

MONSTERARIUM

AN ECOSYSTEM OF THE CUTE AND THE WEIRD



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DESIGNED FOR USE WITH

**OLD-SCHOOL
ESSENTIALS**

MONSTERARIUM

an ecosystem of the cute & the weird

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

Although divided between Monsters and Creatures of the Wood, this is a bit of a false distinction. Not all of the Monsters want to hurt you. And certainly not all of the Creatures will be your friend. But that's going to be your story to tell, not ours.

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pacific northwest
role-playing game alliance



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MONSTERS

“I want monsters to surprise me.”

China Miéville

AL

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

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

Al is mostly invisible, and travels in a slightly different realm, but it must take visible form to attack.

After a successful liver theft, or when they need to flee, Al needs to enter a body of water to revert into the invisible form and escape.

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

Alignment:

Chaotic

Movement: 120

Armor Class: 12

Hit Dice: 3

Attacks: 1 (Bite)

Damage: 1d6

Save: 8

Specials

INVISIBLE

As per *Invisibility 10' Radius*.

MIRROR WORLD

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

REND

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

Weaknesses

BLADEWARY

Will flee if confronted by sharp objects.



CORD LEG

CORD LEG appears as a person in need of help sitting by the adventurers' path. It pleads to adventurers for help. It sounds honest and it takes magic such as *Detect Evil* to see through their subterfuge.

They will ask the adventurer to carry them home; if the person agrees, the creature will release its long serpent-like legs and grab tight to the adventurer.

It will now provide a huge minus to the adventurer's Charisma. Cord Leg will not let go and if threatened they can easily suffocate the adventurer.

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

There are ways to get rid of Cord Leg. For example: secretly poisoning or sedating it, or outwitting it and tricking them into letting the adventurer go. After successfully getting rid of the Cord Leg (if it was carried around for more than one day) the adventurer will gain +1 Strength.

Alignment:

Chaotic

Movement: 90

Armor Class: 12

Hit Dice: 1

Attacks: 1

Damage: 1d6

Save: 12

Specials

These apply to any characters ridden by a Cord Leg.

ENCUMBRANCE

Automatically become encumbered.

INADVERTENT ARMOR

AC becomes 2 better.

SUFFOCATE

Each round, **save vs breath weapon** or die.

UNSETTLING

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



EJDOHOGO

EJDOHOGO is an ancient dragon rarely seen by mortal eyes. It is covered with semi-transparent feathers that change color with the changing of the light. It has a peacock-like tail that shows a thousand shapes and colors.

The tail mesmerizes by creating phantasms that send characters into illusory adventures.

If the illusion is broken, Ejdrogo might be slain and its feathers can fetch a high price (each feather is worth 1000 GP) in the right market.

If the illusory adventure is completed in an improper manner, the adventurers will wake up almost dead (1 HP) due to thirst and hunger.

Ejdrogo would like to feast on them like that, for dehydrated adventurers are the ultimate delicacy. The best they can do is to get away.

There is a 50 percent chance Ejdrogo might have feasted upon each of the NPC's, if any are present.

Alignment:

Neutral

Movement: 140

Armor Class: 18

Hit Dice: 6

Attacks: 1

Damage: 1d20

Save: 8

Specials

TAIL ILLUSION

All who see the tail **save vs magic**. If all present fail, the next adventure session will be utterly bizarre and completely illusory.

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



FAUX SIREN



FAUX SIREN is a plant and operates on instinct and hunger. If you come across a beautiful maiden deep into the jungle, her hair shiny with a delicate floral wreath at the edge of the cap that cascades down her silk-embroidered gown, you might want to think twice before pursuing her.

There are sentient, bog-like gashes in dark corners of the jungle that have learned to mimic things sure to lure their victims.

If an adventurer is accompanied by another creature such as the Cord Leg, it might warn them of the danger.

Specials

SIREN CALL

All present must **save vs magic** or fall under the Siren Call for 1d4 rounds. Those who fail often drown in the murky bogs that Faux Sirens call home.

GLAMOUR

When the Faux Siren senses danger or is actively attacked, she will use her glamour. This causes a randomly determined opponent to defend her as long as she is present (No Save). She will slip away unseen into the bogs during this fight.

Alignment:

Chaotic

Movement: 120

Armor Class: 12

Hit Dice: 3

Attacks: 1

Damage: 1d4

Save: 4



HAIR THAT HAD A HUMAN

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

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

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

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

Alignment:

Neutral

Movement: 130

Armor Class: 12

Hit Dice: 3

Attacks: 1

Damage: 1d6

Save: 10

Specials

ENTRAPMENT

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

SWIFT

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



LICH QUEEN

THE LICH QUEEN was created by practicing a lifetime of death magic.

Her hordes of undead are clad in festive garments, some have bones or flesh colored in garish pastels, and many carry flags of bright colors, flowers, garlands and more.

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

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

Spells

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

SUMMON ZOMBIE

Raises 1d12 zombies instantly.

BECOME ZOMBIE

Save vs magic or after death become one of the zombies that serve her.

Zombie

Armor Class 8 [11] **Hit Dice** 2 (9hp)
Attacks 1 × weapon (1d8 or by weapon) **THAC0** 18 [+1] **Movement** 60' (20') **Saving Throws** D12 W13 P14 B15 S16 (I) **Morale** 12 **Alignment** Chaotic **XP** 20 **Number Appearing** 2d4 (4d6) **Treasure Type** None

SUMMON SKELETON

Raises d100 Skeletons instantly.

BECOME SKELETON

Save vs magic or instantly your flesh melts away and you become a skeleton warrior to serve your Queen.

Skeleton

Armor Class 7 [12] **Hit Dice** 1 (4hp)
Attacks 1 × weapon (1d6 or by weapon) **THAC0** 19 [0] **Movement** 60' (20') **Saving Throws** D12 W13 P14 B15 S16 (I) **Morale** 12 **Alignment** Chaotic **XP** 10 **Number Appearing** 3d4 (3d10) **Treasure Type** None

Alignment:

Chaotic

Movement: 110

Armor Class: 16

Hit Dice: 4

Attacks: 1

Damage: Spells

Save: 8



LOOT WYVERN

Alignment:

Neutral

Movement: 120

Armor Class: 20

Hit Dice: 5

Attacks: 2

Damage: 2d8

Save: 13



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

Loot Wyverns are found in groups in 1d4, almost always with a partner. They defend treasure with fierce passion and if it appears they are losing they will attempt to eat all of the treasure before it can be taken.

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

Specials

AMBUSH

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

BITE

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

CLAW

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

DEVOUR

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

FLY

They don't use their wings much, but all wyverns can fly and some rise to the ceiling before dropping down like an angry cat to attack. This gives them +2 to their attack.



NIGHT HAGS

NIGHT HAGS approach the sleeping PC in the form of a raven. They land on a sleeping body and change into a demon that grows to the victim's precise size, then lays on top of the sleeping person.

There is a one in 10 chance per night the Night Hag will attack (doubled in the **Wood**.)

They might kill the person if no one is awake around, but they are not always interested in killing.

They cannot rest, so often they steal sleep from humans in this manner.

Of course the surviving character will not regenerate health or energy or mana or any other thing that would regenerate during sleep.

If the character wakes up they can struggle with the Night Hag to throw them off their body.

If by any chance they grab the Night Hag's nose they can persuade it to show them their secret treasure stash.

They have one chance to do this and must roll a natural 20 on the attempt. If they do this, the Night Hag will take them to her hoard. Treasure Type: F.

Alignment:

Chaotic

Movement: 120

Armor Class: 14

Hit Dice: 2

Attacks: 1

Damage: 1d6

Save: 10



PERI

PERI live in an exquisite paradise and only at times visit the mortal realm. In paradise, they gain immortality from succulent lotus flowers. In this realm, they go for the nearest thing they find blood.

They prefer humans above all else, but demihumans and animals are acceptable too. Like leeches, they grow larger and larger the more blood they consume.

They begin life around three inches/ eight cm but can swell in size indefinitely. Some have been recorded four or five times larger but scholars believe that is only the beginning.

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

Alignment:

Chaotic

Movement: 160

Armor Class: 17

Hit Dice: 1

Attacks: 1

Damage: 1d4

Save: 14

Specials

SING

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

SWIRL

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

SUCK

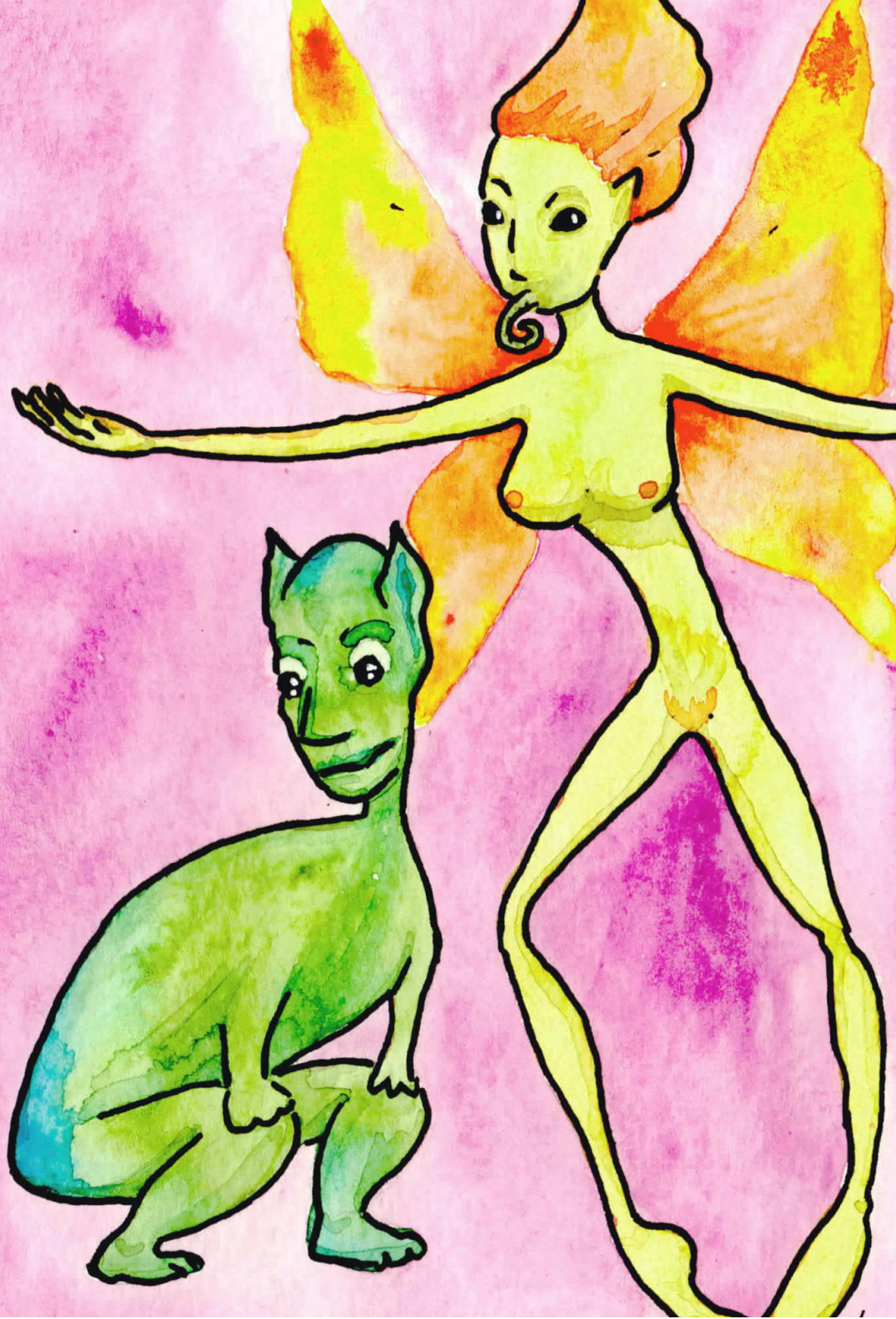
A non-ending thirst for blood. For each successful attack, they drain d4 Constitution and gain that much in height (cm) and relative girth.

Constitution lost in such manner will be regained at one point per week, unless reduced to zero, at which point death results.

Weaknesses

Ironwary

Takes double damage from iron weapons.



TREMULOUS TROLL

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

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

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

Alignment:

Lawful

Movement: 120

Armor Class: 19

Hit Dice: 5

Attacks: 1

Damage: 1d10

Save: 16

Specials

FUNGI - (if eaten)

1. **Fell** - for d4 rounds.

2. **Acid Spittle** - Each bunch of saliva has a 50 percent chance of turning into acid upon contact. The acid destroys normal armour immediately and inflicts 2d8 damage per round.

3. **Stony Skin** - Grants 18 AC.

4. **Stinking Cloud** - as per spell.

5. **Mist** - as per *Wall of Fog*.

6. **Regenerate** - Gain Healing Capacity, as listed below.

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

Weaknesses

SUNWARAY

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

BLADEWARAY

Will flee if confronted by sharp objects.



CREATURES OF THE WOODS

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

Kenneth Grahame

WANDERING WOMAN



THE FAUN

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

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

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

Alignment:

Lawful

Movement: 140

Armor Class: 22

Hit Dice: 10

Attacks: N/A

Damage: ---

Save: 3

Specials

BEFUDDLE

He will cast a spell of forgetfulness on all those he helps. There is a 20 percent chance each morning in the **Wood** that the characters will have been helped by The Faun earlier but have no concrete memory of it.

REVELRY

Often on pipes, but in practice through any means, including dance, the Faun can incite a full-on revelry. PCs must **save vs paralysis** or dance their booties off for 3d6 hours, after which they will collapse where they stand and sleep for 1d10 hours. Many strange beings will join this shindig.

PANIC

Blind flight impulse kicks in and all who fail a **save vs breath weapon** will flee for d20 hours.



FLYING GOLDENFISH



FLYING GOLDENFISH are difficult to find. It is said there is a mysterious city on the hills of a mountain far from reach of ordinary. The city is gloriously beautiful.

It looks empty but it is filled with objects and mysteriously things happen. Some chests are full of treasures and exotic stones and when you take some the next day it is filled with treasures again.

At night its street lights become lit and red Goldenfish float around it as if they were moths. These Goldenfish are the only living thing visible in the city. Some believe that eating of these will give you powers. It gives strength say the ones who believe that the God of Strength herself had such a fish pond. It gives wisdom say the ones who think the God of Wisdom rode on the back of one of the fish to the realm of the mortals.

It gives you eternal life says the alchemists who know tales of the scholar who became a demigod upon swallowing a Goldenfish. It brings death say the skeptics mockingly. But the truth is that consuming one enrages the terrifying denizens of the town that occupies another plain of existence. They might send the fiendish AI to hunt down the pitiful mortal who disturbed the fish.

Alignment:

Lawful

Movement: 20

Armor Class: 12

Hit Dice: 1

Attacks: N/A

Damage: ---

Save: N/A

But a mortal wise enough to capture a Goldenfish but not harm it will have an entirely different realm of possibility.

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

EAT A FISH (effects last 24 hrs)

1. Gain d4 STR
2. Gain d4 WIS
3. Saves improve by d4
4. Lose d10 HP
5. Gain d6 max HP
6. Lose d6 max HP
7. Gain +1 to attack
8. Roll again, effect is permanent



HARPY SUMMONER

HARPY SUMMONERS come from a realm that men and kings have no name for. The mountains are where oppressed women have been gathering for generations. In their language, the women call them the Lajwardian Mountains, based on legends of an island of freedoms.

Twice the armies of Man have marched into the Lajwardian Mountains, and twice they have not returned. For these women, who value their personal freedom above all else, have the power to summon Harpies. Some claim, unjustly, that these harpies are their offspring.

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

A Harpy Summoner can summon d6 harpies per day.

Alignment:

Chaotic

Movement: 120

Armor Class: 13

Hit Dice: 1

Attacks: 1

Damage: 1d4

Save: 14

HARPIES

AC 7 [12], **HD** 3* (13hp), **Att** 2 × claw (1d4), 1 × weapon (1d6 or by weapon), 1 × song (charm), **THACo** 17 [+2], **MV** 60' (20') / 150' (50') flying, **SV** D12 W13 P14 B15 S16 (3), **ML** 7, **AL** Chaotic, **XP** 50, **NA** 1d6 (2d4), **TT** C

► **Charm:** Anyone who hears the song of a group of harpies must save versus spells or be charmed: move towards the harpies (resisting those who try to prevent it); defend the harpies; obey the harpies' commands (if understood); unable to cast spells or use magic items; unable to harm the harpies. A character who saves is unaffected for the rest of the encounter. Killing the harpies breaks the charm.

► **Magic resistance:** +2 to all saving throws.

► **Special Snatch:** After two successful rake attacks, steal a random item or weapon from their victim.



TORCHBEARER

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

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

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

The Torchbearer is no longer a warrior and cannot match the might of any foe, but she has mastered the Powers Luminous.

She can invoke her powers at will, upon as many targets as she wishes, and the effects last for 4d6 hours. Anyone bestowed with one of her powers will glow faintly for next d12 months.

Alignment:

Lawful

Movement: 130

Armor Class: 12

Hit Dice: 1

Attacks: 1

Damage: 1d4

Save: 16

POWERS LUMINOUS

LIGHT OF NAVIGATION

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

LIGHT OF REVELATION

This light grants wisdom where before only ignorance dwelt. Gain 1 Wisdom.

LIGHT OF SUSTENANCE

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



KEEJA

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

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

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

She hates all adventurers and travelers; especially humans and elves and dwarves and halflings. In other words, she cannot be reasoned with and is petty and vindictive.

Alignment:
Chaotic

Movement: 160

Armor Class: 17

Hit Dice: 3

Attacks: 1

Damage: 1d4

Save: 14

Specials

GHASEDAK

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

SUP

Keeja can eat that hardy resistance in adventurers that is measured by their Saving Throws. She will drop down, unseen (5 in 6 chance of surprise), and feast upon the PC with the best Saving Throws. Each round she sups, she worsens their Saves by d2 and increases her health by the same number.



SPATE NYMPH

THE SPATE NYMPH is both too apathetic and too independent to follow any master save for her own whims and she is, or she claims to be, the eldest creature in the Wood.

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

Those who see the Spate Nymph are stunned by her beauty and will forever more doubt themselves (lose 1d3 Charisma).

She is wise though forgetful and can impart great knowledge, if seemingly by accident. Her fish, if beseeched with great courtesy, grants up to 3 *Wish* spells.

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

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

Alignment:

Chaotic

Movement: 120

Armor Class: 16

Hit Dice: 2

Attacks: 1

Damage: 1d4

Save: 7

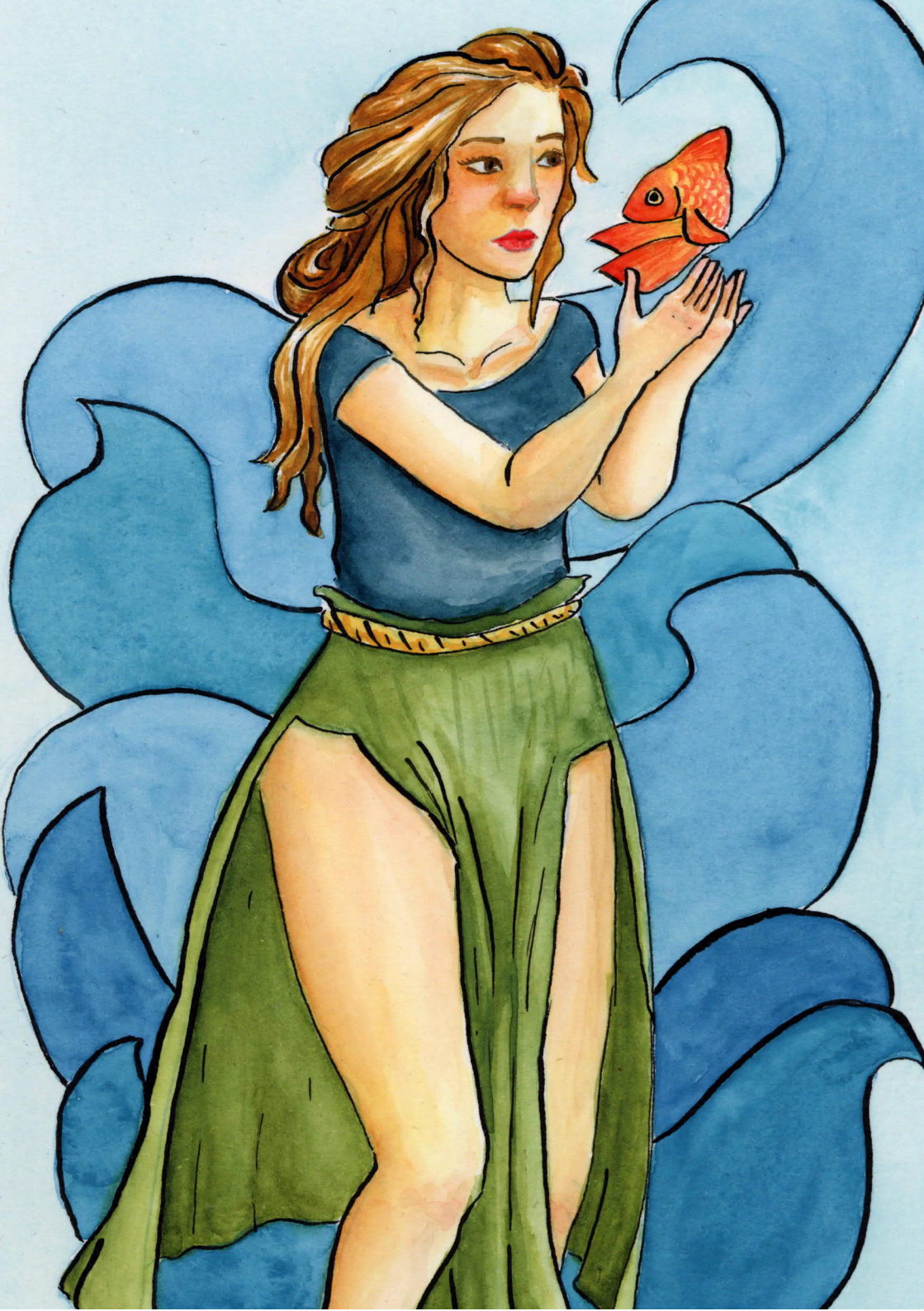
Specials

IMMUNE

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

NATURAL WORLD -

Her knowledge of all things in nature is unsurpassed. Using natural ingredients, she can create healing, poisons, or any spell effect up to 6th level. She will make these for any adventurer who politely asks.



WISP WARRIOR

WISPS are things of magic that live out of human sight, on the edge of the Wood or the bleak wasteland north of it. A Wisp is created where conflation of energy causes new crystals to be formed.

At the beginning these crystals are tiny but they grow as the wisp grows stronger. The crystals are held in vials at the center of the wisps body. A wisp cannot be separated from its vial and when its vial is broken it is destroyed.

A Wisp of lower levels does not have a form. Its body is the field of energy that surrounds its vial. Objects do not cut through wisps body and the only way to contro a Wisp is through magic. Objects and weapons that pass through the energy field are damaged (ie: a sword does 1d8 damage will now do 1d8 -1) Arrows, torches, rations, etc are destroyed.

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

A Wisp Warrior of level 1 uses a wisp sword. To gain more weapons they need special stones, gained as they level up, 1 per level. (See Wisp Stones on page 43). For example a Wisp of level two can have two weapons, level five can wield five weapons, etc.

Alignment:

Chaotic

Movement: 120

Armor Class: 15

Hit Dice: 3

Attacks: 2

Damage: 1d6

Save: 17

Specials

IMMATERIAL

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

WEND

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



WISP WIZARD

WISP WIZARDS are created upon the rare occasion that a Wisp Warrior realizes that using weapons are not to their liking. They are filled with an arcane ennui and many of these lose corporeal form and return to the eldritch energies they came from.

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

These Wizards are more commonly found than the ethereal Wisp Warriors, for they immerse themselves in the affairs of King and Faun. Some have recently begun to collect the Wisp Stones and thusly gain great power.

The Faun himself fears the rise of a Wisp Wizard Warlord, though he takes no actions save observation and deep musing. They would greatly love to consume the Torchbearer, but as of yet she remains unaware of the danger.

Alignment:

Chaotic

Movement: 120

Armor Class: 15

Hit Dice: 4

Attacks: 1

Damage: Magic

Save: 14

Specials

CONSUME

Any character affected by the Torch Bearer can be instantly eaten by the Wisp Wizard. He gains one level per character eaten.

INVISIBILITY

As per *Invisibility 10' Radius*.

WHITE LIGHTNING

Channels powerful energies, does d20 damage.



WISP STONES

Stones

The Wisps do not level up via experience. Instead they grow in power from finding powerful wisp stones. When a new stone is found the Wisp Warrior rolls on a table to identify the type of stone. Each stone type allows a different type of weapon.

If a Wisp happens to have two of the same weapons they will be able to dual or triple wield, the Wisp would have to roll hit and damage separately (-1 for each other roll) for each.

The Wisp cannot wield two different types of weapons in 1 round. So if they are wielding 3 swords the hit and damage rolls of the second sword would be -1 each, and for the third sword the hit and damage rolls would be -2 each.

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

WISP STONES

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

DESIGNATION OF PRODUCT IDENTITY

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