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## The Last Continent

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Clark Ashton Smith, poet, artist and fiction author, was a friend and contemporary of sci-fi & horror author H.P. Lovecraft. Clark Ashton Smith (CAS) is best known for his contributions to the pulp magazine *Weird Tales*.

CAS's Zothique is the last continent to rise from the seas before mankind's demise on Earth. In 1931, CAS submitted the following kernel of an idea for Zothique, which at that time he called "Gnydron":

**"Gnydron, a continent of the far future, in the South Atlantic, which is more subject to incursions of 'outsideness' than any former terrene realm; and more liable to the visitation of beings from galaxies not yet visible; also, to shifting admixtures and interchanges with other dimensions or planes of entity."**

— *A Tale Of Gnydron*, synopsis, CAS 1931

Zothique was most likely inspired by CAS's earlier tale, *The Abominations of Yondo*, written in 1929. Here the mood is set for many tales to follow:

"The corpse-colored insects had long since ceased to follow me; and so far despite the eeriness of the sepulchral silence and the mounded dust of timeless ruin, I had met nothing half so horrible as those insects. I began to think that the terrors of Yondo were somewhat exaggerated. It was then that I heard a diabolic chuckle on the hillside above me. The sound began with a sharp abruptness that startled me beyond all reason, and continued endlessly, never varying its single note, like the mirth of an idiotic demon. I turned, and saw the mouth of a dark cave fanged with green stalactites, which I had not perceived before. The sound appeared to come from within this cave."

— *The Abominations of Yondo*, CAS 1929

As Zothique developed through Clark Ashton Smith's pen, it became a realm of sociopathic sorcerers, decadent tyrants, gruesome cannibals, maniacal half-demons, ill-fated dreamers, arcane aliens, and the animated dead.

"On Zothique, the last continent on Earth, the sun no longer shone with the whiteness of its prime, but was dim and tarnished as if with a vapor of blood. New stars without number had declared themselves in the heavens, and the shadows of the infinite had fallen closer. And out of the shadows, the older gods had returned to man: the gods forgotten since Hyperborea, since Mu and Poseidonis, bearing other names but the same attributes. And the elder demons had also returned, battenning on the fumes of evil sacrifice, and fostering again the primordial sorceries.

"Many were the necromancers and magicians of Zothique, and the infamy and marvel of their doings were legended everywhere in the latter days."

— *The Dark Eidolon*, CAS 1935

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## Geography

Zothique is an unlinked continent, with low hills & mountains, and no major inland bodies of water. It is surrounded by numerous islands and archipelagos of various size which are, in total, more populated than the greater continent of Zothique; which is mostly dry desert. Cyntrom, Naat & Sotar are the largest satellite islands.

Sometime in forgotten history, a section of the Earth has been completely removed, drawing into the void a rapid ocean current known as "the Black River" that flows westward, impossible to resist except by magical means.

"And the red suns and ashen moons went westward over Xylac, falling into that seldom-voyaged sea, which, if the mariners' tales were true, poured evermore like a swiftening river past the infamous isle of Naat, and fell in a worldwide cataract upon nether space from the far, sheer edge of Earth."

— *The Dark Eidolon*, CAS 1935

Generally speaking, the closer one gets to this chasm, the more profoundly alien the environment.

"The sand of the desert of Yondo is not as the sand of other deserts; for Yondo lies nearest of all to the world's rim; and strange winds, blowing from a pit no astronomer may hope to fathom, have sown its ruinous fields with the gray dust of corroding planets, the black ashes of extinguished suns. The dark, orblike mountains which rise from its wrinkled and pitted plain are not all its own, for some are fallen asteroids half-buried in that abysmal sand. Things have crept in from nether space, whose incursion is forbid by the gods of all proper and well-ordered lands; but there are no such gods in Yondo, where live the hoary genii of stars abolished and decrepit demons left homeless by the destruction of antiquated hells."

— *The Abominations of Yondo*, CAS 1929

## Cities of Zothique

At some time in future history, each city of Zothique meets its demise, usually in the form of an apocalyptic disaster. You may wish to set your game cities before, during or after these disasters. A loose chronology of historical events can be gleaned from the Zothique cycle, but in my opinion such labor is unnecessary. This is, after all, *your* Zothique. The practical concerns of your campaign should determine which cities thrive and which have collapsed. Defunct coastal towns will be more likely to have some human remnant—mostly lepers, lunatics or other pariahs—than towns in the desert. Desert ghost towns will probably be haunted by ghouls, the animate dead, or weird demonspawn.

The typical city is ruled by a hereditary monarch, but cities are occasionally seized by tyrannical wizards, or even by avatars of Zothique's deities.

Some engineering concepts from forgotten eras persist, but a rarity of materials and equipment makes erection of high towers costly and laborious events. Yet, tyrannical monarchs love to build monuments reflecting their own greatness, and lofty spires still rise above Zothique.



## Place Names *see map on last page*

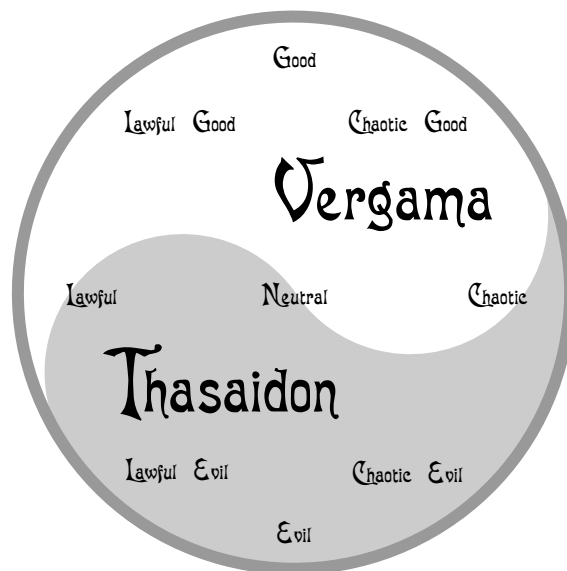
**Aramoam** - capital of Ustaim. Marbled palaces and palm trees.  
**Avandas** - capital of Dooza Thom. Sturdy mansions.  
**Black River** - westward ocean current.  
**Calyz** - a fallen empire in the east.  
**Celotia** - desert in the west. Referred to as "the Celotian waste".  
**Chaon Gacca** - abandoned capital of Tasuun.  
**Cincor** - ancient and defunct empire of the west. Now a wasteland.  
**Cith** - a village in the west.  
**Cyntrom** - a large island south of Zothique. Part of the empire of Yoros.  
**Dhir** - a pale, salty desert between Ustaim and Yoros. A former inland sea?  
**Dloth** - a devil-infested desert between Dooza Thom and Tasuun.  
**Dooza Thom** - a northern kingdom.  
**Faraad** - capital of Yoros. On the broad River Voom.  
**Icar** - a northwest empire.  
**Ilozian Sea** - southeastern sea.  
**Indaskian Sea** - southern sea.  
**Iribos** - an island near the Black River.  
**Istanam** - an area of numerous cities, south of Tasuun, northwest of Yoros.  
**Izdrel** - a wilderness area west of Yoros.  
**Loithé** - capital of Sotar.  
**Miraab** - capital of Tasuun.  
**Mirouane** - a port city on the west coast.  
**Mykrasian Mountains** - bucolic mountain range near Cincor.  
**Nooth-Kemmor** - a barren land north of Dooza Thom.  
**Orient Sea** - eastern ocean.  
**Ornava** - a far eastern island ruled by giant birds.  
**Oroth** - a port of Xylac.  
**Psiom** - twin city of the delta.  
**Puthuum** - site of an ancient abbey of priests exiled from Icar.  
**River Vos** - a river flowing through Izdrel.  
**River Voom** - a broad river flowing through Yoros.  
**Sha-Karag** - city between Yoros and Ustaim.  
**Shathair** - (former) capital of Calyz on the eastern shore.  
**Shrunken Seas** - the northwest sea near Icar.  
**Siloar** - town of northern Yoros.  
**Silphon** - town of northern Yoros.  
**Sotar** - southeastern island. Notorious for sorcery.  
**Tasuun** - a central desert kingdom.  
**Tinarath** - a country between Dooza Thom and Xylac.  
**Tosk** - southeastern island of apelike inhabitants.  
**Uccastrog** - southeastern island of evil torturers and sorcerers.  
**Ullotroi** - southwestern country.  
**Umbri** - twin city of the delta.

**Ummaos** - towered capital of Xylac.  
**Ustaim** - northeast kingdom.  
**Vos** - a river flowing through Izdrel.  
**Voom** - a broad river flowing through Yoros.  
**Xylac** - a western empire.  
**Yethlyreom** - seat of the former empire of Cincor.  
**Ymorth** - mountains between Tasuun and Yoros.  
**Yondo** - a haunted wasteland on the rim of the Earth.  
**Yoros** - southern empire.  
**Yumatot** - a seven-isle chain populated by cannibals.  
**Zhel** - a fertile lowland at the foot of the Mykrasian Mountains.  
**Zul-Bha-Sair** - city in the desert south of Xylac.  
**Zyra** - a half-desert plain of lakes and grasslands.

## Religion

The two main deities are Vergama (chaotic good) and Thasaidon (lawful evil). You may prefer a simple dualism that allows clerics of similar alignments to worship different avatars of these two gods.

Optional Dualism Chart



As in the days of antiquity, the worship of specific deities is usually a matter of regional preference. The deities of Zothique are profuse, but most are generally too cruel, too indifferent or too alien to have a paternal (or maternal) relationship with mortals. Some deities originate from within the Earth, having slept for countless millennia during the rise of mankind; some are immigrants from across vast distances, from other dimensions or times; and others are hybrid godlings of both alien and native origin.

“As a symbol of armistice, the irrelative gods chose worthy representatives from each denomination, and mated them for hybrid godlings, who to this day dwell in the cataclysmic bowl at the edge of the World...”

– *Confessions of the Prime Historian*, Luma Izen  
c. 1984

The following gods are listed in order of popularity.  
Domains and favored weapons are matters of conjecture.

### **THASAIIDON** - Lawful Evil (Chaotic & Neutral Evil Quarters)

Domains: Evil, Law, Fire, Death, Trickery  
Favored Weapon: Mace

Dark archfiend, “prince of all turpitudes.” Worshipped from the central deserts (Tasuun) to the southern islands (Sotar).

Thasaidon, lord of seven hells  
Wherein the single Serpent dwells,  
With volumes drawn from pit to pit  
Through fire and darkness infinite –  
Thasaidon, sun of nether skies,  
Thine ancient evil never dies,  
For aye thy somber fulgors flame  
On sunken worlds that have no name,  
Man’s heart enthrones thee, still supreme,  
Though the false sorcerers blaspheme.  
– The Song of Xeethra

Black Lord of bale and fear, master of all confusion!  
By thee, thy prophet saith,  
New power is given to wizards after death,  
And witches in corruption draw forbidden breath  
And weave such wild enchantment and illusion  
As none but lamiae may use;  
And through thy grace the charneled corpses lose  
Their horror, and nefarious loves are lighted  
In noisome vaults long nighted;  
And vampires make their sacrifice to thee –  
Disgorging blood as if great urns had poured  
Their bright vermilion hoard  
About the washed and weltering sarcophagi.

Lord of the sultry, red parterres  
And orchards sunned by hell’s unsetting flame!  
Amid thy garden blooms the Tree which bears  
Unnumbered heads of demons for its fruit;  
And, like a slithering serpent, runs the root  
That is called Baaras;  
And there the forky, pale mandragoras,  
Self-torn from out the soil, go to and fro,  
Calling upon thy name:  
Till man new-damned will deem that devils pass,  
Crying in wrathful frenzy and strange woe.  
– Ludar’s Litany to Thasaidon.

“Before him, on an altar of jet, was the dark, gigantic statue of Thasaidon which a devil-begotten sculptor had wrought in ancient days for an evil king of Tasuun, called Pharnoc. The archdemon was depicted in the guise of a full-armored warrior, lifting a spiky mace as if in heroic battle... And often, through the mouth of the statue, Thasaidon would utter oracles to Namirra, or would answer interrogations.

“Before the black-armored image there hung seven silver lamps, wrought in the form of horses’ skulls, with flames issuing changeably in blue and purple and crimson from their eye-sockets. Wild and lurid was their light, and the face of the demon, peering from under his crested helmet, was filled with malign, equivocal shadows that shifted and changed eternally.”

– *The Dark Eidolon*, CAS 1935

### **VERGAMA** - Chaotic Good (Lawful & Neutral Good Quarters)

Domains: Good, Chaos, Air, Healing, Luck  
Favored Weapons: Staff, Spear, Polearms

“...he gave thanks to Vergama who, throughout the whole continent of Zothique, was deemed the most powerful and mysterious of the genii, and was thought to rule over the heavens as well as the earth.”

– *The Last Hieroglyph*, CAS 1934

“No idols were wrought in the image of Vergama, no altars were dedicated to him: yet sometimes he was addressed in prayer by savage peoples, or was called upon with dark runic formulae by the more venturesome wizards. Some claimed that the prayers and the incantations were answered; but this, like all else that concerned Vergama, was a matter of much doubt. Curious and almost omnipotent powers were ascribed to him, and attributes of tremendous bale and benignity; but there was no virtual proof of their manifestation at any time.”

– *In the Book of Vergama*, CAS 1934

### **THAMOGORGOS** - Chaotic Evil

Domains: Evil, Chaos, Death, Destruction, War  
Favored Weapons: Bladed Weapons

Lord of the Abyss. A thunderous archdemon.



## **GODLINGS & DEMONS** - Various Alignments

Not all domains are covered by CAS's Zothique pantheon. To fill the void, invent your own godlings and demons: subterrene, cosmic or ultradimensional.

When creating demons, the more bizarre and despicable, the better. There are a multitude of demons in Zothique, although no single demon claims a large mass of worshippers. Small cults are common. More often than not, the relationship between mortal and demon is temporary, usually ending in tragedy for the mortal.

### **BASATAN** - Chaotic Neutral

Domains: Chaos, Water, Animal, Travel  
Favored Weapons: Trident, Scimitar

The sea-god. Represented as a kraken. Worshipped along the coasts.

### **GEOL** - Neutral

Domains: Knowledge, Magic, Earth, Protection  
Favored Weapons: Short Sword, Longbow

"Then, as was the custom of the kings in a time of national exigence, Eurovan repaired to the temple in which dwelt the god Geol, who was a terrestrial god and the chief deity of Aramoam. Alone, with bare head and unshod feet, as was ordained by hierarchal law, he entered the dim adytum where the image of Geol, pot-bellied, and wrought of earth-brown faience, reclined eternally on its back and regarded the motes in a narrow beam of sunlight from the slotted wall. And, falling prone in the dust that had gathered around the idol through ages, the king gave homage to Geol, and implored an oracle to illuminate and guide him in his need. And after an interim, a voice issued from the god's navel, as if a subterrene rumbling had become articulate."

— *The Voyage of King Eworan*, CAS 1931

### **ALILA** - Neutral Evil

Domains: Evil, Magic, Trickery  
Favored Weapons: Dagger, Crossbow, Poison

"Queen of perdition and goddess of all iniquities".  
Matron of dark sorcery. Worshipped in central Zothique.



## **MORDIGGIAN** - Neutral (Lawful and Evil tendencies)

Domains: Death  
Favored Weapons: None

"'Mordiggian is the god of Zul-Bha-Sair,' said the innkeeper with unctuous solemnity. 'He has been the god from years that are lost to man's memory in shadow deeper than the subterraneans of his black temple. There is no other god in Zul-Bha-Sair. And all who die within the walls of the city are sacred to Mordiggian. Even the kings and the optimates, at death, are delivered into the hands of his muffled priests. It is the law and the custom.'"

"...a colossal shadow that was not wrought by anything in the room. It filled the portals from side to side, it towered above the lintel – and then, swiftly, it became more than a shadow: it was a bulk of darkness, black and opaque, that somehow blinded the eyes with a strange dazzlement. It seemed to suck the flame from the red urns and fill the chamber with a chill of utter death and voidness. Its form was that of a worm-shapen column, huge as a dragon, its further coils still issuing from the gloom of the corridor; but it changed from moment to moment, swirling and spinning as if alive with the vortical energies of dark eons. Briefly it took the semblance of some demoniac giant with eyeless head and limbless body; and then, leaping and spreading like smoky fire, it swept forward into the chamber."

"...Into the room, from the dark hall, there poured a horde of creatures whose violet robes alone identified them in Phariom's eyes as the priests of the ghoul-god. They had removed the skull-like masks, revealing heads and faces that were half anthropomorphic, half canine, and wholly diabolic. Also, they had taken off the fingerless gloves... There were at least a dozen of them. Their curving talons gleamed in the bloody light like the hooks of darkly tarnished metal; their spiky teeth, longer than coffin nails, protruded from snarling lips."

— *The Charnel God*, CAS 1934

### **ONG** - Lawful Neutral

Domains: Law, Knowledge, Protection  
Favored Weapons: Flail, Spear

A lion-headed deity of Yondo, a horrid desert perched at the edge of the world. The priests of Ong are described as "dreadful magicians and mysteriarchs", "cruel and cynical inquisitors."



## YULULUN - Neutral (Evil tendency)

Domains: Death  
Favored Weapons: Axe

Keeper of the Tombs. Important in the pantheon of Tasuun.

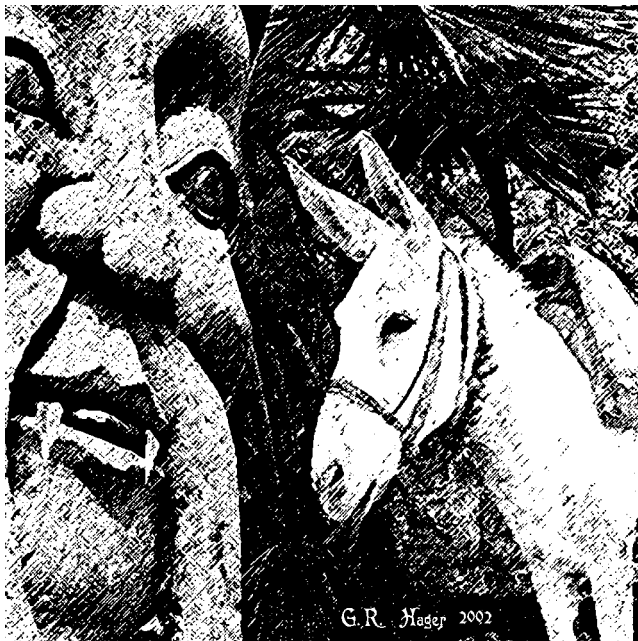
## OJHAL - Lawful Good

Domains: Law, Good, Knowledge, Protection, Healing  
Favored Weapons: Hammer, Staff

Virgin goddess.

**"I am Uldor, the abbot of Puthuum. More than a thousand years ago I came with my monks to Yoros from Ilcar, the black empire of the north. The emperor of Ilcar had driven us forth, for our cult of celibacy, our worship of the maiden goddess Ojhal, were hateful to him."**

— *The Black Abbot of Puthuum*, CAS 1936



## CLASSES

The commoner of Zothique is typically a farmer or fisher, and is preoccupied with survival, not adventure. The simplest life is dangerous enough, avoiding Zothique's demons, necromancers, thieves and cannibals. But, since danger often comes unbidden, many have chosen to meet danger face-forward, and take up a life of adventure.

## Standard d20 Classes

| <u>Common</u> | <u>Uncommon</u> | <u>Rare - Very Rare</u> | <u>Non-existent</u> |
|---------------|-----------------|-------------------------|---------------------|
| Barbarian     | Assassin        | Bard                    | Arcane Archer       |
| Fighter       | Cleric*         | Blackguard              | Druid               |
| Rogue         | Sorcerer        | Cleric**                | Dwarven Defender    |
|               | Wizard^         | Loremaster              | Ranger              |
|               |                 | Monk                    |                     |
|               |                 | Paladin                 |                     |
|               |                 | Shadowdancer            |                     |
|               |                 | Wizard^^                |                     |

\* Clerics within all domains except plant and animal.

\*\* Clerics within the plant or animal domains.

^ Wizards of the School of Necromancy

^^ Wizards of schools other than Necromancy.

## RACES

### Standard d20 Races

|          |     |
|----------|-----|
| Dwarf    | NO* |
| Elf      | NO  |
| Gnome    | NO* |
| Half-elf | NO* |
| Half-orc | NO* |
| Halfling | NO  |
| Human    | YES |



\* An equivalent rare hybrid, anomaly or quasi-human could be developed.

## HUMANS

Unlike many fantasy settings, humans represent the oldest sentient species on Zothique. On the Last Continent, the species is very much the same as it is now. To project familiar racial groups onto the continent: Africans in the northwest, Indochinese/Polynesian in the southeast, and Turkic/Semitic/Persian/Hindi in the middle.

When reading the works of Clark Ashton Smith and H.P. Lovecraft, one comes across awkward (and embarrassing) examples of xenophobia that were intrinsic to the authors' culture and time period. The reader should note that what seems to be the most offensive racial descriptions in the Zothique cycle actually represent characters that are half-demonic in nature.

CAS had ideas for stories about the northern kingdoms, Dooza Thom & Ilcar and their dark-skinned populations, but none of these came to fruition. Unfortunately, all we have are the unilateral portraits of the demonic *Black Abbot of Puthuum* and the cannibalistic *Master of Crabs*.

## Quasi-Humans

Perhaps through demonic folly, past genetic tampering, or natural selection, several quasi-human races have come into being, and inhabit various islands scattered around Zothique. Here are a few of the most notable.

### Necromancers of Naat

**"The captive, who was cross-eyed, ... was ill-favored to an extravagant degree, his nose, ears and other features were all possessed of unnatural mobility, and he grimaced perpetually in a manner that caused his unclean beard to toss and curl like seaweed on a boiling whirlpool... he replied, in an insolent voice whose pitch was peculiarly disagreeable to Euvoran, setting his teeth on edge like the grating of metal on glass"**

— *The Voyage of King Euvoran*, CAS 1931

**"Gaunt as starved herons they were, and great of stature, with a common likeness; and their sunk eyes were visible only by red sparks reflected within them from the blaze. And their eyes, as they chanted, seemed to glare afar on the darkling sea and on things hidden by dusk and distance. And Yadar, coming before them, was aware of swift horror and repugnance that made his gorge rise as if he had encountered, in a place given to death, the powerful evil ripeness of corruption."**

— *Necromancy in Naat*, CAS 1937

As their name implies, Necromancers study the arcane arts of death and reanimation. They will almost always be of the Wizard class, and of chaotic evil alignment.

If you elect to play Necromancers as a separate race, here are some suggested modifications:

This race will have the special ability "Frightful Presence", and the power to control undead as a cleric of identical experience level. When performing a charisma-related action or spell *that is not intended to invoke fear* against a *living* creature, the *living* creature is entitled to +2 on its saving throw, if a saving throw is allowed.

- +1 Intelligence
- 1 Constitution or Strength
- +2 Charisma on Undead
- 2 Charisma on Living

### Cannibals of Naat

Inherently savage, the cannibals of Naat are a race unto themselves. They resemble the dark race of Ilcar and Dooza Thom only in pigmentation. They are unrelated to other cannibals, such as those inhabiting the eastern archipelago of Yumatot. Cannibals will favor the classes Barbarian and Cleric, and are usually of chaotic evil alignment.

If you elect to play Cannibals as a separate race, here are some suggested modifications:

Physically, they are the strongest race, but have evolved to require human flesh in order to maintain health. Cannibals of Naat have sharp teeth, and only eat raw flesh. Their habits and customs prevent the development of advanced culture. A cannibal can temporarily gain some of a mage's power by eating the mage's internal organs. This transferred power is usually manifested as a protective spell, or as an enhanced manual attack.

- +1 Strength
- +1 Constitution
- 1 Wisdom
- 1 Charisma

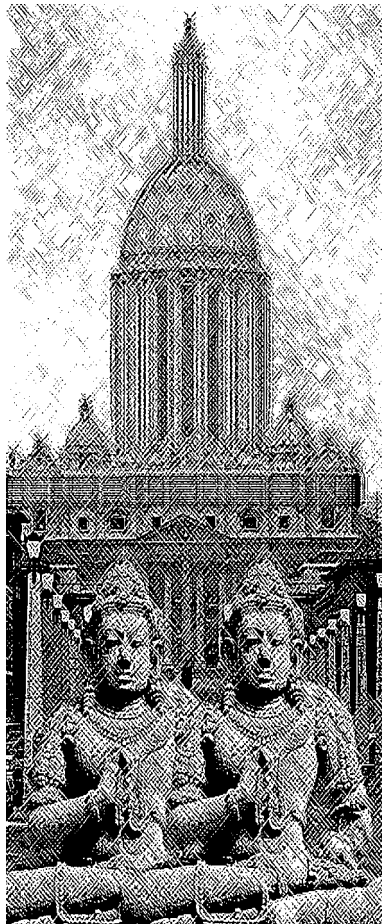
### Apemen of Tosk

**"...Tosk, whose people were more akin to apes and lemurs than to men. And Euvoran asked the people for news of the gazolba, and received only a chattering as of apes in answer. So the king ordered his men-at-arms to catch a number of these savage islanders and crucify them on the coco-palms for their incivility. And the men-at-arms pursued the nimble people of Tosk for a full day among the trees and boulders in which the isle abounded, but without catching a single one of them."**

— *The Voyage of King Euvoran*, CAS 1931

Toskans are only suited for NPCs. They neither travel outside of Tosk, nor in the company of foreigners. Their dense musculature and body shape makes them poor swimmers.

- +2 Dexterity
- 1 Intelligence
- 1 Wisdom



## Unique Hybrids and Human Anomalies

Some previous genetic tinkering has allowed the mating of humans with other creatures, most notably a variety of demons. As player characters, these hybrids should be rare, and restricted to evil alignments. Benefits should be offset by penalties.

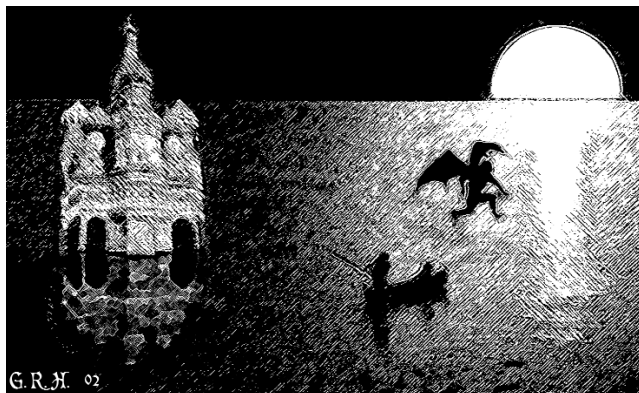
The game master may allow many of the characteristics of the standard demihuman races to appear as mutations in the human population. These characteristics should not be bundled as they are in demihuman races, but dispersed randomly. *Eg., the player may have immunity to magic sleep spells, but that does not come bundled with low-light vision, and it does not make him an Elf.*

Within isolated island populations, it is possible that the inhabitants have one or more characteristics in common that make them a race apart.

## d20 Animals & Vermin

Giant arthropods are common, both marine and terrestrial. Apparently, many animals were brought back from extinction by the science of earlier millennia, but most of those have since gone extinct again.

| Common | Uncommon | Rare         | Very Rare     | Non-existent* |
|--------|----------|--------------|---------------|---------------|
| Bat    | Baboon   | Cheetah      | Ape           | Badger        |
| Camel  | Boar     | Crocodile    | Bear          | Polar Bear    |
| Cat    | Hawk     | Eagle        | Giant Croc.   | Bison         |
| Dog    | Horse    | Leopard      | Lion          | Riding Dog    |
| Donkey | Owl      | Monkey       | Giant Octopus | Elephant      |
| Lizard | Raven    | Giant Lizard | Rhinoceros    | Whale         |
| Pony   | Shark    | Porpoise     | Giant Squid   | Wolverine     |
| Rat    | Toad     | Mule         | Wolf          |               |
| Viper  | Weasel   | Squid        | Tiger         |               |
|        | Octopus  |              |               |               |



\* Any of these creatures listed as non-existent could be added at the game master's discretion, but it is suggested that the creatures remain very rare in occurrence. Any monster of Euro-Pagan mythology should be reworked to avoid classical Greek or faery Celtic flavor.

## d20 MONSTERS • suggested occurrence guide

| Common   | Uncommon    | Rare         | Very Rare             | Non-existent*  |
|----------|-------------|--------------|-----------------------|----------------|
| Demon    | Ankheg      | Aboleth      | Allip                 | Achaierai      |
| Ghoul    | Devil       | Anim.Obj.    | Assassin Vine         | Aranea         |
| Ghast    | Devourer    | Basilisk     | Athach                | Arrowhawk      |
| Lamia    | Elemental   | Beholder     | Azer                  | Barghest       |
| Mummy    | Gargoyle    | Belker       | Behir**               | Blink Dog      |
| Skeleton | Genie       | Chaos Beast  | Bodak                 | Bugbear        |
| Zombie   | Giant       | Choker       | Celestial             | Bulette        |
|          | Giant Eagle | Chuul        | Centaur               | Couatl         |
|          | Giant Owl   | Cloaker      | Chimera               | Dinosaur       |
|          | Mind Flayer | Darkmantle   | Cockatrice            | Dire Animals   |
|          | Mohrg       | Destrachan   | Delver                | DisplacerBeast |
|          | Vampire     | Doppelganger | Digester              | Dragon**       |
|          | Wight       | Fungus       | Ether.Filch.          | Drider         |
|          |             | Golem        | Ether.Maraud.         | Dwarf          |
|          |             | Grick        | Ettin                 | Elf            |
|          |             | Hag          | Formian               | Ettercap       |
|          |             | Invis.Stalk. | Gibber.Mouth.         | Frost Worm     |
|          |             | Lizardfolk   | Gorgon                | Girallon       |
|          |             | Locathah     | Grimlock              | Gnoll          |
|          |             | Magmin       | Harpy                 | Gnome          |
|          |             | Mephit       | Hell Hound            | Goblin         |
|          |             | Merfolk      | Homunculus            | Gray Render    |
|          |             | Mimic        | Howler                | Halfling       |
|          |             | Night Hag    | Hydra                 | Hippogriff     |
|          |             | Nightshade   | Kobold                | Hobgoblin      |
|          |             | Nightmare    | Kraken                | Krenshar       |
|          |             | Ooze         | Kua-Toa               | Lillend        |
|          |             | Otyugh       | Lammasu               | Medusa         |
|          |             | Phase Spider | Manticore             | Nymph          |
|          |             | Salamander   | Minotaur              | Orc            |
|          |             | Shadow       | Naga                  | Owlbear        |
|          |             | Spectre      | Ogre                  | Pegasus        |
|          |             | Stirge       | PhantomFungus         | Phasm          |
|          |             | Troglodyte   | Planetouched          | Purple Worm    |
|          |             | Vargouille   | Psuedodragon**        | Rast           |
|          |             | Will-o'-wisp | Rakshasa              | Ravid          |
|          |             | Wraith       | Roc                   | Remorhaz       |
|          |             |              | Roper                 | Rust Monster   |
|          |             |              | Sahuagin              | Satyr          |
|          |             |              | Shadow Mastif         | Sea Lion       |
|          |             |              | Shamblin.Mound Spider | Eater          |
|          |             |              | Shield Guard.         | Sphinx         |
|          |             |              | Shocker Lizard        | Sprite         |
|          |             |              | Skum                  | Tarrasque      |
|          |             |              | Slaad                 | Treant         |
|          |             |              | Tendriculos           | Unicorn        |
|          |             |              | Thoqqua               | Winter Wolf    |
|          |             |              | Titan                 | Worg           |
|          |             |              | Tojanidas             | Xill           |
|          |             |              | Triton                | Xorn           |
|          |             |              | Troll                 | Yrthak         |
|          |             |              | Umber Hulk            |                |
|          |             |              | Wyvern**              |                |
|          |             |              | Yuan-ti               |                |
|          |             |              | Yeth Hound            |                |

\*\* When CAS refers to `dragon`, it most likely means Behir, Psuedo-dragon, or Wyvern.



## Lamias, Liches & Vampires

Clark Ashton Smith uses “lamia”, “lich” and “vampire” to generally describe a variety of wicked creatures, some of which may have more specific titles in traditional fantasy roleplaying.

“Lamia” is used to describe a female semi-demon or vampire-like undead that haunts abandoned areas. The semi-demonic lamia will have bestial hands and/or feet which she is incapable of fully disguising. The vampiric lamia will be wan and furtive, but usually charismatic and beautiful.

“Vampires” may also appear as either magical beasts or undead creatures. The undead vampires are solitary former humans that feast on blood, male counterparts to the undead lamiae. The magical beast vampires appear as swarms of supernatural, man-sized, bat-like creatures that can reduce a grown adult to a bag of bones in one feasting.

CAS applies the term “lich” to all the reanimated dead, regardless of the creatures’ levels of volition and power. To avoid confusion, I suggest you use standard fantasy undead names to distinguish one class of undead monster from another.

### Lamia (semi-demonic)

Medium-Size Magical Beast (semi-outsider)

Hit Dice: 9d10+5 (54 hp)

Initiative: +2 (Dex)

Speed: 40 ft.

AC: 18 (+2 Dex, +6 natural)

Attacks: Touch +9 melee; or dagger +11/+6 melee

Damage: Touch 1 permanent Wisdom drain; or dagger 1d4

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks/Qualities: Spell-like abilities, Dark vision 60 ft.,

Damage reduction 5/+1, Wisdom drain

Saves: Fort +7, Ref +8, Will +7

Abilities: Str 12, Dex 15, Con 12, Int 15, Wis 15, Cha 17

Skills: Bluff +13, Concentration +11, Hide +14, Move Silently +7,

Search +8, Sense Motive +11, Spot +11

Feats: Dodge, Iron Will, Mobility, Weapon Finesse (dagger)

Climate/Terrain: Any desert, ruin

Organization: Solitary

Challenge Rating: 7

Treasure: Standard

Alignment: Always chaotic evil

Advancement: 10-13 HD (Large)

Lamiae speak Common, Abyssal.

Spell-Like Abilities: 2/day- charm person, mirror image, tongues.

1/day- major image, suggestion. These abilities are as the spells cast by a 9th-level sorcerer (save DC 11 + spell level).

Wisdom Drain (Su): By making a successful touch attack, a lamia permanently drains 1 point of Wisdom. Lamiae try to use this power early in an encounter to make foes more susceptible to charm person and suggestion.

A lamia will seek to seduce, corrupt, mate with and devour male humans that stray into her territory. A semi-demonic lamia will have the hands and/or feet of a beast (claws, hooves, etc.) but otherwise appear as an attractive young woman.

### Lamia/Vampire (female/male, respectively)

Medium-Size Undead

Treat as Vampire or Vampire Spawn.

### Vampire Beast (semi-demonic)

Medium-Size Magical Beast (semi-outsider)

Hit Dice: 3d10+15 (32 hp)

Initiative: +2 (Dex)

Speed: 30 ft., fly 80 ft. (average)

AC: 17 (+3 Dex, +4 natural)

Attacks: 2 claws +6 melee, bite +4 melee

Damage: Claw 1d4, bite 1d6

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks/Qualities: Blood drain, Dark vision 500 ft.

Saves: Fort +5, Ref +7, Will +1

Abilities: Str 11, Dex 15, Con 15, Int 6, Wis 11, Cha 6

Skills: Climb +8, Jump +8, Listen +4, Spot +4

Feats: Multiattack, Weapon Finesse (claw, bite)

Climate/Terrain: Any land or aquatic near lair

Organization: wing (5-50)

Challenge Rating: 4

Treasure: Standard (Lair only)

Alignment: Usually neutral evil, chaotic evil tendency

Advancement: 4-6 HD (Medium-size)

Vampire beasts speak their own language.

Blood Drain (Ex): A vampire beast can suck blood from a living victim if it makes a successful grapple check. If successful, it punctures the victim with fangs and drains blood, inflicting 2 points of permanent Constitution drain each round.

This class of vampire cannot be turned as an undead, but can be temporarily knocked from the sky with a *Dispel Magic* spell, causing 1d4 damage for every 10 ft. of altitude it plunges. Because of its semi-demonic nature, it can be repelled by *Dispel Evil* for the duration of the spell, or failing its saving throw, the vampire beast will return to its lair.

Vampire beasts look like human-bodied bats, and live communally in caves on high, sheer cliffs. They will only attack at night, and suffer blindness and fatigue if exposed to full sun.

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