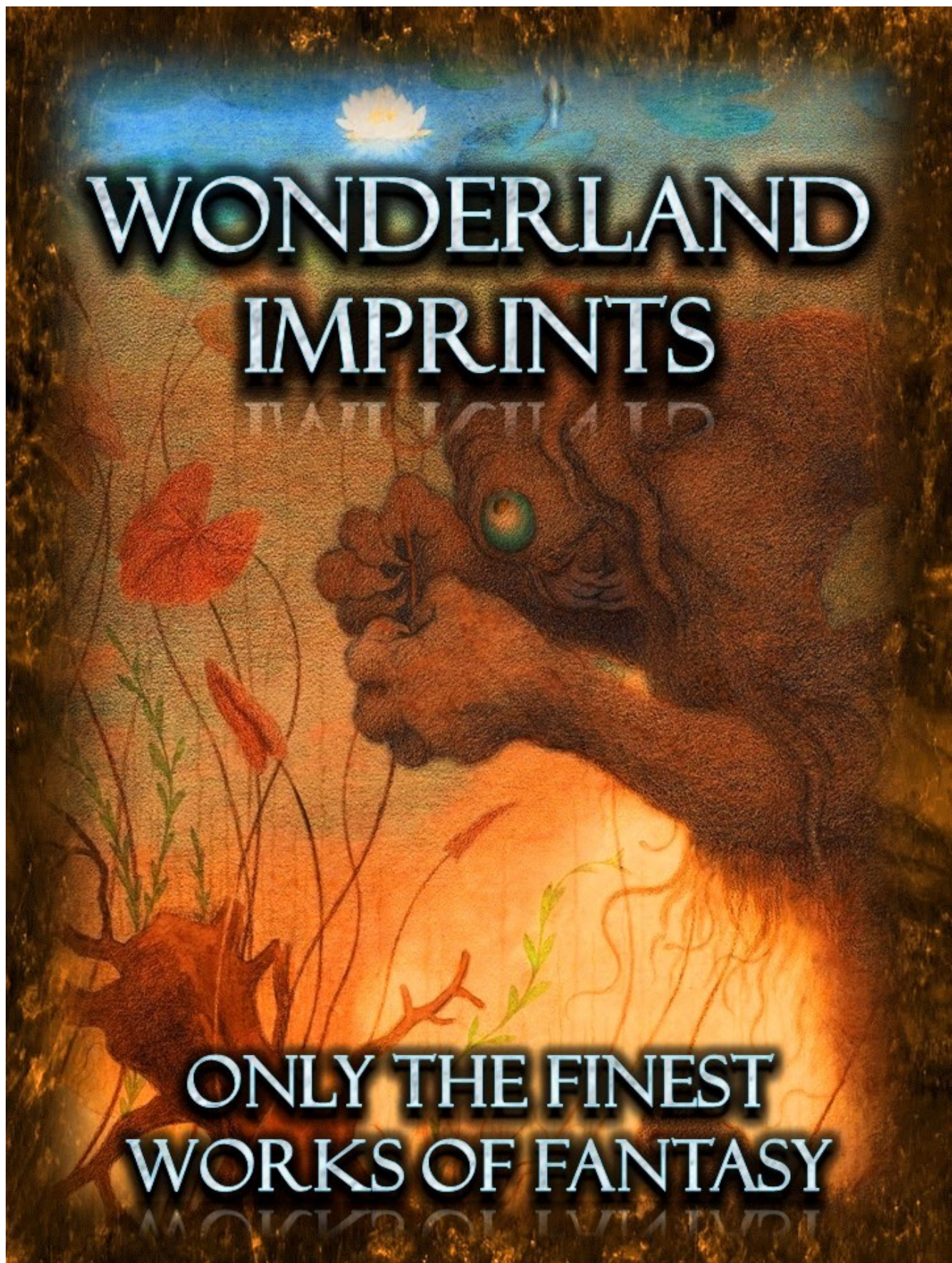




KENT DAVID KELLY

OLDSKULL
TΨRRHENIA
MAP PACK



Oldskull Tyrrhenia

Map Pack

**An Old School Supplement
For Fantasy Role-Playing Games**

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Only the Finest Works of Fantasy

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Description

An old school campaign world like no other ... the fabled realm of Tyrrhenia which enshrouds the colossal manor known as Castle Oldskull, unveiled at last ...

Well met, adventurer! Welcome to the age-old land of heroes and perilous beasts. In this introductory “sandbox” campaign starter kit, you will find 18 full-color maps which comprise the old school FRPG realm of Tyrrhenia (the author’s mythic and folkloric interpretation of late medieval Italy and Magna Roma). There is a beautiful full-color satellite image showing all of the Tyrrhenian peninsula and seas beyond; a concise guide-sector map showing how all of the ultra-detail maps connect (as well as the adjacent lands and isles within the World of Oldskull); and 16 in-depth hex overlay maps which, together, reveal the entire land and its mysterious denizens. The detail maps reveal a considerable interwoven landscape of many terrain features ... and instead of giving you abstractly simplified symbols for forests, lakes, and mountains ranges, you can see all of the land’s colorful wonders for yourself.

Each detail map features the locations of terrain features, city states, ruins, dungeons, demi-human enclaves, battlegrounds, monster lairs and sightings, towns (or ruins, if you want a low-population wilderland), and various points of interest ... nearly 500 rumor-ready annotations in all. The locations of the Manor Ushir (Castle Oldskull proper), the Free City State of Grimrook, and many other locales from the author’s campaign world are given in direct relation to nearby seas, realms, and cities, all awaiting your adventurers’ exploration.

In addition you will find the Tyrrhenian bestiary, a list of many hundreds of the creatures and monsters who populate the realm (with a huge number of old school and folkloric variants for each, over 1,000 monster types in all!). You will also find notes on the Tyrrhenian mythoi (Empyrean and Etruscan), offering you over 100 gods, goddesses, arch-devils, demon lords, and other cosmic powers who hold dominion over the land and its many factions.

Together, these tools can give you the fundamental information you need to begin a classic sandbox hex-crawling campaign in the World of Oldskull. This supplement also serves as a lead-in to Castle Oldskull and Grimrook, which are (respectively) the mega-dungeon and the city which will be detailed in future offerings. In all, this supplement is a perfect introduction to an immense and mysterious realm of bloody swords and dark sorceries, ready for immediate inclusion in your old school campaign.

Another fine offering from Wonderland Imprints, *Only the Finest Works of Fantasy*. (40,600 words, 138 pages.)

Overview of the Maps of Tyrrhenia

The maps herein are derived from public domain NASA satellite images, providing the clearest possible view of mythic Italy for our game's required campaign notations, lair locations, and hex map overlays. A hex (as provided upon the detail maps) covers approximately 5 miles, if we assume that the World of Oldskull is exactly the same size as Earth. (It's not.) Personally, I assign a 6 miles-per-hex scale when using the maps for overland adventures, and a 5 hexes = 1 30-mile hex approximation when larger scale concerns are taking place (the

march of armies, the use of flying magic, the range of natural or magical cataclysms, etc.). Similarly, four hexes can be regarded as covering 24 miles north-to-south if you prefer that scale for maritime or overland travel. You can assign whatever general scale you feel is necessary to make best use of the maps, but the 6 mile scale will serve you well for most general overland adventuring purposes in play.

Unlike undetailed campaign supplements which give you one named terrain feature for every 50-100 hexes or so, you will find that Tyrrhenia is full of enough lairs and mysteries to provide several years' worth of adventuring opportunities, despite the land's relatively small size. In addition the otherworldly Realms of Entropy provide you with specific areas and an immediate justification to drop any kind of random terrain features anywhere you like, from dungeons to alien invasion points to post-apocalyptic wastelands. The possibilities are virtually endless ... and the larger land gives you the thematic coherency to make these aberrations work within the larger context of the realms.

The maps of Tyrrhenia do not use abstract old school hex symbols (a tree for a forest, a triangle for a mountain, etc.), because I have always found that information to be too vague to be inspiring. Instead of knowing that a city and some plains are in a hex, I would rather know about the flow of the terrain and the inclusion of non-plains features (hills, a river's course, a bit of wetland, what lies to the southeast in a hex as opposed to the northwest, etc.) within the immediate area. Nevertheless, I acknowledge that most Game Masters are comfortable with old school terrain abstractions, and so I will also provide here a quick summary of the Tyrrhenian landscape so that you can refer to unique swathes of grouped terrain in a simplex context.

Here is a thumbnail of the peninsula:



The white areas in the north are the real-world Alps mountains (Alpes Montes in Roman Latin), and show snow cover and the locations of various valleys and drainage systems (those being the root-like lines throughout the white).

To the south of this, beyond a narrow range of hills where the Alps descend, can be seen a curved yellowish-green area; this is a large river valley which would be called “plains” in gaming context. The rivers there flow generally west to east, emptying out into the Adriatic Sea on the right, flowing past Venice along the eastern shore.

Below that — running northwest to southeast — the brown ridged area shows the hills and mountains which divide the long Tyrrhenian peninsula into various territories (Realms). Rome (Magna Roma), which gives the approximate location of Grimrook and Castle Oldskull, is situated along the middle of the western (left-hand) shore along the sea.

The “boot” of Italy has greener territories and forested land, and the “ankle” (surrounded in light blue shallow waters on the right) is the approximate location of many wetlands and marshes. The three islands below and to the left of Italy are Sicily, Corsica, and Sardinia; the yellowish-green land mass to the bottom left is northern Africa (and Carthage). The upper left corner of the map would be Switzerland, with France further beyond to the west and northwest.

Incidentally, a certain Gary Gygax was proud of his Swiss heritage and included many things in his own campaign which are alluded to here, such as pikemen, cantons, and a curious terrain feature known as “Lake Geneva.” You will find these bits of trivia off to the far northwest in their appropriate geo-locations.

The overall terrain of Tyrrhenia and its surroundings can be easily differentiated by looking at all of the detail maps. Very generally, white areas are high snowy mountains (with the exceptions of a few cloud banks over the sea caught in the NASA imagery); dark brown areas are low mountains or high hills; light brown areas are low hills; yellowish-green areas are plains; light green areas are forest or wooded plains; and dark green areas are heavy forest or swamps. The few lakes are freshwater and the seas are of course saltwater.

Keep in mind that this is a modern satellite image of a deforested land, and that the deforestation you can see actually began during the late Roman Republic and the early Roman Empire, as colonies were founded and shipbuilding timber was harvested along the shorelines. Italy is only a guideline for our milieu, and your campaign world will be greener. The mythic land of Tyrrhenia (in comparison to real-world Italy) has far fewer towns and cities than Italy ever did, with more forests

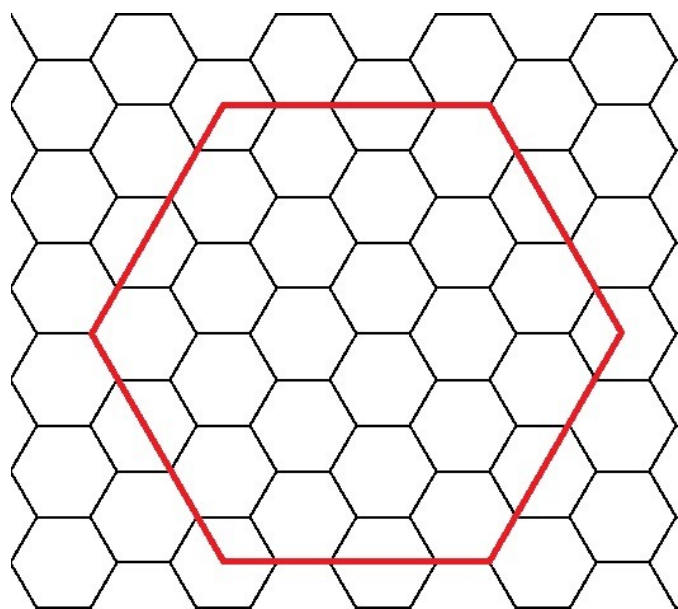
and swamps, more caves, more ruins, and a hell of a lot more monsters!

The entire land from north to south as featured herein should be considered “temperate” for encounter purposes. (Technically, the climate is Mediterranean, but that climate distinction is not made in any of the old school wandering monster charts; so temperate will do nicely.) Most of the land you see is wilderness, with an approximate 30-mile radius (6 hexes in each direction) around each city being regarded as civilized. You will also see some locales on the maps listed as “Town or Ruins of (Name).” These areas can be considered walled towns populated by humans and demi-humans, if you want a more political campaign; but if you want to your game’s land to be overrun by monsters, these locales are mega-ruins with mega-dungeons beneath the surface. Of course, you can decide on a median course if you like by determining each “Town or Ruin” location on a case-by-case basis if that is what you prefer.

Using these guidelines, you can read most of the map details by coloration. You can quickly determine when a light yellow hex is temperate wilderness plains, while another is temperate civilized plains, dependent upon each hex’s proximity to a nearby city. (Each city can be regarded as being situated in the approximate middle of its accompanying text label; for example, the text “City State of Mediolanum” in map N.2 would be hiding the city under the capital S in “State” or thereabouts. A civilized radius will be patrolled by the city state’s knights, men-at-arms and demi-human allies; there will be a few small towns and villages throughout the radius which can be sprinkled in as you prefer. Refer to my Game World Generator, Deluxe Edition if you want some guidelines on the size, leadership, and unique characteristics of these minor bases of operation.

The hex overlays in the detail maps will further assist you in determining the general terrain for movement, obstacle, and random encounter generation purposes. If (for example) your players’ adventuring party is currently camped out in a hex that’s white on the right and light green on the left, that probably means there’s a mountain cliff to the east running approximately north-south, and a flanking green valley on the left side of the hex.

Any hex on a detail map can be broken down into smaller hexes as you prefer (to show dungeons, passes, roads, and so forth), with 4, 5, or 6 1-mile hexes north-to-south being situated in any given detail hex, like this:



After a while you will find that the combination of the hex grid, the enhanced terrain colors, and the maps’ many text labels will give you a clear indication of the types of random encounters which might be appropriate for virtually any Tyrrhenian locale. It’s then just a matter of making this world your own and moving forward.

So let’s go exploring, shall we?

The Lands of Tyrrhenia



N.1 Northwesternmost Tyrrhenia



1 Hex = Approximately 5 Miles North to South

N.2 Northernmost West Tyrrhenia





N.4 Northeasternmost Tyrrhenia









U.4 Easternmost Upper Tyrrhenia





C.2 Central Tyrrhenia





C.4 Easternmost Central Tyrrhenia





L.2 Central Lower Tyrrhenia





S.1 Southernmost Tyrrhenia



1 Hex = Approximately 5 Miles North to South



The Tyrrhenian Bestiary:

Being a Brief Primer on the Men and Beasts of the Realm of Oldskull

From a sandbox-generating Game Master's perspective, this wealth of map lore can serve as a wellspring for ideas concerning plot and adventure hooks, as well as potential monster motivations, origins, conflicts with various adjacent factions, potential locales for strongholds, tactics, lairs, etc. Together, all of these hints can assist the GM in fleshing out random monster encounters for "sandbox" generation and play. (A process which I call "Creating a Campaign Something from Nothing.")

The 70+ pages which follow will give a huge number of researched and myth-influenced monster entries to work from. Together, these monsters and their subspecies and hierarchies give Tyrrhenia its deep detail and unique atmosphere in the sphere of old school gaming. Being able to say "The dice say there's two werebears here" is one thing; but being able to say "There's two werebears here, one of which is a cursed brown Marsian matriarch in service to Carmentis, and the other of which is a cave bear's incarnated spirit, once worshipped by the cannibalistic Neanderthals who lair beneath the Cromlech Borderlands far to the northwest" is quite another! My notes here are brief, but you can research many of the monsters which follow on the Internet or at the library and figure out which myths and legends I'm pulling from in many instances.

This bestiary section will give you familiarity with (directly) many of the

monsters and animals and Tyrrhenia, as well as (indirectly) a general understand of the hundreds of sub-realms which comprise the city states, the wilderness, and the border-wilds throughout the land.

As a Game Master you might be familiar with the "Common, Uncommon, Rare, Very Rare" hierarchy of monster commonalities. This grand old system makes encounters with ogres and orcs and hill giants very common, while special and intriguing monsters (such as Evil Eyes of Azathoth) are few and far between. If you prefer that system, you can certainly apply it to Tyrrhenia and its lairs. In the World of Oldskull campaign, however, I prefer to maximize the variety in random encounters so that the players can never know what to expect around the corner. I use the "C / U / R / VR" designations not as guides to encounter frequency, but rather as rough indicators of local monster populations. This means that while only a small handful of Very Rare creatures might be found, an encounter with Common humanoids is likely to include dozens if not hundreds of beasties. But in the end, the odds of encountering those Very Rare monsters is not too statistically unlikely in comparison to the Common monsters, because I want that "anything can happen" feel to keep the players (and their PCs!) wary and ready for anything.

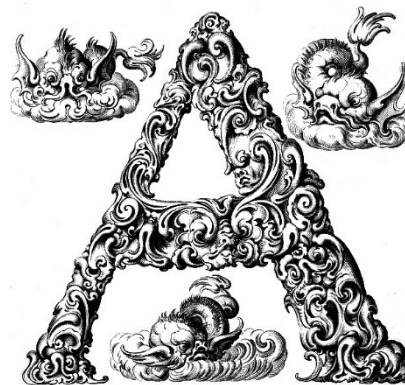
The following (sadly very incomplete) summary of 1,000+ monsters gives you a guide for some of the more prominent beasts and monsters found throughout (and below) Tyrrhenia. Remember that the land should be regarded as temperate in its entirety, and primarily wilderness, with the level of relatively population density being decided by you.

In the World of Oldskull campaign, Tyrrhenian humanity suffered grave losses to the undead legions of the Chaos Plague, which occurred only a generation ago (c. 1348-1350 AD); and undead are very

common as a result due to the number of shallow graves, cursed battlegrounds, and lost souls.

The only reaches would should be considered 100% “civilized” are those within a day’s ride of the cities, and their state territories. As a rule of thumb, each Tyrrhenian city controls an area (state) of approx. 30-mile radius; towns control a 15-mile radius; and villages control a 5-mile radius at most. The lands that have been lost to monstrous evil are very wild, and haunted, and they are filled with treasure-laden ruins from the older times when the Empyreans of Magna Roma controlled the entire land and many other kingdoms beyond. You can research just about any Roman town or colony that you like, place it on the map, and reasonably call it a “ruin” (with a dungeon underneath, of course!) while maintaining the spirit of medieval Tyrrhenia. Many of these places have been lost and forgotten for centuries, and you should feel well-justified in plopping “new” and newly-rediscovered dungeons here and there according to your preference.

(The notes on Tyrrhenia’s archetypal monsters and other denizens follow hereafter.)



Abomination, General Note: Lovecraftian horrors are found beneath Tyrrhenia due to the lingering extra-dimensional Chaos Gates which dot the land’s crust. They can also be found in the far northern icelands of the “strange lights,” chiefly in the lost region to the east of Helvetia.

- Abomination, Colour Out of Space, Larval (HD 5**)
- Abomination, Elder Thing, Lesser (HD 5***)
- Abomination, Hound of Tindalos, Lesser (HD 5**)
- Abomination, Mi-Go, Lesser (HD 3***)
- Abomination, Moon Thing, Thrall (HD 1*)
- Abomination, Night Gaunt, Minion (HD 2**)
- Abomination, Polypous Horror, Small (HD 6***)
- Abomination, Shantak Bird, Small (HD 8**)
- Abomination, Shoggoth, Larval (HD 7***)
- Abomination, Spawn of Shub-Niggurath, Blood Spawn (HD 1**)
- Abomination, Thuum’ha (HD 3*)
- Abomination, Yithian, Lesser (HD 3**)



- Acid Mantis, Monstrous (HD 8**)

Angel (Deva): Celestial and elemental angel sightings are becoming a bit more common in recent decades, inviting sagely speculation that a second Chaos Plague — or even the Age of the Apocalypse — might be imminent. To date, no mortal can prove contact with an angel besides fleeting (alleged) psychic sendings.

- Angel, Astral (HD 9+36*****)
- Angel, Ethereal (HD 8+32*****)
- Angel, Light (HD 7+28****)



Abomination, Spawn of Alernus: The Tyrrhenian netherworld, due to the dying and re-emergent Chaos Gates, is filled with small populations of heretofore unknown demon-spawn. These things are thralls of Alernus for the most part. Game Masters can use the Oldskull Monster Generator to develop these unusual creatures; their numbers include intelligent slimes, humanoids, half-humanoids, vile pseudo-sentient plants, spider-like crawling horrors, and so forth.

Acid Mantis: These chitinous terrors are found in and below fertile Tyrrhenian farmlands, shallow caverns, and forest clearings.

- Acid Mantis, Larval (HD 3**)
- Acid Mantis, Small (HD 4**)
- Acid Mantis, Average-Sized (HD 5**)
- Acid Mantis, Large (HD 6**)
- Acid Mantis, Huge (HD 7**)

Angel, Fallen: At least one terrible fallen angel exists in the Tyrrhenian region, soaring high above a primordial black

obelisk which rises out of the western sea. This inhuman, ancient bastion is said to be a gateway to Hell itself.

- Angel, Fallen, Unholy (HD 9+36*****)

Animal, General Note: In an indirect fashion, most non-violent, wild, and mundane animals are sacred to the goddess Diana. “Non-violent” refers to creatures that will not attack on site, “wild” refers to untamed animals encountered on the wilderness, and “mundane” refers to animals that exist in the real world and which are not of monstrous size (e.g., huge or giant). Due to the fact that many of the Emyrean deities are somewhat removed from Tyrrhenian meddling — perhaps due to the greatly reduced number of living mortal worshippers reducing their terrestrial powers — not all animals will be protected by Diana or her priestesses. However, particularly egregious events (say, PCs slaughtering thousands of birds for no reason) might well result in some form of indirect divine intervention in the form of a curse, protective aura, miracle of reincarnation, etc. Similar protections might exist for non-violent aquatic life, as protected by Furrina (freshwater) or Neptune (saltwater) at the GM’s discretion.

Ant, Giant: Giant ants are somewhat rare in Tyrrhenia, but there are several different species. These include the great black ant (Camponotus), the surface-dwelling and tree-climbing forest ant (Colobopsis), the very aggressive driver ant (Dorylus) and the netherworld huntress ant (Manica), which preys in swarms upon giant beetles, worms, spiders, and so forth.

- Ant, Large, Worker (HD 1-1)
- Ant, Large, Warrior (HD 1*)
- Ant, Large, Queen (HD 4)
- Ant, Huge, Worker (HD 1+2)

- Ant, Huge, Warrior (HD 2**)
- Ant, Huge, Queen (HD 7)
- Ant, Giant, Worker (HD 2*)
- Ant, Giant, Warrior (HD 3**)
- Ant, Giant, Queen (HD 10)



Ape, Carnivorous: The carnivorous apes of Tyrrhenia are white-furred, cunning (some are capable of halting common speech), and nocturnal. Some are able to craft rudimentary weapons out of thorn-wood, stone, or bone. They are believed to have descended from ape bloodlines that date back to the Emyrean arena era.

- Ape, Carnivorous (HD 5*)
- Ape, Carnivorous, Large (HD 6*)
- Ape, Carnivorous, Huge (HD 7*)
- Ape, Carnivorous, Monstrous (HD 8*)



Badger, Normal / Large / Huge / Giant:

These creatures are rare in Tyrrhenia, but they do exist. They are sometimes tamed and bred as guardian beasts by the gnomish clans.

- Badger (HD 1+2)
- Badger, Large (HD 2)
- Badger, Huge (HD 2+2)
- Badger, Giant (HD 3)

Bat, Long-Eared, Normal / Large / Huge / Giant: A cave- and netherworld-dwelling species, inspired by *Plecotus sardus* (the Sardinian bat). Rare; cannot be surprised unless sleeping.

- Bat, Long-Eared (HD 1/4)
- Bat, Long-Eared, Large (HD 1-1)
- Bat, Long-Eared, Huge (HD 1+1)
- Bat, Long-Eared, Giant (HD 2)

Badgerbear: These classic dungeon beasts are found in many Tyrrhenian caves, dungeons, and ruins; they are far more common than many other kinds of predators. They are even known to slaughter giant badgers or bears to take over their dens.

- Badgerbear (HD 5+2*)
- Badgerbear, Large (HD 6+3*)
- Badgerbear, Huge (HD 7+4*)
- Badgerbear, Monstrous (HD 8+5*)

Basilisk: In Tyrrhenia, this creature (the Basiliscus, pl. Basilisci) is found in hills, ruins, wastelands (however few there are), dungeons, and caverns.

- Basilisk (HD 6+1**)
- Basilisk, Greater (HD 10***)



Bat, Long-Fingered, Normal / Large / Huge / Giant: A more common form of bat, inspired by Schreiber's long-fingered bat. Dwell in large colonies and therefore found in considerable numbers.

- Bat, Long-Fingered (HD 1/8)
- Bat, Long-Fingered, Large (HD 1/2)
- Bat, Long-Fingered, Huge (HD 1-1)
- Bat, Long-Fingered, Giant (HD 1+1)

Bear, Brown, Tyrrhenian: A large yet secretive type of forest- and hill-dwelling bear, inspired by the Marsican brown bear.

- Bear, Brown, Tyrrhenian (HD 5+5**)
- Bear, Brown, Tyrrhenian, Large (HD 6+2**)
- Bear, Brown, Tyrrhenian, Huge (HD 7+1**)

Bear, Cave: The cave bear's range did extend into Italy, and in mythic Tyrrhenia they still exist in shallow cave regions throughout the land.

- Bear, Cave (HD 6+6**)
- Bear, Cave, Large (HD 7+7**)
- Bear, Cave, Huge (HD 8+8**)

Beast, Caterwauling (Tatzelwurm): The "caterwauler" is so rare that many people believe it no longer exists. It haunts wild mountains and hilly wastelands; it is a large serpentine thing with some feline features (such as a bristle-covered face, spindly limbs, and long claws). The last sighting was some two hundred years ago, in the craggy wilds overlooking Helvetia.

- Beast, Tatzelwurm, Lesser (AC 6, HD 4+2***)
- Beast, Tatzelwurm (AC 5, HD 4+2***)
- Beast, Tatzelwurm, Arcane (AC 4, HD 4+2***)

- Beast, Tatzelwurm, Eldritch (AC 3, 2, or 1, HD 4+2****)
- Beast, Tatzelwurm, Unholy (AC 0 or -1, HD 4+2****)



Beastman (Wildman), Boargaunt or Woodwose: Beastmen are fairly common in the Tyrrhenian wilds. There are two known sub-species, the neutral Woodwose (or Wildman) and the feral Boargaunt. Woodwoses (HD 1 to 3) tend to be smaller than Boargaunts, and possess minor druidic powers. They dwell in wild and haunted forests.

The shaggier and larger Boargaunts (HD 1 to 4) are evil, stupid, and cultic; they sometimes worship demons, daemons, or devils. Boargaunts ally with humanoids when it suits them, while Woodwoses occasionally ally with forest gnomes, elves, or satyr-kind. Bugbears, ogres, and giants

have been known to hunt and/or enslave both species. A great ancient temple to an unknown goddess, protected for centuries by cannibalistic Boargaunt beastman witch doctors, can be found in the southern reaches of the Realm of Umbria.

- Beastman, Boargaunt, Whelp (HD 1*)
- Beastman, Boargaunt, Thrall (HD 2*)
- Beastman, Boargaunt, Warrior (HD 3*)
- Beastman, Boargaunt, Large (HD 4*)
- Beast, Woodwose, Sproutling (HD 1**)
- Beast, Woodwose (HD 2**)
- Beast, Woodwose, Elder (HD 3**)

Beaver, Normal / Large / Huge / Giant:

Giant beavers can rarely be found in marshlands and lowlands along the rivers. The sentient arcane “Dam Folk” are far more rare, and are only found in thick, wet forests of the wilderlands. These creatures are inspired by Castor fiber, the Eurasian beaver.

- Beaver (HD 1-1)
- Beaver, Large (HD 1+1*)
- Beaver, Huge (HD 2+2*)
- Beaver, Giant (HD 4*)
- Dam Folk (HD 4**)

Bee, Large / Huge / Giant: The equivalent of monstrous Tyrrhenian “bumblebees” are represented by the solitary *Xylocopa violacea* (violet carpenter bee). Non-aggressive bees of monstrous size — which are in the minority — are sacred to Mellona.

- Bee, Honeybee, Large (HD 2*)
- Bee, Honeybee, Huge (HD 3+1*)
- Bee, Honeybee, Giant (HD 4+2*)
- Bee, Violet Carpenter, Large (HD 2+2**)
- Bee, Violet Carpenter, Huge (HD 4+3**)

- Bee, Violet Carpenter, Giant (HD 6+4***)

Beetle, Large / Huge / Giant, Bombardier: The Tyrrhenian sub-species is the *Brachinus* beetle, which has a distinctive black body and red legs and head. It is somewhat similar in appearance to the fire beetle, but much larger and more dangerous.

- Beetle, Bombardier, Large (HD 1*)
- Beetle, Bombardier, Huge (HD 2**)
- Beetle, Bombardier, Giant (HD 2+2**)

Beetle, Large / Huge / Giant, Boring:

These beetles were not originally native to Tyrrhenia, but they came over (as eggs, brought by some enterprising fool) from the Orient and are now only somewhat rare.

- Beetle, Boring, Large (HD 1+1)
- Beetle, Boring, Huge (HD 3)
- Beetle, Boring, Giant (HD 5*)
- Beetle, Boring, Giant, Sentient (Slime Culler) (HD 5**)

Beetle, Large / Huge / Giant, Fire:

Tyrrhenian fire beetles have striking black-and-crimson markings, inspired by *Pyrhocoris apterus* (the firebug).

- Beetle, Fire, Large (HD 1/2)
- Beetle, Fire, Huge (HD 1-1)
- Beetle, Fire, Giant (HD 1+2)

Beetle, Large / Huge / Giant, Rhinoceros:

A monstrous, reddish-brown sub-species known as the *Oryctes* beetle is native to Tyrrhenian wilderness.

- Beetle, Rhinoceros, Large (HD 4*)
- Beetle, Rhinoceros, Huge (HD 8*)
- Beetle, Rhinoceros, Giant (HD 12**)

Beetle, Large / Huge / Giant, Stag: These deadly beetles are native to northern and central Tyrrhenia.

- Beetle, Large, Stag (HD 2+2)
- Beetle, Huge, Stag (HD 4+1*)
- Beetle, Giant Stag (HD 7*)

- Boar, Wild, Huge (HD 6*)
- Sow, Wild, Giant (HD 6+2*)
- Boar, Wild, Giant (HD 7*)

Brownie: These good folk are found in the most isolate Tyrrhenian forests, and worship Silvanus.

Brownie, Corrupted (Changeling): These dangerous impish foes are bound to the goddess Leinth, and they worship her. They are also allied to doppelgangers who worship her as well.

- Brownie, Corrupted (HD 1/2***)

Bugbear: An Italian play entitled The Buggbear was scripted in the 1500s; and therefore I decided to make them a fundamental element of the dungeons and netherworld settings of Tyrrhenia. These deadly humanoids are more common in Tyrrhenia than they are elsewhere.

- Bugbear, Warrior (HD 3+1**)
- Bugbear, Leader (HD 4**)
- Bugbear, Chief (HD 4+2**)

Bulette: These monsters are very rare, but can be found in the shallows of the Tyrrhenian netherworld from time to time. They tend to be found in the same areas as acid mantises.

- Bulette, Very Young (HD 6**)
- Bulette, Young (HD 7**)
- Bulette, Small (HD 8***)
- Bulette, Adult (HD 9***)
- Bulette, Large (HD 10****)
- Bulette, Huge (HD 11****)
- Bulette, Monstrous (HD 12****)

Bull, Wild: Territorial protectors of the great Lucanian herds. Refer to the Cattle entry (below). Great bulls (of 7 or 8 hit



Boar, Wild, Normal / Large / Huge / Giant: (Sus scrofa) Commonly found throughout the land. Large and huge wild boars are numerous in Tyrrhenia, particularly in the forests and the highlands. A considerable number of them can be found in the land of Swinehold (southern Lucania), where they are ridden by goblins and lesser gnoles as war beasts.

- Sow, Wild (HD 3*)
- Boar, Wild (HD 3+3*)
- Sow, Wild, Large (HD 4+2*)
- Boar, Wild, Large (HD 5*)
- Sow, Wild, Huge (HD 5+1*)

points per hit die) are sometimes tamed and ridden by minotaurs.

- Bull, Wild (HD 4*)
- Bull, Wild, Large (HD 4**, 5+ hp per die)
- Bull, Wild, Huge (HD 4**, 6+ hp per die)
- Bull, Wild, Great (HD 4**, 7+ hp per die)



Cat, Wild, Genet: A decent reason to use those deadly domestic wildcat stats on a more appropriate creature! Inspired by *Genetta genetta* (the common genet).

- Cat, Wild, Genet (HD 1/2*)
- Cat, Wild, Genet, Large (HD 1-1*)
- Cat, Wild, Genet, Huge (HD 1*)

Catoblepas: These foul and deadly abominations are sometimes found in quicksand areas within the Tyrrhenian marshlands. A smaller variety, the nether catoblepas, can be found in caverns along underground rivers.

- Catoblepas (HD 6+2***)
- Catoblepas, Netherworld (HD 5***)

Cattle, Wild: These creatures are some of the more common and numerous wild animals in the lands of Tyrrhenia. Some are descended from the aurochs bloodline, while smaller breeds apparently date back

to the fall of Empyrea when great herds of domesticated cattle were driven from the city states during the barbarian invasions of old. They are most common in Lucania.

- Cattle, Wild, Empyrean (HD 2)
- Cattle, Wild, Aurochs Brood (HD 3)
- Cattle, Wild, Aurochs (HD 4)

Centaur: Classical (Arcadian) centaurs are more common to Achaea, but some few clans are still found in the protected hills and forests of Tyrrhenia. They sometimes associate with satyrs or sylvan elves. Most normal (non-Bucentaur, non-infernal) Tyrrhenian centaurs worship Maris.

- Centaur, Centauress (HD 3)
- Centaur, Warrior (HD 4)
- Centaur, Archer (HD 4*)
- Centaur, Lancer (HD 4*)

Centaur, Greater (Bucentaur): The Bucentaur is the “Ox Centaur,” a more powerful and aggressive (but less intelligent) form of wild centaur. In game terms, they are chaotic neutral, and they never have fewer than 6 hit points per hit die. Other centaurs dislike them and think them savage (which they can be, when angered). They are relatively rare.

- Centaur, Bucentauress (HD 4*)
- Centaur, Bucentaur (HD 5*)

Centaur, Netherworld: As featured in Dante Alighieri’s *Inferno*, the netherworld centaur is a savage and infernal lawful evil sub-species. They favor thrown or missile weapons, preferably barbed, acid-covered, etc. to cause maximum pain to their chosen prey. Males and females have similar stats, due to the size and lethality of the females (who frequently rule the clans; males are more bloodthirsty and rash in their actions).

- Centaur, Netherworld, Tormentor (HD 4*)
- Centaur, Netherworld, Archer (HD 4**)
- Centaur, Netherworld, Chieftain (HD 5**)

Chimera, Etrurian: Unique to Tyrrhenia, the primordial Etruscan chimera is a two-headed monstrosity with no dragon's head; the lion's head and the goat's head are larger and capable of inflicting more damage (+1 damage per attack). This form of chimera has a long venomous serpent's tail, complete with an arcane snake's head at the tip. The poison is quite virulent (save vs. poison at -1 or suffer 6D6 poison damage in addition to 1D6 bite damage; a successful save cuts poison damage in half, but the bite damage is not reduced) and these creatures are exceedingly deadly. They are solitary, and hate just about anything.

- Chimera, Etrurian (HD 9****)
- Chimera, Etrurian, Large (HD 10****)
- Chimera, Etrurian, Huge (HD 11****)

Chimera, Infernal: This is the classic FRPG chimera, with three heads (dragon, goat, and lion). They are found in caverns and volcanic regions, and are sometimes tamed as war beasts by fire giants.

- Chimera, Infernal (HD 9***)
- Chimera, Infernal, Large (HD 10***)
- Chimera, Infernal, Huge (HD 11***)

Crab, Large / Huge / Giant: Commonly found in Tyrrhenian saltwater. Large crabs are typically of the short-limbed *Atelecyclus rotundatus* (circular crab) variety, while huge and giant crabs are usually of the more dangerous *Maja squinado* (spiny

spider crab) species. Pallid monstrous crabs are sometimes found in deep waters, or in the netherworld. A truly colossal specimen was sighted in recent years within the Mare Adriaticum; it capsized a treasure ship and only a few delirious mariners survived.

- Crab, Large (HD 1*)
- Crab, Huge (HD 2*)
- Crab, Giant (HD 3*)
- Crab, Monstrous (HD 6*)
- Crab, Enormous (HD 10**)
- Crab, Colossal (HD 15**)

Crabman: These sometimes-violent creatures lair off of Tyrrhenia in the Sinking Shoals, north of the Promontory of Gargano. They also conduct abduction raids along the various shorelines, and they are the hated enemies of mariners and fishermen.

- Crabman (HD 3)
- Crabman, Large (HD 3+2)
- Crabman, Huge (HD 4)



Crone, UMBER: Similar to the hags (see those entries) but much less evil and even more wise, the UMBER Crones are the matriarchs of the Manor Ushir — the great arcane mansion which is sometimes

referred to as Castle Oldskull. They are believed to hail from the Rus bloodline of Baba Yaga herself. They are powerful magi, and serve as “ushers” to those young and enterprising fools who dare to enter the dungeons deep. Their true purpose remains unknown; but it is known that they protect the upper levels of the manor, while maintaining the arcane elemental seals which thwart the worst incursions of the Chaos Gates. No one can say why they are so patient with unwise adventurers, but it seems likely that they are aware of a prophecy (or curse?) whose tenets must be abided by, and perhaps such secret lore governs their strange behavior. In mythology, they are most similar to the Greek Graeae (sisters to the Gorgons).

- Crone, Umber (HD 7+12*****)

Cyclops: The lesser, evil cyclopes are quite rare, having mostly died out in earlier centuries. The largest known surface clan in Tyrrhenia resides in the Cyclopean Sundering, to the southeast of Magna Graecia.

- Cyclops, Lesser (HD 13*)
- Cyclops, Lesser, Stone Hurler (HD 13**)
- Cyclops, Lesser, Curse Bringer (HD 13**)

Cyclops, Elder: Non-evil forge cyclopes (artificers) are known to dwell in the Cyclopean Forge Vaults, the fiery caverns beneath Vesuvius. These ancient ones venerate the god Vulcan.

- Cyclops, Elder (HD 15+8***)



Daemon, General: Most daemons which are trapped in (or more commonly beneath) Tyrrhenia serve the Daemon Queen Tuchulcha. Some few are independent (having slain a summoning necromancer, for example, while remaining bound to the World of Oldskull), and some small cabals serve either Charun or the dark Persian god Arimanius.

Daemon, Hecatoncheires: These (the Centimanes, in Latin) are the ancient hundred-handed ones, the great and terrible centipede-like horrors which crawl upon 90 hands and fight with 10. There are very few still in existence in the Tyrrhenian netherworld, but each is equivalent to a small army and capable of cataclysmic destruction. Individuals are sometimes imprisoned by gods or demon lords, or used as “death machines” in deciding the colossal battles which occur throughout the deeps. Three are known to serve Tuchulcha in her keeping of the truce between diabolic law and demonic chaos.

- Daemon, Centimanes (HD 50*****, 300 hp)

Daemon Lord, Charun: Charun, more commonly known by his Achaean name Charon, is the Daemon Lord of netherworld rivers, planar journeys, and the passage of the dead. For Tyrrhenia specifically, he is known to be found in the netherworld from

time to time due to the numerous Chaos Gates which can be found along the underground rivers. He is worshipped by small cabals of daemons and evil priests.

Daemon Queen, Tuchulcha: The ancient crone Tuchulcha is the (relatively non-violent) Daemon Queen of netherworld chasms, and the divisions of the netherworld. In practice, this means that she divides the gate-dependent Chaotic Evil (demonic) and Lawful Evil (diabolic) powers and enclaves throughout the Tyrrhenian underworld, creating an uneasy balance of power which allows the surface world of mortal-kind to thrive. Whether this is a deliberate or accidental state of affairs depends on who you care to ask. Tuchulcha is served by many kinds of daemons and some evil priests, but such gatherings are rarely found outside of tombs, dungeons, or caverns. Some sages believe that Tuchulcha is deliberately delaying the coming of the Apocalypse, perhaps while she increases her own powers in grim preparation for the cataclysmic planar war to come.

Deadly Pudding: These things are uncommon or rare in Tyrrhenia, but they do exist (black in the dungeons, brown in the swamps, dun in the battleground wastelands, white in the Alpes frost lands, etc.) Refer also to the general Slime entry.

- Deadly Pudding, Black, Small (HD 3**)
- Deadly Pudding, Black, Divided (HD 5**)
- Deadly Pudding, Black (HD 10***)
- Deadly Pudding, Brown, Small (HD 3+1*)
- Deadly Pudding, Brown, Divided (HD 5+2*)
- Deadly Pudding, Brown (HD 11**)
- Deadly Pudding, Dun, Small (HD 2+2*)

- Deadly Pudding, Dun, Divided (HD 4*)
- Deadly Pudding, Dun (HD 8+1**)
- Deadly Pudding, White, Small (HD 3*)
- Deadly Pudding, White, Divided (HD 4+2*)
- Deadly Pudding, White (HD 9**)



Deep One: These batrachian horrors, and their half-human hybrids, exist in the netherworld. The surface (non-netherworld) variety hail from an underwater stronghold hidden somewhere in the deep waters to the east of the City State of Serenisse.

- Deep One, Spawn (HD 1*)
- Deep One, Warrior (HD 2**)
- Deep One, Archer (HD 2***)
- Deep One, Net Thrower (HD 2***)
- Deep One, Harpoon Wielder (HD 2***)

- (Leader types are considerably larger and more powerful)

Demi-Human, General Note: Demi-humans are somewhat common in Tyrrhenia. Their populations, cultures, and power were all marginalized during the Empyrean age of Magna Roma, but ever since their significant siege-defenses during the humanoid and barbarian invasions (c. 500-700 AD) they have become strong and respected allies of civilized mankind.



Demon, Pyre: The pyre, or fire, demon is rarely encountered, but they do dwell near planar gates in the netherworld ... particularly in the region of Mount Vesuvius and the ruins of Pompeii. Those which dwell for some decades or centuries beneath Tyrrhenia either serve the great

fire giant-demon Cacus, or openly defy him in exile. They tend to raise small armies of netherworld humanoids to wage war on their many foes.

- Demon, Pyre (HD 8+8****)
- Demon, Pyre, Greater (HD 8+8*****, 6+ hp per die)
- Demon, Pyre, Eldritch (HD 8+8*****, 7+ hp per die)
- Demon, Pyre, Ancient (HD 8+8*****, hp 72)

Demon Lord, Belphegor: Belphegor is the demon lord of broken oaths and abandonment. He is believed to be imprisoned somewhere in the dungeons beneath Castle Oldskull; he is nevertheless worshipped (to a limited extent) by demons, cultists, and evil priests.

Demon Prince, Orcus: Orcus is the demon prince of the undead. He is believed to have been instrumental in the terrible Chaos Plague, and the wave of undead legions which followed in its wake. Few powers are as hated throughout the city states (with the exception of Grimrook, where a protected shrine maintains worship due to the strictures of a disaster-threatening omen from ancient times). Orcus is served by depleted, yet nevertheless powerful, groups of demons, priests, cultists, and the undead.

Devil, General Note: The iconic treatise on the many medieval devils who lair in the gateway-riddled netherworld under Tyrrhenia is entitled *Inferno*, by Dante Alighieri. Several of the devil types are reinterpreted for this region based on Roman or medieval iconography.



Devil, Erinyes: The maidens of pain are sometimes found in dungeons, evil temples, or the netherworld. In Tyrrhenia, they are known as Furies.

- Devil, Fury, Blood Maiden (HD 4+4**)
- Devil, Fury (HD 6+6***)
- Devil, Fury, Crone (HD 6+6****, 6+ hp per die)



Devil, Lemurian (Di Lemures): These minor devils are found in graveyards, tombs, ruins, and evil temples.

- Devil, Lemurian, Hell Spawn (HD 1*)
- Devil, Lemurian, Wretched (HD 2*)
- Devil, Lemurian (HD 3*)

Devil, Malebranche (Malacoda etc.): This type of devil was created by Dante; therefore, he is honored by having a considerable number of these fiends lairing below Tyrrhenia ... particularly near to Castle Oldskull!

- Devil, Malebranche, Cabal of Cagnazzo, Hellken, or Libicocco (HD 5+5***)
- Devil, Malebranche, Cabal of Barbariccia, Ciriatto, Farfarello (HD 5+5***, 6+ hp per die)
- Devil, Malebranche, Cabal of Draghignazzo, Rubicante, or Scarmiglione (HD 5+5***, 7+ hp per die)
- Devil, Malebranche, Cabal of Calcabrina or Malacoda (HD 5+5****, hp 45)

Devil, Arch-, Dis: Dis is the arch-devil treasure and underworld fiends. He is currently trapped in the Tyrrhenian

netherworld despite many attempted incursions, in part due to the machinations of the Daemon Queen Tuchulcha. He is served by devils and infernal priests.

Devil, Arch-, Geryone: Geryone is making incursions into the Tyrrhenian underworld via the shifting Chaos Gates. He is served by devils, minotaurs, and cultists.

Devil, Arch-, Lucifer: The once all-powerful Lord of Hell was deposed in recent centuries by the grand usurper, Ashmodai. He is believed to remain imprisoned in the lower Hells. Lucifer has scattered worshipful cabals in Tyrrhenia, but no organized power to speak of. On occasion, ancient imprisoned devils or other horrors are discovered who still swear allegiance to him (perhaps even unknowing of his fate).

Dimensional Beast: These monsters are found in dangerous wilderlands; they tend to kill for pleasure as well as for sustenance, and so the scene of many uneaten carcasses (bear, hound, boar, etc.) is a frequent indicator of dimensional beast territory. See also Dimensional Hound, below.

- Dimensional Beast (HD 6**)
- Dimensional Beast, Large (HD 7**)
- Dimensional Beast, Huge (HD 8**)

Dimensional Hound: These good-aligned protector spirits can (rarely) be encountered in virtually all terrain types throughout Tyrrhenia, except for swamps. They will frequently assist good-aligned adventurers in battles against evil monsters, especially their nemeses the Dimensional Beasts.

- Dimensional Hound, Lesser (HD 3*)
- Dimensional Hound (HD 4*)
- Dimensional Hound, Greater (HD 5*)

Dinosaur, General Note: Virtually nonexistent in Tyrrhenia, but see the Hobgoblin, Tusked entry.



Dinosaur, Plesiosaurus: Inexplicably, various types of plesiosaurs have been found in the once-safe trade waters which lie to the east of Aternum.

- Dinosaur, Plesiosaurus (HD 15*)
- Dinosaur, Plesiosaurus, Large (HD 17*)
- Dinosaur, Plesiosaurus, Huge (HD 20*)

Djinni, Empyrean: The sub-caste of those genie nobles which are native to Tyrrhenia are the very rare Empyrean Genii (singular Genius). These lawful good spirits protected the ideals of justice,

righteousness, law, and civilization even as the Free City State of Grimrook was transformed into a neutral ground where worship of all deities (regardless of alignment) is tolerated. Perhaps thirteen of these spirits from the age of Aeneas remain; several are summoned at various times and fanes throughout the sacred year.

- Djinni, Empyrean, Scion (HD 7+3***)
- Djinni, Empyrean, Ancient (HD 10***)

Dog, Wild: Wild dogs are rare in Tyrrhenia; those that exist are descended from Empyrean war hounds. As such, they are large and aggressive, but they will typically not attack unwounded humans unless they are either starving or provoked to violence.

- Dog, Wild (HD 1+1)
- Dog, Wild, Large (HD 2)
- Dog, Wild, War Hound (HD 2+2)



Dolphin: Dolphins in the saltwaters around Tyrrhenia are typically *Steno bredanensis*, the rough-toothed dolphin. The most common sightings are in the Dolphin Waters to the east of Brundisium.

- Dolphin, Small (HD 2)
- Dolphin (HD 2+2)
- Dolphin, Large (HD 2+2*, 7+ hp per die)

Doppelganger, Tyrrhenian (or Shape-Shifter): Doppelgangers who lair in Tyrrhenia infiltrate human, humanoid, and demi-human societies as it suits them. They tend to be sworn to either Calu or Leinth, and these clans are apparently engaged in some form of blood feud which is little understood.

- Doppelganger, Tyrrhenian, Brood of Leinth (HD 4**)
- Doppelganger, Tyrrhenian, Brood of Calu (HD 4***, 6+ hp per die)

Dragon, General Note: Tyrrhenia was heavily civilized until the 5th Century AD, and most of the great dragons of that age were slain. Humanoid incursions c. 500-700 AD were followed by a decline in human and demi-human civilizations c. 700-1000 AD, and most of the very old and ancient dragons of the land hail from the end of that era. Humanity was resurgent 1000-1340 AD, and then catastrophically declined during the Chaos Plague c. 1348-1350 AD. This means that adult dragons are found chiefly in the Tyrrhenian netherworld, but very young, young, and sub-adult dragons are actually quite common on the surface. Beyond Tyrrhenia, ancient netherworld dragons are notoriously common in the land known as the Draconian Reach.



Dragon, Black: Black dragons in Tyrrhenia are found near underground rivers or lakes, or deep in the dungeons. Their brood might dwell (for a time) in surface swamps or marshlands, but this is rare. See however the aquatic subspecies, below.

Dragon, Black, Aquatic (Umbrian Drake): A rare sub-species of aquatic black dragon can be found in small numbers in the Terni region of Umbria. The creatures are newly emergent due to some arcane misfortune, and none of them are more than thirty winters old.

- Dragon, Black, Aquatic, Very Young (hp 6 to 8**)
- Dragon, Black, Aquatic, Young (hp 12 to 16**)
- Dragon, Black, Aquatic, Sub-Adult (hp 18 to 24**)

Dragon, Blue: These creatures are virtually unheard of in Tyrrhenia. The ones that exist are ancient, and dwell in the underworld.

- Dragon, Blue, Adult (hp 40 to 50***)

Dragon, Brass: These creatures are unknown in Tyrrhenia, although the possibility exists that one or more ancient wyrms might lair deep in the subterranean reaches.

Dragon, Bronze: Two old and powerful brazen she-dragons dwell somewhere near the Choke of Shipwrecks, veiled in a sea of mist and fitful storms. There is almost certainly an enshrouded arcane island somewhere within the mighty cloudbank where they can be seen on moonlit nights. Other bronze dragons might dwell along the shores of the subterranean seas, but these legends are old and unsubstantiated.

- Dragon, Bronze, Very Old, Magic-Using (hp 56 to 70****)

Dragon, Copper: Similar to brass dragons, Tyrrhenian copper dragons are unknown.

Dragon, Gold: As for copper dragons; these are creatures of Oriental origin.

Dragon, Green: Likely the most common of the (young) evil dragons in the Tyrrhenian wilds. A green dragon in this land is typically called a Vipera, particularly if a sub-adult or younger.

- Dragon, Green (Vipera Spawn), Very Young (hp 7 to 9**)
- Dragon, Green (Vipera Brood), Young (hp 14 to 18**)

- Dragon, Green (Vipera Wyrms), Sub-Adult (hp 21 to 27**)
- Dragon, Green, Adult (hp 35 to 45***)

Dragon, Mist: One enormous and ancient mist dragon is known to dwell in a crystalline aerie called the Sky Grotto; this drifting artifice can sometimes be found in the rainbowed waters to the west of Poseidonia.

Dragon, Red: These classic foes reign over dungeons and deep caverns. While they are rare on the surface, ancient red wyrms have been known from time to time to wake and rampage over the lands for a period of several days before receding back into the earth for unknowable reasons.

- Dragon, Red, Adult (hp 45 to 55***)

Dragon, Serpentine (Biscione): The dreaded wingless and legless dragon (Biscione) is native to the Tyrrhenian netherworld. Many an adventurer has fallen prey to these powerful creatures, due to their ability to snake down corridors and to bash down locked or blocked dungeon doors. It is known that chromatic (evil) and sea biskiones exist; metallic (good) biskiones might exist as well, but to date this remains unproven.

- Dragon, Green, Adult, Biscione (hp 35 to 45***)

Dragon, Silver: Silver dragons are associated with Gaul and Helvetia, far to the northwest, and sometimes their hunting territories overlap with the Alpes Montes of northwestern Tyrrhenia. Outside of that, however, silver dragons are unknown in the realm.

- Dragon, Silver, Adult (hp 45 to 55***)

Dragon, Skeletal: Undead dragons can be found in netherworld caverns, guarding the remnants of their hoards. A great sea-dragon thing is also known to dwell beneath the eastern rim of the Ligurian Sea. Curiously, this creature (Wyrgratha) is chaotic neutral in nature, and despite her madness has been known to communicate with horrified mariners from time to time. More frequently, however, she shatters ships which dare to cross over her lair.

- Dragon, Skeletal, Black, Ancient (hp 48 to 56****)

Dragon, White: White dragons are found in the icy northern reaches. At least one mated ancient pair exists in the far northern Alpes Montes.

- Dragon, White, Ancient (hp 40 to 56***)

Dragonne: A very few of these leonine monsters lair in the wild Apennines, but they tend to keep to themselves. Some are allied with metallic (good-aligned) dragons.

- Dragonne, Adult (HD 9**)
- Dragonne, Old (HD 9**, 6+ hp per die)
- Dragonne, Very Old (HD 9**, 7+ hp per die)
- Dragonne, Ancient (HD 9***, hp 72)

Dryad: Dryads (and their oak-born sisters, the Hamadryads) and similar nature spirits (Leimoniads, Oreads, etc.) are quite common in Tyrrhenia. They dwell in the wilderness, and sometimes bear some form of allegiance to elves, faerie folk, or satyr clans. The most secretive are the grove

wardens, who are allegiant to Diana. Most other dryads worship Silvanus.

- Dryad (HD 2**)

Dryad, Netherworld: Netherworld dryads — the protectors of secret and mysterious gardens which pertain to the ever-shifting magic of the seasons — have pale skin and enormous black eyes. They are sacred to the goddess Proserpina. They are considerably more powerful than normal dryads, and should be statted as if they were swanmays.

Dwarf, Dvergar: Chaotic neutral and evil dwarves are found primarily in the Dwerrogarde lands, to the northeast beyond Venetia. The schism which caused the netherworld dwarves and the surface dwarves to part ways was caused, in part, by overlord disagreements over “scorched earth” policies in response to the humanoid invasions of c. 500 AD. The Dwerrowgarde took heavy losses before the human lands of Tyrrhenia were invaded, and the hill and mountain dwarves fled away into the peninsula to establish the “Younger Kingdoms.” Also, an upstart and isolated clan of the dvergar can be found in the realm of Bruttium, where they are waging war against the mountain dwarves. Both forces are vying for the veins of silver, mithral, and adamantite which can be mined there in the deeps.

- Duergar, Warrior (HD 1+2**)
- Duergar, Stone Warden (HD 2+4**)
- Duergar, Shroud Bearer (HD 3+6**)
- Duergar, Shadow Thane (HD 4+8**)
- (Leader types are considerably stronger)

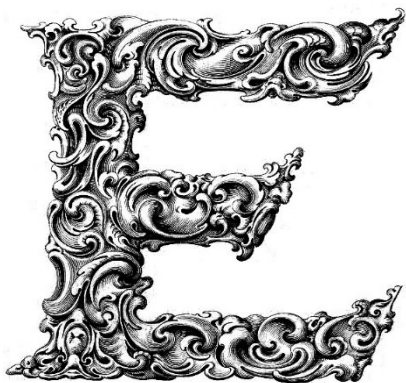
Dwarf, Hill or Mountain: Dwarves are found in the hills and mountains, and are in good standing with the Free City State of

Grimrook especially. The dwarves who are allied with Grimrook are sworn to King Koltirius Kolvar IV, Overlord of Tolshuthra. There are other citadels as well. The Dwarvenwall in the plains to the north is a unique environ, a great defensive bastion built against the humanoid invasions which turned into a wall-length dwarven city over time. In addition, a small yet powerful barony of mountain dwarves (known as Eldrathu’um) exists in Bruttium, where the silver- and mithral-mining clans battle eternally against their corrupted kin, the dvergar. See the Demi-Human entry as well.

- Dwarf, Hill (HD 1*)
- Dwarf, Hill, Grim Axe (HD 2*)
- Dwarf, Hill, Iron Warden (HD 3*)
- Dwarf, Mountain (HD 1+1*)
- Dwarf, Mountain, Wolf Spear (HD 2+2*)
- Dwarf, Mountain, Bear Sark (HD 3+3*)
- (Leader types are considerably stronger)

Dwarf, Sea (Dwerrow): The only known clan of sea dwarves in the World of Oldskull can be found in the Dwerrowhelm Redoubt, in the waters just beyond the Lucanian Shallows. This is a small rocky island completely covered with rusted iron battlements, and it is whispered that the island guards a subterranean shaft which runs under the shallows all the way west into the mountain dwarf barony of Eldrathu’um.

- Dwarf, Sea, Ironhelm (HD 1*)
- Dwarf, Sea, Steelguard (HD 2*)
- Dwarf, Sea, Thalass (HD 3*)
- (Leader types are considerably stronger)



Eagle, Normal / Large / Huge / Giant:

Chiefly *Aquila fasciata* (Bonelli's eagle), a large brown eagle which avoids human civilization. They typically dwell in hills and mountains. The sentient (arcane) eagle is very rare, and found only as a golden Giant Eagle, with the Normal / Large / Huge stats being used for hatchlings, fledglings, and young adults respectively. The arcane giant eagles of Tyrrhenia are sacred to Jupiter.

- Eagle (HD 1+3*)
- Eagle, Large (HD 2+1*)
- Eagle, Huge (HD 3+2*)
- Eagle, Giant (HD 4*)
- Eagle, Jovian, Hatchling (HD 1+3*)
- Eagle, Jovian, Fledgling (HD 2+1*)
- Eagle, Jovian, Young (HD 3+2**)
- Eagle, Jovian (HD 4**)

Eel, Normal / Large / Huge / Giant: Eels are common in Tyrrhenian waters, and are considered a delicacy. The most dangerous (and delicious, apparently!) species come from the Eelfang Grottoes, in shallows to the east of Hydruntum. They are hunted by sea elves and merfolk, and are sometimes tamed by sea devils or Deep Ones.

- Eel (HD 1-1)
- Eel, Large (HD 2)
- Eel, Huge (HD 3+1)
- Eel, Giant (HD 5*)

Elemental, Air: The few air elementals who remain in Tyrrhenia of their own choice are free-willed and semi-intelligent, sworn to the goddess Aura. (Summoned air elementals will not belong to this gathering, but encountered air elementals probably will.) Sentient elementals tend to be elder (HD 16), noble (HD 20), or ancient (HD 24).

- Elemental, Air, Lesser (HD 8**)
- Elemental, Air (HD 12**)
- Elemental, Air, Greater (HD 16**)
- Elemental, Air, Elder (HD 16***)
- Elemental, Air, Noble (HD 20***)
- Elemental, Air, Ancient (HD 24***)



Elemental, Earth: In a manner similar to the air elementals of Aura (above), a few free-willed and semi-intelligent earth elementals dwell in and below Tyrrhenia. Some serve Tellumo, and others Terra.

- Elemental, Earth, Lesser (HD 8**)

- Elemental, Earth (HD 12**)
- Elemental, Earth, Greater (HD 16**)
- Elemental, Earth, Elder (HD 16***)
- Elemental, Earth, Noble (HD 20***)
- Elemental, Earth, Ancient (HD 24***)
- Brood of Xoron, Lesser (HD 5+5***)
- Brood of Xoron (HD 7+7***)
- Brood of Xoron, Elder (HD 7+7***, 6+ hp per die)
- Brood of Xoron, Ancient (HD 7+7***, 7+ hp per die)

Elemental, Fire: Those rare fire elementals which remain trapped in Tyrrhenia for a period of years tend to shape themselves as fiery stallions. The legends of Achthon, Pyrius, and similar “Pyre Steeds” likely refer to such entities.

- Elemental, Fire, Lesser Pyre Steed (HD 8**)
- Elemental, Fire, Pyre Steed (HD 12**)
- Elemental, Fire, Greater Pyre Steed (HD 16**)

Elemental, Lightning (Storm Elemental):

As with the air and earth elementals (above), a few powerful and semi-intelligent lightning elementals can be found in or above Tyrrhenia, sworn either to Tempestas or Fulgora.

- Elemental, Storm, Lesser (HD 8**)
- Elemental, Storm (HD 12**)
- Elemental, Storm, Greater (HD 16**)
- Elemental, Storm, Elder (HD 16***)
- Elemental, Storm, Noble (HD 20***)
- Elemental, Storm, Ancient (HD 24***)

Elemental, Time: At least four of these very rare entities dwell by choice in the realm of Tyrrhenia, sworn either to Aeternitas or Nortis. Mortals greatly fear these creatures, believing them to be

harbingers of the Apocalypse, and will not attack them.

- Elemental, Time (HD 12****)
- Elemental, Time, Greater (HD 16****)
- Elemental, Time, Noble (HD 20*****)

Elemental, Water: Similar to the fire elementals, the few water elementals who are trapped in Tyrrhenia shape themselves as horses. They can (very rarely) be found astride over either freshwater or saltwater. Additionally, a large number of summoned and trapped water elementals can be encountered at the majestic Crystalline Pillar, which rises from the depths to the south of Bruttium. The purpose of this sealed and ancient citadel (tomb?) is unknown, but whatever lairs within is powerful enough to summon the elementals and to command them to destroy any ships which come too near to the guarded waters.

- Elemental, Water, Lesser Whelm Steed (HD 8**)
- Elemental, Water, Whelm Steed (HD 12**)
- Elemental, Water, Greater Whelm Steed (HD 16**)

Elemental, Water, Greater: As with the air, earth, and lightning elementals (described above), a few semi-intelligent greater water elementals dwell in Tyrrhenian waters. These powerful entities (HD 16-24) are sacred to either Fontus or Furrina.

- Elemental, Water, Elder (HD 16***)
- Elemental, Water, Noble (HD 20***)
- Elemental, Water, Ancient (HD 24***)

Elephant, African (Elephantus): Mighty and savage monstrous elephants can still

be found in the Mountains of the War Elephants, where they became wild centuries ago during the incessant wars of the Emyrean Republic era.

- Elephantus (HD 11**)
- Elephantus, Large (HD 11**, 6+ hp per die)
- Elephantus, Huge (HD 11**, 7+ hp per die)
- Elephantus, Monstrous (HD 11***, 88 hp)

Elephant, Asiatic (Loxodon): Asiatic-equivalent elephants can be found (very rarely) in Tyrrhenian wilderlands. Inspired by the extinct *Palaeoloxodon antiquus*. Some humanoids actually use them as war elephants as well.

- Loxodon (HD 10**)
- Loxodon, Large (HD 10**, 6+ hp per die)
- Loxodon, Huge (HD 10**, 7+ hp per die)
- Loxodon, Monstrous (HD 10***, 80 hp)

Elephant, Undead: Skeletal and zombified war elephants are raised by humanoid witch doctors in the Mountains of the War Elephants, where they serve as mounts and siege beasts.

- Elephantus, Skeletal (HD 11**)
- Elephantus, Zombie (HD 12**)
- Loxodon, Skeletal (HD 10**)
- Loxodon, Zombie (HD 11**)

Elf, Dark (Netherworld Elf): Both the Nordic Dokkalfar and the Svartalfar are known to hold dominion over sections of the deepest netherworld adjacent to the subterranean confines of Castle Oldskull. Both cultures send scouts toward the surface; they are rare in the wilderness (except on the darkest of nights) but small

groups are rather commonly encountered in the dungeons deep.

- Elf, Dark, Minion (HD 2***)
- Elf, Dark, Warrior (HD 3***)
- Elf, Dark, Prentice (HD 3***)
- Elf, Dark, Blade Master (HD 4***)
- Elf, Dark, Adept (HD 4***)
- (Leader types are considerably stronger)



Elf, Gray, High, or Sylvan: Elves guard forests and holts in the wilderlands, especially in the western and northern reaches of the land. A powerful High Elvenking lives to the northwest, west of the realm of Transpadana; and a Gray Elven Countess to the southwest is his ally. See the Demi-Human entry as well.

- Elf (HD 1+1**)
- Elf, Warrior (HD 2+2**)
- Elf, Watcher (HD 2+2**)

- Elf, Grove Seer (HD 3+3***)
- (Leader types are considerably stronger)

Elf, Sea: A sizable, yet decaying sea elf kingdom exists somewhere in the glowing cerulean waters to the southeast of Sirensolace. These proud elven warriors are usually on good terms with merchant crews who journey through their waters (slaying aquatic sea monsters and aquatic humanoids along the way), but virtually no one is welcome to remain in these waters for long.

- Elf, Sea (HD 1+1**)
- Elf, Sea, Warrior (HD 2+2**)
- Elf, Sea, Wave Strider (HD 2+2**)
- Elf, Sea, Reef Seer (HD 3+3**)
- (Leader types are considerably stronger)

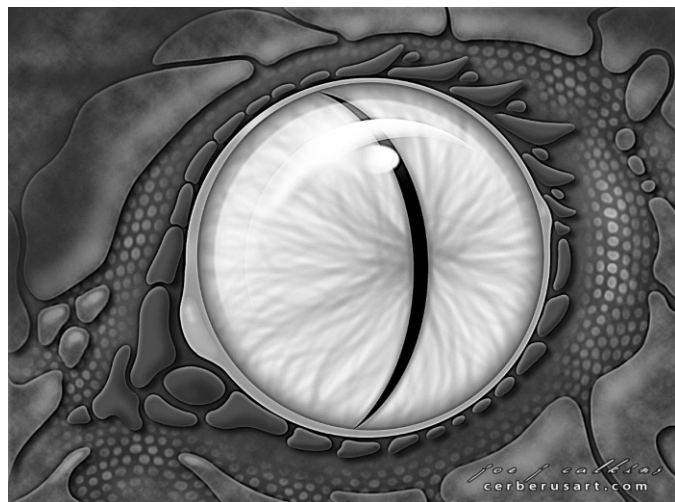
Ettin (Janus Brood, Two-Headed Giant):

These creatures are more common in Tyrrhenia than they are elsewhere. It is said that they were spawned by the struggles of the god Janus, as he suffered through apotheosis and became (as a former sacred king) a god of darkness and light before his current incarnation as the lawful keeper of omens and doorways. Some of the most powerful Tyrrhenian ettins (shamans, chieftains, champions, etc.) actually have conjoined heads with two maws and three eyes.

- Ettin (HD 10**)
- Ettin, Champion (HD 10**, 6+ hp per die)
- Ettin, Champion, Troll-Brood (HD 10***, hp 5+ per die)
- Ettin, Lesser Shaman (Level 1 Cleric) (HD 10***)
- Ettin, Chieftain (HD 10***, 7+ hp per die)
- Ettin, Shaman (Level 2 Cleric) (HD 10+2***)

- Ettin, Elder Shaman (Level 3 Cleric) (HD 11***)
- Ettin, Chieftain, Troll Brood (HD 10****, 80 hp)

Evil Eye, General: The monstrous evil eyes dwell far away from civilized realms, hatefully plotting the ruin of mortal-kind. In Tyrrhenia, they are strongly and directly associated with the Malocchio, which is the sign, cult, and saga of the evil eye.



Evil Eye of Azathoth: These netherworld horrors are very rare, but they occasionally surface in the wilds, favoring ruins and haunted forests. Two very powerful and ancient Evil Eyes, torn from thralldom to Great Cthulhu, are controlled as the “handmaidens” of the goddess Invidia.

- Evil Eye of Azathoth, Larval (HD 9****, hp 45)
- Evil Eye of Azathoth, Lesser (HD 10****, hp 50)
- Evil Eye of Azathoth (HD 11****, hp 55)
- Evil Eye of Azathoth, Greater (HD 12****, hp 60)
- Evil Eye of Azathoth, Eldritch (HD 13****, hp 65)
- Evil Eye of Azathoth, Ancient (HD 14****, hp 70)

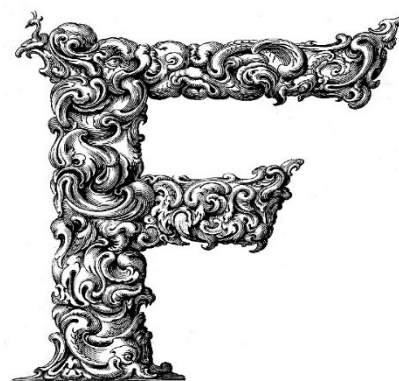
- Evil Eye of Azathoth, Spawn of Yog-Sothoth (HD 15****, hp 75)

Evil Eye of Cthulhu: These saltwater-dwelling abominations dwell in the deeps; they are associated to some degree with Deep Ones and several other Lovecraftian creatures.

- Evil Eye of Cthulhu, Lesser (HD 10***)
- Evil Eye of Cthulhu (HD 11***)
- Evil Eye of Cthulhu, Greater (HD 12***)
- Evil Eye of Cthulhu, Eldritch (HD 12****, 6+ hp per die)
- Evil Eye of Cthulhu, Ancient (HD 12****, 7+ hp per die)
- Evil Eye of Cthulhu, Will of Dagon (HD 12****, 96 hp)

Evil Eye Spore: These psychically aberrant fungal nuisances are found in ruins, dungeons, and shallow caverns. Approximately 1 in 1,000 spores survive to become Evil Eyes of Azathoth or Cthulhu.

- Evil Eye Spore, Hatchling (1 hp, spore explosion damage 2D6, challenge rating HD 2**)
- Evil Eye Spore, Molting (1 hp, spore explosion damage 4D6, challenge rating HD 3**)
- Evil Eye Spore (1 hp, spore explosion damage 6D6, challenge rating HD 4**)



Faerie Folk, General Note: Faerie creatures (brownies, pixies, sprites, sylphs, some dryads, some nymphs, some satyrs, etc.) of good or neutral alignment are protected by, or at least worship, the god Silvanus. The aura of Silvanus is largely limited to uncorrupted Tyrrhenian forests; it is said that he slumbers through much of the year ever since the corruption of the Chaos Plague.



Falcon, Giant, Ghost: Strange spectral giant falcons — intelligent and of Chaotic Good alignment — can occasionally be found on nights of the full moon in the reach known as the Gyre, far to the southeast of the Ogygian reach. They are fabled to be the blessed souls of mariners who protected the kingdom of the sea elves from the Deep Ones long ago.

- Falcon, Giant, Ghost (HD 4***)

Falcon, Large: Species found in Tyrrhenia include the kestrel, and the Greymantle Moor Hawk (frequently found circling and hunting in the region of Castle Oldskull.

- Hawk, Large, Greymantle (HD 1*)
- Hawk, Huge, Greymantle (HD 1+1*, hp 8 or 9)
- Kestrel (HD 1*)
- Kestrel, Large (HD 1*, hp 6 or 7)
- Kestrel, Great (HD 1**, hp 8)

Falcon, Small (Goshawk, Hawk): The common species is the Goshawk, a small and agile raptor with black-and-white coloration.

- Goshawk (HD 1-1*)
- Goshawk, Large (HD 1-1*, hp 5 or 6)
- Goshawk, Great (HD 1-1**, hp 7)

Floating Eye: These bizarre and deathly pests are found in deep saltwater reaches, particularly in “The Maze” of shipwrecks off the northeastern coast of Apulia.

- Floating Eye (HD 1/2***)

Frog, Darkveil, Large / Huge / Giant: A voracious type of monstrous frog, with grayish-green skin and dark black facial markings. Inspired by *Rana italica* (the Italian frog).

- Frog, Darkveil, Large (HD 1*)

- Frog, Darkveil, Huge (HD 2*)
- Frog, Darkveil, Giant (HD 3**)
- Frog, Darkveil, Monstrous (HD 3**, hp 6+ per die)

Frog, Killer, Large / Huge / Giant (Dagonian Frog): Fanged killer frogs were created by unholy magic, and are believed to be the creatures from which frogmen were spawned. They will fight to the death and will only retreat if a master commands them to do so. They are encountered along with evil cultists, priests, frogmen, or (rarely) even Deep Ones.

- Frog, Dagonian, Large (HD 1*)
- Frog, Dagonian, Huge (HD 1+4*)
- Frog, Dagonian, Giant (HD 2+4*)
- Frog, Dagonian, Monstrous (HD 2+4**, hp 7+ per die)

Frog, Poisonous, Large / Huge / Giant (Wych Eye): Poisonous frogs do not exist on the Tyrrhenian surface. A strange, transparent and phosphorescent species — sometimes termed “Wych Eyes” — dwells in dungeons and the netherworld.

- Frog, Wych Eye, Large (HD 1***)
- Frog, Wych Eye, Huge (HD 2***)
- Frog, Wych Eye, Giant (HD 3***)
- Frog, Wych Eye, Monstrous (HD 3***, hp 6+ per die)

Frogman: The accursed batrachian race can be found in the marshes and ruins of Tyrrhenia, but not in very great numbers. They are hunted by most of the humanoid races and tend to keep to themselves; but they are also guarded by a mad human cult (the descendants of the foolish evil sorcerers who created them).

- Frogman, Savage (unarmored) (HD 1**)
- Frogman, Tribal (armed and armored) (HD 1***)

- (Leader types are considerably stronger)

Fungus, General Note: Tyrrhenian fungi might (1-2%) exude a dim form of sentience; these are born of, and sacred to, the lesser goddess Aerecura. These include shriekers, violet fungi, etc.

Fungus, Violet: Uncommonly found in the netherworld or shrouded tombs beneath Tyrrhenia. See also the general Fungus entry.

- Fungus, Violet, Sprouting (Primordium) (HD 1**, 1 attacking branch)
- Fungus, Violet, Small (Hyphate) (HD 2**, 1 attacking branch)
- Fungus, Violet (HD 3***, 1 attacking branch)
- Fungus, Violet, Large (HD 3***, 5+ hp per die, 2 attacking branches)
- Fungus, Violet, Huge (HD 3***, 6+ hp per die, 3 attacking branches)
- Fungus, Violent, Monstrous (HD 3****, 7+ hp per die, 4 attacking branches)



Gargoyle: Tyrrhenian gargoyles are virtually nonexistent on the surface, having been wiped out during the wars which followed the Chaos Plague. However, they were merely driven underground. A few lair

in dungeons, and immense predatory flocks are rife in the deeper netherworld.

- Gargoyle (HD 4+4***)
- Gargoyle, Large (HD 4+4***, 5+ hp per die)
- Gargoyle, Huge (HD 4+4***, 6+ hp per die)
- Gargoyle, Monstrous (HD 4+4***, 7+ hp per die)
- Gargoyle, Aquatic (Gargouille) (HD 4+4***)
- Gargoyle, Stone (HD 6***)

Gegeneis: These dangerous many-handed ogre-like monstrosities were mostly wiped out in the Golden Age of Heroes, but a sinister cabal still remains in the caverns beneath Magna Graecia. It is said that they are allied with the few surviving Laestrygonians (demon-giants).

- Gegeneis (HD 4+1**)
- (Leader types are considerably stronger)

Ghast: Tyrrhenian ghastrs are pack leaders, found as “tyrants” who reign over ghouls, giant rats, and rat-things. They are rare in some areas due to their self-preservation instincts; most of these cunning fiends lair in ruins, dungeons, and well-guarded tombs.

- Ghast (HD 4***)
- Ghast, Large (HD 4***, 5+ hp per die)
- Ghast, Huge (HD 4***, 6+ hp per die)
- Ghast, Eldritch (HD 4****, 7+ hp per die)
- Ghast, Ancient (HD 4****, 32 hp)

Ghast, Aquatic (Drowned, Sea Ghast): See Ghoul, Aquatic. These creatures are hierarchs and cabal leaders.

- Ghast, Sea (HD 4***)
- Ghast, Sea, Large (HD 4***, 5+ hp per die)
- Ghast, Sea, Huge (HD 4***, 6+ hp per die)
- Ghast, Sea, Eldritch (HD 4****, 7+ hp per die)
- Ghast, Sea, Ancient (HD 4****, 32 hp)

Ghost: Like most undead, ghosts are quite common in Tyrrhenia due to the ravages of the Chaos Plague. Some are ancient (of Etruscan or Empyrean origin), while “younger” ghosts are frequently bound to the goddess Mania.

- Ghost (of Mania) (HD 10****)
- Ghost, Empyrean (HD 10****, 6+ hp per die)
- Ghost, Etrurian (HD 10****, 7+ hp per die)

Ghoul: Ghouls are common throughout Tyrrhenia, particularly near battlegrounds, tombs, and ruins. They tend to prey upon humans in the night, and are frequently led by ghastrs or allied with evil cultists.

- Ghoul (HD 2**)
- Ghoul, Large (HD 2**, 6+ hp per die)
- Ghoul, Huge (HD 2***, 16 hp)

Ghoul, Aquatic (Drowned, Sea Ghoul): These remnants of ill-fated mariners are common around shipwrecks and seaweed isles. A great and cunning Ghast King somehow dwells in a palace of black twisted coral in the Domain of the Drowned Dead, southeast of the Gulf of Genova. An extremely large number of these undead fiends can also be found in the Swarming, the seas immediately to the south of the Choke of Shipwrecks. These creatures date to the early Chaos Plague (c. 1350 AD) when numerous merchant clans fled from

the western city states around the southern Tyrrhenian peninsula, unknowingly carrying swarms of the dead in their blighted holds.

- Ghoul, Sea (HD 2**)
- Ghoul, Sea, Large (HD 2**, 6+ hp per die)
- Ghoul, Sea, Huge (HD 2***, 16 hp)

Ghoul, Greater (Ghul): In addition to normal ghouls (see also the Undead entry), the eastern Tyrrhenian reaches are plagued by the Great Ghouls (Ghuls) which come from the shipwreck-littered shores of Ghul Grip. They are rumored to have a vampiric origin, and it is known that they serve as thralls to various powers among the undead.

- Ghul, Kudlak Thrall (HD 4**)
- Ghul, Kudlak Servitor (HD 4***, 6+ hp per die)
- Ghul, Vampiric (HD 4****, 7+ hp per die)

Giant, Cloud: Both evil and good cloud giants can be found in Tyrrhenia, especially in the far western Cloudlands and the cave reaches there.

- Giantess, Cloud (HD 11+2**)
- Giant, Cloud (HD 12+2**)
- Giantess, Cloud, Evil-Sworn (HD 11+5**)
- Giant, Cloud, Evil-Sworn (HD 12+7**)

Giant, Fire: Most fire giants in Tyrrhenia are associated with Cacus and his bloodline. They ally with hell hounds, chimeras, trolls, ogres, etc. There are also rarer matriarchal clans of neutral fire giants, who are sworn to the cause of Cacia, the great elder fire giantess who remains free of the demonic corruption which destroyed the mind of Cacus.

- Giantess, Fire (HD 10+1**)
- Giant, Fire (HD 11+2**)
- Giantess, Fire, of Cacia (HD 10+5**)
- Giant, Fire, Netherborn (HD 11+5**)

Giant, Fog: Rarely known, but sometimes found in the region of the Gigas Peril (in Helvetia, to the northwest of Tyrrhenia).

- Giantess, Fog (HD 12+2**)
- Giant, Fog (HD 13+2**)
- Giantess, Fog, Evil-Sworn (HD 12+4**)
- Giant, Fog, Evil-Sworn (HD 13+8**)

Giant, Frost: Frost giants live mostly in the northern Alpes Montes, particularly in the Great Jarl's Iceholt.

- Giantess, Frost (HD 9+1**)
- Giant, Frost (HD 10+1**)
- Giantess, Frost, Iceholt (HD 9+3**)
- Giant, Frost, Iceholt (HD 10+4**)

Giant, Gargantus (Serpentine Giant):

These ancient creatures — however many of them can still possibly exist — can only be found in planar gateway areas of the infernal Tyrrhenian netherworld. They are as powerful as ancient titans, but they are neutral evil and are worshipped by other giants (particularly fire giants). Instead of legs, they have powerful tentacle appendages which writhe like giant serpents.

- Giantess, Garganta (HD 13+5**)
- Giant, Gargantus (HD 14+6**)

Giant, Hill: In Tyrrhenia, the common hill giant sub-race is the Orchi. They are more ogre-like, savage, and flesh-eating than Brittanian hill giants are. The strongest Tyrrhenian hill giant clans are found in and beneath Jotun's Grip.

- Giantess, Hill (HD 7+1*)

- Giant, Hill (HD 8+1*)
- Giantess, Hill Jotun (HD 8*)
- Giant, Hill Jotun (HD 8+2*)

Giant, Mountain: Similar to Fog Giants, but they are also found throughout the northern mountains.

- Giantess, Mountain (HD 11+1*)
- Giant, Mountain (HD 12+2*)



Giant, Stone: These solemn great-folk are found in the Apennine Mountains, and also in the Caverns of the Giants beyond eastern Venetia. The largest known Tyrrhenian stone giant clan is the Conclave of Thane Cairngorm, in the Giant Reaches to the west of Apulia.

- Giantess, Stone (HD 8+1*)
- Giant, Stone (HD 9+1*)
- Giantess, Cairngorm (HD 8+3*)

- Giant, Cairngorm (HD 9+3*)

Giant, Storm: Solitary storm giants are rare; a culture (or at least an ancient stronghold) is rumored to exist beneath the waters of the Sea of Clouds.

- Giantess, Storm (HD 15+2***)
- Giant, Storm (HD 15+7***)

Gnole: Gnolees are common throughout the wilder regions of Tyrrhenia; refer to the Humanoid entry.

- Gnole, Warrior (HD 2)
- Gnole, Archer (HD 2*)
- Gnole, Leader (HD 3)
- Gnole, Chieftain (HD 4*)



Gnole, Lesser (sing. Choromanda, pl. Choromandae, Cynocephalus): Choromandae (1 HD) or “Dog-Heads” are goblin-sized, hound-headed gnole things. They were created by some twisted form of black magic. “Normal” (2 HD) gnolees regard them as wretched runts and filthy degenerates, and slaughter them on sight.

Their screams and cries of pain are terrifying. At times, they will ally with Boargaunt beastmen or kobolds. See also the Boar, Wild entry.

- Gnole, Choromanda, Skirmisher (HD 1-1)
- Gnole, Choromanda, Warrior (HD 1)
- Gnole, Choromanda, Archer (HD 1*)
- Gnole, Choromanda, War Leader (HD 2)
- Gnole, Choromanda, Chieftain (HD 3*)

Gnome: Tyrrhenian gnomes sometimes use large mountain goats as mounts; refer to the Goat entry. They are somewhat rare, and dwell in hill enclaves or with their dwarven brethren. Gnomes guard the Vales of the Sacred Way into Helvetia, and are more common to the north. See the Demi-Human entry as well.

- Gnome, Burrow or Forest, Scout (HD 1*)
- Gnome, Burrow or Forest, Warrior (HD 1*)
- Gnome, Burrow or Forest, Slinger (HD 1*)
- (Leader types are significantly more powerful)

Gnome, Netherworld (Svartomten): Although almost exclusive to subterranean encounters, a few ancient guard towers of this proud and reclusive race can be found in the Gnomish Bastions near to the Dwerrowgarde of the northeast. Until relatively recently, a small clan of netherworld gnomes lived beneath Neapolis; they traded medicinal waters and gemstones for various surface-world comforts. Whether or not this small clan of netherworld gnomes (they were all referred to by the same fond appellation, Monaciello) still endures is a matter of mystery.

- Gnome, Svartomten (HD 3+6**)
- Gnome, Svartomten, Leader (HD 4+7**)
- Gnome, Svartomten, Stone Whisperer (HD 5+8**)
- Gnome, Svartomten, Burrow Warden (HD 6+9**)
- Gnome, Svartomten, Earth Caller (HD 6+9***)

Gnome, Sea: Strange gnomish ships have occasionally been sighted in the seas toward far western Iberia, but almost nothing is known of them. Even normal burrow and forest gnomes seem to be unaware of the origin of this strange “Azure Clan” (not their real name).

- (Origin and powers remain unknown)

Goat, Normal / Large / Huge / Giant, Wild (or Dahu): A brown-furred goat species of the mountains; the males are aggressive and have huge curving horns. Inspired by the Alpine ibex. A twisted form of arcane, chaotic and sentient Giant Goat exists as well in the northern pass-lands; this creature is called by some the Dahu.

- Goat, Wild (HD 1+2)
- Goat, Wild, Large (HD 2)
- Goat, Wild, Huge (HD 2+1*)
- Goat, Wild, Giant (HD 3+1*)
- Goat, Giant, Dahu (Chaos Spirit) (HD 3+1**, 6+ hp per die)

Goblin: Goblins were one of the most numerous and lethally successful of the invading humanoid species. They are still found in caves, ruins, and throughout the wilderness. Large numbers are found beneath Castle Oldskull (e.g., in the Oldskull Halls). Vast tracts of wasteland and battleground exist to the east of the elven lands of the northwest, where barrow mounds lead down to a surviving nether

stronghold as well. See also the Boar, Wild entry.

- Goblin, Skirmisher (HD 1-1)
- Goblin, Warrior (HD 1-1)
- Goblin, Archer (HD 1-1*)
- (Leader types are significantly more powerful)

Goblin, Great: Great goblins are similar to hobgoblins, but they are pure-blooded goblins of the savage netherworld. The Moss Jaws of Castle Oldskull are one example; the terrible blood-sucking things known as the Sucklers are another. They disfavor traditional armor and weaponry, preferring wicker spears, bolas, blowguns, throwing sticks, and so forth.

- Goblin, Great, Warrior (HD 1+2)
- Goblin, Great, Hunter (HD 1+2*, ranged weaponry)



Goblin Imp: Goblin imps are quite similar to gremlins (The Squasc), but they are hairless, ratlike, chittering and utterly repulsive. It is whispered that these hunchbacked minikins are actually goblin-gremlin hybrids. They dwell in ruins and dungeons, creating lairs and dark pacts with other groups of humanoids; the Yellow Fang clan of Castle Oldskull is but one example.

- Goblin Imp (HD 1/2+1**)
- Goblin Imp, Darter (HD 1/2+1***)
- Goblin Imp, Bane Elder (HD 1-1***)

Goblin-Orc (Gobelor): Goblin-orcs are inhuman half-orcs who are allegiant to the goblin races. They are strong, cunning, and surprisingly capable from a tactical perspective. The Gobelors favor pole arms and fight in ranks. One example of their kind is the Skullsplinter Garrison, as found beneath Castle Oldskull.

- Goblin-Orc, Warrior (HD 1*, pole arm)
- Goblin-Orc, Arbalester (HD 1*, crossbow)
- Goblin-Orc, Veteran (HD 1+1*, pole arm)

Goblin, Svart (Svartgobelin): These primitive kobold-allied goblins can occasionally be found in caves and ruins, and there is known to be a great subterranean mine-city along the far western (Iberia-ward) shoreline.

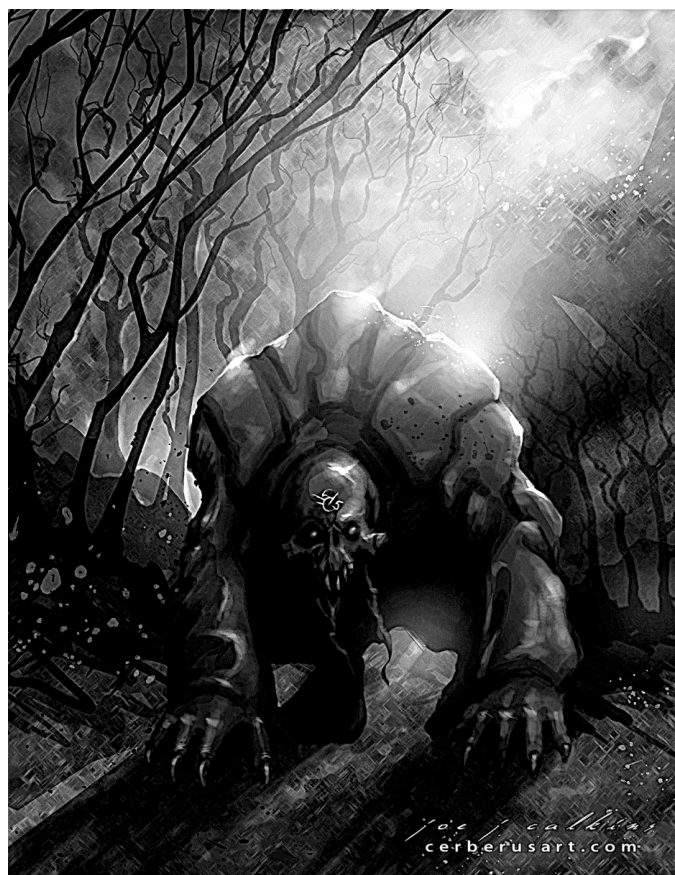
- Svartgobelin, Warrior (HD 1-1)
- Svartgobelin, Ambusher (HD 1-1*, with net)
- Svartgobelin, Trickster (HD 1-1*, level 1 magic-user)
- Svartgobelin, Master Trickster (HD 1**, level 2 magic-user)
- (Leader types are considerably more powerful)

Goblin, Undead: Goblin skeletons, zombies, and worse can be found throughout the barrows of the Goblin Battle Mounds.

- Goblin, Skeleton (HD 1-1*)
- Goblin, Zombie (HD 1+1)

Golem, General Note: Golems, mostly created by long-dead arch-clerics and archmagi, are rare in Tyrrhenia (outside of the environs of Castle Oldskull). Tyrrhenian golems are created in part through powers derived from the goddess Cura, and it is well known that even controlled or commanded golems will never harm Cura or her priestesses.

- Golem, Flesh (HD 10**, hp 40)
- Golem, Clay (HD 11***, hp 50)
- Golem, Stone (HD 13***, hp 60)
- Golem, Iron (HD 18****, hp 80)



Gray Ooze: These things are quite common in the watery and slimy regions of Tyrrhenia. Refer also to the general Slime entry.

- Gray Ooze (HD 3**)
- Gray Ooze, Large (HD 3**, 6+ hp per die)

- Gray Ooze, Huge (HD 3**, 7+ hp per die)
- Gray Ooze, Eldritch (HD 3***, hp 24, psychic powers)

Graymare: Graymares are eerie Chaotic Neutral nightmares. They are weaker and smaller, but very wise and rather prophetic. They are capable of speaking many languages in faint whispering voices. They are used as steeds by the Umber Crones, various witch cults, and particularly intrepid underworld adventurers. Wild graymares are rare, but can be hunted (and possibly tamed) on the darkest of nights.

- Graymare, Withered (HD 4+4**)
- Graymare (HD 6+6***)
- Graymare, Large (HD 6+6***, 6+ hp per die)
- Graymare, Huge (HD 6+6***, 7+ hp per die)

Green Slime: These feasting horrors are common in the Tyrrhenian netherworld, and in the darker swamps and quagmires as well. Refer also to the general Slime entry.

- Green Slime (HD 2***)
- Green Slime, Large (HD 4***)
- Green Slime, Huge (HD 6***)
- Green Slime, Monstrous (HD 8***)
- Green Slime, Enormous (HD 10***)

Gremlin (Squasc): Gremlins and jinx kith exist in the nether below Tyrrhenia. The regional sub-species is hairy, crawling, repulsive, and sometimes one-eyed (cyclopean). The common name for this creature is the Squasc. Surface-world (rumple) squascs are tricksters with stealth and minor thieving skills, and they are sometimes employed as familiar-type minions by thieves and assassins. Netherworld (shadow) squascs are evil, vicious, and unforgivingly cruel. The two

subtypes seem to never intermingle, outside of instances where rumple squascs are abducted and tortured to death by their terrible kindred.

- Gremlin, Rumples Squasc (HD 1/2**)
- Gremlin, Rumples Squasc, Darter (HD 1/2***)
- Gremlin, Rumples Squasc, Bane Elder (HD 1/2+1***)
- Gremlin, Shadow Squasc (HD 1/2+1**)
- Gremlin, Shadow Squasc, Darter (HD 1/2+1***)
- Gremlin, Shadow Squasc, Bane Elder (HD 1-1***)

Griffon, Greater (sing. Gryphus, pl. Gryphi): Found primarily in the wild highlands and mountains, chiefly to the far northwest. Tyrrhenian griffons are more intelligent and less aggressive than their Occidental brethren in many lands. Due to some mysterious arcane glimmer of awareness, they willfully gather gems and other treasures which they guard fiercely.

- Griffon, Gryphus (HD 7*)
- Griffon, Gryphus, Large (HD 7*, 5+ hp per die)
- Griffon, Gryphus, Huge (HD 7*, 6+ hp per die)



Hag, Brine (Salt Hag): Vile brine hags — rumored to be the twisted survivors of an

unholy Dagonian cult — dwell throughout shallow Tyrrhenian waters, frequently accompanied by drowned (undead) minions. A particularly powerful coven can be found in the deeps of the Ligurian Sea, in the reach known as the Brine Hag Dominion.

- Hag, Brine (HD 3***)
- Hag, Brine, Crone (HD 3***, 6+ hp per die)
- Hag, Brine, Ancient (HD 3***, 7+ hp per die)

Hag, Emerald (Marabbecca): The emerald hags are powerful freshwater-dwelling crones who are similar to both brine hags and night hags. They tend to live in subterranean freshwater near to the surface, e.g. in caves under bridges, in deep wells which connect to cavern waters, and so forth. The most powerful and ancient known (outside of Castle Oldskull legendry) is Gratha-Hekai, matriarch of the Gratha Haglands.

- Hag, Emerald (HD 9***)
- Hag, Emerald, Crone (HD 9***, 6+ hp per die)
- Hag, Emerald, Ancient (HD 9****, 7+ hp per die)

Hag, Night (Borda): Night hags can be found in cult cabals, evil witch covens, giant lairs, troll lairs, and swamps in general. They are referred to collectively as “the Borda,” a nightmare spirit, by natives to the Po Valley region.

- Hag, Night (HD 8****)
- Hag, Night, Crone (HD 8****, 6+ hp per die)
- Hag, Night, Ancient (HD 8****, 7+ hp per die)



Half-Orc: Found throughout Tyrrhenia, and even accepted as mercenaries or citizens in many of the city states (including Grimrook). Evil, tribal-bound half-orcs are mostly relegated to orcish war bands or the Orcblood Bastions of the northwest. See also the Goblin-Orc entry.

- Half-Orc, Degenerate (Orc Imp) (HD 1/2)
- Half-Orc, Runtling (HD 1-1)
- Half-Orc, Warrior (HD 1)
- Half-Orc, Archer (HD 1*)
- (Human-like half-orcs are capable of level advancement in various classes)

Halfling: Halflings are not martial unless they have to be, and these brave fellows suffered drastic losses allying with humanity against the Lich Queen in the Chaos Plague. They are quite rare, and most are only found in plains and rolling

hills within the patrolled territories of city states. The last independent halfling enclave is comprised by the Shireholts to the west of Lake Benacus. See the Demi-Human entry as well, although the notes there apply only glancingly to halflings.

- Halfling, Shireholt (HD 1D6*)
- Halfling, Shireholt, Archer (HD 1D6**)
- Halfling, Shireholt, Bounder (HD 1+1*)
- (Leader types are considerably more powerful)

Harpy: The Tyrrhenian harpies are primarily of eld Celaeno's bloodline. They are black-winged, pale-fleshed, and especially hateful.

- Harpy of Celaeno (HD 3**)
- Harpy of Celaeno, Shroud Daughter (HD 4**)
- Harpy of Celaeno, Black Crone (HD 5**)

Harpy, Infernal: As featured in Dante's Inferno, the infernal harpy sub-species is known for its bloodthirsty and more philosophic temperament. They might well parley with adventurers who do not fight them. Infernal harpies charm their prey and bleed them slowly, feeding upon them while they sleep. The few victims who manage to wake during these terrible drainings are quickly put out of their misery (and the harpies hunt for new minions once more).

- Harpy, Infernal (HD 3+2**)
- Harpy, Infernal, Blood Daughter (HD 4+3**)
- Harpy, Infernal, Gore Mother (HD 5+4***)



Harpy-Changeling (Monster of Ravenna):

In the rare instances where harpies mate with charmed human males, a strange hybrid monster known as the harpy-changeling is spawned in great numbers. (They tend to devour one another until only a few remain, who scatter to various caverns or ruins; this makes them blessedly rare.) They are twisted, stunted versions of harpies, with gangrenous features; a typical harpy-changeling might be missing a leg, eye, wing, or something similar. It is said that they afflict their victims with a leprosy-like disease through claws and bites.

- Harpy-Changeling, Wretched (HD 2**)
- Harpy-Changeling (HD 3**)
- Harpy-Changeling, Plague Daughter (HD 3**, 5+ hp per die)
- Harpy-Changeling, Pox Mother (HD 3***, 7+ hp per die)

Hawk Man (of Kra'rocra): These rare winged humanoids are found in the Kra'Rocran Spires of the far north. Occasionally, sagely exiles or individuals afflicted with wanderlust will visit the city states. Another clan of strange, pallid Hawk Men (rumored by some to be phantasmal or undead!) circles in cloud-wrought tatters over the Flooded Obelisk of the Mare Tyrrhenum, far to the southwest of Upper Etruria.

- Hawk Man (HD 1+2**)
- Hawk Man, Exile (HD 1+2**)
- Hawk Woman, Shamaness (HD 1+3***)
- (Leader types are considerably more powerful)

Headless One (sing. Acephalus, pl. Acephali): These unholy cauldron-born humanoids are similar in size (HD 1-1) to goblins. They have small red eyes and enormous fanged maws, but they have no heads to speak of. Other humanoids greatly fear them, although the goblin kith will sometimes ally with them out of necessity. Hundreds can be encountered in the netherworld at one time. They are utterly fearless, never check morale, and will fight to the death. However they are also known to trample their own wounded, or even feast upon them, and adventurers might be able to save themselves from a Headless swarm by inflicting many wounds and then running frantically away. A ruin-stronghold of these creatures (the Domain of the Headless Ones) can be found in the Capuan wilds east of Grimrook.

- Acephalus, Cauldron-Born (HD 1-1)
- Acephalus, Blood Gnasher (HD 2)
- Acephalus, Bone Grinder (HD 3)
- Acephalus, Crimson Maw (HD 4*)

Hell Hound: These infernal beasts are fairly common in Tyrrhenia, particularly in

the regions of Vesuvius (volcanic reach) and Grimrook (due to the infernal influence of Cacus). They are similar to the “class” hell hound in all ways, although they glow slightly and their coats bear cracks through which a cinder-like radiance burns through.

- Hell Hound, Tyrrhenian, Whelp (HD 3*)
- Hell Hound, Tyrrhenian, Small (HD 4*)
- Hell Hound, Tyrrhenian, Average-Sized (HD 5**)
- Hell Hound, Tyrrhenian, Large (HD 6**)
- Hell Hound, Tyrrhenian, Huge (HD 7**)

Herd Animal, Chamois (HD 1): Swift goat antelope of the mountainous highlands. Inspired by the Pyrenean chamois.

- Herd Animal, Chamois (HD 1)
- Herd Animal, Chamois, Large (HD 1, hp 7 or 8)

Herd Animal, Deer (HD 2): Red coloration and swift, inspired in part by the Corsican red deer. The roe deer (Capriolo) is also common in Tyrrhenia.

- Herd Animal, Deer (HD 2)
- Herd Animal, Stag (HD 2, 5+ hp per die)
- Herd Animal, Stag, Large (HD 3, 5+ hp per die)
- Herd Animal, Stag, Huge (HD 4*, 6+ hp per die)
- Herd Animal, Stag, Giant (HD 5*, 6+ hp per die)

Hippocampus: These creatures are quite common in the saltwater reaches surrounding Tyrrhenia; they are sacred to Neptune.

- Hippocampus (HD 4)

- Hippocampus of Neptune, Brazen (HD 4, 5+ hp per die)
- Hippocampus of Neptune, Silver (HD 4, 6+ hp per die)
- Hippocampus of Neptune, Golden (HD 4*, 7+ hp per die)

Hippogriff: Tyrrhenian hippogriffs are larger than most (never having fewer than 5 hit points per hit die), but are rarer than elsewhere. Most are sacred to the goddess Epona.

- Hippogriff (HD 3+3*)
- Hippogriff of Epona, Palewing (HD 3+3*, 5+ hp per die)
- Hippogriff of Epona, Umberclaw (HD 3+3*, 6+ hp per die)
- Hippogriff of Epona, Crimson (HD 3+3**, 7+ hp per die)

Hobgoblin: Hobgoblins are rarer in Tyrrhenia than elsewhere, although considerable tribes and war bands can be found terrorizing the dungeons deep. Most are allied with carnivorous apes or evil cultists, and some ally with tusked hobgoblins as well. They sometimes serve as task masters for goblin war bands during slaver raids on human villages or demi-human enclaves.

- Hobgoblin, Warrior (HD 1+1)
- Hobgoblin, Archer (HD 1+1*)
- Hobgoblin, Sergeant (HD 1+1*, 9 hp)
- Hobgoblin, Standard Bearer (HD 2*, 12 hp)
- Hobgoblin, Task Master (HD 3*, 16 hp)
- Hobgoblin, Chieftain (HD 4*, 22 hp)

Hobgoblin, Tusked: These primitive creatures can be found wherever normal hobgoblins are present. There is a wasteland far to the north in western Transpadana where several warring tribes still exist. They raise primitive lost world

creatures from the nether, giant pterodactyls, and even some small dinosaurian species.

- Hobgoblin, Tusked (HD 1+2)
- Hobgoblin, Tusked, Large (HD 2)
- Hobgoblin, Tusked, Huge (HD 2+2)
- Hobgoblin, Tusked, Bone Crusher (HD 3*, 6+ hp per die)

Hornet, Swarm / Large / Huge / Giant:

A particularly nasty creature uncommonly found throughout the area; inspired by the European hornet (Vespid).

- Hornet, Swarm (HD 2**)
- Hornet, Swarm, Large (HD 3**)
- Hornet, Swarm, Huge (HD 4**)
- Hornet, Vespid, Large (HD 3**)
- Hornet, Vespid, Huge (HD 4**)
- Hornet, Vespid, Giant (HD 5***)

Horse, Wild: Tyrrhenian wild horses are descended from Empyrean cavalry steeds and palfreys. Their herds tend to be small, but they are large, fierce, and stout-hearted whenever they are forced to defend themselves. The taming of wild horses is considered a rite of passage for the tribesmen of the northwestern Cromlech region.

- Horse, Tyrrhenian, Wild (HD 2)
- Horse, Tyrrhenian, Courser (HD 2+1)
- Horse, Tyrrhenian, Charger (HD 2+2)
- Horse, Empyrean Mare (HD 3+1)
- Horse, Empyrean Stallion (HD 3+3*)

Hound of Hades (Death Hound): These very rare creatures are similar to hell hounds, but they are the spawn of Cerberus. They are found in the netherworld or in black infernal temples. They cannot breathe fire, but their bites are mildly poisonous (+1D3 damage on a failed

saving throw vs. poison) and two of the three heads can attack per round. Some clans of fire giants are willing to tame and breed them, but “normal” hell hounds will attack them on sight.

- Hound of Hades, Wretched (HD 2+1*)
- Hound of Hades, Whelp (HD 3*)
- Hound of Hades, Small (HD 4*)
- Hound of Hades, Average-Sized (HD 5*)
- Hound of Hades, Large (HD 6*)
- Hound of Hades, Huge (HD 7**)

Human, General Note: The major human cultures in the region were the Neanderthals, and then the much later Etruscans. (There’s a huge gap of many thousands of years there involving the extra-planar origin of Castle Oldskull, but that will need to wait for a future supplement.) Then came the Romans of Romulus and Remus, who (in mythic Tyrrhenia) were descended from the Trojans through Aeneas. Many later human cultures have been glossed over to make room for monsters, dungeons, and wilderness. Civilized humans tend to dwell in the isolated city states, while dangerous humans include bandits, brigands, coastal pirates, cultists, vagabonds, madmen, humanoid-allied barbarians, and Free Company mercenaries, knights, and men-at-arms.

Human, Neanderthal: The Neanderthals did dwell in Italy, and they still dwell in the netherworld beneath Tyrrhenia. However, ravages caused by civilized man, giants, humanoids and various monsters have made them rare; and they are almost non-existent on the surface.

- Human, Neanderthal, Gatherer (HD 2)

- Human, Neanderthal, Hunter (HD 2, 5+ hp per die)
- Human, Neanderthal, Warrior (HD 2, 6+ hp per die)
- Human, Neanderthal, Bear Warrior (HD 2*, hp 16)
- (Leader types are considerably more powerful)

Human, Tribesman: Feral, almost wild humans — entirely disassociated from the city states — can be found in and beneath the Cromlech Borderlands and the Dolmen-Lost Borderwolds. These cultures were created in the 600s, when the humanoid onslaught caused the besieged city states to completely lose contact with the pastoral warrior-men of the far western plains. The Cromlech tribes are shamanic, while the Dolmen-Lost tribes are led by witch doctors. Degenerate cannibals and Abomination-worshipping cultists dwell in the netherworld beneath them.

- Human, Tribesman (HD 1)
- Human, Tribesman, Hunter (HD 1, hp 6)
- Human, Tribesman, Warrior (HD 1, hp 7)
- Human, Tribesman, Blood Drinker (HD 1*, hp 8, berserker)

Humanoid, General Note: Humanoids were quite rare in Tyrrhenia until c. 500 AD, when huge waves of human barbarians were pushed by aggressive humanoid legions into the western lands. The humanoids nearly wiped out humanity c. 600 AD but demi-human resistance caused mankind to survive the fall of the Empyrean culture. Although they are more rare than they were six hundred years ago, humanoids still dwell in huge numbers throughout (and particularly beneath) Tyrrhenia. Some of the strongest surface-dwelling humanoid tribes are found in the foothills of the Apennine Mountains, in the

Witch Doctor Lands and the Shamanic Tribeholts. Their bloodthirsty tribalism is the primary force keeping them in check.

Humanoid, Undead: Skeletal and zombified humanoids are commonly found in (and below) battleground sites, as well as the hilly wastes to the south of the city state of Felsina.

Hydra, Tyrrhenian (Exedra): Tyrrhenian hydras are smaller than “normal” hydras, and will have between five and eight heads. Their bodies are more slender and serpentine, and they can even charge quickly through shallow water or wet mud for short periods of time. These serpentine fiends are rare for the most part, but can be found in watery areas and in the netherworld. Several enormous and regenerating “mud hydras” are known to lair below seasonal rivers in the Lombardy region; they hibernate for most of the year and then wake when the rains and floods come, engaging in terrible blood frenzies.

- Hydra, Exedra, Five-Headed (HD 5**)
- Hydra, Exedra, Six-Headed (HD 6**)
- Hydra, Exedra, Seven-Headed (HD 7**)
- Hydra, Exedra, Eight-Headed (HD 8**)
- (Mud hydras have +2 hit dice, +16 body hit points, and +1 asterisk of power due to their regenerative ability)

Hydra, Fire-Breathing: This creature can be found in the Tyrrhenian netherworld, as well as volcanic regions (such as near Mount Vesuvius).

- (Fire-breathing hydras have +1 asterisk of power for 5 or 6 heads, +2 for 7 or 8 heads, and +3 for 9 or 10 heads)



Ichthyocentaur: These vile and disturbing monstrosities can be found in slimy waters, venomous swamps, and occasionally in the netherworld. They can cause disease, and regenerate as well.

- Ichthyocentauress (HD 3**)
- Ichthyocentaur (HD 4**)

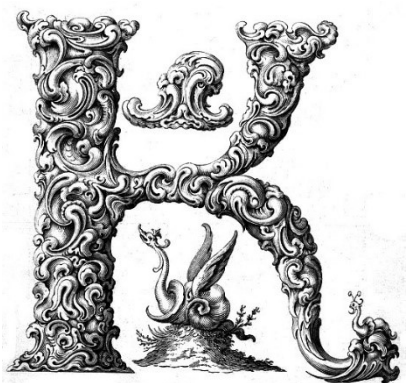


Jackal: The Canis aureus (golden jackal) can be found in Tyrrhenia, but not in significant numbers. They are sometimes used as guard “dogs” (primarily for alerting purposes rather than attack) by beastmen, gnoles, and jackalweres.

- Jackal, Golden (HD 1/2, hp 3 or 4)
- Jackal, Golden, Large (HD 1-1, hp 5 or 6)
- Jackal, Golden, Huge (HD 1, hp 7 or 8)

Jellyfish, Large / Huge / Giant: (Cnidaria) Found in the saltwaters surrounding Tyrrhenia. Most are the Mediterranean jelly species, but the Portuguese man-o'-war can be encountered uncommonly as well.

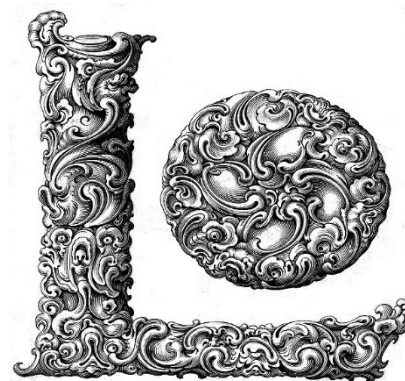
- Jellyfish, Large (HD 1*)
- Jellyfish, Huge (HD 2*)
- Jellyfish, Giant (HD 3**)
- Jellyfish, Monstrous (HD 4**)



Kobold (aka Maned Imp, Mirror Imp):

Tyrrhenian kobolds are more gremlin-like than reptilian, with impish faces and strange patches of body hair (some of the larger kobolds even have “sideburn” beards or manes). Statistically, however, these creatures are similar to their classic old school counterparts.

- Kobold (HD 1/2)
- Kobold, Skirmisher (HD 1/2*)
- Kobold, Archer (HD 1/2*)
- Kobold, Bearded One (Leader) (HD 1/2, hp 4)
- Kobold, Maned One (Sergeant) (HD 1-1, hp 5 or 6)
- Kobold, Chieftain (HD 2*)



Lamprey, Normal / Large / Huge / Giant:

Monstrous lampreys date back to the time of Vadius Pollio (a real life personage, d. 15 BC), who fed his slaves to lampreys. Look up the tale if you dare! From that time, monstrous lampreys have spread through many of the Tyrrhenian waters.

- Lamprey (HD 1+2*)
- Lamprey, Large (HD 2+1*)
- Lamprey, Huge (HD 3+2**)
- Lamprey, Giant (HD 5**)

Leopard, Corrupted (Hellken): These strange great cats, corrupted by diabolic magic, are found only in the Dark Wood of Dante.

- Hellken (HD 3+2**)
- Hellken, Large (HD 3+2**, 6+ hp per die)
- Hellken, Huge (HD 3+2**, 7+ hp per die)
- Hellken, Monstrous (HD 3+2***, hp 26)

Leucrocotta (Crocota): These dangerous mimic beasts are known to haunt ruins and haunted castle surrounds throughout Tyrrhenia. The most infamous and powerful reside in the region known as Houndsrun, to the north of the Gargant Holds. They are led by a strange antlered giant of some kind.

- Leucrocotta (HD 6+1**)

- Leucrocotta, Large (HD 6+1**, 6+ hp per die)
- Leucrocotta, Huge (HD 6+1**, 7+ hp per die)
- Leucrocotta, Monstrous (HD 6+1***, hp 49)

- Lion, Spotted (HD 6+2**)
- Lion, Spotted, Large (HD 6+2**, 5+ hp per die)
- Lion, Spotted, Huge (HD 6+2**, 6+ hp per die)
- Lion, Spotted, Monstrous (HD 6+2**, 7+ hp per die)



Lizard, Blackscale / Glowscale, Large / Huge / Giant: A dark-skinned climbing lizard, inspired by *Podarcis raffonei* (the Aeolian wall lizard); it favors hills, caves, and rough terrain. There is a larger netherworld subspecies as well (the Glowscale).

- Lizard, Blackscale, Large (HD 1*)
- Lizard, Blackscale, Huge (HD 2*)
- Lizard, Blackscale, Giant (HD 3+1*)
- Lizard, Glowscale, Large (HD 2*)
- Lizard, Glowscale, Huge (HD 4*)
- Lizard, Glowscale, Giant (HD 6*)
- Lizard, Glowscale, Monstrous (HD 8*)

Lizard, Emerald, Large / Huge / Giant: A brilliant green lizard, inspired by *Podarcis waglerianus* (the Sicilian wall lizard); it favors forest, wooded hills, and grasslands.

- Lizard, Emerald, Large (HD 1-1*)
- Lizard, Emerald, Huge (HD 2*)
- Lizard, Emerald, Giant (HD 3*)

Lobster, Large / Huge / Giant (or Ecrevitor): Monstrous lobsters are sometimes found in Tyrrhenian saltwater reaches; inspired chiefly by the unusual-looking real-world Mediterranean slipper lobster. The freshwater version of this creature is the Ecrevitor, a strangely chittering, vermilion-hued, and monstrous crayfish which is (mostly) restricted to subterranean waters.

- Lobster or Ecrevitor, Large (HD 1+1*)

Lich: The Lich Queen Triumphator (her true name is forbidden to be spoken) — being the most powerful lich yet known to the lands of the Occident — remains imprisoned beneath the earth in an accursed tomb sealed away by the archmagi. Several other lesser magi have risen throughout the centuries, and only a few have been destroyed. They exist solely in the netherworld.

- (Lethality varies based on spell caster level, beginning with HD 11*****)

Lion, Spotted (Cave Lion): Can be found in shallow cave regions (rarely) throughout Tyrrhenia. Inspired by the extinct European cave lion. A few remaining spotted lions lair within the Dark Wood of Dante.

- Lobster or Ecrevitor, Huge (HD 2+2*)
- Lobster or Ecrevitor, Giant (HD 4+4**)
- Lobster or Ecrevitor, Monstrous (HD 6+6**)

Lycanthrope, General Note: A full 35% of Tyrrhenian lycanthropes are Chaotic Neutral creatures who worship Calu, and a further 15% are Neutral Evil and sworn to Leinth. The remainder are free-willed (with alignments appropriate to their classic FRPG descriptions). Shape-shifters of Calu are tolerated in the more remote villages and outland thorps, because they (as “Dark Kindred” related by blood to the villagers) tend to slaughter evil monsters in the region.

Lycanthrope, Werebear: Individuals tend to be large brown bears; refer to the Bear, Brown, Tyrrhenian entry. Dangerous netherworld werebears are likely of cave bear origin, however.

- Lycanthrope, Werebear (HD 7+3**)
- Lycanthrope, Wereboar, Netherworld (HD 8+4***)

Lycanthrope, Wereboar: A devout clan of these creatures is known to reside on Circe’s Arcane Isle of Aeaea, and their berserker descendants lair along the nearby shorelines (such as near Telamon and Vulci). A separate and isolated clan of Celtic-ancestry wereboars can be found in Swinehold, where they serve as horde leaders for the gnole and goblin cavalry there.

- Lycanthrope, Wereboar (HD 5+2**)
- Lycanthrope, Wereboar, Keltos (HD 6+3**)

Lycanthrope, Wererat: Wererats are common, a result of the black magic and

rat swarms which accompanied the Chaos Plague. They are remorselessly hunted down by all of the good civilized races. A particularly large and powerful clan dwells somewhere in the labyrinths beneath Castle Oldskull.

- Lycanthrope, Wererat (HD 3+1**)
- Lycanthrope, Wererat, Verminus (HD 3+1**, 6+ hp per die)
- Lycanthrope, Wererat, Plague Bringer (HD 3+1**, 7+ hp per die)
- Lycanthrope, Wererat, Pack Lord (HD 3+1***, 25 hp)

Lycanthrope, Weretiger: These creatures are extremely rare; those that exist are related to the Tyrrhenian wild tigers (see the Tiger entry for that unusual snippet or lore).

- Lycanthrope, Weretiger (HD 6+2**)

Lycanthrope, Werewolf: Tend to be black in color, or less commonly grey; refer to the Wolf, Grey entry. Most are sworn to Calu, or are free-willed; very few worship Leinth. A small cabal of good-aligned “white werewolves” are revered in Grimrook, where they guard (by tradition) the shrine of Romulus and Remus.

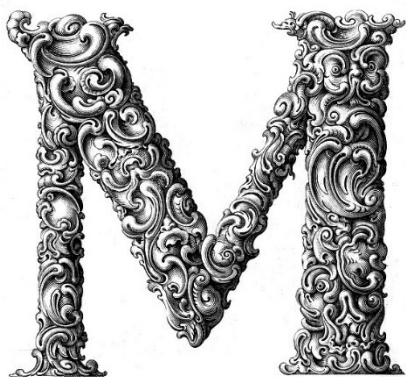
- Lycanthrope, Werewolf (HD 4+3**)
- Lycanthrope, Werewolf, Black (HD 4+3**, 6+ hp per die)
- Lycanthrope, Werewolf, Umbral (HD 4+3**, 7+ hp per die)



Lynx, Normal / Large / Huge / Giant:

Inspired by the classic Eurasian lynx. Sentient (arcane, Lycorion) lynxes are very rare in Tyrrhenia, but do exist in all sizes.

- Lynx (HD 1D4+1*)
- Lynx, Large (HD 1+1*)
- Lynx, Huge (HD 2*)
- Lynx, Giant (HD 2+2*)
- Lynx, Lycorion (HD 2+2**)



Mammoth: The mammoth did exist in Italy. In Tyrrhenia, it is rare and only found in the snowy mountains of the north.

- Mammoth (HD 13**)
- Mammoth, Large (HD 13**, 5+ hp per die)
- Mammoth, Huge (HD 13**, 6+ hp per die)
- Mammoth, Monstrous (HD 13***, 7+ hp per die)

Manticore: These terrible accursed creatures are regrettably common in the Tyrrhenian wilderlands, particularly the Ligurian reaches.

- Manticore, Bestial (HD 4+1**)
- Manticore (HD 6+3**)
- Manticore, Large (HD 6+3**, 5+ hp per die)
- Manticore, Huge (HD 6+3**, 6+ hp per die)
- Manticore, Monstrous (HD 6+3***, 7+ hp per die)

Mantis, Large / Huge / Giant (Viridian Mantis):

Surprisingly common in the Tyrrhenian forests; inspired by the European praying mantis.

- Mantis, Viridian, Large (HD 3*)
- Mantis, Viridian, Huge (HD 7*)
- Mantis, Viridian, Giant (HD 10**)
- Mantis, Viridian, Monstrous (HD 13**)

Mephit: These imp-like daemon-kith are quite common in the Tyrrhenian netherworld, because they are the minions of the Empyrean goddess Mephitis. Surface-dwelling mephitis are most frequently encountered in the Vesuvius region.

- Mephit, Fumus (Smoke Mephit) (HD 3**)

- Mephit, Vesuvian (Lava Mephit) (HD 3**)
- Mephit, Cinder (Fire Mephit) (HD 3+1**)
- Mephit, Steam (Vapor Mephit) (HD 3+3**)



Merfolk: A strong matriarchal clan of (somewhat peaceful) merfolk can be found in the Mermaid Waters, south of the city state of Pisaea.

- Mermaid (HD 1)
- Merman (HD 1+1)
- Mermaid, Arcane (HD 1*)
- Merman, Warrior (HD 1+1, hp 8 or 9)

Minion of Cacus, Crimson: Fire-breathing salamander men of cruel and vicious disposition. Inspired in part by the myth of Cacus the fire giant, the salamandra, and Salamandrina terdigitata (the spectacled salamander).

- Minion of Cacus, Crimson, Warrior (HD 2+2**)
- Minion of Cacus, Crimson, Hoplite (HD 2+2**, armed with pole arm)
- Minion of Cacus, Crimson, Elite Hastatus (HD 3+3**)
- Minion of Cacus, Crimson, Fire Priest (HD 3+3***)
- Minion of Cacus, Crimson, Overlord (HD 4+4****)

Minion of Cacus, Nether (Umbral Minion): Dark-loving evil salamander men of the netherworld. Inspired in part by the myth of Cacus the fire giant, and Speleomantes italicus (the Italian cave

salamander). Their priests have shadow-inducing magics instead of fiery spells, and they can exhale oily slime instead of fire.

- Minion of Cacus, Umbral, Warrior (HD 2+2**)
- Minion of Cacus, Umbral, Archer (HD 2+2***)
- Minion of Cacus, Umbral, Shrouded One (HD 3+3**)
- Minion of Cacus, Umbral, Shadow Priestess (HD 3+3***)
- Minion of Cacus, Umbral, Gloom Witch (HD 4+4****)

Minotaur, Infernal (Son of Astraeus): As featured in the Inferno, the Tyrrhenian netherworld minotaur descends directly from the original Achaean minotaur lord, Astraeus. They are accursed and controlled by black magic, without free will; those who are left alone without command will slowly waste away and die instead of finding a way to feed themselves. They are used as slaves and guardians by demons, devils, and evil overlords in the netherworld. The few who are treated well are devoted servants of Minos.

- Minotaur, Infernal, Broken One (HD 6+3, maximum of 3 hp per die)
- Minotaur, Infernal, Enchained (HD 6+3*, maximum of 4 hp per die)
- Minotaur, Infernal, Tormented One (HD 6+3*, maximum of 5 hp per die)

Minotaur, Tyrrhenian (Minotaurus): Tyrrhenian minotaurs are found in dungeons, caves, and the wilderlands. They are rather more civilized than “normal” minotaurs, and are capable of forging their own metal weapons and armor. Some ride great bulls, and a few even have shamanic powers. The most evil worship Geryone. A powerful clan of evil, highly intelligent minotaurs known as the Conclavium of the Thorn (led by witch

doctors) dwells in the great thistle labyrinth of western Lucania, and these are of the Geryonean variety. A very few minotaurs are lawful neutral and might be willing to communicate with respectful mortals.

- Minotaurus, Savage (HD 6+3, no armor or weaponry)
- Minotaurus (HD 6+3*, armed and armored)
- Minotaurus, Geryonean (HD 6+3**, 5+ hp per die)
- Minotaurus of the Thorn Conclave (HD 6+3**, 6+ hp per die)



Morse: Predatory “sea lions” are found in the coastal waters of Tyrrhenia, preying upon seals, sea elves, fishermen, etc.

- Morse (HD 6*)
- Morse, Large (HD 6*, 5+ hp per die)
- Morse, Huge (HD 6*, 6+ hp per die)

- Morse, Monstrous (HD 6**, 7+ hp per die)

Mummy: Mummies are rare in Tyrrhenia, but they do exist due to an ancient Empyrean obsession with Khemet (mythic Egypt) and the promise of eternal life. Tyrrhenian mummies tend to be either ancient, or hidden beneath Celtic bogs in the Padus region. Refer also to the general Undead entry.

- Mummy, Bog (HD 6+3***)
- Mummy, Empyrean (HD 6+3***, 5+ hp per die)
- Mummy, Eldritch (HD 6+3***, 6+ hp per die)
- Mummy, Ancient (HD 6+3****, 51 hp)



Naga, General Note: The few that dwell in Tyrrhenia swear at least passing fealty to the goddess Angitia, and they are worshipped by witches of a similar alignment. Tyrrhenian nagas are typically worshipped either by lost world Etruscan cultists, or are held in thrall by the Serpent People.

Naga, Guardian: Etrurian guardian nagas were placed by the Etruscan high priests long ago, to guard the last remnants of arcane treasure which were not plundered by the Empyreans. While strongly good in

alignment and ethos, these (eternal?) guardians will fight to the death to protect their sacred hoards. Adventurers who ignore all warnings, slaying guardian nagas and plundering such a trove, are likely to not only be cursed, but to be visited by the earthly incarnation of an Etruscan deity!

- Naga, Guardian, Etrurian (HD 11***)
- Naga, Guardian, Etrurian, Greater (HD 12***)
- Naga, Guardian, Etrurian, Eldritch (HD 12***, 6+ hp per die)
- Naga, Guardian, Etrurian, Ancient (HD 12****, 7+ hp per die)

Naga, Spirit: These creatures were originally created as guardian beasts by a kidnapped Egyptian priestess who escaped her Empyrean captors; and now, empowered centuries ago by her dying curse, they have spread far and wide throughout the netherworld. They are exceedingly hateful of anyone bearing a drop of Empyrean blood (almost certainly including the Player Characters), and will fight to the death when encountered.

- Naga, Spirit (HD 9***)
- Naga, Spirit, Large (HD 10***)
- Naga, Spirit, Huge (HD 10***, 6+ hp per die)
- Naga, Spirit, Monstrous (HD 10***, 7+ hp per die)

Naga, Water: A particularly powerful and eerie (translucent-fleshed) breed of water naga has been reported to the east of Hydruntum; mariners have told that the creatures are mostly curious, and even attempted to communicate with their strangely chiming voices.

- Naga, Water (HD 7***)
- Naga, Water, Matriarch (HD 8***)

Nereid: Nereids are sadly quite rare in recent Tyrrhenian lore due to the rise of the aquatic undead, Deep Ones, and other terrors. Many of those who remain are scared to either Neptune, Salacia, or Juturna. The pirate shantytown of Nereid's Laughter, across the waters to the east of Otranto, is home to half-nereids and sea elves of mysterious origin. See also the Oceanid entry.

- Nereid, Half- (Sea Maiden) (HD 3*)
- Nereid (HD 4**)

Nixie: These mischievous water sprites plague Tyrrhenian grottoes, seashores, and shallow-water caverns. The largest known cabal lairs in the Nixie Wrecks, to the northeast of Otranto.

- Nixie (HD 1**)
- Nixie Maiden (HD 1***, hp 6 or 7)
- Nixie, Thalassic (HD 1***, hp 8)

Non-Player Character, General Note: As in all other dangerous lands filled with monsters and treasure, Tyrrhenian NPCs can be encountered as adventuring bands (of diverse races and classes). About 50% of the time, however, they will be encountered in tradecraft-minded groups where a single class predominates, and other classes are represented by only a few individuals. The following notes indicate which deities these NPCs tend to worship, since that distinction markedly affects their culture, beliefs toward strangers, preferred locales, and behavior. Please refer to the summary of Tyrrhenian gods and goddesses (at the end of this supplement) for more detailed information.

Non-Player Character, Assassin: In Tyrrhenia, assassins are regarded as a necessary evil due to the ritualistic forms of vendetta and reprisal between noble houses and other powers. Due to this

unusual state of affairs, most assassin NPCs tend to base themselves in an assassins' guild in one of the city states. Chaotic Evil assassins serve Belphegor, Discordia (especially), or Orcus. Lawful Evil assassins serve Dis Pater, Geryone, or Minos (especially). Neutral Evil assassins serve Cacus (only as exiles), Charun, Invidia, Larenta, Leinth (in her aspect as the mistress of disguise), Mantus, Mephitis (especially), Mors, Pluto, or Viduus.



Non-Player Character, Barbarian: Most Tyrrhenian NPC barbarians live in the wilderness, not in the city states. Chaotic Evil barbarians serve Alernus, Belphegor, or Discordia (especially). Chaotic Good barbarians serve Felicitas, Feronia (especially), Fufluns, Liber / Libera (depending on gender), or Libertas. Chaotic Neutral barbarians serve Bacchus, Bellona (especially, if female), Fortuna, Heracles,

Laran, Mars (especially, if male), Nemesis, or Sors. Neutral Evil barbarians serve Larenta, Mantus, or Mors (especially), avoiding deities of death and magic. Neutral Good barbarians serve Aius Locutius, Bubona, Cybele (if female), Deverra, Epona, Juventas, or Victoria (especially). True Neutral barbarians serve Aquilo, Auster, Diana, Lua (especially, if female), Nox, Poena, Romulus (especially, if male), Terminus, or Vica Pota.

Non-Player Character, Bard: Bards are rare in Tyrrhenia; most of those who dwell here are traveling minstrels, charlatans, storytellers, or mercenary warriors. Chaotic Neutral bards serve Acca Larentia, Bacchus (especially, if male), Fortuna, Hercules (if warriors by trade), Laverna (if primarily thieves by trade), Suadellia (especially, if female), or Volupta. Lawful Neutral bards serve Anna Perenna (if lore masters by trade), Concordia, Levana, Nerio (if warriors by trade), Nortia, Roma, or Veritas. Neutral Evil bards serve Invidia, Mephitis (if primarily thieves by trade), Mors, or Viduus. Neutral Good bards serve Abundantia, Angerona (especially), Deverra, Epona, Ops, Pax (primarily if lore masters by trade), or Victoria (if warriors by trade). True Neutral bards serve Aeon, Antevorta, Aurora, Caelus, Cloacina (if primarily thieves by trade), Fama, Lua (if female and warriors by trade), Luna, Mercury, Naenia, Romulus (if male and warriors by trade), Silvanus, Summanus, or one of the wind gods.

Non-Player Character, Cavalier: Cavaliers are usually but not always of good alignment. For NPC cavaliers who fall from the ethos of good, treat them as fighters (for purposes of worship) and in accordance with their alignment. “Fallen” mercenary cavaliers are common in Tyrrhenia, and have been since the chaotic

dissolution of the city states in the post-invasion period. Chaotic Good cavaliers serve Felicitas, Feronia (if female), Liber (if male), Libera (if female) or Libertas (especially; Tyrrhenia as a realm sees kingship as a perilous destiny for such a shattered land; even noble-revering cavaliers believe more strongly in barons and counts than they do in kings). Lawful Good cavaliers serve Aeneas Indiges, Fides, Honos (especially), Justitia, or Minerva. Neutral Good cavaliers serve Aius Locutius, Deverra (especially), Empanda, or Victoria.

Non-Player Character, Cleric: Every deity and power listed at the end of this volume has clerics and a priesthood. As such, there can be clerics of any alignment (besides True Neutral) serving any appropriate god or goddess. Do note that each priesthood is very different, despite sharing an ethos; for example Chaotic Good clerics of Maris ally with centaurs and build small shrines in the wilderlands, while Chaotic Good clerics of Apollo Soranus build mighty prophetic temples in cities. Evil clerics are frequently accompanied by humanoids and undead, or even (if very powerful) daemons, demons, or devils in accordance with their alignment.

Non-Player Character, Demon Knight (Anti-Paladin): Anti-paladins are always Chaotic Evil. Tyrrhenian demon knights serve either Alernus, Belphegor, Discordia, or Orcus.

Non-Player Character, Druid: All druids are True Neutral, and almost all dwell in rustic borderlands or the wilderness. Tyrrhenian druids usually worship Annona, Antevorta, Diana (if female), Faustitas, Fontus, Luna, Lupercus, Mellona, Murcia (especially), Virbius (especially), etc.

Non-Player Character, Fighter: Fighters tend to favor martial deities. Chaotic Evil fighters serve Alernus, Discordia (especially, if female) or Orcus (especially, if male). Chaotic Good fighters serve Felicitas, Feronia (especially, if not bound to the city states), Liber, Libera, or Libertas. Chaotic Neutral fighters serve Bellona (especially, if female), Fortuna, Fulgora, Hercules (especially, if male and of Achaean ancestry), Laran, Mars (especially, if male and of Empyrean ancestry), Nemesis, or Sors. Lawful Evil fighters serve Dis Pater, Geryone, Malacoda, or Minos. Lawful Good fighters serve Aeneas Indiges, Fides, Honor, Justitia, Minerva (especially, if female) or Mithras. Lawful Neutral fighters serve Athrpa, Carna, Janus, Jupiter, Nerio (especially, if female), Palatua (if loyal to Grimrook), Sol Invictus, or Virtus (especially, if male). Neutral Evil fighters serve Arimanius, Cacus, Larenta, or Pluto. Neutral Good fighters serve Aius Locutius, Cybele (if female), Deverra, Februus, or Victoria. True Neutral fighters serve Anster, Diana (if female), Lua (especially, if female), Poena, Romulus (especially, if male), Terminus, Vica Pota, or Vulcan.



Non-Player Character, Hunter: Hunter NPCs can be of any alignment, and they generally tend to worship the same gods as fighters do (above).

Non-Player Character, Illusionist: Illusionist NPCs tend to worship the same deities as magic-users do (below), in accordance with their own alignment.

Non-Player Character, Magic-User: NPC magic-users can be of any alignment. Chaotic Evil magic-users worship Alernus, Belphegor, Discordia, or Orcus. Chaotic Good magic-users worship Apollo Soranus, Felicitas, Libertas, Maris, or Venus (if female). Chaotic Neutral magic-users worship Angitia (especially, if female), Averruncus (to avoid magical cataclysms or misfire spells), Calu, Fulgora, Larau (if pyromancers), Nemesis, Tempestas, Trivia (especially) or Vediovis. Lawful Evil magic-users worship Dis Pater, Geryone, Malacoda, or Minos. Lawful Good magic-users worship any of the Lawful Good deities, with females favoring Vesta. Lawful Neutral magic-users serve Anna Perenna, Athrpa, Cardea (if summoners), Disciplina, Janus, etc. Neutral Evil magic-users worship Arimanius, Cacus, Charun, Invidia, Leinth, Mania, Mephitis (if aeromancers), Mors, Pluto, Tuchulcha, or Viduus (especially). Neutral Good magic-users worship Carmentis (if diviners), Cybele (if female), Deverra (if abjurers), Februus, Lympha (if hydromancers), or Spes. True Neutral magic-users worship Aeon, Aeternitas (if spellbinders), Antevorta (if diviners), Cura (if creating golems), etc. in accordance with their preferred school(s) of magic.



(if borderland protectors), Epona, Spes, or Victoria.

Non-Player Character, Thief: NPC thieves are of evil or neutral alignment. Evil Thieves worship the same deities that assassins do. Chaotic Neutral thieves serve Fortuna, Laverna (especially), Nemesis, Sors, or Vediovis. Lawful Neutral thieves serve Athrpa, Cardea (if lockbreakers), Concordia (some guild thieves), Providentia, or Veritas (less for truth, and more for lie detection!). True Neutral thieves serve Catha, Cloacina (especially), Mercury, Nox, Portunus, or Vulturnus.

Non-Player Character, Monk: Monks are of lawful alignment. Lawful Evil monks serve Lucifer (rarely, as he is imprisoned), Malacoda, or Minos. Lawful Good monks serve Clementia, Fides, Honos, Minerva (if female), or Mithras (especially). Lawful Neutral monks serve Athrpa, Carna, Disciplina (especially), Nerio, Pietas, Sancus, or Virtus. The most famous Tyrrhenian monk clan is comprised by the Bacchantes, who dwell in the Grapewilds to the south of Heraclea.

Non-Player Character, Paladin: Paladins are Lawful Good. Most worship Honos, but some worship Aeneas Indiges (if they are protectors or guardians), Fides, Justitia, Minerva (if female), or (rarely) Mithras.

Non-Player Character, Ranger: Rangers are of good alignment. Chaotic Good rangers serve Apollo Soranus, Feronia, Libertas, or Maris (especially). Lawful Good rangers serve Fides, Honos (if allied with paladins), Justitia (same), Minerva (if borderland protectors) or Mithras. Neutral Good rangers serve Aius Locutius, Deverra

Nymph: There are many types of nymphs in Tyrrhenia, including dryad-nymphs (forest maidens), spring-nymphs, snow-nymphs, and so forth. Each type however is solitary and quite rare. Some forest and glade nymphs worship Sylvanus, while others revere Acca Larentia (Chaotic Neutral), Demeter, Fecunditas, or Venus.

- Nymph (HD 3***, level 7 druidic powers)
- Nymph, Sacred (HD 4***, 5+ hp per die, level 8 druidic powers)
- Nymph, Holy (HD 5****, 6+ hp per die, level 9 druidic powers)
- Nymph, Eternal (HD 6****, 7+ hp per die, level 10 druidic powers)



Oceanid: The Oceanids who dwell near to Tyrrhenia are found in the deeper regions, particularly surrounding the palace of Neptune. They are sworn to Salacia. See also the Nereid entry.

- (Treat Oceanids as Nereids, with +1 HD)

Ochre Jelly: Jellies are rather rare in the Tyrrhenian surface realms, but they become more common in the deeper netherworld, particularly in the region of Castle Oldskull. Refer also to the general Slime entry.

- Ochre Jelly, Divided (HD 3*)
- Ochre Jelly (HD 6*)
- Ochre Jelly, Large (HD 6*, 5+ hp per die)
- Ochre Jelly, Huge (HD 6*, 5+ hp per die)

Octopus, Normal / Large / Huge / Giant: Uncommonly found in Tyrrhenian saltwater. These are the classic Octopus vulgaris, scaled up toward monstrous sizes in the eldritch World of Oldskull.

- Octopus (HD 2*)
- Octopus, Large (HD 4*)
- Octopus, Huge (HD 6*)
- Octopus, Giant (HD 8**)
- Octopus, Monstrous (HD 8**, +6 hp per die)

Ogre (Orco): These vile creatures — which virtually litter Italian folklore — are very common in Tyrrhenia.

- Ogre (HD 4+1*)
- Ogre, Large (HD 4+1*, 5+ hp per die)
- Ogre, Huge (HD 4+1*, 6+ hp per die)
- Ogre, Champion (HD 5**, hp 28 to 33)
- Ogre, Leader (HD 6**, hp 30 to 33)
- Ogre, Chieftain (HD 7**, hp 34 to 37)

Ogre Kith (Half-Ogre): A small stronghold of barbaric humans, ogres, and half-ogres can be found to the northwest near the elven lands. These creatures are chaotic neutral and more willing to parley with humans and demi-humans, but they remain fiercely territorial. Half-ogre PCs in Tyrrhenia likely hail from the Crystal Vaults.

- (Abilities will vary according to class and experience level)

Ogre, Aquatic (Merrow): These rare blue-skinned creatures dwell on the coasts, where they eat fish, whales, and fishermen.

- (As per normal ogres for statistical purposes)



Orc: The Tyrrhenian orcs were once staunchly allied with the goblins and

hobgoblins during the era of the great invasions. Mounting losses, territorial setbacks and elf-led slaughters caused the orcs to become far more vicious and xenophobic some centuries ago. Small war bands are found throughout the wilds, and the largest remaining three tribes battle one another in the Orcblood Bastions.

- Orc (HD 1)
- Orc, Warrior (HD 1, hp 5 to 8)
- Orc, Archer (HD 1*)
- (Leader types will be considerably stronger)

Owl, Normal / Large / Huge / Giant: The common Tyrrhenian species is the Eagle Owl, a striking brown-and-grey creature with enormous orange eyes. Sentient (arcane) owls are always Giant Owls, and are very rare; the Normal / Large / Huge stats are then used for hatchlings, fledglings, and young adults respectively. All are sacred to Minerva.

- Owl, Small (HD 1/2)
- Owl (HD 1-1)
- Owl, Large (HD 2*)
- Owl, Huge (HD 3*)
- Owl, Giant (HD 4*)
- Owl, Giant, Arcane (HD 4**)



Pegasus: Winged Tyrrhenian steeds are rare in the wilderlands, found chiefly in mountainous areas. They are large and

powerful (never having few than 6 hit points per hit die), and are sacred to the goddess Epona.

- Pegasus, Tyrrhenian (HD 4*, 6+ hp per die)

Pike, Giant: These enormous fish are fairly common in Tyrrhenian freshwater, particularly underground rivers and the waters of Lacus Larius (Lake Como).

- Pike, Large (HD 2*)
- Pike, Huge (HD 3*)
- Pike, Giant (HD 4*)

Pixie: The few pixies remaining in Tyrrhenian wilderlands are sacred to Silvanus.

- Pixie (HD 1/2***)

Porcupine, Normal / Large / Huge / Giant (Quill Beast): A dangerous and defensively-minded beast of the Tyrrhenian wilderlands, inspired by *Hystrix cristata* (the crested porcupine).

- Porcupine (HD 1-1*)
- Quill Beast, Large (HD 2*)
- Quill Beast, Huge (HD 4*)
- Quill Beast, Giant (HD 6*)
- Quill Beast, Monstrous (HD 6**, 6+ hp per die)

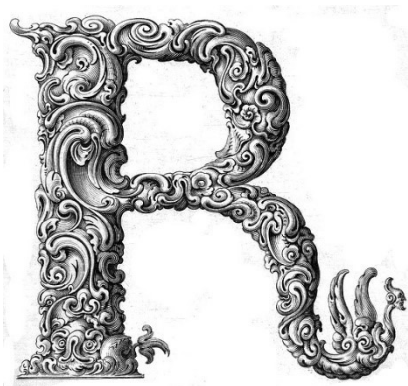
Pseudo-Dragon: These capricious tricksters can occasionally be found in elven forests, faerie grottoes, or hidden glades in the wilderlands. In Tyrrhenia, a pseudo-dragon is termed a Dracunculus.

- Dracunculus (HD 2*)
- Dracunculus, Arcane (HD 2*, 6+ hp per die)



Pterodactyl, Giant: A few completely aberrant “bone dragons” have been sighted in recent decades in the Mare Adriaticum, to the northeast of Ancona. These extra-dimensional fiends were likely brought into Tyrrhenia by one of the Chaos Gates beneath the nearby Realm of Entropy.

- Pterosaur, Chaotic (Bone Dragon) (HD 6+6*)



Ram: Refer to the Sheep entry.

Rat, Normal / Large / Huge / Giant / Monstrous: Both the brown rat and the black rat have invaded Tyrrhenia. They have been exceedingly common ever since the Chaos Plague, and to this day copper piece bounties (or a silver for the giant variety) are placed on their heads. There are especially common in dungeons, where they can be found in enormous swarms (e.g. in the Strangeways of Castle Oldskull’s dungeons).

- Rat (HD 1/8, 1 hp*)
- Rat, Large (HD 1/4, 2 hp*)
- Rat, Huge (HD 1/2, 3 hp*)
- Rat, Giant (HD 1/2, 4 hp*)
- Rat, Chaos (HD 1-1*)
- Rat, Monstrous (HD 1+1*)

Rat-Thing: These Lovecraftian horrors appear as giant rats with feral, human-like faces. They have minor arcane powers while serving as familiars for evil witches, necromancers, etc. They can also be founding leading rat packs, or serving as scouts for wererats. A considerable number are found in the Strangeways of Castle Oldskull’s dungeons deep.

- Rat-Thing (HD 1-1*)
- Rat-Thing, Ghoul-Touched (HD 1**)
- Rat-Thing, Crone’s Familiar (HD 1+1**, 9 hp)

Remora (Polar Worm, Whited Worm): These horrors can be found in the icy mountains of the north, particularly to the northwest of Lacus Verbanus (Lake Maggiore).

- Remora, Larval (HD 7***)
- Remora, Small (HD 8***)
- Remora, Average-Sized (HD 9***)
- Remora, Large (HD 10***, 5+ hp per die)
- Remora, Huge (HD 11***, 5+ hp per die)

- Remora, Huge, Old (HD 12***, 6+ hp per die)
- Remora, Huge, Very Old (HD 13***, 6+ hp per die)
- Remora, Huge, Ancient (HD 14****, 7+ hp per die)

Rhinoceros, Woolly: This extinct species existed in Italy. In mythic Tyrrhenia, they are very rare and are found only in the snowy northern mountains.

- Rhinoceros, Woolly (HD 10*)
- Rhinoceros, Woolly, Large (HD 10*, 5+ hp per die)
- Rhinoceros, Woolly, Huge (HD 10*, 6+ hp per die)
- Rhinoceros, Woolly, Monstrous (HD 10*, 7+ hp per die)

Rot Grub (Blood Maggot): These creatures are found in the upper reaches of the infernal netherworld beneath Tyrrhenia, as alluded to by Dante Alighier in his *Inferno*.

- Rot Grub (HD 1/8, 1 hp***)



Salamander, Tyrrhenian (Salamandra):

There are several hundred known Salamandrae which dwell in Tyrrhenia, either in the Vesuvius region or the infernal netherworld. They are smaller (HD 5+5) and many of them serve Cacus. See also Minion of Cacus.

- Salamander, Tyrrhenian (HD 5+5**)
- Salamander, Tyrrhenian, Arcane (HD 5+5**, 6+ hp per die)
- Salamander, Tyrrhenian, Eldritch (HD 5+5***, hp 45)



Satyr: Satyrs (and the younger ones who roam in self-imposed exile, the Fauns) are a common danger in Tyrrhenian wilderlands. They have learned to distrust mortals who are not accompanied by forest gnomes or sylvan elves, and can be aggressive when their territories are infringed. Most worship Faunus, Bacchus, Fufluns, or Feronia. Satyrs of a more neutral and gentle disposition (more rare than their wild kindred) worship Sylvanus; these are in allegiance with the Cult of the Faun, near Taras.

- Satyr, Faunling (HD 2*)
- Satyr, Faun (HD 3*)
- Satyr, Cultic (HD 4**)

- Satyr (HD 5**)
- Satyr, Piper (HD 5***, 6+ hp per die)

Satyr Crone (Longana): It is widely known that satyrs are the males of a faerie race, to which dryads and nymphs are the associated females. However, an ancient and far more primal creature exists as well: this is the Longana, an elderly female satyr form. These are the mages, lore masters, and matriarchs of the dryad, nymph, and satyr brethren. They are dangerous, exceedingly long-lived, and (now) extremely rare. They are found only in frigid springs or atop clifftops hidden away somewhere in the wildest reaches of Tyrrhenia.

- Satyr Crone (HD 14****)
- Satyr Crone, Primal (HD 14****, 6+ hp per die)
- Satyr Crone, Ancient (HD 14****, 7+ hp per die)
- Satyr Crone, Eternal (HD 14*****, 112 hp)

Sea Monster: Unique and unclassifiable sea horrors — whispered to be the spawn of ancient Scylla, or Charybdis, or even both — dwell in the deepest waters beyond Tyrrhenia. The most perilous and unholy specimens seem to thrive in the virtually unknown abyssal reach to the west of Corsica. Ones nearly as large and ravenous sometimes erupt from the burbling whirlpool waters to the west of Latium and the Tiber.

- (Abilities vary according to size, type, and nature)



Seahorse, Giant: Wild giant seahorses are rare in Tyrrhenian reaches, but they are known to be used as steeds by the tritons who lair in the deeps to the east of Calabria.

- Seahorse, Large (HD 2)
- Seahorse, Huge (HD 3)
- Seahorse, Giant (HD 4)
- Seahorse, Tyrrhenian Steed (HD 4, 6+ hp per die)

Seal: Seals in the waters around Tyrrhenia are typically monk seals.

- Seal (HD 1-1)
- Seal, Large (HD 1+1)
- Seal, Huge (HD 2)

Serpent Brood, Infernal (Geryonean Beast, Geryone-Ti): These monstrosities are half-serpent, half-man, with muscled human torsos and powerful constricting

tails. They are not quite nagas; they are insidiously evil, and are believed to have been created by Geryon himself.

- Geryone-Ti, Pureblood (HD 6**)
- Geryone-Ti, Halfblood (HD 7**)
- Geryone-Ti, Halfblood, Bestial (HD 8**)
- Geryone-Ti, Abomination (HD 9**)

Serpent People: These evil and cunning folk, inspired by the serpentine humanoids in tales by H. P. Lovecraft and Robert E. Howard, are quite degenerate ... but cultic tribes of them can still be found in the netherworld. In Tyrrhenia, they are known as the Sciritae.

- Serpent Folk, Prentice (HD 4**, level 4 magic-user)
- Serpent Folk, Beguiler (HD 5***, level 5 magic-user)
- Serpent Folk, Magus (HD 6***, level 6 magic-user)
- Serpent Folk, Sorcerer (HD 7***, level 7 magic-user)
- Serpent Folk, Necromancer (HD 8****, level 8 magic-user)

Shadow: These vile remnants of slain humans are found everywhere in this land of death, but they are particularly numerous in the northern Shrouded Lands. They can also be found in the Ways of the Twisted Wood, the enchanted forest-labyrinth which veils Castle Oldskull away from all but the most intrepid explorers.

- Shadow (HD 3+3**)
- Shadow, Arcane (HD 3+3**, 5+ hp per die)
- Shadow, Eldritch (HD 3+3**, 7+ hp per die)
- Shadow, Ancient (HD 3+3***, 27 hp)

Shadow, Guardian (Lar): The Lares (pl.) are lawful good shades of the Empyrean

era, who sometimes yet dwell in hallowed temples, grottoes, and tombs. When encountered by good-aligned adventurers, they tend to swear allegiance until the next sunrise and assist in the slaying of monsters, discovery of secret doors and treasure, and so forth. They are considered a strong good omen. A slain Lar will rise again with the next full moon, even if lost in the netherworld.

- (Challenge levels are as for shadows, above)

Shambler: Immense swamp shamblers can be encountered in Tyrrhenian swamps, and in flooded dungeon environs as well. It is rumored that some of the more intelligent shamblers — exiled by their more aggressive kindred — are relatively peaceful, and curious of mankind; but few adventurers are brave enough to attempt to parley with these powerful things in hope of communication.

- Shambler (HD 8**)
- Shambler, Large (HD 9**)
- Shambler, Huge (HD 10**)
- Shambler, Monstrous (HD 11**)

Shark: Sharks are fairly common in the saltwaters surrounding Tyrrhenia. Those of the Iberian waters, toward timeless Rolandswatch, are particularly numerous.

- Shark, Blacktip (HD 3, up to 5' long)
- Shark, Sharp-Nose Sevengill (HD 3+1, up to 6' long)
- Shark, Sandbar (HD 3+3, up to 8' long)
- Shark, Spinner (HD 4, up to 10' long)
- Shark, Copper (HD 4+1, up to 11' long)
- Shark, Sand Tiger (HD 4+2, up to 11' long)
- Shark, Blue (HD 5, up to 12' long)

- Shark, Shortfin Mako (HD 5+1, up to 12' long)
- Shark, Bull (HD 5+3, up to 13' long)
- Shark, Oceanic Whitetip (HD 6, up to 13' long)
- Shark, Scalloped Hammerhead (HD 6+1, up to 14' long)
- Shark, Smooth Hammerhead (HD 6+3, up to 16' long)
- Shark, Tiger (HD 7, up to 17' long)
- Shark, Great Hammerhead (HD 7+3, up to 20' long)
- Shark, Great White (HD 8, up to 21' long)

Sheep, Normal / Large / Huge / Giant, Wild: A large and primitive goat-like sheep species, known for its aggressive males and territorial disposition. Inspired by *Ovis orientalis* (the mouflon).

- Sheep, Wild (HD 1-1)
- Sheep, Large (HD 1, hp 5 or 6)
- Sheep, Huge (HD 1+1, hp 7 or 8)
- Sheep, Giant (HD 1+2, hp 9 or 10)

Shrew, Giant: An aggressive monstrous predator, inspired by *Sorex samniticus* (the Apennine shrew) and the Etruscan shrew.

- Shrew, Giant (HD 1**)
- Shrew, Giant, Netherworld (HD 1***, cause fear)

Shrieker: Found throughout the Tyrrhenian netherworld. Refer also to the general Fungus entry.

- Shrieker, Sprouting (Primordium) (HD 1)
- Shrieker, Small (Hyphate) (HD 2)
- Shrieker (HD 3)
- Shrieker, Large (HD 3, 5+ hp per die)
- Shrieker, Huge (HD 3, 7+ hp per die)

Siren (Sirine): Both evil and good covens of sirens are known to dwell along Tyrrhenian shorelines. The most infamous are those to the south of Poseidonia; they are led by a powerful hag crone.

- Siren, Maiden (HD 3**)
- Siren (HD 4***)
- Siren, Enthraller (HD 5***)
- Siren, Temptress (HD 6***)
- Siren, Matriarch (HD 7***)



Skeleton: Skeletons are found throughout Tyrrhenia, in battlegrounds, tombs, dungeons, ruins, and shallow graves. Common varieties (beyond the archetypal skeleton) include archers, armored skeletons, beast skeletons, iron skeletons, and monster skeletons. See also the general Undead entry.

- Skeleton, Beast, Small (HD 1/2)
- Skeleton, Beast (HD 1-1)

- Skeleton (HD 1*)
- Skeleton, Archer (HD 1**)
- Skeleton, Beast, Large (HD 2)
- Skeleton, Iron (HD 2**)

Skunk, Giant, Skunk Beast: Not native to Tyrrhenia, but a similar yet far uglier hairless cave-dwelling thing (the “Skunk Beast”) does lair here. It is believed by sages that the myth of the nonexistent Bonnachon was in reference to this eldritch creature.

- Skunk (HD 1/4*)
- Skunk Beast, Small (HD 1+1*)
- Skunk Beast (HD 2+2*)
- Skunk Beast, Large (HD 3+3*)
- Skunk Beast, Huge (HD 4+4*)
- Skunk Beast, Giant (HD 5+5**)

Slime, General Note: Tyrrhenian slimes (and jellies, oozes, puddings, etc.) have a 5% chance to be psionic and semi-intelligent. These are remnants of the arcane waste which formed when the extra-dimensional nihil sphere became lodged in the underworld beneath Castle Oldskull, a tale which will be told in the mega-dungeon supplement. Slimes are found everywhere, but the most dangerous swarm area is the infamous Slimeshell region, which lies beyond Tyrrhenia to the northeast of Otranto.

Snake, Amphisbaena: In the Empyrean era, some few of these monsters were brought to Tyrrhenia (from Cyrenaica) to fight against gladiators in the arenas. As the Imperium fell, some of them were sold to unscrupulous fools as guardian beasts ... and now, centuries later, the Amphisbaena can be found throughout the dungeons and the wilds throughout the land. These venomous creatures are somehow associated with Minos, the Judge of the Dead.

- Snake, Amphisbaena (HD 1*, poison inflicts 1D3 damage per bite on failed save)
- Snake, Amphisbaena, Large (HD 2+2**, poison inflicts 1D6 damage per bite on failed save)
- Snake, Amphisbaena, Huge (HD 4+1**, poison inflicts 2D6 damage per bite on failed save)
- Snake, Amphisbaena, Giant (HD 6***, poison is fatal on failed save)

Snake, Constrictor, Large / Huge / Giant: There are no normal-sized constrictor snakes in Tyrrhenia. However, there are monstrous legless lizard constrictors, which are (for game purposes) identical to giant constrictor snakes. They are inspired by the unusual slowworm species (*Anguis fragilis*) and are aggressive due to their size in relation to humans.

- Snake, Constrictor, Large (HD 2+2*)
- Snake, Constrictor, Huge (HD 4+1*)
- Snake, Constrictor, Giant (HD 6+1*)
- Snake, Constrictor, Enormous (HD 9**, 5+ hp per die)
- Snake, Constrictor, Monstrous (HD 12***, 7+ hp per die)

Snake, Constrictor, Monstrous, Furred (Snow Serpent): These massive ancient landworms exist in the wilds of the Alpes Montes.

- Snow Serpent, Large (HD 2+3*)
- Snow Serpent, Huge (HD 5+2**)
- Snow Serpent, Giant (HD 8+1**)
- Snow Serpent, Monstrous (HD 10***)

Snake, Normal / Large / Huge / Giant, Poisonous: The poisonous snakes of Tyrrhenia are vipers, particularly the Common Viper (Asp), European Viper, Horned Viper, and Orsini Viper (in hilly and mountainous terrain only).

- Snake, Poisonous, Viper (HD 1+1*, save at +1, poison causes 2D4 damage with failed save)
- Snake, Poisonous, Horned Viper (HD 1+3**, normal save, poison causes 3D4 damage with failed save)
- Snake, Poisonous, Large (HD 2+1**, normal save, poison causes 4D4 damage with failed save)
- Snake, Poisonous, Huge (HD 3+1***, normal save, poison causes 4D6 damage with failed save, 1D6 damage with save)
- Snake, Poisonous, Giant (HD 4+2***, normal save, poison is fatal with failed save, damage 3D6 with save)

Soul Maggot (Di Larvae, Larva): These carnal spirits can be found in dungeons, tombs, evil temples, and the netherworld.

- Soul Maggot (HD 1)

Spectre: Non-corporeal “classic” spectres of Tyrrhenian are either ancient (the damned souls of Etruscan or Empyrean villains), or are relatively “young” and controlled by Mania.

- Spectre (of Mania) (HD 7+3***)
- Spectre, Empyrean (HD 7+3****, 6+ hp per die)
- Spectre, Etrurian (HD 7+3****, 7+ hp per die)

Spectre, Shape-Shifting (Daughter of Empusa): These rare neutral evil spectres favor males as prey, and they exhibit some powers and lore in accordance with the succubus. They are capable of shape-shifting once a night, and can take on the fleshly forms of beautiful young women ... for a time.

- Spectre, Daughter of Empusa (HD 7+3****)

- Spectre, Demon Hag of Empusa (HD 7+3****, 6+ hp per die)
- Spectre, Elder Crone of Empusa (HD 7+3****, 7+ hp per die)

Sphinx, General Note: Sphinxes are very rare in Tyrrhenia; they are better-suited to the realms of Khemet (mythic Egypt) and the Sacred Lands around Golgotha to the east. However, considering that the Empyreans revered Egyptian mythology and brought many African creatures to Tyrrhenia to dwell in menageries or temples, it stands to reason that an occasional sphinx might be encountered in the remote wilds, or even in ruins. Hieracosphinxes would be the most common, followed by criosphinxes and gynosphinxes, with androsphinxes being rare in the extreme.

- Sphinx, Hawk (Hieracosphinx) (HD 9*)
- Sphinx, Ram-Headed (Criosphinx) (HD 10**)
- Sphinx, Phixian (Gynosphinx) (HD 8***)
- Sphinx, Leonine (Androsphinx) (HD 12****)

Spider, Monstrous (Large / Huge / Giant): Monstrous spiders are common in Tyrrhenia. The most common are the darkly beautiful Malmignatta (Tyrrhenian black widow), the Ragno (violin spider), and the Tarantula Wolf. The sentient arcane spider is known as the Ragnatele. They are found in swarms in the Apulian reach known as the Spiderlands.

- Spider, Large, Violin Spider (HD 1+1*, save vs. poison at +3, poison inflicts 1D4 damage with failed save)
- Spider, Large, Black Widow (HD 1+1**, save vs. poison at +2, poison inflicts 1D6 damage with failed save, 1D3 with save)

- Spider, Huge, Tarantula Wolf (HD 2+2**, save vs. poison at +2, poison is fatal)
- Spider, Giant, Violin Spider (HD 4+4**, poison inflicts 3D6 damage with failed save, 1D6 damage with save)
- Spider, Giant, Black Widow (HD 4+4***, poison is fatal)
- Spider, Monstrous, Black Widow (HD 5+2****, 6+ hp per die, save vs. poison at -1, poison is fatal)
- Spider, Giant, Ragnaetele (HD 4+4****, 6+ hp per die, poison is fatal)
- Spider, Giant, Leng (Dimensional Spider) (HD 5+5****, save vs. poison at -2, poison is fatal)
- Spider, Monstrous, Leng (Elder Dimensional Spider) (HD 5+5****, 6+ hp per die, save vs. poison at -2, poison is fatal)

Spider, Giant, Snow: These white-furred horrors can be found in the Alpes Montes and the caves below.

- Spider, Giant, Snow Spider (HD 4+4***, poison inflicts 4D6 damage with failed save, 2D6 damage with save)

Sprite: Sprites are rare, but they associate with brownies and pixies (see those entries) and they worship Silvanus.

- Sprite (HD 1**)

Squid, Normal / Large / Huge / Giant: Found in Tyrrhenian saltwater reaches. The European common cuttlefish is representative of the normal “squid,” while monstrous varieties are better represented by the mythic Kraken. The largest known Tyrrhenian specimen(s?) lair in the vicinity of the Wreck of the Leaping Faun.

- Squid (HD 3*)
- Squid, Large (HD 6**)
- Squid, Huge (HD 9***)
- Squid, Giant (HD 12****)
- Squid, Enormous (HD 12****, 6+ hp per die)
- Squid, Monstrous (Krakensbrood) (HD 12****, 96 hp)

Stag: Large, powerful stags are common in Tyrrhenian forests and highlands. Refer to the Herd Animal, Deer entry; stags will usually be encountered with larger herds.

- (Refer to the Herd Animal entry)

Stirge: These are monsters of Roman mythology; Tyrrhenia is their homeland. Foul flocks of the bloody things are found everywhere. Everyone hates them, and they have considerable bounties (typically 1D4 gold pieces per wing pair, depending on how terrorized the local landscape might currently be).

- Stirge (HD 1+1**)
- Stirge, Large (HD 1+1***, hp 9)



Stirge, Lesser (Stryx): These more intelligent, feathered, and owl-like stirges are small (HD 1/2, hp 1 to 4) and less

bloodthirsty. While still aggressive, they can be tamed by witches, vampires, and even the occasional adventuring magic-user. For those of neutral alignment, an arcane albino stryx (the most arcane, rare, and intelligent) can even serve as a familiar.

- Stryx (HD 1/2*)
- Stryx, Arcane (HD 1/2+1**)
- Stryx, Familiar (HD 1***, hp 9)

Swanmay: These mysterious arcane maidens hail from the Swancloud Reaches, a perpetual cloud which lies atop the waters to the far southwest beyond the Ruins of Laos. They occasionally ally with good-aligned adventurers and monster slayers, but as a race very little is known of them.

- (Challenge level varies according to abilities and experience level)

Swordfish: These creatures are rare in Tyrrenhian waters, but for some reason they migrate seasonally and swarm in the Swordfish Shallows region (to the immediate northeast of Brundisium).

- Swordfish (HD 1+1*)
- Swordfish, Large (HD 2+2*)
- Swordfish, Huge (HD 3+3*)



Sylph: Perhaps a dozen of these extremely rare spirits endure in the purest wilderlands of Tyrrenhia. They are protected by the god Silvanus.

- Sylphide (HD 2***)
- Sylph, Maiden (HD 3****)



Thrall of Cthulhu: These terrible creatures are known to dwell in the Tyrrenhian netherworld. They are allied with the Evil Eyes, and are hunted (and feared) by the Dokkalfar and Svartalfar. Very little is known of their plans or concerns, but they seem fixated upon freeing the controlled Chaos Gates while linger in the dungeons deep beneath Castle Oldskull.

- Thrall of Cthulhu (HD 8+4****)
- Servitor of Cthulhu (HD 8+4****, 6+ hp per die)
- Adept of Cthulhu (HD 8+4****, 7+ hp per die)
- Disciple of Cthulhu (HD 8+4*****, 68 hp)



Tick, Large / Huge / Giant: Monstrous ticks are uncommon in Tyrrhenia; but unlike in most regions, they are quite rare in forested areas. They have strange coloration (camouflage), and are mostly found in marshes, salt flats, and the shorelines along the Ligurian and Adriatic Seas. Most tend to carry a disease which they can pass on to their victims even if they themselves are slain.

- Tick, Large (HD 2**)
- Tick, Huge (HD 3**)
- Tick, Giant (HD 4**)
- Tick, Monstrous (HD 4***, hp 32)

Tiger: There are actually a few wild tigers in the Tyrrhenian wilderlands; their bloodlines date back to the Empyrean arenas, when they were used as gladiatorial beasts. Following the fall of the Empyrean world (c. 475 AD) several tigers escaped

into the wilderness, and the southern forests sustain them in small numbers.

- Tiger (HD 5+5**)
- Tiger, Large (HD 5+5**, 6+ hp per die)
- Tiger, Huge (HD 5+5**, 7+ hp per die)

Titan: Deep in the earth, under the sea, or atop the highest spires stand the few unsundered ancient titanic thrones. In Tyrrhenia, these are the ancient sons and daughters of Caelus, Saturnus, or Terra. The titans in this realm are very few in number; perhaps twelve endure in all. They bequeath champions with powerful magic items in the name of vanquishing the hordes of evil.

- Titan, Lesser (HD 17****, level 4 cleric and magic-user ability)
- Titan (HD 18****, level 4 cleric and magic-user ability)
- Titan, Greater (HD 19****, level 4-5 cleric and magic-user ability)
- Titan, Elder (HD 20*****, level 5 cleric and magic-user ability)
- Titan, Primal (HD 21*****, level 6 cleric and magic-user ability)
- Titan, Ancient (HD 22*****, level 7 cleric and magic-user ability)

Toad, Large / Huge / Giant: An aggressive and stealthy yellow-and-green mottled toad, inspired in part by *Bufo viridis* (the European green toad). Monstrous toads prey on goblins and kobolds in particular, due to their incredible numbers, limited intelligence, and ready availability. Sentient toads of the forsaken frost are found frigid highlands and cold caves in the mountains.

- Toad, Viridian, Large (HD 1+3*)
- Toad, Viridian, Huge (HD 2+4*)
- Toad, Viridian, Giant (HD 4+1*)

- Toad of the Forsaken Frost, Large (HD 1+3*, 1D6 frost damage every other round)
- Toad of the Forsaken Frost, Huge (HD 3+1**, 2D6 frost damage every other round)
- Toad of the Forsaken Frost, Giant (HD 5**, 3D6 frost damage every other round)
- Toad of the Forsaken Frost, Monstrous (HD 5***, 7+ hp per die, 3D6 frost damage every other round)

Toad, Large / Huge / Giant, Poisonous:

A warty brown species of slime toad, inspired by *Bombina pachypus* (the Apennine yellow-bellied toad).

- Toad, Poisonous, Large (HD 1*, poison causes 1 damage on a failed save, or 1D4 damage on a save)
- Toad, Poisonous, Huge (HD 2***, poison is fatal)
- Toad, Poisonous, Giant (HD 3***, save at -1, poison is fatal)

Treant: Uncorrupted “classic” treants are sadly rare in Tyrrhenia, due to the race’s unique and peculiar aversion to the Chaos Plague. Those which remain are sacred to Virbius or Silvanus; they are found either in elf-protected forests or untouched wilderness, guarded by the faerie folk.

- Treant, Sylvan or Corrupted, Sapling (HD 7**)
 - Treant, Sylvan or Corrupted, Mossborn (HD 8**)
 - Treant, Sylvan or Corrupted, Root Treader (Average-Sized) (HD 9**)
 - Treant, Sylvan or Corrupted, Grove Stalker (HD 10**)
 - Treant, Sylvan or Corrupted, Moss-Trunk (HD 11***)
 - Treant, Sylvan or Corrupted, Ancient (HD 12***)



Treant, Corrupted: Most Tyrrhenian treants are vile, rotting, evil things which suffer from the Chaos Plague. They are basically nasty walking trees who slaughter the good-hearted, stomping about in the night. They lair in twisted forests and haunted marshlands. A particularly large host of these things — worshipped by mad druids and evil witches — has infested the region of the Great Tyrrhenian Wilderlands known as the Wickerwild.

- (See previous entry for details and challenge ratings)

Triton: The few remaining tritons near Tyrrhenia are allegiant with Neptune. Their last bastion stands somewhere to the east of Calabria; they are said to have been besieged by unknown terrors which have

emerged from the nearby eastern Realm of Entropy.

- Triton, Warrior (HD 3)
- Triton, Seahorse Rider (HD 3*, lancer)
- Triton, Hippocampus Rider (HD 3*, lancer)
- Triton, Elder, Psychic ("Old Man of the Sea") (HD 3**)
- (Leader types are considerably stronger)

Troglodyte: Tyrrhenian troglodytes are more bold and aggressive than those found in other lands; they sometimes even conduct nocturnal raids on surface villages and demi-human enclaves. They are said to be descended from some primordial curse which afflicted the Tyrrhenian Neanderthals many thousands of years before even the Hyborian Age, but even the wisest sages know very little of their origin or purpose.

- Troglodyte, Warrior (HD 2**)
- Troglodyte, Hunter (HD 2**, with javelins)
- Troglodyte, Gen Leader (HD 3**)
- Troglodyte, War Leader (HD 4**)
- Troglodyte, Champion (HD 5***)
- Troglodyte, Chieftain (HD 6***)



Troll: Trolls were once non-existent in Tyrrhenia, but they have crept through the netherworld over the centuries and are now a common plague found in corrupted forests, marshlands, ruins, and dungeons. They are believed to have been brought from the Norse-lands as slaves by the Dokkalfar or the Svartalfar. In addition, the infamous deathly jester of Castle Oldskull — Groohlz-Drakha — is certainly of troll's blood descent, although he is far more cunning and powerful than any other troll known in the world.

- Troll (HD 6+6***)
- Troll, Large (HD 6+6***, 6+ hp per die)
- Troll, Huge (HD 6+6***, 7+ hp per die)
- Troll, Chieftain (HD 6+6****, 54 hp, arcane fire resistance)



Troll, Salt: The enormous salt trolls can be found in the shallows surrounding Tyrrhenia, and many more lair adrift on the curious seaweed isles which exist between the whirlpools to the south of the Swarming.

- Troll, Salt (HD 6+12***)
- Troll, Salt, Armored (HD 6+2***)

Turtle, Normal / Large / Huge / Giant, Sea: Tyrrhenian sea turtles are typically green sea turtles, or leatherback sea turtles. Snapping turtles in Tyrrhenia are inspired by the extinct European genera (Chelydrops, Emarginachelys, etc.) in the fossil record.

- Turtle, Snapping, Large (HD 3**)
- Turtle, Snapping, Huge (HD 7**)
- Turtle, Snapping, Giant (HD 10**)
- Turtle, Sea (HD 2)
- Turtle, Sea, Large (HD 5*)
- Turtle, Sea, Huge (HD 10*)
- Turtle, Sea, Giant (HD 15*)



Undead, General Note: Tyrrhenia suffered the worst of all lands during the Chaos Plague, which occurred only a generation ago. Due to the disastrous war against the Triumphator Lich Queen and the raising of plagued corpses, undead are more common in Tyrrhenia than they are elsewhere. Those which wander too near to the cities or down the roads are destroyed, and demi-

human enclaves have purged entire regions of most of the foul things. But elsewhere, they are found in tombs, shallow mass graves, and just below the surface. Remaining (and netherworld, and drowned) legions of Tyrrhenian undead are known to be controlled by Orcus, Sors, Larenta, Mors, Dis, Viduus, Libitina, and Mania as well as the Lich Queen.

Unicorn: Tyrrhenian unicorns are extremely rare outside of the faerie forests and the elven lands. They are sacred to Epona.

- Unicorn (HD 4+4**)
- Unicorn, Arcane (HD 4+4**, 6+ hp per die)
- Sacred Unicorn of Epona (HD 4+4***, 36 hp)



Vampire: Vampires were virtually unheard of in Tyrrhenia, although some vampire lords came from the east during the wars which followed the Chaos Plague. A few remain in deep tombs, mausoleums, and unholy dungeon sanctuaries.

- Vampire (HD 8+3****)
- Vampire Lord (HD 10*****, fighter lord with armor, weapons, and multiple attacks)
- Vampire Overlord (HD 12*****, fighter overlord with armor, weapons, and multiple attacks)

- Vampire, Vampiric Patriarch (HD 9****, level 7 cleric)
- Vampire, Unholy Patriarch (HD 10****, level 8 cleric)
- Vampire, Unholy High Priest (HD 11****, level 9 cleric)
- Vampire, Sorcerer (HD 10****, level 9 magic-user)
- Vampire, Necromantic (HD 11****, level 10 magic-user)
- Vampire, Wizard (HD 12****, level 11 magic-user)
- Vampire, Magus (HD 13****, level 12 magic-user)

Vampire, Lesser (Kudlak): A strange, neutrally-aligned cabal of these undead creatures can be found in the Kudlak Lands of the Histrian Borderlands.

- Vampire, Kudlak (HD 7****)
- Vampire, Kudlak, Scion (HD 8****)
- Vampire, Kudlak, Lord (HD 9****)

Vole, Nether, Large / Huge / Giant: Similar to a giant rat, inspired by *Microtus brachycercus* (the Calabria pine vole). Nether voles have infravision and glowing crimson eyes.

- Vole, Nether, Large (HD 1/4, 2 hp*)
- Vole, Nether, Huge (HD 1/2, 3 hp*)
- Vole, Nether, Giant (HD 1/2, 4 hp*)

Vulture, Normal / Large / Huge / Giant: Tyrhenian vultures are primarily represented by the fearsome-looking *Gypaetus barbatus* (bearded vulture).

- Vulture, Bearded (HD 1+1)
- Vulture, Bearded, Large (HD 1+1*, 8 or 9 hp)
- Vulture, Bearded, Huge (HD 2*, 12 to 16 hp)
- Vulture, Bearded, Giant (HD 2+1*, 13 to 17 hp)



Wasp, Swarm / Large / Huge / Giant: Monstrous Tyrhenian wasps have strikingly vibrant green carapaces; they are sometimes collectively referred to as “Emerald Death.” Inspired by the emerald wasp.

- Wasp, Swarm (HD 2**)
- Wasp, Swarm, Large (HD 3**)
- Wasp, Swarm, Huge (HD 4**)
- Wasp, Emerald Death, Large (HD 2**, +1 to saving throw)
- Wasp, Emerald Death, Huge (HD 3**, no modifier to saving throw)
- Wasp, Emerald Death, Giant (HD 4**, no modifier to saving throw)

Weasel, Large / Huge / Giant: Monstrous weasels are rare in this land but do exist, especially in caves and the shallower reaches of the netherworld. These creatures are aggressive versions of *Mustela nivalis* or *Mustela ermine* (the stoat).

- Weasel, Large (HD 1+1*)
- Weasel, Huge (HD 2+2**)
- Weasel, Giant (HD 3+3**)

Whale: Whales spotted in Tyrhenian waters include the beaked whale, fin whale, humpback whale, long-finned pilot whale, northern Minke whale, right whale, and sperm whale. The largest are seen in

Whalewatch, the waters of the northeastern Mare Adriaticum.

- Whale, Long-Finned Pilot (HD 12 to 14, up to 22' long)
- Whale, Northern Minke (HD 15 to 20, up to 30' long)
- Whale, Right, Tyrrhenian (HD 20 to 26*, up to 40' long)
- Whale, Beaked (HD 21 to 27*, up to 43' long)
- Whale, Humpback (HD 26 to 33*, up to 50' long)
- Whale, Fin, Tyrrhenian (HD 28 to 34*, up to 60' long)
- Whale, Sperm (HD 29 to 36**, up to 85' long at maximum 288 hit points)

Whale, Carnivorous: Small monstrous and carnivorous whales are rarely found in Tyrrhenian wars, but they do exist. They are inspired in part by the aggressive false killer whale (actually a large oceanic dolphin species). The true Orca (killer whale) is sometimes encountered as well.

- Killer Whale, False (HD 10*, up to 20' long)
- Killer Whale, Small (HD 12*, up to 22' long)
- Killer Whale (HD 13*, up to 25' long)
- Killer Whale, Large (HD 14*, up to 28' long)
- Killer Whale, Huge (HD 15*, up to 31' long)

Wight: As with other undead, in Tyrrhenia these things are frequently found in dungeons, graveyards, tombs, barrows, and battlefields. They are called by some “the Dossenus,” the ever-gnawing. Diseased and infested wights (arguably, a subtype) can be found in considerable numbers in the Plague Barrows, shadowed by the Apennine Mountains. Refer also to the general Undead entry.

- Wight (HD 4+3***)

- Wight, Dossenus (HD 4+3***, 6+ hp per die)
- Wight, Dossenus, Eldritch (HD 4+3***, 7+ hp per die)
- Wight, Dossenus, Ancient (HD 4+3****, 35 hp)



Will-o'-the-Wisp: These Unseelie powers are found in Tyrrhenian swamps, floodlands, ruins and dungeons. They are known as the Fuochi Fatui (or Fuochs for short, in tavern storyteller parlance).

- Will-o'-Wisp, Fuoch (HD 9****)
- Will-o'-Wisp, Fuoch, Arcane (HD 9****, 6+ hp per die)
- Will-o'-Wisp, Fuoch, Eldritch (HD 9****, 7+ hp per die)

Wind Spirit (Wind Walker): The dangerous neutral wind spirits can be found on lost islands, mountain tops, or

trapped in the netherworld. They are the forsaken children of the great wind gods Aquilo, Auster, Favonius, Vulturnus, etc. Many of these spirits thrive upon the arcane islet of Aeolia, where Ulysses once held counsel with the Duke of the Winds. They can also be found upon mountainous spires, particularly Montallo, Biancus, and Cervinus. Each sub-type has its own differentiated minor powers; for example, the Aquilones or Boreads (born of Aquilo, aka Boreas) have minor frost powers, and are the most aggressive and least communicative. Only a few wind spirits are willing to parley with mortal-kind.

- Wind Spirit (HD 6+3****)
- Wind Spirit of Auster or Favonius (HD 6+3****, 5+ hp per die)
- Wind Spirit of Aquilo or Vulturnus (HD 6+3****, 6+ hp per die)

Wolf, Cave: Dangerous half-furred “pale wolves” lair in Tyrrhenian caverns and dungeons. They are forsaken creatures of Calu, and they tend to carry diseases (rabies, mite infestation, or even lycanthropy in areas twisted by black magic). These creatures can also be found in the Dark Wood of Dante.

- Wolf, Cave, Whelp (HD 1+1*)
- Wolf, Cave (HD 2*)
- Wolf, Cave, Plague Mother (HD 2**, hp 15 or 16)

Wolf, Dire: Primordial wolves are rare, but can be found in the hills and mountainous reaches (particularly near to Realms of Entropy). They are sacred to Calu, or to Lupercus.

- Wolf, Dire (HD 3+3)
- Wolf, Dire, Large (HD 3+3*, 6+ hp per die)
- Wolf, Dire, Huge (HD 3+3*, 7+ hp per die)

Wolf, Grey: Inspired by the Italian and Apennine wolf. Found in forest, hills, and highlands. Pack sizes tend to be small. Black (rare) individuals are rumored to be werewolves. Note that wolves are sacred to many Tyrrhenians, particularly the citizenry of the Free City State of Grimrook (due to the rites of Lupercus, Romulus and Remus legendry, and the fabled foundation of Magna Roma). Veneration of wolves tends to end when they are attacking one's camp in the wilderness, however!

- Wolf, Grey, Whelp (HD 1-1)
- Wolf, Grey (HD 2+2)
- Wolf, Grey, Large (HD 2+2, hp 14 to 16)
- Wolf, Grey, Huge (HD 2+2*, hp 17 or 18)



Wolf, Winter: These creatures live in the icy Alpes Montes, in particular in the windy lands to the south of the Iceholt. They have

forsaken Calu, and at times they are bred by savage frost giants as guardian and hunting beasts.

- Wolf, Iceholt (HD 6**)
- Wolf, Iceholt, Large (HD 6**, 6+ hp per die)
- Wolf, Iceholt, Huge (HD 6**, 7+ hp per die)
- Wolf, Iceholt, Den Mother (HD 6***, 48 hp)

Wolf, Worg: These creatures of Calu (formerly dire wolves) have been corrupted by goblin witch doctors and bred as war beasts in recent centuries; they are found in caverns and the goblin lands.

- Wolf, Worg (HD 4+4*)
- Wolf, Worg, Goblin Hound (HD 4+4*, 6+ hp per die)
- Wolf, Worg, Barghest Hound (HD 4+4**, hp 36)



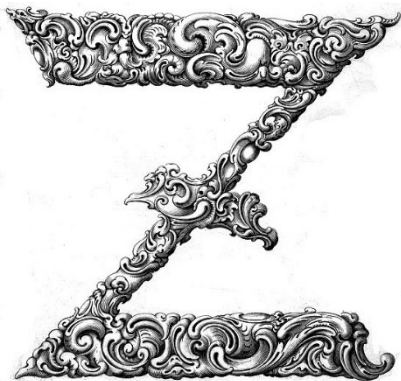
Wraith: Wraiths are fairly common in the haunted Tyrrhenian wilderlands, as well as in dungeons and tombs. Many are controlled by the goddess Mania. See also the general Undead entry.

- Wraith, Lesser (HD 4***)
- Wraith (HD 5+3***)
- Wraith of Mania (HD 5+3***, 6+ hp per die)
- Wraith of Mania, Ancient (HD 5+3****, 43 hp)



Wyvern: Unlike dragons, large wyverns are quite common in the Tyrrhenian highlands. A particularly huge lair can be found somewhere along the far western shoreline, of a strange phosphorescent emerald species. These creatures might be extra-dimensional in nature, considering the Chaos Gates of the two nearby Realms of Entropy.

- Wyvern, Small (HD 7***, save vs. poison at +1)
- Wyvern (HD 7+7***)
- Wyvern, War (HD 7+7****, 6+ hp per die)
- Wyvern of Chaos (HD 7+7****, 7+ hp per die)



Zombie: Like skeletons, zombies are found in virtually all Tyrrhenian battlegrounds, tombs, dungeons, ruins, and shallow graves. Common subtypes include arcane (semi-sentient) zombies, armored zombies, beast zombies, the drowned, giant zombies, and monster zombies. See also the general Undead entry.

- Zombie, Beast, Small (HD 1)
- Zombie (HD 2)
- Zombie, Beast (HD 1+2)
- Zombie, Armored (HD 2*)
- Zombie, Beast, Large (HD 2+1)

Zombie, Aquatic (Brine Zombie, Drowned): These creatures are found in shipwrecks and swarming over seaweed isles. Frequently, they wander ashore during storms and assail the fishing villages they find. See also the Ghoul, Aquatic entry.

- Zombie, Brine (HD 2**)
- Zombie, Brine, Large (HD 2**, 6+ hp per die)

- Zombie, Brine, Huge (HD 2***, 16 hp)



Archetypal Tyrrenhian Monsters by Challenge and Lethality Level

And now that you have these details on the major types of monsters found in and below Tyrrenhia, you probably want to know how to introduce them to your game!

Generally, I would initially recommend giving your players' characters a relatively "fair" introduction to the area. Where a level 1 party might encounter 4 to 10 orcs in a patrol, a level 10 party might encounter 50 to 80 of the same creatures. (You can justify these variations "realistically" by placing an orcish tribal village in a hex, and determining that small patrols of 4 to 10 orcs circle the territory, retreating in the general direction of the village if they are outnumbered by invading humans.)

To guide you in knowing which power levels of creatures to include in the campaign, I have given each monster listed in the bestiary a challenge rating (CR), and a lethality level (LL). You can adjust these figures as you see fit depending on which edition of game rules you might be using. Personally, I use B/X and 1E but your mileage could certainly vary.

Here are approximate challenge ratings for Tyrrenhian monsters, using a simple formula:

- Each full hit die (d) counts as a full point (1.00)
- A +4 hit point plus to a hit die (e.g., HD 4+4) is worth another full point (1.00)
- For additional plusses below +4, each plus to a full hit die (e.g., 3+1) counts as an eighth of a point (e.g., 3.125)
- Each special ability (*) gives a half point (0.5)

Please note that in the Oldskull campaign, monsters have more special ability notations (*) on average due to the author's disagreement with what exactly constitutes a special ability. For example in the B/X rules, a large killer bee might only have one special ability notation (*) even though it can fly, cause automatic damage, and cause instant death (!) with its sting. Meanwhile a kobold with no special abilities and the same strength level is worth 5 XP, while the bee is worth a measly 6. In reality, the bee is two to three times more lethal than the kobold, but the rules obscure this stark truth (as any GM who has accidentally followed the old school suggestion of "1D10 killer bees as a wandering monster on dungeon level 1" is fully aware).

Secondly, monsters have exceedingly low experience levels in the classic game, with monsters perhaps representing only 10-20% of all XP gained in the advanced game and only 5-15% in the B/X game (depending on how much treasure is offered by the GM). The author of this supplement feels that these values are woefully inadequate, and has balanced both of the above problems by increasing the number of special ability notations for many monsters.

In doing so, I have followed a Lakofka guideline, which in itself was extrapolated from a Gygaxian system. Special abilities which are "hidden," but which have real in-game influence over a monster's lethality (flight, low armor class, unusually high "normal" damage in proportion to a monster's hit dice, higher than average hit points leading to much more monster survivability and therefore more attacks against PCs, etc.) are given a special ability asterisk wherever I felt they were needed.

Monsters are presented in the tables below both by challenge level (the formula given above) and by Oldskull Lethality Level (for use with supplements such as the Oldskull

Adventure Generator). The challenge ratings serve as sub-brackets within the larger LLs.

As GM, you can use these lethality scales to adjust the number of monsters encountered by adventurers. For example, if you think that an encounter with 6 normal HD 1 creatures (HD 1, challenge rating 1) is fair for your group of PCs, then proportionally they could also encounter 4 HD 1* monsters (challenge rating 1.5), 3 HD 1** monsters (challenge rating 2), 3 HD 2 monsters (challenge rating 2), 2 HD 2** monsters (challenge rating 3), and so forth.

I can't give concrete guidelines because each play group has its own drastically different size, based on the number of players, number of characters per player, presence of men-at-arms, presence of henchmen, power level of the PCs (B/X PCs are much weaker than advanced UA PCs), and so forth. But the proportions should help you to design challenging encounters when you find the "sweet spot" statistically for your game's adventuring party.

This list is necessarily incomplete, but it does include all of the monster subtypes introduced in this supplement, and with over 1,000 entries it gives you an excellent starting point for a sandbox campaign in the World of Oldskull. Please note for example that the brackets for dragons by age tier and use of magic, NPCs by experience level, sub-types of humanoids beyond the basic warrior-to-chief hierarchy (young, female, etc.) and other sub-systems are incomplete and not represented here. If there is sufficient interest, I will create a full Tyrrhenian random encounter system by terrain, locale and also dungeon level, but that would take a very long time to create and would run to hundreds of pages on its own. So until then, this general guide — supplemented by your understanding of old school monster encounter generation systems — will serve you well.



LETHALITY LEVEL 1-

Challenge Level 0.125

- Bat, Long-Fingered (HD 1/8)

Challenge Level 0.250

- Bat, Long-Eared (HD 1/4)

Challenge Level 0.500

- Bat, Long-Fingered, Large (HD 1/2)
- Beetle, Fire, Large (HD 1/2)
- Half-Orc, Degenerate (Orc Imp) (HD 1/2)
- Kobold (HD 1/2)
- Kobold, Bearded One (Leader) (HD 1/2, hp 4)
- Jackal, Golden (HD 1/2, hp 3 or 4)
- Owl, Small (HD 1/2)
- Skeleton, Beast, Small (HD 1/2)

Challenge Level 0.625

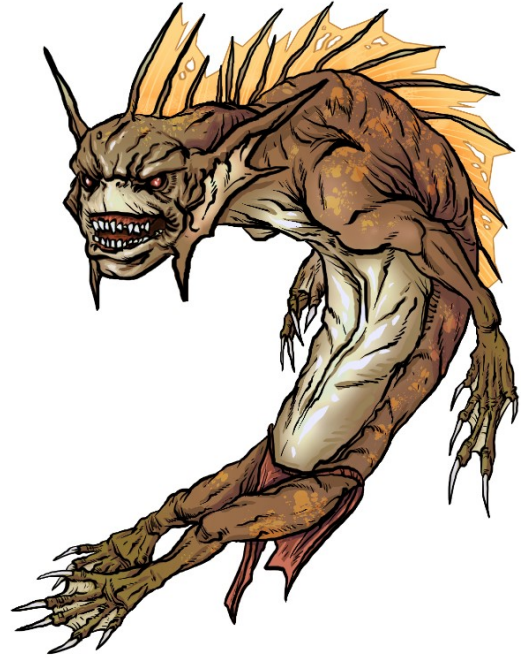
- Rat (HD 1/8, 1 hp*)

Challenge Level 0.750

- Skunk (HD 1/4*)
- Vole, Nether, Large (HD 1/4, 2 hp*)

Challenge Level 0.875

- Ant, Large, Worker (HD 1-1)
- Bat, Long-Eared, Large (HD 1-1)
- Bat, Long-Fingered, Huge (HD 1-1)
- Beaver (HD 1-1)
- Beetle, Fire, Huge (HD 1-1)
- Eel (HD 1-1)
- Gnole, Choromanda, Skirmisher (HD 1-1)
- Goblin, Skirmisher (HD 1-1)
- Goblin, Warrior (HD 1-1)
- Svartgobelin, Warrior (HD 1-1)
- Half-Orc, Runtling (HD 1-1)
- Acephalus, Cauldron-Born (HD 1-1)
- Jackal, Golden, Huge (HD 1, hp 7 or 8)
- Jackal, Golden, Large (HD 1-1, hp 5 or 6)
- Kobold, Maned One (Sergeant (HD 1-1, hp 5 or 6)
- Owl (HD 1-1)
- Seal (HD 1-1)
- Sheep, Wild (HD 1-1)
- Skeleton, Beast (HD 1-1)
- Wolf, Grey, Whelp (HD 1-1)



LETHALITY LEVEL 1

Challenge Level 1.000

- Cat, Wild, Genet (HD 1/2*)
- Gnole, Choromanda, Warrior (HD 1)
- Half-Orc, Warrior (HD 1)
- Herd Animal, Chamois (HD 1)
- Herd Animal, Chamois, Large (HD 1, hp 7 or 8)
- Human, Tribesman (HD 1)
- Human, Tribesman, Hunter (HD 1, hp 6)
- Human, Tribesman, Warrior (HD 1, hp 7)
- Kobold, Archer (HD 1/2*)
- Kobold, Skirmisher (HD 1/2*)
- Mermaid (HD 1)
- Orc (HD 1)
- Orc, Warrior (HD 1, hp 5 to 8)
- Rat, Giant (HD 1/2, 4 hp*)
- Rat, Huge (HD 1/2, 3 hp*)
- Rat, Large (HD 1/4, 2 hp*)
- Sheep, Large (HD 1, hp 5 or 6)

- Shrieker, Sprouting (Primordium) (HD 1)
- Soul Maggot (HD 1)
- Stryx (HD 1/2*)
- Vole, Nether, Huge (HD 1/2, 3 hp*)
- Zombie, Beast, Small (HD 1)

- Lizard, Emerald, Large (HD 1-1*)
- Porcupine (HD 1-1*)
- Rat, Chaos (HD 1-1*)
- Rat-Thing (HD 1-1*)

Challenge Level 1.125

- Bat, Long-Eared, Huge (HD 1+1)
- Bat, Long-Fingered, Giant (HD 1+1)
- Beetle, Boring, Large (HD 1+1)
- Dog, Wild (HD 1+1)
- Goblin, Zombie (HD 1+1)
- Hobgoblin, Warrior (HD 1+1)
- Lynx (HD 1D4+1*)
- Merman, Warrior (HD 1+1, hp 8 or 9)
- Seal, Large (HD 1+1)
- Sheep, Huge (HD 1+1, hp 7 or 8)
- Vulture, Bearded (HD 1+1)



Challenge Level 1.250

- Ant, Huge, Worker (HD 1+2)
- Badger (HD 1+2)
- Beetle, Fire, Giant (HD 1+2)
- Frog, Dagonian, Large (HD 1*)
- Goat, Wild (HD 1+2)
- Goblin, Great, Warrior (HD 1+2)
- Halfling, Shireholt (HD 1D6*)
- Hobgoblin, Tusked (HD 1+2)
- Merman (HD 1+1)
- Sheep, Giant (HD 1+2, hp 9 or 10)
- Zombie, Beast (HD 1+2)

Challenge Level 1.375

- Cat, Wild, Genet, Large (HD 1-1*)
- Goshawk (HD 1-1*)
- Goshawk, Large (HD 1-1*, hp 5 or 6)
- Goblin, Archer (HD 1-1*)
- Svartgobelin, Ambusher (HD 1-1*, with net)
- Svartgobelin, Trickster (HD 1-1*, level 1 magic-user)
- Goblin, Skeleton (HD 1-1*)

LETHALITY LEVEL 1+

Challenge Level 1.500

- Abomination, Moon Thing, Thrall (HD 1*)
- Ant, Large, Warrior (HD 1*)
- Beastman, Boargaunt, Whelp (HD 1*)
- Beetle, Bombardier, Large (HD 1*)
- Cat, Wild, Genet, Huge (HD 1*)
- Crab, Large (HD 1*)
- Deep One, Spawn (HD 1*)
- Devil, Lemurian, Hell Spawn (HD 1*)
- Dwarf, Hill (HD 1*)
- Dwarf, Sea, Ironhelm (HD 1*)
- Hawk, Large, Greymantle (HD 1*)
- Kestrel (HD 1*)

- Kestrel, Large (HD 1*, hp 6 or 7)
- Frog, Darkveil, Large (HD 1*)
- Gnome, Burrow or Forest, Scout (HD 1*)
- Gnome, Burrow or Forest, Warrior (HD 1*)
- Gnome, Burrow or Forest, Slinger (HD 1*)
- Goblin-Orc, Warrior (HD 1*, pole arm)
- Goblin-Orc, Arbalester (HD 1*, crossbow)
- Gnole, Choromanda, Archer (HD 1*)
- Gremlin, Rumble Squasc (HD 1/2**)
- Half-Orc, Archer (HD 1*)
- Human, Tribesman, Blood Drinker (HD 1*, hp 8, berserker)
- Jellyfish, Large (HD 1*)
- Lizard, Blackscale, Large (HD 1*)
- Mermaid, Arcane (HD 1*)
- Orc, Archer (HD 1*)
- Skeleton (HD 1*)
- Toad, Poisonous, Large (HD 1*, poison causes 1 damage on a failed save, or 1D4 damage on a save)

- Snake, Poisonous, Viper (HD 1+1*, save at +1, poison causes 2D4 damage with failed save)
- Spider, Large, Violin Spider (HD 1+1*, save vs. poison at +3, poison inflicts 1D4 damage with failed save)
- Stryx, Arcane (HD 1/2+1**)
- Swordfish (HD 1+1*)
- Vulture, Bearded, Large (HD 1+1*, 8 or 9 hp)
- Weasel, Large (HD 1+1*)
- Wolf, Cave, Whelp (HD 1+1*)

Challenge Level 1.625

- Beaver, Large (HD 1+1*)
- Dwarf, Mountain (HD 1+1*)
- Hawk, Huge, Greymantle (HD 1+1*, hp 8 or 9)
- Goblin-Orc, Veteran (HD 1+1*, pole arm)
- Gremlin, Shadow Squasc (HD 1/2+1**)
- Halfling, Shireholt, Bounder (HD 1+1*)
- Hobgoblin, Archer (HD 1+1*)
- Hobgoblin, Sergeant (HD 1+1*, 9 hp)
- Lobster or Ecrevitor, Large (HD 1+1*)
- Lynx, Large (HD 1+1*)
- Rat, Monstrous (HD 1+1*)
- Rot Grub (HD 1/8, 1 hp***)
- Skunk Beast, Small (HD 1+1*)



LETHALITY LEVEL 2-

Challenge Level 1.750

- Goblin, Great, Hunter (HD 1+2*, ranged weaponry)
- Goblin, Great, Hunter (HD 1+2*, ranged weaponry)
- Halfling, Shireholt, Archer (HD 1D6**)
- Lamprey (HD 1+2*)

Challenge Level 1.875

- Eagle (HD 1+3*)
- Eagle, Jovian, Hatchling (HD 1+3*)
- Goshawk, Great (HD 1-1**, hp 7)
- Toad of the Forsaken Frost, Large (HD 1+3*, 1D6 frost damage every other round)
- Toad, Viridian, Large (HD 1+3*)

Challenge Level 2.000

- Abomination, Spawn of Shub-Niggurath, Blood Spawn (HD 1**)
- Acephalus, Blood Gnasher (HD 2)
- Badger, Large (HD 2)
- Bat, Long-Eared, Giant (HD 2)
- Beast, Woodwoose, Sproutling (HD 1**)
- Brownie, Corrupted (HD 1/2***)
- Cattle, Wild, Empyrean (HD 2)
- Dog, Wild, Large (HD 2)
- Dolphin, Small (HD 2)
- Eel, Large (HD 2)
- Floating Eye (HD 1/2***)
- Frogman, Savage (unarmored) (HD 1**)
- Fungus, Violet, Sprouting (Primordium) (HD 1**, 1 attacking branch)
- Gnole, Choromanda, War Leader (HD 2)
- Gnole, Warrior (HD 2)
- Goat, Wild, Large (HD 2)
- Gremlin, Rump Squasc, Darter (HD 1/2***)
- Herd Animal, Deer (HD 2)
- Herd Animal, Stag (HD 2, 5+ hp per die)
- Hobgoblin, Tusked, Large (HD 2)
- Horse, Tyrrhenian, Wild (HD 2)
- Human, Neanderthal, Gatherer (HD 2)
- Human, Neanderthal, Hunter (HD 2, 5+ hp per die)
- Human, Neanderthal, Warrior (HD 2, 6+ hp per die)
- Kestrel, Great (HD 1**, hp 8)

- Nixie (HD 1**)
- Pixie (HD 1/2***)
- Rat-Thing, Ghoul-Touched (HD 1**)
- Seahorse, Large (HD 2)
- Seal, Huge (HD 2)
- Shrew, Giant (HD 1**)
- Shrieker, Small (Hyphate) (HD 2)
- Skeleton, Archer (HD 1**)
- Skeleton, Beast, Large (HD 2)
- Sprite (HD 1**)
- Svartgoblin, Master Trickster (HD 1**, level 2 magic-user)
- Turtle, Sea (HD 2)
- Vole, Nether, Giant (HD 1/2, 4 hp*)
- Zombie (HD 2)

Challenge Level 2.125

- Elf (HD 1+1**)
- Elf, Sea (HD 1+1**)
- Gremlin, Rump Squasc, Bane Elder (HD 1/2+1***)
- Gremlin, Shadow Squasc, Darter (HD 1/2+1***)
- Horse, Tyrrhenian, Courser (HD 2+1)
- Rat-Thing, Crone's Familiar (HD 1+1**, 9 hp)
- Spider, Large, Black Widow (HD 1+1**, save vs. poison at +2, poison inflicts 1D6 damage with failed save, 1D3 with save)
- Stirge (HD 1+1**)
- Zombie, Beast, Large (HD 2+1)

LETHALITY LEVEL 2**Challenge Level 2.250**

- Badger, Huge (HD 2+2)
- Beetle, Large, Stag (HD 2+2)
- Dog, Wild, War Hound (HD 2+2)
- Dolphin (HD 2+2)
- Duergar, Warrior (HD 1+2**)
- Hawk Man (HD 1+2**)
- Hawk Man, Exile (HD 1+2**)

- Hobgoblin, Tusked, Huge (HD 2+2)
- Horse, Tyrrhenian, Charger (HD 2+2)
- Wolf, Grey (HD 2+2)
- Wolf, Grey, Large (HD 2+2, hp 14 to 16)

Challenge Level 2.375

- Gremlin, Shadow Squasc, Bane Elder (HD 1-1***)
- Snake, Poisonous, Horned Viper (HD 1+3**, normal save, poison causes 3D4 damage with failed save)

Challenge Level 2.500

- Ant, Giant, Worker (HD 2*)
- Beastman, Boargaunt, Thrall (HD 2*)
- Bee, Honeybee, Large (HD 2*)
- Crab, Huge (HD 2*)
- Devil, Lemurian, Wretched (HD 2*)
- Dracunculus (HD 2*)
- Dracunculus, Arcane (HD 2*, 6+ hp per die)
- Dwarf, Hill, Grim Axe (HD 2*)
- Dwarf, Sea, Steelguard (HD 2*)
- Frog, Dagonian, Huge (HD 1+4*)
- Frog, Darkveil, Huge (HD 2*)
- Frog, Wych Eye, Large (HD 1***)
- Frogman, Tribal (armed and armored) (HD 1***)
- Gnole, Archer (HD 2*)
- Hobgoblin, Standard Bearer (HD 2*, 12 hp)
- Human, Neanderthal, Bear Warrior (HD 2*, hp 16)
- Jellyfish, Huge (HD 2*)
- Kobold, Chieftain (HD 2*)
- Lizard, Blackscale, Huge (HD 2*)
- Lizard, Emerald, Huge (HD 2*)
- Lizard, Glowscale, Large (HD 2*)
- Lynx, Huge (HD 2*)
- Nixie Maiden (HD 1***, hp 6 or 7)
- Nixie, Thalassic (HD 1***, hp 8)
- Octopus (HD 2*)

- Owl, Large (HD 2*)
- Pike, Large (HD 2*)
- Quill Beast, Large (HD 2*)
- Satyr, Faunling (HD 2*)
- Stryx, Familiar (HD 1***, hp 9)
- Vulture, Bearded, Huge (HD 2*, 12 to 16 hp)
- Wolf, Cave (HD 2*)
- Wolf, Grey, Huge (HD 2+2*, hp 17 or 18)
- Zombie, Armored (HD 2*)



LETHALITY LEVEL 2+

Challenge Level 2.625

- Eagle, Large (HD 2+1*)
- Eagle, Jovian, Fledgling (HD 2+1*)
- Goat, Wild, Huge (HD 2+1*)
- Hound of Hades, Wretched (HD 2+1*)
- Lamprey, Large (HD 2+1*)
- Stirge, Large (HD 1+1***, hp 9)
- Vulture, Bearded, Giant (HD 2+1*, 13 to 17 hp)

Challenge Level 2.750

- Skunk Beast (HD 2+2*)
- Snake, Constrictor, Large (HD 2+2*)
- Swordfish, Large (HD 2+2*)

Challenge Level 2.750

- Beaver, Huge (HD 2+2*)
- Deadly Pudding, Dun, Small (HD 2+2*)
- Dolphin, Large (HD 2+2*, 7+ hp per die)
- Dwarf, Mountain, Wolf Spear (HD 2+2*)
- Lobster or Ecrevitor, Huge (HD 2+2*)
- Lynx, Giant (HD 2+2*)
- Minion of Cacus, Crimson, Hoplite (HD 2+2**, armed with pole arm)
- Minion of Cacus, Crimson, Warrior (HD 2+2**)

Challenge Level 2.875

- Hawk Woman, Shamaness (HD 1+3***)
- Snow Serpent, Large (HD 2+3*)

LETHALITY LEVEL 3-**Challenge Level 3.000**

- Abomination, Night Gaunt, Minion (HD 2**)
- Acephalus, Bone Grinder (HD 3)
- Ant, Huge, Warrior (HD 2**)
- Badger, Giant (HD 3)
- Beast, Woodwose (HD 2**)
- Beetle, Bombardier, Huge (HD 2**)
- Beetle, Boring, Huge (HD 3)
- Cattle, Wild, Aurochs Brood (HD 3)
- Centaur, Centauress (HD 3)
- Crabman (HD 3)
- Deep One, Warrior (HD 2**)
- Dryad (HD 2**)

- Evil Eye Spore, Hatchling (1 hp, spore explosion damage 2D6, challenge rating HD 2**)
- Fungus, Violet, Small (Hyphate) (HD 2**, 1 attacking branch)
- Ghoul (HD 2**)
- Ghoul, Large (HD 2**, 6+ hp per die)
- Ghoul, Sea (HD 2**)
- Ghoul, Sea, Large (HD 2**, 6+ hp per die)
- Gnole, Leader (HD 3)
- Harpy-Changeling, Wretched (HD 2**)
- Herd Animal, Stag, Large (HD 3, 5+ hp per die)
- Hornet, Swarm (HD 2**)
- Seahorse, Huge (HD 3)
- Shark, Blacktip (HD 3, up to 5' long)
- Shrieker (HD 3)
- Shrieker, Huge (HD 3, 7+ hp per die)
- Shrieker, Large (HD 3, 5+ hp per die)
- Skeleton, Iron (HD 2**)
- Tick, Large (HD 2**)
- Triton, Warrior (HD 3)
- Troglodyte, Hunter (HD 2**, with javelins)
- Troglodyte, Warrior (HD 2**)
- Wasp, Emerald Death, Large (HD 2**, +1 to saving throw)
- Wasp, Swarm (HD 2**)
- Wolf, Cave, Plague Mother (HD 2**, hp 15 or 16)
- Zombie, Brine (HD 2**)
- Zombie, Brine, Large (HD 2**, 6+ hp per die)

Challenge Level 3.125

- Eel, Huge (HD 3+1)
- Horse, Empyrean Mare (HD 3+1)
- Shark, Sharp-Nose Sevengill (HD 3+1, up to 6' long)
- Snake, Poisonous, Large (HD 2+1**, normal save, poison causes 4D4 damage with failed save)

Challenge Level 3.250

- Bee, Violet Carpenter, Large (HD 2+2**)
- Beetle, Bombardier, Giant (HD 2+2**)
- Crabman, Large (HD 3+2)
- Elf, Warrior (HD 2+2**)
- Elf, Sea, Warrior (HD 2+2**)
- Elf, Sea, Wave Strider (HD 2+2**)
- Frog, Darkveil, Monstrous (HD 3**, hp 6+ per die)
- Minion of Cacus, Umbral, Warrior (HD 2+2**)
- Spider, Huge, Tarantula Wolf (HD 2+2**, save vs. poison at +2, poison is fatal)
- Weasel, Huge (HD 2+2**)

LETHALITY LEVEL 3

Challenge Level 3.375

- Shark, Sandbar (HD 3+3, up to 8' long)
- Wolf, Dire (HD 3+3)

Challenge Level 3.500

- Abomination, Thuum'ha (HD 3*)
- Beastman, Boargaunt, Warrior (HD 3*)
- Sow, Wild (HD 3*)
- Crab, Giant (HD 3*)
- Deadly Pudding, White, Small (HD 3*)
- Deep One, Archer (HD 2***)
- Deep One, Net Thrower (HD 2***)
- Deep One, Harpoon Wielder (HD 2***)
- Devil, Lemurian (HD 3*)
- Dimensional Hound, Lesser (HD 3*)
- Dwarf, Hill, Iron Warden (HD 3*)
- Dwarf, Sea, Thalass (HD 3*)
- Elf, Dark, Minion (HD 2***)
- Frog, Dagonian, Giant (HD 2+4*)
- Frog, Wych Eye, Huge (HD 2***)

- Ghoul, Huge (HD 2***, 16 hp)
- Ghoul, Sea, Huge (HD 2***, 16 hp)
- Gnole, Choromanda, Chieftain (HD 3*)
- Green Slime (HD 2***)
- Hell Hound, Tyrrhenian, Whelp (HD 3*)
- Hobgoblin, Task Master (HD 3*, 16 hp)
- Hobgoblin, Tusked, Bone Crusher (HD 3*, 6+ hp per die)
- Hound of Hades, Whelp (HD 3*)
- Lizard, Emerald, Giant (HD 3*)
- Mantis, Viridian, Large (HD 3*)
- Nereid, Half- (Sea Maiden) (HD 3*)
- Ochre Jelly, Divided (HD 3*)
- Owl, Huge (HD 3*)
- Pike, Huge (HD 3*)
- Satyr, Faun (HD 3*)
- Shrew, Giant, Netherworld (HD 1***, cause fear)
- Squid (HD 3*)
- Sylphide (HD 2***)
- Toad, Viridian, Huge (HD 2+4*)
- Toad, Poisonous, Huge (HD 2***, poison is fatal)
- Triton, Hippocampus Rider (HD 3*, lancer)
- Triton, Seahorse Rider (HD 3*, lancer)
- Zombie, Brine, Huge (HD 2***, 16 hp)

Challenge Level 3.625

- Bee, Honeybee, Huge (HD 3+1*)
- Deadly Pudding, Brown, Small (HD 3+1*)
- Goat, Wild, Giant (HD 3+1*)
- Lizard, Blackscale, Giant (HD 3+1*)

Challenge Level 3.750

- Eagle, Huge (HD 3+2*)
- Minion of Cacus, Umbral, Archer (HD 2+2***)



LETHALITY LEVEL 3+

Challenge Level 3.875

- Boar, Wild (HD 3+3*)
- Dwarf, Mountain, Bear Sark (HD 3+3*)
- Hippogriff (HD 3+3*)
- Hippogriff of Epona, Palewing (HD 3+3*, 5+ hp per die)
- Hippogriff of Epona, Umberclaw (HD 3+3*, 6+ hp per die)
- Horse, Empyrean Stallion (HD 3+3*)
- Skunk Beast, Large (HD 3+3*)
- Swordfish, Huge (HD 3+3*)
- Wolf, Dire, Huge (HD 3+3*, 7+ hp per die)
- Wolf, Dire, Large (HD 3+3*, 6+ hp per die)

Challenge Level 4.000

- Abomination, Yithian, Lesser (HD 3**)

- Acid Mantis, Larval (HD 3**)
- Ant, Large, Queen (HD 4)
- Ant, Giant, Warrior (HD 3**)
- Beast, Woodwose, Elder (HD 3**)
- Cattle, Wild, Aurochs (HD 4)
- Centaur, Warrior (HD 4)
- Crabman, Huge (HD 4)
- Deadly Pudding, Black, Small (HD 3**)
- Duergar, Stone Warden (HD 2+4**)
- Evil Eye Spore, Molting (1 hp, spore explosion damage 4D6, challenge rating HD 3**)
- Frog, Darkveil, Giant (HD 3**)
- Frog, Dagonian, Monstrous (HD 2+4**, hp 7+ per die)
- Gray Ooze (HD 3**)
- Gray Ooze, Large (HD 3**, 6+ hp per die)
- Gray Ooze, Huge (HD 3**, 7+ hp per die)
- Harpy of Celaeno (HD 3**)
- Harpy-Changeling (HD 3**)
- Harpy-Changeling, Plague Daughter (HD 3**, 5+ hp per die)
- Hippocampus (HD 4)
- Hippocampus of Neptune, Brazen (HD 4, 5+ hp per die)
- Hippocampus of Neptune, Silver (HD 4, 6+ hp per die)
- Hornet, Swarm, Large (HD 3**)
- Hornet, Vespidae, Large (HD 3**)
- Ichthyocentauress (HD 3**)
- Jellyfish, Giant (HD 3**)
- Lynx, Lycorion (HD 2+2**)
- Mephitis, Fumus (Smoke Mephitis) (HD 3**)
- Mephitis, Vesuvian (Lava Mephitis) (HD 3**)
- Seahorse, Giant (HD 4)
- Seahorse, Tyrrhenian Steed (HD 4, 6+ hp per die)
- Shark, Spinner (HD 4, up to 10' long)
- Siren, Maiden (HD 3**)
- Tick, Huge (HD 3**)
- Triton, Psychic ("Old Man of the Sea") (HD 3**)

- Troglodyte, Gen Leader (HD 3**)
- Turtle, Snapping, Large (HD 3**)
- Wasp, Emerald Death, Huge (HD 3**, no modifier to saving throw)
- Wasp, Swarm, Large (HD 3**)

Challenge Level 4.125

- Bugbear, Warrior (HD 3+1**)
- Goat, Giant, Dahu (Chaos Spirit) (HD 3+1**, 6+ hp per die)
- Lycanthrope, Wererat (HD 3+1**)
- Lycanthrope, Wererat, Plague Bringer (HD 3+1**, 7+ hp per die)
- Lycanthrope, Wererat, Verminus (HD 3+1**, 6+ hp per die)
- Mephit, Cinder (Fire Mephit) (HD 3+1**)
- Shark, Copper (HD 4+1, up to 11' long)
- Toad of the Forsaken Frost, Huge (HD 3+1**, 2D6 frost damage every other round)

Challenge Level 4.250

- Eagle, Jovian, Young (HD 3+2**)
- Harpy, Infernal (HD 3+2**)
- Hellken (HD 3+2**)
- Hellken, Huge (HD 3+2**, 7+ hp per die)
- Hellken, Large (HD 3+2**, 6+ hp per die)
- Lamprey, Huge (HD 3+2**)
- Shark, Sand Tiger (HD 4+2, up to 11' long)



LETHALITY LEVEL 4-

Challenge Level 4.375

- Elf, Sea, Reef Seer (HD 3+3**)
- Hippogriff of Epona, Crimson (HD 3+3**, 7+ hp per die)
- Mephit, Steam (Vapor Mephit) (HD 3+3**)
- Minion of Cacus, Crimson, Elite Hastatus (HD 3+3**)
- Minion of Cacus, Crimson, Fire Priest (HD 3+3***)
- Minion of Cacus, Umbral, Shadow Priestess (HD 3+3***)
- Minion of Cacus, Umbral, Shrouded One (HD 3+3**)
- Shadow (HD 3+3**)
- Shadow, Arcane (HD 3+3**, 5+ hp per die)
- Shadow, Eldritch (HD 3+3**, 7+ hp per die)
- Weasel, Giant (HD 3+3**)

Challenge Level 4.500

- Abomination, Mi-Go, Lesser (HD 3***)
- Beastman, Boargaunt, Large (HD 4*)
- Beaver, Giant (HD 4*)
- Beetle, Rhinoceros, Large (HD 4*)
- Bull, Wild (HD 4*)

- Centaur, Archer (HD 4*)
- Centaur, Lancer (HD 4*)
- Centaur, Bucentauress (HD 4*)
- Centaur, Netherworld, Tormentor (HD 4*)
- Deadly Pudding, Dun, Divided (HD 4*)
- Dimensional Hound (HD 4*)
- Eagle, Giant (HD 4*)
- Elf, Dark, Warrior (HD 3***)
- Elf, Dark, Prentice (HD 3***)
- Frog, Wych Eye, Giant (HD 3***)
- Frog, Wych Eye, Monstrous (HD 3***, hp 6+ per die)
- Fungus, Violet (HD 3***, 1 attacking branch)
- Fungus, Violet, Large (HD 3***, 5+ hp per die, 2 attacking branches)
- Fungus, Violet, Huge (HD 3***, 6+ hp per die, 3 attacking branches)
- Gnole, Chieftain (HD 4*)
- Gray Ooze, Eldritch (HD 3***, hp 24, psychic powers)
- Hag, Brine (HD 3***)
- Hag, Brine, Crone (HD 3***, 6+ hp per die)
- Hag, Brine, Ancient (HD 3***, 7+ hp per die)
- Harpy-Changeling, Pox Mother (HD 3***, 7+ hp per die)
- Acephalus, Crimson Maw (HD 4*)
- Hell Hound, Tyrrhenian, Small (HD 4*)
- Herd Animal, Stag, Huge (HD 4*, 6+ hp per die)
- Hippocampus of Neptune, Golden (HD 4*, 7+ hp per die)
- Hobgoblin, Chieftain (HD 4*, 22 hp)
- Hound of Hades, Small (HD 4*)
- Lizard, Glowscale, Huge (HD 4*)
- Nymph (HD 3***, level 7 druidic powers)
- Octopus, Large (HD 4*)
- Owl, Giant (HD 4*)
- Pegasus, Tyrrhenian (HD 4*, 6+ hp per die)
- Pike, Giant (HD 4*)
- Quill Beast, Huge (HD 4*)

- Toad, Poisonous, Giant (HD 3***, save at -1, poison is fatal)

Challenge Level 4.625

- Beetle, Huge, Stag (HD 4+1*)
- Lycanthrope, Wererat, Pack Lord (HD 3+1***, 25 hp)
- Ogre (HD 4+1*)
- Ogre, Huge (HD 4+1*, 6+ hp per die)
- Ogre, Large (HD 4+1*, 5+ hp per die)
- Snake, Constrictor, Huge (HD 4+1*)
- Snake, Poisonous, Huge (HD 3+1***, normal save, poison causes 4D6 damage with failed save, 1D6 damage with save)
- Toad, Viridian, Giant (HD 4+1*)

Challenge Level 4.750

- Bee, Honeybee, Giant (HD 4+2*)
- Deadly Pudding, White, Divided (HD 4+2*)
- Hellken, Monstrous (HD 3+2***, hp 26)
- Sow, Wild, Large (HD 4+2*)



LETHALITY LEVEL 4

Challenge Level 4.875

- Shadow, Ancient (HD 3+3***, 27 hp)

Challenge Level 5.000

- Acid Mantis, Small (HD 4**)
- Dam Folk (HD 4**)
- Bugbear, Leader (HD 4**)
- Bull, Wild, Large (HD 4**, 5+ hp per die)
- Bull, Wild, Huge (HD 4**, 6+ hp per die)
- Bull, Wild, Great (HD 4**, 7+ hp per die)
- Centaur, Netherworld, Archer (HD 4**)
- Doppelganger, Tyrrhenian, Brood of Leinth (HD 4**)
- Eagle, Jovian (HD 4**)
- Evil Eye Spore (1 hp, spore explosion damage 6D6, challenge rating HD 4**)
- Fungus, Violent, Monstrous (HD 3****, 7+ hp per die, 4 attacking branches)
- Ghul, Kudlak Thrall (HD 4**)
- Harpy of Celaeno, Shroud Daughter (HD 4**)
- Hornet, Swarm, Huge (HD 4**)
- Hornet, Vespidae, Huge (HD 4**)
- Ichthyocentaur (HD 4**)
- Jellyfish, Monstrous (HD 4**)
- Nereid (HD 4**)
- Owl, Giant, Arcane (HD 4**)
- Satyr, Cultic (HD 4**)
- Serpent Folk, Prentice (HD 4**, level 4 magic-user)
- Shark, Blue (HD 5, up to 12' long)
- Sylph, Maiden (HD 3****)
- Tick, Giant (HD 4**)
- Troglodyte, War Leader (HD 4**)
- Wasp, Emerald Death, Giant (HD 4**, no modifier to saving throw)
- Wasp, Swarm, Huge (HD 4**)

Challenge Level 5.125

- Gegeneis (HD 4+1**)
- Manticore, Bestial (HD 4+1**)
- Shark, Shortfin Mako (HD 5+1, up to 12' long)

Challenge Level 5.250

- Bugbear, Chief (HD 4+2**)
- Duergar, Shroud Bearer (HD 3+6**)
- Gnome, Svartomten (HD 3+6**)



LETHALITY LEVEL 4+

Challenge Level 5.375

- Bee, Violet Carpenter, Huge (HD 4+3**)
- Harpy, Infernal, Blood Daughter (HD 4+3**)
- Lycanthrope, Werewolf (HD 4+3**)
- Lycanthrope, Werewolf, Black (HD 4+3**, 6+ hp per die)
- Lycanthrope, Werewolf, Umbral (HD 4+3**, 7+ hp per die)

- Shark, Bull (HD 5+3, up to 13' long)

Challenge Level 5.500

- Ape, Carnivorous (HD 5*)
- Beetle, Boring, Giant (HD 5*)
- Boar, Wild, Large (HD 5*)
- Centaur, Bucentaur (HD 5*)
- Dimensional Hound, Greater (HD 5*)
- Doppelganger, Tyrrhenian, Brood of Calu (HD 4***, 6+ hp per die)
- Eel, Giant (HD 5*)
- Elf, Dark, Blade Master (HD 4***)
- Elf, Dark, Adept (HD 4***)
- Falcon, Giant, Ghost (HD 4***)
- Ghast (HD 4***)
- Ghast, Large (HD 4***, 5+ hp per die)
- Ghast, Huge (HD 4***, 6+ hp per die)
- Ghast, Sea (HD 4***)
- Ghast, Sea, Large (HD 4***, 5+ hp per die)
- Ghast, Sea, Huge (HD 4***, 6+ hp per die)
- Ghul, Kudlak Servitor (HD 4***, 6+ hp per die)
- Green Slime, Large (HD 4***)
- Herd Animal, Stag, Giant (HD 5*, 6+ hp per die)
- Hound of Hades, Average-Sized (HD 5*)
- Nymph, Sacred (HD 4***, 5+ hp per die, level 8 druidic powers)
- Siren (HD 4***)
- Skunk Beast, Huge (HD 4+4*)
- Tick, Monstrous (HD 4***, hp 32)
- Turtle, Sea, Large (HD 5*)
- Wolf, Worg (HD 4+4*)
- Wolf, Worg, Goblin Hound (HD 4+4*, 6+ hp per die)
- Wraith, Lesser (HD 4***)

Challenge Level 5.625

- Sow, Wild, Huge (HD 5+1*)

Challenge Level 5.750

- Badgerbear (HD 5+2*)
- Beast, Tatzelwurm, Lesser (AC 6, HD 4+2***)
- Beast, Tatzelwurm (AC 5, HD 4+2***)
- Beast, Tatzelwurm, Arcane (AC 4, HD 4+2***)
- Deadly Pudding, Brown, Divided (HD 5+2*)
- Snake, Poisonous, Giant (HD 4+2***, normal save, poison is fatal with failed save, damage 3D6 with save)



LETHALITY LEVEL 5-

Challenge Level 5.875

- Wight (HD 4+3***)
- Wight, Dossenus (HD 4+3***, 6+ hp per die)
- Wight, Dossenus, Eldritch (HD 4+3***, 7+ hp per die)

Challenge Level 6.000

- Abomination, Colour Out of Space, Larval (HD 5**)
- Abomination, Hound of Tindalos, Lesser (HD 5**)
- Acid Mantis, Average-Sized (HD 5**)

- Beetle, Boring, Giant, Sentient (Slime Culler) (HD 5**)
- Centaur, Netherworld, Chieftain (HD 5**)
- Deadly Pudding, Black, Divided (HD 5**)
- Devil, Fury, Blood Maiden (HD 4+4**)
- Ghast, Eldritch (HD 4**&*, 7+ hp per die)
- Ghast, Ancient (HD 4****, 32 hp)
- Ghast, Sea, Eldritch (HD 4****, 7+ hp per die)
- Ghast, Sea, Ancient (HD 4****, 32 hp)
- Ghul, Vampiric (HD 4****, 7+ hp per die)
- Graymare, Withered (HD 4+4**)
- Harpy of Celaeno, Black Crone (HD 5**)
- Hell Hound, Tyrrhenian, Average-Sized (HD 5**)
- Hydra, Exedra, Five-Headed (HD 5**)
- Lamprey, Giant (HD 5**)
- Lobster or Ecrevitor, Giant (HD 4+4**)
- Ogre, Champion (HD 5**, hp 28 to 33)
- Satyr (HD 5**)
- Shark, Oceanic Whitetip (HD 6, up to 13' long)
- Spider, Giant, Violin Spider (HD 4+4**, poison inflicts 3D6 damage with failed save, 1D6 damage with save)
- Toad of the Forsaken Frost, Giant (HD 5**, 3D6 frost damage every other round)
- Unicorn (HD 4+4**)
- Unicorn, Arcane (HD 4+4**, 6+ hp per die)
- Wolf, Worg, Barghest Hound (HD 4+4**, hp 36)

Challenge Level 6.125

- Shark, Scalloped Hammerhead (HD 6+1, up to 14' long)

Challenge Level 6.250

- Beast, Tatzelwurm, Eldritch (AC 3, 2, or 1, HD 4+2****)
- Lycanthrope, Wereboar (HD 5+2**)
- Snow Serpent, Huge (HD 5+2**)

Challenge Level 6.375

- Gnome, Svartomten, Leader (HD 4+7**)
- Minotaur, Infernal, Broken One (HD 6+3, maximum of 3 hp per die)
- Minotaurus, Savage (HD 6+3, no armor or weaponry)
- Shark, Smooth Hammerhead (HD 6+3, up to 16' long)
- Wight, Dossenus, Ancient (HD 4+3****, 35 hp)

LETHALITY LEVEL 5

Challenge Level 6.500

- Abomination, Elder Thing, Lesser (HD 5****)
- Ape, Carnivorous, Large (HD 6*)
- Beast, Tatzelwurm, Unholy (AC 0 or -1, HD 4+2****)
- Boar, Wild, Huge (HD 6*)
- Catoblepas, Netherworld (HD 5****)
- Crab, Monstrous (HD 6*)
- Gargoyle (HD 4+4****)
- Gargoyle, Large (HD 4+4****, 5+ hp per die)
- Gargoyle, Huge (HD 4+4****, 6+ hp per die)
- Gargoyle, Monstrous (HD 4+4****, 7+ hp per die)
- Gargoyle, Aquatic (Gargouille) (HD 4+4****)
- Hornet, Vespidae, Giant (HD 5****)
- Hound of Hades, Large (HD 6*)

- Lizard, Glowscale, Giant (HD 6*)
- Morse (HD 6*)
- Morse, Huge (HD 6*, 6+ hp per die)
- Morse, Large (HD 6*, 5+ hp per die)
- Ochre Jelly (HD 6*)
- Ochre Jelly, Huge (HD 6*, 5+ hp per die)
- Ochre Jelly, Large (HD 6*, 5+ hp per die)
- Octopus, Huge (HD 6*)
- Quill Beast, Giant (HD 6*)
- Satyr, Piper (HD 5***, 6+ hp per die)
- Serpent Folk, Beguiler (HD 5***, level 5 magic-user)
- Siren, Enthraller (HD 5***)
- Spider, Giant, Black Widow (HD 4+4***, poison is fatal)
- Spider, Giant, Snow Spider (HD 4+4***, poison inflicts 4D6 damage with failed save, 2D6 damage with save)
- Toad of the Forsaken Frost, Monstrous (HD 5***, 7+ hp per die, 3D6 frost damage every other round)
- Sacred Unicorn of Epona (HD 4+4***, 36 hp)
- Troglodyte, Champion (HD 5***)

Challenge Level 6.625

- Snake, Constrictor, Giant (HD 6+1*)

Challenge Level 6.750

- Sow, Wild, Giant (HD 6+2*)

LETHALITY LEVEL 5+

Challenge Level 6.875

- Badgerbear, Large (HD 6+3*)
- Minotaur, Infernal, Enchained (HD 6+3*, maximum of 4 hp per die)
- Minotaur, Infernal, Tormented One (HD 6+3*, maximum of 5 hp per die)

- Minotaurus (HD 6+3*, armed and armored)
- Wraith (HD 5+3***)
- Wraith of Mania (HD 5+3***, 6+ hp per die)

Challenge Level 7.000

- Acid Mantis, Large (HD 6**)
- Ant, Huge, Queen (HD 7)
- Bulette, Very Young (HD 6**)
- Dimensional Beast (HD 6**)
- Duergar, Shadow Thane (HD 4+8**)
- Hell Hound, Tyrrhenian, Large (HD 6**)
- Hydra, Exedra, Six-Headed (HD 6**)
- Geryone-Ti, Pureblood (HD 6**)
- Minion of Cacus, Crimson, Overlord (HD 4+4****)
- Minion of Cacus, Umbral, Gloom Witch (HD 4+4****)
- Morse, Monstrous (HD 6**, 7+ hp per die)
- Nymph, Holy (HD 5****, 6+ hp per die, level 9 druidic powers)
- Ogre, Leader (HD 6**, hp 30 to 33)
- Quill Beast, Monstrous (HD 6**, 6+ hp per die)
- Shark, Tiger (HD 7, up to 17' long)
- Spider, Giant, Ragnaetele (HD 4+4****, 6+ hp per die, poison is fatal)
- Squid, Large (HD 6**)
- Wolf, Iceholt (HD 6**)
- Wolf, Iceholt, Huge (HD 6**, 7+ hp per die)
- Wolf, Iceholt, Large (HD 6**, 6+ hp per die)



LETHALITY LEVEL 6-

Challenge Level 7.125

- Basilisk (HD 6+1**)
- Bear, Brown, Tyrrhenian (HD 5+5**)
- Leucrocotta (HD 6+1**)
- Leucrocotta, Huge (HD 6+1**, 7+ hp per die)
- Leucrocotta, Large (HD 6+1**, 6+ hp per die)
- Salamander, Tyrrhenian (HD 5+5**)
- Salamander, Tyrrhenian, Arcane (HD 5+5**, 6+ hp per die)
- Skunk Beast, Giant (HD 5+5**)
- Tiger (HD 5+5**)
- Tiger, Huge (HD 5+5**, 7+ hp per die)
- Tiger, Large (HD 5+5**, 6+ hp per die)

Challenge Level 7.250

- Bear, Brown, Tyrrhenian, Large (HD 6+2**)
- Lion, Spotted (HD 6+2**)
- Lion, Spotted, Huge (HD 6+2**, 6+ hp per die)
- Lion, Spotted, Large (HD 6+2**, 5+ hp per die)
- Lion, Spotted, Monstrous (HD 6+2**, 7+ hp per die)

- Lobster or Ecrevitor, Monstrous (HD 6+6**)
- Lycanthrope, Weretiger (HD 6+2**)
- Spider, Monstrous, Black Widow (HD 5+2****, 6+ hp per die, save vs. poison at -1, poison is fatal)

LETHALITY LEVEL 6

Challenge Level 7.375

- Lycanthrope, Wereboar, Keltos (HD 6+3**)
- Manticore (HD 6+3**)
- Manticore, Huge (HD 6+3**, 6+ hp per die)
- Manticore, Large (HD 6+3**, 5+ hp per die)
- Manticore, Monstrous (HD 6+3***, 7+ hp per die)
- Minotaurus of the Thorn Conclave (HD 6+3**, 6+ hp per die)
- Minotaurus, Geryonean (HD 6+3**, 5+ hp per die)
- Shark, Great Hammerhead (HD 7+3, up to 20' long)
- Wraith of Mania, Ancient (HD 5+3****, 43 hp)

Challenge Level 7.500

- Abomination, Polypous Horror, Small (HD 6***)
- Ape, Carnivorous, Huge (HD 7*)
- Beetle, Giant Stag (HD 7*)
- Boar, Wild, Giant (HD 7*)
- Catoblepas (HD 6+2***)
- Gargoyle, Stone (HD 6***)
- Green Slime, Huge (HD 6***)
- Griffon, Gryphus (HD 7*)
- Griffon, Gryphus, Large (HD 7*, 5+ hp per die)
- Griffon, Gryphus, Huge (HD 7*, 6+ hp per die)
- Harpy, Infernal, Gore Mother (HD 5+4***)

- 7.5 Mantis, Viridian, Huge (HD 7*)
- 7.5 Serpent Folk, Magus (HD 6***, level 6 magic-user)
- 7.5 Siren, Temptress (HD 6***)
- 7.5 Troglodyte, Chieftain (HD 6***)
- 7.5 Wolf, Iceholt, Den Mother (HD 6***, 48 hp)

LETHALITY LEVEL 6+

Challenge Level 7.625

- Devil, Malebranche, Cabal of Cagnazzo, Hellken, or Libicocco (HD 5+5***)
- Devil, Malebranche, Cabal of Barbariccia, Ciriatto, Farfarello (HD 5+5***, 6+ hp per die)
- Devil, Malebranche, Cabal of Draghignazzo, Rubicanta, or Scarmiglione (HD 5+5***, 7+ hp per die)
- Brood of Xoron, Lesser (HD 5+5***)
- Giantess, Hill (HD 7+1*)
- Leucrocotta, Monstrous (HD 6+1***, hp 49)
- Salamander, Tyrrhenian, Eldritch (HD 5+5***, hp 45)

Challenge Level 7.75

- Pterosaur, Chaotic (Bone Dragon) (HD 6+6*)

Challenge Level 7.875

- Mummy, Bog (HD 6+3***)
- Mummy, Eldritch (HD 6+3***, 6+ hp per die)
- Mummy, Empyrean (HD 6+3***, 5+ hp per die)

LETHALITY LEVEL 7-

Challenge Level 8.000

- Acid Mantis, Huge (HD 7**)
- Bulette, Young (HD 7**)
- Dimensional Beast, Large (HD 7**)
- Gnome, Svartomten, Stone Whisperer (HD 5+8**)
- Hell Hound, Tyrrhenian, Huge (HD 7**)
- Hound of Hades, Huge (HD 7**)
- Hydra, Exedra, Seven-Headed (HD 7**)
- Geryone-Ti, Halfblood (HD 7**)
- Nymph, Eternal (HD 6****, 7+ hp per die, level 10 druidic powers)
- Ogre, Chieftain (HD 7**, hp 34 to 37)
- Shark, Great White (HD 8, up to 21' long)
- Turtle, Snapping, Huge (HD 7**)

Challenge Level 8.125

- Bear, Brown, Tyrrhenian, Huge (HD 7+1**)
- Devil, Malebranche, Cabal of Calcabrina or Malacoda (HD 5+5****, hp 45)
- Spider, Giant, Leng (Dimensional Spider) (HD 5+5****, save vs. poison at -2, poison is fatal)
- Spider, Monstrous, Leng (Elder Dimensional Spider) (HD 5+5****, 6+ hp per die, save vs. poison at -2, poison is fatal)

Challenge Level 8.250

- Bear, Cave (HD 6+6**)

Challenge Level 8.375

- Lycanthrope, Werebear (HD 7+3**)
- Mummy, Ancient (HD 6+3****, 51 hp)

- Wind Spirit (HD 6+3****)
- Wind Spirit of Aquilo or Vulturus (HD 6+3****, 6+ hp per die)
- Wind Spirit of Auster or Favonius (HD 6+3****, 5+ hp per die)

LETHALITY LEVEL 7

Challenge Level 8.500

- Abomination, Shoggoth, Larval (HD 7***)
- Ape, Carnivorous, Monstrous (HD 8*)
- Badgerbear, Huge (HD 7+4*)
- Bee, Violet Carpenter, Giant (HD 6+4****)
- Beetle, Rhinoceros, Huge (HD 8*)
- Giantess, Hill Jotun (HD 8*)
- Lizard, Glowscale, Monstrous (HD 8*)
- Naga, Water (HD 7***)
- Remora, Larval (HD 7***)
- Serpent Folk, Sorcerer (HD 7***, level 7 magic-user)
- Siren, Matriarch (HD 7****)
- Wyvern, Small (HD 7***, save vs. poison at +1)

Challenge Level 8.625

- Giant, Hill (HD 8+1*)
- Giantess, Stone (HD 8+1*)

Challenge Level 8.750

- Devil, Fury (HD 6+6****)
- Giant, Hill Jotun (HD 8+2*)
- Graymare (HD 6+6****)
- Graymare, Large (HD 6+6****, 6+ hp per die)
- Graymare, Huge (HD 6+6****, 7+ hp per die)
- Troll (HD 6+6****)
- Troll, Huge (HD 6+6****, 7+ hp per die)

- Troll, Large (HD 6+6****, 6+ hp per die)

Challenge Level 8.875

- Djinni, Empyrean, Scion (HD 7+3****)
- Giantess, Cairngorm (HD 8+3*)
- Spectre (of Mania) (HD 7+3****)

Challenge Level 9.000

- Abomination, Shantak Bird, Small (HD 8**)
- Acid Mantis, Monstrous (HD 8**)
- Dimensional Beast, Huge (HD 8**)
- Elemental, Air, Lesser (HD 8**)
- Elemental, Earth, Lesser (HD 8**)
- Elemental, Fire, Lesser Pyre Steed (HD 8**)
- Elemental, Storm, Lesser (HD 8**)
- Elemental, Water, Lesser Whelm Steed (HD 8**)
- Geryone-Ti, Halfblood, Bestial (HD 8**)
- Hydra, Exedra, Eight-Headed (HD 8**)
- Octopus, Giant (HD 8**)
- Octopus, Monstrous (HD 8**, +6 hp per die)
- Shambler (HD 8**)
- Treant, Sylvan or Corrupted, Sapling (HD 7**)
- Vampire, Kudlak (HD 7****)



- Spectre, Demon Hag of Empusa (HD 7+3****, 6+ hp per die)
- Spectre, Empyrean (HD 7+3****, 6+ hp per die)
- Spectre, Etrurian (HD 7+3****, 7+ hp per die)

Challenge Level 9.500

- Bulette, Small (HD 8***)
- Green Slime, Monstrous (HD 8***)
- Naga, Water, Matriarch (HD 8***)
- Remora, Small (HD 8***)
- Sphinx, Hawk (Hieracosphinx) (HD 9*)
- Sphinx, Phixian (Gynosphinx) (HD 8***)

Challenge Level 9.625

- Badgerbear, Monstrous (HD 8+5*)
- Giant, Stone (HD 9+1*)
- Gnome, Svartomten, Earth Caller (HD 6+9***)

LETHALITY LEVEL 7+

Challenge Level 9.125

- Deadly Pudding, Dun (HD 8+1**)
- Gnome, Svartomten, Burrow Warden (HD 6+9**)
- Snow Serpent, Giant (HD 8+1**)

Challenge Level 9.250

- Devil, Fury, Crone (HD 6+6****, 6+ hp per die)
- Troll, Chieftain (HD 6+6****, 54 hp, arcane fire resistance)

Challenge Level 9.375

- Bear, Cave, Large (HD 7+7**)
- Spectre, Daughter of Empusa (HD 7+3****)

Challenge Level 9.875

- Brood of Xoron (HD 7+7****)
- Brood of Xoron, Elder (HD 7+7***, 6+ hp per die)
- Brood of Xoron, Ancient (HD 7+7***, 7+ hp per die)
- Giant, Cairngorm (HD 9+3*)
- Spectre, Elder Crone of Empusa (HD 7+3****, 7+ hp per die)
- Wyvern (HD 7+7****)

Challenge Level 10.000

- Ant, Giant, Queen (HD 10)
- Deadly Pudding, White (HD 9**)
- Dragonne, Adult (HD 9**)
- Dragonne, Old (HD 9**, 6+ hp per die)
- Dragonne, Very Old (HD 9**, 7+ hp per die)
- Hag, Night (HD 8****)

- Hag, Night, Crone (HD 8****, 6+ hp per die)
- Hag, Night, Ancient (HD 8****, 7+ hp per die)
- Geryone-Ti, Abomination (HD 9**)
- Serpent Folk, Necromancer (HD 8****, level 8 magic-user)
- Shambler, Large (HD 9**)
- Snake, Constrictor, Enormous (HD 9**, 5+ hp per die)
- Treant, Sylvan or Corrupted, Mossborn (HD 8**)
- Vampire, Kudlak, Scion (HD 8****)



LETHALITY LEVEL 8-

Challenge Level 10.125

- Giantess, Frost (HD 9+1**)

Challenge Level 10.375

- Giantess, Frost, Iceholt (HD 9+3**)
- Vampire (HD 8+3****)
- Wyvern of Chaos (HD 7+7****, 7+ hp per die)
- Wyvern, War (HD 7+7****, 6+ hp per die)

Challenge Level 10.500

- Bulette, Adult (HD 9***)
- Chimera, Infernal (HD 9***)
- Dragonne, Ancient (HD 9***, hp 72)
- Hag, Emerald (HD 9***)
- Hag, Emerald, Crone (HD 9***, 6+ hp per die)
- Killer Whale, False (HD 10*, up to 20' long)
- Lycanthrope, Wereboar, Netherworld (HD 8+4****)
- Naga, Spirit (HD 9***)
- Remora, Average-Sized (HD 9***)
- Rhinoceros, Woolly (HD 10*)
- Rhinoceros, Woolly, Huge (HD 10*, 6+ hp per die)
- Rhinoceros, Woolly, Large (HD 10*, 5+ hp per die)
- Rhinoceros, Woolly, Monstrous (HD 10*, 7+ hp per die)
- Squid, Huge (HD 9***)
- Troll, Salt (HD 6+12****)
- Troll, Salt, Armored (HD 6+2****)
- Turtle, Sea, Huge (HD 10*)

Challenge Level 11.000

- Adept of Cthulhu (HD 8+4****, 7+ hp per die)
- Bear, Cave, Huge (HD 8+8**)
- Chimera, Etrurian (HD 9****)
- Crab, Enormous (HD 10**)
- Ettin (HD 10**)
- Ettin, Champion (HD 10**, 6+ hp per die)
- Golem, Flesh (HD 10**, hp 40)
- Hag, Emerald, Ancient (HD 9****, 7+ hp per die)
- Loxodon (HD 10**)
- Loxodon, Huge (HD 10**, 7+ hp per die)
- Loxodon, Large (HD 10**, 6+ hp per die)
- Loxodon, Skeletal (HD 10**)
- Mantis, Viridian, Giant (HD 10**)
- Servitor of Cthulhu (HD 8+4****, 6+ hp per die)

- Shambler, Huge (HD 10**)
- Sphinx, Ram-Headed (Criosphinx) (HD 10**)
- Thrall of Cthulhu (HD 8+4****)
- Treant, Sylvan or Corrupted, Root Treader (Average-Sized) (HD 9**)
- Turtle, Snapping, Giant (HD 10**)
- Will-o'-Wisp, Fuoch (HD 9****)
- Will-o'-Wisp, Fuoch, Arcane (HD 9****, 6+ hp per die)

- Vampire, Kudlak, Lord (HD 9****)
- Vampire, Vampiric Patriarch (HD 9****, level 7 cleric)
- Will-o'-Wisp, Fuoch, Eldritch (HD 9****, 7+ hp per die)

Challenge Level 11.125

- Giantess, Fire (HD 10+1**)
- Giant, Frost (HD 10+1**)

Challenge Level 11.500

- Basilisk, Greater (HD 10***)
- Chimera, Infernal, Large (HD 10***)
- Deadly Pudding, Black (HD 10***)
- Disciple of Cthulhu (HD 8+4****, 68 hp)
- Djinni, Empyrean, Ancient (HD 10***)
- Ettin, Champion, Troll-Brood (HD 10***, hp 5+ per die)
- Ettin, Chieftain (HD 10***, 7+ hp per die)
- Ettin, Lesser Shaman (Level 1 Cleric) (HD 10***)
- Evil Eye of Azathoth, Larval (HD 9****, hp 45)
- Evil Eye of Cthulhu, Lesser (HD 10***)
- Green Slime, Enormous (HD 10***)
- Loxodon, Monstrous (HD 10***, 80 hp)
- Naga, Spirit, Huge (HD 10***, 6+ hp per die)
- Naga, Spirit, Large (HD 10***)
- Naga, Spirit, Monstrous (HD 10***, 7+ hp per die)
- Remora, Large (HD 10***, 5+ hp per die)
- Snow Serpent, Monstrous (HD 10***)



LETHALITY LEVEL 8

Challenge Level 11.625

- Giantess, Mountain (HD 11+1*)

Challenge Level 11.750

- Ettin, Shaman (Level 2 Cleric) (HD 10+2***)

Challenge Level 12.000

- Bulette, Large (HD 10****)

- Chimera, Etrurian, Large (HD 10****)
- Deadly Pudding, Brown (HD 11**)
- Demon, Pyre (HD 8+8****)
- Elephantus (HD 11**)
- Elephantus, Large (HD 11**, 6+ hp per die)
- Elephantus, Huge (HD 11**, 7+ hp per die)
- Elephantus, Skeletal (HD 11**)
- Loxodon, Zombie (HD 11**)
- Ettin, Chieftain, Troll Brood (HD 10****, 80 hp)
- Ghost (of Mania) (HD 10****)
- Giant, Frost, Iceholt (HD 10+4**)
- Shambler, Monstrous (HD 11**)
- Treant, Sylvan or Corrupted, Grove Stalker (HD 10**)
- Whale, Long-Finned Pilot (HD 12, up to 22' long)

Challenge Level 12.125

- Giantess, Fire, of Cacia (HD 10+5**)

Challenge Level 12.500

- Chimera, Infernal, Huge (HD 11***)
- Crone, Umber (HD 7+12****)
- Demon, Pyre, Eldritch (HD 8+8****, 7+ hp per die)
- Demon, Pyre, Greater (HD 8+8****, 6+ hp per die)
- Elephantus, Monstrous (HD 11***, 88 hp)
- Ettin, Elder Shaman (Level 3 Cleric) (HD 11***)
- Evil Eye of Azathoth, Lesser (HD 10****, hp 50)
- Evil Eye of Cthulhu (HD 11***)
- Ghost, Empyrean (HD 10****, 6+ hp per die)
- Ghost, Etrurian (HD 10****, 7+ hp per die)
- Giant, Fire (HD 11+2**)
- Giantess, Cloud (HD 11+2**)
- Golem, Clay (HD 11***, hp 50)

- Killer Whale, Small (HD 12*, up to 22' long)
- Naga, Guardian, Etrurian (HD 11***)
- Remora, Huge (HD 11***, 5+ hp per die)
- Vampire Lord (HD 10****, fighter lord with armor, weapons, and multiple attacks)
- Vampire, Sorcerer (HD 10****, level 9 magic-user)
- Vampire, Unholy Patriarch (HD 10****, level 8 cleric)

Challenge Level 12.750

- Giant, Mountain (HD 12+2*)

Challenge Level 13.000

- Beetle, Rhinoceros, Giant (HD 12**)
- Bulette, Huge (HD 11****)
- Chimera, Etrurian, Huge (HD 11****)
- Demon, Pyre, Ancient (HD 8+8****, hp 72)
- Elemental, Air (HD 12**)
- Elemental, Earth (HD 12**)
- Elemental, Fire, Pyre Steed (HD 12**)
- Elemental, Storm (HD 12**)
- Elemental, Water, Whelm Steed (HD 12**)
- Elephantus, Zombie (HD 12**)
- Whale, Long-Finned Pilot (HD 13, up to 22' long)



LETHALITY LEVEL 8+

Challenge Level 13.125

- Giantess, Cloud, Evil-Sworn (HD 11+5**)
- Giant, Fire, Netherborn (HD 11+5**)

Challenge Level 13.250

- Giant, Cloud (HD 12+2**)
- Giantess, Fog (HD 12+2**)

Challenge Level 13.500

- Cyclops, Lesser (HD 13*)
- Evil Eye of Azathoth (HD 11****, hp 55)
- Evil Eye of Cthulhu, Greater (HD 12***)
- Killer Whale (HD 13*, up to 25' long)
- Naga, Guardian, Etrurian, Eldritch (HD 12***, 6+ hp per die)
- Naga, Guardian, Etrurian, Greater (HD 12***)

- Remora, Huge, Old (HD 12***, 6+ hp per die)
- Snake, Constrictor, Monstrous (HD 12***, 7+ hp per die)
- Treant, Sylvan or Corrupted, Moss-Trunk (HD 11***)
- Vampire, Necromantic (HD 11****, level 10 magic-user)
- Vampire, Unholy High Priest (HD 11****, level 9 cleric)

Challenge Level 14.000

- Bulette, Monstrous (HD 12****)
- Cyclops, Lesser, Stone Hurler (HD 13**)
- Cyclops, Lesser, Curse Bringer (HD 13**)
- Elemental, Time (HD 12****)
- Evil Eye of Cthulhu, Eldritch (HD 12****, 6+ hp per die)
- Evil Eye of Cthulhu, Ancient (HD 12****, 7+ hp per die)
- Giantess, Fog, Evil-Sworn (HD 12+4**)
- Mammoth (HD 13**)
- Mammoth, Huge (HD 13**, 6+ hp per die)
- Mammoth, Large (HD 13**, 5+ hp per die)
- Mantis, Viridian, Monstrous (HD 13**)
- Naga, Guardian, Etrurian, Ancient (HD 12****, 7+ hp per die)
- Sphinx, Leonine (Androsphinx) (HD 12****)
- Squid, Enormous (HD 12****, 6+ hp per die)
- Squid, Giant (HD 12****)
- Whale, Long-Finned Pilot (HD 12, up to 22' long)

Challenge Level 14.250

- Giant, Fog (HD 13+2**)



LETHALITY LEVEL 9-

Challenge Level 14.375

- Giant, Cloud, Evil-Sworn (HD 12+7**)

Challenge Level 14.500

- Evil Eye of Azathoth, Greater (HD 12****, hp 60)
- Evil Eye of Cthulhu, Will of Dagon (HD 12****, 96 hp)
- Golem, Stone (HD 13***, hp 60)
- Mammoth, Monstrous (HD 13***, 7+ hp per die)
- Remora, Huge, Very Old (HD 13***, 6+ hp per die)
- Squid, Monstrous (Krakensbrood) (HD 12****, 96 hp)
- Killer Whale, Large (HD 14*, up to 28' long)

- Treant, Sylvan or Corrupted, Ancient (HD 12***)
- Vampire Overlord (HD 12****, fighter overlord with armor, weapons, and multiple attacks)

Challenge Level 15.000

- Vampire, Wizard (HD 12****, level 11 magic-user)
- Whale, Northern Minke (HD 15, up to 30' long)

LETHALITY LEVEL 9

Challenge Level 15.125

- Giantess, Garganta (HD 13+5**)

Challenge Level 15.500

- Dinosaur, Plesiosaurus (HD 15*)
- Evil Eye of Azathoth, Eldritch (HD 13****, hp 65)
- Killer Whale, Huge (HD 15*, up to 31' long)
- Turtle, Sea, Giant (HD 15*)

Challenge Level 16.000

- Angel, Light (HD 7+28****)
- Crab, Colossal (HD 15**)
- Giant, Fog, Evil-Sworn (HD 13+8**)
- Remora, Huge, Ancient (HD 14****, 7+ hp per die)
- Satyr Crone (HD 14****)
- Satyr Crone, Ancient (HD 14****, 7+ hp per die)
- Satyr Crone, Primal (HD 14****, 6+ hp per die)
- Vampire, Magus (HD 13****, level 12 magic-user)
- Whale, Northern Minke (HD 16, up to 30' long)

Challenge Level 16.250

- Giant, Gargantus (HD 14+6**)

LETHALITY LEVEL 9+**Challenge Level 16.500**

- Evil Eye of Azathoth, Ancient (HD 14*****, hp 70)
- Satyr Crone, Eternal (HD 14*****, 112 hp)

Challenge Level 16.750

- Giantess, Storm (HD 15+2***)

Challenge Level 17.000

- Elemental, Air, Greater (HD 16**)
- Elemental, Earth, Greater (HD 16**)
- Elemental, Fire, Greater Pyre Steed (HD 16**)
- Elemental, Storm, Greater (HD 16**)
- Elemental, Water, Greater Whelm Steed (HD 16**)
- Whale, Northern Minke (HD 17, up to 30' long)

Challenge Level 17.500

- Dinosaur, Plesiosaurus, Large (HD 17*)
- Elemental, Air, Elder (HD 16***)
- Elemental, Earth, Elder (HD 16***)
- Elemental, Storm, Elder (HD 16***)
- Elemental, Water, Elder (HD 16***)
- Evil Eye of Azathoth, Spawn of Yog-Sothoth (HD 15*****, hp 75)

Challenge Level 17.875

- Giant, Storm (HD 15+7***)

LETHALITY LEVEL 10-**Challenge Level 18.000**

- Elemental, Time, Greater (HD 16****)
- Whale, Northern Minke (HD 18, up to 30' long)

Challenge Level 18.500

- Angel, Ethereal (HD 8+32*****)
- Cyclops, Elder (HD 15+8***)

Challenge Level 19.000

- Titan, Lesser (HD 17****, level 4 cleric and magic-user ability)
- Whale, Northern Minke (HD 19, up to 30' long)

LETHALITY LEVEL 10**Challenge Level 20.000**

- Golem, Iron (HD 18****, hp 80)
- Titan (HD 18****, level 4 cleric and magic-user ability)
- Whale, Northern Minke (HD 20, up to 30' long)

Challenge Level 20.500

- Dinosaur, Plesiosaurus, Huge (HD 20*)
- Whale, Right, Tyrrhenian (HD 20*, up to 40' long)

Challenge Level 21.000

- Angel, Astral (HD 9+36*****)
- Angel, Fallen, Unholy (HD 9+36*****)
- Titan, Greater (HD 19****, level 4-5 cleric and magic-user ability)

Challenge Level 21.500

- Elemental, Air, Noble (HD 20***)
- Elemental, Earth, Noble (HD 20***)
- Elemental, Storm, Noble (HD 20***)
- Elemental, Water, Noble (HD 20***)
- Whale, Beaked (HD 21*, up to 43' long)
- Whale, Right, Tyrrhenian (HD 21*, up to 40' long)

Challenge Level 22.250

- Elemental, Time, Noble (HD 20*****)
- Titan, Elder (HD 20*****, level 5 cleric and magic-user ability)
- Whale, Beaked (HD 22*, up to 43' long)
- Whale, Right, Tyrrhenian (HD 22*, up to 40' long)

LETHALITY LEVEL 10+

Challenge Level 23.500

- Titan, Primal (HD 21*****, level 6 cleric and magic-user ability)
- Whale, Beaked (HD 23*, up to 43' long)
- Whale, Right, Tyrrhenian (HD 23*, up to 40' long)

Challenge Level 24.500

- Whale, Beaked (HD 24*, up to 43' long)
- Whale, Right, Tyrrhenian (HD 24*, up to 40' long)

Challenge Level 25.000

- Titan, Ancient (HD 22*****, level 7 cleric and magic-user ability)

Challenge Level 25.500

- Elemental, Air, Ancient (HD 24***)
- Elemental, Earth, Ancient (HD 24***)
- Elemental, Storm, Ancient (HD 24***)
- Elemental, Water, Ancient (HD 24***)
- Whale, Beaked (HD 25*, up to 43' long)
- Whale, Right, Tyrrhenian (HD 25*, up to 40' long)

Challenge Level 26.500

- Whale, Beaked (HD 26*, up to 43' long)
- Whale, Humpback (HD 26*, up to 50' long)
- Whale, Right, Tyrrhenian (HD 26*, up to 40' long)

LETHALITY LEVEL 11-

Challenge Level 27.500

- Whale, Beaked (HD 27*, up to 43' long)
- Whale, Humpback (HD 27*, up to 50' long)

Challenge Level 28.500

- Whale, Fin, Tyrrhenian (HD 28*, up to 60' long)
- Whale, Humpback (HD 28*, up to 50' long)

Challenge Level 29.500

- Whale, Fin, Tyrrhenian (HD 29*, up to 60' long)
- Whale, Humpback (HD 29*, up to 50' long)

Challenge Level 30.000

- Whale, Sperm (HD 29**, up to 85' long at maximum 288 hit points)

Challenge Level 30.500

- Whale, Fin, Tyrrhenian (HD 30*, up to 60' long)
- Whale, Humpback (HD 30*, up to 50' long)

Challenge Level 31.000

- Whale, Sperm (HD 30**, up to 85' long at maximum 288 hit points)

Challenge Level 31.500

- Whale, Fin, Tyrrhenian (HD 31*, up to 60' long)
- Whale, Humpback (HD 31*, up to 50' long)

Challenge Level 32.000

- Whale, Sperm (HD 31**, up to 85' long at maximum 288 hit points)

Challenge Level 32.500

- Whale, Fin, Tyrrhenian (HD 32*, up to 60' long)
- Whale, Humpback (HD 32*, up to 50' long)

Challenge Level 33.000

- Whale, Sperm (HD 32**, up to 85' long at maximum 288 hit points)

Challenge Level 33.500

- Whale, Fin, Tyrrhenian (HD 33*, up to 60' long)
- Whale, Humpback (HD 33*, up to 50' long)

Challenge Level 34.000

- Whale, Sperm (HD 33**, up to 85' long at maximum 288 hit points)

Challenge Level 34.500

- Whale, Fin, Tyrrhenian (HD 34*, up to 60' long)

LETHALITY LEVEL 11**Challenge Level 35.000**

- Whale, Sperm (HD 34**, up to 85' long at maximum 288 hit points)

Challenge Level 36.000

- Whale, Sperm (HD 35**, up to 85' long at maximum 288 hit points)

Challenge Level 37.000

- Whale, Sperm (HD 36**, up to 85' long at maximum 288 hit points)

LETHALITY LEVEL 11+**Challenge Level 53.500**

- Daemon, Centimanes (HD 50*****, 300 hp)

Challenge Level ???

- (Lethality Level 11+ also includes the Prime Material incarnations gods, demon lords, and other powers of Tyrrhenia, as summarized in the next section of this volume.)

Gods, Demon Lords, and Powers of Tyrrhenia

You will find that Tyrrhenia, as mythic Italy, has an incredible number of gods, demigods, and demon lords associated with its lore. It is one of the most “deity-rich” lands in all the world. Not only did the Romans (Empyreans) adapt the extensive Greek mythos to their own culture, but they also revered many gods of their own ... and a proud and mysterious culture of darkness — the Etruscans — preceded their arrival.

In all, there are over 100 unique extraplanar powers involved with Tyrrhenia. The GM is free to decide which ones “walk the earth,” and which are worshipped but will never incarnate during the course of the campaign.

Random encounters with deities are “not a thing.” I will provide you with the snippets of lore which will allow you to empower clerics, and to offer you a basis for further real-world research into Tyrrhenian mythoi. But you alone can decide when deities should be encountered in the game. Note however that gods will only rarely engage in combat, and there are many other ways (visions, dreams, Dreamlands quests, ethereal incarnations, sky manifestations, etc.) where you can have the gods show favor or disfavor without walking around throughout the lands.

From the perspective of cosmic balance in the campaign, Chaotic Evil and Lawful Evil possess less power in Tyrrhenia than Neutral Evil. When we consider that the immortal entities are empowered by the number and devotion of their worshippers, this means (in practical terms) that demons and devils are fairly numerous in the netherworld but they are relatively leaderless due to the machinations of Queen Tuchulcha (a great power of Neutral

Evil), who plays Law and Chaos against one another.

From a mortal perspective, the Neutral (NE, NG, TN) deities are worshipped more than the Good deities, and the Good deities are worshipped more than the Evil ones are. This is represented in the campaign by a majority of city state citizens worshipping Good or Neutral gods, while the Evil deities are worshipped in smaller temples or by heretical cults in dungeons, ruins, and so forth.

In the late medieval age, there are three major bloodlines of humankind. Communities which are of primarily Etruscan ancestry tend to be Chaotic Good, Chaotic Neutral, or True Neutral, as are many of their deities. Exiles and outlanders (those who see Etrurian society as corrupted by the many waves of invaders, both human and monstrous) are mostly Neutral Evil.

Communities of primarily Empyrean ancestry (Imperial descent) tend to be Lawful Good, Lawful Neutral, or True Neutral. Mixed societies, where both bloodlines have intermingled to the point of spiritual conflation, tend to be Neutral Good and True Neutral by majority.

Regardless of these major trends, there are clans and tribes of all nine alignments dwelling throughout Tyrrhenia’s realms. The Game Master should also keep in mind that due to the reverence that the Overlord holds for an ancient omen which mandates that all deities (regardless of origin) must be appeased, the Free City State of Grimrook has considerable alignment subcultures of all nine types in its various districts. Refer to the Game World Generator, Deluxe Edition for more information about Grimrook’s peculiar society and the concept of coexisting temple districts which are kept from one another’s throats by the mighty Overlord of that place.

Powers of Chaotic Evil

Alernus (Chaotic Evil): The Empyrean Lesser God of Netherworld Monsters (and secretly, of Dimensional Gates).



Belphegor (Chaotic Evil): The Tyrrhenian-bound Demon Lord of Broken Oaths and Abandonment.

Discordia (Chaotic Evil): The Lesser Goddess of Strife and Conflict. This belief was brought in from Greece, where Discordia was originally known as Eris.

Orcus (Chaotic Evil): The Empyrean-bound Demon Prince of Broken Oaths and Undeath. This belief was brought in from

Greece, where Orcus was originally known as Horkos.

Powers of Chaotic Good

Amor (Chaotic Good): The Lesser God of Love and Desire. This belief was brought in from Greece, where Amor was originally known as Eros.

Apollo Soranus (Chaotic Good): The Greater God of Sun and Prophecy. Called Aplu by the Etruscans. This belief was brought in from Greece.

Bonus Eventus (Chaotic Good): The Empyrean Lesser God of Good Luck and Seed Planting.

Felicitas (Chaotic Good): The Empyrean Lesser Goddess of Luck and Accomplishments.

Feronia (Chaotic Good): The Empyrean Lesser Goddess of Wilderness and Freedom from Oppression.

Fufluns (Chaotic Good): The Etruscan Lesser God of Wine and Happiness.

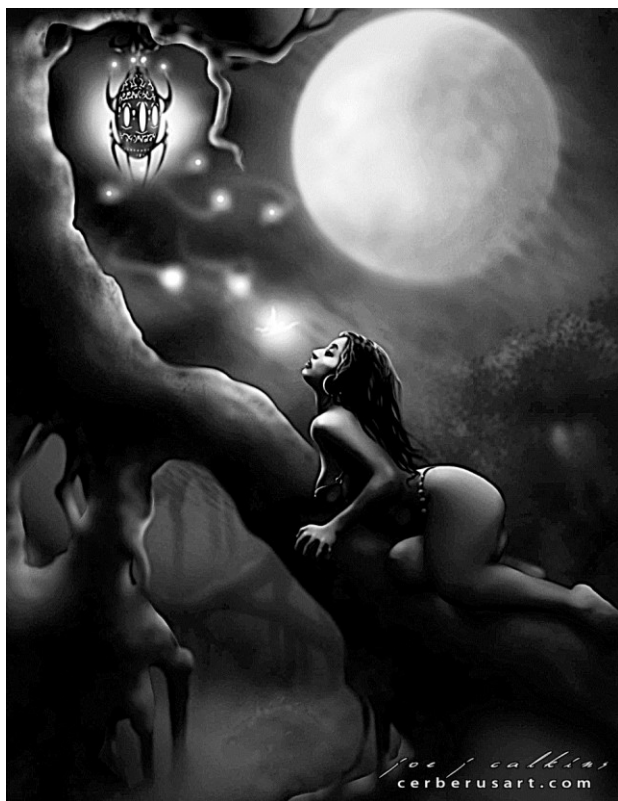
Liber (Chaotic Good): The Empyrean Lesser God of Male Fertility and the Freedom of Men.

Libera (Chaotic Good): The Empyrean Lesser Goddess of Female Fertility and the Freedom of Women.

Libertas (Chaotic Good): The Emphyrean Lesser Goddess and Liberty and Freedom from Kings.

Maris (Chaotic Good): The Etruscan Lesser God of Fields and Centaurs.

Venus (Chaotic Good): The Emphyrean Greater Goddess of Love and Beauty. Called Turan by the Etruscans. This belief was brought in from Greece, where Venus was originally known as Aphrodite.



Angitia (Chaotic Neutral): The Emphyrean Lesser Goddess of Snakes and Witchcraft.



Averruncus (Chaotic Neutral): The Emphyrean Lesser God of Magical Disasters.

Bacchus (Chaotic Neutral): The Greater God of Revelry and Wine. Called Pacha by the Etruscans. This belief was brought in from Greece, where Bacchus was originally known as Dionysus.

Powers of Chaotic Neutrality

Acca Larentia (Chaotic Neutral): The Etruscan Demigoddess of Desire and Fertility.

Bellona (Chaotic Neutral): The Emphyrean Lesser Goddess of War and Female Fighters. This belief was brought in from Greece, where Bellona was originally known as Eris. See also Discordia for an associated aspect.

Calu (Chaotic Neutral): The Etruscan Lesser God of Shape Shifters and Netherworld Wulfen.

Faunus, Inuus (Chaotic Neutral): The Empyrean Lesser God of Nature and Wild Passion. This belief was brought in from Greece, where Faunus was originally known as Pan.

Fortuna (Chaotic Neutral): The Empyrean Lesser Goddess of Good Luck and Bad Luck. This belief was brought in from Greece, where Fortuna was originally known as Tyche.

Fulgora (Chaotic Neutral): The Empyrean Lesser Goddess of Lightning and Thunderbolts. This belief was brought in from Greece, where Fulgora was originally known as Astrape.

Hercules (Chaotic Neutral): The Empyrean Demigod of Strength and Conquest. This belief was brought in from Greece, where Hercules was similarly known as Heracles.



Laran (Chaotic Neutral): The Etruscan Greater God of War and Fire.

Laverna (Chaotic Neutral): The Empyrean Lesser Goddess of Thieves and Charlatans.

Mars (Chaotic Neutral): The Empyrean Greater God of War and Bloodshed. This belief was brought in from Greece, where Mars was originally known as Ares.

Nemesis (Chaotic Neutral): The Greek, and Empyrean-worshipped, Lesser Goddess of Revenge and Pursuit. See Invidia for an associated aspect.

Neptune (Chaotic Neutral): The Empyrean Greater God of Sea Steeds and the Seas. This belief was brought in from Greece, where Neptune was originally known as Poseidon.

Robigus (Chaotic Neutral): The Empyrean Lesser God of Planted Fields and Harvest Sacrifices.

Sors (Chaotic Neutral): The Empyrean Lesser God of Death, Defiance, and Randomness.

Suadelia (Chaotic Neutral): The Empyrean Lesser Goddess of Persuasion and Seduction. This belief was brought in from Greece, where Suadelia was originally known as Peitho.

Tempestas (Chaotic Neutral): The Empyrean Lesser Goddess of Storms and Changing Weather.

Trivia (Chaotic Neutral): The Empyrean Lesser Goddess of Sorcery and Witchcraft.

Vediovis (Chaotic Neutral): The Empyrean Lesser God of Castle Oldskull and the Secrets of the Netherworld.

Voltumnus (Chaotic Neutral): The Etruscan Lesser God of Waters between the Surface and the Netherworld.

Volupta (Chaotic Neutral): The Empyrean Lesser Goddess of Pleasure and Sensuality.

Powers of Lawful Evil

Dis Pater (Lawful Evil): The Greek Arch-Devil of Underworld Fiends and Treasure. This belief was brought in from Greece, where Dis Pater was originally known as either Hades or Horkos. In the World of Oldskull campaign, Dis Pater is differentiated as a separate diabolic entity.

Geryone (Lawful Evil): The Greek, and Empyrean-worshipped, Arch-Devil of Fraud and Hell-Beasts.

Lucifer (Lawful Evil): The primordial and Empyrean-worshipped Arch-Devil of Dark Destinies and the Morning Star.

Malacoda (Lawful Evil): A Dantean Duke of Hell, Lord of the Malebranche Devils.

Minos (Lawful Evil): A Greek and Dantean Duke of Hell, Lord of the Minotaurs and Judge of the Dead.

Powers of Lawful Good

Aeneas Indiges (Lawful Good): The Trojan Demigod Hero of Family and Loyalty. Idealized progenitor of the Empyrean People.

Clementia (Lawful Good): The Empyrean Lesser Goddess of Mercy and Repentance.

Fides (Lawful Good): The Empyrean Lesser Goddess of Loyalty and Trust.

Honos (Lawful Good): The Empyrean Lesser God of Honor and Chivalry. Likely, the god of Tyrrhenian paladins.

Justitia (Lawful Good): The Empyrean Lesser Goddess of Law and Justice. This belief was brought in from Greece, where Justitia was originally known as Themis.

Minerva (Lawful Good): The Empyrean Greater Goddess of Wisdom and Defense. Called Menrva by the Etruscans. This belief was brought in from Greece, where Minerva was originally known as Athena.

Mithras (Lawful Good): The Persian, and Empyrean-worshipped, Greater God of Brotherhood and the Sun.

Vesta (Lawful Good): The Empyrean Lesser Goddess of Hearths and the Sacred Fire. This belief was brought in from Greece, where Vesta was originally known as Hestia.

Powers of Lawful Neutrality

Anna Perenna (Lawful Neutral): The Empyrean Lesser Goddess of Years and Timekeeping.

Athrpa (Lawful Neutral): The Etruscan Lesser Goddess of Fate and Inescapable Circumstance.

Cardea (Lawful Neutral): The Empyrean Lesser Goddess of Gateways and Openings.

Carna (Lawful Neutral): The Empyrean Lesser Goddess of Health and Endurance.

Concordia (Lawful Neutral): The Empyrean Lesser Goddess of Treaties and Agreements.

Decima (Lawful Neutral): The Empyrean Fate of Birth. This belief was brought in from Greece, where Decima was originally known as Clotho.

Disciplina (Lawful Neutral): The Empyrean Lesser Goddess of Discipline and Control. Arguably, the deity of Tyrrhenian monks.

Ferentina (Lawful Neutral): The Empyrean Lesser Goddess of the Commonwealth and the Imperium.

Janus (Lawful Neutral): The Empyrean Greater God of Beginnings and Endings.

Juno Lucina (Lawful Neutral): The Empyrean Greater Goddess of Women and

Marriage. Called Uni by the Etruscans. This belief was brought in from Greece, where Juno was originally known as Hera.

Jupiter, Dius Fidius (Lawful Neutral): The Empyrean Greater God of Oaths and Rulership. This belief was brought in from Greece, where Jupiter was originally known as Zeus.

Levana (Lawful Neutral): The Empyrean Lesser Goddess of Fatherhood and Legacies.

Necessitas (Lawful Neutral): The Empyrean Lesser Goddess of Compulsion and Necessity. This belief was brought in from Greece, where Necessitas was originally known as Ananke.

Nerio (Lawful Neutral): The Empyrean Lesser Goddess of Valor and Bravery.

Nortia (Lawful Neutral): The Etruscan Lesser Goddess of Fate and Time.

Palatua (Lawful Neutral): The Empyrean Lesser Goddess presiding over the protection of the Overlord and the Free City of Grimrook.

Picus (Lawful Neutral): The Empyrean Demigod of Kingship and Divination.

Pietas (Lawful Neutral): The Empyrean Lesser God of Piety and Duty.

Providentia (Lawful Neutral): The Empyrean Lesser Goddess of Planning and Forethought.

Roma (Lawful Neutral): The Empyrean Lesser Goddess of the Fallen City of Roma (which later arose in the medieval age as the Free City of Grimrook).

Sancus (Lawful Neutral): The Empyrean Lesser God of Oaths and Honesty.

Securitas (Lawful Neutral): The Empyrean Lesser Goddess of Security and Stability.

Sol Invictus (Lawful Neutral): The Empyrean Greater God of Invulnerability and the Sun.

Veritas (Lawful Neutral): The Empyrean Lesser Goddess of Truth and Lie Detection.

Virtus (Lawful Neutral): The Empyrean Lesser God of Men-at-Arms, Soldiers, and Tactics. This belief was brought in from Greece, where Virtus was originally known as Arete.

Powers of Neutral Evil

Arimanius (Neutral Evil): The Empyrean Lesser God of Daemons and Destruction. This belief was brought in from Persia, where Arimanius was originally known as Ahriman.

Cacus (Neutral Evil): The Empyrean Giant Demigod of Fire, Giants, and Defiance.

Charun (Neutral Evil): The Etruscan Daemon Lord of Netherworld Rivers and the Passage of the Dead. This belief was brought in from Greece, where Charun was

similarly known as Charon. Whether Charun was originally worshipped by the Greeks or the Etruscans is open to dispute. (In the Word of Oldskull the point is irrelevant, because he existed as a Daemon Lord prior to either form of worship.)

Invidia (Neutral Evil): The Empyrean Lesser Goddess of Envy and the Evil Eye. This belief was brought in from Greece, where Invidia was originally known as Nemesis.

Larenta, Dea Tacita (Neutral Evil): The Empyrean Lesser Goddess of Death and the Netherworld.



Leinth (Neutral Evil): The Etruscan Lesser Goddess of Changelings and Doppelgangers.

Libitina (Neutral Evil): The Empyrean Lesser Goddess of Burial and the Corporeal Undead.

Mania (Neutral Evil): The Etruscan, and Empyrean-worshipped, Lesser Goddess of Madness and the Non-Corporeal Undead.

Mantus (Neutral Evil): The Etruscan Lesser God of the Underworld of the Dead.

Mephitis (Neutral Evil): The Empyrean Lesser Goddess of Poisons and Vapors.

Mors, Letum (Neutral Evil): The Empyrean Greater God of Death and Dying. This belief was brought in from Greece, where Mors was originally known as Thanatos.



Pluto (Neutral Evil): The Empyrean Greater God of the Underworld Kingdom, and the Imprisoned Dead. Called Aita by the Etruscans. This belief was brought in

from Greece, where Pluto was originally known as Hades. See also Dis Pater.

Tuchulcha (Neutral Evil): The Etruscan Daemon Queen of Chasms, and the Divisions of the Netherworld.

Viduus (Neutral Evil): The Empyrean Lesser God of Souls and Necromancy.

Powers of Neutral Good

Abundantia (Neutral Good): The Empyrean Lesser Goddess of Abundance and Prosperity.

Aius Locutius (Neutral Good): The Empyrean Lesser God of Warnings and Vigilance.

Angerona (Neutral Good): The Empyrean Lesser Goddess of Nepenthe and the Ending of Sorrow.

Asculapius (Neutral Good): The Empyrean Lesser God of Medicine and Chirurgeons (Non-Magical Healing). This belief was brought in from Greece, where Asculapius was known similarly as Asclepius.

Bona Dea (Neutral Good): The Empyrean Lesser Goddess of Women and Healing.

Bubona (Neutral Good): The Empyrean Lesser Goddess of Cattle and Herdsmen.

Carmentis (Neutral Good): The Empyrean Lesser Goddess of Childbirth and Prophetic Magic.



Empanda, Dea Paganorum (Neutral Good): The Empyrean Lesser Goddess of Doles and Sanctuaries.

Epona (Neutral Good): The Celtic, and Empyrean-worshipped, Lesser Goddess of Horses and Exotic Mounts.

Febris (Neutral Good): The Empyrean Lesser Goddess of Protection from Sickness.

Februus (Neutral Good): The Etruscan, and Empyrean-worshipped, Lesser God of Purification and Underworld Explorers.

Flora (Neutral Good): The Empyrean Lesser Goddess of Flowers and Springtime.

Intercidonia (Neutral Good): The Empyrean Lesser Goddess of Infants, and the Protection of Infants.

Juventas (Neutral Good): The Empyrean Lesser Goddess of Youth and Energy.

Liberalitas (Neutral Good): The Empyrean Lesser God of Generosity and Sharing.

Lympha (Neutral Good): The Empyrean Lesser Goddess of Pure Water and Water Nymphs.

Meditrina (Neutral Good): The Empyrean Lesser Goddess of Healers and Healing.

Ops (Neutral Good): The Sabine Lesser Goddess of Feasts and Plenty.

Ceres, Dea Dia (Neutral Good): The Empyrean Greater Goddess of Plants and Agriculture. This belief was brought in from Greece, where Ceres was originally known as Demeter.

Consus (Neutral Good): The Empyrean Lesser God of the Protection of Plants and the Sowing of Seeds.

Cybele (Neutral Good): The Phrygian, and Empyrean-worshipped, Greater Goddess of Matriarchy.

Deverra (Neutral Good): The Empyrean Lesser Goddess of Protection from Evil.

Pax (Neutral Good): The Empyrean Lesser Goddess of Peace and Truces. This belief was brought in from Greece, where Pax was originally known as Eirene.

Proserpina (Neutral Good): The Empyrean Lesser Goddess of Netherworld Life and the Seasons. This belief was brought in from Greece, where Proserpina was similarly worshipped as Persephone.

Salus (Neutral Good): The Empyrean Lesser Goddess of Safety and Welfare.

Spes (Neutral Good): The Empyrean Lesser Goddess of Hope and Optimism. This belief was brought in from Greece, where Spes was originally known as Elpis.

Thalna (Neutral Good): The Etruscan Lesser Goddess of Childbirth and Youth.

Victoria (Neutral Good): The Empyrean Lesser Goddess of Victory and Commemoration. This belief was brought in from Greece, where Victoria was originally known as Nike.



Powers of True Neutrality

Aeon (True Neutral): The Empyrean Greater God of Time. This belief was brought in from Greece, where Aeon was known similarly as Aion.

Aerecura (True Neutral): The Celtic, and Empyrean-worshipped, Lesser Goddess of Fungi and Fruit of the Netherworld.

Aeternitas (True Neutral): The Empyrean Lesser Goddess of Eternity and Stasis.

Annona (True Neutral): The Empyrean Lesser Goddess of Grain and Farming.

Antevorta (True Neutral): The Empyrean Lesser Goddess of the Future and Fortune Telling.

Aquilo (True Neutral): The Empyrean Elemental Lord of Cold and the North Wind. This belief was brought in from Greece, where Aquilo was originally known as Boreas.

Aura (True Neutral): The Lesser Goddess of Breezes and Air Elementals. This belief was brought in from Greece.

Aurora (True Neutral): The Empyrean Lesser Goddess of the Dawn. This belief was brought in from Greece, where Aurora was originally known as Eos.

Auster (True Neutral): The Empyrean Elemental Lord of Destruction and the South Wind. This belief was brought in from Greece, where Auster was originally known as Notus.

Cacia (True Neutral): The Empyrean Giantess Demigoddess of Fire and Giantesses.

Caelus (True Neutral): The Empyrean Titan of the Sky and the Heavens. This belief was brought in from Greece, where Caelus was originally known as Uranus.

Catha (True Neutral): The Etruscan Lesser Goddess of Guidance and Light in the Netherworld.

Cloacina (True Neutral): The Empyrean Lesser Goddess of Secret Ways and the Undercity.

Cura (True Neutral): The Empyrean Lesser Goddess of Creation and Golems.

Diana (True Neutral): The Lesser Goddess of Beasts and the Forest. Called Aritimi by the Etruscans. This belief was brought in from Greece, where Diana was originally known as Artemis.

Fama (True Neutral): The Empyrean Lesser Goddess of Fame and Renown.

Faustitas (True Neutral): The Empyrean Lesser Goddess of Herds and Female Livestock.

Favonius (True Neutral): The Empyrean Elemental Lord of Whispers and the West Wind. This belief was brought in from Greece, where Favonius was originally known as Zephyrus.

Fecunditas (True Neutral): The Empyrean Lesser Goddess of Fertility and Plenty.

Fontus (True Neutral): The Empyrean Lesser God of Wells and Springs.

Fornax (True Neutral): The Empyrean Lesser Goddess of Baking and Feasting.

Furrina (True Neutral): The Empyrean Lesser Goddess of Water and Water Elementals.

Juturna (True Neutral): The Empyrean Lesser Goddess of Fountains and Sacred Waters.

Latona (True Neutral): The Empyrean Lesser Goddess of Light and Sight.

Lua (True Neutral): The Empyrean Lesser Goddess of Triumph and Conquest.

Luna (True Neutral): The Empyrean Lesser Goddess of The Moon and Nocturnes. Called Tivr by the Etruscans. This belief was brought in from Greece, where Luna was originally known as Selene.

Lupercus (True Neutral): The Empyrean Lesser God of Shepherds and Wolves.

Mater Matuta (True Neutral): The Empyrean Lesser Goddess of Ports and Seafaring.

Mellona (True Neutral): The Empyrean Lesser Goddess of Bees and Honey.

Mercury (True Neutral): The Empyrean Greater God of Journeys and Diplomacy. Called Turms by the Etruscans. This belief was brought in from Greece, where Mercury was originally known as Hermes.

Murcia (True Neutral): The Empyrean Lesser Goddess of Druids and Myrtle.

Naenia (True Neutral): The Empyrean Lesser Goddess of Grief and Lamentation.

Nox (True Neutral): The Empyrean Lesser Goddess of Night and Darkness. This belief was brought in from Greece, where Nox was similarly worshipped as Nyx.

Pales (True Neutral): The Empyrean Lesser God of Herdsmen and Male Livestock.

Poena (True Neutral): The Empyrean Lesser Goddess of Punishment and Reprimand.

Pomona (True Neutral): The Empyrean Lesser Goddess of Fruit and Orchards.

Portunus (True Neutral): The Empyrean Lesser God of Keys and Magical Gateways.

Pudicitia (True Neutral): The Empyrean Lesser Goddess of Chastity and Modesty.

Romulus, Quirinus (True Neutral): The Empyrean Demigod of Fighters and Combat.

Salacia (True Neutral): The Empyrean Lesser Goddess of Oceanids and the Ocean Depths. This belief was brought in from Greece, where Salacia was originally known as Amphitrite.

Saturnus (True Neutral): The Greek, and Empyrean-worshipped, Titan of Generation and Time.

Silvanus (True Neutral): The Celtic, and Empyrean-worshipped, Greater God of Forests and Faerie Creatures. Called Selvans by the Etruscans.



Somnus (True Neutral): The Empyrean Lesser God of Sleep and Hibernation. This belief was brought in from Greece, where Somnus was originally known as Hypnos.

Summanus (True Neutral): The Empyrean Lesser God of Echoes and Night Thunder.

Tellumo (True Neutral): The Empyrean Lesser God of Earth and Earth Elementals.

Terminus (True Neutral): The Empyrean Lesser God of Boundaries and Borderlands.

Terra (True Neutral): The Empyrean Titaness of Earth and Earth Monsters. Called Cel by the Etruscans. This belief was

brought in from Greece, where Terra was originally known as Gaia.

Tiberinus (True Neutral): The Empyrean River Godling of the River Tiber.

Tibertus (True Neutral): The Empyrean River Godling of the River Anio.

Tranquilitas (True Neutral): The Empyrean Lesser Goddess of Calm and Tranquility.

Vertumnus (True Neutral): The Empyrean Lesser God of Gardens and the Seasons.

Vica Pota (True Neutral): The Empyrean Lesser Goddess of Competition and Duels.

Virbius (True Neutral): The Empyrean Lesser God of Sacred Forest Circles and the Golden Bough. This belief was brought in from Greece, where Virbius was originally known as Hippolytus.

Vulcan (True Neutral): The Empyrean Lesser God of Artificing and Forge Fires. This belief was brought in from Greece, where Vulcan was originally known as Hephaestus.

Vulturnus (True Neutral): The Empyrean Elemental Lord of Change and the East Wind. This belief was brought in from Greece, where Vulturnus was originally known as Eurus.

About the Author



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 Gygax, Carr,

Deciding which deities to use when is a matter of familiarity, personal preference, and the location of encounters on the game maps. A cabal of True Neutral NPC nobles who are based in a forest might worship Silvanus (of the forest); but if they're mariners who live along the shoreline, they might worship Vulturnus (of the winds) instead. In the region of Grimrook, they might worship Tiberinus (of the regional river); but in a grotto which leads into the netherworld via a teleportation circle, they might even worship Portunus ("Empyrean Lesser God of Keys and Magical Gateways").

You can also use the list of powers as a compelling introduction to Tyrrhenia for your players, offering them details about the gods which fit their Player Characters' alignments, classes, races, and beliefs. In that case I would recommend reviewing the Non-Player Character entries in the bestiary, where much of this cross-referencing work has already been done for you.

I hope you have found this initial glimpse of the Tyrrhenian realms intriguing, as I have much more to offer you! In future supplements we will be looking at the Free City State of Grimrook, Castle Oldskull proper, the mirage of the Manor Ushir, and of course the many mega-dungeon levels beneath the manor where all of the various critters and horrors revel in the dark realms of Vediovis and Groohlz-Drakha.

Here's that entry for you to ponder over, in case you missed it:

Vediovis (Chaotic Neutral): The Empyrean Lesser God of Castle Oldskull and the Secrets of the Netherworld.

And with that, I will bid you farewell until next time! Happy gaming.

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, Grogard, 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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