

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 · $1d20 + HD / 2 \geq PHY\ TC\ or\ EVA\ TC\ or\ MEN\ TC$.

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

CREATURES

HD · 1 (HP4)	AC · 11	\downarrow 8	ini ·	1d20 + 10	
atk · +0, Seax (1d6)3				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 INT10 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.

Bandit

Bison

Chimera

Deer

Draugr

Elf

Ghoul

Golem

Hippogriff

Jaculus

Medusa

Mule

Octopus

Phoenix

Salamander

Shark

Spectre

Sprite

Toad

Weasel

Wolf

Wyvern

BASILISK

HD · 6 (HP27)	AC · 15	\downarrow 4	ini ·	1d20 + 8	
atk · +6, 1 × Bite (1d10)5, 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	\downarrow 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	\downarrow 6	ini ·	1d20 + 11	
atk · +3, 2 × Claws (1d3)2, 1 × Bite (1d6)3				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.

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

BISON

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 · 11	$\downarrow 8$	ini · 1d20 + 9	
atk · +2, 1 × Horns (2d6) ₇ or 1 × Kick (2d8) ₉				$17 \rightarrow 0$
sav · 1d20 + 2 ≥ PHY5 EVA16 MEN13				
mv · 40ft 12m 8sq F				(45')
ml · 2d6 ≤ 9			siz · lrg 2×2sq	
DC · STR17 CON15 DEX8 INT2 WIS10 CHA6				
BOD13 SOU6 PHY16	EVA5		MEN8 IMP9	
skl · Spy +0				

Bison bonasus · European wood bison.
Charge · if the bison charged for at least 20ft 6m 4sq t-2 before attacking, it gets a +2 to its attack and deals an extra 1d8 damage. On a failed STR save, the target falls prone.

BOAR

HD · 3 (HP13)	AC · 12	$\downarrow 7$	ini · 1d20 + 10	
atk · +2, 1 × Tusk (2d4) ₅				$17 \rightarrow 0$
sav · 1d20 + 1 ≥ PHY9 EVA15 MEN14				
mv · 40ft 12m 8sq F				(45')
ml · 2d6 ≤ 9			siz · med 1×1sq	
DC · STR13 CON12 DEX11 INT2 WIS9 CHA5				
BOD12 SOU5 PHY12	EVA6		MEN7 IMP10	
skl · Spy +1				

Sus scrofa · Eurasian wild pig.

The common habitat of boars in Europe are deciduous and mixed forests. Oak and beech forests enclosing marshes and meadows are their favourites.

Charge · if the boar charged for at least 20ft 6m 4sq t-2 before attacking, it gets a +2 to its attack and deals an extra 1d4 damage. On a failed STR save, the target falls prone.

BOAR, GIANT

HD · 5 (HP22)	AC · 12	$\downarrow 7$	ini · 1d20 + 8	
atk · +5, 1 × Tusk (3d4) ₇				$14 \rightarrow 0$
sav · 1d20 + 2 ≥ PHY5 EVA15 MEN15				
mv · 40ft 12m 8sq F				(45')
ml · 2d6 ≤ 9			siz · lrg 2×2sq	
DC · STR17 CON16 DEX10 INT2 WIS7 CHA5				
BOD14 SOU4 PHY16	EVA6		MEN6 IMP8	
skl · Spy +0				

There are rumours that even larger boars roam deep in the forest.

Charge · if the boar charged for at least 30ft 9m 6sq t before attacking, it gets a +2 to its attack and deals an extra 1d4 damage. On a failed STR save, the target falls prone.

CENTAUR

HD · 4 (HP18)	AC · 14	$\downarrow 5$	ini · 1d20 + 13	
atk · +3, 1 × Weapon or 1 × Kick (2d6) ₇				$16 \rightarrow 0$
sav · 1d20 + 2 ≥ PHY5 EVA9 MEN9				
mv · 50ft 15m 10sq V				(60')
ml · 2d6 ≤ 8			siz · med 1×1sq	
DC · STR18 CON14 DEX14 INT10 WIS13 CHA11				
BOD15 SOU11 PHY16	EVA12		MEN12 IMP13	
skl · Punch +2, Scout +2, Swim +3				

Wild, lusty, carousing, hybrids of horse and human. Give them a bow and parthian shots.

Origin · Greek Mythology, probably echoes of the first encounter with horse-mounted nomadic people.

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

CHIMERA

CREATURES

HD · 9 (HP40)	AC · 15 ↓4	ini · 1d20 + 12	
atk · +7, 2 × Claw (1d3)2, 2 × Bite (3d4)7		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.

COCKATRICE

HD · 5 (HP22)	AC · 13 ↓6	ini · 1d20 + 12	
atk · +4, 1 × Beak (1d6)3		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)7		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)16 or 1 × Punch (1d10)5		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.

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

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

CREATURES

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)5		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)3		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)4 or 1 × Bite (1d6)3		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)4, 1 × Bite (4d8)18 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	

DRAUGR

CREATURES

HD · 3 (HP13)	AC · 14 ↓5	ini · 1d20 + 10	
atk · +3, 1 × Weapon		16 → 0	
sav · 1d20 + 1 ≥ PHY6 EVA12 MEN10			
mv · 30ft 9m 6sq t		(40')	
ml · 2d6 ≤ 10			siz · med 1×1sq
DC · STR15 CON15 DEX10	INT8 WIS10 CHA13		BOD13 SOU10 PHY15
	EVA9 MEN11 IMP10		
skl · Spy +3, Grapple +2			

A revenant (animated corpse) inhabiting a cairn. Another name for them is “Haugbui”, barrow-wight, mound-dweller.

Immunity · In some traditions, draugrs may only be hurt by magical or silver weapons.

Origin · Scandinavian saga literature and folktale.

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<i>Jaculus</i>
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<i>Mule</i>
<i>Octopus</i>
<i>Phoenix</i>
<i>Salamander</i>
<i>Shark</i>
<i>Spectre</i>
<i>Sprite</i>
<i>Toad</i>
<i>Weasel</i>
<i>Wolf</i>
<i>Wyvern</i>

DRYAD

HD · 2 (HP9)	AC · 14 ↓5	ini · 1d20 + 13	
atk · +1, 1 × Magic (charm)		18 → 0	
sav · 1d20 + 1 ≥ PHY11 EVA8 MEN5			
mv · 30ft 9m 6sq t		(40')	
ml · 2d6 ≤ 6			siz · med 1×1sq
DC · STR10 CON11 DEX12	INT14 WIS15 CHA18		BOD11 SOU15 PHY10 EVA13 MEN16 IMP13
skl · M Throw +1, Feel +1, Soak +1, Bind +1			

Tree nymphs or tree spirits of oak trees. Nymphs for other trees do exist, Laurel → *Daphnaie*, apple or fruit tree → *Epimelides*, ash tree → *Meliae*. *Hamadryads* are a variant of dryad completely tied to their trees.

Magic · Spellcaster.

Origin · Greek Mythology. In Southern Sweden, *Askefroa* are ashe tree *Hamadryads*.

DWARF

HD · 1 (HP4)	AC · 16 ↓3	ini · 1d20 + 10	
atk · +1, 1 × Weapon		18 → 0	
sav · 1d20 + 0 ≥ PHY4 EVA10 MEN12			
mv · 25ft 7.5m 5sq t-1		(30')	
ml · 2d6 ≤ 8 (10 w leader)			siz · med 1×1sq
DC · STR17 CON17 DEX11	INT11 WIS10 CHA9		BOD15 SOU10 PHY17 EVA11 MEN9 IMP10
skl · Craft +2, Trade +1, Build +1, Punch +1			

Small but strong people.

Magic · Some of them are spellcasters, but they specialize in magic helping them in their work of craft. For fighting they rely on the thus superior weapons and protections created.

Origin · Germanic folklore or Norse mythology.

ELEPHANT

HD · 9 (HP40)	AC · 14 ↓5	ini · 1d20 + 10	
atk · +7, 1 × Tusk (2d8)9 or 1 × Trample (4d8)18		12 → 0	
sav · 1d20 + 4 ≥ PHY2 EVA15 MEN12			
mv · 40ft 12m 8sq F		(45')	
ml · 2d6 ≤ 8			siz · med 1×1sq
DC · STR22 CON17 DEX9	INT3 WIS12 CHA6		BOD16 SOU7 PHY19 EVA6 MEN9 IMP10
skl · Spy +2, Swim +1			

Loxodonta africana · Not European per se, but they've seen the Alps.

Trampling · 3 in 4 chances of getting trampled by an adjacent elephant.

Charge · if the elephant charged for at least 60ft 18m 12sq tt before attacking, it gets a +2 to its tusk attack and deals an extra 1d8 damage. Target falls prone if hit.

DC ⇌ TC
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15
16
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18

TC ⇌ DC
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9
10
11

CREATURES

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)4		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

CREATURES

HD · 2 (HP9)	AC · 13 ↓6	ini · 1d20 + 12	
atk · +1, 2 × Claw (1d3)2, 1 × Bite (1d3)2		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.

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

GIANT

HD · 8 (HP36)	AC · 15 ↓4	ini · 1d20 + 8	
atk · +7, 1 × Weapon (2d8)9		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”, “tontu”.

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

TC ⇌ DC

GOLEM

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

HD · 11 (HP49)	AC · 13	\downarrow 6	ini · 1d20 + 8	
atk · +8, 1 × Fist (3d10) ₁₆			11 → 0	
sav · 1d20 + 5 ≥ PHY2 EVA16 MEN16				
mv · 20ft 6m 4sq t-2			(25')	
ml · 2d6 ≤ 12				siz · lrg 2×2sq
DC · STR20 CON18 DEX8 INT3 WIS8 CHA2				BOD15 SOU4 PHY19 EVA5 MEN5 IMP8
skl · <i>Exert</i> +5				

An artificial clay humanoid created by a rabbi as a servant. The knowledge on how to animate such a thing is only found among jewish scholars.

Immune · To non-mundane weapons and attacks.

Immune · To fire and cold.

GRIFFIN

HD · 7 (HP31)	AC · 14	\downarrow 5	ini · 1d20 + 14	
atk · +6, 2 × Claws (1d4) ₂ , 1 × Bite (2d8) ₉			13 → 0	
sav · 1d20 + 3 ≥ PHY4 EVA13 MEN11				
mv · 30ft 9m 6sq t, 80ft 24m 16sq FF fly (40'), (100' fly)				
ml · 2d6 ≤ 8				siz · lrg 2×2sq
DC · STR18 CON16 DEX15 INT2 WIS13 CHA8				BOD16 SOU7 PHY17 EVA8 MEN10 IMP14
skl · <i>Hunt</i> +3, <i>Scout</i> +3				

An eagle with the lower body of a lion.

Origin · Probably the “Shirdal” of the Persian mythology propagating all the way to Greece and Rome.

HARPY

HD · 3 (HP13)	AC · 12	\downarrow 7	ini · 1d20 + 11	
atk · +2, 2 × Claws (1d4) ₂			17 → 0	
sav · 1d20 + 1 ≥ PHY9 EVA11 MEN10				
mv · 20ft 6m 4sq t-2, 40ft 12m 8sq F fly (25'), (45' fly)				
ml · 2d6 ≤ 7				siz · med 1×1sq
DC · STR12 CON12 DEX13 INT7 WIS10 CHA13				BOD12 SOU10 PHY12 EVA10 MEN11 IMP11
skl · <i>Scout</i> +0				

Half-human, half-bird personification of storm winds.

Magic · Spellcaster (but HD 1).

Origin · Greek mythology.

HAWK

HD · ½ (HP2)	AC · 13	\downarrow 6	ini · 1d20 + 15	
atk · +0, 1 × Beak (1d3) ₂			19 → 0	
sav · 1d20 + 0 ≥ PHY15 EVA12 MEN11				
mv · 10ft 3m 2sq, 60ft 18m 12sq tt fly (15'), (80' fly)				
ml · 2d6 ≤ 7				siz · tny ½×½sq
DC · STR5 CON8 DEX16 INT2 WIS14 CHA6				BOD9 SOU7 PHY6 EVA9 MEN10 IMP15
skl · <i>Hunt</i> +2				

Accipiter nisus · Eurasian sparrow-hawk.

<u>DC</u> ⇔ <u>TC</u>	
3	18
4	17
5	16
6	15
7	14
8	13
9	12
10	11
<u>TC</u> ⇔ <u>DC</u>	

HIPPOGRIFF

CREATURES

HD · 3 (HP13)	AC · 14 ↓5	ini · 1d20 + 12	
atk · +3, 2 × Claws (1d6)3, 1 × Bite (1d10)5		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.

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

HORSE, DRAFT

HD · 3 (HP13)	AC · 12 ↓7	ini · 1d20 + 10	
atk · +2, 1 × Kick (2d4)5		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)3		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)5		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 ↓7	ini · 1d20 + 11	
atk · +4, 1 × Spring (1d8+1)5		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 ↓3	ini · 1d20 + 13	
atk · +6, 1 × Bite (3d6)10		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 ↓6	ini · 1d20 + 10	
atk · +4, 2 × Claw (1d4+1)3, 1 × Bite (1d10)5		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 extent in remote places in the Balkans.

MANTICORE

HD · 6 (HP27)	AC · 15 ↓4	ini · 1d20 + 14	
atk · +6, 2 × Claw (1d4)2, 1 × Bite (2d4)5, or 6 × Tail Spike (1d6)3		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	

MEDUSA

CREATURES

HD · 4 (HP18)	AC · 11 ↓8	ini · 1d20 + 14	
atk · +3, 1 × Snakebites (1d6)3		16 → 0	
sav · 1d20 + 2 ≥ PHY8 EVA8 MEN7			
mv · 30ft 9m 6sq t, 60ft 18m 12sq tt fly (40'), (80' fly)			
ml · 2d6 ≤ 8		siz · med 1×1sq	
DC · STR10 CON16 DEX15 INT12 WIS13 CHA15			
BOD13 SOU13 PHY13 EVA13 MEN14 IMP14			
skl · Spy +2			

Human female like creature, with venomous snakes as hair. Some of them are winged.

Snakebite · Succeed a save or die after 1d6 combat rounds.

Origin · Greek Mythology, a trio of sisters, or a beautiful maiden punished by Athena.

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

MERFOLK

HD · 1 (HP4)	AC · 13 ↓6	ini · 1d20 + 12	
atk · +1, 1 × Weapon		18 → 0	
sav · 1d20 + 0 ≥ PHY10 EVA9 MEN10			
mv · 10ft 3m 2sq, 40ft 12m 8sq F swim			
		(15'), (45' swim)	
ml · 2d6 ≤ 8		siz · med 1×1sq	
DC · STR10 CON12 DEX13 INT11 WIS11 CHA12			
BOD11 SOU11 PHY11 EVA12 MEN11 IMP12			
skl · Swim +5, Scout +2, Spy +0, Fish +2			

Origin · Greek mythology, Triton son of Poseidon, and also Glaucus, the fisherman turned merman.

MERROW

HD · 4 (HP18)	AC · 16 ↓3	ini · 1d20 + 10	
atk · +4, 1 × Claws (2d4)5 or 1 × Spear (2d6)7		15 → 0	
sav · 1d20 + 2 ≥ PHY5 EVA12 MEN12			
mv · 10ft 3m 2sq, 40ft 12m 8sq F swim			
		(15'), (45' swim)	
ml · 2d6 ≤ 10		siz · lrg 2×2sq	
DC · STR18 CON15 DEX10 INT8 WIS10 CHA9			
BOD14 SOU9 PHY16 EVA9 MEN9 IMP10			
skl · Swim +4, Scout +3, Spy +1, Fish +3			

A stronger and larger variant of merfolk.

Origin · Hibernian mythology transcribed during the medieval era. Also Scotland it seems.

MINOTAUR

HD · 6 (HP27)	AC · 13 ↓6	ini · 1d20 + 13	
atk · +5, 1 × Weapon (1d6 + 2)5		14 → 0	
sav · 1d20 + 3 ≥ PHY4 EVA13 MEN9			
mv · 40ft 12m 8sq F		(45')	
ml · 2d6 ≤ 12		siz · med 1×1sq	
DC · STR18 CON16 DEX11 INT6 WIS16 CHA9			
BOD15 SOU10 PHY17 EVA8 MEN12 IMP13			
skl · Spy +1, Exert +4, Hunt +2			

Charge · if a minotaur charged for at least 20ft 6m 4sq t-2 before attacking, it gets a +2 to its attack and deals 3d6+2 Horn damage. On a failed STR save, the target falls prone.

Origin · Greek mythology, part man and part bull creature, son of Pasiphaë, placed in the center of the Labyrinth designed by Daedalus.

DC ⇌ TC
3
4
5
6
7
8
9
10
11

TC ⇌ DC

MULE

*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 + 10	
atk · +1, 1 × Kick (1d4)2 or 1 × Bite (1d3)2		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 · <i>Exert</i> +2, <i>Travel</i> +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

HD · 4 (HP18)	AC · 13 ↓6	ini · 1d20 + 16	
atk · +2, 1 × Punch (1d4)2, 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 INT12 WIS14 CHA16 BOD12 SOU14 PHY10 EVA15 MEN15 IMP16			
skl · <i>M Throw</i> +2, <i>Feel</i> +2, <i>Soak</i> +2, <i>Bind</i> +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 INT9 WIS11 CHA9 BOD11 SOU9 PHY11 EVA10 MEN10 IMP11			
skl · <i>Hunt</i> +1, <i>Fish</i> +1, <i>Gather</i> +1, <i>Scout</i> +1, <i>Throw</i> +1, <i>Dodge</i> +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)2		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 INT12 WIS16 CHA19 BOD11 SOU15 PHY9 EVA14 MEN17 IMP16			
skl · <i>Swim</i> +4, <i>Fish</i> +2, <i>Spy</i> +3, <i>Scout</i> +0, <i>Gather</i> +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	

OCTOPUS, GIANT

CREATURES

HD · 8 (HP36) **AC** · 12 ↓7 **ini** · 1d20 + 11
atk · +7, 8 × Tentacle (1d3)2 12 → 0
sav · 1d20 + 4 ≥ PHY6 EVA13 MEN14
mv · 10ft 3m 2sq, 60ft 18m 12sq tt swim (15'), (80' swim)
ml · 2d6 ≤ 7 **siz** · lrg 2×2sq
DC · STR17 CON13 DEX13 INT4 WIS10 CHA4
 BOD14 SOU6 PHY15 EVA8 MEN7 IMP11
skl · *Exert* +4, *Fish* +3, *Grapple* +5

The scandinavian Kraken and others
large octopodes.

Constriction. After a successful tentacle hit, the target is grabbed and suffers 1d3 damage per round. To escape must succeed a *Grapple* check against the beast's STR DC.

Tentacles · A hit of 7 or more damage will disable / sever one tentacle.

OGRE

A kind of man-eating giant. Said to be the inhabitants of Britain prior to human settlement.

Origin . French word, derived from Orcus, the Etruscan god. May be cognate to “orcneas” in Beowulf, which inspired Tolkien’s “Orc”.

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

ORC

Bigger than goblins, smaller than trolls.
Daylight · -1 on all actions in full daylight.

Origin · Beowulf “giants, elves, and orcneas”, sometimes translated as “evil spirit”, brought to us by Tolkien.

PEGASUS

Winged horse. Not all of them can be mounted (like regular horses).

Origin · Greek mythology, offspring of Medusa (archaic tradition) or son of Poseidon (classic tradition).

$\text{DC} \rightleftharpoons \text{TC}$
3 18
4 17
5 16
6 15
7 14
8 13
9 12
10 11
$\text{TC} \rightleftharpoons \text{DC}$

PHOENIX

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

HD · 20 (HP90)	AC · 21 ↓-2	ini · 1d20 + 23	
atk · +13, 2 × Talon (2d6)7, 1 × Bite (4d6)14		6 → 0	
sav · 1d20 + 10 ≥ PHY-1 EVA7 MEN2			
mv · 20ft 6m 4sq, 120ft 36m 24sq FFF fly		(25'), (150' fly)	
ml · 2d6 ≤ 10		siz · gar 4×4sq	
DC · STR19 CON25 DEX26 INT2 WIS21 CHA18			
BOD23 SOU13 PHY22 EVA14 MEN19 IMP23			
skl · <i>Exert</i> +5			

Immortal bird, cyclically regenerating, arising from its own ashes.

Heat · Creatures within 20ft 6m 4sq of the bird suffer 3d6 damage per combat round.

Immunity · Unharmed by magical and non-magical fire. Can only be harmed by magical weapons.

Origin · Greek mythology. Classical Greeks tell of a potential origin of the bird in Ancient Egypt.

PIXIE

HD · ½ (HP2)	AC · 16 ↓3	ini · 1d20 + 17	
atk · +0, 1 × Seax (1d4)2		19 → 0	
sav · 1d20 + 0 ≥ PHY16 EVA6 MEN7			
mv · 10ft 3m 2sq, 30ft 9m 6sq t fly		(15'), (40' fly)	
ml · 2d6 ≤ 7		siz · tny ½×½sq	
DC · STR2 CON8 DEX20 INT11 WIS14 CHA15			
BOD10 SOU13 PHY5 EVA15 MEN14 IMP17			
skl · <i>Spy</i> +5, <i>Scout</i> +3, <i>Heal</i> +3, <i>Steal</i> +4, <i>Herd</i> +2			

Small fairies believed to inhabit ancestor sites such as barrows, dolmens, or menhirs.

Magic · Spellcasters of level 1 or 2.

Origin · British folklore.

RAT, GIANT

HD · ½ (HP2)	AC · 12 ↓7	ini · 1d20 + 12	
atk · +0, 1 × Bite (1d3)2		19 → 0	
sav · 1d20 + 0 ≥ PHY12 EVA12 MEN14			
mv · 30ft 9m 6sq t		(40')	
ml · 2d6 ≤ 8		siz · sml 1×1sq	
DC · STR7 CON11 DEX15 INT3 WIS10 CHA4			
BOD11 SOU5 PHY9 EVA9 MEN7 IMP12			
skl · <i>Swim</i> +4, <i>Spy</i> +0, <i>Scout</i> +0			

Overgrown rats.

Disease · Beware getting bitten, many rats are disease carriers.

REVENANT

HD · 8 (HP36)	AC · 10 ↓9	ini · 1d20 + 15	
atk · +7, 1 × Grasp (2d8)9		12 → 0	
sav · 1d20 + 4 ≥ PHY3 EVA8 MEN4			
mv · 30ft 9m 6sq t		(40')	
ml · 2d6 ≤ 12		siz · med 1×1sq	
DC · STR18 CON18 DEX14 INT13 WIS16 CHA18			
BOD16 SOU15 PHY18 EVA13 MEN17 IMP15			
skl · <i>Spy</i> +4, <i>Exert</i> +1, <i>Know</i> +1, <i>Grapple</i> +2			

Returned from death to haunt the living.

Choke · on a successful grasp attack, the victim is grasped and incurs 1d8 damage per combat round.

Origin · From the French word for “returning”. Present in many folklores.

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

SALAMANDER, FIRE

CREATURES

HD · 8 (HP36)	AC · 17 ↓2	ini · 1d20 + 12	
atk · +7, 2 × Claw (1d4)2, 1 × Bite (1d8)4, 1 × Heat (1d8)4		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.

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

SATYR

HD · 5 (HP22)	AC · 14 ↓5	ini · 1d20 + 13	
atk · +4, 1 × Horns (2d4)5		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)5, 1 × Sting (1d4)2		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)7, 1 × Squeeze (1d10)5		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	$\downarrow 4$	ini · 1d20 + 11	
atk · +3, 1 × Bite (2d6)7				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	$\downarrow 7$	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	$\downarrow 8$	ini · 1d20 + 5	
atk · +9, 1 × Bite (1d12)6 or 1 × Acid (4d6)14				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	$\downarrow 6$	ini · 1d20 + 12	
atk · +1, 1 × Bite (1d4)2				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 $2d4 \times 10$ minutes, unless successful on a save check.

Venom · Some snakes spit a venom at the eyes of their target. It causes temporary blindness $2d4 \times 10$ 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	

SPECTRE

CREATURES

HD · 6 (HP27)	AC · 17 ↓2	ini · 1d20 + 12	
atk · +5, 1 × Touch (1d8)4		14 → 0	
sav · 1d20 + 3 ≥ PHY15 EVA9 MEN11			
mv · 50ft 15m 10sq V hover		(60' hover)	
ml · 2d6 ≤ 11		siz · med 1×1sq	
DC · STR1 CON11 DEX14 INT11 WIS10 CHA11			
BOD8 SOU10 PHY6 EVA12 MEN10 IMP12			
skl · Spy +3, Hunt +2, Scout +3			

Phantom, hovers though creatures and terrain, but cannot end its movement superposed with them.

Drain · On each spectre hit, damage are incurred. But fail a save check and the HP max is reduced by the damage points just incurred. Instant death if HP max reaches 0.

Immune · To any non-magical attack.

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

SPHINX

HD · 12 (HP54)	AC · 19 ↓0	ini · 1d20 + 14	
atk · +9, 2 × Claws (3d6)10, magic		10 → 0	
sav · 1d20 + 6 ≥ PHY0 EVA8 MEN1			
mv · 40ft 12m 8sq F, 60ft 18m 12sq tt fly (45'), (80' fly)			
ml · 2d6 ≤ 10		siz · lrg 2×2sq	
DC · STR22 CON20 DEX10 INT16 WIS18 CHA23			
BOD17 SOU19 PHY21 EVA13 MEN20 IMP14			
skl · Spy +4, Hunt +7, Scout +1, Exert +5			

Lion with a human head and sometimes wings.

Magic · 1 in 4 Sphinxes is a spellcaster of level 2d6.

Origin · Egypt, borrowed by the Greeks since the Bronze Age.

SPIDER, GIANT

HD · 3 (HP13)	AC · 12 ↓7	ini · 1d20 + 13	
atk · +2, 1 × Bite (1d6)3		17 → 0	
sav · 1d20 + 1 ≥ PHY8 EVA12 MEN14			
mv · 30ft 9m 6sq t, 30ft 9m 6sq t climb		(40'), (40' climb)	
ml · 2d6 ≤ 7		siz · lrg 2×2sq	
DC · STR14 CON12 DEX16 INT2 WIS11 CHA4			
BOD14 SOU5 PHY13 EVA9 MEN7 IMP13			
skl · Craft +2, Exert +0, Spy +1			

Poison · On a successful bite, poison causes death after 2d4 × 10 minutes, unless succeeding on a save check.

Web · Disadvantage to any action while entangled in a giant spider web. Succeed twice in a row on a EVA TC or DEX TC check to free yourself.

SPRIGGAN

HD · 6 (HP27)	AC · 15 ↓4	ini · 1d20 + 14	
atk · +5, 2 × Sword (1d8)4		14 → 0	
sav · 1d20 + 3 ≥ PHY11 EVA7 MEN11			
mv · 25ft 7.5m 5sq t-1		(30')	
ml · 2d6 ≤ 8		siz · sml 1×1sq	
DC · STR9 CON12 DEX17 INT12 WIS12 CHA9			
BOD12 SOU11 PHY10 EVA14 MEN10 IMP14			
skl · Steal +2, Hunt +2, Scout +1, Spy +2, Throw +1			

Looking like ugly wizened old men with large childlike heads. Considered as fairy bodyguards.

Magic · Most of them are level 1 or 2 spellcasters.

Origin · Cornish folklore. Share similarities to scandinavian trolls (substituting babies for changelings for example).

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 · $\frac{1}{2}$ (HP2)	AC · 14	$\downarrow 5$	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 $\frac{1}{2} \times \frac{1}{2}$ sq			
DC · STR3 CON10 DEX18 INT14 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	$\downarrow 7$	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 3×3 sq			
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	$\downarrow 7$	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 $\frac{1}{2} \times \frac{1}{2}$ sq			
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	$\downarrow 0$	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 3×3 sq			
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	

TOAD, GIANT

CREATURES

Large toad, as big as a boar.

Poison · Some species secrete a poison that takes effect after $1d6 \times 10$ minutes, unless the save check is successful.

TROLL

Fiends living in isolated mountain or cave areas. Afraid of thunder and lightning.

Magic · 1 troll in 6 is a spellcaster of level 1d4.

Sun · Will turn to stone if exposed to direct sun light.

Origin · Nordic folklore.

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

UNICORN

Horse-like creature with a single horn on the forehead. Said to be only approachable by pure-hearted maidens.

Origin . Bronze Age Indus Valley Civilization. Then Ancient Greece natural history, which describes it as living in India.

WASP, GIANT

A wasp as big as a dog, preceded by a terrifying buzz.

Poison · A successful sting will poison, unless the target succeed a save check. Death after $3d6 \times 10$ minutes.

Nest · Will host 2d12 wasps. Vulnerable to fire.

<u>DC</u>	\rightleftharpoons	<u>TC</u>
3		18
4		17
5		16
6		15
7		14
8		13
9		12
10		11
	\rightleftharpoons	<u>TC</u>

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

WEASEL, GIANT

HD · 4 (HP18)	AC · 12	↓7	ini · 1d20 + 14	
atk · +4, 1 × Bite (2d4)5			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)5			16 → 0	
sav · 1d20 + 2 ≥ PHY7 EVA10 MEN11				
mv · 30ft 9m 6sq t, 40ft 12m 8sq F wolf(40'), (45' wolf)				
ml · 2d6 ≤ 8			siz · med 1×1sq	
DC · STR15 CON14 DEX13 INT10 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)10			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 INT8 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)5			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 INT13 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

CREATURES

HD · 3 (HP13)	AC · 12	$\downarrow 7$	ini · 1d20 + 13	
atk · +2, 1 × Bite (1d6)3				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.

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

WRAITH

HD · 4 (HP18)	AC · 16	$\downarrow 3$	ini · 1d20 + 15	
atk · +3, 1 × Touch (1d6)3				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 INT12 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	$\downarrow 2$	ini · 1d20 + 15	
atk · +5, 1 × Bite (2d6)7 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 INT10 WIS14 CHA14				
BOD12 SOU12 PHY10 EVA13 MEN14 IMP15				
skl · Hunt +2, Scout +1, Exert +2				

Wingless dragon.

Gaze · The worm 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	$\downarrow 4$	ini · 1d20 + 14	
atk · +7, 2 × Bite (3d6)10				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 INT14 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.

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Version · HIGHBALL_AND_DRAGON_3

Git Branch · main

Git SHA · ae02b50bd7ba73a06d4c698f2731a2ae2ed5bd37

Src SHA · 8c6e5ac94b02faed962980f9341e723ad0f05f13

URL · <https://github.com/jmettraux/eurotrash>

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