



Image by Stan Morrison, © Frog God Games

[Isn't this image great? The gump looks completely awful, like he's going to enjoy every second of killing you. I'm not the only one with a fondness for ol' Gumpy. This monster also appears in the slightly-more-complicated retroclone Basic Fantasy. Incidentally, I'm going to be putting a pause on the Swords and Wizardry creatures for a while. Switch to other projects, but I do intend on coming back to *Monstrosities*!]

## **Gump**

### **CR 5 CE Monstrous Humanoid**

*This creature is humanoid, with a blubbery body and stocky limbs. Its hands are tipped with claws, its face is dominated by shark-like teeth, and its eyes are sunken and staring.*

Gumps are sadistic monsters native to the Darklands. They believe that fear seasons the meat, and so engage in kidnapping, traps and torture before finally killing a foe. The only time a gump feels joy is when causing pain or death. Their gaze is paralyzing, and gumps use this to both hunt prey and engage in their fondness for torment. In combat, a gump will focus on a paralyzed foe first, hoping to knock them unconscious to drag back to their lairs for more fun.

Gumps are communal among their own kind, but bicker and fight with each other constantly. The strongest gumps are the ones in charge, and they enforce their rule with violence. Gumps seem to take pride in their relative ignorance, and are bitter towards more intellectually minded creatures. As such, mages are often the victims of their most drawn out tortures. Gumps have a fondness for blood sports, which they watch from high platforms to avoid their paralyzing gaze giving one side an unfair advantage. Unless their favorite combatant loses. They love to show off their riches, and many powerful gumps wear mismatched jewelry, carry magic items they don't know how to use, and engage in other ostentatious displays.

### **Gump CR 5**

**XP 1,600**

CE Medium monstrous humanoid

**Init** +0; **Senses** darkvision 60 ft., Perception +8

Defense

**AC** 18, touch 10, flat-footed 18 (+8 natural)

**hp** 57 (6d10+24)

**Fort** +5, **Ref** +5, **Will** +7

**Immune** paralysis; **Resist** cold 10

Offense

**Speed** 30 ft.

**Melee** sap +8 (1d6+2 nonlethal), claw +6 (1d4+1), bite +6 (1d8+1) or 2 claws +8(1d4+2), bite +8 (1d8+2)

**Special Attacks** paralyzing gaze

Statistics

**Str** 14, **Dex** 11, **Con** 18, **Int** 9, **Wis** 10, **Cha** 13

**Base Atk** +6; **CMB** +8; **CMD** 18

**Feats** Iron Will, Multiattack, Skill Focus (Perception)

**Skills** Climb +8, Craft (traps) +5, Intimidate +7, Perception +9, Stealth +6, Swim +8

**Languages** Undercommon

Ecology

**Environment** underground

**Organization** solitary, gang (2-6) or band (7-12)

**Treasure** standard (sap, other treasure)

Special Abilities

**Paralyzing Gaze (Su)** Range 30 ft.; Fort DC 14; paralyzed 1d4+1 rounds. The save DC is Charisma based.