

Crawl!



ISSUE V: MONSTERS!

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No.5

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Here There Be Monsters!

Three common tropes are found in every Fantasy Roleplaying Game; Adventurers to kick down doors, Monsters to kill and Treasure to loot! Dungeon Crawl Classics RPG is no exception. The most common obstacle between Adventurers and the Treasure they seek are Monsters. This issue of ***Crawl!*** brings you Monsters!

First I show you how I use simple PC-like classes that work as templates over most existing monsters. Shane Clements shares a player class that's a monster at its core! Sean Ellis continues his unique take on "classic" monsters, this time Goblins, Hobgoblins and Orcs! Jeremy Deram engineered a cheat-sheet for creating stats, this is great for figuring out the math of your own monstrous creations. Jeff Riens compiled some simple wandering monster tables that use "official" monsters from the Core Rules. And then finally, Brad Littman and Colin Chapman share a bunch of monsters for those that need some new monsters right NOW!

So, turn the page and see what lies on the other side of that door!

Reverend Dak

(Dungeon) Master in Chief

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Submissions!

Original submissions are welcome. Everything that gets published will belong to the author, artist and creator. For art submissions, send a link to some samples. I prefer old-school D&D style black and white line-art with hatching or halftone. Smaller, incidental fantasy themed pieces are always needed. If you have a brilliant idea or proposal, I want to see it, but make sure you use a short and informative subject line. Include a quick blurb or sample text in the email. Don't send attachments until requested. All contributors will be comped a copy of the zine.

Email crawl@straycouches.com.



Art by Mitchell Hudson

MONSTERS

With Class

Class abilities for monsters by Reverend Dak.

Monsters, including Non-Player Character men and humanoids, don't follow the same rules as Player Characters. NPCs are designed to last a few rounds in combat, or deal with PCs for a short time. So full PC style stats are usually unnecessary and are overkill. The following adjustments and abilities can be added to any humanoid, giant or otherwise to give them similar abilities as the player class but greatly simplified. They are effectively Special Powers with slight Hit Dice, Save and Ability adjustments to make NPCs or monsters perform in the same way as player classes.

Stat Adjustments

Warriors fight better in combat than Wizards and have more hit points. Clerics have better Will saves and hit points than Thieves. These can be reflected in small stat adjustments to the creature's standard scores. The Basic attack bonus may increase or decrease, round all fractions down. Hit Dice type may go up or down 1 or 2 dice on the dice chain. Two Saves will increase by one.

Special Abilities and Powers

Each class type below lists simplified versions of class abilities. Some special abilities require a check. The check is typically the creature's Action Die (Act) modified by its HD. A monster gets one special ability or attack for every 2 or 3 Hit Dice.

Spells

Monsters can have spells just like a PC, or specialized spells, such as a generic offensive spell or simplified NPC spells (*See NPC Magic in Crawl! number 3.*)

A Spellcasting monster's Caster Level typically equals their Hit Dice, but not necessarily. Some monsters, such as dragons and demons, have a broad range of abilities and powers to reflect their diversity. Spellcasting ability can be specified as a class and level (e.g. Magic Missile as 2nd-level Wizard) or as a die with modifier (e.g. Magic Missile, Check d20+2). Any spellcasting may be subject to disapproval, corruption or misfire (*See the appropriate chapter in the DCC RPG core rules.*)

Clerics: Attack bonus equals $\frac{3}{4}$ HD. HD type remains the same. Increase Fort and Will saves by 1.

Spells: 1 spell per Caster Level (*See Spells above.*)

Turn Unholy: As an action, a creature with this ability may turn 1d3+HD unholy creatures of equal HD or less on a successful turn check. The check is Act + HD vs DC 15 and is subject to disapproval (*see Deity Disapproval in the core rule book.*)

Healing: As an action, a creature with this ability may heal one creature 1d3 Hit Dice worth of hit points on a successful healing check. The check is Act + HD vs DC 15 and is subject to disapproval (*see Deity Disapproval in the core rule book.*)

Thieves: Attack bonus equals $\frac{3}{4}$ HD. Decrease HD type by 1. Increase Ref and Fort saves by 1.

Sneak Attack: A creature with this ability can Sneak Silently, Hide In Shadows and Backstab as a Thief at their HD +4.

Trickster: A creature with this ability can Pick Pockets, Disguise Self and Climb Sheer Surfaces as a Thief at their HD +4.

Trapper: A creature with this ability can Find Traps, Disable Traps and Pick Locks at their HD +4.

Warriors: Attack bonus equals HD. Increase HD type by 1 or 2. Increase Fort and Ref saves by 1.

Bullrush: On a successful hit, an attacker with this ability can push back his target HD x5 feet. Target may make a Fort Save vs the Attack Roll to resist.

Rallying Attack: On a successful hit, any nearby allies of the attacker that have failed a morale check can get a second chance and have a +1 to any morale checks this encounter.

Trip Attack: A creature with this ability can knock a target of similar size prone on a successful attack. Target may make a Ref Save vs the Attack Roll to maintain footing.

Defending Attack: On a successful hit, a creature with this ability can step between the target and an ally, effectively swapping places with an adjacent ally. For the next round the attacker and 2 adjacent allies gain a +1 AC bonus from any attacks.

Wizards: Attack bonus equal $\frac{1}{2}$ HD. Decrease HD type by 1 or 2. Increase Ref and Will saves by 1.

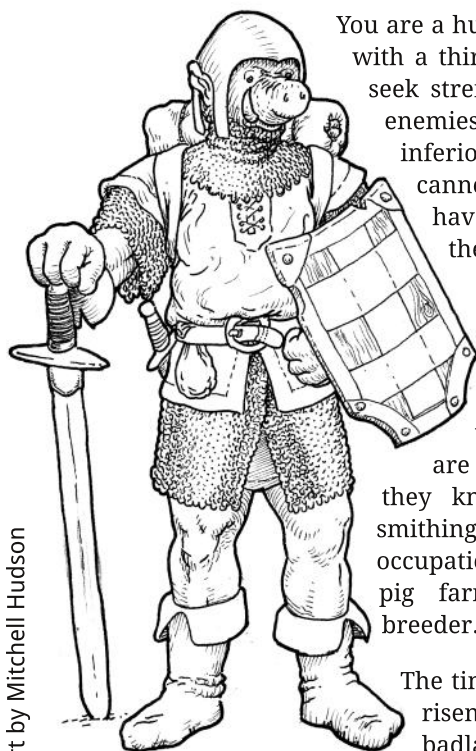
Spells: 1 offensive spell and 1 defensive spell at 1st Caster Level and 1 additional spell per additional Caster Level (*See Spells above.*)



Art by Mitchell Hudson

Orc

A monstrous class by Shane Clements



You are a hulking, grey-green mass of muscle with a thirst for blood. Above all else, you seek strength. Strength to slaughter your enemies; strength to lord over your inferiors; strength to do what others cannot for they are weak. You will have it and your battle scars will be the map of your kingdom.

Orc society is loose and unorganized. Seats of power are seldom held for long due to tribal bickering and the endless wars they wage. The finer arts are completely lost on them, and they know little aside from hunting, smithing, and fighting. Common occupations include blacksmith, hunter, pig farmer, witch doctor, and wolf breeder.

The time of the Orcs is here. They have risen from their hovels, crossed the badlands and swamps, conquering all those foolish enough to resist them.

They wash over the land, a green tide eating away at the domains of man and beast alike in their quest for dominance.

Hit Points: An Orc gains 1d10 hit points at each level.

Weapon Training: Orcs are trained in the use of the following weapons: battleaxe, blackjack, club, handaxe, javelin, mace, shortsword, spear, longsword, two-handed sword, and the warhammer. Orcs may wear any armor that fits.

Alignment: The unstable nature of Orc society reflects their tendency towards the Chaotic alignment. Whatever power held is usually fleeting, and a good many Orcs perish not at the hands of their enemies, but by the cold, crooked blades of their inferiors. Orcs occasionally separate themselves from the barbarism of their brethren and will be Neutral, but these arrangements are rare and often familial in structure. Lawful Orcs are practically unheard of, and those rare few are always the product of exile, orphanhood, or capture.

Rage: Whereas Warriors are renowned for their combat skill, the strength of the Orcs lies in their ability to channel hatred into raw power. Orcs in the depth of a rage do more damage, shrug off pain, and move with supernatural speed.

An Orc may enter a rage at any time. To determine the extent of the bonuses, the player rolls their rage die modified by their attack bonus. A rage lasts for a number of rounds equal to the result. The bonus for attack and damage adds to, not replaces, an Orcs natural attack bonus. (*See Table: Raging Orcs.*)

After the rage ends, an Orc must make a Fortitude save (DC = 5 + Rage Result) or become fatigued. Fatigued Orcs suffer -1d to all action dice, all skill checks are made untrained, and speed is reduced to half. This condition lasts for a number of turns equal to the margin of failure. Lawful and Neutral Clerics who attempt to remedy this condition may find themselves suffering disapproval.

Natural Weapons: All Orcs are born with large, jagged tusks. They possess a natural gore attack that deals 1d4 damage.

Initiative: Orcs spend their whole lives learning the art of war. While wielding two-handed weapons, they roll 1d20 for initiative instead of the usual 1d16 for two-handed weapons.

Intimidating: Orcs are imposing, brutish creatures. All Orcs add their level to intimidation checks.

Infravision: An Orc can see in the dark up to 60 feet.

Languages: An Orc knows Common and Orc, plus one additional language for having a high intelligence score.

Table: Orc Titles

Level	Title
1	Bushwacker
2	Axegrinder
3	Skullcrusher
4	Slayer
5	Warmonger

Table: Orc

Level	Attack*	Crit Die /Table	Action Dice	Ref	Fort	Will	Rage Die
1	+1	1d10/III	1d20	+1	+1	+0	1d3
2	+1	1d12/III	1d20	+1	+1	+0	1d4
3	+2	1d14/III	1d20	+1	+2	+1	1d5
4	+2	1d16/IV	1d20	+2	+2	+1	1d6
5	+3	1d20/IV	1d20+1d14	+2	+3	+1	1d7
6	+3	1d24/V	1d20+1d16	+2	+4	+2	1d8
7	+4	1d30/V	1d20+1d20	+3	+4	+2	1d10
8	+4	1d30/V	1d20+1d20	+3	+5	+2	1d12
9	+5	2d20/V	1d20+1d20	+3	+5	+3	1d14
10	+5	2d20/V	1d20+1d20+1d14	+4	+6	+3	1d16

*Applies to both attack and damage

Table: Raging Orcs

Rage	Atk/Dmg	HP	Fort	DR	Speed	Action Dice
2	+1	+1	-	-	-	-
3	+1	+2	+1	-	-	-
4	+2	+3	+1	-	-	-
5	+2	+4	+2	-1	-	-
6	+3	+5	+2	-1	-	-
7	+3	+6	+3	-1	+10 ft.	-
8	+4	+7	+3	-1	+10 ft.	-
9	+4	+8	+4	-2	+10 ft.	-
10	+5	+9	+4	-2	+10 ft.	-
11	+5	+10	+5	-2	+10 ft.	+1d14
12	+6	+11	+5	-2	+10 ft.	+1d14
13	+6	+12	+6	-3	+10 ft.	+1d14
14	+7	+13	+6	-3	+20 ft.	+1d14
15	+7	+14	+7	-3	+20 ft.	+1d14
16	+8	+15	+7	-3	+20 ft.	+1d16
17	+8	+16	+8	-4	+20 ft.	+1d16
18	+9	+17	+8	-4	+20 ft.	+1d16
19	+9	+18	+9	-4	+20 ft.	+1d16
20	+10	+19	+9	-4	+20 ft.	+1d16
21	+10	+20	+10	-5	+30 ft., 1st Init	+1d20



Art by Daniel Bishop

Quick Monster Stats

By Jeremy Deram

	Aberration	Animal	Beast	Construct	Dragon	Elemental (Air, Fire)	Elemental (Earth, Water)	Fey
Hit Die*	d8	d8	d10	d10	d12	d8	d8	d6
Attack Bonus	3/4	3/4	3/4	3/4	Full	3/4	3/4	1/2
Fort Save	Poor	Good	Good	Poor	Good	Poor	Good	Poor
Ref Save	Poor	Good	Good	Poor	Good	Good	Poor	Good
Will Save	Good	Poor	Poor	Poor	Good	Poor	Poor	Good

* Using different types of hit dice is totally optional. You can always just use d8 or d10, or

** Choose one good save for humanoids. For example, Reflex for goblins and kobolds, or

HD	Save Bonus (Good)	Save Bonus (Poor)	Attack Bonus (Full)	Attack Bonus (3/4)	Attack Bonus (1/2)
1	+2	+0	+1	+0	+0
2	+3	+0	+2	+1	+1
3	+3	+1	+3	+2	+1
4	+4	+1	+4	+3	+2
5	+4	+1	+5	+3	+2
6	+5	+2	+6	+4	+3
7	+5	+2	+7	+5	+3
8	+6	+2	+8	+6	+4
9	+6	+3	+9	+6	+4
10	+7	+3	+10	+7	+5
11	+7	+3	+11	+8	+5
12	+8	+4	+12	+9	+6
13	+8	+4	+13	+9	+6
14	+9	+4	+14	+10	+7
15	+9	+5	+15	+11	+7
16	+10	+5	+16	+12	+8
17	+10	+5	+17	+12	+8
18	+11	+6	+18	+13	+9
19	+11	+6	+19	+14	+9
20	+12	+6	+20	+15	+10

Giant	Humanoid	Magical Beast	Monstrous Humanoid	Ooze	Outsider	Plant	Shapechanger	Undead	Vermin
d8	d8	d10	d8	d10	d8	d8	d8	d12	d8
3/4	3/4	Full	Full	3/4	Full	3/4	3/4	1/2	3/4
Good	**	Good	Poor	Poor	Good	Good	Good	Poor	Good
Poor	**	Good	Good	Poor	Good	Poor	Good	Poor	Poor
Poor	**	Poor	Good	Poor	Good	Poor	Good	Good	Poor

whatever you like for everything.

Fortitude for orcs.

Instructions: Find the type of monster in the table above. Roll the monster's hit points using the hit die type listed. Look up the monster's Attack bonus and saves in the table to the left based on the monster's HD. Note that these values do not include any ability score modifiers, as monsters in the older books generally aren't given a full set of stats. If you wish to include these bonuses, feel free to give the monsters an additional bonus (or penalty) of +1 to +3 as follows:

Strength – Attack Bonus

Agility – Reflex Save

Stamina – Fort Save

Personality – Will Save

You can also use a monster's calculated reflex save bonus as their initiative bonus if you'd like.

For NPCs, assign values based on the following:

Warrior-type: d12 or d10 HD, Full attack bonus, good Fort save

Cleric-type: d8 HD, $\frac{3}{4}$ attack bonus, good Fort and Will saves

Thief-type: d6 HD, $\frac{3}{4}$ attack bonus, good Ref save

Wizard-type: d4 HD, $\frac{1}{2}$ attack bonus, good Will Save

Enjoy!

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CONSIDER THE GREENSKINS

by Sean Ellis

As Judges, we have the opportunity to build a world that surprises players with new ideas and reminds them of gaming in a simpler time. Before D&D, monsters descriptions were contradictory, strange, and more likely to depend on the author's need to tell a story than a judge's need to offer balanced encounters. Monsters should never feel generic as they are magic, otherworldly things. This column will re-consider typical monsters in order to make them fresh and mysterious... the way they were to us before we memorized our first Monster Manual.

Consider the Greenskins. A standard in many RPG worlds, greenskin races include snotlings, goblins, hobgoblins, and bugbears. Orcs (from here on spelled with a "k") are sometimes included in the goblinoid family. The Greenskins are a simple concept. They are misshaped, evil, usually green or yellow pig-nosed things. The only real difference between any of them is their physical strength based on size. They start out weak and small and scale up to Orks, who are the bane of man, dwarf, and elf. Allegedly. They're really just cannon fodder. The Greenskins have no particular strength or weakness, and no power other than their sheer numbers. Let's take a look at the Goblins, Hobgoblins, and Orks and make them more unique.

Goblin: Init -1; Atk bite +9 melee (1d3) or as weapon -1 melee; AC 10 + armor; HD 1d6-1; MV 20'; Act 1d20; SP Infravision 60', Patron Bound to a Demon or otherworldly evil, casts Invoke Patron once per day and Demon Summoning once per day as a fourth level wizard, half damage from fire; SV Fort -2, Ref +1, Will -2; AL L

Goblins stand two to three feet tall, with disproportionately large hands and feet and long, thin limbs. Among the smallest of non-fairy monsters, Goblins have turned their servile nature to their own advantage. Goblins are Patron-bound to great Demons and are often sought by spellcasters to



Art by Jason Adams

serve as go-betweens to the Demonic realm. Goblins use this position to barter power from Demons who wish access to the mortal realm, and material wealth and safety from mortals who wish to Invoke Patron without risk of taint or servitude. Most mortal spellcasters are more than happy to do this, as Goblins famously ask less of mortals than a demon would, and don't seem to suffer overmuch from patron taint.

As a demon does, goblins have “true names” which may be invoked to summon the creature, but generally a walk in the woods will reveal a few of them as well. It is said that speaking this true name binds the goblin to a mortal's service, but the truth is that goblins just like a free meal and will thereafter follow their masters like valets tending to their every whim. Goblins are organized, humble, very evil, and never forget a grudge or friendship. They go to great lengths to please their human or Demon masters, and have been seen to weep after the death of a master that had been profitable to them.

Hob: Init -1; Atk bite +9 melee (1d3) or weapon -1; AC 10 + armor; HD 1d6-1; MV 20'; Act 1d20; SP Infravision 60', Sneak +4, Hide +4, Pick Pocket +4, Find Trap +1, Disable Trap +1; SV Fort -2, Reflex +2, Will -2; AL N

Hobgoblins (or Hobs) are not larger, more warlike cousins to goblins. Those are the Belligoblin, and Belligoblin stats and description are given in the DCC rulebook under Hobgoblin. Hobgoblins are actually small, hairy, smelly creatures that are the remnant of a branch of Goblins that attempt to serve creatures less dangerous than demons and wizards. They attempt to indenture themselves to individuals or communities of rural humans, but often wind up breaking, spoiling, and ruining things. Hobs will exchange any amount of service for nothing more than a place at a mortal's fire and a saucer of milk. Accomplished thieves and tricksters, Hobgoblins are only sought out by the most desperate of humans. A man who asks for help securing a winter harvest may awaken to find his silo filled with grain stolen from the town's reserves.

Ork: Init +1; Atk claw melee (1d4) or as weapon melee or missile; AC 11 + armor; HD 1d10; MV 30'; Act 1d20; SP Random statistics as seen below; SV Fort +2, Ref +0, Will -2; AL C

Orks have a history that is too painful to speak of. Raised in the darkness of a dungeon deep in the bowels of a living mountain, they are the result of evil magics applied to interbred elves and humans, a perverse mutation of both. Due to their breeding, they are the embodiment of Chaos. Orks exist on a scale that swings from the best possible inherited trait from their parentage to the worst. An Ork can be as tall, dexterous, and long-lived as an elf, or as small, clumsy and short-lived as the most pathetic human. Their entire aspect is squat and ugly, giving the impression that the Ork was raised in a place too small for it to grow a proper nose, much less an appealing body. They are bowlegged and long armed, with claws and fangs. Their skin is filthy and tattered, ranging in color from the pale yellow/white of a fresh corpse to the dark black/crimson of burned flesh. Lacking any motivation of their own and bred to be followers, they are always found in the servitorship of a more commanding leader.

To determine an Ork's random statistics, roll a d7 for each stat. Results of one to three amount in a negative penalty of the same value. Four is no penalty or bonus, five, six, or seven amount to a +1, +2, or +3 bonus respectively. After determining the stats accordingly, add this bonus to the monster's hit points, to hit, damage, AC, etc.

QUICKIE WANDERING MONSTER TABLES

by Jeff Rients

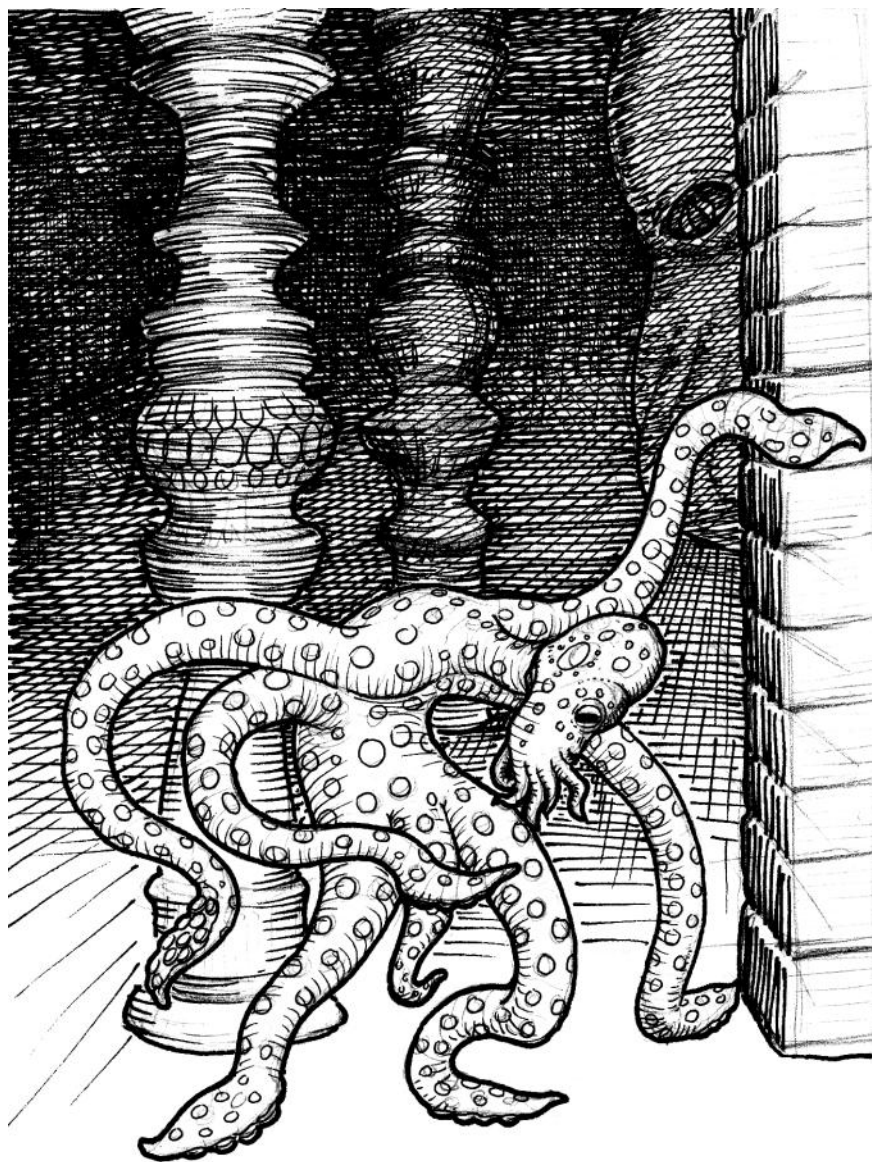
Two things I like about the Dungeon Crawl Classics RPG are its good supply of neat monsters and its radical devotion to random die charts. One thing I don't like is its lack of wandering monster charts. So I made some. These creeps are sorted mainly by hit dice and most of the die ranges are my guesswork.

Level 1 (Roll d14)

1	2d4 Acolytes	8	d6 Hobgoblins or Gnolls
2	d6 Bandits	9	d6 Lizardmen or Troglodytes
3	d6 Deep Ones or Subhumans	10	d6 Orcs
4	Demon, Type I	11	d20 Peasants
5	2d4 Dimensional Sailors	12	Primeval Slime, 1 hd
6	d6 Giant Ants (workers) or Giant Rats	13	Serpent Man with d6 Subhuman servants
7	d12 Goblins or Kobolds	14	d12 Skeletons

Level 2 (Roll d20)

1	d6 Bat Swarms (mundane)	12	d4 Hollow Men
2	Bandit Hero with 2d6 Bandits	13	d6 Killer Bees
3	d8 Berserkers	14	Knight with 2d6 Men-At-Arms
4	d4 Cave Octopi	15	d4 Living Statues (crystal)
5	d4 Colossal Leeches	16	d4 Man-Bats
6	Demon, Type I	17	Primeval Slime, 2 hd
7	Gargoyle	18	d4 Serpent Men with 2d6 Subhumans
8	Ghost	19	d6 Shroommen
9	d4 Ghouls	20	d4 Vombis Leeches with d6 Vombis Zombies
10	d4 Giant Beetles		
11	d4 Hell Hounds		



Art by Mitchell Hudson

Level 3 (Roll d16)

1	d4 Androids	9	d4 Living Statues (stone)
2	d6 Cave Crickets	10	Lizard, Giant
3	Cockatrice	11	Magician with d6 Peasants
4	Demon, Type I	12	d4 Owlbears
5	Friar with 2d6 Acolytes	13	Primeval Slime, 3 hd
6	d6 Giant Ants (soldier)	14	d4 Underdark Slugs
7	d6 Giant Centipedes	15	Witch with d6 Servitors
8	d4 Giant Cobras	16	d12 Zombies

Level 4 (Roll d10)

1	d4 Bat Swarms, vampiric	6	d4 Ogres
2	d6 Bugbears	7	Primeval Slime, 4 hd
3	Demon, Type I or II	8	d6 Rat Swarms
4	d6 Insect Swarms	9	d4 Giant Vipers
5	d4 Living Statues (Iron)	10	d4 Time Travellers

Level 5 (Roll d16)

1	Ape-Man (Giant or Four-Armed)	9	d4 Harpies
2	Basilisk	10	Hydra
3	Brain Elder	11	Manticore
4	Chimera	12	Minotaur
5	Cyclops or Giant	13	d4 Mummies
6	Demon, Type I - VI	14	Primeval Slime, 5 hd
7	Elemental	15	d4 Shadows
8	d4 Giant Scorpions or Giant Boa Constrictors	16	d4 Trolls

Notes:

I put Peasants on the first level chart under the assumption that the party could run into an NPC funnel group.

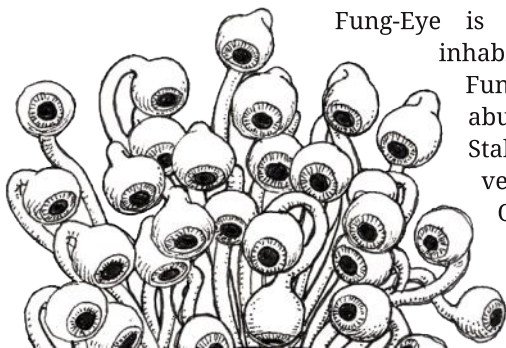
Given how often they come up, the GM should probably pre-generate some Type I Demons and Primeval Slimes.

Level 4 is kind of boring, isn't it? It's like the calm before the storm of getting completely clobbered on Level 5.

Fung-Eye

by Brad Littman

Fung-eye: Init +0; Atk +2 Daze (1d3 rounds) or tentacles +5 melee (1d8); AC 12; HD 1D10 +3 per stalk; MV 0; Act 1d20; SV Fort +3, Ref -1, Will +3; AL C.



Art by Mitchell Hudson

Fung-Eye is a carnivorous fungus that inhabits wet, dark and dank areas.

Fung-Eyes need rain and an abundance of creatures to thrive. Stalks stick up from the vegetative body of the Fung-Eye.

On top of the stalks, eyes move around, staring out, looking for prey, blinking every so often. The eyes are various sizes and colors and can be mistaken for simple

flowers. Tentacles with sharp hardened ends slither around underneath the eye stalks. A Fung-Eye can vary in size, from a small five foot square to a massive field 100 feet across.

There are a scaling number of eye stalks per five foot square. The Fung-Eye gets denser towards the middle. In each five foot square, there are 1d8 eye stalks on the outskirts, 2d8 stalks further in, and then 2d16 eye stalks in the center.

Characters moving into the area begin to feel uneasy, as if eyes are staring at the back of their head. Suffering a -1 to their Will the deeper into the Fung-Eye they go. The eye stalks make a horrific squelching sound if stepped upon. In denser parts the Fung-Eye will press its eyeballs against a character, attempting to horrify. Characters failing a DC 14 Will save may become frightened and act irrationally, finding themselves more easily ensnared by the tentacles.

The Fung-Eye tries to daze characters who look into the eyes. A character can only be dazed by one eye, but 1d6 eyes can try to daze in one turn. When a character becomes dazed the nearest tentacles will attempt to grab it and drag it to the ground. The Fung-Eye will try to drive its tentacles into the character's body, starting the feeding process.

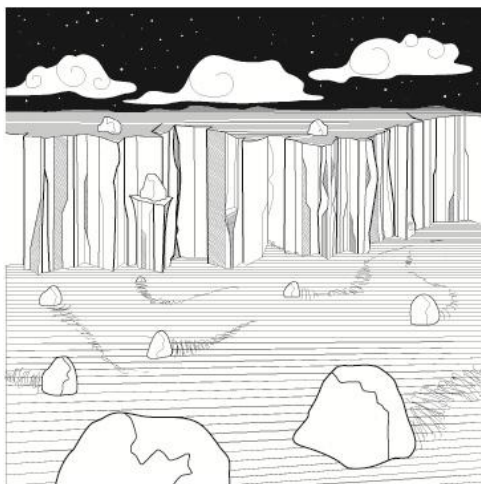
Stonecrawler

by Brad Littmann

Stonecrawler: Init special (see below); Atk Shift 30 feet (6 per day) or Avalanche +15 (2d4 +5 to 2d30 +15 depending on size of boulders, once per day); AC 20; HD 1d12 + 10000; MV 5' per day; Act 1d30; SP damage reduction 30, half damage from piercing and slashing weapons, immune to magic; SV Fort +30, Ref -25, Will +20; AL N.

Stonecrawlers are a very rare form of creature. They are Primordials. Ancient creatures birthed eons ago when the world was empty. Stonecrawlers are just one type of Primordial but others exist. Finding Primordials is extremely difficult and adventurers have been known to go on lifelong quests just to find one.

Stonecrawlers resemble flat massive boulders. Increasing in size and strength as they slowly age. Younger ones are small, around 40 feet long, and the older ones are at least three times that size. They inch along the ground, taking years to move any great distance. So ancient they hardly notice the world around them.



Art by Count Spatula

Random attacks from the occasional party that crosses its path barely affect the creature. The Stonecrawler might not even respond to the nuisance. But, a serious determined adventurer might draw a response, but will find the Stonecrawler to be a very challenging foe.

The Stonecrawler will only respond when it takes damage equal to about 5 percent of its Hit Points. Only then will the Stonecrawler react and it takes a further 1d12 rounds before it will mount any sort of counterattack. Then without any regard to what the attackers are doing the Stonecrawler, whenever it is ready, attacks. The Stonecrawler due to its size and age acts alongside of the attacking party's initiative.

Six times a day the Stonecrawler can lift its whole body up 15 feet and then shift 30 feet in any direction. This special defensive maneuver only takes a matter of moments. Any creature or object caught underneath when the Stonecrawler settles gets crushed. Most characters die instantly. A hardy character may survive for a time trapped underneath the Stonecrawler, but they will stay trapped if the Stonecrawler does not shift again.

The Stonecrawler can also cause pieces of itself to break off and direct them towards any attackers. It can only do this once per day since it takes one day to regenerate used parts of its body. It can fling boulders up to 150 feet.

Once dead the Stonecrawlers liquid metal blood hardens and can be mined out of the rocky corpse of the Stonecrawler. A character will find a tremendous amount of precious metals, enough to destroy any local economy. But the real treasure is the heart made of black adamantine. Alive the black adamantine was soft and flexible, but once a Stonecrawler is dead the heart hardens into a priceless gem. It takes several weeks for that hardening process to occur. During that time a knowledgeable adventurer will try to cut the heart up. Only a magical weapon can cut into the black adamantine. Though, that weapon may break despite its own magical properties. A skilled cutter could make 5d30 +15 heart slices.

The Black Adamantine Heart of a Stonecrawler has several magical properties. This is why adventurers seek Stonecrawlers out. To eat the heart slices they cut up. No matter if they are fresh or ground up into a potion, heart slices bestow the following properties:

- A permanent +5 bonus to AC and Fortitude saves

- A permanent 3 point reduction to Agility

- A permanent 3 point increase to Stamina

- A permanent -4 to reflex saves

- Damage reduction 9

- Damage reduction 15 from fire or cold damage

- Immunity to spells that deal fire or cold damage

- Movement is halved

- Aging is slowed. Eating one heart slices adds 30 years to a person's life.

- This is the only property that wears down. A character must eat a heart slice every 30 years to maintain the slow aging effects.

HOUNDS FROM HELL

A Pair of Monstrous Canines by Colin Chapman

BLOOD HOUND



Blood Hound: Init +3; Atk bite +3 melee (1d4 + vampire drain); AC 13; HD 1d6; MV 40' or glide 40'; Act 1d20; SP vampire bite (latches onto target and automatically inflicts an additional 1d4 damage per round until killed); SV Fort +2, Ref +3, Will +1; AL L.

Justly feared, blood hounds are vampiric canines the size of wolves, with short, dark slick fur, larger ears, and shorter, blunter muzzles. Their most distinctive traits, however, are the large membranes of skin that stretch between their front and rear paws, membranes that enable them to glide, and large, prehensile paws that permit them to climb with ease and launch from perch to perch. Their final strange trait is a long, flexible, tubular tongue, used to drain the vital fluids from prey, for this is how they feed, surprising prey from above, biting and latching onto them, then draining them dry. The presence of ravaged corpses lacking in blood is often an indicator that blood hounds are abroad.

Due to their preference for gliding after and onto prey, they operate in small packs, and favor areas with natural perches and cover such as canyons and forests.

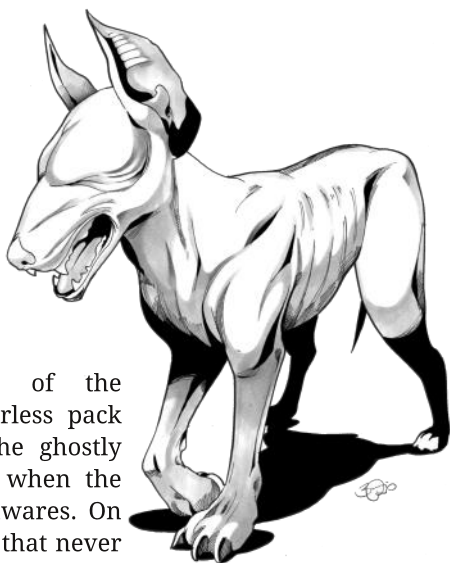
Despite the efforts of even the most skilled beast-tamers, no blood hound has ever been tamed.

Seed: Strange Territory

In the slums and ruins of the town bodies have been turning up, bodies savaged and drained of blood. A pack of blood hounds have moved into the area and are hunting from the rooftops at night, and the local militia and guards never enter the slums at the best of times.

GLOOM HOUND

Gloom Hound: Init +3; Atk bite +2 melee (1d4); AC 12; HD 1d6; MV 40'; Act 1d20; SP 50% surprise, never surprised, see invisible and hiding; SV Fort +3, Ref +2, Will +1; AL L.



These hounds are denizens of the subterranean depths, silent, hairless pack hunters rarely seen save for the ghostly flash of white in the darkness when the light of a torch catches one unawares. On padded feet they hunt the things that never see the light of the sun, their long-muzzled eyeless heads and large bat-like ears turning this way and that, building a picture of their surroundings with echolocation, communicating with their pack-mates with vocalizations beyond the range of normal hearing.

So quiet are these beasts that they surprise others 50% of the time, and their echolocation and astounding sense of smell ensure that they themselves are never surprised, and that invisibility and attempts to hide from them are ineffective unless blocked by large, solid objects.

Despite their freakish mien, gloom hounds can be domesticated, and prove every bit as loyal as normal canines. A gloom hound pup can sell for as much as 40gp and trained adults four times this.

Seed: Hunters Hunted

The characters are hired by an eccentric collector to descend into nearby depths where he suggests gloom hounds have been known, and fetch the eccentric collector a pup for domestication. Unfortunately for them, the quest is a ruse; the warren of tunnels nearby is actually a man-made subterranean trap, and the collector simply wanted some gullible adventurers to enter them so he could enjoy the sport in sending his tamed gloom hound pack in after them.

Art by Tomi Baranya
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Monsters!

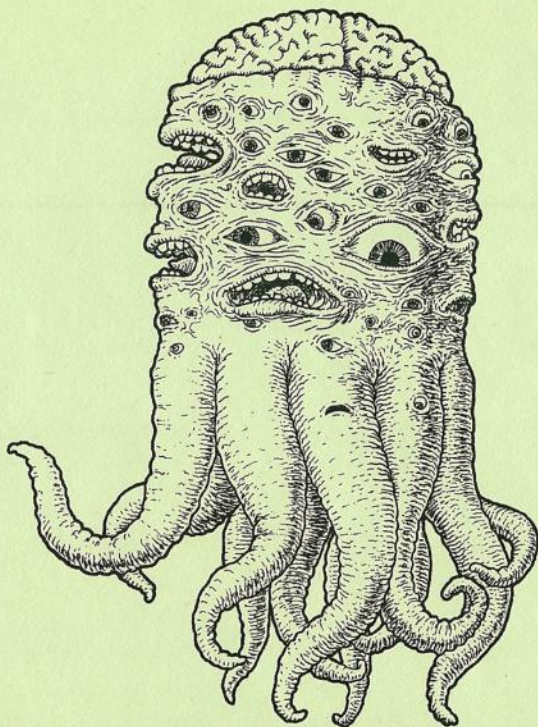
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