

# The Hounds of Halthrag Keep

## A Menagerie of Menacing Mediocre Monsters with which to Mug Middling Mendicants

These monsters stalk the parochial Kingdom of Thrend, from the Gurjeff Mountains to the north, all the way to deeps of the Frobojian Sea. A particularly varied collection lives in and around the half-destroyed keep of the long-dead Geomancer Halthrag, owing to a religious cataclysm brought on by his guard captain during the last battle of The War of the Sorcerer Lord. The whole place is suffused with eerie light at night, caused by the ubiquitous glowing bits of meteorite that litter the grounds. Some say that the Keep knows who treads its halls and varies its difficulty accordingly. Patently false, but scary nonetheless.

A particularly menacing MANTICORE has taken up residence in the keep, one Grrrr'rra'nvar'gyld. He once ruled undisputed as "The Shadow of the East" in the grasslands that used to surround Helleborine. He is bereft of one eye and nearly mad with grief after the death of his lifemate and several pups at the hands of a wandering acolyte of Yiog-Sotot.

SHRIEKER: Init -5; Atk none; AC 8; HD 1; Hit Points 4; SV Fort +5, Ref -10, Will -10; AL N, no parley. XP 1. TR 0	When attacked, a SHRIEKER will howl inconsolably and attract more monsters in the following round.
CULTIST: Init -2; Atk kris +2 (1d6); AC 12; HD 1d8; Hit Points 4; SV Fort -2, Ref -2, Will +3; AL N, parley 8. XP 1. TR 2	Never trust a CULTIST; especially ones that have snake tattoos
SKULLFLIT: Init +8; Atk bite+0 (1d4); AC 18; HD 1d4; Hit Points 2; SV Fort -1, Ref +5, Will +2; AL N, no parley. XP 1. TR 1	SKULLFLITS sprout from the skull of a dead adventurer, killed under moonlight.

<p>KOBOLD: Init -3; Atk club +1 (1d4); AC 7; HD 1d4; Hit Points 3; SV Fort -2, Ref -2, Will -4; AL C, no parley. XP 1. TR 1</p>	<p>KOBOLDS are sometimes described as dog-like, sometimes as reptilian. Both of these misconceptions are heretical.</p>
<p>RUST MEPHIT: Init -2; Atk sword +2 (1d8); AC 18; HD 2d4; Hit Points 5; SV Fort +5, Ref -2, Will +6; AL N, parley 8. XP 1. TR 2</p>	<p>RUST MEPHITS destroy metal armor and weapons used against them. They love bars of pig iron.</p>
<p>JINXIE: Init +2; Atk bite+2 (1d4); AC 11; HD 1d4; Hit Points 2; SV Fort +5, Ref +5, Will -3; AL N, no parley XP 2. TR 1</p>	<p>JINXIES suck away 1 Luck point with every bite or scratch.</p>
<p>DIRE RAT: Init +1; Atk bite+1 (1d4); AC 9; HD 1d4; Hit Points 2; SV Fort +2, Ref +2, Will -3; AL N, no parley XP 1. TR 1</p>	<p>A DIRE RAT is just a big RAT with an attitude.</p>
<p>WERETIGER: Init +5; Atk claws (1d8); AC 14; HD 2d6; Hit Points 8; SV Fort +5, Ref +5, Will +6; AL C, parley special. XP 4. TR 5</p>	<p>Fearsome opponents - run!</p>
<p>DEMIGRUE: Init +5; Atk bite+3 (1d6); AC 13; HD 2d4; Hit Points 6; SV Fort -2, Ref -2, Will +6; AL C, parley 8 XP 4. TR 5</p>	<p>A GRUE kills and does... something to its victims, and then a DEMIGRUE is born.</p>
<p>CATWOMAN: Init +2; Atk claw+4 (1d4); AC 16; HD 2d4; Hit Points 4; SV Fort +1, Ref +3, Will -2; AL N, no parley 8. XP 3. TR 2</p>	<p>The CATPEOPLE are sneaky and vicious and hide well.</p>

<p>THIEF: Init +5; Atk rusty knife+2 (1d8); AC 15; HD 2d6; Hit Points 5; SV Fort +5, Ref +3, Will -3; AL N, parley 12. XP 5. TR 4</p>	<p>THIEVES commit theft. Good ones get away with it.</p>
<p>KROKODILITH: Init +6; Atk bite -3 (1d8); AC 10; HD 2d6; Hit Points 6; SV Fort +3, Ref +3, Will -3; AL C, no parley. XP 4. TR 1</p>	<p>The bite of a KROKODILITH causes a rotting, wasting disease in the flesh of victims.</p>
<p>STIRGE: Init +2; Atk proboscis+1 (1d6); AC 14; HD 1d4; Hit Points 2; SV Fort +1, Ref +3, Will -1; AL N, no parley. XP 2. TR 1</p>	<p>STIRGES drink blood in order to commit unwholesome acts of wanton.</p>
<p>WEREBOAR: Init -3; Atk tusks -2 (1d8); AC 14; HD 2d6; Hit Points 8; SV Fort +5, Ref -3, Will +6; AL C, no parley. XP 4. TR 2</p>	<p>WEREBOARS are easily offended and less easily struck in combat.</p>
<p>IMP: Init +3; Atk claws +2 (1d3); AC 15; HD 3d4; Hit Points 10; SV Fort +5, Ref +5, Will -2; AL C, no parley XP 4. TR 2</p>	<p>IMPS like to kill defenseless innocents and take their souls to Dis for bargaining with.</p>
<p>HYENA RAT: Init +4; Atk bite +1 (1d4); AC 7; HD 1d6; Hit Points 4; SV Fort +2, Ref +1, Will -3; AL C, no parley. XP 2. TR 2</p>	<p>Verminous scavengers that transmit plagues and laugh maniacally all the while</p>
<p>WERERAT: Init +3; Atk short sword +1 (1d6); AC 14; HD 2d4; Hit Points 6; SV Fort +5, Ref +1, Will -4; AL C parley 8. XP 4. TR 3</p>	<p>There're no such things as WERERATS</p>

<p>QUASIT: Init +5; Atk tail+2 (2 points); AC 18; HD 1d6; Hit Points 3; SV Fort +5, Ref +8, Will -3; AL C, parley 15. XP 3. TR 3</p>	<p>QUASITS are malicious and prone to bullying</p>
<p>HOSTAGE: Init -2; Atk sword +2 (1d8); AC 18; HD 1d8; Hit Points 5; SV Fort +5, Ref -2, Will +6; AL N, parley 8. XP 1. TR 2</p>	<p>HOSTAGES ought to escorted to the exit; don't mistake them for CULTISTS</p>
<p>ZOMBIE: Init -5; Atk claw+2 (1d4); AC 8; HD 3d6; Hit Points 9; SV Fort +5, Ref -8, Will +0; AL C, no parley XP 3. TR 4</p>	<p>Dead flesh, motivated by sorcery. Eat brains, transmit disease through biting.</p>
<p>WILL-O-WISP: Init +5; Atk spark +5 (1 point); AC 17; HD 1d4; Hit Points 1; SV Fort +5, Ref +10, Will +5; AL C, no parley. XP 4.</p>	<p>Delight in cruelty. Formed from the souls of children drowned in swamps.</p>
<p>HOWLER: Init +1; Atk bite -1 (1d6); AC 12; HD 1d12; Hit Points 10; SV Fort +5, Ref -3, Will +1; AL N, no parley. XP 3. TR 1</p>	<p>A big evil MONKEY, or maybe a MANDRILL.</p>
<p>POSSUM-MAN Init -5; Atk bite -3 (1d4); AC 6; HD 1d12; Hit Points 8; SV Fort +5, Ref -5, Will -5; AL N, parley 10. XP 2. TR 4</p>	<p>Slow, sleepy, stupid. Your neighbor might be one!</p>
<p>GOAT SPIDER: Init +4; Atk bite +2 (1d4!); AC 14; HD 1d8; Hit Points 4; SV Fort +5, Ref +4, Will +6; AL C, no parley. XP 4. TR 2</p>	<p>Spin webs from their teats; eat hearts for fun.</p>

<p>MONGRELMAN: Init -2; Atk claw+2 (1d4) and bite -3 (1d4); AC 12; HD 2d4; Hit Points 6; SV Fort +5, Ref -1, Will -5; AL N, parley special. XP 3. TR special</p>	<p>Debased race of scientific experiments gone awry. They love glittery objects.</p>
<p>CLIFF ROOSTER: Init +1; Atk beak+2 (1d4); AC 15; HD 1d6; Hit Points 2; SV Fort -4, Ref +5, Will +1; AL N, no parley. XP 3. TR 0</p>	<p>Pernicious race of birds that plague travellers near mountains.</p>
<p>WEREHYENA: Init -1; Atk sword +0 (1d8); AC 12; HD 1d10; Hit Points 7; SV Fort +1, Ref -1, Will +4; AL C, no parley. XP 3. TR 2</p>	<p>Known for blacksmithing well and for eating naughty children.</p>
<p>HORROR OF NEBROVOLENT: Init -4; Atk Rueful Smoke Axe -2 (1d10); AC 15; HD 4d12; Hit Points 20; SV Fort +4, Ref -5, Will +1; AL C, no parley. XP 5. TR 5</p>	<p>The manifested will of a cruel and almost forgotten god.</p>
<p>BUZZDRONE: Init +2; Atk zap-2 (1d3); AC 8 vs. melee, 14 vs. missile attacks; HD 1d3; Hit Points 1; SV Fort +1, Ref +5, Will +5; AL N, no parley. XP 2. TR 5 GP Motivator Jewel and 1 Space Rock</p>	<p>Technology from the planet Voodrasixth - Makes ZOMBORGS for drudge-work</p>
<p>SKELETON: Init -4; Atk claw-1 (1d4); AC 8; HD 1d6; Hit Points 2; SV Fort +3, Ref -4, Will +5; AL N, no parley. XP 1. TR 1</p>	<p>The unarmed SKELETON is the laughingstock of the Netherworld, so they often kill passersby out of boredom, looking for spare weapons.</p>
<p>RIVER-NYMPHS: Init +3; Atk draining kiss (1d4/round); AC 8; HD 1d6; Hit Points 2; SV Fort -3, Ref +2, Will +2; AL C, Parley 11. XP 1. TR 1</p>	<p>No one's ever seen a real RIVER-NYMPH, but they like to drown good-looking men and women</p>

<p>RADSTIRGE: Init +2; Atk proboscis+1 (1d4 Strength or Stamina damage, any combination); AC 8; HD 1d6; Hit Points 3; SV Fort +1, Ref +3, Will -1; AL N, no parley. XP 2. TR 1</p>	<p>RADSTIRGES drink blood and turn it into mutating ichor, ostensibly for fun.</p>
<p>CROAKLING: Init +2; Atk tongue-2 (1d4); AC 14; HD 1d6; Hit Points 2; SV Fort +1, Ref +3, Will -1; AL N, no parley. XP 2. TR 1</p>	<p>A big, semi-humanoid amphibian, prone to drying out and senseless violence.</p>
<p>ZOMBORG GUARD: Init -2; Atk claw -1 (1d6); AC 15; HD 1d8; Hit Points 3; SV Fort +5, Ref -2, Will +0; AL C, no parley. XP 2. No treasures!</p>	<p>ZOMBORG GUARDS have easy jobs. They guard things.</p>
<p>ZOMBORG: Init -2; Atk claw +1 (1d6); AC 12; HD 1d6; Hit Points 3; SV Fort +5, Ref -3, Will +2; AL C, no parley. XP 1. TR special</p>	<p>ZOMBORGS, on the other hand, are made to find things and bring them to their masters, including the raw materials for more ZOMBORGS</p>
<p>INTERDIMENSIONAL SENTINEL: Init +3; Atk Terrible Black Sword+5 (1d6); AC 17; HD 3d12; Hit Points 15; SV Fort +3, Ref -5, Will +8; AL N, no parley. XP 4. TR special</p>	<p>These ominous creatures have diamond and obsidian eyes, and guard fractures in reality.</p>
<p>RADRAKELING: Init +5; Atk radioactive breath +3 (1d8 and special); AC 17; HD 4d12; Hit Points 37; SV Fort +6, Ref -4, Will +7; AL C, parley 17 XP 4. TR 2</p>	<p>A RADRAKELING has caustic radioactive steam for breath and likes to eat ELVES and DWARVES and SHRIEKERS.</p>
<p>MANTICORE: Action Die 3d20; Init +10; Atk 2x claw+3 (1d10), bite (1d8), venomous stinger (1d4 + 1d4 per round); AC 22; HD 9d8; Hit Points 56; SV Fort +9, Ref +4, Will +10; AL C, parley 22 XP 4. TR 6</p>	<p>MANTICORES delight in terrorizing whole kingdoms, collecting treasure, and baking the occasional dormouse and lentil pie.</p>