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DOC FRANKENSTEIN

DEPARTMENT OF CREATURES

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OSR

The FRONT (TF) is a traditional tabletop roleplaying game, played with paper, pencils and dice - it uses that Original 1970s Fantasy Roleplaying Game as a base. But it adds, twist and takes away elements to make it a distinct streamlined flavor of the original roleplaying game.

DEPARTMENT OF CREATURES

- by -

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The DOC

Department of Creatures

During World War II British Intelligence invited many occultists into its ranks because it needed their specialist knowledge and skills. The assistant director of Naval Intelligence during the war was Lt. Commander Steven j Smyth RN. Smyth was also interested in astrology and numerology and he was a friend of the notorious magician Aleister Crowley, who had worked for MI6 (the Secret Intelligence Service) during World War I and in the 1920s and 1930s spying on Germans with occult interests. Smyth conceived an audacious plan to lure a high-ranking member of the German government into defecting to Britain so as to provide a morale-boosting propaganda coup. This idea had worked better than they planned and they were able to get Doctor Victor von Frankenstein and his famed monster to defect. This was because he was a supporter of peace with Britain and was also under the influence of astrologers and occultists. Soon Commander Smyth recreated The Link, a defunct Anglo-German friendship society of the 1930s that had a wealthy membership drawn from the British Establishment. The link worked to research, fund, find, and recreate the old folk tale creatures of Europe and the Department of Creatures was born.

Using the DOC

Players can be members of the elite teams they send into occupied territory to located, recruit or destroy creatures all in the name of the war effort.

There are times the Players will locate or be sent after Items of power. No matter what the item is it always has a distinct effect.

1. This piece of equipment still holds its manufacturer's ghost and she howls silently next to you in battle.
2. Actually this piece of equipment is a government reject! +1 on some rolls determined by the GM.
3. This piece of equipment smells of sulfur and brimstone it spooks other soldiers around you at random times.
4. This piece of equipment is extremely well made and grants a -1 during battle conditions.
5. Strange letters and numbers adorn this piece of equipment. They're meaning is not clear and no one can seem to make heads or tails of them.
6. There is something shoddy about this piece of equipment and it attracts random sergeant's attention to it. Prepare for a dressing down.
7. A weird sheen seems to show in the sunlight about this piece and strange colors play about its surface at times.
8. There is a smell of vanilla and perfume around this piece and other soldiers tease you about it at times.
9. Several old words in strange tongues have been written on this piece and it protects against curses during battle.
10. A count of killed enemies is written on this piece of equipment even though you don't have any place near that count.

11. Some else's name is written upon a strap or holding place and it has been secreted away on the piece. Add odd times you can hear someone call over your shoulder in that person's name.
12. Ten magical signs and symbols have been written on the piece granting you an additional save against the supernatural once every two weeks of game time.
13. A woman's lip sticked kiss appears each and every morning on the piece of equipment and won't come off until a battle or fire fight.
14. The piece has a cross carved into it each time a kill is made. You don't do the carving.
15. The ghost of a previous owner haunts this piece of equipment appearing to you before a battle and silently warning you of impending violence. No one else can see them.
16. You hear strange music when you wear this piece of equipment and before certain battles.
17. A single spot of oil always appears each morning and evaporates by noon
18. This piece of equipment bleeds four drops of human blood before a battle or fire fight.
19. You pass gas each time you put this piece on but gain an extra roll for a battle or fire fight. The smell though is very bad.
20. This piece of equipment grants a sense of danger every two weeks when worn into battle.

New Class

COMBAT CONSTRUCT

You rolled off the assembly line with a Number instead of a name, and with one purpose defend the home land. While no two Combat constructs look exactly the same, as you are patched together from the dead. You all appear grey and six feet tall. You have basic understanding that allow you to learn the ins and outs of various weapon systems, how to prepare defenses, how to assault bunkers, and other fundamental combat skills. You know when to follow order and when to show independent thought.

Abilities: Dexterity and Strength are the most important abilities for you. Dexterity makes you a better shot, and Strength comes in handy in melee combat.

SPECIAL FEATURES

Spare parts--you do not heal naturally, but may be repaired. Repairs require time, materials, and access to tools and accessories. (ie bodies) Each level you may re roll any single stat but must keep the result.

Combat Constructs need not eat, drink, sleep or breathe and are immune to fatigue, disease and poison. You can be returned to life should they be able to recover your body.

Starting equipment: Rifle, bayonet, fragmentation grenades, helmet, backpack, entrenching tool, Repair Tool Kit d12.

At the start of the game they may substitute a light machinegun or large melee weapon for their rifle.

Monsters

Should you choose to use monsters in your games you will need to fill in some details as there's not a lot of detail given about the monsters, because the more detail given, the more our game becomes your game. This way you do not have a lot of can the monster do this or can he do that? The Monsters can do anything till you say they cannot! So use your imagination, make stuff up. It's what I would do should you ask me. Feel free to add wings, breath weapons, or whatever suits your missions and your game. Who is to say that they can't use guns or operate Tanks or build Bunkers to secure its location!

Modifying Creatures

Despite the versatile collection of monsters in this book, you might be at a loss when it comes to finding the perfect creature for part of a mission. Feel free to tweak an existing creature to make it into something more useful for you, that is part of the OSR fun.

Size

A monster can be Tiny, Small, Medium, Large, Huge, or Gargantuan. The size of the monster affects the dice that is rolled for its HIT POINTS via its HD.

Table: Size Categories

Size	Example	Dice Size
Tiny	Imp, sprite	D4
Small	Giant rat, goblin	D6
Medium	Orc, werewolf	D8
Large	Hippogriff, ogre	D10
Huge	Fire giant, treant	D12
Gargantuan	Kraken, purple worm	D20

COMBATANT HD

This is HOW DIFFICULT (HD) the foe is to defeat on a scale of 1 to 10. With a one being relative easy to beat and a ten being one that will challenge even the most battle hardened troops. This is also the number of d8 rolled to determine its HP. You can add special effects to any foe to simulate any number of opposing forces.

A very hard to beat Huge banshee would have a HD of 6 and the GM would roll 12 d6 to figure out its Hit points, this will truly be terrifying foe to face.

BANSHEE

Banshees are undead creatures that live in swamps and other desolate places. They can only be harmed by silver weapons. Their shriek (once per day) necessitates a saving throw versus Con or the hearer will take 2d6 damage. They can travel over water and other terrain as if it were land, but crossing running water causes it to become susceptible to normal weapons for 3d6 hours. They look like gaunt humans with long, stringy hair and glowing yellow eyes.

BASILISK

Basilisks are great lizards whose gaze turns to stone anyone meeting its eye (one way of resolving this: fighting without looking incurs a +4 penalty to AVOID BEING hit). If the basilisk's own gaze is reflected back at it, it has a 10% chance to force the basilisk into turning itself to stone.

BACK PUDDING

Black puddings are amorphous globs with an acidic surface. They are subterranean predators and scavengers. Any weapon or armor contacting a black pudding will be eaten away by the acid as follows: weapon (1 hit by weapon), helmet (1 hit by pudding), vehicles (2 hits by pudding). They are immune to cold, and divide when attacked by electrical attacks.

BLINK DOGS

Blink dogs are pack hunters, intelligent and usually friendly to those who are not of evil intent. They can teleport short distances (without error) and attack in the same turn—in most cases (75%) a blink dog will be able to teleport behind an opponent and attack from the rear (with bonuses).

CHIMERA

The chimera has three heads; one is the head of a goat, one the head of a lion, and one the head of a dragon. Great wings rise from its lion-like body. The dragon head can breathe fire (3 times per day) with the ability to strike foes that are Nearby it, causing 2d6 damage to anyone caught within the fiery blast (DEX saving throw for half damage).

DJINN

Djinn are one of the genies of folklore, creatures of the air (and possibly of the elemental planes). They can carry 700 pounds of weight, and have a number of magical powers. A djinni can create food and water of high quality, as well as wooden and cloth objects.

They can also create objects of metal (including coins), but all such magically created metals disappear in time. Djinn can call up illusions, and although these are quite excellent they disappear when touched. Djinni can turn themselves into gaseous form (cannot attack or be attacked, can enter any area that is not airtight), and can become invisible at will. Finally, a djinni can turn itself into a whirlwind much like an air elemental, sweeping away any creature with fewer hit dice

DOPPELGANGER

A doppelganger can change its form to resemble the physical appearance (including clothing and gear) of any person. These creatures are immune to sleep and.

Elementals

Elementals are living manifestations of the basic forms of matter; earth, air, fire, and water. They are usually summoned from their native planes of existence to do the bidding of a powerful spell. These beings can also be "chained" within objects or structures to give the objects magical properties. Elementals are barely intelligent at all, but they are as powerful as the forces of nature that they actually are.

GARGOYLES

Gargoyles are winged creatures resembling the carven monstrosities that bedeck the walls of cathedrals and many subterranean dungeons. They can be vicious predators. With so many Towns in Europe destroyed they are on the Hunt for a new home.

GHOULS

Ghouls are pack-hunting undead, corpse eaters. They are immune, like most undead, to charms and sleep spells. The most dangerous feature of these horrid, cunning creatures is their paralyzing touch: any hit from a ghoul requires a STR saving throw or the victim becomes paralyzed for 3d6 turns. These are a common sight on old battlegrounds.

GIANTS

Giants dwell in cold regions, where they build (or conquer) castles in remote places of ice and snow. They throw boulders or great chunks of ice for 2d6 points of damage. They will most likely to talk with humans rather than simply devour them.

HARPIES

Harpies have the upper body of a human female and the lower body and wings of a vulture. Their song is a charm that draws its victims to the harpy (AW saving throw applies), and the harpy's touch casts the equivalent of a charm person spell (again, AW saving throw applies).

MINOTAUR

The minotaur is a man-eating predator from Greek mythology, with the head of a bull and the body of a massive human, covered in shaggy hair. Sometimes they wield large axes. Most are not particularly intelligent.

MUMMIES

Mummies are resistant to most weapons small arms fire will inflict only half damage against them. Their touch also inflicts a rotting disease which prevents healing for d8 days.

SKELETONS

Skeletons are animated bones of the dead, usually under the control of some evil master.

VAMPIRE

Vampires are some of the most powerful of undead creatures. They can only be hit with magic weapons, and when "killed" in this way they change into a gaseous form, returning to their coffins. They regenerate at a rate of 3 hit points per round, can turn into gaseous form or into a giant bat at will, and can summon a horde of bats or 3d6 wolves out from the night. Looking into a vampire's eyes necessitates an AW saving throw at +3, or the character is charmed. Most terrifyingly, a vampire's bite drains two levels from the victim. Fortunately, vampires have some weaknesses. They can be killed (these are the only known methods) by immersing them in running water, exposing them to sunlight, or driving a wooden stake through the heart. They retreat from the smell of garlic, the sight of a mirror, or the sight of "good" holy symbols.

Any human killed by a vampire becomes a vampire under the control of its creator. This description will be recognized easily as the "Dracula" type of vampire.

Many other possibilities for vampires exist in folklore: those who drink blood rather than level drain (Nosferatu), those vampires more feral than intelligent.

Plus, other cultural templates with different attributes could be created—how about an ancient Asian vampire?

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