

# THE GLORY ROAD

Issue 12

Names, Monster

## RANDOM NAMES IN ESTARION

D100	Aquilan		Tarquai		Others	
	First	Last	First	Last	First	Last
01-02	Agrippina	Pontius	Amal	Anas	Megetu	the Younger
03-04	Albus	Octavius	Butrus	Gamal	Kharchu	the Elder
05-06	Antonia	Nonus	Duha	Khasad	Arslan	Smith
07-08	Balbus	Marius	Fahkri	Khadi	Baiju	Butcher
09-10	Blandina	Livius	Farah	Ismail	Berude	Cooper
11-12	Blasius	Laelia	Hadi	Ghamoudi	Chakha	Carpenter
13-14	Caecilia	Junius	Aisha	Zahra	Maral	Chandler
15-16	Cato	Gallus	Aralan	Yusef	Cota	the Mad
17-18	Darius	Decimus	Baris	Weever	Dagasi	the Tall
19-20	Drusilla	Clesus	Berna	Yesim	Yesugen	the Short
21-22	Ennius	Caelinus	Demir	the Elder	Daveth	Potter
23-24	Fabrica	Blandus	Dilara	Dorun	Jago	Tailor
25-26	Fausta	Aurelius	Eda	the Fat	Margh	Hunter
27-28	Felix	Albanus	Emin	Ess	Pasco	Plumber
29-30	Gaius	Varianus	Fatimah	the Pale	Piran	Mason
31-32	Germanus	Valens	Feridun	Halak	Elsed	Shepard
33-34	Gratiana	Tertius	Gamze	Losh	Meraud	Carter
35-36	Herminia	Talus	Ghalib	the Red	Morwne	Bowman
37-38	Horatius	Sextus	Halim	Mourn	Steren	Draper
39-40	Julia	Severus	Hawa	the Short	Blejan	Gardener
31-42	Junius	Sergius	Iskender	the Younger	Áedán	Fowler
43-44	Laurentius	Septimus	Jamal	the Tall	Cadeyrn	Miller
45-56	Livia	Secundus	Kerem	the Thin	Eógan	Piper
47-48	Lucanus	Scaevola	Kira	Umwelt	Máedóc	Singer
49-50	Lucius	Regulus	Latifah	Ohn	Nuallán	Rider
51-52	Marcellus	Quintus	Mehmet	Sulemein	Feidlimid	Sawyer
53-54	Mariana	Priscus	Nadiya	Tahir	Agatha	Fisher
55-56	Martina	Primus	Osman	Temel	Agnes	Fletcher
57-58	Maximus	Porcius	Pilar	Vrain	Basilius	Weaver
59-60	Nevius	Cassius	Tarik	the Wise	Charis	Wright
61-62	Nervia	Vibianus	Harun	Shahid	Cassander	Baker
63-64	Nonus	Tatianus	Hasna	Asif	Cleon	Brewer
65-66	Octavia	Seneca	Ibrahim	Mahmoud	Cyrus	Chalker
67-68	Otho	Sabina	Ihsan	Damal	Damianos	Clark
69-70	Paulus	Rufus	Jafar	Rasif	Demetrius	Dyer
71-72	Petronius	Nero	Jalal	the Lucky	Eugenia	Cook
73-74	Portia	Celsus	Jumana	the Jovial	Gaius	Carver
75-76	Priscilla	Julius	Karam	Basar	Hesperos	Barber
77-78	Quintus	Hortensius	Khadija	Walid	Adalbert	Falconer
79-80	Regulus	Flavius	Laila	Noor	Ælfrid	Sadler
81-82	Rufina	Drusus	Maalik	Omid	Cenric	Spicer
83-84	Sabina	Fabius	Maryam	Farhad	Gundahar	Forester
85-86	Silvanus	Cornelius	Mumtaz	Ebrahim	Helmfrid	Fuller
87-88	Tacitus	Claudius	Muna	Abd Al-hamid	Sigismund	Tanner
88-90	Tatiana	Manlius	Nadir	Abd Al-aziz	Wulfric	Archer
91-92	Tiberius	Avitus	Najir	Bahadur	Gulla	Constable
93-94	Tullia	Lucianus	Qasir	Dawood	Isolde	Glover
95-96	Valeria	Marcellinus	Qismat	Ghufuran	Ragna	Joiner
97-98	Vergilius	Aelius	Raad	the Pale	Saxa	Hooper
99-00	Vitus	Marinus	Sabri	the Bold	Valdbris	Merchant

I wanted the feeling of romance and the sense of wonder I had known as a kid. I wanted the world to be what they had promised me it was going to be—instead of the tawdry, lousy, fouled-up mess it is. — Robert A Heinlein, *The Glory Road*

## Monster: Penanggalan

If a woman dies in childbirth and is not blessed, A woman seeking to have children dies before that wish is fulfilled, OR when a woman seeks to attain eternal youth and is willing to make a deal with dark powers, her spirit will sometimes cause her to rise from the dead as a Penanggal, a foul creature that drinks the blood of women and children, preferring the blood of pregnant women.

*Secret Threats:* Penanggalan hide in plain sight as part of the community, preying discretely as long as they can. They have a normal life but do not have children. Those on whom the Penanggal feeds remember nothing of the attack.

*Returning to the Body:* before a Penanggal can return to her body, the entrails of the creature must soak in vinegar for an hour to shrink before returning to the body cavity. Vats of vinegar are thus often a sign of a Penanggal's lair and may be a sign that her vulnerable body may be hidden nearby.

*Undead Nature:* A pennanggal doesn't require air, food, drink or sleep.

### Penanggal

Medium undead, chaotic evil

Armor Class: 13

Hit Points: 75 (10d8 +30)

Speed: 30ft or fly 40ft (hover) in monstrous form

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STR 10 (+0) DEX 16 (+3) CON 16 (+3) INT 12 (+1) WIS 13 (+1) CHA 16 (+3)

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*Skills:* Deception +6, Perception +4, Stealth +6

*Damage Resistances:* Necrotic; Acid; bludgeoning, piercing, and slashing from nonmagical weapons

*Damage Immunities:* Poison

*Condition Immunities:* Exhaustion, frightened, poisoned

*Senses:* Darkvision 60ft , Passive PER 14

*Languages:* Speaks and understands the languages it knew in life

*Challenge:* 5 ( 1800 xp)

*Acidic Flesh:* Any creature that begins or ends its turn or who is in close combat with a Penanggal takes 3 (1d6) acid damage and the target cannot regain hit points until the start of the Penanggal's next turn.

*Secret Undead:* A Penanggal may appear in human form. While in human form, magic will reveal only her alignment in life, not her lawful evil alignment. In human form, the penanggal is not affected by daylight and cannot be affected by a turn undead or destroy undead abilities.

*Vulnerable to Sunlight:* A penanggal struck by daylight while her head and organs are detached is paralyzed until it is out of the sunlight.

### ACTIONS

*Multiattack:* the penanggal is able to make two attacks, only one of which may be a bite.

*Dagger (human form only):* Melee weapon attack, +6 to hit, reach 5 ft, one creature. Hit: 4 (d4+2) piercing damage.

*Bite (either form):* Melee weapon attack, +6 to hit, reach 5 ft, one creature. Hit: 4 (d4+2) piercing damage plus 7 (2d6) necrotic damage. The target must also make a DC 14 Constitution saving throw or be poisoned for 1d6 rounds. The target must also make a CON save vs. DC 14 at the end of the day or be cursed with a wasting disease. Every day, the target must save or gain a level of exhaustion. This happens at the end of each consecutive day until the curse is removed or until the target makes three consecutive successful saves. These levels of exhaustion cannot be removed while the character still suffers the curse. The curse can only be removed with a Remove Curse spell. The Penanggal gains advantages on bite attacks against targets held by its Grasping Entrails.

*Grasping Entrails (monstrous form only):* Melee weapon attack, +6 to hit, reach 10 ft, one creature. Hit: 5 (d6+2) bludgeoning damage plus 3 (1d6) acid damage plus 3 (1d6) necrotic damage, the target is grappled, and the target cannot regain hit points until the start of the penanggal's next turn.

*Charm:* The penanggal targets one creature it can see within 30 feet of it if the target can see the penanggal. The target must succeed on a DC 15 Wisdom saving throw or be charmed by the penanggal. The charmed target regards the creature as a trusted friend to be heeded and protected. The charmed target isn't under the creature's control, but it takes the penanggal's requests or actions in the most favorable way it can, and is willing to allow the penanggal's bite attack. Typically, the monster uses this to make prey docile for feeding.

Each time the penanggal does anything harmful to the target, the target can repeat the saving throw, ending the effect on a success. Otherwise, the effect lasts 24 hours or until the creature is destroyed, is on a different plane than the target, or takes a bonus action to end the effect.

*Horrific Transformation (human form only):* the penanggal separates her head from her body. All creatures within 30 feet that see the change must succeed on a DC 15 Wisdom saving throw or drop to 0 hit points from fear. Those who do save are frightened for 1d6 rounds.