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MONSTROUS MISCELLANY

#01: ABNOKH, GREETHAW,
NOTOROS, & STYRAM

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ABNOKH

No. Enc.:	1d4 (4d4)
Alignment:	Chaotic (Evil)
Movement:	150' (50')
Climb:	150' (50')
Armor Class:	4
Hit Dice:	3****
Attacks:	2 Claws/1 Bite or Spit
Damage:	1d4/1d4/1d4 + Poison or Fiery Blast
Save:	F3
Morale:	11
Hoard Class:	VIII, IX, XXI + Special
XP:	110 (Leader: 140)

Abnokh are a Demon-Kin race, native to one of the many Demon Worlds of the Plane of Chaos. They stand 7' to 9' tall and are thin, almost emaciated; they appear skeletal, with many horn-like protrusions of bone that extend out through their flesh, at knees, elbows, shoulders, and upon their forehead (1 to 6 such horns, some up to a foot long). Their rugose skin is a pasty pink to deep blood red; the bony protrusions are iron black (as are their bones).

Their long arms and legs are double-jointed, and each hand has six long fingers, each foot has six long toes; fingers and toes each have three knuckles, double-jointed, and have razor-sharp bone protrusions. Ears are large and pointed, the nose is slit-like, the eyes merely blood-red orbs, and the lipless mouth is filled with sharp teeth, with two prominent fang-like canines. They have 90° Infravision.

Abnokh are hairless, and appear to be genderless, as well, at least to outward physical examination. Abnokh are very warm to the touch, and glow slightly (5' radius of reddish shadowy light) in darkness.

ORGANIZATION: Abnokh live together in clutches. They prefer old ruined stone buildings or natural cavern settings. Here they sleep hanging upside-down from the roof, like bats, in a central home cave. They keep guards at all times at strategic points at each entrance to the main cave.

Abnokh are led by a sorcerer-priest with maximum hit points who has the spell-casting abilities of a 3rd level magic-user and a 3rd-level cleric (the leader can also use magic items useable only by those classes). The leader has one guard with maximum hit points per four members of the clutch. The leader and his guards sleep in their own cavern off the main home cavern; other accesses to their cavern are through secret tunnels, often trapped physically and magically.

A secret tunnel from the home cavern leads to the spawning cavern; here, amidst pots filled with the flaming spit of the abnokh, the floor is covered with treasures taken from victims. At the center, a seemingly bottomless pool of writhing, glowing blood, and along the walls are hung the tattered skins of scores or hundreds of humans. The pool of blood, gathered from enemies, mixed with the foul fluids of the abnokh's Demon World, is used for rituals, and for the spawning of new abnokh.

Though terrible rituals once per month, a living victim is tortured, injected with an abnokh egg, and drowned in the pool of blood. 1d6 days later a fully-grown abnokh springs forth from the pool, rips off the skin of the sacrifice, and hangs it on the wall with those of its brethren. If the victim was a cleric or magic-user, there is a 5% chance per level that the new abnokh is a leader-class creature, and the band splits into two, the new leader taking half the members to find a new lair.

ECOLOGY: Abnokh are native to the Demon Worlds of the Plane of Chaos. On the Material Plane they subsist on the flesh, bones, and blood of intelligent beings; they can survive on other meat, but they only truly thrive on the flesh of intelligent beings. They are of course not natural to the Material Plane; they are usually brought hence through a *summoning* spell in service to some sorcerer, or through a permanent magical *gate*, and remain to bedevil locals until they are exterminated.

TREASURE: Abnokh take treasure and keep it as a trophy of their conquests. They place coins, gems, and jewelry in strategic places of the spawning cavern, to make it glitter in the fires of their spit.

Because of the abnokh leader's interest in magic, and their tendency to live in areas of high-magic use, in addition to any magic items indicated by hoard class, abnokh treasure troves always have at least 1d3 additional magic items of random sort (other than potions and scrolls). Magic items are used intelligently by the leader or his guards as needful.

Because of their dietary requirements and the needs of their reproductive system, abnokh are always hunting for human captives (demihumans and humanoids won't work). Thus, there is a 45% chance that there are 1d6 human captives held in the spawning chamber, tied up with ropes or shackles. There is also a 5% chance per abnokh encountered outside the lair that they have a human captive.

RANGE: Abnokh are native to Abnokhab, one of the lesser-known Demon Worlds of the Chaos Planes. There they are the dominant Demon-Kin race; they are also found on other Demon Worlds in service to Demon Lords of fire and flame. On the Material Plane, they are usually found in the ruins of towers of vile wizards or in caverns where natural gates to the Demon Worlds can be found.

COMBAT: Abnokh prefer to attack by ambush, dropping on targets from the ceiling with surprise (+4 to hit with all attacks that round). The leader uses spells to take out spell-casters, while his guards use any magical weapons in preference to their claw and bite routine.

FIERY SPIT (*): Abnokh can spit a ball of fire with a range of 15/30/60. If the fire hits, the target suffers 1d6 points of damage the first round, and 1d3 points of damage per round thereafter, until a round is taken to put out the flames.

IMMUNE TO FIRE (*): Abnokh are immune to all forms of fire.

POISON BITE (*): A successful bite attack can inject fiery venom that causes 3d6 points of damage (save versus Poison to avoid). The poison deals 1 point of its damage per round; the victim is paralyzed with pain until the poison runs its course and for 1d3 rounds thereafter.

SKIN OF FATE (L): If an abnokh's birthing skin is found in the spawning cave and burned (taking one round), the abnokh dies instantly in a flaming explosion, dealing its current hit points in damage to all within a 5' radius (save versus Breath Weapon for half damage). The odds of randomly picking a skin of a currently-attacking abnokh are at the Labyrinth Lord's discretion, but should depend on the length of time the abnokh have been in residence in their current lair.

SPIDER CLIMB (*): Abnokh can climb walls and walk on ceilings as though they were spiders.

GREETHAW*

No. Enc.:	1 (1)
Alignment:	Chaotic (Evil)
Movement:	120' (40')
Armor Class:	3
Hit Dice:	13*****
Attacks:	1 Chain or Spell
Damage:	7d6 or by Spell
Save:	F13
Morale:	10
Hoard Class:	XVIII + 1d3 magic items + 1d6 scrolls
XP:	9,600

Greethaw are accursed giants; long ages ago they made terrible pacts with Demon Lords. Though they gained thereby great power and immortality, they lost something essential that they have forgotten, and continue to search for it many long ages hence. They look not unlike cloud giants or storm giants, though with bulging forehead, weak musculature, and a pot-belly. Their skin is a wormy gray; their hair a stringy dull white; their eyes a maggoty glowing yellow, their teeth are rotten and snagged; and their hands and feet have claw-like nails overgrown and cracked. Both male and female greethaw exist.

They wear fine clothes centuries out of date, rotting, tattered, dull, stained, and rent. The sack they carry with them in their left hand is sewn from the skins of humans, dwarves, and elves; it is never out of their sight, and they are always fondling it and chuckling. A black iron chain is shackled on their right wrist and wound around their right arm; the chain is as wide as a man's hips, 40' long, with three man-sized spiked balls of black iron at the end, and the greethaw wield it like a whip.

Greethaw have 90' Infravision and can speak Giant, Common, and Demonic.

ORGANIZATION: Greethaw are solitary; they neither seek nor require companionship, of their own kind or otherwise. Should they encounter another greethaw, they simply pass each other without acknowledgement. Other giants are slain out of hand, as other giants gladly provide them the same service.

Other beings are merely food or nuisances; the sole exception is when they seek to trade for magical items or knowledge. In such cases, they are bound by their ancient pacts to honor whatever deal they make to gain the knowledge or item... though after the deal is complete and services rendered is another matter altogether.

ECOLOGY: As part of their immortality, greethaw need never eat, drink, breathe, or sleep (though they are not undead). They enjoy eating lesser beings, such as humans, dwarves, and elves, preferring them still alive and screaming as they nibble away at their arms and legs, like a cat playing with its prey. Some prefer the taste of spell-casters, believing that eating them increases their own magical power.

TREASURE: Greethaw continue to exist to gather magic items, especially scrolls, believing that this will help them discover what it is they have forgotten and regain that which they have lost. All magic items they possess for at least 10 minutes can magically re-size to fit them or otherwise re-size for their use. They happily trade away old items for which they have no use for new items that they might find useful.

The sack they hold in their left hand is a giant-sized bag of holding, and holds all their treasure, as they are nomadic. There is a 45% chance that it also holds 1d6 captives (human, dwarf, or elf), who may or may not still be alive (plenty of air in a bag this size). The bag bursts when the greethaw dies, scattering its treasure and captives in a 20' radius around wherever the bag fell. Similarly, the massive chain crumbles to piles of rusty dust within 1d6 rounds of the death of the giant. The body of the giant melts away like rotting flesh...

In addition to their normal treasures, there is a 45% chance the sack of a greethaw contains 1d6 spell-books, prayer-books, and/or grimoires from various spell-casting classes.

RANGE: Greethaw are rarely found outside the underworld. There they travel the highways and byways of that strange, accursed realm, seeking whatever it is they have forgotten and lost.

They found above-ground only when completing part of a deal they made to trade for magic items or magical knowledge. In such cases, the cost of their service is so great that they are found only performing the most dastardly of deeds, such as smashing the walls of a city, hunting down a hero, or slaying a king.

COMBAT: Against a powerful magical foe the greethaw does not hesitate to use its spells. Against lesser foes, it prefers to attack in melee, smashing them to flinders with its massive chain.

IMMUNITIES (*): Greethaw need not eat, drink, sleep, or breathe. They are immune to paralysis and poison.

MIND BLOCK (*): Greethaw cannot be affected by any spell that affects the mind (charm, ESP, etc.), and are immune to illusions of 1st to 5th level.

SPELLCASTING (**):** Greethaw cast spells as though they were 13th level clerics and 13th level magic-users. They can use any magic item, regardless of class and race limitations.

WEAPON IMMUNITY (*): Greethaw can only be hit by silver or magical weapons.

VULNEABLE TO HOLY WATER (*): Greethaw suffers 1d8 points of damage from holy water on a clean hit or 1d4 points of damage from a splash.

TUKLAR THE CANNY

Tuklar the Canny is an aberration among the greethaw; he seeks out others, if only in order to force them into his service. Tuklar has taken over a large, ruined subterranean dwarven citadel, where he has gathered together a horde of goblins, orcs, and hill giants.

He has also started a cult dedicated to himself; it is led by a 7th level dark elf cleric served by half-orc acolytes. The worship of the cult seems to have helped Tuklar, as he has grown in power and strength, and is now 16 HD, with commensurate increase in clerical and spell-casting abilities.

Thanks to his hordes, he has gathered a double-sized trove of treasure, complete with a library of spell-books, prayer-books, and grimoires. He is now seeking to master the *summoning* of demons, that perhaps through their service, he can discover that which the greethaw have forgotten and lost.

NOTOROS

No. Enc.:	1d8 (10d4)
Alignment:	Chaotic (Evil)
Movement:	60' (20')
Fly:	120' (40')
Armor Class:	3
Hit Dice:	1+1***
Attacks:	1 Military Fork
Damage:	1d4 plus Poison
Save:	E3
Morale:	10
Hoard Class:	I, II, IV; XIX
XP:	33 (Leader: 170)

Notoros are small, fey creatures of Unseelie sort. They stand 1' to 3' tall, with goat-like head complete with horns, small spindly human-like torsos and arms, goat-like furry legs and hooves, and wings like those of a dragonfly. For all that they are small and seemingly weak they are actually quite tough and strong, as strong as a normal-sized man.

Notoros are usually armed with a small military fork (a two-tined spear), which they wield in melee and can throw like spears. They brew a special poison used to coat the tines of the fork, the better to take down their prey.

ORGANIZATION: Notoros live in tribes in dark, old-growth forests, usually forest-covered hills with plenty of canyons, valleys, and hidden switchbacks. The territory of a notoros tribe is marked by the bones of their victims hung like wind chimes in the trees; they also play eerie music with flutes and pipes made with the bones of their victims. Rib bones are used to stake pit traps on the trails into their territory; finger and toe bones are hung as jewelry from the neck and ears.

They prefer to reside at a distance from humans, but near to other fey peoples, especially sprites and pixies; they also have a fondness for elves. This is not, unfortunately, a kind fondness; they are most fond of feasting on the flesh of other fey, and elf-flesh is considered a delicacy. They also keep fey and elf women as concubines; children from such unions are invariably of notoros sort, and potent in magical abilities.

A tribe consists 10d4 male warriors, 10d4 females (fight as per kobolds), and 10d4 immature non-combatant kids. Every tribe is ruled by a leader, or *beegoh*, of 3+3 HD; he deals 1d6+1 points of damage with his larger, heavier military fork. The beegoh alone has the ability to reverse the *polymorph other* effect cast by his tribesmen. The beegoh stands 5' tall, though he is usually seated on a throne of skulls on a tall dais at the heart of the tribal settlement. When encountered upon his throne is a 45% chance that 1d4 elven, sprite, and pixie slave women languish in chains at his feet.

There is a 5% chance per member of the tribe that a notoros sorcerer, born of notoros and fey or elf union is also found among the tribe members. The sorcerer has the hit points and spell-casting abilities of a 1st to 6th level elf (d6), and can use any magical item useable by magic-users or elves. In addition to normal notoros abilities, a sorcerer can also use the notoros *polymorph other* ability alone, once per day per level as an elf. The sorcerer can also *polymorph self* into the form of a (d6): 1+2 pixie, 3+4 sprite, 5+6 elf once per day for a number of hours equal to his or her level as an elf.

The sorcerer has an additional ability: should the tribe lost half or more of its warriors or any of its women or kids through an attack, he or she can summon a *ram of vengeance*. The ritual may only be performed at night, under the light of the moon and/or stars, and requires a full hour of concentration. A *ram of vengeance* is as large as a draft horse, can track the attackers without error, and has the statistics and abilities of a nightmare; though instead of a bite/hoof/hoof attack it attacks with its horns, dealing 2d8 points of damage, double damage on a charge attack. The sorcerer can ride the ram of vengeance into battle, using spells to destroy those who attacked his or her tribe.

ECOLOGY: Notoros are Unseelie fey; they are the personification of dreadful and evil tendencies native to dark, old-growth forests. They protect their forest not out of a love for it, but out of a jealous hatred of all other beings.

Notoros subsist upon grasses, greens, and wild vegetables of their forest, but they feast upon the flesh of other fey and elves. Humans and demihumans they can take or leave, finding their flesh unpleasant; they usually simply torture them to death for fun, then use their skulls to build their beegoh's throne and the other bones for their weapons, tools, and as warning signs to outsiders.

TREASURE: Notoros value treasure for its own beauty; the beegoh rewards his warriors with coins for their loyalty and bravery, and gives gems and jewelry to his preferred females for their favors. Magical weapons are saved for his own use; any other magical items are handled by the tribal sorcerer, if one exists, or carefully hidden in the beegoh's hut if not.

RANGE: Notoros are found in warm to sub-tropical forests, preferably in regions distant and isolated from civilization. They are often found in hidden mountain valleys. They also like to lair in forest-covered ruins of ancient human and elven civilizations, frolicking among the cast-down stones and ruined dreams of civilized peoples.

COMBAT: Notoros, being naturally able to turn invisible, always attack from ambush if possible, surprising on a roll of 1-4 in a d6; the number rolled is the number of free attack rounds they get before the targets can attack back. A beegoh never attacks in offense; he always remains in the lair to defend the lair. A sorcerer may or may not be with a wandering group of notoros; there is a flat 1 in 6 chance that a sorcerer accompanies a wandering group, if a sorcerer is with the tribe. There is a 5% chance per member of a wandering group that they have 1d3 female pixie, sprite, or elf prisoners with them.

INVISIBILITY (*): Notoros are able to naturally turn *invisible* at will. Whenever they attack, they become visible again; they must then concentrate for one round to once again become *invisible*. Attacks made against an *invisible* notoros are made with a -2 penalty to hit.

POISON (*): The notoros use an herbal poison on their military forks. A target is struck by a fork must make a saving throw versus Poison; failure indicates that he falls asleep for one Turn (10 minutes) per point by which the saving throw failed. Success means the poison had no effect.

POLYMORPH OTHER (*): Five notoros working in concert can *polymorph* a target into a goat, as per the *polymorph other* spell. If the save is failed the target is permanently *polymorphed* into a goat.

STYRAM*

No. Enc.:	1 (1)
Alignment:	Lawful (Good)
Movement:	180' (60')
Fly:	360' (120')
Armor Class:	2
Hit Dice:	5+8*****
Attacks:	2 Swords or 2 Arrows or Spell
Damage:	1d8+3/1d8+3 or Spell
Save:	C8
Morale:	12
Hoard Class:	Special
XP:	1,660

A styram is a being from the Angelic Spheres of the Plane of Order. They may be summoned to the Material Plane by a Lawful cleric through the casting of the 4th level *summon styram* spell (see below). Styram are a type of angel of retribution; they may only be summoned when a Lawful temple, shrine, or other holy site has been desecrated. They can hunt down the offenders without fail, barring use of magic that obscures location (such as an *amulet of proof against detection and location*).

Styram appear as male or female humans, but in an idealized, beautiful muscular physical form 7' tall, with shining golden skin, flashing silver eyes, and writhing flames for hair. They wear a nimbus of flame and wield a long sword and a long bow; their quiver is ever full of arrows. They fly through the air upon two pairs of eagle wings, leaving a streak of holy flame and fire behind them for 30'.

Styram know and understand all languages through a limited form of telepathy, though they only ever speak using the Tongue of Law.

ORGANIZATION: Styram may only ever be summoned singly; no more than one styram may ever be summoned to track down the same individual or group of beings.

ECOLOGY: Styram are not native to the Material Plane; they do not need to eat, breathe, or sleep.

TREASURE: Styram do not have treasure; their sword, bow, and quiver disappear when they leave the Material Plane (willingly or upon death). However, if, during their mission, they encounter a Lawful being who provides assistance in gaining vengeance upon their prey, they may reward them with the gift of an item.

If the styram gives them their sword, it is a magical longsword +1/+2 versus Chaotic beings. If they give them their bow, the bow is a magical +1 bow/+2 versus Chaotic beings. If they give them their quiver, it is an ever-full quiver, providing the user with normal arrows (the arrow must immediately be shot by the bow, and then disappears after hitting its target or missing).

Finally, a styram may give the gift of a feather from its wings; the feather enables the bearer to cast *summon styram*, regardless of level or class, once whenever facing a Chaotic creature that is threatening a Lawful temple, shrine, or other holy site. The styram who answers the summons is the one who presented the bearer the feather.

RANGE: Styram are only found wherever desecrators of Lawful temples, shrines, and other holy places are found.

COMBAT: Styram hunt down their prey unerringly and unceasingly, then attack with their bow and spells once they get within range. They close to melee as soon as is practical.

IMMOLATION (*): Any non-Lawful beings within 5' of a styram suffers 1d6 points of damage from holy fire each round. Any non-Lawful being who strikes a styram with a melee weapon suffers an additional 1d6 points of damage from holy fire.

IMMUNITIES (*): Styram are immune to all forms of charm, fire, hold, paralyzation, poison, magical sleep, and turn to stone. Note that there are poisons from the Plane of Chaos that can affect a styram, though they get a +4 bonus to their saving throw against such poisons.

MAGIC WEAPONS (*): The long sword and long bow a styram wields are magical; they are +1/+2 versus Chaotic beings. In the hands of a styram, they are even more powerful, being +3 magical items, with bonuses to hit and to damage.

MULTI-ATTACK (*): A styram may attack twice per round with its sword or with its bow, but not once each per round with both the sword and bow.

RESISTANCES (*): Styram suffer only half damage from cold, electrical, and gas attacks.

SPELLS (*): A styram has the spell-casting abilities of an 8th level cleric.

WEAPON IMMUNITY (*): Styram are immune to weapons of less than +1 magical enchantment.

SUMMON STYRAM

Level: Cleric 4 (Lawful only)

Duration: Special

Range: 10'

This spell can only be used when a temple, shrine, or other holy site of the faith of the cleric has been desecrated. The spell must be cast in the holy site. The spell summons a styram, a lesser angel of retribution, to hunt down the perpetrators of the desecration.

The styram unerringly hunts down the perpetrators, and remains on the Material Plane until either the perpetrators have been slain or it is slain. It performs no other actions, save those that further its goal of finding and destroying the defilers.

If the perpetrators of the desecration are protected from being found through some sort of magic, the styram seeks to find them through other means. It has the tracking abilities of a ranger, and can continue to hunt the perpetrators in this manner for up to one day per level of the caster; if the perpetrators have not been found in this time, the styram must return to the Plane of Order without having fulfilled its mission.

A styram may only be summoned once per incident; if the styram fails, the clergy are on their own for gaining retribution against the perpetrators of the desecration.

If a cleric attempts to cast this spell without just cause, the spell automatically fails, and the cleric loses all spell-casting abilities until he or she properly atones for their presumption,

OGL

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