

A Gothic Earth Bestiary

Format: Movement, Armor Class, Hit Dice, Number of Attacks (Attack Bonus), Damage (Method of Attack), Morale, Special Abilities & Rule Exceptions.

Accursed Wight

Accursed Wights are Saxon warriors who once sided with a usurper and have, as a consequence of their treason, been cursed with an eternity of rotting servitude. In undeath they are charged with protecting the burial mounds of the ancient rulers of Albion.

Move: 90' (30') **AC:** 16 **HD:** 5 **Attacks:** 2 (AB +5) **Dam:** 1d6 (short sword) **Mor:** 8

Special Abilities: *Spiritual Sever* – anyone hit by an Accursed Wight's sword feels their connection to the spiritual cosmos rent and torn; this effect causes the victim to lose 1d4 points of Wisdom. This Ability Score damage can be repaired by a *Restoration* or *Heal* spell. *Undead*.

Animate Hide

An Animate Hide is nothing more than the outer skin of a creature that has been given unlife through a disgusting ritual in which the hide is peeled from a still-living being.

Move: 90' (30') **AC:** 11 **HD:** 2 **Attacks:** 1 (AB +2) **Dam:** 0 **Mor:** 12 **Special Abilities:** *Envelop* – on a successful attack, an Animate Hide envelops its victim; once enveloped, the victim automatically takes 1d4 points of suffocation damage per round. The victim's friends must be careful not to harm the person enveloped by this creature if they attack it. *Undead*.

Awakened Sorcerer

Awakened Sorcerers are spirits of long-dead wizards who have transcended death itself; they possess the animated bodies of corporeal undead creatures. While inhabiting the form of an undead creature, an Awakened Sorcerer gains all of its powers and limitations; thus, it behooves an Awakened Sorcerer to inhabit the body of a powerful type of undead—though it sometimes serves their obscure purposes to take over the body of a minor form of undead (such as a skeleton or zombie) so that they might better pursue their goals without drawing undue attention.

Move: as per host creature **AC:** as per host creature **HD:** as per host creature +3

Attacks: as per host creature **Dam:** as per host creature **Mor:** 8 **Special Abilities:** *Grave Wizard* – an Awakened Sorcerer is always at least a 5th level magic-user. *Symbiotic Spirit* – a *Dispel Evil* or *Exorcise* spell automatically destroys an Awakened Sorcerer, but leaves the host creature intact. *Undead*.

Barnacle'd Chanter

Barnacle'd Chanters are the re-animated remains of sailors who have died at sea, sunk to the furthest reaches of an underwater hell, and returned to impart horrific revelations to the living.

Move: 90' (30') **AC:** 18 **HD:** 6 **Attacks:** 1 (AB +6) **Dam:** 1d6 (short sword) **Mor:** 12

Special Abilities: *Damnably Secrets* – a Barnacle'd Chanter continually sings the dreadful secrets of the grave; anyone who can hear these dreadful revelations must make a Saving Throw vs. Terror. *Briny Death* – anyone struck by a Barnacle'd Chanter's attack must make a Saving Throw vs. Death or have their lungs fill with spectral salt water; a character must spend the next round expelling this water or drown. *Undead*.

Battering Hound

Places of Satanic cult activity are often guarded by Battering Hounds. Battering Hounds are demonic creatures that look like massive war-hounds who have corroded metal plates fused with their flesh; instead of a head, a Battering Hound instead has a metal battering ram.

Move: 160' (60') **AC:** 17 **HD:** 5 **Attacks:** 1 (AB +5) **Dam:** 2d8 (battering ram) **Mor:** 11

Special Abilities: *Demon. Juggernaut* – Anyone hit by a Battering Hound's battering attack must make a successful Saving Throw vs. Death or be knocked prone for a round.

Bird with the Crystal Plumage

These birds are an unholy fusion of a large hawk-like bird and a crystalline construct. Birds with the Crystal Plumage are filled with multicolored, luminescent liquids. When a Bird with the Crystal Plumage pecks a foe it injects its victim with the magical elixir contained within its body.

Move: Flight: 180' (60'), On foot: 60' (20') **AC:** 17 **HD:** 3 **Attacks:** 1 (AB +3) **Dam:** 1d6 (beak)

Mor: 5 **Special Abilities:** *Chaotic Injection* – anyone hit by a the Bird's beak attack must make a successful Saving Throw vs. Poison or be injected with a liquid that has the effects of a random potion. *Construct*.

Blood(thirsty) Hound

These undead canines are vampiric wolf-hounds who often serve vampire lords or liches.

Move: 120' (40') **AC:** 13 **HD:** 1 **Attacks:** 1 (AB +1) **Dam:** 1d6 (bite) **Mor:** 10

Special Abilities: *Blood-drinker* – when a Blood(thirsty) Hound bites a victim it regains Hit Points equal to half the amount of damage it has inflicted. *Undead*.

Brain in a Jar

Sometimes wizardly apprentices favored by liches have their brains preserved in jars; sometimes these jars are given enchanted mechanical legs with which to move and pursue their master's strange agenda.

Move: 90' (30') **AC:** 15 **HD:** 2 **Attacks:** 0 **Dam:** 0 **Mor:** 6

Special Abilities: *Mentalist* – a Brain in a Jar can use *Suggestion* and *Telekinesis* at will.

Cambion Seducer

Cambions are the product of unholy unions between mortal women and demons. A Cambion Seducer plots to obtain power through guile and charm. They might appear human, but somewhere on their body is a feature that tells of their infernal heritage.

Move: 120' (40') **AC:** 13 **HD:** 9 **Attacks:** 1 (AB +9) **Dam:** 1d6 (rapier) **Mor:** 9

Special Abilities: *Devilish Phantasmagoria* – a Cambion Seducer casts spells as a 9th level illusionist. *Demon*.

Cambion Conqueror

Cambions are the product of unholy unions between mortal women and demons. A Cambion Conqueror plots to obtain power through military prowess and battlefield stratagem. They have blood-red skin and prominent horns atop their heads.

Move: 120' (40') **AC:** 18 **HD:** 10 **Attacks:** 3 (AB +10) **Dam:** 1d8 (longsword) **Mor:** 11

Special Abilities: *Gaze of the Conqueror* – the gaze of a Cambion Conqueror can act as a *Hold Person* spell three times per day. *Brutal* – a Cambion Conqueror re-rolls all 1s rolled for damage. *Warmage* – a Cambion Conqueror casts spells as a 5th level magic-user. *Demon*.

Cambion Enigma

Cambions are the product of unholy unions between mortal women and demons. A Cambion Enigma is a devilish figure completely wrapped in chains that floats three feet off the ground. What a Cambion Enigma is after is usually a complete mystery; they are inscrutable plotters who play games with the lives of men as if it were nothing more than a game of chess.

Move: Flight 180' (60') **AC:** 18 **HD:** 12 **Attacks:** 4 (AB +12) **Dam:** 2d8 (chain whip) **Mor:** 10

Special Abilities: *Bad Juju* – a Cambion Enigma casts spells as a 12th level magic-user. *Brutal* – a Cambion Enigma re-rolls all 1s rolled for damage. *Fortress of the Iron Mind* – a Cambion Enigma is immune to all forms of mind-reading, charm effects, and scrying. *Demon*.

Cambion Hellknight

Cambions are the product of unholy unions between mortal women and demons. Cambion Hellknights are devil-spawn who have completely given themselves over to the infernal corruption that lives in their hearts. Hellknights are always encountered in rune-etched armor with full helmets; none know what such a being looks like beneath their casque.

Move: 120' (40') **AC:** 17 **HD:** 12 **Attacks:** 2 (AB +12) **Dam:** 2d10 (greatsword or greataxe) **Mor:** 11

Special Abilities: *Brutal* – a Cambion Hellknight re-rolls all 1s rolled for damage. *Staggering Strike* – a successful attack by a Cambion Hellknight also drains 1d6 points of Strength. *Infernal Magicks* – a Hellknight can use the following spell-like abilities once per day: *Cause Fear*, *Death Spell*, and *Symbol*. *Demon*.

Candy Golem

Candy Golems are strange automatons made of rock candy used to guard the fantastical confection laboratories of a nattily-dressed man known only as Wilhelm Wonke.

Move: 60' (20') **AC:** 13 **HD:** 2 **Attacks:** 2 (AB +2) **Dam:** 1d4 (sticky fists) **Mor:** 12

Special Abilities: *Delicious in Death* – upon reaching zero Hit Points, a Candy Golem shatters into a pile of completely edible candy. Each inert Candy Golem produces enough sweets for ten servings; when consumed, the remains of a Candy Golem cause a massive sugar-rush, granting the eater the effects of a *Haste* spell. *Construct*.

Carrion Vulture

Carrion Vultures are created by necromancer-priests to act as sentries and spies. They are animated through inhuman rites in which a normal vulture is fed a diet of zombie flesh, killed ritualistically, and then raised as undead creatures. A Carrion Vulture has an unbreakable telepathic bond with its creator that allows the priest to see what the it sees.

Move: Fly 480' (160') **AC:** 13 **HD:** 5 **Attacks:** 3 (AB +5) **Dam:** 1d6/1d6/1d8 (claw/claw/bite)

Mor: 12 **Special Abilities:** *Necrotic Wounds* – Any damage dealt by the bite of a Carrion Vulture will not heal through natural means. *Undead*.

Chrono-crone Hag

Chrono-crones are women whose appearance is bifurcated lengthwise down their bodies; the left half of their bodies is withered and old, while the right half of their bodies is youthful and blooming. Chrono-crones are often magically linked to enchanted clocks. If the clock is tampered with—for example, if the hands of the clock are moved manually—the room first goes black, is then filled with eerie, spectral light, and then the Chrono-crone appears. Chrono-crones summoned in this way will offer to strike a bargain with a group of adventurers, such as providing the effects of a *Haste* or *Time Stop* spell when they most need it, because any tampering with the orderly flow of time does honors their strange, otherworldly masters.

Move: 120' (40') **AC:** 14 **HD:** 10 **Attacks:** 2 (AB +10) **Dam:** 1d4 (claw) **Mor:** 6

Special Abilities: *Stasis Touch* – anyone hit by a Chrono-crone's claw attack must make a successful Saving Throw vs. Petrify or be struck with a *Hold Person* effect. *Mistress of Time* – A Chrono-crone can cast *Haste* and *Slow* at will, *Passwall*, *Dimension Door*, and *Teleport* three times per day, and *Time Stop* twice per day.

Daughter of the Grave

When a pregnant woman is seduced and converted to unlife by a vampire there is a chance that her unborn child can still be delivered. However, the child too is altered by her mother's unholy transformation; such children are always born female and always born as evil monstrosities known as Daughters of the Grave. The upper torso of a Daughter of the Grave is generally that of a comely, if pale, woman, but below the waist she has the form of a great skeletal snake.

Move: 90' (30') **AC:** 15 **HD:** 5 **Attacks:** 2 (AB +5) **Dam:** 1d6 (burning touch) **Mor:** 9

Special Abilities: *Anti-temporal Touch* – any living creature touched by a Daughter of the Grave also grows 1d4 years younger in addition to the burning damage inflicted by the Daughter's hands. Characters who have their ages reduced have their Ability Scores modified accordingly. It is possible for a Daughter of the Grave to reduce a character's age to the point where they simply cease to exist. Of course, some elderly or vain folk see entering into strange bargains with a Daughter of the Grave as a possible way to achieve eternal youth. *Undead*.

Demon of Violet Degradation

These demons are violet-skinned, long of limb, and have massive tongues that continually drip viscous fluids. They are often summoned to preside over orgiastic rites.

Move: 120' (40') **AC:** 14 **HD:** 3 **Attacks:** 1 (AB +3) **Dam:** 1d6 (tongue lash) **Mor:** 9

Special Abilities: *Demon. Tongue Lasher* – anyone hit by the tongue lash of a Demon of Violet Degradation must make a successful Saving Throw vs. Poison or lose 1 point of both Intelligence and Wisdom to the hallucinogenic fluids secreted by the demon's tongue.

Dero

The Dero are a malicious, degenerate race who live beneath the surface of the world. Dero only venture forth from their cavernous hives to abduct men and women from the day-lit world; Dero bring these abducted people to their lairs to be tortured and devoured. Dero look much like humans themselves, but they tend to walk on all fours like beasts, their mouths are full of inhumanly sharp incisors, and their eyes are utterly blank. Dero move almost mechanically and their faces never betray even the slightest hint of recognizable emotion; when they torture their captives, they do so perfunctorily and without malice—acting as if they are merely fulfilling some pre-programmed behavior far removed from the human condition.

Move: 90' (30') **AC:** 12 **HD:** 4 **Attacks:** 3 (AB +4) **Dam:** 1d4/1d4/1d6 (claw/claw/bite) **Mor:** 9

Special Abilities: *Uncannily Unnerving* – because Dero look nearly human, yet behave in a manner that is clearly inhuman and nearly robotic, anyone viewing a Dero must make a successful Saving Throw vs. Terror. *Ray of Negativity* – once per round a Dero may attack one creature with an invisible ray of negative thoughts in addition to their normal attack routine. A creature who is subject to this ray attack must make a successful Saving Throw vs. Spell or suffer the effects of a *Bestow Curse* spell. A Dero may use this ability three times per day.

Drowned Witch

In the moors of Yorkshire it was once tradition to seal demon-worshipping witches into wells as punishment for their blasphemy. The witches drown within the well, but sometimes seek vengeance beyond death and return as Drowned Witches. Drowned Witches are pallid, water-logged wretches; their faces are continually obscured by long manes of sodden black hair.

Move: 120' (40') **AC:** 15 **HD:** 9 **Attacks:** 2 (AB +9) **Dam:** 1d6 (claws) **Mor:** 11

Special Abilities: *Spectral Blinking* – a Drowned Witch possesses the blinking ability of a Blink Dog. *Accursed Touch* – anyone hit by a Drowned Witch's claws must make a Saving Throw or be afflicted by *Bestow Curse*; the curse is averted if the victim tricks someone else into her clutches within 7 days. *Undead*.

Ebony Butterfly Swarm

Ebony Butterfly Swarms are whirling masses of black-winged death. Ancient Japanese legends hold that each butterfly in the swarm is the reincarnated soul of a peasant who somehow displeased the gods. While no one knows whether this legend is true, it is known that the wings of the butterflies who make up the Ebony Butterfly Swarm are as sharp as steel. Ebony Butterfly Swarms are carnivorous and have been known to attack livestock in fields and have occasionally descended on mass to feast upon human villagers in the countryside.

Move: 10' (5') **AC:** 13 **HD:** 5 **Attacks:** none (see special abilities) **Dam:** none **Mor:** 12

Special Abilities: *Rending Cloud* – an Ebony Butterfly Swarm doesn't really attack per se. Rather, the swarm covers an area of 20'; any living creatures within the swarm suffer the follow effects: if the being has 3 Hit Dice or less it must make a Saving Throw or be slain by the cutting wings of the ebony butterflies. If the being has more than 3 Hit Dice it must make a Saving Throw or suffer 3d8 points of damage.

Ectoplasmic Fiend

Ectoplasmic Fiends are semi-corporeal spirits who are lured onto the material world and trapped in warded jars by enterprising necromancers. These necromancers often use trapped Ectoplasmic Fiends as parts of traps; once the trap is sprung, the jar is broken and the Fiend released to attack the trespasser.

Move: 120' (40') **AC:** 12 **HD:** 3 **Attacks:** 2 (AB +3) **Dam:** 1d8/1d8 (chilling touch) **Mor:** 10

Special Abilities: *Ectoplasmic* – because an Ectoplasmic Fiend's corporeal form is made of ectoplasm, it only takes half damage from all physical attacks. *Possessor* – an Ectoplasmic Fiend may use *Magic Jar* as a spell-like ability three times per day. *Undead*.

Flayed Walker

Flayed Walkers are zombies that are created through unwholesome rites known only to the necromancer-priests that revere Nyarlathotep. The victim of these rites is first stripped of his or her skin whilst still alive, dosed with alchemical potions, and then buried prematurely. When the victim claws their way out of their grave seven days later they emerge as a Flayed Walker, a skinless zombie whose musculature has become dense and hardened.

Move: 120' (40') **AC:** 12 **HD:** 3 **Attacks:** 1 (AB +3) **Dam:** 1d6 (claw) **Mor:** 12

Special Abilities: *Disquieting Aura* – because of their horrific appearance, anyone who sees a Flayed Walker must make a saving throw or suffer the effects of a *Cause Fear* spell. *Brutalized Physiognomy* – due to the damage already inflicted upon them, Flayed Walkers are tough and difficult to wound further. All weapon attacks directed against them do half the normal amount of damage. *Undead*.

Forsaken One

A Forsaken One is the undead remains of a child who has died due to being abandoned by its parents. A Forsaken One has a body of shriveled flesh and a skeletal head. (Their heads sometimes resemble animal skulls rather than human.)

Move: 120' (40') **AC:** 11 **HD:** 2 **Attacks:** 3 (AB +2) **Dam:** 1d4/1d4/1d4 (claw/claw/bite)

Mor: 9 **Special Abilities:** *Voice Thief* – anyone struck by the bite attack of a Forsaken One must make a successful Saving Throw vs. Spells or lose their power of speech. This loss persists until the Forsaken One is destroyed. If a Forsaken One steals a person's voice, it then gains the ability to speak in that character's voice. *Undead*.

Frost Maiden

Frost Maidens are ghostly undead women of great beauty who haunt the countryside of the Japan. In life they were the geisha, but during a puritanical purge by a local lord they were driven out and their home was burned to the ground. As they huddled together for warmth, they made a pact that they would not let their deaths go unavenged. Their bodies died of exposure, but their spirits live on to attack the living and demand the whereabouts of the lord and his soldiers.

Move: 120' (40') **AC:** 14 **HD:** 7 **Attacks:** 1 (AB +7) **Dam:** 1d10 (freezing touch) **Mor:** 10

Special Abilities: *Undead*. *Ectoplasmic* – a Frost Maiden only takes half damage from physical attacks. *Breath of Winter* – a Frost Maiden may exhale a *Cone of Cold* in lieu of attacking with her freezing touch. A Frost Maiden can use this ability three times per day. *Heart of Ice* – Frost Maidens are immune to both cold and fire attacks. Furthermore, a Frost Maiden exudes an aura of intense cold that gives a -2 penalty to-hit to anyone in close combat with her.

Galvanic Zombie

Galvanic Zombies are the creations of the American spiritualist John Murray Spear. Spear was obsessed with harnessing the power of electricity for spiritual ends; his experiments managed to use lightning both as an animating force for his zombies as well as using it to bestow upon them a dangerous method of defense.

Move: 120' (40') **AC:** 13 **HD:** 3 **Attacks:** 1 (AB +3) **Dam:** 2d6 (electrical touch) **Mor:** 12

Special Abilities: *Galvanic Field* – anyone attacking a Galvanic Zombie with a metal weapon or implement takes 2d6 points of damage from the electrical current running throughout its body.

Immune to Electrical Attacks – a Galvanic Zombie takes no damage from electrical attacks.

Undead.

Germ-Free Adolescent

Germ-Free Adolescents are the alchemical children constructed by the men of Stepford, Connecticut. These adolescent children are vastly different from the stereotypical teenager. They always agree with their “parents,” are fanatically opposed to any sort of rebellion or non-conformity, and are obsessed with tidiness, cleaning, and are overly cheerful.

Move: 120' (40') **AC:** 11 **HD:** 1 **Attacks:** 1 (AB +1) **Dam:** as per weapon **Mor:** 6

Special Abilities: *Aura of Banality* – while within 30' of a Germ-Free Adolescent, a character must make a successful Saving Throw vs. Spells to do anything untoward, illegal, or impolite. If the character fails the Saving Throw, they find themselves behaving in what is likely an uncharacteristically pleasant way. If they pass the Saving Throw they may act as normal. *Hatred of Riotous Sound* – Germ-Free Adolescents take 1d6 points of damage per round when exposed to loud, discordant music or noise. *Construct.*

Glass Eye Zombie

Glass Eye Zombies are made from normal zombies that have had their eyes removed by the necromancer who animates them; after removing the original eyes, the necromancer replaces them with enchanted glass eyes that give the undead creature additional powers. Glass Eye Zombies are often found guarding treasure vaults secret beneath the old cemeteries of Boston.

Move: 120' (40') **AC:** 12 **HD:** 4 **Attacks:** 1 (AB +4) **Dam:** 1d8 (slam) **Mor:** 12

Special Abilities: *Baleful Eye Rays* – in addition to its normal slam attack, a Glass Eye Zombie can use the power granted by its enchanted glass eyes once per round. The power granted by the necro-artificial eyes is determined by their color (choose or roll 1d6): 1. Blue – *Dominate* 2. Brown - *Ray of Enfeeblement* 3. Green – *Feeblemind* 4. Hazel - *Hold Person* 5. Gray - *Disintegrate* 6. Violet – *Enervation*. Rare Glass Eye Zombies are fitted with two differently-colored glass eyes. Such creatures gain both powers granted by their magical glass eyes, but can only use one per round. Some claim that if an enchanted eye is taken from a Glass Eye Zombie it can be fitted to the empty socket of a living creature; researchers at Miskatonic University believe that a living creature could learn to call forth the powers of such an item—albeit in a much more limited fashion. *Undead.*

Ghost in the Machine

A Ghost in the Machine is a mechanical construct (which looks something like a large, upturned bucket festooned with wand-like protrusions) that is inhabited by the spirit of a savage. These monsters are rumored to have been created by some sort of alien “deathless master.”

Move: 90' (30') **AC:** 19 **HD:** 5 **Attacks:** 1 (AB +5) **Dam:** 2d6 (burning ray) **Mor:** 12

Special Abilities: *Annihilate & Destroy* – twice per day a Ghost in the Machine can emit a beam that functions as a *Disintegrate* spell. *Symbiotic Spirit* – a *Dispel Evil* or *Exorcise* spell automatically destroys a Ghost in the Machine. *Undead*.

Grim Reaper

Grim Reapers are personifications of the forces of undeath. Grim Reapers are skeletal figures with burning eyes; they are always robed in dark-colored shrouds and they carry fearsome scythes. They sometimes pursue those marked for destruction mounted on Nightmares.

Move: 120' (40') **AC:** 16 **HD:** 7 **Attacks:** 2 (AB +7) **Dam:** 1d10 (scythe) **Mor:** 12

Special Abilities: *Death's Regards* – anyone hit by the scythe attack of a Grim Reaper also loses 1d8 points of Constitution. *Undead*.



Guardian Prayer Tree

Ancient Chinese legends tell the tale of a wandering monk who made it his life's ambition to bestow a powerful blessing on the holiest Buddhist temples of Japan. This blessing took the form of granting one or more trees near the temple a limited form of life as Guardian Prayer Trees. If a temple that received this blessing is attacked, the blessed tree will animate and come to the temple's defense.

Move: 60' (20') **AC:** 16 **HD:** 9 **Attacks:** 2 (AB +9) **Dam:** 3d6 (smashing branch) **Mor:** 12

Special Abilities: *Prayer Strips* – each Guardian Prayer Tree has 1d4+1 prayer strips entwined in its branches; each prayer strip can be used as a clerical scroll. Once a prayer strip is used by the Guardian Prayer Tree, it is consumed; a Guardian Prayer Tree can use one prayer strip per round in place of its normal attacks. To determine what kind of prayer strips a Guardian Prayer Tree has, roll 3d6 on the following table:

3d6	Spell
3	<i>Conjure Earth Elemental</i>
4	<i>Holy Word</i>
5	<i>Cause Blindness</i>
6	<i>Dispel Magic</i>
7	<i>Cause Fear</i>
8	<i>Cure Serious Wounds (on self)</i>
9	<i>Cause Serious Wounds</i>
10	<i>Call Lightning</i>
11	<i>Flame Strike</i>
12	<i>Sticks to Snakes</i>
13	<i>Cause Disease</i>
14	<i>Bestow Curse</i>
15	<i>Blade Barrier</i>
16	<i>Spiritual Weapon</i>
17	<i>Insect Plague</i>
18	<i>Harm</i>

Headhunter Worm

Headhunter Worms are large, violently pink worms whose bodies culminate in a fang-lined maw. Their bodies are covered with replicas of the faces of creatures they have bitten.

Move: 60' (20') **AC:** 16 **HD:** 7+1 **Attacks:** 1 (AB +7) **Dam:** 1d10 (bite) **Mor:** 8

Special Abilities: *Headhunter* – anyone bitten by a Headhunter Worm must make a successful Saving Throw vs. Death or lose 1 point of Intelligence. Furthermore, a character thus bitten loses one of its senses; roll a d4 to determine which sense is lost: 1—smell, 2—sight, 3—hearing, or 4—taste. This sense can only be regained if the Headhunter Worm is slain. Additionally, once a character has been bitten the Headhunter Worm sprouts a face on its body that looks exactly like that character's visage.

Heikegani

Heikegani appear to be giant crabs with human-like faces. In truth, they are the reincarnated spirits of bushi who chose to flee battle instead of rallying to the defense of their lord. Cursed by a Shinto priest for their cowardice, they now wait within the seas to challenge warriors who happen by their lairs, for it is only through dying in battle that their souls will be allowed a place in the afterlife. Heikegani can sense warriors of virtue and will seek them out in preference to all other foes.

Move: 60' (20') **AC:** 16 **HD:** 3 **Attacks:** 2 (AB +3) **Dam:** 1d6 (claw) **Mor:** 9

Special Abilities: *Entrapping Claw* – on a natural to-hit roll of 18-20, a heikegani is able to grab an opponent's weapon and disarm them in lieu of doing damage.

Hopping Vampire

Hopping Vampires are an unusual species of undead native to China. They are said to come into being when an undead creature becomes inhabited by a demonic spirit; the commingling of the powers of undeath and the powers of Hell result in this strange abomination. Hopping Vampires are easily recognizable due to their elongated fingernails and, of course, their peculiar form of locomotion.

Move: 90' (30') **AC:** 17 **HD:** 7 **Attacks:** 2 (AB +7) **Dam:** 2d6+3 (Ki-draining claws) **Mor:** 10

Special Abilities: *Undead. Demon. Obsessive* – if grains of rice are spilled in front of a Hopping Vampire it must stop to count them. *Foetid Breath* – once per round a Hopping Vampire can release a 10' cloud of foul breath; anyone within that area must make a successful Saving Throw vs. Poison or suffer the effects of Type 12 poison.

Hungry Shroud

Hungry Shrouds are undead creatures made of burial shrouds that have been stitched together in a humanoid shape. The Hungry Shroud is then inflated (and thus animated) by an angry ethereal spirit captured from beyond the veil.

Move: 150' (50') **AC:** 11 **HD:** 2 **Attacks:** 1 (AB +2) **Dam:** 1d8 (necrotic touch) **Mor:** 10

Special Abilities: *Prone to Leaks* – with each attack that hits a Hungry Shroud, it sustains a wound and begins to leak its spectral essence. Once it has sprung a leak, the Hungry Shroud takes a -1 penalty to attack rolls and damage rolls. If the Hungry Shroud is damaged again it receives another cumulative -1 penalty to attack and damage rolls. Additionally, the round after a Hungry Shroud has sprung a leak it emanates spectral essence that has the effects of a *Stinking Cloud* spell, but this cloud of choking spectral gas only lasts 1 round. *Undead.*

Infernal Crocus

The Infernal Crocus is an immense mobile flower that is renowned for the brilliant orange, red, and yellow pedals that adorn its monstrous face. When provoked, an Infernal Crocus chants a death hymn to its foes.

Move: 90' (30') **AC:** 13 **HD:** 7 **Attacks:** 2 (AB +7) **Dam:** 2d4 (fiery burst) **Mor:** 12

Special Abilities: *Heart of Flames* – twice per day an Infernal Crocus can spew forth a *Fire Ball* as if it were a 7th level magic-user. Infernal Crocuses are immune to all fire attacks. *Demon.*

La Llorona

La Llorona are the ghosts of women who have abandoned their children in order to be with a man. Once such a woman dies she will be barred entry into the afterlife until she has been re-united with and made amends to her children. Unfortunately, if the woman's children have died before her she is likely cursed to walk the world in search of children who no longer exist. A La Llorona will seize upon any child she finds and attempt to carry them off; a La Llorona will mistake any child she encounters for one of her own.

Move: 120' (40') **AC:** 16 **HD:** 3 **Attacks:** 1 (AB +3) **Dam:** 1d6 (mournful wail) **Mor:** 12

Special Abilities: *Ectoplasmic* – a La Llorona takes half damage from all physical attacks. *Mournful Wail* – in combat a La Llorona attacks by unleashing a terrible, heart-rending shriek in the face of a foe; any foe struck by the force of the wail must make a successful Saving Throw vs. Spells or become demoralized with grief. Such a character takes a -2 penalty to all rolls until they have had a chance to mourn on their own.

Memento Mori

A Memento Mori is a spirit bound to a location such as a crypt or vault. These spirits are usually called forth from beyond the veil to guard a coffer of treasure, but they sometimes remain in the world of their own accord to safeguard a treasure dear to them in life. They appear to be spectral skeletons dripping with ectoplasm.

Move: 120' (40') **AC:** 17 **HD:** 4 **Attacks:** 1 (AB +4) **Dam:** 1d8+4 (chilling touch) **Mor:** 12

Special Abilities: *Bound Spirit* – a Memento Mori cannot be turned. However, a *Dispel Magic* spell causes the Memento Mori to dissipate; it returns in 1d4 rounds. A Memento Mori takes half damage from all physical attacks due to its ectoplasmic form. *Creeping Chills* – a Memento Mori gains in strength as it fights interlopers; each round after it damages an opponent it gains an additional 1d8 damage die. (After the first time a Memento Mori hits a foe it does 2d8+4 damage on the next hit.) *Undead.*

Morgue-Dweller

Morgue-Dwellers were serial murderers in life who have been brought back in a state of undeath by the will to kill again. These creatures look like skeletal remains with chunks of flesh adhering to their frames here and there; in a Morgue-Dweller's chest cavity is an abnormally-long, pulsating tongue. This tongue fills the chest and spills out of the creature's mouth.

Move: 120' (40') **AC:** 17 **HD:** 9 **Attacks:** 3 (AB +9) **Dam:** 1d8/1d8/1d6 (claw/claw/tongue lash)

Mor: 12 **Special Abilities:** *Paralytic Saliva* – anyone struck by a Morgue-Dweller's tongue lash attack must make a successful Saving Throw vs. Paralyze or be paralyzed for 1d6 rounds. *Undeath's Herald* – anyone killed by a Morgue-Dweller immediately rises again as a zombie under its control. *Undead.*

Mucazoid Tree

The Mucazoid Tree looks like a stunted, gnarled tree that is in a state of perpetual rot. Its bark is coated in a glistening layer of mucus-like slime. Its trunk features many mouths that mutter incomprehensible words and randomly titter as if laughing at some unheard joke.

Move: 120' (40') **AC:** 16 **HD:** 8 **Attacks:** 2 (AB +8) **Dam:** 1d10 (branch smash) **Mor:** 12

Special Abilities: *Poison Mucus* – anyone coming into contact with a Mucazoid Tree (for example, if they are hit by its branch smash attack) must make a successful Saving Throw vs. Poison or suffer the effects of Type 4 poison. *Demon*.

Mucus Gob(lin)

Mucus Goblins look like regular Goblins, except their skin has a pronounced slimy sheen to it. They are not, in fact, fey creatures like usual goblins, but are instead alchemical constructions made by the goblins to serve as decoys.

Move: 60' (20') **AC:** 11 **HD:** 1-4 Hit Points **Attacks:** 1 (AB +0) **Dam:** as per weapon **Mor:** 12

Special Abilities: *Snot Bomb* – when reduced to 0 Hit Points, a Mucus Goblin explodes into a mass of sticky, foul-smelling slime in a 10' radius. Anyone in the blast radius must make a successful Saving Throw vs. Poison or spend their next round frantically wiping the goo off of themselves. *Construct*.

Necrotic Sphinx

The leaders of the modern Set cult in Egypt employ scavengers to bring them any sphinx corpses they find in the wild-lands. The priests use these corpses as the raw material to create Necrotic Sphinxes—horrific combinations of automaton constructs and undead beasts.

Move: 180' (60') **AC:** 17 **HD:** 7 **Attacks:** 3 (AB +7) **Dam:** 2d6/2d6/1d8 (blade/blade/stinger)

Mor: 12 **Special Abilities:** *Poisonous Stinger* – any creature hit by the tail stinger of a Necrotic Sphinx must make a Saving Throw or suffer the effects of Type 17 poison. *Undead*. *Necrotic Breath* – once per round a Necrotic Sphinx exhales a 30' cloud of gas. To determine what kind of gas the Necrotic Sphinx exhales, roll once every round on the following chart:

1d6	Gas Type
1-2	<i>Sapping Cloud</i> – Save vs. Poison or lose 1d4 points of Strength
3-4	<i>Enervating Cloud</i> – Save vs. Poison or lose 1d4 points of Constitution
5-6	<i>Nerve Toxin Cloud</i> – Save vs. Poison or lose 1d4 points of Dexterity

Obsidian Soldier

Obsidian Soldiers are mindless warriors constructed from shards of black stone that are held together by dark magic. Obsidian Soldiers are sometimes found in the retinues of German warlocks.

Move: 120' (40') **AC:** 14 **HD:** 1 **Attacks:** 1 (AB +1) **Dam:** 1d8 (longsword) **Mor:** 12

Special Abilities: *Wave of Mutilation* – when reduced to 0 Hit Points, an Obsidian Soldier explodes in a 30' cloud of black stone shrapnel. Anyone caught in this area of effect must make a successful Saving Throw vs. Breath Weapons or take 1d6 points of damage. *Construct*.

Ocular Fiend

Ocular Fiends are demonic creatures often sent to the world to act as spies and sentries for the leaders of witchcults. They are dog-like creatures whose bodies are covered in spikes; they possess one large central eye that never blinks.

Move: 180' (60') **AC:** 15 **HD:** 6 **Attacks:** 1 (AB +6) **Dam:** 1d8 (bite) **Mor:** 10

Special Abilities: *Necrotic Bite* – anyone bitten by an Ocular Fiend must make a successful Saving Throw vs. Petrify or take an additional 1d6 points of damage. *All-seeing* – an Ocular Fiend can see invisible creatures, can see through disguises (even magical ones), and is never surprised. *Demon*.

Offal Golem

Offal Golems are mindless constructs made of stitched-together innards.

Move: 90' (30') **AC:** 13 **HD:** 6 **Attacks:** 2 (AB +6) **Dam:** 2d6 (thump) **Mor:** 12

Special Abilities: *Dirty Bomb* – when an Offal Golem reaches 0 Hit Points it explodes in a 30' of intestinal wreckage; anyone within that area must make a successful Saving Throw vs. Poison or contract a random disease. *Construct*.

Penanggalan

A Penanggalan is a woman cursed with undeath. During the day, a Penanggalan appears to be a normal human woman. (She often has class levels like a player character.) At night, the woman's head detaches from her body and flies about in search of prey—trailing beneath it a writhing mass of innards that drip horrid acidic secretions. Penanggalan feed off the blood of the living; they use their powers of hypnotism to ensnare mortal slaves and to create their own personal herd of feeding thralls. Penanggalan prefer to make victims of beautiful women—they only feed off of men when no better option is available.

Move: Human form: 120' (40') Flying head: 180' (60') **AC:** 11 (human form) or 13 (flying head) **HD:** as per class level (human form) or human form +4 (flying head) **Attacks:** 1 (human form) or 2 (flying head) (AB class level +4) **Dam:** by weapon (human form) or 1d6/1d4 (bite/acidic tendrils) **Mor:** 10

Special Abilities: *Maddening Blood Drain* – the bite of a Penanggalan drains 1 point each of Intelligence and Wisdom. *Hypnotic Eyes* – the gaze of a Penanggalan have the effect of a *Hypnotism* spell, but any Saving Throw against it has a -3 penalty. If a character has been previously hypnotized by the creature it takes a cumulative -1 additional penalty equal to the number of times it has been hypnotized by the Penanggalan. *Acidic Tendrils* – anyone hit by the Penanggalan's intestinal-tendrils takes 1d4 points of acidic damage until they wash off the slime that coats its intestinal appendages. *Horrific Decapitation* – anyone who witnesses a Penanggalan's head detach from its body must make a successful Saving Throw vs. Spells or fall unconscious for a day; thereafter they suffer the effects of *Feeblemind* for an additional three days. *Human Form Immunities* – in its human form a Penanggalan is immune to things that usually work against undead, such as Turn Undead, curative magic, holy water, etc. *Undead*.

Primordial Betrayer

Primordial Betrayers are hunch-backed vulture-men who were formerly Native American shamans serving the world's primal spirits, but they betrayed their nature gods and diverted their power to the white man's devils. Primordial Betrayers were "blessed" with their current form as a reward for serving devils; they may only eat carrion and often stink of rotting flesh.

Move: 120' (40') **AC:** 14 **HD:** 4 **Attacks:** 2 (AB +4) **Dam:** 1d4 (claw) **Mor:** 4

Special Abilities: *Blinding Gesture* – a Primordial Betrayer may forgo one of its claw attacks to instead make a blasphemous gesture toward a character; that character must make a successful Saving Throw vs. Spells or be blinded for 1d6 rounds. *Summoner* – a Primordial Betrayer can summon 1d4 Shadows per day. Five or more Betrayers working together can summon a Vrock.

Pumpkinhead

Pumpkinheads have the bodies of gaunt, nearly-skeletal men with great grinning jack-o-lantern-esque heads. An eerie, burning light pours from their eye sockets and mouths. Pumpkinheads are often found acting as bodyguards and sentries for Irish witches and warlocks.

Move: 120' (40') **AC:** 13 **HD:** 2 **Attacks:** 1 (AB +2) **Dam:** 1d4 (fist) or by weapon **Mor:** 8

Special Abilities: *Arresting Gaze* – three times per day a Pumpkinhead can cast *Hold Person* as a gaze attack in addition to its normal attack.

Pyrowife

Pyrowives are mutant fire elementals created by the alchemical experiments of Spanish wizards. They outwardly appear to be normal human women, but when they wish they can set themselves ablaze with riotous flame. For some untold reason, Pyrowives maneuver within the marriage market to make sure they are matched with men who own vast and ancient estates—which the pyrowife then proceeds to burn down in the name of sacred pyromania.

Move: 120' (40') **AC:** 12 **HD:** 1 **Attacks:** 1 (AB +1) **Dam:** 1d4 (flaming touch) **Mor:** 7

Special Abilities: *Start a Fire* – anyone hit by the Pyrowife's flaming touch attack must make a successful Saving Throw vs. Wands or be lit aflame. A burning character takes an additional 1d4 points of damage per round until they are doused or stop, drop, and roll.

Rimed Soldier

Rimed Soldiers are the undead remains of an obscure branch of the Templars who were wiped out in Russia under forgotten circumstances. They are the rank and file of the Rimed Host.

Move: 120' (40') **AC:** 14 **HD:** 1 **Attacks:** 1 (AB +1) **Dam:** 1d8 (longsword) **Mor:** 12

Special Abilities: *Undead. Frostborn*—only takes half damage from cold attacks on a failed save; takes no damage on a successful save.

Rimed Knight

Rimed Knights are the undead remains of an obscure branch of the Templars who were wiped out in Russia under forgotten circumstances. They are the upper caste of the Rimed Host.

Move: 120' (40') **AC:** 15 **HD:** 3 **Attacks:** 1 (AB +3) **Dam:** 1d10 (greatsword) **Mor:** 12

Special Abilities: *Undead. Frostborn*—only takes half damage from cold attacks on a failed save; takes no damage on a successful save. *Black Blade of Winter*—the first successful attack made by a Rimed Knight deals additional damage as per a *Shocking Hands* spell, but the damage is cold-related instead of electrical.

Rimed Lord

Rimed Lords are the undead remains of an obscure branch of the Templars who were wiped out in Russia under forgotten circumstances. They are the leaders of the Rimed Host.

Move: 120' (40') **AC:** 18 **HD:** 6 **Attacks:** 2 (AB +6) **Dam:** 1d8 (longsword) **Mor:** 12

Special Abilities: *Undead. Frostborn*—only takes half damage from cold attacks on a failed save; takes no damage on a successful save. *Black Blade of Winter*—the first successful attack made by a Rimed Lord deals additional damage as per a *Shocking Hands* spell, but the damage is cold-related instead of electrical. *Brutal*—re-roll all ones rolled for damage.

Scythe Mantis

Scythe Mantises, like Necrotic Sphinxes, are bizarre combinations of the animated dead and technomantic construction. They have the lower bodies of mantis-shaped automatons and the upper torsos of skeletal humans; their heads are always encased in a fierce iron death mask and their arms end in vicious scything talons. They are used as bodyguards and assassins by the cult of Set.

Move: 160' (50') **AC:** 18 **HD:** 5 **Attacks:** 2 (AB +5) **Dam:** 1d6 (scythes) **Mor:** 12

Special Abilities: *Brutal*—re-roll any ones for a Scythe Mantis's damage rolls. *Undead. Impale*—on a natural twenty on a Scythe Mantis's damage roll they do double their maximum amount of damage.

Scorpiwhale

Scorpiwhales are a chaotic hybrid of killer whales and giant scorpions that haunt North America's Atlantic coast.

Move: 240' (80') **AC:** 17 **HD:** 12 **Attacks:** 1 (AB +12) **Dam:** 2d10 (stinger) **Mor:** 10

Special Abilities: *Poison Stinger* – if a Scorpiwhale hits a creature with its stinger attack they must make a successful Saving Throw vs. Poison or be paralyzed for 1d4 rounds (which can be catastrophic at sea).

Shadowborn

Shadowborn were once human, but they pledged their eternal service to death itself after experiencing a great and profound personal tragedy. They appear as humans, but everything about them seems faded and unreal.

Move: 120' (40') **AC:** 19 **HD:** 12 **Attacks:** 3 (AB +12) **Dam:** 2d4 (bladed chain) **Mor:** 11

Special Abilities: *Shadow Lament* – when reduced to 0 Hit Points, a Shadowborn explodes into a 30' cloud of *Darkness* that persists for 10 rounds. *Shadowplay* – once per day a Shadowborn can use the following spells: *Summon Shadow*, *Dispel Magic*, *Passwall*.

Skelemingo

Skelemingos are the animated remains of flamingos. They are sometimes used as assassins by the elderly mages of Florida.

Move: 60' (20') **AC:** 13 **HD:** 3 **Attacks:** 1 (AB +3) **Dam:** 1d6 (peck) **Mor:** 12

Special Abilities: *Undead. They Make You Bleed* – anyone hit by the Skelemingo's peck takes an additional point of damage on the following round.

Sons of the Hydra's Teeth

In life the Sons of the Hydra's Teeth were a much-feared company of Hessian mercenaries who were traveling to participate in the American Revolution. Their ship went down under mysterious circumstances, but their love of warfare insured that they would rise from their watery graves to continue to act as warriors for hire.

Move: 60' (20') **AC:** 17 **HD:** 1+1 **Attacks:** 2 (AB +2) **Dam:** 1d8 (longsword) **Mor:** 12
Special Abilities: *Stalwart* – Sons of the Hydra's Teeth cannot be turned. *Undead*.

Spectral Sparks

Spectral Sparks are a mass of unquiet spirits who appear as a swarm of ghostly balls of luminous light. Legend has it that the spirits who comprise Spectral Sparks were minions of an evil leader in life; while their own misdeeds were not great enough to earn them a return as a more powerful form of undead, these minions are cursed to serve another great malefactor even in undeath.

Move: 180' (60') **AC:** 15 **HD:** 3 **Attacks:** 1 (AB +3) **Dam:** 1d10 (spiritual burning) **Mor:** 7
Special Abilities: *Ectoplasmic* – Spectral Sparks take half damage from all physical attacks. *Curse of Ages* – anyone hit by Spectral Sparks must make a successful Saving Throw vs. Petrify or suffer the effects of a *Slow* spell. *Undead*.

Sporepod Cultist

Sporepod Cultists are floating pods covered in unblinking eyes. There serve as conduits for the dark power of demons and devils.

Move: Fly – 210' (70') **AC:** 16 **HD:** 4 **Attacks:** 2 (AB +4) **Dam:** 1d8 (eye rays) **Mor:** 12
Special Abilities: *Ordained* – a Sporepod Cultist can cast spells as a 4th level Druid. *Demon*.

Suckleweed

Suckleweed is a mobile demonic plant of a purplish hue that moves itself by means of four leg-like stalks; it also has two long feeder tendrils that end in fanged apertures. The Suckleweed emanates a fiendish purple glow at all times, and it howls in agony when struck.

Move: 90 (30') **AC:** 14 **HD:** 6 **Attacks:** 2 (AB +6) **Dam:** 1d12 (feeder tendril) **Mor:** 12
Special Abilities: *Vampiric Plant* – anyone struck by the feeder tendril attack of the Suckleweed also loses 1d4 points of Constitution. For each point of Constitution drained the Suckleweed regains a like number of Hit Points. *Demon*.

Taxidermy Avenger

A legendary order of German wizards possessed a special way of taunting their enemies: if they manage to kill an especially hated foe, they perform unholy rites of taxidermy on the corpse and then reanimate the body as a sentient undead creature so that it must forever endure the wizard's insults and deprecations. However, this form of necromantic torture sometimes backfires; occasionally a person reanimated in this way regains the ability to move via pure force of will and a burning desire for revenge. When this happens, the creature is known as a Taxidermy Avenger—a monster that will stop at nothing to gain revenge on the wizard who desecrated their corpse and violated their eternal rest.

Move: 120' (40') **AC:** 12 **HD:** 8 **Attacks:** 1 (AB +8) **Dam:** 1d8 (fist) **Mor:** 12

Special Abilities: *Strangling Killer* – any character hit by a Taxidermy Avenger's fist attack must make a Saving Throw or be strangled by the monster for an additional 1d6 points of damage. Once a Taxidermy Avenger latches on to a victim it can opt to forgo attacking to deal an automatic 1d6 points of strangulation damage to its victim. A character who opts to do nothing else on its turn except struggle to free itself from the creature's grasp may make an additional Saving Throw to escape. *Transfixing Gaze* – once per round a Taxidermy Avenger can attempt to transfix a living creature with its gaze. This gaze has the effect of the *Hold Person* spell. *One Track Mind* – if the wizard who created the Taxidermy Avenger is nearby (a Taxidermy Avenger can unerringly sense its creator) it will ignore all other creatures (even if they attack the Taxidermy Avenger) to find and attack their tormentor. When the wizard who created it is nearby, a Taxidermy Avenger gets a +3 bonus to hit and inflicts double damage. *Undead*.

Taxidermy Bulldog

Some British bulldog owners become so attached to their pets that they take the corpse of their beloved companion to a wizard to be re-animated as mobile taxidermy by using magic stolen from German necromancers.

Move: 120' (40') **AC:** 15 **HD:** 6 **Attacks:** 1 (AB +6) **Dam:** 2d6 (bite) **Mor:** 12

Special Abilities: *Psychotronic Gaze* – once per round a Taxidermied Bulldog may fix its gaze on a victim in addition to its bite attack; the victim of its gaze must make a Saving Throw or suffer the effects of a *Confusion* spell. *Undead*.

Tiki Golem

Tiki Golems are animated wooden constructs that are used by some Polynesian magic-users to guard their lairs and to frighten the natives into thinking that they have power over the gods themselves. Tiki Golems have spindly arms, squat legs, and absurdly large heads; their faces are often carved into grotesque comedic grimaces.

Move: 120' (40') **AC:** 16 **HD:** 6 **Attacks:** 1 (AB +6) **Dam:** 2d6 (headbutt) **Mor:** 12

Special Abilities: *Construct. Wooden* – a *Warp Wood* spell, or similar effect, deals 3d8 points of damage to a Tiki Golem. *Intoxicating Breath* – once per day a Tiki Golem can exhale a cloud of intoxicating mist in a 50' spray from its mouth. Roll on the following table to see what kind of intoxicating mist is exhaled by the golem:

d6	Effect
1	Bahama Mama Mist – each character caught in the spray must make a successful Saving Throw vs. Breath Weapons or suffer the effects of a <i>Slow</i> spell.
2	Blue Hawaiian Mist – each character caught in the spray must make a successful Saving Throw vs. Breath Weapons or be demoralized for 2d10 rounds. A demoralized character suffers a -2 penalty to all attack rolls.
3	Captain's Grog Mist – each character caught in the spray must make a successful Saving Throw vs. Breath Weapons or suffer the effects of a <i>Confusion</i> spell.
4	Mai Tai Mist – each character caught in the spray must make a successful Saving Throw vs. Breath Weapons or suffer the effects of a <i>Phantasmal Killer</i> spell.
5	Tropical Storm Mist – any character in the spray takes 6d6 points damage from hail and lightning. A successful Saving Throw vs. Breath Weapons results in half damage.
6	Zombie Mist – any character killed by the Tiki Golem will immediately reanimate as a zombie under the golem's control on the next round.

Verminous Skull

A Verminous Skull is a human skull that has had bat-like wings attached via sorcery; they are often used as spies and guards by Tibetan necromancers and witches.

Move: Flight: 180' (60') **AC:** 13 **HD:** 1-4 Hit Points **Attacks:** 1 (AB +1) **Dam:** 1d4 (bite)

Mor: 12 **Special Abilities:** *Vomit of Worms* – once per round a Verminous Skull can vomit a mass of writing worms on a character instead of attacking; the victim of this attack must make a Saving Throw vs. Horror. *Undead.*

Weirdbeard

A Weirdbeard is the re-animated corpse of a lumberjack that has been possessed by an ectoplasmic spirit of the Pacific Northwest. Weirdbeards appear to be zombie lumberjacks, save for the fact that a number of writhing, spectral tentacles emerge from their thick beards.

Move: 120' (40') **AC:** 13 **HD:** 2 **Attacks:** 1 (AB +2) **Dam:** 1d8 (axe) **Mor:** 12

Special Abilities: *That Beard is Weird* – in addition to a Weirdbeard's attack, they get 1d4 additional beard-tentacle attacks per round; these attacks do 1d4 points of damage. *Undead.*

Whispering Ghoul

Whispering Ghouls are peculiar undead creatures who prowl the wastelands of the Middle East; a Whispering Ghoul constantly makes comments to itself in low, chattering voice. At night, sentries posted in wilderness encampments listen intently for the tell-tale sign that a Whispering Ghoul is approaching.

Move: 90' (30') **AC:** 15 **HD:** 4 (Turn as HD 5) **Attacks:** 3 (AB +4) **Dam:** 1d6/1d6/1d6 (claw/claw/bite) **Mor:** 9 **Special Abilities:** *Fiendish Whispers* – once per round a Whispering Ghoul may use its voice as a *Charm* effect on one creature within earshot. For this power to be effective, the creature must be able to hear the Whispering Ghoul's voice. *Paralytic Touch* – characters struck by a Whispering Ghoul's attacks must make a successful Saving Throw or be paralyzed for 2d4 turns. *Call of Undeath* – a Whispering Ghoul can summon 1d6 ghouls from beneath the earth. *Undead*.

Wormfrond

The Wormfrond is a mobile plant that is so named because it resembles a gigantic festering mass of writhing, jet-black worms. Despite its size and ungainly appearance, it slithers into combat quickly and silently.

Move: 180' (60') **AC:** 17 **HD:** 10 **Attacks:** 3 (AB +10) **Dam:** 2d4 (claws) **Mor:** 12 **Special Abilities:** *Sorcerous Plant* – twice per day a Wormfrond may cast *Polymorph Other*. Once per day a Wormfrond may cast *Charm Person*, *Invisibility*, and *Cloudkill*. A Wormfrond gains a +2 bonus to all Saving Throws vs. Spells. *Demon*.

Zombie Liege

For reasons not yet known by researchers into the necromantic arts, zombies occasionally "awaken"—gaining sentience, intelligence, and power over their fellow undead. These awakened zombies are known as Zombie Lieges.

Move: 120' (40') **AC:** 16 **HD:** 13 **Attacks:** 2 (AB: +13) **Dam:** 1d10 (slam) **Mor:** 10 **Special Abilities:** *Lord of the Dead* – Zombie Lieges can control undead as a 13th level cleric. Also, even if uncontrolled by the Zombie Liege, mindless undead will never attack such a creature. If commanded to do so, mindless undead will simply stand inert in the presence of a Zombie Liege. Even intelligent undead will be reluctant to attack a Zombie Liege. *Secrets of the Grave* – Zombie Lieges cast spells as a 10th level cleric or magic-user. *Brutal* – re-roll all ones rolled for damaged caused by a Zombie Liege. *Undead*.

Riffing on Already Existent Monsters

Axe Spirit – Sentient manifestation of violence; some say that Lizzie Borden was possessed by one when she killed her father and step-mother. Stats as per a **Ghost**, but it can take control of a melee weapon if the bearer fails a Saving Throw vs. Wands.

Crematory Wraith – The ashes of the cremated form a dust-devil like tornado and attack the living! Stats as per an Air Elemental, but anyone hit by it must make a Saving Throw vs. Breath Weapons or be blinded for 1d4 rounds.

Crypt Keeper – Stats as per a **Crypt Thing**, but instead of teleporting the characters it has a debilitating cackle (make a saving throw or suffer -2 to attack and damage rolls and makes a lot of puns).

Dough Boy – Faceless, dwarf-sized golems made out of gooey dough; stats as per an **Adherer**, but with half Hit Dice and damage dice; explodes in a poppin' fresh explosion at 0 Hit Points.

Ghoul Hand – Stats as per a **Crawling Claw**, but with the **Ghoul's** paralyzing touch.

Headless Horseman – Undead horsemen with no head (pumpkin-head optional but recommended—maybe the pumpkin explodes when thrown); stats as per a **Death Knight**, except immune to all mind-affecting powers. A Headless Horseman always rides a Nightmare. Whoever possesses its skull can force the Headless Horseman to do their bidding.

Madness Spirit – Sentient manifestations of insanity; stats as per a **Specter**, except its touch causes disease on a failed Saving Throw.

Origami Golem – Stats as per a **Goblin**, but causes 1d4 bleeding on the round following a damaging hit. An Origami Golem has the usual construct immunities.

Tubercular Shadow – Shadows of people who died in sanatoriums from horrific diseases; stats as per a **Shadow**, except its touch causes disease on a failed Saving Throw.

Undead Dryad – Stats as per a **Dryad**, except with a touch that drains 1d4 points of Constitution.

Variant Vampire Abilities

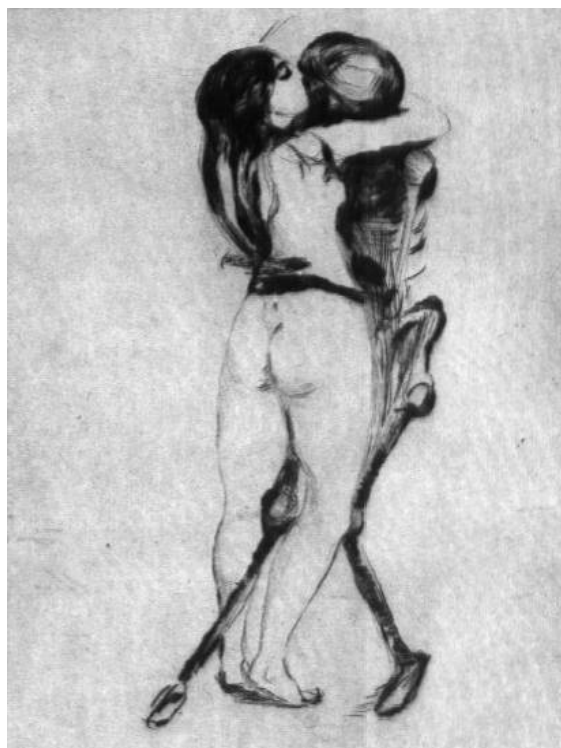
“Each matin bell, the Baron saith,
Knells us back to a world of death.”
– Samuel Taylor Coleridge, “Christabel”

In general, I don't give undead monsters level-draining powers because I've always felt that is a poor way to model the effects of a vampire's bite or a ghostly encounter as we see it in cinema and literature. Instead, I usually give them ability score drain. After all, a vampire's bite leaves you enervated and listless (a loss of Strength and Constitution) and doesn't make you lose something as nebulous as “experience.”

Of course, I like to mix it up when it comes to the undead. This is especially true when it comes to vampires since there are so many differing literary and cinematic depictions of them out there. When I want to spice-up an individual vampire antagonist, I either roll on the table below or pick an option that suits my fancy.

d20	Variant Ability
1	Blood Lust – once an opponent has been wounded, the vampire gains a +1 bonus to attack and damage rolls, but can never retreat from combat.
2	Caustic Blood – anyone who wounds the vampire in melee combat takes 1d6 points of damage from the vampire's acidic blood.
3	Master of Degeneration – the vampire drains double the amount of levels or ability score points for its type.
4	Master of Stone – the vampire can summon 1d4 gargoyles per day to do his or her bidding.
5	Master of the Dead – any mindless undead under the vampire's control are as difficult to turn as the vampire itself.
6	Master of Tooth and Claw – the vampire can cast <i>Summon Animal III</i> as an 8 th level druid once per day.
7	Mesmeric Eyes – in place of the vampire's usual <i>Charm Person</i> ability, roll 1d6 to determine what power their gaze possesses: 1 – <i>Amnesia</i> 2 – <i>Scare</i> 3 – <i>Hold Person</i> 4 – <i>Fumble</i> 5 – <i>Hypnotic Pattern</i> 6 – <i>Phantasmal Killer</i> .
8	Unconstrained – the vampire can cast <i>Passwall</i> three times per day.
9	Undying Lord – the vampire gains a +1 bonus to all Saving Throws.
10	Unusual Animal Form – instead of transforming into either a wolf or a bat, roll a d12 to see what kind of creature the vampire can become: 1 – raven 2 – great cat 3 – enormous armadillo 4 – war-hound 5 – nightmare 6 – phase tiger 7 – dire bear 8 – giant spider 9 – carcass scavenger 10 – giant wasp 11 – vermin swarm 12 – catoblepas

d20	Variant Ability
11	<i>Alchemical Vampirism</i> – the vampire was not created by the bite of another vampire, but rather attained its vampiric status through alchemical experiments. As such, this vampire is immune to all of a vampire's normal vulnerabilities (sunlight, holy symbols, etc.).
12	<i>Detachable Hands</i> – the vampire's hands can detach as independent crawling claws.
13	<i>Feeds on Energy</i> – the touch of the vampire has the effects of a <i>Slow</i> spell.
14	<i>Master of Darkness</i> – the vampire can cause <i>Darkness</i> at will.
15	<i>Master of the Years</i> – the vampire's touches causes the victim to age 1d6 years.
16	<i>Plague-bringer</i> – the vampire's bite carries a random disease.
17	<i>Spectral Form</i> – the vampire can become ethereal three times per day.
18	<i>Unseen Master</i> – the vampire can become invisible three times per day.
19	<i>Unusual Species</i> – the vampire belongs to a non-human species. Roll 1d20 to determine its race: 1 – elf 2 – dwarf 3 – halfling 4 – gnome 5 – drow 6 – merman 7 – goblin 8 – orc 9 – troll 10 – ogre 11 – kobold 12 – hobgoblin 13 – giant 14 – troglodyte 15 – deep one 16 – satyr 17 – gnoll 18 – yeti 19 – snakeman 20 – lizardman
20	<i>Unusual Weakness</i> – the vampire is incapacitated by 1 – music 2 – silver 3 – silk rope 4 – a rare herb 5 – burning incense 6 – the presence of keys



Flesh Golem Augmentations

“Articulation is not a simple matter. Language is the effect of articulation, and so are bodies. The articulate are jointed animals; they are not smooth like the perfect spherical animals of Plato’s origin fantasy in the Timaeus. The articulate are cobbled together.”

– Donna Haraway, “The Promise of Monsters”

For some wizards, a flesh golem is like a classic hot-rod: it is a ripe for customization. However, instead of a flamejob paint scheme or an insane engine block, flesh golems are generally modified to increase their pure killing power.

d10	Augmentation
1	<i>Basilisk Eyes</i> – the flesh golem has been given the eyes of a basilisk; any character looking at the flesh golem must make a successful Saving Throw vs. Petrify or be turned to stone. A character who attacks the golem without looking at it suffers a -4 penalty to attack rolls.
2	<i>Brain Transplant</i> – the flesh golem has been given the brain of a talented individual instead of the brain of a common drudge; the golem retains whatever class abilities the person whose brain has been transplanted possessed.
3	<i>Brute Arms</i> – the flesh golem has the arms of some monstrosly strong creature, such as an ogre or an owlbear; +2 to hit, +2 to damage.
4	<i>Extra Arms</i> – the flesh golem has four arms instead of the usual two; +2 attacks per round.
5	<i>Ghostsilver Shards</i> – the flesh golem has shards of ghostsilver embedded in its knuckles; anyone hit by its slam attack loses 1d4 points of Dexterity.
6	<i>Talon Terror Hooks</i> – the flesh golem has the hooks of a Talon Terror in place of the usual cadaverous hands; re-roll any 1s rolled for damage.
7	<i>Promethean Core</i> – the flesh golem has been animated by a bound fire elemental; three times per day it may expel a <i>Fire Ball</i> as if it were cast by a 5 th level magic-user.
8	<i>Soul Stone</i> – the flesh golem has been animated by a bound infernal spirit; it may use whatever spell-like abilities are native to the animating type of demon or devil.
9	<i>Troglodyte Glands</i> – the flesh golem has been implanted with the scent glands of a troglodyte; any creature who comes near the flesh golem must make a successful Saving Throw vs. Poison or suffer a -2 penalty to attack rolls due to the horrific stench.
10	<i>Troll Blood Infusion</i> – the flesh golem has the blood of trolls infused directly into its system; after 3 rounds have passed since the flesh golem has taken damage, it begins to regenerate Hit Points at a rate of 3 per round.

Variant Lycanthrope Abilities

Wolves may lurk in every guise! Now, as then, it's simple truth, sweetest tongue has sharpest tooth!
 – *The Company of Wolves*

Lycanthropes are a bestial, deadly lot; many of them, especially those who prowl Black Forest of Germany, possess strange and unexpected abilities.

d12	Ability
1	Black Ring Assassin – the claws of the lycanthrope drip with black venom; anyone hit by the lycanthrope's claw attack must make a successful Saving Throw vs. Poison or suffer the effects of a random poison.
2	Blessed by Satan – the lycanthrope is favored by Satan; re-roll any 1s that come up on the lycanthrope's damage rolls.
3	Bone-shaking Howl – once per day the lycanthrope can unleash a terrifying howl that immediately triggers a Saving Throw vs. Horror.
4	Claws of Filth and Fury – while the bite of a lycanthrope famously carries their horrible disease, this lycanthrope's claws also carry contagion; any character hit by the lycanthropes claws must make a successful Saving Throw vs. Poison or contract a random disease.
5	Impenetrable Hide – the lycanthrope's hide is especially difficult to pierce; it gains a +2 bonus to Armor Class.
6	Legendary Beast – the lycanthrope is hardier and tougher to kill than the average example of its kind; it gains +1 Hit Point per Hit Dice and regenerates an additional Hit Point per round.
7	Lunatic Frenzy – there is a 50% chance each round that the lycanthrope gains an additional attack that round.
8	Packmaster – the lycanthrope holds an uncanny dominion over the world's beasts. Once per day the lycanthrope can cast <i>Animal Summoning III</i> .
9	Ravenous Gaze – once per round the lycanthrope can attempt to paralyze a character with its ever-hungry gaze; the gaze has the effects of a <i>Hold Person</i> spell.
10	Shaman of the Beast Gods – the lycanthrope can cast druid or cleric spells as a member of those classes with a level equal to its Hit Dice.
11	Spirit of a Tainted Nature – the lycanthrope exists partially on another plane of existence. As such, anyone hit by its bite attack runs the risk of having his or her connection to the earthly realm severed; anyone who is bit by the lycanthrope must make a successful Saving Throw vs. Death or die instantly.
12	Stench of the Beast – the lycanthrope is surrounded by a permanent <i>Stinking Cloud</i> .

Variant Mummy Lord Abilities

“The fourteen steps down and the unbroken seals were thrilling. But when we came to handle all her clothes and her jewels and her toilet things - you know they buried everything with them that they used in life? - well, when we came to unwrap the girl herself...”

– The Mummy

The mummy lords of Egypt possess a wide and varied suite of powers that canny adventurers had best prepare for:

d12	Variant Ability
1	<i>Binding Sarcophagus</i> – once per round the mummy may make use of an ability that mimics the <i>Hold Person</i> or <i>Hold Monster</i> spells. Anyone effected by this ability feels like they have been encased in a sarcophagus and buried alive for the duration.
2	<i>Chant of the Damned</i> – in combat the mummy intones a dire chant that gives all within earshot a -2 penalty to all their actions.
3	<i>Dominating Gaze</i> – three times per day the mummy can cast any combination of the <i>Hypnotic Pattern</i> , <i>Charm Person</i> , and <i>Charm Monster</i> spells.
4	<i>Esoteric Secrets of the Pharaohs</i> – the mummy is a master of the occult arts. It can cast spells as a magic-user or illusionist of a level equal to its Hit Dice.
5	<i>Fragrant Resins</i> – the mummy's corpse-like body is covered in fragrant, but highly sticky, resins and incense. Anyone attacking the mummy with a weapon must make a successful Saving Throw vs. Petrify or have their weapon adhere to the mummy's body, rendering it useless.
6	<i>Friendly Guise</i> – the mummy may cast <i>Alter Self</i> at will. Once per day the mummy can cast <i>Polymorph Self</i> .
7	<i>Hieroglyphic Hexes</i> – the mummy's bandages are scribed with powerful enchanted hieroglyphics. These hieroglyphics increase the efficacy of the disease spread by the mummy's touch; all Saving Throws made against the disease face a -2 penalty.
8	<i>Master of Canopic Cats</i> – once per day the mummy may summon 1d6 mummified great cats; these mummified cats have the abilities of normal tiger plus the usual undead immunities.
9	<i>Power of the Pyramids</i> – once per day the mummy can unleash a mental blast that effects everyone within a 60' cone. All within the area of effect must make a successful Saving Throw vs. Wands or be stunned for 3d4 rounds.
10	<i>Reflecting Seals</i> – any spell that is negated by the mummy's Magic Resistance rebounds back upon the caster.
11	<i>Unearthly Step</i> – the mummy may cast a <i>Fly</i> spell three times per day.
12	<i>Venomous Master</i> – once per day the mummy can summon 1d6 giant snakes.

Some Unusual Giant Bats

“Meditate while awaiting your turn, for it would be extremely difficult for you to get away from me, unless of course you have wings like a bat.”

– The Fearless Vampire Killers

Vampire lords frequently have giant bats for their minions. Some vampires have studied alchemy and monstrous breeding over their long centuries; the esoteric secrets gleaned from this study has been used to breed giant bats with strange, and often surprising, powers. If you'd like to put a nasty surprise in the way of your players, roll on the following table to give your giant bats a trick or two.

d10	Unusual Trait
1	<i>Baleful Stare</i> – once per day the bat may unleash a death-dealing stare upon one character; the power of this stare has the effect of a <i>Disintegration</i> spell.
2	<i>Blood-dripping Maw</i> – anyone who comes within 30' of the bat must make a Saving Throw vs. Horror
3	<i>Deadly Keening</i> – once per day the bat can let loose a terrible screech; anyone within 30' of the bat must make a successful Saving Throw vs. Death or die instantly. Any character who passes this Saving Throw is deafened for 2d4 rounds.
4	<i>Double-headed</i> – the bat has two heads; each head may attack with a bite per round.
5	<i>Firebrand</i> – three times per day the bat may breath a gout of flame in a 30' cone; the flames do 4d6 points of damage, but a successful Saving Throw vs. Breath Weapons results in half damage.
6	<i>Gripping Claws</i> – if both of the bat's talon attacks hit, the character must make a successful Saving Throw vs. Death to break free from the bat's clutches. On any round that the character fails to break free from the bat, he or she takes and automatic 3d4 points of rending damage and the bat may attack as normally with its bite attack.
7	<i>Plague-mouthed</i> – anyone bitten by the bat must make a successful Saving Throw vs. Death or contract Chiroptic Plague. Anyone thus afflicted only receives half of the benefits of magical and mundane healing.
8	<i>Poisonous Fangs</i> – anyone bitten by the bat must make a successful Saving Throw vs. Poison or suffer the effects of Type 11 poison.
9	<i>Sickening Keening</i> – once per day the bat can let loose a terrible screech; anyone within 30' of the bat must make a successful Saving Throw vs. Spells or take a -2 penalty to all actions for 1d10 turns. Additionally, each character who fails this Saving Throw is deafened.
10	<i>Unseen Assassin</i> – the bat can become invisible three times per day as per the <i>Invisibility</i> spell.

Some Unusual Giant Spiders

"They had not gone more than a few yards when from behind came a sound, startling and horrible in the heavy padded silence: a gurgling, bubbling noise, and a long venomous hiss."

– J. R. R. Tolkien, *The Two Towers*

Has fighting giant spiders become mundane for your players? If so, roll on this table to see what unusual and surprising ability the next arachnid they face possesses:

d12	Unusual Trait
1	Arachnid Juggernaut – the spider regenerates 2 Hit Points per round and is immune to poison and disease.
2	Blinding Venom – once per round the spider can spout a jet of blinding toxin on any character engaged in melee combat with it; that character must make a successful Saving Throw vs. Breath Weapons or be blinded for 1d4 rounds.
3	Caustic Webs – once per day the spider can eject the equivalent of a <i>Web</i> spell; however, anyone caught in the web takes 1d4 points of damage as the web is made from an uncannily acidic substance.
4	Crystalline Terror – the spider's body is embedded with scintillating crystalline tumors; once per round it may emit a <i>Prismatic Spray</i> as per the spell.
5	Cursed by God – the spider was once a priest, but was cursed with the form of a spider for some blasphemy. The spider can still vocalize as a man and has turned to the worship of dark powers since its fall. It casts spells as a cleric; its level equals its Hit Dice.
6	Hideous Shriek – the spider emits an ear-piercing shriek when engaged in combat; everyone within the vicinity must make a successful Saving Throw vs. Spells or be deafened for 2d10 turns.
7	Lightning Warped – the spider crackles with electrical energy. Anyone striking it with a metal weapon takes 2d6 points of damage.
8	Mechaspider – the spider is part mechanical monstrosity; its Armor Class is improved by 2 points and it is immune to sleep, illusions, and any mind-affecting powers or spells.
9	Petrifying Bite – anyone bitten by the spider must make a successful Saving Throw vs. Petrify or be turned to stone.
10	Polymorphed Sorcerer – the spider was once a human wizard but was permanently transformed into a spider by a wizardly rival. The spider can still vocalize as a man. It casts spells as a magic-user; its level equals its Hit Dice.
11	Scything Mandibles – re-roll all 1s and 2s rolled for damage inflicted by the spider's bite.
12	Shadow Lurker – the spider can choose to engulf itself in an area of <i>Darkness</i> that covers a 30' radius. This pool of magical darkness travels with the spider.

Some Unusual Trolls

Trolls are creatures of chaos; some possess unusual and unexpected powers. If you want a troll to have a little something special, roll on the following tables.

Table I (1-6 on 1d12)

d12	Special Feature
1	<i>Bone carapace</i> – the troll is covered by an exoskeleton of bone. Its Armor Class is improved by two points.
2	<i>Brainiac</i> – the troll has an elongated skull that houses a gigantic brain. Because the troll can more efficiently process information it acts as though it were the recipient of a permanent <i>Haste</i> spell.
3	<i>Deafening Screech</i> – the troll can emit a terrifying, bone-shaking screech. All that hear it must make a Saving Throw vs. Petrify or suffer the effects of a <i>Hold Person</i> spell and deafness for the duration of the effect.
4	<i>Devotee of Satan</i> – the troll's flesh has been branded with runes sacred to Satan. These runes give the troll a +3 bonus to all Saving Throws vs. Spells.
5	<i>Devotee of Belphegor</i> – when the troll dies a random slime or ooze gushes forth from its mouth and eyes.
6	<i>Devotee of Leviathan</i> – once per day the troll may use <i>Animate Dead</i> .
7	<i>Devotee of Mammon</i> – once per day the troll may vomit forth a Shambling Mound which is under its mental control.
8	<i>Devotee of Beelzebub</i> – once per day the troll may vomit forth a 60' stream of rot grubs.
9	<i>Devotee of Lucifer</i> – the troll has pieces of demonstone embedded in its flesh. The troll's touch (such as a successful melee attack or a touch attack against the troll) can cause mutations; the character must make a successful Saving Throw vs. Spells or suffer a random mutation that takes 1d10 days to fully manifest.
10	<i>Four-armed</i> – the troll has an extra set of arms that end in razor-sharp claws. These extra arms give the troll two additional claw attacks per round.
11	<i>Incendiary</i> – when the troll dies it explodes in a 30' radius of flaming troll chunks. Anyone in the blast zone must make a successful Saving Throw vs. Breath Weapons or take 3d6 points of damage.
12	<i>Stonecursed</i> – when the troll dies it turns to stone. If the troll was killed by a weapon attack, the wielder must make a successful Saving Throw vs. Death or have their weapon trapped in the troll's stony body.

Table II (7-12 on 1d12)

d12	Special Feature
1	<i>Corroding Flesh</i> – the troll possesses the same ability to corrode metal as a Rust Monster.
2	<i>Frostchild</i> – the troll gives off an aura of unnatural cold. Anyone hit by its claw attacks takes an additional 1d4 points of damage from cold and must make a successful Saving Throw vs. Spells or suffer the effects of a <i>Slow</i> spell.
3	<i>Hallucinatory Bite</i> – Anyone bit by the troll must make a successful Saving Throw vs. Spells or suffer mind-bending hallucinations for 1d6 rounds. A hallucinating character must roll a d10 each round to see how they act: 1-10: gibbers mildly about swirling colors; 11-15: cries and whimpers about their parents; 16-18: runs in a random direction; 19-10: attacks the nearest creature while screaming about wild conspiracy theories.
4	<i>Lifebane</i> – the troll gives off an aura of morbidity and decay. Anyone hit by its bite attack must make a Saving Throw vs. Spells or lose 1 point of Strength.
5	<i>Shadow-builder</i> – twice per day the troll exhale a 60' cloud of <i>Darkness</i> , as per the spell.
6	<i>Shapeshifter</i> – once per day the troll may use <i>Polymorph Self</i> .
7	<i>Swampstench</i> – the troll gives off a hellish stench. Anyone in close combat with the troll must make a successful Saving Throw vs. Poison or take a -2 penalty to all to-hit rolls against it.
8	<i>Telepathic Chanter</i> – when confronted the troll begins to chant, but this chant is no mere vocalization. Rather, the troll chants directly into the minds of all sentient creatures within 60'. Anyone who is subject to the troll's horrific, unholy chant must make a successful Saving Throw vs. Spells or lose 1 point of Wisdom.
9	<i>Tongue Lasher</i> – the troll's tongue is abnormally long, strong, and prehensile. The troll may make an additional attack per round with their tongue that does 1d6 points of damage.
10	<i>Uncanny Maw</i> – if the troll rolls a natural 20 on a to-hit roll, its jaw unnaturally extends and swallows its foe. Once inside the troll's belly the character takes 1d8 points of damage per round, but can hit the troll automatically for maximum damage.
11	<i>Unclean!</i> – anyone hit by the troll's claws or teeth must make a successful Saving Throw vs. Poison or contract a random disease.
12	<i>Venomous</i> – the troll's bite has the effect of a random poison.

What's the Deal with Igor's Hump?

FACT #1: All mad scientists (and many vampires) have a hunchbacked assistant.

FACT #2: That assistant is always named Igor (some pronounce it EYE-gore, some EEE-gore)

FACT #3: Here's the deal with Igor's hump:

d10	Hump Type (hey oh!)
1	Black-Blood Blister – if Igor takes any damage there is a 50% it will rupture his hump, which is, in fact, a giant blood blister filled with the Black Blood of the Earth. If ruptured, the Black Blood takes 1d4 rounds to congeal into a coherent mass that then attacks everyone nearby (use the stats of a Black Pudding).
2	Camel-like Fluid Storage – Igor's hump contains a randomly-generated potion. If Igor is killed without damaging his hump, the characters may be able to siphon it out of him as the least-appealing treasure ever.
3	Demonstone Tumor – Igor's hump is actually a tumor caused by small pieces of demonstone that are embedded in his back. The demonstone causes any spell cast within 30' of Igor to trigger a roll on the Magical Mishap Table.
4	Embedded Meteor – what looks like a hump is actually an meteor from space that collided with Igor's back. The radiation from the meteor has been slowly mutating Igor; at the moment that is least convenient for the player-characters Igor will transform into an evil Shambling Mound.
5	Hardened Bone – Igor's hump is a giant knob of bone. Indeed, Igor's skeleton is hard as iron, granting him a +2 bonus to his Armor Class.
6	Mold Infection – Igor's hump is really a symptom of an inner mold infection. If Igor takes any damage there is a 50% that his hump will explode into a cloud of mold spores (use the stats of a Gas Spore).
7	Psychic Brain – Igor's hump houses a second brain that possesses the mind blast ability of a Brain Lasher.
8	Pus-filled – instead of being a solid mass, Igor's hump is really a pus-filled membrane. If Igor takes any damage there is a 50% chance that his hump bursts open, discharging a thick yellow and green ooze. This pus takes 1d4 rounds to congeal into a coherent mass, which then attacks everyone nearby (use the stats of a Green Slime).
9	Stunted Twin – what looks like a hump is actually the visible portion of Igor's twin brother who failed to develop properly in utero. The hump can detach itself from Igor's body at will to wreck havoc (use the stats for a Gremlin).
10	Tentacle Cluster – Igor's hump is a gift from the Demon Lord Zzorch. It can sprout a multitude of tentacles to attack with; while the tentacles do no damage on their own, they possess the paralytic ability of a Carcass Scavenger.

What is the Deal with this Angry Mob?

Gothic literature is rife with anxieties concerning the uncontrolled actions of mobs, masses, and multitudes. The delusions of crowds are a magnification of our fears; the faceless majority is capable of anything when passions overtake reason and rationality. Here are a few angry mobs that the characters might encounter and interact with.

d8	The Deal
1	<i>Bring the Killer to Justice!</i> – a spate of serial murders have plagued the community, and the crowd believes that it has the perpetrator in its clutches. Of course, this person may or may not be the guilty party, but they are in immediate danger of being pulled limb-from-limb by the incensed mob.
2	<i>Burn Witch Burn!</i> – the mob has identified someone they suspect of being a witch, warlock, or other consort of dark powers. This could lead to a fraudulent trial based on spectral evidence, a dunking in a witch's stool, or a quick roast on a stake.
3	<i>Grave Defilers</i> – the masses believe that their village or town is haunted by a vampire who rises from the grave each night to suck their blood. They have identified a likely culprit (whether recently deceased or not – no matter) and are on their way to dig up that person's corpse and put a stake through its heart.
4	<i>March of the Hungry</i> – abused by conditions of famine, the crowd runs rampant as it attacks the local food reserves. “Let them eat cake” isn't what they want to hear; any unlucky people of wealth and privilege may face execution in the public square by means of a hastily-erected guillotine.
5	<i>Monster Hunters</i> – the mob believes that a recent death was caused by a monster inhabiting a nearby wild-land or abandoned castle, and has gathered with pitchforks, torches, and weapons to make war against the supernatural horrors of the world.
6	<i>Religious Mania</i> – the crowd has been swept up in the mania of a new religion. The assembled multitude rends its clothing and flagellates itself wildly as it heads to burn down an opposing church or place of worship.
7	<i>Rioting against Taxation</i> – the people are on their way to make a glorious revolution against what they feel to be unnecessary and unjust taxation. They have bricks, clubs, and firebombs at the ready, so the forces of authority had best beware.
8	<i>Stop, Thief!</i> – the mob is in hot pursuit of a thief, who may or may not be guilty of the burglary they are accused of; if the thief is guilty, the extenuating circumstances attached to their theft will fall on deaf ears unless the crowd can be brought to listen to reason or at least delayed until the law can arrive to take charge of the situation.