

# ACKS - Monsters

## Templates

A monster template can be quickly applied to an existing monster in order to create variants and nasty surprises. Templates are an easy way to customize monsters.

### Bestial

A bestial monster is less civilized than its brethren and is driven by animal instincts and behavior. It looks more feral than others of its kind and is less sophisticated but more ferocious. This template can be added to any living creature. Adjust the original monster's statistics as follows:

Abilities	+ Infravision 60' + Scent (as <i>detect invisibility</i> )*
Movement	+10'
Damage	+2 damage to all attacks*
Save As	+1 level-increase
Morale	+1
XP	add 1 asterisk per new ability marked with an *

### Fiendish

Fiendish monsters are tainted by chaos, corruption, demonic influences and pure evil. They have yellow eyes and smell of fire and brimstone. Their very presence unsettles normal animals. This template can be added to any living, non-lawful, creature. Adjust the original monster's statistics as follows:

Creature type	Fantastic creature
Abilities	+ Infravision 60' + Immunity to cold damage* + Immunity to fire damage* + Immunity to normal weapons* + Magic resistance equal to HD*
Alignment	Chaotic
XP	add 1 asterisk per new ability marked with an *

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Note: Only tactical combat movement (movement per round) is given in a monster's description.

### Gibbering Moulder

Type	Ooze (medium)
% Lair	95
Dungeon Enc.	1
Wilderness Enc.	1
Alignment	Chaotic
Movement	10' / 20' (mud, sand)
AC	9
HD	4+3*
Attacks	6 bites + special
Damage	1 + 1/round
Save As	Fighter 2

Morale	+4
Treasure	A+B
XP	215

This formless mass of grey flesh incorporates a dozen or so eyes and mouths of different sizes and types and roams the dungeons in search prey. When lying in wait with eyes and mouths shut, the monster can be taken for a heap of earthly materials.

**Confusion** – When any edible object or creature is sighted by the gibbering moulder, it begins an incoherent gibbering that causes *confusion* (as the spell) in all creatures within a 20' radius unless a saving throw vs. spells is made. For each round that the monster is heard, creatures within range must make another save. Once a save succeeds a creature is immune to that gibbering moulder's confusion ability for 24 hours.

**Devour** – A gibbering moulder attacks by extending and biting with 6 mouths per round. Each mouth which hits will fasten on and drain an additional 1 point of damage per round attached. When three or more mouths are attached to a single victim, it must make a saving throw vs. paralysis or slip and fall prone. If the victim falls prone, the gibbering moulder will flow over it with its next action and automatically bite it with 12 more mouths (which will also attach). Victims cannot move, concentrate or cast spells while in such a position. A gibbering moulder that is attached cannot move, although it can defend itself normally.

### Fighting the Gibbering Moulder

A victim can try to free itself from attached mouths by making a saving throw vs. paralysis at a -1 penalty per two mouths attached. A victim can also wriggle free from under the monster if it has flowed over the victim by making a saving throw at -6. Attached mouths cannot be attacked separately, but if an attacker hits the gibbering moulder with a natural roll of 20, the attack hits a mouth which is then no longer attached.

### Sphere of Many Eyes

Type	Fantastic creature (large)
% Lair	0
Dungeon Enc.	1
Wilderness Enc.	0
Alignment	Neutral
Movement	10' (fly)
AC	9 (body) / 7 (eyestalks) / 2 (central eye)
HD	11*****
Attacks	1 bite + special
Damage	2d8 + special
Save As	Mage 11
Morale	+4
Treasure	L+N+O
XP	5.000

This hideous monster looks like a large floating ball, about 4 to 5 feet in diameter. It is covered with a tough, armor-plated skin. Atop the monster are ten small eyes on stalks, each with its own magical power. A large central eye is on the front, directly above a toothy maw. A sphere of many eyes moves by means of flight that cannot be dispelled. It is extremely intelligent (INT 16+) and speaks several languages. The monster can only be killed by destroying its body [hp: 50] – see "Fighting a Sphere of Many Eyes" below.

There is a 5% chance, that a sphere of many eyes is accompanied by 1d6 young [Size: small; HD 1\*\*\*\*\*; Damage: 1d4 + special with range of eye effect reduced to 1/10<sup>th</sup>; Save As: Fighter 1; XP: 25].

**Central Eye** – The monster's central eye projects an anti-magic cone which temporarily turns off all magic within 60' in a 90 degrees arc in front of it. Permanent magic items brought into the area of effect are treated as if non-magical as long as they remain in the area, but will function again if they leave. Spells cast and spell-like abilities used within the area fail and have no effect (but still count towards a caster's daily casting limit). Spells and spell-like effects that are brought into the area cease to function and their duration immediately ends. Area effects cease functioning and their duration ends if part of or all of their area is brought into the anti-magic area.

A sphere of many eyes cannot aim its central eyes above or below its body and has to turn to look into another direction, counting as its movement for the round.

On its turn, the monster can open / close its central eye to turn on / off the anti-magic effect. The eye then remains open / closed for the remainder of the round.

The central eye can be destroyed [hp: 20]. A destroyed, but not a damaged, central eye no longer projects the anti-magic cone.

**Eyes Stalks** – A sphere of many eyes can use all of its 10 eyestalks at the same time, but cannot use them on targets within the central eye's anti-magic cone (as with other magical effects, they do not function there), unless the central eye is closed and the cone turned off.

Each eye stalk can shoot a ray up to 120' with a distinct spell-like effect once per round.

An eyestalk can be destroyed [hp: 12]. A destroyed, but not a damaged, eye stalk can no longer be used but will re-grow in 2d4 days. Variant spheres of many eyes may shoot different rays than those listed on the following table.

Eye Stalks	
Eye #	Effect
1	Charm person
2	Charm monster
3	Sleep
4	Telekinesis
5	Flesh to stone
6	Disintegrate
7	Cause fear
8	Slow
9	Cause serious wounds
10	Death spell

### Fighting the Sphere of Many Eyes

A character attacking a sphere of many eyes, makes an attack throw as normal. If this attack hits AC 9 the character hits the body. If the attack hits AC 8 or 7, the character hits an eye stalk (determine randomly by rolling 1d10; if the eyestalk is already destroyed, the attack is a miss). If the attack hits AC 2 to 6, the character hits the central eye. Alternatively, a character can declare what body part he tries to attack. Doing so, he makes an attack throw at -4 which must score a hit on targeted body (for ACs see above).

## Sphinx

<b>Type</b>	Fantastic creature (large)
<b>% Lair</b>	40
<b>Dungeon Enc.</b>	1d2
<b>Wilderness Enc.</b>	1d4
<b>Alignment</b>	Any
<b>Movement</b>	60' / 120' (fly)
<b>AC</b>	9
<b>HD</b>	12*****
<b>Attacks</b>	2 claws + 1 bite or 2 claws + roar
<b>Damage</b>	3d6, 3d6, 3d8
<b>Save As</b>	Fighter 24
<b>Morale</b>	+2
<b>Treasure</b>	H+N
<b>XP</b>	5.700

A sphinx has a winged lion's body and a human face. It loves puzzles and trivia and characters may avoid combat by solving its (rather difficult) riddles.

A sphinx is highly intelligent and a capable caster of spells: females have the spellcasting abilities of a 12<sup>th</sup> level cleric, while males have those of a 12<sup>th</sup> level mage. A sphinx's spells are so powerful, that all saving throws against them have a -4 penalty.

A sphinx can use its terrifying roar instead of making a bite attack. It can use the roar three times per day. Every creature within 120' of a roaring sphinx must make a saving throw vs. spells of flee in fear at top speed for 1d6 turns. Every creature within 60' must save as above and must also make a saving throw vs. paralysis or be stunned for 1d6 rounds. Every creature within 10' must make the saves mentioned above and (without a third save being allowed) takes 6d6 points of damage and is deafened.

A sphinx is immune to all spells of level 1 to 3 and to non-magical weapons.

## Tentacled Brainsucker

<b>Type</b>	Fantastic creature (medium)
<b>% Lair</b>	50
<b>Dungeon Enc.</b>	1d4
<b>Wilderness Enc.</b>	1d4
<b>Alignment</b>	Chaotic
<b>Movement</b>	40'
<b>AC</b>	5 (unattached), 3 (attached)
<b>HD</b>	8***
<b>Attacks</b>	4 tentacles + special or mind blast or weapon
<b>Damage</b>	Special
<b>Save As</b>	Fighter 8
<b>Morale</b>	+2
<b>Treasure</b>	G+L
<b>XP</b>	2.100

These highly intelligent, alien humanoids, have the body of a man and the head of an octopus or squid. Brainsuckers have a purplish, leathery skin and yellow eyes full of scheming evil. These monsters are not from this world and yet try to dominate it. To this end, they suck the brains of intelligent beings to absorb their experiences and knowledge, enabling them to better understand and plan.

### Tentacles

If a tentacle brainsucker hit with a tentacle, it attaches to the victim and will reach the brain within 1d4 rounds on the monster's turn,

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immediately killing the victim. To remove a tentacle, it must be dealt damage – see "Fighting the Brainsucker" below. Destroyed, but not damaged, tentacles can no longer be used but will re-grow in 2d4 days.

The monster may re-draw any number of attached tentacles as a free action. While at least one tentacle is attached to a victim, the victim cannot move, concentrate or cast spells and has a -1 penalty to AC and all throws per tentacle attached.

### Psionics

A brainsucker can use each of the following psionic powers as a level 8 mage: *charm person*, *charm monster*, *confusion*, *ESP*, *fly*, *hold* and *person*. Psionic powers are treated as normal spells but do not use somatic, verbal or material components. Psionic powers cannot be learned, recorded in spellbooks or on scrolls.

### Mind Blast

The tentacled brainsucker can project a mind blasé, a psionic attack. All creatures within a cone, 60' long and 20' wide must make a saving throw vs. paralysis or be paralyzed for 3d6 rounds.

### Fighting the Tentacled Brainsucker

As long as the brainsucker has not attached any tentacles, it has AC 5. If the monster has one or more tentacles attached to a victim, it has AC 3 and both monster and victim must remain stationary and cannot move.

A character can declare to attack an attached tentacle. Doing so, the character has a -4 penalty to his attack throw and must score a hit on the monster (AC 3). If a tentacle is damaged for at least 1 hp of damage, it is immediately re-drawn (a free action). A tentacle can also be crushed, maimed or severed and thus destroyed [hp: 12].