

GURPS®

Fourth Edition

DUNGEON FANTASY MONSTERSTM 1



Written by PETER V. DELL'ORTO and SEAN PUNCH

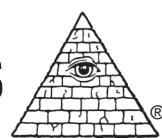
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INTRODUCTION

A “monster” is any fantastic or unnatural creature – either sapient, like a dragon, or nonsapient, like a flesh-eating slime – that lacks a civilization.

– *GURPS Basic Set*

GURPS Dungeon Fantasy is about killing monsters and taking their stuff. For that to work, you need monsters – lots of monsters! There are already many such critters lurking where you might not expect them:

- *Dungeon Fantasy 2: Dungeons* offers 19 creatures that exist to mangle, poison, and burn treasure-hunters.

- Many nonhuman races in *Dungeon Fantasy 3: The Next Level* are “civilized” on a technicality, becoming monsters when armed and placed in the heroes’ path. Corpse-eaters, ogres, reptilians, and trolls actually have Social Stigma (Monster). Then there’s orcs . . .

- Encountered in a dungeon, the entities in *Dungeon Fantasy 5: Allies* would serve delvers for lunch before serving them as doting pets. The 13 druidic allies and 10 animal familiars would be savage beasts in most contexts. The nine fantastic familiars are lesser supernatural monsters, some of them evil. And divine servitors would be called demons, Elder Things, or undead if unbound – especially if they have the Horrific or

Unholy lens, and/or embody such elements as Chaos, Darkness, Death, Deception, Disease, Evil, Fear, Fire, and War.

- *Dungeon Fantasy 6: 40 Artifacts* offers two evil spirits that lurk in treasure instead of guarding it.

- Everything in *Dungeon Fantasy 9: Summoners* – but especially the demons and undead – is as likely to be summoned to fight adventurers as to assist them.

- Even *Dungeon Fantasy 10: Taverns* gets in on the act, presenting a wrym and rats of unusual size (and hinting at stats for killer bunny rabbits).

But you can never have too many monsters!

The *Dungeon Fantasy Monsters* supplements – starting with this one – give the GM entirely new threats with which to challenge cocky heroes who are no longer afraid of as-Sharak, demonic clouds, and hellhounds (or whose players have read too many *Dungeon Fantasy* books!).

ABOUT THE AUTHORS

Peter V. Dell’Orto was born and raised in New Jersey. He started roleplaying in 1981, with *Dungeons & Dragons*, and has played **GURPS** since *Man to Man*. Active as a **GURPS** playtester, editor, and writer since 1996, he’s the author of numerous **GURPS** articles for *Pyramid* magazine and several e23 items (including *GURPS Dungeon Fantasy 12: Ninja*), and a coauthor of *GURPS Martial Arts* and *GURPS Low-Tech*. Peter loves to invent fantasy monsters, so these pages include a few choice beasties unleashed on his hapless players over the years. He’s also an enthusiastic martial artist, and has fought amateur MMA in the SHOOTO organization in Japan and in submission grappling in the U.S. He currently trains Kachin Bando and holds a *shodan* rank in Kendo. His other hobbies include reading, strength training, painting miniatures, and studying Japanese.

Sean “Dr. Kromm” Punch set out to become a particle physicist in 1985, ended up the **GURPS** Line Editor in 1995, and has engineered rules for almost every **GURPS** product since. He developed, edited, or wrote dozens of **GURPS Third Edition** projects between 1995 and 2002. In 2004, he produced the *GURPS Basic Set, Fourth Edition* with David Pulver. Since then, he has created *GURPS Powers* (with Phil Masters), *GURPS Martial Arts* (with Peter Dell’Orto), and the *GURPS Action*, *GURPS Dungeon Fantasy*, and *GURPS Power-Ups* series . . . and the list keeps growing. Sean has been a gamer since 1979. His non-gaming interests include cinema, cooking, and wine. He lives in Montréal, Québec with his wife, Bonnie, and their two cats, Banshee and Zephyra.

About **GURPS**

Steve Jackson Games is committed to full support of **GURPS** players. Our address is SJ Games, P.O. Box 18957, Austin, TX 78760. Please include a self-addressed, stamped envelope (SASE) any time you write us! We can also be reached by e-mail: info@sjgames.com. Resources include:

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Errata. Everyone makes mistakes, including us – but we do our best to fix our errors. Up-to-date errata pages for all **GURPS** releases, including this book, are available on our website – see above.

Rules and statistics in this book are specifically for the *GURPS Basic Set, Fourth Edition*. Page references that begin with B refer to that book, not this one.

CHAPTER ONE

THE MONSTERS

These monsters are presented without comment as to how appropriate they might be for a given adventure. The fair GM should ensure that delvers only have to *battle* monsters that they have a chance of defeating – but remember that combat isn't the only option. A deadly monster might occupy Room #1 of the heroes' first dungeon *if* there's a way to sneak past it, negotiate with it, or defeat it with a ploy.

And while the scariest Things customarily hoard the biggest treasures, this is mainly because they can extort wealth from less-scary Things. A boss monster that resides far from villages and the lairs of lesser creatures would have few opportunities to plunder. Conversely, fodder monsters might dwell in a mine full of diamonds that they regard as worthless rocks. In cases like the latter, of course, there must be *some* reason why other delvers (or boss monsters!) haven't confiscated the goodies yet: curses, numbers, rough terrain, traps . . . preferably several things at once.

Thus, it's up to the GM to decide how many of what monsters to use, and what loot they guard. These are just the stats!

*They saw there as well the
strangest thing lying prone near
their leader on the field: the flying
fire-drake, fearsome and grisly
fiend, all scorched with flames.*

– *Beowulf*

Reading Monster Stats

The creatures in *Dungeon Fantasy Monsters 1* use the stats format on p. 21 of *Dungeons*. Unlike those in *Allies* and *Summoners*, their character-point values aren't shown. That's because they aren't intended as Allies or Alternate Forms, and sometimes have abilities that are annoying to replicate with advantages (although the GM is quite welcome to *try*, if he prefers doing math to running adventures).

ST, DX, IQ, HT, HP, Will, Per, FP, Speed, and Move: These basic attributes and secondary characteristics mean exactly what they do for heroes and every other creature in *GURPS*. Creatures with ST 0 aren't tangible and can't pick up objects, grab or be grabbed, etc., while those with IQ 0 are vegetables that react reflexively and don't use tactics.

SM: This affects all rolls to hit the monster. Multiply the energy cost to cast Regular spells on it by $(1 + SM)$. The stats *already* reflect other effects, such as increased Reach.

Dodge and Parry: These defenses are prefigured from DX, Basic Speed, and combat skills, and *already* include bonuses for Combat Reflexes and Enhanced Defenses – don't add these again.

DR: This is *total* DR from natural and artificial sources. Only creatures noted as wearing armor have it. The GM is free to add more DR if, say, an evil wizard casts Armor spells on or rivets metal plates to his guardian monsters.

Attacks: These are listed by attack name. For strikes and grapples, the number in parentheses is effective skill.

For afflictions, curses, venoms, etc., it's the resistance roll, which might be a simple attribute roll or a Quick Contest against the victim's score. Damage scores are *final*, and already consider bonuses for the Brawling skill, the Claws or Striker advantage, etc.

Traits: Advantages or disadvantages important in dungeon fantasy. For brevity's sake, DR and attacks aren't listed a second time, and "color" traits don't appear at all. If it matters that a monster speaks Elvish or suffers from Jealousy, the GM can add this.

Skills: Any skills possessed by all monsters of this type. Exceptional specimens might have different skill lists. Those with IQ 6+ are sapient and capable of learning almost any skill!

Class: *Animal* (*Giant* if huge, *Dire* if mutant; all are affected by Animal Handling and Animal spells), *Construct* (entirely incorruptible), *Demon* (evil, and subject to the Banish spell), *Divine Servitor* (treat as demons, but not necessarily evil), *Elder Thing* (insane, and *not* vulnerable to Banish), *Elemental* (affected by Banish and Control Elemental), *Faerie*, *Hybrid* (as *Animal*, but requires a special subset of Animal spells), *Mundane* (has vital areas), *Plant* (affected by Plant spells), *Slime* (diffuse, and immune to most Animal and Plant spells), or *Undead* (can be turned with True Faith).

Notes: Anything else of importance – including exceptions to listed stats or these guidelines.

BRONZE SPIDER

These eight-legged jumping spiders are constructed from sacred bronze and animated with divine power. While intelligent, their minds are alien and coldly mechanical. Consensus among clerics is that they were forged to patrol and maintain the secret tunnels to a divine realm – some say the lair of a bizarre clockwork god. In combat, they cling to walls and ceilings, jumping great distances and attacking from weird angles (-2 to enemy defenses). Their stone-cutting “mandibles” are intended for working on dungeon walls but are equally good at slicing up foes. Other than outward appearance, they have little in common with genuine spiders; notably, they lack venom and don’t spin webs.

Spiders? Try Cockroaches!

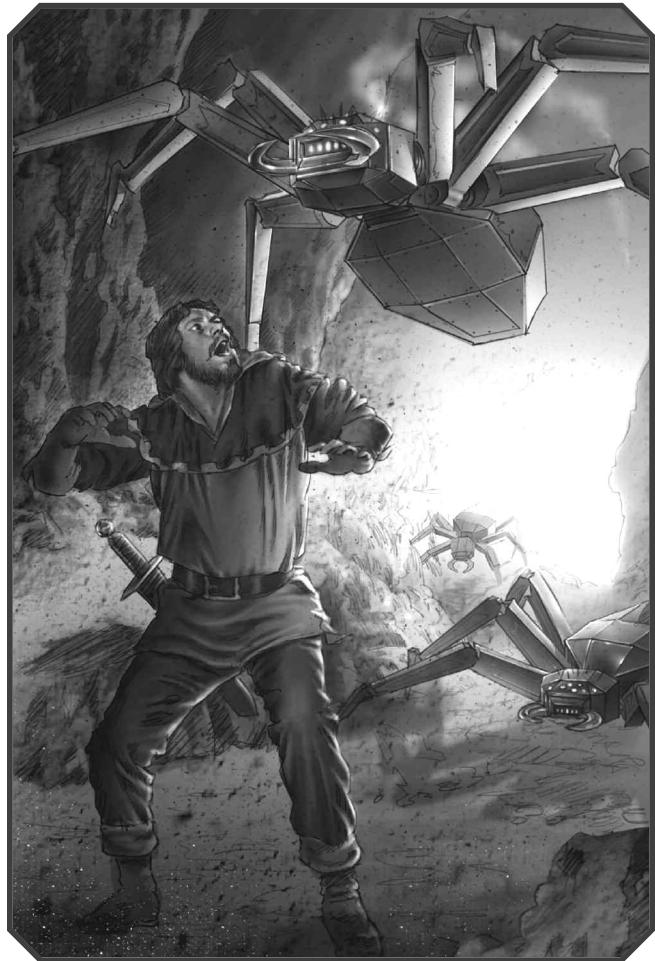
Bronze spiders are tough opponents for beginners! Their DR 6 is as good as plate armor. As they’re Homogenous, impaling damage is *halved* (not doubled) after DR to find injury, making arrows, spears, etc. somewhat ineffective. Prods, slings, and other piercing weapons fare worse: injury is a mere 1/5 of penetrating damage. Moreover, the spiders lack weaknesses to target for extra injury (no neck, skull, or vitals), have redundant legs (while a paltry 2 HP apiece to cripple, this simply reduces Move by 1 per leg), and can’t be gassed, poisoned, etc. (Doesn’t Breathe and Immunity to Metabolic Hazards). Being machine-like, they *might* stop at 0 HP (15 points of injury), but roll vs. HT 13 to avoid that fate.

Fortunately for delvers, Fragile (Unnatural) means the spiders fall apart at -15 HP. Of course, that takes 30 points of injury!

Along Came a Spider

With Clinging and Dark Vision, bronze spiders are built for attack from above in the dark. Roll a Quick Contest: their Stealth (15) vs. the delvers’ Vision. A PC not specifically watching out *above* has -2 (looking up gives -2 to notice danger *underfoot*, like pits); darkness modifiers also apply. If unmodified Hearing would be better, use that instead. Victory for the spiders gives their victims *no* defense against the first attack, not just -2 for attack from above.

The initial leap from above is a pounce (p. B372): +4 to hit and an extra yard of reach. This lets a spider hit someone up to 10 yards down a tunnel at effective skill 19. Given the typical dungeon corridor’s height, this delivers 2d crushing damage; the spider suffers (target’s HP)/10 dice of crushing damage, rounded to the nearest die. If the spider deals higher damage than its prey, the victim must roll vs. DX or fall down. He falls automatically if the spider did at least twice his damage! The spider must roll vs. DX 15 regardless, with failure meaning it needs a turn to stand up.



ST: 15	HP: 15	Speed: 7.00
DX: 15	Will: 9	Move: 8
IQ: 9	Per: 12	
HT: 13	FP: N/A	SM: 0
Dodge: 10	Parry: N/A	DR: 6

Mandibles (15): 2d+1 cutting. Reach 1. Treat as a weapon (Striker), not as a body part.

Traits: Cannot Learn; Clinging (Move 4); Dark Vision; Doesn’t Breathe; Doesn’t Eat or Drink; Doesn’t Sleep; Duty (To ancient gods); Extra Legs (8 legs); Fanaticism (Maintaining holy places); Fragile (Unnatural); High Pain Threshold; Horizontal; Immunity to Metabolic Hazards; Indomitable; Injury Tolerance (Homogenous, No Blood, No Neck); No Fine Manipulators; Pressure Support 3; Striking ST 4 (ST 19); Super Jump 1 (9-yard jump); Unfazeable; Unhealing (Total); Vacuum Support.

Skills: Stealth-15.

Class: Construct.

Notes: Despite its resemblance to a beast, Animal spells won’t work. Animated by divine energies, not by magic. Unwilling to negotiate. Remains yield 300 lbs. of scrap, worth \$1dx30 in town; see *Scrap* (*Dungeons*, p. 15).

BUGBEAR

These are burly, hairy humanoids with fangs. They're invariably found toting a large bag full of organs. Each bugbear prefers to collect – and eat – a different organ from its victims. Some like hearts, some like livers, and some like spleens or brains or even less typical choices. They keep these bits in their sack, mixed in with any treasure they've collected . . . a squishy, nasty mess.

Bugbears aren't brave, or even a terribly dangerous threat face-to-face, but they *are* clever, sneaky, and ruthless. They miss no opportunity to slip in and attack the unwary. Their favorite sport is to steal up on straggling delvers and garrote them or bash their heads in. Then they'll quickly carve out their favorite organ with their claws and sneak away.

In very rare cases, a bugbear will find a mate and they'll work together for a time, garroting and eating delvers before mating and splitting up.

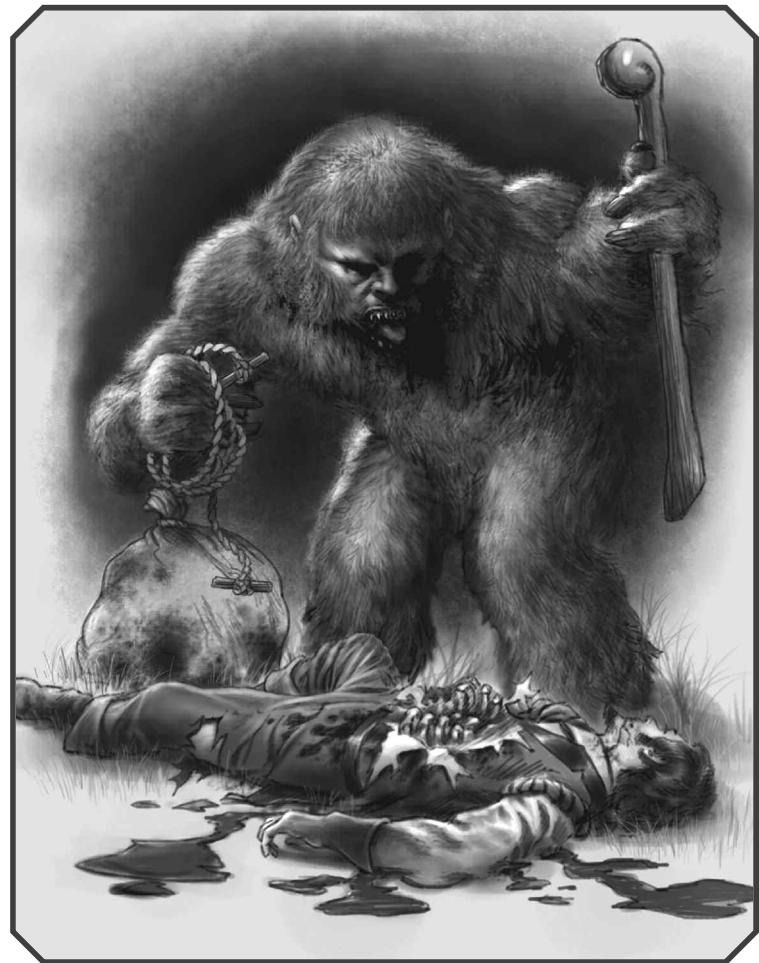
ST: 14	HP: 14	Speed: 6.50
DX: 14	Will: 10	Move: 6
IQ: 10	Per: 12	
HT: 12	FP: 12	SM: 0
Dodge: 9	Parry: 11	DR: 0

Bite (16): 1d cutting. Reach C.

Claw (16): 1d cutting. Reach C.

Garrote (18): Must first attack the neck (-5) at Reach C. Then roll a Quick Contest: the bugbear's effective ST 17 vs. the better of the victim's ST or HT. Damage equals the margin of victory; multiply damage that penetrates DR by $\times 1.5$ (for the neck) to find injury. See also p. B405.

Knobbed Club (16): 2d+1 crushing. Reach 1.



Lair of the Bugbear

Bugbears typically dwell in tunnels. A bugbear might dig these itself, or it may appropriate mining tunnels, natural fissures and cracks, or the lairs of long-dead tunneling creatures. Access is via a concealed trapdoor (-2 to spot), or two, or three . . . Bugbears don't like unexpected company, so they endeavor to conceal the entrances to their dens and they *always* have an escape route.

Inside the lair will be a number of lethal traps. Pits, hanging nooses above sudden drop-offs, and trip ropes near sharpened stakes are typical. Bugbears are far from fastidious; their tunnels are usually infested with rats or roaches or both, and littered with gnawed-on bones, feces, bits of fur and rusted junk from victims, and so on. Valuables are likewise scattered about; as the bugbear grows bored with the shiny bits of gold and silver, it leaves them strewn around its home like so much junk.

Bugbears are rarely found above ground. If one does have a topside lair, the entrances will be concealed behind prickly or poisonous plants, preferably near dark and forbidding ruins or thick-canopied forests that keep everything in the dark. Since it's difficult for outdoor-dwelling bugbears to sneak in daylight, they operate nocturnally.

Traits: Chameleon 2; Cowardice (12); Dark Vision; Hard to Kill 2; Loner (12); Silence 2.

Skills: Axe/Mace-16; Brawling-16; Garrote-18; Stealth-16 (18 vs. Hearing or Vision if moving, 20 if motionless); Tactics-12; Traps-12; Wrestling-16.

Class: Mundane.

Notes: Effective ST for grappling is 16 due to Wrestling skill. Carries a cheap knobbed club (\$8) and a rope garrote (\$2). Preserved or dried, bugbear spleens are a useful ingredient for various potions, worth \$100 each. They can also be consumed raw and fresh. Make a HT roll to keep it down: Success means +1d to Camouflage and Stealth skills for an hour; failure means you can't eat it; and critical failure means vomiting for 2d seconds and then -1 to all attributes for 10 minutes.

CIUACLÁ

This skeletal divine servitor is inhumanly strong and tough, and seems “feminine” despite lacking flesh. It wields what appears to be a stiffened serpent as a staff, a mere touch from which delivers venom capable of afflicting the best-armored man. If dropped or broken, this weapon becomes a thousand tiny worms that squirm back to their owner, reforming as a staff in one second! Out of combat, the serpent dwells coiled within the ciuaclá’s ribcage. Ciuaclán resemble animated skeletons but aren’t undead (as clerics and holy warriors may discover the hard way). They’re usually encountered in groups, guarding some death god’s temple.

ST: 18	HP: 18	Speed: 7.50
DX: 14	Will: 12	Move: 7
IQ: 10	Per: 12	SM: 0
HT: 12	FP: 12	
Dodge: 10	Parry: 14	DR: 4

Venom Staff (18): 3d+2 crushing + follow-up 1d+4 toxic. Toxic damage is Cosmic, and ignores all DR! Reach 1, 2.

Traits: Cannot Float; Doesn’t Breathe; Doesn’t Eat or Drink; Doesn’t Sleep; DR 8 (Limited, Cutting); Fragile (Unnatural); High Pain Threshold; Immunity to Metabolic Hazards;



Killing Death

Offensively, ciuaclán are *dangerous*. Their high Staff skill enables a Deceptive Attack for -3 to the heroes’ active defenses – or alternatively, a Rapid Strike – at a respectable 12 or less. Any blow that lands might remove a PC from the fight. The 3d+2 crushing attack averages 12 or 13 damage, enough to defeat even DR 6-7 plate armor and a DR 5 Armor spell. The 1d+4 toxic damage means another 5-10 HP of injury regardless of DR. If both halves of a Rapid Strike land, this can *kill*.

Ciuaclán are also good defensive fighters. Their staffs let them keep rivals at a distance while granting Parry 14 – and ciuaclán *will* retreat to maintain their reach advantage. Engaged individually, they’ll retreat while parrying (for +1, or 15); if mobbed, they’ll parry the first attack at 14 and then retreat from the next one with a dodge (for +3, or 13). Attacking the staff to negate its reach, lethality, and defensive edge is logical but pointless; it will rematerialize in the ciuaclá’s hands a second later.

Even if the delvers *do* hit, ciuaclán are hard to kill. They get DR 12 vs. cutting attacks – and because they’re Unliving, impaling attacks receive no bonus injury (wounding modifier ×1), while piercing weapons such as slings inflict just 1/3 of penetrating damage as injury. On seeing “skeletons,” crushing weapons might come to mind . . . but ciuaclán have no vulnerability there. Blows to the apparent eyes, skull, and vitals do nothing special, either. Heroes deducing from this that they’re fighting freakish-but-living humanoids will discover the fruitlessness of poison and strangulation, too.

The delvers will likely have little choice but to batter the ciuaclán down to -HP (36 points of injury) – where Fragile (Unnatural) will dispel them – while avoiding deadly strikes. Thus, these creatures make poor fodder. A squad of them would be an excellent boss against even seasoned adventurers, though!

Immunity to Mind Control; Indomitable; Injury Tolerance (No Blood, No Brain, No Eyes, No Vitals, Unliving); No Sense of Smell/Taste; Skinny (-2 ST and HP vs. slams and knockback); Temperature Tolerance 10 (35°F to 210°F); Unfazeable; Vacuum Support.

Skills: Fast-Draw (Serpent)-18; Staff-18.

Class: Divine Servitor.

Notes: Unwilling to negotiate with anyone who doesn’t make an Occultism roll at -5 to know what it is, followed by a successful Influence roll against Religious Ritual to appease it . . . in its obscure language. Abilities are divine, not magical. Serpent staffs won’t work for non-ciuaclán, but can be sold to alchemists in town for \$1,000 apiece!

CORPSE GOLEM

Not everything that looks like a zombie is a zombie. Corpse golems are an excellent example. These constructs are made of rotting bits of destroyed undead, stitched together and reanimated . . . again. The result is about as effective as any other golem, but fouler. Corpse golems are mostly fodder in the legions of Evil, where they're sometimes favored over zombies because they're not susceptible to the abilities of annoying clerics and holy warriors. A side benefit is that adventurers often waste precious time *trying* to use sacred powers on the things, which sure do *look* undead. The telltale clues are sickles in lieu of hands and the way their evil master cackles when they use this weaponry to cut a cleric's high holy symbol in half.

ST: 15	HP: 18	Speed: 6.00
DX: 12	Will: 8	Move: 6
IQ: 8	Per: 8	
HT: 12	FP: N/A	SM: 0
Dodge: 9	Parry: 10 (x2)	DR: 0



That's Just Sickle!

The legions of Evil might arm some corpse golems better:

Big: The sickle is as large (and costly) as a sword. Add +1 to cutting damage. Remove the impaling option.

Fine: A keen sickle gets +1 to damage. Worth \$400 – or \$1,800, if big.

Magical: Crackling, Flaming, Icy, Mighty, Penetrating, etc.; for effects and costs, see *Adventurers*, p. 30.

Meteoric: Ignores magic! Worth \$800 – or \$9,000, if big.

Poisoned: Monster drool (roll HT to avoid 2 points of injury), bladeblack (roll HT-5 to avoid 6d injury), or anything in between. See *Adventurers*, pp. 28-29.

Delvers will doubtless sell or keep *nice* sickles. Sickles require the Axe/Mace skill, and have these stats:

Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
Big Sickle or	sw+1 cut thr-2 cut	1 1	0U 0U	\$450 –	3 –	10 10	Hook. [1]
Sickle or or	sw cut sw imp thr-2 cut	1 1 1	0 0U 0U	\$40 – –	2 – –	8 8 8	[2] Hook. [1]

[1] Counts as a grapple. Inflicts thrust-2 cutting on hitting, and again every turn until victim breaks free.

[2] May get stuck; see *Picks* (p. B405).

Not-Quite-Life Is Cheap

Despite looking scary, corpse golems are easy opponents for well-prepared delvers. If they could feel pain or surrender, they'd be "fodder" as described on p. 27 of *Dungeons*. Their main defensive traits are that they're Unliving (no bonus injury from impaling attacks) and – like most unliving things – they don't have to worry about poison, suffocation, lice, taxes, etc. Otherwise, they're simply fighters with decent ST and sharp weapons. The GM may wish to use *lots* . . . the legions of Evil get a discount for buying in bulk.

Hook (14): Sickles can "grapple" by hooking at Reach C, 1.

This does 1d-1 cutting initially and for free every turn after that until victim escapes.

Sickles (14): 2d+1 cutting or 2d+1 impaling. Reach 1. Swung to impale, a sickle may become *stuck*; see p. B405.

Traits: Automaton; Bad Smell; Cannot Learn; Doesn't Breathe; Doesn't Eat or Drink; Doesn't Sleep; Fragile (Unnatural); High Pain Threshold; Immunity to Metabolic Hazards; Indomitable; Injury Tolerance (No Blood, Unliving); No Fine Manipulators; Reprogrammable; Single-Minded; Unfazeable; Unhealing (Total).

Skills: Axe/Mace-14; Stealth-12.

Class: Construct.

Notes: Roll Hidden Lore (Undead) or Thaumatology at -5 to realize that a corpse golem is a construct and not some zombie variant; see *Recognition (Dungeons*, p. 9). Has a sickle affixed to each wrist in place of a hand; these might be poisoned, magical, or both (see box below). Often clad in armor, with DR 2 tanned corpse-leather being typical. No golem will negotiate or reveal useful information.

DEMON FROM BETWEEN THE STARS

Ancient tomes have no shorter name for the Demons from Between the Stars – that's simply what they've always been called. Given that these entities are Elder Things rather than demons, the moniker is misleading as well as annoyingly wordy. The vaguely humanoid Demons appear to be made of pure darkness, although they *are* tangible and can't walk through walls or use Shadow Form; when enraged, their eyes glow like stars. They're about as intelligent as apes, savage, and engulfed in a field of chilling "night energy" that absorbs blows and sucks energy from the living. They're most often found guarding lost Elder Thing sites, and nearly always attack from darkness.

ST: 14	HP: 21	Speed: 7.00
DX: 15	Will: 12	Move: 7
IQ: 6	Per: 12	
HT: 13	FP: 13	SM: 0
Dodge: 10	Parry: 10	DR: 4 (unarmed)



Life-Draining Touch (15): 1d+1 toxic. This Cosmic attack ignores *all* DR and heals the Demon the same number of HP that it inflicts! Reach C.

Traits: Berserk (12); Chameleon 5 (Only in darkness); Dark Vision; Doesn't Breathe; Doesn't Sleep; Fragile (Unnatural); High Pain Threshold; Immunity to Metabolic Hazards; Indomitable; Temperature Tolerance 10 (-30°F to 155°F); Unfazeable.

Skills: Stealth-15 (in the dark, becomes 20 if moving or 25 if stationary).

Class: Elder Thing.

Notes: For the spellcasting leaders mentioned in ancient writings, raise IQ to 10+, add Power Investiture (Elder), and give them spells at IQ + Power Investiture level; see *Hello Darkness My Old Friend* (box). Unwilling to negotiate. Truly evil.

Harassers From Between the Stars

Demons from Between the Stars must fight cunningly to threaten barbarians with many HP, wizards with big power items, and so on. They have fodder-level active defenses (Dodge and Parry 10), a mediocre DR 4, and only the standard immunities of extradimensional Things (poison, Sleep spells, suffocation, etc.). While their attack bypasses DR, it's weak (1d+1). The GM should exploit their strengths:

- They have 21 HP and can take 42 points of injury before Fragile (Unnatural) sends them home. However, every blow they land restores 1d+1 HP! They can last a long time if they hit and run . . .
- They're *very* good in darkness, where they can see (Dark Vision) and have an effective Stealth skill of 20 when moving. There, they can try *Backstabbing* (*Dungeons*, pp. 11-12) *repeatedly* against a victim who can't ignore -5 or more in darkness penalties. Vanishing from sight requires a full Move maneuver and a Stealth roll at -5, for effective skill 15 in the dark. The turn after, the Demon can strike from behind at the usual +4 for this trick, making a Rapid Strike

with *two* life-draining touches at effective skill 13. Heroes can avoid this by keeping their backs to walls or each other, but that means they can't retreat from or press the Demons, who will flee frontal combat unless Berserk kicks in.

Hello Darkness My Old Friend

Spellcasting Demon leaders can ensure that fights happen in the dark thanks to spells enabled by Power Investiture (Elder), which *replace* the cleric spells on p. 19 of *Adventurers*.

PI 1: Darkness, Death Vision, Debility, Detect Magic, Dull Vision, Fear, Frailty, Gloom, Sense Life, and Shade.

PI 2: Blackout, Blur, Fog, Panic, Shape Darkness, Steal Energy, Strike Blind, and Terror.

PI 3: Body of Shadow, Cold, Devitalize Air, Hide, Madness, Mystic Mist, See Invisible, and Steal Vitality.

PI 4: Animate Shadow, Curse, Deathtouch, Dehydrate, Dispel Magic, Frostbite, Nightmare, and Pestilence.

PI 5: Invisibility, Lure, Rotting Death, and Suspend Mana.

PI 6: Drain Mana, Planar Summons (Demons from Between the Stars), and Permanent Madness.

DEMON OF OLD

These demons date to time out of memory. The gods supposedly banished them from the mortal sphere, but they still lurk in places that escaped divine wrath, such as ruined primeval cities and ancient dungeons. They look like demons are “supposed” to look: muscular red brutes with horns, claws, barbed tails, and eyes like molten lava. Contrary to popular myth, however, they prefer hooked chains to tridents. The only sure way to defeat one is to run it through the heart – make a Hidden Lore (Demons) roll to locate this.

ST: 20	HP: 20	Speed: 7.00
DX: 12	Will: 16	Move: 7
IQ: 10	Per: 10	
HT: 12	FP: 12	SM: +1
Dodge: 11	Parry: 12 (hand)/10 (chain)	DR: 4



Oldies but Baddies

Demons of Old lack strange powers – they’re tough *physical* opponents. With 20 HP and Unkillable, a party without Hidden Lore (Demons) may have to deliver 220 HP of injury to beat one down to -10×HP and defeat it, all without the benefit of wounding multipliers for neck, skull, or (conventional) vitals. A demon at 0 HP or below *might* be dispelled (“fall unconscious”) sooner, but HT 12 makes this unlikely.

These demons have many attacks capable of killing lightly armored heroes. And they *do* fight to kill – Bloodlust and Sadism aren’t just suggestions. If a PC goes down, every demon standing will give him an extra whack unless his allies intervene.

Fortunately, while the demons are immune to mortal weaknesses like poison and asphyxiation, they can be kept more than a chain’s length away by a boldly presented holy object. Of course, they’ll use All-Out Defense (Increased Dodge) to duck missiles at effective Dodge 13 until somebody comes to fight them.

Old Demon Chain Tricks

Combat options besides those on p. B406 include:

Grapple: The demon grasps the chain by the ends – a Ready maneuver. After that, a chain grapple is an attack at -2; Reach is C-2. The grapple counts as two-handed, giving the demon +5 to ST against attempts to break free (p. B371). On later turns, the demon can choke (p. B370) at +2 to ST for the chain, attempt a takedown (p. B370), or reel in its quarry (roll as for a takedown, but victory hauls the victim a yard closer).

Return Strike: At -5 to skill, the demon can strike the back of someone *closer* than the chain’s current Reach. Treat this as an attack from the side – giving -2 to defend on top of the defense penalties vs. a chain – and apply the DR on the victim’s *back*.

Snap: To avoid ready times – one turn at Reach 2, two at Reach 3-4 – the demon can snap his chain end-first. Damage becomes *thrust* (2d-1 crushing).

Barbed Tail or Horns (16): 2d+3 impaling. Reach C, 1.

Chain (16): 3d+4 crushing. Reach 1-4. Parried at -4, blocked at -2, and may entangle or disarm if parried. Treat as a kusari (p. B406).

Foot Talons (14): 2d+1 cutting or impaling. Reach C, 1.

Hand Talons (16): 2d cutting or impaling. Reach C, 1.

Traits: Bloodlust (12); Callous; Combat Reflexes; Detect (Life); Doesn’t Breathe; Doesn’t Eat or Drink; Doesn’t Sleep; Dread (Holy objects; 5 yards); High Pain Threshold; Immunity to Metabolic Hazards; Indomitable; Infravision; Injury Tolerance (No Blood, No Brain, No Neck); Lifebane; Sadism (12); Temperature Tolerance 10 (40°F to 215°F); Unkillable 1 (Dies only at -10×HP; Achilles Heel, Blow to vitals).

Skills: Brawling-16; Kusari-16; Wrestling-16.

Class: Demon.

Notes: Effective ST when grappling is 22, thanks to Wrestling; apply SM difference to attack rolls when grappling (+1 vs. SM 0 humans). Some use a chain of meteoric iron (*Adventurers*, p. 27), worth \$1,400! Unwilling to negotiate. Truly evil.

DINOMAN

Dinomen (the plural of “dinoman”) resemble small, scaly humans with a short tail and a head like a miniature *T. rex*. They’re strong for their height, which rarely tops 5’. Both predators and scavengers, they regard anything slain – especially their foes and their own dead – as food.

Dinomen aren’t terribly smart, but they compensate with numbers, ferocious bravery, numbers, weapon use, and even more numbers. Every mob has at least one *hero* and one *leader*. The leader coordinates their attacks; the result generally isn’t much better than a head-on charge, but they sometimes surprise opponents with flashes of tactical ingenuity. Most dinomen fight with knobbed clubs or hatchets; leaders and heroes use shortswords claimed from previous victims. While dinomen prefer weapons, they’ll grapple and bite if unarmed. Against a *large* foe, they may pile on for a takedown, then bite and worry with their teeth!

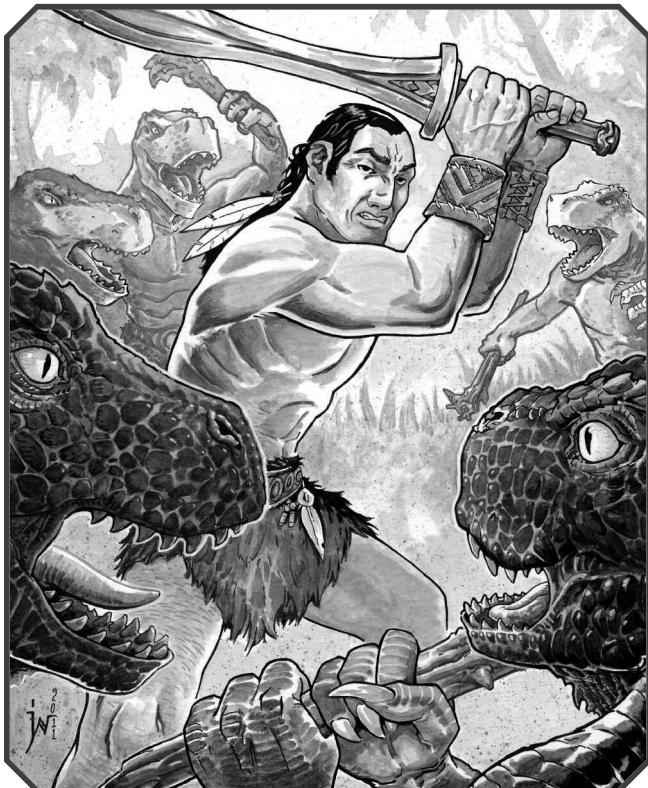
ST: 11	HP: 11	Speed: 5.50
DX: 12	Will: 9	Move: 5
IQ: 7	Per: 10	
HT: 10	FP: 10	SM: 0
Dodge: 8	Parry: 10	DR: 1

Bite (15): 1d cut. Reach C. Any hit counts as a grapple, even if it doesn’t penetrate DR. This allows the dinoman to *worry* – roll damage each turn as a free action!

Hatchet (14): 1d+1 cutting. Reach 1.

Knobbed Club (14): 1d+2 crushing. Reach 1.

Traits: Bloodlust (12); Discriminatory Smell; Discriminatory Taste; Gluttony (9); Odious Racial Habit (Eats other



Dinomeals

With Gluttony and Cast-Iron Stomach, dinomen eat *more* food – not less – but it’s usually low-quality. They can subsist on tainted water, rotten vegetables, days-old maggoty carrion, and worse. This reduces their food costs, not that they actually pay for food . . . Factoring in Resistant to Disease, they get +5 to HT rolls against disease from anything they consume (an effective HT 15 to resist).

Dinomob

Dinomen don’t come in piddling numbers – they come in dozens, scores, or even dozens of scores. This can be a problem for delvers *and* the GM.

Delvers need good tactics. Front-line fighters can exploit narrow hallways and bottlenecks to avoid being mobbed, while adventurers with ranged weapons take shelter and pick off leaders, or hurl nageteppos and flaming oil. Spellcasters should consider area-effect magic (preferably spells resisted by Will). These tactics consume resources, though – time, ammunition, magical energy, and the occasional lost HP. Indeed, some boss monsters (p. 38) keep dinomen around specifically to bleed off precious resources that might be used against them!

One way for the GM to handle dinohordes is “*And Stay Down!*” (*Dungeons*, p. 27). Their tendency to devour their own fallen is also useful if the numbers prove too difficult – the delvers can flee while the dinocannibals eat. The dinomen will try to track down the adventurers later, which can make for a series of encounters instead of a single knock-down, drag-out fight with a horde of gibbering dinomenaces. However, it’s no fun to play the high-damage barbarian or zombie-raising necromancer if all the monsters run away or eat each other. Even when following the above advice, the GM should ensure that the barbarian gets leaders and heroes to fight, and that fleeing dinomen hastily abandon a few corpses to be turned into dinozombies.

sentients); Reduced Consumption 2 (Cast-Iron Stomach); Resistant to Disease (+3).

Skills: Axe/Mace-14; Brawling-15; Stealth-12; Tracking-12; Wrestling-12.

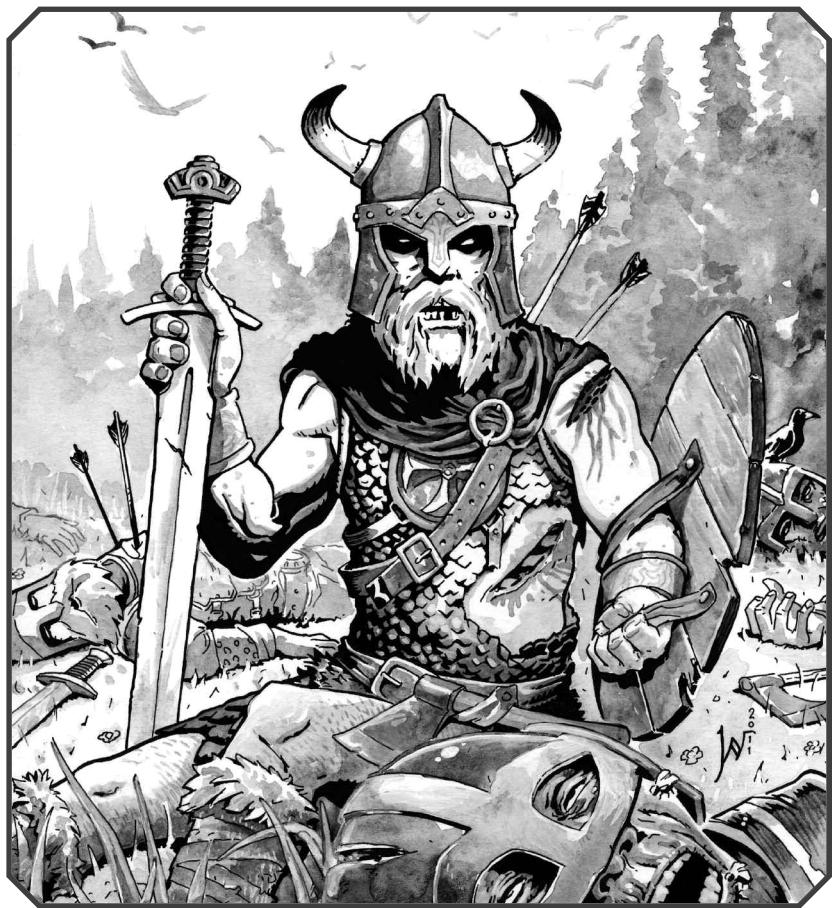
Class: Mundane.

Notes: Dinomen teeth are *filthy*, with bits of previous victims’ rotting flesh stuck in them; anyone bitten must roll vs. HT to avoid infection with the shakes (-2 to DX and DX-based skills until treated with Cure Disease). Dinoman heroes have ST 12, Combat Reflexes, Axe/Mace-15, and Short-sword-15, and wield a shortsword (1d+2 cutting). Leaders use the hero stats, but are also slightly smarter (IQ 8) and possess a modicum of tactical skill (Tactics-10). Dinomen will negotiate; generally, they want *fresh* (not preserved) food and newer weapons of the sorts they prefer.

DRAUG

Draug (singular: *draug*) are the angry, half-rotted corpses of barbarian warriors who are *very* unhappy with their funeral arrangements, or perhaps simply protective of their tomb. As the unhallowed dead rarely make good neighbors and aren't terribly social, they're most frequently encountered alone. However, they occasionally come in groups of up to half a dozen, sometimes more, clustered on old battlefields. And every now and then, the corpse of a barbarian delver gets back up to avenge his death . . . caring little about who it wreaks vengeance on.

Draug aren't completely mindless; they can speak but don't bother to. They don't wander, if only because they can't stray far from their place of burial (or lack thereof). They don't "sleep," either, although they do need to lie down senseless for eight hours a day in their tomb or place of death. They are fairly single-minded, and may even *ignore* delvers who don't try to plunder their armor (mail and pot-helm), shield, weapons (axe and broadsword), or nearby valuables. Of course, if a draug has superior equipment – and if it was a (previously) successful delver or warrior chief in life, this is likely – the loot can be very tempting.



Re-Killing Draugr

Draugr are tough opponents, but in some ways they aren't much tougher than *living* adversaries. While they don't bleed and aren't affected by pain, poison, or suffocation, they have vital areas and lack potent "undead traits" such as Injury Tolerance (Unliving) and Unkillable. On the other hand, their high HT (15) and inhuman HP (27) mean that defeating them tends to involve hacking them to bits – or burning them (double injury from fire!). If all else fails, they'll eventually drop at -135 HP.

Draugr are single-minded and uncreative, but they'll fight like the barbarian warriors they were before death. They are ill-tempered and will always put in an extra shot to finish a downed foe, but they *aren't* berserkers. They generally use their weapons effectively, attacking with Attack maneuvers and defending with shield blocks, sometimes even retreating to get +1 on a block or a parry.

The Draug Lord

Not all draugr are equipped with ordinary mail, helm, shield, sword, and axe. Some – especially chieftains – are buried with *much* better gear. Armor tends to be of the same type but possibly enchanted. Weapons may be of superior quality (balanced, dwarven, fine, meteoric, etc.) and/or magical. A draug lord and his draugr tomb-guardians are a great way for the GM to give out a choice weapon or shield. The delvers will have to fight for it . . . and a buried-but-lively barbarian lord will obviously be *using* that Sword of Wizard Whacking!

ST: 22
DX: 13
IQ: 10
HT: 15

HP: 27
Will: 10
Per: 10
FP: N/A

Speed: 7.00
Move: 7
SM: 0

Dodge: 11 **Parry:** 12 **DR:** 6 (4 vs. crushing)
Axe (16): 4d+2 cutting. Reach 1.
Broadsword (16): 4d+1 cutting or 2d+2 impaling. Reach 1.
Punch (16): 2d+1 crushing. Reach C.

Traits: Bad Smell; Bad Temper (12); Bloodlust (12); Combat Reflexes; Dark Vision; Dependency (Rest in own tomb 1/3 of the time; Daily); Doesn't Breathe; Doesn't Eat or Drink; Frightens Animals; Hidebound; High Pain Threshold; Immunity to Metabolic Hazards; Indomitable; Injury Tolerance (No Blood); Intolerance (Living); Single-Minded; Temperature Tolerance 10 (-40°F to 165°F); Unhealing (Total); Vulnerability (Fire x2).

Skills: Axe/Mace-16; Brawling-16; Broadsword-16; Shield-16; Wrestling-14.

Class: Undead.

Notes: Carries a medium shield (DB 2, Block 12), a broadsword, and an axe. Wears mail (factored into the DR above) and a pot-helm (giving the skull DR 8). Some are more heavily equipped! Unwilling to negotiate.

ELECTRIC JELLY

This monstrous “jellyfish” – some 10’ across – moves by levitating, and functions equally well over land or in water. It zips toward foes, somehow sensing their brains (or so sages claim), and strikes with “tentacles” of pure electricity. It can simultaneously zap up to six targets, stunning and eventually frying them. Opponents who foolishly hit the jelly with bare hands or metal weapons are also jolted! The thing is nigh-impermeable to lightning. Its single, physical feeding tentacle (a mouth on a stalk) can grapple and suck the life from one victim, thereby healing the creature; while doing so, the jelly is limited to only five lightning attacks.

ST: 35	HP: 35	Speed: 5.50
DX: 10	Will: 12	Move: 11 (Air)
IQ: 5	Per: 12	
HT: 12	FP: 12	SM: +3
Dodge: 8	Parry: N/A	DR: 9

Electrical Aura: 1d+2(5) burning, with no incendiary effect + roll vs. HT at -1 per 2 points of penetrating damage or stunned (roll vs. HT at same penalty every turn to recover). This harms anyone who *touches* or is *touched* by the jelly in close combat or via a metal weapon.

Electric “Tentacles” (14): As electrical aura, above, but at Reach C-2 (x6).

Feeding Tentacle (14): 2d+1 cutting + follow-up 3 HP/second leech if this pierces DR, healing jelly 1 HP per 3 HP drained. Reach C-2.

Traits: 360° Vision; Amphibious; Detect (Nervous Systems; Precise); Doesn’t Breathe; Doesn’t Sleep; DR 31 (Limited, Electricity); Extra Attack 5; Flight (Low Ceiling, 10’); High Pain Threshold; Immunity to Metabolic Hazards; Injury Tolerance (Homogenous, No Blood, No Neck); Invertebrate; No Legs (Aerial); One Arm (Feeding Tube); Pressure Support 3; Sealed; Uncontrollable Appetite (12) (Mortal Life Force); Unfazeable; Wild Animal.

Skills: Brawling-14; Wrestling-14.

Class: Dire Animal.

Notes: Wrestling gives effective ST 37 for grappling, ensuring that once it latches on its feeding tube, the victim won’t be

An Electrifying Experience

While more force of nature than mastermind, the electric jelly is a boss monster. With DR 9 and 35 HP, it’s tough – and it’s Homogenous, so divide penetrating damage by 2 if impaling or by 5 if piercing. Moreover, it is immune to poison, lacks vital areas, is nigh-invulnerable to lightning spells (total DR 40 vs. electricity), is costly to affect with Regular spells (SM +3 quadruples energy costs), can sense thinking opponents regardless of stealth (Detect), and has no back to stab (360° Vision). Since slings, arrows, sneaky tactics, and many spells are ineffective, the PCs may have to close with it; it can handle up to six of them in a melee, dishing out 1d+2 burning damage to 1/5 DR from two yards distant. If they hit it with swords, they’ll get zapped again. And if they wound it, it will glom its feeding tentacle onto someone, chew through his armor, and heal itself at his expense.

In Super 3D

The electric jelly is deadly in any environment. It can hover 10’ off the ground, putting ground-bound opponents at a height disadvantage. Subtract the victim’s height from 10’ to determine the jelly’s altitude advantage (p. B402). For normal humans, this is around 4’, giving the jelly +2 to defend and its foes -2 to defend.

It’s even scarier in the water! It can survive any depth (Pressure Support), and suffers no movement or combat penalties (Amphibious). It can detect swimmers even in impenetrable murk. Unless the GM wants to kill the delvers, they should get hints about what they’re up against.

escaping; apply SM difference to attack rolls when grappling (+3 vs. SM 0 humans). Make an Alchemy roll to collect the jelly’s remains before they liquefy, at -1 per minute after death; success gathers 1d paut potions per point of success.

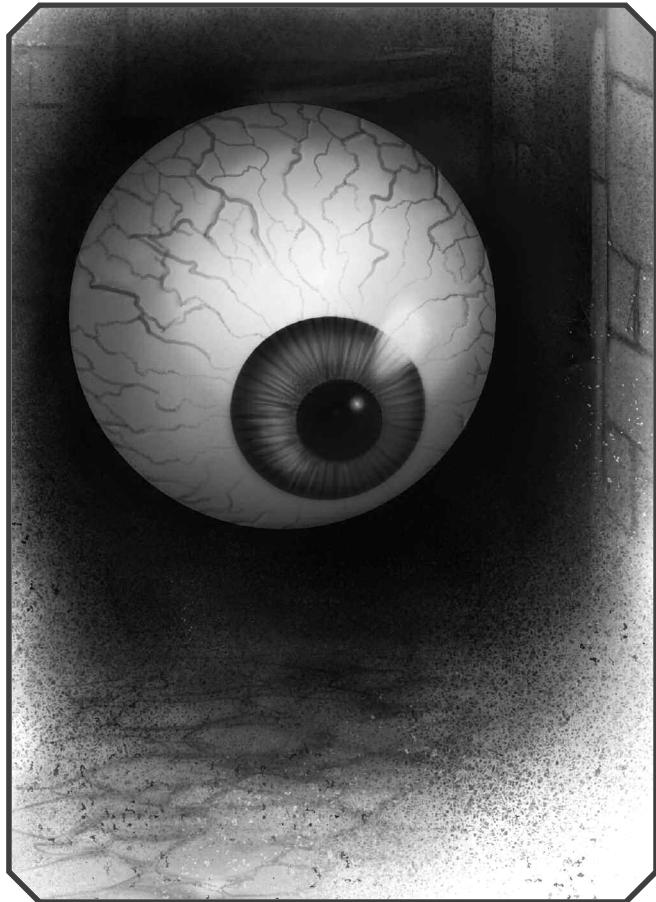


EYE OF DEATH

Eyes of death are giant, floating, bloodshot eyeballs, just over 3' across. They fly by some form of levitation, steady and whisper-silent. On encountering a living thing, they attempt to kill it with their deadly gaze; they particularly like to slay *mages*, who often have trouble dealing with the combination of a ranged attack and resistance to magic. They've been observed engaging in an inscrutable pattern of movement or dance, but to what end is unknown. They seem to have no other interests; notably, they neither hoard nor covet treasure. As they never negotiate or communicate, their motivations are likely to remain mysterious.

What *isn't* a mystery is that the eyes of death are bitter rivals of the spheres of madness (p. 28); the two attack each other on sight. Sages speculate that both hail from the same plane, but the truth is unknown and neither eyes nor spheres seem inclined to elucidate! It's also known that reckless wizards sometimes summon eyes of death into this world. The conjurer rarely survives the summoning, as the eyes don't discriminate between friend and foe – only living and not-living.

ST: 5	HP: 5	Speed: 6.00
DX: 13	Will: 12	Move: 6 (Air)
IQ: 10	Per: 12	
HT: 11	FP: 11	SM: 0
Dodge: 12	Parry: N/A	DR: 0



Death From Above

Eyes love to attack from above, even straight overhead, lurking in shadowy corners or pitch darkness and projecting their gaze down on victims below. Dark Vision, Hyperspectral Vision, and See Invisible let them see almost everything, while Vibration Sense allows them to line up a good angle of attack against foes they *can't* see. Hovering silently in the dark, they'll use their death rays to kill the opponents most dangerous to them – ranged attackers, like mages and missile weapon users – while remaining at or near maximum range.

Beware the Flying Eye

Eyes of death are fragile (DR 0, 5 HP), but they lack vital hit locations and are highly maneuverable. An eye can retreat *upward* for +4 (not just +3) to Dodge, and/or use Aerobatics for an Acrobatic Dodge (+2); see p. B398. The result is a Dodge of 14 with Aerobatics, 16 with a retreat, or 18 with both! Acute Vision 5 (giving a Vision roll of 17) and numerous special senses make surprising an eye difficult, even with magical aid. Finally, the eye's Magic Resistance 10 means that spells are even less likely to work than missile weapons.

Meanwhile, the eye can mow down delvers steadily. Its death gaze cannot be dodged, blocked, or parried. The creature simply selects a target and stares at it until it dies, although the eye might change targets first (typically to attack a more dangerous foe). Against a party with neither good ranged-weapon capacity nor fast flight, an eye of death will live up to its name – in spades.

Death Gaze (Resisted by HT-5): 1d toxic. This damage is Cosmic and ignores all DR! Range 20.

Traits: Acute Vision 5; Combat Reflexes; Dark Vision (Color Vision); Doesn't Breathe; Doesn't Eat or Drink; Doesn't Sleep; Enhanced Dodge 2; Hyperspectral Vision; Immunity to Metabolic Hazards; Indomitable; Injury Tolerance (No Brain, No Neck, No Vitals); Magic Resistance 10; No Manipulators; See Invisible; Silence 5; Unfazeable; Vibration Sense (Air).

Skills: Aerobatics-15; Flight-15; Stealth-14 (19 vs. Hearing if moving, 24 if motionless).

Class: Elder Thing.

Notes: The focusing lens of an eye of death can be sliced off *carefully* and reduced to a liquid useful for alchemical mixtures. Make an Alchemy roll to collect the lens before it dries, at -1 per minute after death; success nets a lens worth \$1d×100. Unwilling to negotiate. Truly evil.

FLAME LORD

Common fire elementals are intangible spirits that interact with the material world only by burning, but there are other varieties. These fiery monstrosities are quite solid (sages claim they're made of "congealed fire") and capable of roaming non-flaming places. While not physically imposing,

Medium Heat

Flame lords are mid-level monsters; that is, "worthy" as defined on p. 27 of *Dungeons*. On one hand, they have all the customary extradimensional monster defenses – they don't breathe, lack weak areas (neck, skull, or vitals), and are immune to poison. They have a special strength: total DR 22 vs. fire (a favorite attack of delvers). They're Unkillable, too, meaning that in principle the heroes might have to deal 143 HP of injury to reduce them to -10xHP. And they can do 2d burning damage at range, up close, and to combustible weapons used to hit them.

On the other hand, their attributes and active defenses aren't extraordinary. A spell known to many adventuring clerics, elementalists, and wizards (Resist Fire) – and a common potion that emulates it – can render them offensively impotent. And it's trivial to guess their fatal flaw ("Hmm, fiery guys. Try ice?"), whereupon judicious use of cold spells can end the threat.

Everything depends on preparation, though! A slow-moving party that lacks significant ranged attacks and elemental magic will be incinerated from afar by endless fireballs. By contrast, a well-rounded group of elementalists will destroy any number of flame lords in short order.

Flame Friends

The GM may let spellcasters summon flame lords; use the template below. A 250-point elementalist could even purchase Ally (Flame Lord; Built on 150%; 12 or less; Conjured or Summonable, +100%; PM, -10%; Unwilling, -50%) [28] or (15 or less) [42].

Flame Lord

375 points

Attribute Modifiers: ST+3 [30]; DX+4 [80]; HT+2 [20].

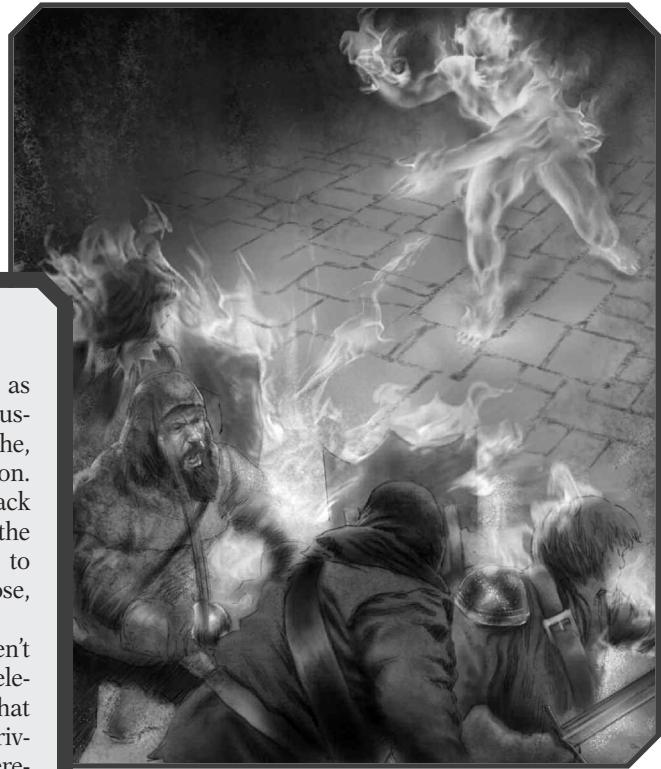
Secondary Characteristic Modifiers: Will+6 [30]; Basic Speed+0.5 [10].

Advantages: Burning Attack 2d [10]; Burning Attack 2d (Always On, -40%; Aura, +80%; Melee Attack, -30%) [11]; Damage Resistance 4 [20]; Damage Resistance 18 (Limited, Heat/Fire, -40%) [54]; Doesn't Breathe [20]; Doesn't Eat or Drink [10]; Doesn't Sleep [20]; High Pain Threshold [10]; Immunity to Metabolic Hazards [30]; Indomitable [15]; Infravision [10]; Injury Tolerance (No Blood, No Brain, No Neck, No Vitals) [20]; Unkillable 1 (Achilles Heel, Cold, -50%) [25].

Disadvantages: Bad Temper (9) [-15]; Pyromania (9) [-7]; Sadism (9) [-22]; Vulnerability (Cold/Ice x2) [-30].

Racial Skills: Brawling (E) DX+4 [12]; Innate Attack (Projectile) (E) DX+4 [12].

Features: Susceptible to elemental control magic.



they possess extensive flame powers, including a deadly blazing aura and the ability to hurl fireballs. The surest way to slay them is with cold; roll against Hidden Lore (Elementals) to learn this.

ST: 13	HP: 13	Speed: 7.00
DX: 14	Will: 16	Move: 7
IQ: 10	Per: 10	
HT: 12	FP: 12	SM: 0

Dodge: 10 **Parry:** 12 (unarmed) **DR:** 4

Fireball (18): 2d burning. Ranged attack (Acc 3, Range 10/100).

Flaming Aura: 2d burning. This harms anyone who *touches* or *is touched* by the flame lord in close combat.

Kick (16): 1d+1 crushing + flaming aura (above). Reach C, 1.

Punch (18): 1d crushing + flaming aura (above). Reach C.

Traits: Bad Temper (9); Doesn't Breathe; Doesn't Eat or Drink; Doesn't Sleep; DR 18 (Limited, Heat/Fire); High Pain Threshold; Immunity to Metabolic Hazards; Indomitable; Infravision; Injury Tolerance (No Blood, No Brain, No Neck, No Vitals); Pyromania (9); Sadism (9); Unkillable 1 (Dies only at -10xHP; Achilles Heel, Cold); Vulnerability (Cold/Ice x2).

Skills: Brawling-18; Innate Attack (Projectile)-18.

Class: Elemental.

Notes: Residue left at death is worth \$6dx10 to alchemists, who can distill it into the self-igniting element in alchemist's fire, alchemist's matches, and nageteppos.

GIANT APE



This is a *gigantic* ape. Towering to nearly 25' and weighing more than 5 tons, giant apes look exactly like gargantuan gorillas. They're usually found in the remotest jungles, and on the same lost islands and hidden plateaus as dinosaurs and enormous snakes. The occasional mad wizard might transport a giant ape to his secret underground lair to serve as a guard, however!

Giant apes prefer to eat vegetables and fruit, but consider the occasional adventurer a welcome treat. They're solitary, fiercely defending their territory against other giant apes. While they'll tolerate a mate, the females are even more rarely seen than the males.

ST: 43	HP: 43	Speed: 6.50
DX: 12	Will: 12	Move: 6
IQ: 6	Per: 12	
HT: 14	FP: 14	SM: +4
Dodge: 9	Parry: 10 (unarmed)	DR: 2

Bite (14): 5d+3 crushing. Reach C.

Punch (14): 5d+4 crushing. Reach C-3.

Spike: Small victims (under 1,620 lbs. in weight) who fail to break free from a grapple may be hurled violently to the ground! The only defenses allowed are a dodge (to roll with it) or an *unarmed* parry (to twist aside). This does 5d+7 crushing and counts as an All-Out Attack. Reach C.

Squeeze: Small victims who fail to break free might instead be crushed bodily! Roll the ape's effective ST 47 vs. the *higher*

of the victim's ST or HT; victory inflicts crushing damage equal to the margin. This counts as an Attack. Reach C.

Stomp (12): 5d+5 crushing. Reach C.

Traits: Arm ST 2; Bad Temper (9); Enhanced Move 1.5 (Ground Speed 18); Ham-Fisted 1; Loner (9); Semi-Upright; Shyness (Mild); Wild Animal.

Skills: Brawling-14; Climbing-14; Wrestling-14.

Class: Giant Animal.

Notes: Effective ST is 47 for grappling. Giant apes are intelligent enough that Animal spells *won't* work – use Mind Control magic. A bite on someone of SM +1 or smaller counts as a grapple; the ape may *chew* on the victim, inflicting biting damage each turn as a *free action*.

Acting Like an Ape

A battle with a giant ape should *never* be a monotonous series of attacks and defenses. Mix things up! The ape will use fists, feet, teeth, and grasping hands, punching or grabbing smaller opponents, wrestling and biting larger ones. Giant apes especially like to grapple tiny foes, *squeeze* them, and then spike them to the ground . . . or toss them off a handy cliff. The GM should supply the ape with suitable scenery to decorate with crushed heroes.

King of the Apes

Not all giant apes are mere 25' monsters. Legends tell of terrifying silverbacks standing nearly 40' tall, and almost unnaturally muscled. Such a boss ape may be a bull male, with a harem of "smaller" female giant apes living with him. Use the usual stats for the females, and those below for the king.

ST: 65	HP: 65	Speed: 6.50
DX: 12	Will: 12	Move: 6
IQ: 6	Per: 12	
HT: 14	FP: 14	SM: +5

Dodge: 9 **Parry:** 10 (unarmed) **DR:** 2

Bite (14): 7d+7 crushing. Reach C.

Punch (14): 7d+8 crushing. Reach C-5.

Spike: As for regular giant apes, but the weight limit is 3,590 lbs. and damage is 7d+11 crushing.

Squeeze: As for regular giant apes, but the ape's effective is ST 69.

Stomp (12): 7d+9 crushing. Reach C.

Traits: As for regular giant apes, but with Enhanced Move 2 (Ground Speed 24).

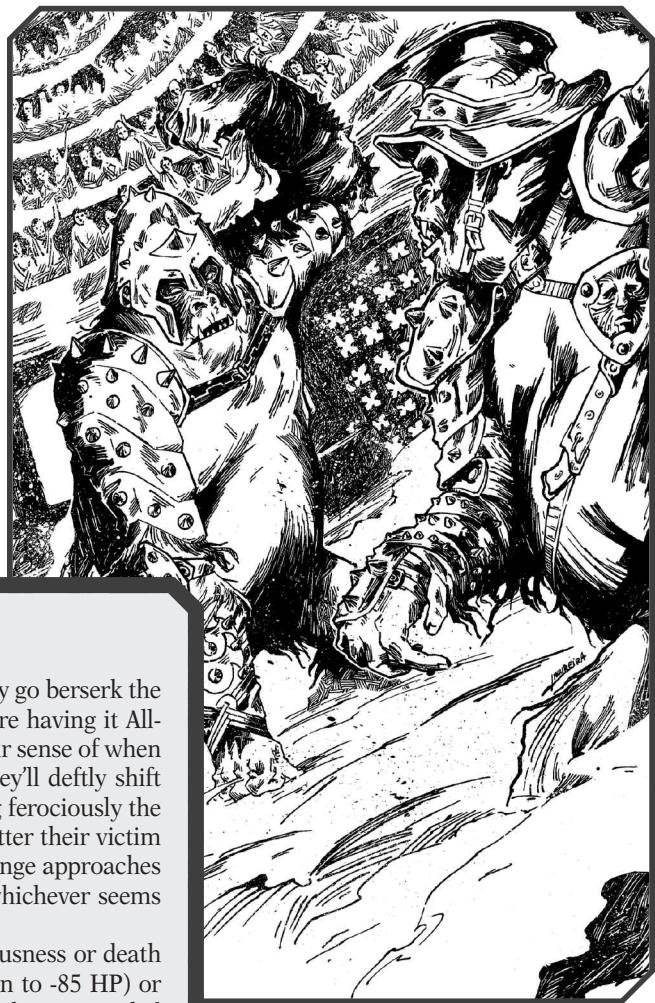
Skills and Class: As for regular giant apes.

Notes: As for regular giant apes, but effective ST is 69 for grappling, and a bite counts as a grapple on someone of SM +2 or smaller.

GLADIATOR APE

Not every mad wizard or strange civilization is satisfied with mere flesh-eating apes (*Dungeons*, p. 23). These flesh-eaters have been bred as vicious combatants. While sometimes set to guard treasure or a temple, they're just as often exploited as pit fighters, gladiators, and shock troops. To improve their ability to maul intruders – and each other – they've been equipped with a pair of spiked, shoulder-length metal gloves; had their teeth sharpened; and had a metal skullcap attached to their head, both as armor *and* for head butts! Gladiator apes aren't tame; handlers turn them loose on victims and stand back. They've lost the ability to brachiate, but they can still climb after foes . . .

ST: 17	HP: 17	Speed: 6.00
DX: 12	Will: 12	Move: 6
IQ: 6	Per: 10	
HT: 12	FP: 12	SM: +1
Dodge: 9	Parry: 12	DR: 1



Battle Rage

Gladiator apes have Berserk (Battle Rage); see p. B124. They go berserk the instant combat begins – don't wait for one to get injured before having it All-Out Attack! However, going berserk doesn't mean they lose their sense of when best to punch (with a cestus), grapple, head butt, or bite. They'll deftly shift between these four modes, and from target to target, attacking ferociously the whole time. Against most foes, they'll punch first, trying to batter their victim into submission. If that doesn't seem to be working, they'll change approaches and grapple, and then follow up with head butts or bites – whichever seems like it would be more effective.

A berserk gladiator ape makes HT rolls to avoid unconsciousness or death at +4. To stop one, delvers may have to hack it to death (down to -85 HP) or thoroughly cripple it (9 HP to cripple each limb, and an ape with two crippled legs can still drag itself after opponents at Move 2). With no active defenses and only DR 1, though, gladiator apes are easy to chop up.

Cestus Is Bestest

A *cestus* is a spiked leather covering for the hand and possibly the arm. Defensively, it provides DR 4 to the body parts inside. This *does* protect when a parry with an unarmed combat skill fails (p. B377) or when striking something hard (p. B379).

Offensively, it's used to punch with DX, Boxing, Brawling, or Karate. It gives +1 to damage, cumulative with any skill bonus. Treat it as a *weapon* if parried – opponents *don't* get the free shot at the arm noted on p. B376.

The downside is that it gives Bad Grip 1 while worn: -2 to other tasks with that hand/arm, including weapon use.

Delvers may want to sell a cestus – or use one! Use the stats below. Cost and weight are *per cestus*. When applying modifiers (e.g., meteoric), a cestus counts as metal.

Weapon	Damage	Reach	Parry	Cost	Weight	ST
Cestus, Arm-Length	thr cr	C	0	\$100	4	–
Cestus, Hand-Length	thr cr	C	0	\$50	1	–

Bite (18): 2d cutting. Reach C.

Cestus Punch (18): 2d+2 crushing. Reach C, 1.

Head Butt (18): 2d-1 crushing. Reach C.

Traits: Arm ST 2; Berserk (9) (Battle Rage); Bloodlust (9); Discriminatory Smell; Ham-Fisted 1; Night Vision 5; Striking ST 3; Wild Animal.

Skills: Brawling-18; Climbing-14; Stealth-12; Wrestling-16.

Class: Dire Animal.

Notes: Effective arm ST is 21 for grappling and 22 for striking. A Berserk ape invariably chooses All-Out Attack (Strong): +2 to damage. Cestuses give the arms an *extra* DR 4 (total DR 5) – and special “mage killer” apes might have *meteoric* cestuses! The ape's headgear gives the skull an *extra* DR 4 (total DR 7), and is worth \$40 if sold as scrap.

HORDE PYGMY

Horde pygmies are humanoids that stand a scant 3' tall, with tiny heads, misshapen features, bugged-out eyes, and swollen bellies. They sharpen their teeth to points – the better to eat you with! They have no real culture, although there are unconfirmed rumors of horde pygmy shamans who use necromancy to reanimate slain pygmies and victims as zombies. Pygmy life consists mainly of killing things, gathering treasure from those they slay (see *Island of the Pygmies*, below), and cooking people to eat. In short (they hear that a lot), horde pygmies are sneaky, cowardly, underhanded, low-down, dirty, bushwhacking little cannibals.

ST: 5	HP: 3	Speed: 6.00
DX: 11	Will: 8	Move: 6
IQ: 8	Per: 8	
HT: 11	FP: 11	SM: -1
Dodge: 10	Parry: 8 (unarmed)	DR: 0

Blowpipe (18): 1d-3 small piercing + follow-up 1 point toxic. Acc 1, Range 20, RoF 1, Shots 1(2), Bulk -6.

Traits: Chameleon 2; Compulsive Behavior (9) (Killing); Cowardice (15); Enhanced Dodge 1; Intolerance (Everyone); Silence 2.

Skills: Blowpipe-18; Climbing-14; Stealth-16 (18 vs. Hearing or Vision if moving, 20 if motionless); Traps-12.

Class: Mundane.

Notes: Horde pygmies are too stupid and cowardly to negotiate *usefully* – if you try, they'll agree to anything and then flee at the first opportunity to shoot more darts at you. Pygmy shamans, if they exist, sport IQ 10+ and Magery



2 (or possibly Deathliness 2), and know spells such as Death Vision, Zombie, and . . . well, not much else.

Nasty, Brutish, and Short

Horde pygmies are fodder, but they can be *annoying* fodder. They never stand and fight unless cornered – and when cornered, they typically just cower helplessly and try to flee. They're masters of the hit-and-run raid, however, and while not terribly smart, possess a low cunning. Although they're individually weak and their attacks do little damage, they plan on *eventually* getting through and bagging a big 'un for dinner. They also set traps, such as snares, pitfalls, deadfalls, and tripwires. A favorite tactic is to blow darts at opponents and then flee, luring their pursuers into prepared traps surrounded by additional pygmy ambushers!

Island of the Pygmies

Every horde pygmy carries a small carved idol of the pygmy god: a black stone head. Rumors place the original,

gargantuan head on a jungle-covered, trap-ridden, native-infested island of evil "somewhere in the far south." It's said to stand on a well-guarded plateau filled with booty looted by the pygmies. What exactly the head wants isn't clear – the *pygmies* seem convinced that it desires human sacrifices and treasure, so that's what it gets. How horde pygmies get into dungeons, and how they transport loot back to the island, are matters of much conjecture.

The dark truth of the matter is that the black stone head is a sapient, magic-using godling – evil, of course. It uses its powers to find far-off dungeons, haunted forests, and dank caverns, and then creates gates between its jungle island and those locales. The horde pygmies travel back and forth, going about their cannibal ways and gathering loot for the head. Adventurers who find one of these gates can travel through it to raid the island. The island is stocked with treasure, but it's also populated by swarms of pygmies, along with other hideous denizens such as trigers (*Dungeons*, p. 26), leaping leeches (p. 22), slugbeasts (p. 27), vampires (p. B262), and giant apes (p. 16). Pygmy hordes and their traps may be the *least* of the adventurers' problems! Especially when they learn that the gates open only about once a month, and are sometimes *one-way* . . .

HORRID SKULL

This is an undead skull, more artifact than monster, left behind by a wizard who has long since departed the mortal coil. It can't do much but sit around, waiting to be smashed . . . oh, and emit slow, painful psionic death. While easily "killed" by a smart blow, it's often hidden from sight and must be located even as it kills everybody nearby. In some cases, it's also *guarded* by more mobile undead that still identify it as their master, and which must be dealt with before the search can begin!



ST: 0
DX: N/A
IQ: 0
HT: 12

Dodge: N/A

HP: 5
Will: 0
Per: 0
FP: N/A

Parry: N/A

Speed: N/A
Move: 0
SM: -5

DR: 2

Psionic Scream: All living things within 16 yards suffer 1 point of toxic damage per second. This Cosmic attack ignores all DR except DR vs. psi attacks (*The Next Level*, p. 40).

Traits: Cannot Float; Doesn't Breathe; Doesn't Eat or Drink; Doesn't Sleep; Fragile (Brittle); High Pain Threshold; Immunity to Metabolic Hazards; Injury Tolerance (No

It's a Trap!

A horrid skull is a trap posing as a monster. Parked out in the open as though it were a combat encounter, it's almost pointless. No self-respecting dungeon explorer would absorb wave after wave of withering psychic injury and not either back off (the skull can't follow, and its range is just 16 yards) or conclude that the obvious, rather creepy skull sitting *right there* is the cause, and toss a rock at it.

Hidden away like a trap, however, it's deadly. A casting of Sense Danger or Sense Foes – or Sense Spirit, if the caster suspects necromancy – will find it, and See Secrets might reveal its hiding place, but spellcasting takes time. Then add a few seconds to run over to the skull's hiding place . . . a couple more seconds to batter that open, or 10 seconds to cast Lockmaster, or up to a minute to pick a lock . . . and finally an attack to break the thing. *Without* magic, finding the skull could take several minutes! At 1 HP/second, this can kill. The GM should use a longer damage interval against beginning PCs, perhaps 10 seconds or more.

An in-between option is leaving the skull in plain sight, guarded by fodder that worship it like a creepy idol. This is still challenging! It's difficult to fight through a zombie horde (previous victims?) while constantly losing HP. However, a brave hero could leave his back open and charge the thing, a skilled scout might be able to shatter it from afar with a blunt arrow, and wizards have many options.

Unholy Hand Grenade

Delvers who deduce what the horrid skull is might be tempted to use it as a weapon, levitating it into the lair of other monsters, even sending a brave (or psionically shielded) party member in to fetch it and *hurl* it at their foes. That's fine! Just remember that this cuts both ways. Nothing stops a devious lich from doing exactly the same thing – or perhaps attaching the skull to the end of his staff as a deterrent against living meddlers.

Blood, No Brain, No Eyes, No Neck, No Vitals, Unliving); No Manipulators; Pressure Support 3; Sealed; Unhealing (Total); Vacuum Support.

Class: Undead.

Notes: Nonsentient – *can't* communicate or negotiate. Rumors persist of intelligent lich-skulls with DX 10+; IQ, Will, and Per 12+; dozens, even hundreds of FP; Magery 3+; and many spells that enable it to levitate, turn invisible, etc. Either way, it's truly evil.



ICE WYRM

This blind, limbless, 35' "worm" is covered in slick, icy scales. It hunts by body warmth, attacking by biting with a ferocious maw filled with crystalline teeth or by exhaling a paralyzing jet of frost motes – all while simultaneously lashing out with the sting at its nether end, injecting chilling venom. The wyrm is itself near-impervious to cold, and has no particular vulnerability to flame. It lacks eyes, and its brain and vital organs are distributed through its body such that it has no true weak points. However, it's a "natural" creature, and once freed

from suspended animation in its ice egg, it must eat and breathe like any beast.

ST: 42	HP: 42	Speed: 6.00
DX: 12	Will: 12	Move: 6
IQ: 5	Per: 12	
HT: 12	FP: 12	SM: +5
Dodge: 9	Parry: N/A	DR: 4

Bite (12): 4d+1 cutting. Reach C-5.

Frost Breath (15): 5-yard-wide × 20-yard-long cone of frost does 3d-1 crushing without blunt trauma or knockback + roll vs. HT at -1 per 2 points of penetrating damage or frozen (paralyzed) for (20 - HT) minutes, minimum 1 minute. Five-second recharge between shots.

Sting (12): 4d+2 large piercing + follow-up 1d fatigue (cold; see p. B430). Reach C-5.

Traits: Acute Detect 4 (Sense roll 16); Blindness; Detect (Heat; Precise); DR 42 (Ablative); DR 13 (Limited, Cold/Ice); Enhanced Move 1 (Ground Speed 12); Extra Attack 1; High Pain Threshold; Injury Tolerance (No Brain, No Eyes, No Neck, No Vitals); Regeneration (Slow, 1 HP/12 hours); Regrowth; Resistant to Metabolic Hazards (+3); Slippery 5; Temperature Tolerance 10 (-135°F to 40°F); Terrain Adaptation (Ice); Uncontrollable Appetite (12) (Mortal Flesh); Unfazeable; Universal Digestion; Vermiform; Wild Animal.

Skills: Innate Attack (Breath)-15.

Class: Dire Animal.

Notes: Ablative DR 42 must be chipped off before creature can be injured; its other DR 4 (17 vs. cold/ice) is permanent. Bite counts as grapple on opponents of SM +2 or smaller! Ice-generating organs are worth \$7,500 to alchemists, who use them in fire resistance and liquid ice potions. Teeth can be turned into 1d very fine large knives; roll vs. Armoury (Melee Weapons) once per knife.

Icing the Wyrm

The ice wyrm makes a challenging-but-fair boss-monster encounter for parties with few special abilities. It is huge (Regular spells have ×6 cost for SM +5), tough (DR 4, 42 points of ablative DR to chip off, and then 42 HP), and devoid of vital spots – but it is also easy to hit (+5 for SM), lacks decent active defenses, and has no blanket immunities. Even weak fighters could eventually hack it to bits. It's also *alive*, so it can be poisoned (although it gets +3 to HT), gassed, etc. And its physical attacks, while impressive, are clumsy. Only ice wizards are out of luck (DR 17 vs. cold).

However, its breath is deadly. The cone is broad enough to engulf an entire party in formation out near its maximum range (60'), and doesn't suffer from dissipation; *everybody* risks 3d-1 crushing damage and fight-stopping paralysis. The heroes should spread out, or close to where the breath can strike only one of them at a time. Cunning delvers will exploit the five-second downtime between blasts.

Lair of the Ice Wyrm

To make the ice wyrm challenging for high-powered dragon-slayers, stage the encounter someplace icy. The wyrm will be unhindered (Terrain Adaptation) while its foes slide around: +1 movement point/hex, -2 to hit, and -1 to defend on natural ice – or see the Ice Slick spell (*Magic*, p. 186). Cold can cause problems before the battle. At -135°F, the wyrm is comfortable but heroes in "Arctic" gear must roll at HT-8 every 30 minutes or lose 1 FP; see *Cold* (p. B430).

KARKADANN

A karkadann resembles a lion crossed with a horse . . . and sporting a long, sharp horn on the center of its head. It's almost the size of a horse, too. It has a handsome mottled coat of gold and white and tan.

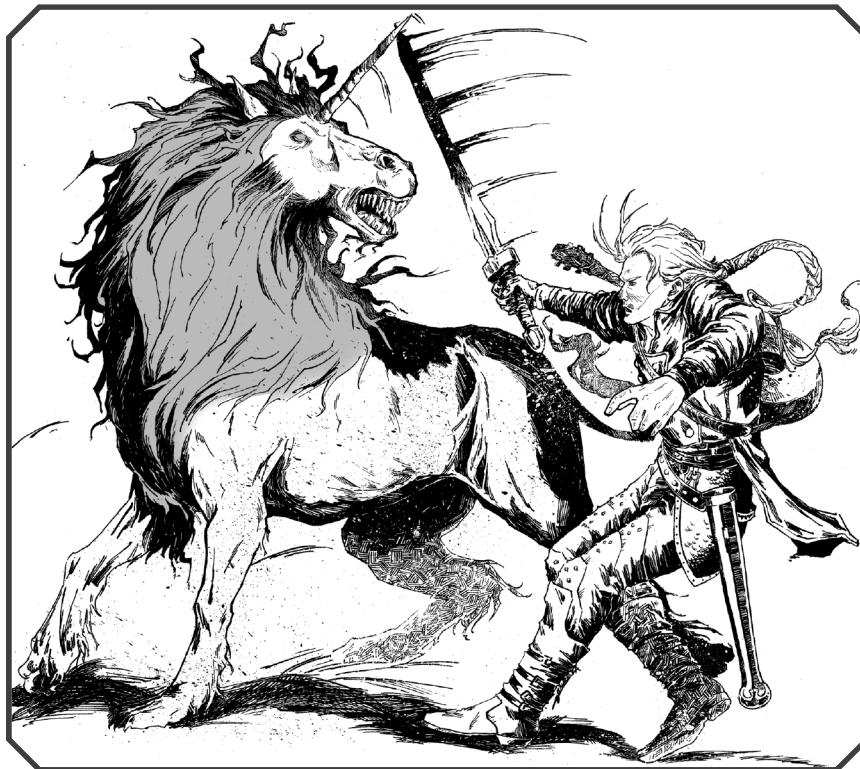
Karkadann are aggressive and territorial. They prefer to engage their foes directly, charging into close combat with their horn and then staying there to bite and claw. A karkadann can use its horn to parry as well as to gore, and is quite capable of "fencing" with armed opponents! (*Actual* fencing – with improved multiple parries and retreats, as described on p. B208 – would require a karkadann elevated to IQ 6+, doubtless by a crazy druid or wizard, and then taught the Rapier skill.)

ST: 20	HP: 20	Speed: 7.00
DX: 13	Will: 11	Move: 14
IQ: 4	Per: 12	
HT: 11	FP: 11	SM: +1
Dodge: 11	Parry: 12	DR: 1

Claws (16): 2d cutting. Reach C, 1.

Horn (16): 2d+3 impaling. Reach C, 1.

The initial *slam* with the horn inflicts



Soothing the Savage Breast

Karkadann love music – while they aren't intelligent enough to be negotiated with, they can be placated by song. Bards may use the rules under *Trickery (Dungeons*, p. 10), but there's a risk. Roll a Quick Contest between the bard's Musical Influence skill and the karkadann's Connoisseur (Music) skill. If the bard wins, the karkadann will leave the bard and his companions alone. If he loses, the karkadann doesn't like the music and will attack, trying especially to *eat* the bard. On a tie, however, the karkadann decides that the bard's music is just right, and will fix on *keeping the bard as a pet!* Negotiations on that subject may begin normally . . .

Karkadann Pride

Karkadann may be encountered either singly or in a group. A lone karkadann is always an adolescent male – stats are as listed. If encountered in a group, this will be a pride of karkadann: a bull male, his harem of 5-10 (1d+4) females, plus an additional 5-10 young. Bull males have ST 22 – and thus inflict more damage (horn: 2d+4, or 3d+6 at Move 12-14; claws and teeth: 2d+1) – along with Bad Temper (9) and Laziness (9). Females use the same stats as adolescent males. Young karkadann won't fight. The strongest male will drive off any young male old enough to challenge for control of his pride.

A male karkadann isn't exactly protective of his pride. He'll use the females much as a boss deploys minions: to set up his attacks, flank opponents, and charge dangerous foes. The bull *will* fight, but he'll exploit his harem to maximize his chances of surviving the fray.

the same damage at Move 1-7, but 2d+4 impaling at Move 8-12, and 3d+6 impaling at Move 13-14!

Traits: Bad Temper (12); Combat Reflexes; DR 2 (Partial, Skull); Night Vision 5; Quadruped; Temperature Tolerance 1 (30°F to 95°F); Wild Animal.

Skills: Brawling-16; Connoisseur (Music)-12; Running-13.
Class: Animal.

Notes: Total *skull* DR is 5. Animal spells affect karkadann normally. Intact karkadann hides can fetch up to \$800. Their horns, useful for making poison antidotes, are worth \$2,500 to alchemists. A horn can also be carved into an ornate (+1 reactions), fine-quality large knife. Roll vs. Armory (Melee Weapons); failure ruins the horn as a knife and reduces its value to alchemists to \$250. Young karkadann can't be tamed but are trendy exotic pets, worth \$1,000 each.

LEAPING LEECH

These horrid pests infest stagnant or still water. The size of a human pinky, leaping leeches are aptly named: they *jump* out of the water and glom onto their victims' unprotected skin. Individually, they're no threat, but they're always found in hordes. The only sure way to kill an infestation of leaping leeches is to drain the water and dry the muddy bottoms where they hide.

ST: 0	HP: 1	Speed: 6.50
DX: 16	Will: 10	Move: 1
IQ: 1	Per: 10	
HT: 10	FP: 10	SM: -9
Dodge: 9	Parry: N/A	DR: 0

Leaping (16): Up to 4 yards! Against an armored victim, this targets the face (at -5) or eyes (at -9). Leeches can cluster on body parts; only one can fit on a human-sized eye, but there's no practical limit to how many can cling to limbs, extremities, or the head. The leap does no damage, but . . .

Leeching: This attack cannot penetrate *any* DR, even that with the Tough Skin modifier. One second after hitting bare flesh, though, the leech begins to suck blood. It inflicts 1 HP per second for 1d-2 seconds (minimum 1). Then it's gorged and drops off.

Traits: Amphibious; Doesn't Breathe (Gills); Vermiform; Wild Animal.



Harmless Nuisance . . .

Leaping leeches are a nuisance monster. They lack treasure hoards (unless you count gear from incidental corpses), don't wander, and can't inflict much damage on prepared delvers. Their main value – to the GM anyway – is that they act to discourage adventurers from hanging around swamps and dillydallying near waterways. They also provide surprise value, because even the smallest body of still water is big enough to hold a couple of leeches, while larger monsters would be out of the question. Because leeches can leap up to four yards, even a tiny infested puddle in the middle of a sizeable room can threaten a leech attack.

. . . or Deadly Trap

However, leaping leeches *can* be deadly. They come in large numbers, so an unprepared delver can find himself swarmed and drained dry in seconds. The GM should be aware that while they *seem* relatively harmless, large numbers may inflict a surprising amount of injury in a short time period. Each leech can steal up to 4 HP, while pulling one off early also inflicts harm. And incautious delvers might set themselves or others ablaze trying to clear a large cluster of leeches off a victim in one fell swoop.

Clever monsters living near leaping leeches might exploit them as weapons. Defensively, leaping leech-infested water makes for a great "moat" to protect a lair. Offensively, some creatures may lure victims near the leeches, hoping the wrigglers will weaken, even slay the intruder. This doesn't work so well for things that like to eat their victims, but for undead, demons, or anything that's effectively immune to the draining effect (like trolls, p. 31), the leeches are purely useful.

Skills: Jumping-16; Swimming-18.

Class: Animal.

Notes: A leech that steals 2 HP or more has +1 to SM – and if such a distended leech is killed, it *bursts*, showering everything nearby with gore. Anyone (except other leeches!) within one yard must roll vs. HT to avoid being blinded for 1d-3 seconds (minimum 1). A safer option is to pick it off, but leeches are slimy and difficult to remove. Grabbing a leech in one second requires a DX roll, at -9 for SM; *carefully* doing so takes two seconds but requires no roll. Then roll vs. ST at -3 to pull it off; this inflicts 1 HP of injury. Even 1 point of flame damage will make the leech let go.

LICH



A lich is an undead archmage whose alchemically preserved skeleton is animated by necromancy. Megalomania is the usual motivation for choosing this career – liches are generally melodramatic Evil Overlords. Between this and their appearance, they simply can't be well-integrated members of society. Delvers interested in confirming any of this should be aware that their opponent is a wizard who neither sleeps nor ages; who has a hundred new skeletons he can possess if defeated in a location with mana; and who has had centuries to perfect diabolical spells, conjure legions of mindless undead, and build a lair where he enjoys a truly unfair home-ground advantage. You have been warned!

ST: 10	HP: 10	Speed: 7.00
DX: 12	Will: 18	Move: 7
IQ: 16	Per: 16	
HT: 14	FP: N/A	SM: 0
Dodge: 10	Parry: 11	DR: 2

Staff (12): 1d+2 crushing or 1d crushing – usually with a horrid spell, like 6d worth of Deathtouch. Reach 1, 2.

Traits: Cannot Float; Dark Vision; Dependency (Mana; Constantly); Doesn't Breathe; Doesn't Eat or Drink; Doesn't Sleep; Energy Reserve 30 (Gives 30 FP for working magic only); Fragile (Brittle); High Pain Threshold; Immunity to Metabolic Hazards; Injury Tolerance (No Blood, No Brain, No Eyes, No Vitals, Unliving); Magery 6; No Sense of Smell/Taste; Skinny (-2 ST and HP vs. slams and knockback); Unfazeable; Unhealing (Partial; Heals only when Unkillable is triggered); Unkillable 3 (Can only truly be killed in no-mana areas); Vacuum Support; Vulnerability (Crushing x2).

Skills: Dozens of IQ/Hard spells at 20+ and IQ/Very Hard spells at 19+; Staff-12; many IQ-based skills at 16+, notably Alchemy, Hidden Lore, Occultism, Research, Speed-Reading, Thaumatology, Traps, and/or Writing.

Class: Undead.

Notes: Spells and their levels vary, but favorites are at -2 to energy cost and half casting time – or better – due to skill 20+. Energy Reserve can be any size; 30 points is the *minimum*, and most liches wield significant power items. Some liches possess Power Investiture 6 (Unholy) and evil clerical spells (*The Next Level*, p. 24) instead of wizardly abilities; a few enjoy both! Still others have obscene levels of Deathliness and Necromantic abilities (*Summoners*, p. 15). Liches often negotiate – or accept surrenders, using Lesser Geas and Great Geas spells to bind victims to perform unspeakable services. Truly evil.

A Note to Undead-Slayers

A lich is just a fancy, magic-using skeleton, right?

Yes and no.

A lich has the usual suite of undead advantages: It can't be poisoned, starved out, strangled, or stabbed in its sleep; it lacks brains, a heart, and other vital bits; and it's Unliving, so impaling attacks aren't ideal (wounding modifier x1). It also has some classic weaknesses. Crushing attacks enjoy a x2 wounding modifier, and Fragile (Brittle) means that mere crippling injury removes limbs. Without mana, it loses 1 HP/minute and can be truly killed.

But then there are its spells, its zombie horde, and hacking your way through that horde while the lich casts those spells. Can you circumvent the brain-eaters before the lich casts some horrible spell on you? Can you even see the lich back there to shoot it from afar? Between the zombies and that lich favorite, Force Dome, probably not – and you know it has Reverse Missiles up, just in case.

Suppose you do get right next to the lich. There's mana here – no lich comes within miles of places without it – so now you must find a way to short-circuit its Unkillable advantage. Otherwise, you'll find yourself doing 110 points of injury to bring it to -10xHP, only to turn it into a ghost bent on coming back to kill you.

OBSIDIAN JAGUAR

This likeness of a great jungle cat is carved from dark volcanic glass and animated by something akin to druidic magic. It's indistinguishable from mundane statuary . . . until it pounces (six yards from a standing start!), after which it fights like a living jaguar. Razor-sharp obsidian claws and a hard, glassy hide – neither prone to breakage – make it a dangerous foe. It's said that priests of the lost civilization of Teclá created obsidian jaguars to guard their holy places. Delves plundering ruined temple complexes in the jungle should bear this in mind!

ST: 19	HP: 19	Speed: 7.00
DX: 16	Will: 11	Move: 10
IQ: 4	Per: 15	
HT: 12	FP: N/A	SM: +1
Dodge: 11	Parry: N/A	DR: 5

Bite (18): 2d+1 cutting. Reach C.

Front Claw (18): 2d+1 cutting. Reach C, 1.

Hind Claw (16): 2d+2 cutting. Reach C, 1.

Traits: Combat Reflexes; Doesn't Breathe; Doesn't Eat or Drink; Doesn't Sleep; Duty (To priests, ancient gods, or *something*); Fanaticism (Guarding holy places); Fragile (Brittle); High Pain Threshold; Immunity to Metabolic Hazards; Indomitable; Injury Tolerance (Homogenous, No Blood); Night Vision 5; Pressure Support 3; Quadruped; Sealed; Striking ST 2 (ST 21); Unfazeable; Unhealing (Total); Vacuum Support.

Skills: Brawling-18; Jumping-16; Stealth-16.



Class: Construct.

Notes: Despite its resemblance to a beast, Animal spells won't work. Animated by divine energies, not by magic. Unwilling to negotiate. Once destroyed, the choicest hunks of its shattered remains are worth \$1dx200 to craftsmen in town, and weigh 3 lbs. per \$200 of value.

Teclá

The GM might set an adventure in the jaguars' homeland of Teclá. The terrain is jungle – ideal for outdoor encounters. This conceals vine-covered stone temples, some maintained by evil clerics (*The Next Level*, p. 23). Druidic magic is *potent* here; even deep inside temples, there's no despoilment penalty. Other suitable monsters are the ciuaclá (p. 7), Demon from Between the Stars (p. 9), giant ape (p. 16), horde pygmy (p. 18), and leaping leech (p. 22). Likely treasures are plants with remarkable properties, and strange stone fetishes bearing divine or druidic "enchantments."

The Jaguar Comes in the Night

Obsidian jaguars are certainly worthy opponents in a standup fight. They're stone, which gives them DR 5 and 19 HP, grants Immunity to Metabolic Hazards, weakens impaling and piercing attacks (wounding modifiers become $\times 1/2$ and $\times 1/5$, respectively), and means that called

shots to the skull or vitals do nothing special. They also have respectable combat stats.

Where they shine, however, is in night ambush. They ignore -5 in darkness penalties and are *crafty*. Roll a Quick Contest: their Stealth (16) vs. the delvers' Perception. Those relying on Vision must deal with darkness penalties, while the jungle affords the cats +3 for "many hiding places." If the jaguar wins, it makes a surprise attack (no defense possible); otherwise, roll vs. its Per 15, with success meaning it spots its prey's reaction and slinks off for now.

An obsidian jaguar always opens with a pounce (p. B372). A running start lets it cover 11 yards; with the extra yard of reach for pouncing, effective range is 12 yards. The +4 to skill for pouncing lets it hit its favored target, the neck, at 17 or less. With the Brawling bonus, slam damage is 2d+2 crushing; remember the $\times 1.5$ wounding modifier for the neck. The jaguar takes (target's HP)/10 dice of crushing damage, rounded to the nearest die. If it rolls higher damage than its prey, the victim must roll vs. DX or be knocked down. He falls automatically if the cat did twice his damage or more! Regardless, the jaguar must roll vs. DX 16 to avoid falling and requiring a turn to stand up.

ROCK MITE

Rock mites are a mineral-eating species that resemble headless stone pygmies. A rock mite's torso is lumpy and egg-shaped. Its legs are stumpy, ending in flat, slate-like "feet," while its arms terminate in "hands" of rock with four "fingers" radiating from the center. It uses its hands to convey chunks of rock to a "mouth" near the top front of its torso. This jagged maw is filled with a magma-like substance that melts down the mite's mineral-rich meals.

It isn't clear whether rock mites are animate stone or something else entirely. They *aren't* intelligent, and Mind Control and Animal spells have no effect on them, yet they obviously act in harmony with one another. Not only do they eat, they sleep, crouching down in such a way that they appear to be little more than a rock pile. They clearly dislike being bothered, too; if a mite is approached too closely or molested in any way (e.g., a delver mistaking a sleeping mite for a rock and *sitting* on it!), it will attack. And rock mites are never alone. Other mites nearby will swarm the offender, grappling him and then biting repeatedly until they've slain him and consumed any gems or other stones he's carrying.

ST: 12	HP: 12	Speed: 5.00
DX: 10	Will: 12	Move: 4
IQ: 0	Per: 9	
HT: 13	FP: 13	SM: -1
Dodge: 8	Parry: 8 (unarmed)	DR: 5



Lair of the Rock Mites

Rock mites don't breathe and are resistant to extreme heat (total DR 30 vs. Heat/Fire), great pressure, and hard vacuum. Thus, they could show up almost *anywhere*. The first thing to leap to a GM's mind might be a cave, but mites also dwell underwater, atop high mountains where the atmosphere is thin, in airless voids and weird alien dimensions . . . Wherever there's rock, there's rock mites.

One interesting lair is a *mine*. Metal miners tend to like rock mites, as they'll slowly tunnel out an area, leaving behind easily gathered metallic waste to refine. Gem miners *despise* them – a gemstone is just another meal to a mite! While mites can't be trained, they're occasionally confined for long enough to be exploited. Intelligent monsters may keep them on a "smelting farm," penning them, feeding them rock, and collecting excreted metals to sell, trade, or hoard. Keeping them corralled is tricky, though; they'll eat stone barriers and eventually melt or break metal ones, and mere *wood* is too flimsy to contain them for long.

I Am a Rock

Rock mites are *rocks*. This gives extreme resistance to harsh environments (see above) and makes them Homogenous (impaling damage has a mere $\times 1/2$ wounding modifier), immune to poison, and brittle (crippling injury to a body part breaks it off). Despite appearances, they *aren't* elementals!

Bite (10): 1d-1 cutting + follow-up 2d burning. Reach C. Any bite counts as a grapple, and inflicts 2d burning every turn thereafter! Treat as a weapon (Striker), not as a body part.

Traits: Bad Temper (12); Doesn't Breathe; DR 25 (Limited, Heat/Fire); Fragile (Brittle); Immunity to Metabolic Hazards; Immunity to Mind Control; Injury Tolerance (Homogenous, No Blood, No Head); Lifting ST 6; Mute; Pressure Support 3; Regeneration (Slow, 1 HP/12 hours; Only in contact with stone); Sealed; Single-Minded; Stubbornness; Vacuum Support; Weakness (Shape Stone or Earth to Air inflicts 3d/casting).

Skills: Wrestling-10.

Class: Mundane?

Notes: Unaffected by Animal or Mind Control spells. Nonsentient – *can't* communicate or negotiate. Lifting ST gives effective ST 18 for grappling. Rumors claim that rock mites are merely the "drone workers" of a larger rock-man civilization, whose metal-filled lairs are guarded by a warrior caste with *huge* jaws and a *crushing* grip.

SLORN

Slorn are eight-legged, fire-breathing lizards. They dwell in rocky badlands – and deep underground, near geothermal heat sources that keep them toasty. They aren't cold-blooded; they just like warmth. This includes hot meals . . . slorn *love* to roast their victims' meat before eating!

While slorn are a bit slow, they're physically powerful and almost tireless. Because of this, some tribes of reptilians (*The Next Level*, p. 15) tame them for use as mounts. Slorn are also notoriously hard to finish off; supposedly "dead" slorn have been known to get back up and resume the fight. They dislike giving up pursuit of anything that provokes them – or that *tasted* good.

ST: 25	HP: 25	Speed: 5.00
DX: 11	Will: 10	Move: 5
IQ: 3	Per: 10	
HT: 12	FP: 12	SM: +2
Dodge: 8	Parry: N/A	DR: 2

Bite (13): 2d+3 cutting + follow-up 1d burning. Reach C.

Flame Breath (13): 2d+2 burning (Jet, Range 3).

Traits: DR 15 (Limited, Heat/Fire); Extra Legs (8 legs); Fit; Hard to Kill 2; Horizontal; No Fine Manipulators; Recovery; Regeneration (Slow, 1 HP/12 hours); Regrowth; Temperature Tolerance 10 (75°F to 250°F); Single-Minded; Stubbornness; Wild Animal.

Skills: Brawling-13; Innate Attack (Breath)-13.

Class: Dire Animal.



Notes: Too stupid to negotiate. Slorn eggs are valued by those who train mounts (slorn that aren't fresh-hatched are too stubborn to train); each intact egg is worth \$500 to suitable traders or trainers.

Riders on the Slorn

Slorn can be raised from hatchlings to become *slow*-but-tough war mounts. A typical slorn has ST 25 and a Basic Lift of 125 lbs, allowing it to bear 375 lbs. as Medium encumbrance (Move 3) or 750 lbs. as Heavy encumbrance (Move 2). If the slorn bites on its turn, its rider suffers the standard -2 to attack (see *Attacks by Mounts*, p. B297). Fire-breath attacks aren't as disruptive – the penalty is only -1.

A customized slorn saddle isn't cheap: at least \$300, if available at all. Finding one typically means seeking out a tribe of slorn-riding reptilians who are willing to trade with warm-bloods. This can be an adventure in itself! On the bright side, if they sell slorn saddles, they probably teach Riding (Slorn) and sell slorn eggs to would-be riders, too.

Lizard Breath

It's easy to create variant slorn that suit different environments – or different dungeon themes (see *Theme Dungeons*, p. 37). For example:

Acid Slorn: Breathe a quickly dissipating acidic mist. Damage type for bite follow-up and breath becomes

corrosion. Additional DR has Limited, Acid. Acid slorn inhabit fetid, subtropical swamps and jungles.

Cold Slorn: Breathe a hoary blast of cold air. Damage type for bite follow-up and breath becomes burning *with no incendiary effect*, and victims must roll vs. HT at -1 per 2 points of penetrating damage or be briefly paralyzed (roll vs. HT at the same penalty every turn to recover). Extra DR has Limited, Cold/Ice. Temperature Tolerance range becomes -75°F to 100°F. Found on glaciers or snowy wastes.

Ice Slorn: Breathe a sheet of icy daggers! Damage type for breath becomes *impaling*. Bite follow-up, bonus DR, Temperature Tolerance range, and habitat are all as for cold slorn.

Poison Slorn: Breathe a poisonous mist. Damage type for bite follow-up and breath becomes *toxic*. Additional DR has Limited, Toxic. Lurk in swamps and jungles, and deep underground.

Shock Slorn: Breathe an electrical bolt. Damage type for bite follow-up and breath becomes burning *with no incendiary effect*, and victims must roll vs. HT at -1 per 2 points of penetrating damage or be stunned (roll vs. HT at the same penalty every turn to recover). Specialized DR has Limited, Electricity. Found everywhere!

SLUGBEAST

While this slimy monstrosity resembles a giant slug, it's far more deadly. Capable of oozing its way along ceilings and walls – and through openings as narrow as 6" across – it's a voracious carnivore, the bane of dungeon denizens and delvers alike. It constantly trails a path of sticky slime behind it (a persistent Binding), sliming up an area and then returning to check the gunk. It devours *any* organic matter it finds stuck there – living, dead, or undead. Slugbeasts are *always* hungry!

The slugbeast can extend two pseudopods with which to lash foes. Those struck are slimed, and likely to end up glued to the beast's sticky, *corrosive* skin. Once a victim is stuck, the slugbeast wraps a pseudopod around him and crushes him to death. The captive is also slowly dissolved by the digestive ooze secreted from the slugbeast's underside, and eventually reduced to a puddle of nutrients that the monster slowly absorbs.

ST: 16	HP: 16	Speed: 5.00
DX: 10	Will: 10	Move: 5
IQ: 2	Per: 10	
HT: 10	FP: 10	SM: +2
Dodge: 8	Parry: N/A	DR: 0

Digestive Slime: 1 point/second corrosion to anything touching the slugbeast, or that it touches or grapples. This is a *free action*.

Pseudopod Blow (12): 1d+1 crushing + follow-up 1 point corrosion + linked Binding 15 (effectively a ST 15 grapple, regardless of whether attack penetrates DR). Reach C, 1.

Pseudopod Crush: Victims who fail to break free from the Binding are crushed on later turns. Roll the beast's effective ST 18 vs. the higher of the victim's ST or HT; victory inflicts crushing damage equal to the margin. This, too, is a *free action*. Reach C.

Traits: Binding 15 (Melee Attack; One-Shot; Sticky; Unbreakable); Clinging (Move 2); Double-Jointed; DR 20 (Limited, Crushing); Gluttony (9); Infravision; Injury Tolerance (Homogenous, No Head, No Neck); Invertebrate; No Fine

Slughemoth

Slugbeasts also come in *slughemoth* size. A slughemoth is twice as big as a regular slugbeast, with SM +4, ST 32 (34 for crushing), HP 32, and pseudopods that inflict 3d+3 crushing at Reach C-3. Other stats (including Binding level and corrosion damage) are unchanged.

Squishing the Slug

Slugbeasts are only worthy head-on opponents for beginning adventurers. Poor active defenses make hitting them straightforward (granted, this is a mixed blessing for low-ST heroes; see below), while low HP and lack of general DR mean they're easy to slaughter. The slugbeast also shares its smaller kin's widely known weakness to salt; a successful Naturalist or Survival (Swampland) roll at +3 will reveal this, although it takes a human-sized handful – no mere pinch – to trigger its Weakness.

Yet slugbeasts can challenge the unprepared. A slugbeast's flexible body is largely immune to crushing damage (DR 20). It's also Homogenous, giving impaling attacks a ×1/2 wounding multiplier and piercing ones ×1/5, which makes bows and slings ineffective. Cutting attacks are the best option, but heroes using expensive swords should be aware that the beast's Binding and digestive slime kick in automatically when it's struck. A weapon will stick until the warrior *wins* a Quick Contest of ST against ST 15 to pull it free (each attempt takes a turn), and suffers 1 point/second of corrosion damage in the interim!

Manipulators; No Legs (Slithers); Weakness (Salt; 1d/second); Wild Animal.

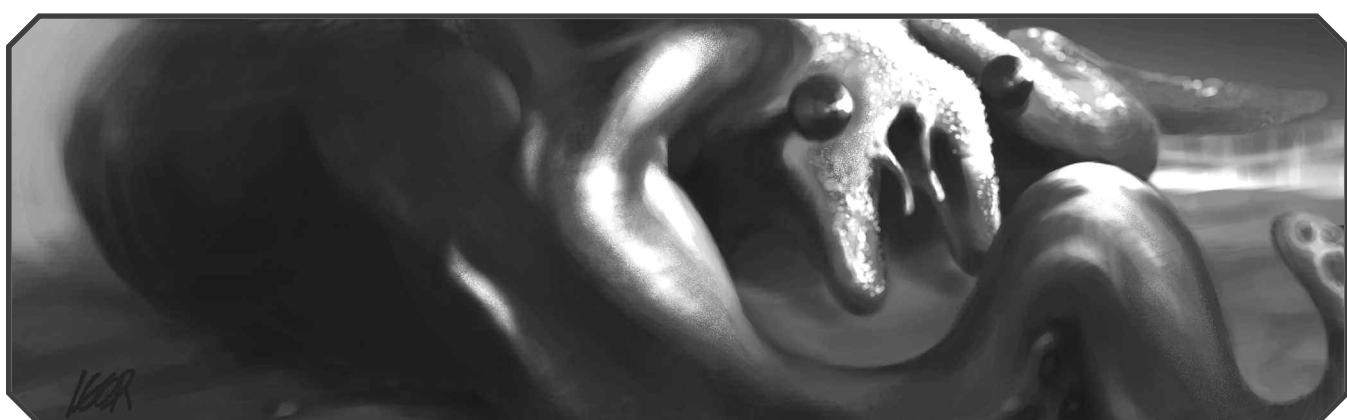
Skills: Brawling-12; Stealth-14; Wrestling-12.

Class: Dire Animal.

Notes: Effective ST 18 when grappling, due to Wrestling.

Affected normally by Animal spells. Too stupid to negotiate.

Slugbeast slime can be distilled into an acid of value to alchemists; a successful Alchemy roll and 5 minutes' work yields slime worth \$15 per point of success.



SPHERE OF MADNESS

This Elder Thing, like many, is something that mortals can *describe* but not usefully *understand*. By appearances, it's a putrid brown-green sphere just under 3' in diameter, ringed with eyes above the equator. An armored, crab-like arm projects from either side, ending in vicious pincers. Four suckered tentacles ring a horrid squid-like beak below, and four more tentacles and another beak adorn the top. The sphere moves via creepy, gliding levitation, dropping from above to engulf its victim's head, crush the skull, and eat the tasty brains inside.

ST: 17	HP: 17	Speed: 7.00
DX: 14	Will: 10	Move: 14 (Air)
IQ: 10	Per: 10	
HT: 14	FP: 14	SM: 0
Dodge: 10	Parry: 11	DR: 6

Crab Pincers (16): 1d+4 cutting. Any hit counts as a grapple, regardless of whether it penetrates DR. Reach C, 1. Treat as a weapon (Striker), not as a body part.

Octopus Tentacles: Victims who fail to break free from a pincer grapple are handed off to four tentacles the following turn. These crush the grappled body part (typically the head). Roll the sphere's effective ST 23 vs. the higher of the victim's ST or HT; victory inflicts crushing damage equal to the margin. A *free action* on a grappled victim! Reach C.



Fear the Sphere

Resembling as they do a flying seafood buffet, spheres of madness might seem silly. Laughing would be unwise, however.

A sphere can attack *twice*, trying for two pincer hits, which need not pierce DR to grapple; this is an attack from above (-2 to defend). Unless the sphere is killed or its dinner breaks free from effective ST 19, it will bring tentacles into play next turn; this uses up just *one* attack, so the Thing can start biting with its beak simultaneously, against which the victim has -2 to Parry and -1 to Dodge, can't retreat, and is restricted to close-combat defenses. The tentacle grapple has effective ST 23. On later turns, the sphere can use its head-crushing attack as a *free action* – ditto its beak, if that hit – while taking pincer swipes at nearby threats.

Defensively, a sphere enjoys DR 6, Magic Resistance 10, no vulnerable spots (neck, skull, or vitals), and Immunity to Metabolic Hazards. When not grappling, it can retreat *upward* for +4 (not just +3) to Dodge, and/or use Aerobatics for an Acrobatic Dodge (+2); see p. B398. Thanks to 360° Vision and Vibration Sense (Air), it's hard to surprise and impossible to flank a sphere.

Spheres vs. Eyes

Spheres of madness and eyes of death (p. 14) are at war. Spheres are more physically imposing, but eyes can wither them from afar. Battles are lopsided – an eye swarm emerges from cover at 20 yards and annihilates the spheres in seconds, or the spheres zoom into a cluster of eyes and snip them apart two at a time. *Neither* creature negotiates with mortals. Attempts to play one against the other see eyes and spheres closing from either side, wiping out the annoyance, and then resuming their scrap.

Squid Beak (16): 1d+2 large piercing. Can only bite a grappled victim, but a hit lets the sphere *worry*, rolling beak damage every turn as a *free action*. Reach C.

Traits: 360° Vision; Amphibious; Doesn't Breathe; Doesn't Sleep; Extra Attack 1; Extra-Flexible (Tentacles); Fragile (Unnatural); High Pain Threshold; Immunity to Metabolic Hazards; Injury Tolerance (No Brain, No Neck, No Vitals); Magic Resistance 10; No Legs (Aerial); Unfazeable; Vibration Sense (Air).

Skills: Aerobatics-14; Brawling-16; Flight-14; Stealth-14; Wrestling-16.

Class: Elder Thing.

Notes: Effective ST 19 when grappling with pincers, thanks to Wrestling, rising to ST 23 when employing four tentacles; use ST 23 for crushing heads. Unwilling to negotiate. Truly evil.

SWORD SPIRIT

A sword spirit was originally an elven, half-elven, or human swashbuckler who grew obsessed with but one activity and a single weapon – dueling and some kind of sword, respectively. Eventually, his mania led him to cheat to win a duel. For this he was cursed by an unknown god to wander the world and punish other honorable duelists, fighting constantly yet never improving his skills. Despite the name, a sword spirit *isn't* undead, but a mundane being made faerie. It resembles a member of its former race, with vacant, staring eyes and a cold, disturbing voice – a solitary creature, interested only in dueling and fruitless practice.

A sword spirit might be encountered randomly as it travels the world, but it's usually seeking a specific swordsman famous for his skill . . . or for cheating. It's compelled to duel *any* swordsman it finds, whether mortal or another sword spirit. On meeting such an adversary, the spirit will challenge him to a one-on-one swordfight to the death. If this opponent cheats – e.g., by receiving helpful spells from allies – or if a group attacks the spirit, it will become even more effective. Part of the curse's irony is that the spirit now *despises* cheaters!

ST: 13	HP: 13	Speed: 8.00
DX: 16	Will: 14	Move: 8
IQ: 11	Per: 11	
HT: 12	FP: 12	SM: 0
Dodge: 12	Parry: 17	DR: 2



Live By the Sword

A sword spirit is a master of its chosen blade. Don't forget the benefits of Weapon Master! The stats already incorporate the relevant damage bonus (and the bonuses for Striking ST and a fine-quality blade), but in addition:

- *Multiple parries* have a cumulative -2 (not -4) – or just -1 if the spirit uses a fencing weapon (p. B208).
- *Rapid Strikes* are at -3 (not -6).

Weapon Bond gives +1 to skill. Against opponents who cheat or team up on the spirit, Higher Purpose kicks in, giving +2 on *all* dice rolls! The curse uses a broad definition of "cheating" – *any* external advantage that the spirit doesn't share counts. Except in a one-on-one duel with no allies, no spells, and only the gear each fighter had at the moment of the challenge, this bonus will apply.

Die By the Sword

A sword spirit embodies the old saying – it lives by the sword and dies by the sword. No other injury will keep it down forever. So what counts as a "sword blow"? Any attack with a metal weapon covered by *Fencing Weapons* or *Swords* on pp. B208-209. This need not be *its* sword (although that's wonderfully poetic); any sword will do. Of course, the whimsical GM could alter the curse so that it *does* specify the spirit's own blade, making the sword spirit a *much* tougher foe!

Fine Thrusting Broadsword (23): 2d+7 cutting or 1d+6 impaling. Reach 1.

Traits: Ambidexterity; Cannot Learn; Combat Reflexes; Compulsive Behavior (6) (Duel swordsmen to the death); Disturbing Voice; Enhanced Parry 2 (Broadsword); Higher Purpose 2 (Kill Cheaters); Striking ST 2; Unkillable 1 (Achilles' Heel, Sword Blow); Weapon Bond (*Its* broadsword); Weapon Master (Broadsword).

Skills: Acrobatics-18; Brawling-18; Broadsword-22; Jumping-18.

Class: Faerie.

Notes: This spirit is a broadsword master, but similar spirits exist for every variety of sword. Some spirits have higher skill. Most wear armor; this one has leather armor (DR 2), but superior and/or magical armor is possible. Every sword spirit possesses an exceptional, sometimes magical blade; thus, a sword spirit is useful when the GM feels like giving out a nifty magical sword but wants the future owner to bleed for it! Sword spirits can negotiate, but are only *interested* in dueling master swordsmen.

THROTLER

These immortal spirits were punished eons ago by a goddess who confined them to hulking material bodies that resemble green ogres. Nobody remembers *why*. They enjoy few spirit gifts (see *Summoners*) yet suffer most spirit weaknesses – like susceptibility to sorcerous summoning, repulsion, and binding. Their sole remarkable ability is that of transforming into one specific human form . . . a trick used to approach



Full Throttle

Using armed throttlers as ogre stand-ins is wasteful. They're brawny enough, but ogres charge lower rates – just ask any Evil Overlord. And having throttlers attempt to strangle armed adventurers in combat is outright *suicidal*.

Guile works better, but a throttler is unlikely to succeed at posing as a lost child in order to strangle his rescuers in their sleep. That's beyond his acting skills, and he couldn't restrain his urges for hours regardless.

A gang of sneaky throttlers is another matter. Flesh-bound throttlers are living, breathing, *reproducing* mortals, cursed to reincarnate as the spawn of their living brethren, instantly transforming the young into full-strength specimens. Thus, Granny and Pappy Throttle, Buck Throttle and his wife Daisy, Cousin Cletus Throttle, young Joe-Bob and Shane Throttle, and little Emma-Sue Throttle all use identical monster stats in their unchanged forms. And the family that slays together stays together.

Some throttler families have mixtures of human forms that let them pose as human families. Others all resemble skinny itinerants, fat merchants, etc. They might pay adventurers to protect their camp or caravan, beg for alms, or come running at delvers – armed-and-armored associates pursuing them in ogre form – screaming for rescue from the monsters. Once the heroes are surrounded, or bravely positioned between “ogres” and “innocents,” things get ugly.

It's Not Easy Being Green

If it's possible to play an ogre, then the GM may allow throttler PCs.

Throttler

150 points

Attribute Modifiers: ST+10 (Size, -10%) [90]; HT+2 [20].

Secondary Characteristic Modifiers: Per+2 [10]; Basic Move+1 [5]; SM +1.

Advantages: Alternate Form (Human) [15]; Damage Resistance 2 (Tough Skin, -40%) [6]; High Pain Threshold [10]; Night Vision 9 [9]; Resistant to Metabolic Hazards (+3) [10]; Strangler* 2 [10]; Temperature Tolerance 10 [10].

Disadvantages: Bloodlust (9) [-15]; Divine Curse (Affected by anything that would normally only affect spirits) [-15]; Obsession (9) (Throttling) [-15].

* *Strangler:* You're fated to stalk and throttle travelers. This Talent aids Brawling, Stealth, Tracking, and Wrestling. *Reaction bonus:* none! 5 points/level.

travelers in order to strangle them as sacrifices to their goddess. Like as-Sharak (*Dungeons*, p. 21), some throttlers believe that this can reverse their curse. Many simply find humans tasty.

ST: 20	HP: 20	Speed: 5.50
DX: 10	Will: 10	Move: 6
IQ: 10	Per: 12	
HT: 12	FP: 12	SM: +1
Dodge: 8	Parry: 12 (unarmed)	DR: 2
Kick (16): 2d+1 crushing. Reach C, 1.		
Neck Grapple (18): Followed by strangling; see p. B370.		
Punch (18): 2d crushing. Reach C, 1.		

Traits: Alternate Form (Human); Bloodlust (9); Divine Curse (Affected by anything that would normally only affect spirits, despite being entirely physical beings); High Pain Threshold; Night Vision 9; Obsession (9) (Throttling people); Resistant to Metabolic Hazards (+3); Temperature Tolerance 10 (-25°F to 150°F).

Skills: Brawling-18; Stealth-14; Tracking-14; Wrestling-18.

Class: Mundane (but note Divine Curse!).

Notes: Bind Spirit, Command Spirit, Pentagram, Repel Spirits, Sense Spirit, and Turn Spirit affect throttlers as written; Entrap Spirit renders them insubstantial to be sealed in a container; and Banish teleports them to the ruins of their goddess' temple! Effective ST 22 when grappling, thanks to Wrestling; apply SM difference to attack rolls when grappling (+1 vs. SM 0 humans). Most pose as “innocent victims,” but some stomp around being ogres, with armor, weapons, and combat skills to match. Green.

TROLL



The troll shambled closer. He was perhaps eight feet tall, perhaps more. His forward stoop, with arms dangling past thick claw-footed legs to the ground, made it hard to tell. The hairless green skin moved upon his body. His head was a gash of a mouth, a yard-long nose, and two eyes which were black pools, without pupil or white, eyes which drank the feeble torchlight and never gave back a gleam.

—Poul Anderson, *Three Hearts and Three Lions*

Trolls are lean, green killing machines. Singly or in packs of a dozen or more, they may turn up almost anywhere: forest, swamp, jungle, or skulking in ruins or sewers. They are carnivorous and *love* children, but can digest anything organic. Nothing eats *them*, though; troll flesh is altogether unwholesome. Because only fire or powerful acid can kill trolls, they fear nothing — including such attacks. Many a troll sports scars from acid or fire wielded by some now-dead foe!

Tavern tales portray trolls as stupid, but they're clever, cunning hunters. They're also curious, investigating anything interesting that comes along. Their origins are a mystery. They seem to be sexless; there are only a few, possibly spurious reports of old trolls; and troll children are unknown. Trolls have no culture but occasionally live in large communities, dominated by the strongest. All hoard treasure, which is mixed up with the remains of previous victims.

ST: 20	HP: 20	Speed: 6.25
DX: 13	Will: 10	Move: 6
IQ: 10	Per: 10	
HT: 12	FP: 12	SM: +1
Dodge: 10	Parry: 11 (unarmed)	DR: 0

Bite (15): 2d cutting. Reach C.

Claws (15): 2d+1 cutting (x2). Reach C-2.

Traits: Acute Taste and Smell 3; Ambidexterity; Bloodlust (9); Combat Reflexes; Curious (9); Dark Vision; Extra Attack 2; Gluttony (9); High Pain Threshold; Immunity to Disease; Independent Body Parts (Detachable Head); Injury Tolerance (No Brain, No Vitals); Long Arms (+2 SM); Overconfidence (9); Recovery; Regeneration (Very Fast, 1 HP/second; Not vs. burning or corrosion); Regrowth; Unfazeable; Universal Digestion; Unkillable 3 (Achilles' Heel, Burning or Corrosion).

Skills: Brawling-15; Stealth-14; Wrestling-15.

Class: Mundane.

Notes: Per 13 for smelling hidden foes. Effective ST 22 when grappling, owing to Wrestling. Bite counts as a grapple on creatures of SM 0 or less. Bigger trolls exist — simply raise ST! Troll chieftains have Tactics at 10+. There are legends (though no first-hand reports) of giant, two-headed, and even *vampire* trolls. Can occasionally be bribed.

Killin' Trolls . . .

A troll's powerful Regeneration (1 HP/second) makes it challenging to kill. The only thing this *can't* heal is wounds from burning or corrosion damage (although such injuries respond normally to rest, medical treatment, and healing spells). Trolls also have Independent Body Parts (pp. 35-36), making dismemberment and even decapitation temporary inconveniences. These advantages in combination with Regrowth and Unkillable mean that if a troll is hacked to bits and the pieces scattered, the fragments will work incessantly to reassemble. Pulverized trolls coalesce into limbs, torso, and head; larger bits reattach themselves. If sizeable chunks are kept apart for long (2d hours), each grows a mouth and starts to eat, growing into a full troll in 1d days.

All this is common knowledge among delvers, who learn it young from old men in taverns and experienced adventurers (and from playing That Other Game).

. . . and Trolls Killin'

Trolls are also expert killers. With Extra Attack 2, a troll can claw twice and bite once each turn. While normally concentrating on one opponent, it can attack as many as *three*, need be. Its bite counts as a grapple on smaller foes, so it'll latch on to keep its victim in close. A troll battling a single adversary can deliver over 6d cutting per turn, all told. Lightly armored delvers beware!

Trolls like to use their Stealth-14 to sneak up and launch surprise attacks from behind. Typical "fighters in front, casters in back" parties could find themselves in real trouble against this tactic.

UNDEAD SLIME

This isn't a dead slime reanimated by a deranged necromancer . . . it's the congealed residue of deliquesced zombies (in simplified Barbarian: a zombie horde that has rotted even more than usual). Physically, it's a circular puddle of stink five yards across. Enough zombie rot in one place seems to develop a hive mind – like some insects – but because it requires neither food nor shelter, it sticks to doing what it does best: being a monster. The gunk might have an eyeball or a femur floating in it, but it lacks limbs and mouths; therefore, it strikes by bloating up with corpse gas, *shoving* its victims, and then deflating, leaving behind a horrid stench.

ST: 45	HP: 45	Speed: 5.00
DX: 8	Will: 8	Move: 1
IQ: 1	Per: 8	
HT: 12	FP: N/A	SM: +4
Dodge: 8	Parry: N/A	DR: 0

Pfff: Billows out, automatically hitting anyone within three yards. The only defense allowed is diving for cover (p. B377); this must succeed *and* move the defender out of range. On a hit, roll 10d and divide by victim's ST-2 for knockback in yards. See *Knockback* (p. B378) for effects, like being knocked down and hurled into walls. Anyone backed up against a hard surface is instead trash-compacted for 5d-1 crushing.



Endurance Event

Fighting undead slime can take a while. It's Diffuse, so it suffers only 2 HP of injury from most attacks and just 1 HP from impaling or piercing ones. Since the thing has 45 HP, delivering the 90 points of injury required to reduce it to -HP – where Fragile (Unnatural) kicks in – requires lots of hits. Damaging Area spells and explosive Missile spells do their usual damage. Little else works, least of all anything that involves getting the slime to eat or breathe something nasty, as it's utterly immune to such dangers.

Cage Fight

If nothing prevents the heroes from falling back and peppering the slime with, say, 45 boulders or 90 arrows, then that's what they'll do. It's easy to hit (+4 for SM), unlikely to duck (Dodge 8), and only dangerous within three yards. It certainly can't chase anyone effectively (Move 1).

To make undead slime a threat, put it in a spot where the delvers *can't* do this; e.g., lurking at the bottom of a pit, beneath the waters of a cistern accessible only by ladder (it's Amphibious!), or in a room suddenly sealed by portcullises. In a 12-yard-wide circular chamber, a five-yard-wide slime sitting in the middle, blasting unpleasantness three yards to all sides, can keep the PCs on the defensive. In a smaller compartment, it *will* crush those who can't fly! There's usually a secret escape route, of course.

Ssss (Resisted by HT): Smell-based emanation within three yards. Subjects who don't resist are *nauseated* (-2 to attribute and skill rolls, -1 to active defenses, and possible vomiting; see p. B428) for minutes equal to margin of failure.

Traits: Amphibious; Bad Smell; Detect (Life); Doesn't Breathe; Doesn't Eat or Drink; Doesn't Sleep; Fragile (Unnatural); High Pain Threshold; Immunity (Most forms of control); Immunity to Metabolic Hazards; Indomitable; Injury Tolerance (Diffuse); Invertebrate; No Manipulators; Temperature Tolerance 10 (-115°F to 60°F); Unfazeable; Unhealing (Partial).

Class: Slime/Undead.

Notes: Unaffected by Animal, Necromantic, or Plant spells that don't specifically target slimes, but is injured by Turn Zombie. Heals by absorbing corpses; restores HP equal the corpse's HP in life, taking a day per 4 HP healed. Bigger slimes sometimes form: seven-yard one has SM +5, ST/HP 75, 17d shove (or 8d+1 crushing), Reach 5; 10-yard one has SM +6, ST/HP 100, 22d shove (or 11d-1 crushing), Reach 7. *Not* truly evil – more of a thaumatological accident. Far too stupid to negotiate!

VOID BRUTE

These humanoids are former *humans* bred into slave-creatures of the mindwarpers (*Dungeons*, p. 25). Their name derives from legends claiming that mindwarpers dwell in an airless realm between dimensions. Void brutes clearly don't – but the name stuck.

A void brute is heavily muscled, with a disproportionately bulky upper body atop a wasp-thin waist and stumpy legs; a large, shark-like mouth brimming with sharp teeth; and wide-set eyes that lack pupils, showing only plain white orbs. It's completely without a neck, its eyes, mouth, and nose slits sitting high on its chest. It wears a leather harness and little else, and carries an outsized club with which to pound foes. Given the chance, a brute will grab an opponent, hold him at arm's length, and bludgeon him to death with its club, resorting to grappling and biting if disarmed.

ST: 17	HP: 17	Speed: 7.50
DX: 13	Will: 10	Move: 7
IQ: 8	Per: 10	
HT: 13	FP: 13	SM: +1
Dodge: 10	Parry: 10	DR: 2

Bite (16): 1d+2 cutting. Reach C.
Humongous Knobbed Club (15): 4d+2 crushing. Reach 1.
Punch (16): 2d+1 crushing. Reach C, 1.



THE MONSTERS

Serving the Masters

Void brutes are slavishly loyal servants to the mindwarpers, who use them as shock troops, heavy laborers, and bodyguards. They're most often encountered either alongside their hideous master or in a small group dispatched on some dangerous (but fairly *simple*) mission, like guarding a location, killing everything they find, or retrieving a lost object. Void brutes are just smart enough to function in their intended role, but have little or no imagination. If sufficiently confused or annoyed, they'll get *angry*. Enraged brutes will attempt to destroy everything around them (though never mindwarpers or other void brutes) until they calm down . . . usually much later.

Berserk Void Brutes

Void brutes already enjoy an effective HT 15 to avoid unconsciousness or death, thanks to their base HT 13 and Very Fit. When Berserk (p. B124) kicks in, the +4 for that disadvantage amplifies this to an effective HT 19. Combined with Injury Tolerance that removes two high-value targets (the skull and the neck), this makes them extremely hard to kill.

Killing a void brute typically requires taking it to -5×HP. This amounts to 102 points of injury. For this reason, the GM should avoid stacking on additional DR – the brutes already take a terrific amount of injury to defeat! Going for the limbs can avoid this, but crippling a void brute's leg or arm requires a single blow that rolls a basic damage of at least 8 if cutting or 11 if any other damage type. Even then, crippled brutes *will* crawl or hop over to the nearest foe and try to finish the job . . . players can insert their own Monty Python jokes here.

Traits: Arm ST 5; Berserk (12); Hide-bound; High Pain Threshold; Injury Tolerance (No Head, No Neck); Mute; No Peripheral Vision; Resistant to Metabolic Hazards (+3); Slave Mentality; Stubbornness; Unfazeable; Very Fit; Very Rapid Healing.

Skills: Axe/Mace-15; Brawling-16; Wrestling-15.

Class: Mundane.

Notes: DR is tough skin, which doesn't protect against contact agents. Effective ST 24 when grappling, thanks to Arm ST and Wrestling. Effective HT 15 for most purposes, due to Very Fit, increasing to effective HT 18 against metabolic hazards. Psionically enslaved (not to mention Mute) and *unable* to negotiate. In some cases, a mindwarper with a wider-than-usual range of psi abilities (*The Next Level*, pp. 40-41) might be in direct control of the brute, or at least borrowing its eyes. This can be all kinds of bad.

WATCHER AT THE EDGE OF TIME

Watchers look like tall, slender, four-armed elves sans hair, pupils (they have milky orbs for eyes), or a mouth; with mere slits for nostrils and ears; and with smooth, bone-colored flesh. Sages claim that this appearance is a persistent illusion, and that watchers are actually pulsating light globules with four glowing pseudopods for attacking foes and interacting with the world. At any rate, watchers move *far* faster than most mortals, teleport, and control the pace of any encounter. As for what they watch or want, nobody knows – but they're found only in places where mages tried and failed to unlock Gate magic, which is a clue, at least.

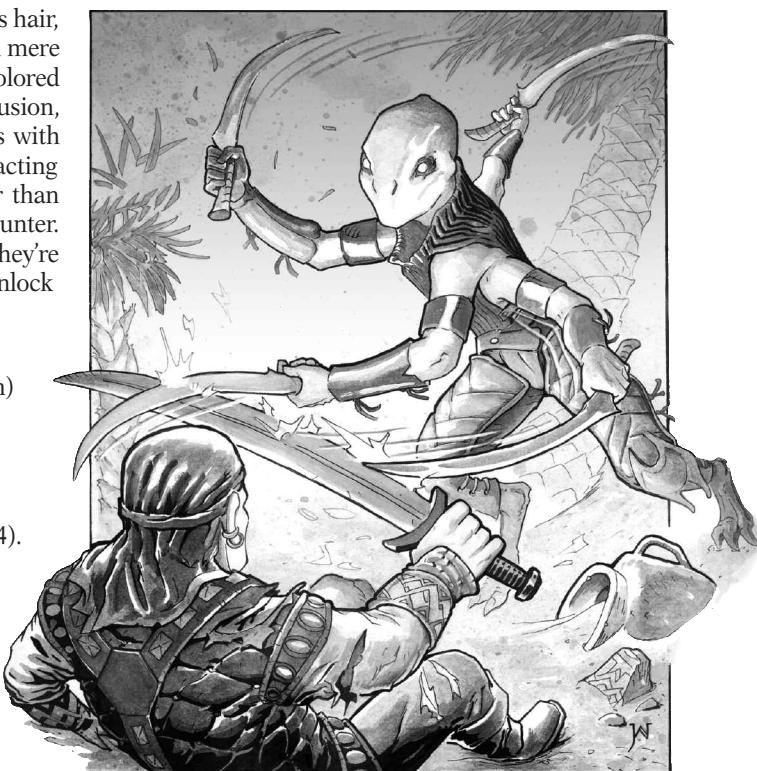
ST: 12	HP: 12	Speed: 10.00
DX: 18	Will: 12	Move: 10 (Teleportation)
IQ: 10	Per: 18	
HT: 12	FP: 12	SM: 0
Dodge: 14	Parry: 13 (x4)	DR: 0

Hook-Shaped Shortswords (18): 1d+2 cutting (x4). Reach 1.

Traits: Absolute Direction; Absolute Timing; Altered Time Rate 1; Damage Reduction 2; Detect (Gate Magic); Doesn't Breathe; Doesn't Eat or Drink; Doesn't Sleep; Enhanced Time Sense; Extra Arms 2; Extra Attack 3; Indomitable; Injury Tolerance (No Blood, No Vitals); Magic Resistance 6; Mute; Resistant to Metabolic Hazards (+8); Unfazeable; Warp (Accessibility, Can't teleport *through* people or obstacles; Blink; Cosmic, No die roll required; Range Limit, 10 yards; Reliable 8).

Skills: Body Sense-18; Shortsword-18.

Class: Elder Thing.



Notes: See *Time Is on Their Side* (below) for important notes on abilities. Shortswords are unremarkable, aside from being so curved as to be useless for thrusting. Unwilling to negotiate.

Time Is on Their Side

Enhanced Time Sense guarantees that a watcher always acts first against delvers who lack that advantage – and Basic Speed 10.00 means that it usually gets the jump on rivals who *do* enjoy that trait. Altered Time Rate 1 enables it to take *two* maneuvers per turn. Because Extra Attack 3 lets a watcher attack four times, two Attack maneuvers translate into eight blows; with skill 18, Deceptive Attack is likely. Against mobile opponents, Warp – actually extra-fast movement through space, blocked by people, walls, etc. – permits the watcher to cover 10 yards, even fly at Move 10, without making success rolls. With a Move maneuver followed by an Attack, it could travel 10 yards, make four swings, and then step back.

A watcher is equally overpowering on the defensive. Blink and Reliable let it use Warp once per turn to evade any one attack at 18 or less. This counts as a dodge, and is in addition to unlimited mundane dodges at 14 and, if

needed, four parries at 13 (crossing paired swords to parry with both at once gives *two* parries at 15 instead). Assuming that someone lands a hit, calculate injury normally and then *halve* it (Damage Reduction 2). Heroes who favor alternatives to swordplay should note that the watcher has Magic Resistance 6, +8 to HT when it comes to poison and the like, and no vitals. It can also use Warp once or twice on its turn to flee 10 or 20 yards from restraints, Area spells, etc. that don't wholly encase it in matter.

Hero-Killers

Watchers aren't *meant* to be fair. A lone watcher could almost be a boss in its own right, although it lacks the damage to threaten well-armored adventurers, even if it uses its first maneuver for All-Out Attack (Strong) and the second for something that allows active defenses. Multiple, better-armed watchers could flank a party at will and destroy it in detail. Only do this to delvers who *have it coming*; e.g., if they find and badly abuse some form of gate or teleportation.

CHAPTER TWO

MONSTER TRAITS

There are more things in heaven and earth, Horatio, than are dreamt of in your philosophy.

— Shakespeare the Bard

Birds can fly and fish can swim, but on this planet where do I fit in?

— Shakespears Sister

Freaky traits make the monster, but “freaky” is by contrast to “mundane”; exotic and supernatural advantages and disadvantages straight out of the **Basic Set** usually cover it. Before springing a creature on the PCs, the GM should review its “Traits” list and bone up on any rules with which he’s unfamiliar. Monster write-ups try to do as much of the math as possible, highlight vital synergies, and warn of important exceptions, but they can’t anticipate *every* contingency (or adventuring party), and it’s *no fun* to pause the hacking and slashing in order to dig in books for some obscure detail.

If a monster isn’t dangerous enough, the GM should beef it up! Most monster entries suggest power-ups under “Notes” or in nearby boxes. The advice is usually simple, like “raise ST,” but sometimes involves changes to several stats or almost all of them; e.g., *King of the Apes* (p. 16).

If the players know too much about a monster, the GM should *change it up*. Some creatures come with ready-made alternatives, such as *Lizard Breath* (p. 26) for the slorn. The GM can also transplant abilities from other *Dungeon Fantasy* fiends; see *Monster Index* (pp. 39-40) for a list. Delvers who’ve encountered bronze spiders (p. 5) won’t be expecting a slorn breath weapon!

The GM can even steal abilities intended for *heroes*; *Adventurers*, *The Next Level*, and *Power-Ups* are especially useful sources. Many monsters come with advice along these lines: all liches (p. 23) are spellcasters, some Demons from Between the Stars (p. 9) are clerics, and the occasional horde pygmy (p. 18) is a necromancer. However, there’s no reason not to give a troll chieftain (p. 31) barbarian abilities, make a dino-man leader (p. 11) into a trained knight, grant a draug lord (p. 12) unholy warrior powers, or introduce a sword spirit (p. 29) or an unusually smart karkadann (p. 21) who has swashbuckler power-ups. A void brute (p. 33) with psi abilities *might* be reaching – but then again, mindwarpers are worthy of their name.

But not all monster abilities and power-ups are so straightforward . . .

NEW MONSTER ADVANTAGES

Two advantages seen in Chapter 1 *aren’t* in the **Basic Set**. They’re described here in sufficient detail that the GM can use them in play, grant them to his own fiends, or even stick them on Allies or Alternate Forms intended for delvers. *Damage Reduction*, found on the watcher at the edge of time (p. 34), is one of the fastest ways to make *any* monster tougher. *Independent Body Parts*, possessed by the troll (p. 31), suits other regenerating creatures – and zombies! Both are technically subtypes of Injury Tolerance (pp. B60-61).

Damage Reduction

50 points for a divisor of 2,

75 points for 3, or 100 points for 4

The monster divides the injury it suffers by 2, 3, or 4 (round *up*) after subtracting DR from damage and applying any wounding modifiers. Record this as “Damage Reduction 2,” “Damage Reduction 3,” or “Damage Reduction 4,” respectively.

This trait reduces all injury, but the Limited modifier (see *Limited Defenses*, p. B46) can restrict its benefits to damage types directly related to the creature’s powers.

Independent Body Parts

35 points

The monster’s limbs and extremities continue to fight after being severed. In effect, they’re separate entities! When the creature is struck there, don’t apply injury to its HP. Instead, apply it to the *body part’s* HP score: the owner’s HP/3 for an extremity or HP/2 for a limb (*round up*).

Attacks injure body parts normally with one exception: a *cutting* attack that would cripple a limb or an extremity costs the monster the use of that part (see p. B421) but inflicts no injury on the creature *or* the body part. Instead, it severs that part, which falls to the ground and fights as its owner’s ally! An extremity separates from its limb, while a limb separates from the torso.

Body parts have the monster's HT. Size Modifier is the owner's, adjusted by the part's hit location modifier; thus, a disembodied arm or leg has a SM of -2 relative to the creature, while a hand or a foot is at -4. For instance, the arm or leg of a SM +1 troll has SM -1, while its hand or foot has SM -3. Other abilities are as follows:

Arms: An arm has its owner's DX, a Move of the monster's ST/4, and a Dodge of DX/2 + 3. It has *full* ST for striking or strangling, but only ST/2 for grappling or dragging things. If it has a hand, it can punch or grapple (but only the feet or legs of a standing foe), or wield a one-handed weapon at -2 damage. If it lacks a hand, it can club for punching damage.

Leg: A leg with a foot has DX equal to its owner's DX-2. Move is the monster's Move-3, while Dodge is DX/2 + 3. It can leap up and kick foes for full damage. Treat a leg without a foot as an arm without a hand, but at -2 DX.

Hand: A severed hand has its owner's DX, Move equal to DX/2, and a Dodge of DX/2 + 3. Its only effective attack is to crawl up someone's body (treat this as a grapple) and strangle – see p. B370. The hand has the monster's *full* ST for this purpose only.

Foot: A foot has DX equal to its owner's DX-2, Move 1, and Dodge 4. Its only useful combat ability is to trip those who try to pass it. A fighter who tries to run through its hex must evade (see p. B368), and *falls down* if the foot wins.

Round fractions *up* for Move and ST calculations, but *down* for Dodge. Where combat skills would matter, apply the monster's relative skill level to the body part's DX.

A severed body part suffers injury normally from every attack except the one that severed it. At 0 or fewer HP, it's

crippled and can't act. Make the usual HT roll to learn whether this is permanent (see p. B422).

The monster may reattach its body parts by holding them in place for a minute. It *can* reattach crippled parts if the injury is temporary or lasting, but they remain crippled until healed. Permanently crippled body parts are destroyed.

If the *monster* dies, any severed parts live on and continue to attack its enemies!

Special Enhancements

Detachable Head: The monster's *head* uses these rules, too. A cutting attack to the neck that inflicts full HP or more decapitates the creature without injury. The head has its owner's DX and HT, HP/2, and Move and Dodge 0. It has a relative SM of -5 (e.g., SM -4 for a SM +1 troll). It can bite at *full* ST in close combat. If the head is the creature's seat of consciousness, the body fights as its ally. If it isn't (for instance, if the monster has No Brain), the head fights as the body's ally. +15%.

Instant Reattachment: Body parts need only be held in place for a second to reattach them. Creatures with the Very Fast or Extreme level of Regeneration (like the troll) don't need this enhancement! +50%.

Special Limitations

No Reattachment: The monster's severed body parts are animated but can't be reattached. This can't be combined with Instant Reattachment. -60%.

Reattachment Only: The monster's body parts are inert when severed. Severing them causes the owner no injury, and reattachment is possible, but they can't act independently. This can't be combined with No Reattachment. -50%.

You broke into my house, stole my property, murdered my servants, and my PETS! And that is what grieves me the most! You killed my snake.

– Thulsa Doom, in *Conan the Barbarian*

MONSTER PREFIXES

Not every monster is an out-of-the-box giant ape, or undead slime, or lich. The GM might have a job opening for a *distorted* giant ape, a *chaos* undead slime, or a *psycho killer* lich. Such added labels – called *monster prefixes* – serve to modify a creature's capabilities (and make it sound scarier!).

A monster can have several prefixes. If a prefix adds a trait that the creature already has – natively or from an earlier prefix – then ignore it if it's all-or-nothing. But if it's possible to *amplify* it, do so: Add the levels of traits that have them. Worsen self-control numbers for disadvantages by one step per occurrence (from 15 to 12 to 9 to 6). Several prefixes describe other cases.

Berserker

A berserker flings itself into battle with reckless fury. It may start the battle in a berserk rage, or it might hold back until injured and then fly into a killing frenzy.

Statistics: Add Berserk (12) (Battle Rage) – and if the creature *already* has Berserk, add Battle Rage, if absent, in addition to lowering self-control number. Add +3 or 30% to HP (round down), whichever is *higher*.

Chaos

Chaos creatures have been warped by contact with pure chaos: the random, unformed stuff of the universe. They're twitchingly fast, terrifying opponents, but also incredibly *random* in their actions . . . and in how their bodies react to the stress of mortal injury. This prefix can occur alone but often appears alongside distorted (p. 37).

Statistics: Add +1 to Speed, plus Combat Reflexes, Fragile (Unnatural), High Pain Threshold, and Impulsiveness (9). When slain, roll 1d:

1 – The creature proves to have Fragile (Explosive), too, and explodes immediately.

2-5 – The creature dissolves into a murky pool of liquid chaos that dissipates after 1d minutes. Treat contact with this as a 1d attack. Roll 1d for damage type: 1-2 is burning, 3-4 is toxic, and 5-6 is corrosive.

6 – The creature has Unkillable 2. It dissolves into a murky pool, as on **2-5**, before reforming and springing back to life. If slain a second (or third . . .) time, reroll on this table and apply the new effect one *instead* of the old one.

Determined

Some creatures are simply hard to put down and *keep* down. While neither berserkers (p. 36) nor unstoppable, uncanny psycho killers (p. 38), they share a similar refusal to quit. They also hit a bit harder, in their relentless determination to win. This prefix is especially common on monster leaders and champions.

Statistics: Add +2 or 20% to HP (round down), whichever is higher; Hard to Subdue 1; and Striking ST 2.*

* Two levels of Striking ST generally give +1 to damage with *thrusting* attacks (including nearly all natural and unarmed attacks) and +2 with *swinging* attacks. The GM may recalculate damage in detail or just wing it and add +1 or +2!

Distorted

A distorted monster has been *warped* in some way – most often by exposure to Elder Things, but occasionally as a result of living in an alchemical toxic waste dump or being subjected to a mad wizard's experiments.

Statistics: This depends in part on the creature's supernatural weaknesses. If it has an exploitable flaw – especially Dread, Fragile, Magic Susceptibility, Nocturnal, Revulsion, Susceptible, Vulnerability, or Weakness – then *replace* this with an uncanny but hard-to-exploit feature like Disturbing Voice, Frightens Animals, Lifebane, Noisy, Supernatural Features, or Weirdness Magnet. If it has several weaknesses, swap *at least* one, perhaps rolling dice for each. If it lacks suitable weaknesses, it simply acquires a single uncanny trait. Regardless, it gains a total of 1d body parts chosen from among Extra Arms, Extra Heads, Extra Legs, and/or Extra Mouths (note that Extra Arms or Extra Legs change No Manipulators to No Fine Manipulators); the GM chooses or rolls randomly. Finally, the monster's class changes to Elder Thing, meaning that it's unaffected by control spells, Banish, True Faith, etc. Elder Things retain their class and gain 2d extra body parts.

Elemental

Certain creatures have acquired “elemental” powers.

Statistics: Damage *type* changes for all of the monster's attacks. Simply replace the usual type (burning, crushing, cutting, etc.) with the new one. Damage *amount* doesn't change

unless the unmodified monster already inflicts the selected elemental damage type; in that case, damage is +1 per die, minimum +1. There are six main types:

Acid Elemental: Type becomes *corrosion*.

Cold Elemental: Type becomes *burning with no incendiary effect*. Victims must roll vs. HT at -1 per 2 points of penetrating damage or be paralyzed (roll vs. HT at same penalty every turn to recover). This is “freezer burn,” not flame, so cold resistance works but fire resistance is useless.

Electricity Elemental: Type becomes *burning with no incendiary effect*. Victims must roll vs. HT at -1 per 2 points of penetrating damage or be stunned (roll vs. HT at same penalty every turn to recover). This is lightning, not flame, so electrical resistance works but fire resistance is useless.

Energy Drain Elemental: Type becomes *fatigue*.

Fire Elemental: Type becomes *burning* (the usual sort that starts fires).

Poison Elemental: Type becomes *toxic*.

As well, if the baseline creature has DR, the elemental version gains that much *extra* DR against its element only. If it has DR 0, it gains DR 1 against its element.

Theme Dungeons

Players of computer RPGs will be familiar with the concept of “theme areas.” The Jungle Vastness is *always* populated by anacondas, dire apes, horde pygmies, and trigers. The Crevice of Hell *always* contains as-Sharak, Demons of Old, and peshkali. And so on. But the monsters aren't all “plain vanilla” versions – they come in different (often color-coded) variations, differentiated largely by prefixes.

The GM can use the same idea in *Dungeon Fantasy*. Pick three to five thematically linked monsters (e.g., demons, or jungle-dwellers, or midgets with SM -1) and three to five recurring variations – created using one or more prefixes – that apply to all of them. For instance, a dungeon might contain three kinds of monsters with five variations apiece, for 15 distinct monster types, plus any bosses or special individuals (see *Boss Monsters*, p. 38). Don't worry if the prefixes don't suit, or stack sensibly on, every monster. This *is* dungeon fantasy, after all, so the occasional berserker horrid skull or acid elemental flame lord won't be too out of place.

To be extra-faithful to the theme-dungeon concept, match traps, treasures, etc. to the theme as well. For instance, a jungle-themed dungeon that features five sorts of dart-shooting horde pygmies and makes liberal use of the elemental poison prefix should have plenty of traps that involve darts and/or poison, and weapons found there ought to have an excellent chance of being made from poisonwood (*Treasure Tables*, p. 33).

Ghostly

This is a spirit-form variant of the creature – usually one that was slain and is back for vengeance! Ghostly monsters know that revenge is a dish best served indiscriminately; they're intolerant of *everything*.

Statistics: Add Doesn't Breathe, Doesn't Eat or Drink, Doesn't Sleep, Immunity to Metabolic Hazards, Insubstantiality (Affect Substantial; Usually On), Intolerance (All living beings), and Temperature Tolerance 10. Add the Undead monster class *on top* of the original class.

Juggernaut

A juggernaut is a slow-but-unstoppable force, especially resistant to damage and capable of absorbing what gets through. It's a juggernaut *relative to its kind* – juggernaut versions of especially small, weak, or frail monsters are still fairly small, weak, and frail!

Statistics: Add +2 or 20% to ST; +5 or 50% to HP; and +1 or 50% to DR. In all cases, round fractions down but use whichever bonus is *higher*.

Possessed

A possessed monster has its mind taken over by a hostile demonic spirit. The Banish spell can affect the *possessing spirit* but not the original creature; a successful casting removes this prefix. If the underlying creature *already* belongs to the Demon

class, then *two* successful Banish spells are needed to send it home: the first dispels the possessing spirit, removing this prefix, and the second gets rid of the original creature.

Statistics: Add +3 to Will or set Will to 15, whichever is *higher*. Also add Bloodlust (12), Callous, Dread (Holy Objects; 5 yards), Hard to Kill 2, Hard to Subdue 2, High Pain Threshold, Indomitable, Lifebane, Sadism (12), and the note "Unwilling to negotiate. Truly evil." The monster's class becomes Demon (a successful Banish spell means it reverts to its underlying class).

Psycho Killer

Psychos aren't stronger or harder to knock down – indeed, they might at first seem to be plodding and ineffectual. However, they have a habit of not *staying* down, appearing behind delvers who look away from their "corpse."

Statistics: Add -1 to Move (minimum Move is 1), 1d-1 levels of Extra Life (minimum one), and +5 to Stealth (a monster without Stealth gains it at DX). If the creature has an Extra Life left when killed, then regardless of how thoroughly the delvers destroy it, its remains vanish as soon as they're left unobserved. Disintegration, incineration, etc. make this *easier*, not harder!

The thing then expends one Extra Life and reappears someplace its killers wouldn't expect: behind the next door, in the "cleared" dungeon behind them, hanging under their wagon outside, lurking behind the waterfall where they stop to clean up on their way to town . . . This "teleportation" isn't physical movement but a special effect of Extra Life.

Boss Monsters

The term "boss monster" comes from video games, and refers to the big, bad monster at the end of a level. Tabletop dungeon crawls sometimes feature bosses, too. A few features distinguish a boss from lesser creatures:

- It has a *proper name*, not just a descriptive title. Delvers face "Skullcrusher" or "Rattlebones," not "the boss ogre" or "the boss lich." This need not reflect specific powers – if the name makes the boss seem cooler, that's good enough!
- It's an exceptional or special example of the baseline monster; e.g., an alpha male dire wolf (*Dungeons*, p. 22) or a horde pygmy shaman.
- It often has *multiple* prefixes or custom additions, making it a more powerful version of the basic monster. You don't become the Crushroom King or Princess of the Peshkali by being weak!

There are three broad varieties of boss:

Underboss: This is a stronger individual monster who leads a group of other monsters. It's usually subordinate to a level boss – or at least weaker. It needs a name, and should either have at least one monster prefix or be an otherwise exceptional example of that monster type.

Level Boss: This is the biggest, baddest monster on that particular level or in that section of the dungeon. Typically, it's a larger, stronger, nastier version of the most common monster (e.g., the strongest troll) or an unrelated creature that rules or controls the level's inhabitants (e.g., a wizard who commands all of the level's zombies). Defeating a level boss should be both tough and rewarding (if only in satisfaction). To create a level boss, start with an exceptional member of that monster type and then add *at least* one monster prefix.

Big Boss: This monster either leads and rules everything in the dungeon, or is simply the baddest monster in the whole place! Examples include the lich in the deeps of his personally stocked dungeon, the largest giant ape on the whole island, and the demonic ruler of an entire hellish subdimension. The big boss should be an exceptional individual, customized with additional powers and/or equipment, and possess two, three, or more prefixes.

Ravenous

A ravenous monster is a fanged, vicious version of the baseline creature. While most common among biting animals, *anything* can be ravenous – a ravenous lich or golem can be very surprising and effective.

Statistics: A monster that has no bite attack, or a crushing bite, acquires Sharp Teeth (thrust-1 cutting). One with a cutting or large piercing bite gains Fangs, making the bite *impaling*. In all cases, add Striking ST (One Attack Only, Bite) equal to 50% of total ST and Striking ST, rounded *up*.

Undead

A creepy zombie version of whatever it was originally, generally rotting and stinky, with bits of grue falling off as it staggers around buzzing with flies. It isn't terribly fast, but it *is* strong.

Statistics: Add +2 or 20% to ST and +5 or 50% to HP; in both cases, round fractions down but use whichever bonus is *higher*. Also add -1 to Speed, plus Bad Smell, Doesn't Breathe, Doesn't Eat or Drink, Doesn't Sleep, High Pain Threshold, Immunity to Metabolic Hazards, Injury Tolerance (No Blood, Unliving), No Sense of Smell/Taste, and Temperature Tolerance 10. Add the Undead monster class *on top* of the original class.

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*They got grubby little fingers, and dirty little minds.
They're gonna get you every time.*

– Randy Newman, *Short People*

MONSTER INDEX

For quick reference, here's a combined listing of all the monsters in this work and in *Dungeon Fantasy 1-12*.

Monster: The monster's name, with base type placed before any qualifier; e.g., the acid spider and giant spider appear as "spider, acid" and "spider, giant" so that all the spiders nest in one place.

Reference: The *Dungeon Fantasy* publication where the monster appears, along with the page number; e.g., "*Dungeons*, p. 21" for that acid spider.

Class: The type of monster; see *Reading Monster Stats* (p. 4). *Dungeon Fantasy 5: Allies* adds a new class, Servitor of Good (the opposite of Demon), generalized here as Divine Servitor. And *Dungeon Fantasy 9: Summoners* introduces the Spirit class.

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Ape, Giant	p. 16	Giant Animal
Ape, Gladiator	p. 17	Dire Animal
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Bat	<i>Allies</i> , p. 21	Animal
Bat, Foul (Batchala)	<i>Dungeons</i> , p. 23	Dire Animal
Bear	<i>Allies</i> , p. 6	Animal
Boar	<i>Allies</i> , p. 6	Animal
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Monster	Reference	Class	Monster	Reference	Class
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Crushroom	<i>Dungeons</i> , p. 22	Plant	Minotaur	<i>The Next Level</i> , p. 14	Mundane
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BREAKIN' STUFF!

– Strong Mad

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