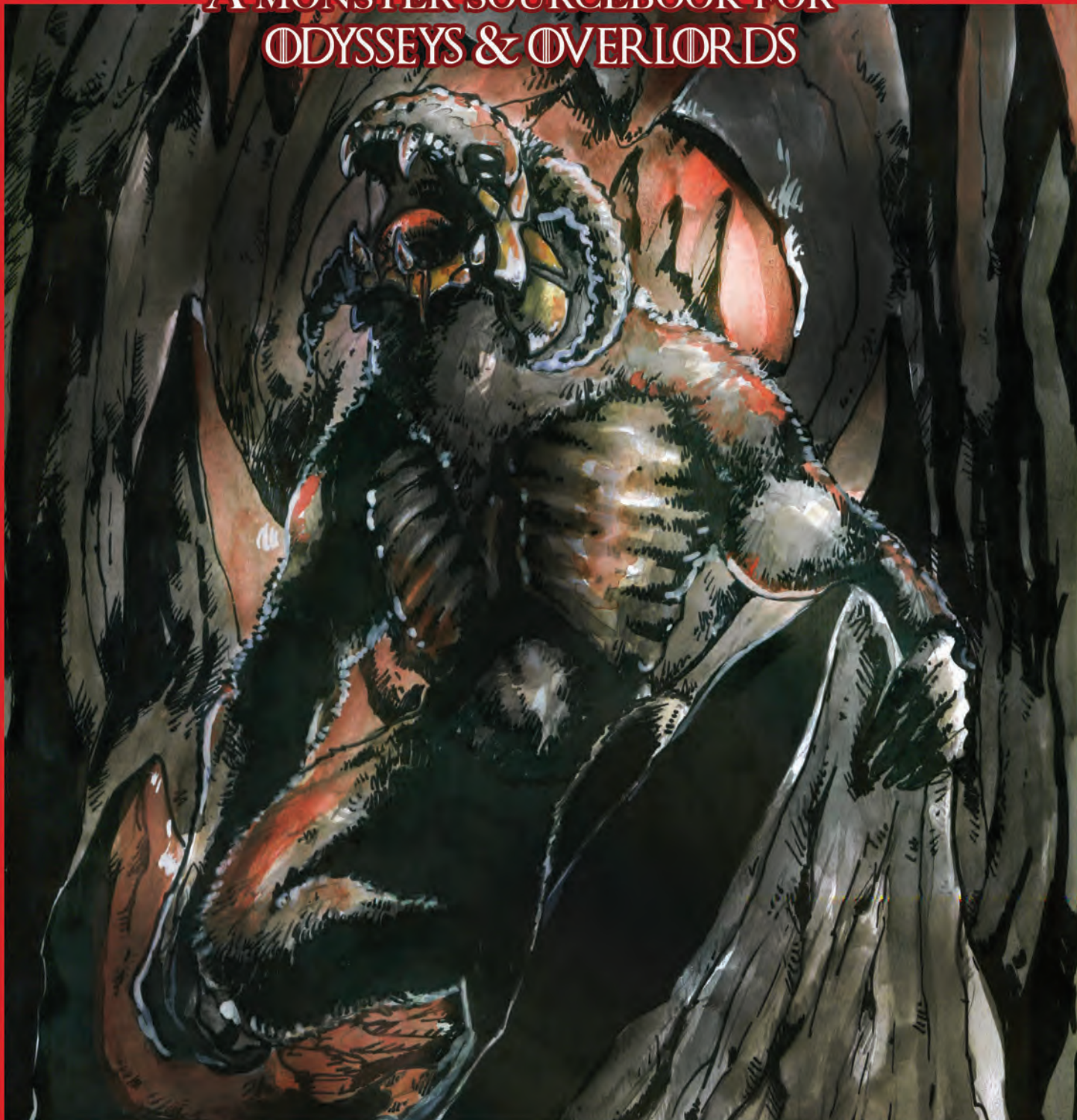


Designed for use
with the **Basic Fantasy**
Role-Playing Game

CRITTER COLLECTION I



A MONSTER SOURCEBOOK FOR
ODYSSEYS & OVERLORDS



AGRITTY OSR FANTASY SETTING BY TRAVIS LEGGE



CRITTER COLLECTION I

**A MONSTER SOURCEBOOK
FOR ODYSSEYS & OVERLORDS**

WRITTEN & DEVELOPED BY: TRAVIS LEGGE

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ODYSSEYS & OVERLORDS

In the ancient times, the Gods watched over humankind. This was a golden age of learning and peace. Humans revered the Gods, living in harmony with the divine and the companion beasts. Magic flowed freely allowing the learned and the faithful to alter their forms, prevent aging, and preserve health. The wild folk were born of this time as humans and companion beasts united in love. While most of the Gods rejoiced at this development, Ragnar, the God of Conquest was jealous and appalled by the humans choosing the animal companions as mates instead of the Gods. This caused a divine war during which the Gods who agreed with Ragnar tried to kill the other Gods. The first casualty of this war was Ember, the Goddess of knowledge. When Ember died, her scholar-priests, the Keepers of the Arcane were caught in a magical backlash creating the spellscorched. This war of Gods, called the Schism, raged for 1000 years, during which time the followers of Ragnar courted the worship and love of as many humans as they could. From these unions, the Abyss-kissed were born. After a long and bloody conflict, Ragnar and his followers were defeated. The Gods who fought them dragged Ragnar's followers into the Abyss where they are believed to still be fighting to this day. Only Ragnar and Chandra, the Goddess of the moon and nature remained among mortals. Declaring a cease fire, Ragnar retreated with a small retinue of cultists to the Tower of Wretched Wroth. Chandra and her highest clerics went to the Crystal Library on the surface of the northern Moon. Mortals were left to determine their own fates. The magic that had bound the souls of humans and the companion beasts shattered, though wild folk were already numerous enough to persevere. The spellscorched taught the ways of arcane magic sparingly, protecting the art nearly to extinction. Clerics of Chandra and Ragnar spoke of worship, but most mortal kingdoms rejected all gods and magic, relying on steel and blood to determine righteousness and rulership.

Now, the mortal lands are divided. A dozen kingdoms lie scattered across the world, separated by dangerous wilds filled with bandits and monsters. The bravest mortals act as adventurers, guiding travelers between the kingdoms, killing monsters to thin their numbers, and plundering ruins in search of the lost treasures of the golden age. This is the world of **Odysseys & Overlords**!

WHAT IS THIS?

Odysseys & Overlords is designed for use with **The Basic Fantasy Role-Playing Game**, a rules-light game system based on the d20 SRD v3.5, but heavily rewritten with inspiration from early role-playing game systems. It is intended for those who are fans of "old-school" game mechanics. Basic Fantasy RPG is simple enough for children in perhaps second or third grade to play, yet still has enough depth for adults as well.

The Basic Fantasy Role-Playing Game is available FREE at <https://www.basicfantasy.org/> and <https://www.drivethrurpg.com/product/140455/Basic-Fantasy-RPG-3rd-Edition>

A copy of **The Basic Fantasy Role-Playing Game 3rd Edition** is highly recommended for use with this product, but any OSR basic ruleset should get you by in a pinch.

CRITTER COLLECTION I

This book presents new monsters for use in your **Odysseys & Overlords** game. Although you will need to read through and occasionally reference the materials in the **Odysseys & Overlords Game Master's Guide**, to understand the material presented within, this book contains complete stat blocks for eight creatures for use with **Odysseys & Overlords**!

NEW MONSTERS

The monsters presented below follow the rules laid out in the **Odysseys & Overlords Game Master's Guide**.

AGONIES

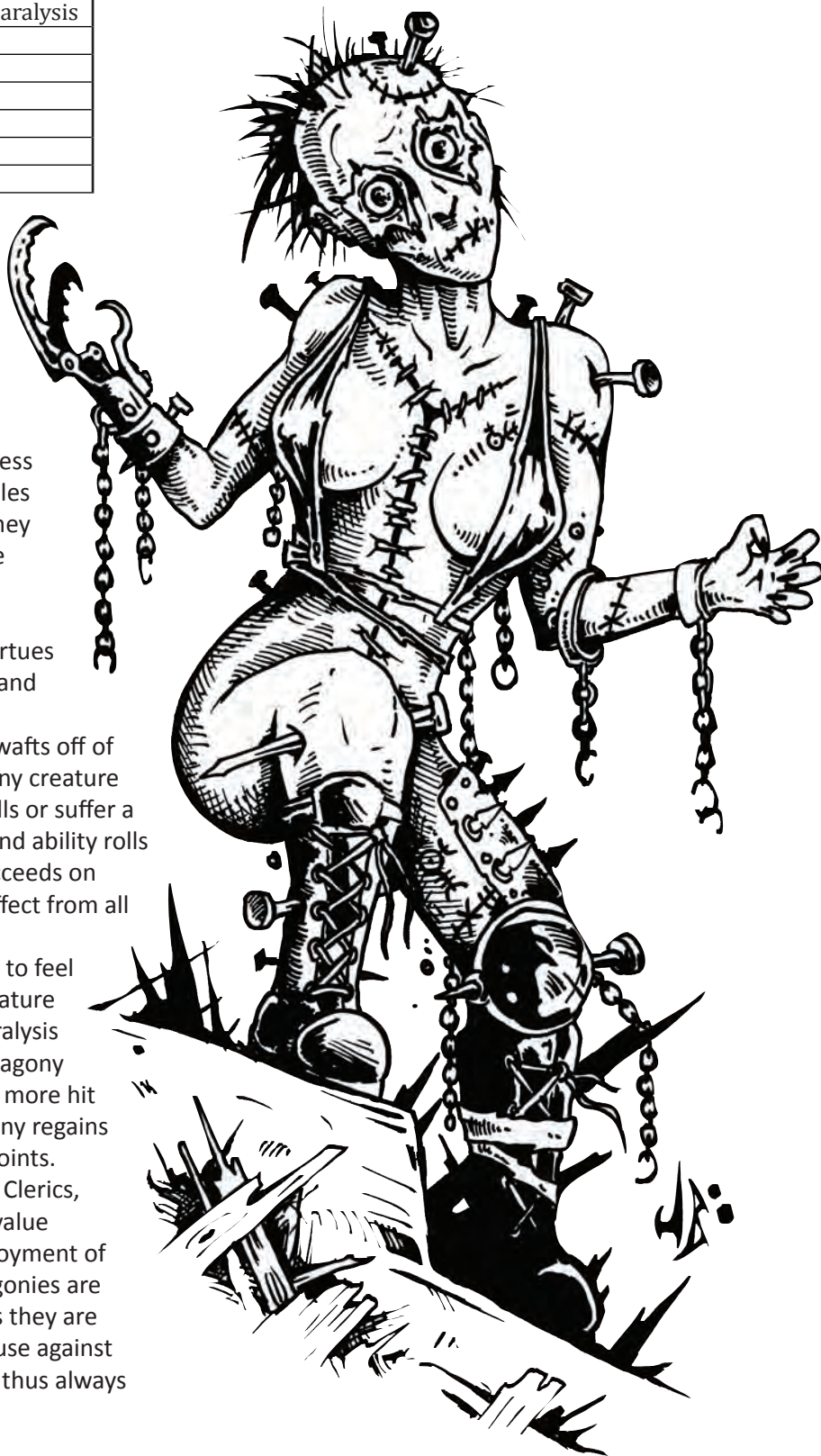
Armor Class:	13
Hit Dice:	4***
No. of Attacks:	2 fist
Damage:	1d6 + paralysis/1d6 + paralysis
Movement:	30'
No. Appearing:	1, Wild 2d4, Lair 2d6
Save As:	Fighter: 6
Morale:	12
Treasure Type:	C
XP:	360

Agonies are bizarre undead who rise in response to horrific torture or immense suffering, often at the hands of other agonies. They are cruel monsters, existing only to inflict pain on other creatures for the sole purpose of their own sadistic enjoyment. It is believed by some spellscorched scholars that the first agonies were once worshipers of Menetur, the Goddess of Perseverance. Rather than flee their temples and settlements in the Untamed Gauntlet, they held fast and prayed for their Goddess to see them through. When the final battles of the Schism tore through the lands around them, these unfortunates rose from death. Their virtues and tenacity perverted into something dark and sadomasochistic in unlife.

The suffering of agonies is so great that it wafts off of their bodies in waves of psychic sympathy. Any creature within 30 feet of an agony must save vs. Spells or suffer a -2 penalty to all attack rolls, saving throws, and ability rolls due to this shared suffering. If a creature succeeds on this saving throw, they are immune to this effect from all agonies for 24 hours.

Agonies attack with bare hands, preferring to feel the flesh of their victims as they strike. A creature hit by an agony's fist attack must save vs. Paralysis or be paralyzed for 1d4 rounds. Any time an agony successfully paralyzes a target or inflicts 6 or more hit points of damage with a single blow, the agony regains 1 hit point of damage, up to its starting hit points.

Like all undead, agonies may be Turned by Clerics, though they receive a +1 bonus to their HD value when resisting being turned due to their enjoyment of the suffering brought by divine judgment. Agonies are immune to sleep, charm and hold magics. As they are mindless, no form of mind reading is of any use against them. Agonies never fail morale checks, and thus always fight until destroyed.



GAUNTLET BOAR*

Armor Class:	21 ‡
Hit Dice:	15*
No. of Attacks:	1 trample/1 vorpal gore
Damage:	1d8/2d12 + special
Movement:	80'
No. Appearing:	1
Save As:	Fighter: 10
Morale:	10
Treasure Type:	None
XP:	2975

Gauntlet boars are massive mutated swine that roam the Untamed Gauntlet killing everything they come across. They are aggressive and their gnarled and twisted hides make them impervious to nonmagical weapons.

Gauntlet boars run their prey down, trampling them repeatedly and goring them with their unnaturally large

and sharp tusks. If the gauntlet boar rolls a natural 20 when attacking with its vorpal gore attack, the attack severs the opponent's head (if it has one) from its body. Some creatures, such as oozes, have no heads; others such as golems and some undead creatures are not affected by the loss of their head, however most creatures immediately die with the removal of their head. No saving throw is allowed.

Due to the extreme danger in dealing with gauntlet boars, most adventurers simply avoid them. However, tanners and leatherworkers in Chandra's Haven and Madrea pay princely sums for the hides of these beasts.

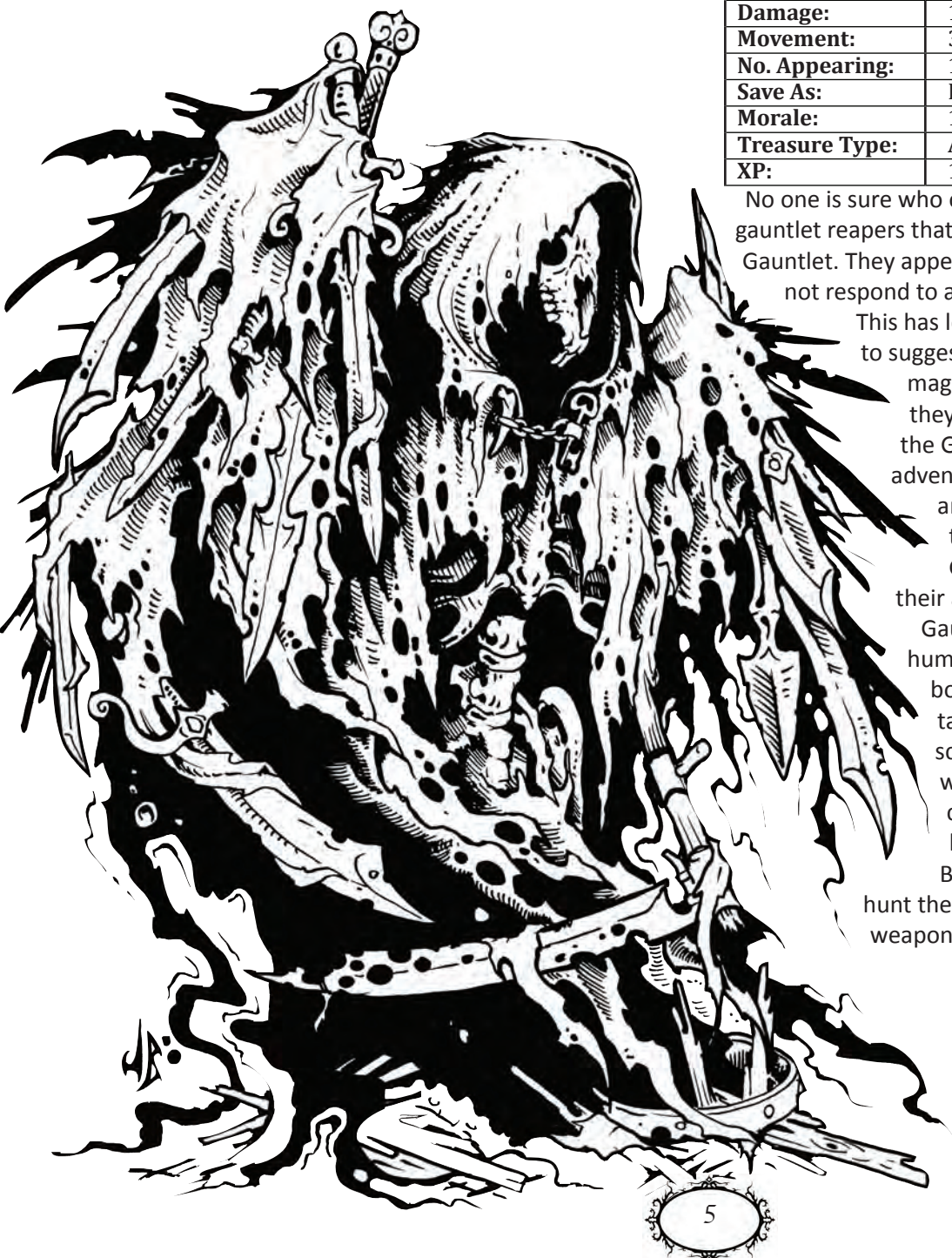
GAUNTLET REAPER

Armor Class:	19
Hit Dice:	9
No. of Attacks:	1 claw/1 weapon
Damage:	1d12 or by weapon +3
Movement:	30' Fly 60'
No. Appearing:	1, Wild 1d8
Save As:	Fighter: 9
Morale:	12
Treasure Type:	A
XP:	1075

No one is sure who or what created the mysterious gauntlet reapers that haunt the wilds of the Untamed Gauntlet. They appear to be skeletal in nature, but do not respond to attempts to be turned by Clerics.

This has led some spellscorched scholars to suggest that they may be some form of magical construct. What is known is that they are remorseless killers who hunt the Gauntlet by night, attacking pilgrim, adventurer, and monster alike. If they have an allegiance to any faction or nation that is active within the Untamed Gauntlet, they do not show it by their actions.

Gauntlet reapers appear to be a humanoid skeleton with an elongated bovine skull. They typically appear in tattered robes and each carries a large scythe which they use as their primary weapon (treat as a +3 polearm), clawing their victims with skeletal hands if the scythe is unavailable. Brave adventurers sometimes hunt the reapers to attempt to steal their weapons, as they are magical in nature.



GUARDIAN OF THE GAUNTLET

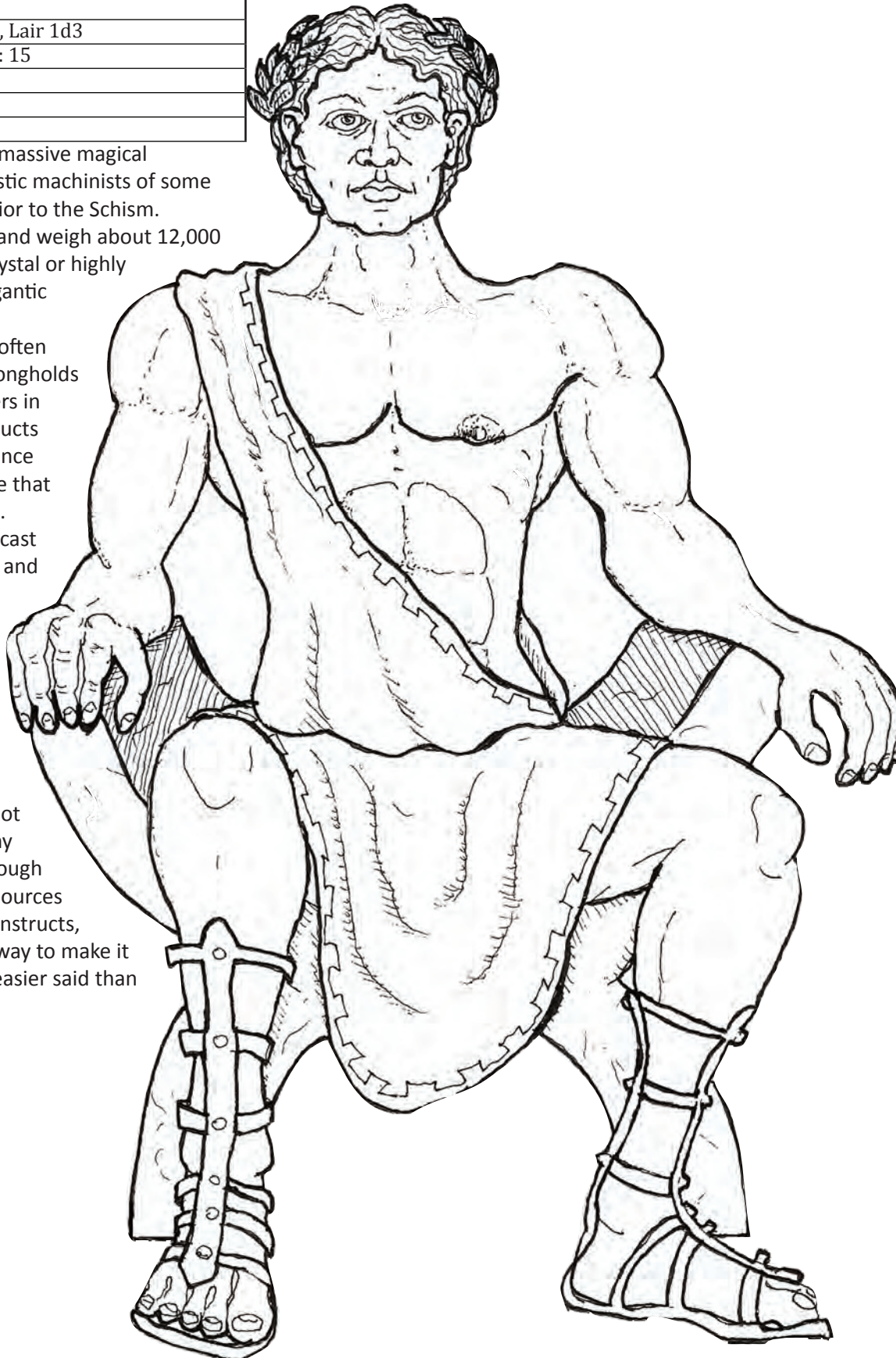
Armor Class:	19
Hit Dice:	15**
No. of Attacks:	2 fist
Damage:	8d6/8d6
Movement:	50'
No. Appearing:	1, Wild 1d3, Lair 1d3
Save As:	Magic-User: 15
Morale:	12
Treasure Type:	A, B, C
XP:	3,100

Guardians of the Gauntlet are massive magical constructs left behind by the mystic machinists of some cities and villages that existed prior to the Schism. Guardians are about 21 feet tall and weigh about 12,000 pounds. They are carved from crystal or highly polished metal and appear as gigantic hairless humanoids.

Guardians of the Gauntlet are often found in the ruins of cities or strongholds that housed powerful Magic-Users in the pre-Schism era. These constructs typically wander the ruins they once guarded, fighting off any creature that attempts to plunder their charge.

Guardians of the Gauntlet can cast spells as a 15th level Magic-User and prefer to deal with threats via destructive spells. If an enemy gets close enough for the Guardian to engage in melee, the construct pummels its target with massive fists.

Guardians of the Gauntlet are programmed and do not have independent thought. They cannot be controlled or dominated in any way. In theory, a scholar with enough time, research materials, and resources could reprogram one of these constructs, but this would require finding a way to make it docile. Such a proposition is far easier said than done.



HEARTSICK SPECTRE*

Armor Class:	17½
Hit Dice:	9**
No. of Attacks:	1 touch/1 gaze
Damage:	1d8+ special
Movement:	30'
No. Appearing:	1
Save As:	Fighter: 9
Morale:	10
Treasure Type:	0
XP:	1225

Heartsick spectres are the spectral remnants of intelligent beings who died tragically in the pursuit of love. Like ghosts, the heartsick can be found in every corner of the world, though the Untamed Gauntlet boasts a relatively high quantity of all forms of undead. A heartsick spectre looks like a pained and twisted version of how it appeared in life. The sorrow and anguish of the tortured soul is apparent in its twisted visage. Limbs and body are either withered as if from malnutrition, or swollen to a corpulent mass. Because they are incorporeal, heartsick spectres may be hit only by magical weapons.

Seeing a heartsick spectre is so terrible that the victim must save vs. Spells or flee for 2d6 rounds. A character or creature who successfully saves vs. a given heartsick spectre's **fear** attack may not be so affected by that heartsick spectre again, but of course may still be affected by another.

A heartsick spectre that hits a living target with its touch attack does 1d8 points of damage, and at the same time regenerates the same number of hit points. In addition, the victim loses 1 Charisma point. Abyss-kissed (and long-lived creatures such as dragons) are allowed a saving throw vs. Death Ray to resist this effect, which must be rolled on each hit. Characters who lose Charisma to this ability grow wretched in appearance and become overwhelmed with self-loathing. If a ghost is fighting a living creature which does not have a Charisma score, the GM should assign whatever score they see fit.

Lost Charisma can be regained at a rate of one point per casting of **restoration**; nothing else (except a **wish**) can restore Charisma lost to a ghost. If a character's Charisma falls to 0, they become so loathsome and repulsive to themselves that

they retreat into a comatose state and are no longer aware of themselves or their environment.

In this comatose state, the creature loses 2d10 hit points per day until it perishes. In this case the creature dies permanently and cannot be **raised** (but still may be **reincarnated**).

Instead of attacking, a heartsick spectre may attempt to inflict hatred with its **hateful gaze**. To use this ability, the target and the heartsick spectre must be able to see one another. The target can resist the attack with a successful save vs. Spells. A creature that successfully saves is immune to the hateful gaze of all heartsick spectres for 24 hours. If the save fails, the target believes that their closest friend or lover is a hated enemy. The target seeks at once to kill the "enemy," using the most efficacious means at their disposal. The effect lasts 2d6 hours, or until the hateful spectre is destroyed. The effect can be ended early with a **dispel magic** spell or a **remove curse** spell.





HOPE SPRING*

Armor Class:	12‡
Hit Dice:	9*
No. of Attacks:	1
Damage:	1d4
Movement:	30'
No. Appearing:	1
Save As:	Cleric: 9
Morale:	5
Treasure Type:	D
XP:	1150

Hope springs are nature spirits that have cropped up in the Untamed Gauntlet since the end of the schism. These fey creatures are born in the flowers of the same name, which grow seemingly at random throughout the ruins and plains of the Untamed Gauntlet. Unlike dryads, hope springs are not directly tied to the flower of their birth, rather they simply must be able to rest within a living flower each night.

A hope spring's delicate features are much like a petite and slender human's, though their form is slightly translucent. Hope springs are very rare and are generally solitary.

Shy and kind, hope springs avoid physical combat and are rarely seen unless they wish to be. If threatened, or in need of an ally, a hope spring relies on their considerable magic to repel attacks and escape threats. Hope springs exhibit Cleric abilities and spellcasting as a 10th level Cleric. If a hope spring's home flower is attacked, it will flee and seek out a new flower to call home.

HUSQUE'S FALLEN

Armor Class:	12
Hit Dice:	5
No. of Attacks:	1 fist/1 weapon + special
Damage:	1d8 or weapon + 3
Movement:	20'
No. Appearing:	1d6, Wild 5d6, Lair 10d6
Save As:	Fighter: 5
Morale:	12
Treasure Type:	B, V
XP:	395

Husque's fallen are a scourge of zombie-like undead who plague the wilds of the Untamed Gauntlet. Raised by the God of Death himself in the final days of the Schism, Husque's fallen are feared by adventurers due to their brutality and tenacity.

Husque's fallen carry all manner of melee weapons and are capable of inflicting grievous injury with their bare hands. Any creature who has 10 or fewer hit points when struck by one of Husque's fallen must save vs. Death Ray or suffer double damage from the attack.

Like all zombies, Husque's fallen are the undead corpses of humanoid creatures. They are deathly slow, but they move silently, are very strong and must be literally hacked to pieces to "kill" them.

They take only half damage from blunt weapons, and only a single point from arrows, bolts or sling stones (plus any magical bonus). Like all undead, they may be Turned by Clerics, though they receive a +2 bonus to their HD value when resisting being turned due to the potency of Husque's magics when he raised them. Husque's fallen are immune to sleep, charm and hold magics. As they are mindless, no form of mind reading is of any use against them. Husque's fallen never fail morale checks, and thus always fight until destroyed.

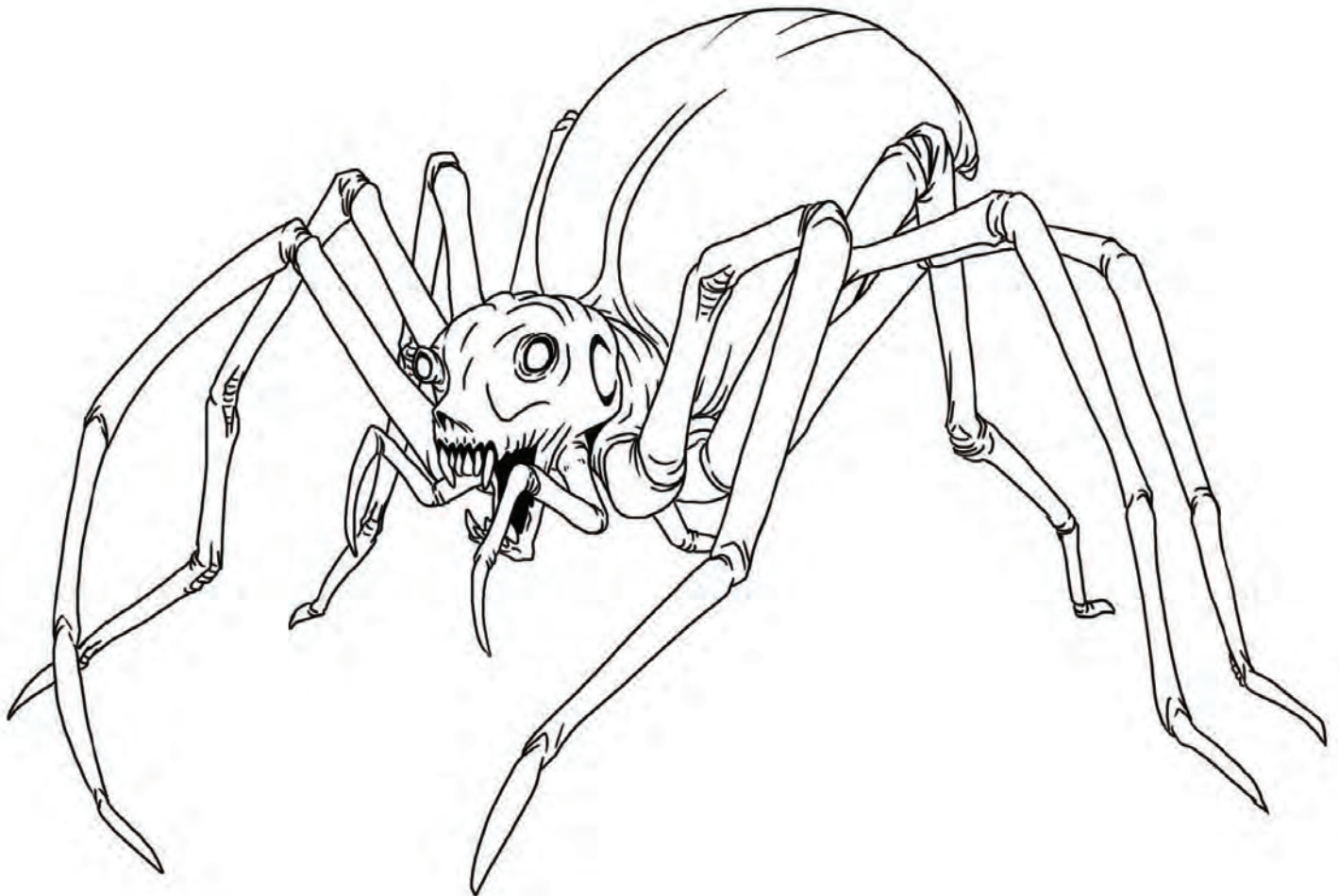
SPELLWEAVER SPIDER

Armor Class:	15
Hit Dice:	4**
No. of Attacks:	1 bite
Damage:	1d8 + poison
Movement:	30', Web 60'
No. Appearing:	1, Wild 1d6, Lair 1d6
Save As:	Magic-User: 4
Morale:	9
Treasure Type:	E
XP:	320

Spellweaver spiders are large spiders about the size of a pony or mule. These arachnids have been mutated by the magical energies discharged during the final battles of the Schism, granting them limited spellcasting ability. The spellweaver's bite is poisonous; those bitten must save vs. Poison or be frightened. A frightened target flees for 2 turns. Spellweaver spiders often use this tactic to drive creatures back to a safe range where they can then use their magics to bring their prey down. Creatures with 10 or more hit dice are immune to this effect. Creatures who fail to save vs. Poison also suffer 1d4 Constitution loss. See Any character reduced to zero Constitution is dead. See **Constitution Point Losses** in the **Encounter** section of the **Odysseys & Overlords Player's Guide** for details on regaining lost Constitution.

Spellweaver spiders spin strong, sticky, thick webs, usually across passageways or cave entrances, or sometimes between trees in the wilderness. Noticing these webs when moving at a normal pace or faster requires a roll of 1-2 on 1d6 (sensory bonuses by genus apply to this check.) Those who stumble into these webs become stuck, and must roll to escape just as if opening a door. Any character stuck in such a web cannot effectively cast spells or use a weapon.

Spellweaver spiders are also able to manipulate magical energy to a small degree, offering limited spellcasting ability. A spellweaver spider can cast spells as a Magic-User of 1d4+1 level. The spider does not need to use components to cast spells.





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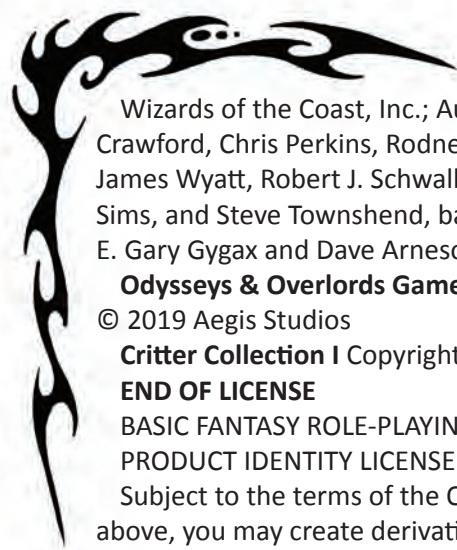
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