

# Nightworld

COMPATIBLE WITH

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RPG



# Nightworld

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## Bloat Games

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# The Conclave of the Apocalypse

Barnabus, the Lord of the Vampires has long wished to annihilate humanity, but something has always stopped him from unleashing true Hell upon the world. For reasons unknown, even to his greatest allies and generals, the Lord has called those allies and generals together in his castle.

*What can he be up to?*

*Who can stop him with all of all of these monsters on his side?*

As the monsters wait to get the final word, they have assumed that this gathering can only be the beginning of the end for mankind. So, they have started calling themselves The Conclave of the Apocalypse.

D10 Possible Reasons for the Gathering of Monsters	
1	To destroy the world and take it over.
2	To utterly destroy all life.
3	To perform a secret ritual to summon an even greater power.
4	To relinquish his crown to another legendary monster.
5	To ask for help so that he could repent and turn good.
6	To perform a ritual to raise his lost love.
7	To find a secret relic of great power.
8	To wipe them all out.
9	To wipe out all monster hunters.
10	To bring an army from Hell to the Earth.

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## Barnabus, the Lord of the Vampires

*The oldest and most powerful of vampires, the Lord of the Vampires has long been an enemy of humanity. Thousands of vampire hunters and civilians have perished at his hands, or those of his minions. The Lord has summoned many of the most powerful monsters for an unknown purpose.*

*He is a tall, menacing man of striking handsomeness that is always well dressed and is known for being extremely cocky. When he is brought to 0 HP, he changes into his second form (2 rounds).*

**Location:** His castle

**Treasure Drop:** None.

**Barnabus (Lord of the Vampires, unique) (1):** Init +8; Atk claw +9 melee (1d8+4) or grapple +9 melee (opposed Agility or Strength check vs. +19 to escape), or bite +9 melee (1d4 plus 1d3 Stamina loss, requires held, helpless, or willing target) or as weapon +9 melee (as weapon+4 damage); AC 23; HD 10d12; hp 100; MV 100', climb 40' (as *spider climb* spell check result of 20); Act 2d24 or 2d20+1d24 (bite); SP un-dead traits, infravision 120', true sight, vampire limitations/vulnerabilities (forbiddance, holy symbol bane, running water, sunlight, true death, warding), vampire traits (immortal, regeneration (6 HD/round), shapechange, vampire charm, vampire immunity (immune to weapons of less than +3 enchantment or natural attacks from creatures of 7 HD or less), vampire sleep), vampire lord traits (*animal summoning* (1/night), control un-dead, infect (create lesser vampire)), spellcasting (+8 spell check): Spells (judge's discretion); SV Fort +8, Ref +11, Will +7; AL C; Crit 18-20 U/d14.

### *Vampire traits:*

- I. *Immortal:* Vampires cannot die by the mere passing of time; the vampire can appear to be physically aged but will never die merely of old age. Feeding on blood restores a vampire's youthful appearance.
- II. *Infect:* Victims killed by Barnabas have a 9-in-10 chance of reanimating as a lesser vampire in 1d4 days if that is Barnabas' will.

**Vampire, lesser:** Init +6; Atk claw +8 melee (1d8+2) or grapple +8 melee (opposed Agility or Strength check vs. +16 to break free), or bite +8 melee (1d4 plus 1 Stamina loss, requires held, helpless,



or willing target) or as weapon +8 melee (as weapon+2 damage); AC 21; HD 8d12; MV 100', climb 40' (as *spider climb* spell check result of 20); Act 2d20 or 2d16+1d20 (bite); SP un-dead traits, infravision 120', vampire limitations/vulnerabilities (forbiddance, holy symbol bane, running water, sunlight, true death, warding), vampire traits (immortal, infect (create vampire spawn), regeneration (4 HD/round), shapechange (8 HD creatures, lesser vampire immunity (+2/5 HD) and regeneration (4 HD/round), no vampire lord traits, Crit 19-20 U/d12), vampire charm, vampire immunity (immune to weapons of less than +2 enchantment or natural attacks from creatures of 5 HD or less), vampire sleep); SV Fort +9, Ref +6, Will +5; AL C; Crit 19-20 U/d12.

- III. *Regeneration*: Barnabus regenerates 6 HD per round as long as he is not caught in sunlight or immersed in running water. Damage inflicted by holy water and *divine smite* is permanent and cannot be regenerated.
- IV. *Shapechange*: As an action, Barnabus may shapechange into a cat, giant rat, giant vampire bat, giant wolf, or mist form, keeping his current hit points; cannot be in sunlight or running water to change. He must return to his natural form before taking another.
  - a. **Cat**: Init +6; Atk bite +8 melee (2d5 plus 1 Stamina loss); AC 21; HD 10d12; hp (current); MV 50', climb 30'; Act 1d20; SP un-dead traits, infravision 30', stealthy (+10 to stealth checks), vampire limitations/vulnerabilities (forbiddance, holy symbol bane, running water, sunlight, true death, warding), vampire traits (immortal, regeneration (6 HD/round), shapechange, vampire immunity (immune to weapons of less than +3 enchantment or natural attacks from creatures of 7 HD or less), vampire sleep), vampire lord traits (*animal summoning* (1/night)); SV Fort +9, Ref +6, Will +5; AL C; Crit 18-20 U/d14.
  - b. **Giant rat**: Init +6; Atk bite +8 melee (2d4 plus 1 Stamina loss plus disease); AC 21; HD 10d12; hp (current); MV 30', climb 20'; Act 1d20; SP disease (DC 20 Fort save or additional 2d4 damage), un-dead traits, infravision 30', vampire limitations/vulnerabilities (forbiddance, holy symbol bane, running water, sunlight, true death, warding), vampire traits (immortal, regeneration (6 HD/round), shapechange, vampire immunity (immune



to weapons of less than +3 enchantment or natural attacks from creatures of 7 HD or less), vampire sleep), vampire lord traits (*animal summoning* (1/night)); SV Fort +9, Ref +6, Will +5; AL C; Crit 18-20 U/d14.

- c. **Giant vampire bat:** Init +6; Atk bite +8 melee (2d3 plus 1 Stamina loss and vampire drain); AC 21; HD 10d12; hp (current); MV 5', fly 30'; Act 1d20; SP un-dead traits, vampire drain (heals damage equal to bite damage), echolocation 50' (cannot be blinded or surprised), vampire limitations/vulnerabilities (forbiddance, holy symbol bane, running water, sunlight, true death, warding), vampire traits (immortal, regeneration (6 HD/round), shapechange, vampire immunity (immune to weapons of less than +3 enchantment or natural attacks from creatures of 7 HD or less), vampire sleep), vampire lord traits (*animal summoning* (1/night)); SV Fort +9, Ref +6, Will +5; AL C; Crit 18-20 U/d14.
- d. **Giant wolf:** Init +6; Atk bite +8 melee (2d7 plus 1 Stamina loss); AC 21; HD 10d12; hp (current); MV 60'; Act 1d20; SP un-dead traits, infravision 30', vampire limitations/vulnerabilities (forbiddance, holy symbol bane, running water, sunlight, true death, warding), vampire traits (immortal, regeneration (6-HD/round), shapechange, vampire immunity (immune to weapons of less than +3 enchantment or natural attacks from creatures of 7 HD or less), vampire sleep), vampire lord traits (*animal summoning* (1/night)); SV Fort +9, Ref +6, Will +5; AL C; Crit 18-20 U/d14.
- e. **Mist:** Init +6; Atk none; AC 10; HD 10d12; hp (current); MV fly 30'; Act 1d20; SP un-dead traits, infravision 30', vampire limitations/vulnerabilities (forbiddance, holy symbol bane, running water, sunlight, true death, warding), vampire traits (immortal, damage immunity (except holy water, *divine smite*, or fire), regeneration (6 HD/round OR 1 hp/hr in resting place if reduced to 0 hp)), shapechange); SV Fort +9, Ref +6, Will +5; AL C; Crit N/A.

- V. *True sight:* Barnabus' eyesight extends onto multiple planes of existence, including the astral and ethereal planes, as well as the invisible spectrums of the material plane. He can see invisible creatures and is never fooled by illusions.

- VI. *Vampire charm*: As an action, by looking into the eyes of a target within 30', the vampire may *charm* its prey. On a failed contested Will save, target suffers effects as per *charm person* at a spell check result of 18-19 level but effects limited to 1 turn, if forced to fight former friends they are allowed a new save each round they fight, and is even a willing target for the vampire's bite. Note: the vampire's *mesmerism* is effective even during its regenerative resting sleep! Anyone gazing upon a sleeping vampire in its resting place are still at risk of becoming mesmerized until the vampire awakens.
- VII. *Vampire immunity*: Barnabus is immune to weapons of less than +3 enchantment or natural attacks inflicted by creatures of 7 HD or less.
- VIII. *Vampire sleep*: Upon dropping to 0 hit points outside of their resting place and provided they aren't in sunlight or running water and can still regenerate damage, a vampire immediately shapechanges into mist, retreating to its resting place; if cannot transform or reach their resting place within 12 turns in mist form, they are destroyed. Upon reaching their resting place, they return to vampire form and begin to regenerate 1 hp/6 turns; they are paralyzed in their resting place until they have regained 1 hit point and extremely vulnerable to attack at this time.

*Vampire limitations/vulnerabilities:*

- I. *Forbiddance*: Must receive invitation to enter any private home or dwelling; the vampire cannot enter an establishment unless it has first been invited, but thereafter the vampire can enter as it pleases.
- II. *Holy symbol bane*: Holy symbols are the most powerful deterrent to vampires and, in addition to preventing vampires from attacking if the symbol is presented forcefully in faith at the vampire as an action, can be used as a weapon, inflicting 1d4 *divine smiting* damage.
- III. *Running water*: Vampires suffer 2d16 damage per round in which they are in running water and can't cross running water of their own volition in any form; may be carried via ship or other conveyance but can only embark/disembark if carried aboard, or if the ship is touching land.
- IV. *Sunlight*: Direct sunlight inflicts grievous burns on a vampire (brief exposure causes 1d30 damage, each full round of exposure causes 2d30 damage).

- V. *True death*: All vampires are never truly dead until any of the following below happens. When true death is delivered, they are reduced to their destruction remains (dust).
- a. Wooden or silver stake or "sacred bullet" (e.g., blessed piercing missile weapon) is delivered to the heart. On a critical hit, a trained wielder of a wooden or silver stake or "sacred bullet" can spend a Luck point to stake and immobilize a vampire instead of rolling on the critical hit table. Wooden or silver stakes or "sacred bullets" can also be used to stake and immobilize a vampire that has been reduced to 0 hit points. Vampire lords like Barnabas can only be staked after they have been reduced to 0 hit points or while they are already prone.
  - b. Decapitation and mouth filled with garlic prevents regeneration.
  - c. Incineration.
- VI. *Warding*: Garlic is a natural repellant, forcing vampires to stay at least 30' away (DC 15 Will save negates).

*Vampire lord traits:*

- I. *Animal summoning* (1/night): As per spell of the same name (spell check result of 24, no spellcheck required; limited to bat or rat swarms or wolves and arrive within 1d4 rounds, obey commands, remain for 1 hour, until the vampire dies, or until dismissed
- II. *Control un-dead* (+8 spell check, as a cleric's *turn unholy*): Vampire lords may control un-dead. Additionally, they completely control any vampires whom they have created (requires no check).

*Un-dead traits*: Vampires 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.



## Barnabus, the Lord of Vampires Second Form

*After falling, two rounds later the Lord arises as a huge, demonic monster that is covered with a silvery-white metallic skin that smells of sulfur and has huge fangs and talons. In this form the Lord is no longer undead or a vampire, and he will jump around and physically attack the party.*

**Barnabus (demon lord, unique) (1):** Init +2; Atk bite +6 melee (1d10 plus vorpal) or claw +8 melee (1d8+6 plus vorpal); AC 22; HD 10d12+8; hp 70; MV 40', jump 20'; Act 2d20; SP demon traits, death drop, vulnerable to light and fire (-1d to actions, double damage), vorpal (on any critical hit, automatically decapitates enemy, causing instant death); SV Fort +8, Ref +3, Will +8; AL C; Crit 16-20 DN/d10.

*Death drop (1/round):* As an action, the Lord may jump and drop a deadly attack upon their enemy's head, The target suffers 1d10 damage and is stunned for 1d3 rounds (DC 14 Fort save negates stun).

*Demon traits:* Communication by speech or telepathy (Infernal, Common), immune to weapons of less than +4 enchantment or natural attacks from creatures of 9 HD or less, can teleport to any location at will, as long as not bound or otherwise summoned, can project astrally and ethereally, infravision 120', immune to acid, cold, electricity, and gas, spellcasting (+20 spell check): Spells (1st) *darkness*.

*Vulnerable:* Barnabus suffers double damage from fire and suffers -1d to all actions while within lit areas at least as bright as daylight.

**Location:** His castle

**Treasure Drop:** Always.



## Bat, Lord

*The Lord of the Bats is a huge bat that dwarfs any adventurer as it flies over them, occasionally swooping down to try to eat range attackers after shooting a barrage of fireballs at the group on the ground. The lord is very intelligent and will use its range attacks to keep a safe distance for most of the fight.*

**Bat, Lord (1):** Init +6; Atk bite +7 melee (1d8 plus blood drain) or breath weapon (special); AC 16; HD 6d8; MV fly 60'; Act 1d20; SP echolocation 100' (cannot be blinded or surprised), vulnerable to light (-1d to actions); SV Fort +5, Ref +6, Will +4; AL C; Crit M/d12.

*Blood drain:* A victim bitten by the bat lord loses 1d4 Stamina. A victim who reaches zero Stamina is killed. The bat lord regains hit points equal to the Stamina lost, up to its hit point maximum.

*Breath weapon (fire):* As an action, the bat lord breathes fire in a line 10' wide x 30' long. Each creature in that area suffers 3d6 damage (DC 16 Reflex save for half damage) plus catches fire (1d6/round until extinguished, DC 12 Reflex save extinguishes).

*Vulnerable:* The bat lord suffers -1d to all actions while within lit areas at least as bright as daylight.

**Location:** Abandoned Keeps and Towers

**Treasure Drop:** 5-in-6 chance.





## Bat, Vampiric

*These bats are slightly larger than normal bats and are much more dangerous. They love to hide and swoop down upon unsuspecting victims. They are most often discovered in a large group.*

**Bat, vampiric (2d4):** Init +6; Atk bite +4 melee (1d6 plus vampire drain); AC 14; HD 2d8; MV fly 40'; Act 1d20; SP echolocation 50' (cannot be blinded or surprised), vampire drain (heals damage equal to bite damage); SV Fort +4, Ref +4, Will -2; AL C; Crit M/d8.

**Location:** Castles, Dungeons, Forests

**Treasure Drop:** 1-in-6 chance.





## Buckjumper

*These small humanoids bounce around in erratic patterns attacking their prey. Although they are not very resilient, they can be quite a dangerous foe because of their great speed and agility.*

**Buckjumper (1d4):** Init +2; Atk dagger +2 melee (1d4 plus aggravation); AC 15; HD 1d6; MV 35', jump 15'; Act 1d20; SP aggravation (cumulative -1 to all rolls for 1 round, penalty stacks with each successful hit by any buckjumper); SV Fort +0, Ref +3, Will +0; AL C; Crit III/d6.

**Location:** Castles, Dungeons, Ruins

**Treasure Drop:** 2-in-6 chance.

## Buckjumper, Master

*The leaders of Buckjumpers are known as Masters. Although the same size, Masters are much quicker than their brethren and they can spit fireballs at their foes.*

**Buckjumper master (1 per every 4 buckjumpers):** Init +4; Atk dagger +4 melee (1d4 plus aggravation) or *fireball* (3d6 plus catch fire, DC 16 Reflex save for half damage, range 100); AC 16; HD 3d8; MV 60', jump 30'; Act 1d20; SP aggravation (cumulative -1 to all rolls for 1 round, penalty stacks with each successful hit by any buckjumper), catch fire (1d6/round until extinguished, DC 12 Reflex save extinguishes, +4 if "stop, drop, and roll", +2 if aided by allies); SV Fort +0, Ref +3, Will +0; AL C; Crit III/d6.

**Location:** Castles, Dungeons, Ruins

**Treasure Drop:** 4-in-6 chance.



## Canopy Harpy

*These foul, green-feathered harpies live in the dark forests near graveyards. They live off of the flesh of humanoids that have recently died, preferring to ambush prey that is resting.*

**Harpy, canopy (1d6):** Init +0; Atk claws +1 melee (1d6 plus poison); AC 13; HD 3d8; MV 20', fly 30'; Act 1d20; SP poison (1d3 Stamina loss, DC 8 Fort save negates poison); SV Fort +1, Ref +3, Will +3; AL C; Crit M/d8.

**Location:** Forests

**Treasure Drop:** 2-in-6 chance.



## Diving Raven

*Diving ravens are known as a massive nuisance to adventurers attempting to climb up stairs or ruins, because the birds will constantly dive and fly away, often knocking the poor being to their death hundreds of feet below. These birds are a bit larger than the typical raven and are difficult to see in their nests.*

**Raven, diving (1d4):** Init +4; Atk peck +1 melee (1d4 plus dive bomb); AC 14; HD 1d6; MV fly 40'; Act 1d20; SP dive bomb; SV Fort +1, Ref +3, Will +0; AL C; Crit M/d6.

**Dive bomb:** These ravens will swoop down on targets that are attempting to climb or are already engaged in combat. They gain +1d on this attack. On a successful critical hit, they knock the target back 10' and prone.

**Location:** Anywhere

**Treasure Drop:** 1-in-6 chance.



# Doubleganger

*One of the rarest and most befuddling foes is the legendary Doubleganger. This great warrior and mimic can harness its powers to look exactly like another humanoid, and they can copy the powers and abilities of the same humanoid for a short time. Doublegangers make excellent spies and mercenaries.*

**Doppelganger (1):** Init +3; Atk slam +3 melee (1d4+3) or as weapon +3 melee; AC 14; HD 3d10; MV 30'; Act 1d20; SP copy form; SV Fort +4, Ref +4, Will +4; AL C; III/d8.

*Copy form:* A doppelganger can change their form to that of any type of mortal humanoid creature – including specific individuals – at will, as long as they have seen the creature before, for up to 12 hours. They gain the target's ability scores, class abilities (except spellcasting), creature special natural attacks, abilities or weaknesses (in the case of humanoid NPCs, e.g., serpent-men, orcs, gnolls, etc.), Fort and Ref saves (but not Will saves), movement, hit points\*, weapons (weapon type, but not any magical abilities associated with them) and action dice. They may not copy un-dead, demons, angels, elementals, or other such creatures from the outer planes. Anytime another creature makes their first melee attack against the doubleganger in a round, the doubleganger changes into their attacker's form immediately before the attack happens.

\*Note: When copying hit points, if the doubleganger copies a creature with more hit points than their current form, they gain the difference in hit points from their current form as temporary hit points. All damage suffered during combat is removed from these temporary hit points and tracked across any form changes that occur.

**Location:** Anywhere

**Treasure Drop:** 5-in-6 chance.





## Drifting Eye

*These small eyes drift throughout a dungeon or castle, standing guard against intruders. Due to their metal carapace, they are extremely tough to kill. Their creators often put an alarm system in them to set off a trap or warn a nearby monster if they are not dispatched quick enough.*

**Drifting eye (1d3):** Init +3; Atk tail whip +1 melee (1d4); AC 18; HD 1d6; MV fly 30'; Act 1d20; SP damage reduction 2, telepathic alarm (1d3 rounds after combat initiation, alarm sounds and sets off a trap or summons a wandering monster of the judge's choosing); SV Fort +1, Ref +4, Will +1; AL C; M/d6.

**Location:** Castles, Libraries, Dungeons

**Treasure Drop:** 1-in-6 chance.





## Fishling

*These foul beasts dwell in dark, wet caverns and active sewers, where they relish in ambushing their next meal, whether it is a rat or an adventurer. They are humanoid fishmen that are covered in muck and are able to jump quite high.*

**Fishling (1d4+1):** Init -1; Atk bite +2 melee (1d4+2) or claws +2 melee (1d4+2); AC 13; HD 1d8; MV 20', swim 40'; Act 1d20; SP muck disease (when suffer a melee strike, attacker suffers 1d3 Strength, Agility, or Stamina loss (player's choice), DC 12 Fort save negates); SV Fort +3, Ref -1, Will +3; AL C; Crit M/d6.

**Location:** Caverns, Sewers, Bogs, Coastal Lands

**Treasure Drop:** 2-in-6 chance.

## Fishling, Spitter

*These Fishlings are able to spit slimy globs of acidic water and mud at their enemies and are slightly larger than other Fishlings.*

**Fishling, spitter (1 per every 3 fishlings):** Init -1; Atk bite +3 melee (1d4+2) or claws +3 melee (1d4+2) or acid muck spit +3 missile fire (1d6); AC 13; HD 2d8; MV 20', swim 40'; Act 1d20; SP muck disease (when suffer a melee strike, attacker suffers 1d3 Strength, Agility, or Stamina loss (player's choice), DC 12 Fort save negates); SV Fort +4, Ref -2, Will +3; AL C; Crit M/d8.

**Location:** Caverns, Sewers, Bogs, Coastal Lands

**Treasure Drop:** 4-in-6 chance.



## Flame Hurler

*These minor elementals are often summoned to guard a keep or dungeon passage.*

*They indiscriminately toss fire at anything that they see. They look like a human that has been set on fire, but they do not set the area around them on fire.*

**Flame hurler (fire elemental) (1d3):** Init +1; Atk burning touch +3 melee (1d8) or flaming arc +3 missile fire (1d6 plus catch fire); AC 12; HD 2d8, 4d8, or 6d8; MV 40'; Act 1d20 (or more); SP catch fire (1d6/round until extinguished, DC 12 Reflex save extinguishes, +4 if "stop, drop, and roll", +2 if aided by allies), vulnerable to cold and water (double damage), immune to air-based effects (e.g., *gust of wind*) and heat and fire, minor elemental traits; SV Fort +3, Ref +3, Will +1; AL C; Crit M/d8, M/d10 or M/d12.

**Burning touch:** Any creature which touches a minor fire elemental — whether wounded in combat or initiating a melee attack — may catch fire (DC 12 Ref save to avoid). Burning creatures suffer 1d6 damage per round; a creature can put out this fire by spending an entire round combatting the blaze, which grants them a DC 12 Reflex save to extinguish the flames (+4 if "stop, drop, and roll", +2 if aided by allies).

**Minor elemental traits:** Minor elementals are impervious to non-magical attacks and can be controlled by a wizard casting the proper spell (see p. 411, DCC RPG). Creatures of at least 2 HD are powerful enough to wound a minor elemental for half damage, and creatures of at least 4 HD can cause normal damage. Minor elementals that appear on the material plane have 2, 4, or 6 HD, depending on the mode of summoning.

**Vulnerable:** A minor fire elemental suffers double damage from cold and water.

**Location:** Dungeons and Castles

**Treasure Drop:** 1-in-6 chance.



## Flaming Skull

*These undead abominations are sometimes created when an unfortunate humanoid is decapitated and immolated. They arise as a flaming skull, floating around the area where they died, seeking revenge on anything that walks by.*

**Flaming skull (1d4):** Init +0; Atk slam +1 melee (1d6 plus catch fire); AC 12; HD 1d6; MV fly 30'; Act 1d20; SP partially incorporeal (half damage from non-magical weapons), catch fire (1d6/round until extinguished, DC 12 Reflex save extinguishes, +4 if "stop, drop, and roll", +2 if aided by allies), un-dead traits; SV Fort +3, Ref +2, Will +3; AL C; Crit U/d6.

*Un-dead traits:* Flame hurlers 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:** Anywhere

**Treasure Drop:** 1-in-6 chance.



## Frankie

*Frankie is a large undead being that was created in a botched necromancer's experiment and is now hunted by evil doers and holy men alike. He hides in sewers and ruins, seeking solitude. Frankie is made out of the body parts of many strong humanoids, but is also highly intelligent. He has befriended a group of Buckjumpers, and is often accompanied by a Buckjumper master.*

**Frankie (1, unique):** Init +2; Atk slam +10 melee (1d10); AC 16; HD 8d12; MV 25'; Act 2d20; SP un-dead traits, immune to electricity, half damage from non-magical weapons, vulnerable to light and fire (-1d to actions, double damage); SV Fort +3, Ref +2, Will +3; AL C; Crit U/d6.

*Un-dead traits:* Frankie is un-dead, and thus can be turned by clerics. He does not eat, drink, or breathe, and is immune to critical hits, disease, and poison. As un-dead, he is immune to *sleep*, *charm*, and *paralysis* spells, as well as other mental effects and cold damage.

*Vulnerable:* Frankie suffers double damage from fire and suffers -1d to all actions while within lit areas at least as bright as daylight.

**Location:** Ruins, Sewers

**Treasure Drop:** 5-in-6 chance.





## Ghost Armor, Axeman

*These large suits of animated armor wander through castle corridors looking for beings to throw their axes into. They are often created when an armored warrior is felled by a ghost, shadow or other incorporeal undead.*

**Ghost armor, axeman (1d3):** Init +4 (surprise); Atk handaxe +4 melee (1d6+2) or +4 missile fire (1d6+2); AC 18; HD 2d8; MV 25'; Act 1d20; SP surprises 50% of time, animated object traits, camouflage (+10 bonus to any attempt to hide as a normal object); SV Fort +4, Ref +0, Will +0; AL N; Crit M/d8.

*Animated object traits:* Antimagic susceptibility, blindsight 60', camouflage, constructed nature, immunities, immutable, surprise.

*Antimagic susceptibility:* If targeted by a *dispel magic* spell, an animated object must succeed on a Will save vs. the caster's spell check result or become temporarily dormant. If the caster's spell check result is: (16-21) dormant for 1d4 rounds; (22-31) dormant for 1d10 rounds; (32+) permanently dormant. All additional effects from casting *dispel magic* still apply.

*Blindsight:* The animated sarcophagus has perfect perception of all things, including invisible targets, within 60'.

*Constructed nature:* Animated objects don't require air, food, drink, or sleep.

*Immunities:* Animated objects are immune to anything that would affect a living creature (e.g., poison, gas, suffocation, blindness, petrification). They are also immune to *sleep*, *charm*, and *paralysis* spells, as well as other mental effects and cold damage.

*Immutable:* Animated objects are immune to magic which would change their form or size.

**Location:** Castles, Manors

**Treasure Drop:** 5-in-6 chance



## Ghost Armor, Pikeman

*These armors wear a smaller suit of armor, making them a bit quicker, and they wield a long pike, making it difficult for a hero to avoid their attack.*

**Ghost armor, pikeman (1d3):** Init +4 (d16, surprise); Atk pike +4 melee (1d6+2); AC 18; HD 2d8; MV 30'; Act 1d20; SP surprises 50% of time, animated object traits, camouflage (+10 bonus to any attempt to hide as a normal object), twirl; SV Fort +4, Ref +0, Will +0; AL N; Crit M/d8.

*Animated object traits:* Antimagic susceptibility, blindsight 60', camouflage, constructed nature, immunities, immutable, surprise.

*Antimagic susceptibility:* If targeted by a *dispel magic* spell, an animated object must succeed on a Will save vs. the caster's spell check result or become temporarily dormant. If the caster's spell check result is: (16-21) dormant for 1d4 rounds; (22-31) dormant for 1d10 rounds; (32+) permanently dormant. All additional effects from casting *dispel magic* still apply.

*Blindsight:* The ghost armor pikeman has perfect perception of all things, including invisible targets, within 60'.

*Constructed nature:* Animated objects don't require air, food, drink, or sleep.

*Immunities:* Animated objects are immune to anything that would affect a living creature (e.g., poison, gas, suffocation, blindness, petrification). They are also immune to *sleep*, *charm*, and *paralysis* spells, as well as other mental effects and cold damage.

*Immutable:* Animated objects are immune to magic which would change their form or size:

*Twirl:* Instead of making its normal attack, the ghost armor pikeman can make 2 attacks in a single round, but rolls 1d10 for each attack instead of 1d20. It applies its normal attack bonus. Critical hits are not possible when attacking in this manner. Each time an enemy is slain with an attack, the ghost armor pikeman automatically receives another attack (but cannot move).

**Location:** Castles, Manors

**Treasure Drop:** 5-in-6 chance.





## Grim Reaper

*Called from the realm of death by the King of the Vampires, the Grim Reaper willingly aids the King in his genocide of humanity, because it keeps the Grim Reaper's powers at a high level. The more death and destruction, the more powerful the Grim Reaper becomes. The Grim Reaper appears as a hooded skeleton that carries a huge scythe as it floats above its enemies.*

**Grim Reaper (1, unique):** Init +6; Atk *Harvester*, +3 scythe +10 melee (1d12+4) and hail of blades +6 missile fire (1d8, attacks all in 30' radius, DC 14 Ref save for half damage); AC 20; HD 10d12; hp 70; MV 60'; Act 2d20; SP teleport (1/round, range 100'), vulnerable to light (-1d to actions), death harvest (creatures slain by the Grim Reaper cannot have bodies recovered), immortal (upon being slain, is banished to its place of origin); SV Fort +8, Ref +8, Will +12; AL C; Crit 19-20/18-20 (*Harvester*) M/d16.

**Vulnerable:** The Grim Reaper suffers -1d to all actions while within lit areas at least as bright as daylight.

**Location:** Anywhere

**Treasure Drop:** 9-in-10 chance.

**Harvester, +3 scythe:** INT 14; AL C; Banes: all living creatures (Extended critical threat range; attacker scores criticals against bane at 1 more result on the die (e.g., if normally score criticals on 19-20, now score on 18-20)); Communication: speech and telepathy; Special Purpose: Slay all living creatures; Special

Powers: cleave (each time an enemy is slain with this scythe, the Grim Reaper automatically receive another attack (but cannot move)), vorpal blade (on any critical hit, the Grim Reaper automatically decapitates enemy, causing instant death), eviscerator (when rolling damage, the wielder rolls an additional damage die every time he rolls the highest result on a die. For example, if this weapon is a longsword and the wielder rolls an "8" on the 1d8 damage roll, he then rolls another 1d8 and adds that to the damage result. If that second 1d8 produces another "8", he rolls a third 1d8, and so on).



## Hugh Le foul

*Once a great adventurer, known throughout the lands as a heroic sailor, the legendary Hugh Le foul has become a ruthless pirate and mercenary in the pay of the King of Vampires. Why has he fallen? Maybe there is a good reason for his new alliance?*

*Hugh is a normal sized man dressed in pirate clothing with dozens of small blades secured to his person. Hugh is a crafty fighter due to his agility and training with knives.*

**Hugh Le foul (1, unique):** Init +5; Atk short sword +6 melee (1d6) or dagger +6 melee (1d4) or +6 missile fire (1d4); AC 16 (+2 leather); HD 4d6; hp 22; MV 35'; Act 1d20; SP thief skills (backstab +8, sneak silently +10, hide in shadows +9, pick pocket +5, climb sheer surfaces +9, pick lock +9, find trap +7, disable trap +5, forge document +4, disguise self +8, read languages +2, handle poison +8, cast spell from scroll d12); SV Fort +4, Ref +4, Will +2; AL C; Crit II/d16.

**Location:** Cities, Ports, Ships

**Treasure Drop:** 5-in-6 chance.



## Kasmiria, Masquerade Queen

*A favorite captain of the Lord of the Vampires, Kasmiria is an ancient vampire that is a master of pyromancy, diplomacy and persuasion. She is also a master of combat tactics and is a fearsome opponent in a fight. She appears as an awe-strikingly beautiful woman with white hair, deathly pale skin and bright red eyes that frequently cry blood. In combat she summons a large skull that protects her as she assaults her foes with a barrage of illusions and fire attacks. Once the skull shield is destroyed, she will usually attempt to flee and regroup, selecting to fight another day. Sometimes she will continue to fight, if she thinks she still has a strong advantage.*





**Kasmiria, Masquerade Queen (lesser vampire, unique) (1):** Init +6; Atk claw +8 melee (1d8+2) or grapple +8 melee (opposed Agility or Strength check vs. +16 to escape), or bite +8 melee (1d4 plus 1 Stamina loss, requires held, helpless, or willing target) or as weapon +8 melee (as weapon+2 damage); AC 21; HD 8d12; MV 100', climb 40' (as *spider climb* spell check result of 20); Act 2d20 or 2d16+1d20 (bite); SP un-dead traits, infravision 120', vampire limitations/vulnerabilities (forbiddance, holy symbol bane, running water, sunlight, true death, warding), vampire traits (immortal, regeneration (4 HD/round), shapechange, vampire charm, vampire immunity (immune to weapons of less than +2 enchantment or natural attacks from creatures of 5 HD or less), vampire sleep), spellcasting (+8 spell check): Spells Wizard - (1st) *cantrip* (-1d), *feather fall* (-1d), *flaming hands*, *force manipulation* (1/hour, automatic as per spell check result of 18, force wall appears as a skull shield), *ventriloquism*; (2nd) *arcane affinity* (*illusionist*, *pyromancer*), *fire resistance*, *mirror image*, *phantasm* (+1d), *scorching ray* (+1d); (3rd) *fireball* (+1d); (4th) *control fire* (+1d); SV Fort +9, Ref +6, Will +5; AL C; Crit 19-20 U/d12.

#### *Vampire traits:*

- I. *Immortal:* Vampires cannot die by the mere passing of time; the vampire can appear to be physically aged but will never die merely of old age. Feeding on blood restores a vampire's youthful appearance.
- II. *Infect:* Victims killed by Kasmiria have a 6-in-10 chance of reanimating as a vampire spawn in 2d6 days.

**Vampire, spawn:** Init +4; Atk claw +8 melee (1d8+2) or grapple +8 melee (opposed Agility or Strength check vs. +14 to escape), or bite +8 melee (1d4 plus 1 Stamina loss, requires held, helpless, or willing target) or as weapon +8 melee (as weapon+2 damage); AC 20; HD 6d12; MV 60', climb 30' (as *spider climb* spell check result of 20); Act 2d20 or 2d16+1d20 (bite); SP un-dead traits, infravision 100', vampire limitations/vulnerabilities (forbiddance, holy symbol bane, running water, sunlight, true death, warding), vampire traits (immortal, regeneration (3 HD/round), vampire immunity (immune to damage from non-magical weapons or natural attacks from creatures of 3 HD or less)); SV Fort +6, Ref +4, Will +6; AL C; Crit U/d10.



- III. *Regeneration*: Kasmiria regenerates 4 HD per round as long as she is not caught in sunlight or immersed in running water. Damage inflicted by holy water and *divine smite* is permanent and cannot be regenerated.
- IV. *Shapechange*: As an action, Kasmiria may shapechange into a cat, giant rat, giant vampire bat, giant wolf, or mist form, keeping her current hit points; cannot be in sunlight or running water to change. She must return to her natural form before taking another.
- Cat**: Init +6; Atk bite +8 melee (2d5 plus 1 Stamina loss); AC 21; HD 8d12; hp (current); MV 50', climb 30'; Act 1d20; SP un-dead traits, infravision 30', stealthy (+10 to stealth checks), vampire limitations/vulnerabilities (forbiddance, holy symbol bane, running water, sunlight, true death, warding), vampire traits (immortal, regeneration (4 HD/round), shapechange, vampire immunity (immune to weapons of less than +2 enchantment or natural attacks from creatures of 5 HD or less), vampire sleep); SV Fort +6, Ref +4, Will +6; AL C; Crit 19-20 U/d12.
  - Giant rat**: Init +6; Atk bite +8 melee (2d4 plus 1 Stamina loss plus disease); AC 21; HD 8d12; hp (current); MV 30', climb 20'; Act 1d20; SP disease (DC 18 Fort save or additional 2d4 damage), un-dead traits, infravision 30', vampire limitations/vulnerabilities (forbiddance, holy symbol bane, running water, sunlight, true death, warding), vampire traits (immortal, regeneration (4 HD/round), shapechange, vampire immunity (immune to weapons of less than +2 enchantment or natural attacks from creatures of 5 HD or less), vampire sleep), vampire lord traits (*animal summoning* (1/night)); SV Fort +6, Ref +4, Will +6; AL C; Crit 19-20 U/d12.
  - Giant vampire bat**: Init +6; Atk bite +8 melee (2d3 plus 1 Stamina loss and vampire drain); AC 21; HD 8d12; hp (current); MV 5', fly 30'; Act 1d20; SP un-dead traits, vampire drain (heals damage equal to bite damage), echolocation 50' (cannot be blinded or surprised), vampire limitations/vulnerabilities (forbiddance, holy symbol bane, running water, sunlight, true death, warding), vampire traits (immortal, regeneration (4

HD/round), shapechange, vampire immunity (immune to weapons of less than +2 enchantment or natural attacks from creatures of 5 HD or less), vampire sleep); SV Fort +6, Ref +4, Will +6; AL C; Crit 19-20 U/d12.

- d. **Giant wolf:** Init +6; Atk bite +8 melee (2d7 plus 1 Stamina loss); AC 21; HD 8d12; hp (current); MV 60'; Act 1d20; SP un-dead traits, infravision 30', vampire limitations/vulnerabilities (forbiddance, holy symbol bane, running water, sunlight, true death, warding), vampire traits (immortal, regeneration (4 HD/round), shapechange, vampire immunity (immune to weapons of less than +2 enchantment or natural attacks from creatures of 5 HD or less), vampire sleep); SV Fort +6, Ref +4, Will +6; AL C; Crit 19-20 U/d12.
- e. **Mist:** Init +6; Atk none; AC 10; HD 8d12; hp (current); MV fly 30'; Act 1d20; SP un-dead traits, infravision 30', vampire limitations/vulnerabilities (forbiddance, holy symbol bane, running water, sunlight, true death, warding), vampire traits (immortal, damage immunity (except holy water, *divine smite*, or fire), regeneration (4 HD/round OR 1 hp/hr in resting place if reduced to 0 hp)), shapechange); SV Fort +6, Ref +4, Will +6; AL C; Crit N/A.

V. *Vampire charm:* As an action, by looking into the eyes of a target within 30', the vampire may *charm* its prey. On a failed contested Will save, target suffers effects as per *charm person* at a spell check result of 18-19 level but effects limited to 1 turn, if forced to fight former friends they are allowed a new save each round they fight, and is even a willing target for the vampire's bite. Note: the vampire's *mesmerism* is effective even during its regenerative resting sleep! Anyone gazing upon a sleeping vampire in its resting place are still at risk of becoming mesmerized until the vampire awakens.

VI. *Vampire immunity:* Kasmiria is immune to weapons of less than +2 enchantment or natural attacks inflicted by creatures of 5 HD or less.

VII. *Vampire sleep:* Upon dropping to 0 hit points outside of their resting place and provided they aren't in sunlight or running water and can still regenerate damage, a vampire immediately shapechanges into mist, retreating to its resting place; if cannot

transform or reach their resting place within 12 turns in mist form, they are destroyed. Upon reaching their resting place, they return to vampire form and begin to regenerate 1 hp/6 turns; they are paralyzed in their resting place until they have regained 1 hit point and extremely vulnerable to attack at this time.

*Vampire limitations/vulnerabilities:*

- I. *Forbiddance*: Must receive invitation to enter any private home or dwelling; the vampire cannot enter an establishment unless it has first been invited, but thereafter the vampire can enter as it pleases.
- II. *Holy symbol bane*: Holy symbols are the most powerful deterrent to vampires and, in addition to preventing vampires from attacking if the symbol is presented forcefully in faith at the vampire as an action, can be used as a weapon, inflicting 1d4 *divine smiting* damage.
- III. *Running water*: Vampires suffer 2d16 damage per round in which they are in running water and can't cross running water of their own volition in any form; may be carried via ship or other conveyance but can only embark/disembark if carried aboard, or if the ship is touching land.
- IV. *Sunlight*: Direct sunlight inflicts grievous burns on a vampire (brief exposure causes 1d30 damage, each full round of exposure causes 2d30 damage).
- V. *True death*: All vampires are never truly dead until any of the following below happens. When true death is delivered, they are reduced to their destruction remains (dust).
  - a. Wooden or silver stake or "sacred bullet" (e.g., blessed piercing missile weapon) is delivered to the heart. On a critical hit, a trained wielder of a wooden or silver stake or "sacred bullet" can spend a Luck point to stake and immobilize a vampire instead of rolling on the critical hit table. Wooden or silver stakes or "sacred bullets" can also be used to stake and immobilize a vampire that has been reduced to 0 hit points. Vampire lords like Barnabas can only be staked after they have been reduced to 0 hit points or while they are already prone.
  - b. Decapitation and mouth filled with garlic prevents regeneration.

c. Incineration.

VI. *Warding:* Garlic is a natural repellant, forcing vampires to stay at least 30' away (DC 15 Will save negates).

*Un-dead traits:* Vampires 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.





## Killer Wolf

*Killer Wolves are magically enhanced wolves that are known to guard secret lairs, dark forests and graveyards. Sometimes they are controlled by a vampire or a mystic, but they also can be found in the wild with other wolves in dangerous packs. They are larger than a regular wolf and have red muzzles and tails.*

**Wolf, killer (1d6):** Init +5; Atk bite +6 melee (1d6+2) or +6 claws (1d8); AC 14; HD 2d6; MV 40'; Act 1d20; SP keen senses (scent), SV Fort +4, Ref +4, Will +3; AL L; Crit M/d8.

**Keen senses (scent):** All creatures within 120' suffer a -1d penalty on all attempts made to avoid detection by a killer wolf.

**Location:** Forest, Plains, Mountains

**Treasure Drop:** 2-in-6 chance.



## Lost Knight

*These disgraced knights wander the countryside attempting to find worthy opponents to defeat, either in an attempt to redeem themselves or to spread the pain and misery they fill in their tainted souls. These knights always wear black armor that they can never take off, and wield a long sword.*

*Unbeknownst to the knight, they are actually undead, but will never be convinced of that.*

**Knight, lost (1):** Init +1; Atk +1 *blackened longsword* +4 melee (1d8+1 plus 1d3 Personality loss, DC 8 Will save negates Personality loss); AC 16; HD 2d8; MV 20'; Act 1d20; SP un-dead traits, fearful visage; SV Fort +2, Ref +1, Will +1; AL C; U/d8.

*Fearful visage:* Upon viewing, all targets are frightened and run away for one hour; if cornered, they can fight only at a -4 attack penalty (DC 12 Will save to resist).

*Un-dead traits:* Lost knights 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:** Anywhere

**Treasure Drop:** 4-in-6 chance.

## Medusa, Queen

*Once a powerful queen that ruled over thousands of subjects in a great kingdom, now she rules over a lost empire of stone and serpents. The Medusa Queen hides in her ruined temple, waiting for foolish adventurers to show up and volunteer for beloved gallery.*

*She has a 10' long lower, serpentine body and the upper body and face of an angry, gorgeous woman with dozens of snakes for hair.*

**Medusa Queen (1, unique):** Init +2; Atk short bow +5 missile fire (1d6 plus venom) or snake bites +2 melee (1d8 plus venom); AC 14; HD 8d8; MV 40'; Act 2d20; SP cannot be surprised, petrification (gaze, range 30, 1 target/round as free action, DC 12 Ref save to avoid; any creature attempting to attack her must make this save), venom (permanent paralysis, DC 16 Fort save reduces effect to 1d4 damage that does not heal naturally), snake army, vulnerable to fire (double damage); SV Fort +7, Ref +7, Will +7; AL C; Crit M/d14.

**Snake army:** The Medusa Queen is surrounded by a swarm of large snakes.

**Snake swarm:** Init +1; Atk swarming bite +1 melee (1d4 plus poison (1d6 Agility, DC 20 Fort save reduces to 1d3 Agility)); AC 13; HD 1d8; MV 30'; Act special; SP bites all targets within 20' x 20' space, half damage from non-area attacks; SV Fort +1, Ref +4, Will +1; AL N; Crit M/d6.

**Vulnerable:** The Medusa Queen suffers double damage from fire.

**Location:** Ruins

**Treasure Drop:** 5-in-6 chance.



## Medusa, Striker

*Small, floating, snake-haired heads that attack without hesitation, Medusa Strikers are fragile, yet dangerous enemies that swarm in packs. They are most often found in dungeons and old keeps.*

**Medusa, striker (1d6+2):** Init +2; Atk snake bites +2 melee (1d6 plus venom); AC 13; HD 2d8; MV fly 30'; Act 1d20; SP un-dead traits, venom (permanent paralysis, DC 16 Fort save reduces effect to 1d4 damage that does not heal naturally); SV Fort +2, Ref +8, Will +2; AL C; Crit M/d8.

*Frustrating patterns:* Attacks against a medusa striker suffer a -1d penalty (DC 12 Intelligence check negates).

*Un-dead traits:* Medusa strikers 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:** Castles, Swamps, Dungeons

**Treasure Drop:** 1-in-6 chance.





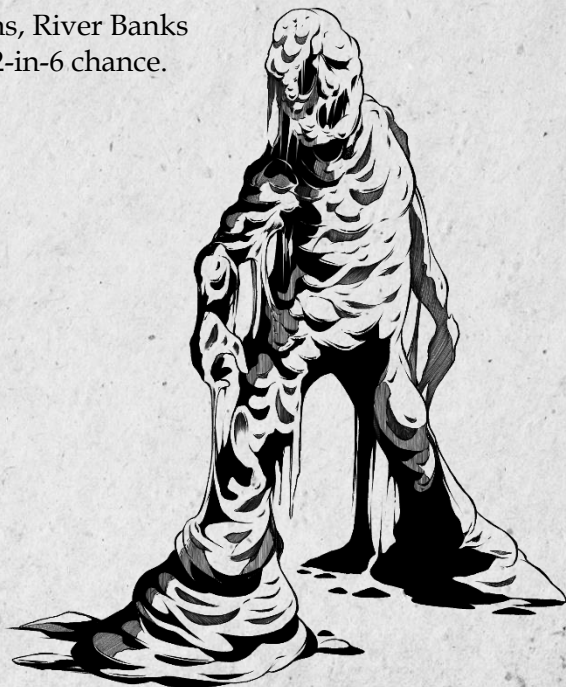
## Mud Chucker

*Mud Chuckers are small elementals made out of earth and water that live in deep caverns and isolated river banks. They are very defensive about their land, attacking anything that gets too close with a barrage of hurled mud.*

**Mud chucker (earth elemental) (1d6+1):** Init -1; Atk punch +2 melee (1d6) or mud fling +2 missile fire (1d6 plus blind, DC 10 Ref save avoids blindness, range 30); AC 15; HD 2d8, 4d8, or 6d8; MV 30' (ignores difficult terrain); Act 1d20 (or more); SP half damage from non-magical weapons, minor elemental traits; SV Fort +5, Ref -1, Will +0; AL N; Crit M/d8, M/d10 or M/d12.

*Minor elemental traits:* Minor elementals are impervious to non-magical attacks and can be controlled by a wizard casting the proper spell (see p. 411, DCC RPG). Creatures of at least 2 HD are powerful enough to wound a minor elemental for half damage, and creatures of at least 4 HD can cause normal damage. Minor elementals that appear on the material plane have 2, 4, or 6 HD, depending on the mode of summoning.

**Location:** Caverns, River Banks  
**Treasure Drop:** 2-in-6 chance.



## Mummy Twins

*These mummies were buried together thousands of years ago, deep within a tomb filled with great riches. It is unknown what their relationship was, due to the dilapidated condition of their tomb. Few archeologists or treasure hunters have made it into the tomb, let alone survived long enough to study the remaining treasure and glyphs for hints. Anyone that sets foot on the tomb floor will awaken the mummies. After the mummies dispatch their foes, they just return to their slumber in their sarcophagi. These are the stats for one of the mummies.*

**Mummy (2):** Init +0; Atk choke +5 melee (1d4 / 2d4 / 3d4 / etc.) or slam +3 melee (1d6+2) or mummy wraps +3 melee (1d3 plus entangled, DC 12 Strength check as action to escape, range 10); AC 11; HD 8d12+8; MV 20'; Act 1d20 (special, see tag team); SP damage reduction 5, mummy rot (1 Stamina loss per day, DC 12 Fort save negates), tag team, vulnerable to fire (double damage), un-dead traits; SV Fort +4, Ref +2, Will +10; AL C; Crit U/d12.

**Choke:** A mummy that succeeds on a choke attack uses one or both hands to throttle its target. On the first round, this causes 1d4 damage from suffocation. If the mummy succeeds in a second round of choking, the next attack causes 2d4 damage. If the third attack succeeds for a third round, the attack causes 3d4, then 4d4, and so on until either the mummy's attack fails or the target is suffocated.

**Mummy rot:** Any creature that suffers damage from a mummy may contract mummy rot (DC 12 Fort save negates). Mummy rot causes the victim's body to slowly shrivel and desiccate. Affected creatures suffer 1 Stamina loss each day and are constantly thirsty. The Stamina loss will not heal naturally until the rot is arrested by magic.

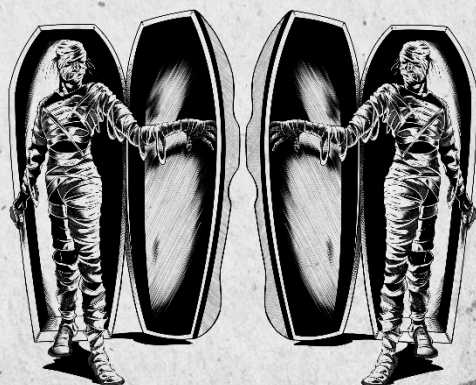
**Tag Team:** The twin mummies will always attack together on the same initiative count, each performing a different attack. If both mummies score critical hits in the same round, they each get an extra action on that round.

**Un-dead traits:** Mummies 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 mummy suffers double damage from fire.

**Location:** Tomb

**Treasure Drop:** 5-in-6 chance.



## Skeleton, Ape

*The reanimated skeleton of a large ape, or other big humanoid, can be a worthy adversary. Powerful and resilient, the Ape Skeleton can hurl large items with precision with its long arms.*

**Skeleton, ape (1d3):** Init +2; Atk claw +6 melee (1d3+3) or thrown barrel or chest +3 missile fire (1d8+3); AC 12; HD 2d8; MV 20', climb 30'; Act 1d20; SP un-dead traits, half damage from piercing and slashing weapons; SV Fort +6, Ref +3, Will -1; AL C; Crit U/d6.

*Un-dead traits:* Ape skeletons 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:** Anywhere

**Treasure Drop:** 2-in-6 chance.



## Skeleton, Column Cannons

*These undead cannons are usually attached to stairways, ceiling or columns to keep unwanted adventurers at bay. They are usually found with 2-4 heads. These stats are for 1 head. Variable versions of the cannons have been found to spit ice, poison, air, water, etc.*

**Skeleton, column canon (2d4 heads per column):** Init +1; Atk *fireball* (3d6 plus catch fire, DC 16 Reflex save for half damage, range 100); AC 12; HD 2d8; MV 0'; Act 1d20; SP un-dead traits, half damage from piercing and slashing weapons, catch fire (1d6/round until extinguished, DC 12 Reflex save extinguishes, +4 if "stop, drop, and roll", +2 if aided by allies), defensive positioning; SV Fort +5, Ref -2, Will -1; AL C; Crit U/d6.

*Defensive positioning:* The cannons are often placed in places that are difficult to reach without standing in front of its mouth. Any non-reach melee attack that misses them results in the attacker being targeted by a reactionary *fireball*.

*Un-dead traits:* Column cannon skeletons 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:** Castles, Dungeons

**Treasure Drop:** 1-in-8 chance.





## Skeleton, Dragon's Neck

*One of the most dangerous, non-boss monsters one can encounter is the dreaded Dragon's Neck Skeleton. Its large draconic head stretches out over 30' long on a chain of ratty old bones, and will strike at anything it can see. Variable versions of the cannons have been found to spit ice, poison, air, water, etc.*

**Skeleton, dragon's neck (1):** Init +3; Atk bite +7 melee (1d8+1) or fireball (3d6 plus catch fire, DC 16 Reflex save for half damage, range 100); AC 12; HD 7d8; MV 0' (chained to wall); Act 1d20; SP un-dead traits, half damage from piercing and slashing weapons and fire, catch fire (1d6/round until extinguished, DC 12 Reflex save extinguishes, +4 if "stop, drop, and roll", +2 if aided by allies); SV Fort +9, Ref -1, Will +4; AL C; Crit U/d12.

**Un-dead traits:** A dragon neck's skeletons is 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:** Castles, Dungeons

**Treasure Drop:** 4-in-6 chance.



## Skeleton, Fire

*Some poor souls that died in a fire are reborn into a horrid, screaming, flaming skeleton. They eternally run around seeking victims to immolate and increase their numbers. These skeletons are surrounded by a permanent red flame that will not ignite, non-living material. Some reports of blue skeletons that burn an icy cold have reported.*

**Skeleton, fire (1d3):** Init +0; Atk flaming claws +1 melee (1d3 plus catch fire); AC 9; HD 2d8; MV 30'; Act 1d20; SP un-dead traits, half damage from piercing and slashing weapons, immune to fire, catch fire (1d6/round until extinguished, DC 12 Reflex save extinguishes, +4 if "stop, drop, and roll", +2 if aided by allies), terrifying scream (1/turn), vulnerable to cold (double damage); SV Fort +0, Ref +0, Will +0; AL C; Crit U/d6.

**Terrifying scream (1/turn):** Upon hearing the scream, all targets within 60' are frightened and run away for one hour; if cornered, they can fight only at a -4 attack penalty (DC 12 Will save to resist).

**Un-dead traits:** Fire skeletons 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 fire skeleton suffers double damage from cold.

**Location:** Castles, Dungeons

**Treasure Drop:** 1-in-6 chance.



## Skeletons. Jumper

*The Jumper Skeleton bounces around without a pattern, as it attacks its foes. It uses its own body as a weapon, as it emits a field of cold that harms anything that touches it.*

**Skeleton, jumper (1d3):** Init +0; Atk slam +1 melee (1d6); AC 9; HD 2d8; MV 30', jump 20'; Act 1d20; SP un-dead traits, half damage from piercing and slashing weapons; SV Fort +0, Ref +2, Will +0; AL C; Crit U/d6.

*Un-dead traits:* Jumper skeletons 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:** Anywhere

**Treasure Drop:** 3-in-6 chance.

## Skeleton, Red Blood

*Red Blood Skeletons are infused with a powerful necromancy that allows them to reanimate when struck down. They look like normal skeletons, but they are coated in a scarlet liquid made from blood and other alchemical agents.*

**Skeleton, red blood (1d4):** Init +0; Atk claws +1 melee (1d4); AC 9; HD 2d8; MV 30'; Act 1d20; SP un-dead traits, half damage from piercing and slashing weapons, vulnerable to light, fire and holy (-1d to actions, double damage), red blood; SV Fort +0, Ref +0, Will +0; AL C; Crit U/d6.

*Red blood:* Unless destroyed by holy damage, its bones thoroughly incinerated or otherwise made non-viable or otherwise unable to reunite, or the red blood reagent coating removed, a red blood skeleton reconnects severed body pieces and reanimates at the end of the following round after it has been destroyed, regaining 2d8 hit points upon reanimation. If it is prevented from reanimating the following round due to a majority of its bones being absent, or due to the red blood reagent coating being removed, it remains dead permanently.

*Un-dead traits:* Red blood skeletons 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:* Red blood skeletons suffer double damage from sources of fire and holy damage (e.g., clerical spells) and suffer -1d to all actions while within lit areas at least as bright as daylight.

**Location:** Dungeons, Castles

**Treasure Drop:** None.

## Sprouting Death

*Virtually invisible to its prey, Sprouting Death are plants that hide in patches of normal flora or in cracks of wood or broken pieces of stone, striking when it's too late for the prey to escape. The plant can camouflage itself in green, brown and grey. Once it strikes, it grows to its full size and attempts to choke its target to death with its vines and acidic secretions.*

**Sprouting death (1):** Init +3; Atk vine whip +2 melee (1d6 acid plus constriction, range 20); AC 13; HD 2d8; MV 5'; Act 2d20; SP blindsight 60', constriction, camouflage (+10 to hide in vegetative terrain); SV Fort +4, Ref +3, Will +0; AL N; Crit M/d8.

**Blindsight:** The sprouting death has perfect perception of all things, including invisible targets, within 60'.

**Constriction:** Sprouting death can reach out and attack opponents up to 20' away. Targets hit by the sprouting death must make a grapple check (vs. +4, see Grappling, p. 96, DCC RPG). Once grappled, and until the grapple ends, the target is pinned, and at the start of its initiative count, the target must make a DC 12 Stamina check. When the first check fails, the target is suffocating. Once suffocating, the creature loses 1d6 Stamina per round at the start of its initiative count until it breaks free. The sprouting death can constrict up to 3 creatures at a time. Any successful attack against a sprouting death while it constricts any targets splits the damage among the targets.

**Location:** Forests, Jungles,  
broken stone exposed to sunlight  
**Treasure Drop:** 1-in-6 chance.





## Subanrab, Prince of the Vampires

*The son of the Lord of the Vampires, Subanrab is a powerful master vampire that prefers to spend time alone studying and training in his castle.*

*However, he has been summoned by his father for an important reason, yet unknown to him. Subanrab is very tall, gauntly thin, handsome vampire that moves with incredible speed. Unlike the majority of his family and people, Subanrab is not evil and takes no pleasure in killing, but can be very vicious if he is pushed to violence.*



**Subanrab, Prince of the Vampires (lesser vampire, unique) (1):** Init +8; Atk *Longsword of the Lost Soul* +10 melee (1d8+4 plus special - see below) or claw +8 melee (1d8+2) or grapple +8 melee (opposed Agility or Strength check vs. +16 to escape), or bite +8 melee (1d4 plus 1 Stamina loss, requires held, helpless, or willing target) or as weapon +8 melee (as weapon+2 damage); AC 23; HD 8d12; MV 120', climb 60' (as *spider climb* spell check result of 20); Act 2d20 or 2d16+1d20 (bite); SP un-dead traits, infravision 120', vampire limitations/vulnerabilities (forbiddance, holy symbol bane, running water, sunlight, true death, warding), vampire traits (immortal, regeneration (4 HD/round), shapechange, vampire charm, vampire immunity (immune to weapons of less than +2 enchantment or natural attacks from creatures of 5 HD or less), vampire sleep), spellcasting (+10 spell check): Spells Wizard - all known; SV Fort +9, Ref +6, Will +5; AL N; Crit 19-20 U/d12.

*Vampire traits:*

- I. *Immortal:* Vampires cannot die by the mere passing of time; the vampire can appear to be physically aged but will never die merely of old age. Feeding on blood restores a vampire's youthful appearance.

*Infect:* Victims killed by Subanrab have a 6-in-10 chance of reanimating as a vampire spawn in 2d6 days.

**Vampire, spawn:** Init +4; Atk claw +8 melee (1d8+2) or grapple +8 melee (opposed Agility or Strength check vs. +14 to escape), or bite +8 melee (1d4 plus 1 Stamina loss, requires held, helpless, or willing target) or as weapon +8 melee (as weapon+2 damage); AC 20; HD 6d12; MV 60', climb 30' (as *spider climb* spell check result of 20); Act 2d20 or 2d16+1d20 (bite); SP un-dead traits, infravision 100', vampire limitations/vulnerabilities (forbiddance, running water, sunlight, true death, turning, warding), vampire traits (immortal, regeneration (3 HD/round), vampire immunity (immune to damage from non-magical weapons or natural attacks from creatures of 3 HD or less)); SV Fort +6, Ref +4, Will +6; AL C; Crit U/d10.

- II. *Regeneration:* Subanrab regenerates 4 HD per round as long as he is not caught in sunlight or immersed in running water. Damage inflicted by holy water and *divine smite* is permanent and cannot be regenerated.

- III. *Shapechange*: As an action, Subanrab may shapechange into a cat, giant rat, giant vampire bat, giant wolf, or mist form, keeping his current hit points; cannot be in sunlight or running water to change. He must return to his natural form before taking another.
- a. **Cat**: Init +6; Atk bite +8 melee (2d5 plus 1 Stamina loss); AC 21; HD 8d12; hp (current); MV 50', climb 30'; Act 1d20; SP un-dead traits, infravision 30', stealthy (+10 to stealth checks), vampire limitations/vulnerabilities (forbiddance, holy symbol bane, running water, sunlight, true death, warding), vampire traits (immortal, regeneration (4 HD/round), shapechange, vampire immunity (immune to weapons of less than +2 enchantment or natural attacks from creatures of 5 HD or less), vampire sleep); SV Fort +6, Ref +4, Will +6; AL C; Crit 19-20 U/d12.
  - b. **Giant rat**: Init +6; Atk bite +8 melee (2d4 plus 1 Stamina loss plus disease); AC 21; HD 8d12; hp (current); MV 30', climb 20'; Act 1d20; SP disease (DC 18 Fort save or additional 2d4 damage), un-dead traits, infravision 30', vampire limitations/vulnerabilities (forbiddance, holy symbol bane, running water, sunlight, true death, warding), vampire traits (immortal, regeneration (4 HD/round), shapechange, vampire immunity (immune to weapons of less than +2 enchantment or natural attacks from creatures of 5 HD or less), vampire sleep), vampire lord traits (*animal summoning* (1/night)); SV Fort +6, Ref +4, Will +6; AL C; Crit 19-20 U/d12.
  - c. **Giant vampire bat**: Init +6; Atk bite +8 melee (2d3 plus 1 Stamina loss and vampire drain); AC 21; HD 8d12; hp (current); MV 5', fly 30'; Act 1d20; SP un-dead traits, vampire drain (heals damage equal to bite damage), echolocation 50' (cannot be blinded or surprised), vampire limitations/vulnerabilities (forbiddance, holy symbol bane, running water, sunlight, true death, warding), vampire traits (immortal, regeneration (4 HD/round), shapechange, vampire immunity (immune to weapons of less than +2 enchantment or natural attacks from creatures of 5 HD or less), vampire sleep); SV Fort +6, Ref +4, Will +6; AL C; Crit 19-20 U/d12.

- d. **Giant wolf:** Init +6; Atk bite +8 melee (2d7 plus 1 Stamina loss); AC 21; HD 8d12; hp (current); MV 60'; Act 1d20; SP un-dead traits, infravision 30', vampire limitations/vulnerabilities (forbiddance, holy symbol bane, running water, sunlight, true death, warding), vampire traits (immortal, regeneration (4 HD/round), shapechange, vampire immunity (immune to weapons of less than +2 enchantment or natural attacks from creatures of 5 HD or less), vampire sleep); SV Fort +6, Ref +4, Will +6; AL C; Crit 19-20 U/d12.
- e. **Mist:** Init +6; Atk none; AC 10; HD 8d12; hp (current); MV fly 30'; Act 1d20; SP un-dead traits, infravision 30', vampire limitations/vulnerabilities (forbiddance, holy symbol bane, running water, sunlight, true death, warding), vampire traits (immortal, damage immunity (except holy water, *divine smite*, or fire), regeneration (4 HD/round OR 1 hp/hr in resting place if reduced to 0 hp)), shapechange); SV Fort +6, Ref +4, Will +6; AL C; Crit N/A.

- IV. *Vampire charm:* As an action, by looking into the eyes of a target within 30', the vampire may *charm* its prey. On a failed contested Will save, target suffers effects as per *charm person* at a spell check result of 18-19 level but effects limited to 1 turn, if forced to fight former friends they are allowed a new save each round they fight, and is even a willing target for the vampire's bite. Note: the vampire's *mesmerism* is effective even during its regenerative resting sleep! Anyone gazing upon a sleeping vampire in its resting place are still at risk of becoming mesmerized until the vampire awakens.
- V. *Vampire immunity:* Subanrab is immune to weapons of less than +2 enchantment or natural attacks inflicted by creatures of 5 HD or less.
- VI. *Vampire sleep:* Upon dropping to 0 hit points outside of their resting place and provided they aren't in sunlight or running water and can still regenerate damage, a vampire immediately shapechanges into mist, retreating to its resting place; if cannot transform or reach their resting place within 12 turns in mist form, they are destroyed. Upon reaching their resting place, they return to vampire form and begin to regenerate 1 hp/6 turns; they are paralyzed in



their resting place until they have regained 1 hit point and extremely vulnerable to attack at this time.

*Vampire limitations/vulnerabilities:*

- I. *Forbiddance*: Must receive invitation to enter any private home or dwelling; the vampire cannot enter an establishment unless it has first been invited, but thereafter the vampire can enter as it pleases.
- II. *Holy symbol bane*: Holy symbols are the most powerful deterrent to vampires and, in addition to preventing vampires from attacking if the symbol is presented forcefully in faith at the vampire as an action, can be used as a weapon, inflicting 1d4 *divine smiting* damage.
- III. *Running water*: Vampires suffer 2d16 damage per round in which they are in running water and can't cross running water of their own volition in any form; may be carried via ship or other conveyance but can only embark/disembark if carried aboard, or if the ship is touching land.
- IV. *Sunlight*: Direct sunlight inflicts grievous burns on a vampire (brief exposure causes 1d30 damage, each full round of exposure causes 2d30 damage).
- V. *True death*: All vampires are never truly dead until any of the following below happens. When true death is delivered, they are reduced to their destruction remains (dust).
  - a. Wooden or silver stake or "sacred bullet" (e.g., blessed piercing missile weapon) is delivered to the heart. On a critical hit, a trained wielder of a wooden or silver stake or "sacred bullet" can spend a Luck point to stake and immobilize a vampire instead of rolling on the critical hit table. Wooden or silver stakes or "sacred bullets" can also be used to stake and immobilize a vampire that has been reduced to 0 hit points. Vampire lords like Barnabas can only be staked after they have been reduced to 0 hit points or while they are already prone.
  - b. Decapitation and mouth filled with garlic prevents regeneration.
  - c. Incineration.
- VI. *Warding*: Garlic is a natural repellant, forcing vampires to stay at least 30' away (DC 15 Will save negates).

*Un-dead traits:* Vampires 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:** His castle or his father's castle

**Treasure Drop:** Always.

*Longsword of the Lost Soul, +2 longsword:* INT 8; AL N; Banes: un-dead ((Extended critical threat range; attacker scores criticals against bane at 1 more result on the die (e.g., if normally score criticals on 19-20, now score on 18-20)), Shattering blow; on a critical hit, sword inflicts an additional 1d10 damage); Communication: speech and telepathy; Special Purpose: Take no sides; Special Powers: shed light 20' (at will), spellburn reservoir (each day, the wielder can burn up to 3 points of the sword's Intelligence on spellburn to affect his spellcasting as if he were spellburning his own abilities. The sword's lost ability scores heal in full each night), vampire affinity (suppresses the forbiddance, running water, sunlight and warding vulnerabilities the wielder is a vampire).



## Water Serpent, Two-Headed Fire-Breathing

*Rarely encountered, the Two-Headed, Fire-Breathing Water Serpents, only live in moderately clean waters filled with craggy rocks, dark crevasses and places to hide; like a quarry or old, water-side ruins. They often have large treasure troves hidden beneath the waters and ruins of their lair.*

*These armless serpents have bright red scaly bodies, with two 20' long necks that each end with a giant serpent's head that can breathe fire. Its body always stays submerged.*

**Water serpent, two-headed fire-breathing (small adult dragon) (1):** Init +8; Atk bite (x2) +10 melee (1d12 plus constriction, reach 20') or breath weapon (special); AC 22; HD 8d12; hp 40; MV 40', swim 40'; Act 2d20; SP amphibious, breath weapon (fire, 2/day), constriction, immune to fire and suffocation; SV Fort +8, Ref +8, Will +8; AL C; Crit DR/d20.

*Amphibious:* A water serpent can breathe both air and water and can swim effortlessly.

*Breath weapon (fire, 2/day):* As an action requiring 2 action dice, a water serpent exhales fire in a line 10' wide × 100' long. Each creature in that area suffers 40 damage (DC 18 Ref save for half damage).

*Constriction:* Water serpents that score a bite attack immediately wrap their coils around the victim. Each round thereafter, the water serpent attempts further bites (always against the grappled target) and also constricts the same target for an automatic 1d6 points of damage. The victim can attempt an opposed Strength or Agility check (vs. +18) on their initiative count to escape. A serpent can have up to 2 targets grappled simultaneously.

*Light (at will):* The water serpent can bring full light of daylight into an area of 30' radius. Target any spot within 100'.

*Water walk (at will).* The water serpent can walk across surface of water as if it were ground.

**Location:** Water Ruins, Caves

**Treasure Drop:** 5-in-6 chance



## **Zombie, Portal**

*Portal Zombies are physically weaker than a normal zombie, but they come in larger numbers that continue to swarm their enemies as a nearby portal summons them. The portal is invisible, but a clever adventurer can figure out its location if they pay attention.*

*These zombies will continually pour out of the portal at the rate of (d6) zombies at the start of each round. They will immediately attack the nearest enemy that is not engaged.*

**Zombie, portal (1d6):** Init -4; Atk slam +0 melee (1d6) or claws +0 melee (1d4); AC 9; HD 2d6; MV 20'; Act 1d20; SP portal, un-dead traits; SV Fort +2, Ref -4, Will +2; AL C; U/d6.

*Portal:* The portal (AC 14, 20 hp) is invisible and cannot be attacked if there is a zombie adjacent to it. A DC 18 Intelligence check enables locating the portal's general area.

*Un-dead traits:* Portal zombies 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:** Anywhere

**Treasure Drop:** None.



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