

OVERWORLD



COMPATIBLE WITH
**DCC
RPG**

Tabletop RPG Monster Manual Zine

Inspired by The Legend of Zelda

OVERWORLD

A Tabletop RPG Monster Manual inspired by
The Legend of Zelda

Table of Contents

Introduction 1

Enemies (appearing in alphabetical order) 2

Kandar The Terrible 34

Enemy Quick Reference Table 36



Writing & Layout by Eric Bloat

DCC Conversion by Jeff Scifert

Art by Phil Stone

Bloat Games Logo by Jeff Jones

©2022 Bloat Games

Available in Print at: BloatGames.com

1st Printing, September 2022, Printed in the U.S.A.

Thank you to Shigeru Miyamoto, Takashi Tezuka, Koji Kondo, and the rest of the developers/ programmers who helped to create The Legend of Zelda and who gave us so many hours of endless adventures!

The Legend of Zelda is a Trademark owned by Nintendo.
Bloat Games is not associated with Nintendo in any way.

Overworld was made possible by support from my Patrons.

Support Eric from Bloat Games on Patreon here:

Patreon.com/EricfromBloatGames

Bloat Games

Introduction

Many years ago, a young boy received a kingly-gift, a gift that changed course of events for an entire kingdom. The gift was The Legend of Zelda, and the boy was me.

The moment that I put that gold-plated cartridge into my NES, I was instantly transported to the strange land of Hyrule and began my quest to rescue the Princess Zelda from the hands of the cruel Gannon.

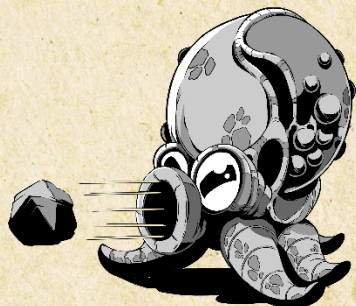
To me, The Legend of Zelda is about adventure and discovery, trial and error, play, die, play again! I spent hours, too numerous to count, looking for secrets, fighting enemies, collecting Rupees, and trying to put the pieces of the Triforce of Wisdom back together again.

And even now, 30 plus years later, I still go back to the original Legend of Zelda time and again. I never tire of it. I never regret the moments spent playing. I've shared this experience with my son and passed on the love for LoZ to another generation of Bloat men.

There are plenty of great video games, but there is only one Legend of Zelda.

I hope you enjoy this LoZ-inspired monster manual that I have created. And I hope I do the monsters justice.

Yours in gaming,
Eric Bloat
Bloat Games



Armanamentus

Half-dragon, half-unicorn, this unique creature is often found as the final battle in a dungeon or cave, protecting a treasure horde.

Armanamentus emanates magical energy and prefers casting *fireball* to attack from range as opposed to melee combat.

Armanamentus (1): Init +11; Atk gore +12 melee (1d12) or 2 claws +12 melee (1d8) or spells (special); AC 25; HD 11d12; MV 40', fly 40'; Act 2d20+1d30 (spells); SP spellcasting (+6 spell check): Spells (3rd): *fireball*; SV Fort +11, Ref +11, Will +11; AL N; Crit DR/2d14.

Location: Underworld (Dungeons and Caves)

Treasure Drop: 5-in-6 chance.



Ausmos

These magical statue warriors can stand still as stone for eons, if left undisturbed, but if touched, or attempted to be moved in any way, Ausmos spring to life, violently attacking everyone in sight. Once the threat has been dispatched, dead or otherwise, Ausmos will take back up their position, transition back to stone and await the next person foolish enough to disturb them.

Living statue (2d6): Init +6 (surprise); Atk longsword +3 melee (1d8); AC 16 (stone), 18 (iron); HD 4d8; MV 30'; Act 1d20; SP speed, surprises 50% of time, transition, vulnerable to lightning (double damage, iron form only); SV Fort +4, Ref -2, Will -2; AL N; Crit M/d10.



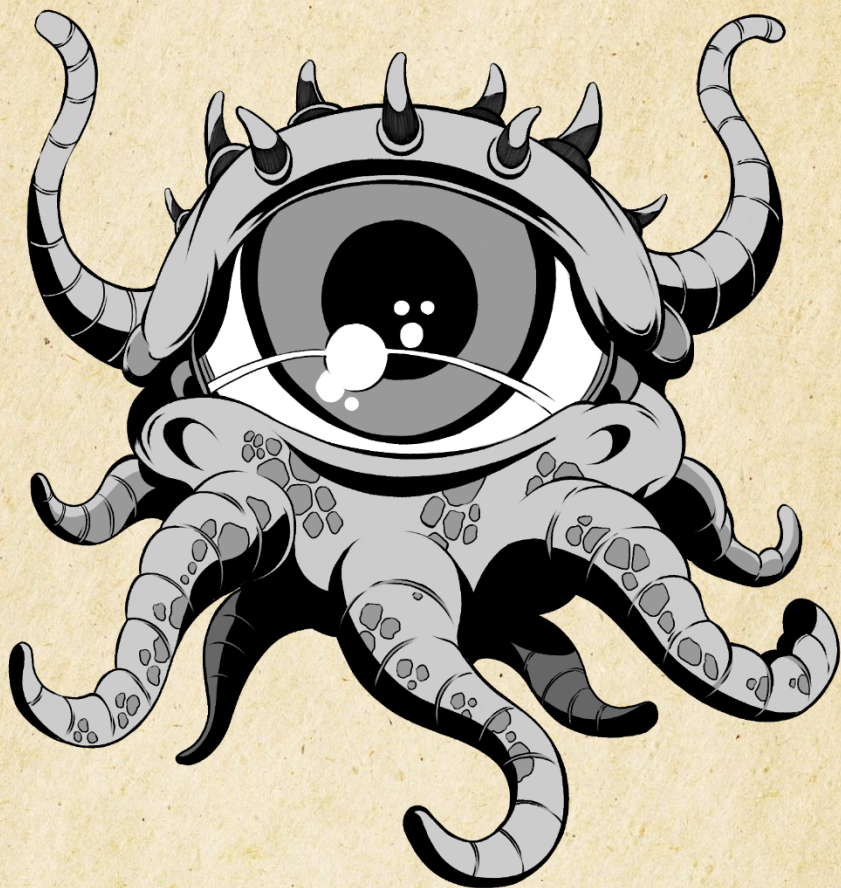
Speed: Every third revived Ausmos inexplicably moves twice as fast as usual (60') and gains +1 action dice.

Transition: Ausmos are magically created stone statue warriors. While in stone form, Ausmos are immune to all damage. Once touched or moved, Ausmos transition from stone statues to animated metal suits of armors and attack. As an action, Ausmos can transition back to stone.

Vulnerable: The Ausmos takes double damage from lightning while in their iron form.

Location: Underworld (Dungeons and Caves)

Treasure Drop: For each ausmos that is disturbed, there is a 6-in-16 chance that they are blocking an entrance to an underground cave, dungeon, or secret room.



Dagogger

The dagogger is cosmic horror enemy from another dimension. A flying gigantic eyeball, engulfed in a tangle of tentacles and spikes, Dagoggers can attack at range via their psionic brainblast, or in melee with by thrashing their tentacles.

Dagogger (1): Init +4; Atk 2 tentacles +5 melee (1d8) or brainblast +5 missile fire (DC 12 Will save or stunned for 1d6 rounds, range 30); AC 16 (special, see eyeball vulnerability); HD 8d8; MV fly 30'; Act 2d20 (tentacles) or 1d24 (brainblast); SP eyeball vulnerability, vulnerable to sonic (special); SV Fort +8, Ref +6, Will +10; AL C; Crit M/d14.

Eyeball vulnerability: The only way to damage the Dagogger is to attack its eye (AC 16). Attacking from the side or the back or below does no damage. Creatures can hack off its tentacles with bladed attacks, but the Dagogger takes no damage from this, and the tentacles grow back by the beginning of the next round.

Vulnerable: A Dagogger has a special weakness versus loud, sharp, piercing sounds. If creatures have a whistle, ocarina, flute, or other instrument that can produce a sharp, loud sound, and choose to use it in the Dagoggers presence, the Dagogger will instantly shrink to half of its size, lose half of its remaining hit points, and try to fly away. If the Dagogger gets away, it will return to regular size and full health in 1d30 rounds.

Location: Underworld (Castles and Dungeons)

Treasure Drop: 7-in-12 chance.

Darknight

Often serving as sentinels or guards in dungeons and castles, Darknights are military-trained soldiers of evil. Darknights are used to protect valuable treasure and can be formidable opponents, with their heavy armor, large shields, and steel swords. Darknights attack with *méele* attack and try to surround opponents whenever possible. If creatures attempt to run away from a Darknight instead of attacking, the Darknight will not give chase, choosing instead to stay and fulfill their assigned duty.



Darknight (1d6+2): Init +1; Atk longsword +3 *méele* (1d8); AC 16; HD 2d8; MV 20'; Act 1d20; SP shield-block, vulnerable to bombs/explosions (double damage), vulnerable to fire (double damage); SV Fort +2, Ref +1, Will +1; AL varies; Crit III/d8.

Shield-block: When a creature attacks a Darknight from the front using physical *méele* or missile fire attacks (e.g., bow, crossbow, sling, etc.), the Darknight has a 50% chance to block the attack with their shield, taking no damage. The Darknight may not use their shield-block against attacks from the side (e.g., flanking), or behind (e.g., backstab).

Vulnerable: A Darknight takes double damage from bombs or explosions and fire.

Location: Underworld (Castles and Dungeons)

Treasure Drop: 2-in-6 chance.

Ektite

These super-agile arachnid-type monsters are often found in mountains and forested land areas. When attacking their prey, Ektite spring and bound in completely random patterns. Ektite can jump 20' high.

Ektite (1d6+3): Init +2; Atk leaping slam +2 melee (1d8); AC 17; HD 1d8; MV 60', leap 20'; Act 1d20; SP vulnerable to drowning (cannot swim); SV Fort +1, Ref +7, Will +2; AL N; Crit M/d6.

Vulnerable: An Ektite cannot swim and drowns within 1d3 rounds if immersed.

Location: Overworld (Forests and Mountains)

Treasure Drop: 3-in-12 chance.



Frighmare

Frighmares (aka Skullbats) are winged, flying un-dead skulls surrounded by a single-colored mist (red, blue, or grey). Found only in the Underworld, Frighmares are invulnerable damage and cannot be killed or destroyed.



Frighmare (1d3): Init +1; Atk mist curse +2 melee (special); AC 12; HD 1d8; MV fly 60'; Act 1d20; SP immune to all damage, mist curse, un-dead traits, vulnerable to traps; SV Fort +3, Ref +3, Will +3; AL C; Crit M/d6.

Mist curse: A Frighmare's mist enacts a moderate curse:

- *Red mist curse:* Any creature hit by a Frighmare cannot make melee attacks until the curse is removed.
- *Blue mist curse:* Any creature hit by a Frighmare cannot make missile fire attacks until the curse is removed.
- *Grey mist curse:* Any creature hit by a Frighmare cannot cast spells or use magic items until the curse is removed.

A curse may be removed either by a *remove curse* spell (spell check result of 22+) or through healing magic cast by a fey.

Un-dead traits: Frighmares are un-dead, and thus can be turned by clerics. They do not eat, drink, or breathe, and are immune to critical hits, disease, and poison. As un-dead, they are immune to *sleep*, *charm*, and *paralysis* spells, as well as other mental effects and cold damage.

Vulnerable: A Frighmare suffers -3d to resist trap effects and cannot escape once trapped unless released.

Location: Underworld (Dungeons and Caves)

Treasure Drop: No treasure drop.

Gabedo

Gabedo (aka lesser mummies) have been raised from the dead by a necromancer for the purpose of filling dungeons to ward off potential treasure hunters and heroes. Gabedo are faster than they appear; their numbers can quickly overwhelm even the hardest adventuring parties.



Gabedo (1d6+4): Init +0; Atk choke +1 melee (1d4/2d4/etc.); AC 11; HD 1d12; MV 30'; Act 1d20; SP horde, mummy rot (1 Stamina damage per day (DC 12 Fort save negates)), un-dead traits, vulnerable to fire (double damage); SV Fort +2, Ref +1, Will +4; AL C; Crit U/d6.

Horde: If Gabedo outnumber their opponents, they gain +1d to attacks.

Mummy rot: Any creature that takes damage from a Gabedo may contract mummy rot (DC 12 Fort save negates). Affected creatures take 1 Stamina damage each day and are constantly thirsty. The Stamina damage will not heal naturally until the rot is arrested by magic.

Un-dead traits: Gabedo are un-dead, and thus can be turned by clerics. They do not eat, drink, or breathe, and are immune to critical hits, disease, and poison. As un-dead, they are immune to *sleep*, *charm*, and *paralysis* spells, as well as other mental effects and cold damage.

Vulnerable: A Gabedo takes double damage from fire.

Location: Underworld (Dungeons and Caves)

Treasure Drop: 5-in-12 chance.

Gamoriya

Misunderstood hunters and weapon makers of the realm, the gamoriyans are secretive and protective of their family, young and their lairs. The male hunters, often hunting in packs, are what people think of when they think of a Gamoriya. They speak only their native tongue and are often brutish and standoffish, even when approached peacefully.

Gamoriya (1d6+3): Init +3; Atk master craft boomerang +3 missile fire (1d6) or thrown stone +3 missile fire (1d4); AC 12; HD 3d8; MV 30'; Act 1d20; SP master craft boomerang; SV Fort +3, Ref +4, Will +2; AL N; Crit M/d8.

Master craft boomerang: If a hunting pack of Gamoriyans is defeated, they will leave behind 2d6 master craft boomerangs, which they use exclusively to hunt with. These master craft boomerangs can fetch 10 times the value of traditional boomerangs and will do double damage (2d6) if used by other creatures in combat.

Location: Overworld (Forests and Mountains)

Treasure Drop: 7-in-12 chance.



Gheeni

The haunts of graveyards and battlefields, Gheeni are ghosts that appear when their graves, tombstones, or bodies are disturbed. Gheeni are incorporeal and take no damage from non-magical melee and missile fire attacks, instead only taking damage from magic and mental attacks.

Gheeni (1+*): Init +2; Atk special (see below); AC 10; HD 2d12; MV fly 40'; Act 1d20; SP un-dead traits, immune to non-magical weapons, incorporeal; SV Fort +2, Ref +4, Will +6; AL C.

Incorporeal: Gheeni are immune to non-magical weapons and can pass through walls and other solid matter.

Un-dead traits: Gheeni are un-dead, and thus can be turned by clerics. They do not eat, drink, or breathe, and are immune to critical hits, disease, and poison. As un-dead, they are immune to *sleep*, *charm*, and *paralysis* spells, as well as other mental effects and cold damage.

**Note:* One Gheeni may be present at a given location, but more will not appear unless someone disturbs graves, bodies, or headstones. This is what spawns the Gheeni. There is no maximum number of Gheeni that can appear at a location.

Location: Overworld (Graveyards, Tombs, and Battlefields only)

Treasure Drop: 7-in-18 chance.





Gleeko

The three-headed dragon enforcer of the Underworld, Gleeko is an unrelenting foe. Each of his 3 heads acts independently and continue to fight on even after decapitation. Only decapitation and then reducing Gleeko to 0 hp will destroy his flying heads.

Gleeko (3-headed dragon) (1): Init +12; Atk bite +14 melee (1d12) or 2 claws +14 melee (1d8) or tail slap (1d20) or spells (special) or breath weapon (2/ day, 75 fire (DC 22 Reflex save (half damage), range line 10' wide x 100' long)); AC 27; HD 12d12; hp 75; MV 50', fly 50'; Act 1d20 per head+1d30 (spells); SP disembodied heads, spellcasting (+6 spell check): Spells (3rd): *fireball*, vulnerable to mental effects (double damage); SV Fort +12, Ref +12, Will +12; AL C; Crit DR/2d14.

Disembodied heads: To defeat Gleeko, opponents must first decapitate all 3 heads (any critical hit or successful Mighty Deed of Arms will decapitate a head). Gleeko is immune to damage until all 3 heads are decapitated. The heads are then immune to damage and fly around independently, attacking opponents with *fireballs*. Once all 3 heads are decapitated, Gleeko's body can be damaged and destroyed to bring the flying heads to rest.

Vulnerable: Gleeko takes double damage from mental effects.

Location: Underworld (Dungeons and Caves)

Treasure Drop: 4-in-6 chance.



Kleaver

Known for burrowing under the ground and breaching only to attack their prey, Kleavers can be difficult enemies to encounter. Kleavers can only be attacked once they have surfaced, and even then, opponents attacking them do so with increasing difficulty.

Kleaver (1d6): Init +1; Atk kleave +4 melee (1d10); AC 14; HD 3d8; MV 40', burrow 40'; Act 1d20; SP burrow, hard target; SV Fort +4, Ref +1, Will +1; AL N; Crit M/d8.

Burrow: A Kleaver can “swim” through the ground at its normal speed.

Hard target: While burrowing, a Kleaver cannot be targeted by attacks; only once it breaks the surface of the ground is it vulnerable.

Location: Overworld (Desert, Beaches, and Mountains)

Treasure Drop: 3-in-12.



KojiDongo

Brutish and nearly indestructible giant lizards, a KojiDongo's tough skin is effectively invulnerable to attack. Opponents are often surprised that despite their great size, KojiDongo are fast and light on their feet.

KojiDongo (1): Init +2; Atk Gore +6 melee (1d12); AC 15; HD 7d8; MV 60'; Act 1d20; SP invulnerability, vulnerable to smoke; SV Fort +7, Ref +4, Will +6; AL N; Crit M/d12.

Invulnerability: A KojiDongo's tough, thick skin is invulnerable to damage from all forms of physical attack.

Vulnerable: The only way to defeat a KojiDongo with physical force is to either trick it into eating a lit bomb or a burning torch 3 times (a Mighty Deed of Arms may also be used to force this effect) or to completely fill its chamber with smoke. Successfully doing this will cause the KojiDongo's lungs to fill with smoke and it will succumb to smoke inhalation.

Location: Underworld (Dungeons and Caves)

Treasure Drop: 3-in-6.



Kraven

Kraven are the flying scourge of dungeons and underground lairs. These creatures fly in erratic flight patterns, and attack anything in their flight path. They are easily dispatched, often only taking 1 hit to kill, but can be a hard target to hit because of their small size and chaotic movements.

Kraven (1d6+3): Init +3; Atk bite +2 melee (1d4); AC 15; HD 1d6; MV fly 40'; Act 1d20; SP chaotic movements; SV Fort +1, Ref +5, Will -1; AL N; Crit M/d6.

Chaotic movements: Kraven dart back and forth as they fly about their lair; because of this and their small size, creatures targeting Kraven with attacks suffer -2 on their attack rolls.

Location: Underworld (Dungeons and Caves)

Treasure Drop: 3-in-16.



Lanola

Lanola are quick moving predators that run along the ground, carried by their many legs. Moving in random patterns, Lanola can be confusing opponents to target with attacks.

Lanola (1d6): Init +3; Atk bite +3 melee (1d4); AC 14; HD 3d8; MV 40'; Act 1d20; SP random attack patterns, vulnerability to magic (double damage); SV Fort +2, Ref +6, Will -2; AL N; Crit M/d8.

Random attack patterns: Lanola move in random patterns. Roll 1d6:
On a 1 or 2, the Lanola gets a free attack on the creature making the roll.

Vulnerable: A Lanola takes double damage from magic.

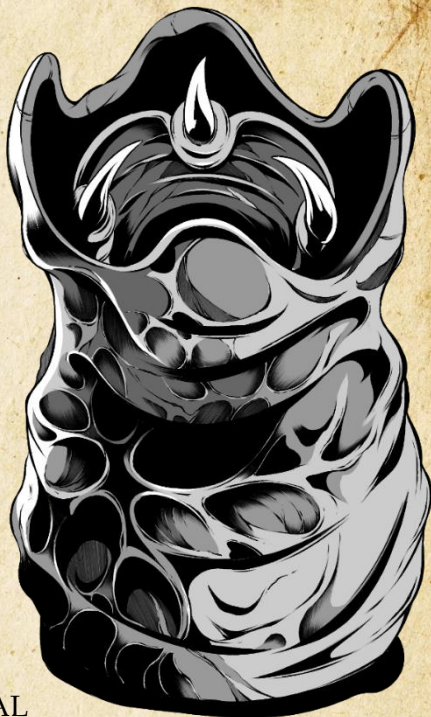
Location: Overworld (Deserts) and Underworld (Dungeons and Caves)

Treasure Drop: 5-in-12.



Lock Tight

Lock Tights are gelatinous and voracious, tube-like creatures. These creatures are slow moving but are often accompanied by other dungeon-dwelling enemies. While Lock Tights are not particularly difficult to defeat, if they are able to suck a creature into their gelatinous body, and the creature does not escape quickly enough, Lock Tights possess the unique ability to change a magic item to a mundane item while the creature is trapped inside them.



Lock tight (1d3): Init +3; Atk lock tight +3 melee (1d6 plus lock tight); AC 10; HD 2d8; MV 20'; Act 1d20; SP lock tight, slow; SV Fort +4, Ref -2, Will +0; AL N; Crit M/d8.

Lock tight: The lock tight will attempt to move over adjacent targets and engulf them (DC 10 Ref save avoids). Targets engulfed take 1d6 damage and cannot escape or take any action without making an opposed Strength check (vs. +2) against the lock tight. Once engulfed, Roll 1d6: the character has that many rounds to destroy the Lock Tight or the Lock Tight changes a random magic item possessed by the engulfed creature to a mundane item while the creature is trapped inside them. Then the Lock Tight releases the engulfed creature and tries to find a new target.

Slow: A lock tight is slow to react and suffers -1d to attacks against creatures that move faster than it.

Location: Underworld (Dungeons and Caves)

Treasure Drop: No treasure drop.

Lyonel

These dual sword-wielding warriors are only ever found in rocky, mountainous areas and are very protective of their homes and territories.

Half lion-man, half horse, Lyonel can sometimes be mistaken for Centaurs; however, they are their own unique species.

Lyonel (1d6+1): Init +4; Atk longsword +4 melee (1d8) or fire beam +4 missile fire (1d8, ignores shield bonus to AC); AC 13; HD 2d8; MV 40'; Act 2d20; SP fire beam; SV Fort +5, Ref +1, Will +3; AL N; Crit M/d8.



Fire Beam: Blasted from their longswords, this missile fire attack cannot be blocked by normal shields (ignore shield bonus to AC). If defeated and the swords are retrieved by an opponent, they act as normal longswords; the fire beam does not function.

Location: Overworld (Mountains Only)

Treasure Drop: 2-in-6. Always drops a potion of healing.

Manhandler

Manhandlers are fierce man-eating plants that will give chase to their fleeing prey. These plants are highly intelligent and extremely fast, especially once their heads begin being destroyed. In addition, these quick-spinning enemies can cast *fireballs* as well as have a ferocious bite attack.

Manhandler (1): Init +6; Atk bite +6 melee (1d10) or spells (special); AC 15; HD 1d10 (7 hp) per head; MV 30' / 60' / 90' / 120'; Act 1d20 per head; SP disembodied heads, incredible speed, vulnerable to cold (double damage), spellcasting (+6 spell check): Spells (3rd): *fireball*; SV Fort +4, Ref +7, Will +4; AL N; Crit M/d12.

Disembodied heads: To defeat a Manhandler, opponents must first decapitate all 4 heads (any critical hit or successful Mighty Deed of Arms will decapitate a head). If a head is still alive after decapitation, it continues to fly around independently, attacking opponents with either its bite or *fireballs*.

Incredible speed: Manhandlers have 4 heads. When 1 head is killed or decapitated (any critical hit or successful Mighty Deed of Arms will decapitate a head), the Manhandler doubles its movement. When 2 heads are killed or decapitated, the Manhandler triples its movement. When 3 heads are killed or decapitated, the Manhandler quadruples its movement. Once movement is tripled or quadrupled, all attacks on the remaining Manhandles heads by opponents suffer -1d.

Vulnerable: A Manhandler takes double damage from cold.

Location: Underworld (Dungeons and Caves)

Treasure Drop: 6-in-16.



Moglin

These common enemies can be found throughout the Overworld but tend to keep to wooded areas. Moglins are a race of half-dog, half-goblin creatures, who are often enemies when found in groups and hunting parties, but have also been known to assist heroes when encountered individually.

Moglin (1d6+4): Init +3; Atk spear +2 melee (1d8) or javelin +2 missile fire (1d6); AC 12; HD 2d8; MV 30'; Act 1d20; SP vulnerable to magic and magic weapons (double damage); SV Fort +2, Ref +3, Will +2; AL N; Crit M/d8.

Location: Overworld (Woodlands and Mountains)

Treasure Drop: 1-in-6. Moglins are known to drop bombs on occasion (10% chance on successful Treasure Drop).



Molworm

Often found in dungeons and underground lairs, these giant worms shrink smaller with each point of damage they sustain. Not very intelligent, not very tough, Molworms are more of an annoyance than a true threat.

Molworm (1d3): Init +1; Atk bite +1 melee (1d4); AC 11; HD 1d8; MV 30'; Act 1d20; SP damage shrink; SV Fort +1, Ref +1, Will -1; AL N; Crit M/d8.

Damage shrink: Molworms shrink with each successful attack. Their bite does -1d damage (min 1d2) with each successful attack against it.

Location: Underworld
(Dungeons and Caves)
Treasure Drop: 1-in-12.



Octorian

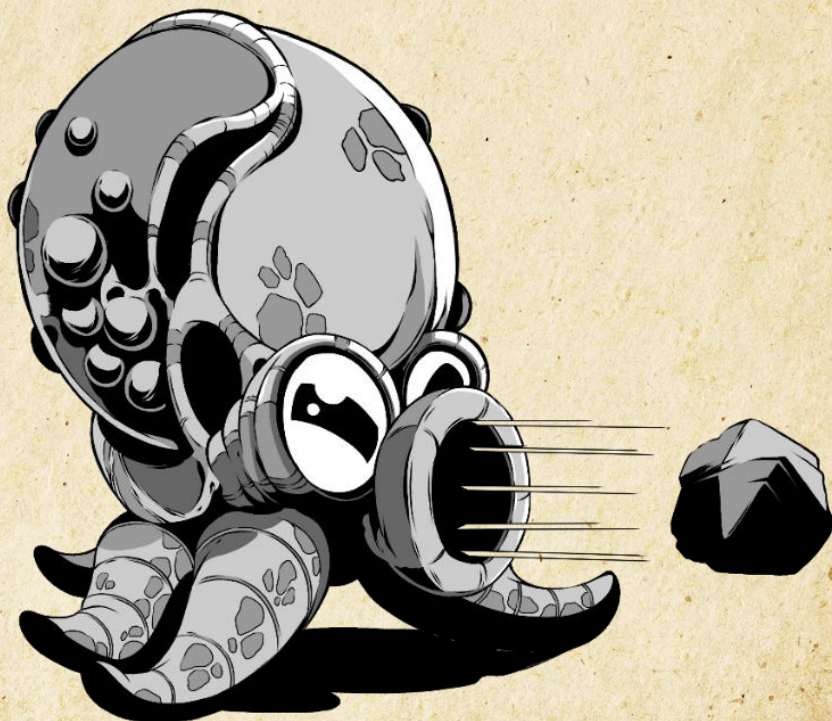
Octorian are land dwelling cephalopod creatures. Like their more popular cousin, the octopus, Octorian move around on and are propelled by their tentacle appendages. Their blood is inky, black, and sticky. They are known for spitting rocks and small boulders over great distances at enemies.

Octorian (1d6+2): Init -2; Atk rock hurl +2 missile fire (1d6) and beak +4 melee (1d8); AC 11; HD 2d8; MV 20'; Act 1d20; SP vulnerable to fire and explosions (double damage); SV Fort +2, Ref +0, Will +1; AL N; Crit M/d8.

Vulnerable: An Octorian takes double damage from fire and explosions.

Location: Overworld (Woodlands and Deserts)

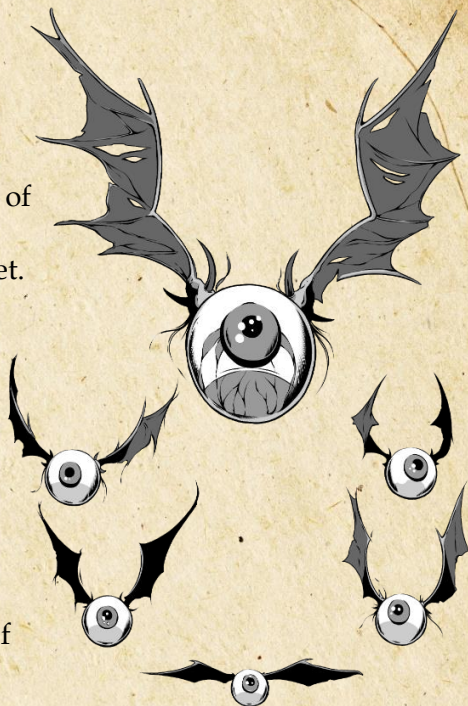
Treasure Drop: 2-in-6.



Patera

Patera are winged, flying eyeballs, that attack in swarms, with the Queen Patera protected in the center of the swarm. Being small and quick, Patera are extremely difficult to target.

Patera guard (swarm): Init +5; Atk swarming eyeslap +1 melee (1d4); AC 11; HD 4d8; MV fly 60' (expanding/contracting circular pattern); Act special; SP bite all targets within 20' x 20' space, difficult targets, half damage from non-area attacks, immune to bludgeoning damage; SV Fort +0, Ref +10, Will +2; AL N; Crit M/d10.



Difficult targets: Patera Guards fly swiftly in expanding and contracting circle patterns. Because of this and their small size, opponents attacking a Patera Guard swarm suffer -1 to attacks.

Patera queen (1): Init +6; Atk eyeslap +5 melee (1d4); AC 14; HD 8d8; MV fly 60' (always located in center of Patera Guard swarm); Act 1d20; SP immune to bludgeoning damage, queen's protection, spellcasting (+6 spell check): Spells (1st) *magic missile*; SV Fort +5, Ref +10, Will +6; AL N; Crit M/d14.

Queen's protection: The Queen can only be targeted with attacks directly after defeating the Patera Guards swarm. Any damage that would be done to Queen while the Guard swarm is still present is funneled to the Guard swarm instead.

Location: Underworld (Dungeons and Caves)

Treasure Drop: Queen only, 6-in-16.

Petal Thrashers

Some people believe these enemies to be ghosts of flowers, others say they're zombified plant creatures; however, all agree that they can be a true danger when encountered in the wild. Petal Thrashers spin in random patterns, during which time they are invulnerable to attack, and can only be damaged once they stop spinning to rest.

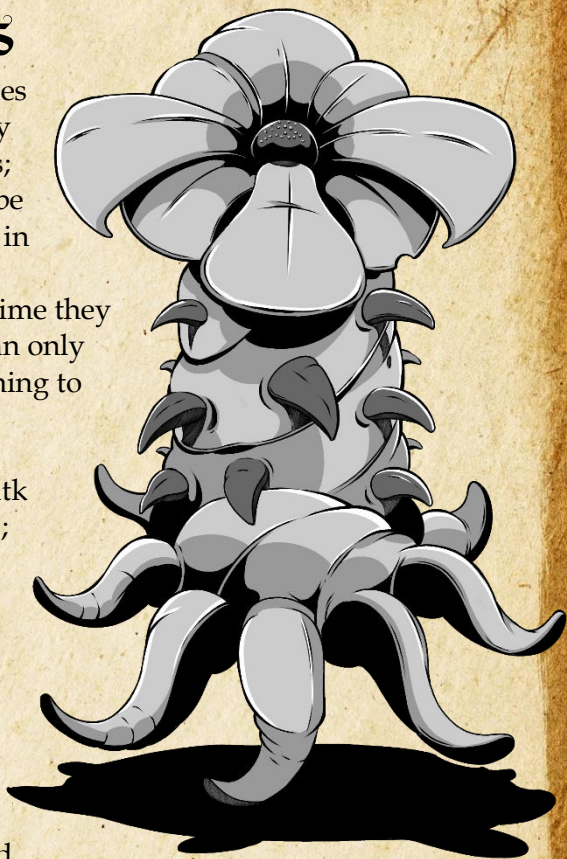
Petal thrasher (1d6+2): Init +3; Atk spin thrash attack +3 melee (1d6); AC 13; HD 2d8; MV spin 60'; Act 1d20; SP limited damage immunity, vulnerable to resting (special); SV Fort +2, Ref +4, Will -2; AL N; Crit M/d8.

Limited damage immunity: Petal Thrashers are immune to all damage unless they have stopped spinning and resting.

Vulnerable: Petal Thrashers must stop spinning to rest every 1d6 rounds for 1 round, during which time they can suffer damage normally.

Location: Overworld (Woodlands, Mountains, and Deserts)

Treasure Drop: 5-in-12.



Poe's Ghost

Often referred to as "Jumping Rabbit's Head", a Poe's Ghost is a disembodied rabbit's head with an elongated face. Beneath its face is a nasty maw of razor-sharp teeth, waiting to bite its next victim.

Poe's ghost (1d6): Init +3; Atk bite +3 melee (1d8); AC 12; HD 2d8; MV 30'; Act 1d20; SP un-dead traits, limited damage immunity, vulnerable to sonic (special); SV Fort +2, Ref +4, Will -2; AL N; Crit M/d8.



Incorporeal: Poe's Ghosts can pass through walls and other solid matter.

Limited damage immunity: Being a true ghost, Poe's Ghosts are immune to all damage, except from arrows. One arrow hit will kill them, no matter the damage dealt.

Un-dead traits: Poe's Ghosts are un-dead, and thus can be turned by clerics. They do not eat, drink, or breathe, and are immune to critical hits, disease, and poison. As un-dead, they are immune to *sleep*, *charm*, and *paralysis* spells, as well as other mental effects and cold damage.

Vulnerable: Poe's Ghost are terrified of loud sounds like screams, or sharp whistles, and will flee in terror at maximum speed if the players make a sudden loud commotion. The scare lasts 1d4+1 rounds.

Location: Underworld (Dungeons and Caves)

Treasure Drop: 6-in-16.

Rope Snake

Rope Snakes have made dungeons and labyrinths their home and will charge attack any creature which threatens its territory. Despite their quick speed, Rope Snakes are quickly dispatched with conventional weapons.

Rope snake (1d6+4): Init +6; Atk bite +1 melee (1d4); AC 13; HD 1d8; MV 30' (90'); Act 1d20; SP charge attack; SV Fort +0, Ref +4, Will -1; AL N; Crit M/d6.

Charge attack: Rope Snakes move 30' per round until they sense an intruder's presence, at which time they charge. During a charge, their movement is tripled and attacks against Rope Snakes suffer a -2 penalty.

Location: Underworld (Dungeons and Caves)

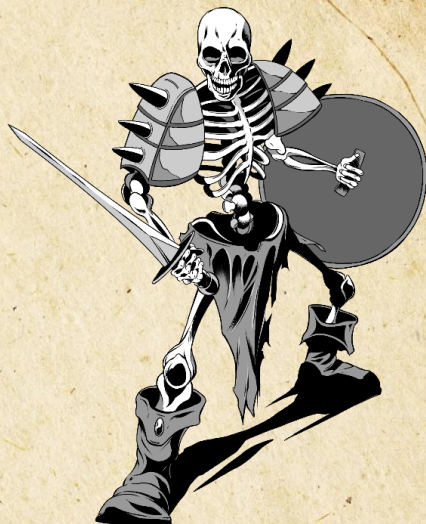
Treasure Drop: None.



Skelefoes

Once fallen warriors, now raised by Necromantic Powers, Skelefoes are low-level dungeon fodder, placed in dungeons to deter heroes and thieves from entering. Every gathering of Skelefoes is overseen by a Skelefoe Captain.

Skelefoes (2d6+2): Init +0; Atk longsword +0 melee (1d8); AC 9; HD 1d6; MV 30'; Act 1d20; SP un-dead traits, half damage from piercing and slashing weapons; SV Fort +0, Ref +0, Will +0; AL C; Crit U/d6.



Skelefoes Captain (1): Init +0; Atk longsword +0 melee (1d8) or *fireball* sword +0 missile fire (3d6, range 100); AC 9; HD 1d6; MV 30'; Act 1d20; SP un-dead traits, *fireball* sword, half damage from piercing and slashing weapons; SV Fort +0, Ref +0, Will +0; AL C; Crit U/d6.

Fireball sword: this missile fire attack is blasted from their longswords. If defeated and the swords are retrieved by an opponent, they act as normal longswords; the *fireball* effect does not function.

Un-dead traits: Skelefoes are un-dead, and thus can be turned by clerics. They do not eat, drink, or breathe, and are immune to critical hits, disease, and poison. As un-dead, they are immune to *sleep*, *charm*, and *paralysis* spells, as well as other mental effects and cold damage.

Location: Underworld (Dungeons and Caves)

Treasure Drop: 3-in-6.

Tarantugon

Half giant crab, half giant spider, all giant monster! Tarantugon has an indestructible shell that can repel any physical attack. Its only weakness is its eye, which is why Tarantugon often fight with their eye closed, only opening it every 1d6 rounds for 1 round.

Tarantugon (1): Init +4; Atk 2 claw +5 melee (1d10 plus claw grapple) or magic bolt eye blast +5 missile fire (2d6, range 30, eye open or closed); AC 20; HD 8d8; MV 30'; Act 2d20 (claw) or 1d24 (magical bolt blast); SP eyeball vulnerability; SV Fort +10, Ref +4, Will +8; AL N; Crit M/d14.

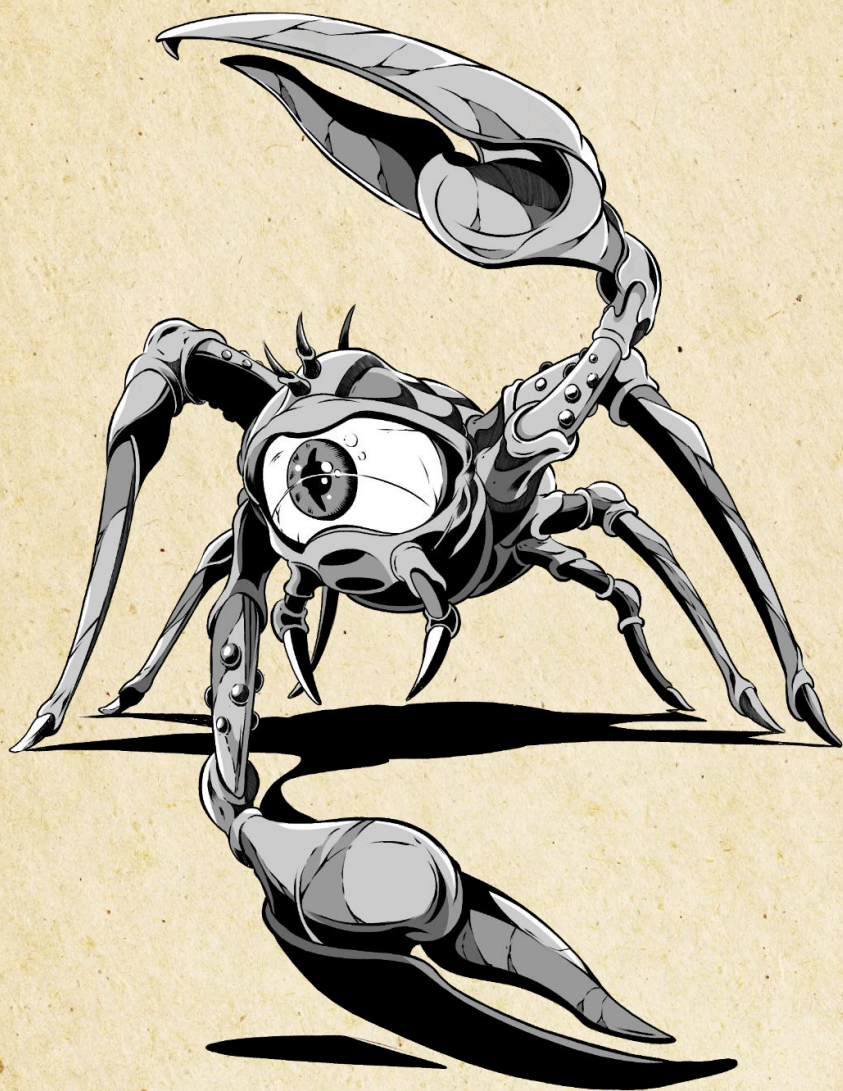
Claw grapple: If a Tarantugon scores a claw attack, Roll 1d6: on a 1, the target is grappled. Each round thereafter, the Tarantugon constricts the same target for an automatic 1d10 damage.

Eyeball vulnerability: Arrows do double damage to a Tarantugon's open eye. All other attacks to its open eye do standard damage. Tarantugons fight with their eye closed but suffer no penalties for this, only opening it every 1d6 rounds for 1 round.

Limited damage immunity: Tarantugon are immune to all physical damage unless they have opened their eye, their only vulnerable spot.

Location: Underworld (Dungeons and Caves)

Treasure Drop: 4-in-6.



Wizzenrobe

Masters of movement and teleportation, Wizzenrobes are un-dead wizards who attack opponents with deadly magic bolts. These enemies are tough and tricky, and can pose a real threat to a group of heroes or dungeon raiders.

Wizzenrobe (1d6): Init +2; Atk *magic missile* (special); AC 14; HD 4d8; MV fly 30'; Act 1d20; SP un-dead traits, hover, spellcasting (+5 spell check); Spells (3rd): *fireball*, *planar step*; SV Fort +4, Ref +4, Will +6; AL C; Crit U/d8.

Hover: Wizzenrobes hover above the ground and as such their movement is not hindered by crossing rivers, ravines, mountains, or other such obstacles.

Un-dead traits: Wizzenrobes are un-dead, and thus can be turned by clerics. They do not eat, drink, or breathe, and are immune to critical hits, disease, and poison. As un-dead, they are immune to *sleep*, *charm*, and *paralysis* spells, as well as other mental effects and cold damage.

Location: Underworld (Dungeons and Caves)

Treasure Drop: 3-in-6.



Xoza

Xoza are aquatic-based creatures, only found in deep bodies of water. They are known to surface and attack at range with use of their Magic Bubble spell. When taking damage, if a Xoza fully submerges itself, it will heal all damage taken.

Xoza (1): Init +2; Atk +5 magic bubble (1d10); AC 13; HD 4d8; MV swim 60'; Act 1d20; SP vulnerable to fire (double damage); SV Fort +5, Ref +3, Will +3; AL N; Crit M/d10.

Only found in water: Xoza never leave water to come on land. Because of this, opponents suffer -1d when attacking Xoza with melee attacks.

Vulnerable: A Xoza takes double damage from fire.

Water heal: If a Xoza fully submerges itself in water, it heals all damage taken.

Location: Overworld and Underworld (Bodies of Water)

Treasure Drop: None.



Kandar The Terrible

Kandar The Terrible is a giant pig-man, and the evilest tyrant in the land. He was once a man, a sorcerer supreme, whose lust for power led him to delve too deeply into the dark forbidden magic of the past, corrupting him into his current form. Kandar shows no mercy for anyone, and he will stop at nothing to become the most powerful enemy the world has ever seen.

Kandar the Terrible (1): Init +14; Atk staff of power +14 melee (1d16) and magic bolt, blast +14 missile fire (2d14, range 30) or spells (special); AC 25; HD 14d8; MV 60'; Act 3d20 (staff or *fireball*)+1d30 (spells); SP superior *invisibility*, vulnerability to damage (negates *invisibility* for 1 round), spellcasting (+15 spell check): Spells (2nd) *invisibility* (no spell check needed; as spell check result of 30); (3rd): *fireball*, *planar step*; SV Fort +16, Ref +10, Will +14; AL N; Crit V/2d10.

Superior invisibility: Kandar is a tricky opponent, and he always fights opponents while invisible. His superior invisibility is more difficult to see using traditional means like a *detect invisible* spell, or a magic weapon that allows you to see the invisible. Opponents attempting to attack Kandar while he is invisible do so as a blinded character (-2 penalty).

Vulnerability: Kandar turns visible for 1 round each time he takes damage.

Location: Kandar roams anywhere he chooses.

Treasure Drop: 6-in-6.



Enemy Quick Reference

Enemy	Page #	HD	Location
Armanamentus	4	11d12	Underworld (Dungeons and Caves)
Ausmos	5	4d8	Overworld (Forests, Mountains, and Swamps)
Dagogger	7	8d8	Underworld (Dungeons and Caves)
Darknight	8	2d8	Underworld (Dungeons and Caves)
Ektite	9	1d8	Overworld (Forests and Mountains)
Frightmare	10	1d8	Underworld (Dungeons and Caves)
Gabedo	11	1d12	Underworld (Dungeons and Caves)
Gamoriya	12	3d8	Overworld (Forests and Mountains)
Gheeni	13	2d12	Overworld (Graveyards, Tombs, and Battlefields only)
Gleeko	15	12d12	Underworld (Dungeons and Caves)
Kleaver	16	3d8	Overworld (Desert, Beaches, and Mountains)
KojiDongo	17	7d8	Underworld (Dungeons and Caves)
Kraven	18	1d6	Underworld (Dungeons and Caves)
Lanola	19	3d8	Overworld (Deserts) and Underworld (Dungeons and Caves)
Lock Tight	20	2d8	Underworld (Dungeons and Caves)
Lyonel	21	2d8	Overworld (Mountains Only)

Manhandler	22	1d10 (7 hp) per head	Underworld (Dungeons and Caves)
Moglin	24	2d8	Overworld (Woodlands and Mountains)
Molworm	25	1d8	Underworld (Dungeons and Caves)
Octorian	26	2d8	Overworld (Woodlands and Deserts)
Patera Guard (Swarm)/Patera Queen	27	4d8/8d8	Underworld (Dungeons and Caves)
Petal Thrashers	28	2d8	Overworld (Woodlands, Mountains, and Deserts)
Poe's Ghost	29	2d8	Underworld (Dungeons and Caves)
Rope Snake	30	1d8	Underworld (Dungeons and Caves)
Skelefoes	31	1d6	Underworld (Dungeons and Caves)
Tarantugon	32	8d8	Underworld (Dungeons and Caves)
Wizzenrobe	34	4d8	Underworld (Dungeons and Caves)
Xoza	35	4d8	Overworld and Underworld (Bodies of Water)
Kandar The Terrible	36	14d8	Anywhere he chooses

Bloat Games



\$15
BG-OV01

COMPATIBLE WITH
**DCC
RPG**