack, reroll or select another special quality that affects the relevant breath type (Lingering Cloud or Widened Cone).

13-16. Elemental Aura. The dragon is sheathed in elemental energy of a type identical to their breath weapon. Any living creatures within 10' engaged in melee with the dragon take **1d6** points of damage per round. If this result is rolled again the (1-3) damage increases one die, (4-5) the radius increases by 5', or (6) both.

17-20. Extra Breath. The dragon can use its breath weapon an extra time per day. This special quality can occur more than once, with each selection granting an additional use.

21-24. Fear. The very sight of the dragon inspires fear in the observer. Those affected are considered frozen with fear while in the presence of the dragon. Creatures with two or fewer HD are automatically affected, unable to act or move, with no saving throw. Creatures with 2 to 5 HD must save versus paralysis to avoid being frozen with fear. Creatures with 5 to 8 HD save with a +2 bonus, and those with 9+ HD are unaffected. The range of dragon fear is 300 yards, and requires line of sight.

25-28. Foresight. Three times per day the dragon can make any die roll twice, taking the better of the two results. If this result is rolled more than once they either (1-3) gain one additional use of this ability or (4-6) gain a +1 bonus to the selected die roll.

29-32. Immunity. The dragon gains immunity to an additional form of energy, taking no damage from non-magical versions of this second type and automatically succeeding on saving throws against magical versions.

33-36. Invulnerable. The dragon can only be damaged by magical weapons or spells. If this special quality is rolled again the dragon may only be damaged by weapons with a +2 or greater enchantment or spells of 2nd level or higher. If rolled a third time it may only be harmed by weapons with a +3 or greater enchantment or spells of 3rd level or higher.

37-40. Jeweled Hide. A portion of the dragon's hoard has become embedded in their hide, providing an extra layer of protection. The dragon's AC is improved by **1**; at the same time, reduce the value of the dragon's hoard by 10%. Assume that slaying the dragon by *most* methods results in the destruction of that percentage of treasure. Any physical damage done to the dragon is reduced by **1 hp** per damage die as the embedded treasure absorbs some of the kinetic energy.

This result can be applied more than once. Each time, the dragon's AC is improved by **1** and their treasure reduced by **10%**. The damage reduction is only applied once, however.

Dragon



41-44. Legendary Resistance. The dragon gains an additional use of their Legendary Resistance ability, allowing them to automatically succeed on any saving throw. If this result is rolled more than once it is cumulative, adding additional uses.

45-48. Lingering Cloud. The energy produced by the dragon's cloud breath weapon lingers in the air for an additional round. Any creatures within the area of effect make a saving throw during the second round, automatically taking half damage on a failed save and no damage on a successful save. This result can be applied more than once, with each result indicating the cloud lingers for an additional round. The extra damage inflicted is based upon age category, equal to the dragon's claw damage.

If the dragon's breath weapon does not take the form of a cloud, reroll the result or select one of the results that applies to the other breath types (Extended Line or Widened Cone).

49-52. Potent Breath. The dragon's breath weapon functions as if the dragon has one extra Hit Die. This result is cumulative if rolled multiple times.

53-56. Razor Claws. The dragon's claw attacks inflict an additional +2 points of damage and its bite attack inflicts an additional +3 damage. Each additional time this result is rolled the damage is increased by +1 for the claws and +2 for the bite.

57-60. Rending Attack. The dragon's claw and bite attacks can shear through metal and stone. If directed against large, inanimate objects — such as seagoing vessels, castle walls, etc. — they do half their normal damage in structural damage. When attacking armored individuals a natural roll equal to or above a certain number (see table, below) ruins an item of armor or a shield the target is wearing; shields shatter, armor is twisted and ruined, etc. Magical armor or shields increase the number a dragon must roll by a value equal to the item's magical bonus. Additionally, only one piece of armor can be affected at a time — assume, unless otherwise noted, that shields are affected first.

Example. An ancient dragon with the Rending quality destroys armor and shields with a roll of 15+. If the dragon hits a target using a +2 shield the roll would need to be 17 or higher to destroy it.

As an alternate rule, the Referee may rule that rather than destroying a magical item, each attack that hits

Rending Attack		the target number or above removes a plus (+) from its magical bonus rather than destroying it outright.
Age Category	Roll Needed	
Hatchling	20	
Young	20	
Juvenile	19-20	
Adult	18-20	
Old	17-20	
Very Old	16-20	
Ancient	15-20	

61-64. Shapechange. The dragon can shift its form as per the *polymorph self* spell, with some exceptions. Roll 1d6 and compare it to the following:

1. The dragon is able to use this ability to transform into an unlimited number of forms. In this case the duration of the effect is as per the spell, using the dragon's HD as their caster level. They may do this (1-3) once per day, (4-5) 1d4+1 times per day, or (6) an unlimited number of times per day.

2-4. The dragon can shapechange into one other fixed form, which cannot be changed. The dragon may be able to shapechange into a raven, for instance. This ability can be used (1-3) 1d2 times per day, (4-5) 1d4+1 times per day, or (6) an unlimited number of times per day. In these cases the dragon may remain in the new form for (1-3) a duration equal to *polymorph self*, (4-5) until a set time, no more than 24 hours later (at the new day's dawn, for instance), or (6) an unlimited amount of time.

5-6. The dragon can shapechange into 1d4+1 fixed forms, which cannot be changed. The total number of times they may do so per day is (1-3) 1d4 times, (4-5) 2d6 times, or (6) an unlimited number of times per day. The duration for these changes is as above.

65-68. Special Attack. The dragon gains the ability to use one of the special physical attacks noted above. This special attack is used in the place of one of the dragon's normal attacks, although the dragon may choose which attack they are using each round.

69-72. Spellcasting. The dragon is able to cast spells as one of the human spellcasting classes: (1-3) magic-user, (4-6) cleric, (7) druid, or (8) illusionist. In order to cast spells the dragon must

be able to speak; if they cannot, reroll. If using other spellcasting classes (for instance, the sorcerer class from *Into the Wild*, or the binder from *PHM* #8, roll **1d10** instead of **1d8**. On a result of 9-10 the dragon can use magic as one of these custom classes.

To determine the dragon's caster level, roll using a die type determined by the dragon's age category:

- ▶ Hatchling: 1d2
- ▶ Young: 1d3
- ▶ Juvenile: 1d4
- ▶ Adult: 1d6
- ▶ Old: 1d8
- ▶ Very Old: 1d10
- ▶ Ancient: 1d12

The dragon casts spells as a spellcaster of the level rolled. Note that if the spellcasting type is cleric and the result is a "1" or "2" the dragon casts clerical spells as a 2nd-level cleric.

Dragons with spellcasting levels do not gain any other class features — such as a cleric's ability to turn undead — although they do gain the ability to use magical items only usable by that class.

Dragons with spellcasting levels can create magical items as a spellcaster of the equivalent level.

73-76. Swim. The dragon gains a swim speed of **(1-3)** 30' per round, **(4-5)** 40' per round, or **(6)** 50' per round. If the dragon already has a swim speed either roll again or increase the speed by one degree.

77-80. Toughness. The dragon rolls **1d10** for hit points rather than 1d8. If this special quality is rolled again, **1d12** is used per Hit Die. If this comes up as a result a third time, reroll.

81-84. Venom. The dragon delivers venom either through its **(1-4)** bite or **(5-6)** a stinger on its tail. If the result indicates a stinger on its tail the dragon gains a tail attack, inflicting the same damage as a claw attack but also injecting a target with poison. This tail attack is delivered in lieu of a claw attack.

The poison is Type **(1-4)** I, **(5-7)** II, **(8-9)** III, or **(10)** IV (see *OSE Advanced Fantasy: Genre Rules*). If this result is rolled more than once, reroll.

84-88. Widened Cone. The terminal width of the dragon's cone breath attack is increased by 10'. This result can be applied more than once, with each result cumulative.

If the dragon's breath weapon is not a cone, either reroll or select one of the special qualities that applies: Extended Line or Lingering Cloud.

89-100. Custom. The Referee can use a custom special ability.

Component Parts

In addition to their hoard of treasure — which often surpasses the wildest imagination of the greediest individuals — the corpse of a dragon is sought after by magic-users and alchemists alike. Numerous parts are useful for the creation of magical items:

- ▶ The scales of a dragon can be harvested to craft magical armor or, in the case of the largest and oldest dragons, a single scale can be crafted into a shield. Such armor imbues resistance to the dragon's energy type at no added cost.
- ▶ The blood of a dragon can be used either as a special component or a principal in the creation of a *potion of dragon control*. If used for the latter the value of the blood is doubled.
- ▶ The fangs and claws of dragons can be used as principals to create magical weapons or as special components in general magic item creation.
- ▶ When used as special components to create items related to dragons or their abilities (such as using red dragon blood to create a *potion of fire resistance*) double the value of the component.

Alternate Dragons

The stat blocks for the six most common types of dragons in Absalom are given below. These are for the adult version of each type and can be adjusted as needed based on age.

Each dragon type given below has three different breath weapon forms, arranged by frequency of occurrence. Each dragon possesses one of the three, unless otherwise stated.

Forest Dragon. AC 1 [18], HD 8** (36 hp), Att 2 x claw (1d8), 1 x bite (2d8+1d4); or breath, THAC0 12 [+7], MV 120' (40'), SV D8 W9 P10 B10 S12 (F8), ML 9, AL as above, XP 1,750, NA 1d4 (1d4), TT H



Most forest dragons are wingless, the better to maneuver through thick woods, with scales of green or mottled brown.

- ▶ **1-2 in 6** forest dragons have wings and a fly speed of 180' (60').
- ▶ The bite of a forest dragon does an additional **1d4** points of damage regardless of age category.
- ▶ Adult dragons have a 30% chance of speech and a 30% chance of being found asleep.

There are three different types of breath weapon a forest dragon can have:

1-3. A cloud of chlorine gas, inflicting the standard amount of damage.

4-5. A cone of rot and decay. The damage inflicted is half normal (save for quarter damage). Wooden non-magical items within the cone rot and decay within one round; magical wooden objects can make a saving throw to avoid being destroyed. Plant-based or wooden creatures (such as a golem made of wood)

suffer full damage as per the dragon's Hit Dice. The cone of an adult dragon is 90' long.

6. A line of green slime. The dragon's breath is a 120' line of corrosive spittle that functions as green slime. It does no outright damage.

Ice Dragon. AC 3 [16], HD 6** (27 hp), Att 2 x claw (1d8), 1 x bite (2d8); or breath, THAC0 14 [+5], MV 90' (30') / 240' (80') flying, SV D9 W10 P11 B11 S13 (F6), ML 8, AL as above, XP 725, NA 1d4 (1d4), TT H

Ice dragons have scales of white or light gray or blue, the better to blend into snow and ice.

- ▶ **1-2 in 6** dragons have a swim speed of 90' (30').
- ▶ Adult dragons have a 20% chance of being capable of speech.
- ▶ Adults have a 40% chance of being found asleep in their lair.

There are three basic forms of breath weapon that an ice dragon can possess:

1-3. An 80' long cone of cold.

4-5. A 120' line of sleet. This inflicts half the standard damage (save for quarter damage), but anyone caught in the line is frozen in place for one round, unable to move or act. If the saving throw is successful they are merely slowed for 1 round, moving at half speed and automatically attacking last in the initiative order.

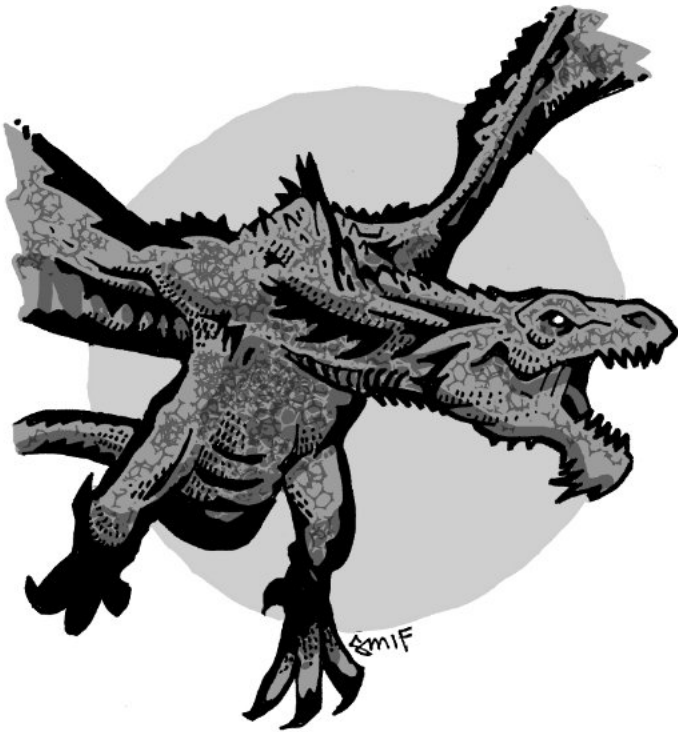
6. A cloud of glittering ice crystals. It inflicts half damage (quarter on a successful save). Additionally, everyone within the cloud loses **1d6** points of Dexterity (half on a successful save) from the intense cold. Lost Dexterity returns at a rate of **1** point per day of complete bedrest.



Dragon

Regardless of the form of the breath weapon, living creatures killed by an ice dragon's breath attacks become encased in ice; these dragons like to leave the frozen corpses of their victims arranged about their lair as macabre statuary/frozen treats.

Plains Dragon. AC 0 [19], HD 9** (40 hp), Att 2 x claw (1d8), 1 x bite (2d8+1d6); or breath, THAC0 12 [+7], MV 90' (30') / 240' (80') flying, SV D7 W8 P9 B9 S11 (F9), ML 9, AL as above, XP 2,300, NA 1d4 (1d4), TT H



Plains dragons prefer to lair in wide open terrain steppes, plains, deserts — under the open sky.

- ▶ Their scales range from blue to light tan or even light green (for the wingless varieties).
- ▶ **1 in 6** plains dragons are wingless, losing their fly speed but gaining a burrowing speed of 60' (20').
- ▶ They inflict an extra +1d6 damage with their bite, regardless of age category.
- ▶ Adult plains dragons have a 40% chance of speech and a 20% chance of

being found asleep.

Plains dragons will possess one of the following three breath weapons:

1-3. A 100' long line of lightning.

4-5. A 70' long cone of scouring wind. The cone inflicts half damage (save for quarter damage), but those failing their save are blinded by stinging dust and dirt for **1d4** rounds. Those making their save suffer a -2 penalty to AC and attack rolls for the same amount of time.

6. A cloud of charged particles. Those within it suffer half damage (save for quarter damage) and are affected as per the *faerie fire* spell for **1d4+1** rounds.

Mountain Dragon. AC -1 [20], HD 10** (45 hp), Att 2 x claw (1d8), 1 x bite (2d8+1d8); or breath, THAC0 11 [+8], MV 90' (30') / 240' (80') flying, SV D6 W7 P8 B8 S10 (F10), ML 10, AL as above, XP 2300, NA 1d4 (1d4), TT H

Typically have red or reddish-brown scales.

- ▶ **1 in 6** mountain dragons are wingless, preferring to live in caves and tunnels. These lose their flying speed but gain a burrow speed of 30' (10').
- ▶ Inflict an added **1d8** points of damage with a bite attack, regardless of age category.
- ▶ Adult mountain dragons have a 50% chance of speech and a 10% chance of being found asleep.

Mountain dragons will have one of the following three breath weapons:

1-3. A cone of flame 90' long.

4-5. A line of concentrated heat 120' long. It inflicts normal damage upon living targets but double structural damage upon stone, wood, and metal.

6. A cloud of superheated sparks. Inflicts half damage (save for quarter damage), but everyone within the cloud is affected as per the *heat metal* spell.



Royal Dragon. AC -2 [21], HD 11** (49 hp), Att 2 x claw (1d6), 1 x bite (2d8+1d12); or breath, THAC0 11 [+8], MV 90' (30') / 240' (80') flying, SV D6 W7 P8 B7 S10 (F11), ML 10, AL as above, XP 2,700, NA 1d4 (1d4), TT H

Scales have a metallic sheen of gold, silver, or copper.

- ▶ The only dragon type that hews closer to Law: (1-3) Lawful, (4-5) Neutral, (6) Chaotic.
- ▶ Bite inflicts an extra 1d12 points of damage, regardless of age category.
- ▶ 100% chance of speech and dragon magic.
- ▶ 5% chance of sleeping when encountered in their lair.
- ▶ Has the innate ability to shapechange into a person or animal, any number of times per day, but is limited to 1d4 distinct forms.

Royal dragons possess two of the following breath weapons:

1-3. Select from any other dragon type.

4-5. A cone of radiant energy. It inflicts normal damage. Additionally, the cone turns undead (any that are not destroyed by the radiant energy) as a cleric of the same level as the dragon's Hit Dice.

6. A 90' line of *disintegration*, as per the spell.

Swamp Dragon. AC 2 [17], HD 7** (31 hp), Att 2 x claw (1d8), 1 x bite (2d8); or breath, THAC0 13 [+6], MV 90' (30') / 240' (80') flying, SV D8 W9 P10 B10 S12 (F7), ML 8, AL as above, XP 1,250, NA 1d4 (1d4), TT H



Has scales of black, muddy brown, or dark blue.

- ▶ 1-3 in 6 swamp dragons are wingless, instead possessing a swim speed of 120' (40').
- ▶ Adult swamp dragons have a 20% chance of being capable of speech and a 40% chance of being found sleeping in their lair.

Swamp dragons can use one of the following three breath weapons:

1-3. A 60' long line of acid.

4-5. A 60' cone of caustic water. Everyone within range takes half damage (quarter on a successful save) when initially targeted and one quarter damage (save for none) during the following round. Note that the damage inflicted during the second round is enough to disrupt spellcasting.

Dragon

6. A cloud identical to the *cloudkill* spell, with the following exception: reduce the HD for automatic death (<5 HD as per the spell) by one for each age category below adult and increase it by one for every age category above adult.

Water Dragon. AC 1 [18], HD 8** (36 hp), Att 1 x bite (3d8), 1 x tail constrict (1d10); or breath, THAC0 12 [+7], MV 180' (60') swimming / 180' (60') gliding, SV D8 W9 P10 B10 S12 (F8), ML 9, AL as above, XP 1,750, NA 0 (1d4), TT H



30% chance of being asleep when encountered.

► Can leap out of water and glide for six rounds.

Water dragons can have one of three different breath weapons:

1-3. Poison spittle, with a range of 100', that expands into a cloud with a 20' diameter (similar to a *fireball* spell). All within the cloud must make a save versus breath or die.

4-5. A cloud of steam. All within take heat damage.

6. A cone of desiccating salt, 60' long. All within take half damage (save for quarter damage), but plants and water-based creatures (such as water elementals, oozes, giant snails or slugs, etc.) take full damage.

Variant Dragons

The above details some dragon species that are typically encountered in Absalom and are variants on the standard chromatic/metallic dragon types. Below are additional variant dragons.

Dracolich (template). AC as base dragon 2 [+2], HD as base dragon, with five asterisks, Att as base dragon (see below), THAC0 by HD, MV as base dragon (see below), SV as base dragon, ML 12, AL Chaotic, XP by HD, NA 1 (1), TT as age

Very few races in Absalom are as old as dragon-kind. They outlived the reign of the extinct Crocodile Kings, and what giant-folk now remain are but pale shadows of their former glory, reduced in stature and ability. The dragons have remained, constant, deadly, and inscrutable.

Their inherent magical nature, combined with a naturally long lifespan and — for some dragons — an intelligence that few humans can match, have led a small number of dragons down the path of necromancy. Just as some human wizards see the path of the undead as a way to prolong their existence, so do some dragons. Those that seek to travel this path begin a transformation that turns them into the feared dracolich, an intelligent undead dragon that retains all of their former abilities yet none of their weaknesses.

Dragon

► The bite of a water dragon inflicts an extra die of damage (already included in the above stat block).

► Can breathe and speak underwater.

► 20% chance of speaking and

When they first become undead, dracoliches very much resemble the dragon they once were, with the exception of solid-black eyes, inky voids that seem to draw in and consume light. As the decades and centuries pass they begin to lose flesh and fat, skin and scales slowly sloughing off. The most ancient of the dracoliches, those who have existed for several Cycles, are naught but skeletons, held together by magical energy. Dracoliches that reach this stage (**1 in 6** are in this condition) lose the ability to fly unless it is by magical means

In order to become a dracolich, the dragon must be:



- ▶ Old, Very Old, or Ancient
- ▶ Able to cast magic-user spells at least as a 9th-level spellcaster.

In addition to their already formidable abilities — only the most puissant and knowledgeable dragons can even contemplate the transition to undeath — dracoliches gain the following abilities:

- ▶ Immunity to non-magical attacks.
- ▶ They are never found sleeping.
- ▶ The dracolich's physical attacks do their normal damage, plus an additional 1d4 points of necrotic damage.
- ▶ They lose their normal breath attack and the immunity to that energy type.
- ▶ *Vulnerable* to radiant energy.
- ▶ In lieu of their old breath attack, dracoliches may breathe a 60' cone of frigid necrotic energy. All living creatures within the cone must save versus breath. Those failing take a number of **d4s** in damage equal to the dragon's HD. Those saving only take half damage. Undead creatures within the cone are "healed" of damage equal to **1 hp** for each HD the dracolich possesses. Half of the damage inflicted by the breath is necrotic while the other half is cold. Creatures immune to cold damage automatically take half damage.
- ▶ Immunity to *charm*, *polymorph*, cold and electricity-based attacks, *hold monster*, illusions, and all spells and effects that affect living creatures (poison, disease, etc). If the dracolich formerly had the ability to change form, they now lose it.
- ▶ Alignment becomes Chaotic (if it wasn't already).
- ▶ The dracolich exudes a palpable aura of fear. All living creatures within 120' of the dracolich that can see it must make a saving throw versus paralysis. Those that fail are *afraid* (see Conditions) while the dracolich remains visible. Even those that succeed are *shaken*, unless they have 6 or more HD.
- ▶ Can command undead as a cleric of the same level as the dracolich's HD.
- ▶ Turned as an undead of its **HD +2** (see expanded table in the Introduction).
- ▶ Dracoliches retain any special qualities they once had in life, except for those that explicitly no longer affect them (such as the ability to polymorph).

Dracoliches will likely have allies (see above). When determining the chance to have allies, and the total number of HD, roll each twice, taking the better of the two results. At least half of all allies will be undead creatures.

Dragonborn. AC 7 [12], HD 1* (5 hp), Att 2 x claw (1d2) or 1 x bite (1d4) or by weapon, THAC0 19 [0], MV 90' (30'), SV D12 W13 P14 B15 S16 (F1), ML 8, AL Any, XP 13, NA 1d6 (5d6), TT B

Although both were of reptilian ancestry, there was great enmity between the Crocodile Kings and dragon-kind. Never numerous enough to challenge the might nor the bio-magic of the *mecistop*, the dragons largely kept to themselves, safe in their ability to fly and lair in areas the armies of the Crocodile Kings could not reach. More than a few dragons fell during the long centuries that the Crocodile Kings ruled over Absalom, and during that time the *mecistop* created the dragonborn in their biomantic slave hatcheries.

Endowed with the characteristics of the dragon-blood that fueled their creation, the dragonborn were some of the most loyal servants of the *mecistop*, only rebelling against their masters at the last minute, when it was clear their rule was at an end.

Today, millennia after that time, the dragonborn are a scattered race, living in isolated enclaves around Absalom. They stand roughly the height of a man, but are powerfully built and dense, often weighing almost twice as much as an equivalently-sized human. Their skin ripples with scales in a variety of shades, mimicking those of dragonkind. Their features are draconic, with elongated, reptilian visages and sharp claws and teeth.

► Dragonborn have a breath weapon associated with their lineage (see Dragons, above, or use a lineage from the OSE books). They may use their breath weapon 3 times per day, and it recharges on a roll of 6+ (or automatically after one turn). The breath weapon takes one of the following forms:

o Lightning, acid, or poison (chlorine). Line 30' long, 5' wide. 1d6 damage to all in the direct path.

OR

o Fire or cold. 15' cone, end 10' wide. 1d4 damage to all within the area.

► They are *resistant* to the same type of energy as their breath weapon.

► Dragonborn are slower than humans, and have a base movement speed of 90' per round.

A playable dragonborn class is presented in the Appendix.



Shadow Dragon. AC -1 [20], HD 11** (49 hp), Att 2 x claw (1d8), 1 x bite (3d8 + poison); or breath, THAC0 11 [+8], MV 90' (30') / 30' (10') burrowing, SV D6 W7 P8 B8 S10 (F11), ML 10, AL Chaotic, XP 2,700, NA 1 (1), TT H

Deep in the bowels of the earth, where seismic pressures are so great as to weaken the boundaries between the worlds, lurk the shadow dragons, undisputed (at least to their reckoning) masters of the lower realms. Solitary creatures, with scales of inky black that seem to absorb light, shadow dragons are intelligent foes that are aware of all that occurs within their domains, which can be vast, encompassing hundreds of miles of tunnels.

They use age categories and have special qualities as noted above. The stat block for the shadow dragon is for the adult specimen. If using lair actions, some options would include:

► **Swallow light.** One non-magical light source within 120' of the dragon is snuffed out, no matter how well protected.

► **Shadow-cling.** The shadow of a single target with 60' of the dragon wraps around and envelops the target, slowing its movement and actions. The target must make a saving throw versus paralysis or be *slowed* for **1d3+1** rounds.

► **Envelop.** The shadows within the dragon's lair are drawn towards the dragon, enveloping it in a swirling cocoon of tenebrous wisps. The dragon's AC is improved by **-2 [+2]** until the end of the round. Shadow dragons are potent combatants.

► Their bite carries a poison that dulls the senses and reduces reaction time. In addition to the damage, a target must save versus poison or suffer a **-2** penalty to their initiative rolls for **1d6** rounds.

► The breath weapon of a shadow dragon is a 60' long cone. All living creatures caught within it take **1d4** points of cold damage per HD of the dragon. Additionally, they lose **1d8** points of Strength. A successful save versus breath will reduce both by half. Creatures reduced to 0 STR by the dragon's breath weapon animate as shadows at the beginning of the following round, under the shadow dragon's control. They retain this form for no more than one hour, at which point their spirits dissipate. The breath weapon recharges on a roll of **4+**.

► Shadow dragons have a 50% chance of speaking (usually Aklo) and a 20% chance of being asleep when encountered.

► They cannot be surprised while within their lair.

► Shadow dragons surprise on a roll of **1-4 in 6**, due to their ability to blend in with shadows.

► Bright light (such as that provided by daylight or magical light) causes them to make all attack rolls and saves at Disadvantage and physically harms them. They take **1d4** points of damage for each round of exposure.

It is rare that mortals are able to slay a shadow dragon, as they dwell in the places of the world where humans fear to tread, but those that do are often able to harvest valuable components from the corpses of the dragons, in addition to finding items within their hoards that have been lost to history.

In addition to the general suggestions for dragons listed above, shadow dragon parts are valuable components in the creation of items relating to shadows, darkness, as well as hiding and stealth (such as *robes of blending*). The Referee should apply a multiplier to the value of such parts based upon the appropriateness of the item being crafted.



Dragon

Dragon Turtle

Incredibly rare, dragon turtles are some of the most powerful creatures to swim the seas and oceans of the world. They make their lairs in underwater caves, coming to the surface occasionally to bask in the sun or hunt ships for their amusement, as humans are far too small to be anything except an *amuse-bouche*; for sustenance, dragon turtles hunt whales, sea serpents, giant octopi, and even the fearsome kraken.

It takes an enormous body of water to support even one of these fearsome creatures; there will be only one for every 15,000 square miles of water (roughly 500 6-mile hexes). Dragon turtles require air to survive; while they can hold their breath for weeks, and perhaps even months at a time, they do surface to breathe, and will often remain at the water's surface for long periods of time. Because of their need to breathe, they are typically found in shallower waters rather than the crushing depths of the ocean deeps, and rarely lair more than a mile below the surface.

Dragon turtles are some of the longest-lived creatures on Absalom. They mate but once every few centuries, instinct driving them towards a central place in the Deep Ocean, where dozens of the creatures mate in a frenzied maelstrom that churns the sea for leagues, and then return to their lairs to lay eggs. Most of the dragon turtles encountered are thousands of years old, some even old enough to remember the prehistory of Man, when the seas were higher, the climate tropical, and the cruel Crocodile Kings ruled the land. Many a sage or historian would pay a king's ransom to speak to such a creature.

Dragon turtles are at least as intelligent as any human, although their thought processes may seem alien to other, shorter-lived creatures. Time seems to pass more slowly for them, and they therefore perceive the world differently. About half (**1-3 in 6**) of all dragon turtles are capable of speech that humans can understand (usually some dialect of Draconic or Primal).

These creatures are large enough to damage ships and other vessels. Their bite and claw attacks inflict structural damage equal to one half the normal damage. Additionally, a dragon turtle may choose to ram a vessel or ship-sized creature, as follows:

- ▶ They must have three rounds worth of unimpeded movement in a straight line.
- ▶ If the attack hits, it deals **1d4+1** points of structural damage (see PHM 16 and 17 for rules for ship to ship combat)
- ▶ There's a base 65% chance the ship capsizes from the impact. This chance is reduced by 1% for every 10,000 cn worth of cargo capacity of the ship.

To the massive dragon turtles, a single human can be swallowed in one gulp. On a roll of **15+** the dragon turtle swallows an opponent whole. No damage is inflicted from the bite. The Referee has two options to deal with a swallowed victim:

- ▶ The character suffers **1d20** points of damage per round from stomach acid and scalding steam. They may attack the interior of the stomach, which has an AC of 3 [16] and 40 hp. When reduced to 0 hp the dragon turtle will reflexively vomit the character and anything else in its belly out. Depending on how long it takes, this may occur deep underwater.
- ▶ The character finds the interior of the dragon turtle to be inhabitable, if uncomfortable! The dragon turtle's stomach is a roughly spherical chamber some 15' in diameter — not large enough for ships, as some legends hold, but large enough for a swallowed character to avoid the pools of stomach acid that linger within. In this case, the character cannot physically harm their captor from within, and escaping requires irritating the dragon turtle's digestive system in some other fashion.

Just as dragons are valued for their hides, horns, and claws, so are the parts of the dragon turtle valued, although the number of living people who have worked with such components can no doubt be counted on one hand.

- ▶ The shell of a dragon turtle can be crafted into armor suitable for enchantment. If enchanted with dweomers that provide the wearer the ability to swim, act underwater, etc., there is a **+2%** chance of success applied to the roll.
- ▶ The ichor of a dragon turtle can be used for special components.
- ▶ The skeleton of the dragon turtle can also be enchanted. In the past, ribs have been used to fashion spars and masts, bones carved to make warhammers and harpoon shafts, and the like.

Special Qualities

Creatures of legend, dragon turtles use the same special quality table as dragons. The dragon turtle will have (1-3) one special quality, (4-5) two special qualities, or (6) three special qualities. Roll to determine the dragon turtle's age category; however, the age category only affects their special qualities, and does not directly increase special qualities, damage, number of attacks, etc.

Variations

Aspidochelone. AC -4 [23], HD 60 (270 hp), Att 2 x claw (2d20), 1 x bite (2d10 x 5), THAC0 1 [+18], MV 60' (20') / 90' (30') swimming, SV D2 W2 P2 B2 S2 (F60), ML 8, AL Neutral, XP 2,700, NA 1 (1), TT H

Where dragon turtles are enormous, aspidochelone are truly gargantuan. They spend much of their lifespan sleeping, drifting on the surface of the ocean, waking only for short periods of activity where they hunt to feed their hunger. During these periods of activity they can be dealt with, although parleying with these beasts is as an ant attempting to speak with a human.

There are but a handful of these creatures in the entire world, and during their quiescence a layer of loam and plants accumulates on their backs, such that they are often mistaken for islands and settled by the unwary.

There is little that can harm an aspidochelone; their hit points are expressed as structural damage (see *Into the Wild*). Individual attacks that deal less than 10 hp in a single blow are ineffective, not even felt by the massive creatures. Even then, every 10 points of regular damage only deals 1 point to the aspidochelone.

- ▶ Because of their size they are immune to all normal and magical poisons, diseases, and similar effects, unless used in massive doses.
- ▶ Unaffected by all spells of 4th level or lower.
- ▶ They swallow human-sized individuals on a roll of 10+, and those swallowed find themselves inside the beast's huge belly, a chamber 100' feet in diameter, with a roof 30' high. Larger creatures and even small craft — can be found without the creature's stomach. Any treasure indicated will be inside the monster's belly.
- ▶ If awakened, there's a 1-2 in 6 chance they immediately dive under the surface, descending to the very depths of the ocean. It takes 1d12 rounds for this to occur. Obviously, any creatures, structures, or



Dragon Turtle

plants on the turtle's back are taken with it; a maelstrom is created with a 60 yard radius around the submerging turtle that drags all creatures smaller than a small warship down with it unless they succeed on a save versus death.

If dragon turtles are ancient, aspidochelone are ageless. Many sages believe they are the progenitors of dragon turtles, and perhaps dragons themselves, if not all living things.

Dragonsnail. AC 2 [17] / -2 [21] in shell, HD 10* (45 hp), Att 1 x bite (2d8), or breath, THAC0 11 [+8], MV 30' (10'), SV D6 W7 P8 B8 S10 (F10), ML 8, AL Chaotic, XP 1,250, NA 0 (1d2), TT F

No laughing matter, dragonsnails are a cross between a black (or swamp) dragon and a giant snail. They are found in wet, marshy environments, and what they lack in speed they more than make up for in ill-temper. Dragonsnails lack the inherent intelligence of their dragon-kin, but are clever, patient predators that move inexorably towards their prey.

When threatened by a foe they cannot defeat, the dragonsnail will retreat within its armored shell and wait out the danger.

► Dragonsnails breathe a line of acid 5' wide and 60' long that inflicts 6d8 points of damage to all in its path. They may breathe 3 times per day, and their breath weapon recharges on a roll of 3+.

► When closing within range for combat they may, in lieu of a breath attack, bite an opponent.

► The dragonsnail's shell is reflective, partially accounting for the creature's low AC, but also providing some protection

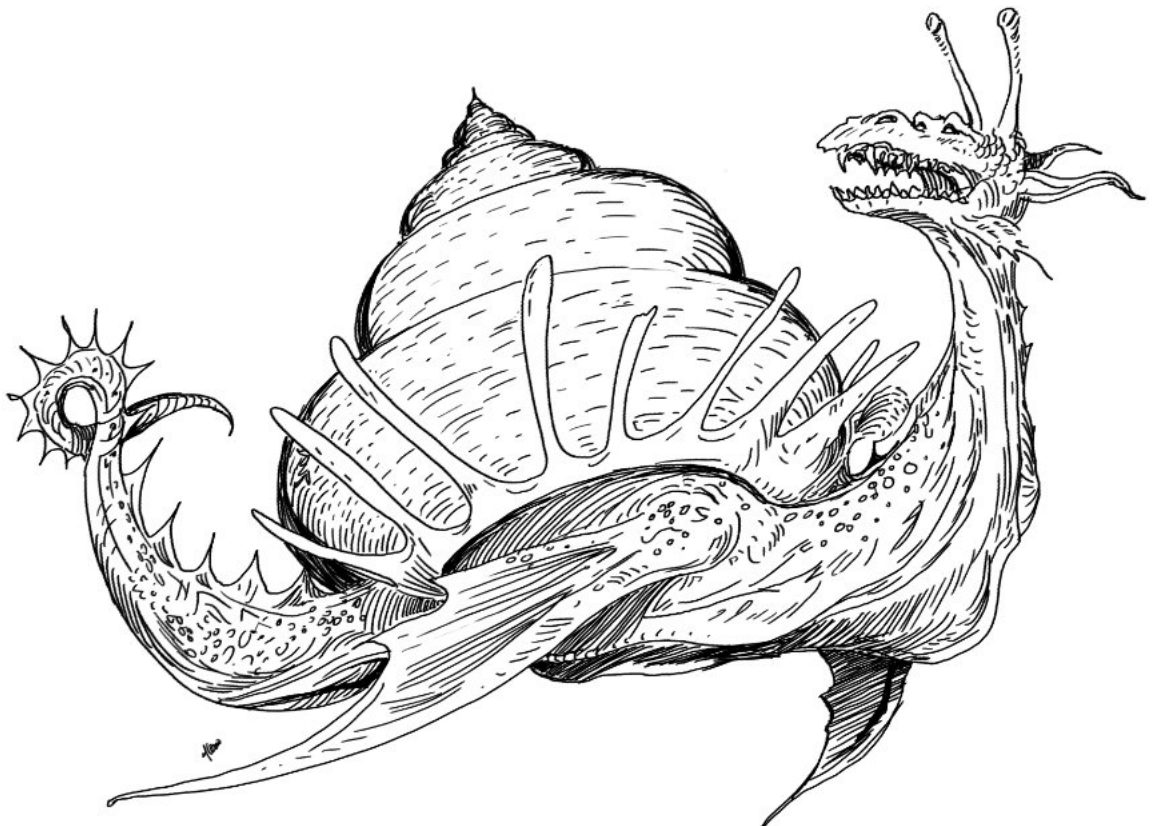
against certain magical attacks. Spells that rely or lines or rays, such as *magic missile*, *lightning bolt*, etc., have a 1-2 in 6 chance of being reflected in a random direction instead of damaging the dragonsnail.

► Should the adventurers have it in quantity, salt is deadly to dragonsnails. A pound of salt does 1d8 points of damage to a dragonsnail on the first round and an additional 1d4 damage in the second.

Dragonsnails still hoard instinctively, bringing prey back to their lair to eat at their leisure. They have limited awareness of what is valuable, however, and are mostly driven to collect shiny objects.

► The ichor of a dragonsnail can be used as a special component in magical item creation, but is especially valued as an alchemical reagent, worth 1.5 times the normal value.

► The creature's shell may be cut and polished to create items suitable for enchantment. They may be used to make mirrors, shields with reflective properties (perhaps even to reflect the ill-effects of a medusa's gaze, or similar effects), and even, in rare cases, entire suits of plate armor.



Skyswimmer. AC -2 [21], HD 30** (135 hp), Att 2 x flipper pummel (3d8), 1 x bite (1d4 x 10), or breath (see below), THAC0 5 [+14], MV 30' (10') / 150' (50') flying, SV D4 W5 P6 B5 S8 (F15), ML 8, AL Neutral, XP 11,000, NA 0 (1), TT F

Gracefully swimming through the air amidst and above the clouds, skyswimmers resemble giant sea turtles. They are kept aloft via magical levitation. Few beings prey upon these massive creatures; dragons and cloud giants are numbered among their only predators.

Their shells are large enough that smaller species — including birds and other flying animals, and occasionally humans — will make their homes upon their backs, living in a symbiotic relationship with the skyswimmer.

These creatures are mostly solitary in nature, with a very rare (1 in 20) chance of encountering a mated pair. Like dragon turtles, they are long-lived and knowledgeable, although communicating with them is troublesome, as they rarely descend closer than one mile to the earth.

They share the same special qualities as the dragon turtle (enumerated above).

► Their breath weapon is a cone of gale-force winds, 240' yards long and 60' yards wide at the end. Those within the area of the attack suffer **5d8** points of damage from the scouring wind and are blown back **1d100 × 10** yards. A successful save versus breath reduces both the damage suffered and the distance blown back by half. Larger creatures will not be blown back as far. Riders on flying mounts risk being blown off their mounts, and must make a Strength check on **5d6** to avoid being separated.

Skyswimmers rarely descend to the earth, spending the majority of their lives in the air. Adventurers can harvest their parts in much the same fashion as a regular dragon turtle, except those parts have a special relation to flight and air-themed magical items. One thing to note, when considering harvesting parts from a skyswimmer, is that they lose their innate ability to fly upon death. A creature weighing thousands of tons plummeting to the earth from a mile up is not going to leave much in the way of usable remains, to say nothing of the devastation the corpse will wreak upon whatever lies underneath it.



Dragon Turtle

Driver Ant

The standard driver ant is roughly the size of a pony, although much lighter. They live in colonies. The text in OSE Basic states that there may (30% chance) be gold within the lair, excavated by the ants as the nest is dug.

An ant nest is a narrow, constricting labyrinth of tunnels. It is roughly 6' in diameter, allowing two ants to pass each other, and should be designed in three dimensions, as the ants can cling to walls and ceiling, or descend vertical shafts, with ease. The tunnels open up into larger chambers that are used for the following purposes. For every five ants in a nest there will be:

- 1d2–1** chambers for the ants themselves.
- 1d2–1** chambers for eggs. If there is no queen this will be an unused chamber.
- 1** chamber for food.
- 1d2–1** chambers for larva. If there is no queen this will be an unused chamber.
- 1d2–1** chambers for the queen. There will only ever be one queen.
- 1** chamber for waste.

If any gold is found in the nest it will be in a **(1-3)** waste chamber, **(4-5)** food chamber, or **(6)** divided between the two.

Tunnels are typically **1d8 x 5** feet long and chambers **1d12 x 100** square feet each. Driver ants cannot excavate through solid stone, so their nests are typically in dirt or sand, stabilized with acidic saliva. Occasionally, nests may be found in more exotic materials — such as the rotting trunk of an enormous tree or in existing dungeon complexes.

OSE Basic only provides stats for basic driver ants. For every five ants in the nest there is a non-cumulative 50% chance a queen is also present. This chance increases by 5% for every additional five ants (round down). If there is no queen present roll **1d6**. On a **(1-3)** the queen has just recently died and will be replaced in **1d12** days by a newly hatched queen, or **(4-6)** the queen will not be replaced.

In the latter case, the colony is leaderless and will soon die out. The ants act randomly, as if under the effects of a *confusion* spell. Giant ants (of all varieties) are especially susceptible to gasses, and make all saving throws against such effects

(including the pheromone cloud of a queen) with Disadvantage.

Driver Ant, 1-day-old larva. AC 6 [13], HD 1 (5 hp), Att 1 x bite (1d4), THAC0 19 [0], MV 90' (30'), SV D14 W15 P16 B17 S18 (NH), ML 6, AL Neutral, XP 10, NA see above, TT None

Driver Ant, 2-day-old larva. AC 5 [14], HD 2 (9 hp), Att 1 x bite (1d6), THAC0 18 [+1], MV 120' (40'), SV D12 W13 P14 B15 S16 (F1), ML 7, AL Neutral, XP 20, NA see above, TT None

Driver Ant, 3-day-old larva. AC 4 [15], HD 3* (13 hp), Att 1 x bite (2d4), THAC0 17 [+2], MV 150' (50'), SV D12 W13 P14 B15 S16 (F2), ML 7 (12), AL Neutral, XP 50, NA see above, TT None

Driver Ant Queen. AC 5 [14], HD 8* (36 hp), Att 2 x claw (1d8), 1 x bite (3d6), plus special (see below), THAC0 12 [+7], MV 60' (20'), SV D10 W11 P12 B13 S14 (F4), ML 8 (12), AL Neutral, XP 1,200, NA 1 (1), TT Special

Queens will only rarely (**1 in 12** chance) be encountered outside the nest, and in these cases they will be accompanied by an entourage of **1d20** normal ants on a quest to find a new nest. The morale of a driver ant increases to **12** once engaged in melee or when in visual range of the queen.

- Morale becomes **12** when larvae are threatened.
- Can release a variety of pheromones in addition to normal attacks. Pheromone use recharges on a roll of **3+**.
 - **Calm.** The queen releases a pheromone that calms the ants in her nest, slaking their bloodlust and reducing their morale back to normal. Ants from other colonies must make a save versus poison or be *charmed*; non-ant living creatures (such as, say, adventurers) must also save, but with Advantage. Those failing are charmed as per the spell *charm person*.
 - **Fear.** All non-ants within a 30' radius of the queen must make a saving throw versus poison or flee, as per *cause fear*.



- **Incite.** The morale of all ants within 45' of the queen becomes **12**, if it is not already, and they attack with ferocity, gaining +2 to attack and damage for **1d6+1** rounds, but suffering a **-2** penalty to their AC for that time.
- **Summon aid.** **1d4** driver ants, if there are any left in the nest, arrive at the beginning of the next round and join the other ants in initiative order.
- The worker driver ants do not normally possess any parts worth harvesting, but the queen does.
 - The pheromone sack can be harvested and used as a special component in the creation of potions. If used to create a potion with an effect similar to what the pheromone produces (such as a *charming* potion) double the value of the component.
 - The chitinous shell of the queen can be crafted into masterwork armor suitable for enchantment.

If a queen is present there will be **1d20** larval ants at any time. Larvae hatch at a rate of **1d4-1** per day, and are replaced at the same rate. It takes larvae 3 days to reach the full size of the giant ants. This means that any nest with a queen will have **1d20** larval ants (which are not able to move or attack), **1d4-1** day-old ants, **1d4-1** two-day-old ants, **1d4-1** three-day-old ants, and the normal number of regular giant ants.

Ant larvae can be sold to those wishing to try to raise and train giant ants. Each larva is worth a base of 30 gp, but it is difficult to get them to hatch, as they mature from a complex mixture of food, pheromones, and specific temperatures and humidity. Each larva has only a 1-3 in 6 chance of actually hatching, unless cared for by skilled (and no doubt rare) animal trainers. They are primarily sought by greedy prospectors who wish to harness them for their supposed ability to sniff out gold.

Special Qualities (1d6)

If a special quality is possessed it will be shared by all of the ants within a nest. All versions of ants can climb vertical surfaces without a reduction in speed.

1. Dire. The ants have +1 to AC, +1 HD, +1 to all damage rolled, and a +1 to morale.

2. Burning bite. The ants secrete an acidic saliva. Each bite inflicts an extra **1d4** points of damage in the following round unless the target succeeds on a saving throw versus poison. If failed, not only does the target suffer the extra damage, but it is painful enough to disrupt concentration and spellcasting.

3. Hivemind. The ants that share the lair have developed a minor telepathic link that allows them to communicate with each other. Obviously, since they're ants, any communication is on a basic, primitive level, but all of the members of the colony will be able to experience what one does. The link has a radius of **(1-3) 120'**, **(4-5) 1200'**, or **(6)** one mile. Ants with this special quality can receive pheromonal signals from their queen at any distance.

4. Flight. The ants have wings that allow flight for limited periods of time. They have a fly speed of **180'** (**60'**), but can only maintain the flight for one minute (**6** rounds) at a time, after which they must rest for a turn.

5-6. Spell-like ability.

Variations

Army Ant. AC 5 [14], HD 2+2* (11 hp), Att 1 x bite (1d6), THAC0 17 [+2], MV 90' (30'), SV D12 W13 P14 B15 S16 (F1), ML 12, AL Neutral, XP 35, NA 4d6 (10d8), TT None

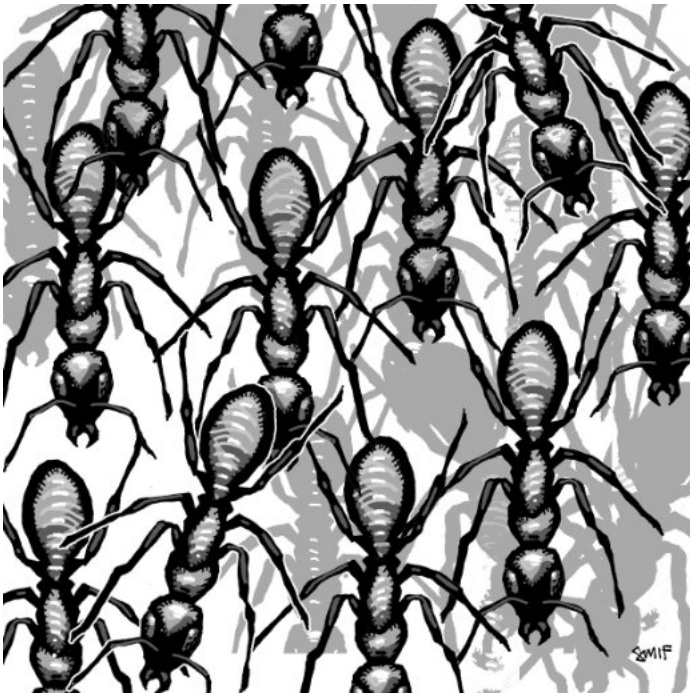
Roughly the size of a dog, army ants are always found in large hordes, acting almost like a single organism. Their hunger is insatiable, and they will strip the land bare of everything edible — be it plant or animal that cannot flee faster than the army.

The ants sleep for only incredibly short periods of time — roughly four hours a day, spread out at one hour intervals, so even though they do not move as quickly as many creatures, their almost constant progress means they are able to catch up to those with even twice their speed.

It is not certain where army ants come from. No queen travels with them, and they have no known lairs. It is conjectured that some creature or godling creates them as punishment for the world's sins, but more likely there are simply well hidden colonies of these creatures, and the ant armies are merely a result of overpopulation.

Driver Ant





Certainly a horde of army ants will continue their path of destruction until reduced to just a few survivors, who will then wander off without direction, their hunger seemingly sated.

- ▶ They have a morale of 12 unless reduced to four or fewer ants, in which case their morale drops to 6.
- ▶ The horde moves at a rate determined by the amount of food to be gleaned from the terrain:
 - Desert, sand, barren: 90' (30')
 - Poor grazing, moorlands, village/hamlet: 60' (20')
 - Grasslands, light forest, town: 30' (10')
 - Thick grasslands, heavy forest, jungle, city: 10' (3')
- ▶ Army ants cannot swim, but can cross water by essentially creating a "raft" of ants upon which the survivors tread. 1d6 army ants are lost for every 30' of water to be crossed.

Driver Ant

Fire ant. AC 5 [14], HD 3* (13 hp), Att 1 x bite (2d4 plus special), THAC0 17 [+2], MV 120' (40'), SV D12 W13 P14 B15 S16 (F2), ML 12, AL Neutral, XP 50, NA 2d4 (6d6), TT None

Bright scarlet in color and slightly smaller than the driver ant, giant fire ants are feared pests and can quickly strip an area bare of resources. Their

name is a misnomer, for they have no special flame or heat abilities; rather it describes the searing agony their bite imparts, thanks to a strong acid their mandibles secrete. This same acid aids them in dissolving cellulose, and allows them to fell and devour even the largest trees (and often wooden structures) in mere hours.

- ▶ Creatures bitten by a fire ant must make a saving throw versus poison. Those failing take normal damage the first round, 1d4 points of damage in the second round, and 1 point of damage in the third round. This extra damage is per bite.
- ▶ Plant-based creatures make their saving throws with disadvantage.
- ▶ If the target is wearing leather or wooden armor each bite reduces the AC by 1. When the AC reaches 9 [10] the armor is destroyed. This even affects magical armor, removing one "plus" with each bite.

The ichor of the giant fire ant is useful as an alchemical substance.



Formian (see below for stat blocks)

Formians, or "centaur-ants", dwell largely in flat grassy areas such as plains and savannas, although they are not unknown in forested and jungle terrain.

They are as intelligent as humans, and build cities of stone and adobe that, at first glance, resemble human cities. Once one passes through the gates of these cities the explorer notes the buildings are crafted organically from the same pressed earth and are in the shapes of cones, cylinders, hemispheres, and other curved forms. The formian cities exist as much underground as they do above, and are largely self-sufficient, with the residents getting most of the food they need from vast underground fungal gardens.

Formians themselves are divided into rigid social strata that determine both their size and function within the society. All of them share common traits, however.

- ▶ **Infravision.** They may see in complete, non-magical darkness with a range of 60'.
- ▶ **Climb walls.** They may climb sheer surfaces at a rate equal to half their normal movement speed. They are not able to cling upside down to ceilings.
- ▶ **Vulnerability to gasses.** Their exoskeleton functions as their lungs, rendering them *vulnerable* to gas attacks.
- ▶ **They can manipulate objects and devices with their forelegs and 3-clawed “hands” with almost as much dexterity as a human.**
- ▶ **Formians can move like ants, with all limbs on the ground, but their waists are flexible and allow them to raise thorax and head vertical, which accounts for the “ant-centaur” appearance.** When in this position their clawed forelegs are free and they manipulate weapons and objects, but their speed is reduced to the next lower range.
- ▶ **Advancement.** It is possible for a formian of one class to advance to a higher social class (or more rarely, be demoted), but this requires the intercession of the queen.
- ▶ **Formians are incredibly strong relative to their size.** If using the expanded ability score tables found in the Introduction they have a minimum STR of 18, with a maximum STR of 22.
- ▶ **Formians can speak, but find it difficult to pronounce human words.** Their native language is called *Emeta* and is a mixture of verbal, somatic, and olfactory components. It is impossible for non-formians to grasp the complexity of the language. If using the skill system from *Hex 17.23*, *Emeta* can only be learned as a skill.

Formians trade with humans and other races for goods they cannot manufacture or find within their city-warrens. Their cities are built with several residences and

structures that allow habitation by humanoids, but very few non-formians have seen those areas of the cities that are not intended for them, as the remainder of the structures often have entrances placed high above the ground, with interior chambers accessible only via vertical shafts.

Each city-warren contains formians of a certain exoskeleton color, and they war against all other formians; should two cities be close by one another, the conflict will not cease until one or the other is destroyed. Every so often the queen will lay an egg that will mature into another queen if given the attention. If the city-state is stable and has room to expand (usually downwards) the egg will be destroyed; if the city is overcrowded, under threat, or otherwise unstable, a portion of the populace (**1d6 × 5%**), proportioned among the three strata as noted below, will be sent from the city-warren along with such an egg to found a new city. Within months of the new city being founded these ants will take on a different exoskeleton color and will become implacable enemies of their former home.

There are three main types of formians (others, including spellcasters, no doubt exist): workers, warriors, and nobles. These stat blocks are below. It is rare to encounter formians outside of their city-warrens; when this occurs they are (**1-3**) on a trading mission to a nearby community, (**4-5**) raiding a nearby formian city, or (**6**) an expedition looking to found a new city-warren, bearing with them a queen-larva. These encounters will consist of:

Trading Mission (1d6)

1-3. 2d6 workers, acting as porters, 2d4 warrior guards, 1 noble.

4-5. 3d8 workers, acting as porters, 2d6 warrior guards, 1d4 nobles.

6. 4d10 workers, acting as porters, 3d8 warrior guards, 2d4 nobles.

Raiding Party (1d6)

1-3. 3d4 warriors, 1 noble, on a lightning raid.

4-5. 4d10 warriors, 1d6 nobles.

6. 5d20 warriors, 4d6 workers, 2d4 nobles.



Settlers (1d6)

1-3. 4d10 workers, 3d8 warriors, 1d4 nobles, queen larva.

4-5. 10d10 workers, 5d10 warriors, 2d4 nobles, queen larva.

6. 4d100 workers, 10d10 warriors, 3d6 nobles, queen larva.

Formian cities range in size from the equivalent of Class 2 to the extremely rare Class 10 (see *Into the Wild* for information on city sizes). For every ten formians in the city, six will be workers, three warriors, and one of the nobility. For every hundred

formians there will be a “special” formian such as a cleric or magic-user. Each formian city-warren has a single queen who never leaves the city.

Worker. AC 5 [14], HD 1+1 (6 hp), Att 1 x bite (1d4) or 1 x weapon (1d6 max damage), THAC0 18 [+1], MV 150' (50'), SV D12 W13 P14 B15 S16 (F1), ML 6, AL Neutral, XP 15 NA see above, TT None

The smallest of the formians, workers are the size of large dogs. They do all the manual work of the city-warren, building and repairing structures, tending to the larva, caring for the fungal gardens, disposing of waste, and more.

If need be, and directed by a noble, they can engage in combat, but otherwise will rarely be armed.

Warrior. AC 4 [15], HD 3+3* (16 hp), Att 1 x bite (1d6 + acid), 2 x claw (1d4), or 1 x weapon (1d8+3), THAC0 16 [31], MV 120' (40'), SV D10 W11 P12 B13 S14 (F3), ML 10, AL Neutral, XP 75, NA see above, TT None

When in their “centaur-pose” the warrior class is roughly the same height as a human, which makes their overall length about 10' when prone. Warriors are in charge of guarding the formian cities, queen, and nobility, as well as conducting raids and attacks on any nearby formian cities.

Warriors attack with a bite that carries an irritating toxin, and two claw attacks. They can use missile weapons, preferring crossbows (which they usually have to buy from outsiders) or thrown weapons.

► The bite of a formian imparts an irritating acid. A living target must make a saving throw versus poison to avoid taking 1d3 points of damage in the following round.

Formian nobles are roughly the size of centaurs, although with shorter hindquarters. They are the ruling elite of the formian society; only the queen and a few of the special formians occupy a higher status.

While formian society is largely communalist, with little need for wealth — what coin they have is usually saved for dealing with humans — formian nobles covet and collect wealth and finery, usually in the form of jewelry, art, magical items, and the like. They consider it a

Driver Ant



rightful symbol of their status. Nobles act as emissaries with the outside world and function as merchants, generals, and ambassadors, attended by the lesser classes.

Noble. AC 3 [16], HD 6+6* (33 hp), Att 1 x bite (1d4), 1 x claw (1d4), or 1 x weapon (1d8+3), plus special ability THAC0 13 [+6], MV 120' (40'), SV D9 W10 P11 B11 S13 (F6), ML 9, AL Neutral, XP 650, NA see above, TT E

Nobles are all male, and responsible for fertilizing the queen's eggs. There is an intricate social ladder within the nobility itself, hard for outsiders to understand, where one's importance is partially determined by the offspring one's fertilization produces.

Nobles can attack via biting and with one claw; of all the formians — even the warriors — they are the most likely to use weapons, and prefer magical items of steel and bronze as opposed to the hardened chitinous weapons the formians are known for. Additionally, they can release a variety of pheromones to affect those around them. Formians of the same lineage make the save with a –2 penalty (in addition to Disadvantage); non-formians gain no benefits, as the pheromones evolved partially as a defensive mechanism. The pheromone usage of a noble recharges on a roll of 5+. Those subjected to a pheromone attack make a save versus poison, regardless of the spell it mimics.

► **Suggestion.** As per the illusionist spell, as if the formian were a 6th-level caster. Only affects one individual in a 45' range. Language is not an issue; the suggestion is coded into the pheromone releases.

► **Hypnotism.** As per the illusionist spell, lasts for 1d4+1 rounds, affects all within a 15' radius, who fixate on the noble.

► **Emotion.** As per the illusionist spell, as if the noble were a 6th-level caster. Affects an individual target within a range of 30'. Lasts for 1d4+1 rounds.

► **Telepathy.** Allows the noble to communicate telepathically with another intelligent creature within 30', provided the target fails their saving throw. Lasts for one hour. Once telepathy is established with an individual they may communicate mentally regardless of distance within the duration.

Queen. AC 2 [17], HD 10+10* (55 hp), Att 1 x bite (3d4 plus poison), 2 x claw (2d4), plus special ability, THAC0 11 [+8], MV 60' (20'), SV D6 W7 P8 B7 S10 (F11), ML 9, AL Neutral, XP 1,600, NA see above, TT G

The queen reigns supreme in the city-warrens of the formians and, except for rare occasions when outcasts are seeking to found a new city, is never found outside of the protective adobe walls of the city. Her throne room is usually in the heart of the city, well-protected by warriors and attended by a host of workers and nobles; the former to keep her comfortable and fed, the latter to flatter her with words and pheromones and compete for the honor of fertilizing the eggs that are being laid on a daily basis.

► The queen's bite secretes a powerful acid. Anyone bitten by the queen must save versus poison. Those failing take 1d6 damage in the round following the bite and 1 damage in the round after that. Even those succeeding take 1 damage in the subsequent round. The pain is enough to prevent concentration or spellcasting.

► The queen can automatically succeed on two saving throws of her choice per day.

► Queens gain the following pheromonal abilities. Each use of the pheromones recharges on a roll of 2+. Those subjected to a pheromone attack make a save versus poison, regardless of the spell it mimics:

o **Suggestion.** As per the illusionist spell, as if the formian were an 11th-level caster. Affects all creatures in a 45' radius. Language is not an issue; the suggestion is coded into the pheromone releases.

o **Hypnotism.** As per the illusionist spell, lasts for 3d4 rounds, affects all within a 30' radius, who fixate on the queen.

o **Emotion.** As per the illusionist spell, as if the queen were an 11th-level caster. Affects all creatures within a range of 30'. Lasts for 3d4 rounds.

o **Telepathy.** Allows the queen to communicate telepathically with another intelligent creature within 30', provided the target fails their saving throw. Lasts for one day. Once telepathy is established with an individual they may communicate mentally regardless of distance within the duration.

o **Confusion.** Affects all targets within a 45' radius as per the spell *confusion*, lasting for one turn.

o **Illusion.** As per the illusionist spell, as if cast by an 11th-level caster. Has a range of 60', affecting one target, who is the only one who can perceive the illusion.

o **Summon aid.** (1-3) 1d12 workers, (4-5) 1d6 warriors, or (6) 1d2 nobles arrive at the end of the following round. Has a range of 360', and presumes there are formians within that range to answer the call.

o **Rage.** All of the allied formians within 60' of the queen gain a morale of 12, +2 to all attack and damage rolls, and 1d4 bonus hp that disappear at the end of one turn. They suffer a -2 penalty to AC.

Dryad

Resembling female elves with delicate features, skin the color of bark, and hair the color of seasonally changing leaves, dryads are creatures of Faery bound to a specific tree. Multiple dryads are referred to as a grove. If using the classification categories from the *Pallid Fields* hexcrawl, dryads are common fey.

Magically bound to their tree — and able to physically merge with it at will — dryads can only be permanently slain if their tree is killed or if their death occurs outside of their range (see below). A dryad that is killed within the range of their still-living tree will return to life seven days after their death.

If a dryad travels more than 240' away from their tree they lose 1 hp for every hour they are apart, dying upon reaching 0 hp. If a dryad dies more than 240' away from their tree the tree dies as well.

Dryads have an innate ability to cast *charm person* as per the spell. *Charmed* individuals may be drawn within their tree, where they are likely lost forever unless the dryad can be bargained with. In reality, those that enter a dryad's tree re-emerge in Faery, within the dryad's domain there.

Dryads gain 1 HD per 100 years of age; their lifespan is typically 200-500 years. Upon reaching 3 HD they gain the ability to cast spells as a 1st-level druid (see *Advanced Genre Rules*). Their spellcasting ability improves by one level per additional HD gained (a dryad with 7 HD casts spells as a 5th-level druid). For every 2 HD above 2, their AC improves by 1 and they may travel an additional 50' away from their tree. A dryad that is encountered will be (1-6) less than 100 years old, (7-9) 100-200 years old, (10-11) 200-300 years old, (12) 400-500 years old.

Dryads share the following characteristics of all common faeries:

- ▶ **Vulnerability** to bronze and necrotic energy. Attack and damage rolls made against dryads with bronze weapons are rolled twice, taking the better of both results.
- ▶ They gain a saving throw against sleep spells and if targeted by charm or illusion magics save twice, taking the better of the two results.
- ▶ Dryads are not bound by the truth requirements of their more powerful kin and may lie if desired.

A dryad's tree is actually a portal to Faery. In this realm the tree also exists, identical to that in the mortal world. Within Faery dryads have no restriction on travel; they may journey as far as desired from their tree with no ill effects. If a dryad is in Faery when their tree is killed on the mortal plane, they may make a save versus death. Success means they are not slain, but instead lose 1 HD and cannot return to the mortal plane.

A mortal may use a dryad's tree unbidden to enter Faery, either using *passplant* (p. 46, *Labyrinth Lord Advanced Edition Companion*) or *passwall* (p. 72, *LL AEC*). They may also pass through if *charmed* or invited by the dryad. A dryad's treasure in the mortal realm is usually buried amongst the roots of her tree; in Faery they keep no items of metal but will instead have magical treasure or art objects of wood or stone (of a value equal to the gp value of the treasure rolled for). Roll once for the treasure they have in the mortal plane and once for the treasure they have in Faery.

Within Faery dryads are of the Free Folk, bound to no master or Faerie Lord, although some (1 in 6) do enter the service of a Lord in exchange for payment or protection. Roughly 1 in 12 dryads are Chaotic in nature.

In the mortal plane, the land surrounding a dryad's tree is especially fecund and productive. This radius is equal to the maximum distance a dryad may travel from her tree. The following have a chance of existing within this range:

- Animals lairing within this radius have a 1 in 6 chance of being sentient, and a further 1 in 6 chance of being able to speak.
- There's a 1 in 8 chance 1d2 awakened trees dwell within this range. The trees are sentient and can speak 1d2 languages.

Dryad



- There's a **1 in 12** chance that healing spells cast within the radius restore the maximum amount of hp.

- There's a **1 in 20** chance that a grove of dryads will have one grove guardian (see the character class in the *Lake of Abominations Ultimate* hexcrawl) dwelling with them.

In lieu of special abilities, the Referee may decide to assign a quality based upon the type of tree the dryad inhabits.

Alder. Once per day the dryad may *dimension door* as per the spell.

Ash. The range the dryad may travel from her tree is increased to 1 mile. At every additional 2 HD the dryad may travel an additional ½ mile.

Baobab. **1d4+1** dryads will dwell within the same tree. Together, the dryads may cast *charm monster* once per day, imposing a **-2** penalty to the save, in addition to their individual abilities to use *charm person*.

Birch. Once per day the dryad may cast *cure disease* (or *cause disease*, if Chaotic).

Cedar. Once per day the dryad may cast *dispel magic* with a caster level equal to her HD.

Cherry. The dryad can *detect lie* as per the clerical spell at will.

Ebony. Once per day the dryad may cast *neutralize poison*.

Eucalyptus. Once per week the dryad may cast *remove or bestow curse* as desired. Those *cursed* are turned into a random small woodland creature.

Ironwood. AC improved by 1 and hp improved from **1d8** to **1d10** per HD.

Juniper. Once per week the dryad may summon an *insect swarm*.

Larch. Once per week the dryad may cast *commune*.

Maple. Once per week the dryad may cast *heal* (or *harm* if Chaotic).

Oak. Once per week the dryad may *dispel evil* as the cleric spell.

Palm. Once per day the dryad may cast *know alignment*.

Pine. Once per day the dryad may *create food and water* as a caster equal to their HD.

Red Gum. Once per day the dryad may create an illusion as per *phantasmal force*.

Rosewood. The dryad is capable of combat and will be armed with (roll 1d6) a short bow and arrows (**1-3**), a wooden spear (**4-5**), or a wooden club and shield (**6**).

Sycamore. The dryad can cast *manipulate fire* at will. This is usually used to extinguish flames.

Walnut. Once per day the dryad may turn invisible.

Willow. Once per day the dryad may cast *sleep*.

If a dryad's tree is killed it may be harvested for wood that can be used as special components for magical items. Each tree yields **3d4×100** gp worth of special components per 50 years of age. If the wood is used for the creation of an item related to the dryad's power (*charm person*, or one of the special abilities, above) double the gp value. If the tree is 150 years or older the wood may be used as a principal instead of special component.

Variations

Oread. AC 3 [16], HD 4* (18 hp), Att 1 x claw (1d4 + special) or 1 x magic, THAC0 16 [+3], MV 120' (40'), SV D8 W9 P9 B10 S10 (E8), ML 7, AL Neutral, XP 125, NA 1d4 (1d10), TT L

Just as dryads are the spirits of trees, oreads are the spirits of mountains and hills. Rather than one creature per mountain, as there is one dryad per tree, a mountain will typically have a number of oreads inhabiting it.

They are functionally immortal — it is much harder to destroy a mountain than to kill a tree — although it is possible to end one's existence. Killing an oread in Faery will do it, as will killing them in the mortal world using bronze weapons or necrotic energy, or simply killing them outside the boundaries of their domain.

The entire mountain or hill is the oread's domain, and they may not leave it without suffering physical harm.





They lose **1 hp** for each hour they are away from their domain. A mountain that has lost its oreads will begin to, effectively, die; the soil becomes rocky and barren, the slopes dangerous and prone to sudden rockslides and earthquakes. **1d12** months after the final oread is slain the mountain functions as a *node of Chaos* (see *PHM* #1).

The home of the oread is within the mountain itself, the entrance to which is not visible, although the oread may pass through it as if it were a wide and inviting opening. It may be detected with a *detect magic* or similar spell (or simply by observing an oread entering or leaving); mortals may then use the entrance by means of a *pass-wall* spell.

The interior of the mountain where the oread resides is a liminal space unreachable by mundane means (unless allowed by the oread), so mortals can dig or mine through the area without being able to discover it. The lair of an oread is a series of large, well-appointed chambers connected by a series of winding tunnels; just as a dryad's tree is a conduit to Faery, one of these tunnels invariable leads to the fey realm.

Oreads value gemstones above all other treasures, and keep a selection of the most interesting (if not always

the most valuable to Man) stones found within their mountain.

In appearance, oreads are female, with stone-colored, hard skin and definite fey features. Their eyes glint like gemstones catching the light.

The solidity and patience of their mountain home influences their behavior, and they are less fickle and capricious than other fey beings. Like the mountains they bond with, however, they can be as deadly as a landslide and their anger as fearsome as an earthquake. Oreads possess the same charming ability as their cousins, albeit with less efficacy.

► **Charm.** The target is compelled to follow the oread into their lair, vanishing inside and lost forever in Faery. A charmed victim may pass through the barrier that blocks entrance to the cave. A save versus spells resists the effect.

► The oread may also attack with claws as sharp as shards of stone. A target hit by a claw attack must make a save versus paralysis or be *slowed* for **1d6** rounds.

► If the oread attacks a charmed individual the compulsion to follow is broken.

► Oreads gain bonuses with age as the dryad, but the age interval is every 250 years. An oread lair has a **1-4 in 6** chance of being ruled by a matriarch of more than 250 years old. That matriarch will be: **(1-6)** 250-500 years old, **(7-9)** 500-750 years old, **(10-11)** 750-1000 years old, or **(12)** 1250-1500 years old.

Leafblight Dryad. AC 5 [14], HD 3* (13 hp), Att 1 x magic, THAC0 17 [+2], MV 120' (40'), SV D9 W10 P10 B11 S11 (E6), ML 10, AL Chaotic, XP 50, NA 0 (1d6), TT D

Dryads whose trees are infected by disease, or infested by insects, will often be driven mad by the pain. Unlike healthy dryads, who look relatively human, the leafblight dryad looks much more feral and tree-like.

They have the same restrictions and abilities as dryads, including special abilities granted by the tree type (if used) and the ability to cast spells (if older than 200 years). However, the lifespan of a leafblight dryad is short—their condition is caused, after all, by an ailment weakening their tree—and during that time the leafblight dryad seeks to cause as much havoc as possible.

Dryad

Kelpie. AC 3 [16], HD 5* (22 hp), Att 1 x magic, THAC0 15 [+4], MV 90' (30') / 150' (50') swimming, SV D9 W10 P10 B11 S11 (E5), ML 9, AL Chaotic, XP 300, NA 0 (1d4), TT E



Malicious fey creatures rarely encountered in the mortal world, kelpies have three forms, and may change between these forms in the span of one round, during which time they may take no other actions. Their three forms are:

► Their natural form is that of a floating bed of kelp, seaweed, or algae. In this form they cannot use their charm ability but can use a smother attack, dragging a victim underwater to drown.

► A humanoid shape. Upon a close inspection (within 30') it becomes apparent the body is composed of vegetable matter.

► A horse. Like the humanoid shape, it becomes obvious the horse shape is vegetative in nature at a close inspection.

Kelpies haunt all manner of bodies of water, from oceans and seas to rivers, lakes, swamps, and even man-made bodies such as moats, but prefer shallow waters. They are most active at night, as if potential victims are less likely to notice their unnatural nature. Kelpies share the abilities and vulnerabilities of common fey creatures.

Unlike dryads they cannot easily pass between the two worlds; any kelpies found in the mortal world are either lairing near an open gate or are descended from ancestors who made the journey years prior. Like dryads, kelpies gain more abilities as they age, starting at age 50. Any kelpie that is encountered has a **1-3 in 6** chance of being older than fifty. A kelpie that is encountered will be **(1-6)** 50-100 years old, **(7-9)** 100-150 years old, **(10-11)** 150-200 years old, **(12)** 250-300 years old.

When in humanoid form the kelpie may use their charm person ability against an individual within 60'. The victim must succeed on a saving throw with a 2 penalty. Those failing are compelled to approach the kelpie, entering the water where they are easy prey to the aquatic fey. Once a victim enters the water the kelpie assumes their natural form and attempts to grapple their victim, dragging them underwater. By the time the attack breaks the charm it is often too late.

► In lieu of the charm ability, leafblight dryads can cast *confusion*, as the spell, except it targets a single individual. They may cast this once per round.

► Once per day they may cast *glamour*, as the illusionist spell. They have a caster level equal to their HD.

► Once per turn they may cast *entangle*, as the druid spell.

► Their touch (requires a to-hit roll) inflicts a disease upon the target. It only affects living creatures.

Plants and plant creatures make the save normally, while non-plant creatures (including humans, humanoids, etc.) save with Advantage.

The leafblight dryad's favorite tactic is to cast *confusion* upon an individual from hiding, to sow dissent among the party, and then use her *entangle* ability before closing to infect as many as she can with her diseased touch.

Dryad

A kelpie in their natural or humanoid form may not leave the water.

Kelpies may leave their watery domain when in horse form, and often assume this form to lure travelers away from trails and towards their lair. When in horse form the kelpie has the following abilities:

► *Glamour*, as a 3rd-level illusionist. Only functions against one target, who perceives the kelpie as a saddled horse, without a rider. The target may make a save versus spells to see through the illusion. Can be used once per day.

► *Obscuring mist*, as a 3rd-level druid. Can be used once per day. If a target has already been glam-

oured they find they can see the “horse” just fine through the mist, even though all else is obscured.

When in their natural form, the kelpie attacks by wrapping themselves around a target in the water on a successful to-hit roll, grappling the target. On the following round they begin to drag the victim underwater (it is on the second round that the victim is allowed a new save versus spells to break the charm, as the initial grapple is interpreted as a vigorous and passionate embrace). If the charm is broken the victim may make a STR check using 3d6 (4d6 if in metal armor) each round in an attempt to break free. Grappled and submerged victims die in a number of rounds equal to their CON score.



Dryad



Appendix

Animal Training

An inevitable question that arises during play is “can I capture the wild boar/dog/dragon”, followed closely by “how much can I sell it for/how long will it take to train?” This section attempts to answer those questions. It assumes use of some sort of skill system (such as that presented in the free *Hex 17.23*).

As a general rule, assume an untrained animal or monster can be sold for a number of gp equal to its XP value, and trained creatures sell for twice their XP value in gold. Both untrained and trained creatures should be treated as “goods” as per *Into the Wild*, which means their value is variable and depends on demand modifiers, size of the market, etc.

When an untrained creature is first obtained, roll **2d6**:

2. Untrainable. Creature cannot learn any tricks.
- 3-4. Difficult to train. Takes $1d8 \times 10\%$ longer than normal to train.
- 5-9. Trains normally.
- 10-11. Easy to train. Takes 75% of the normal time to train.
12. Exceptional. Takes half the normal time to train and has the trained base price (but not cost to train!) increased by $1d8 \times 10\%$.

Unfortunately, it is difficult to tell whether an animal can be easily trained or not. An animal trainer will be able to tell halfway into the first month of training how easy/difficult the training process will be, or they may spend a day with the creature and make a skill check with Disadvantage to be able to tell.

This system assumes that an animal trainer is needed to either teach basic animals (dog, horse, etc.) complex commands (such as training a horse for battle or a dog to stand guard for specific threats) or to train unusual creatures (giant versions of animals, monsters, etc.).

If using the skill system from *Into the Wild* animal trainers may either be Proficient, Skilled, or Expert. Proficient trainers succeed on a roll of **15+**, Skilled **10+**, and Expert **5+**, and they cost, respectively, 15 gp,

60 gp, and 120 gp per month. Trainers may add their Wisdom modifier to the roll.

A Proficient animal trainer can train up to two animals at a time, a Skilled trainer up to four, and an Expert trainer up to six. As detailed in *Into the Wild*, a trainer can have helpers of a lower level of proficiency working for them to increase their production. If a trainer takes on no more than half their max number of animals they may make their training roll with Advantage.

A trainer can have up to three helpers that are less skilled than them, and they in turn can have up to three helpers. Therefore, an Expert trainer could have three trainers that are Skilled, and each Skilled trainer can have three that are merely Proficient. This increases the amount of work that can be done, but having to watch over someone reduces your output by 10%. Therefore, an Expert normally produces 120 gp worth of work a month, but if they’ve got underlings to supervise, this output is reduced by 10%, to 108 gp a month.

The total number of animals that can be trained by a collective of trainers is equal to the max number allowed by the head trainer, plus one animal for each Skilled trainer and one half animal for each Proficient trainer.

Example. An Expert trainer has a single Skilled trainer and two Proficient trainers working under them. The Expert trainer can oversee up to six animals, plus an additional two animals (one for the Skilled trainer, plus a combined one for the Proficient trainers). If the group only trains four they will make their training roll with Advantage.

It takes a minimum of one month (modified by results of the **2d6** roll, above) to “break” the animal and teach it one command. After that point, it takes a minimum of two weeks to teach a single command. As should be seen, the more powerful (i.e. the more HD) a creature is, the longer it takes to train and the more expensive it is to train. It is preferable to train young creatures to gain the benefit of (usually) lower HD.

As a general rule the creatures that can be trained include all forms of animals (normal and giant), creatures, and monsters that possess at least a minimum intelligence. Humanoids are not considered “train-

able”, nor are undead, constructs, oozes, jellies, and the like, or any other creature that does not possess an Intelligence score.

Crocodile Tears

The substance alchemists refer to as "crocodile tears" is incredibly rare and has virtually disappeared since the reign of the Crocodile Kings. Rarely, a crocodile may be found that produces the substance, although it is never as pure or as potent as the tears from the *mecistop*.

The “false” crocodile tears have the following base properties:

- ▶ Using one ounce restores **1d4** hp if applied to a wound within 1 round of suffering the damage. Only effective against wounds inflicted by piercing or slashing damage.
- ▶ Applying three ounces to a wound within one round of suffering the injury will remove any poisons or diseases (magical or otherwise) the adventurer has been subjected to by the injury.
- ▶ Six ounces of crocodiles' tears will reduce the adventurer's current age by **1d4** years, potentially restoring any attribute loss due to aging. Roll **1d20** when using tears in this way, adding in the number of times the target has been treated in this manner. If the roll is **21+** the target has become allergic to the tears, and must save versus poison or die instantly. False crocodile tears no longer have any effect on the target.

False crocodile tears must be distilled by skilled alchemists in order to be usable. The process is time consuming and difficult; a **–3** penalty is applied to the alchemist's roll. The process is also very wasteful: 10 ounces of tears harvested from a crocodile will yield only a single ounce of false tears. However, it is also profitable; one ounce of false tears will sell for five hundred gold.

Awakened Cave Locust

Gifted sentience and an upright stance by stray magical energies — or, on occasion, deliberate enchantments — awakened cave locusts are rare, yet plentiful enough that they have achieved a self-sustaining population.

They are most often found in the company of others of their kind, either awakened or normal, but are occasionally found in the cities of humanity, usually in dimly lit cellars, alleys choked with refuse, or other places that rarely see the light of day.

Requirements: None

Prime Requisite: CON

Hit Dice: d8

Maximum Level: 6

Armor: None, but can use shields

Weapons: Any except complex weapons (see below)

Languages: Locust, plus additional due to high INT

Awakened giant locusts have spindly arms and legs and cannot wear armor, although they can use shields. They may use any weapons — with the exception of those requiring fine motor skills, such as bows or crossbows — with weapons sized for their frame doing one die-size less damage (a dagger would be the equivalent of a short sword for a giant locust and does **1d4** damage, a knife the equivalent of a dagger, doing **1d3** damage). In an urban setting, awakened giant locusts favor sword canes that do **1d4** damage.

Awakened locusts attack and save as fighters and are remarkably hardy for their size, having **1d8** hp per level and 2 Hit Dice at 1st level. If using the Cleave rules from *Into the Wild* they Cleave as fighters.

They have the following racial abilities:

- ▶ **Blend with stone.** If remaining perfectly still, the locust can blend in with the background on a roll of **1-3 in 6**.
- ▶ **Shriek.** The locust's shriek has a **1 in 6** chance per round of attracting wandering monsters. The shriek is in lieu of an attack, and the effects last for **1d4** rounds. This is done in lieu of an attack or movement action, and cannot occur in the same round the creature spits.
- ▶ **Jump.** The locust can jump up to 30' horizontally and 15' vertically.

► **Flight.** Awakened locusts can fly as long as they are not nattily dressed (the waistcoats they favor bind their wings), but their flight is ungainly, and they can only maintain it for one minute at a time, and must rest for a turn between flights. They fly with a speed of 90' (30'). They cannot fly if they are encumbered enough to suffer a movement penalty.

► **Spit.** Locusts can spit once per round with a range of 10'. Target is treated as having an AC of 9 [10]. Affected creatures must make a save versus poison or be unable to act for 1 turn (or until the spittle is washed off) due to the intense stench. Creatures within 5' of the target must also save, with a +2 bonus, or be affected in the same manner. Locusts may spit thrice per day, and it recharges on a roll of 4+. Only living creatures are affected by the spit.

► **Poison resistance.** Locusts make all saving throws against poison with Advantage.

► **Daylight sensitivity.** Locusts take a -1 penalty to attack and damage rolls when exposed to daylight or magical light.

► **Small stature.** Locusts' encumbrance limits are decreased by 25% due to their small size.

► **Stylish.** Awakened cave locusts have a fascination with fine clothes. Even those living isolated lives in underground caverns tailor what they imagine to be the cutting edge of fashion out of materials that are available, while those dwelling in urban environments can dress more appropriately. Many believe the creatures do this in emulation of their god, Jimny, who is always portrayed as an immaculately dressed and stylish exemplar of the species.

► **Fearful.** Awakened cave locusts are flighty and nervous, making all saving throws against fear and fear-based effects at disadvantage. NPCs make morale checks with a +2 penalty.

Awakened Cave Locust

Level	XP	HD	THAC0	D	W	Saves			
						P	B	S	
1		2d8	19 [0]	12	13	14	15	16	
2	3,500	3d8	18 [+1]	11	12	13	14	15	
3	7,000	4d8	17 [+2]	10	11	12	13	14	
4	14,000	5d8	16 [+3]	10	11	12	12	14	
5	30,000	6d8	15 [+4]	9	10	11	11	13	
6	60,000	7d8	14 [+5]	8	9	10	10	12	

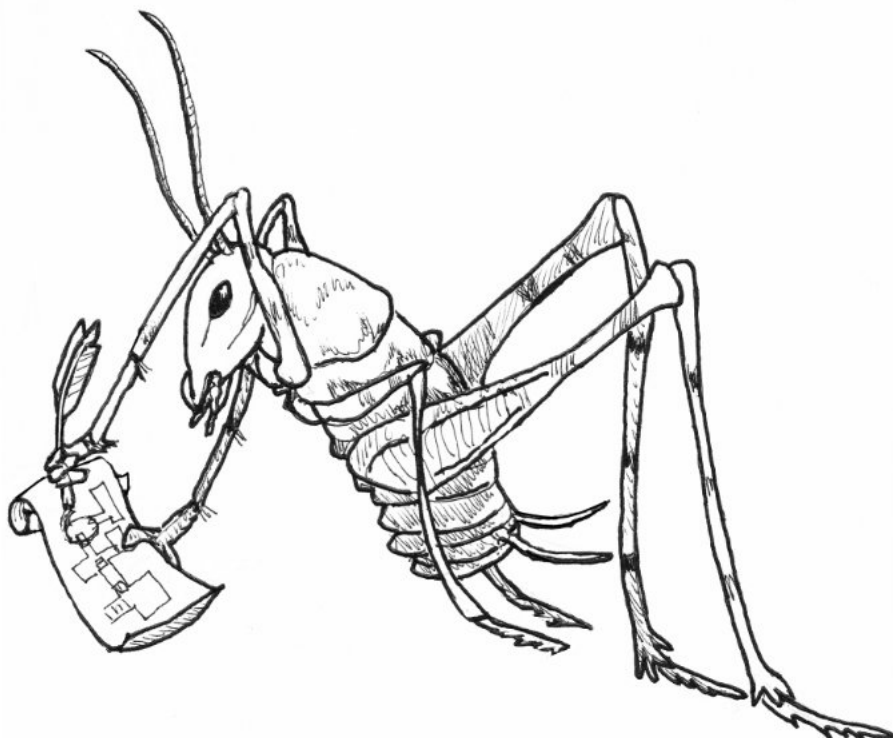
They rely on stealth and, when needed, their ability to flee quickly or disable opponents. They gain the following abilities as they progress in level:

► At 3rd level they can *hear noise*, *move silently*, and *pick pockets* as a 1st-level thief. These abilities increase in level as the character advances.

Upon reaching 4th level an awakened cave locust can attempt to found one of the following:

► Those living underground or in deserted areas may found a plague, a community of their fellows. Over a period of three months they attract 3d6-4 normal cave locusts and 1d8 awakened cave locusts. The swarm leader's responsibility is to keep the plague safe.

► Those residing in urban settings often find themselves inhabiting the seedy underbelly of the city. They may, therefore, found a thieves' guild at 75%



The base awakened cave locust, though tough and durable, is a weak combatant.

efficiency (see *A Guide to Thieves' Guilds* for details on founding and running a guild).

► At 6th level the character gains the ability to grant one *wish*. It must be granted to another, and the awakened cave locust cannot be the beneficiary of the *wish* in any way. Once the *wish* is granted the awakened cave locust will die in **1d8–1** days (dying instantly on a result of “0”). Nothing can prevent this death, not even another *wish*.

Optional Rules

If using the Optional Rules from *Into the Wild* the character gains the following abilities.

At 1st level the character starts with two skill slots, plus any bonus skills due to a high Intelligence (see *Hex 17.23* for information on skills). They gain additional skills at levels 3 and 6.

At 1st level they begin play with one Knack, chosen from the list below, and may choose a second Knack at level 4.

If using the thief rules from *Into the Wild* the awakened cave locust gains the following abilities at level 3 (in place of those noted above): hear noise, sleight of hand, sneak, spot. Using any of the thief skills is done by rolling **1d20**, with success being a roll of **14** or higher. At each level (including 3rd), the locust has 2 points to spend on thief skills. Each point lowers the threshold of success by 1, and the only caveat is that only one point may be spent on improving a single skill each level.

Example. At 3rd level the character gains the ability to use the four thief skills. The player decides to devote one point to hear noise and one to sleight of hand. They will successfully use those abilities on a roll of 13 or higher, and the other two on a roll of 14 or higher.

Alertness. The character gains a **+1** bonus to initiative and is only surprised on a roll of **1 in 6**.

Evasion. Once per round the character can reduce the damage they take from a single source by half. This Knack can only be selected once. Using this Knack takes half the character's total movement.

Flyer. The character can fly for two minutes at a time, instead of one minute. This Knack may be selected a second time, in which case the character can fly for a full five minutes at a time.

Haggler. When attempting to sell or buy goods for speculative trade roll twice to determine price (see *Into the Wild*), taking whichever result is better for the character. This may only be selected once.

Opportunist. The character can reroll any attack, damage or saving throw they make twice per day. They may do so three times per day at sixth level.

Self-improvement, primary. The character can increase their Strength, Constitution, or Dexterity score by 2, or two of the above scores by 1 each. This may only be selected at 6th level.

Skillful. The character gains three additional skills.

Skirmisher. The character is able to break up their movement in a combat round to move, attack, and then move their remaining distance. If engaged in melee their opponents do gain the ability to make an attack against them.

Thievery. The character gets an additional 3 points to spend to improve their thief abilities. They may be distributed as desired, except no more than one point can be spent on any one ability (although you can double up with points gained through leveling).

Toughness. The character rolls **1d10** for their HD, rather than **1d8**. This Knack can only be selected once, but it can be selected at any level, provided the character reroll their hit points at each level.

Weapon Specialization. Pick one kind of weapon (longsword, short bow, etc.). The character gains a **+1** bonus to hit and damage when using this weapon.

Changeling

Requirements: None

Prime Requisite: DEX, CHA

Hit Dice: d6

Maximum Level: 13

Armor: Leather, shields

Weapons: Any

Languages: Common, plus additional from a high INT

Humanoid creatures descended from the offspring of doppelgangers and mortals, changelings are now an established race. They are fey creatures, primarily found in Faery.

In their true form changelings are human-sized, with slightly elongated limbs and greyish skin. Unlike the faceless doppelgangers, changelings have faces, but they do share the totally white eyes of their doppelganger lineage.

Changelings can change their physical appearance three times per day; changing back to their true form does not take up one of those uses. It takes one minute to fully change their appearance, and only their physical appearance changes; the changeling's clothes do not change, nor their gear, nor does the changeling gain different special abilities, new languages, etc. If the changeling is altering their size (within the above parameters) they cannot be wearing armor (some magical armor has the capacity to change size to adapt to the wearer. Such armor can be worn while changes occur). Because of their innate shapeshifting, and their roles as scouts and spies, changelings cannot wear armor heavier than leather.

Their ability to change is limited to roughly human-size, shape, and facial features; they could alter their features and size to resemble an elf, but not a dwarf. If a changeling wishes to assume the form of a specific person they must succeed on a Disguise Self skill check (if using a skill system). Otherwise, their chance of success is equal to **1-2 in 6**. This chance of success improves to **1-3 in 6** at 4th level, **1-4 in 6** at 8th level, and **1-5 in 6** at 12th level.

The change is physical, not an illusion. While the transformation is occurring the changeling will register as magical (to *detect magic* or similar) but not after the change has occurred.

Changelings attack and Cleave as thieves and save as elves. They can use any weapons or magical items available to thieves. If they have a DEX and CHA of 13 or higher they gain a +5% bonus to XP. If their CHA is at least 13 and their DEX 16 or higher they gain a +10% bonus. If using the expanded ability table found in the Introduction the maximum Charisma a changeling can have is 19.

- *Vulnerable* to bronze and necrotic energy.
- *Resistant* to charm, illusions, and mind-reading magic.
- If reduced to 0 hp a changeling automatically assumes their true form.

At 4th level the changeling gains the abilities of a 1st-level thief (including backstab), improving in ability at every other level (an 8th-level changeling has the abilities of a 3rd-level thief). If using the alternate thief class from *Into the Wild* the changeling can use thief abilities successfully with a roll of **14+** starting at level 4, gaining 3 points per level that can be distributed as desired amongst the abilities to improve success chances.

If using the skill system presented in *Hex 17.23 The Lake of Abominations*, they begin play Proficient in Disguise Self and Mimicry. Disguise Self allows the changeling to disguise themselves as another individual,

Changeling

Level	HD	XP	Attack	Thief	D	W	Saving Throws			
							P/P	B	R/S/S	
1	1d6	0	19 (+0)	--	12	13	13	15	15	
2	2d6	2,250	19 (+0)	--	12	13	13	15	14	
3	3d6	4,500	18 (+1)	--	11	12	12	14	13	
4	4d6	9,000	18 (+1)	1	10	11	11	13	12	
5	5d6	18,000	17 (+2)	2	10	11	11	12	12	
6	6d6	36,000	17 (+2)	3	9	10	10	11	11	
7	7d6	72,000	16 (+3)	4	8	9	9	10	10	
8	8d6	140,000	15 (+4)	5	8	9	9	10	10	
9	9d6	280,000	14 (+5)	6	7	8	9	9	9	
10	+1 hp*	400,000	14 (+5)	7	6	7	8	8	8	
11	+2 hp*	520,000	13 (+6)	8	6	7	8	8	8	
12	+3 hp*	640,000	13 (+6)	9	5	6	7	7	7	
13	+4 hp*	760,000	12 (+7)	10	4	5	6	6	6	

*HP Modifiers from CON do not apply at these levels

either a specific individual (e.g. Lord Gorm) or a general type (a city guardsman). It typically involves creating or duplicating uniforms, equipment, etc. Mimicry allows the changeling to mimic the voice, facial expressions, and mannerisms of another individual.

Upon reaching 9th level the changeling can found a thieves' guild with the same effectiveness as a thief of the same level. If they found a spy ring or confidence ring they are treated as if they are one level higher than their actual level.

Optional Rules

If using the Optional Rules from *Into the Wild* the character gains the following abilities.

At 1st level the character starts with three skill slots, plus any bonus skills due to a high Intelligence (see *Hex 17.23* for information on skills). They gain an additional skill slot at levels 4, 8, and 12.

At 1st level they begin play with one Knack, chosen from the list below, and may choose additional Knacks at levels 5 and 10.

Alertness. The character gains a +1 bonus to initiative and is only surprised on a roll of 1 in 6.

Evasion. Once per round the character can reduce the damage they take from a single source by half. This Knack can only be selected once. Using this Knack takes half the character's total movement.

Extra Change. The changeling may change form an additional two times per day. This Knack can be selected multiple times.

Faery Heritage, spellcraft. The changeling gains a single spell slot they can use to cast one of the following spells. They gain an additional spell slot at levels 3, 5, 7, 9, 11, and 13, and have a caster level equal to

half their level (rounding up) for purposes of Faery spells.

- ▶ *dancing lights* (1 slot)
- ▶ *glamour* (1 slot)
- ▶ *animal friendship* (2 slots)
- ▶ *blur* (2 slots)
- ▶ *charm person* (2 slots)
- ▶ *invisibility* (3 slots)

This Knack can only be selected once.

Opportunist. The character can reroll any attack, damage or saving throw they make twice per day. They may do so three times per day at sixth level.



Self-improvement, primary. The character can increase their Intelligence, Charisma, or Dexterity score by 2, or two of the above scores by 1 each. Their Charisma has a max of 19. All other scores have a limit of 18. This may only be selected at 5th and 10th level.

Self-improvement, secondary. The character can increase their Strength, Constitution, or Wisdom score by 2, or two of the above scores by 1 each. This may only be selected at 10th level. No score may be raised above 18 in this way.

Skillful. The character gains three additional skills.

Thievery. The character gets an additional 5 points to spend to improve their thief abilities. They may be distributed as desired, except no more than one point can be spent on any one ability (although you can double up with points gained through leveling).

Toughness. The character rolls **1d8** for their HD, rather than **1d6**. This Knack can only be selected once, but it can be selected at any level, provided the character reroll their hit points at each level.

Weapon Specialization. Pick one kind of weapon (longsword, short bow, etc.). The character gains a +1 bonus to hit and damage when using this weapon.

Cyclopskin

Requirements: STR 13

Prime Requisite: STR and CON

Hit Dice: d8

Maximum Level: 9 (start with 3 HD at 1st level)

Armor: Any (see below)

Weapons: Any

Languages: Giant, Common

The cyclopskin is distantly related to the cyclops, but stands barely taller than a man. Found mostly in remote, uncivilized areas, cyclopskin live in small villages where they raise sheep and tend grapes. The wine these grapes produce is famous throughout the world for its fine taste and deceptively strong alcohol content.

While often appearing primitive, cyclopskin are just as capable and intelligent as any other humanoid race. They are master smiths and stoneworkers, inheriting the skill at the forge and quarry from their giantish ancestors.

At 1st level cyclopskin have 3 HD. They attack and save as fighters of equal HD (so, a 1st-level cyclopskin attacks as a 3rd-level fighter). If using the optional Cleave rules cyclopskin cleave as a fighter, using their HD as opposed to their level.

Cyclopskin have a minimum Strength requirement of 13, and while they generate ability scores in the normal manner, are able to improve their Strength and Constitution to a maximum of 20 given the chance. If they have a Strength and Constitution of 14 or higher they gain a +5% bonus to XP. If their CON is 14 and STR 17 or higher they gain a +10% bonus.

Cyclopskin

Level	XP	HD	Attack	D	Saving Throws			
					W	P/P	B	R/S/S
1	0	3d8	18 (+1)	11	12	13	14	15
2	5,000	4d8	17 (+2)	10	11	12	13	14
3	10,000	5d8	16 (+3)	10	11	12	12	14
4	20,000	6d8	15 (+4)	9	10	11	11	13
5	40,000	7d8	14 (+5)	8	9	10	10	12
6	80,000	8d8	14 (+5)	8	9	10	10	12
7	160,000	9d8	13 (+6)	7	8	9	9	11
8	320,000	10d8	12 (+7)	6	7	8	8	10
9	640,000	11d8	12 (+7)	6	7	8	7	10

Appendix

Their poor depth perception makes accuracy with ranged attacks difficult, and they suffer Disadvantage on such attacks. They may wear any armor and use any weapons, although armor costs 25% more than usual due to their larger than average size.

If using the optional skill rules from *Into the Wild* a 1st-level cyclopskin begins play Proficient in a craft skill (typically masonry or blacksmithing).

At 6th level the cyclopskin may found a village. Over a three month period after the founding of the village

2d10 1st-level cyclopskin and 1d8 2nd-level cyclopskin will arrive, with $\frac{1}{4}$ arriving the first month, $\frac{1}{2}$ the second, and the remainder during the third month.

At 7th level the cyclopskin gains the ability to craft certain magical items as a magic-user of the same level. They may only craft:

- ▶ Weapons
- ▶ Armor
- ▶ Constructs

At 9th level cyclopskin gain the ability to pronounce a curse, once per week, as per a cyclops.



Optional Rules

At first level the character knows how to use one combat maneuver from the list in *Hex 17.22*. They may select an additional maneuver at level 5.

At first level the character knows three skills, plus any bonus skills from a high Intelligence. They gain a new skill at levels 3, 6, and 9.

At first level the character has one Knack, selected from the list below. They gain a new Knack at levels 4 and 8.

Unless otherwise stated Knacks can be selected at any level and multiple times.

Alertness. The character gains a +1 bonus to initiative and is only surprised on a roll of 1 in 6. Can only be selected once.

Brutal Attack. Cyclopskin are known as relentless warriors, fighting with a reckless abandon. Once per day, on a successful attack, the character with this Knack adds 1d4 to the damage done. They may do this twice per day at level 4, and three times per day at level 9.

Get Back Up. Once per day the cyclopskin instantly regains 1d4 hp after being reduced to 0 hp. At 6th level they regain 2d4 hp. This Knack can only be selected once.

Improved Critical. The character inflicts a critical hit on a roll of natural 19 or 20. It is recommended that a critical hit a) automatically hit the target, regardless of AC, and b) inflict maximum damage. This Knack can only be selected once.

Master Crafter. The cyclopskin can craft magical items starting two levels earlier, and they do so as if they were a magic-user of two levels higher than their actual level.

Porter. The character's encumbrance limit is increased by 200/400/600 cn. Therefore, a character can carry 800 cn and move at 90', 1200 cn and move at 60', and 2200 cn and move at 30'.

Self-improvement, primary. The character can increase their Strength or Constitution by 2, or each of the above scores by 1. This may be selected at any level. An improved score cannot exceed 20.

Self-improvement, secondary. The character may increase their Dexterity, Intelligence, Wisdom, or Charisma by 2, or two of the above scores by 1 each. This may only be selected at 8th level. An improved score cannot exceed 18.

Skillful. The character gains three additional skills.

Toughness. The cyclopskin rolls **1d10** for their HD, rather than **1d8**. This Knack can be selected at any level, provided the character reroll their hit points at each level. If this Knack is selected a second time the cyclopskin uses **1d12** for their hp, rather than **1d10**.

Weapon Specialization. Pick one kind of weapon (longsword, short bow, etc.). The character gains a +1 bonus to hit and damage when using this weapon.

Dragonborn

Requirements: CON 12, STR 12, INT 12

Prime Requisite: STR, INT

Hit Dice: d8

Maximum Level: 10

Armor: Any, and can use shields

Weapons: Any

Languages: Common, Draconic, plus any additional due to Intelligence

Endowed with the characteristics of the dragon-blood that fueled their creation, the dragonborn were some of the most loyal servants of the *mecistop*, only rebelling against their masters at the last minute, when it was clear their rule was at an end.

Today, millennia after that time, the dragonborn are a scattered race, living in isolated enclaves around Absalom. They stand roughly the height of a man, but are powerfully built and dense, often weighing almost twice as much as an equivalently-sized human. Their skin ripples with scales in a variety of shades, mimicking those of dragonkind. Their features are draconic, with elongated, reptilian visages and sharp claws and teeth.

Dragonborn attack and save as fighters, and if using the Cleave rules they do so as fighters of the same level. They may wear any armor and wield any weapons.

Appendix

Dragonborn have a breath weapon associated with their lineage (see Dragons, above, or use a lineage from the OSE books). They may use their breath weapon 3 times per day, and it recharges on a roll of 6+ (or automatically after one turn). The breath weapon takes one of the following forms:

► Lightning, acid, or poison (chlorine). Line 30' long, 5' wide. **1d6** damage to all in the direct path.

OR

► Fire or cold. 15' cone, end 10' wide. **1d4** damage to all within the area.

The damage increases by one die at 3rd, 6th, and 9th levels.

Dragonborn are *resistant* to the same type of energy as their breath weapon.

Dragonborn are slower than humans, and have a base movement speed of 90' per round. However, they can carry more of a load, and do not have their movement slowed until 1,000 cn (when it drops to 60') and 2,000 (when it drops to 30'). They may also have maximum Strength and Constitution scores of 19, as opposed to the normal limit of 18 (although they still generate scores normally).

They are sought out as mercenaries and adventurers, and are some of the most war-like of all the races of Absalom. Their kind is scattered, and communities of dragonborn are rare and never very large.

At 6th level they have the option of founding a domain as a fighter (albeit at 75% efficiency) or establishing a mercenary company. In the three months after the

company is founded they will attract **5d20** men-at-arms (normal mercenaries, roll to determine the type of every 10 that are attracted) and **3d20** veterans (roll again to determine type). These mercenaries require pay at 2/3 their normal rate (allowing the dragonborn captain to hire them out at the full rate); ¼ will arrive during the first month, ½ during the second, and the remainder during the final month.

For every successful campaign the company embarks on, led by the dragonborn, an additional **1d20** mercenaries (¾ normal, ¼ veteran) are automatically attracted to come fight for the commander. Dragonborn may hire additional mercenaries, as well.

Optional Rules

At first level the character knows how to use one combat maneuver from the list in *Hex 17.22*. They may select an additional maneuver at level 5.

At first level the character knows three skills, plus any bonus skills from a high Intelligence. They gain a new skill at levels 3, 6, and 9.

At first level the character has one Knack, selected from the list below. They gain a new Knack at levels 4 and 8.

Unless otherwise stated Knacks can be selected at any level and multiple times.

Alertness. The character gains a +1 bonus to initiative and is only surprised on a roll of **1 in 6**. Can only be selected once.

Brutal Attack. Dragonborn are known as relentless warriors, fighting with a reckless abandon. Once per

Dragonborn

Level	XP	HD	Attack	Damage	D	W	Saving Throws		
							P/P	B	R/S/S
1	0	1d8	19 (+0)	1d4/1d6	12	13	14	15	16
2	2,250	2d8	19 (+0)	1d4/1d6	12	13	14	15	16
3	4,500	3d8	18 (+1)	2d4/2d6	11	12	13	14	15
4	9,000	4d8	17 (+2)	2d4/2d6	10	11	12	13	14
5	18,000	5d8	16 (+3)	2d4/2d6	10	11	12	12	14
6	36,000	6d8	15 (+4)	3d4/3d6	9	10	11	11	13
7	72,000	7d8	14 (+5)	3d4/3d6	8	9	10	10	12
8	140,000	8d8	14 (+5)	3d4/3d6	8	9	10	10	12
9	280,000	9d8	13 (+6)	4d4/4d6	7	8	9	9	11
10	400,000	+2*	12 (+7)	4d4/4d6	6	7	8	8	10

*CON Modifiers no longer apply at this level

day, on a successful attack, the character with this Knack adds **1d4** to the damage done. They may do this twice per day at level 4, and three times per day at level 9.

Extra Breath. The dragonborn can use their breath weapon one additional time per day. Their breath weapon also recharges on a roll of **5+**. This Knack can be selected multiple times, with each selection adding one additional use and lowering the recharge by 1.

Flight. The dragonborn has wings. They don't allow fast nor exceptionally graceful flight, and increase the cost of armor by 50%, but the character can fly at 60' (20') and can maintain flight for a number of rounds equal to their Constitution score.

Improved Breath. The damage dice used for the character's breath weapon are increased one size (e.g. from **1d4** to **1d6**). This can be selected multiple times, with each selection increasing the dice by one size.

Improved Critical. The character inflicts a critical hit on a roll of natural **19** or **20**. It is recommended that a critical hit a) automatically hit the target, regardless of AC, and b) inflict maximum damage. This Knack can only be selected once.

Self-improvement, primary. The character can increase their Strength, Intelligence, or Constitution by 2, or two of the above scores by 1. This may be selected at any level. Intelligence cannot be improved above 18, but Strength and Constitution can be improved to 19.

Self-improvement, secondary. The character may increase their Dexterity, Intelligence, Wisdom, or Charisma by 2, or two of the above scores by 1 each. This may only be selected at 8th level. An improved score cannot exceed 18.

Skillful. The character gains three additional skills.

Sorcery. Some aspect of the innate magical nature of their draconic forebears manifests itself. The dragonborn may cast spells as a sorcerer (see *Into the Wild*), but with a limited progression.

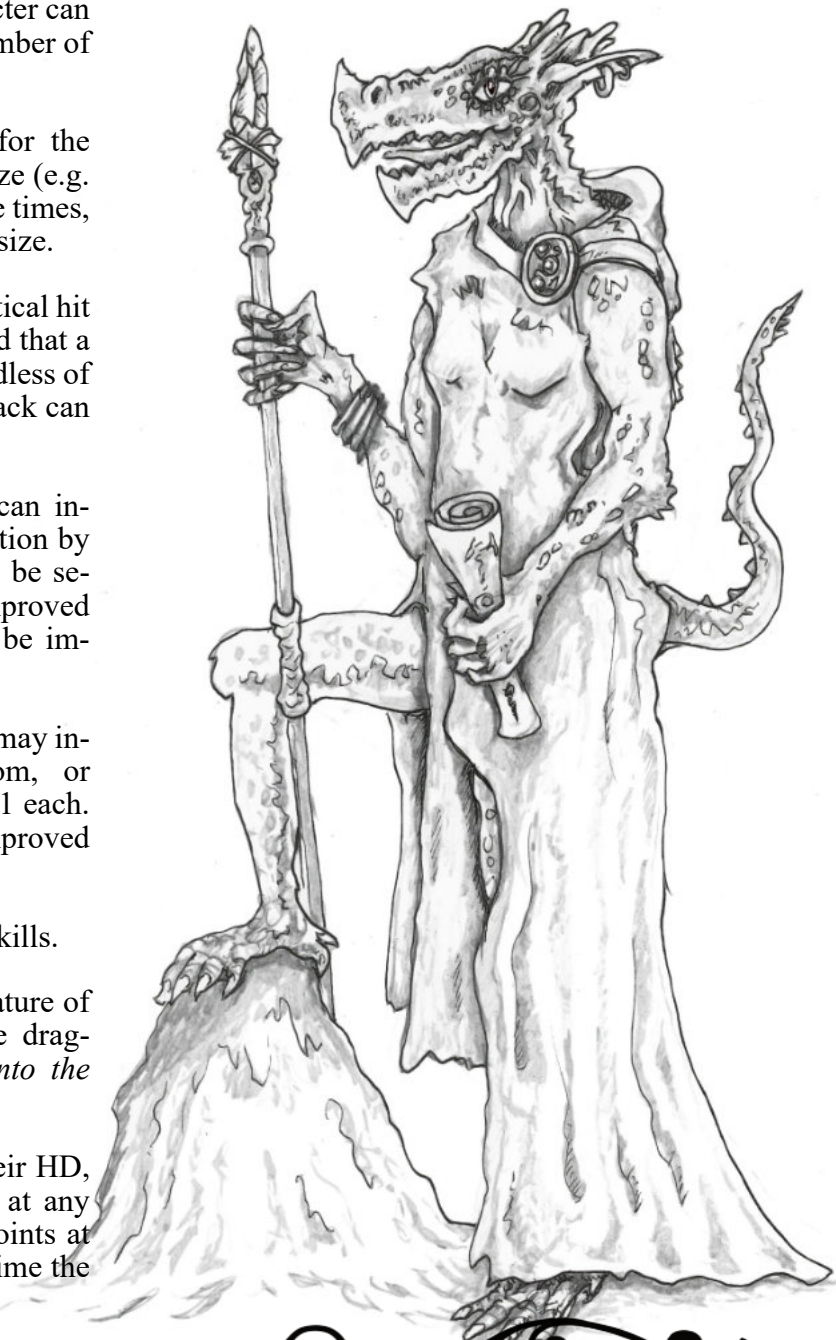
Toughness. The dragonborn rolls **1d10** for their HD, rather than **1d8**. This Knack can be selected at any level, provided the character reroll their hit points at each level. If this Knack is selected a second time the

dragonborn uses **1d12** for their hp, rather than **1d10**.

Dragonborn Sorcerer Progression

Level	Spells/day by level		Spells Known
	1	2	
1-3	1	--	2
4-6	2	--	3
7-9	2	1	4
10	2	2	5

Weapon Specialization. Pick one kind of weapon (longsword, short bow, etc.). The character gains a **+1** bonus to hit and damage when using this weapon.



Genasi

Requirements: No score below 9

Prime Requisite: See below

Hit Dice: d8

Maximum Level: 12

Allowed Armor: Any

Allowed Weapons: All

Languages: Common and Primal

Into the Wild introduces the godborn class, the scion of Law, Chaos, or fey. The genasi are another variation on this theme, the offspring of a powerful elemental creature such as one of the djinn.

► Water genasi have skin tinged with blue or green, smell of the bracing ocean air or the delightful scent of petrichor, and are constantly covered in a thin layer of moisture.

The children of elemental beings enjoy the following benefits:

► They attack and save as clerics and possess the Hardy quality (already included in their saving throw table).

► **Resistance.** Genasi are *resistant* to damage or spell effects from the element to which they belong and are *vulnerable* to the element that is

Genasi

Level	XP	HD	Attack	D	W	Saving Throws		
						P/P	B	R/S/S
1	0	1d8	19(+0)	11	12	14	16	15
2	2,500	2d8	19(+0)	11	12	14	16	15
3	5,000	3d8	19(+0)	10	11	13	15	14
4	10,000	4d8	18(+1)	10	11	13	15	13
5	20,000	5d8	17 (+2)	9	10	12	14	12
6	40,000	6d8	17 (+2)	9	10	12	14	12
7	80,000	7d8	16 (+3)	8	9	11	13	11
8	150,000	8d8	15 (+4)	7	8	10	12	10
9	300,000	9d8	14 (+5)	6	7	9	11	9
10	450,000	+2*	14 (+5)	6	7	9	11	9
11	600,000	+4*	14 (+5)	5	6	8	10	8
12	750,000	+6*	13 (+6)	4	6	8	9	8

*CON Modifiers do not apply at these levels

Genasi can have no ability score below 9. Learning from experience is difficult for the naturally gifted, so they only gain a 5% bonus to XP when they have four or more scores 13 or higher, and a 10% bonus to XP when they have three or more scores 15 or higher.

Genasi Cleave as clerics of an equivalent level.

For the most part genasi look human, but with features that are both disturbing and entrancing:

► Air genasi have hair constantly tousled by an intangible breeze, or voices backed by an acoustically impossible echo.

► Earth genasi have skin the color and texture of stone or earth, eyes like glinting gemstones, and gravely voices.

► Fire genasi burn with an internal heat, with eyes that smolder like coals and skin like charcoal or a raging inferno.

dominant (see Djinn entry).

► **Divine intervention.** Once per day, as an instant action during a round, a genasi can change any one 1d20 roll made within 5' of them to either a "1" or a "20". This range is increased by 5' per Hit Die. Once it is used, the genasi does not regain the use of this ability until they roll their level or higher on 1d20; this roll is made at the beginning of each subsequent day.

► **Infravision.** Genasi can see with infravision with a 30' range. Alternatively, if infravision is not used in the Referee's game, they may see in dim conditions as if it were daylight.

Individual genasi gain *heritage boons* based upon their heritage, as follows. Unless otherwise stated, spells take a full round to cast, as a normal spell, but can be cast whether or not the character is wearing ar-

mor. Additionally, unless otherwise stated, spells have a caster level equal to the genasi's level.

Upon reaching **2nd level** the genasi gains the following abilities:

Air. Can hold their breath for one turn, levitate once per day at a speed of 10' per round (vertical movement only) for a number of rounds equal to their level, and once per day can move double their normal distance for one round.

Earth. Suffers no penalty from moving over uneven terrain, shifting floors, etc., does an extra +1 damage with melee attacks when standing on the ground, and can detect secret doors and construction as a dwarf.

Fire. Can cast *produce flame* (as per the druid spell) at will.

Water. Can breathe underwater for one hour, suffers no penalty to movement or acting while in water.

Upon reaching **5th level** the genasi gains the following ability:

Air. Cast *fly*, as the spell, once per day. Once per day the air genasi can automatically go first in initiative order.

Earth. Can cast *stoneskin* once per day (as per *barkskin*, but AC and saving throw bonuses improve by 2).

Fire. Cast *faerie fire* or *heat metal* once per day, as per the spell.

Water. Can cast *warp wood*, *predict weather*, or *create water* once per day.

Upon reaching **8th level** the genasi gains the following ability:

Air. Cast *lightning bolt* once per day.

Earth. Cast *telekinesis* or *pass-wall* once per day.

Fire. Cast *fireball* once per day.

Water. Cast *protection from fire and lightning* or *wall of ice* once per day.

Upon reaching **11th level** the genasi gains the following ability:

Air. Cast *control weather* or *cloudkill* once per day.

Earth. Cast *move earth* or *wall of stone* once per day.

Fire. Cast *wall of fire* or *disintegrate* once per day.

Water. Cast *through the looking glass* or *acid fog* once per day.



Optional Rules

Genasi begin play with three skills, plus any additional skills from a high Intelligence score, and gain an additional skill at levels 4, 7, 10, and 13.

Genasi start play with one Knack, chosen from the following list, and gain an additional Knack at levels 4, 8, and 12.

Alertness. The character adds +1 to initiative and surprise rolls. This Knack can only be selected once.

Arcane Dabbler. The character can cast spells as an illusionist, magic-user, or sorcerer as per the below table.

Cantrip. The genasi can use cantrips as a sorcerer (see *Into the Wild*).

Arcane Dabbler

Level	M-U spells per day		Sorcerer spells per day		Sorcerer spells known
	1	2	1	2	
1-3	1		1		1
4-6	2	--	2	--	2
7-9	2	1	2	2	3
10-12	2	2	3	3	4

Fighter. The genasi uses the fighter attack matrix, Cleaves, and inflicts minimum damage as per a fighter.

Hidden Reserves. Once per day, upon using a boon ability that can only be used once per day, the character regains the use of that ability.

Improved Critical. The character inflicts a critical hit on a roll of natural **19** or **20**. It is recommended that a critical hit a) automatically hit the target, regardless of AC, and b) inflict maximum damage. This Knack can only be selected once.

Nature's Ally. The character gains the ability to cast druidic spells (as per *OSE Advanced Fantasy: Druid and Illusionist Spells*). They gain spells at the following rate:

Nature's Ally Spell Progression

Level	Spell Level		
	1	2	3
1-4	1		
5-7	2	--	--
8-10	2	1	--
11-12	2	2	--

Self-improvement, primary. The character can improve any one ability score by 2, or two scores by 1 each. This Knack can only be selected at level 8 and 12.

Skillful. The character gains three additional skills.

Apprentice Thief. Select four thief skills. The character can perform these as a 1st-level thief. They gain 1 point at each odd level and 2 points at each even level that can be spent to improve their chances of success.

Toughness. The genasi has **1d10** hp per HD instead of **1d8**. This Knack can be selected at any level.

Building Encounter Tables

Into the Wild provides guidelines and new categories of encounter tables. As an easy way to slot the monsters presented in this book into play, any time a monster type comes up on a regular table, roll **1d6**. On a result of **6** it is one of the monsters from this book.

Example. The Referee is populating their hexcrawl and using the tables in the OSE book. A result indicates the encounter is with a grizzly bear, so they roll 1d6. On a result of 1 the encounter is with a grizzly bear that happens to have a special quality, and on a result of 6 it is instead with one of the bear sub-types presented in this book.

Monsters by Type, Terrain, and HD

The following section breaks down the monsters in this book by type, terrain, and HD, so they can be easily added to wandering monster or lair tables. The book *Into the Wild* has guidelines for constructing random monster tables.

If randomly placing monsters, rather than constructing new encounter tables, an easy way to slot these new monsters in is to roll **1d6** when the monster is generated. On a roll of 1, a variant of the monster is encountered, rather than the standard version.

Example. The Referee is populating a hexmap, and rolls a chimera when placing a lair. Rolling 1d6, the result is a 1, so rather than a standard chimera it is a variant, selected either from the list below or a unique creation.

Monsters by Type and Terrain

Ape, White

1. Bandara (11 HD, extraplanar: demon). Shadowlands, or appearing as a summoned monster.
2. Giant White Ape (10 HD, animal). Barren, hills, mountains, forests, or prehistoric locales.
3. Intelligent White Ape (4 HD, humanoid). Barren, hills, mountains.

Basilisk

1. Absalom Basilisk (6+1 HD, dragon). Any.
2. Cryolisk (6+1 HD, dragon). Arctic or cold regions.
3. Greater Basilisk (9+1 HD, dragon). Any.
4. Paralisk (6+1 HD, dragon). Any.

Bat

1. Drained One (1+1 HD, undead). Near vampire bat lairs.
2. Giant Dire Bat (3 HD, flyer). Underground, thick forests.
3. Mobat (5 HD, flyer). Underground, thick forests.
4. Night Flyer (2+2 HD, flyer). Underground.

Bear

1. Arkto (7+1 HD, extraplanar: fey). Faery, thick forests.
2. Drop Bear (2 HD, unexpected). Forests.
3. Bear, Giant (14 HD, animal). Forests, hills, barren, prehistoric regions.

Beetle, Giant

1. Hivemother (template, insect). Any except cold.
2. Larva (template, insect). Any except cold.
3. Slicer Beetle (6 HD, insect). Any except cold.
4. Water Beetle (3 HD, insect). Lake/river

Black Pudding

1. Arctic Pudding (9 HD, ooze). Arctic/cold.
2. Blood Pudding (6 HD, ooze). Any.
3. Crimson Pudding (8 HD, ooze). Any.
4. Brown Pudding (6 HD, ooze). Swamp, jungle, marsh.

Blink Dog

1. Blink Wolf (6+4 HD, unusual). Any, prefers forests.
2. Eresaba (7 HD, extraplanar: fey). Any, Faery.
3. Fetch (4 HD, unusual). Any.

Boar

1. Aordu (3+2 HD, extraplanar: fey). Any, Faery.
2. Giant Boar (7 HD, animal). Any, prehistoric regions.
3. Varaz (4 HD, unusual). Any.

Caecilia

1. Corpse Worm (7 HD, undead). Any, found near graveyards or battlefields.
2. Helminth (10 HD, dragon). Any except cold, thick forests, or swamps.
3. Irighiri (5 HD, extraplanar: demon). Shadowlands or as summoned monster.
4. Scarlet Worm (2+2 HD, dragon). Any except cold, thick forests, or swamps.

Camel

1. Camelops (4 HD, prehistoric animal). Desert, barren, prehistoric.
2. Gelusti (7+7 HD, extraplanar: Dreamlands). Dreamlands or summoned.
3. War Camel (3+1 HD, animal) Desert, barren.

Carcass Crawler

1. Carcass Worm (1+1 HD, unusual). Any, underground.
2. Nidhogg (9+4 HD, unusual). Any, graveyards, charnel fields.
3. Shagluihu (4+1 HD, unusual). Underground.

Cat, Giant

1. Caterwaul (4+2 HD, unusual). Any, prefers forests.
2. Cheetah (3 HD, animal). Grasslands, savannas.
3. Lion, Spotted (6+2 HD, prehistoric animal). Grasslands, savannas.
4. Lynx (2+2 HD, unusual). Cold, mountains.

Cave Locust

1. Awakened Cave Locust (2 HD, humanoid). Underground, cities.
2. Cave Cricket (1 HD, insect). Underground.
3. Cave Fisher (3 HD, insect). Underground.
4. Ctheruulgi (2 HD, extraplanar: Dreamlands). Underground in Dreamlands.

Centaur

1. Anibes (5 HD, unusual). Plains, savannas.
2. Elaph (3+1 HD, unusual: fey). Faery, dense forests.
3. Reshla (6 HD, unusual). Barrens, hills.

Centipede, Giant

1. Centipede, Huge (1 HD, insect). Any except cold.
2. Megalopede (3 HD, insect). Any except cold.
3. Scolopen (2 HD, insect). Any except cold.
4. Tunnel Worm (9+3 HD, insect). Underground.

Chimera

1. Basimera (7 HD, dragon) Any.
2. Gorgimera (10 HD, dragon). Any.
3. Hellmera (8 HD, dragon). Any.
4. Hydramera (9-12 HD, dragon). Any.

Cockatrice

1. Muraga (6 HD, unusual: Dreamlands). Any, Dreamlands.
2. Peacockatrice (5 HD, flyer). Any, prefers woods.
3. Pyrotrice (6+2 HD, flyer). Any.
4. Rocatrice (12 HD, flyer). Any.

Crab, Giant

1. Chuul (7 HD, abomination: Dreamlands). Deep underground or underwater, in Dreamlands.
2. Hermit Crab, Giant (2+1 HD, animal). Ocean, coastline.
3. Spider Crab, Giant (6 HD, animal). Ocean (underwater only).

Crocodile

1. Dwarf Crocodile (1 HD, animal). Temperate to tropical swamps, lakes, rivers, jungles.

2. Gharial (1+1 HD, humanoid). Temperate to tropical swamps, lakes, rivers, jungles.
3. Khumbira (7+4 HD, extraplanar: demon). Shad-owlands, or as summoned monster.

Cyclops

1. Biclops (13+2 HD, giant). Barren, hills, islands.
2. Cyclopskin (3 HD, humanoid). Barren, hills, islands.
3. Triclops (11 HD, giant). Barren, hills, islands.

Djinn

1. Kahan (8+2 HD, extraplanar: elemental). Elemental Matrix, or as summoned monster.
2. Rithlu (6+1 HD, extraplanar: elemental). Elemental Matrix, or as summoned monster.
3. Viblex (8+1 HD, extraplanar: elemental). Elemental Matrix, or as summoned monster.

Doppelganger

1. Changeling (1 HD, humanoid). Any, prefers settled/city.
2. Metamorph (3 HD, humanoid). Any.
3. Skin-stealer (6 HD, undead). Any, prefers settled /city.

Dragon

1. Dracolich (Varies, template, undead). Any.
2. Dragonborn (1 HD, humanoid). Any, prefers settled/city.
3. Shadow Dragon (11 HD, dragon). Underground.

Dragon Turtle

1. Aspidochelone (60 HD, dragon). Ocean.
2. Dragon Snail (10 HD, dragon). Any, prefers, jungles, forests.
3. Skyswimmer (30 HD, dragon). Sky, high altitudes.

Driver Ant

1. Army Ant (2+2 HD, insect). Any except cold, prefers tropical, warm regions.
2. Fire Ant (3 HD, insect). Any except cold.
3. Formian (variable, humanoid). Any except cold.

Dryad

1. Oread (4 HD, humanoid: fey). Mountains, hills.
2. Leafblight Dryad (3 HD, humanoid: fey). Any, prefers forests.
3. Kelpie (5 HD, humanoid: fey). Lake/ocean/river.



Monsters by HD

Dracolich (variable, template, undead)
 Formian (variable, humanoid)
 Hivemother (template, insect)
 Larva (template, insect)

1 HD

Cave Cricket (1 HD, insect)
 Centipede, Huge (1 HD, insect)
 Changeling (1 HD, humanoid)
 Dragonborn (1 HD, humanoid)
 Dwarf Crocodile (1 HD, animal)
 Carcass Worm (1+1 HD, unusual)
 Drained One (1+1 HD, undead)
 Gharial (1+1 HD, humanoid)

2 HD

Awakened Cave Locust (2 HD, humanoid)
 Ctheruulgi (2 HD, extraplanar: Dreamlands)
 Drop Bear (2 HD, unexpected)
 Scolopen (2 HD, insect)
 Hermit Crab, Giant (2+1 HD, animal)
 Army Ant (2+2 HD, insect)

Lynx (2+2 HD, unusual)
 Night Flyer (2+2 HD, flyer)
 Scarlet Worm (2+2 HD, dragon)

3 HD

Cave Fisher (3 HD, insect)
 Cheetah (3 HD, animal)
 Cyclopskin (3 HD, humanoid)
 Fire Ant (3 HD, insect)
 Giant Dire Bat (3 HD, flyer)
 Leafblight Dryad (3 HD, humanoid: fey)
 Megalopede (3 HD, insect)
 Metamorph (3 HD, humanoid)
 Water Beetle (3 HD, insect)
 War Camel (3+1 HD, animal)
 Elaph (3+1 HD, unusual: fey)
 Aordu (3+2 HD, extraplanar: fey)

4 HD

Camelops (4 HD, prehistoric animal)
 Fetch (4 HD, unusual)
 Intelligent White Ape (4 HD, humanoid)
 Oread (4 HD, humanoid: fey)
 Varaz (4 HD, unusual)
 Shagluihu (4+1 HD, unusual)
 Caterwaul (4+2 HD, unusual)

5 HD

Anibes (5 HD, unusual)
 Irighiri (5 HD, extraplanar: demon)
 Kelpie (5 HD, humanoid: fey)
 Mobat (5 HD, flyer)
 Peacockarice (5 HD, flyer)

6 HD

Blood Pudding (6 HD, ooze)
 Brown Pudding (6 HD, ooze)
 Muraga (6 HD, unusual: Dreamlands)
 Reshla (6 HD, unusual)
 Skin-stealer (6 HD, undead)
 Slicer Beetle (6 HD, insect)
 Spider Crab, Giant (6 HD, animal)
 Absalom Basilisk (6+1 HD, dragon)
 Cryolisk (6+1 HD, dragon)
 Paralisk (6+1 HD, dragon)
 Rithlu (6+1 HD, extraplanar: elemental)
 Lion, Spotted (6+2 HD, prehistoric animal)
 Pyrotrice (6+2 HD, flyer)
 Blink Wolf (6+4 HD, unusual)

7 HD

Basimera (7 HD, dragon)
 Chuul (7 HD, abomination: Dreamlands)

Corpse Worm (7 HD, undead)
 Eresaba (7 HD, extraplanar: fey)
 Giant Boar (7 HD, animal)
 Arkto (7+1 HD, extraplanar: fey)
 Khumbira (7+4 HD, extraplanar: demon)
 Gelusti (7+7 HD, extraplanar: Dreamlands)

8 HD

Crimson Pudding (8 HD, ooze)
 Hellmera (8 HD, dragon)
 Viblex (8+1 HD, extraplanar: elemental)
 Kahan (8+2 HD, extraplanar: elemental)

9 HD

Arctic Pudding (9 HD, ooze)
 Hydramera (9-12 HD, dragon)
 Greater Basilisk (9+1 HD, dragon)
 Tunnel Worm (9+3 HD, insect)
 Nidhogg (9+4 HD, unusual)

10 HD

Dragon Snail (10 HD, dragon)
 Giant White Ape (10 HD, animal)
 Gorgimera (10 HD, dragon)
 Helminth (10 HD, dragon)

11 HD

Bandara (11 HD, extraplanar: demon)
 Shadow Dragon (11 HD, dragon)
 Triclops (11 HD, giant)

12 HD

Rocatrice (12 HD, flyer)

13 HD

Biclops (13+2 HD, giant)

14 HD

Bear, Giant (14 HD, animal)

A lot of HD

Skyswimmer (30 HD, dragon)
 Aspidochelone (60 HD, dragon)

Monsters by Category

Humanoid

Awakened Cave Locust (2 HD, humanoid). Underground, cities.
 Changeling (1 HD, humanoid). Any, prefers settled /city.
 Cyclopskin (3 HD, humanoid). Barren, hills, islands.
 Dragonborn (1 HD, humanoid). Any, prefers settled /city.
 Gharial (1+1 HD, humanoid). Temperate to tropical swamps, lakes, rivers, jungles.
 Intelligent White Ape (4 HD, humanoid). Barren, hills, mountains.
 Metamorph (3 HD, humanoid). Any.

Flyer

Giant Dire Bat (3 HD, flyer). Underground, thick forests.
 Mobat (5 HD, flyer). Underground, thick forests.
 Night Flyer (2+2 HD, flyer). Underground.
 Peacockarice (5 HD, flyer). Any, prefers woods.
 Pyrotrice (6+2 HD, flyer). Any.
 Rocatrice (12 HD, flyer). Any.
 Skyswimmer (30 HD, dragon). Sky, high altitudes

Insect

Cave Cricket (1 HD, insect). Underground.
 Cave Fisher (3 HD, insect). Underground.
 Centipede, Huge (1 HD, insect). Any except cold.
 Hivemother (template, insect). Any except cold.
 Larva (template, insect). Any except cold.
 Megalopede (3 HD, insect). Any except cold.
 Slicer Beetle (6 HD, insect). Any except cold.
 Water Beetle (3 HD, insect). Lake/river

Giant

Biclops (13+2 HD, giant). Barren, hills, islands.
 Triclops (11 HD, giant). Barren, hills, islands.

Animal

Army Ant (2+2 HD, insect). Any except cold, prefers tropical, warm regions.
 Cheetah (3 HD, animal). Grasslands, savannas.

Hermit Crab, Giant (2+1 HD, animal). Ocean, coastline.

Drop Bear (2 HD, unexpected). Forests.

Dwarf Crocodile (1 HD, animal). Temperate to tropical swamps, lakes, rivers, jungles.

Fire Ant (3 HD, insect). Any except cold.

Spider Crab, Giant (6 HD, animal). Ocean (underwater only).

War Camel (3+1 HD, animal). Desert, barren.

Ooze

Arctic Pudding (9 HD, ooze). Arctic/cold.

Blood Pudding (6 HD, ooze). Any.

Crimson Pudding (8 HD, ooze). Any.

Brown Pudding (6 HD, ooze). Swamp, jungle, marsh.

Dragon

Aspidochelone (60 HD, dragon). Ocean.

Basimera (7 HD, dragon). Any.

Dragon Snail (10 HD, dragon). Any, prefers, jungles, forests.

Gorgimera (10 HD, dragon). Any.

Hellmera (8 HD, dragon). Any.

Helminth (10 HD, dragon). Any except cold, thick forests, or swamps.

Hydramera (9-12 HD, dragon). Any.

Scarlet Worm (2+2 HD, dragon). Any except cold, thick forests, or swamps.

Unusual

Absalom Basilisk (6+1 HD, dragon). Any.

Anibes (5 HD, unusual). Plains, savannas.

Blink Wolf (6+4 HD, unusual). Any, prefers forests.

Carcass Worm (1+1 HD, unusual). Any, underground.

Caterwaul (4+2 HD, unusual). Any, prefers forests.

Chuul (7 HD, abomination: Dreamlands). Deep underground or underwater, in Dreamlands.

Cryolisk (6+1 HD, dragon). Arctic or cold regions.

Fetch (4 HD, unusual). Any.

Formian (variable, humanoid). Any except cold.

Greater Basilisk (9+1 HD, dragon). Any.

Lynx (2+2 HD, unusual). Cold, mountains.

Nidhogg (9+4 HD, unusual). Any, graveyards, charnel fields.

Paralisk (6+1 HD, dragon). Any.

Reshla (6 HD, unusual). Barrens, hills.

Scolopen (2 HD, insect). Any except cold.

Varaz (4 HD, unusual). Any.

Fey

Aordu (3+2 HD, extraplanar: fey). Any, Faery.

Arkto (7+1 HD, extraplanar: fey). Faery, thick forests.

Elaph (3+1 HD, unusual: fey). Faery, dense forests.

Eresaba (7 HD, extraplanar: fey). Any, Faery.

Kelpie (5 HD, humanoid: fey). Lake/ocean/river.

Leafblight Dryad (3 HD, humanoid: fey). Any, prefers forests.

Oread (4 HD, humanoid: fey). Mountains, hills.

Undead

Corpse Worm (7 HD, undead). Any, found near graveyards or battlefields.

Drained One (1+1 HD, undead). Near vampire bat lairs.

Dracolich (Varies, template, undead). Any.

Skin-stealer (6 HD, undead). Any, prefers settled/city.

Miscellaneous

Summoned

Bandara (11 HD, extraplanar: demon). Shadowlands.

Ctheruulgi (2 HD, extraplanar: Dreamlands). Underground in Dreamlands.

Irighiri (5 HD, extraplanar: demon). Shadowlands or as summoned monster.

Gelusti (7+7 HD, extraplanar: Dreamlands). Dreamlands or as summoned monster.

Kahan (8+2 HD, extraplanar: elemental). Elemental Matrix, or as summoned monster.

Khumbira (7+4 HD, extraplanar: demon). Shadowlands, or as summoned monster.

Muraga (6 HD, unusual: Dreamlands). Any, Dreamlands.

Rithlu (6+1 HD, extraplanar: elemental). Elemental Matrix, or as summoned monster.

Viblex (8+1 HD, extraplanar: elemental). Elemental Matrix, or as summoned monster.

Prehistoric

Bear, Giant (14 HD, animal). Forests, hills, barren, prehistoric regions.

Camelops (4 HD, prehistoric animal). Desert, barren, prehistoric.

Giant Boar (7 HD, animal). Any, prehistoric regions.

Giant White Ape (10 HD, animal). Barren, hills, mountains, forests, or prehistoric locales.
Lion, Spotted (6+2 HD, prehistoric animal). Grasslands, savannas.

Subterranean

Shadow Dragon (11 HD, dragon). Underground.
Shagluehu (4+1 HD, unusual). Underground.
Tunnel Worm (9+3 HD, insect). Underground.

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Version 1.0a

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