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# RUNIC FANTASY

## SIX MORE BIZARRE CREATURES



BY PHILIP REED



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# Introduction

Following in the footsteps of *Runic Fantasy: Six Bizarre Creatures*, this PDF provides gamemasters with a handful of new, weird creatures. Featuring inhuman appearances, purposes, and origins, the beasts found in these pages are suitable for instances in which the gamemaster wishes to startle his players. After all, players have fought orcs and ogres and dragons. But they've never confronted a spinning skittercrush, its spike and flail appendages lashing out as it whirls through their ranks.

For a complete listing of Ronin Arts' *Runic Fantasy* PDFs please visit [www.roninarts.com](http://www.roninarts.com), [e23.sjgames.com](http://e23.sjgames.com), [www.paizo.com](http://www.paizo.com), and [www.yourgamesnow.com](http://www.yourgamesnow.com).

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## About the Author

Philip Reed has been working professionally in the roleplaying game industry since 1995. In that time he has worked for such companies as West End Games, Privateer Press, and Steve Jackson Games. Today Philip spends his days at home running Ronin Arts, writing and designing new games, and reading whatever books interest him at the time. To learn more about Philip Reed – and Ronin Arts – please visit [www.roninarts.com](http://www.roninarts.com) and [www.philipjreed.com](http://www.philipjreed.com).



## Death's Mount

The almost dinosaur-like death's mount, named for the Death's Honor tribe of evil elves that live in the steaming jungles of the south, stands taller than a man and moves with a jerking, rough step. Though fast, the creature is far from graceful and relies upon its size and brute force, attacking those that anger it with its fearsome head smash and two weapon-like tails.

It is said that the creature is unnatural, native to a different world, though none have thus far located the creature's homeworld. The creature's armored hide is a valuable commodity, used in the manufacture of armor and shields. Members of the Death's Honor tribe strip down a deceased creature, using every part of its corpse for weapons, clothing, tools, food, and even in arcane rituals.

### Characteristics

STR 4D6	(14)
CON 3D6 + 8	(17)
DEX 2D6	(7)
SIZ 6D6	(20)
INT 1D6	(3)
POW 1D6 + 2	(5)
CHA 1D6	(3)

### Death's Mount Hit Locations

D20	Hit Location	AP/HP
1-3	Right Tail	5/8
4-6	Left Tail	5/8
7-9	Right Leg	5/8
10-12	Left Leg	5/8
13-15	Abdomen	5/9
16-18	Chest	5/10
19-20	Head	5/8

### Weapons

Type	Weapon skill	Damage / AP
Tail Smash	95%	1D10 + 6 + 1D4 / 5
Head Smash	85%	3D6 + 1D4 / 8

### Special Rules

<i>Combat Actions:</i>	2
<i>Strike Rank:</i>	+5
<i>Movement:</i>	8m
<i>Skills:</i>	Athletics 65%, Dodge 45%, Resilience 80%
<i>Traits:</i>	Dark Sight, Night Sight
<i>Armor:</i>	Armored Hide (AP 5, no Skill Penalty)

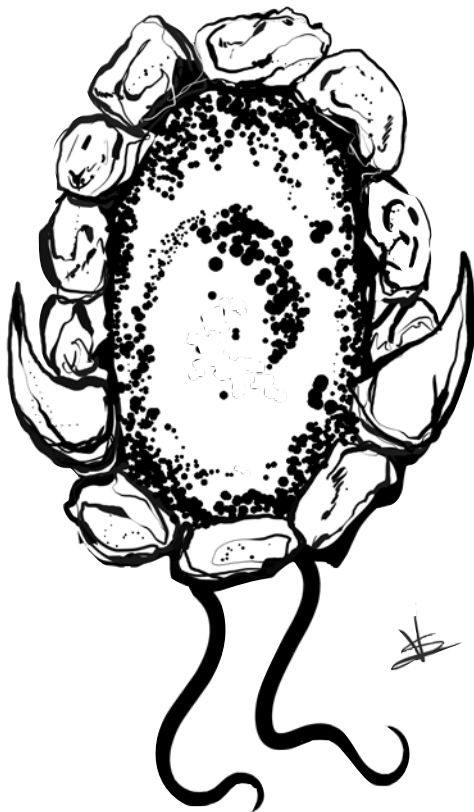




## Mirror Maw

An otherworldly creature forged in the heart of one of the gods of magic, the mirror maw appears almost two-dimensional, a ring of stones surrounding a swirling center of magical energy that flashes a rainbow of colors and emits frequent sparks of energy. The creature hovers just above the ground, moving slowly. It has no discernable front or back and can “see” in all directions through echolocation.

The spiraling, arcane storm that creates the heart of a mirror maw can kill anyone that looks into it. In combat, anyone that looks directly at the heart must overcome an opposed test of the mirror maw’s Persistence against the target’s Resilience; if the target fails then he dies instantly. Using the attack costs no Magic Points, and the mirror maw may attack normally in any round in which its gaze attack is activated by an opponent. This attack penetrates magical defenses as if it were a Magnitude 6 Rune Magic spell. If the target successfully resists the attack, he is unharmed, though he may certainly fall victim to the attack again.



### Characteristics

STR 1D6	(3)
CON 1D6 + 6	(10)
DEX 2D6	(7)
SIZ 3D6	(11)
INT 3D6 + 12	(23)
POW 2D6 + 12	(19)
CHA 2D6	(7)

### Mirror Maw Hit Locations

D20	Hit Location	AP/HP
1-3	Left Tentacle	0/5
4-6	Right Tentacle	0/5
7-14	Frame	0/7
15-20	Heart	0/5

### Weapons

Type	Weapon skill	Damage / AP
Whipstrike	45%	2D4 – 1D4 / 2

### Special Rules

<i>Combat Actions:</i>	2
<i>Strike Rank:</i>	+15
<i>Movement:</i>	2m
<i>Skills:</i>	Athletics 55%, Influence 75%, Perception 85%, Persistence 95%, Resilience 85%, Stealth 45%
<i>Traits:</i>	Chaotic Aura, Disease Immunity, Echolocation, Gaze Attack (see text), Poison Immunity
<i>Armor:</i>	None



# Naughtcreech

A massive, terrifying monstrosity with a thick hide and two, alert heads, the naughtcreech was created millennia ago through the efforts of foul, evil sorcerers and alchemists. By melding their arcane knowledge with the alchemical secrets of creation, these twisted abominations were brought into existence to serve as guards for their creators' fortresses and hideouts. Unfortunately, the creation of evil life was uncontrollable and the naughtcreeches escaped into the wilds; but only after killing many of their creators.

Today the naughtcreech is a rarely encountered beast that roams the mountains and underground regions of the world. Frequently encountered alone, naughtcreeches actively avoid others of their kind; two such beasts in a single area will ignore all else and attack each other.

The monster lays eggs once a year and then abandons the eggs. Whichever of the hatchlings is strongest, and fastest, eats its siblings at birth.

As man-made monsters these beasts no place in the natural order and wander aimlessly, seeking out fun and sport as they slay other creatures that they encounter.



## Characteristics

STR 6D6	(21)
CON 3D6	(11)
DEX 2D6	(7)
SIZ 4D6	(14)
INT 1D6/1D6	(3/3)
POW 2D6 + 3/2D6 +3	(11/11)
CHA 1D6/1D6	(3/3)

## Naughtcreech Hit Locations

D20	Hit Location	AP/HP
1-3	Tail	3/5
4-6	Right Leg	3/5
7-9	Left Leg	3/5
10-12	Abdomen	3/6
13-15	Chest	3/7
16-18	Right Head	3/5
19-20	Left Head	3/5

## Weapons

Type	Weapon skill	Damage / AP
Bite	75%	2D6 + 1D4 / 4
Claw	60%	1D4 + 1D4 / 4

## Special Rules

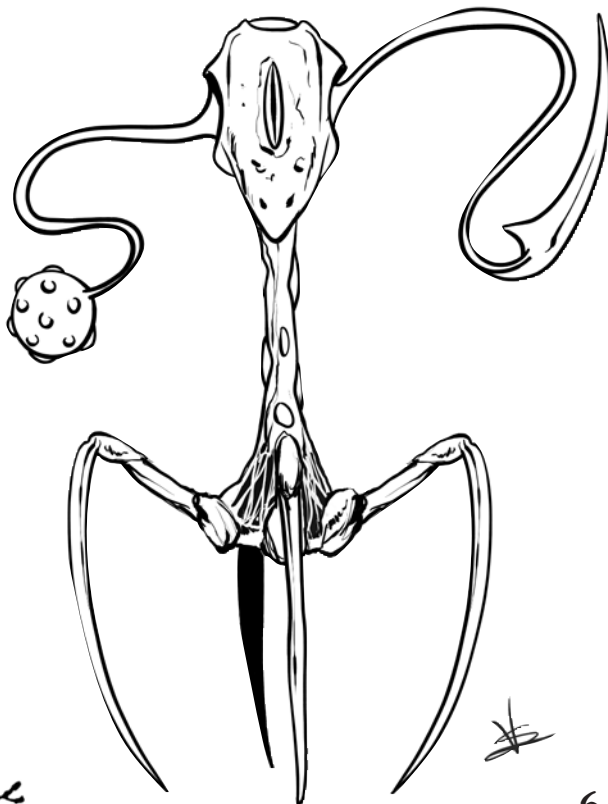
<i>Combat Actions:</i>	2
<i>Strike Rank:</i>	+5
<i>Movement:</i>	4m
<i>Skills:</i>	Athletics 75%, Perception 45%, Resilience 100%
<i>Traits:</i>	Breathe Flame (4D6, 1/hour per head), Dark Sight, Night Sight
<i>Armor:</i>	Tough Hide (AP 3, no Skill Penalty)



## Skittercrush

As tall as a man but completely unlike a man in appearance, the skittercrush moves quickly, its four legs whirling about it as it spins when running, the creature looking almost like a monstrous top. The creature attacks with its weapon-like appendages – a flail-shaped object and a long, dangerous spike – smashing and stabbing any opponents that it encounters.

The skittercrush is a melding of natural and unnatural, magic and the will of the gods. A relatively new creature, the skittercrush grew into existence from a twisted tree that grows on the northern mountains. A great battle between runic-charged forces unleashed unimaginable magic forces that washed over the region, destroying almost everything. Except for the skitter trees, tall thorny trees with long, spindly limbs. Those, for reasons unknown to all but the gods, the magical cataclysm transformed into the skittercrush, this wicked creature that now roams the mountains in search of magic. The skittercrush can sense magical artifacts and items and is drawn to them, intent on capturing the items and hiding them in their underground lairs.



It is said that the appendages of the creature make excellent weapons though few have slain a skittercrush and harvested the powerful weapon appendages.

### Characteristics

STR 4D6	(14)
CON 2D6 + 12	(19)
DEX 2D6 + 6	(13)
SIZ 2D6 + 6	(13)
INT 1D6	(3)
POW 1D6 + 6	(9)
CHA 1D6	(3)

### Skittercrush Hit Locations

D20	Hit Location	AP/HP
1-2	Rear Leg	0/7
3-4	Front Leg	0/7
5-9	Torso	0/9
10-11	Right Leg	0/7
11-12	Left Leg	0/7
14-16	Right Appendage	0/6
17-19	Left Appendage	0/6
20	Head	0/7

### Weapons

Type	Weapon skill	Damage / AP
Flail Appendage	75%	1D10 + 2 + 1D2 / 3
Spike Appendage	65%	2D6 + 1D2 / 4

### Special Rules

Combat Actions:	3
Strike Rank:	+8
Movement:	6m
Skills:	Athletics 65%, Resilience 75%, Stealth 55%
Traits:	Dark Sight, Night Sight
Armor:	None



## Soul Furnace

At first glance, the soul furnace looks to be a massive boulder. Dull gray in color, rocky, and very slow-moving, the soul furnace was brought into existence by the ancient gods of death, powerful entities that created these monsters as tools. Originally, the soul furnace was used as punishment for those that committed grievous sins during their life. Shambling slowly across the surface of the world, the gods of death would snatch the souls of the sinful and cast them into the hellish fires that rage in the heart of a soul furnace. Hundreds of these creatures were created, so that the gods would always have a soul furnace close at hand.

Eventually, the gods grew tired of their task and abandoned the world, though their creations remained behind. Today, a soul furnace is a rare, terrible sight. These creatures move across the world in search of souls; without fresh souls a soul furnace will die. To capture a soul the beast must slay an intelligent creature, either by bashing it to death or burning it with a blast of flame from its burning heart, and then swallow the soul, sucking it from the corpse.

### Characteristics

STR 4D6 + 12	(26)
CON 3D6	(11)
DEX 2D6	(7)
SIZ 8D6 + 12	(38)
INT 1D6	(3)
POW 2D6 + 2	(9)
CHA 1D6	(3)

### Soul Furnace Hit Locations

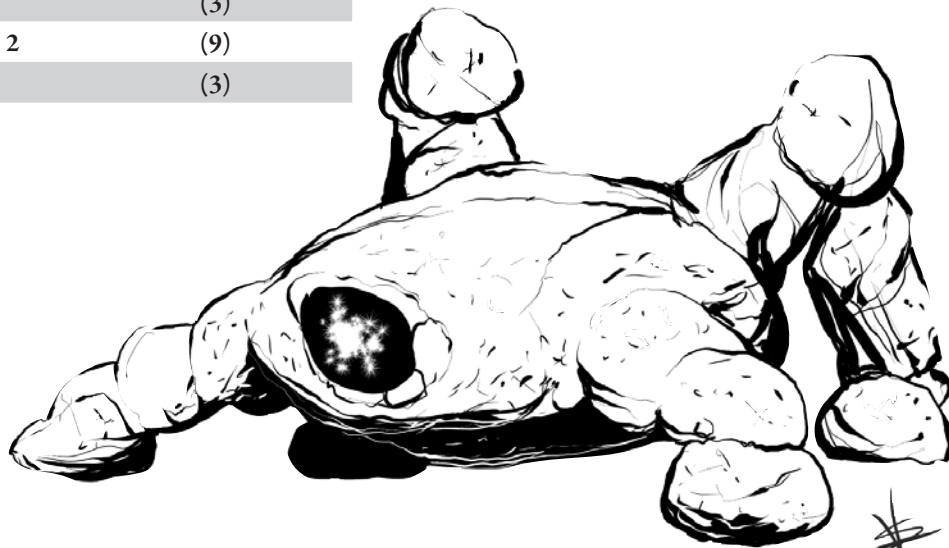
D20	Hit Location	AP/HP
1-3	Right Hind Leg	5/10
4-6	Left Hind Leg	5/10
7-10	Abdomen	5/11
11-15	Chest	5/12
16-18	Right Front Leg	5/10
19-20	Left Front Leg	5/10

### Weapons

Type	Weapon skill	Damage / AP
Body Smash	95%	4D6 + 2D6 / 2

### Special Rules

<i>Combat Actions:</i>	2
<i>Strike Rank:</i>	+5
<i>Movement:</i>	2m
<i>Skills:</i>	Athletics 100%, Resilience 125%
<i>Traits:</i>	Breathe Flame (6D6, 2/hour)
<i>Armor:</i>	Rock Skin (AP 5, no Skill Penalty)







## Sorcerous Snake

The sorcerous snake is a distant relative of the dragon. Intelligent and evil, sorcerous snakes live beneath the surface of the world, scheming and plotting their conquest of the races above. The creatures attack with their tail, smashing into opponents, and with blasts of arcane energy that they project from their arm-like appendages.

Sorcerous snakes live in small tribes of 25-30 and are nomadic in nature, constantly moving amongst the dungeons and caverns beneath the world.

### Characteristics

STR 2D6 + 6	(12)
CON 3D6	(11)
DEX 2D6 + 3	(10)
SIZ 3D6 + 2	(13)
INT 3D6	(11)
POW 3D6	(11)
CHA 2D6 + 2	(9)

### Sorcerous Snake Hit Locations

D20	Hit Location	AP/HP
1-3	Tail	2/5
4-6	Lower Body	2/6
7-10	Upper Body	2/7
11-15	Right Appendage	2/4
16-18	Left Appendage	2/4
19-20	Head	2/5

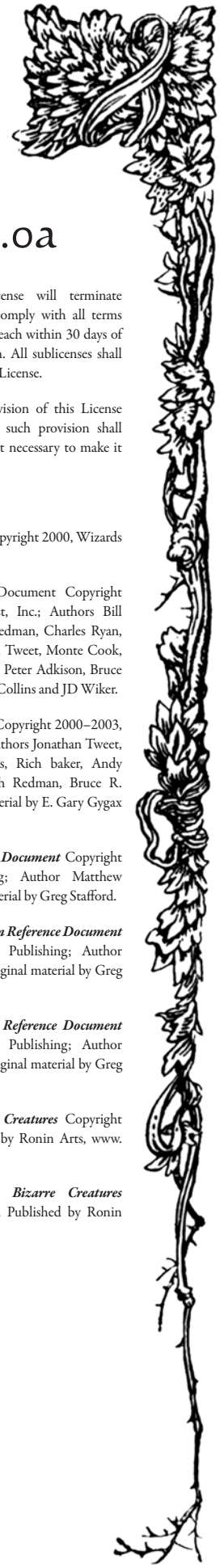
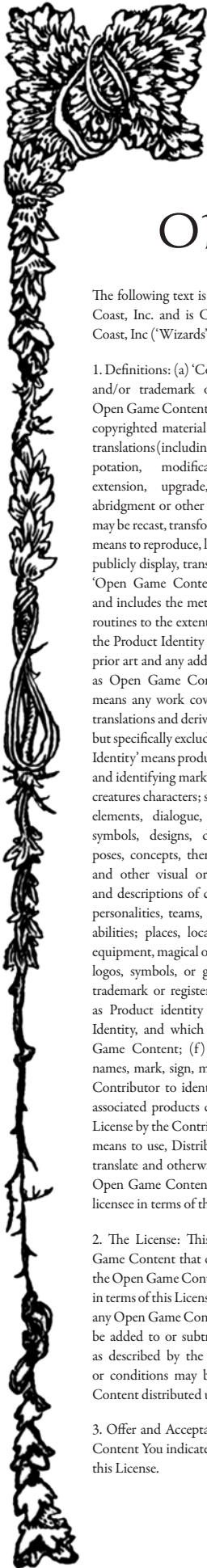
### Weapons

Type	Weapon skill	Damage / AP
Mana Blast	85%	1D6 + 3 / NA
Tail Lash	65%	2D6 / 3

### Special Rules

<i>Combat Actions:</i>	2
<i>Strike Rank:</i>	+10
<i>Movement:</i>	4m
<i>Skills:</i>	Influence 60%, Persistence 75%, Resilience 65%
<i>Traits:</i>	Dark Sight, Night Sight
<i>Armor:</i>	Thick Skin (AP 2, no Skill Penalty)





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