

# OVERWORLD

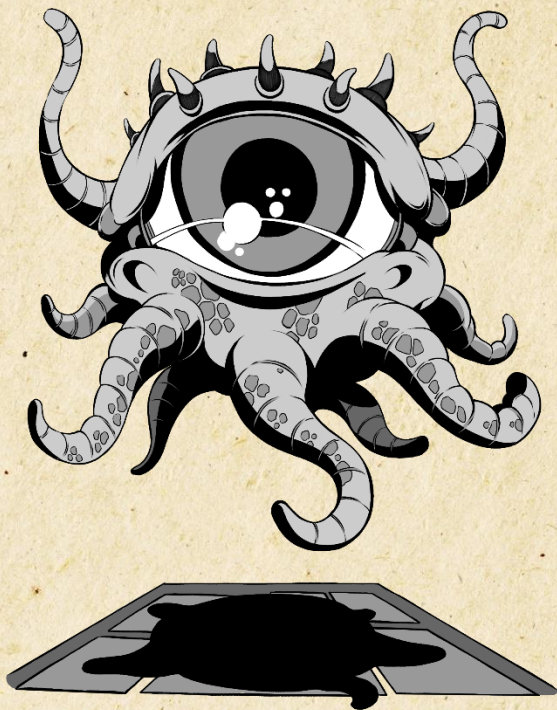
The Adventures Continue



Tabletop RPG Monster Manual Zine  
Compatible with Dungeon Crawl Classics RPG

# OVERWORLD

The Adventure Continues  
For Dungeon Crawl Classics RPG



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**Bloat Games**



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# Armored Death

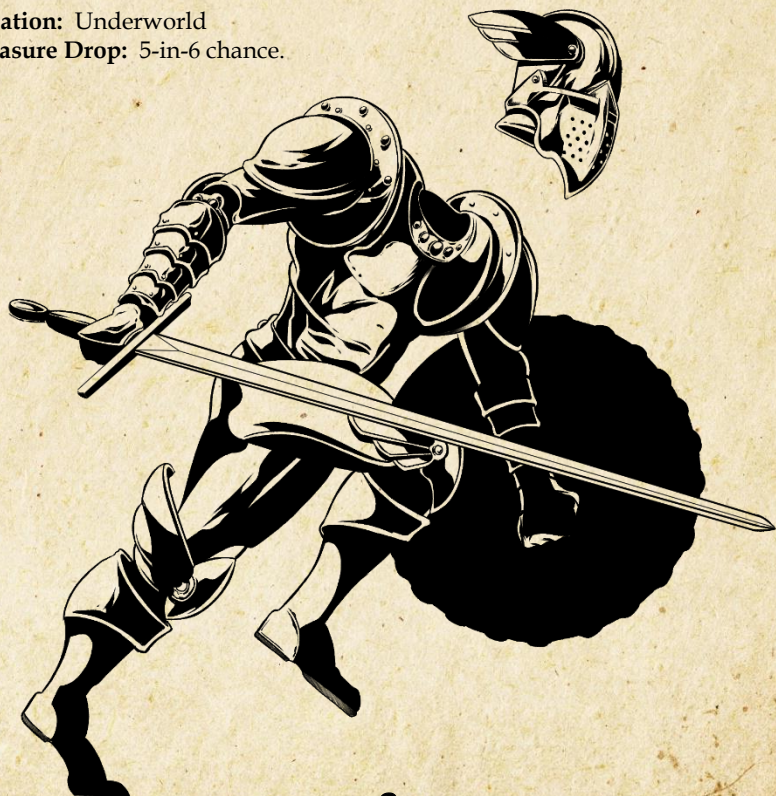
Double the size of players, Armored Death is a magically created giant sentient suit of armor. Its Helmet will detach and float on its own, spitting fireballs from the mouth, while the body of armor will charge its enemies and attack with its giant sword.

**Armored death (1):** Init +2; Atk *fractured blade* +12 melee (3d10) or spells (special); AC 20; HD 8d10; MV 40'; Act 1d20; SP immune to *charm*, paralyzation, poison, and *sleep* effects, half damage from non-magical weapons, spellcasting (+6 spell check); Spells (3rd): *fireball*; SV Fort +10, Ref +2, Will +6; AL N; Crit G/d4.

**Fractured blade, +2 longsword:** INT 8; AL N; Banes: men, dwarves, elves, and halflings (Festering wound; sword inflicts an additional 1d6 damage to bane, then *another* 1d4 damage on following round); Communication: speech and telepathy; Special Purpose: Slay one lawful creature for every chaotic creature slain, and vice versa; Special Powers: *comprehend languages* (1/day), shed light 20' (at will), weapon-breaker (on any critical hit, the opponent's weapon is destroyed, in addition to other effects. If the creature has natural weapons, they are maimed (e.g., claws are broken, teeth are shattered, etc.).

**Location:** Underworld

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





# Bat-Demons

Bi-pedal, winged Vampire-bat-men with wings, tails, and nasty claws and fangs. They will swoop in appearing as a mere ordinary bat, before magically transforming into their true demonic form.

**Bat-demon (type I demon, independent) (1d4):** Init +3; Atk bite +4 melee (1d6 plus swoop) or claw +4 melee (1d4 plus swoop and disease) or tail (1d4 plus prone, DC 10 Ref save avoids prone); AC 14; HD 3d8; MV 30', fly 40'; Act 1d20; SP swoop (1d4, DC 10 Ref save avoids, camouflage (+10 to stealth checks in darkness), disease (debilitating weakness; temporarily lose 1d4 Strength and Stamina, DC 12 Fort save negates)), vulnerable to light and holy (-1d to actions, double damage), demon traits; SV Fort +1, Ref +5, Will +1; AL C; Crit M/d8.

*Demon traits:* Communication by speech (Infernal, Common), half damage from non-magical weapons, acid, fire, and cold, cannot travel planes of own volition, infravision 60', spellcasting (+4 spell check): Spells (1st) *darkness*.

*Vulnerable:* Bat-demons suffer double damage from sources of holy damage (e.g., clerical spells) and suffer -1d to all actions while within lit areas at least as bright as daylight.

**Location:** Underworld

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





# Bobokthu

Bobokthu are a strange mix of beetle and jelly fish, with a tentacled Cthulhu-like mouth, and a hard carapace shell. They attack with extreme aggression and their shells are often used to make armor.

**Bobokthu (2d3):** Init -2; Atk tentacled bite +3 melee (1d4 plus grapple); AC 16; HD 2d8; MV 20', burrow 20'; Act 1d20; SP none; SV Fort +2, Ref +0, Will -3; AL N; Crit M/d8.

*Grapple:* If a bobokthu hits a creature with its tentacled bite, it initiates a grapple (vs. +5, see Grappling, p. 96, DCC RPG). The victim can attempt an opposed Strength or Agility check (vs. +5) on their initiative count to escape the bobokthu's grasp. The bobokthu can grapple 1 creature at a time.

**Location:** Overworld & Underworld

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





# Charging Fiends

These fiends are anthropomorphic armored Rat-soldiers. They only attack in packs and they prefer to charge their enemies, attacking, and then running away before the enemy can counter attack.

**Charging fiend (2d4):** Init +2; Atk 2 longswords +2 melee (1d8 plus charge) or throwing dagger +2 missile fire (1d4); AC 16 (banded mail); HD 2d8; MV 30'; Act 1d20; SP infravision 60', thief skills (sneak silently +5), charge (+1d4 additional damage on a charge, see Charge, p. 96, DCC RPG), fast (no withdrawal attacks from enemies after a charge), pack attack (+1d to attack and damage if 2 or more charging fiends attack the same target during a round); SV Fort +3, Ref +2, Will +2; AL C; Crit M/d8.

**Location:** Overworld & Underworld

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





# Column-Wyrm

The Column-Wyrm is a large centipede like creature, only found in vast deserts. It stretches from the ground straight into the air, striking out any nearby enemy. They are excellent diggers and will submerge into the sand if they take too much damage.

**Column-wyrm (1d3):** Init +2; Atk bite +6 melee (1d10) or slam +7 melee (1d8); AC 14; HD 3d6; MV 20', burrow 50'; Act 1d20; SP half damage from non-magical attacks (body only), vulnerable to cold (double damage); SV Fort +4, Ref +3, Will +0; AL N; Crit M/d8.

*Vulnerable:* A column-wyrm suffers double damage from cold.

**Location:** Overworld

**Treasure Drop:** None.





# Dragoneck

Dragoneck Dragons live deep in lava pools. They will use their extremely long neck to lift their head out of the lava to spew long column of fire from their mouth onto anyone who has ventured too close to their home. They enjoy eating the burnt and charred bodies of those who do not dodge their flames. Although intelligent, these dragons are not casters and are not known for outwitting opponents.

**Dragoneck (1):** Init +11; Atk bite +11 melee (1d12) or breath weapon (special); AC 23; HD 9d12; hp 45; MV 20', lava swim 50'; Act 3d20; SP immune to fire and heat, weapon-resistant hide (dragon's armor is so thick that it takes half damage from non-magical weapons. Magical weapons do normal damage), vulnerable to cold (double damage), *control fire* (3/hour), corrupt water (at will), lava walk (at will); SV Fort +9, Ref +9, Will +9; AL N; Crit DR/d24.

*Breath weapon* (fire, 2/day): As an action, a dragoneck breathes fire in a line 10' wide x 100' long. Each creature in that area suffers 45 damage (DC 19 Ref save for half damage).

*Control fire* (3/hour): The dragoneck can take control of mundane flames, such as torches and lanterns, and cause them to dance, extinguish, or expand; can create line of flame up to 40' long per round. A character touched by line of flame (including one holding a torch or lantern) is engulfed in flames for 1d6 damage plus an additional 1d6 per round. DC 19 Reflex save each round to extinguish.

*Corrupt water* (at will): The dragoneck can turn all water within 100' poisonous (DC 19 Fort save or suffer 1d4 damage per sip).

*Lava walk* (at will). The dragoneck can walk across surface of lava as if it were ground.

*Vulnerable:* A dragoneck suffers double damage from cold.

**Location:** Overworld

**Treasure Drop:** None.





# Drykkars

Drykkars are alligator-like humanoids that dwell in small villages near seas and rivers. Their soldiers are well armored and wield axes that they are trained to use in melee and at range. They also are master swimmers and fishermen.

**Drykkar (2d3):** Init +0; Atk bite +2 melee (1d6+2 plus crushing bite) or handaxe +2 melee (1d6+2) or +2 missile fire (1d6+2); AC 15; HD 3d8; MV 30', swim 30'; Act 1d20; SP none; SV Fort +4, Ref +1, Will +1; AL C; Crit M/d8.

*Crushing bite:* When biting, for every damage die that comes up a 6, the victim breaks a bone. For each broken bone, the character permanently loses 1 point of Strength or Agility (player's choice). The affected limb, rib, or vertebrae never heals quite right and affects the character in some fashion from then on.

**Location:** Overworld

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





# Eegru

Reptilian-Human hybrids known for their fierce fighting skills, Eegru dwell in deserts and mountainous areas. They wear leather armor, wield a large shield and they do battle with pike, mace or small, thrown boulders. They also have long tails, that give them excellent balance.

**Eegru (1d4):** Init +1; Atk pike +2 melee (1d10) or mace +3 melee (1d6) or small boulder +2 missile fire (1d6); AC 13 (pike, no shield)/15 (mace with +1 shield); HD 1d8; MV 30'; Act 1d20; SP none; SV Fort +2, Ref +2, Will +2; AL N; Crit M/d8.

**Location:** Underworld

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





# Eychrodon

These creatures are giant, black scorpions with a large, blinking eyeball for head. They are quite dangerous foes, with strong pinchers and a tail that shoots fireballs.

**Eychrodon (2d3):** Init +3; Atk 2 pinchers +6 melee (1d10) or tail sting +6 melee (1d8 plus poison) or firesting +7 missile fire (3d6 plus catch fire, DC 16 Reflex save for half damage, range 100); AC 15; HD 5d8; MV 30', climb 30'; Act 2d20 or 1d24 (firesting); SP immune to poison, catch fire (1d6/round until extinguished, DC 12 Reflex save extinguishes, +4 if "stop, drop, and roll", +2 if aided by allies); SV Fort +4, Ref +3, Will -1; AL N; Crit M/d10.

*Poison:* An opponent suffers 1d3 temporary Stamina loss for 1d3 turns (DC 16 Fort save negates). An opponent who reaches 0 Stamina dies.

**Location:** Underworld

**Treasure Drop:** None.





# Flyters

Flyters are 3-foot-tall flies that carry boulders to drop on enemies. They are usually found in deadly swarms that seek out injured animals or small parties.

**Flyter swarm:** Init +4; Atk swarming bite +1 melee (1d4) or swarming boulder drop +1 missile fire (1d4); AC 10; HD 2d8; MV fly 40'; Act special; SP bite or boulder drop on all targets within 20' x 20' space, half damage from non-area attacks; SV Fort -2, Ref +6, Will -2; AL N; Crit M/d8.

**Location:** Anywhere

**Treasure Drop:** None.





# Froku

Froku are demonic bird-like beings that come from an unknown plane. They are vicious hunters that can spit fire and cannot be harmed by fire and flame.

**Froku (type I demon, independent) (2d3):** Init +3; Atk claw +4 melee (1d8) or firespit +4 missile fire (3d6 plus catch fire, DC 16 Reflex save for half damage, range 100); AC 14; HD 3d8; MV 30', fly 40'; Act 1d20; SP demon traits, immune to fire and heat, vulnerable to cold (double damage), catch fire (1d6/round until extinguished, DC 12 Reflex save extinguishes, +4 if "stop, drop, and roll", +2 if aided by allies); SV Fort +1, Ref +5, Will +1; AL C; Crit M/d8.

*Demon traits:* Communication by speech (Infernal, Common), half damage from non-magical weapons and acid, cannot travel planes of own volition, infravision 60', spellcasting (+4 spell check): Spells (1st) *darkness*.

*Vulnerable:* Froku suffer double damage from sources of cold.

**Location:** Overworld

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





# Heymore

Slow moving, yet powerful, these giants wear a spiked helmet and not much else. They attack their opponents by chucking spiked cannonballs at them, or by just pounding them into the ground.

**Giant, heymore (12' tall, 1,200 lbs.) (1):** Init -2; Atk slam +15 melee (2d4+8) or mace and chain +15 melee (2d8+8) or spiked helmet (2d6+8 plus impale) or hurled large spiked cannonballs +5 missile fire (1d10+8, range 100); AC 17 (spiked helmet); HD 7d10; MV 30'; Act 1d24; SP infravision 60'; SV Fort +10, Ref +5, Will +6; AL C; Crit 20-24 G/d4.

*Impale:* On a successful charge, +1d6 additional damage and target is impaled, see Charge, p. 96, DCC RPG. Target must succeed on a DC 15 Strength check on their initiative count to unimpale themselves.

**Location:** Overworld

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





# Hurler Worms

Hurler Worms are large, cylindrical creatures with vast, gaping, fanged mouths. They jump up and down, spitting large rocks at enemies at a distance. If attacked in melee, the worms will viciously start biting their attackers.

**Hurler worm (1d4):** Init +1; Atk bite +3 melee (1d6) or hurled stone +3 missile fire (1d6 plus 1d4 acid, DC 10 Ref save avoids acid); AC 13; HD 1d5; MV 30', jump 10'; Act 1d20; SP acid blood (1d4 damage to target if hit with successful melee attack, DC 10 Ref save avoids), immune to acid; SV Fort +4, Ref +0, Will +0; AL N; Crit M/d6.

**Location:** Overworld

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





# Klaktu Witch

These witches appear in bright orange robes with a glowing necklace hanging upon their chests. They raise their hands above their heads to cast powerful spells, especially fire related magic.

**Klaktu witch (1d3):** Init -2; Atk flame touch +3 melee (1d6 plus catch fire) or spell; AC 12; HD 7d6; MV 20'; Act 1d20; SP immune to fire and heat, vulnerable to cold (double damage), catch fire (1d6/round until extinguished, DC 12 Reflex save extinguishes, +4 if "stop, drop, and roll", +2 if aided by allies), spellcasting (+8 spell check): Spells (1st) *flaming hands*; (2nd) *scorching ray*; (3rd) *fireball*; (4th) *control fire*; SV Fort +3, Ref +2, Will +8; AL C; Crit IV/d12.

**Vulnerable:** A klaktu witch suffers double damage from sources of cold.

**Location:** Overworld

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





# Knights - Doom

These powerful, Undead, armored knights are skilled warriors that wear full blue-plate armor. They attack by throwing spiked clubs that return like boomerangs.

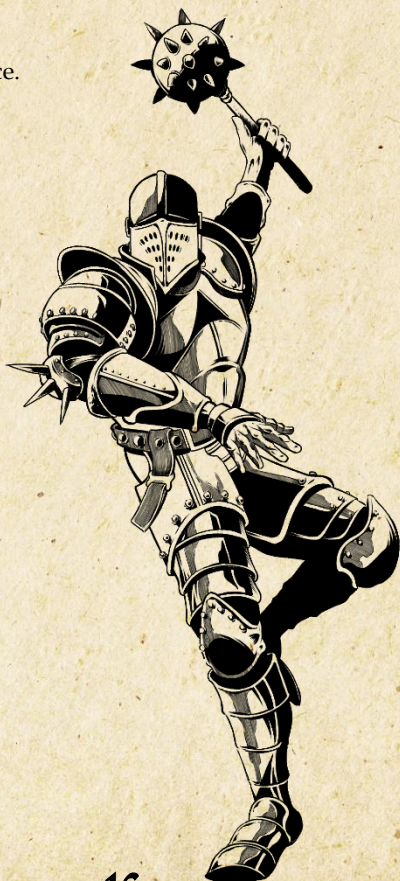
**Knight, doom (1d4):** Init +1; Atk returning spiked club +3 melee (1d8 plus 1d3 Stamina loss, DC 10 Fort save negates Stamina loss) or +3 missile fire (1d8 plus 1d3 Stamina loss, DC 10 Fort save negates Stamina loss, range 10/20/30, returns to doom knight after thrown); AC 18 (full plate); HD 3d8; MV 20'; Act 1d20; SP un-dead traits, vulnerable to electricity (double damage); SV Fort +4, Ref +0, Will +3; AL C; Crit U/d8.

*Un-dead traits:* Doom 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.

*Vulnerable:* A doom knight suffers double damage from sources of electricity.

**Location:** Anywhere

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





# Knights - Fright

These Eagle-men wear regal, blue plate armor, attacking with swords in what looks like an erratic pattern. However, they are master swordsmen that can move with great speed.

**Knight, fright (1d3):** Init +3; Atk +1 *longsword* +3 melee (1d8+1); AC 19 (+1 *full plate*); HD 3d8; MV 35'; Act 1d20; SP erratic movement (+1 AC if they move during their initiative count, DC 10 Intelligence check negates); SV Fort +3, Ref +5, Will +3; AL C; Crit III/d8.

**Location:** Overworld

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





# Knights - Smash

Smash Knights wear traditional armor that they covered with spikes. They also wear flowing, white capes and always are armed with a shield and long sword. They are often employed as mercenaries and bodyguards.

**Knight, smash (1d3):** Init +3; Atk longsword +4 melee (1d8+2) and shield bash +4 melee (1d3+2); AC 19 (spiked full plate & shield); HD 3d8; MV 25'; Act 1d20+1d16 (shield bash); SP spikes (1d4 damage to target if hit with successful melee attack, DC 10 Ref save avoids); SV Fort +5, Ref +3, Will +3; AL C; Crit III/d8.

**Location:** Overworld

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





# Mauler

These disembodied, floating, wolf heads are undead that have been placed by a powerful necromancer or sorcerer to guard a treasure, dungeon, etc. They smell of decay as they float through the air seeking intruders to immolate alive with their spitting fireballs.

**Mauler (1d6+1):** Init +1; Atk decaying bite +2 melee (1d8 plus 1d3 Stamina loss, DC 10 Fort save negates Stamina loss) or *fireball* (3d6 plus catch fire, DC 16 Reflex save for half damage, range 100); AC 13; HD 3d8; MV fly 30'; Act 1d20; SP un-dead traits, catch fire (1d6/round until extinguished, DC 12 Reflex save extinguishes, +4 if "stop, drop, and roll", +2 if aided by allies), vulnerable to light and holy (-1d to actions, double damage); SV Fort +5, Ref +2, Will +0; AL C; Crit U/d8.

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

**Location:** Underworld.

**Treasure Drop:** None.





# Robodoom

Double the size of players, Robodoom is a sentient armor that rides a metallic horse into battle. They are known for carrying a large lance into battle, that serves as a great melee weapon and is capable of creating powerful, magical blasts.

**Robodoom (1):** Init +3; Atk +1 lance +7 melee (1d12+1, only use while mounted); AC 19 (full plate plus mounted) or lance force blast +6 missile fire (4d6, DC 16 Reflex save avoids); HD 8d8; MV 30', mounted 60'; Act 1d20; SP immune to *charm*, paralyzation, poison, and *sleep* effects, half damage from non-magical weapons, vulnerable to magic (double damage); SV Fort +7, Ref +5, Will +6; AL C; Crit IV/d14.

*Vulnerable:* Robodooms suffer double damage from magic effects.

**Location:** Overworld.

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





# Sharma

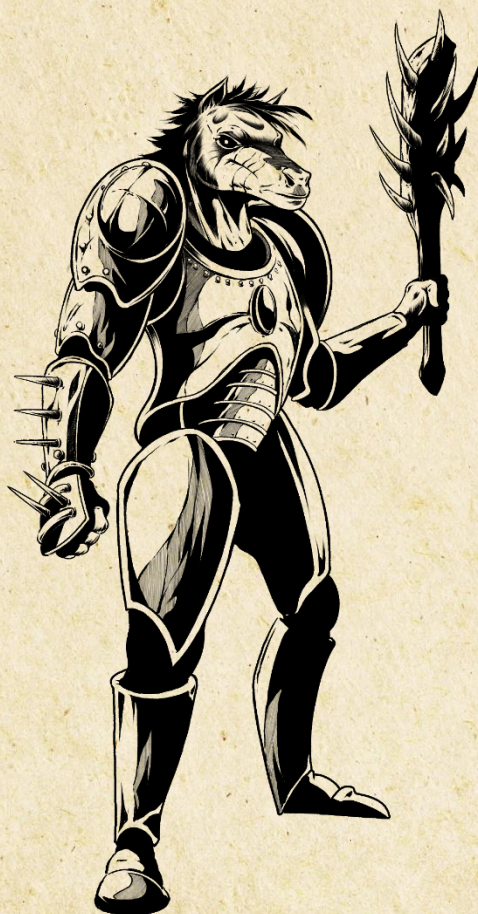
Sharma are large humanoids with the head of a large horse. They wear colorful armor and wield a giant, spiked club. They are known for a quick temper and ferocious fighting style.

**Sharma (1):** Init +8; Atk slam +8 melee (2d4+3) or spiked club +8 melee (1d8+3); AC 16 (half-plate); HD 6d8+6; MV 30'; Act 2d20; SP infravision 60', vulnerable to mental effects (-1d to Will saves), ferocious fighter (+1d to attacks and +1 to AC if suffer loss of half or more hit points); SV Fort +6, Ref +8, Will +4; AL C; Crit 19-20 IV/d12.

*Vulnerable:* Sharma suffer -1d to Will saves to resist mental effects.

**Location:** Overworld

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





# Skelofish

Skelofish are larger than normal, undead fish known for jumping in water and spitting bones at nearby enemies. They are usually found in stagnant or befouled water.

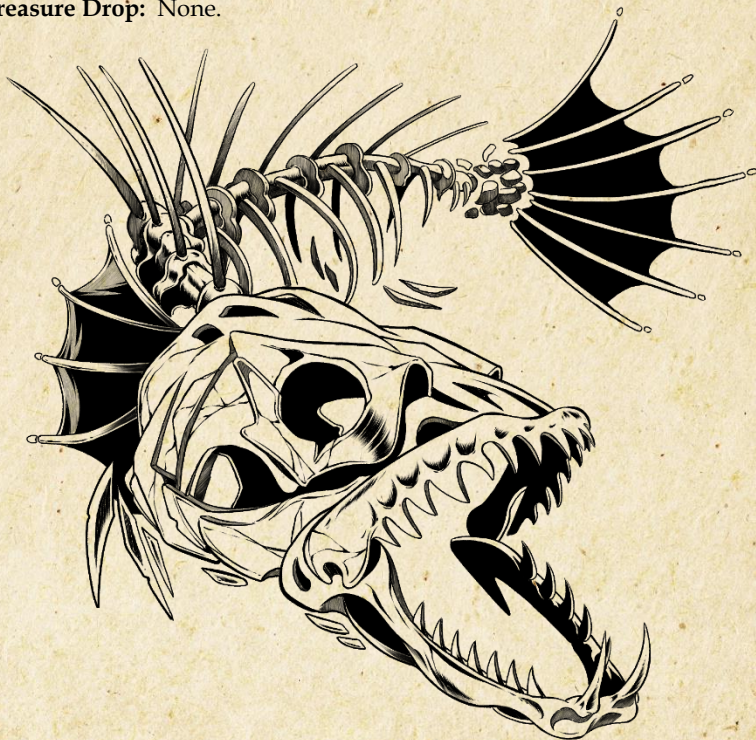
**Skelofish (3d3):** Init +1; Atk bite +1 melee (1d4) or bone spitting +1 missile fire (1d6, range 30); AC 12; HD 1d6; MV swim 40'; Act 1d20; SP un-dead traits, vulnerable to light and holy (-1d to actions, double damage); SV Fort +3, Ref +3, Will -2; AL C; Crit U/d6.

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

**Location:** Stagnant or befouled water.

**Treasure Drop:** None.





# Spider-Kings

These giant tree spiders swoop down on a line of web to attack unwary victims in forests and ruins. They like to poison or web their prey to slow them down, making them easier to hunt.

**Spider-king (1d3):** Init +4; Atk bite +6 melee (1d8 plus poison); AC 17; HD 6d8; MV 30', climb 30'; Act 1d20; SP infravision 120', spider climb, web spit (3/day), vulnerable to fire (double damage); SV Fort +3, Ref +6, Will +3; AL N; Crit M/d12.

*Poison:* A bitten creature suffers 1d4 permanent Agility loss (DC 16 Fort save reduces effect to 1 temporary Agility loss).

*Spider climb:* The spider-king can climb sheer surfaces, including upside down on ceilings, without needing to make an ability check.

*Vulnerable:* Spider-kings suffer double damage from fire.

*Web spit (3/day):* The spider-king can spit a sticky web, entangling any creature hit by it (DC 16 Reflex save avoids; p. 78, DCC RPG). The creature can use an action on its initiative count to make a DC 12 Strength check, freeing itself on success. The web can also be destroyed by fire or by a single successful attack against AC 11 dealing 5 or more damage.

**Location:** Overworld

**Treasure Drop:** None.





# Swooping Thunder

Double the size of most players, Swooping Thunder is a giant gargoyle-like statue of a powerful bird come to life. It swoops in and attacks from above while shooting balls of electricity from its beak. The Swooping thunder guards a great treasure or an important location.

Double the size of most players, a swooping thunder is a giant gargoyle-like statue of a powerful bird come to life. It swoops in and attacks from above while shooting balls of electricity from its beak. The swooping thunder guards a great treasure or an important location.

**Swooping thunder (1):** Init +3; Atk 2 claws +7 melee (1d8) or horns +7 melee (1d6 plus impale) or lighting balls +7 missile fire (3d6, DC 14 Fort save for half damage); AC 21; HD 7d8; MV 20', fly 50'; Act 2d20; SP vulnerable to mental effects (-1d to Will saves), immune to electricity and sonic effects, half damage from bludgeoning weapons; SV Fort +5, Ref +7, Will +4; AL C; Crit M/d8.

*Impale:* On a successful charge, +1d6 additional damage and target is impaled, see Charge, p. 96, DCC RPG. Impaled targets suffer automatic claw damage on the swooping thunders initiative. Target must succeed on a DC 12 Strength check on their initiative count to unimpale themselves. Only 1 target may be impaled at a time.

*Vulnerable:* Swooping thunders suffer -1d to Will saves to resist mental effects.

**Location:** Overworld

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





# Urekku

Large, husky and hairy, these bull men have one large cyclopean-eye, two large horns, and wield a spinning, chain-hammers and a war mace. Urekku love the taste of humanoid flesh.

**Urekku (1):** Init +8; Atk +1 *giant war mace* +8 melee (1d8+4) or +1 *chain with hammer* +8 melee (1d6+4, range 10) or horns +8 melee (1d10 plus hurl; on a successful hit during charge, opposed Strength check vs. +6 or hurled back 20' and knocked prone); AC 16; HD 8d8+6; MV 30'; Act 2d20; SP true sight, infravision 60', rage (+1d to attacks and damage if suffer loss of half or more hit points); SV Fort +8, Ref +8, Will +4; AL C; Crit 19-20 IV/d14 (weapons) or M/d14 (horns).

*True sight:* An urekku's eyesight extends onto multiple planes of existence, including the astral and ethereal planes, as well as the invisible spectrums of the material plane. They can see invisible creatures and are never fooled by illusions.

**Location:** Underworld.

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





# Whispering Horrors

Found in graveyards, these single-eyed ghosts remain invisible unless the heroes have a magical way to see them. They taunt their victims by whispering unintelligible gibberish at them. They cause madness that manifests in dark damage to those they attack.

**Ghost, whispering horror (1d6+1):** Init +3; Atk special (see below); AC 10; HD 2d12; MV fly 40'; Act 1d20; SP un-dead traits, incorporeal (can pass through solid matter and immune to non-magical physical weapon attacks), vulnerable to light and holy (-1d to actions, double damage), gibbering whispers, turn invisible; SV Fort +2, Ref +4, Will +7; AL C; Crit U/d8.

*Gibbering whispers:* Whispering horrors drive their targets to madness with constant sibilant whispers. Hearing the whispers causes the target to temporarily lose 1d3 Intelligence and 1d3 Personality (DC 12 Will save to resist). On a successful save, the target can ignore these whispers for 1 turn before the madness again creeps into their thoughts.

*Turn invisible:* At will, the whispering horror can turn invisible. It can return to visibility on any following round.

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

**Location:** Any graveyard.

**Treasure Drop:** None.





# Zorka

These hulking sorcerers are extremely powerful, casting mighty spells that destroy unprepared adventurers. Zorka can teleport with great speed, making them difficult to hit.

**Zorka (1):** Init +2; Atk dagger +5 melee (1d4+2) or spells (special); AC 14; HD 8d8; MV 30', teleport 30'; Act 1d20+1d20 (spells); SP half damage from non-magical weapons, vulnerable to spell duels (-1d action dice for spells), spellcasting (+10 spell check): Spells (1st) *chill touch*, *Ekim's mystical mask*, *enlarge*, *flaming hands*, *magic missile*; (2nd) *mirror image*, *ray of enfeeblement*; (3rd) *Emerikol's entropic maelstrom*, *lightning bolt*; (4th) *control ice*, *transmute earth*; SV Fort +3, Ref +5, Will +6; AL C; Crit 1/d14.

**Vulnerable:** Zorkas are vulnerable to the arcane energies they wield. When in a spell duel, their action dice for spells they cast are reduced by -1d.

**Zorka medallion, magic medallion:** Grants +2 to all spell checks, except during spell duels.

**Location:** Overworld

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









## Hero Shadows

The shadows of the adventuring party come to life and attack the heroes. The shadows look like two-dimensional silhouettes of the party. The shadows have all the exact same abilities as the heroes, except when it comes to bonuses, attributes, and abilities, the shadows get a +1 modifier above the player's original score. Example: If the player's STRENGTH score is 15, then the shadow's score is 16. They are literally better than the heroes in every way.

**Hero shadow (1 per character):** All stats and weapons as character except for shadow traits; XP as character +1 class level (unless 10th-level, where they get +1d to all action dice instead); SP shadow traits.

*Shadow traits:* +1 class level compared to matching character (unless 10th-level, where they get +1d to all action dice instead), immune to non-magical weapons by creatures of 3 HD or less, surprise (+4 bonus on first attack, 5% chance/hour of target noticing shadow "misbehaving" and negates surprise).

**Location:** Anywhere

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



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