



# odd monsters

## *Monstrous Pages for Shadow of the Demon Lord*

Monsters abound in the lands of Rûl, from horrid, spiderlike lash crawlers to ferocious dragons, and everything and anything in between. Monsters encompass a wide range of creatures, but their inability to fit within the natural order and their strange capabilities unite them as a single kind. Most monsters are unique creatures, strange in form and erratic and aggressive in behavior. Although some kinds, through frantic breeding, have established themselves as a species or, more rarely, as a people. *Odd Monsters* examines the boggarts, one of the most violent and rapacious peoples to trouble the Empire and whose incessant raids threaten to destabilize the crumbling nation's frontiers. In these Monstrous Pages, you'll find lore about their origins, behavior, and tactics, rules for customizing boggarts, and several variant boggarts such as the brag and magic-using buggane.

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# BOGGARTS

Crashing down from the hills and mountains come the boggarts, a breed of brutish, warped humanoids driven by an unholy desire to breed and kill. A wild and unreasonable people, boggarts pose a dire threat to everything living near their lands.

**Mistaken Creations:** The magic used to create and sustain the hidden kingdoms of faerie wreaked havoc on the world. These bulges into the Void loosed a wave of demonic energy that tainted the landscape in and around the borderlands, causing nature to warp and behave oddly, and sometimes remake the creatures living there. The boggarts were one of many monsters accidentally created by the faeries' magic, and they have since spread out from the borderlands and taken root in the landscape, festering like a cancer.

**Boggart Holes:** Boggart holes dimple the hills and mountains across much of the Empire, usually in remote areas far from human settlements. Each hole is a stinking pit dug in the earth and rock, burrowing deep enough to accommodate the dozen or so boggarts who live there. Noisome places redolent with the odors of rot and filth, the unwholesome aromas spread for miles around, being the only warning to travelers and explorers unlucky enough to range into boggart territory. Boggarts smear their excrement on the walls in some bizarre form of art or writing. Flies crowd the air and all kinds of vermin thrive in these places. Disease runs rampant in these pits, and while boggarts are susceptible to infection, they delight in how sickness ravages their forms, to the point that the most wretched of them holds the highest place of honor.

**Monstrous Variety:** All boggarts share certain characteristics, having bulky humanoid frames festooned with a profusion of arms emerging from their torsos around slobbering faces set in the center of their chests. Skin coloration ranges from sickly yellow to dark purple, all of which appears mottled with blood spots. Patchy black, white, or green hair sprouts from every orifice other than their mouths and even from unlikely places such as their joints and fingertips.

Beyond these features, boggarts all display some unique characteristic. All have a variable number of limbs: boggarts have  $1d6 + 3$  arms and  $1d3 + 1$  legs. When moving, they use all their limbs to speed over the ground, letting them easily outpace the creatures they're most likely to hunt—humans. As well, boggarts display a cosmetic mutation, which you can determine by rolling on the Mutations table (*Shadow*, page 198). Some boggarts display even more

pronounced mutations, a second head, enormous size, or unseemly bulges and knobby growths that protrude from their thick skin.

The boggarts' most awful feature is by far their faces. Situated in the center of their chests, they have a vaguely human appearance but with shovel-like teeth filling wide, leering maws that leak strings of foul-smelling drool. When excited by the prospect of mating or eating, their eyes shine, and their drooling intensifies.

**Deranged and Deviant:** Boggarts see the world as theirs for the taking. They lack empathy and never consider the harm or suffering they inflict on their victims. Two things motivate boggarts: hunger and sexual desire. They can eat almost anything, from trees to small stones, but they prefer human flesh. Boggarts can also breed with each other, but they avail themselves on anything they can catch, and more than one ranger has witnessed a boggart chasing down a frightened cow or sheep in a field, the boggart's intention is clear in its physical state.

**Inscrutable Tongue:** That boggarts can communicate with one another cannot be contested, but their speech is beyond the ability for non-boggarts to comprehend without magical aid. Their language is as disturbing and as maddening as their physical form. They communicate through a mixture of physical movements, stances, and utterances that consist of rumbling noises from their grinding teeth, spitting, and peals of mad, shrieking laughter.

## BOGGART

DIFFICULTY 50

### Size 2 frightening monster

**Perception** 8 (-2); **shadowsight**  
**Defense** 15; **Health** 50; **Insanity** —; **Corruption** 1d3  
**Strength** 16 (+6), **Agility** 11 (+1), **Intellect** 8 (-2), **Will** 13 (+3)  
**Speed** 12  
**Immune** gaining Insanity; frightened

### ATTACK OPTIONS

**Fist** (melee) +6 (Strength) with 2 boons (2d6 + 6)

### SPECIAL ATTACKS

**Fists of Fury** The boggart makes one attack with its fists against each creature it can reach.

## CUSTOMIZING BOGGARTS

In addition to the cosmetic variations, some boggarts have special qualities that set them apart from their fellows.

### ERRATIC

Already insane, no horror can deter boggarts from pursuing their objectives. In fact, most boggarts laugh at danger, seeming to enjoy the appalling injuries they sustain when their prey fights back.

Some boggarts, though, have lost even the meager capacity for reason found in their kin and lurch about, giggling as they throw themselves at anything they can reach.

**Intellect** -2

**Random Acts of Violence** Whenever the boggart would use an action to attack with its fist, it must choose its target randomly.

## GIGANTIC

Most boggarts stand twice as tall as humans do, but in some regions, especially in the Dragon Fangs looming over Blötland, they grow to even greater. Gigantic boggarts are tougher and more aggressive than their kin.

INCREASE BY 1 DIFFICULTY STEP

*Size increase by 1d3 + 1*

**Health** +25

**Strength** +1, **Agility** -1

### ATTACK OPTIONS

**Fist** The boggart's bonus to the attack roll increases by 1 due to the Strength increase, and it deals 1d6 extra damage.

## GROTESQUE

The widespread mutations afflicting boggarts contribute to their frightening appearance, making them especially monstrous and alien. Sometimes mutations present in such awful and hideous ways that to see them can invite madness. Grotesque boggarts might have clusters of engorged phalluses hanging from their bodies, dozens of sucking orifices, eyes mounted atop stalks, dripping wattles, or flesh that crawls over their frames.

*Replace frightening with horrifying*

**Defense** -2

**Speed** -2

## TOXIC

Boggarts live in dreadful conditions, their holes as much sewers as they are living spaces. Disease runs rampant in such places, and most boggarts contend with some form of illness—weeping sores, infections, wracking coughs, and so on. Toxic boggarts can spread the disease they carry through their bites.

### ATTACK OPTIONS

**Filthy Teeth** (melee) +6 with 2 boons (2d6 plus Disease)

**Disease** A living creature must get a success on a Strength challenge roll with 1 bane or become diseased. Each time a creature diseased in this way completes a rest, it must get a success on a Strength challenge roll or take a cumulative -1d6 penalty to Health, dying when the penalty would reduce its Health to 0. After three successes, the creature removes the diseased affliction and the penalties, if any, to its Health.

## TWO-HEADED

All boggarts have a multitude of limbs, but some also have extra heads. These heads take turns controlling their bodies. Most two-headed boggarts have their heads positioned side-by-side on their chests, but some have a visage on both their front and their back.

INCREASE BY 1 DIFFICULTY STEP

**Two Heads** The boggart can take both a fast turn and a slow turn each round, and it can use two triggered actions each round.

## VARIANT BOGGARTS

As a deeply varied people, it should come to no surprise that numerous monsters have evolved from boggarts to become distinct creatures.

### BOGGLE

Haunting the depths of Balgrendia's gloomy forests, boggles are a smaller and more vicious breed of boggart, armed with the ability to vanish and reappear where least expected. Like their kin, boggles rampage through their homeland, tumbling out of the trees to strike towns and villages all across the province. Unlike boggarts, they snatch their victims and disappear with them, ferrying them to some unspeakable fate.

Boggles resemble their larger kin in all ways except stature, standing around 3 feet tall and weighing up to 60 pounds. They also have fewer arms, with most having 1d3 + 2 arms. Boggles speak a dialect of the boggart tongue.

### BOGGLE

DIFFICULTY 10

*Size 1/2 frightening monster*

**Perception** 8 (-2); shadowsight

**Defense** 15; **Health** 12; **Insanity** —; **Corruption** 1d3

**Strength** 12 (+2), **Agility** 14 (+4), **Intellect** 8 (-2), **Will** 11 (+1)

**Speed** 10

**Immune** gaining Insanity; frightening

### ATTACK OPTIONS

**Fist** (melee) +4 (Agility) with 1 boon (1d6 plus Grab on attack roll 20+)

**Grab** The boggart can attempt to grab the target of its fist attack as part of that attack.

### SPECIAL ACTIONS

**Abduction** When the boggle gets a success on an attack roll to grab a creature, it can use a triggered action to choose an unoccupied cube of space, 2 yards on a side, originating from a point it can see within medium range. The boggle and the creature it has grabbed teleport to spaces inside the target area.

**Sudden Escape** When a creature gets a failure on an attack roll against the boggle, the boggle can use a triggered action to teleport to an open space it can see within short range.

## BRAG

Of all the boggarts, brags are the strangest. Born with the ability to assume the forms of ordinary objects, they use their gift to infiltrate human communities and hide in plain sight, waiting until a lone target comes within their reach, at which point they unfold and return to their natural forms to attack. In communities suffering a rash of disappearances, a brag is likely to blame.

In their natural forms, brags stand about 6 feet tall, though they are always hunched over and slouching, likely as result from holding their object forms for great lengths of time. They have the same coloration and head placement of other boggarts but with 1d3 arms and two legs. They speak a dialect of the boggart tongue, and most understand the Common Tongue.

### BRAG

DIFFICULTY 25

#### Size 1 frightening monster

**Perception** 10 (+0); shadowsight

**Defense** 14; **Health** 23; **Insanity** —; **Corruption** 1d3

**Strength** 13 (+3), **Agility** 12 (+2), **Intellect** 10 (+0), **Will** 12 (+2)

**Speed** 10

**Immune** gaining Insanity; frightened

**Surprising Transformation** When the brag is wearing the form of an object (see Mimic Object) and attacks a creature that was not aware that it was an object, the brag makes the attack roll with 3 boons.

#### ATTACK OPTIONS

**Fist** (melee) +3 (Strength) with 2 boons (2d6)

#### SPECIAL ACTIONS

**Mimic Object** A brag can use an action to cast the *object form* spell from the Transformation tradition. If the brag is in the form of an object, it can end the effect without using an action and resume its natural form.

## BUGGANE

Little in the bugganes' appearance suggests a connection to boggarts. Bugganes have thick black fur all over their bodies, long, sharp tusks, and eyes that blaze like bonfires. Yet, these monsters can often be found among boggart tribes, where they hold positions of great respect because of their magical prowess. Still, others have been known to hunt alone in fell places, picking off travelers one at a time.

Possessing no great intellects and demonstrating little skill for using most forms of magic, bugganes do display great command over the elements, which sets them apart from other boggarts and makes them a curiosity. Some suspect bugganes were made by devils to contribute to the suffering in the world. In any event, bugganes use their magic to sow terror in their

victims, loosing powerful winds and calling down bolts of lightning, all of which scatter their prey to open a path for the rampaging boggarts.

Bugganes speak the tongue of the boggarts.

### BUGGANE

DIFFICULTY 50

#### Size 2 horrifying monster

**Perception** 10 (+0); shadowsight

**Defense** 16; **Health** 20; **Insanity** —; **Corruption** 1d3 + 1

**Strength** 14 (+4), **Agility** 12 (+2), **Intellect** 10 (+0), **Will** 15 (+5)

**Speed** 12

**Immune** gaining Insanity; frightened

**Divine Anathema** A buggane is impaired while on holy ground (see *Uncertain Faith*, page 4).

**Fear of Water** A buggane takes 1d6 damage when it moves through a space containing flowing water or ends its turn there.

#### ATTACK OPTIONS

**Tusks** (melee) +4 (Strength) with 2 boons (2d6)

#### MAGIC

**Power** 5

**Air** *wind blast* (6), *evoke gale* (3), *thunderclap* (2), *create cyclone* (1)

**Storm** *shock* (6), *forked lightning* (3), *call lightning* (2), *lightning bolt* (2), *leaping lightning* (1)

