

OLDSKULL GAME EXPANSIONS

BY KENT DAVID KELLY

1977
BESTIARY

DESIGNED FOR USE WITH
**OLD-SCHOOL
ESSENTIALS**



Oldskull Game
Expansions:
Book II
1977 Bestiary
Volume 1

A **Basic** / **Expert** / **Advanced**

Compatible Supplement
For Classic Fantasy Role-Playing Games

V1.0

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Table of Contents

Pg. 1 ~ [Cover](#)

Pg. 2 ~ [Title](#)

Pg. 5 ~ [Table of Contents](#)

Pg. 7 ~ [Chapter I: Description](#)

Pg. 8 ~ [Chapter II: Oldskull Monster Templates](#)

Pg. 21 ~ [Chapter III: A](#)

- ❖ Aerial Servant
- ❖ Aerial Servant, Berserk
- ❖ Anhkheg, Larval
- ❖ Anhkheg, Sub-Adult
- ❖ Anhkheg, Adult
- ❖ Anhkheg, Large
- ❖ Anhkheg, Huge
- ❖ Anhkheg, Monstrous
- ❖ Ant, Giant, Worker
- ❖ Ant, Giant, Warrior
- ❖ Ant, Giant, Queen
- ❖ Ape, Carnivorous
- ❖ Ape, Carnivorous, Sub-Adult
- ❖ Ape, Gorilla
- ❖ Ape, Gorilla, Sub-Adult
- ❖ Axe Beak
- ❖ Axe Beak, Sub-Adult

Pg. 34 ~ [Chapter IV: B](#)

- ❖ Baboon
- ❖ Baboon, Large
- ❖ Badger
- ❖ Badger, Young
- ❖ Badger, Giant
- ❖ Baluchitherium

- ❖ Baluchitherium, Sub-Adult
- ❖ Barracuda
- ❖ Barracuda, Large
- ❖ Barracuda, Huge
- ❖ Basilisk, Sub-Adult
- ❖ Bear, Black, Sub-Adult
- ❖ Bear, Brown (Grizzly), Large
- ❖ Bear, Brown (Grizzly), Sub-Adult
- ❖ Bear, Cave, Sub-Adult
- ❖ Beaver, Giant
- ❖ Beaver, Giant, Young
- ❖ Beetle, Bombardier, Giant
- ❖ Beetle, Bombardier, Huge
- ❖ Beetle, Bombardier, Large
- ❖ Beetle, Boring, Giant
- ❖ Beetle, Boring, Huge
- ❖ Beetle, Boring, Large
- ❖ Beetle, Fire, Huge
- ❖ Beetle, Fire, Large
- ❖ Beetle, Rhinoceros, Giant
- ❖ Beetle, Rhinoceros, Huge
- ❖ Beetle, Rhinoceros, Large
- ❖ Beetle, Stag, Giant
- ❖ Beetle, Stag, Huge
- ❖ Beetle, Stag, Large
- ❖ Beetle, Water, Giant
- ❖ Beetle, Water, Huge
- ❖ Beetle, Water, Large
- ❖ Blink Dog, Whelp
- ❖ Blink Dog, Pup
- ❖ Boar, Wild, Female (Sow)
- ❖ Boar, Wild, Sub-Adult
- ❖ Boar, Wild, Giant
- ❖ Boar, Wild, Huge
- ❖ Boar, Wild, Large
- ❖ Boar, Wild, Warthog
- ❖ Boar, Wild, Warthog, Sub-Adult
- ❖ Brownie
- ❖ Buffalo, Wild
- ❖ Bugbear, Skirmisher
- ❖ Bugbear, Female
- ❖ Bugbear, Young
- ❖ Bugbear, Leader
- ❖ Bugbear, Sub-Chief
- ❖ Bugbear, Chieftain
- ❖ Bulette, Sub-Adult
- ❖ Bulette, Adult





- ❖ Bulette, Large
- ❖ Bulette, Huge

Pg. 77 ~ [Chapter V: C](#)

- ❖ Camel, Bactrian
- ❖ Camel, Bactrian, Sub-Adult
- ❖ Camel, Dromedary, Sub-Adult
- ❖ Carcass Crawler, Sub-Adult
- ❖ Catoblepas
- ❖ Catoblepas, Sub-Adult
- ❖ Cattle, Wild, Small
- ❖ Cattle, Wild, Average-Sized
- ❖ Cattle, Wild, Large
- ❖ Cattle, Wild, Huge
- ❖ Cattle, Wild, Bull
- ❖ Centaur, Female (Centauride)
- ❖ Centaur, Sub-Adult
- ❖ Centipede, Giant, Non-Venomous
- ❖ Chimera, Sub-Adult
- ❖ Cockatrice, Sub-Adult
- ❖ Couatl, Arcane
- ❖ Couatl, Divine
- ❖ Couatl, Sacred
- ❖ Couatl, Sub-Adult
- ❖ Crab, Huge
- ❖ Crab, Large
- ❖ Crayfish, Giant
- ❖ Crayfish, Huge
- ❖ Crayfish, Large
- ❖ Crocodile, Swamp
- ❖ Crocodile, Swamp, Large
- ❖ Crocodile, Swamp, Huge

Pg. 101 ~ [Chapter VI: D](#)

- ❖ Dam Folk
- ❖ Demon, Balor
- ❖ Demon, Balor, Greater
- ❖ Demon, Balor, Elder
- ❖ Demon, Glabrezu
- ❖ Demon, Hezrou
- ❖ Demon, Manes
- ❖ Demon, Marilith
- ❖ Demon, Nalfeshnee
- ❖ Demon, Succubus / Incubus

- ❖ Demon, Vrock
- ❖ Demon Lord, Hyaenoghul, Incarnation
- ❖ Demon Lord, Shoggothlex, Incarnation
- ❖ Demon Prince, Orcus, Incarnation
- ❖ The Mortis Fist of Orcus
- ❖ Demon Prince, the Ulthrogorgon, Incarnation

Pg. 137 ~ [Chapter VII: E](#)

- ❖ Eidolon, Dream Parasite
- ❖ Eidolon, Mind Mole
- ❖ Evil Eye of Yog-Sothoth, Larval
- ❖ Evil Eye of Yog-Sothoth, Evolving
- ❖ Evil Eye of Yog-Sothoth, Lesser
- ❖ Evil Eye of Yog-Sothoth, Greater
- ❖ Evil Eye of Yog-Sothoth, Gatekeeper
- ❖ Evil Eye of Yog-Sothoth, Arcane
- ❖ Evil Eye of Yog-Sothoth, Eldritch

Pg. 149 ~ [Chapter VIII: P](#)

- ❖ Pudding, Deadly, Black
- ❖ Pudding, Deadly, Black, Split
- ❖ Pudding, Deadly, Black, Small
- ❖ Pudding, Deadly, Black, Severed

Pg. 153 ~ [Chapter IX: S](#)

- ❖ Slime, Black
- ❖ Slime, Black, Split
- ❖ Slime, Black, Small
- ❖ Slime, Black, Severed

Pg. 156 ~ [About the Author](#)

Pg. 157 ~ [Other Helpful Play Aids in the Castle Oldskull Supplement Series](#)

Pg. 159 ~ [Legal](#)

Pg. 164 ~ [Back Cover](#)





Chapter I:

Description

Wonderland Imprints is proud to present the second volume of the Oldskull Game Expansion series, providing exciting and inspirational materials for players and Game Masters who prefer to play the Original (OSR), First Edition (1E), and Second Edition (2E) versions of the world's greatest role-playing game. If you're looking for universal and directly compatible old school materials to bridge the original game editions created by Arneson and Gygas (1974-1985), Holmes (1977), Moldvay and Cook (1981), Mentzer (1983-1986), and other luminaries of TSR (1974-1989), you've come to the right place. Players of Fifth Edition will also discover much of resourceful interest here, because these historically-informed systems are rules-light and concept-heavy, ready for quick conversion to the ruleset of your choice.

This is my first supplement in the requested 1977 Bestiary sequence, fulfilling a design goal which I've wanted to tackle for decades: a comprehensive page-by-page revision and full expansion of the game's 1977 monstrous bestiary, the famous hardcover tome wherein E. Gary Gygas first bridged the Basic and Advanced editions long ago.

In this book you will find over 130 OGL-compliant monsters (beginning with the letter A) for your campaigns and projects, including iconic beasts such as aerial servants, anhkhegs, ants and beetles, bugbear variants, bulettes, demon lords, the horrific Evil Eyes of Yog-Sothoth, and much more.

The primary goal of the 1977 Bestiary project is to unify the Basic, Expert, and Advanced games with a universally compatible monster resource. The second goal is to bring classic Gygasian monsters into your Basic campaigns, with clarified stat templates of many Advanced

monsters that never crossed into Basic territory. Thirdly, if you're well-versed in the Advanced game, you will note that this book addresses hundreds of vagaries and ambiguities in the 1977 bestiary, bringing forth many implied or half-developed subtypes of monsters alluded to in the original tome, such as chieftains, sub-adults and young, large and huge creatures, orders (such as clerical, magical, and sacred couatls), Balor tiers, evil eye hierarchies, and much more.

Chronic issues such as ambiguity in proportional treasure assignment, the exact meaning of the term "lair" (and its implications for treasure generation), incidental treasure, inconsistent numbers appearing, humanoid weapon selections, psionics, unstated morale levels, varying XP values for subtypes (such as varying-power anhkhegs of 3 to 8 hit dice), and other nettlesome technicalities have been corrected and clarified in this tome, and these improvements will carry their way throughout the 1977 Bestiary series. All monsters are presented with clean and updated stat blocks (check out the preview), with an easy-to-use quick reference format that is perfect for use at the game table.

The improved and profusely illustrated monster stat blocks will also give you immediate details on rarity, monster type (elemental, undead, etc.), average hit points, attack accuracy, average damage, vulnerabilities, clarified special abilities (such as demonic gating), clearer special attack mechanics (for charges, catoblepas gazes, evil eye rays, etc.), average treasure type values, and many other pieces of information that the original books never fully provided, all in a single master resource. Whatever your interest in old school monsters, you will find much to love herein.

I hope you enjoy this celebration of the old school TSR tradition. Be sure to watch for future volumes in this series which will detail character classes, races, equipment, domains, spells, treasures, and more. Another fine





gaming supplement from Kent David Kelly and Wonderland Imprints, *Only the Finest Works of Fantasy*. (164 pages, 53,700 words.)

Requires *Old-School Essentials Core Rules*.

Chapter II: **Oldskull Monster Templates**



Hail, and well met! This chapter is designed to clarify all of the information that appears in the monster stat templates, from top to bottom. Please refer back to this section if you have any questions about the monster data provided throughout this volume. You will find that this book does not replace the core rules monster selection, it simply expands upon it. For example, you will not find an entry for normal bugbear warriors in this book, because they are detailed in the core rules; however, you will find full information on those bugbear variants (skirmishers, females, young, and leaders) that were briefly touched upon in the 1977 hardcover bestiary.

This section should be read carefully, because it clarified many issues and ambiguities found in the Basic, Expert and Advanced rule sets, while also bridging the editions together by unifying several different systems (for Armor





Class, attack rolls, monster Intelligence, Morale ratings, and Treasure Types).

Types of Encounters

To avoid the eternal “Is it a lair or isn’t it?” confusion that is inherent in the classic rules, this supplement divides all monster encounters clearly into one of three concise classifications: Wandering, Lurking (a new middle-ground distinction), or In Lair. These seemingly trivial circumstances dictate crucially important variables, such as the number of monsters appearing, and the potential treasures that might be guarded within the encounter area.

If your generated encounter is purely random, roll 1D6 to determine the classification for the current encounter: **[1-2]** Wandering, **[3-4]** Lurking, **[5-6]** in Lair. If your encounter circumstances are not random, choose the one classification that best applies.

Some types of monsters (as listed in their descriptions) cannot be found in lairs, due to their ever-roaming natures or their inability and unwillingness to organize themselves into communities. In that case, a random roll of “in Lair” should be treated as “Lurking” instead.

The encounter classifications are differentiated as follows:

Wandering Monsters: These are monsters that are moving through an area, region, or room, without ever residing there. They might be temporarily resting (for 24 hours or less), but rarely for much longer than that. Example circumstances for such an encounter include travel, exploration, fleeing, chasing, patrolling, migration, searching, hunting, scavenging, and so forth. Wandering monsters tend to have individual treasure, if that, but little more.

Lurking Monsters: These are monsters that have established temporary residence within a single area, region, or room. However, the monsters are not going to live their entire lives in the area, and so they will not be guarding

young, non-combatants, significant treasure troves, ancestral grounds, or anything else of considerable importance. Many monsters encountered in dungeon chambers, caves, or ruins have Lurking status. Lurking monsters tend to possess more treasure than wandering ones, but still less treasure than lair-dwelling creatures do.



Monsters in a Lair: These are monsters that are numerous and permanently established in an area, region, or series of rooms. They will live their lives there, perhaps as other generations have before them. They might have young, leaders, prisoners, and/or guardian beasts present with them as well.

The presence of a lair typically indicates that the monsters are situated in 1D4+2 adjacent encounter areas. These areas might be rooms, chambers, caverns, clearings, or something similar. For example, an orc lair featuring 20 normal orc warriors might have 4 adjacent encounter areas, with (room #1) 5, (room #2) 4, (room #3) 6, and (room #4) 5 orcs situated in each room.

The monsters in a lair – whether intelligent or not – will cooperate and move to support one





another, but such actions will typically require 1D6+1 rounds of preparation and movement after combat with any intruding adventurers begins. So if the Player Characters invade orc lair room #3, the orcs in separate lair rooms #1, #2, and #4 will likely move to investigate, with separate 1D6+1 rolls to determine the length of time required for them to reach the area where the PCs are attacking. From the players' perspective, a simple combat with 6 orcs will soon become much more problematic, as separate waves of 5, 4, and then again 5 orcs enter the fray.

(This game mechanic will allow those daring adventurers who "bite off more than they can chew" to quickly reevaluate and retreat before they are overrun by the lair's surprisingly numerous defenders ... sometimes.)



Any guardian beasts present in the lair will tend to be situated on the outer perimeter of a lair area, while the leaders and/or young will typically be in the most defended interior location. Valuable treasures will always be hidden away in the interior area(s), but minor portions of the total treasure could be found in outlying areas of the lair. GM discretion is necessary to organize these details.

Note too that if you are randomly populating a dungeon, and your encounter results indicate

the existence of a lair, you might need to make some modifications to the area – for example, sketching in an additional room or three, or a stairway leading down to a tiny sub-level – if you did not expect to accommodate a large number of creatures. If this approach is not feasible given your current map or setting, you should downgrade the rolled lair encounter to a lurking encounter instead (with any requisite reductions to the number of monsters and treasures appearing, as detailed in the stat templates throughout this volume).

As you can see, Game Master preparation and adjudication are required when a lair is indicated by the dice. You might want to draw up some quick lair types (a series of three clearings connected by paths, a set of four caves with linking tunnels, a ruin with six chambers, and so forth) in advance if you are going to be randomly generating lairs within a wilderness setting for the players.



Presentation of Monster Information

Each monster is given the same clean statistical template for review and reference purposes. Several improvements have been made to the monster statistic entries for clarity and ease of play, as fully described below.



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Entry Number: Each monster is headed with a separate reference number so that you can make quick notes (“3 monsters, type 16”) in your paperwork or computer if you happen to be generating a rapid sequence of many encounters, or stocking a dungeon.

Monster Name: The monster name is given in 1977-adherent comma format (therefore you will find “Beetle, Giant” as an entry instead of “Giant Beetle”) for reference purposes.

Monster Rarity and Type: Below the monster name, you will find a general suggested indicator of the monster’s relative commonality (Common / Uncommon / Rare / Very Rare / Extremely Rare / Unique), as well as the monster’s general classification (Elemental, Humanoid, Reptilian, etc.).

Armor Class (AC): This entry lists the classic (descending) AC first, and then the new school (ascending) AC in brackets. Parenthetically thereafter, you’ll find notes on the factors that typically contribute to a monster’s armor class, such as Dexterity, speed, chitin, thick hide, scales, size, and so forth.

The full Armor Class system is as follows:

| <u>Armor Class Ratings</u> | |
|---|---|
| Classic (Descending) Armor Class Rating | Equivalent (Ascending) Armor Class Rating |
| AC 9 | AAC [10] |
| AC 8 | AAC [11] |
| AC 7 | AAC [12] |
| AC 6 | AAC [13] |
| AC 5 | AAC [14] |

| | |
|--------|----------|
| AC 4 | AAC [15] |
| AC 3 | AAC [16] |
| AC 2 | AAC [17] |
| AC 1 | AAC [18] |
| AC 0 | AAC [19] |
| AC -1 | AAC [20] |
| AC -2 | AAC [21] |
| AC -3 | AAC [22] |
| AC -4 | AAC [23] |
| AC -5 | AAC [24] |
| AC -6 | AAC [25] |
| AC -7 | AAC [26] |
| AC -8 | AAC [27] |
| AC -9 | AAC [28] |
| AC -10 | AAC [29] |



Hit Dice (HD): The number of HD for random determination of hit points is provided, in some cases with a number of asterisks (*) denoting powerful special abilities. The possible range of hit points is then given, along with the statistical average. Rolling random hit points for a monster is always fine, but you might





want to consider these averages for quick play or as a reminder.

Many GMs tend to give monsters above-average hit points to ensure that they are “tough”, which actually makes the game harder than it should be for the players. Consider that those monsters that live longer than average will likely end up inflicting more damage and deaths upon the party, even though they are worth no more XP in the Basic / Expert game system.

I recommend adding a special ability (*) to those monsters who possess above-average hit points, especially considering that the Advanced rules give do specifically grant extra XP rewards for defeating these tougher foes.

Move (MV): The movement rate entry gives the monster’s normal movement rate per turn first, and the combat / encounter movement rate per round in parentheses. The mode of movement (ground, burrowing, climbing (typically scaling trees but not walls), flying, swimming, etc.) is specified as well. Note that monsters have differing movement rates based on the *mode* of movement, in many cases.



Attacks (#AT): This entry lists the number of attacks the monster makes per round, as well as the attack type (claw, bite, etc.). You should

also consider that many monsters have special abilities. Some special abilities take the place of a normal attack; for example, a dragon’s breath weapon takes the place of a bite. Other special abilities can be used simultaneously along with normal attacks. As a general guideline, you should dictate that special abilities cannot be used simultaneously with normal attack forms, unless otherwise specified in the monster’s description.

THACO: This is the To Hit Armor Class Zero rating of the monster (with a listed to hit bonus for the other combat system – as featured in the core rules – presented in brackets). The THACO rating is a concise definition of attack accuracy as described in the normal rules. The lower the THACO, the deadlier the monster is.

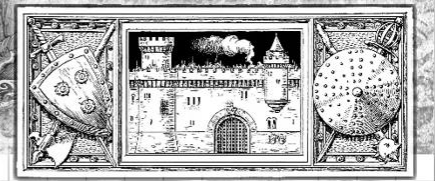
You’ll also find a new ACC5 (Accuracy vs. Armor Class 5) rating, which is provided to show you – approximately – how frequently a monster is going to successfully strike an average low- or mid-level character.

Here is the attack accuracy system in table format, for purposes of system comparison:

| Attack Accuracy Ratings | |
|---------------------------------|--------------------------------------|
| THACO Rating [Roll Modifier] | Accuracy vs. AC 5 (Chance to Hit) |
| THACO 20 [-1] | ACC5 15+ (30%) |
| THACO 19 [0] | ACC5 14+ (35%) |
| THACO 18 [+1] | ACC5 13+ (40%) |
| THACO 17 [+2] | ACC5 12+ (45%) |
| THACO 16 [+3] | ACC5 11+ (50%) |
| THACO 15 [+4] | ACC5 10+ (55%) |
| THACO 14 [+5] | ACC5 9+ (60%) |
| THACO 13 [+6] | ACC5 8+ (65%) |
| THACO 12 [+7] | ACC5 7+ (70%) |



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| | |
|---------------|---------------|
| THAC0 11 [+8] | ACC5 6+ (75%) |
| THAC0 10 [+9] | ACC5 5+ (80%) |
| THAC0 9 [+10] | ACC5 4+ (85%) |
| THAC0 8 [+11] | ACC5 3+ (90%) |
| THAC0 7 [+12] | ACC5 2+ (95%) |
| THAC0 6 [+13] | ACC5 2+ (95%) |
| THAC0 5 [+14] | ACC5 2+ (95%) |
| THAC0 4 [+15] | ACC5 2+ (95%) |
| THAC0 3 [+16] | ACC5 2+ (95%) |
| THAC0 2 [+17] | ACC5 2+ (95%) |

provided full recommended figures here due to the value of such for Game Masters who are attempting to plan out fair-yet-lethal encounters for the adventurers to face. Remember that there are three potential tiers of encounter to consider, Wandering, Lurking, or in Lair. Generally speaking, more monsters are encountered in lairs. The recommended number appearing for each monster is listed by level.

Understanding the “Level” Indicator for the Listed Number of Monsters Appearing: In the wilderness, or on the first level of a dungeon environment, the number appearing level is equivalent to the *average experience level of the adventuring Player Characters (PCs)*, rounded up. Therefore, if you have a play group that currently has 4 PCs of levels 3, 4, 3, and 5, their average level is $(3+4+3+5 = 15, \text{divided by } 4 = 3.75, \text{rounded up, equals } 4)$. You will then want to use the Number Appearing dice rolls that are listed for a monster type under the heading “Level 4”. So if the notation reads “Level 4, 1D4+1”, you would roll 1D4+1 to determine the number of monsters encountered by this group.

While generating encounters for the wilderness, keep in mind that the number of monsters encountered does not necessarily equate to the total number of monsters in the area. Therefore, if a level 1 party encounters a guard post stationed by 6 kobolds, and the party vanquishes them all, you might want to drop a vague warning about the lair of 60+ kobolds that still exists somewhere nearby!

When you are generating encounters for the deeper dungeon environments below dungeon level 1, the encounters become more dangerous the deeper you go. Therefore, for this PC level 4 example play group, the surface ruins and dungeon level 1 would both feature level 4 encounters; dungeon level 2 would feature level 5 encounters; dungeon level 3 would feature level 6 encounters; and so forth. So if the



Damage (D or Dmg): This entry lists the variable amount of damage for each of the monster’s attacks in sequence, and the die or dice type to be rolled, along with the average amount of damage (rounded up) inflicted by a successful hit.

Number Appearing (NA): This is a major sticking point in most game supplements, because the required data is lengthy and difficult to calculate. I have nevertheless

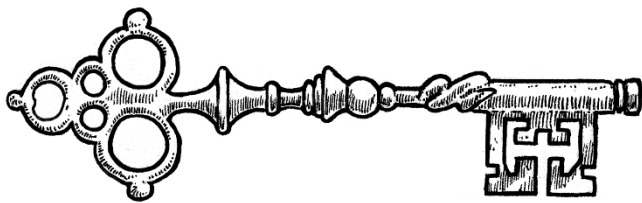




Number Appearing notation reads “Level 4, 1D4+1; Level 5, 1D6+1; Level 6, 2D4” you would then roll 1D4+1 for an encounter on dungeon level 3, or 1D6+1 for an encounter on dungeon level 4, or 2D4 for an encounter on dungeon level 5.

That may seem confusing at first, but the system becomes very natural and intuitive once you are accustomed to the gradients. The following table should help to illustrate the situation:

| Encounter Difficulty for a Level 4 Party | |
|---|--|
| Area Circumstance | Level of Monsters Appearing |
| Wilderness | Monster Level 4 |
| Surface Ruins | Monster Level 4 |
| Dungeon Level 1 (1 level below the surface) | Monster Level 4 |
| Dungeon Level 2 (2 levels below the surface) | Monster Level 5 |
| Dungeon Level 3 (3 levels below the surface) | Monster Level 6 |
| Dungeon Level 4 (4 levels below the surface) | Monster Level 7 |
| (etc.) | (etc.) |



Continuing the example, if we’re looking at a specific monster type with the Number Appearing notations “Level 4, 1D4+1; Level 5, 1D6+1; Level 6, 2D4; Level 7, 3D4” we would then use the following dice to roll the number of monsters appearing in various locations:

| Number of Monsters Appearing for a Level 4 Party | |
|---|---|
| Area Circumstance | Number of Monsters Appearing |
| Wilderness | Monster Level 4 = 1D4+1 Appearing |
| Surface Ruins | Monster Level 4 = 1D4+1 Appearing |
| Dungeon Level 1 (1 level below the surface) | Monster Level 4 = 1D4+1 Appearing |
| Dungeon Level 2 (2 levels below the surface) | Monster Level 5 = 1D6+1 Appearing |
| Dungeon Level 3 (3 levels below the surface) | Monster Level 6 = 2D4 Appearing |
| Dungeon Level 4 (4 levels below the surface) | Monster Level 7 = 3D4 Appearing |
| (etc.) | (etc.) |

The Game Master can modify these values as needed in specific circumstances. For example, following from the “dungeons deep” paradigm set out above, you might want to add new categories for the outside world such as Dangerous Wilderness (Monster Level 5), Deadly Wilderness (Monster Level 6), and perhaps even Forbidden Wilderness (Monster Level 7), while warning the players that their PCs have heard rumors of deadlier monsters who are said to lair in various regions ... beyond





the mountains, toward the desert, and so on and so forth.

Most of the time, this tiered number appearing system will serve you well, providing a balance between fairness and required player skill (where the players need to have their PCs ready to flee from deadly encounters, instead of believing “The GM won’t kill us, no matter how stupid we decide to be.”) My guidelines in this matter are informed by many years of play, but I cannot predict the skill level of your players, the number of players, their use of NPCs, the power of their magic items, or other factors which will directly affect the overall difficulty level of your personal campaign.

Other Considerations for the Listed Number of Monsters Appearing: If (No Encounter) is indicated, this means that the creature in question is not directly encountered. This is a “safety valve,” designed so that the random generation system will not cause you to create an instantly fatal encounter that will wipe out the adventurers due to sheer monster lethality.

At the Game Master’s careful discretion, when “No Encounter” is indicated the adventurers might find either a dead monster body, or alternately something like tracks, spoor, slime, the bodies of victims, or similar signs of monstrous activity that will – if appropriate to the setting – lead toward the nearby lair of 1 monster of the appropriate type.

In such a case, the encounter with 1 monster will only take place if either (a) the adventurers rest, camp, or linger in the area, basically inviting the monster to investigate the territorial intrusion; or, (b) the adventurers deliberately follow the tracks, blood, or similar signs into the monster’s home. (If the GM decides that the monster is still too powerful to be encountered, the lair which the tracks lead too will simply be abandoned, although the corpses and bones of victims might well remain there.)



The Maximum Number of Monsters Appearing:

You will also find a Maximum Random Number Appearing entry in each monster’s stat template, which means that the number of monsters encountered cannot exceed the listed value, *unless* the GM deliberately dictates otherwise. So even if the stat template directs you to roll 5D6 to determine the number of monsters appearing, if the Maximum Number is stated as 20, then only 20 of those monsters will be encountered in one area, even if you rolled a 21 or higher. These maximums by the way are primarily based upon Gygaxian tiers as stated in the 1977 hardcover bestiary.

Keep in mind that although deadly encounters should exist in many places, there needs to be a degree of balance. The game is a *game* first, and a *reality simulator* (haha!) as a distant second, so these numeric figures should be respected in most instances ... unless there’s a good reason for you to want to frighten or wipe out the PCs.

For those Game Masters who find the maximum values artificial, you can vary the maximum number by +/- 1 or a similar factor to provide a little more naturalism. So (for example) a Maximum Random Number Appearing rating of 4 could be read instead as 3+1D2, thereby generating values of between 3 and 5 instead of 4 as a fixed artificial number.

Save As (SA or Save): This entry lists the saving throw class, level, and number values (D20) for the monster, as explained in the core rules. Following from the Advanced system, monsters that are non-intelligent (INT 0) save at half their level, rounded up, in most instances. You will see that I have also





indicated the Intelligence scores of monsters here, since this piece of information can be useful for those times when you are deciding how the monsters will react during an encounter. Monsters will fight to the full capacity of their Intelligence at all times, even if that means death or dismemberment for the adventurers!

For those who are curious about the conversions between Advanced and Basic system rules, here are the monster Intelligence conversion comparisons which I have used in these volumes, following from the Gygaxian paradigm:

| Intelligence of Monsters | |
|-------------------------------------|---------------------|
| Advanced Rating | Basic Rating |
| Not Ratable (Alien) | 0 |
| Non-Intelligent | 0 |
| Animal Instinct | 1 |
| Animal to Semi-Intelligent | 1 or 2 |
| Semi-Intelligent (Low) | 2 |
| Semi-Intelligent | 2 to 4 |
| Low Intelligence | 5 to 7 |
| Low (Upper) | 7 |
| Low to Average (Low) | 7 or 8 |
| Average (Low) | 8 |
| Low to Average | 8 or 9 |
| Average Intelligence | 8 to 10 |
| Average to Very Intelligent | 10 or 11 |
| Average to High Intelligence | 11 or 12 |
| Very Intelligent | 11 or 12 |
| Average to Exceptional Intelligence | 11 to 13 |
| High Intelligence | 13 or 14 |
| High and Up | 13 to 15 |

| | |
|--------------------------|----------|
| Exceptional Intelligence | 15 or 16 |
| Genius | 17 or 18 |
| Genius to Supra-Genius | 18 or 19 |
| Supra-Genius | 19 or 20 |
| Godlike Intelligence | 21 to 25 |

Per the Advanced rules system, monsters are usually considered Fighters, with two exceptions: [1] Those who belong solely to another class type use the saving throws of the appropriate class, and [2] Those who exhibit significant multiple class abilities (such as melee fighting and spell casting) use the most favorable saving throw category from each class. These technicalities have all been spelled out through the monster templates in this book.

Morale, or Morale Level (ML): This number indicates the likelihood that the monsters will continue to fight or resist in adverse circumstances, as explained in the core rules. For interpretive purposes I have provided the following descriptive scale to the otherwise abstract morale figures:

| Descriptive Morale Scale | |
|---------------------------------|-------------------|
| Morale Level | Descriptor |
| 4 | Panicked |
| 5 | Fearful |
| 6 | Faltering |
| 7 | Normal |
| 8 | Resolute |
| 9 | Defiant |
| 10 | Undaunted |
| 11 | Fanatical |
| 12 | Fearless |





Treasure Type (TT): This system details the amount of treasure found in each encounter. Unlike the ambiguous original 1977 rules, this supplement takes pains to elaborate exactly how much treasure should be found in each situation, based on encounter circumstances and the exact number of monsters appearing. The results are still random in accordance with the spirit of the game, but the treasure ratio results are now generated within a fixed and given range that is appropriate to the monster type and relative monster lethality.

Each appropriate monster treasure entry will list one or more of the following types of treasure, at each encounter tier (Wandering, Lurking, or in Lair):

None: This entry means that the monster type is never found with treasure, unless the GM specifically dictates otherwise due to a special circumstance.

Individual: This type of treasure is found carried by each individual monster. For example, treasure type R is 2D6 electrum pieces. If there were 32 monsters, each would be carrying 2D6 electrum pieces. For quick generation, the GM might even decide they all

carry the same amount (share and share alike), so the total treasure in this instance would be $2D6 \times 32$ ep.

Incidental: Incidental treasures occur when a predatory creature could potentially have the remains of treasure-possessing victims nearby. A scattering of coins, gems, or minor objects might be found amidst the bones or corpses, but these treasures have no value to the monsters and as a result are not fervently guarded.

Special Treasure: Some monsters have a notation of a very specific treasure. For example, an aerial servant is either carrying 1 magic item, or it has nothing. These unique situations have their full rules provided in the monster's treasure description.

One or More Treasure Types: A letter code (A, B, etc.) indicates a treasure type, as detailed in the original core rules. In this supplement you will also find a multiplier associated with the treasure type, for example 10%, 25%, 50%, 75%, 100%, 200%, or 300%.

Applying Treasure Type Multipliers: When a non-100% multiplier is listed, the *chance* for each variety of treasure to be present remains unchanged, but the *amount* of that treasure will fluctuate in accordance with the power of the guarding monsters.

For example, unmodified (100%) treasure type "I" has the following varieties of treasure associated with it: [1] a 30% chance of 1D8 x 1,000 platinum pieces, [2] a 50% chance of 2D6 gems, [3] a 50% chance of 2D6 pieces of jewelry, and [4] a 15% chance of 1 magic item.

If the listed treasure type was I with a 200% modifier (meaning the potential treasure is doubled), then the values would be as follows: [1] a 30% chance of 2D8 x 1,000 platinum pieces, [2] a 50% chance of 4D6 gems, [3] a 50% chance of 4D6 pieces of jewelry, and [4] a 15% chance of 2 magic items. Note that the percentage chances do not change, but the





amounts of coins of items discovered *do* change.

Similarly, if treasure type I had a listed 50% modifier (meaning the potential treasure is halved), then the values would be: [1] a 30% chance of 1D8 x 500 platinum pieces, [2] a 50% chance of 1D6 gems, and [3] a 50% chance of 1D6 pieces of jewelry. And since the 1 magic item can't be divided in half, there would instead be an 8% chance of 1 magic item (which is half of the listed 15% chance, rounded up).

Integral Treasure: Note also that in addition to treasure, some monsters have valuable pelts, eggs, young, or similar aspects *in addition to* any listed treasure type. These circumstances are described in the monster's notes and special abilities section.



For those Game Masters who are interested in the conversions used between Basic and Advanced systems, these are the Advanced treasure type values that I converted to Basic, with some occasional exceptions on a per-monster consideration basis:

Approximate Treasure Type Conversion

| Advanced Treasure Type (ATT) and Average Non-Magical Value (gp) | Basic TT |
|---|--------------|
| ATT A (Major Diverse Trove), Average Non-Magical Value 39,000 gp | BTT A |
| ATT B (Minor Diverse Trove), Average Non-Magical Value 3,200 gp | BTT B |
| ATT C (Minor Small Trove), Average Non-Magical Value 1,900 gp | BTT C |
| ATT D (Major Small Trove), Average Non-Magical Value 5,900 gp | BTT D |
| ATT E (Minor Hoard), Average Non-Magical Value 3,600 gp | BTT E |
| ATT F (Major Hoard), Average Non-Magical Value 6,800 gp | BTT F |
| ATT G (Hoard of Fine Treasures), Average Non-Magical Value 21,400 gp | BTT G |
| ATT H (Dragon's Hoard), Average Non-Magical Value 82,500 gp | BTT H |
| ATT I (Trove of Fine Treasures), Average Non-Magical Value 15,400 gp | BTT I |
| ATT J (Individual Copper), Average Non-Magical Value <1 gp | BTT P |
| ATT K (Individual Silver), Average Non-Magical Value <1 gp | BTT Q |
| ATT L (Individual Electrum), Average Non-Magical Value 4 gp | BTT R |
| ATT M (Individual Gold), Average Non-Magical Value 5 gp | BTT S |





| | |
|---|---------------|
| ATT N (Individual Platinum), Average Non-Magical Value 18 gp | BTT T |
| ATT O (Copper and Silver Stash), Average Non-Magical Value 23 gp | BTT J |
| ATT P (Silver and Electrum Stash), Average Non-Magical Value 240 gp | BTT K |
| ATT Q (Gemstone Cache), Average Non-Magical Value 500 gp | BTT L |
| ATT R (Major Hoard of Fine Treasures), Average Non-Magical Value 24,900 gp | BTT M |
| ATT S (Potion Cache), Average Non-Magical Value 0 gp | BTT N |
| ATT T (Scroll Cache), Average Non-Magical Value 0 gp | BTT O |
| ATT U (Immaculate Hoard), Average Non-Magical Value 65,100 gp | Custom |
| ATT V (Ancient Magical Hoard), Average Non-Magical Value 0 gp | Custom |
| ATT W (Piratical Hoard), Average Non-Magical Value 60,900 gp | Custom |
| ATT X (Magical Cache), Average Non-Magical Value 0 gp | Custom |
| ATT Y (Gold Trove), Average Non- Magical Value 4,900 gp | Custom |
| ATT Z (Ancient Treasure Trove), Average Non-Magical Value 39,900 gp | Custom |
| (Minor Incidental or Personal Treasure) | BTT U |
| (Normal Incidental or Personal Treasure) | BTT V |

Chaotic (malevolent), Lawful (benign), and Neutral (unpredictable).

Note that the Neutral alignment (in the form of self-interest and self-preservation) applies to all unintelligent creatures, and also includes the more philosophical Neutral alignment (involving the cosmic balance between Law and Chaos) that summarizes the beliefs of many intelligent creatures. For game purposes, both of these interpretations of Neutrality are functionally the same.

XP Value (XP or XPV): This value represents the number of experience points the adventurers should earn for vanquishing – not necessarily killing – 1 of the appropriate monster type. The full XP award is divided among the adventurers present, as explained in the core rules.

Game Masters who have run games extensively under both the Basic and Advanced rule sets might well note that monsters are commonly worth less XP in the Basic system, and more XP in the Advanced system. As a happy medium, I have been a bit generous with the inclusion of special ability asterisks (*) that increase the monsters' XP values. The existing Basic rules are particularly stingy in this regard, so I feel quite justified in doing so!

Special Notes and Abilities: These bulleted entries at the end of each monster's stat block provide a succinct summary of the monster's nature, special attacks, vulnerabilities, and so forth. These entries are each unique but due to their titling they should be relatively self-explanatory.

I have specified all special abilities, including some that are addressed in the Advanced rules but not in the Basic system (for example, granting a special ability for monsters which can inflict heavy damage that is otherwise disproportionate to their relative threat level). These details have been made specific and are

Alignment (AL): For simplicity's sake, these factors are restricted to the traditional triad of





noted so that those GMs who disagree with any special award can selectively remove some of my asterisked values. Or, if you disagree in the other direction you can award an additional asterisk bonus to particularly dangerous monsters, as you see fit.

At times, the circumstances of an encounter might dictate a higher XP award as well. I earlier noted my opinion that monsters with above-average hit points should grant higher awards. Similarly, monsters that are difficult to fight due to their unique environment (being in total darkness, or pelting the adventurers with rocks from 50' above, or encountered at the bottom of a pit where PCs will fall and be ambushed, etc.) can be granted an additional special ability asterisk as well.

* * *

And now on to the menagerie, kindly watch that thirteenth step ... sometimes the pyre gremlins still manage to get past the sigil of abjuration upon the crack there, somehow ...



CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES



Chapter III:

A

*Aerial Servant – Anhkheg – Ant, Giant – Ape –
Axe Beak*



Aerial Servant

(New monster)

[1]

AERIAL SERVANT

(Very Rare Elemental)

The aerial servants are powerful arcane creatures akin to air elementals and invisible stalkers, summoned by mighty clerics who compel them to perform deadly tasks.

Armor Class: 3 [16] (invisibility, speed, DEX 18)

Hit Dice: 16D8*** (16 to 128 hit points, average 72)

Move: 240' (80') Ground / 240' (80') Flying

Attacks: 1 Crushing Blow

THACO: 8 [+11]

ACC5: 3+ (90%) vs. chain mail

Damage: 8D4 (average 20)

Number Appearing: Wandering or Lurking, Level 1 to 8, 0 (No Encounter); Level 9+, 1.

No Lair.

Maximum Random Number Appearing 1.

Save As: Fighter 16 (INT 4) (SV D2 W3 P4 B3 S6 (16))

Morale: 11 (Fanatical)

Treasure Type: 1 Magic Item, Any (50% chance)

Alignment: Neutral

XP Value: 4,200

Invisible: Cannot be seen unless by magic or special circumstance. Remains invisible when attacking.

Deathly Swiftess: Surprises on a 1-4 on 1D6.

Hunting and Seeking: If not carrying a magic item, the aerial servant is seeking a specific treasure or quarry. If carrying a magic item, the aerial servant will be encountered while on its way, returning to its master. The servant will only attack those who resist or get in its way.

Unbreakable Grasp: Will only attempt to seize a person if commanded by the summoning cleric to do so. On a successful hit, the victim is held fast if STR is less than 18, and the grasp cannot be broken unless the aerial servant is commanded by its summoner to desist, or it is paralyzed, or banished, or slain. A victim of STR 18 can escape the grasp 50% of the time, checked each round.

Mighty Strength: Can carry 10,000 coins (1,000 lbs.) worth of burden.

Berserk Fury: If thwarted in seizing its treasure or quarry, the aerial servant will become berserk (below) and will seek to slay its summoner.



CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES



Number Appearing: Wandering or Lurking, Level 1 to 9, 0 (No Encounter); Level 10+, 1.

No Lair.

Maximum Random Number Appearing 1.

Save As: Fighter 16 (INT 4) (SV D2 W3 P4 B3 S6 (16))

Morale: 12 (Fearless)

Treasure Type: None

Alignment: Chaotic (Insane)

XP Value: 4,200

Invisible: Cannot be seen unless by magic or special circumstance. Remains invisible when attacking.

Deathly Swiftess: Surprises on a 1-4 on 1D6.

Seething Rage: The aerial servant while be encountered while seeking its summoner, but it will viciously attack anyone who attempts to halt or slow its passage.



[2]

AERIAL SERVANT, BERSERK

(Very Rare Elemental)

An aerial servant who has been thwarted in its commanded task, thereby being driven into berserk madness, ravening to slay any foolish mortals who dare to cross its path.

Armor Class: 3 [16] (invisibility, speed, DEX 18)

Hit Dice: 16D8*** (16 to 128 hit points, average 72)

Move: 240' (80') Ground / 240' (80') Flying

Attacks: 1 Crushing Blow

THACO: 8 [+11]

ACC5: 3+ (90%) vs. chain mail

Damage: 8D4 (average 20)





Anhkheg

(New monster)

[3]

ANHKEG, LARVAL

(Rare Insectoid)

A burrowing creature, recently hatched, which looks like a 10'-long giant mantis with eight or ten sets of scuttling legs.

Armor Class: 5 [14] (soft chitinous exoskeleton)

Hit Dice: 3D8* (3 to 24 hit points, average 14)

Move: 60' (20') Ground / 30' (10') Burrowing

Attacks: 1 Bite or 1 Acid Spittle

THACO: 17 [+2]

ACC5: 12+ (45%) vs. chain mail

Damage: 2D4 + 1D3 (average 8) or 2D6 (average 7)

Number Appearing: Wandering or Lurking or in Lair, Level 1, 1; Level 2, 1D2; Level 3, 1D3; Level 4, 1D4+1; Level 5, 1D4+2; Level 6+, 1D4+3.

Maximum Random Number Appearing 6.

Save As: Fighter 1 (INT 0) (SV D12 W13 P14 B15 S16 (1))

Morale: 7 (Normal)

Treasure Type: Wandering, None; Lurking, U (Incidental); in Lair, C.

Lair Treasure Type Thresholds by Number Appearing: 1 or 2, C x 10%; 3 or 4, C x 25%; 5 or 6, C x 50%.

Alignment: Neutral

XP Value: 50

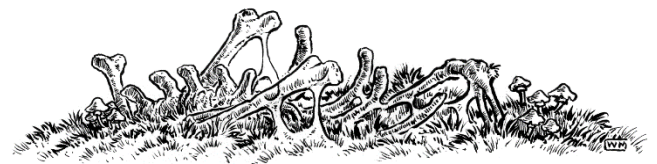
Burrowing: Can burrow through soil (including caves, but not including dungeon

floors) while seeking food or creating burrow-warrens.

Lying in Wait: If the anhkheg is under the soil, it can lunge out on its first attack, surprising on a 1-3 on 1D6.

Acidic Bite: When the larval anhkheg bites, it inflicts 2D4 crushing damage in addition to 1D3 acid damage. The acid damage can be negated with a successful saving throw vs. death.

Acid Spittle: If reduced to 10 hit points or less, the anhkheg can spit acid once every 24 hours. The spittle has a range of 10' S / 20' M / 30' L. On a successful hit, a larval anhkheg's spittle inflicts 2D6 damage (save vs. death for half).



[4]

ANHKEG, SUB-ADULT

(Rare Insectoid)

A sub-adult anhkheg is 12' long, with a harder and darker carapace.

Armor Class: 4 [15] (chitinous exoskeleton)

Hit Dice: 4D8* (4 to 32 hit points, average 18)

Move: 50' (15') Ground / 40' (10') Burrowing

Attacks: 1 Bite or 1 Acid Spittle

THACO: 16 [+3]

ACC5: 11+ (50%) vs. chain mail

Damage: 2D6 + 1D4 (average 10) or 3D6 (average 11)

Number Appearing: Wandering or Lurking or in Lair, Level 1, 0 (No Encounter); Level 2,



CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES



1; Level 3, 1D2; Level 4, 1D3; Level 5, 1D4+1; Level 6, 1D4+2; Level 7+, 1D4+3.

Maximum Random Number Appearing 6.

Save As: Fighter 2 (INT 0) (SV D12 W13 P14 B15 S16 (2))

Morale: 8 (Resolute)

Treasure Type: Wandering, None; Lurking, U (Incidental); in Lair, C.

Lair Treasure Type Thresholds by Number Appearing: 1, C x 10%; 2 or 3, C x 25%; 4 or 5, C x 50%; 6, C x 75%.

Alignment: Neutral

XP Value: 125

Burrowing: Can burrow through soil (including caves, but not including dungeon floors) while seeking food or creating warrens.

Lying in Wait: If the anhkheg is under the soil, it can lunge out on its first attack, surprising on a 1-3 on 1D6.

Acidic Bite: When the sub-adult anhkheg bites, it inflicts 2D6 crushing damage in addition to 1D4 acid damage. The acid damage can be negated with a successful saving throw vs. death.

Acid Spittle: If reduced to 14 hit points or less, the anhkheg can spit acid once every 24 hours. The spittle has a range of 10' S / 20' M / 30' L. On a successful hit, a sub-adult anhkheg's spittle inflicts 3D6 damage (save vs. death for half).



[5]

ANHKHEG, ADULT

(Rare Insectoid)

An adult anhkheg is 14' long, being more aggressive and capable of inflicting terrible wounds.

Armor Class: 3 [16] (hard chitinous exoskeleton)

Hit Dice: 5D8* (5 to 40 hit points, average 23)

Move: 120' (40') Ground / 60' (20') Burrowing

Attacks: 1 Bite or 1 Acid Spittle

THACO: 15 [+4]

ACC5: 10+ (55%) vs. chain mail

Damage: 2D8 + 1D4 (average 12) or 4D6 (average 14)

Number Appearing: Wandering or Lurking or in Lair, Level 1 or 2, 0 (No Encounter); Level 3, 1; Level 4, 1D2; Level 5, 1D3; Level 6, 1D4; Level 7, 1D4+1; Level 8, 1D4+2; Level 9, 1D4+3.

Maximum Random Number Appearing 6.

Save As: Fighter 2 (INT 0) (SV D12 W13 P14 B15 S16 (2))

Morale: 8 (Resolute)

Treasure Type: Wandering, None; Lurking, V (Incidental); in Lair, C.

Lair Treasure Type Thresholds by Number Appearing: 1 or 2, C x 25%; 3 or 4, C x 50%; 5, C x 75%; 6, C x 100%.

Alignment: Neutral

XP Value: 300

Burrowing: Can burrow through soil (including caves, but not including dungeon floors) while seeking food or creating warrens.



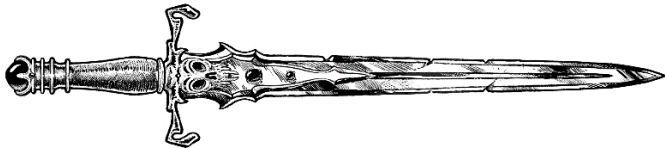
CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES



Lying in Wait: If the anhkheg is under the soil, it can lunge out on its first attack, surprising on a 1-3 on 1D6.

Acidic Bite: When the adult anhkheg bites, it inflicts 2D8 crushing damage in addition to 1D4 acid damage. The acid damage can be negated with a successful saving throw vs. death.

Acid Spittle: If reduced to 18 hit points or less, the anhkheg can spit acid once every 24 hours. The spittle has a range of 10' S / 20' M / 30' L. On a successful hit, an adult anhkheg's spittle inflicts 4D6 damage (save vs. death for half).



[6]

ANKHHEG, LARGE (Rare Insectoid)

A large adult anhkheg is 16' long, with a voracious appetite, and favoring small strike targets such as hapless halflings or gnomes.

Armor Class: 3 [16] (hard chitinous exoskeleton)

Hit Dice: 6D8** (6 to 48 hit points, average 27)

Move: 120' (40') Ground / 60' (20') Burrowing

Attacks: 1 Bite or 1 Acid Spittle

THACO: 14 [+5]

ACC5: 9+ (60%) vs. chain mail

Damage: 3D6 + 1D4 (average 13) or 5D6 (average 18)

Number Appearing: Wandering or Lurking or in Lair, Level 1 to 3, 0 (No Encounter); Level 4, 1; Level 5, 1D2; Level 6, 1D3; Level 7, 1D4; Level 8, 1D4+1; Level 9, 1D4+2; Level 10+, 1D4+3.

Maximum Random Number Appearing 6.

Save As: Fighter 3 (INT 0) (SV D12 W13 P14 B15 S16 (3))

Morale: 9 (Defiant)

Treasure Type: Wandering, None; Lurking, V (Incidental); in Lair, C.

Lair Treasure Type Thresholds by Number Appearing: 1 or 2, C x 25%; 3 or 4, C x 50%; 5, C x 75%; 6, C x 100%.

Alignment: Neutral

XP Value: 725

Burrowing: Can burrow through soil (including caves, but not including dungeon floors) while seeking food or creating warrens.

Lying in Wait: If the anhkheg is under the soil, it can lunge out on its first attack, surprising on a 1-3 on 1D6.

Acidic Bite: When the large anhkheg bites, it inflicts 3D6 crushing damage in addition to 1D4 acid damage. The acid damage can be negated with a successful saving throw vs. death.

Acid Spittle: If reduced to 22 hit points or less, the anhkheg can spit acid once every 24 hours. The spittle has a range of 10' S / 20' M / 30' L. On a successful hit, an adult anhkheg's spittle inflicts 5D6 damage (save vs. death for half).



CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES



[7]

ANHKEG, HUGE

(Rare Insectoid)

A huge adult anhkheg is fully 18' long, with a nasty aggressive temperament.

Armor Class: 3 [16] (hard chitinous exoskeleton)

Hit Dice: 7D8** (7 to 56 hit points, average 32)

Move: 120' (40') Ground / 60' (20') Burrowing

Attacks: 1 Bite or 1 Acid Spittle

THACO: 13 [+6]

ACC5: 8+ (65%) vs. chain mail

Damage: 3D6 + 1D4 (average 13) or 8D4 (average 18)

Number Appearing: Wandering or Lurking or in Lair, Level 1 to 4, 0 (No Encounter); Level 5, 1; Level 6, 1D2; Level 7, 1D3; Level 8, 1D4; Level 9, 1D4+1; Level 10, 1D4+2; Level 11+, 1D4+3.

Maximum Random Number Appearing 6.

Save As: Fighter 3 (INT 0) (SV D12 W13 P14 B15 S16 (3))

Morale: 9 (Defiant)

Treasure Type: Wandering, None; Lurking, V (Incidental); in Lair, C.

Lair Treasure Type Thresholds by Number Appearing: 1 or 2, C x 25%; 3 or 4, C x 50%; 5, C x 75%; 6, C x 100%.

Alignment: Neutral

XP Value: 1,250

Burrowing: Can burrow through soil (including caves, but not including dungeon floors) while seeking food or creating warrens.

Lying in Wait: If the anhkheg is under the soil, it can lunge out on its first attack, surprising on a 1-3 on 1D6.

Acidic Bite: When the huge anhkheg bites, it inflicts 3D6 crushing damage in addition to 1D4 acid damage. The acid damage can be negated with a successful saving throw vs. death.

Acid Spittle: If reduced to 26 hit points or less, the anhkheg can spit acid once every 24 hours. The spittle has a range of 10' S / 20' M / 30' L. On a successful hit, an adult anhkheg's spittle inflicts 8D4 damage (save vs. death for half).



[8]

ANHKEG, MONSTROUS

(Rare Insectoid)

A monstrous adult anhkheg is 20' long, being fierce, voracious, and notoriously territorial.

Armor Class: 3 [16] (hard chitinous exoskeleton)

Hit Dice: 8D8** (8 to 64 hit points, average 36)

Move: 120' (40') Ground / 60' (20') Burrowing

Attacks: 1 Bite or 1 Acid Spittle

THACO: 12 [+7]

ACC5: 7+ (70%) vs. chain mail

Damage: 3D6 + 1D4 (average 13) or 8D4 (average 18)



CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES



Number Appearing: Wandering or Lurking or in Lair, Level 1 to 5, 0 (No Encounter); Level 6, 1; Level 7, 1D2; Level 8, 1D3; Level 9, 1D4; Level 10, 1D4+1; Level 11, 1D4+2; Level 12+, 1D4+3.

Maximum Random Number Appearing 6.

Save As: Fighter 4 (INT 0) (SV D10 W11 P12 B13 S14 (4))

Morale: 10 (Undaunted)

Treasure Type: Wandering, None; Lurking, V (Incidental); in Lair, C.

Lair Treasure Type Thresholds by Number Appearing: 1, C x 25%; 2 or 3, C x 50%; 4, C x 75%; 5, C x 100%; 6, C x 110%.

Alignment: Neutral

XP Value: 1,750

Burrowing: Can burrow through soil (including caves, but not including dungeon floors) while seeking food or creating warrens.

Lying in Wait: If the anhkheg is under the soil, it can lunge out on its first attack, surprising on a 1-3 on 1D6.

Acidic Bite: When the monstrous anhkheg bites, it inflicts 3D6 crushing damage in addition to 1D4 acid damage. The acid damage can be negated with a successful saving throw vs. death.

Acid Spittle: If reduced to 26 hit points or less, the anhkheg can spit acid once every 24 hours. The spittle has a range of 10' S / 20' M / 30' L. On a successful hit, an adult anhkheg's spittle inflicts 8D4 damage (save vs. death for half).



Ant, Giant

(Compare (Giant) Driver Ant, pg. 156)

[9]

ANT, GIANT, WORKER

(Rare Insect)

These highly social and cooperative monstrous insects are 2' long, each capable of delivering a deadly bite.

Armor Class: 3 [16] (chitinous exoskeleton, speed, DEX 15)

Hit Dice: 2D8 (2 to 16 hit points, average 9)

Move: 180' (60') Ground / 60' (20') Climbing

Attacks: 1 Bite

THACO: 18 [+1]

ACC5: 13+ (40%) vs. chain mail

Damage: 1D6 (average 4)

Number Appearing: Wandering or Lurking, Level 1, 1D2; Level 2, 1D4; Level 3, 2D4; Level 4, 3D4; Level 5, 4D4; etc. In Lair, Level 1, 1D4; Level 2, 2D4; Level 3, 3D4; Level 4, 4D4; Level 5, 5D4; etc.

Maximum Random Number Appearing 100.

Save As: Fighter 2 (INT 1) (SV D12 W13 P14 B15 S16 (2))

Morale: 7 (Normal) if Wandering, 8 (Resolute) if Lurking, 9 (Defiant) in Lair

Treasure Type: Wandering, None; Lurking, U (Incidental); in Lair, V (Small Lair) or L, N (Large Lair).

Lair Treasure Type Thresholds by Number Appearing: 1 to 10, V x 100%; 11 to 25, L x 50%, N x 10%; 26 to 35, L x 100%, N x 25%; 36 to 45, L x 200%, N x 50%; 46 to 75, L x 250%, N x 75%; 76 to 90, L x 300%, N x 100%; 91 to 100, L x 330%, N x 110%.



CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES



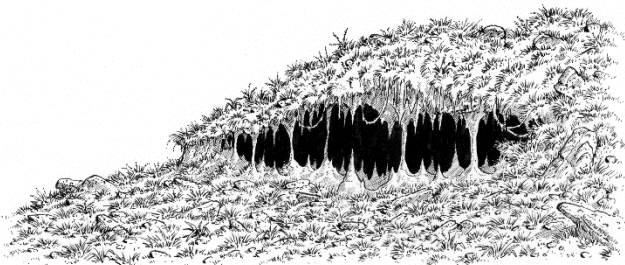
Alignment: Neutral

XP Value: 20

Guarded in Lairs: If encountered in a lair, the worker ants will be accompanied by warrior ants (below).

Guardians of the Queen: If encountered in the lair, the worker ants will flee to the egg chamber if they fail morale. There, while the queen still lives, they will fight to the death.

Hive Mind: If the queen ant is slain, all workers will suffer Confusion (as the spell) for 6 rounds. Thereafter, they will flee the lair and will not fight unless intercepted.



[10]

ANT, GIANT, WARRIOR

(Rare Insect)

Warrior, or soldier, ants are typically encountered in war parties or guarding workers, and are extremely dangerous to adventurers and their ilk.

Armor Class: 3 [16] (chitinous exoskeleton, speed, DEX 14)

Hit Dice: 3D8* (3 to 24 hit points, average 14)

Move: 180' (60') Ground / 60' (20') Climbing

Attacks: 1 Bite / 1 Sting

THACO: 17 [+2]

ACC5: 12+ (45%) vs. chain mail

Damage: 2D4 (average 5) / 3D4 (average 8)

Number Appearing: Wandering or Lurking, Level 1, 1; Level 2, 1D2; Level 3, 1D3; Level 4, 1D4; Level 5, 2D4; Level 6, 3D4; Level 7, 4D4; etc.

In Lair, Special (found in lairs only with worker ants; there will be 1 warrior for every 5 workers, or fraction thereof).

Maximum Random Number Appearing 40.

Save As: Fighter 3 (INT 1) (SV D12 W13 P14 B15 S16 (3))

Morale: 10 (Undaunted) if Wandering, 11 (Fanatical) if Lurking, 12 (Fearless) in Lair

Treasure Type: Wandering, None; Lurking, U (Incidental); in Lair, V (Small Lair) or L, N (Large Lair).

Lair Treasure Type Thresholds by Number Appearing: Dependent upon the number of worker ants (not warriors), as given prior.

Alignment: Neutral

XP Value: 50

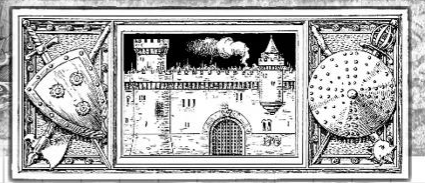
Vicious Sting: The giant warrior ant attacks with the bite before it can sting. If the bite attack misses, there is no further attack from the ant that round. If the bite attack hits, the warrior ant can attempt a second stinging attack against the same target that round.

The sting inflicts 1D4 impaling damage. It also injects acidic venom. If the stung target fails a saving throw vs. death, the venom inflicts 2D4 acid damage in addition to the impaling damage. If the saving throw is successful, the venom is not injected and only the impaling damage is suffered.

Hive Mind: If the queen ant is slain, all warriors will suffer Confusion (as the spell) for 6 rounds. Thereafter, they will flee the lair and will not fight unless intercepted.



CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES



[11]

ANT, GIANT, QUEEN

(Very Rare Insect)

The queen ant is a non-combatant, but all of her kindred will surrender their lives to protect her from harm.

Armor Class: 7 [12] (soft chitinous exoskeleton, but large and immobile)

Hit Dice: 10D8 (10 to 80 hit points, average 40)

Move: 0' (0') Ground (Immobile)

Attacks: None

THACO: N/A

ACC5: N/A

Damage: None

Number Appearing: Wandering or Lurking, 0 (No Encounter).

In Lair, 1.

Maximum Random Number Appearing 1.

Save As: Fighter 5 (INT 1) (SV D10 W11 P12 B13 S14 (5))

Morale: 12 (Fearless) due to immobility

Treasure Type: V (Small Lair) or L, N (Large Lair).

Lair Treasure Type Thresholds by Number Appearing: Dependent upon the number of worker ants, as given prior.

Alignment: Neutral

XP Value: 900 (awarded for effective extinction of the giant ant colony, although the queen herself is a non-combatant)

Hive Mind: If the queen ant is slain, all present workers and warriors will suffer Confusion (as the spell) for 6 rounds. Thereafter, they will flee the lair and will not fight unless intercepted.



Ape

(Compare Ape, White, pg. 140)

[12]

APE, CARNIVOROUS

(Rare Mammal)

Savage and aggressive, carnivorous apes are sometimes trained (or even armored) as guardian and hunting beasts by hobgoblins or hill giants.



CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES



Armor Class: 6 [13] (thick fur, DEX 13)

Hit Dice: 5D8* (5 to 40 hit points, average 23)

Move: 120' (40') Ground / 60' (20') Climbing

Attacks: 2 Claws / 1 Bite

THACO: 15 [+4]

ACC5: 10+ (55%) vs. chain mail

Damage: 1D4 / 1D4 / 1D8 (average 3 / 3 / 5)

Number Appearing: Wandering or Lurking, Level 1 or 2, 0 (No Encounter); Level 3, 1; Level 4, 1D2; Level 5, 1D3; Level 6, 1D4; Level 7, 1D4+1; Level 8, 1D6+1; Level 9, 2D4; Level 10, 2D4+1; Level 11, 2D4+2; Level 12+, 2D4+3.

In Lair, Level 1, 0 (No Encounter); Level 2, 1; Level 3, 1D2; Level 4, 1D3; Level 5, 1D4; Level 6, 1D4+1; Level 7, 1D6+1; Level 8, 2D4; Level 9, 2D4+1; Level 10, 2D4+2; Level 11+, 2D4+3.

Maximum Random Number Appearing 8.

Save As: Fighter 5 (INT 7) (SV D10 W11 P12 B13 S14 (5))

Morale: 9 (Defiant)

Treasure Type: Wandering, None; Lurking, V (Incidental); in Lair, C.

Lair Treasure Type Thresholds by Number Appearing: 1, C x 10%; 2, C x 25%; 3 or 4, C x 50%; 5, C x 75%; 6 or 7, C x 100%; 8, C x 110%.

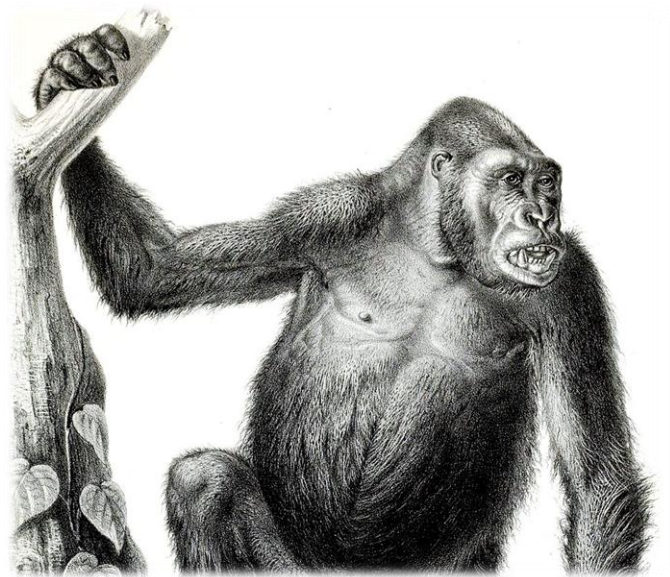
Alignment: Neutral

XP Value: 300

Heightened Senses: Due to their superior senses of sight, vision, and smell, carnivorous apes can only be surprised on a 1 on 1D6.

Rending Claws: If both claw attacks hit a target in the same round, the ape makes an

additional attempted rending attack, which inflicts 1D8 slashing damage if it hits.



[13]

APE, CARNIVOROUS, SUB-ADULT (Very Rare Mammal)

Broad-bodied and dangerous, sub-adult carnivorous apes are encountered either in lairs with adults, or in exile-driven hunting packs.

Armor Class: 7 [13] (fur, DEX 14)

Hit Dice: 2D8+3* (5 to 19 hit points, average 12)

Move: 90' (30') Ground / 40' (10') Climbing

Attacks: 2 Claws / 1 Bite

THACO: 17 [+2]

ACC5: 12+ (45%) vs. chain mail

Damage: 1D2 / 1D2 / 1D4 (average 2 / 2 / 3)

Number Appearing: Wandering or Lurking, Level 1, 1; Level 2, 1D2; Level 3, 1D3; Level 4, 1D4; Level 5, 1D4+1; Level 6, 1D6+1;



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Level 7, 2D4; Level 8, 2D4+1, Level 9, 2D4+2; Level 10+, 2D4+3.

In Lair, Level 1, 1D2; Level 2, 1D3; Level 3, 1D4; Level 4, 1D4+1; Level 5, 1D6+1; Level 6, 2D4; Level 7, 2D4+1; Level 8, 2D4+2; Level 9+, 2D4+3.

Maximum Random Number Appearing 8.

Note: If encountered along with adults, there will be 1D3 sub-adult apes present. The above figures are for encounters that only include sub-adults with no adults (exile groups).

Save As: Fighter 2 (INT 5) (SV D12 W13 P14 B15 S16 (2))

Morale: 8 (Resolute)

Treasure Type: Wandering, None; Lurking, V (Incidental); in Lair, C.

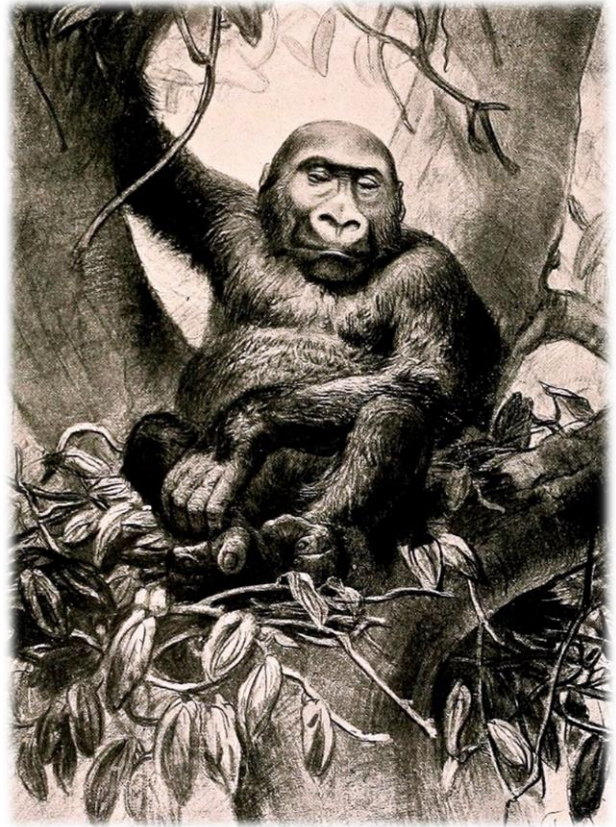
Lair Treasure Type Thresholds by Number Appearing: 1 or 2, C x 10%; 3 or 4, C x 25%; 5 or 6, C x 50%; 7 or 8, C x 75%.

Alignment: Neutral

XP Value: 35

Heightened Senses: Due to their superior senses of sight, vision, and smell, carnivorous apes can only be surprised on a 1 on 1D6.

Rending Claws: If both claw attacks hit a target in the same round, the ape makes an additional attempted rending attack, which inflicts 1D4 slashing damage if it hits.



[14]

APE, GORILLA

(Very Rare Mammal)

Reclusive and secretive, the tropic-dwelling gorillas will only attack if their territories are violated by the foolhardy.

Armor Class: 6 [13] (thick fur, DEX 13)

Hit Dice: 4D8+1* (5 to 33 hit points, average 19)

Move: 120' (40') Ground / 60' (20') Climbing

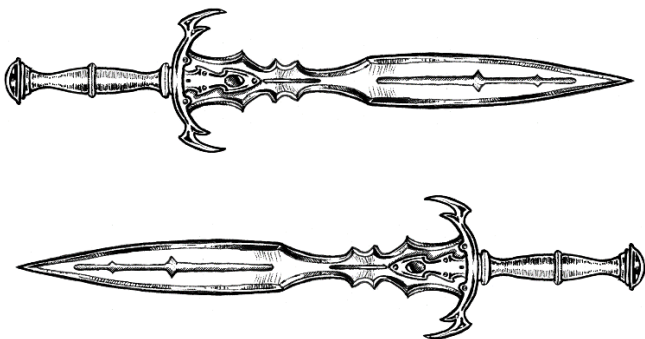
Attacks: 2 Claws / 1 Bite

THACO: 15 [+4]

ACC5: 10+ (55%) vs. chain mail

Damage: 1D3 / 1D3 / 1D6 (average 2 / 2 / 4)

Number Appearing: Wandering or Lurking, Level 1 or 2, 0 (No Encounter); Level 3, 1;



CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES



Level 4, 1D2; Level 5, 1D3; Level 6, 1D4;
Level 7+, 1D4+1.

No Lair.

Maximum Random Number Appearing 4.

Save As: Fighter 4 (INT 6) (SV D10 W11 P12
B13 S14 (4))

Morale: 8 (Resolute)

Treasure Type: None

Alignment: Neutral

XP Value: 200

Rending Claws: If both claw attacks hit a target in the same round, the ape makes an additional attempted rending attack, which inflicts 1D6 slashing damage if it hits.

Morale: 6 (Faltering)

Treasure Type: None

Alignment: Neutral

XP Value: 20

Rending Claws: If both claw attacks hit a target in the same round, the ape makes an additional attempted rending attack, which inflicts 1D3 slashing damage if it hits.



[15]

APE, GORILLA, SUB-ADULT

(Very Rare Mammal)

Although sought by hunters, sub-adult gorillas are almost exclusively found under the protection of their kindred.

Armor Class: 7 [13] (fur, DEX 14)

Hit Dice: 2D8 (2 to 16 hit points, average 9)

Move: 90' (30') Ground / 40' (10') Climbing

Attacks: 2 Claws / 1 Bite

THACO: 18 [+1]

ACC5: 13+ (40%) vs. chain mail

Damage: 1D2 / 1D2 / 1D3 (average 2 / 2 / 2)

Number Appearing: Wandering or Lurking, Level 1, 1D2; Level 2, 1D3; Level 3+, 1D4.

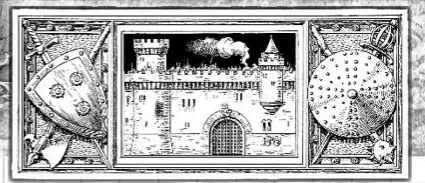
No Lair.

Maximum Random Number Appearing 4.

Save As: Fighter 2 (INT 5) (SV D12 W13 P14
B15 S16 (2))



CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES



Axe Beak

(New monster)



[16]

AXE BEAK

(Uncommon Avian)

These swift and predatory flightless birds are common to lost world settings, but a pale-skinned sub-species can occasionally be encountered underground.

Armor Class: 6 [13] (plumage, speed, DEX 14)

Hit Dice: 3D8 (3 to 24 hit points, average 14)

Move: 180' (60') Ground

Attacks: 2 Claws / 1 Bite

THACO: 17 [+2]

ACC5: 12+ (45%) vs. chain mail

Damage: 1D3 / 1D3 / 2D4 (average 2 / 2 / 5)

Number Appearing: Wandering or Lurking, Level 1, 1; Level 2, 1D2; Level 3, 1D3; Level 4, 1D4; Level 5, 1D4+1; Level 6, 1D4+2; Level 7+, 1D4+3.

No Lair.

Maximum Random Number Appearing 6.

Save As: Fighter 3 (INT 1) (SV D12 W13 P14 B15 S16 (3))

Morale: 8 (Resolute)

Treasure Type: None

Alignment: Neutral

XP Value: 35

[17]

AXE BEAK, SUB-ADULT

(Rare Avian)

Sub-adult and fledgling axe beaks are found accompanying adult groups, or are sometimes raised by caveman as hunting birds.

Armor Class: 7 [12] (plumage, speed, DEX 14)

Hit Dice: 1D8+2 (3 to 10 hit points, average 7)

Move: 120' (40') Ground



CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES



Attacks: 2 Claws / 1 Bite

THACO: 18 [+1]

ACC5: 13+ (40%) vs. chain mail

Damage: 1D2 / 1D2 / 1D4 (average 2 / 2 / 3)

Number Appearing: Wandering or Lurking, Level 1, 1D2; Level 2, 1D3; Level 3, 1D4; Level 4, 1D4+1; Level 5, 1D4+2; Level 6+, 1D4+3.

No Lair.

Maximum Random Number Appearing 6.

Save As: Fighter 1 (INT 1) (SV D12 W13 P14 B15 S16 (1))

Morale: 6 (Faltering)

Treasure Type: None

Alignment: Neutral

XP Value: 15



Chapter IV:

B

*Baboon – Badger – Baluchitherium – Barracuda
– Basilisk – Bear – Beaver, Giant – Beetle,
Giant – Blink Dog – Boar – Brownie – Buffalo –
Bugbear – Bulette*



Baboon

(Compare Rock Baboon, pg. 187)

[18]

BABOON

(Common Mammal)

Unlike their larger cousins the rock baboons, normal (Cercopith) baboons are non-aggressive unless their territory is threatened.

Armor Class: 7 [12] (speed, DEX 16)

Hit Dice: 1D8+1 (2 to 9 hit points, average 6)

Move: 120' (40') Ground / 60' (20') Climbing

Attacks: 1 Bite

THACO: 18 [+1]

ACC5: 13+ (40%) vs. chain mail



CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES



Damage: 1D4 (average 3)

Number Appearing: Wandering or Lurking, Level 1, 2D4; Level 2, 3D4; Level 3, 4D4; Level 4, 5D4; etc.

No Lair.

Maximum Random Number Appearing 20.

Save As: Fighter 1 (INT 5) (SV D12 W13 P14 B15 S16 (1))

Morale: 5 (Fearful) outside of territory, 7 (Normal) in territory

Treasure Type: None

Alignment: Neutral

XP Value: 10

Led by the Largest: A tribe of baboons will have 1 large male baboon (below) for every 4 normal baboons, or fraction thereof.

Non-Combatant Young: Young baboons will likely be present, but are non-combatant.



[19]

BABOON, LARGE

(Uncommon Mammal)

The largest male baboons lead the tribe, although – despite their vicious bites – they are no more ferocious than those they protect.

Armor Class: 7 [12] (speed, DEX 16)

Hit Dice: 1D8+1 (5 to 9 hit points, average 6) with a minimum of 5 hit points

Move: 120' (40') Ground / 60' (20') Climbing

Attacks: 1 Bite

THACO: 17 [+2]

ACC5: 12+ (45%) vs. chain mail

Damage: 1D4+1 (average 4)

Number Appearing: Wandering or Lurking, Level 1, 1D2; Level 2, 1D4; Level 3, 1D6; Level 4, 2D4; Level 5+, 2D4+2.

No Lair.

Maximum Random Number Appearing 5.

Note: Large baboons will typically only be encountered along with normal baboons.

Save As: Fighter 1 (INT 5) (SV D12 W13 P14 B15 S16 (1))

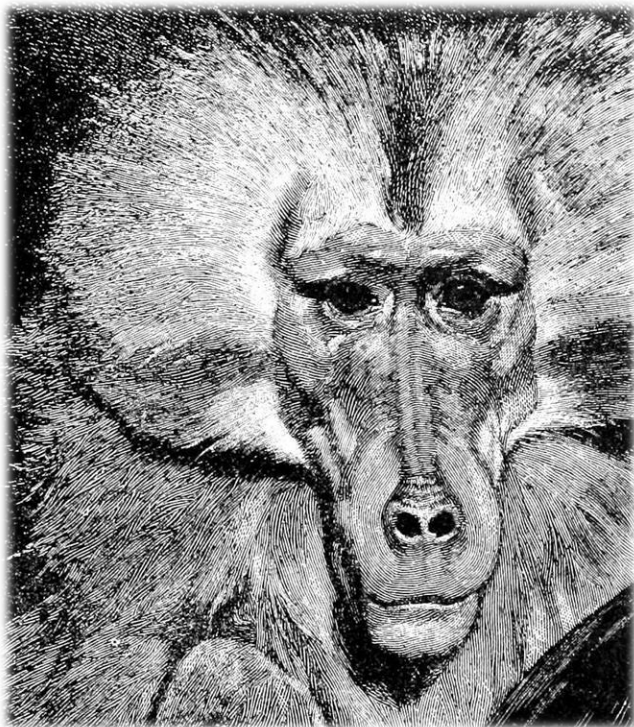
Morale: 7 (Normal)

Treasure Type: None

Alignment: Neutral

XP Value: 10

Savage Bite: As noted above, large baboons gain a +1 bonus to hit and damage when compared to their smaller brethren.





Badger

(New monster)



[20]

BADGER

(Uncommon Mammal)

This entry represents both the fierce forest-dwelling normal badger, as well as the young giant badger; both varieties are dangerous when their territory or kills are threatened.

Armor Class: 7 [12] (speed, DEX 15)

Hit Dice: 1D8+2 (3 to 10 hit points, average 7)

Move: 60' (20') Ground / 30' (10') Burrowing

Attacks: 2 Claws / 1 Bite

THACO: 18 [+1]

ACC5: 13+ (40%) vs. chain mail

Damage: 1D2 / 1D2 / 1D3 (average 2 / 2 / 3)

Number Appearing: Wandering or Lurking or in Lair, Level 1, 1D2; Level 2, 1D3; Level 3+, 1D4+1.

Maximum Random Number Appearing 2.

Note: When more than 2 badgers are encountered randomly, there are usually 2 adults present, and the additional numbers account for young badgers present (below). Alternately, at the GM's discretion, all of the

badgers might be adults; a badger colony group is called a *cete*, or clan.

Save As: Fighter 1 (INT 3) (SV D12 W13 P14 B15 S16 (1))

Morale: 9 (Defiant)

Treasure Type: None

Alignment: Neutral

XP Value: 15

Surprising Lair Environments: In real life, a vicious badger was actually discovered in the underworks of a ruined castle. Therefore, badgers can be encountered in dungeons and ruins, but not at exceptional depths.

Prized Pelt: The fur pelt of a slain adult badger, or young giant badger, is worth 10+1D20 gold pieces. The GM can determine incidents where the pelt is worth the minimum value (reduced below -5 hit points) or the maximum value (poisoned).



[21]

BADGER, YOUNG

(Rare Mammal)

Badger kits are somewhat dangerous, but are prized by gnomes and woodsmen



CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES



because they can be tamed – if carefully raised – to become faithful companions.

Armor Class: 7 [12] (speed, DEX 15)

Hit Dice: 1D4+1 (2 to 5 hit points, average 4)

Move: 40' (10') Ground / 30' (10') Burrowing

Attacks: 2 Claws / 1 Bite

THACO: 19 [0]

ACC5: 14+ (35%) vs. chain mail

Damage: 1 / 1 / 1D2 (average 1 / 1 / 2)

Number Appearing: Only found guarded by adult badgers, gnomes, or woodsmen. Typically there will be 1D3 present.

Save As: Normal Human (INT 2) (SV D14 W15 P16 B17 S18 (0))

Morale: 6 (Faltering)

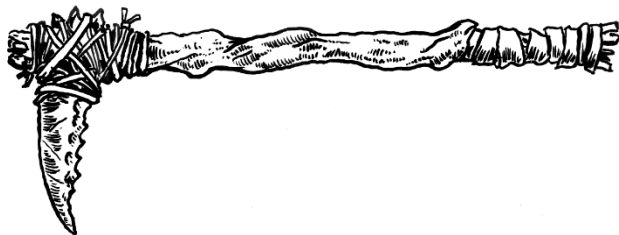
Treasure Type: None

Alignment: Neutral

XP Value: 5

Allies of the Gnomes: Gnomes raise badgers as companions, burrowing beasts, and guardians.

Unworthy Pelt: The pelts of young badgers are typically too small to have a significant value. A nominal value of 1D8 gold pieces may be assigned if the animal did not die violently.



[22]

BADGER, GIANT

(Very Rare Mammal)

The giant badger is a bulky and vicious burrowing predator, which even bears and wolves are afraid of.

Armor Class: 7 [12] (thick hide, DEX 13)

Hit Dice: 3D8 (3 to 24 hit points, average 14)

Move: 90' (10') Ground / 40' (10') Burrowing

Attacks: 2 Claws / 1 Bite

THACO: 17 [+2]

ACC5: 12+ (45%) vs. chain mail

Damage: 1D3 / 1D3 / 1D6 (average 2 / 2 / 4)

Number Appearing: Wandering or Lurking or in Lair, Level 1, 1; Level 2, 1D2; Level 3, 1D3; Level 4+, 1D4+1. Maximum Random Number Appearing 2.

Note: When more than 2 giant badgers are encountered randomly, there are usually 2 adults present, and the additional numbers account for young giant badgers present (use the stats for normal badgers to represent the young). Alternately, at the GM's discretion, all of the giant badgers might be adults.

Save As: Normal Human (INT 2) (SV D14 W15 P16 B17 S18 (0))

Morale: 10 (Undaunted)

Treasure Type: Wandering, None; Lurking or in Lair, V (Incidental).

Alignment: Neutral

XP Value: 35

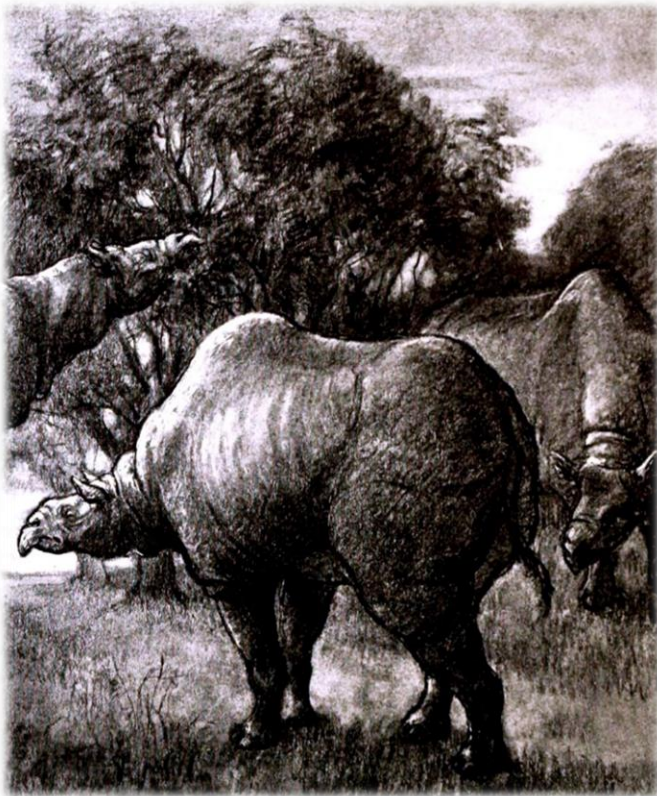
Allies of the Gnomes: Gnomes raise badgers as companions, burrowing beasts, and guardians.



CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES



Highly Prized Pelt: The fur pelt of a slain adult giant badger is worth 30+3D20 gold pieces. The GM can determine incidents where the pelt is worth the minimum value (reduced below -5 hit points) or the maximum value (poisoned).



a huge and dangerous herbivorous creature.

Armor Class: 5 [14] (thick and leathery hide)

Hit Dice: 14D8 (14 to 112 hit points, average 63)

Move: 120' (40') Ground

Attacks: 2 Trampling Stomps

THACO: 9 [+10]

ACC5: 4+ (85%) vs. chain mail

Damage: 5D4 / 5D4 (average 13 / 13)

Number Appearing: Wandering or Lurking, Level 1 to 7, 0 (No Encounter); Level 8 or 9, 1; Level 10 or 11, 1D2; Level 12+, 2.

No Lair.

Maximum Random Number Appearing 2.

Save As: Fighter 14 (INT 2) (SV D4 W5 P6 B5 S8 (14))

Morale: 9 (Defiant)

Treasure Type: None

Alignment: Neutral

XP Value: 1,350

Protective Pairings: If 2 adults are encountered, there is a 50% chance that 1 sub-adult will be present as well (below).

Baluchitherium

(New monster)

[23]

BALUCHITHERIUM

(Rare Mammal)

Oft known as the thunder beast by native tribes residing in the lost world realms, the lumbering baluchitherium is



[24]

BALUCHITHERIUM, SUB-ADULT

(Very Rare Mammal)

A sub-adult baluchitherium – rarely seen – will be steadfastly defended by its



CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES



parents, and is quite capable of defending itself.

Armor Class: 6 [13] (leathery hide)

Hit Dice: 7D8 (7 to 56 hit points, average 32)

Move: 120' (40') Ground

Attacks: 2 Stomping Kicks

THACO: 13 [+6]

ACC5: 8+ (65%) vs. chain mail

Damage: 1D8+2 / 1D8+2 (average 7 / 7)

Number Appearing: Only found guarded by adults, per the entry above.

Save As: Fighter 7 (INT 2) (SV D8 W9 P10 B10 S12 (7))

Morale: 8 (Resolute)

Treasure Type: None

Alignment: Neutral

XP Value: 450



Hit Dice: 1D8 (1 to 8 hit points, average 5)

Move: 300' (100') Swimming

Attacks: 1 Bite

THACO: 19 [0]

ACC5: 14+ (35%) vs. chain mail

Damage: 1D4+1 (average 4)

Number Appearing: Wandering or Lurking, Level 1, 1D4; Level 2, 1D6+1; Level 3, 2D4+1; Level 4, 3D4+2; Level 5+, 4D4+3.

No Lair.

Maximum Random Number Appearing 12.

Save As: Normal Man (INT 0) (SV D14 W15 P16 B17 S18 (0))

Morale: 7 (Normal)

Treasure Type: None

Alignment: Neutral

XP Value: 10

Ferocious Guardians: Monster types that occasionally raise barracudas as hunters and protectors include aquatic hobgoblins, Deep Ones, mermen, and nixies.

Representative Species: The barracuda stat templates can also be used to represent fanged cave fish, which are sometimes found dwelling in underground rivers and pools.

Barracuda

(New monster)

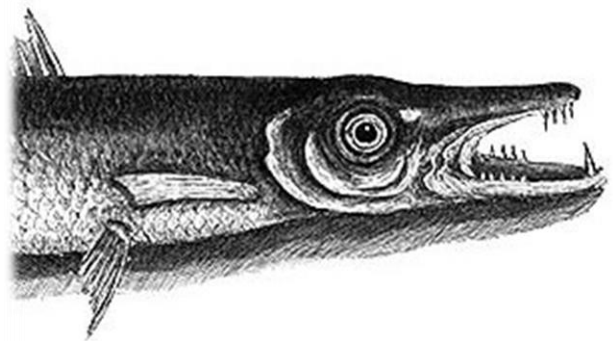
[25]

BARRACUDA

(Uncommon Fish)

These ferocious, 3'-long saltwater fish have sizeable fangs and nasty tempers.

Armor Class: 6 [13] (speed)





[26]

BARRACUDA, LARGE**(Uncommon Fish)**

Large barracudas are 4' or almost 5' long, and even more aggressive.

Armor Class: 6 [13] (speed)

Hit Dice: 2D8 (2 to 16 hit points, average 9)

Move: 300' (100') Swimming

Attacks: 1 Bite

THACO: 18 [+1]

ACC5: 13+ (40%) vs. chain mail

Damage: 1D6+1 (average 5)

Number Appearing: Wandering or Lurking, Level 1, 1D2; Level 2, 1D4; Level 3, 1D6+1; Level 4, 2D4+1; Level 5, 3D4+2; Level 6+, 4D4+3.

No Lair.

Maximum Random Number Appearing 12.

Save As: Fighter 1 (INT 0) (SV D12 W13 P14 B15 S16 (1))

Morale: 8 (Resolute)

Treasure Type: None

Alignment: Neutral

XP Value: 20

Ferocious Guardians: Monster types that occasionally raise barracudas as hunters and protectors include aquatic hobgoblins, Deep Ones, mermen, and nixies.

[27]

BARRACUDA, HUGE**(Uncommon Fish)**

Huge barracudas can reach lengths of nearly 6' and are virtually fearless when hungry.

Armor Class: 6 [13] (speed)

Hit Dice: 3D8 (3 to 24 hit points, average 14)

Move: 300' (100') Swimming

Attacks: 1 Bite

THACO: 17 [+2]

ACC5: 12+ (45%) vs. chain mail

Damage: 2D4 (average 5)

Number Appearing: Wandering or Lurking, Level 1, 1; Level 2, 1D2; Level 3, 1D4; Level 4, 1D6+1; Level 5, 2D4+1; Level 6, 3D4+2; Level 7+, 4D4+3.

No Lair.

Maximum Random Number Appearing 12.

Save As: Fighter 1 (INT 0) (SV D12 W13 P14 B15 S16 (1))

Morale: 9 (Defiant)

Treasure Type: None

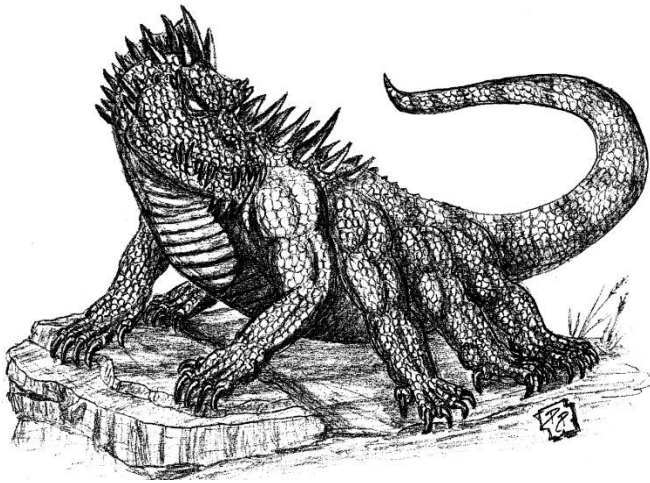
Alignment: Neutral

XP Value: 35

Ferocious Guardians: Monster types that occasionally raise barracudas as hunters and protectors include aquatic hobgoblins, Deep Ones, mermen, and nixies.



CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES



Basilisk, Sub-Adult

(Supplementary to Basilisk, pg. 140)

[28]

BASILISK, SUB-ADULT (Uncommon Reptilian)

The malignant sub-adult basilisk, while still deadly, is frequently hunted down before it can grow into a petrifying adult.

Armor Class: 5 [14] (scaled hide)

Hit Dice: 3D8+1* (4 to 25 hit points, average 15)

Move: 40' (10') Ground

Attacks: 1 Gaze or 1 Bite

THACO: Special or 16 [+3]

ACC5: 11+ (50%) vs. chain mail

Damage: Paralyzation or 1D6 (average 4)

Number Appearing: Wandering or Lurking, Level 1, 0 (No Encounter); Level 2, 1; Level 3, 1D2; Level 4, 1D3; Level 5, 1D4; Level 6+, 1D3+1.

In Lair, Level 1, 1; Level 2, 1D2; Level 3, 1D3; Level 4, 1D4; Level 5+, 1D3+1.

Maximum Random Number Appearing 4.

Note: In encounters with adult basilisks, there is a 25% chance that 1D2 sub-adult basilisks will be present. The above figures are for encounters that only include sub-adults with no adults.

Save As: Fighter 3 (INT 1) (SV D12 W13 P14 B15 S16 (3))

Morale: 7 (Normal)

Treasure Type: Wandering, None; Lurking or in Lair, F.

Lair Treasure Type Thresholds by Number Appearing: 1 or 2, F x 10%; 3, F x 25%; 4, F x 50%.

Alignment: Neutral

XP Value: 75

Paralyzing Gaze: Although they cannot petrify prey as adult basilisks can, sub-adult basilisks can paralyze prey by establishing eye contact. Effective range is 90'. If the victim fails a saving throw vs. paralysis, he or she is paralyzed for 1D3+1 rounds. If the saving throw succeeds, the effect is negated. A victim can be so affected any number of times. Sub-adult basilisks will attempt to bite paralyzed prey if they are not otherwise under attack.

Reflected Gaze Vulnerability: If a sub-adult basilisk's gaze is reflected in a mirror, the basilisk can accidentally paralyze itself.

Planar Sight: Sub-adult basilisks can see into the astral and ethereal planes of existence, and potentially stun creatures there.





Treasure Type: None

Alignment: Neutral

XP Value: 20

Bear Hug: If either or both paws hit a target with to hit rolls of natural 20, the bear also performs a hug attack, automatically inflicting an additional 1D4 points of crushing damage.

Bear

(Supplementary to Bear, pg. 142)

[29]

BEAR, BLACK, SUB-ADULT

(Uncommon Mammal)

Sub-adult black bears, when present, will cause their parent(s) to fight to the death.

Armor Class: 7 [12] (thick fur and muscle)

Hit Dice: 2D8 (2 to 16 hit points, average 9)

Move: 120' (40') Ground / 60' (20') Climbing

Attacks: 2 Claws / 1 Bite

THACO: 18 [+1]

ACC5: 13+ (40%) vs. chain mail

Damage: 1D2 / 1D2 / 1D3 (average 2 / 2 / 2)

Number Appearing: Sub-adult black bears will only be found with adults. Generally, 1D4 will be encountered.

Save As: Fighter 2 (INT 3) (SV D12 W13 P14 B15 S16 (2))

Morale: 6 (Faltering)



[30]

BEAR, BROWN (GRIZZLY), LARGE

(Uncommon Mammal)

This entry represents very large brown bears, with Advanced Gygaxian stats (HD 5+5 etc.).

Armor Class: 6 [13] (thick fur and muscle)

Hit Dice: 5D8+5* (10 to 50 hit points, average 28)

Move: 120' (40') Ground / 60' (20') Climbing

Attacks: 2 Claws / 1 Bite

THACO: 14 [+5]

ACC5: 9+ (60%) vs. chain mail





Damage: 1D6 / 1D6 / 1D8 (average 4 / 4 / 5)

Number Appearing: Wandering or Lurking or in Lair, Level 1 or 2, 0 (No Encounter); Level 3, 1; Level 4, 1D2; Level 5, 1D3; Level 6, 1D4+1; Level 7, 1D4+2; Level 8+, 1D4+3.

Maximum Random Number Appearing 6.

Save As: Fighter 6 (INT 4) (SV D10 W11 P12 B13 S14 (6))

Morale: 9 (Defiant)

Treasure Type: Wandering, None; Lurking, U (Incidental); in Lair, V (Incidental).

Alignment: Neutral

XP Value: 400

Guardian Beasts: Several types of races, including dwarves, raise brown bears as guardian beasts. Brown beasts sometimes accompany werebears as well.

Bear Hug: If either or both paws hit a target with to hit rolls of natural 18, 19, or 20, the bear also performs a hug attack, automatically inflicting an additional 2D6 points of crushing damage.

Dying Rage: A large brown bear remains conscious at 0 and negative hit points. When first reduced to between 0 and -8 hit points inclusive, a timer begins where the bear will fight for an additional 1D4 rounds before collapsing. However, at hit point totals of -9 or lower, the bear dies immediately.

Armor Class: 7 [12] (fur and muscle)

Hit Dice: 3D8+2* (5 to 26 hit points, average 16)

Move: 120' (40') Ground / 60' (20') Climbing

Attacks: 2 Claws / 1 Bite

THACO: 16 [+3]

ACC5: 11+ (50%) vs. chain mail

Damage: 1D3 / 1D3 / 1D4 (average 2 / 2 / 3)

Number Appearing: Sub-adult brown bears will only be found with adults. Generally, 1D3 will be encountered.

Save As: Fighter 3 (INT 3) (SV D12 W13 P14 B15 S16 (3))

Morale: 7 (Normal)

Treasure Type: None

Alignment: Neutral

XP Value: 75

Stalwart Guardian Beasts: Several types of races, including dwarves, raise brown bears as guardian beasts. Brown beasts sometimes accompany werebears as well.

Bear Hug: If either or both paws hit a target with to hit rolls of natural 19 or 20, the bear also performs a hug attack, automatically inflicting an additional 1D6 points of crushing damage.

Dying Rage: A sub-adult brown bear remains conscious at 0 and negative hit points. When first reduced to between 0 and -4 hit points inclusive, a timer begins where the bear will fight for an additional 1D3 rounds before collapsing. However, at hit point totals of -5 or lower, the bear dies immediately.

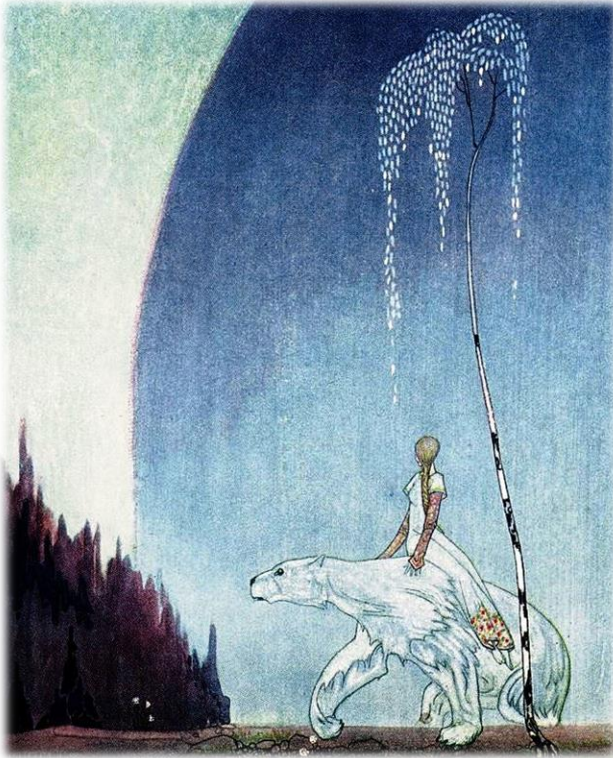
[31]

BEAR, BROWN (GRIZZLY), SUB-ADULT (Uncommon Mammal)

The presence of sub-adult brown bears will cause their parents to fight to the death.



CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES



[32]

BEAR, CAVE, SUB-ADULT

(Rare Mammal)

If sub-adult cave bears are present, the parents will fight to the death.

Armor Class: 6 [13] (fur and muscle)

Hit Dice: 3D8+3* (6 to 27 hit points, average 17)

Move: 120' (40') Ground / 60' (20') Climbing

Attacks: 2 Claws / 1 Bite

THACO: 16 [+3]

ACC5: 11+ (50%) vs. chain mail

Damage: 1D4 / 1D4 / 1D6 (average 3 / 3 / 4)

Number Appearing: Sub-adult cave bears will only be found with adults. Generally, 1D2 will be encountered.

Save As: Fighter 3 (INT 3) (SV D12 W13 P14 B15 S16 (3))

Morale: 8 (Resolute)

Treasure Type: None

Alignment: Neutral

XP Value: 75

Cavern-Bred Guardian Beasts: Stone giants are known to raise cave bears as guardian beasts.

Bear Hug: If either or both paws hit a target with to hit rolls of natural 19 or 20, the bear also performs a hug attack, automatically inflicting an additional 1D8 points of crushing damage.

Dying Rage: A sub-adult cave bear remains conscious at 0 and negative hit points. When first reduced to between 0 and -4 hit points inclusive, a timer begins where the bear will fight for an additional 1D4 rounds before collapsing. However, at hit point totals of -5 or lower, the bear dies immediately.



CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES



Beaver, Giant

(New monster)



[33]

BEAVER, GIANT

(Very Rare Mammal)

This is the 7'-long Castoroides giant beaver, a mundane prehistoric beast (compare the Dam Folk, which are a race of sentient giant beavers).

Armor Class: 6 [13] (thick fur, speed)

Hit Dice: 4D8* (4 to 32 hit points, average 18)

Move: 60' (20') Ground / 120' (40') Swimming

Attacks: 1 Bite

THACO: 16 [+3]

ACC5: 11+ (50%) vs. chain mail

Damage: 4D4 (average 10)

Number Appearing: Wandering, Level 1, 0 (No Encounter); Level 2, 1; Level 3, 1D2; Level 4, 1D4; Level 5, 1D4+1; Level 6, 2D4; Level 7, 3D4; Level 8, 4D4; etc.

Lurking or in Lair, Level 1, 1; Level 2, 1D2; Level 3, 1D4; Level 4, 1D4+1; Level 5, 2D4; Level 6, 3D4; Level 7, 4D4; etc.

Maximum Random Number Appearing 40.

Save As: Fighter 4 (INT 3) (SV D10 W11 P12 B13 S14 (4))

Morale: 7 (Normal)

Treasure Type: None

Alignment: Neutral

XP Value: 125

Protected Dams: If threatened, giant beavers will frequently swim down and retreat to their dams, which are difficult for air-breathing adversaries to enter.

Vicious Bite: Giant beavers are given a special ability bonus (*) because of the significant amount of damage their bites can inflict.

Greatly Prized Fur Pelt: The fine fur pelt of a slain adult giant beaver is worth 5D4 x 100 gold pieces. The GM can determine incidents where the pelt is worth the minimum value (reduced to -6 or fewer hit points) or the maximum value (poisoned).



CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES



[34]

BEAVER, GIANT, YOUNG

(Very Rare Mammal)

Giant beaver kits are prized by patient souls as loyal companion creatures; they are worth 25 gold pieces per hit point on the open market.

Armor Class: 7 [12] (fur, speed)

Hit Dice: 1D8 (1 to 8 hit points, average 5)

Move: 60' (20') Ground / 120' (40')
Swimming

Attacks: 1 Bite

THACO: 19 [+0]

ACC5: 14+ (35%) vs. chain mail

Damage: 2D4 (average 5)

Number Appearing: Giant beaver kits will only be found with adults. Generally, 1D6 will be encountered.

Save As: Fighter 1 (INT 2) (SV D12 W13 P14 B15 S16 (1))

Morale: 5 (Fearful)

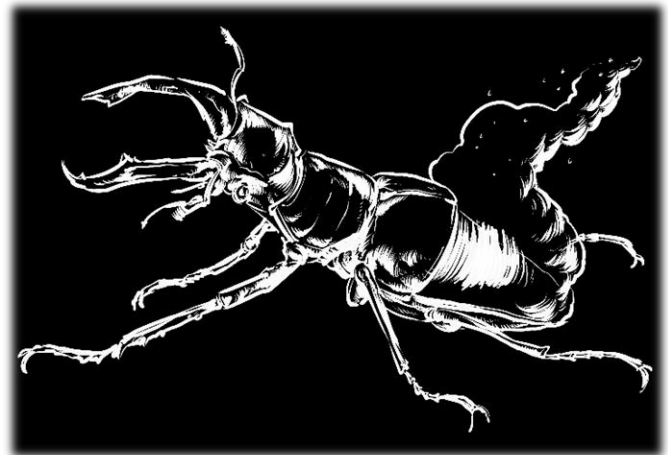
Treasure Type: None

Alignment: Neutral

XP Value: 10

Faithful Companions: As subdued and loyal creatures that can be raised and trained, giant beaver kits are worth 25 gold pieces per hit point. However, the largest specimens (with 8 hit points) are too mature to be tamed in this manner.

Prized Fur Pelt: The fine fur pelt of a slain giant beaver kit is worth 1D4+1 x 100 gold pieces. The GM can determine incidents where the pelt is worth the minimum value (-3 or fewer hit points) or the maximum value (poisoned).



Beetle, Giant

(Supplementary to Beetle, Giant, pg. 143)

[35]

BEETLE, BOMBARDIER, GIANT

(Common Insect)

These vile and monstrous scavenging insects protect egg clusters, and can emit fetid clouds of acidic vapor when threatened.

Armor Class: 4 [15] (heavy chitinous exoskeleton)

Hit Dice: 2D8+2* (4 to 18 hit points, average 11)

Move: 90' (30') Ground

Attacks: 1 Bite or 1 Acid Cloud

THACO: 17 [+2]

ACC5: 12+ (45%) vs. chain mail

Damage: 2D6 (average 7) or Special

Number Appearing: Wandering or Lurking, Level 1, 1; Level 2, 1D2; Level 3, 1D3; Level 4, 1D4; Level 5, 1D4+1; Level 6, 1D6+1; Level 7, 2D4+1; Level 8, 2D6+1; Level 9, 3D4+1; Level 10+, 4D4+1.



CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES



No Lair.

Maximum Random Number Appearing 12.

Save As: Fighter 1 (INT 0) (SV D12 W13 P14 B15 S16 (1))

Morale: 7 (Normal)

Treasure Type: Wandering, None; Lurking, V (Incidental).

Alignment: Neutral

XP Value: 35

Grinding Mandibles: Anyone slain by a monstrous beetle – if their body is not recovered within 24 hours – is completely ground down and devoured, meaning that they cannot be resurrected through any magics less powerful than a Wish.

Large Acid Cloud: While wounded, there is a 50% chance per melee round that a bombardier beetle will turn and emit an acid cloud instead of biting. This action can only be performed once every 3 melee rounds, and no more than twice in eight hours. The acid forms an 8'-diameter spherical cloud behind the beetle (which would envelop one person, with a 50% chance for anyone immediately adjacent to the target). Anyone touched by the acid suffers 3D4 acid damage, or save vs. poison for half.

Deadly Stunning and Deafening: Anyone damaged by the acid cloud must also save vs. paralysis, or be stunned for 2D4 rounds and then deafened for 2D4 rounds thereafter. Anyone not damaged by the cloud, but within 16' of the beetle, must save vs. paralysis or be deafened (but not stunned) for 2D6 rounds.



[36]

BEETLE, BOMBARDIER, HUGE

(Uncommon Insect)

The huge bombardier beetle is either a sub-adult giant beetle, or a mature beetle of a smaller sub-species.

Armor Class: 5 [14] (chitinous exoskeleton)

Hit Dice: 1D8+3* (4 to 11 hit points, average 8)

Move: 90' (30') Ground

Attacks: 1 Bite or 1 Acid Cloud

THACO: 18 [+1]

ACC5: 13+ (40%) vs. chain mail

Damage: 2D4 (average 5) or Special

Number Appearing: Wandering or Lurking, Level 1, 1D2; Level 2, 1D3; Level 3, 1D4; Level 4, 1D4+1; Level 5, 1D6+1; Level 6, 2D4+1, Level 7, 2D6+1; Level 8, 3D4+1; Level 9+, 4D4+1.

No Lair.

Maximum Random Number Appearing 12.

Save As: Fighter 1 (INT 0) (SV D12 W13 P14 B15 S16 (1))

Morale: 6 (Faltering)

Treasure Type: Wandering, None; Lurking, U (Incidental).

Alignment: Neutral

XP Value: 19

Grinding Mandibles: Anyone slain by a monstrous beetle – if their body is not recovered within 24 hours – is completely ground down and devoured, meaning that they cannot be resurrected through any magics less powerful than a Wish.

Acid Cloud: While wounded, there is a 50% chance per melee round that a bombardier beetle will turn and emit an acid cloud



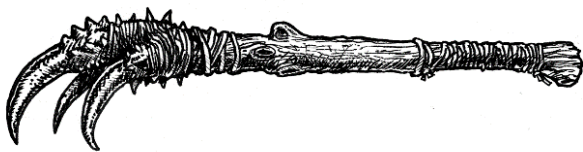
CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES



instead of biting. This action can only be performed once every 4 melee rounds, and no more than twice in twelve hours. The acid forms a 5'-diameter spherical cloud behind the beetle (which would envelop one person). Anyone touched by the acid suffers 1D6+1 acid damage, or save vs. poison for half.

Dangerous Stunning and Deafening:

Anyone damaged by the acid cloud must also save vs. paralysis, or be stunned for 1D6 rounds and then deafened for 1D6 rounds thereafter. Anyone not damaged by the cloud, but within 10' of the beetle, must save vs. paralysis or be deafened (but not stunned) for 1D6 rounds.



[37]

BEETLE, BOMBARDIER, LARGE

(Uncommon Insect)

The large bombardier beetle is either a young giant beetle, or a mature beetle of the smallest sub-species.

Armor Class: 6 [13] (light chitinous exoskeleton)

Hit Dice: 1D8* (1 to 8 hit points, average 5)

Move: 60' (20') Ground

Attacks: 1 Bite or 1 Acid Cloud

THACO: 19 [0]

ACC5: 14+ (35%) vs. chain mail

Damage: 1D4+1 (average 4) or Special

Number Appearing: Wandering or Lurking, Level 1, 1D3; Level 2, 1D4; Level 3, 1D4+1;

Level 4, 1D6+1; Level 5, 2D4+1, Level 6, 2D6+1; Level 7, 3D4+1; Level 8+, 4D4+1.

No Lair.

Maximum Random Number Appearing 12.

Save As: Normal Man (INT 0) (SV D14 W15 P16 B17 S18 (0))

Morale: 5 (Fearful)

Treasure Type: Wandering, None; Lurking, U (Incidental).

Alignment: Neutral

XP Value: 13

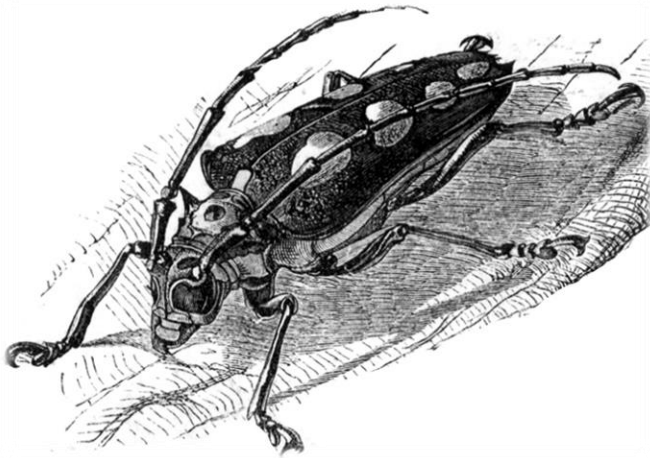
Grinding Mandibles: Anyone slain by a monstrous beetle – if their body is not recovered within 24 hours – is completely ground down and devoured, meaning that they cannot be resurrected through any magics less powerful than a Wish.

Small Acid Cloud: While wounded, there is a 50% chance per melee round that a bombardier beetle will turn and emit an acid cloud instead of biting. This action can only be performed once every 5 melee rounds, and no more than twice in sixteen hours. The acid forms a 3'-diameter spherical cloud behind the beetle (which would envelop one person). Anyone touched by the acid suffers 1D4+1 acid damage, or save vs. poison for half.

Stunning and Deafening: Anyone damaged by the acid cloud must also save vs. paralysis, or be stunned for 1D4 rounds and then deafened for 1D4 rounds thereafter.



CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES



[38]

BEETLE, BORING, GIANT

(Common Insect)

Unlike other forms of beetle, the ponderous (wood-) boring beetles are known for their curious hive mind mentality, as well as for their ability to cultivate slimes and molds.

Armor Class: 3 [16] (chitinous exoskeleton)

Hit Dice: 5D8* (5 to 40 hit points, average 23)

Move: 60' (20') Ground

Attacks: 1 Crushing Bite

THACO: 15 [+4]

ACC5: 10+ (55%) vs. chain mail

Damage: 5D4 (average 13)

Number Appearing: Wandering or Lurking, Level 1 or 2, 0 (No Encounter); Level 3, 1; Level 4, 1D2; Level 5, 1D3; Level 6, 1D4; Level 7, 1D4+1; Level 8, 1D6+1; Level 9, 2D4; Level 10, 3D4; Level 11, 4D4; Level 12+, 5D4.

In Lair, Level 1, 0 (No Encounter); Level 2, 1; Level 3, 1D2; Level 4, 1D3; Level 5, 1D4; Level 6, 1D4+1; Level 7, 2D4; Level 8, 3D4; Level 9, 4D4; Level 10, 5D4; Level 11+, 6D4.

Maximum Random Number Appearing 18.

Save As: Fighter 5 (INT 1+) (SV D10 W11 P12 B13 S14 (5))

Morale: 8 (Resolute)

Treasure Type: Wandering, None; Lurking, C, M, N, O (reduced due to lair not being fully established); in Lair, C, M (reduced), N, O.

Lurking Treasure Type Thresholds by Number Appearing: 1 to 4, C x 10%, M x 10%, N x 10%, O x 10%; 5 or 6, C x 25%, M x 10%, N x 25%, O x 25%; 7 or 8, C x 50%, M x 25%, N x 50%, O x 50%; 9 to 14, C x 75%, M x 50%, N x 75%, O x 75%; 15 to 18, C x 100%, M x 75%, N x 100%, O x 100%.

Lair Treasure Type Thresholds by Number Appearing: 1 or 2, C x 10%, M x 10%, N x 10%, O x 10%; 3 or 4, C x 25%, M x 10%, N x 25%, O x 25%; 5 or 6, C x 50%, M x 25%, N x 50%, O x 50%; 7 or 8, C x 75%, M x 50%, N x 75%, O x 75%; 9 to 14, C x 100%, M x 75%, N x 100%, O x 100%; 15 to 18, C x 110%, M x 100%, N x 110%, O x 110%.

Treasure Type: None

Alignment: Neutral

XP Value: 300

Deadly Attacks: Giant boring beetles are given a special ability bonus (*) because of the significant amount of damage their attacks can inflict.

Grinding Mandibles: Anyone slain by a monstrous beetle – if their body is not recovered within 24 hours – is completely ground down and devoured, meaning that they cannot be resurrected through any magics less powerful than a Wish.

Communal Hive Bind: Uniquely, boring beetles are capable of developing an advanced hive mind through communication with one another. The Intelligence of boring beetles should be raised as follows when multiples are



CASTLE OLDSKULL

FANTASY ROLE PLAYING GAMES



encountered, and their tactical behavior will shift accordingly:

- ❖ 1 to 3 beetles, INT 1 (no modifier)
- ❖ 4 to 6 beetles, INT 2
- ❖ 7 to 9 beetles, INT 3
- ❖ 10 to 12 beetles, INT 4
- ❖ 13 to 15 beetles, INT 5
- ❖ 16 to 18 beetles, INT 6
- ❖ 19 or more beetles, INT 7 (maximum)

Slime Cultivators: Boring beetles cultivate and feed various types of slimes, molds, and fungi. These things seemingly sense that are being fed and cared for by the beetles, and will not attack them (although the beetles do not possess any immunity to their attacks). Game Masters can decide upon the types of cultivated creatures, or they can be determined at random, as follows (roll 1D10): [1] Black Puddings, [2] Black Slime, [3] Gray Oozes, [4] Gray Oozes and Ochre Jellies, [5] Green Slime, [6] Green Slime and Yellow Mold, [7] Ochre Jellies, [8] Shriekers, [9] Shriekers and Yellow Mold, [10] Yellow Mold, or other type from a bestiary, at GM's option (crystal slimes, dun puddings, violet fungi, etc.).

The number of such monsters present should be roughly equal to the number of beetles, in Hit Dice; therefore a lair with 17 boring beetles would have approximately 17 Hit Dice of cultivated monsters present.



[39]

BEETLE, BORING, HUGE (Uncommon Insect)

Huge boring beetles are sub-adults, found only in large communal lairs.

Armor Class: 4 [15] (chitinous exoskeleton)

Hit Dice: 3D8 (3 to 24 hit points, average 14)

Move: 160' (20') Ground

Attacks: 1 Bite

THACO: 17 [+2]

ACC5: 12+ (45%) vs. chain mail

Damage: 3D4 (average 8)

Number Appearing: Huge boring beetles will only be present if 8+ or more adults are in a lair; then there is a 50% chance that there will be 1D6 huge (sub-adult) beetles as well.

Save As: Fighter 3 (INT 1+) (SV D12 W13 P14 B15 S16 (3))

Morale: 7 (Normal)

Treasure Type: None

Alignment: Neutral

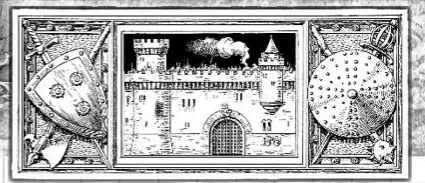
XP Value: 35

Grinding Mandibles: Anyone slain by a monstrous beetle – if their body is not recovered within 24 hours – is completely ground down and devoured, meaning that they cannot be resurrected through any magics less powerful than a Wish.

Communal Hive Mind: As for giant boring beetles, above; the young are included in the total count that determines the lair's hive Intelligence rating.



CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES



[40]

BEETLE, BORING, LARGE (Uncommon Insect)

Large boring beetles are young, found only in large communal lairs.

Armor Class: 5 [14] (chitinous exoskeleton)

Hit Dice: 1D8+1 (2 to 5 hit points, average 4)

Move: 60' (20') Ground

Attacks: 1 Bite

THACO: 18 [+1]

ACC5: 13+ (40%) vs. chain mail

Damage: 1D6+1 (average 5)

Number Appearing: Large boring beetles will only be present if adults are in a lair; then there is a 75% chance that there will be 1D4 large (young) beetles as well.

Save As: Fighter 1 (INT 1+) (SV D12 W13 P14 B15 S16 (1))

Morale: 6 (Faltering)

Treasure Type: None

Alignment: Neutral

XP Value: 15

Grinding Mandibles: Anyone slain by a monstrous beetle – if their body is not recovered within 24 hours – is completely ground down and devoured, meaning that they cannot be resurrected through any magics less powerful than a Wish.

Communal Hive Mind: As for giant boring beetles, above; the young are included in the total count that determines the lair's hive Intelligence rating.



[41]

BEETLE, FIRE, HUGE (Uncommon Insect)

These luminous 2'-long beetles are either sub-adult giant beetles, or mature beetles of a smaller sub-species.

Armor Class: 5 [14] (chitinous exoskeleton)

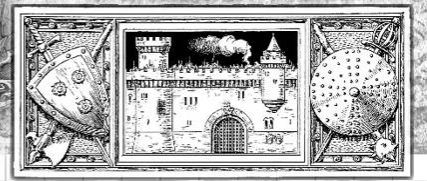
Hit Dice: 1D4+1 (2 to 5 hit points, average 4)

Move: 120' (40') Ground

Attacks: 1 Bite

THACO: 19 [0]





ACC5: 14+ (35%) vs. chain mail

Damage: 1D4+1 (average 4)

Number Appearing: Wandering or Lurking, Level 1, 1D4+1; Level 2, 2D4+2; Level 3, 3D4+3; Level 4+, 4D4+4.

No Lair.

Maximum Random Number Appearing 12.

Save As: Normal Man (INT 0) (SV D14 W15 P16 B17 S18 (0))

Morale: 6 (Faltering)

Treasure Type: None

Alignment: Neutral

XP Value: 5

Grinding Mandibles: Anyone slain by a monstrous beetle – if their body is not recovered within 24 hours – is completely ground down and devoured, meaning that they cannot be resurrected through any magics less powerful than a Wish.

Luminous Glands: Three luminous glands can be harvested from a slain huge fire beetle's carapace. The glands shed light in a 10' radius for 1D4 days.

ACC5: 14+ (35%) vs. chain mail

Damage: 1D4 (average 3)

Number Appearing: Wandering or Lurking, Level 1, 1D6+1; Level 2, 2D6+2; Level 3+, 6D4+3.

No Lair.

Maximum Random Number Appearing 12.

Save As: Normal Man (INT 0) (SV D14 W15 P16 B17 S18 (0))

Morale: 5 (Fearful)

Treasure Type: None

Alignment: Neutral

XP Value: 5

Grinding Mandibles: Anyone slain by a monstrous beetle – if their body is not recovered within 24 hours – is completely ground down and devoured, meaning that they cannot be resurrected through any magics less powerful than a Wish.

Small Luminous Glands: Three luminous glands can be harvested from a slain large fire beetle's carapace. The glands shed light in a 10' radius for 1D3 days.

[42]

BEETLE, FIRE, LARGE

(Uncommon Insect)

These phosphorescent 1'-long beetles are either young giant beetles, or mature beetles of the smallest sub-species.

Armor Class: 6 [13] (light chitinous exoskeleton)

Hit Dice: 1D4 (1 to 4 hit points, average 3)

Move: 90' (30') Ground

Attacks: 1 Bite

THACO: 19 [0]



CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES



[43]

BEETLE, RHINOCEROS, GIANT (Uncommon Insect)

Among the largest and most fearsome beetles, these hulking horned creatures are not carnivorous, but will mindlessly attack anything that harms or obstructs them.

Armor Class: 2 [17] (heavy chitinous exoskeleton)

Hit Dice: 12D8* (12 to 96 hit points, average 54)

Move: 60' (20') Ground

Attacks: 1 Crushing Bite / 1 Ramming Horn

THACO: 10 [+9]

ACC5: 5+ (80%) vs. chain mail

Damage: 3D6 (average 11) / 2D8 (average 9)

Number Appearing: Wandering or Lurking, Level 1 to 6, 0 (No Encounter); Level 7, 1; Level 8, 1D2; Level 9, 1D3; Level 10, 1D4; Level 11, 1D4+1; Level 12+, 1D6+1.

No Lair.

Maximum Random Number Appearing 6.

Save As: Fighter 6 (INT 0) (SV D10 W11 P12 B13 S14 (6))

Morale: 9 (Defiant)

Treasure Type: Wandering, None; Lurking, V (Incidental).

Alignment: Neutral

XP Value: 1,900

Deadly Attacks: Giant rhinoceros beetles are given a special ability bonus (*) because of the significant amount of damage their attacks can inflict.

Grinding Mandibles: Anyone slain by a monstrous beetle – if their body is not

recovered within 24 hours – is completely ground down and devoured, meaning that they cannot be resurrected through any magics less powerful than a Wish.

Powerful Guardians: Sometimes, giants will tame these hulking monstrosities to serve as tracking and guardian drones. These are the only common instances in which these beetles will be found in chambers, ruins, or underground.



[44]

BEETLE, RHINOCEROS, HUGE (Rare Insect)

The huge rhinoceros beetle is either a sub-adult giant beetle, or a mature beetle of a smaller sub-species.

Armor Class: 3 [16] (chitinous exoskeleton)

Hit Dice: 8D8 (8 to 64 hit points, average 36)

Move: 60' (20') Ground

Attacks: 1 Crushing Bite / 1 Ramming Horn

THACO: 12 [+7]

ACC5: 7+ (70%) vs. chain mail

Damage: 2D6 (average 7) / 1D10 (average 6)

Number Appearing: Wandering or Lurking, Level 1 to 4, 0 (No Encounter); Level 5, 1; Level 6, 1D2; Level 7, 1D3; Level 8, 1D4; Level 9, 1D4+1; Level 10+, 1D6+1.

No Lair.

Maximum Random Number Appearing 6.



CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES



Save As: Fighter 4 (INT 0) (SV D10 W11 P12 B13 S14 (4))

Morale: 8 (Resolute)

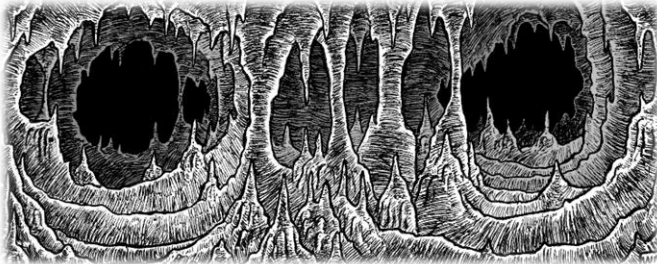
Treasure Type: Wandering, None; Lurking, V (Incidental).

Alignment: Neutral

XP Value: 650

Grinding Mandibles: Anyone slain by a monstrous beetle – if their body is not recovered within 24 hours – is completely ground down and devoured, meaning that they cannot be resurrected through any magics less powerful than a Wish.

Powerful Guardians: Sometimes, giants will tame these beetles to serve as tracking and guardian drones. These are the only common instances in which these creatures will be found in chambers, ruins, or underground.



[45]

BEETLE, RHINOCEROS, LARGE

(Rare Insect)

The large rhinoceros beetle is either a young giant beetle, or a mature beetle of the smallest sub-species.

Armor Class: 3 [16] (chitinous exoskeleton)

Hit Dice: 4D8 (4 to 32 hit points, average 18)

Move: 60' (20') Ground

Attacks: 1 Crushing Bite / 1 Ramming Horn

THACO: 16 [+3]

ACC5: 11+ (50%) vs. chain mail

Damage: 1D6 (average 4) / 1D6 (average 4)

Number Appearing: Wandering or Lurking, Level 1 or 2, 0 (No Encounter); Level 3, 1; Level 4, 1D2; Level 5, 1D3; Level 6, 1D4; Level 7, 1D4+1; Level 8+, 1D6+1.

No Lair.

Maximum Random Number Appearing 6.

Save As: Fighter 2 (INT 0) (SV D12 W13 P14 B15 S16 (2))

Morale: 7 (Normal)

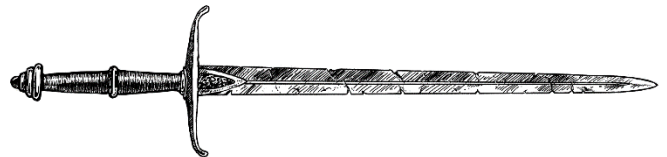
Treasure Type: Wandering, None; Lurking, U (Incidental).

Alignment: Neutral

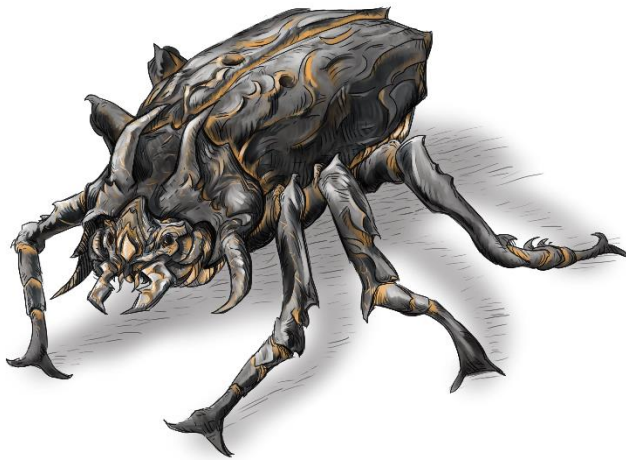
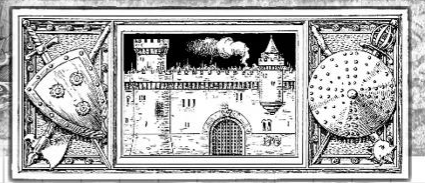
XP Value: 75

Grinding Mandibles: Anyone slain by a monstrous beetle – if their body is not recovered within 24 hours – is completely ground down and devoured, meaning that they cannot be resurrected through any magics less powerful than a Wish.

Powerful Guardians: Sometimes, giants will tame these beetles to serve as tracking and guardian drones. These are the only common instances in which these creatures will be found in chambers, ruins, or underground.



CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES



[46]

BEETLE, STAG, GIANT

(Common Insect)

While favoring grains and organic refuse, these aggressive beetles will crush just about anything with their vicious mandibles if they are impeded or attacked.

Armor Class: 3 [16] (thick chitinous exoskeleton)

Hit Dice: 7D8* (7 to 56 hit points, average 36)

Move: 60' (20') Ground

Attacks: 2 Horns / 1 Crushing Bite

THACO: 13 [+6]

ACC5: 8+ (65%) vs. chain mail

Damage: 1D10 / 1D10 / 4D4 (average 6 / 6 / 10)

Number Appearing: Wandering or Lurking, Level 1 or 2, 0 (No Encounter); Level 3 or 4, 1; Level 5, 1D2; Level 6, 1D3; Level 7, 1D4; Level 8, 1D4+1; Level 9, 1D6+1; Level 10, 2D4; Level 11, 2D4+1; Level 12, 2D6; Level 13, 2D6+1; Level 14+, 2D6+2.

No Lair.

Maximum Random Number Appearing 12.

Save As: Fighter 3 (INT 0) (SV D12 W13 P14 B15 S16 (3))

Morale: 8 (Resolute)

Treasure Type: Wandering, None; Lurking, V (Incidental).

Alignment: Neutral

XP Value: 850

Deadly Attacks: Giant stag beetles are given a special ability bonus (*) because of the significant amount of damage their attacks can inflict.

Grinding Mandibles: Anyone slain by a monstrous beetle – if their body is not recovered within 24 hours – is completely ground down and devoured, meaning that they cannot be resurrected through any magics less powerful than a Wish.



[47]

BEETLE, STAG, HUGE

(Uncommon Insect)

The huge stag beetle is either a sub-adult giant beetle, or a mature beetle of a smaller sub-species.

Armor Class: 4 [15] (chitinous exoskeleton)

Hit Dice: 4D8+1 (5 to 33 hit points, average 19)

Move: 60' (20') Ground

Attacks: 2 Horns / 1 Crushing Bite

THACO: 15 [+4]

ACC5: 10+ (55%) vs. chain mail





Damage: 1D6 / 1D6 / 1D8+2 (average 4 / 4 / 7)

Number Appearing: Wandering or Lurking or in Lair, Level 1, 0 (No Encounter); Level 2, 1; Level 3, 1D2; Level 4, 1D3; Level 5, 1D4+1; Level 6, 1D6+1; Level 7, 2D4; Level 8, 2D4+1; Level 9, 2D6; Level 10, 2D6+1; Level 11+, 2D6+2.

No Lair.

Maximum Random Number Appearing 12.

Save As: Fighter 2 (INT 0) (SV D12 W13 P14 B15 S16 (2))

Morale: 7 (Normal)

Treasure Type: Wandering, None; Lurking, U (Incidental).

Alignment: Neutral

XP Value: 125

Grinding Mandibles: Anyone slain by a monstrous beetle – if their body is not recovered within 24 hours – is completely ground down and devoured, meaning that they cannot be resurrected through any magics less powerful than a Wish.

ACC5: 12+ (45%) vs. chain mail

Damage: 1D3 / 1D3 / 1D6 (average 2 / 2 / 4)

Number Appearing: Wandering or Lurking, Level 1, 1D2; Level 2, 1D4; Level 3, 1D6+1; Level 4, 2D4; Level 5, 2D4+1; Level 6, 3D4; Level 7+, 4D4.

No Lair.

Maximum Random Number Appearing 12.

Save As: Fighter 1 (INT 0) (SV D12 W13 P14 B15 S16 (1))

Morale: 7 (Normal)

Treasure Type: Wandering, None; Lurking, U (Incidental).

Alignment: Neutral

XP Value: 25

Grinding Mandibles: Anyone slain by a monstrous beetle – if their body is not recovered within 24 hours – is completely ground down and devoured, meaning that they cannot be resurrected through any magics less powerful than a Wish.

[48]

BEETLE, STAG, LARGE

(Uncommon Insect)

The large stag beetle is either a young giant beetle, or a mature beetle of the smallest sub-species.

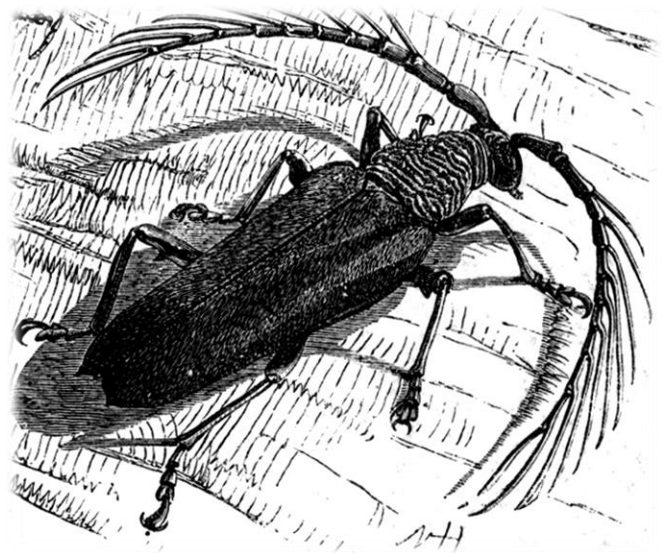
Armor Class: 5 [14] (light chitinous exoskeleton)

Hit Dice: 2D+1 (3 to 17 hit points, average 10)

Move: 60' (20') Ground

Attacks: 2 Horns / 1 Bite

THACO: 17 [+2]



CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES



[49]

BEETLE, WATER, GIANT

(Uncommon Insect)

Giant water beetles are stealthy freshwater predators who prey upon giant worms, frogs, or fish (along with the occasional adventurer).

Armor Class: 3 [16] (exoskeleton, speed, DEX 15)

Hit Dice: 4D8* (4 to 32 hit points, average 18)

Move: 30' (10') Ground / 120' (40') Swimming

Attacks: 1 Crushing Bite

THACO: 16 [+3]

ACC5: 11+ (50%) vs. chain mail

Damage: 3D6 (average 11)

Number Appearing: Wandering or Lurking or in Lair, Level 1, 0 (No Encounter); Level 2, 1; Level 3, 1D2; Level 4, 1D3; Level 5, 1D4+1; Level 6, 1D6+1; Level 7, 2D4; Level 8, 2D4+1; Level 9, 2D6; Level 10, 2D6+1; Level 11+, 2D6+2.

No Lair.

Maximum Random Number Appearing 12.

Save As: Fighter 2 (INT 0) (SV D12 W13 P14 B15 S16 (2))

Morale: 7 (Normal)

Treasure Type: Wandering, None; Lurking, V (Incidental).

Alignment: Neutral

XP Value: 125

Deadly Attacks: Giant water beetles are given a special ability bonus (*) because of the significant amount of damage their attacks can inflict in proportion to their Hit Dice.

Grinding Mandibles: Anyone slain by a monstrous beetle – if their body is not recovered within 24 hours – is completely ground down and devoured, meaning that they cannot be resurrected through any magics less powerful than a Wish.



[50]

BEETLE, WATER, HUGE

(Rare Insect)

Huge water beetles are either sub-adult giant beetles, or mature beetles of a smaller sub-species.

Armor Class: 4 [15] (exoskeleton, speed, DEX 15)

Hit Dice: 2D8+3 (5 to 19 hit points, average 12)

Move: 30' (10') Ground / 120' (40') Swimming

Attacks: 1 Crushing Bite

THACO: 17 [+2]

ACC5: 12+ (45%) vs. chain mail

Damage: 2D6 (average 7)

Number Appearing: Wandering or Lurking, Level 1, 1D2; Level 2, 1D4; Level 3, 1D6+1; Level 4, 2D4; Level 5, 2D4+1; Level 6, 3D4; Level 7+, 4D4.

No Lair.

Maximum Random Number Appearing 12.

Save As: Fighter 1 (INT 0) (SV D12 W13 P14 B15 S16 (1))

Morale: 6 (Faltering)



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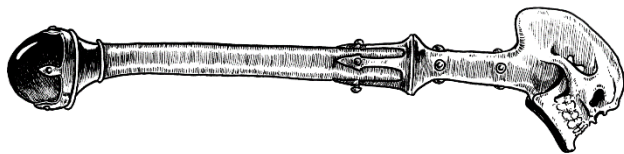


Treasure Type: Wandering, None; Lurking, U (Incidental).

Alignment: Neutral

XP Value: 25

Grinding Mandibles: Anyone slain by a monstrous beetle – if their body is not recovered within 24 hours – is completely ground down and devoured, meaning that they cannot be resurrected through any magics less powerful than a Wish.



[51]

BEETLE, WATER, LARGE

(Rare Insect)

Large water beetles are either sub-adult giant beetles, or mature beetles of a smaller sub-species.

Armor Class: 5 [14] (light exoskeleton, speed, DEX 15)

Hit Dice: 1D8+2 (3 to 10 hit points, average 7)

Move: 30' (10') Ground / 150' (50') Swimming

Attacks: 1 Bite

THACO: 18 [+1]

ACC5: 13+ (40%) vs. chain mail

Damage: 1D6 (average 4)

Number Appearing: Wandering or Lurking, Level 1, 1D6; Level 2, 2D4; Level 3, 3D4; Level 4+, 4D4.

No Lair.

Maximum Random Number Appearing 12.

Save As: Normal Man (INT 0) (SV D14 W15 P16 B17 S18 (0))

Morale: 6 (Faltering)

Treasure Type: Wandering, None; Lurking, U (Incidental).

Alignment: Neutral

XP Value: 15

Grinding Mandibles: Anyone slain by a monstrous beetle – if their body is not recovered within 24 hours – is completely ground down and devoured, meaning that they cannot be resurrected through any magics less powerful than a Wish.



Blink Dog, Sub-Adult

(Supplementary to Blink Dog, pg. 144)

[52]

BLINK DOG, WHELP

(Very Rare Mammal)

Blink dog whelps can be trained, and are worth 1,700 to 2,000 gold pieces on the market.

Armor Class: 6 [13] (speed, DEX 16)



CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES



Hit Dice: 2D8* (2 to 16 hit points, average 9)

Move: 120' (40') Ground

Attacks: 1 Bite

THACO: 18 [+1]

ACC5: 13+ (40%) vs. chain mail

Damage: 1D4 (average 3)

Number Appearing: Young blink dogs will only be found with adults in a lair. Generally, when young are present (50% chance) 1D6 whelps and 1D6 pups will be encountered.

Save As: Fighter 2 (INT 8) (SV D12 W13 P14 B15 S16 (2))

Morale: 5 (Fearful)

Treasure Type: Blink dog young possess no treasure; the treasure is rolled for the adults when present in a lair.

Alignment: Lawful

XP Value: 25

Dimensional Blinking: If forced into combat, a young blink dog can perform a short-range Teleport without Error effect, allowing them to blink next to an enemy, attack, and then blink away. In rounds where the blink dogs have the initiative, they can blink away after attacking before the opponent will be able to counter-attack. In rounds where they do not have the initiative, they can be counter-attacked, and then they blink to their new positions at the end of the round.

Flee from Peril: When the blink dog pack is seriously threatened, they can – once per day – blink 1,000 x 1D4 feet away, disengaging from combat.

[53]

BLINK DOG, PUP

(Very Rare Mammal)

Blink dog pups can be raised to be steadfastly loyal, and are worth 1,100 to 1,600 gold pieces on the market.

Armor Class: 7 [12] (speed, DEX 14)

Hit Dice: 1D8* (1 to 8 hit points, average 5)

Move: 90' (30') Ground

Attacks: 1 Bite

THACO: 19 [+0]

ACC5: 14+ (35%) vs. chain mail

Damage: 1D3 (average 2)

Number Appearing: Young blink dogs will only be found with adults in a lair. Generally, when young are present (50% chance) 1D6 whelps and 1D6 pups will be encountered.

Save As: Fighter 1 (INT 7) (SV D12 W13 P14 B15 S16 (1))

Morale: 5 (Fearful)

Treasure Type: Blink dog young possess no treasure; the treasure is rolled for the adults when present in a lair.

Alignment: Lawful

XP Value: 13

Dimensional Blinking: If forced into combat, a young blink dog can perform a short-range Teleport without Error effect, allowing them to blink next to an enemy, attack, and then blink away. In rounds where the blink dogs have the initiative, they can blink away after attacking before the opponent will be able to counter-attack. In rounds where they do not have the initiative, they can be counter-attacked, and then they blink to their new positions at the end of the round.



CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES



Flee from Peril: When the blink dog pack is seriously threatened, they can – once per day – blink 1,000 x 1D4 feet away, disengaging from combat.



Boar, Wild

(Supplementary to Boar (Male), pg. 144)

[54]

BOAR, WILD, FEMALE (SOW)

(Common Mammal)

The wild sow is slightly smaller than her male counterpart, but more aggressive, especially if young are present.

Armor Class: 7 [12] (leathery hide, fat, and muscle)

Hit Dice: 3D8* (3 to 24 hit points, average 14)

Move: 150' (50') Ground

Attacks: 1 Goring Tusk Slash

THACO: 17 [+2]

ACC5: 12+ (45%) vs. chain mail

Damage: 1D8+2 (average 7)

Number Appearing: Special (75% of encountered adult wild boars will be sows; however they will not typically be encountered on their own).

No Lair.

Maximum Random Number Appearing 6.

Save As: Fighter 1 (INT 3) (SV D12 W13 P14 B15 S16 (1))

Morale: 9 (Defiant)

Treasure Type: None

Alignment: Neutral

XP Value: 50

Dying Rage: A wild sow remains conscious at 0 and negative hit points. When first reduced to between 0 and -4 hit points inclusive, a timer begins where the sow will fight for an additional 1D4 rounds before collapsing. However, at hit point totals of -5 or lower, the sow dies immediately.

[55]

BOAR, WILD, SUB-ADULT

(Uncommon Mammal)

Sub-adult wild boars are only found with adults of the species.

Armor Class: 7 [12] (leathery hide, speed)

Hit Dice: 2D8* (2 to 16 hit points, average 9)

Move: 150' (150') Ground

Attacks: 1 Goring Tusk Slash

THACO: 18 [+1]

ACC5: 13+ (40%) vs. chain mail

Damage: 1D6+1 (average 5)



CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES



Number Appearing: Sub-adult boars will only be found with adults. Generally, there will be 1D3 sub-adults for each sow.

Save As: Fighter 2 (INT 1) (SV D12 W13 P14 B15 S16 (2))

Morale: 7 (Normal)

Treasure Type: None

Alignment: Neutral

XP Value: 25

Dying Rage: A sub-adult remains conscious at 0 and negative hit points. When first reduced to between 0 and -3 hit points inclusive, a timer begins where the boar will fight for an additional 1D3 rounds before collapsing. However, at hit point totals of -4 or lower, the boar dies immediately.



[56]

BOAR, WILD, GIANT

(Uncommon Mammal)

The giant wild boar is descended from the prehistoric Elothorium, and is large enough to be ridden by chaotic lords or humanoid chieftains.

Armor Class: 6 [13] (thick leathery hide, fat, and muscle)

Hit Dice: 7D8* (7 to 56 hit points, average 32)

Move: 120' (40') Ground

Attacks: 1 Goring Tusk Slash

THACO: 13 [+6]

ACC5: 8+ (65%) vs. chain mail

Damage: 3D6 (average 11)

Number Appearing: Wandering or Lurking, Level 1 or 2, 0 (No Encounter); Level 3 or 4, 1; Level 5, 1D2; Level 6, 1D3; Level 7, 1D4; Level 8, 1D4+1; Level 9, 1D6+1; Level 10, 2D4; Level 11, 2D4+1; Level 12+, 2D6.

No Lair.

Maximum Random Number Appearing 8.

Save As: Fighter 7 (INT 1) (SV D8 W9 P10 B10 S12 (7))

Morale: 10 (Undaunted)

Treasure Type: None

Alignment: Neutral

XP Value: 850

Undifferentiated: In game terms, males (giant boars) and females (giant sows) are not differentiated, as they are of similar size and nature.

Dying Rage: A giant boar remains conscious at 0 and negative hit points. When first reduced to between 0 and -10 hit points inclusive, a timer begins where the



CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES



boar will fight for an additional 1D4 rounds before collapsing. However, at hit point totals of -11 or lower, the boar dies immediately.



[57]

BOAR, WILD, HUGE (Uncommon Mammal)

The huge wild boar (or sow) is a swift and deadly beast, and is sometimes ridden by savages or powerful humanoids.

Armor Class: 6 [13] (thick leathery hide, fat, and muscle)

Hit Dice: 5D8+3* (8 to 43 hit points, average 26)

Move: 120' (40') Ground

Attacks: 1 Goring Tusk Slash

THACO: 14 [+5]

ACC5: 9+ (60%) vs. chain mail

Damage: 1D6+1D8+1 (average 9)

Number Appearing: Wandering or Lurking or in Lair, Level 1 or 2, 0 (No Encounter); Level 3 or 4, 1; Level 5, 1D2; Level 6, 1D3; Level 7, 1D4+1; Level 8, 1D4+2; Level 9+, 1D4+3.

No Lair.

Maximum Random Number Appearing 6.

Save As: Fighter 5 (INT 3) (SV D10 W11 P12 B13 S14 (5))

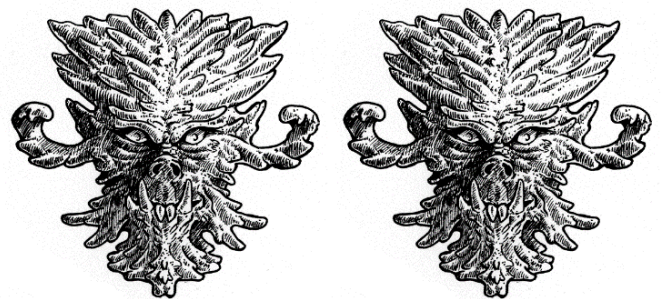
Morale: 9 (Defiant)

Treasure Type: None

Alignment: Neutral

XP Value: 400

Dying Rage: A huge boar remains conscious at 0 and negative hit points. When first reduced to between 0 and -8 hit points inclusive, a timer begins where the boar will fight for an additional 1D4+1 rounds before collapsing. However, at hit point totals of -9 or lower, the boar dies immediately.





Damage: 2D6+1 (average 8)

Number Appearing: Wandering or Lurking, Level 1 or 2, 0 (No Encounter); Level 3, 1; Level 4, 1D2; Level 5, 1D3; Level 6, 1D4+1; Level 7+, 1D4+2; Level 8+, 1D4+3.

No Lair.

Maximum Random Number Appearing 6.

Save As: Fighter 4 (INT 3) (SV D10 W11 P12 B13 S14 (4))

Morale: 9 (Defiant)

Treasure Type: None

Alignment: Neutral

XP Value: 200

Dying Rage: A large boar remains conscious at 0 and negative hit points. When first reduced to between 0 and -6 hit points inclusive, a timer begins where the boar will fight for an additional 1D4+1 rounds before collapsing. However, at hit point totals of -7 or lower, the boar dies immediately.

[58]

BOAR, WILD, LARGE

(Uncommon Mammal)

This stat block can be used to represent either larger wild boars (or sows), or sub-adult giant boars.

Armor Class: 7 [12] (leathery hide, fat, and muscle)

Hit Dice: 4D8+1* (5 to 33 hit points, average 19)

Move: 120' (40') Ground

Attacks: 1 Goring Tusk Slash

THACO: 15 [+4]

ACC5: 10+ (55%) vs. chain mail



[59]

BOAR, WILD, WARTHOG

(Uncommon Mammal)

Warthogs are large-tusked wild swine that dwell in savannas or arid regions.

Armor Class: 7 [12] (leathery hide, fat, and muscle)

Hit Dice: 3D8** (3 to 24 hit points, average 14)



CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES



Move: 120' (40') Ground

Attacks: 2 Slashing Tusks

THACO: 17 [+2]

ACC5: 12+ (45%) vs. chain mail

Damage: 2D4 (average 5) / 2D4 (average 5)

Number Appearing: Wandering or Lurking or in Lair, Level 1, 1; Level 2, 1D2; Level 3, 1D3; Level 4, 1D4+1; Level 5+, 1D4+2.

No Lair.

Maximum Random Number Appearing 2.

Note: When more than 2 warthogs are encountered randomly, there are 2 adults present, and the additional numbers account for sub-adult warthogs present (below).

Save As: Fighter 3 (INT 1) (SV D12 W13 P14 B15 S16 (3))

Morale: 8 (Resolute)

Treasure Type: None

Alignment: Neutral

XP Value: 65

Deadly Attacks: Warthogs are given a special ability bonus (*) because of the significant amount of damage their attacks can inflict in proportion to their Hit Dice.

Dying Rage: A warthog remains conscious at 0 and negative hit points. When first reduced to between 0 and -5 hit points inclusive, a timer begins where the warthog will fight for an additional 1D2 rounds before collapsing. However, at hit point totals of -6 or lower, the warthog dies immediately.

[60]

BOAR, WILD, WARTHOG, SUB-ADULT

(Uncommon Mammal)

Sub-adult warthogs are only found with adults of the species.

Armor Class: 7 [12] (leathery hide, speed)

Hit Dice: 2D8* (2 to 16 hit points, average 9)

Move: 150' (150') Ground

Attacks: 2 Slashing Tusks

THACO: 18 [+1]

ACC5: 13+ (40%) vs. chain mail

Damage: 1D4+1 (average 4) / 1D4+1 (average 4)

Number Appearing: Sub-adult warthogs will only be found with adults, as noted above.

No Lair.

Maximum Random Number Appearing 6.

Save As: Fighter 2 (INT 1) (SV D12 W13 P14 B15 S16 (2))

Morale: 7 (Normal)

Treasure Type: None

Alignment: Neutral

XP Value: 25

Dying Rage: A sub-adult warthog remains conscious at 0 and negative hit points. When first reduced to between 0 and -2 hit points inclusive, a timer begins where the warthog will fight for an additional 1D2 rounds before collapsing. However, at hit point totals of -3 or lower, the warthog dies immediately.





Brownie

(New monster)

[61]

BROWNIE

(Rare Fey Creature)

Brownies – or brown-caps – are capricious and arcane faerie folk, distantly related to halflings.

Armor Class: 3 [16] (speed, small size, DEX 18)

Hit Dice: 1D4*** (1 to 4 hit points, average 3)

Move: 120' (40') Ground

Attacks: 1 Small Sword (Snickersnee)

THACO: 19 [+0]

ACC5: 14+ (35%) vs. chain mail

Damage: 1D3 (average 2)

Number Appearing: Wandering or Lurking, Level 1, 1; Level 2, 1D2; Level 3, 1D3; Level 4, 1D4; Level 5, 1D4+1; Level 6, 2D4; Level 7, 2D4+1; Level 8, 3D4; Level 9, 3D4+1; Level 10, 4D4; Level 11, 4D4+1; Level 12+, 5D4.

In Lair, Level 1, 1D2; Level 2, 1D3; Level 3, 1D4; Level 4, 1D4+1; Level 5, 2D4; Level 6, 2D4+1; Level 7, 3D4; Level 8, 3D4+1; Level 9, 4D4; Level 10, 4D4+1; Level 11+, 5D4.

Maximum Random Number Appearing 16.

Save As: Cleric 9 (INT 14) (SV D6 W7 P8 B11 S9 (9))

Morale: 6 (Faltering)

Treasure Type: Wandering or Lurking, Q; in Lair, J, K, L.

Lair Treasure Type Thresholds by Number Appearing: 1 to 3, J, K, L x 10%; 4 to 6, J, K, L x 25%; 7 to 9, J, K, L x 50%; 10 to 12,

J, K, L x 75%; 13 to 15, J, K, L x 100%; 16, J, K, L x 110%.

Alignment: Lawful

XP Value: 8

Exceptional Senses: Brownies can never be surprised.

Luck of the Faeries: Despite their minor Hit Dice, brownies save vs. all types of effects (Save As) as level 9 clerics.

Instant Camouflage: In a verdant wilderness setting, brownies can camouflage themselves instantly even if under direct observation. This non-magical effect is equivalent to an Invisibility spell.

Guides of the Wilderlands: If befriended, a brownie can serve as a well-informed and sagely guide, warning adventurers of known dangers.

Faerie Magic: Brownies can cast each of the following spells, once per day: Confusion, Continual Light, Dimension Door, Mirror Image (3 images) Protection from Evil, and Ventriloquism.



Buffalo, Wild

(New monster)

[62]

BUFFALO, WILD

(Uncommon Mammal)

Wild buffalo include bison, great wildebeests, water buffalo, and similar dangerous creatures of the lowlands.



CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES



Armor Class: 7 [12] (leather hide, muscle)

Hit Dice: 5D8* (5 to 40 hit points, average 23)

Move: 150' (50') Ground

Attacks: 2 Goring Horns

THACO: 15 [+4]

ACC5: 10+ (55%) vs. chain mail

Damage: 1D8 (average 5) / 1D8 (average 5)

Number Appearing: Wandering or Lurking or in Lair, Level 1 or 2, 0 (No Encounter); Level 3, 1; Level 4, 1D2; Level 5, 1D3; Level 6, 1D4; Level 7, 1D4+1; Level 8, 2D4; Level 9, 2D4+1; Level 10, 3D4; Level 11, 3D4+1; Level 12, 4D4; Level 13, 5D4; Level 14, 6D4; Level 15+, 7D4.

No Lair.

Maximum Random Number Appearing 24.

Save As: Fighter 5 (INT 3) (SV D10 W11 P12 B13 S14 (5))

Morale: 6 (Faltering) (50%) or 9 (Defiant) (50%)

Treasure Type: None

Alignment: Neutral

XP Value: 300

Uncertain Disposition: 50% of encounters with wild buffalo are with non-aggressive herds, which will flee if threatened and only attack if trapped. The other 50% of encounters however will be with territorial creatures, which will usually attack anyone who approaches within 60'.

Charge and Trample: If a buffalo is closer to a target than 40', it uses its goading horn attacks. However if it is 40' or farther away, it will charge and trample instead. Note the movement rate might indicate that a charge takes more than 1 round to complete. A successful charge inflicts 3D6 impact damage, plus 1D4 trample damage.

Smaller Herd Members: Female wild buffalo can be represented by using the Cattle, Wild, Bull template; and sub-adults can be represented by using the Cattle, Wild, Large template.



Bugbear, Tribal

(Supplementary to Bugbear (Warrior), pg. 145)

[63]

BUGBEAR, SKIRMISHER

(Uncommon Humanoid)

Bugbear skirmishers favor hurled and missile weapons, such as throwing hammers, axes, and bows.

Armor Class: 5 [14] (makeshift armor, DEX 15)



CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES



Hit Dice: 3D8+1* (4 to 25 hit points, average 15)

Move: 90' (30') Ground

Attacks: 1 Weapon Strike or 2 Arrows

THACO: 16 [+3]

ACC5: 11+ (50%) vs. chain mail

Damage: By weapon type

- ❖ **Long Bow and Arrows (x20):** 1D6 (average 4) / 1D6 (average 4)
- ❖ **Spear (x3):** 1D6 (average 4)
- ❖ **Throwing Axe (x4):** 1D6 (average 4)
- ❖ **Throwing Hammer (x4):** 1D4+1 (average 4)
- ❖ **Throwing Mace (x3):** 1D6+1 (average 5)

Number Appearing: Wandering, Level 1, 1; Level 2, 1D2; Level 3, 1D3; Level 4, 1D4+1; Level 5, 2D4; Level 6, 3D4; Level 7, 4D4; Level 8, 5D4; etc.

Lurking, Level 1, 1D2; Level 2, 1D3; Level 3, 1D4+1; Level 4, 2D4; Level 5, 3D4; Level 6, 4D4; Level 7, 5D4; etc.

In Lair, Level 1, 1D3; Level 2, 1D4+1; Level 3, 1D6+1; Level 4, 3D4; Level 5, 4D4; Level 6, 5D4; Level 7, 6D4; etc.

Maximum Random Number Appearing 36.

Note: In a large random group, the GM can assume that 50% of bugbears will be warriors with melee weapons, and 50% will be skirmishers.

Save As: Fighter 3 (INT 8) (SV D12 W13 P14 B15 S16 (3))

Morale: 9 (Defiant)

Treasure Type: Wandering, Lurking or in Lair, individual treasure types P, Q, R, S each. In lair, B.

Lair Treasure Type Thresholds by Number Appearing: 1 to 8, B x 10%; 8 to 15, B x

25%; 16 to 19, B x 50%; 20 to 24, B x 75%; 25 to 32, B x 100%; 33 to 36, B x 110%.

Number appearing is factored based upon the total number of normal male bugbears (warriors and skirmishers) in the lair.

Alignment: Chaotic

XP Value: 75

Stealthy Skulking: Bugbears surprise foes on a 1-3 on 1D6.

Variable Weapons: Weapon types can be determined by GM preference, or randomly by rolling 1D6: [1] Long Bow, [2-3] Spears, [4] Throwing Axes, [5] Throwing Hammers, [6] Throwing Maces. Ranges for bows and spears are normal; ranges for other weapons are S N/A / M 20' / L 40'.

Resorting to Melee: Bugbear skirmishers will hold their lost weapon to engage in melee. Those armed with bows will also be equipped with an axe, hammer, or mace.



CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES



[64]

BUGBEAR, FEMALE

(Rare Humanoid)

Smaller and stealthier than their male counterparts, bugbear den mothers can be vicious in the defense of their young.

Armor Class: 6 [13] (speed, DEX 16)

Hit Dice: 2D8* (2 to 16 hit points, average 9)

Move: 90' (30') Ground

Attacks: 1 Clawing Strike or Improvised Weapon

THACO: 18 [+1]

ACC5: 13+ (40%) vs. chain mail

Damage: 1D8 (average 5)

Number Appearing: Female bugbears will only be found in lairs. There will be 1 female for every 2 normal male bugbears (warriors and skirmishers).

Maximum Random Number Appearing 18.

Save As: Fighter 2 (INT 8) (SV D12 W13 P14 B15 S16 (2))

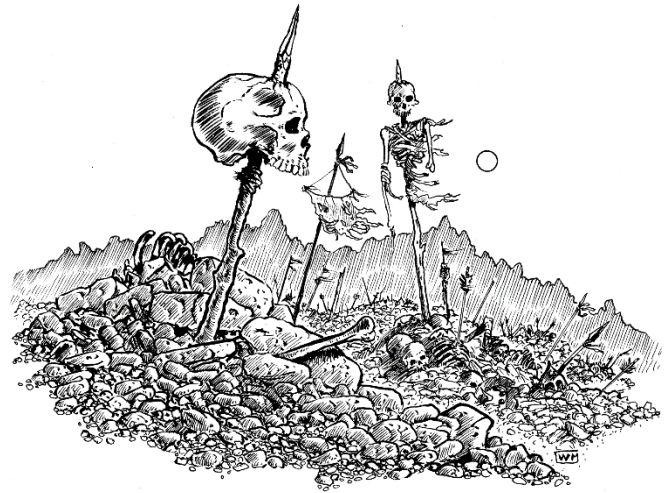
Morale: 8 (Resolute)

Treasure Type: Individual treasure types P, Q, R, S each. In lair, B (as detailed above).

Alignment: Chaotic

XP Value: 25

Stealthy Skulking: Bugbears surprise foes on a 1-3 on 1D6.



[65]

BUGBEAR, YOUNG

(Rare Humanoid)

Unlike most humanoids, young bugbears are cruel and powerful enough to defend themselves from slaughter-minded adventurers.

Armor Class: 7 [12] (small size, DEX 13)

Hit Dice: 1D4* (1 to 4 hit points, average 3)

Move: 60' (20') Ground

Attacks: 1 Clawing Strike or Bite

THACO: 19 [+0]

ACC5: 14+ (35%) vs. chain mail

Damage: 1D4 (average 3)

Number Appearing: Young bugbears will only be found in lairs. There will be 1 young bugbear for every female.

Maximum Random Number Appearing 18.

Save As: Normal Man (INT 6) (SV D14 W15 P16 B17 S18 (0))

Morale: 6 (Faltering)

Treasure Type: None. Lair treasure type B will be found with the adults in the lair, as detailed above.



CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES



Alignment: Chaotic

XP Value: 6

Stealthy Skulking: Bugbears surprise foes on a 1-3 on 1D6.



[66]

BUGBEAR, LEADER

(Rare Humanoid)

Bugbear leaders are the strongest veteran warriors, furnished with the heaviest weapons and armor.

Armor Class: 4 [15] (chain mail, DEX 14)

Hit Dice: 4D8* (but with 22 to 25 hit points, average 23)

Move: 90' (30') Ground

Attacks: 1 Weapon Strike

THACO: 16 [+3]

ACC5: 11+ (50%) vs. chain mail

Damage: By Weapon +1

❖ **Bardiche:** 2D4+1 (average 6)

❖ **Footman's Flail:** 1D6+2 (average 6)

❖ **Footman's Mace:** 1D6+2 (average 6)

❖ **Morning Star:** 2D4+1 (average 7)

Number Appearing: There will be 1 leader if 12 or more normal bugbears are encountered. If 30 or more are encountered, there will be 2.

Maximum Random Number Appearing 2.

Save As: Fighter 4 (INT 9) (SV D10 W11 P12 B13 S14 (4))

Morale: 10 (Undaunted)

Treasure Type: Wandering, Lurking or in Lair, individual treasure types P x 200%, Q x 200%, R x 200%, S x 200%.

Lair treasure type B will be found in the lair, as detailed above.

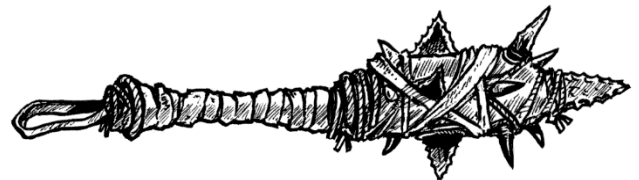
Alignment: Chaotic

XP Value: 125

Stealthy Skulking: Bugbears surprise foes on a 1-3 on 1D6.

Variable Weapons: Weapon types can be determined by GM preference, or randomly by rolling 1D6: [1] Bardiche, [2] Footman's Flail, [3-4] Footman's Mace, [5-6] Morning Star.

Inspiring Leader: All normal, female, and young bugbears have their morale increased by +1 if (a) the leader is present and (b) the leader is the strongest bugbear present. However, if the leader is slain, the +1 bonus is lost and all of the lesser bugbears must immediately make a morale check.



CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES



[67]

BUGBEAR, SUB-CHIEF

(Rare Humanoid)

The eldest bugbear leader in a tribe is the designated sub-chief; he may be no stronger, but he is cunning and commands respect from every warrior.

Armor Class: 4 [15] (chain mail, DEX 14)

Hit Dice: 4D8* (but with 22 to 25 hit points, average 24)

Move: 90' (30') Ground

Attacks: 1 Weapon Strike

THACO: 16 [+3]

ACC5: 11+ (50%) vs. chain mail

Damage: By Weapon +1

- ❖ **Bardiche:** 2D4+1 (average 6)
- ❖ **Footman's Flail:** 1D6+2 (average 6)
- ❖ **Footman's Mace:** 1D6+2 (average 6)
- ❖ **Morning Star:** 2D4+1 (average 7)

Number Appearing: Outside of a lair, there will be 1 sub-chief if 24 or more normal bugbears are encountered. In a lair, there will be 1 sub-chief if 12 or more normal bugbears are encountered.

Maximum Random Number Appearing 1.

Save As: Fighter 4 (INT 10) (SV D10 W11 P12 B13 S14 (4))

Morale: 10 (Undaunted)

Treasure Type: Wandering, Lurking or in Lair, individual treasure types P x 300%, Q x 300%, R x 300%, S x 300%.

Lair treasure type B will be found in the lair, as detailed above.

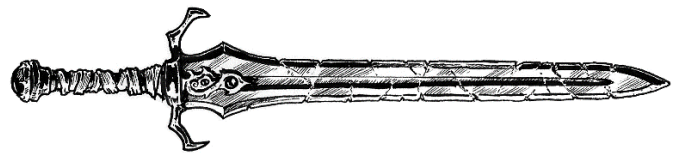
Alignment: Chaotic

XP Value: 125

Stealthy Skulking: Bugbears surprise foes on a 1-3 on 1D6.

Variable Weapons: Weapon types can be determined by GM preference, or randomly by rolling 1D6: [1] Bardiche, [2] Footman's Flail, [3-4] Footman's Mace, [5-6] Morning Star.

Inspiring Leader: All normal, female, and young bugbears have their morale increased by +1 if (a) the sub-chief is present and (b) the sub-chief is the strongest bugbear present. However, if the sub-chief is slain, the +1 bonus is lost and all of the lesser bugbears must immediately make a morale check.



CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES



[68]

BUGBEAR, CHIEFTAIN

(Very Rare Humanoid)

The eldest in a species that never stops growing, a bugbear chieftain is a huge, shambling brute with a fearsome retinue at his command.

Armor Class: 4 [15] (reinforced mail armor, DEX 14)

Hit Dice: 4D8** (but with 28 to 30 hit points, average 29)

Move: 90' (30') Ground

Attacks: 1 Weapon Strike

THACO: 16 [+3]

ACC5: 11+ (50%) vs. chain mail

Damage: By Weapon +2

- ❖ **Bastard Sword:** 2D4+2 (average 7)
- ❖ **Footman's Mace:** 1D6+3 (average 7)
- ❖ **Halberd:** 1D10+2 (average 8)
- ❖ **Morning Star:** 2D4+2 (average 7)

Number Appearing: Outside of a lair, there will be 1 chief if 24 or more normal bugbears are encountered. In a lair, there will be 1 chief if 18 or more normal bugbears are encountered.

Maximum Random Number Appearing 1.

Save As: Fighter 4 (INT 10) (SV D10 W11 P12 B13 S14 (4))

Morale: 11 (Fanatical)

Treasure Type: Wandering, Lurking or in Lair, individual treasure types P x 500%, Q x 500%, R x 500%, S x 500%.

Lair treasure type B will be found in the lair, as detailed above.

Alignment: Chaotic

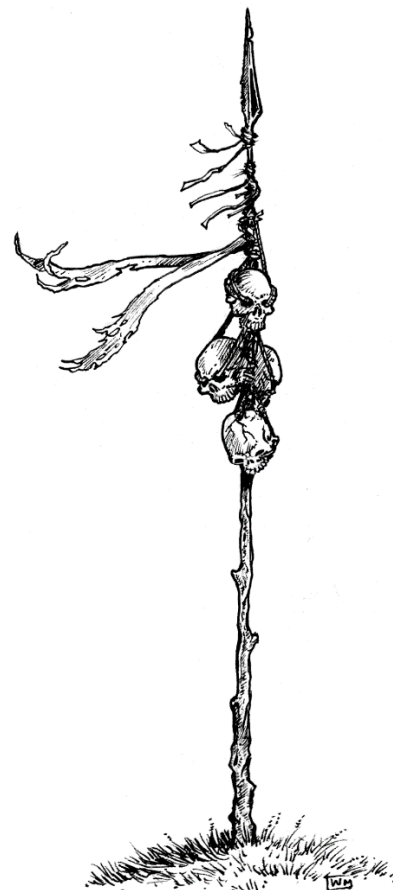
XP Value: 175

Lifeblood of the Tribe: The bugbear chieftain is granted another special ability asterisk (*) simply by being the most vitally important bugbear target in the tribe.

Stealthy Skulking: Bugbears surprise foes on a 1-3 on 1D6.

Variable Weapons: Weapon types can be determined by GM preference, or randomly by rolling 1D6: [1] Bastard Sword, [2-3] Footman's Mace, [4] Halberd, [5-6] Morning Star.

Commanding Leader: All normal, female, and young bugbears have their morale increased by +2 if (a) the chief is present and (b) the chief is the strongest bugbear present. However, if the chief is slain, the +2 bonus is lost and all of the lesser bugbears must immediately make a morale check.







Bulette

(New monster)

[69]

BULETTE, SUB-ADULT

(Very Rare Monstrosity)

The sub-adult bulette – or burrowing behemoth – is a fearless monstrosity that is said to be as ravenous as it is stupid.

Armor Class: 1 [18] (thick armor plating with some vulnerable areas)

Hit Dice: 6D8*** (6 to 48 hit points, average 27)

Move: 150' (50') Ground / 30' (10') Burrowing

Attacks: 2 Shredding Strikes / 1 Savage Bite

THACO: 14 [+5]

ACC5: 9+ (60%) vs. chain mail

Damage: 2D6 / 2D6 / 3D10 (average 7 / 7 / 17)

Number Appearing: Wandering or Lurking, Level 1 to 5, 0 (No Encounter); Level 6 or 7, 1; Level 8, 1D2; Level 9+, 2.

No Lair.

Maximum Random Number Appearing 2.

Save As: Fighter 6 (INT 1) (SV D10 W11 P12 B13 S14 (6))

Morale: 10 (Undaunted)

Treasure Type: None

Alignment: Neutral

XP Value: 950

Demonic Ichor: Bulettes were created by a mad wizard, from experimentation demon ichor and various bestial specimens. They

are vicious and nearly fearless due to their curious heritage.

Lethal Foes: Bulettes are granted two additional special ability asterisks (**) due to the extreme damage they can inflict in combat.

Burrowing Approach: Bulettes frequently burrow through the soil and attack, but the attack type does not have a bonus surprise due to the noise, upheaval, and the bulette's highly visible crest rising up through the ground.

Vulnerable Eyes and Under-Plates: A lucky attacker can strike at a bulette's few vulnerable spots. Before every attack made on a bulette, the GM should roll 1D8; and a roll of 1, a vulnerable spot can be targeted by the next single attack at +5 to hit.

Behemoth Leap: When badly wounded (below 50% of original hit points), a bulette can leap and attack with its hindleg claws – in addition to its other attacks – every other round. This increases its damage per attack to 2D6 / 2D6 / 2D6 / 2D6 / 3D10.

Chitinous Armor Plating: If a bulette is slain, 1D4+1 armor plates can be recovered from the corpse. Each plate weighs 10+1D20 lbs., and can be carved down by a master dwarven NPC armor to create a magical shield. Merchants will pay 500 gp per plate; dwarven armorers will pay 1,000 gp.

[70]

BULETTE, ADULT

(Very Rare Monstrosity)

Never content with mere halflings and dungeon mules, adult bulettes lie in wait just beneath the ground to ambush larger prey, up to and including mounted knights.



CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES



Armor Class: 0 [19] (thick armor plating with few vulnerable areas)

Hit Dice: 9D8*** (9 to 72 hit points, average 41)

Move: 150' (50') Ground / 30' (10') Burrowing

Attacks: 2 Shredding Strikes / 1 Bone-Crushing Bite

THACO: 12 [+7]

ACC5: 7+ (70%) vs. chain mail

Damage: 3D6 / 3D6 / 4D12 (average 11 / 11 / 26)

Number Appearing: Wandering or Lurking, Level 1 to 6, 0 (No Encounter); Level 7 or 8, 1; Level 9, 1D2; Level 10+, 2.

No Lair.

Maximum Random Number Appearing 2.

Save As: Fighter 9 (INT 1) (SV D8 W9 P10 B10 S12 (9))

Morale: 11 (Fanatical)

Treasure Type: None

Alignment: Neutral

XP Value: 3,000

Demonic Ichor: Bulettes were created by a mad wizard, from experimentation demon ichor and various bestial specimens. They are vicious and nearly fearless due to their curious heritage.

Lethal Foes: Bulettes are granted two additional special ability asterisks (**) due to the extreme damage they can inflict in combat.

Burrowing Approach: Bulettes frequently burrow through the soil and attack, but the attack type does not have a bonus surprise due to the noise, upheaval, and the bulette's highly visible crest rising up through the ground.

Vulnerable Eyes and Under-Plates: A lucky attacker can strike at a bulette's few vulnerable spots. Before every attack made on a bulette, the GM should roll 1D8; and a roll of 1, a vulnerable spot can be targeted by the next single attack at +5 to hit.

Behemoth Leap: When badly wounded (below 50% of original hit points), a bulette can leap and attack with its hindleg claws – in addition to its other attacks – every other round. This increases its damage per attack to 3D6 / 3D6 / 3D6 / 3D6 / 4D12.

Chitinous Armor Plating: If a bulette is slain, 1D4+2 armor plates can be recovered from the corpse. Each plate weighs 10+1D20 lbs., and can be carved down by a master dwarven NPC armor to create a magical shield. Merchants will pay 500 gp per plate; dwarven armorers will pay 1,000 gp.



[71]

BULETTE, LARGE

(Very Rare Monstrosity)

The few bulettes that do not mortally wound one another in sparring matches become massive, scarred, and malevolent.

Armor Class: -1 [20] (very thick armor plating with few vulnerable areas)

Hit Dice: 10D8*** (10 to 80 hit points, average 45)

Move: 150' (50') Ground / 30' (10') Burrowing

Attacks: 2 Shredding Strikes / 1 Bone-Crushing Bite



CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES



THACO: 11 [+8]

ACC5: 6+ (75%) vs. chain mail

Damage: 3D6 / 3D6 / 4D12 (average 11 / 11 / 26)

Number Appearing: Wandering or Lurking, Level 1 to 7, 0 (No Encounter); Level 8 or 9, 1; Level 10, 1D2; Level 11+, 2.

No Lair.

Maximum Random Number Appearing 2.

Save As: Fighter 10 (INT 1) (SV D6 W7 P8 B8 S10 (10))

Morale: 11 (Fanatical)

Treasure Type: None

Alignment: Neutral

XP Value: 3,000

Demonic Ichor: Bulettes were created by a mad wizard, from experimentation demon ichor and various bestial specimens. They are vicious and nearly fearless due to their curious heritage.

Lethal Foes: Bulettes are granted two additional special ability asterisks (**) due to the extreme damage they can inflict in combat.

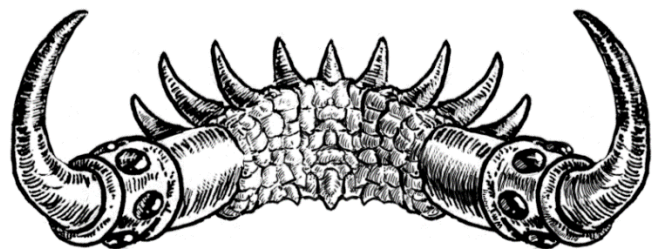
Burrowing Approach: Bulettes frequently burrow through the soil and attack, but the attack type does not have a bonus surprise due to the noise, upheaval, and the bulette's highly visible crest rising up through the ground.

Vulnerable Eyes and Under-Plates: A lucky attacker can strike at a bulette's few vulnerable spots. Before every attack made on a bulette, the GM should roll 1D8; and a roll of 1, a vulnerable spot can be targeted by the next single attack at +5 to hit.

Behemoth Leap: When badly wounded (below 50% of original hit points), a bulette can leap and attack with its hindleg claws – in addition to its other attacks – every other

round. This increases its damage per attack to 3D6 / 3D6 / 3D6 / 3D6 / 4D12.

Chitinous Armor Plating: If a bulette is slain, 1D4+3 armor plates can be recovered from the corpse. Each plate weighs 10+1D20 lbs., and can be carved down by a master dwarven NPC armor to create a magical shield. Merchants will pay 500 gp per plate; dwarven armorers will pay 1,000 gp.



[72]

BULETTE, HUGE

(Very Rare Monstrosity)

Huge bulettes devour anything they can, and entire companies of dwarven veterans or mercenary men-arms must be mustered up to destroy them.

Armor Class: -2 [21] (very thick armor plating with almost no vulnerable areas)

Hit Dice: 11D8*** (11 to 88 hit points, average 50)

Move: 150' (50') Ground / 30' (10') Burrowing

Attacks: 2 Shredding Strikes / 1 Bone-Crushing Bite

THACO: 11 [+8]

ACC5: 6+ (75%) vs. chain mail

Damage: 3D6 / 3D6 / 4D12 (average 11 / 11 / 26)



CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES



Number Appearing: Wandering or Lurking, Level 1 to 7, 0 (No Encounter); Level 8 or 9, 1; Level 10 or 11, 1D2; Level 12+, 2.

No Lair.

Maximum Random Number Appearing 2.

Save As: Fighter 11 (INT 1) (SV D6 W7 P8 B8 S10 (11))

Morale: 12 (Fearless)

Treasure Type: None

Alignment: Neutral

XP Value: 3,500

Demonic Ichor: Bulettes were created by a mad wizard, from experimentation demon ichor and various bestial specimens. They are vicious and nearly fearless due to their curious heritage.

Lethal Foes: Bulettes are granted two additional special ability asterisks (**) due to the extreme damage they can inflict in combat.

Burrowing Approach: Bulettes frequently burrow through the soil and attack, but the attack type does not have a bonus surprise due to the noise, upheaval, and the bulette's highly visible crest rising up through the ground.

Vulnerable Eyes and Under-Plates: A lucky attacker can strike at a bulette's few vulnerable spots. Before every attack made on a bulette, the GM should roll 1D8; and a roll of 1, a vulnerable spot can be targeted by the next single attack at +5 to hit.

Behemoth Leap: When badly wounded (below 50% of original hit points), a bulette can leap and attack with its hindleg claws – in addition to its other attacks – every other round. This increases its damage per attack to 3D6 / 3D6 / 3D6 / 3D6 / 4D12.

Prized Chitinous Armor Plating: If a bulette is slain, 1D4+4 armor plates can be recovered from the corpse. Each plate

weighs 10+1D20 lbs., and can be carved down by a master dwarven NPC armor to create a magical shield. The plates from a huge bulette are particularly fine and nigh impregnable Merchants will pay 1,000 gp per huge plate; dwarven armorers will pay 2,000 gp.



CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES



Chapter V:

C

Camel – Carcass Crawler – Catoblepas – Cattle,
Wild – Centaur – Centipede, Giant – Chimera –
Cockatrice – Couatl – Crab, Giant – Crayfish,
Giant – Crocodile



Camel

(Compare Camel (Dromedary), pg. 145)

[73]

CAMEL, BACTRIAN

(Common Mammal)

Bactrian camels are two-humped beasts that are capable of surviving in just about any climate.

Armor Class: 7 [12] (tough hide)

Hit Dice: 3D8 (3 to 24 hit points, average 14)

Move: 180' (60') Ground

Attacks: 1 Kick or 1 Spit

THACO: 17 [+2]

ACC5: 12+ (45%) vs. chain mail

Damage: 1D4 (average 3) or Special

Number Appearing: Wandering or Lurking, Level 1, 1; Level 2, 1D2; Level 3, 1D4; Level 4, 1D6+1; Level 5, 2D4+1; Level 6, 2D6+1; Level 7+, 2D6+2.

No Lair.

Maximum Random Number Appearing 12.

Note: Camels will commonly be found with caravans, and are ridden (or used as beasts of burden) by desert bandits, dervishes, merchants, nomads, and others. The number appearing in these instances is based upon the number of riders, or the size of the total load of trade goods being carried.

Save As: Fighter 3 (INT 2) (SV D12 W13 P14 B15 S16 (3))

Morale: 7 (Normal)

Treasure Type: None

Alignment: Neutral

XP Value: 35

Prized Mounts: Untamed Bactrian camels are worth 50 gp plus 2 gp per hit point. When trained, they become hardy mounts and beasts of burden, as specified in the core rules. The largest Bactrian camels (20 to 24 hit points) can carry more weight than other camels (up to 4,500 coins unencumbered, up to 7,000 coins maximum at half speed).

Plodding Gait: Note that Bactrian camels are slower than dromedaries.

Ill-Tempered: Camels will bite or kick if they are badly treated, or if someone attempts to tame them.

Water and Fat Storage: Camels can survive for weeks in the harshest climates, if they have had a chance to drink well before the journey.

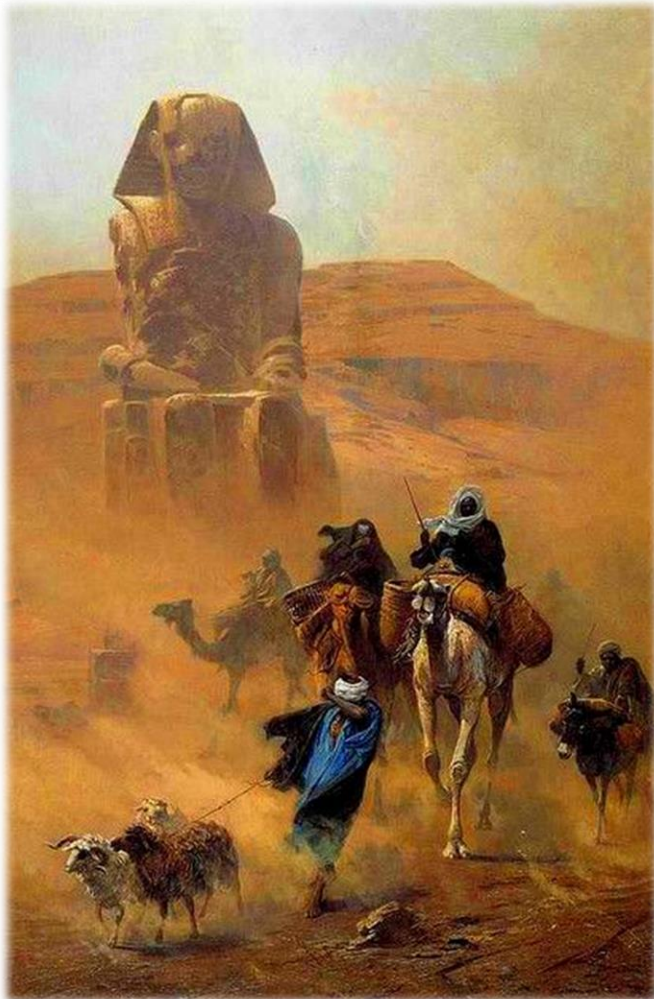
Kick or Spit: A camel will generally kick if wounded, or spit if unwounded. A kick inflicts damage; spitting has a 25% chance of blinding the target for 1D3 rounds (save



CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES



vs. poison to reduce the duration to 1 round, but at least 1 round of blindness always occurs).



[74]

CAMEL, BACTRIAN, SUB-ADULT (Uncommon Mammal)

Sub-adult Bactrians can be found in wild herds with their parents, or following along with merchant caravans.

Armor Class: 7 [12] (tough hide)

Hit Dice: 1D8+2 (3 to 10 hit points, average 7)

Move: 120' (40') Ground

Attacks: 1 Kick or 1 Spit

THACO: 18 [+1]

ACC5: 13+ (40%) vs. chain mail

Damage: 1D2 (average 2) or Special

Number Appearing: When adult Bactrian camels are encountered, there is a 30% chance that 1D4 sub-adults will be encountered as well.

No Lair.

Maximum Random Number Appearing 4.

Save As: Fighter 1 (INT 1) (SV D12 W13 P14 B15 S16 (1))

Morale: 6 (Faltering)

Treasure Type: None

Alignment: Neutral

XP Value: 15

Valued Mounts: Untamed sub-adult Bactrian camels are worth 35 gp plus 2 gp per hit point. Over several years of training, they will become hardy mounts and beasts of burden, as specified in the core rules. If made to carry a load, a sub-adult Bactrian can only carry half as much as an adult (up to 1,500 coins while unencumbered, up to 3,000 coins maximum at half speed).

Plodding Gait: Note that Bactrian camels are slower than dromedaries.

Ill-Tempered: Camels will bite or kick if they are badly treated, or if someone attempts to tame them.

Water and Fat Storage: Camels can survive for weeks in the harshest climates, if they have had a chance to drink well before the journey.



CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES



Kick or Spit: A camel will generally kick if wounded, or spit if unwounded. A kick inflicts damage; spitting has a 25% chance of blinding the target for 1D3 rounds (save vs. poison to reduce the duration to 1 round, but at least 1 round of blindness always occurs).

[75]

CAMEL, DROMEDARY, SUB-ADULT

(Uncommon Mammal)

These are sub-adults of the one-hump dromedary camel species, as featured in the core rules.

Armor Class: 7 [12] (tough hide)

Hit Dice: 1D8+3 (4 to 11 hit points, average 8)

Move: 180' (60') Ground

Attacks: 1 Kick or 1 Spit

THACO: 18 [+1]

ACC5: 13+ (40%) vs. chain mail

Damage: 1D2 (average 2) or Special

Number Appearing: When adult dromedary camels are encountered, there is a 40% chance that 1D6 sub-adults will be encountered as well.

No Lair.

Maximum Random Number Appearing 6.

Save As: Fighter 1 (INT 1) (SV D12 W13 P14 B15 S16 (1))

Morale: 6 (Faltering)

Treasure Type: None

Alignment: Neutral

XP Value: 15

Valued Mounts: Untamed sub-adult dromedary camels are worth 35 gp plus 2 gp

per hit point. Over several years of training, they will become hardy mounts and beasts of burden, as specified in the core rules. If made to carry a load, a sub-adult dromedary can only carry half as much as an adult (up to 1,500 coins while unencumbered, up to 3,000 coins maximum at half speed).

Ill-Tempered: Camels will bite or kick if they are badly treated, or if someone attempts to tame them.

Water and Fat Storage: Camels can survive for weeks in the harshest climates, if they have had a chance to drink well before the journey.

Kick or Spit: A camel will generally kick if wounded, or spit if unwounded. A kick inflicts damage; spitting has a 25% chance of blinding the target for 1D3 rounds (save vs. poison to reduce the duration to 1 round, but at least 1 round of blindness always occurs).





Carcass Crawler, Sub-Adult

(Supplementary to Carcass Crawler, pg. 146)

[76]

CARCASS CRAWLER, SUB-ADULT

(Rare Vermin)

The sub-adult carcass crawler – sometimes found in groups where eggs have recently hatched – has more vestigial tentacles, fewer paralytic tentacles, and a ravenous appetite.

Armor Class: 5 [14] (partial carapace)

Hit Dice: 2D8* (2 to 16 hit points, average 9)

Move: 90' (30') Ground / 60' (20') Climbing

Attacks: 4 Paralyzing Tentacles

THACO: 18 [+1]

ACC5: 13+ (40%) vs. chain mail

Damage: Paralysis

Number Appearing: Wandering or Lurking, Level 1, 1; Level 2, 1D2; Level 3, 1D3; Level 4, 1D4; Level 5, 1D4+1; Level 6, 1D6+1; Level 7+, 1D6+2.

In Lair, Level 1, 1D2; Level 2, 1D3; Level 3, 1D4; Level 4, 1D4+1; Level 5, 1D6+1; Level 6, 1D6+2; Level 7+, 1D6+3.

Maximum Random Number Appearing 6.

Save As: Fighter 1 (INT 0) (SV D12 W13 P14 B15 S16 (1))

Morale: 7 (Normal)

Treasure Type: Wandering, None. Lurking or in Lair, B.

Lair Treasure Type Thresholds by Number Appearing: 1, B x 10%; 2, B x 25%; 3 to 5, B x 50%; 6, B x 75%.

If adult carcass crawlers are present, the adults will have treasure but the sub-adults will not.

Alignment: Neutral

XP Value: 25

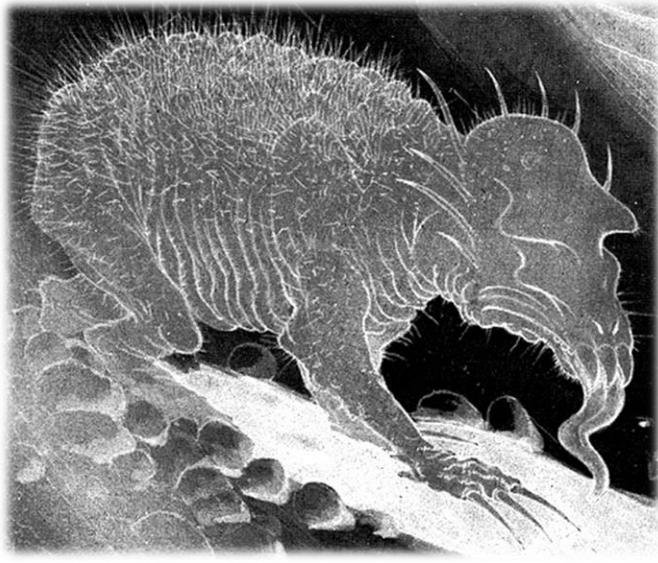
Cling to Sheer Surfaces: Carcass crawlers can climb walls and even ceilings with ease.

Vulnerable Body: Before each attack made against a carcass crawler, the GM should roll 1D6. On a roll of 1-3, the next single attack can be aimed at the creature's body, allowing a +2 to the to hit roll. On a roll of 4-6, no such bonus is allowed.

Mild Paralysis: Any target that is hit by one or more crawler tentacles in a round must make a single saving throw vs. paralysis. On a failed roll, the victim is paralyzed and helpless for 1D4 turns.

Slow Consumption: Although the crawler's soft "fangs" are ineffective as an attack form, a victim left with the crawler will slowly be devoured – and frequently re-paralyzed – over the course of an uninterrupted hour.





Catoblepas

(New monster)

[77]

CATOBLEPAS

(Very Rare Monstrosity)

The hideous swamp-dwelling catoblepas – a loathly death beast sacred to Mung – either slays with its arcane gaze, or with its venomous breath; even those who turn and immediately flee from it are not safe.

Armor Class: 7 [12] (tough leathery hide)

Hit Dice: 6D8+2*** (8 to 50 hit points, average 29)

Move: 60' (20') Ground

Attacks: 1 Gaze or 1 Clubbing Tail

THACO: 13 [+6]

ACC5: 8+ (65%) vs. chain mail

Damage: Death Magic or 1D6 + Stun (average 4)

Number Appearing: Wandering or Lurking, Level 1 to 6, 0 (No Encounter); Level 7 or 8, 1; Level 9, 1D2; Level 10, 1D3; Level 11+, 1D3+1.

In Lair, Level 1 to 6, 0 (No Encounter); Level 7, 1; Level 8, 1D2; Level 9, 1D3; Level 10+, 1D3+1.

Maximum Random Number Appearing 3.

Save As: Fighter 6 (INT 4) (SV D10 W11 P12 B13 S14 (6))

Morale: 9 (Defiant)

Treasure Type: Wandering, None. Lurking or in Lair, C.

Lair Treasure Type Thresholds by Number Appearing: 1, C x 50%; 2, C x 100%; 3, C x 110%.

Alignment: Neutral

XP Value: 1,250

Dreaded Encounter: When the party first encounters a catoblepas (or multiples), surprise dice are rolled. A 1 on the party's die indicates normal surprise, and a 3-6 indicates normal action. A 2, however, indicates total surprise, and if the encounter distance is 60' or less, one random character has met the gaze of a catoblepas and will suffer the death magic (below). At distances greater than 60', the players should be informed that a horrible dark presence is felt tremoring in the air, and allow the PCs to flee if they are wise enough to do so.

Latent and Building Magic: If no one was slain due to complete surprise, there is a 15% chance on the first round of the encounter that the catoblepas will be able to use its death magic. This chance increases by +15% per round if the party is wary (backing away, watching, etc.), or by +10% per round if the catoblepas is distracted and engaged in combat. If more than one



CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES



catoblepas is present, each is rolled for separately.

Skull-Hammering Tail: Anyone struck by the catoblepas' mace-like tail must make a special saving throw or be stunned. The chance of stunning is base 75%, -5% per Hit Die or experience level above 1. Therefore a level 5 character has a 55% chance of being stunned, and a level 11 character has a 25% chance. The stun effect lasts for 1D10 rounds if the character is not wearing a helm; 1D6 rounds for a normal helm; or 1D4 rounds for a great helm. If an already-stunned character is stunned again, the duration roll indicates the number of rounds added to the ongoing stun effect.

Deathly Gaze: The death magic of the catoblepas has a 60' range, and penetrates into the Astral and Ethereal realms.

Death Magic of Mung: Anyone who meets the gaze of the catoblepas will normally die, with no saving throw allowed. The effect is magical and beyond mortal power, a curse from the death god Mung; specifically stated countermeasures such as averting one's gaze, closing the eyes, holding one's breath, turning to run, etc. will allow a saving throw vs. death, but a failed save results in fatality nevertheless. Note that stunned characters cannot enact countermeasures of any kind!

Grim Fate: If everyone in an adventuring party is stunned by a catoblepas, the creature will automatically strike one random victim with its tail every round, never missing. (The death magic will be very likely be faced by those who recover from stunning with no one else to help them.)



[78]

CATOBLEPAS, SUB-ADULT (Very Rare Monstrosity)

The sub-adult catoblepas cannot instantly slay its adversaries, but is nevertheless a surly and lethal foe.

Armor Class: 7 [12] (tough leathery hide)

Hit Dice: 3D8+1** (4 to 25 hit points, average 15)

Move: 60' (20') Ground

Attacks: 1 Gaze or 1 Clubbing Tail

THACO: 16 [+3]

ACC5: 11+ (50%) vs. chain mail

Damage: Entropic Magic or 1D3 + Stun (average 2)

Number Appearing: When 1 or more adult catoblepones are encountered, there is a 20% chance that 1D2 sub-adults will be present as well.

If the GM decides to run an encounter with a single sub-adult catoblepas (which can be deadly), the following guidelines can be used: Level 1 to 3, 0 (No Encounter); Level 4+, 1.

Save As: Fighter 3 (INT 3) (SV D12 W13 P14 B15 S16 (3))

Morale: 8 (Resolute)

Treasure Type: None. The adults will possess treasure type C if Lurking or in Lair, as described above.

If a lone sub-adult catoblepas is encountered due to GM discretion, it will be guarding treasure type C x 25%.

Alignment: Neutral

XP Value: 100

Dreaded Encounter: When the party first encounters a sub-adult catoblepas (or



CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES



multiples), surprise dice are rolled. A 1 on the party's die indicates normal surprise, and a 3-6 indicates normal action. A 2, however, indicates total surprise, and if the encounter distance is 60' or less, one random character has met the gaze of a sub-adult catoblepas and will suffer the death magic (below). At distances greater than 60', the players should be informed that a horrible dark presence is felt tremoring in the air, and allow the PCs to flee if they are wise enough to do so.

Latent and Building Magic: If no one was afflicted due to complete surprise, there is a 15% chance on the first round of the encounter that the sub-adult catoblepas will be able to use its entropic magic. This chance increases by +15% per round if the party is wary (backing away, watching, etc.), or by +10% per round if the sub-adult catoblepas is distracted and engaged in combat. If more than one catoblepas is present, each is rolled for separately.

Bludgeoning Tail: Anyone struck by the catoblepas' mace-like tail must make a special saving throw or be stunned. The chance of stunning is base 50%, -5% per Hit Die or experience level above 1. Therefore a level 5 character has a 30% chance of being stunned, and a level 11 character is immune. The stun effect lasts for 1D4 rounds if the character is not wearing a helm; 1D3 rounds for a normal helm; or 1D2 rounds for a great helm. If an already-stunned character is stunned again, the duration roll indicates the number of rounds added to the ongoing stun effect.

Loathly Gaze: The entropic magic of the sub-adult catoblepas has a 60' range, and penetrates into the Astral and Ethereal realms.

Entropic Magic of Mung: Anyone who meets the gaze of the catoblepas will be stunned for 2D4 rounds, unless a saving throw vs. paralysis is made to nullify the

effect. If the victim is able to enact specifically stated countermeasures (as detailed above), the saving throw is at +4. Note that stunned characters cannot enact countermeasures of any kind.

Grim Fate: If everyone in an adventuring party is stunned by a sub-adult catoblepas, the creature will automatically strike one random victim with its tail every round, never missing.

Cattle, Wild

(Compare Herd Animal, pg. 168)





[79]

CATTLE, WILD, SMALL**(Common Mammal)**

The smallest wild cattle can be an anoa-like species, or the young of larger cattle.

Armor Class: 7 [12] (leathery hide)

Hit Dice: 1D8 (1 to 8 hit points, average 5)

Move: 150' (50') Ground

Attacks: 1 Charge or Kick

THACO: 19 [+0]

ACC5: 14+ (35%) vs. chain mail

Damage: 1D4 (average 3)

Number Appearing: Wandering or Lurking, Level 1, 3D4; Level 2, 5D4; Level 3, 7D4; etc.

No Lair.

Maximum Random Number Appearing 200.

Save As: Fighter 1 (INT 4) (SV D12 W13 P14 B15 S16 (1))

Morale: 6 (Faltering)

Treasure Type: None

Alignment: Neutral

XP Value: 10

Larger Males: A herd of small cattle will be protected by 1D6+1 small bulls (using the average-sized wild cattle stat template, below), and the bulls will become aggressive if the herd is approached.

Guarded Young: There will be 1 sub-adult present for every 2 adults (bulls or cows). Young will be HD 1D4 and non-combatant.

Stampeding: Small wild cattle will only attack if cornered or attacked. If the entire herd is threatened, however (for example, by a violent spell or by one or more herd

members being slain), a stampede will begin. The stampede direction will be random, as determined by 1D4: [1] toward the party, [2] away from the party, [3] to the left, [4] to the right. If the herd stampedes away, the encounter ends. Otherwise, determine whether each party member has cover (rocks, rubble, a wall, or trees within 1 round's movement range). Characters under cover will suffer no damage; those without cover will be struck by 2D4 charging cattle, inflicting 1D3 damage each without to hit rolls.

Domesticated Cattle: If necessary, the wild cattle stat templates can be used for domesticated herds. Domesticated cattle will typically not attack unless they are harassed or attacked by strangers.

[80]

CATTLE, WILD, AVERAGE-SIZED**(Common Mammal)**

Averaged-sized cattle or yaks tend to weigh several hundred pounds.

Armor Class: 7 [12] (leathery hide)

Hit Dice: 2D8 (2 to 16 hit points, average 9)

Move: 150' (50') Ground

Attacks: 1 Charge or Kick

THACO: 18 [+1]

ACC5: 13+ (40%) vs. chain mail

Damage: 1D4 (average 3)

Number Appearing: Wandering or Lurking, Level 1, 2D4; Level 2, 4D4; Level 3, 6D4; etc.

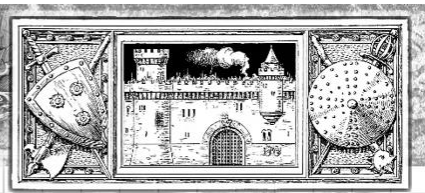
No Lair.

Maximum Random Number Appearing 200.

Save As: Fighter 2 (INT 4) (SV D12 W13 P14 B15 S16 (2))



CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES



Morale: 6 (Faltering)

Treasure Type: None

Alignment: Neutral

XP Value: 20

Large Males: A herd of average-sized cattle will be protected by 1D6+1 large bulls (using the large wild cattle stat template, below), and the bulls will become aggressive if the herd is approached.

Guarded Young: There will be 1 sub-adult present for every 2 adults (bulls or cows). Young will be equivalent to small wild cattle and non-combatant, but they will stampede along with the herd.

Stampeding: Wild cattle will only attack if cornered or attacked. If the entire herd is threatened, however (for example, by a violent spell or by one or more herd members being slain), a stampede will begin. The stampede direction will be random, as determined by 1D4: [1] toward the party, [2] away from the party, [3] to the left, [4] to the right. If the herd stampedes away, the encounter ends. Otherwise, determine whether each party member has cover (rocks, rubble, a wall, or trees within 1 round's movement range). Characters under cover will suffer no damage; those without cover will be struck by 2D4 charging cattle, inflicting 1D4 damage each without to hit rolls.



[81]

CATTLE, WILD, LARGE

(Common Mammal)

Large wild cattle species include the banteng and the kouprey.

Armor Class: 7 [12] (leathery hide)

Hit Dice: 3D8 (3 to 24 hit points, average 14)

Move: 150' (50') Ground

Attacks: 1 Charge or Kick

THACO: 17 [+2]

ACC5: 12+ (45%) vs. chain mail

Damage: 1D4+1 (average 4)

Number Appearing: Wandering or Lurking, Level 1, 1D6; Level 2, 2D6; Level 3, 3D6; etc.

No Lair.

Maximum Random Number Appearing 200.

Save As: Fighter 3 (INT 4) (SV D12 W13 P14 B15 S16 (3))

Morale: 7 (Normal)

Treasure Type: None

Alignment: Neutral

XP Value: 35

Protective Bulls: A herd of large cattle will be protected by 1D6+1 large bulls (using the Cattle, Wild, Bull stat template, below), and the bulls will become aggressive if the herd is approached.

Guarded Young: There will be 1 sub-adult present for every 2 adults (bulls or cows). Young will be equivalent to small (50%) or average-sized (50%) wild cattle and non-combatant, but they will stampede along with the herd.



CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES



Stampeding: Wild cattle will only attack if cornered or attacked. If the entire herd is threatened, however (for example, by a violent spell or by one or more herd members being slain), a stampede will begin. The stampede direction will be random, as determined by 1D4: [1] toward the party, [2] away from the party, [3] to the left, [4] to the right. If the herd stampedes away, the encounter ends. Otherwise, determine whether each party member has cover (rocks, rubble, a wall, or trees within 1 round's movement range). Characters under cover will suffer no damage; those without cover will be struck by 2D4 charging cattle, inflicting 1D4 damage each without to hit rolls.

[82]

CATTLE, WILD, HUGE

(Common Mammal)

This stat template can represent the female aurochs, or the gaur.

Armor Class: 7 [12] (leathery hide)

Hit Dice: 4D8 (4 to 32 hit points, average 18)

Move: 150' (50') Ground

Attacks: 1 Charge or Kick

THACO: 16 [+3]

ACC5: 11+ (50%) vs. chain mail

Damage: 1D4+1 (average 4)

Number Appearing: Wandering or Lurking, Level 1, 1D4; Level 2, 2D4; Level 3, 3D4; etc.

No Lair.

Maximum Random Number Appearing 200.

Save As: Fighter 4 (INT 4) (SV D10 W11 P12 B13 S14 (4))

Morale: 7 (Normal)

Treasure Type: None

Alignment: Neutral

XP Value: 75

Protective Bulls: A herd of huge cattle will be protected by 1D6+1 large bulls (using the Cattle, Wild, Bull stat template, below), and the bulls will become aggressive if the herd is approached.

Guarded Young: There will be 1 sub-adult present for every 2 adults (bulls or cows). Young will be equivalent to small (33%), average-sized (33%), or large (33%) wild cattle and non-combatant, but they will stampede along with the herd.

Territorial Disposition: Huge cattle – even without considering bulls – will attack (with warning kicks and charges) 50% of the time if they are approached by strangers.

Stampeding: Wild cattle will only attack if cornered or attacked. If the entire herd is threatened, however (for example, by a violent spell or by one or more herd members being slain), a stampede will begin. The stampede direction will be random, as determined by 1D4: [1] toward the party, [2] away from the party, [3] to the left, [4] to the right. If the herd stampedes away, the encounter ends. Otherwise, determine whether each party member has cover (rocks, rubble, a wall, or trees within 1 round's movement range). Characters under cover will suffer no damage; those without cover will be struck by 2D4 charging cattle, inflicting 1D4 damage each without to hit rolls.



CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES



[83]

CATTLE, WILD, BULL

(Common Mammal)

This creature template can represent the large males protecting herds of wild cattle, the wild ox, or the male aurochs.

Armor Class: 7 [12] (leathery hide)

Hit Dice: 4D8* (4 to 32 hit points, average 18)

Move: 150' (50') Ground

Attacks: 2 Goring Horns

THACO: 16 [+3]

ACC5: 11+ (50%) vs. chain mail

Damage: 1D6 (average 4) / 1D6 (average 4)

Number Appearing: Wandering or Lurking (away from herd), Level 1, 1; Level 2, 1D2; Level 3, 1D4; Level 4, 1D4+1; Level 5, 2D4; Level 6, 3D4; Level 7, 4D4; etc.

Bulls can also be encountered with herds of large or huge wild cattle, as described above.

No Lair.

Maximum Random Number Appearing 20.

Save As: Fighter 4 (INT 4) (SV D10 W11 P12 B13 S14 (4))

Morale: 8 (Resolute)

Treasure Type: None

Alignment: Neutral

XP Value: 125

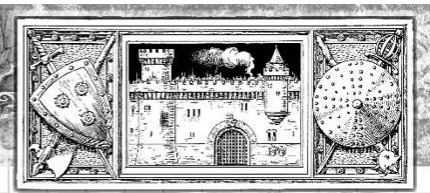
Great Bulls: Great bulls, those of 28 or more hit points, are sometimes ridden by minotaurs.

Aggressive Disposition: Anyone approaching to within 90' of a wild bull stands a 75% chance of being charged and attacked.

Trampling Charge: If a bull has at least 30' of room to run, it will charge; otherwise it will attack with its goring horns. A charge, if it hits, inflicts 3D4 impact damage and an additional 1D4 trampling damage.

Unexpected Targets: If a bull is not engaged in melee during any given round, it might well select a different target that is 30' to 50' away, so that it can charge.





Centaur, Tribal

(Supplementary to Centaur (Male), pg. 147)

[84]

CENTAUR, FEMALE (CENTAURIDE)

(Rare Fey Creature)

Female centaurs are more intelligent and less militant than the males, but they rarely leave the protection of their sacred groves.

Armor Class: 5 [14] (tough hide, DEX 16)

Hit Dice: 3D8 (3 to 24 hit points, average 14)

Move: 210' (70') Ground

Attacks: 2 Arrows or 2 Striking Hooves

THACO: 17 [+2]

ACC5: 12+ (45%) vs. chain mail

Damage: 1D6 (average 4) / 1D6 (average 4) or 1D4 (average 3) / 1D4 (average 3)

Number Appearing: 40% of encountered centaurs will be centaurides.

Save As: Fighter 3 (INT 10) (SV D12 W13 P14 B15 S16 (3))

Morale: 8 (Resolute)

Treasure Type: Wandering, Lurking, or in Lair, Individual treasure types L, S each.

In Lair, the larger centaur lair will have the tribe's treasure.

Alignment: Lawful (50%) / Neutral (50%)

XP Value: 35



[85]

CENTAUR, SUB-ADULT

(Rare Fey Creature)

Sub-adult centaurs and centaurides will only be found in centaur lairs, such as grottoes, arbors, pastoral ruins, and groves.

Armor Class: 6 [13] (hide, DEX 16)

Hit Dice: 2D8 (2 to 16 hit points, average 9)

Move: 150' (50') Ground

Attacks: 2 Striking Hooves

THACO: 18 [+1]

ACC5: 13+ (40%) vs. chain mail

Damage: 1D3 (average 2) / 1D3 (average 2)

Number Appearing: For each centauride present, there will be 1D2 sub-adult centaurs.

Save As: Fighter 2 (INT 8) (SV D12 W13 P14 B15 S16 (2))

Morale: 6 (Faltering)

Treasure Type: None

Alignment: Lawful (50%) / Neutral (50%)

XP Value: 20

Centipede, Giant, Non-Venemous

(Supplemental to Centipede, Giant, pg. 147)

[86]

CENTIPEDE, GIANT, NON-VENOMOUS

(Uncommon Vermin)

While incapable of injecting venom, these skittering horrors deliver a vicious and painful bite with their gnashing mandibles.



CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES



| |
|--|
| Armor Class: 9 [10] (vulnerable carapace) |
| Hit Dice: 1D2 (1 or 2 hit points, average 2) |
| Move: 150' (50') Ground |
| Attacks: 1 Bite |
| THACO: 19 [+0] |
| ACC5: 14+ (35%) vs. chain mail |
| Damage: 1D2 (average 2) |
| Number Appearing: Wandering or Lurking, Level 1, 3D4; Level 2, 4D4; Level 3, 5D4; etc. No Lair. Maximum Random Number Appearing 48. |
| Save As: Normal Man (INT 0) (SV D14 W15 P16 B17 S18 (0)) |
| Morale: 7 (Normal) |
| Treasure Type: Wandering, None; Lurking, U (Incidental). |
| Alignment: Neutral |
| XP Value: 5 |



Chimera, Sub-Adult

(Supplemental to Chimera, pg. 148)

[87]

CHIMERA, SUB-ADULT

(Rare Monstrosity)

Sub-adult chimeras are vicious and deranged, with none of the heads yet dominant or fully in control of the monstrous beast's temperament.

Armor Class: 5 [14] (thick hide, fur, dragon scales, DEX 14)

Hit Dice: 4D8+3** (7 to 35 hit points, average 21)

Move: 90' (30') Ground / 150' (50') Flying

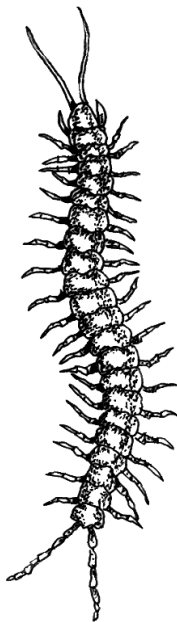
Attacks: 2 Lion's Claws / 2 Goat's Horns / 1 Lion's Bite / 1 Dragon's Bite

THACO: 15 [+4]

ACC5: 10+ (55%) vs. chain mail

Damage: 1D2 / 1D2 / 1D2 / 1D2 / 1D4 / 1D6+1 (average 2 / 2 / 2 / 2 / 3 / 5)

Number Appearing: Wandering or Lurking or in Lair, Level 1 to 3, 0 (No Encounter); Level 4, 1; Level 5, 1D2; Level 6, 1D3; Level 7, 1D4; Level 8+, 1D4+1.



CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES



Maximum Random Number Appearing 4.

Note: Sub-adult chimeras can also be found in encounters with adults, 30% of the time, with 1D2 sub-adults being present.

Save As: Fighter 4 (INT 3) (SV D10 W11 P12 B13 S14 (4))

Morale: 8 (Resolute)

Treasure Type: Wandering, None. Lurking or in Lair, F.

Lair Treasure Type Thresholds by Number Appearing: 1, 10% F; 2 or 3, 25% F; 4, 50% F.

Note: If adult chimeras are present, the adults will have treasure as listed in their description, but the sub-adults will not.

Alignment: Neutral

XP Value: 275

Draconian Fire: If the chimera is not within melee range, the dragon's head will breathe fire. In melee, the dragon's head will breathe fire 50% of the time if it is able to do so. The maximum range is 30', and the flames will inflict 2D6 damage, with a successful saving throw vs. breath weapon resulting in half damage. A sub-adult chimera can only breathe fire twice a day at most.



Cockatrice, Sub-Adult

(Supplemental to Cockatrice, pg. 148)

[88]

COCKATRICE, SUB-ADULT (Uncommon Monstrosity)

Sub-adult cockatrices, although incapable of petrifying prey, are dangerous nuisances; any civilized race will seek to exterminate them.

Armor Class: 6 [13] (plumage, scales, winged mobility)

Hit Dice: 2D8+3* (5 to 19 hit points, average 12)

Move: 60' (20') Ground / 120' (40') Flying

Attacks: 1 Peck or Claw

THACO: 17 [+2]

ACC5: 12+ (45%) vs. chain mail

Damage: 1D2 (average 2) + Paralysis

Number Appearing: Wandering or Lurking or in Lair, Level 1 or 2, 0 (No Encounter); Level 3, 1; Level 4, 1D2; Level 5, 1D3; Level 6, 1D4; Level 7, 1D4+1; Level 8+, 1D6+1.

Maximum Random Number Appearing 6.

Note: Sub-adult cockatrices can also be found in encounters with adults, 30% of the time, with 1D3 sub-adults being present.

Save As: Fighter 2 (INT 1) (SV D12 W13 P14 B15 S16 (2))

Morale: 6 (Faltering)

Treasure Type: Wandering, None. Lurking or in Lair, D.

Lair Treasure Type Thresholds by Number Appearing: 1, 10% D; 2 to 4, 25% D; 5, 50% D; 6, 75% D.



CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES



If adult cockatrices are present, the adults will have treasure as listed in their description, but the sub-adults will not.

Alignment: Neutral

XP Value: 35

Paralyzing Touch: Although they cannot petrify prey as adult cockatrices can, sub-adults can paralyze prey with a successful peck or claw hit. If the victim fails a saving throw vs. paralysis, he or she is paralyzed for 1D3+1 rounds. If the saving throw succeeds, the effect is negated. A victim can be so affected any number of times. Sub-adult cockatrices will attempt to paralyze all hostile targets before attempting to feed on a paralyzed victim.



Couatl

(New monster)

[89]

COUATL, ARCANES

(Very Rare Reptilian)

Magic-wielding feathered serpents that lair in the tropical realms, the majestic arcane couatls are the sworn enemies of chaos and evil.

Armor Class: 5 [14] (plumage, scales, DEX 14, winged mobility)

Hit Dice: 9D8*** (9 to 72 hit points, average 41)

Move: 60' (20') Ground / 180' (60') Flying

Attacks: 1 Bite / 1 Constricting Coils

THACO: 12 [+7]

ACC5: 7+ (70%) vs. chain mail

Damage: 1D3 + Poison (average 2) / 2D4 (average 5)

Number Appearing: Wandering or Lurking, Level 1 to 6, 0 (No Encounter); Level 7 or 8, 1; Level 9, 1D2; Level 10, 1D3; Level 11, 1D4; Level 12+, 1D4+1.

In Lair, Level 1 to 5, 0 (No Encounter); Level 6 or 7, 1; Level 8 or 9, 1D2; Level 10, 1D3; Level 11, 1D4; Level 12+, 1D4+1.

Maximum Random Number Appearing 4.

Note: When couatls are randomly encountered, roll 1D20 for each individual to determine its type: [1-9] Arcane, [10-16] Divine, [17-20] Sacred.

Save As: Magic-User 9 (INT 17) (SV D11 W12 P11 B14 S12 (9))

Morale: 10 (Undaunted)

Treasure Type: Wandering, None. Lurking or in Lair, B, I.

Lair Treasure Type Thresholds by Number Appearing: 1, 50% B, 50% I; 2, 75% B, 75% I; 3, 100% B, 100% I; 4, 110% B, 110% I.

Alignment: Lawful

XP Value: 3,000

Venomous Bite: Anyone bitten by couatl must save vs. Poison or die.

Constricting Coils: After a successful constricting attack, a couatl can (if desired) automatically inflict an additional 2D4 damage to that target every round without a to hit roll being required. The couatl can use another ability (such as a spell) during the rounds in which it is inflicting automatic



CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES



constriction damage after the initial attack. The couatl might choose to release its grasp, depending on combat circumstances.

Shape Changing: A couatl can cast Polymorph Self upon itself at will, up to once a round.

Arcane Magic: An arcane couatl is equivalent to a level 5 magic-user, and will know spells that should be randomly determined by the GM (2 level 1 spells, 2 level 2 spells, and 1 level 3 spell). These are innate powers with daily use ability; couatls do not own spell books. In addition to these magical abilities, couatls will also possess psychic powers (below).

Psychic Powers: In addition to its normal allotment of spells, each individual couatl will have spell-like psychic powers. In the Basic game, these abilities are identical to spells, but the couatl can know clerical and/or magical psychic abilities, regardless of its nature. (Generally, arcane couatls will have the magic-user type spells where there are clerical and magic-user variations of a spell given in the core rules; divine couatls will have cleric type spells; and sacred couatls will have the most advantageous spell form if there is a conflict between the two.) Couatl spells and psychic powers are cast at experience level 9 potency regardless of circumstances. The psychic powers are split into miscellaneous abilities, attack forms, and defense forms, as follows:

Psychic Abilities: An adult couatl will be able to cast 1D3 of the following miscellaneous spells per day; roll unique spells for each couatl. A duplicate roll means the spell can be cast twice per day. Roll 1D8: [1] Clairvoyance, [2] Detect Evil, [3] Detect Magic, [4-5] ESP, [6] Know Alignment, [7] Locate Object, [8] Remove Curse.

Psychic Attack: An adult couatl will be able to cast 1D3 of the following offensive spells per day; roll unique spells for each couatl. A

duplicate roll means the spell can be cast twice per day. Roll 1D6: [1] Charm Monster, [2] Charm Person, [3] Confusion, [4] Feeblemind, [5] Geas or Quest, [6] Telekinesis.

Psychic Defense: An adult couatl will be able to cast 1D3 of the following defensive spells per day; roll unique spells for each couatl. A duplicate roll means the spell can be cast twice per day. Roll 1D8: [1] Blink (as blink dog for 1D4+1 rounds), [2] Cure Disease, [3-4] Cure Light Wounds, [5] Cure Serious Wounds, [6] Dimension Door, [7] Invisibility, [8] Teleport.



[90]

COUATL, DIVINE

(Very Rare Reptilian)

Beautiful feathered serpents of profound wisdom, the divine couatls serve as champions and messengers between worshippers and the gods.

Armor Class: 5 [14] (plumage, scales, DEX 14, winged mobility)

Hit Dice: 9D8*** (9 to 72 hit points, average 41)

Move: 60' (20') Ground / 180' (60') Flying

Attacks: 1 Bite / 1 Constricting Coils

THACO: 12 [+7]



CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES



ACC5: 7+ (70%) vs. chain mail

Damage: 1D3 + Poison (average 2) / 2D4 (average 5)

Number Appearing: Wandering or Lurking, Level 1 to 6, 0 (No Encounter); Level 7 or 8, 1; Level 9, 1D2; Level 10, 1D3; Level 11, 1D4; Level 12+, 1D4+1.

In Lair, Level 1 to 5, 0 (No Encounter); Level 6 or 7, 1; Level 8 or 9, 1D2; Level 10, 1D3; Level 11, 1D4; Level 12+, 1D4+1.

Maximum Random Number Appearing 4.

Note: When couatls are randomly encountered, roll 1D20 for each individual to determine its type: [1-9] Arcane, [10-16] Divine, [17-20] Sacred.

Save As: Cleric 9 (INT 17) (SV D6 W7 P9 B11 S9 (9))

Morale: 10 (Undaunted)

Treasure Type: Wandering, None. Lurking or in Lair, B, I.

Lair Treasure Type Thresholds by Number Appearing: 1, 50% B, 50% I; 2, 75% B, 75% I; 3, 100% B, 100% I; 4, 110% B, 110% I.

Alignment: Lawful

XP Value: 3,000

Venomous Bite: Anyone bitten by couatl must save vs. Poison or die.

Constricting Coils: After a successful constricting attack, a couatl can (if desired) automatically inflict an additional 2D4 damage to that target every round without a to hit roll being required. The couatl can use another ability (such as a spell) during the rounds in which it is inflicting automatic constriction damage after the initial attack. The couatl might choose to release its grasp, depending on combat circumstances.

Shape Changing: A couatl can cast Polymorph Self upon itself at will, up to once a round.

Holy Magic: A divine couatl is equivalent to a level 7 cleric, and will know spells that should be randomly determined by the GM (2 level 1 spells, 2 level 2 spells, 2 level 3 spells, 1 level 4 spell, and 1 level 5 spell). These are innate powers with daily use ability. In addition to these clerical abilities, couatls will also possess psychic powers (below).

Psychic Powers: Divine couatls will also possess miscellaneous psychic abilities, attack modes, and defense modes, as described in the Couatl, Arcane stat template above.



[91]

COUATL, SACRED

(Very Rare Reptilian)

Sacred couatls are enlightened elders of their kind, capable of wielding both arcane and holy magics.

Armor Class: 5 [14] (plumage, scales, DEX 14, winged mobility)

Hit Dice: 9D8**** (9 to 72 hit points, average 41)

Move: 60' (20') Ground / 180' (60') Flying



CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES



Attacks: 1 Bite / 1 Constricting Coils

THACO: 12 [+7]

ACC5: 7+ (70%) vs. chain mail

Damage: 1D3 + Poison (average 2) / 2D4 (average 5)

Number Appearing: Wandering or Lurking, Level 1 to 6, 0 (No Encounter); Level 7 or 8, 1; Level 9, 1D2; Level 10, 1D3; Level 11, 1D4; Level 12+, 1D4+1.

In Lair, Level 1 to 5, 0 (No Encounter); Level 6 or 7, 1; Level 8 or 9, 1D2; Level 10, 1D3; Level 11, 1D4; Level 12+, 1D4+1.

Maximum Random Number Appearing 4.

Note: When couatls are randomly encountered, roll 1D20 for each individual to determine its type: [1-9] Arcane, [10-16] Divine, [17-20] Sacred.

Save As: Cleric / Magic-User 9 / 9 (INT 18) (SV D6 W7 P9 B11 S9 (9))

Morale: 11 (Fanatical)

Treasure Type: Wandering, None. Lurking or in Lair, B, I.

Lair Treasure Type Thresholds by Number Appearing: 1, 50% B, 50% I; 2, 75% B, 75% I; 3, 100% B, 100% I; 4, 110% B, 110% I.

Alignment: Lawful

XP Value: 3,700

Venomous Bite: Anyone bitten by couatl must save vs. Poison or die.

Constricting Coils: After a successful constricting attack, a couatl can (if desired) automatically inflict an additional 2D4 damage to that target every round without a to hit roll being required. The couatl can use another ability (such as a spell) during the rounds in which it is inflicting automatic constriction damage after the initial attack. The couatl might choose to release its grasp, depending on combat circumstances.

Shape Changing: A couatl can cast Polymorph Self upon itself at will, up to once a round.

Arcane and Holy Magics: A sacred couatl is equivalent to both a level 5 magic-user and a level 7 cleric, and will know spells that should be randomly determined by the GM.

Psychic Powers: Sacred couatls will also possess miscellaneous psychic abilities, attack modes, and defense modes, as described in the Couatl, Arcane stat template above.

[92]

COUATL, SUB-ADULT

(Very Rare Reptilian)

Sub-adult couatls are almost never seen; their powers are erratic and undeveloped, although their intelligence remains profound.

Armor Class: 6 [13] (plumage, light scales, DEX 14, winged mobility)

Hit Dice: 4D8+2** (6 to 34 hit points, average 20)

Move: 60' (20') Ground / 150' (50') Flying

Attacks: 1 Bite / 1 Constricting Coils

THACO: 15 [+4]

ACC5: 10+ (55%) vs. chain mail

Damage: 1D2 + Poison (average 2) / 1D4 (average 3)

Number Appearing: When 2 or more adult couatls (of any type) are encountered in a lair, there is a 25% chance that there will be 1D2 sub-adult couatls present as well.

Save As: Magic-User 4 (INT 14) (SV D13 W14 P13 B16 S15 (4))

Morale: 8 (Resolute)



CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES



Treasure Type: None

Alignment: Lawful

XP Value: 275

Venomous Bite: Anyone bitten by couatl must save vs. Poison or die. For a sub-adult's venom, the saving throw can be made at +3.

Constricting Coils: After a successful constricting attack, a couatl can (if desired) automatically inflict an additional 1D4 damage to that target every round without a to hit roll being required. The couatl can use another ability (such as a spell) during the rounds in which it is inflicting automatic constriction damage after the initial attack. The couatl might choose to release its grasp, depending on combat circumstances.

Limited Shape Changing: A sub-adult couatl can cast Polymorph Self upon itself at will, up to once a round. However, this power can only be used 3 times per day.

Lesser Magical Abilities: A sub-adult couatl will be either a level 3 magic-user (40%), a level 4 cleric (50%), or a both a level 3 magic-user and a level 4 cleric (10%). Spells for sub-adults should be selected by the GM, following the adult stat templates provided above.

Lesser Psychic Abilities: A sub-adult couatl will possess 1 miscellaneous psychic ability, 1 attack mode, and 1 defense mode (all randomly selected), as described in the Couatl, Arcane stat template above.



Crab, Huge and Large

(Supplemental to Crab, Giant, pg. 148)

[93]

CRAB, HUGE

(Rare Crustacean)

Huge crabs are 3' to 4' in diameter; this stat template can be used for sub-adult giant crabs, or to represent a smaller sub-species.

Armor Class: 4 [15] (thick and hardened shell)

Hit Dice: 2D8 (2 to 16 hit points, average 9)

Move: 90' (30') Ground / 90' (30') Swimming or Bottom Walking

Attacks: 2 Claw Pincers



CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES



THACO: 18 [+1]

ACC5: 13+ (40%) vs. chain mail

Damage: 1D4+1 (average 4) / 1D4+1 (average 4)

Number Appearing: Wandering or Lurking, Level 1, 1D2; Level 2, 1D3; Level 3, 1D4; Level 4, 1D4+1; Level 5, 2D4; Level 6, 2D4+1; Level 7, 3D4; Level 8+, 3D4+1.

No Lair.

Maximum Random Number Appearing 12.

Save As: Fighter 1 (INT 0) (SV D12 W13 P14 B15 S16 (1))

Morale: 7 (Normal)

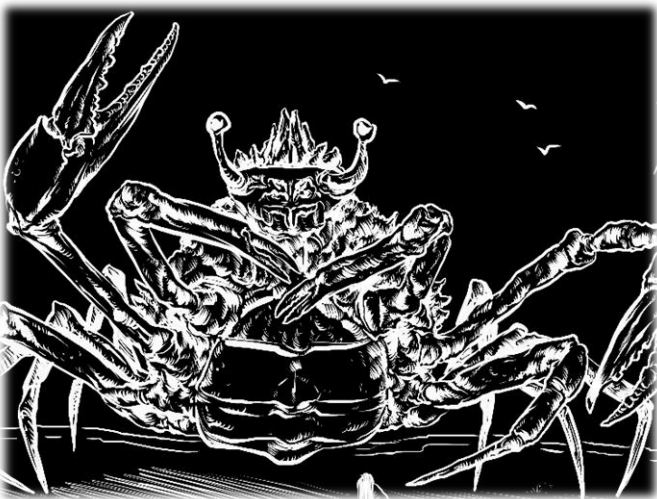
Treasure Type: None

Alignment: Neutral

XP Value: 20

Various Subspecies: Some (50%) types of crabs can swim, while others (50%) move underwater by walking along the seafloor.

Lunge from Concealment: Crabs attack by surging out from beneath the sand, from under rocks, around corners, and so forth; they surprise on a 1-4 on 1D6.



[94]

CRAB, LARGE

(Rare Crustacean)

Large crabs are 2' to 3' in diameter; this stat template can be used for young giant crabs, or to represent a smaller sub-species.

Armor Class: 4 [15] (thick and hardened shell)

Hit Dice: 1D8 (1 to 8 hit points, average 5)

Move: 60' (20') Ground / 60' (20') Swimming or Bottom Walking

Attacks: 2 Claw Pincers

THACO: 19 [+0]

ACC5: 14+ (35%) vs. chain mail

Damage: 1D3 (average 2) / 1D3 (average 2)

Number Appearing: Wandering or Lurking, Level 1, 1D4; Level 2, 2D4; Level 3, 3D4; Level 4+, 4D4.

No Lair.

Maximum Random Number Appearing 12.

Save As: Normal Man (INT 0) (SV D14 W15 P16 B17 S18 (0))

Morale: 6 (Faltering)

Treasure Type: None

Alignment: Neutral

XP Value: 10

Various Subspecies: Some (50%) types of crabs can swim, while others (50%) move underwater by walking along the seafloor.

Lunge from Concealment: Crabs attack by surging out from beneath the sand, from under rocks, around corners, and so forth; they surprise on a 1-4 on 1D6.



CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES



Crayfish, Giant

(New monster)

[95]

CRAYFISH, GIANT

(Uncommon Crustacean)

In accordance with the Gygaxian encounter system, this category includes both giant freshwater crayfish and massive saltwater-dwelling lobster species as well.

Armor Class: 4 [15] (heavy carapace, speed)

Hit Dice: 4D8+4* (8 to 36 hit points, average 22)

Move: 60' (20') Ground / 120' (40') Swimming

Attacks: 2 Deadly Claws

THACO: 15 [+4]

ACC5: 10+ (55%) vs. chain mail

Damage: 2D6 (average 7) / 2D6 (average 7)

Number Appearing: Wandering or Lurking, Level 1 or 2, 0 (No Encounter); Level 3, 1; Level 4, 1D2; Level 5, 1D3; Level 6, 1D4; Level 7+, 1D4+1.

No Lair.

Maximum Random Number Appearing 4.

Save As: Fighter 2 (INT 0) (SV D12 W13 P14 B15 S16 (2))

Morale: 8 (Resolute)

Treasure Type: Wandering, None; Lurking, V (Incidental).

Alignment: Neutral

XP Value: 200

Deadly Attacks: Giant crayfish are given a special ability bonus (*) because of the significant amount of damage their attacks can inflict.

Rush from Concealment: Crayfish attack by rushing out from underneath the sand, from under rocks, and so forth; they surprise on a 1-3 on 1D6.





[96]

CRAYFISH, HUGE**(Rare Crustacean)**

Huge crayfish – or sub-adult giant crayfish – are typically 6' to 7' long.

Armor Class: 5 [14] (carapace, speed)

Hit Dice: 3D8+1 (4 to 25 hit points, average 15)

Move: 60' (20') Ground / 120' (40') Swimming

Attacks: 2 Claw Strikes

THACO: 16 [+3]

ACC5: 11+ (50%) vs. chain mail

Damage: 2D4 (average 5) / 2D4 (average 5)

Number Appearing: Wandering or Lurking, Level 1, 1; Level 2, 1D2; Level 3, 1D3; Level 4, 1D4; Level 5+, 1D4+1.

No Lair.

Maximum Random Number Appearing 4.

Save As: Fighter 1 (INT 0) (SV D12 W13 P14 B15 S16 (1))

Morale: 7 (Normal)

Treasure Type: Wandering, None; Lurking, U (Incidental).

Alignment: Neutral

XP Value: 75

Deadly Attacks: Huge crayfish are given a special ability bonus (*) because of the significant amount of damage their attacks can inflict.

Rush from Concealment: Crayfish attack by rushing out from underneath the sand, from under rocks, and so forth; they surprise on a 1-3 on 1D6.

[97]

CRAYFISH, LARGE**(Rare Crustacean)**

Large crayfish – or young giant crayfish – are typically 4' to 5' long.

Armor Class: 5 [14] (light carapace, speed, DEX 13)

Hit Dice: 1D8+3 (4 to 11 hit points, average 8)

Move: 60' (20') Ground / 120' (40') Swimming

Attacks: 2 Claw Strikes

THACO: 18 [+1]

ACC5: 13+ (40%) vs. chain mail

Damage: 1D4 (average 3) / 1D4 (average 3)

Number Appearing: Wandering or Lurking, Level 1, 1D2; Level 2, 1D3; Level 3, 1D4; Level 5+, 1D4+1.

No Lair.

Maximum Random Number Appearing 4.

Save As: Normal Man (INT 0) (SV D14 W15 P16 B17 S18 (0))

Morale: 6 (Faltering)

Treasure Type: Wandering, None; Lurking, U (Incidental).

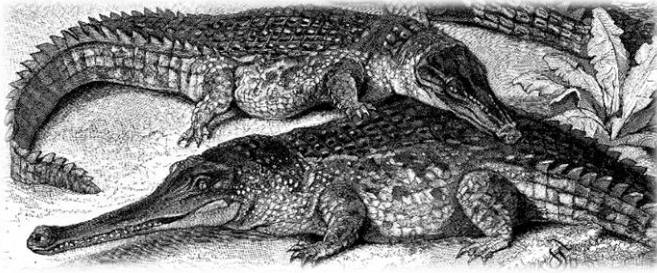
Alignment: Neutral

XP Value: 15

Rush from Concealment: Crayfish attack by rushing out from underneath the sand, from under rocks, and so forth; they surprise on a 1-3 on 1D6.



CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES



Crocodile, Swamp

(Compare Crocodile, pg. 149)

[98]

CROCODILE, SWAMP

(Common Reptile)

These sly and powerful creatures – typically between 8' and 15' long – are capable of both bite and crushing tail attacks.

Armor Class: 5 [14] (thick hide, muscle)

Hit Dice: 3D8* (3 to 24 hit points, average 14)

Move: 60' (20') Ground / 120' (40') Swimming

Attacks: 1 Bite / 1 Tail Strike

THACO: 17 [+2]

ACC5: 12+ (45%) vs. chain mail

Damage: 1D8 (average 5) / 1D12 (average 7)

Number Appearing: Wandering or Lurking, Level 1, 1; Level 2, 1D2; Level 3, 1D3; Level 4, 1D4+1; Level 5, 1D6+1; Level 6, 2D4; Level 7, 3D4; Level 8, 4D4; etc.

No Lair.

Maximum Random Number Appearing 24.

Save As: Fighter 3 (INT 1) (SV D12 W13 P14 B15 S16 (3))

Morale: 7 (Normal)

Treasure Type: None

Alignment: Neutral

XP Value: 50

Deadly Attacks: Swamp crocodiles are given a special ability bonus (*) because of the significant amount of damage their attacks can inflict.

Sluggish in Cold: If a swamp crocodile is caught in a cold environment, or damaged by magical cold, its movement rate is reduced by 50%.

Lying in Wait: If the crocodile is in water and its prey is walking on land, it surprises on a 1-3 on 1D6. If multiple crocodiles are present, all must be in the water or this surprise bonus is not applicable to the encounter.



CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES



[99]

CROCODILE, SWAMP, LARGE

(Uncommon Reptile)

A large swamp crocodile is between 16' and 20' long.

Armor Class: 5 [14] (thick hide, muscle)

Hit Dice: 5D8* (5 to 40 hit points, average 23)

Move: 60' (20') Ground / 120' (40') Swimming

Attacks: 1 Savage Bite / 1 Crushing Tail Strike

THACO: 15 [+4]

ACC5: 10+ (55%) vs. chain mail

Damage: 1D4+1D10 (average 8) / 2D8 (average 9)

Number Appearing: Wandering or Lurking, Level 1 or 2, 0 (No Encounter); Level 3, 1; Level 4, 1D2; Level 5, 1D3; Level 6, 1D4; Level 7, 1D4+1; Level 8, 1D6+1; Level 9, 2D4; Level 10, 3D4; Level 11, 4D4; etc.

No Lair.

Maximum Random Number Appearing 24.

Save As: Fighter 5 (INT 1) (SV D10 W11 P12 B13 S14 (5))

Morale: 8 (Resolute)

Treasure Type: None

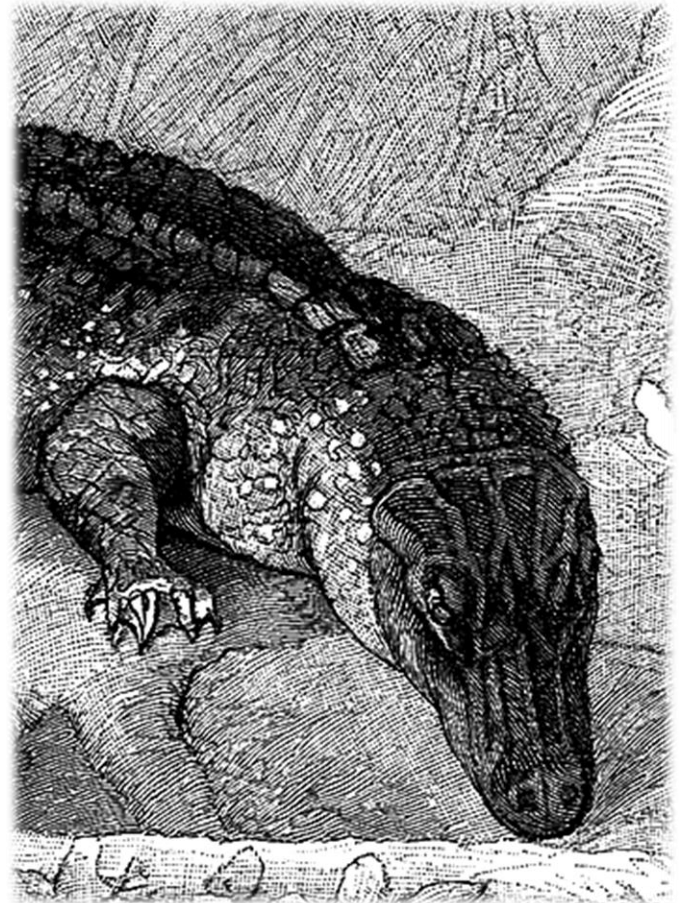
Alignment: Neutral

XP Value: 300

Deadly Attacks: Swamp crocodiles are given a special ability bonus (*) because of the significant amount of damage their attacks can inflict.

Sluggish in Cold: If a swamp crocodile is caught in a cold environment, or damaged by magical cold, its movement rate is reduced by 50%.

Lying in Wait: If the crocodile is in water and its prey is walking on land, it surprises on a 1-3 on 1D6. If multiple crocodiles are present, all must be in the water or this surprise bonus is not applicable to the encounter.



[100]

CROCODILE, SWAMP, HUGE

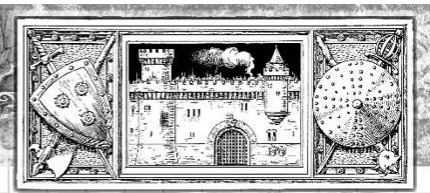
(Rare Reptile)

A huge swamp crocodile is between 21' and 30' long.

Armor Class: 4 [15] (very thick hide, muscle)



CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES



Chapter VI:

D

Dam Folk – Demon – Demon Lord – Demon Prince



Hit Dice: 7D8* (7 to 56 hit points, average 32)

Move: 60' (20') Ground / 120' (40') Swimming

Attacks: 1 Vicious Bite / 1 Massive Tail Strike

THACO: 13 [+6]

ACC5: 8+ (65%) vs. chain mail

Damage: 3D6 (average 11) / 2D10 (average 11)

Number Appearing: Wandering or Lurking, Level 1 to 3, 0 (No Encounter); Level 4, 1; Level 5, 1D2; Level 6, 1D3; Level 7, 1D4; Level 8, 1D4+1; Level 9, 1D6+1; Level 10, 2D4; Level 11, 2D4+1; Level 12, 3D4; Level 13, 4D4; Level 14, 5D4; etc.

No Lair.

Maximum Random Number Appearing 24.

Save As: Fighter 7 (INT 1) (SV D8 W9 P10 B10 S12 (7))

Morale: 9 (Defiant)

Treasure Type: None

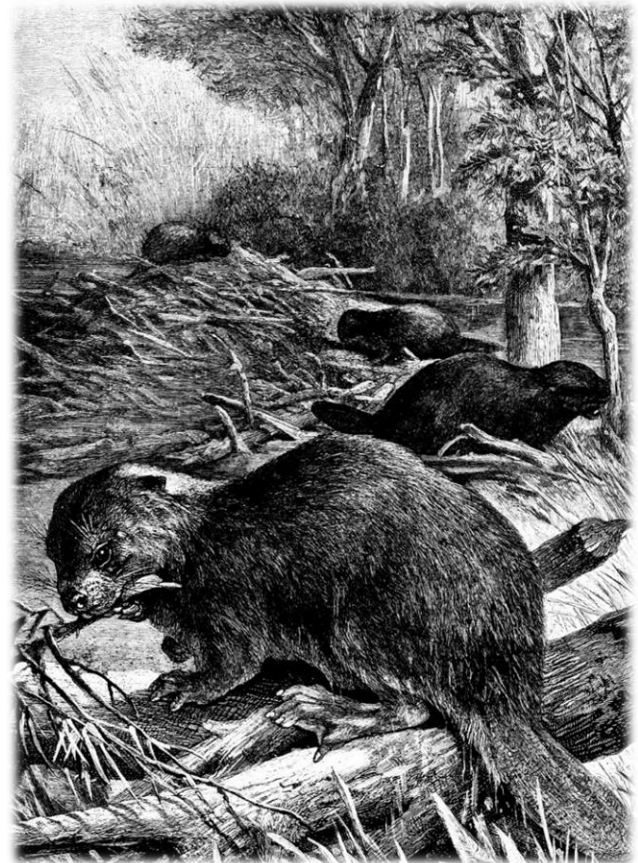
Alignment: Neutral

XP Value: 850

Deadly Attacks: Swamp crocodiles are given a special ability bonus (*) because of the significant amount of damage their attacks can inflict.

Sluggish in Cold: If a swamp crocodile is caught in a cold environment, or damaged by magical cold, its movement rate is reduced by 50%.

Lying in Wait: If the crocodile is in water and its prey is walking on land, it surprises on a 1-3 on 1D6. If multiple crocodiles are present, all must be in the water or this surprise bonus is not applicable to the encounter.





Dam Folk

(New monster)

[101]

DAM FOLK

(Very Rare Fey Creature)

The Dam Folk are intelligent and bipedal giant beavers, as alluded to in post-apocalyptic fiction and Native American legendry.

Armor Class: 7 [12] (fur, speed)

Hit Dice: 4D8* (4 to 32 hit points, average 18)

Move: 60' (20') Ground / 120' (40') Swimming

Attacks: 1 Bite

THACO: 16 [+3]

ACC5: 11+ (50%) vs. chain mail

Damage: 4D4 (average 10)

Number Appearing: Wandering, Level 1 or 2, 1; Level 3, 1D2; Level 4, 1D4; Level 5, 1D4+1; Level 6, 2D4; Level 7, 3D4; Level 8, 4D4; etc.

Lurking or in Lair, Level 1, 1; Level 2, 1D2; Level 3, 1D4; Level 4, 1D4+1; Level 5, 2D4; Level 6, 3D4; Level 7, 4D4; etc.

Maximum Random Number Appearing 40.

Save As: Fighter 4 (INT 9) (SV D10 W11 P12 B13 S14 (4))

Morale: 7 (Normal)

Treasure Type: Wandering or Lurking, None. In Lair, C.

Lair Treasure Type Thresholds by Number Appearing: 1-9, C x 10%; 10-14, C x 25%; 15-20, C x 75%; 21-35, C x 100%; 36-40, C x 110%.

Alignment: Neutral

XP Value: 125

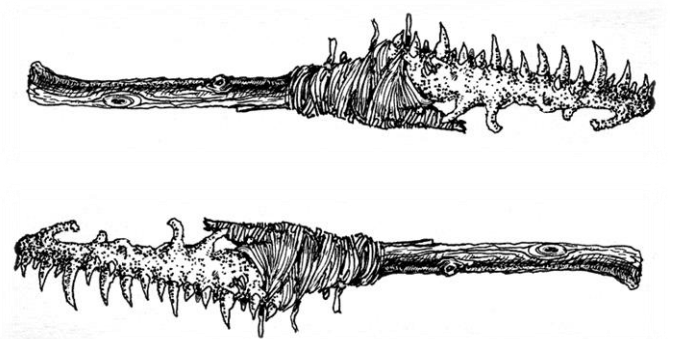
Wary Traders: The Dam Folk value gold and gems, but they will also trade for healing potions, fine bark, magical light sources, and similar. They are shy and reclusive however, and slow to trust.

Protected Dams: If threatened, the Dam Folk will frequently swim down and retreat to their dams, which are difficult for air-breathing adversaries to enter.

Vicious Bite: Despite their peaceful natures, the Folk are given a special ability bonus (*) because of the significant amount of damage their bites can inflict.

Greatly Prized Fur Pelt: The fine fur pelt of a slain adult giant beaver is worth 5D4 x 100 gold pieces. The GM can determine incidents where the pelt is worth the minimum value (reduced to -6 or fewer hit points) or the maximum value (poisoned).

Curious Specimens: While taking (sentient) young Dam Folk would be a chaotic act, those who do so will find that they are highly prized by sages, elven elders, faerie lore masters, and the like; alive and unharmed, they are worth 110-200 gp per hit point.





Demon

(New monster)

The Demons and Their Powers

This volume provides templates for many kinds of demons, from the lowly Manes to the nigh undefeatable Prince of Chaos, a cryptic and nameless horror known to sages only as the Ulthrogorgon. Details which apply to all demon types are provided here as a quick reference guide.

Warning: Most demons are deadly opponents for even the strongest and most valorous of heroes, particularly with their dimensional gating abilities and versatile repertoires of at will powers. The GM should only introduce the more powerful demons to the game world when

the players need a major new challenge, and significant planning and preparations for record keeping must then be made prior to play. Well-played demons will frequently be unbeatable if they are not defeated quickly; the heroes might well need to retreat, research, strategize, and then re-approach the situation once they know exactly what they are dealing with. Demons are certainly not suited for randomly generated encounters while you're sitting at the play table! They make poor wandering monsters, unless the GM is fully prepared for the possibility of their presence.

Planar Origin: Demons hail from the twisting planes and dimensions of Chaos. They are not native to the Prime Material Plane (the universe of the normal game world), but can be summoned by powerful spells, magic items, or – temporarily – by the arcane calling of another demon that is already freely situated on the Prime Material Plane.

Note that “freely situated” means that demons imprisoned by a magic circle or a spell cannot summon other demons. In the Basic rules, adventurers cannot adventure in the Planes of Chaos; therefore they will only encounter demons when they have been summoned, or have set up temporary lairs in or beneath the game world.

Demonic Cabals: The six most common types of demons – the Vrock, Hezrou, Glabrezu, Nalfeshnee, Marilith, and Balor – are frequently found together in random groups of 2 to 6 individuals. An example group might include 3 Vrocks, a Glabrezu, and a Marilith. Such groups are not randomly generated, but can be placed by the GM. Vrock and Hezrou demons hate one another, and the more numerous will enslave the weaker unless a stronger demon is present to lord itself over them all. And due to their tyrannical need to rule, a mixed cabal will only have 1 Marilith (at most) or 1 Balor (at most), but never both varieties at once. Stronger demons serve as tyrants, strong ones as overlords, average ones as servitors or thralls, and the weakest as slaves.





Telepathic Communication: Demons above the Manes tier all have a limited form of telepathy, which allows them to understand the languages spoken by any mortal who dares to address them. They can use this knowledge to communicate as well; their squawks, growls, chittering and so forth are perceived as each listener's native tongue.

Minor Demonic Powers: All demons have infravision and the ability to cast Darkness spells.



morale level 12, Fearless, are compelled by their natures to fight until destroyed.)

Special Demonic Powers: Demons possess other special powers as listed in the individual descriptions hereafter.

Abyssal Gating: Specify newly-gated demons are in anguish and tortured by being torn into our realm by demonic gateways instead of braced gateways, and will not remain for more than a few minutes' time, but gated demons can attempt their own gatings, and demons can attempt to open gates multiple times. Since it logically follows that the world would be overrun by demons if this power was not limited in some manner, the GM should note that no gated demon can remain in the world for more than 10 minutes before being painfully banished back to its plane of origin. Any originally-encountered demons however will remain until slain or they flee.



Major Demonic Powers: As specified in the individual descriptions, most demons can cast Gate spells and Teleport without Error. Teleportation is used to ambush known enemies, or to flee from dire circumstances. (Note however that less intelligent demons with

Planar Hunters and Huntresses: Demons of power (those beyond Manes tier) are capable of temporarily roaming the Astral and Ethereal Planes, and do so frequently due to their inability to manifest upon the Prime Material Plane where their favored mortal prey reside. However, demons within the Prime Material



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Plane cannot escape to the ethereal or astral realms.

Demonic Resistances: Demons suffer half normal damage from cold, fire, gas, lightning, and poison. Poison resistance means that a demon cannot be slain by a poison; a save or die effect would be ineffective, while a damaging poison would inflict 50% normal damage.



Lair and Temple Treasures: Demons who are on the Prime Material Plane for a fair amount of time (a year or more) gain treasure troves, due to slain enemies and sacrificed victims. The treasure types listed in this volume indicate treasures found in the game world. A lair is a normal lair; a temple is a place where chaotic guardian monsters and/or worshippers gather; and a temple stronghold is basically a dungeon

filled with guardian monsters and cultic worshippers. More powerful demons have greater treasure troves – gathered over centuries – hidden away in the realms of Chaos, but PCs will never see those riches in their mortal lifetimes.

Demonic Amulets: Demon Lords, Queens, and Princes are powerful enough to retain their mortal soul essence from thousands of years ago, preserved in eldritch amulets that are carefully hidden in the realms of Chaos. Player Characters will never find these amulets (unless the GM builds a years-long campaign around an epic quest), but it is known from history that destruction of an amulet would prevent demonic resurrection, and would allow such a creature to be slain and rendered dead forever.

The Fate of Utter Annihilation: Relatively minor demons, such as the Manes, Vrock, Hezrou, Glabrezu, Nalfeshnee, and Succubus, are destroyed when slain. They can never be resurrected.

The Fate of the Torturous Rebirth: More powerful demons, such as the Marilith and Balor, have their material forms destroyed when slain. Their spirits are sent back to the planes of Chaos, where they will remain in suffering for 101 years unless recreated by a Demon Lord, Queen, or Prince. Once the demon is reformed, it will swear life-long enmity against its destroyer(s).

The Fate of Planar Exile: Unique demons, such as the Demon Lords, Queens, and Princes, have their weaker material forms destroyed when slain. Their vanquished spirits are sent back to their ruled individual plane of Chaos, where they will remain in agony and humiliation for 13+1D100 years. Once the Demon Lord is reformed, it will swear eternal vengeance upon its destroyer(s) and will manage to send individual demons to attack the impetuous mortal heroes once every 1D12+3 game months ... forever.



CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES



[102]

DEMON, BALOR

(Rare Planar Monstrosity)

Balors are mighty fire demons, tasked with forming legions from earthly rabble such as goblins, half-orcs, and ogres.

Armor Class: -2 [21] (winged mobility, dire unholy enchantments)

Hit Dice: 8D8+8***** (16 to 72 hit points, average 44)

Move: 60' (20') Ground / 150' (50') Flying

Attacks: 1 Demonic Blade or 1 Whip and Flame Aura

THACO: 12 [+7]

ACC5: 7+ (70%) vs. chain mail

Damage: 1D12+1 (average 8) or 2D6 (average 7)

Number Appearing: Wandering or Lurking or in Lair, Level 1 to 8, 0 (No Encounter); Level 9 or 10, 1; Level 11, 1D2; Level 12, 1D3; Level 13, 1D4; Level 14, 1D4+1; Level 15+, 1D4+2.

Maximum Random Number Appearing 3 Wandering or Lurking, 6 in Temple Lair.

Save As: Fighter / Magic-User 8 / 8 (INT 13) (SV D8 W9 P10 B10 S12 (8))

Morale: 11 (Fanatical)

Treasure Type: Wandering or Recently Summoned, None. Lurking or in Temple Lair, F.

Lair Treasure Type Thresholds by Number Appearing: 1, F x 50%; 2, F x 100%; 3, F x 110%; 4 to 6, F x 150%.

Alignment: Chaotic

XP Value: 3,400

Demonic Powers: Refer to the Demons section (The Demons and Their Powers) for a summary of a demon's special abilities. Additional abilities for the Balor are as follows:

Extra-Planar Flesh: Balors are immune to non-magical weapons. Only magic weapons of +1 or greater strength can damage them.

Magic Resistance (75%): Balors are immune to many hostile spells cast upon them. A spell cast upon them by a level 1 to 6 character has no effect. Spells cast by higher-level characters will be resisted as follows: level 7 caster, 95% chance; level 8, 90%; level 9, 85%; level 10, 80%; level 11, 75%; and so forth. Even if the spell does overcome the demon's magic resistance, the



CASTLE OLDSKULL

FANTASY ROLE PLAYING GAMES



demon still gets a saving throw if the specific spell allows for it.

Demonic Blade: Each Balor carries a uniquely-crafted magical sword, which inflicts damage per the demon's Strength, as listed in the Damage stat section. If the Balor is slain, this weapon is equivalent to a +1 two-handed sword that can be claimed as a battle trophy. However, chaotic NPCs and sentient chaotic monsters will attempt to claim the sword (violently) for themselves, so it is probably wiser to destroy such things.

Aura of Flame: During combat, an aura of flame surrounds the Balor; it surges and ebbs randomly. At the beginning of each round during an encounter, the GM should roll 1D6. On a roll of 1-4, the demon's flames surge, and it will likely favor a Whip and Flame Aura attack. On a roll of 5-6, the demon's flames have ebbed, and it will likely favor a Demonic Blade attack, or the casting of an at will power.

At Will Powers: Balors can wield the following spell-like powers at will, 1 power per round: Cause Fear, Darkness 10' Radius, Detect Invisible, Detect Magic, Dispel Magic, Read Languages, Read Magic, Telekinesis (up to 600 lbs. weight). An at will power cannot be used during the same round that a demon attacks; it is an either-or situation as dictated by the GM.

Greater Unholy Symbol: As an at will power, a Balor can engrave a luminous magical symbol of Chaos upon the air. The symbol will last for 10 rounds; anyone within 90' who sees it must make a saving magic or suffer a negative effect. The symbol types available to the Balor are as follows:

Symbol of Discord: All creatures who fail the saving throw begin quarreling with one another. If not attacked, they will quarrel uncontrollably for 5D4 rounds. If there are differing alignments among the quarrelers, there is a 50% chance that instead of

quarreling they will violently attack one another for 2D4 rounds. Player Characters can be affected by this magic.

Symbol of Fear: All creatures who fail the saving throw (at a -4 penalty) suffer a Wand of Fear effect.

Symbol of Sleep: All creatures under 8 Hit Dice or levels who fail the saving throw fall into an immediate catatonic slumber. If not attacked, they will sleep for 1D12+4 turns.

Symbol of Stunning: This symbol has 160 points of power. The first creature to behold it (determined at random) who fails the saving throw will be stunned. The symbol's power is then depleted by 1 point per hit point of the affect individual. If power yet remains after this depletion, another random viewer will be affected (although the next person is allowed their own saving throw). All affected creatures drop whatever they are holding, and reel uncontrollably – unable to defend themselves – for 3D4 rounds.

Demonic Gateway: As a special at will power, a Balor can attempt to open a one-way demonic gateway, compelling a lesser demon to aid them. The gate has a 70% chance of opening. Opening a gate can be attempted ever 3 rounds; for example, if a gating is attempted on encounter round 4, another gating could be attempted on round 7. Note that if a battle continues at length, a huge number of demons could be temporarily summoned. For a Balor's gate, a successful opening will summon 1 Glabrezu (D10 roll of 1-8) or 1 Nalfeshnee (roll of 9 or 10).

Psychic Powers: In addition to its normal allotment of at will abilities, each individual Balor will have spell-like psychic powers. In the Basic game, these abilities are identical to spells, but the Balor can know clerical and/or magical psychic abilities, regardless of its nature. A Balor's psychic powers are cast at experience level 9 potency regardless



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of circumstances. The psychic powers are split into attack forms and defense forms, as follows:

Psychic Attack: A Balor demon will be able to cast 2 of the following offensive spells per day; roll unique spells for each Balor. A duplicate roll means the spell can be cast twice per day. Roll 1D4: [1] Charm Monster, [2] Charm Person, [3] Confusion, [4] Feeblemind.

Psychic Defense: A Balor demon will be able to cast 2 of the following defensive spells per day; roll unique spells for each Balor. A duplicate roll means the spell can be cast twice per day. Roll 1D10: [1] Blink (as blink dog for 1D4+1 rounds), [2] Cause Disease, [3] Cause Light Wounds, [4] Cause Serious Wounds, [5] Cure Disease (Self Only), [6] Cure Light Wounds (Self Only), [7] Cure Serious Wounds (Self Only), [8] Dimension Door, [9] Invisibility, [10] Teleport.



[103]

DEMON, BALOR, GREATER

(Very Rare Planar Monstrosity)

The greater Balors are war demons, and are often worshipped by chaos lords or protected by spear-wielding flame salamanders.

Armor Class: -2 [21] (winged mobility, dire unholy enchantments)

Hit Dice: 8D8+8***** (but 48 to 72 hit points, average 60)

Move: 60' (20') Ground / 150' (50') Flying

Attacks: 1 Demonic Blade or 1 Whip and Flame Aura

THACO: 12 [+7]

ACC5: 7+ (70%) vs. chain mail

Damage: 1D12+3 (average 10) or 3D6 (average 11)

Number Appearing: Wandering or Lurking or in Lair, Level 1 to 9, 0 (No Encounter); Level 10 or 11, 1; Level 12, 1D2; Level 13, 1D3; Level 14, 1D4; Level 15, 1D4+1; Level 16+, 1D4+2.

Maximum Random Number Appearing 3 Wandering or Lurking, 6 in Temple Lair.

Save As: Fighter / Magic-User 8 / 8 (INT 13) (SV D8 W9 P10 B10 S12 (8))

Morale: 11 (Fanatical)

Treasure Type: Wandering or Recently Summoned, None. Lurking or in Temple Lair, F.

Lair Treasure Type Thresholds by Number Appearing: 1, F x 100%; 2, F x 150%; 3, F x 200%; 4 to 6, F x 250%.

Alignment: Chaotic

XP Value: 3,950



CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES



Summary of Powers: Due to text length and redundancy, this extensive section is not repeated here. Please refer to the prior Balor stat template, above, for details. Greater Balors have minor differences which grant them an additional special ability asterisk (*). The differences include increased hit points, increased blade damage, rebalanced numbers appearing, and increased treasure.

Psychic Strength: Unlike a normal Balor, a greater Balor will possess 3 psychic attack powers, and 3 psychic defense powers.



[104]

DEMON, BALOR, ELDER

(Extremely Rare Planar Monstrosity)

The elder Balors, rarely seen on the Prime Material Plane, are sometimes found in allegiance with red dragons in the name of eternal Chaos.

Armor Class: -2 [21] (winged mobility, dire unholy enchantments)

Hit Dice: 8D8+8***** (but 64 to 72 hit points, average 68)

Move: 60' (20') Ground / 150' (50') Flying

Attacks: 1 Demonic Blade or 1 Whip and Flame Aura

THACO: 12 [+7]

ACC5: 7+ (70%) vs. chain mail

Damage: 1D12+5 (average 12) or 4D6 (average 14)

Number Appearing: Wandering or Lurking or in Lair, Level 1 to 10, 0 (No Encounter); Level 11 or 12, 1; Level 13, 1D2; Level 14, 1D3; Level 15, 1D4; Level 16, 1D4+1; Level 17+, 1D4+2.

Maximum Random Number Appearing 3 Wandering or Lurking, 6 in Temple Lair.

Save As: Fighter / Magic-User 8 / 8 (INT 13) (SV D8 W9 P10 B10 S12 (8))

Morale: 12 (Fearless)

Treasure Type: Wandering or Recently Summoned, None. Lurking or in Temple Lair, F.

Lair Treasure Type Thresholds by Number Appearing: 1, F x 150%; 2, F x 200%; 3, F x 300%; 4 to 6, F x 400%.

Alignment: Chaotic

XP Value: 4,500

Summary of Powers: Due to text length and redundancy, this extensive section is not repeated here. Please refer to the prior Balor stat template, above, for details. Elder Balors have minor differences which grant them two additional special ability asterisks (**). The differences include increased hit points, increased blade damage, rebalanced numbers appearing, improved morale, and increased treasure.

Psychic Strength: Unlike a normal Balor, an elder Balor will possess 4 psychic attack powers, and 4 psychic defense powers.





[105]

DEMON, GLABREZU**(Rare Planar Monstrosity)**

Due to their vigilance and ferocity the Glabrezu, or hound demons, are favored by powerful Chaotic monsters as guardians and temple protectors.

Armor Class: -4 [23] (thick hide, partial carapace, dire unholy enchantments)

Hit Dice: 10D8*** (10 to 80 hit points, average 45)

Move: 90' (30') Ground

Attacks: 2 Deadly Claw Strikes / 2 Grappling Claws / 1 Bite

THACO: 11 [+8]

ACC5: 6+ (75%) vs. chain mail

Damage: 2D6 / 2D6 / 1D3 / 1D3 / 1D4+1 (average 7 / 7 / 2 / 2 / 4)

Number Appearing: Wandering or Lurking or in Lair, Level 1 to 6, 0 (No Encounter); Level 7 or 8, 1; Level 9, 1D2; Level 10, 1D3;

Level 11, 1D4; Level 12, 1D4+1; Level 13+, 1D4+2.

Maximum Random Number Appearing 3 Wandering or Lurking, 6 in Temple Lair.

Save As: Fighter 10 (INT 9) (SV D6 W7 P8 B8 S10 (10))

Morale: 12 (Fearless)

Treasure Type: Wandering or Recently Summoned, None. Lurking or in Temple Lair, D.

Lair Treasure Type Thresholds by Number Appearing: 1, D x 50%; 2, D x 100%; 3, D x 110%; 4 to 6, D x 150%.

Alignment: Chaotic

XP Value: 3,000

Demonic Powers: Refer to the Demons section (The Demons and Their Powers) for a summary of a demon's special abilities. Additional abilities for the Glabrezu are as follows:

Magic Resistance (60%): Glabrezu are immune to many hostile spells cast upon them. A spell cast upon them by a level 1 to 3 character has no effect. Spells cast by higher-level characters will be resisted as follows: level 4 caster, 95% chance; level 5, 90%; level 6, 85%; level 7, 80%; level 8, 75%; and so forth. Even if the spell does overcome the demon's magic resistance, the demon still gets a saving throw if the specific spell allows for it.

At Will Powers: Glabrezu can wield the following spell-like powers at will, 1 power per round: Cause Fear, Darkness 10' Radius, Levitate, Polymorph Self, Telekinesis (up to 400 lbs. weight). An at will power cannot be used during the same round that a demon attacks; it is an either-or situation as dictated by the GM.

Demonic Gateway: As a special at will power, a Glabrezu can attempt to open a one-way demonic gateway, compelling a



CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES



lesser demon to aid them. The gate has a 30% chance of opening. Opening a gate can be attempted ever 3 rounds; for example, if a gating is attempted on encounter round 4, another gating could be attempted on round 7. Note that if a battle continues at length, a huge number of demons could be temporarily summoned. For a Glabrezu's gate, a successful opening will summon 1 Vrock (D6 roll of 1-2), 1 Hezrou (roll of 3 or 4), or 1 Glabrezu (roll of 5 or 6).

Psychic Powers: In addition to its normal allotment of at will abilities, each individual Glabrezu will have spell-like psychic powers. In the Basic game, these abilities are identical to spells, but the Glabrezu can know clerical and/or magical psychic abilities, regardless of its nature. A Glabrezu's psychic powers are cast at experience level 9 potency regardless of circumstances. The psychic powers are split into attack forms and defense forms, as follows:

Psychic Attack: A Glabrezu demon will be able to cast 1 of the following offensive spells per day; roll a unique spell for each Glabrezu. Roll 1D4: [1] Charm Monster, [2] Charm Person, [3] Confusion, [4] Feeblemind.

Psychic Defense: A Glabrezu demon will be able to cast 1 of the following defensive spells per day; roll a unique spell for each Glabrezu. Roll 1D10: [1] Blink (as blink dog for 1D4+1 rounds), [2] Cause Disease, [3] Cause Light Wounds, [4] Cause Serious Wounds, [5] Cure Disease (Self Only), [6] Cure Light Wounds (Self Only), [7] Cure Serious Wounds (Self Only), [8] Dimension Door, [9] Invisibility, [10] Teleport.



[106]

DEMON, HEZROU

(Rare Planar Monstrosity)

Of twisted batrachian form and perhaps somehow associated with the Deep Ones, Hezrou demons favor marshy or briny areas in which to hold their sacrifices.

Armor Class: -2 [21] (slimy hide, unholy enchantments)

Hit Dice: 9D8** (9 to 72 hit points, average 41)

Move: 60' (20') Ground / 120' (40') Swimming

Attacks: 2 Claws / 1 Vicious Bite

THACO: 12 [+7]

ACC5: 7+ (70%) vs. chain mail

Damage: 1D3 / 1D3 / 4D4 (average 2 / 2 / 10)

Number Appearing: Wandering or Lurking or in Lair, Level 1 to 5, 0 (No Encounter); Level 6 or 7, 1; Level 8, 1D2; Level 9, 1D3;



CASTLE OLDSKULL

FANTASY ROLE PLAYING GAMES



Level 10, 1D4; Level 11, 1D4+1; Level 12+, 1D4+2.

Maximum Random Number Appearing 3 Wandering or Lurking, 6 in Temple Lair.

Save As: Fighter / Magic-User 9 / 9 (INT 6) (SV D8 W9 P10 B10 S12 (9))

Morale: 12 (Fearless)

Treasure Type: Wandering or Recently Summoned, None. Lurking or in Temple Lair, C.

Lair Treasure Type Thresholds by Number Appearing: 1, C x 50%; 2, C x 100%; 3, C x 110%; 4 to 6, C x 150%.

Alignment: Chaotic

XP Value: 2,300

Demonic Powers: Refer to the Demons section (The Demons and Their Powers) for a summary of a demon's special abilities. Additional abilities for the Glabrezu are as follows:

Magic Resistance (55%): Hezrou demons are immune to many hostile spells cast upon them. A spell cast upon them by a level 1 or 2 character has no effect. Spells cast by higher-level characters will be resisted as follows: level 3 caster, 95% chance; level 4, 90%; level 5, 85%; level 6, 80%; level 7, 75%; and so forth. Even if the spell does overcome the demon's magic resistance, the demon still gets a saving throw if the specific spell allows for it.

At Will Powers: The Hezrou can wield the following spell-like powers at will, 1 power per round: Cause Fear, Darkness 15' Radius, Detect Invisible, Levitate, Polymorph Self, Telekinesis (up to 300 lbs. weight). An at will power cannot be used during the same round that a demon attacks; it is an either-or situation as dictated by the GM.

Demonic Gateway: As a special at will power, a Hezrou demon can attempt to open

a one-way demonic gateway, compelling a lesser demon to aid them. The gate has a 20% chance of opening. Opening a gate can be attempted ever 3 rounds; for example, if a gating is attempted on encounter round 4, another gating could be attempted on round 7. Note that if a battle continues at length, a huge number of demons could be temporarily summoned. For a Hezrou's gate, a successful opening will summon 1 Hezrou demon.

Psychic Powers: In addition to its normal allotment of at will abilities, each individual Hezrou will have spell-like psychic powers. In the Basic game, these abilities are identical to spells, but the Hezrou can know clerical and/or magical psychic abilities, regardless of its nature. A Hezrou's psychic powers are cast at experience level 9 potency regardless of circumstances. The psychic powers are split into attack forms and defense forms, as follows:

Psychic Attack: A Hezrou demon will be able to cast 1 of the following offensive spells per day; roll a unique spell for each Hezrou. Roll 1D4: [1] Charm Monster, [2] Charm Person, [3] Confusion, [4] Feeblemind.

Psychic Defense: A Hezrou demon will be able to cast 1 of the following defensive spells per day; roll a unique spell for each Hezrou. Roll 1D10: [1] Blink (as blink dog for 1D4+1 rounds), [2] Cause Disease, [3] Cause Light Wounds, [4] Cause Serious Wounds, [5] Cure Disease (Self Only), [6] Cure Light Wounds (Self Only), [7] Cure Serious Wounds (Self Only), [8] Dimension Door, [9] Invisibility, [10] Teleport.





[107]

DEMON, MANES**(Rare Planar Monstrosity)**

The Manes, or sub-demons, are tortured and stunted creatures with glowing eyes and filthy fangs.

Armor Class: 7 [12] (blubber, bones, pain resistance)

Hit Dice: 1D8** (1 to 8 hit points, average 5)

Move: 30' (10') Ground

Attacks: 2 Claws / 1 Bite

THACO: 19 [+0]

ACC5: 14+ (35%) vs. chain mail

Damage: 1D2 / 1D2 / 1D4 (average 2 / 2 / 3)

Number Appearing: Wandering, Level 1, 1D2; Level 2, 1D3; Level 3, 1D4; Level 4,

1D4+1; Level 5, 2D4; Level 6, 3D4; Level 7, 4D4; Level 8+, 5D4.

Lurking, Level 1, 1D4; Level 2, 2D4; Level 3, 3D4; Level 4, 4D4; etc.

No Lair.

Maximum Random Number Appearing 16.

Save As: Fighter 1 (INT 3) (SV D12 W13 P14 B15 S16 (1))

Morale: 12 (Fearless)

Treasure Type: Wandering, None. Lurking, U (Incidental).

Alignment: Chaotic

XP Value: 16

Degenerate Sub-Demons: Manes are lost souls confined to Chaos. They do not have the primary repertoire of demonic powers, but only the powers listed in this stat template.

Extra-Planar Flesh: Manes are immune to non-magical weapons. Only magic weapons of +1 or greater strength can damage them. (Manes are granted an additional special ability asterisk (*) due to the fact that they are frequently encountered by adventuring parties who possess few magic weapons due to their experience level).

Demonic Resistances: Manes demons suffer half normal damage from cold, fire, gas, lightning, and poison. Poison resistance means that a demon cannot be slain by a poison; a save or die effect would be ineffective, while a damaging poison would inflict 50% normal damage.

Soulless Shell: Manes demons are immune to Sleep, Charm, and Hold magics because they are near to undeath.

Tormented Resurgence: When a manes is destroyed, it dissipates into mephitic vapor. These vapors will reform into a Manes in 24 hours unless doused with holy water.



CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES



[108]

DEMON, MARILITH

(Rare Planar Monstrosity)

These tyrannical, serpentine matriarchs rule over the lesser demons with silver-tongued guile and venom-laden threats.

Armor Class: -3 [22] (scales, whirling blades, unholy enchantments)

Hit Dice: 7D8+7***** (14 to 70 hit points, average 39)

Move: 120' (40') Ground

Attacks: 1 Constricting Coils / 6 Weapons

THACO: 12 [+7]

ACC5: 7+ (70%) vs. chain mail

Damage: 2D4 (average 5) / 6 By Weapon

- ❖ **Barbed Blade:** Damage 1D6 + Disarm (average 4)
- ❖ **Battle Axe:** Damage 1D8 (average 5)
- ❖ **Broad Sword:** Damage 2D4 (average 5)
- ❖ **Dagger, Poisoned:** Damage 1D4 + Poison (average 3)
- ❖ **Falchion:** Damage 1D6+1 (average 4)
- ❖ **Hand Axe, Poisoned:** Damage 1D6 + Poison (average 4)
- ❖ **Khopesh Sword:** Damage 2D4 + Disarm (average 5)
- ❖ **Long Sword:** Damage 1D8 (average 5)
- ❖ **Scimitar:** Damage 1D8 (average 5)
- ❖ **Sickle Sword:** Damage 1D6+1 + Disarm (average 5)

Number Appearing: Wandering or Lurking or in Lair, Level 1 to 7, 0 (No Encounter); Level 8 or 9, 1; Level 10, 1D2; Level 11, 1D3; Level 12, 1D4; Level 13, 1D4+1; Level 14+, 1D4+2.

Maximum Random Number Appearing 3 Wandering or Lurking, 6 in Temple Lair.

Save As: Fighter / Magic-User 7 / 7 (INT 13) (SV D8 W9 P10 B10 S12 (7))

Morale: 11 (Fanatical)

Treasure Type: Wandering or Recently Summoned, None. Lurking or in Temple Lair, G.

Lair Treasure Type Thresholds by Number Appearing: 1, G x 50%; G, F x 100%; G, F x 110%; 4 to 6, G x 150%.

Alignment: Chaotic

XP Value: 2,850

Extra-Planar Flesh: Mariliths are immune to non-magical weapons. Only magic



CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES



weapons of +1 or greater strength can damage them.

Magic Resistance (80%): Mariliths are immune to many hostile spells cast upon them. A spell cast upon them by a level 1 to 7 character has no effect. Spells cast by higher-level characters will be resisted as follows: level 8 caster, 95% chance; level 9, 90%; level 10, 85%; level 11, 80%; level 12, 75%; and so forth. Even if the spell does overcome the demon's magic resistance, the demon still gets a saving throw if the specific spell allows for it.

Mistress of Many Weapons: For each of the Marilith's six arms, roll 1D10 to determine the type of weapon that is held: [1] Barbed Blade, [2] Battle Axe, [3] Broad Sword, [4] Dagger (Poisoned), [5] Falchion, [6] Hand Axe [Poisoned], [7] Khopesh Sword, [8] Long Sword, [9] Scimitar, [10] Sickle Sword. Note that if any magical weapons are indicated in a Marilith treasure hoard, they will be wielded in combat, replacing the weakest of these randomly-generated weapons.

Constricting Coils: After a successful constricting attack, a Marilith can (if desired) automatically inflict an additional 2D4 damage to that target every round without a to hit roll being required. The Marilith can use another ability (such as a spell) during the rounds in which it is inflicting automatic constriction damage after the initial attack. The Marilith might choose to release its grasp, depending on combat circumstances.

At Will Powers: Mariliths can wield the following spell-like powers at will, 1 power per round: Darkness 10' Radius, Detect Invisible, Phantasmal Force, Polymorph Self, Read Languages. An at will power cannot be used during the same round that a demon attacks; it is an either-or situation as dictated by the GM.

Demonic Gateway: As a special at will power, a Marilith demon can attempt to

open a one-way demonic gateway, compelling a lesser demon to aid them. The gate has a 50% chance of opening. Opening a gate can be attempted ever 3 rounds; for example, if a gating is attempted on encounter round 4, another gating could be attempted on round 7. Note that if a battle continues at length, a huge number of demons could be temporarily summoned. For a Marilith's gate, a successful opening will summon 1 Vrock demon (D20 roll of 1-6), 1 Hezrou (roll of 7-11), 1 Glabrezu (roll of 12-14), 1 Nalfeshnee (roll of 15-17), 1 Balor (roll of 18), 1 Greater Balor (roll of 19), or 1 GM-chosen Demon Lord, Queen, or Prince on a roll of 20 (flee, mortals, and despair!).

Psychic Powers: In addition to its normal allotment of at will abilities, each individual Marilith will have spell-like psychic powers. In the Basic game, these abilities are identical to spells, but the Marilith can know clerical and/or magical psychic abilities, regardless of its nature. A Marilith's psychic powers are cast at experience level 9 potency regardless of circumstances. The psychic powers are split into attack forms and defense forms, as follows:

Psychic Attack: A Marilith demon will be able to cast 2 of the following offensive spells per day; roll a unique spell for each Marilith. A duplicate roll means the spell can be cast twice per day. Roll 1D4: [1] Charm Monster, [2] Charm Person, [3] Confusion, [4] Feeblemind.

Psychic Defense: A Marilith demon will be able to cast 1 of the following defensive spells per day; roll a unique spell for each Marilith. A duplicate roll means the spell can be cast twice per day. Roll 1D10: [1] Blink (as blink dog for 1D4+1 rounds), [2] Cause Disease, [3] Cause Light Wounds, [4] Cause Serious Wounds, [5] Cure Disease (Self Only), [6] Cure Light Wounds (Self Only), [7] Cure Serious Wounds (Self Only),



CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES



[8] Dimension Door, [9] Invisibility, [10] Teleport.



[109]

DEMON, NALFESHNEE

(Rare Planar Monstrosity)

Intelligent and deceitful, the Nalfeshnee (or boar demons, or goat demons) are favored as grim protectors of the Balors and demon lords.

Armor Class: -1 [20] (thick hide, winged mobility, unholy enchantments)

Hit Dice: 11D8**** (11 to 88 hit points, average 50)

Move: 90' (30') Ground / 120' (40') Flying

Attacks: 2 Claws / 1 Bite

THACO: 9 [+10]

ACC5: 4+ (85%) vs. chain mail

Damage: 1D4 / 1D4 / 2D4 (average 3 / 3 / 5)

Number Appearing: Wandering or Lurking or in Lair, Level 1 to 9, 0 (No Encounter); Level 10 or 11, 1; Level 12, 1D2; Level 13, 1D3; Level 14, 1D4; Level 15, 1D4+1; Level 16+, 1D4+2.

Maximum Random Number Appearing 3 Wandering or Lurking, 6 in Temple Lair.

Save As: Fighter / Magic-User 11 / 11 (INT 12) (SV D6 W7 P8 B8 S8 (11))

Morale: 10 (Undaunted)

Treasure Type: Wandering or Recently Summoned, None. Lurking or in Temple Lair, E.

Lair Treasure Type Thresholds by Number Appearing: 1, E x 50%; 2, E x 75%; 3 or 4, E x 100%; 5, F x 110%; 6, E x 150%.

Alignment: Chaotic

XP Value: 4,300

Demonic Powers: Refer to the Demons section (The Demons and Their Powers) for a summary of a demon's special abilities. Additional abilities for the Nalfeshnee are as follows:

Extra-Planar Flesh: Nalfeshnee are immune to non-magical weapons. Only magic weapons of +1 or greater strength can damage them.

Magic Resistance (65%): Nalfeshnee are immune to many hostile spells cast upon them. A spell cast upon them by a level 1 to 4 character has no effect. Spells cast by



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higher-level characters will be resisted as follows: level 5 caster, 95% chance; level 6, 90%; level 7, 85%; level 8, 80%; level 9, 75%; and so forth. Even if the spell does overcome the demon's magic resistance, the demon still gets a saving throw if the specific spell allows for it.

Savage Strikes: As noted in the THACO and ACC5 stats above, Nalfeshnee gain a +2 to hit with their melee attacks.

At Will Powers: Nalfeshnee can wield the following spell-like powers at will, 1 power per round: Darkness 10' Radius, Detect Magic, Dispel Magic, Levitate, Phantasmal Force, Polymorph Self, Read Languages, Telekinesis (up to 500 lbs. weight). An at will power cannot be used during the same round that a demon attacks; it is an either-or situation as dictated by the GM.

Unholy Symbol: As an at will power, a Nalfeshnee can engrave a luminous magical symbol of Chaos upon the air. The symbol will last for 10 rounds; anyone within 90' who sees it must make a saving throw vs. spells or suffer a negative effect. The symbol types available to the Nalfeshnee are as follows:

Symbol of Discord: All creatures who fail the saving throw begin quarreling with one another. If not attacked, they will quarrel uncontrollably for 5D4 rounds. If there are differing alignments among the quarrelers, there is a 50% chance that instead of quarreling they will violently attack one another for 2D4 rounds. Player Characters can be affected by this magic.

Symbol of Fear: All creatures who fail the saving throw (at a -4 penalty) suffer a Wand of Fear effect.

Demonic Gateway: As a special at will power, a Nalfeshnee demon can attempt to open a one-way demonic gateway, compelling a lesser demon to aid them. The gate has a 60% chance of opening. Opening

a gate can be attempted ever 3 rounds; for example, if a gating is attempted on encounter round 4, another gating could be attempted on round 7. Note that if a battle continues at length, a huge number of demons could be temporarily summoned. For a Nalfeshnee's gate, a successful opening will summon 1 Vrock demon (D4 roll of 1), 1 Hezrou (roll of 2), 1 Glabrezu (roll of 3), or 1 Nalfeshnee (roll of 4).

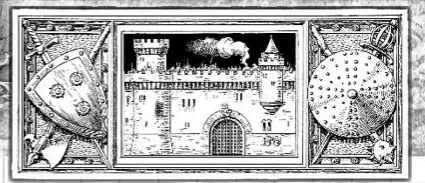
Psychic Powers: In addition to its normal allotment of at will abilities, each individual Nalfeshnee will have spell-like psychic powers. In the Basic game, these abilities are identical to spells, but the Nalfeshnee can know clerical and/or magical psychic abilities, regardless of its nature. A Nalfeshnee's psychic powers are cast at experience level 9 potency regardless of circumstances. The psychic powers are split into attack forms and defense forms, as follows:

Psychic Attack: A Nalfeshnee demon will be able to cast 2 of the following offensive spells per day; roll a unique spell for each Nalfeshnee. A duplicate roll means the spell can be cast twice per day. Roll 1D4: [1] Charm Monster, [2] Charm Person, [3] Confusion, [4] Feeblemind.

Psychic Defense: A Nalfeshnee demon will be able to cast 1 of the following defensive spells per day; roll a unique spell for each Nalfeshnee. A duplicate roll means the spell can be cast twice per day. Roll 1D10: [1] Blink (as blink dog for 1D4+1 rounds), [2] Cause Disease, [3] Cause Light Wounds, [4] Cause Serious Wounds, [5] Cure Disease (Self Only), [6] Cure Light Wounds (Self Only), [7] Cure Serious Wounds (Self Only), [8] Dimension Door, [9] Invisibility, [10] Teleport.



CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES



[110]

DEMON, SUCCUBUS / INCUBUS

(Rare Planar Monstrosity)

As manipulative as they are beautiful, these tempting demons can shape-shift themselves into female (succubus) or male (incubus) forms in order to manipulate the fall of chosen worthies unto Chaos.

Armor Class: 0 [19] (winged mobility, unholy enchantments, DEX 16)

Hit Dice: 6D8**** (6 to 48 hit points, average 27)

Move: 120' (40') Ground / 180' (60') Flying

Attacks: 2 Claws or 1 Deathly Kiss

THACO: 14 [+5]

ACC5: 9+ (60%) vs. chain mail

Damage: 1D3 (average 2) / 1D3 (average 2) or Energy Drain

Number Appearing: Wandering or Lurking or in Lair, Level 1 to 5, 0 (No Encounter); Level 6+, 1.

Maximum Random Number Appearing 1.

Save As: Fighter / Magic-User 6 / 6 (INT 16) (SV D10 W11 P11 B13 S12 (6))

Morale: 8 (Resolute)

Treasure Type: Wandering, None. Lurking or in Lair, I x 100%, L x 100%.

Alignment: Chaotic

XP Value: 1,175

Demonic Powers: Refer to the Demons section (The Demons and Their Powers) for a summary of a demon's special abilities. Additional abilities for the Succubus are as follows:

Extra-Planar Flesh: Succubi are immune to non-magical weapons. Only magic weapons of +1 or greater strength can damage them.

Magic Resistance (10%): Succubi are immune to some hostile spells cast upon them. Spells cast upon them by characters will be resisted as follows: level 1 caster, 60% chance; level 2, 55%; level 3, 50%; level 4, 45%; level 5, 40%; and so forth, with casters of level 13+ being able to penetrate all of the demon's immunity. In those cases where the spell does overcome the demon's magic resistance, the demon still gets a saving throw if the specific spell allows for it.

Deathly Kiss: If a Succubus is able to charm a victim or convince someone to let their guard down, a kiss will result, draining 1 energy level from the victim. A deathly kiss cannot be administered during combat



CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES



or against an unwilling (or uncharmed) individual.

At Will Powers: Succubi can wield the following spell-like powers at will, 1 power per round: Charm Person, Clairvoyance, Darkness 5' ESP, Radius, Invisibility, Polymorph Self (to a humanoid form only, no more than 6' tall). An at will power cannot be used during the same round that a demon attacks; it is an either-or situation as dictated by the GM.

Demonic Gateway: As a special at will power, a Succubus can attempt to open a one-way demonic gateway, compelling a lesser demon to aid them. The gate has a 40% chance of opening. Opening a gate can be attempted ever 3 rounds; for example, if a gating is attempted on encounter round 4, another gating could be attempted on round 7. Note that if a battle continues at length, a huge number of demons could be temporarily summoned. For a Succubus's gate, a successful opening will summon 1 Nalfeshnee demon (D20 roll of 1-14), 1 Balor (roll of 15-16), 1 Greater Balor (roll of 17-18), 1 Elder Balor (19), or 1 GM-chosen Demon Lord, Queen, or Prince on a roll of 20 (in which case the adventurers should certainly flee for their lives!).

Psychic Attack: A Succubus will be able to cast 3 of the following offensive spells per day; roll unique spells for each Succubus. A duplicate roll means the spell can be cast twice per day. Roll 1D4: [1] Charm Monster, [2] Charm Person, [3] Confusion, [4] Feeblemind.

Psychic Defense: A Succubus will be able to cast 3 of the following defensive spells per day; roll unique spells for each Succubus. A duplicate roll means the spell can be cast twice per day. Roll 1D10: [1] Blink (as blink dog for 1D4+1 rounds), [2] Cause Disease, [3] Cause Light Wounds, [4] Cause Serious Wounds, [5] Cure Disease (Self Only), [6] Cure Light Wounds (Self Only), [7] Cure

Serious Wounds (Self Only), [8] Dimension Door, [9] Invisibility, [10] Teleport.

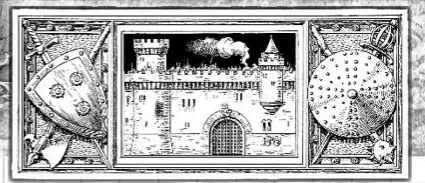
Demonic Guile: Succubi will usually only engage in combat as a last resort. They will use their more subtle special abilities, including charm, polymorph, ESP, and invisibility in an attempt to seduce mortals to join their cause in the name of Chaos.

Unholy Consorts: Succubi can sometimes be found as consorts to other demons, or even to vampires.



CASTLE OLDSKULL

FANTASY ROLE PLAYING GAMES



[111]

DEMON, VROCK

(Uncommon Planar Monstrosity)

Filthy and vulture-like, the cacophonous Vrocks are malicious carrion demons that serve as thralls and minions to the greater lords.

Armor Class: 0 [19] (winged mobility, unholy enchantments)

Hit Dice: 8D8** (8 to 64 hit points, average 36)

Move: 120' (40') Ground / 180' (60') Flying

Attacks: 2 Claw Strikes / 2 Taloned Feet / 1 Snapping Beak

THACO: 12 [+7]

ACC5: 7+ (70%) vs. chain mail

Damage: 1D4 / 1D4 / 1D8 / 1D8 / 1D6
(average 3 / 3 / 5 / 5 / 4)

Number Appearing: Wandering or Lurking or in Lair, Level 1 to 4, 0 (No Encounter); Level 5 or 6, 1; Level 7, 1D2; Level 8, 1D3; Level 9, 1D4; Level 10, 1D4+1; Level 11+, 1D4+2.

Maximum Random Number Appearing 3 Wandering or Lurking, 6 in Temple Lair.

Save As: Fighter / Magic-User 8 / 8 (INT 6)
(SV D8 W9 P10 B10 S12 (8))

Morale: 12 (Fearless)

Treasure Type: Wandering or Recently Summoned, None. Lurking or in Temple Lair, B.

Lair Treasure Type Thresholds by Number Appearing: 1, B x 50%; 2, B x 75%; 3 or 4, B x 100%; 5 or 6, B x 110%.

Alignment: Chaotic

XP Value: 1,750

Demonic Powers: Refer to the Demons section (The Demons and Their Powers) for a summary of a demon's special abilities. Additional abilities for the Vrock are as follows:

Magic Resistance (50%): Vrock demons are immune to many hostile spells cast upon them. A spell cast upon them by a level 1 character has no effect. Spells cast by higher-level characters will be resisted as follows: level 2 caster, 95% chance; level 3, 90%; level 4, 85%; level 5, 80%; level 6, 75%; and so forth. Even if the spell does overcome the demon's magic resistance, the demon still gets a saving throw if the specific spell allows for it.

At Will Powers: Nalfeshnee can wield the following spell-like powers at will, 1 power per round: Darkness 5' Radius, Detect Invisibility, Telekinesis (up to 200 lbs).



CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES



weight). An at will power cannot be used during the same round that a demon attacks; it is an either-or situation as dictated by the GM.

Demon Lord

(New monster)

[112]

DEMON LORD, HYAENOGHUL, INCARNATION

(Unique Planar Monstrosity)

Arisen long ago as the high priest of the bultungin (werehyenas) who enslaved the forbidden Ghul Lords of Stygia, the Hyaenoghul – once known as Qori Ismaris the Beast Rider – is the demoniacal lord of gnolls, hyenas, gorgons, and ghouls.

Armor Class: -5 [24] (eternal unholy enchantments, DEX 18)

Hit Dice: 22D8 (101 hit points) with numerous special abilities

Move: 180' (60') Ground

Attacks: 3 Spectral Spearhead Strikes (Spearhead of Anguish, Spearhead of Transfixion, Spearhead of Chaos)

THACO: 5 [+14]

ACC5: 2+ (95%) vs. chain mail

Damage: 3D6 (Anguish) / 1D8+3 + Paralysis (Transfixion) / 1D8+3 + Confusion (Chaos) (average 11 / 8 / 8)

Number Appearing: Wandering or Lurking or in Lair, Level 1 to 14, 0 (No Encounter); Level 15+, 1.

Save As: Fighter / Magic-User 22 / 22 (INT 16) (SV D3 W4 P3 B4 S4 (22))

Morale: 12 (Fearless)

Treasure Type: Wandering or Recently Summoned, None. Lurking or in Temple Stronghold, C x 100%, G x 100%, I x 100%.

Alignment: Chaotic



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XP Value: Special Award of 55,000 XP for destroying the incarnation; 27,500 XP for vanquishing without slaying (imprisoning, banishing, etc.)

Demonic Powers: Refer to the Demons section (The Demons and Their Powers) for a summary of a demon's special abilities. Additional abilities for Hyaenoghul are as follows:

Extra-Planar Flesh: Hyaenoghul is immune to non-magical weapons. Only magic weapons of +1 or greater strength can damage him.

Magic Resistance (80%): Hyaenoghul is immune to many hostile spells cast upon him. A spell cast upon him by a level 1 to 7 character has no effect. Spells cast by higher-level characters will be resisted as follows: level 8 caster, 95% chance; level 9, 90%; level 10, 85%; level 11, 80%; level 12, 75%; and so forth. Even if the spell does overcome Hyaenoghul's magic resistance, he still gets a saving throw if the specific spell allows for it.

Planar Sight: Hyaenoghul can see into the astral and ethereal planes of existence.

At Will Powers: Hyaenoghul can wield the following spell-like powers at will, 1 power per round, at the 22nd level of experience: Cause Disease (twice a day), Cause Fear (any number of times), Cause Serious Wounds (twice a day), Charm Monster (twice a day), Charm Person (any number of times), Clairvoyance (twice a day), Confusion (twice a day), Darkness 10' Radius (any number of times), Detect Good (any number of times), Detect Invisibility (any number of times), Detect Magic (any number of times), Dimension Door (twice a day), Dispel Magic (any number of times), ESP (twice a day), Feeblemind (twice a day), Fly (any number of times), Hold Person (any number of times), Invisibility (any number of times), Know Alignment (twice a day), Locate Object (twice a day), Magic Missile (5 missiles, 4

times per day), Polymorph Self (any number of times), Read Languages (any number of times), Read Magic (any number of times), Remove Curse (twice a day), Telekinesis (up to 1,000 lbs. weight, any number of times), Teleport (any number of times), Transmute Rock to Mud (any number of times). An at will power cannot be used during the same round that a demon attacks; it is an either-or situation as dictated by the GM.

Demonic Gateway: As a special at will power, Hyaenoghul can attempt to open a one-way demonic gateway, compelling lesser demons to aid him. The gate has an 80% chance of opening. Opening a gate can be attempted ever 3 rounds; for example, if a gating is attempted on encounter round 4, another gating could be attempted on round 7. Note that if a battle continues at length, a huge number of demons could be temporarily summoned. For Hyaenoghul's gate, a successful opening will summon 1D6+1 Vrock demons.

The Ebon Steed Khala-ki'im: Hyaenoghul rides a masked gorgon of the largest size (64 hit points), and due to a spirit bond, he is immune to its petrifying breath.

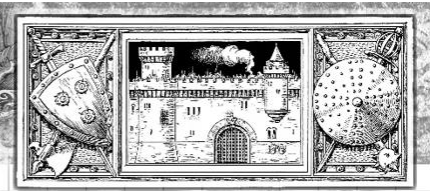
Qori's Cackling Entourage: Hyaenoghul is almost always accompanied by 33 huge gnolls and 33 huge ghouls (16 hit points each) who are utterly fearless, with a Morale of 12.

Beckoning of the Feasting Ones: Whether or not Hyaenoghul is accompanied by gnolls when encountered, once per day he can summon an additional 20D4 huge gnolls (16 hit point each) to fight fanatically for him. The gnolls will arrive 1 turn after being summoned, either by normal travel or by magical gateway depending on the circumstances.

Chant of the Vaults of Zin: Similarly, once per day Hyaenoghul can summon 3D6+3 huge ghouls (16 hit points each) to fight fanatically for him. The ghouls will



CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES



arrive 1 turn after being summoned, burrowing up through the earth.

Shanga-ki, the Razor Maiden: Should Hyaenoghul deign to engage in melee, his three-headed spectral chain-spear will be used to attack a single mortal target. Each chained head of the spear requires a separate to hit roll. The range of this weapon is 20', due to Hyaenoghul's ogre-like height and the enormous length of the weightless weapon itself.

The first is the Spearhead of Anguish, which inflicts physical damage only.

The second is the Spearhead of Transfixion, which inflicts damage and also paralyzes the target for 2D4 rounds if a saving throw vs. paralysis is not made.

The third is the Spearhead of Chaos, which inflicts damage and also causes Confusion for 1D4 rounds if a saving throw vs. spells is not made.

This formless weapon, manifested solely through the will of Hyaenoghul, would vanish at once if Hyaenoghul's incarnation were ever banished or slain.







[113]

DEMON LORD, SHOGGOTHLEX, INCARNATION

(Unique Planar Monstrosity)

Slime-engendered and slithering, the ingenious and primordial Shoggothlex is the lord of shoggoths, flesh manifestation, devolution, and slimes.

Armor Class: -7 [26] (lack of vital organs, eternal unholy enchantments)

Hit Dice: 19D8*** (89 hit points) with numerous special abilities

Move: 30' (10') Ground / 30' (10') Swimming

Attacks: 1 Onslaught of Slimy Claws or 1 Vomitous Slime

THACO: 7 [+12]

ACC5: 2+ (95%) vs. chain mail

Damage: 4D10 (average 22) or Special by Vomited Slime Type

- ❖ **Black Slime:** 4D10 + Armor Corrosion + Summon Small Black Pudding
- ❖ **Brown Slime:** 4D10 + Leather Decay + Summon Small Brown Pudding
- ❖ **Crystalline Slime:** 4D10 + Paralysis + Summon Crystal Slime
- ❖ **Dun Slime:** 4D10 + Wood Decay + Summon Small Dun Pudding
- ❖ **Gelatinous Slime:** 4D10 + Paralysis + Summon Gelatinous Blob
- ❖ **Gray Slime:** 4D10 + Armor Corrosion + Summon Psychic Gray Ooze
- ❖ **Green Slime:** 4D10 + Flesh Metamorphosis + Summon Huge Green Slime
- ❖ **Mustard Slime:** 4D10 + Lethargy + Summon Mustard Slime

- ❖ **Ochre Slime:** 4D10 + Summon 2 Small Ochre Jellies
- ❖ **Olive Slime:** 4D10 + Infesting Fungi + Summon Olive Slime
- ❖ **Umber Slime Mold:** 4D10 + Frigid Growth + Summon Umber Mold
- ❖ **White Slime:** 4D10 + Frigid Decay + Summon Small White Pudding
- ❖ **Yellow Slime Mold:** 4D10 + Choking Spores + Summon Yellow Mold

Number Appearing: Wandering or Lurking or in Lair, Level 1 to 14, 0 (No Encounter); Level 15+, 1.

Save As: Fighter / Magic-User 19 / 19 (INT 18) (SV D3 W4 P5 B4 S6 (19))

Morale: 12 (Fearless)

Treasure Type: Wandering or Recently Summoned, None. Lurking or in Temple Stronghold, K x 200%, M x 200%.

Alignment: Chaotic

XP Value: Special Award of 48,000 XP for destroying the incarnation; 24,000 XP for vanquishing without slaying (imprisoning, banishing, etc.)

Demonic Powers: Refer to the Demons section (The Demons and Their Powers) for a summary of a demon's special abilities. Additional abilities for Shoggothlex are as follows:

Ancient Extra-Planar Flesh: Shoggothlex is immune to non-magical weapons, as well as to those which have only a +1 dweomer. Only magic weapons of +2 or greater strength can damage him.

Magic Resistance (65%): Shoggothlex is immune to many hostile spells cast upon him. A spell cast upon them by a level 1 to 4 character has no effect. Spells cast by higher-level characters will be resisted as follows: level 5 caster, 95% chance; level 6, 90%; level 7, 85%; level 8, 80%; level 9,



CASTLE OLDSKULL

FANTASY ROLE PLAYING GAMES



75%; and so forth. Even if the spell does overcome Shoggothlex's magic resistance, he still gets a saving throw if the specific spell allows for it.

Ever-Regenerating Crust: In the same round that he is damaged, Shoggothlex will begin regenerating 2 hit points of damage at the end of every round.

Slime Immunity: Shoggothlex is immune to damage and negative effects from all slime- and mold-type creatures.

Spitting Slimes: As an attack form once every 10 rounds, Shoggothlex can spit slime. The slime has a range of 15'. If it hits, the victim suffers 4D10 corrosion damage in addition to an automatic hit by the slime that is created. If it misses, the victim suffers no immediate damage but a slime monster forms directly in front of the intended target and immediately attacks.

If you have access to Advanced bestiaries with more monster types featured, roll 1D20 to determine the type of slime created: [1-2] black pudding, [3] brown pudding, [4] crystalline ooze, [5] dun pudding, [6-7] gelatinous blob, [8-9] gray ooze, [10-11] creeping green slime (30' movement rate), [12] mustard slime, [13-14] ochre jelly, [15] olive slime, [16] small black pudding, [17] umber slime mold (30' movement rate), [18] white pudding, [19-20] yellow slime mold (30' movement rate).

If you do not have access to the Advanced bestiaries, roll 1D6 instead: [1] black pudding, [2] creeping green slime (30' movement rate), [3] creeping yellow mold (30' movement rate), [4] gelatinous blob, [5] gray ooze, [6] ochre jelly.

At Will Powers: Shoggothlex can wield the following spell-like powers at will, 1 power per round, at the 19th level of experience: Disease (any number of times), Cause Serious Wounds (twice a day), Charm Monster (any number of times), Cone of

Cold (slime frost, any number of times), Confusion (twice a day), Darkness 15' Radius (any number of times), Detect Invisibility (any number of times), Dimension Door (twice a day), Dispel Magic (any number of times), ESP (any number of times), Feeblemind (twice a day), Invisibility (any number of times), Know Alignment (twice a day), Fly (any number of times), Hold Monster (any number of times), Locate Object (any number of times), Phantasmal Force (any number of times), Putrefy Food and Water (any number of times), Remove Curse (twice a day), Telekinesis (up to 1,500 lbs., any number of times). An at will power cannot be used during the same round that a demon attacks; it is an either-or situation as dictated by the GM.

Demonic Gateway: As a special at will power, Shoggothlex can attempt to open a one-way demonic gateway, compelling lesser demons to aid him. The gate has a 70% chance of opening. Opening a gate can be attempted ever 3 rounds; for example, if a gating is attempted on encounter round 4, another gating could be attempted on round 7. Note that if a battle continues at length, a huge number of demons could be temporarily summoned. For Shoggothlex's gate, a successful opening will summon 1D4+1 Hezrou demons.

Chant the Unholy Word: As a special at will power once a day, Shoggothlex can utter the necromantic unholy word which was spoken against Mana-Yood-Sushai on the eve of the creation of the world. The effects of the Word, with no saving throw, are as follows on creatures within 30':

- ❖ **All Lawful extra-planar creatures** are banished.
- ❖ **All non-Chaotic creatures** in range, of less than 4 HD or experience levels, are slain.
- ❖ **All non-Chaotic creatures** in range, of HD or levels 4 to 7, are paralyzed for 3D6 rounds.



CASTLE OLDSKULL

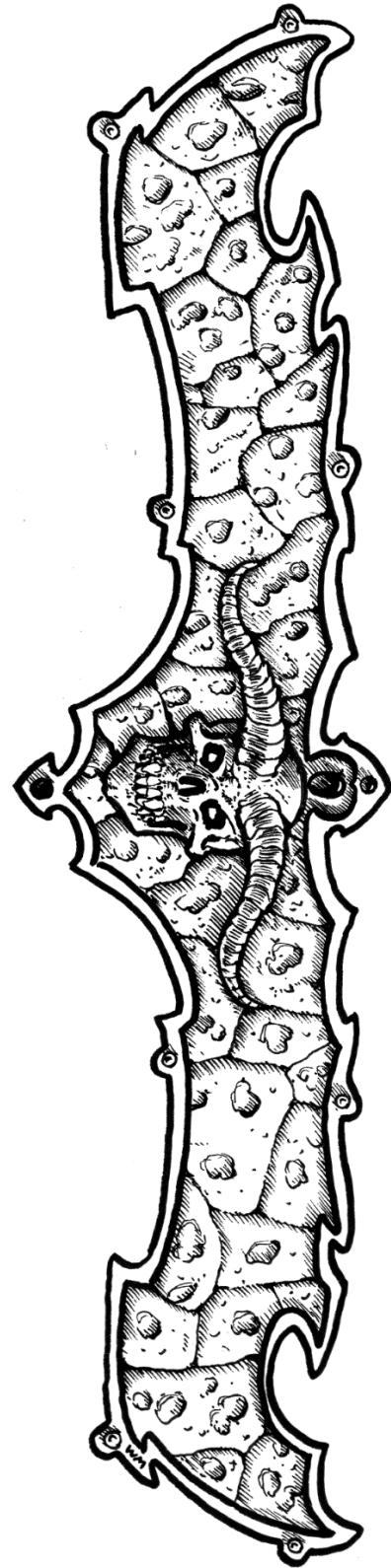
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- ❖ **All non-Chaotic creatures** in range, of HD or levels 8 to 11, are stunned for 2D4 rounds.
- ❖ **All non-Chaotic creatures** in range, of HD or levels 12+, are blinded and deafened for 1D2 rounds.

The Faceless Court: When encountered in his temple stronghold (lair), Shoggothlex will be accompanied and/or surrounded by the following creatures: 1D2 black puddings, 1D4 gelatinous blobs (similar to gelatinous cubes), 1D4 green slimes, 1D4 ochre jellies, and 1D2 small black puddings. Also, 1D10+10 map squares (10' x 10') in the general area will be covered in yellow mold. This mold will cover all treasures present.

Loathsome Annihilation: If the incarnation of Shoggothlex is ever slain, 2D6 slimes are instantly summoned in one quavering paralyzed mass that will separate and attack viciously after 1D4+1 melee rounds. Roll 1D6 for each slime created to determine its type: [1] black pudding, [2] creeping green slime (30' movement rate), [3] gelatinous blob, [4] gray ooze, [5] ochre jelly, [6] creeping yellow mold (30' movement rate).



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Demon Prince

(New monster)

[114]

DEMON PRINCE, ORCUS,

INCARNATION

(Unique Planar Monstrosity)

Somber and at times even merciful, great soul eater Orcus is the lord of undeath; he corrupts and enslaves those who impress him with their virtuous championing of Law.

Armor Class: -6 [25] (eternal unholy enchantments, pain resistance, and the Mortis Fist)

Hit Dice: 29D8 (121 hit points) with numerous special abilities

Move: 90' (30') Ground / 180' (60') Flying

Attacks: 1 Mortis Fist / 1 Death Scourge

THACO: 5 [+14]

ACC5: 2+ (95%) vs. chain mail

Damage: 2D8+8 + Poison (average 17) / 2D4 + Poison (average 5)

Number Appearing: Wandering or Lurking or in Lair, Level 1 to 15, 0 (No Encounter); Level 16+, 1.

Save As: Fighter / Magic-User 29 / 29, +2 (INT 16) (SV D2 W2 P2 B2 S2 (29))

Morale: 12 (Fearless)

Treasure Type: Wandering or Recently Summoned, None. Lurking or in Temple Stronghold, K x 100%, N x 100%, O x 100%.

Special Treasure Type: If Orcus is found accompanied by the undead (prior to any summoning), the following additional treasures will be discovered in the temple

stronghold in addition to the other treasures belonging to Orcus or the undead:

- ❖ 10D8 gems (90% chance)
- ❖ 5D6 pieces of jewelry (60% chance)
- ❖ 1 trove of magic items (70%), including the following random pieces: 1 armor / shield, 1 miscellaneous magic item, 1 miscellaneous weapon, 1 ring, 1 rod / staff / wand, and 1 sword.

Alignment: Chaotic

XP Value: Special Award of 64,000 XP for destroying the incarnation; 32,000 XP for vanquishing without slaying (imprisoning, banishing, etc.)

Demonic Powers: Refer to the Demons section (The Demons and Their Powers) for a summary of a demon's special abilities. Additional abilities for Orcus are as follows:

Ancient Extra-Planar Flesh: Orcus is immune to non-magical weapons, as well as to those which have only a +1 or +2 dweomer. Only magic weapons of +3 or greater strength can damage him.

Magic Resistance (85%): Orcus is immune to many hostile spells cast upon him. A spell cast upon him by a level 1 to 8 character has no effect. Spells cast by higher-level characters will be resisted as follows: level 9 caster, 95% chance; level 10, 90%; level 11, 85%; level 12, 80%; level 13, 75%; and so forth. Even if the spell does overcome Orcus's magic resistance, he still gets a saving throw if the specific spell allows for it.

Stinging Death: If Orcus strikes someone with his dreaded Death Scourge, the target suffers 2D4 damage. Additionally, the victim must make a saving throw vs. poison at -4, or die.

At Will Powers: Orcus can wield the following spell-like powers at will, 1 power per round, at the 29th level of experience:



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FANTASY ROLE PLAYING GAMES



Animate Dead (any number of times), Cause Disease (three times a day), Cause Fear (any number of times), Cause Serious Wounds (three times a day), Charm Monster (three times a day), Charm Person (any number of times), Clairvoyance (any number of times), Confusion (three times a day), Continual Darkness (any number of times), Detect Invisibility (any number of times), Detect Magic (any number of times), Dimension Door (three times a day), Dispel Magic (any number of times), ESP (any number of times), Feeblemind (three times a day), Know Alignment (three times a day), Lightning Bolt (12D6 damage per round, any number of times), Locate Object (three times a day), Phantasmal Force (any number of times), Polymorph Self (any number of times), Read Languages (any number of times), Read Magic (any number of times), Remove Curse (three times a day), Symbol of the Balor (with symbol types defined in the Balor stat template, any number of times), Telekinesis (up to 1,200 lbs. weight, any number of times), Wall of Fire (any number of times), Wish (for time to stop for 2 rounds for all creatures besides himself, once a day). An at will power cannot be used during the same round that a demon attacks; it is an either-or situation as dictated by the GM.

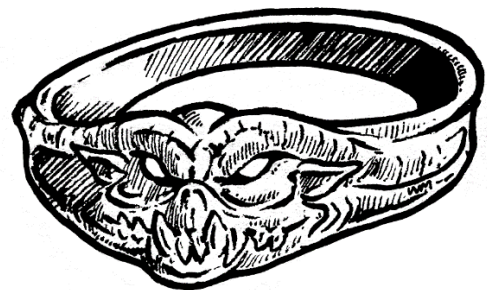
Demonic Gateway: As a special at will power, Orcus can attempt to open a one-way demonic gateway, compelling lesser demons to aid him. The gate has an 80% chance of opening. Opening a gate can be attempted ever 3 rounds; for example, if a gating is attempted on encounter round 4, another gating could be attempted on round 7. Note that if a battle continues at length, a huge number of demons could be temporarily summoned. For Orcus's gate, a successful opening will summon 1 Vrock demon (D20 roll of 1-2), 1 Hezrou (roll of 3-4), 1 Glabrezu (roll of 5-7), 1 Nalfeshnee (roll of 8-10), 1 Marilith (roll of 11-15), 1 Balor

(roll of 16-17), 1 Greater Balor (roll of 18-19), or 1 Elder Balor (roll of 20).

Children of Undeath: 50% of the time, or at the GM's discretion, Orcus will be accompanied by the undead when encountered. The type of undead and number appearing can be rolled randomly, as follows (roll 1D10): [1] 5D6 ghouls, [2] 2D8 mummies, [3] 4D6 shadows, [4] 4D12 skeletons, [5] 2D6 spectres, [6] 2D4 vampires, [7] 2D12 wights, [8] 2D10 wraiths, [9] 4D8 zombies, [10] a mixed horde (roll twice ignoring this result hereafter, indicating two different types of undead, with half of the indicated number appearing for each, rounded up).

Call from the Grave: In addition to any accompanying undead, once per day Orcus can summon an additional type of undead of his choice, at the numbers appearing noted above. The undead will arrive 1 turn after being summoned, either by normal travel or by magical gateway depending on the circumstances.

The Mortis Fist of Orcus: Orcus is in possession of one of the most powerful artifacts in the realms of existence, the Mortis Fist, which is grafted to his right hand. If his incarnation is ever slain, this priceless treasure would become the possession of a mortal (who would probably become an overlord or kingmaker in the realms of man). The powers of the Mortis Fist are detailed in the special entry below.



CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES



[666]

THE MORTIS FIST OF ORCUS

(Unique Artifact)

Crafted from the splintered bones of innumerable saints, anti-saints, and thirteen vanquished demon lords, the Mortis Fist is a pseudo-sentient relic of unspeakable forbidden power.

Embracing Death: If a mortal removes the Mortis Fist from the corpse of Orcus's incarnation, an immediate saving throw vs. death must be made at -4. If the saving throw fails, the person dies. But if the saving throw is made, the Mortis Fist grafts itself onto its new possessor, and only the death of the possessor can ever release its grasp. Even a Wish is powerless to perform this deed.

Corrupted Spirit: If the wielder was Lawful or Neutral, they instantly become Chaotic once the Fist is grafted (and cannot be removed).

Mortal Majesty: The wielder gains a permanent +1 bonus to his or her highest ability score. An ability score can be raised to 19 in this manner.

Bloated Form: The wielder becomes heavy and unnaturally bloated; normal clothing and armor will no longer fit, and a permanent -3 penalty to Charisma is assigned.

Unholy Protection: The Fist acts as a +2 Ring of Protection. (This is accounted for in Orcus's Armor Class and saving throws.)

Nothing to Fear: The wielder is immune to all magical and non-magical fear effects, including fear caused by spells, dragons, or demons.

Demonic Tongues: The wielder can understand, but not speak, any and all languages.

Animate Dead: The wielder can cast an Animate Dead spell once per day. (Orcus can use this power at will.)

Death Touch: If the Mortis Fist ever touches an enemy (requiring a successful to hit roll), the enemy dies. Certain unliving types of creatures, such as golems and the undead, are immune to this effect. Creatures of unique power (demon lords, arch-devils, etc.) are granted a saving throw vs. death at +10, which basically means that their saving throw only fails on a D20 roll of 1. Saving throws for other mortal creatures are allowed as follows:

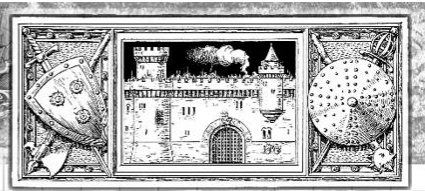
- ❖ **HD or level 10 or less:** No saving throw.
- ❖ **HD or level 11-13:** Save at -4.
- ❖ **HD or level 14-16:** Save at -3.
- ❖ **HD or level 17-19:** Save at -2.
- ❖ **HD or level 20-22:** Save at -1.
- ❖ **HD or level 23-25:** Save with no modifier.
- ❖ **HD or level 26+:** Save at +1.

Infusion of Souls: Any mortal will have a new statistic, Soul Threshold, secretly tracked by the Game Master. This number is equal to the experience level of the Fist's wielder at the time when the First was first grafted to the wielder's hand. Every time a mortal creature is slain by the Death Touch effect, the wielder will feel a rush of chaotic power from the soul essence coursing through the Fist and into the hand and blood. The GM should describe a "perilous death-like rush of heartbeats" every time this occurs. Every time a soul passes, the Soul Threshold decreases by 1 and the wielder loses a bit of his or her humanity. When the Soul Threshold reaches zero, the wielder's flesh form is annihilated; the mortal becomes reincarnated as a new Demon Lord within the planes of Chaos, and is of course – from that point forward – a permanent NPC / monster under the sole control of the GM. (Orcus was already



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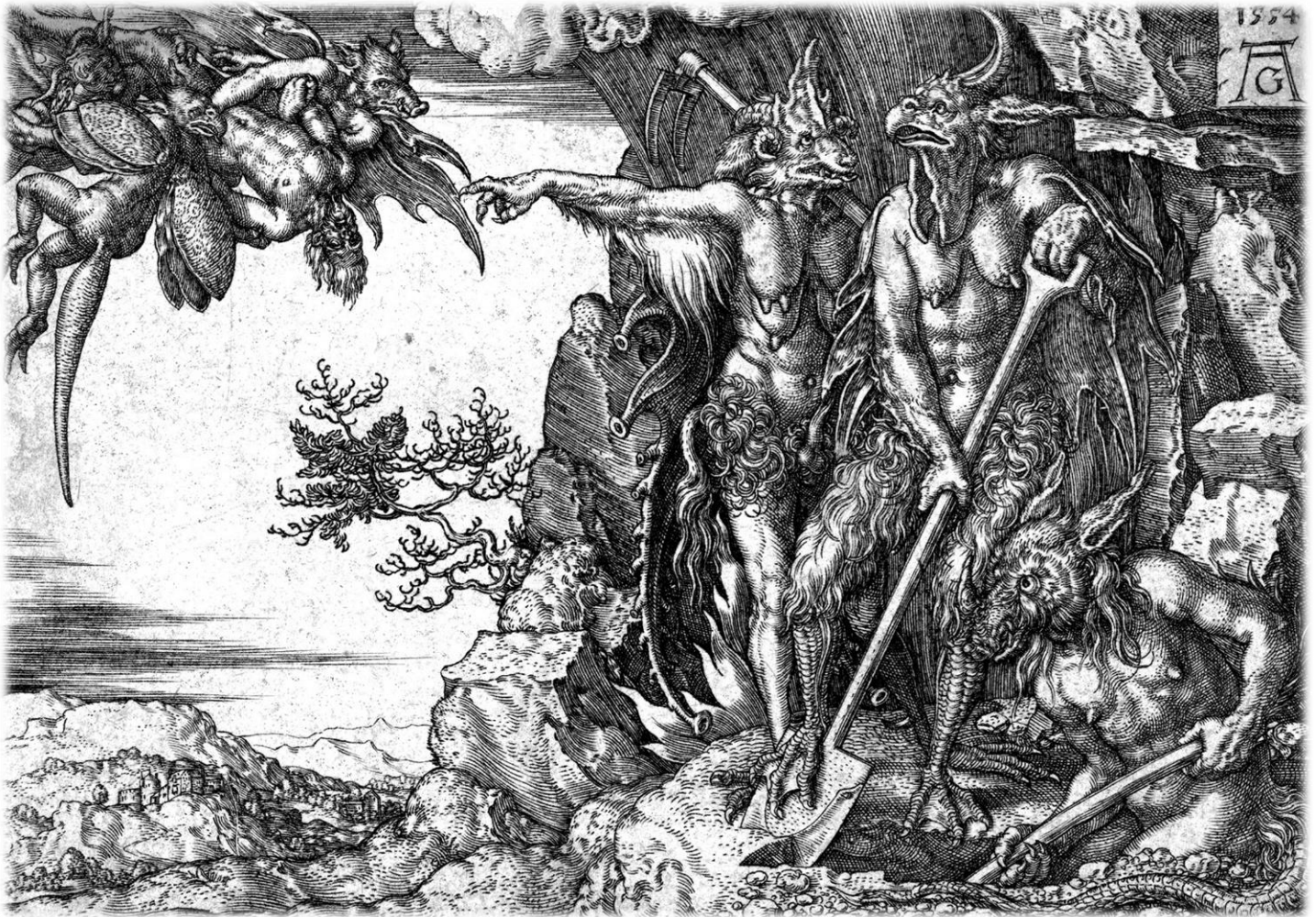
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transformed centuries ago, and is therefore immune to this effect.)

Necrotic Healing: During any day when the Death Touch effect has been successfully used, the wielder can heal all hit points of damage (once per day) after concentrating for 1 round.

Gold Piece Value: Unknown, but an emperor would likely pay at least a million gold pieces to possess it. Of course, the current wielder of the Mortis Fist might dislike the necessary act for such a transaction to take place ...



CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES



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[115]

DEMON PRINCE, THE ULTHROGORGON, INCARNATION

(Unique Planar Monstrosity)

An ever-shifting and viperous anti-manifestation of Janus the Twice-Gazer and Far-Seer, the Ulthrogorgon – the Great Becrimsoned One, the Two-Faced and the Faceless – is the terrible prince of kin-slayers, kingmakers, and false prophets.

Armor Class: -8 [27] (ever-shifting flesh, eternal unholy enchantments)

Hit Dice: 45D8 (199 hit points) with numerous special abilities

Move, Winged Form: 90' (30') Ground / 180' (60') Flying

Move, Wingless Form: 150' (50') Ground

Attacks: 2 Soul Gazes or 2 Lashing Appendages / 1 Tail Swipe

THACO: 5 [+14]

ACC5: 2+ (95%) vs. chain mail

Damage: Hypnotism / Madness / 5D6 + Rot / 5D6 + Rot / Energy Drain

Number Appearing: Wandering or Lurking or in Lair, Level 1 to 17, 0 (No Encounter); Level 18+, 1.

Save As: Fighter / Magic-User 45 / 45 (INT 20) (SV D3 W4 P3 B4 S4 (45))

Morale: 12 (Fearless)

Treasure Type: Wandering or Recently Summoned, None. Lurking or in Temple Stronghold, M x 100%, N x 100%, O x 100%.

Special Treasure Type: If the Ulthrogorgon is found accompanied by level 13+ NPC worshippers (prior to any summoning), the

following additional treasures will be discovered in the temple stronghold in addition to the other treasures belonging to the Ulthrogorgon or the NPCs:

- ❖ 1 trove of magic items (85%), including the following random pieces: 2 armor / shields, 2 miscellaneous magic items, 2 miscellaneous weapons, 2 rings, 2 rods / staves / wands, and 2 swords.

Alignment: Chaotic

XP Value: Special Award of 75,000 XP for destroying the incarnation; 37,500 XP for vanquishing without slaying (imprisoning, banishing, etc.)

Demonic Powers: Refer to the Demons section (The Demons and Their Powers) for a summary of a demon's special abilities. Additional abilities for the Ulthrogorgon are as follows:

Ancient Extra-Planar Flesh: The Ulthrogorgon is immune to non-magical weapons, as well as to those which have only a +1 or +2 dweomer. Only magic weapons of +3 or greater strength can damage It.

Magic Resistance (95%): The Ulthrogorgon is immune to many hostile spells cast upon It. A spell cast upon them by a level 1 to 10 character has no effect. Spells cast by higher-level characters will be resisted as follows: level 11 caster, 95% chance; level 12, 90%; level 13, 85%; level 14, 80%; level 15, 75%; and so forth. Even if the spell does overcome the Ulthrogorgon's magic resistance, It still gets a saving throw if the specific spell allows for it.

Ever-Shifting Form: As an at will ability, the Ulthrogorgon can shift between a wingless form that is 20' tall, or a winged form that is 8' tall. The wingless form has the same amount of flesh as the winged one, and is horrifically gaunt and long-limbed.



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Soul Gaze of Hypnotic Revelation: As an at will ability, once every 10 rounds, the Ulthrogorgon can reveal incomprehensible visions of the universe which insinuate themselves in the minds of any strongly sentient creatures (those of INT 7+). The revelation affects the weakest creatures first, before the next weakest creatures are checked for influence, and so forth. This effect has a 120' range, and works as follows:

- ❖ 1D100 Hit Dice or experience levels of creatures will be affected, beginning with the creature(s) of lowest Hit Dice or level.
- ❖ All creatures below HD or level 15 are automatically affected.
- ❖ Creatures of HD or level 15+ are allowed a saving throw vs. spells to nullify the effect.
- ❖ All affected creatures will stand mesmerized and helpless for 10 rounds, or until violently assailed or threatened in some way.
- ❖ All affected creatures are open to hypnotic suggestion, compelled to act upon the Ulthrogorgon's will until the effect ends. Example suggestions include "flee", "come to me", "drop your weapons", and so forth.

Soul Gaze of the Visions of Madness: As an at will ability simultaneously performed with the Soul Gaze of Hypnotic Revelation, once every 10 rounds, the Ulthrogorgon can reveal telepathic visions of the Great Old Ones, Cthulhu, Hastur, Yog-Sothoth, and other entities. The maximum range, number of creatures affected, and saving throws are as for the Hypnotic Revelation, as above.

- ❖ 1D100 Hit Dice or experience levels of creatures will be affected, focusing on those mortals that were unaffected by the Soul Gaze of Hypnotic Revelation, if any.

- ❖ All affected creatures will suffer temporary madness, as if under a Confusion spell for 2D6 rounds.

Rotting Strikes: In melee, the Ulthrogorgon attacks with two lashing appendages and a tail swipe. A lashing appendage will inflict damage, and require a saving throw vs. death magic. If the saving throw fails, one of the following effects occurs:

- ❖ **Victim of less than 4 HD or levels:** The victim's head or a vital organ withers away, causing helplessness for 2D6 rounds and then a horrible festering death.
- ❖ **Victim of 4 to 7 HD or levels:** The victim's leg is rotted, causing helplessness for 2D4 rounds and then a leg is permanently lost (reducing movement rates by 50%).
- ❖ **Victim of 8 to 11 HD or levels:** The victim's arm is rotted, causing helplessness for 1D6 rounds and then an arm (50% right, 50% left) is permanently lost (reducing to hit rolls and DEX by -3, and making two-handed weapons impossible to use).
- ❖ **Victim of 12 or more HD or levels:** The victim suffers a demonic disease, as if afflicted by a Cause Disease spell. The disease prevents all magical healing until it is cured.
- ❖ Rotted appendages can be regenerated or restored with a Wish by those who survive combat with the Ulthrogorgon.

Tail of the Maw: The Ulthrogorgon's tail is tipped by a tiny mouth, which has razor-sharp fangs and a bloodsucking tongue. Anyone struck by the tail loses 2 experience levels to energy drain per strike, with no saving throw.

At Will Powers: The Ulthrogorgon can wield the following spell-like powers at will, 1 power per round, at the 45th level of experience: Cause Fear (any number of



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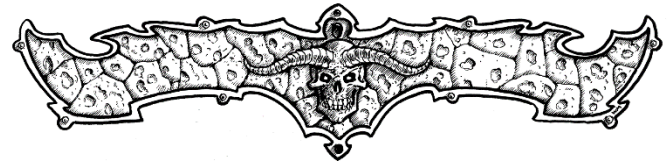


times), Charm Monster (any number of times), Charm Person (any number of times), Clairvoyance (any number of times), Continual Darkness (any number of times), Detect Invisibility (any number of times), Detect Magic (any number of times), Dimension Door (three times a day), Dispel Magic (any number of times), ESP (any number of times), Feeblemind (once a day), Know Alignment (three times a day), Levitate (any number of times), Locate Object (three times a day), Phantasmal Force (any number of times), Polymorph Self (any number of times), Read Languages (any number of times), Read Magic (any number of times), Remove Curse (three times a day), Telekinesis (up to 700 lbs., any number of times), Wall of Ice (any number of times), Water Breathing (any number of times). An at will power cannot be used during the same round that It attacks; it is an either-or situation as dictated by the GM.

Demonic Gateway: As a special at will power, the Ulthrogorgon can attempt to open a one-way demonic gateway, compelling lesser demons to aid It. The gate has an 85% chance of opening. Opening a gate can be attempted ever 3 rounds; for example, if a gating is attempted on encounter round 4, another gating could be attempted on round 7. Note that if a battle continues at length, a huge number of demons could be temporarily summoned. For the Ulthrogorgon's gate, a successful opening will summon 1D2 demons, with the type of each determined randomly (roll 1D10): [1] Balor, [2] Elder Balor, [3] Glabrezu, [4] Greater Balor, [5] Hezrou, [6-7] Marilith, [8] Nalfeshnee, [9] Succubus, [10] Vrock.

The Great Mercy: Any Player Character or NPC of experience level 13 or higher, who falls to their knees and begs to worship the Ulthrogorgon, will be accepted as a disciple. The Ulthrogorgon will telepathically implant this suggestion in any worthy mortal's mind

in the instant that the entity is first beheld. Only those who submit to It of their own free will shall be embraced. Those who commit are granted an instant experience level, a permanent shift to Chaotic alignment (if not already Chaotic), and are wholly accepted so long as they do not attack the great Demon Prince. PCs submitting to It permanently become NPCs, to be controlled forever after by the Game Master.



(Please note that after the letter D and the demon entries, the 1977 Bestiary now continues with select monsters beginning with the letters E, P, and S, following a continuous sequence of names present in the original 1977 hardcover volume.)



CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES



Chapter VII:

E

Eidolon – Evil Eye of Yog-Sothoth



Eidolon

(New monster)

[116]

EIDOLON, DREAM PARASITE

(Very Rare Vermin)

These tiny and invisible spider-like creatures feed upon psychic emanations and the reckless casters of psionic powers.

Armor Class: N/A (too small to detect and attack)

Hit Dice: 1/8** (1 hit point)

Move: 3' (1') Ground / 3' (1') Flying

Attacks: 1 Dream Infestation

THACO: N/A

ACC5: N/A

Damage: Intelligence, Wisdom, or Spell Drain

Number Appearing: Wandering or Lurking, Level 1, 1; Level 2, 1D2; Level 3, 1D3; Level 4, 1D4; etc.

No Lair.

Maximum Random Number Appearing 12.

Save As: Normal Man (INT 0) (SV D14 W15 P16 B17 S18 (0))

Morale: 12 (Fearless)

Treasure Type: None

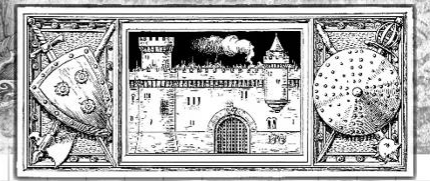
Alignment: Neutral

XP Value: 100 (special award, since this monster possesses powers along with inconsequential Hit Dice)

Unseen Threat: These creatures can only be revealed by a Detect Magic spell (as tiny glimmering motes of prismatic essence), and can only be destroyed by a Cure Disease,



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Remove Curse, or Wish spell. (A Wish will make a creature immune to dream parasite infestations for 2D4 years' time.)

Dweomer Parasitism: Dream parasites will only be attracted to spell casters who possess a combined Intelligence + Wisdom sum of 28 or higher. Otherwise, they will remain in a dormant state.

Feeding upon the Mind: When dream parasites have detected an appropriate host, they latch themselves onto the victim's aura if within 1' (their maximum range). The victim will immediately know something is wrong, and – if dream parasites have been encountered before – will know exactly what they are.

If unremoved, each dream parasite will perform 1 drain every 24 hours, beginning 24 hours after infestation.

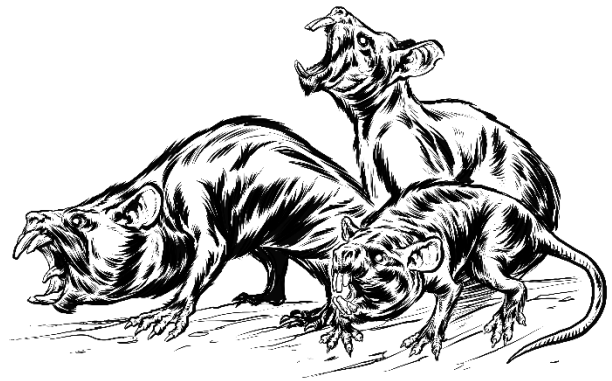
The effect of infestation is rolled at random: [1-2] the victim temporarily loses a point of Intelligence (if INT is currently 14+); [3-4] the victim temporarily loses a point of Wisdom; (if WIS is currently 14+); [5-6] a memorized or prayed-for spell, selected at random, is drained away unused. Reroll results that do not currently apply.

The feeding will continue until the victim's INT is reduced to 13, WIS is reduced to 13, and all spells known are obliterated. Some or all of the parasites may choose to abandon a depleted host if a stronger potential host appears within 60' at any time.

Feeding to Reproduce: Any dream parasite that performs 6 successful drains will give birth to a new, and very hungry, dream parasite.

Known Nuisance: Any NPC spell caster of experience level 7+ will know of these creatures, the means of detection, and the necessary cure.

Gradual Recovery: After the dream parasites are gone, the victim will regain 1 INT and 1 WIS per night of rest. Spells can be regained over a single night's sleep. The victim can choose to forego memorizing 1 spell in order to regain 1 additional INT or WIS point, but no more than 4 INT and 4 WIS points can be regained over any 24-hour period.



[117]

EIDOLON, MIND MOLE

(Very Rare Vermin)

Appearing as slithy pink forms akin to translucent and scraggly mole rats, the mind moles – a scourge from out of long-lost Pegana – prey upon psychic emanations.

Armor Class: 9 [10] (slow and vulnerable)

Hit Dice: 1/8 (1 hit point)

Move: 10' (3') Ground / 3' (1') Burrowing

Attacks: 1 Psychic Attack

THACO: N/A

ACC5: N/A

Damage: Intelligence, Wisdom, or Spell Drain



CASTLE OLDSKULL

FANTASY ROLE PLAYING GAMES



Number Appearing: Wandering or Lurking or in Lair, Level 1, 1D2; Level 2, 1D4; Level 3, 2D4; Level 4; 3D4; etc.

No Lair.

Maximum Random Number Appearing 10.

Save As: Normal Man (INT 1) (SV D14 W15 P16 B17 S18 (0))

Morale: 7 (Normal)

Treasure Type: None

Alignment: Neutral

XP Value: 50 (special award, since this monster possesses powers along with inconsequential Hit Dice)

Awakened by Psychic Power: These creatures sleep in burrows, cracks in the walls, and similar places. They are only awakened by the use of a psychic-themed spell (including spell scrolls and monster abilities, but not item effects) cast within 90' of their shared location.

Psychic-themed spells include the following: Blink, Charm Monster, Charm Person, Clairvoyance, Confusion, Cure Disease, Cure Light Wounds, Cure Serious Wounds, Detect Evil, Detect Good, Detect Invisibility, Detect Magic, Dimension Door, ESP, Feeblemind, Geas, Invisibility, Invisibility 10' Radius, Know Alignment, Levitation, Locate Object, Magic Jar, Polymorph Other, Polymorph Self, Quest, Remove Curse, Telekinesis, Teleport.

Fixate on Fresh Targets: Once the moles awaken, they will instantly attack the appropriate target if in range. If any new psychic spells are cast by someone else, 50% of the moles will fixate in the new target.

Moles will move slowly toward their targets, and can only psychically attack to a maximum range of 30'. They can be killed

by any means necessary before such a drain occurs, of course.

Psychic Strike: Against spell casters, the mind moles will each randomly drain 1 memorized or prayed-for spell.

Against scroll users, the mind moles will each randomly drain 1 point of Intelligence (50%) or 1 point of Wisdom (50%); these points will be restored at the rate of 1 point to each ability every 24 hours.

Against monsters, the mind moles will each randomly drain 1 appropriate ability. For example, against a blink dog, a mole would drain away the creature's blinking ability for 24 hours.

Quickly Sated: Any mind mole that successfully performs a psychic strike will become sated, and will attempt to return to the burrow at maximum (slow!) speed.

Despised Vermin: Just about any race that knows of these creatures, and can be affected by them, will strive to eradicate any specimens found under any circumstances.







Evil Eye of Yog-Sothoth

(New monster)

[118]

EVIL EYE OF YOG-SOTHOTH,

LARVAL

(Very Rare Monstrosity)

These many-eyed eldritch abominations, born of Yog-Sothoth, writhe about on shivering clawed tentacles and are capable of hovering up to 10' in the air.

Armor Class: Special (writhing flesh, sinew, chitin)

Hit Dice: 10D8**** (10 to 80 hit points, average 45)

Move: 30' (10') Hovering

Attacks: Variable Number of Death Gazes / 1 Bite

THACO: 11 [+8]

ACC5: 6+ (75%) vs. chain mail

Damage: Special per Eye / 2D4+1 (average 6)

Number Appearing: Wandering or Lurking or in Lair, Level 1 to 7, 0 (No Encounter); Level 8 to 12, 1; Level 13+, 1D2.

Maximum Random Number Appearing 2.

Save As: Magic-User 10 (INT 14) (SV D11 W12 P11 B14 S12 (10))

Morale: 9 (Defiant)

Treasure Type: Wandering, None. Lurking or in Lair, I x 75%, N x 75%, O x 75%.

Alignment: Chaotic

XP Value: 3,700

Magic Resistance (5%): Larval eyes of Yog-Sothoth are immune to some of the hostile spells cast upon them. A spell cast upon

them by a level 1 character has no effect 55% of the time. Spells cast by higher-level characters will be resisted as follows: level 2 caster, 50% chance; level 3, 45%; level 4, 40%; level 5, 35%; level 6, 30%; and so forth. They have no magic resistance against spell casters of experience level 12 or higher. Even if the spell does overcome the evil eye's magic resistance, it still gets a saving throw if the specific spell allows for it.

The Eyes Envisioning Yog-Sothoth: A larval evil eye has 1D3+3 (4 to 6) eyes, each possessing a different magical power. As the creature ages and grows, more eyes will form as it beholds the revelations of Yog-Sothoth, and the range of the eyes' magical effects will increase.

The Powers of Revelation: For a larval evil eye, the powers are cast at the 10th experience level. The powers of a larval eye will have a maximum range of 30'; in all other respects, the powers are equivalent to the cleric and magic-user spells as presented in the core rules.

The Emanations of Every Eye: To determine the powers that each of a larval monster's 4 to 6 eyes, roll randomly on the table below. For a larval eye, an unmodified 1D20 is rolled (meaning that some of the powers listed below cannot be possessed by larval eyes, only by stronger specimens). Duplicate effects should be rerolled, or determined by the GM; in other words, each eye will possess a unique power.

The possible evil eye powers are as follows:

- ❖ [1] **Cause Light Wounds** (as level 1 cleric spell)
- ❖ [2] **Cause Fear** (as level 1 cleric spell)
- ❖ [3] **Charm Person** (as level 1 magic-user spell)
- ❖ [4] **Sleep** (as level 1 magic-user spell)
- ❖ [5] **Detect Invisible** (as level 2 magic-user spell)
- ❖ [6] **Blight** (as level 2 cleric spell)



CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES



- ❖ **[7] Silence 15' Radius** (as level 2 cleric spell)
- ❖ **[8] Spectral Web** (as level 2 magic-user spell)
- ❖ **[9] Cause Disease** (as level 3 cleric spell)
- ❖ **[10] Curse** (as level 3 cleric spell)
- ❖ **[11-12] Hold Person** (as level 3 magic-user spell)
- ❖ **[13-14] Dispel Magic** (as level 3 magic-user spell)
- ❖ **[15-16] Charm Monster** (as level 4 magic-user spell)
- ❖ **[17-18] Cause Serious Wounds** (as level 4 cleric spell)
- ❖ **[19-20] Confusion** (as level 4 magic-user spell)
- ❖ **[21-22] Telekinesis** (as level 5 magic-user spell)
- ❖ **[23-24] Feeblemind** (as level 5 magic-user spell)
- ❖ **[25-26] Hold Monster** (as level 5 magic-user spell)
- ❖ **[27-28] Finger of Death** (as level 5 cleric spell)
- ❖ **[29-30] Flesh to Stone** (as level 6 magic-user spell)
- ❖ **[31-32] Disintegrate** (as level 6 magic-user spell)

Roving Eyes: As the evil eye twists and turns in combat, it can bring no more than 3 eyes to bear against any one target in any round. The use of eyes against targets should not be random; the GM should determine how the creature will intelligently react. Aggressive foes will be paralyzed, spell casters will be silenced, spell areas that cause the creature difficulty will be dispelled, and so forth.

Generally, the evil eye will focus on enemy spell casters first, anyone dealing it significant damage second, the wounded third, and other targets as opportunities arise.

Writhing Flesh: In combat, eyes of Yog-Sothoth twist themselves as they hover,

revolving and focusing their bloodshot eyes on various targets. As they are themselves attacked by weapons, strikes might land on their body, or destroy an eye.

Note that spells and dispersed effects (such as flaming oil) will never target an eye; they only target the monster's body.

For melee and missile attacks, the GM should roll 1D20 to determine the target of the attack, *before* the to hit roll is made. The results are as follows:

- ❖ **[1-17]** The attack, if it hits, will strike the monster's body. The body is Armor Class 0 [19].
- ❖ **[18-19]** The attack, if it hits, will strike a random eye. The eyes are each Armor Class 7 [12]. The eye struck – rolled at random by the GM – will be destroyed.
- ❖ **[20]** The attack, if it hits, will strike a targeted eye. The eyes are each Armor Class 7 [12]. If the attacker knows that a certain power is emanating from a specific eye, that eye can be targeted if that is what the attacker desires. Otherwise, the eye that is struck will be determined at random.

If an evil eye is ever completely blinded, it will desperately attempt to flee; it can only use its bite attack, at -4 to hit, until it is slain.

Allies of the Cthulhu Mythos: Evil eyes will surround themselves with small cadres of protective worshippers or allies whenever possible. If the GM has access to bestiaries featuring entities of the Cthulhu Mythos, note that the following creatures will ally themselves with the evil eyes of Yog-Sothoth: Deep Ones, Leng spiders, Mi-Go, moonbeasts, polypous ones, serpent folk, and thralls of Cthulhu.

Approximately 11-16 (10+1D6) Hit Dice worth of creatures will be defending a larval evil eye.



CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES



Note that many other sentient creatures of the Mythos (Elder Things, shoggoths, Yithians, etc.) abhor the evil eyes, and will attack them on sight.

Allies of Chaos: If the GM does not have access to Cthulhu bestiaries, then evil eyes will instead be protected by chaotic humanoids who dwell in the game world, charmed and tamed guardian beasts (such as basilisks or warp beasts), or even lesser demons.



[119]

EVIL EYE OF YOG-SOTHOTH, EVOLVING (Very Rare Monstrosity)

Evolving Eyes are sometimes found emerging from stasis, half-wrapped in slimy strands of dream-stuff, unraveling from the cataclysmic visions they have recently beheld.

Armor Class: 4 [15] (writhing flesh, sinew, chitin)

Hit Dice: 11D8**** (11 to 88 hit points, average 50)

Move: 30' (10') Hovering

Attacks: Variable Number of Death Gazes / 1 Bite

THACO: 11 [+8]

ACC5: 6+ (75%) vs. chain mail

Damage: Special per Eye / 2D4+2 (average 7)

Number Appearing: Wandering or Lurking or in Lair, Level 1 to 8, 0 (No Encounter); Level 9 to 13, 1; Level 14+, 1D2.

Maximum Random Number Appearing 2.

Save As: Magic-User 11 (INT 15) (SV D8 W9 P8 B11 S8 (11))

Morale: 10 (Undaunted)

Treasure Type: Wandering, None. Lurking or in Lair, I x 100%, N x 100%, O x 100%.

Alignment: Chaotic

XP Value: 4,300

Magic Resistance (10%): Evolving eyes of Yog-Sothoth are immune to some of the hostile spells cast upon them. A spell cast upon them by a level 1 character has no effect 60% of the time. Spells cast by higher-level characters will be resisted as follows: level 2 caster, 55% chance; level 3, 50%; level 4, 45%; level 5, 40%; level 6, 35%; and so forth. They have no magic resistance against spell casters of experience level 13 or higher. Even if the spell does overcome the evil eye's magic resistance, it still gets a saving throw if the specific spell allows for it.

The Eyes Envisioning Yog-Sothoth: An evolving evil eye has 1D4+3 (4 to 7) eyes, each possessing a different magical power. As the creature ages and grows, more eyes



CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES



will form as it beholds the revelations of Yog-Sothoth, and the range of the eyes' magical effects will increase.

The Powers of Revelation: For an evolving evil eye, the powers are cast at the 11th experience level. The powers of a larval eye will have a maximum range of 30'; in all other respects, the powers are equivalent to the cleric and magic-user spells as presented in the core rules.

The Emanations of Every Eye: The powers of each eye should be determined on the chart provided for the larval evil eyes, above. However, each roll should be 1D20+2, resulting in a number between 3 and 22.

Roving Eyes: As for larval evil eyes, above.

Writhing Flesh: As for larval evil eyes, above.

Allies of the Cthulhu Mythos: As for larval evil eyes, above. Approximately 13 to 18 (12+1D6) Hit Dice worth of creatures will be defending an evolving evil eye.

Allies of Chaos: As for larval evil eyes, above.

[120]

EVIL EYE OF YOG-SOTHOTH, LESSER

(Very Rare Monstrosity)

The lesser Eyes experience constant agony and rage, due to their twisted flesh-masses and tendrils which molt and re-emerge as they feed upon their victims.

Armor Class: 3 [16] (phasing flesh, thick sinew and chitin)

Hit Dice: 12D8+1***** (13 to 97 hit points, average 55)

Move: 30' (10') Hovering

Attacks: Variable Number of Death Gazes / 1 Bite

THACO: 10 [+9]

ACC5: 5+ (80%) vs. chain mail

Damage: Special per Eye / 2D4+3 (average 8)

Number Appearing: Wandering or Lurking or in Lair, Level 1 to 9, 0 (No Encounter); Level 10 to 14, 1; Level 15+, 1D2.

Maximum Random Number Appearing 2.

Save As: Magic-User 12 (INT 15) (SV D8 W9 P8 B11 S8 (12))

Morale: 10 (Undaunted)

Treasure Type: Wandering, None. Lurking or in Lair, I x 100%, N x 100%, O x 100%.

Alignment: Chaotic

XP Value: 5,100

Magic Resistance (15%): Lesser eyes of Yog-Sothoth are immune to some of the hostile spells cast upon them. A spell cast upon them by a level 1 character has no effect 65% of the time. Spells cast by higher-level characters will be resisted as follows: level 2 caster, 60% chance; level 3, 55%; level 4, 50%; level 5, 45%; level 6, 40%; and so forth. They have no magic resistance against spell casters of experience level 14 or higher. Even if the spell does overcome the evil eye's magic resistance, it still gets a saving throw if the specific spell allows for it.

The Eyes Envisioning Yog-Sothoth: A lesser evil eye has 1D4+4 (5 to 8) eyes, each possessing a different magical power. As the creature ages and grows, more eyes will form as it beholds the revelations of Yog-Sothoth, and the range of the eyes' magical effects will increase.

The Powers of Revelation: For a lesser evil eye, the powers are cast at the 12th experience level. The powers of a larval eye





will have a maximum range of 40'; in all other respects, the powers are equivalent to the cleric and magic-user spells as presented in the core rules.

The Emanations of Every Eye: The powers of each eye should be determined on the chart provided for the larval evil eyes, above. However, each roll should be 1D20+4, resulting in a number between 5 and 24.

Roving Eyes: As for larval evil eyes, above.

Writhing Flesh: As for larval evil eyes, above.

Allies of the Cthulhu Mythos: As for larval evil eyes, above. Approximately 15 to 20 (14+1D6) Hit Dice worth of creatures will be defending a lesser evil eye.

Allies of Chaos: As for larval evil eyes, above.

[121]

EVIL EYE OF YOG-SOTHOTH, GREATER

(Very Rare Monstrosity)

The greater Eyes explore ruins and the nether deeps, seeking to reestablish the sundered and buried gate-fanes of Yog-Sothoth.

Armor Class: 3 [16] (phasing flesh, thick sinew and chitin)

Hit Dice: 13D8+1***** (14 to 105 hit points, average 60)

Move: 30' (10') Hovering

Attacks: Variable Number of Death Gazes / 1 Bite

THACO: 9 [+10]

ACC5: 4+ (85%) vs. chain mail

Damage: Special per Eye / 2D4+4 (average 9)

Number Appearing: Wandering or Lurking or in Lair, Level 1 to 10, 0 (No Encounter); Level 11 to 15, 1; Level 16+, 1D2.

Maximum Random Number Appearing 2.

Save As: Magic-User 13 (INT 16) (SV D8 W9 P8 B11 S8 (13))

Morale: 10 (Undaunted)

Treasure Type: Wandering, None. Lurking or in Lair, I x 110%, N x 110%, O x 110%.

Alignment: Chaotic

XP Value: 6,100

level 13, 40' range, powers roll 1D20+6 for a 7-26 score

Magic Resistance (20%): Greater eyes of Yog-Sothoth are immune to some of the hostile spells cast upon them. A spell cast upon them by a level 1 character has no effect 70% of the time. Spells cast by higher-level characters will be resisted as follows: level 2 caster, 65% chance; level 3, 60%; level 4, 55%; level 5, 50%; level 6, 45%; and so forth. They have no magic resistance against spell casters of experience level 15 or higher. Even if the spell does overcome the evil eye's magic resistance, it still gets a saving throw if the specific spell allows for it.

The Eyes Envisioning Yog-Sothoth: A greater evil eye has 1D4+5 (6 to 9) eyes, each possessing a different magical power. As the creature ages and grows, more eyes will form as it beholds the revelations of Yog-Sothoth, and the range of the eyes' magical effects will increase.

The Powers of Revelation: For a greater evil eye, the powers are cast at the 13th experience level. The powers of a larval eye will have a maximum range of 40'; in all other respects, the powers are equivalent to



CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES



the cleric and magic-user spells as presented in the core rules.

The Emanations of Every Eye: The powers of each eye should be determined on the chart provided for the larval evil eyes, above. However, each roll should be 1D20+6, resulting in a number between 7 and 26.

Roving Eyes: As for larval evil eyes, above.

Writhing Flesh: As for larval evil eyes, above.

Allies of the Cthulhu Mythos: As for larval evil eyes, above. Approximately 17 to 22 (16+1D6) Hit Dice worth of creatures will be defending a greater evil eye.

Allies of Chaos: As for larval evil eyes, above.

Number Appearing: Wandering or Lurking or in Lair, Level 1 to 11, 0 (No Encounter); Level 12 to 16, 1; Level 17+, 1D2.

Maximum Random Number Appearing 2.

Save As: Magic-User 14 (INT 16) (SV D8 W9 P8 B11 S8 (14))

Morale: 11 (Fanatical)

Treasure Type: Wandering, None. Lurking or in Lair, I x 125%, N x 125%, O x 125%.

Alignment: Chaotic

XP Value: 7,050

Magic Resistance (25%): Gatekeeper eyes of Yog-Sothoth are immune to some of the hostile spells cast upon them. A spell cast upon them by a level 1 character has no effect 75% of the time. Spells cast by higher-level characters will be resisted as follows: level 2 caster, 70% chance; level 3, 65%; level 4, 60%; level 5, 55%; level 6, 50%; and so forth. They have no magic resistance against spell casters of experience level 16 or higher. Even if the spell does overcome the evil eye's magic resistance, it still gets a saving throw if the specific spell allows for it.

The Eyes Envisioning Yog-Sothoth: A gatekeeper evil eye has 1D4+6 (7 to 10) eyes, each possessing a different magical power. As the creature ages and grows, more eyes will form as it beholds the revelations of Yog-Sothoth, and the range of the eyes' magical effects will increase.

The Powers of Revelation: For a gatekeeper evil eye, the powers are cast at the 14th experience level. The powers of a larval eye will have a maximum range of 50'; in all other respects, the powers are equivalent to the cleric and magic-user spells as presented in the core rules.

The Emanations of Every Eye: The powers of each eye should be determined on the chart provided for the larval evil eyes, above.

[122]

EVIL EYE OF YOG-SOTHOTH, GATEKEEPER (Very Rare Monstrosity)

Gatekeeper Eyes protect the ancient ruins, shrines, fanes, and dimensional portals once glorified by the ancient cult of Yog-Sothoth.

Armor Class: 2 [17] (warping flesh, thick sinew and chitin)

Hit Dice: 14D8+2***** (16 to 114 hit points, average 65)

Move: 30' (10') Hovering

Attacks: Variable Number of Death Gazes / 1 Bite

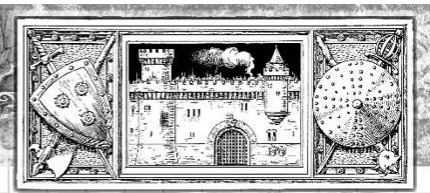
THACO: 9 [+10]

ACC5: 4+ (85%) vs. chain mail

Damage: Special per Eye / 2D4+5 (average 10)



CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES



However, each roll should be 1D20+8, resulting in a number between 9 and 28.

Roving Eyes: As for larval evil eyes, above.

Writhing Flesh: As for larval evil eyes, above.

Allies of the Cthulhu Mythos: As for larval evil eyes, above. Approximately 19 to 24 (18+1D6) Hit Dice worth of creatures will be defending a gatekeeper evil eye.

Allies of Chaos: As for larval evil eyes, above.

[123]

EVIL EYE OF YOG-SOTHOTH, ARCANE (Very Rare Monstrosity)

Arcane Eyes seek to devour powerful magic-users and psychic victims, absorbing dying energies in hopes of eldritch metamorphosis and ultimate revelation.

Armor Class: 1 [18] (warping flesh, chitin, unholy enchantments)

Hit Dice: 15D8+2***** (17 to 122 hit points, average 70)

Move: 30' (10') Hovering

Attacks: Variable Number of Death Gazes / 1 Bite

THACO: 8 [+11]

ACC5: 3+ (90%) vs. chain mail

Damage: Special per Eye / 2D4+6 (average 11)

Number Appearing: Wandering or Lurking or in Lair, Level 1 to 11, 0 (No Encounter); Level 12 to 16, 1; Level 17+, 1D2.

Maximum Random Number Appearing 2.

Save As: Magic-User 15 (INT 17) (SV D8 W9 P8 B11 S8 (15))

Morale: 11 (Fanatical)

Treasure Type: Wandering, None. Lurking or in Lair, I x 150%, N x 150%, O x 150%.

Alignment: Chaotic

XP Value: 7,050

Magic Resistance (30%): Arcane eyes of Yog-Sothoth are immune to some of the hostile spells cast upon them. A spell cast upon them by a level 1 character has no effect 80% of the time. Spells cast by higher-level characters will be resisted as follows: level 2 caster, 75% chance; level 3, 70%; level 4, 65%; level 5, 60%; level 6, 55%; and so forth. They have no magic resistance against spell casters of experience level 17 or higher. Even if the spell does overcome the evil eye's magic resistance, it still gets a saving throw if the specific spell allows for it.

The Eyes Envisioning Yog-Sothoth: An arcane evil eye has 1D4+7 (8 to 11) eyes, each possessing a different magical power. As the creature ages and grows, more eyes will form as it beholds the revelations of Yog-Sothoth, and the range of the eyes' magical effects will increase.

The Powers of Revelation: For an arcane evil eye, the powers are cast at the 15th experience level. The powers of a larval eye will have a maximum range of 50'; in all other respects, the powers are equivalent to the cleric and magic-user spells as presented in the core rules.

The Emanations of Every Eye: The powers of each eye should be determined on the chart provided for the larval evil eyes, above. However, each roll should be 1D20+10, resulting in a number between 11 and 30.

Roving Eyes: As for larval evil eyes, above.



CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES



Writhing Flesh: As for larval evil eyes, above.

Allies of the Cthulhu Mythos: As for larval evil eyes, above. Approximately 21 to 26 (20+1D6) Hit Dice worth of creatures will be defending an arcane evil eye.

Allies of Chaos: As for larval evil eyes, above.



[124]

EVIL EYE OF YOG-SOTHOTH, ELDRITCH

(Extremely Rare Monstrosity)

The eldritch Eyes are dimly prescient, capable of organically comprehending

the past, present, and future psyches of those they consume.

Armor Class: 0 [19] (warping flesh, thick chitin, unholy enchantments)

Hit Dice: 16D8+3***** (19 to 131 hit points, average 75)

Move: 30' (10') Hovering

Attacks: Variable Number of Death Gazes / 1 Bite

THACO: 8 [+11]

ACC5: 3+ (90%) vs. chain mail

Damage: Special per Eye / 2D4+7 (average 12)

Number Appearing: Wandering or Lurking or in Lair, Level 1 to 12, 0 (No Encounter); Level 13 to 17, 1; Level 18+, 1D2.

Maximum Random Number Appearing 2.

Save As: Magic-User 16 (INT 18) (SV D5 W6 P5 B8 S5 (16))

Morale: 12 (Fearless)

Treasure Type: Wandering, None. Lurking or in Lair, I x 200%, N x 200%, O x 200%.

Alignment: Chaotic

XP Value: 8,000

Magic Resistance (35%): Eldritch eyes of Yog-Sothoth are immune to some of the hostile spells cast upon them. A spell cast upon them by a level 1 character has no effect 85% of the time. Spells cast by higher-level characters will be resisted as follows: level 2 caster, 80% chance; level 3, 75%; level 4, 70%; level 5, 65%; level 6, 60%; and so forth. They have no magic resistance against spell casters of experience level 18 or higher. Even if the spell does overcome the evil eye's magic resistance, it still gets a saving throw if the specific spell allows for it.



CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES



Chapter VIII:

P

Pudding, Deadly



The Eyes Envisioning Yog-Sothoth: An eldritch evil eye has 1D4+8 (9 to 12) eyes, each possessing a different magical power. As the creature ages and grows, more eyes will form as it beholds the revelations of Yog-Sothoth, and the range of the eyes' magical effects will increase.

The Powers of Revelation: For an eldritch evil eye, the powers are cast at the 16th experience level. The powers of a larval eye will have a maximum range of 60'; in all other respects, the powers are equivalent to the cleric and magic-user spells as presented in the core rules.

The Emanations of Every Eye: The powers of each eye should be determined on the chart provided for the larval evil eyes, above. However, each roll should be 1D20+12, resulting in a number between 13 and 32.

Roving Eyes: As for larval evil eyes, above.

Writhing Flesh: As for larval evil eyes, above.

Allies of the Cthulhu Mythos: As for larval evil eyes, above. Approximately 23 to 28 (22+1D6) Hit Dice worth of creatures will be defending an eldritch evil eye.

Allies of Chaos: As for larval evil eyes, above.





Pudding, Deadly, Black

(Supplementary to Black Pudding, pg. 143)

[125]

PUDDING, DEADLY, BLACK

(Uncommon Slime)

The black pudding is a deadly form of slime, capable of forming acidic pseudopods that strike out to dissolve the flesh of prey.

Armor Class: 6 [13] (lack of vital organs)

Hit Dice: 10D8*** (10 to 80 hit points, average 45)

Move: 60' (20') Ground

Attacks: 1 Fanged Pseudopod

THACO: 11 [+8]

ACC5: 6+ (75%) vs. chain mail

Damage: 3D8 (average 14) + Acid

Number Appearing: Wandering or Lurking or in Lair, Level 1 to 6, 0 (No Encounter); Level 7 or 8, 1; Level 9, 1D2; Level 10, 1D3; Level 11, 1D4; Level 12, 1D4+1; Level 13+, 1D4+2.

No Lair.

Maximum Random Number Appearing 4.

Save As: Fighter 5 (INT 0) (SV D10 W11 P12 B13 S14 (5))

Morale: 9 (Defiant)

Treasure Type: None

Alignment: Neutral

XP Value: 3,000 (HD 10***) / 500 (HD 5***) / 55 (HD 2D8+2***) / 27 (HD 1D8+1***)

Deadlier Strain: In comparing this monster entry to the (lesser) black pudding featured in the core rules, you will note that the (greater) black pudding in this stat template

– following the Advanced rules interpretation in most respects – is a deadlier foe. Be mindful of which monster type you use in each game session.

Unstoppable: By reducing their movement rate to 10' (3'), black puddings can fit through tiny cracks (2 rounds to traverse without attacking), or even keyholes (3 rounds to traverse without attacking). They eat through wood at the rate of 2" per round, which means they can devour a standard dungeon door in 2 rounds while pursuing prey.

Corrode Weapons: Weapons can inflict damage upon a black pudding. However, the weapons can be destroyed by the creature's acidic properties.

Weapons are affected as follows:

- ❖ **Non-magical weapons** will be destroyed in the same round that they deal damage.
- ❖ **Magical missiles** (arrows, bolts, darts, etc.) will be destroyed in the same round that they deal damage as well.
- ❖ **Magical melee weapons** will lose one of their plusses 50% of the time in the same round that they deal damage. For example, a sword +2 would have a 50% chance of partially corroding and becoming a +1 sword, and additional blows might well destroy the sword entirely.

Ranged weapons are commonly used to destroy black puddings when sufficient amounts of fire and magic are not available to adventurers.

Corrode Armor: Non-magical armor will be destroyed by the damaging hits of a black pudding. Armor of chain mail quality or weaker (scale mail, leather armor, padded armor, etc.) will be destroyed at the end of the round in which black pudding damage is inflicted on the armor wearer.



CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES



More powerful armor is affected as follows:

- ❖ Non-magical armor of higher quality (banded mail, plate mail, plate armor, etc.) will have its Armor Class permanently worsened by 1 for each strike the black pudding inflicts on the armor wearer. Therefore AC 3 [16] armor would become AC 4 [15] after the first strike, AC 5 [14] after the second, etc. These armors will be fully destroyed once the reduced AC becomes 6 [13] or worse.
- ❖ Lesser magical armor (chain, scale, leather, padded, etc.) will lose one plus after each successful strike.
- ❖ Greater magical armor (banded, plate, etc.) will lose one plus 50% of the time after each successful strike.
- ❖ Once magical armor loses its last plus, it becomes non-magical and corrodes per the rules above.

Sliced in Twain: Crushing and impaling weapons inflict normal blows upon a black pudding. Slashing weapons, however – such as swords – have a chance to split the creature in two, if the damage does not kill the pudding outright. The chance for a split is equal to 10% per point of damage inflicted by the strike, checked separately for each and every strike.

Splitting is handled as follows:

- ❖ When a pudding splits in two, it becomes two 5D8 HD monsters, inflicting half damage (2D6). The “parent” black pudding’s hit points are divided in two, rounded up, and applied to each of the two smaller puddings.
- ❖ If a 5D8 HD pudding is split in two, it becomes two 2D8+2 monsters, inflicting one-third damage (1D8). The 5D8 HD “parent” black pudding’s hit points are divided in two, rounded up, and applied to each of the two smaller puddings.

- ❖ If a 2D8+2 HD pudding is split in two, it becomes two 1D8+1 monsters, inflicting one-fourth damage (1D6). The 2D8+2 “parent” black pudding’s hit points are divided in two, rounded up, and applied to each of the two smaller puddings.
- ❖ If a 1D8+1 HD pudding is split in two, both halves are instantly slain.

The GM can choose to award partial XP for partially-destroyed slimes, if desired, using the XP Value guidelines given above.

Lightning Immunity: Black puddings take no damage from electrical attacks, including magical lightning bolts. If a lightning attack hits a black pudding, it will split in two (as above, with a 100% chance) instead of taking damage.

Cold Immunity: Black puddings take no damage from cold or ice attacks, but cold strikes will not split them.

Fire Vulnerability: Black puddings take full damage from non-magical and magical fire, and fear open flames. Flaming oil might well repel them for a time.



[126]

PUDDING, DEADLY, BLACK, SPLIT

(Very Rare Slime)

Split black puddings the remnants of damaged puddings that have sloughed off their necrotic flesh and have managed to survive ... for a time.

Armor Class: 6 [13] (lack of vital organs)

Hit Dice: 5D8*** (5 to 40 hit points, average 23)





Move: 60' (20') Ground

Attacks: 1 Fanged Pseudopod

THACO: 15 [+4]

ACC5: 10+ (55%) vs. chain mail

Damage: 2D6 (average 7) + Acid

Number Appearing: Wandering or Lurking, Level 1 to 3, 0 (No Encounter); Level 4, 1; Level 5, 1D2; Level 6, 1D3; Level 7, 1D4; Level 8+, 1D4+1.

No Lair.

Maximum Random Number Appearing 4.

Save As: Fighter 2 (INT 0) (SV D12 W13 P14 B15 S16 (2))

Morale: 8 (Resolute)

Treasure Type: None

Alignment: Neutral

XP Value: 500 (HD 5***) / 55 (HD 2D8+2***) / 27 (HD 1D8+1***)

Black Pudding: Besides the different stats listed above, these monsters are identical to normal (10 HD) black puddings as described above.

Attacks: 1 Fanged Pseudopod

THACO: 17 [+2]

ACC5: 12+ (45%) vs. chain mail

Damage: 1D8 (average 5) + Acid

Number Appearing: Wandering or Lurking, Level 1, 1; Level 2, 1D2; Level 3, 1D3; Level 4, 1D4+1; Level 5, 1D4+2; Level 6+, 1D4+3.

No Lair.

Maximum Random Number Appearing 6.

Save As: Fighter 1 (INT 0) (SV D12 W13 P14 B15 S16 (1))

Morale: 7 (Normal)

Treasure Type: None

Alignment: Neutral

XP Value: 55 (HD 2D8+2***) / 27 (HD 1D8+1***)

Black Pudding: Besides the different stats listed above, these monsters are identical to normal (10 HD) black puddings as described above.



[127]

PUDDING, DEADLY, BLACK, SMALL

(Very Rare Slime)

Small black puddings are the remains of heavily damaged black puddings.

Armor Class: 6 [13] (lack of vital organs)

Hit Dice: 2D8+2*** (4 to 18 hit points, average 11)

Move: 60' (20') Ground

[128]

PUDDING, DEADLY, BLACK, SEVERED

(Very Rare Slime)

Severed puddings are the smallest remains of heavily damaged black puddings, and are easily slain despite their deadly abilities.

Armor Class: 6 [13] (lack of vital organs)

Hit Dice: 1D8+1*** (2 to 9 hit points, average 6)



CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES



Move: 60' (20') Ground

Attacks: 1 Fanged Pseudopod

THACO: 18 [+1]

ACC5: 13+ (40%) vs. chain mail

Damage: 1D6 (average 4) + Acid

Number Appearing: Wandering or Lurking, Level 1, 1D2; Level 2, 1D3; Level 3, 1D4+1; Level 4, 1D4+2; Level 5+, 1D4+3.

No Lair.

Maximum Random Number Appearing 6.

Save As: Normal Man (INT 0) (SV D12 W13 P14 B15 S16 (2))

Morale: 7 (Normal)

Treasure Type: None

Alignment: Neutral

XP Value: 27

Black Pudding: Besides the different stats listed above, these monsters are identical to normal (10 HD) black puddings as described above.



Chapter IX:

S

Slime, Black



Slime, Black

(Compare (Lesser) Black Pudding, pg. 143)

[129]

SLIME, BLACK

(Very Rare Slime)

Black slimes are more viscous, fluid, and relentless than are their already-lethal kindred, the black puddings.

Armor Class: 6 [13] (lack of vital organs)

Hit Dice: 10D8**** (10 to 80 hit points, average 45)

Move: 60' (20') Ground

Attacks: 1 Fanged Pseudopod

THACO: 11 [+8]

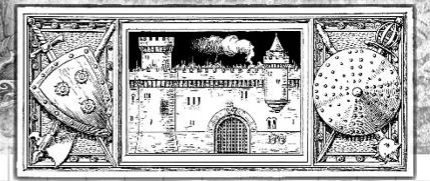
ACC5: 6+ (75%) vs. chain mail

Damage: 3D8 (average 14) + Acid

Number Appearing: Wandering or Lurking or in Lair, Level 1 to 7, 0 (No Encounter); Level 8 or 9, 1; Level 10, 1D2; Level 11,



CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES



1D3; Level 12, 1D4; Level 13, 1D4+1; Level 14+, 1D4+2.

No Lair.

Maximum Random Number Appearing 4.

Save As: Fighter 5 (INT 0) (SV D10 W11 P12 B13 S14 (5))

Morale: 9 (Defiant)

Treasure Type: None

Alignment: Neutral

XP Value: 3,700 (HD 10***) / 625 (HD 5****) / 65 (HD 2D8+2****) / 31 (HD 1D8+1****)

Relentless: Black slimes adhere (*heh*) to the more hardcore Advanced rules, which state that puddings take no damage from weapons, non-magical or otherwise. An additional special ability asterisk (*) is provided due to this extra level of difficulty. Game Masters are warned that while this change might seem innocuous, it can actually turn the black pudding into a “killer monster” that some adventuring parties simply cannot deal with. Black slimes should be described as liquid, ominous, and reeking of death, so that players know they are dealing with something truly sinister that is not necessarily a black pudding.

When determining the splitting of a black slime, the chance of a split is 10% per point of damage that the weapon would have inflicted. Therefore, damage is still rolled; for example a sword blow dealing 5 points of damage would have a 50% chance of splitting the slime, and whether or not a split occurs, the weapon would be destroyed while dealing zero damage.

In all other ways, black slimes are identical to black puddings. The author recommends favoring black puddings in encounters, and using black slimes sparingly against veteran groups.



[130]

SLIME, BLACK, SPLIT

(Very Rare Slime)

Split black slimes the remnants of damaged slimes that have sloughed off their necrotic flesh and have managed to survive ... for a time.

Armor Class: 6 [13] (lack of vital organs)

Hit Dice: 5D8**** (5 to 40 hit points, average 23)

Move: 60' (20') Ground

Attacks: 1 Fanged Pseudopod

THACO: 15 [+4]

ACC5: 10+ (55%) vs. chain mail

Damage: 2D6 (average 7) + Acid

Number Appearing: Wandering or Lurking, Level 1 to 4, 0 (No Encounter); Level 5, 1; Level 6, 1D2; Level 7, 1D3; Level 8, 1D4; Level 9+, 1D4+1.

No Lair.

Maximum Random Number Appearing 4.

Save As: Fighter 2 (INT 0) (SV D12 W13 P14 B15 S16 (2))

Morale: 8 (Resolute)

Treasure Type: None





Alignment: Neutral

XP Value: 625 (HD 5****) / 65 (HD 2D8+2****) / 31 (HD 1D8+1****)

Black Slime: Besides the different stats listed above, these monsters are identical to normal (10 HD) black slimes as described above.

Black Slime: Besides the different stats listed above, these monsters are identical to normal (10 HD) black slimes as described above.

[131]

SLIME, BLACK, SMALL

(Very Rare Slime)

Small black slimes are the remains of heavily damaged black slimes.

Armor Class: 6 [13] (lack of vital organs)

Hit Dice: 2D8+2**** (4 to 18 hit points, average 11)

Move: 60' (20') Ground

Attacks: 1 Fanged Pseudopod

THACO: 17 [+2]

ACC5: 12+ (45%) vs. chain mail

Damage: 1D8 (average 5) + Acid

Number Appearing: Wandering or Lurking, Level 1, 0 (No Encounter; Level 2, 1; Level 3, 1D2; Level 4, 1D3; Level 5, 1D4+1; Level 6, 1D4+2; Level 7+, 1D4+3.

No Lair.

Maximum Random Number Appearing 6.

Save As: Fighter 1 (INT 0) (SV D12 W13 P14 B15 S16 (1))

Morale: 7 (Normal)

Treasure Type: None

Alignment: Neutral

XP Value: 65 (HD 2D8+2****) / 31 (HD 1D8+1****)

[132]

SLIME, BLACK, SEVERED

(Very Rare Slime)

Severed slimes are the smallest remains of heavily damaged black slimes, and are easily slain despite their deadly abilities.

Armor Class: 6 [13] (lack of vital organs)

Hit Dice: 1D8+1**** (2 to 9 hit points, average 6)

Move: 60' (20') Ground

Attacks: 1 Fanged Pseudopod

THACO: 18 [+1]

ACC5: 13+ (40%) vs. chain mail

Damage: 1D6 (average 4) + Acid

Number Appearing: Wandering or Lurking, Level 1, 1; Level 2, 1D2; Level 3, 1D3; Level 4, 1D4+1; Level 5, 1D4+2; Level 6+, 1D4+3.

No Lair.

Maximum Random Number Appearing 6.

Save As: Normal Man (INT 0) (SV D12 W13 P14 B15 S16 (2))

Morale: 7 (Normal)

Treasure Type: None

Alignment: Neutral

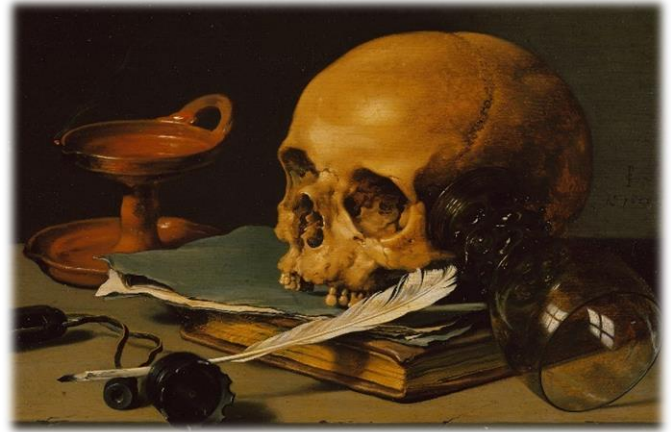
XP Value: 31

Black Slime: Besides the different stats listed above, these monsters are identical to normal (10 HD) black slimes as described above.





About the Author



So ends the Oldskull treatise. The 1977 Bestiary series of volumes will continue, with the next tome's repertoire featuring the many insidious devils, awe-inspiring dragons, dinosaurs, and more.

Beginning play as a chaotic neutral normal human with one measly hit point to his name, KENT DAVID KELLY eventually became apprenticed to a magic-user of ill repute ... a foul man who dwelt in the steamy deeps of the Ivory Cloud Mountain. After this mentor carelessly misplaced an intelligent soul-sucking sword and then died under suspicious circumstances, his former henchman Mr. Kelly escaped to the deeper underground and there began playing Satanic role-playing games. This, the legends tell us, occurred in the year 1981.

Hoary wizard-priests who inspired Mr. Kelly in his netherworldly machinations included the peerless Mr. E. Gary Gygax, Carr, Arneson, Cook, Hammack, Jaquays, Bledsaw, Moldvay, Kuntz, Schick and Ward. Sadly, a misguided made-for-the-basements movie entitled *Mazes and Monsters* gave Mr. Kelly's parents conniptions in 1982. As a result of that blasphemous Tom Hanks debacle (and other more personal lapses in judgment), Mr. Kelly was eventually forbidden from playing his favorite game for a considerable length of time.

Nonplussed but not defeated, he used this enforced exile to escape to a friend's alehouse, and there indulged himself in now-classic





computer RPGs such as Zork, Telengard, Temple of Apshai, Ultima, Tunnels of Doom, The Bard's Tale, Phantasie, Pool of Radiance, Wizard's Crown and Wasteland. He then went on to write computer versions of his own FRPGs, which led to his obsession with coupling creative design elements with random dungeons and unpredictable adventure generation.

Mr. Kelly wrote and submitted his first adventure for Dungeon Magazine #1 in 1986. Unfortunately, one Mr. Moore decided that his submission was far too "Lovecraftian, horrific and unfair" to ever serve that worthy periodical as a publishable adventure. Mr. Kelly, it must be said, took this rejection as a very good sign of things to come.

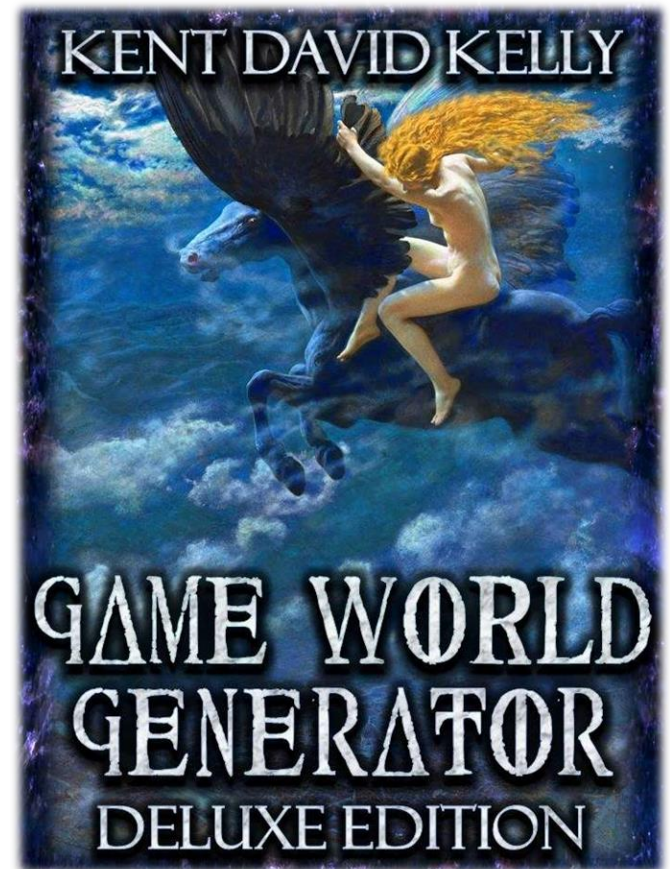
In the late 80s and 90s, Mr. Kelly wrote short stories, poems and essays ... some of which have been published under the Wonderland Imprints banner. He wrote several dark fantasy and horror novels as well. Concurrently, he ran Dark Angel Collectibles, selling classic FRPG materials as Darkseraphim, and assisted the Acaeum with the creation of the Valuation Board and other minor research projects.

At this time, Mr. Kelly and his entourage of evil gnomes are rumored to dwell in the dread and deathly under-halls of the Acaeum, Dragonsfoot, ENWorld, Grogardnia, Knights & Knaves, ODD, and even more nefarious levels deep down in the mega-dungeon of the Web.

There he remains in vigil, his vampiric sword yet shivering in his hand. When not being sought outright for answers to halfling riddles or other more sundry sage advice, he is to be avoided by sane individuals *at all costs*.



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and print titles have been sold through Amazon, CreateSpace, the popular and occasionally best-selling Gold and Platinum Medal offerings available on DriveThruRPG (2017-present), as well as the esteemed charity-supporting Bundle of Holding. (In 2019 I was honored to raise thousands of dollars for cancer charity in my mother's name, entirely through the fans' enthusiastic support of the Castle Oldskull gaming line. Over 30,000 e-books were sold in March 2019.)

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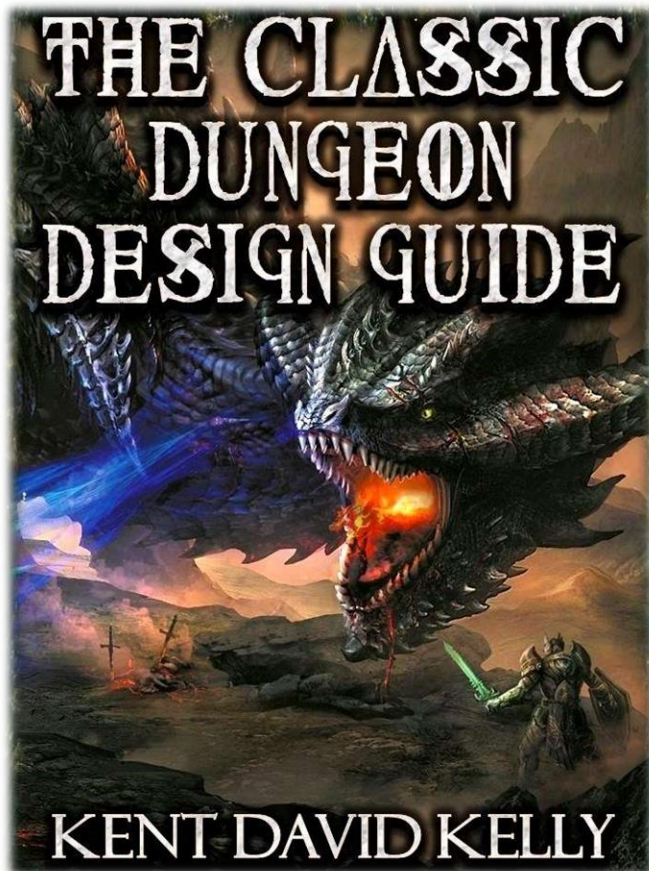
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Thank you as always for helping my family with your purchases and devotion. I hope to be able to write for you in the near future once again!

~K

As a sincere Thank You to my readers, the vast majority of my creative game design work is made available for your own fair use through the Open Game License.

Long live Khazad and the OSR!



Kent David Kelly 2018. © 2018





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