

# EUROTRASH

## *Definition*

**Eurotrash** · (western) european creatures and creatures distorted by feverish european imaginations.

---

## *Inspiration*

**B/X** · clarity.

**Monster Manual** · creature phonebook magic.

---

## *Decisions*

**Low-Fantasy** · a Europe between the Dark Ages and AD 1100 (or similar).

**Selection** · no HK toy monsters;  
creatures known to Europeans then.

**Saves** ·  $1d20 + HD / 2 \geq \text{PHY TC or EVA TC or MEN TC}$ .

**Traits** · todo

# STAT KEYS

**HD** • Hit dice, with average HP count (4.5 HP per HD rounded down).

**AC** • Armor Class. In grey, preceded by a down arrow, is the descending armour class.

**ini** • Initiative. What is rolled for the creature to determine its rank in the initiative order.

**atk** • Attack. Attack bonus followed by attack possibilities and respective damage. Pushed to the right in grey is the THAC0, should you need it. In small and grey for each damage dice, the average damage value.

**sav** • Save check pattern. Three choices here PHY TC (physical), EVA TC (evasion), and MEN TC (mental). Other DCs are OK, but they have to be computed.

**mv** • Movement. Max Distance that can be covered with 1 Move Action in 1 combat round (6 seconds). In grey, the B/X encounter movement rate. Multiply by 3 to get the base movement rate.

**ml** • Morale. If the 2d6 roll is successful, the creature “group” stays in the fight. If it fails, the group will flee or try to parlay.

**siz** • Size. Tiny, Small, Medium, Large, Huge, or Gargantuan. The area / base covered is also described, for example, 1sq × 1sq.

**DC** • Defend Classes. For the six abilities STR, CON, DEX, INT, WIS, and CHA, the DC is simply the score. The second row has *derived* DCs, like BOD DC (body), and EVA DC (evasion).

**skl** • Skills. Mostly *Hunt*, *Scout*, *Spy*, *Swim*, skills that can easily be mapped to monsters and animals.

# MOREOVER

**hd2** • Half of the hit dice rounded down. Used as the default skill modifier.

**spellcaster** • Unless specified otherwise a creature flagged as *spellcaster* has 1d8 CP per HD, knows 1d3 spell colours/forms per HD, and has +**hd2** in 1d4 magical skills.

**describe** the creature,  
do not name the creature.

# BANDIT

**HD** · 1 (HP4)    **AC** · **11** ↓8    **ini** · 1d20 + 10  
**atk** · **+0**, Seax (1d6)<sub>3</sub>    19→0  
**sav** · 1d20 + 0 ≥ PHY10 EVA11 MEN11  
**mv** · 30ft 9m 6sq t    (40)  
**ml** · 2d6 ≤ 8    **siz** · med 1×1sq  
**DC** · STR11 CON11 DEX11 INT**10** WIS10 CHA10  
       BOD11 SOU10 PHY11 EVA10 MEN10 IMP10  
**skl** · Scout +1, Hunt +0, Spy +0

Bandit, brigand, or highwayman.  
*Leader* · A NPC of level 2 or better.

# BASILISK

**HD** · 6 (HP27)    **AC** · **15** ↓4    **ini** · 1d20 + 8  
**atk** · **+6**, 1 × Bite (1d10)<sub>5</sub>, 1 × Gaze    13→0  
**sav** · 1d20 + 3 ≥ PHY6 EVA16 MEN14  
**mv** · 20ft 6m 4sq    (25)  
**ml** · 2d6 ≤ 8    **siz** · med 1×1sq  
**DC** · STR16 CON15 DEX8 INT2 WIS8 CHA7  
       BOD13 SOU5 PHY15 EVA5 MEN7 IMP8  
**skl** · Scout +1

A reptile with a fatal breath and glance.  
*Petrifying Gaze* · within 30ft 9m 6sq t, the Basilisk may immobilize a non-blind creature by gazing at it. Miss a BOD or PHY TC save and be *immobilized*. You're immobilized until you succeed a save on your turn.  
*Origin* · Mentioned by Pliny the Elder (d79) as the basilisk of Cyrene.

# BAT

**HD** · (HP1)    **AC** · **13** ↓6    **ini** · 1d20 + 13  
**atk** · **-1**, 1 × Bite (1)    20→0  
**sav** · 1d20 + 0 ≥ PHY16 EVA13 MEN13  
**mv** · 40ft 12m 8sq F    (45)  
**ml** · 2d6 ≤ 6    **siz** · tny ½×½sq  
**DC** · STR2 CON8 DEX15 INT2 WIS12 CHA4  
       BOD8 SOU6 PHY5 EVA8 MEN8 IMP13  
**skl** · Scout +2

Flying mammal.  
*Swarm* · The bats only want to get away, they are merely a confusing hindrance.  
 An unfortunate bite might yield the gift of a disease.

# BEAR

**HD** · 4 (HP18)    **AC** · **13** ↓6    **ini** · 1d20 + 11  
**atk** · **+3**, 2 × Claws (1d3)<sub>2</sub>, 1 × Bite (1d6)<sub>3</sub>    16→0  
**sav** · 1d20 + 2 ≥ PHY4 EVA15 MEN11  
**mv** · 40ft 12m 8sq F    (45)  
**ml** · 2d6 ≤ 7    **siz** · lrg 2×2sq  
**DC** · STR19 CON16 DEX10 INT2 WIS13 CHA7  
       BOD15 SOU7 PHY17 EVA6 MEN10 IMP11  
**skl** · Hunt +2, Scout +1, Spy +1, Grapple +4, Swim +2

*Ursus arctos arctos* · Eurasian brown bear.  
*Hug* · On a successful Claw hit, the bear gets a *Grapple* check, if successful, 1d8 extra damage are dealt.

## CREATURES

*Bandit*  
*Bison*  
*Chimera*  
*Deer*  
*Draugr*  
*Elf*  
*Ghoul*  
*Golem*  
*Hippogriff*  
*Jaculus*  
*Medusa*  
*Mule*  
*Octopus*  
*Phoenix*  
*Salamander*  
*Shark*  
*Spectre*  
*Sprite*  
*Toad*  
*Weasel*  
*Wolf*  
*Wyvern*

DC ⇌ TC	
3	18
4	17
5	16
6	15
7	14
8	13
9	12
10	11
TC ⇌ DC	



# CHIMERA

**HD** · 9 (HP40)    **AC** · 15 ↓4    **ini** · 1d20 + 12  
**atk** · +7, 2 × Claw (1d3)<sub>2</sub>, 2 × Bite (3d4)<sub>7</sub>    12 → 0  
**sav** · 1d20 + 4 ≥    PHY2    EVA14    MEN9  
**mv** · 50ft 15m 10sq V    (60)  
**ml** · 2d6 ≤ 9    **siz** · med 1×1sq  
**DC** · STR19 CON19 DEX11    INT3    WIS14    CHA10  
           BOD16    SOU9    PHY19    EVA7    MEN12    IMP12  
**skl** · *Spy* +2, *M Throw* +4

Fire-breathing hybrid creature, with goat, dragon, and lion heads.

**Magic** · Knows at least *Red* and *Ball* + 1d2 forms and 1d2 colours. They have HD × 1d8 CP (average 40 CP).

**Breath** · The dragon head casts from its mouth, the average *Breath* will cost it 9 CP (dia 5ft, damage 1d8, range 40ft 18m 12sq tt, speed 60ft 18m 12sq tt).

**Origin** · Lycia, Asia Minor, from Greek Mythology.

## CREATURES

*Bandit*  
*Bison*  
*Chimera*  
*Deer*  
*Draugr*  
*Elf*  
*Ghoul*  
*Golem*  
*Hippogriff*  
*Jaculus*  
*Medusa*  
*Mule*  
*Octopus*  
*Phoenix*  
*Salamander*  
*Shark*  
*Spectre*  
*Sprite*  
*Toad*  
*Weasel*  
*Wolf*  
*Wyvern*

# COCKATRICE

**HD** · 5 (HP22)    **AC** · 13 ↓6    **ini** · 1d20 + 12  
**atk** · +4, 1 × Beak (1d6)<sub>3</sub>    15 → 0  
**sav** · 1d20 + 2 ≥    PHY12    EVA14    MEN12  
**mv** · 20ft 6m 4sq    (25)  
**ml** · 2d6 ≤ 7    **siz** · sml 1×1sq  
**DC** · STR6 CON12 DEX12    INT2    WIS13    CHA5  
           BOD10    SOU6    PHY9    EVA7    MEN9    IMP12  
**skl** · *Hunt* +2, *Scout* +1

**Petrification** · A successful hit will turn the victim to stone on a failed save.

**Origin** · Mentioned in Isaiah chapters 11, 14 and 59. Referenced by Pliny the Elder, and reworked in the late Middle Ages.

# CRAB, GIANT

**HD** · 3 (HP13)    **AC** · 17 ↓2    **ini** · 1d20 + 12  
**atk** · +2, 2 × Pincer (2d6)<sub>7</sub>    17 → 0  
**sav** · 1d20 + 1 ≥    PHY9    EVA13    MEN15  
**mv** · 30ft 9m 6sq t    (40)  
**ml** · 2d6 ≤ 7    **siz** · med 1×1sq  
**DC** · STR13 CON11 DEX15    INT1    WIS9    CHA3  
           BOD13    SOU4    PHY12    EVA8    MEN6    IMP12  
**skl** · *Spy* +1

A cancer of a beast.

# CYCLOPS

**HD** · 13 (HP58)    **AC** · 14 ↓5    **ini** · 1d20 + 8  
**atk** · +9, 1 × Club (3d10)<sub>16</sub> or 1 × Punch (1d10)<sub>5</sub>    10 → 0  
**sav** · 1d20 + 6 ≥    PHY0    EVA12    MEN13  
**mv** · 30ft 9m 6sq t    (40)  
**ml** · 2d6 ≤ 9    **siz** · hge 3×3sq  
**DC** · STR22 CON20 DEX11    INT8    WIS6    CHA10  
           BOD17    SOU8    PHY21    EVA9    MEN8    IMP8  
**skl** · *Throw* +4, *Punch* +3

Giant (20ft tall) one-eyed and slow-witted creatures.

**Rock Throwing** · Up to 200ft 60m 40sq 4V, damage 4d8.

**Magic** · When angered, some Cyclopes (1 in 4) may cast, CP 45 (13d6), projecting their wrath. They have *M Throw* +4, and know 1d3 forms and 1d3 colours. No clever use of casting, pure reactiveness.

DC	TC
3	18
4	17
5	16
6	15
7	14
8	13
9	12
10	11
TC	DC

# DEER

- Bandit*
- Bison*
- Chimera*
- Deer*
- Draugr*
- Elf*
- Ghoul*
- Golem*
- Hippogriff*
- Jaculus*
- Medusa*
- Mule*
- Octopus*
- Phoenix*
- Salamander*
- Shark*
- Spectre*
- Sprite*
- Toad*
- Weasel*
- Wolf*
- Wyvern*

**HD** · 2 (HP9)    **AC** · **12** ↓7    **ini** · 1d20 + 14  
**atk** · **+3**, 1 × Horns (2d4)<sub>5</sub>    16 → 0  
**sav** · 1d20 + 1 ≥ PHY10 EVA12 MEN12  
**mv** · 50ft 15m 10sq V    (60')  
**ml** · 2d6 ≤ 10    **siz** · med 1×1sq  
**DC** · STR11 CON11 DEX16 INT2 WIS13 CHA5  
       BOD12 SOU6 PHY11 EVA9 MEN9 IMP14  
**skl** · *Gather* +2, *Exert* +2, *Scout* +1, *Spy* +3

*Cervus elaphus* · Red deer. Covers most of Western Europe.

# DOG, HUNTING

**HD** · 1 (HP4)    **AC** · **12** ↓7    **ini** · 1d20 + 13  
**atk** · **+1**, 1 × Bite (1d6)<sub>3</sub>    18 → 0  
**sav** · 1d20 + 0 ≥ PHY9 EVA12 MEN12  
**mv** · 40ft 12m 8sq F    (45')  
**ml** · 2d6 ≤ 10    **siz** · med 1×1sq  
**DC** · STR12 CON12 DEX15 INT3 WIS12 CHA6  
       BOD13 SOU7 PHY12 EVA9 MEN9 IMP13  
**skl** · *Hunt* +3, *Scout* +2

*Canis lupus familiaris* · bred for various hunting tasks.

# DOLPHIN

**HD** · 3 (HP13)    **AC** · **13** ↓6    **ini** · 1d20 + 12  
**atk** · **+4**, 1 × Ram (1d8)<sub>4</sub> or 1 × Bite (1d6)<sub>3</sub>    15 → 0  
**sav** · 1d20 + 1 ≥ PHY6 EVA10 MEN11  
**mv** · 80ft 24m 16sq FF swim    (100' swim)  
**ml** · 2d6 ≤ 10    **siz** · med 1×1sq  
**DC** · STR15 CON15 DEX13 INT10 WIS11 CHA10  
       BOD14 SOU10 PHY15 EVA11 MEN10 IMP12  
**skl** · *Exert* +2, *Hunt* +2

Intelligent torpedo-shaped mammal water predators.

*Sonar* · Allows dolphins to echolocate and to orient themselves.

# DRAGON

**HD** · 10 (HP45)    **AC** · **20** ↓-1    **ini** · 1d20 + 11  
**atk** · **+8**, 2 × Claws (1d8)<sub>4</sub>, 1 × Bite (4d8)<sub>18</sub> or  
       Breath    11 → 0  
**sav** · 1d20 + 5 ≥ PHY-5 EVA8 MEN4  
**mv** · 40ft 12m 8sq F, 40ft 12m 8sq F climb,  
       80ft 24m 16sq FF fly    (45'), (45' climb), (100' fly)  
**ml** · 2d6 ≤ 10    **siz** · hge 3×3sq  
**DC** · STR27 CON25 DEX10 INT16 WIS13 CHA21  
       BOD20 SOU16 PHY26 EVA13 MEN17 IMP11  
**skl** · *Scout* +4, *Hunt* +3, *M Throw* +5, *Feel* +5

Giant, winged, and intelligent reptiles.

*Magic* · Dragons know at least *Red* and *Ball* and also 1d4 forms and 1d4 colours more. They have HD × 1d8 CP (average 45 CP).

*Breath* · Dragons weave threads in their mouths and expulse them. The average *Breath* will cost them 12 CP (diameter 10ft, damage **2d6**, range 60ft 18m 12sq tt, speed same).

DC ⇒ TC
3 18
4 17
5 16
6 15
7 14
8 13
9 12
10 11
TC ⇒ DC



# ELF

- Bandit*
- Bison*
- Chimera*
- Deer*
- Draugr*
- Elf*
- Ghoul*
- Golem*
- Hippogriff*
- Jaculus*
- Medusa*
- Mule*
- Octopus*
- Phoenix*
- Salamander*
- Shark*
- Spectre*
- Sprite*
- Toad*
- Weasel*
- Wolf*
- Wyvern*

**HD** · 2 (HP9)    **AC** · 14 ↓5    **ini** · 1d20 + 13  
**atk** · +1, 1 × Weapon    18 → 0  
**sav** · 1d20 + 1 ≥ PHY10    EVA8    MEN8  
**mv** · 30ft 9m 6sq t    (40')  
**ml** · 2d6 ≤ 8 (10 w leader)    **siz** · med 1×1sq  
**DC** · STR12 CON10 DEX14 INT12 WIS12 CHA14  
       BOD12 SOU12 PHY11 EVA13 MEN13 IMP13  
**skl** · *Hunt* +2, *Scout* +2, *Spy* +2, *Know* +1, *Heal* +1

A fairy that could be mistaken for a human.  
*Magic* · Spellcaster, CP 2d8 + 2 (11 average).  
*Weapon* · Favours the short bow and then the short sword.

# FAIRY

**HD** · ½ (HP2)    **AC** · 15 ↓4    **ini** · 1d20 + 14  
**atk** · +0, 1 × Weapon or Magic    19 → 0  
**sav** · 1d20 + 0 ≥ PHY13    EVA8    MEN7  
**mv** · 30ft 9m 6sq t    (40')  
**ml** · 2d6 ≤ 6    **siz** · sml 1×1sq  
**DC** · STR7 CON10 DEX15 INT12 WIS14 CHA15  
       BOD10 SOU13 PHY8 EVA13 MEN14 IMP14  
**skl** · *Spy* +3, *Scout* +3, *Heal* +3

Small supernatural creature.  
*Magic* · Spellcaster, CP 1d8 + 2 (6 average).

# FERRET, GIANT

**HD** · 1 (HP4)    **AC** · 14 ↓5    **ini** · 1d20 + 14  
**atk** · +1, 1 × Bite (1d8)<sub>4</sub>    18 → 0  
**sav** · 1d20 + 0 ≥ PHY11    EVA11    MEN13  
**mv** · 40ft 12m 8sq F    (45')  
**ml** · 2d6 ≤ 8    **siz** · med 1×1sq  
**DC** · STR11 CON10 DEX16 INT4 WIS12 CHA5  
       BOD12 SOU7 PHY10 EVA10 MEN8 IMP14  
**skl** · *Hunt* +1, *Scout* +1

Some breeders were successful in obtaining 3 feet long ferrets and use them to combat rats and other nuisance animals.

# GHOST

**HD** · 10 (HP45)    **AC** · 19 ↓0    **ini** · 1d20 + 12  
**atk** · +8, 1 × Touch (drain)    11 → 0  
**sav** · 1d20 + 5 ≥ PHY13    EVA10    MEN7  
**mv** · 40ft 12m 8sq F hover    (45' hover)  
**ml** · 2d6 ≤ 10    **siz** · med 1×1sq  
**DC** · STR7 CON10 DEX13 INT10 WIS12 CHA17  
       BOD10 SOU13 PHY8 EVA11 MEN14 IMP12  
**skl** · *Spy* +4

The restless spirit of a dead person.  
*Silent* · makes absolutely no noise.  
*Drain* · 1d6 | 1, 2 → takes 1d10 + 1 HP | 3, 4, 5 → takes 1 exhaustion level | 6 → takes 1 CON point

DC ⇒ TC	
3	18
4	17
5	16
6	15
7	14
8	13
9	12
10	11
TC ⇒ DC	



# GHOUL

**HD** · 2 (HP9)    **AC** · **13** ↓6    **ini** · 1d20 + 12  
**atk** · **+1**, 2 × Claw (1d3)<sub>2</sub>, 1 × Bite (1d3)<sub>2</sub>    18 → 0  
**sav** · 1d20 + 1 ≥ PHY10 EVA10 MEN13  
**mv** · 30ft 9m 6sq t    (40)  
**ml** · 2d6 ≤ 9    **siz** · med 1×1sq  
**DC** · STR13 CON10 DEX15 INT7 WIS10 CHA6  
       BOD12 SOU7 PHY11 EVA11 MEN8 IMP12  
**skl** · *Hunt* +0, *Scout* +1, *Spy* +1

A kind of evil djinn or deset demon, derived from the fallen angel Iblis. Favours a diet of human flesh.

*Paralysis* · On a failed save, a creature hit by a ghoul will be paralyzed for 1d6 turns.

*Origin* · Pre-Islamic Arabian religion. Propagated to Europe via Spain's Emirate.

## CREATURES

*Bandit*  
*Bison*  
*Chimera*  
*Deer*  
*Draugr*  
*Elf*  
*Ghoul*  
*Golem*  
*Hippogriff*  
*Jaculus*  
*Medusa*  
*Mule*  
*Octopus*  
*Phoenix*  
*Salamander*  
*Shark*  
*Spetre*  
*Sprite*  
*Toad*  
*Weasel*  
*Wolf*  
*Wyvern*

# GIANT

**HD** · 8 (HP36)    **AC** · **15** ↓4    **ini** · 1d20 + 8  
**atk** · **+7**, 1 × Weapon (2d8)<sub>9</sub>    12 → 0  
**sav** · 1d20 + 4 ≥ PHY1 EVA15 MEN14  
**mv** · 40ft 12m 8sq F    (45)  
**ml** · 2d6 ≤ 8    **siz** · hge 3×3sq  
**DC** · STR21 CON19 DEX8 INT5 WIS9 CHA6  
       BOD16 SOU6 PHY20 EVA6 MEN7 IMP8  
**skl** · *Exert* +4, *Throw* +4

Twelve feet tall human like creature.

*Origin* · Various mythologies.

# GNOME

**HD** · 1 (HP4)    **AC** · **14** ↓5    **ini** · 1d20 + 12  
**atk** · **+0**, 1 × Weapon    19 → 0  
**sav** · 1d20 + 0 ≥ PHY7 EVA8 MEN12  
**mv** · 25ft 7.5m 5sq t-1    (30)  
**ml** · 2d6 ≤ 8 (10 w leader)    **siz** · sml 1×1sq  
**DC** · STR15 CON14 DEX14 INT12 WIS10 CHA9  
       BOD14 SOU10 PHY14 EVA13 MEN9 IMP12  
**skl** · *Spy* +3, *Scout* +3, *Steal* +3

Small human-like creature, often sporting a white beard and a red hat. They live close to humans, mostly helpful especially if bribed with small presents. They are fond of animals, especially horses.

*Magic* · 1 in 2 is a spellcaster.

*Origin* · Nordic folklore. “nisse”, “tomte”, “tonntu”.

# GOBLIN

**HD** · 1 (HP4)    **AC** · **13** ↓6    **ini** · 1d20 + 11  
**atk** · **+0**, 1 × Weapon    19 → 0  
**sav** · 1d20 + 0 ≥ PHY12 EVA9 MEN13  
**mv** · 30ft 9m 6sq t    (40)  
**ml** · 2d6 ≤ 7 (9 w leader)    **siz** · med 1×1sq  
**DC** · STR8 CON10 DEX14 INT10 WIS8 CHA8  
       BOD10 SOU8 PHY9 EVA12 MEN8 IMP11  
**skl** · *Fish* +1, *Gather* +2, *Scout* +1, *Spy* +1, *Craft* +0

As small as a gnome, but lives in the wilderness, like a troll.

*Magic* · 1 in 6 is a spellcaster (HD 2 or 3).

*Origin* · Norse folklore among others.

DC	TC
3	18
4	17
5	16
6	15
7	14
8	13
9	12
10	11
TC	DC



# HIPPOGRIFF

**HD** · 3 (HP13)    **AC** · **14** ↓5    **ini** · 1d20 + 12  
**atk** · **+3**, 2 × Claws (1d6)<sub>3</sub>, 1 × Bite (1d10)<sub>5</sub>    16→0  
**sav** · 1d20 + 1 ≥    PHY6    EVA14    MEN11  
**mv** · 40ft 12m 8sq F, 60ft 18m 12sq tt fly (45'), (80' fly)  
**ml** · 2d6 ≤ 8    **siz** · lrg 2×2sq  
**DC** · STR18 CON13 DEX12    INT3    WIS12    CHA8  
       BOD14    SOU7    PHY15    EVA7    MEN10    IMP12  
**skl** · *Hunt* +1, *Scout* +0

Supposed to be the result of mating a griffin with a mare.

*Origin* · Invented by Ariosto in "Orlando Furioso", his tale about Roland, one of Charlemagne's Paladins.

## CREATURES

*Bandit*  
*Bison*  
*Chimera*  
*Deer*  
*Draugr*  
*Elf*  
*Ghoul*  
*Golem*  
*Hippogriff*  
*Jaculus*  
*Medusa*  
*Mule*  
*Octopus*  
*Phoenix*  
*Salamander*  
*Shark*  
*Spetre*  
*Sprite*  
*Toad*  
*Weasel*  
*Wolf*  
*Wyvern*

# HORSE, DRAFT

**HD** · 3 (HP13)    **AC** · **12** ↓7    **ini** · 1d20 + 10  
**atk** · **+2**, 1 × Kick (2d4)<sub>5</sub>    17→0  
**sav** · 1d20 + 1 ≥    PHY6    EVA16    MEN13  
**mv** · 60ft 18m 12sq tt    (80')  
**ml** · 2d6 ≤ 6    **siz** · lrg 2×2sq  
**DC** · STR17 CON13 DEX9    INT2    WIS11    CHA6  
       BOD13    SOU6    PHY15    EVA5    MEN8    IMP10  
**skl** · *Exert* +2

Draft horse, carthorse, work horse, or heavy horse. Larger horse suitable for farm labor and logging.

# HORSE, RIDING

**HD** · 2 (HP9)    **AC** · **12** ↓7    **ini** · 1d20 + 10  
**atk** · **+2**, 1 × Kick (1d6)<sub>3</sub>    17→0  
**sav** · 1d20 + 1 ≥    PHY7    EVA15    MEN13  
**mv** · 60ft 18m 12sq tt    (80')  
**ml** · 2d6 ≤ 7    **siz** · lrg 2×2sq  
**DC** · STR16 CON12 DEX10    INT2    WIS10    CHA7  
       BOD12    SOU6    PHY14    EVA6    MEN8    IMP10  
**skl** · *Exert* +1

Horse bred for riding.

Some of those horses may have the "ambling gait" providing a smooth ride for travellers.

Please note that Aachen targets the carolingian era where heavy knights and their heavy horses were not yet "developped".

# HYDRA

**HD** · 6 (HP27)    **AC** · **14** ↓5    **ini** · 1d20 + 11  
**atk** · **+5**, heads × Bite (1d10)<sub>5</sub>    14→0  
**sav** · 1d20 + 3 ≥    PHY1    EVA14    MEN13  
**mv** · 30ft 9m 6sq t, 30ft 9m 6sq t swim (40'), (40' swim)  
**ml** · 2d6 ≤ 9    **siz** · hge 3×3sq  
**DC** · STR20 CON20 DEX12    INT2    WIS10    CHA7  
       BOD17    SOU6    PHY20    EVA7    MEN8    IMP11  
**skl** · *Spy* +4

*Heads* · 6 of them. Each time the hydra takes 8 or more damage, it loses one head. Heads grow back after 1d4 rounds (unless cauterized), a head growing back grants 2d4 HPs to the beast.

*Origin* · Greek mythology, Hydra of Lerna despatched by Herakles.

DC	TC
3	18
4	17
5	16
6	15
7	14
8	13
9	12
10	11
TC	DC

## JACULUS

Bandit  
Bison  
Chimera  
Deer  
Draugr  
Elf  
Ghoul  
Golem  
Hippogriff  
Jaculus  
Medusa  
Mule  
Octopus  
Phoenix  
Salamander  
Shark  
Spectre  
Sprite  
Toad  
Weasel  
Wolf  
Wyvern

**HD** · 1 (HP4)    **AC** · **12** <sup>17</sup> **ini** · 1d20 + 11  
**atk** · **+4**, 1 × Spring (1d8+1)<sub>5</sub>    15 → 0  
**sav** · 1d20 + 0 ≥    PHY8    EVA12    MEN15  
**mv** · 30ft 9m 6sq t    (40')  
**ml** · 2d6 ≤ 7    **siz** · med 1×1sq  
**DC** · STR16 CON11 DEX14    INT4    WIS8    CHA4  
       BOD13    SOU5    PHY13    EVA9    MEN6    IMP11  
**skl** · *Spy* +2, *Exert* +1

A “javelin snake”, projecting itself at its target to spear through it.

Attacks by surprise, then takes one combat round to prepare the next springing assault.

*Origin* · Lucan’s Pharsalia and then the Saga of Yngvar. But the nordic version is more a “flying snake” than the original “javelin snake”.

## LEUCROTTA, OR CROCOTTA

**HD** · 6 (HP27)    **AC** · **16** <sup>13</sup> **ini** · 1d20 + 13  
**atk** · **+6**, 1 × Bite (3d6)<sub>10</sub>    13 → 0  
**sav** · 1d20 + 3 ≥    PHY5    EVA10    MEN12  
**mv** · 50ft 15m 10sq V    (60')  
**ml** · 2d6 ≤ 8    **siz** · med 1×1sq  
**DC** · STR18 CON15 DEX14    INT9    WIS12    CHA6  
       BOD15    SOU9    PHY16    EVA11    MEN9    IMP13  
**skl** · *Negotiate* +2, *Spy* +1, *Trade* +2, *Hunt* +1

Monstruous version of a spotted hyena. Can mimic the voice of humans and lure them into traps.

“It has an unbroken ridge of bone in each jaw, forming a continuous tooth without any gum.” (Pliny)

*Origin* · Strabo described it as a hybrid of a dog and a wolf, while Pliny wrote it was it could also be a hybrid hyena and lion.

## LION

**HD** · 5 (HP22)    **AC** · **13** <sup>16</sup> **ini** · 1d20 + 10  
**atk** · **+4**, 2 × Claw (1d4+1)<sub>3</sub>, 1 × Bite (1d10)<sub>5</sub>    15 → 0  
**sav** · 1d20 + 2 ≥    PHY9    EVA15    MEN14  
**mv** · 50ft 15m 10sq V    (60')  
**ml** · 2d6 ≤ 9    **siz** · med 1×1sq  
**DC** · STR13 CON12 DEX11    INT2    WIS9    CHA5  
       BOD12    SOU5    PHY12    EVA6    MEN7    IMP10  
**skl** · *Hunt* +3, *Spy* +2, *Scout* +0, *Exert* +1

*Panthera leo* · The modern lion. Is said to be still extant in remote places in the Balkans.

## MANTICORE

**HD** · 6 (HP27)    **AC** · **15** <sup>14</sup> **ini** · 1d20 + 14  
**atk** · **+6**, 2 × Claw (1d4)<sub>2</sub>, 1 × Bite (2d4)<sub>5</sub>, or 6 ×  
       Tail Spike (1d6)<sub>3</sub>    13 → 0  
**sav** · 1d20 + 3 ≥    PHY4    EVA10    MEN11  
**mv** · 30ft 9m 6sq t, 50ft 15m 10sq V fly    (40'), (60' fly)  
**ml** · 2d6 ≤ 9    **siz** · med 1×1sq  
**DC** · STR17 CON17 DEX16    INT7    WIS12    CHA8  
       BOD16    SOU9    PHY17    EVA11    MEN10    IMP14  
**skl** · *Spy* +2, *Scout* +2

Lion with a human head and a powerful jaw. Some of them are winged.

*Tail spikes* · range → 90ft 27m 18sq ttt max (att -2) → 180ft 54m 36sq FFFtt. The six spikes grow back after a long rest.

*Origin* · Persian legendary creature, taken up by Greeks and Romans.

DC	TC
3	18
4	17
5	16
6	15
7	14
8	13
9	12
10	11
TC	DC



# MULE

Bandit  
Bison  
Chimera  
Deer  
Draugr  
Elf  
Ghoul  
Golem  
Hippogriff  
Jaculus  
Medusa  
Mule

**HD** · 2 (HP9)     **AC** · **12** ↓7     **ini** · 1d20 + 10  
**atk** · **+1**, 1 × Kick (1d4)<sub>2</sub> or 1 × Bite (1d3)<sub>2</sub>     18 → 0  
**sav** · 1d20 + 1 ≥     PHY8     EVA15     MEN14  
**mv** · 40ft 12m 8sq F     (45')  
**ml** · 2d6 ≤ 8     **siz** · med 1×1sq  
**DC** · STR14 CON13 DEX10     INT2 WIS10     CHA5  
           BOD12     SOU5     PHY13     EVA6     MEN7     IMP10  
**skl** · *Exert +2, Travel +1*

More patient, hardy and long-lived than horses. Less obstinate and more intelligent than donkeys. Cheap to maintain.

Can carry up to 240 lb (108 kg).

*Equus africanus asinus* × *Equus ferus caballus* · The offspring of a male donkey (jack) and a female horse (mare). Common in Egypt by 3000 BC, arrived in Asia Minor in 800 BC.

# NAIAD

Octopus  
Phoenix  
Salamander  
Shark  
Spectre  
Sprite  
Toad  
Weasel  
Wolf  
Wyvern

**HD** · 4 (HP18)     **AC** · **13** ↓6     **ini** · 1d20 + 16  
**atk** · **+2**, 1 × Punch (1d4)<sub>2</sub>, Magic     17 → 0  
**sav** · 1d20 + 2 ≥     PHY11     EVA6     MEN6  
**mv** · 30ft 9m 6sq t     (40')  
**ml** · 2d6 ≤ 7     **siz** · med 1×1sq  
**DC** · STR10 CON10 DEX18     INT**12** WIS14     CHA16  
           BOD12     SOU14     PHY10     EVA15     MEN15     IMP16  
**skl** · *M Throw +2, Feel +2, Soak +2, Bind +2*

Water nymph. A female spirit presiding over fountains, wells, streams, brooks, and other bodies of fresh water.

*Magic* · Spellcaster. Know at least the *Blue* colour.

*Origin* · Greek mythology.

# NEANDERTHAL

**HD** · 2 (HP9)     **AC** · **11** ↓8     **ini** · 1d20 + 11  
**atk** · **+1**, 1 × Weapon     18 → 0  
**sav** · 1d20 + 1 ≥     PHY10     EVA11     MEN11  
**mv** · 40ft 12m 8sq F     (45')  
**ml** · 2d6 ≤ 7     **siz** · med 1×1sq  
**DC** · STR11 CON12 DEX11     INT**9** WIS11     CHA9  
           BOD11     SOU9     PHY11     EVA10     MEN10     IMP11  
**skl** · *Hunt +1, Fish +1, Gather +1, Scout +1, Throw +1, Dodge +1*

A hairy wildman, could it be a remnant of an ancient race?

*Magic* · 1 in 8 could be a level 1 or 2 spellcaster.

*Homo sapiens neanderthalensis* · Long vanished, but still a fugitive presence.

# NIXIE

**HD** · 1 (HP4)     **AC** · **12** ↓7     **ini** · 1d20 + 16  
**atk** · **+0**, 1 × Weapon (1d4)<sub>2</sub>     19 → 0  
**sav** · 1d20 + 0 ≥     PHY12     EVA7     MEN4  
**mv** · 30ft 9m 6sq t, 30ft 9m 6sq t swim (40'), (40' swim)  
**ml** · 2d6 ≤ 6     **siz** · sml 1×1sq  
**DC** · STR7 CON12 DEX16     INT**12** WIS16     CHA19  
           BOD11     SOU15     PHY9     EVA14     MEN17     IMP16  
**skl** · *Swim +4, Fish +2, Spy +3, Scout +0, Gather +1*

Water spirit.

*Magic* · 1 in 4 a level 1 or 2 spellcaster.

*Origin* · Germanic, Scandinavian, and Slavic folklore.

DC ⇒ TC
3 18
4 17
5 16
6 15
7 14
8 13
9 12
10 11
TC ⇒ DC







## SALAMANDER, FIRE

**HD** · 8 (HP36)    **AC** · 17 ↓2    **ini** · 1d20 + 12  
**atk** · +7, 2 × Claw (1d4)<sub>2</sub>, 1 × Bite (1d8)<sub>4</sub>, 1 × Heat (1d8)<sub>4</sub>    12→0  
**sav** · 1d20 + 4 ≥    PHY5    EVA9    MEN10  
**mv** · 30ft 9m 6sq t    (40')  
**ml** · 2d6 ≤ 8    **siz** · med 1×1sq  
**DC** · STR18 CON15 DEX14 INT11 WIS10 CHA12  
       BOD15 SOU11 PHY16 EVA12 MEN11 IMP12  
**skl** · Scout +3, Spy +2

A big fire lizard.

*Origin* · Mentioned in the Talmud as a product of fire, one smeared with its blood will be immune from fire.

## CREATURES

Bandit  
 Bison  
 Chimera  
 Deer  
 Draugr  
 Elf  
 Ghoul  
 Golem  
 Hippogriff  
 Jaculus  
 Medusa  
 Mule  
 Octopus  
 Phoenix  
 Salamander  
 Shark  
 Spectre  
 Sprite  
 Toad  
 Weasel  
 Wolf  
 Wyvern

## SATYR

**HD** · 5 (HP22)    **AC** · 14 ↓5    **ini** · 1d20 + 13  
**atk** · +4, 1 × Horns (2d4)<sub>5</sub>    15→0  
**sav** · 1d20 + 2 ≥    PHY10    EVA7    MEN9  
**mv** · 40ft 12m 8sq F    (45')  
**ml** · 2d6 ≤ 9    **siz** · med 1×1sq  
**DC** · STR12 CON11 DEX16 INT12 WIS10 CHA14  
       BOD13 SOU12 PHY11 EVA14 MEN12 IMP13  
**skl** · Gather +2, Herd +2, Scout +1, Spy +0, Grow +1, Throw +3

Wild, lusty, overly indulgent drinkers, carousers, and delinquents.

*Magic* · Spellcasters of level 1d4.

*Origin* · Greek mythology, male nature spirit with horse ears and tails. Companions to the god Dionysus.

## SCORPION, GIANT

**HD** · 4 (HP18)    **AC** · 17 ↓2    **ini** · 1d20 + 11  
**atk** · +3, 2 × Claws (1d10)<sub>5</sub>, 1 × Sting (1d4)<sub>2</sub>    16→0  
**sav** · 1d20 + 2 ≥    PHY6    EVA14    MEN15  
**mv** · 40ft 12m 8sq F    (45')  
**ml** · 2d6 ≤ 11    **siz** · med 1×1sq  
**DC** · STR15 CON15 DEX13 INT1 WIS9 CHA3  
       BOD14 SOU4 PHY15 EVA7 MEN6 IMP11  
**skl** · Spy +1, Hunt +1, Grapple +0

Scorpions as big as ponies.

*Grappled* · +2 when trying to hit a grappled target.

*Poison* · Succeed a save check or die.

## SEA SERPENT

**HD** · 6 (HP27)    **AC** · 14 ↓5    **ini** · 1d20 + 12  
**atk** · +5, 1 × Bite (2d6)<sub>7</sub>, 1 × Squeeze (1d10)<sub>5</sub>    14→0  
**sav** · 1d20 + 3 ≥    PHY2    EVA13    MEN10  
**mv** · 20ft 6m 4sq t-2, 60ft 18m 12sq tt swim  
       (25'), (80' swim)  
**ml** · 2d6 ≤ 8    **siz** · hge 3×3sq  
**DC** · STR20 CON18 DEX14 INT3 WIS11 CHA11  
       BOD17 SOU8 PHY19 EVA8 MEN11 IMP12  
**skl** · Swim +4, Fish +4, Exert +3

Huge serpent living in the sea and sometimes attacking boats.

*Origin* · Ancient Near East culture described the Leviathan as a sea serpent. Encircling the whole world in Norse mythology is Jörmundgandr (or Midgarðsormr).

DC	TC
3	18
4	17
5	16
6	15
7	14
8	13
9	12
10	11
TC	DC

# SHARK

- Bandit*
- Bison*
- Chimera*
- Deer*
- Draugr*
- Elf*
- Ghoul*
- Golem*
- Hippogriff*
- Jaculus*
- Medusa*
- Mule*
- Octopus*
- Phoenix*
- Salamander*
- Shark*
- Spectre*
- Sprite*
- Toad*
- Weasel*
- Wolf*
- Wyvern*

**HD** · 4 (HP18)    **AC** · **15** ↓4    **ini** · 1d20 + 11  
**atk** · **+3**, 1 × Bite (2d6)<sup>7</sup>    16 → 0  
**sav** · 1d20 + 2 ≥    PHY8    EVA14    MEN14  
**mv** · 40ft 12m 8sq F swim    (45' swim)  
**ml** · 2d6 ≤ 7    **siz** · lrg 2×2sq  
**DC** · STR14 CON13 DEX13    INT2    WIS10    CHA4  
       BOD13    SOU5    PHY13    EVA7    MEN7    IMP11  
**skl** · *Exert* +1, *Fish* +2, *Scout* +3

Doesn't need an introduction.

# SKELETON

**HD** · 1 (HP4)    **AC** · **12** ↓7    **ini** · 1d20 + 11  
**atk** · **+0**, 1 × Weapon    19 → 0  
**sav** · 1d20 + 0 ≥    PHY9    EVA11    MEN15  
**mv** · 30ft 9m 6sq t    (40')  
**ml** · 2d6 ≤ 12    **siz** · med 1×1sq  
**DC** · STR10 CON15 DEX14    INT6    WIS8    CHA5  
       BOD13    SOU6    PHY12    EVA10    MEN6    IMP11  
**skl** · *Punch* +1, *Spy* +2

Undead animated human skeleton as found in medieval western culture.

*Half damage* · Skeletons half the damage when incurring piercing weapon hits.

# SLUG, GIANT

**HD** · 12 (HP54)    **AC** · **11** ↓8    **ini** · 1d20 + 5  
**atk** · **+9**, 1 × Bite (1d12)<sup>6</sup> or 1 × Acid (4d6)<sup>14</sup>    10 → 0  
**sav** · 1d20 + 6 ≥    PHY7    EVA16    MEN19  
**mv** · 20ft 6m 4sq t-2    (25')  
**ml** · 2d6 ≤ 10    **siz** · med 1×1sq  
**DC** · STR15 CON13    DEX9    INT1    WIS2    CHA2  
       BOD12    SOU1    PHY14    EVA5    MEN2    IMP5  
**skl** · *Exert* +7, *Spy* +2

A giant shell-less terrestrial gastropod mollusc. Has a long pair of light-sensing tentacles and a shorter pair of smell sensing tentacles. All tentacles are retractable.

They're prone to dessication, they generate a protective mucus, and are active mostly when the ground is moist.

*Acidic spit* · Up to 50ft 15m 10sq V.

# SNAKE

**HD** · 2 (HP9)    **AC** · **13** ↓6    **ini** · 1d20 + 12  
**atk** · **+1**, 1 × Bite (1d4)<sup>2</sup>    18 → 0  
**sav** · 1d20 + 1 ≥    PHY14    EVA13    MEN15  
**mv** · 30ft 9m 6sq t    (40')  
**ml** · 2d6 ≤ 7    **siz** · sml 1×1sq  
**DC** · STR4 CON11 DEX15    INT2    WIS10    CHA3  
       BOD10    SOU5    PHY7    EVA8    MEN6    IMP12  
**skl** · *Spy* +2, *Hunt* +0, *Exert* +1

Relatively large snake. When surprised will tend to bite and flee.

*Poison* · Some snakes inject poison when biting. Death within 2d4 × 10 minutes, unless successful on a save check.

*Venom* · Some snakes spit a venom at the eyes of their target. It causes temporary blindness 2d4 × 10 minutes, some species' venom may cause permanent blindness on a failed save check.

DC ⇒ TC	
3	18
4	17
5	16
6	15
7	14
8	13
9	12
10	11
TC ⇒ DC	



# SPRITE

Bandit  
Bison  
Chimera  
Deer  
Draugr  
Elf  
Ghoul  
Golem  
Hippogriff  
Jaculus  
Medusa  
Mule  
Octopus  
Phoenix  
Salamander  
Shark  
Spectre  
Sprite  
Toad  
Weasel  
Wolf  
Wyvern

**HD** · ½ (HP2)    **AC** · **14** ↓5    **ini** · 1d20 + 15  
**atk** · **+0**, Magic    19→0  
**sav** · 1d20 + 0 ≥ PHY15    EVA5    MEN9  
**mv** · 10ft 3m 2sq, 40ft 12m 8sq F fly    (15'), (45' fly)  
**ml** · 2d6 ≤ 7    **siz** · tny ½×½sq  
**DC** · STR3 CON10 DEX18 INT**14** WIS13 CHA11  
       BOD10 SOU12 PHY6 EVA16 MEN12 IMP15  
**skl** · *Spy* +4, *Dodge* +3, *Heal* +3, *M Throw* +3, *Bind* +3, *Feel* +3, *Radiate* +2

Winged humanoids, between elves and pixies.

*Magic* · Spellcaster of level 1 or 2.

*Origin* · From Latin “Spiritus” via French “Esprit”. Refers to Elves and Fairies of the European folklore.

# SQUID, GIANT

**HD** · 6 (HP27)    **AC** · **12** ↓7    **ini** · 1d20 + 13  
**atk** · **+5**, 8 × Arms (1d4)2, 2 × Tentacles (2d4)5, 1  
       × Beak (1d10)5    14→0  
**sav** · 1d20 + 3 ≥ PHY4    EVA13    MEN14  
**mv** · 60ft 18m 12sq tt swim    (80' swim)  
**ml** · 2d6 ≤ 7    **siz** · hge 3×3sq  
**DC** · STR19 CON16 DEX15    INT2    WIS12    CHA2  
       BOD16    SOU5    PHY17    EVA8    MEN7    IMP13  
**skl** · *Fish* +3, *Exert* +3

Predatory cephalopod, with 8 arms and 2 big tentacles. An effective swimmer.

*Constriction* · A grappled creature takes 1d4 damage per combat round.

*Ink Cloud* · Emits an ink cloud upon fleeing 60ft 18m 12sq tt in diameter.

# STRIX

**HD** · 2 (HP9)    **AC** · **12** ↓7    **ini** · 1d20 + 12  
**atk** · **+0**, 1 × Beak (1d4)2    19→0  
**sav** · 1d20 + 1 ≥ PHY14    EVA12    MEN13  
**mv** · 10ft 3m 2sq, 40ft 12m 8sq F fly    (15'), (45' fly)  
**ml** · 2d6 ≤ 9    **siz** · tny ½×½sq  
**DC** · STR4 CON11 DEX16    INT3    WIS9    CHA7  
       BOD10    SOU6    PHY7    EVA9    MEN8    IMP12  
**skl** · *Spy* +0

Strix, plural “striges” or “strixes”. Bird of ill omen, feeding on human flesh and blood. Owl looking.

*Bloodsucking* · Once a target is immobilized, the strix will land on it and suck its blood, 1d3 per combat round.

*Origin* · Bloodthirsty monster in bird form in Italy, borrowed by classical antiquity Greece.

# TARASQUE

**HD** · 22 (HP99)    **AC** · **19** ↓0    **ini** · 1d20 + 11  
**atk** · **+11**, 1 × Bite (5d10)27 or 1 × Tail (2d12 + 2)15    8→0  
**sav** · 1d20 + 11 ≥ PHY1    EVA14    MEN10  
**mv** · 40ft 12m 8sq F    (45')  
**ml** · 2d6 ≤ 10    **siz** · hge 3×3sq  
**DC** · STR21 CON20 DEX11    INT3    WIS12    CHA10  
       BOD17    SOU8    PHY20    EVA7    MEN11    IMP11  
**skl** · *Spy* +5, *Exert* +10

Huge beast with a long tail, ambushing ships on the river it lives next to.

*Origin* · Provence, France, late 12th century. Said to be coming from Galatia (Asia Minor) to Tarascon a cross between the Leviathan and the Onachus. Said to be defeated by St. Martha.

DC ⇒ TC	
3	18
4	17
5	16
6	15
7	14
8	13
9	12
10	11
TC ⇒ DC	



## WEASEL, GIANT

Bandit  
Bison  
Chimera  
Deer  
Draugr  
Elf  
Ghoul  
Golem  
Hippogriff  
Jaculus  
Medusa  
Mule  
Octopus  
Phoenix  
Salamander  
Shark  
Spectre  
Sprite  
Toad  
Weasel  
Wolf  
Wyvern

**HD** · 4 (HP18)    **AC** · **12** ↓7    **ini** · 1d20 + 14  
**atk** · **+4**, 1 × Bite (2d4)<sub>5</sub>    15 → 0  
**sav** · 1d20 + 2 ≥    PHY11    EVA11    MEN13  
**mv** · 40ft 12m 8sq F    (45')  
**ml** · 2d6 ≤ 8    **siz** · med 1×1sq  
**DC** · STR11 CON10 DEX16    INT4    WIS12    CHA5  
       BOD12    SOU7    PHY10    EVA10    MEN8    IMP14  
**skl** · *Spy* +2, *Hunt* +5, *Scout* +0

A regular sized weasel is no good news for chickens and rabbits, what of a giant one?

## WEREWOLF

**HD** · 4 (HP18)    **AC** · **14** ↓5    **ini** · 1d20 + 12  
**atk** · **+3**, 1 × Bite (2d4)<sub>5</sub>    16 → 0  
**sav** · 1d20 + 2 ≥    PHY7    EVA10    MEN11  
**mv** · 30ft 9m 6sq t, 40ft 12m 8sq F wolf<sup>(40')</sup>, (45' wolf)  
**ml** · 2d6 ≤ 8    **siz** · med 1×1sq  
**DC** · STR15 CON14 DEX13    INT**10**    WIS11    CHA10  
       BOD14    SOU10    PHY14    EVA11    MEN10    IMP12  
**skl** · *Hunt* +2, *Scout* +2, *Exert* +3

*Immunity* · Some traditions say that only silver or magical weapons can hurt werewolves.

*Origin* · Initiation into the warrior caste in ancient times; Magical transformation in Greco-Roman times; People involuntarily turning into wolves in the middle ages; ...

## WHALE, KILLER

**HD** · 6 (HP27)    **AC** · **13** ↓6    **ini** · 1d20 + 11  
**atk** · **+5**, 1 × Bite (1d20)<sub>10</sub>    14 → 0  
**sav** · 1d20 + 3 ≥    PHY5    EVA12    MEN12  
**mv** · 60ft 18m 12sq tt swim    (80' swim)  
**ml** · 2d6 ≤ 10    **siz** · hge 3×3sq  
**DC** · STR19 CON13 DEX10    INT**8**    WIS12    CHA7  
       BOD14    SOU9    PHY16    EVA9    MEN9    IMP11  
**skl** · *Exert* +3, *Hunt* +3

*Sonar* · Allows orcas to echolocate and to orient themselves.

*Orcinus orca* · Toothed whale belonging to the oceanic dolphin family. Highly social apex predator.

## WILL-O'-THE-WISP

**HD** · 6 (HP27)    **AC** · **19** ↓0    **ini** · 1d20 + 21  
**atk** · **+5**, 1 × Lightning (1d10)<sub>5</sub>    14 → 0  
**sav** · 1d20 + 3 ≥    PHY16    EVA1    MEN9  
**mv** · 50ft 15m 10sq V hover    (60' hover)  
**ml** · 2d6 ≤ 11    **siz** · tny ½×½sq  
**DC** · STR1 CON10 DEX28    INT**13**    WIS14    CHA11  
       BOD13    SOU12    PHY5    EVA20    MEN12    IMP21  
**skl** · *Lead* +3, *Spy* +3

A apparition resembling a flickering lamp or lantern.

In Scandinavian and Baltic folklores indicates the position of treasure only reachable when the fire is present. In other traditions, it's a soul stuck between heaven and hell. Sometimes it is thought it will lead travellers astray.

*Ignus Fatuus* · "giddy flame". Found in many folklores.

DC ⇒ TC
3 18
4 17
5 16
6 15
7 14
8 13
9 12
10 11
TC ⇒ DC

# WOLF

**HD** · 3 (HP13)    **AC** · **12** ↓7    **ini** · 1d20 + 13  
**atk** · **+2**, 1 × Bite (1d6)<sub>3</sub>    17→0  
**sav** · 1d20 + 1 ≥    PHY9    EVA12    MEN12  
**mv** · 40ft 12m 8sq F    (45')  
**ml** · 2d6 ≤ 6 (8 in large pack)    **siz** · med 1×1sq  
**DC** · STR12 CON12 DEX15    INT3    WIS12    CHA6  
       BOD13    SOU7    PHY12    EVA9    MEN9    IMP13  
**skl** · *Hunt* +3, *Scout* +2, *Spy* +2

Wolves tend to travel in nuclear families along with their offspring. A single animal or a mated pair have higher success rate in hunting than larger packs do.

*Canis lupus lupus* · Eurasian wolf.

# WRAITH

**HD** · 4 (HP18)    **AC** · **16** ↓3    **ini** · 1d20 + 15  
**atk** · **+3**, 1 × Touch (1d6)<sub>3</sub>    16→0  
**sav** · 1d20 + 2 ≥    PHY10    EVA7    MEN7  
**mv** · 60ft 18m 12sq tt hover    (80' hover)  
**ml** · 2d6 ≤ 12    **siz** · med 1×1sq  
**DC** · STR6 CON16 DEX16    INT**12**    WIS14    CHA15  
       BOD12    SOU13    PHY11    EVA14    MEN14    IMP15  
**skl** · *Spy* +2, *Scout* +2, *Hunt* +0

Incorporeal undead.

*Immunity* · Only hurt by magical (full damage) or silver weapons (half damage).

*Drain* · On a successful hit, drains one level (or one HD). A creature drained of all its levels, becomes a wraith at the next sunset.

# WYRM, SMALL

**HD** · 4 (HP18)    **AC** · **17** ↓2    **ini** · 1d20 + 15  
**atk** · **+5**, 1 × Bite (2d6)<sub>7</sub> or 1 × Gaze    14→0  
**sav** · 1d20 + 2 ≥    PHY11    EVA8    MEN7  
**mv** · 40ft 12m 8sq F    (45')  
**ml** · 2d6 ≤ 9    **siz** · med 1×1sq  
**DC** · STR8 CON12 DEX16    INT**10**    WIS14    CHA14  
       BOD12    SOU12    PHY10    EVA13    MEN14    IMP15  
**skl** · *Hunt* +2, *Scout* +1, *Exert* +2

Wingless dragon.

*Gaze* · The wurm locks its gaze into the eyes of creatures who is then stupefied until it succeeds a save check on its turn.

*Sun Aversion* · Disadvantage when operating in the sun.

*Origin* · Germanic mythology.

# WYRM, LARGE

**HD** · 8 (HP36)    **AC** · **15** ↓4    **ini** · 1d20 + 14  
**atk** · **+7**, 2 × Bite (3d6)<sub>10</sub>    12→0  
**sav** · 1d20 + 4 ≥    PHY2    EVA7    MEN7  
**mv** · 40ft 12m 8sq F    (45')  
**ml** · 2d6 ≤ 9    **siz** · med 1×1sq  
**DC** · STR19 CON20 DEX14    INT**14**    WIS14    CHA15  
       BOD17    SOU14    PHY19    EVA14    MEN14    IMP14  
**skl** · *Hunt* +2, *Scout* +1, *Exert* +2, *Grapple* +4

Large wingless dragon.

*Constriction* · 3d6 damage per turn on a grappled target.

*Origin* · Germanic mythology.

## CREATURES

*Bandit*  
*Bison*  
*Chimera*  
*Deer*  
*Draugr*  
*Elf*  
*Ghoul*  
*Golem*  
*Hippogriff*  
*Jaculus*  
*Medusa*  
*Mule*  
*Octopus*  
*Phoenix*  
*Salamander*  
*Shark*  
*Spectre*  
*Sprite*  
*Toad*  
*Weasel*  
*Wolf*  
*Wyvern*

DC ⇒ TC	
3	18
4	17
5	16
6	15
7	14
8	13
9	12
10	11
TC ⇒ DC	





# BIBLIOGRAPHY

- \* “Drachen”, Johan Egerkrans
- \* “Fiend Folio”, Don Turnbull et al
- \* “Monster Manual”, Gary Gygax
- \* “Old-School Essentials Advanced Fantasy”, Gavin Norman
- \* “The Undead”, Johan Egerkrans
- \* “Trudvang Adventures”, Theodore Bergqvist, Magnus Malmberg, et al
- \* “Vaesen”, Johan Egerkrans
- \* “Wikipedia”, Many contributors

**Version** · HIGHBALL\_AND\_DRAGON\_3  
**Git Branch** · main  
**Git SHA** · ae02b50bd7ba73a06d4c698f2731a2ae2ed5bd37  
**Src SHA** · 8c6e5ac94b02faed962980f9341e723ad0f05f13  
**URL** · <https://github.com/jmettraux/eurotrash>  
**Printed** · 2022-06-18 1139Z  
**Author** · Jehan Mestral — <https://weaver.skepti.ch>  
**License** · CC 0 — <https://creativecommons.org/publicdomain/zero/1.0/>