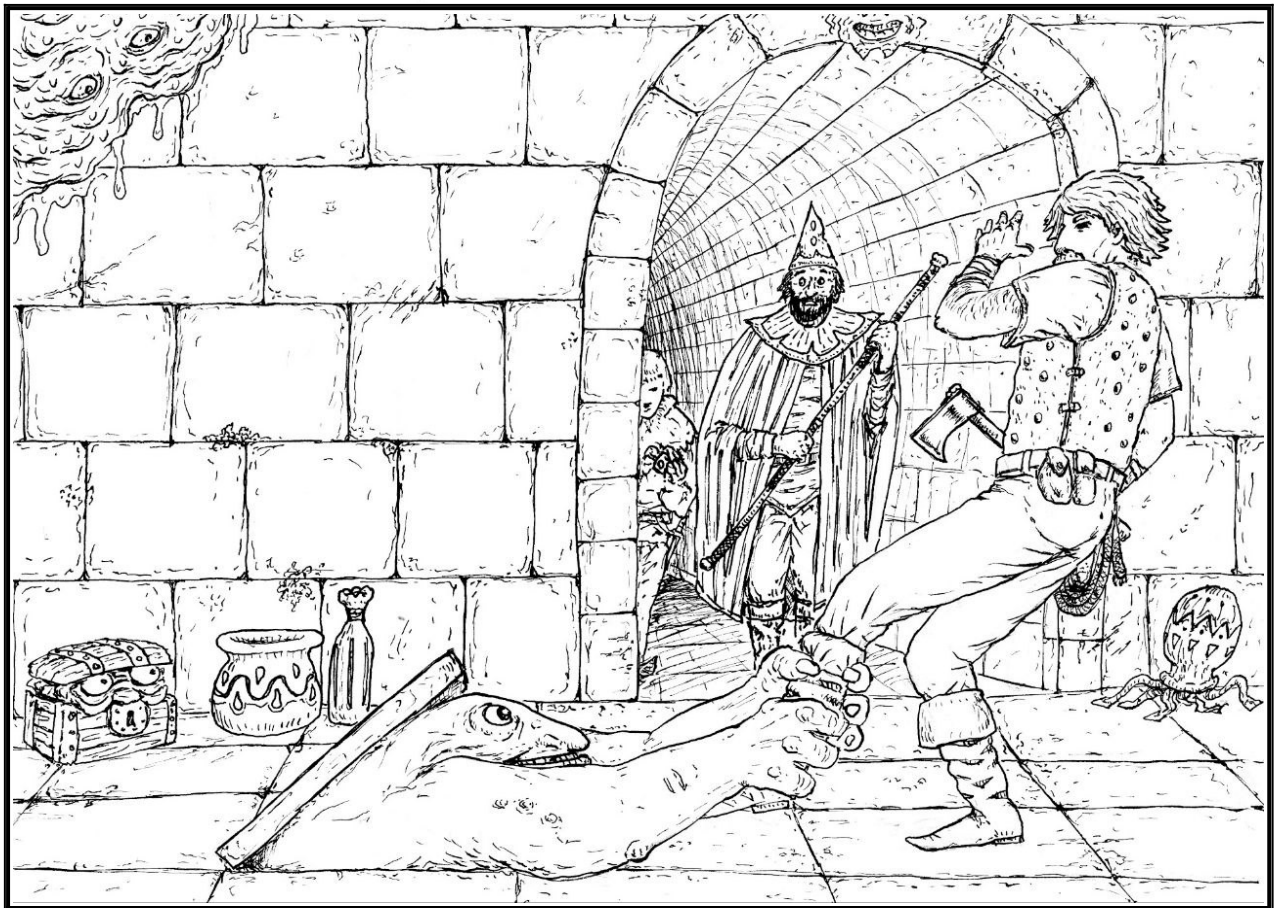
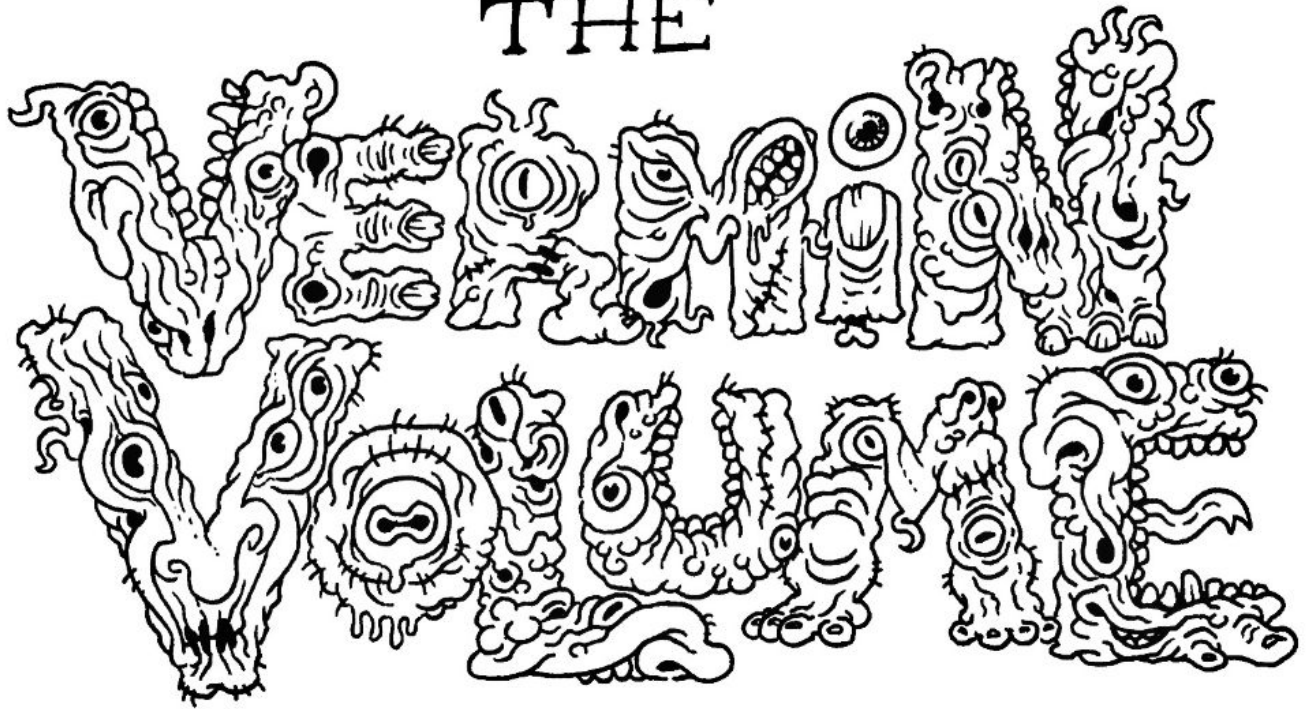
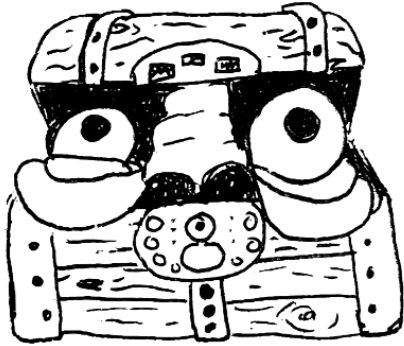


THE





For Crystal



The Vermin Volume has been a long time coming.

It contains photos of several models I've sculpted, converted, or was gifted in sculpt exchanges over the years. Illustrations are by myself, friends, and anonymous users; please see the attributions page near the end of the document for credits. The creature descriptions and rules were written for OSR use by me.

Deepest thank yous to any who contributed illustrations, and those who have kept me company within the hobby.

The Vermin Volume will always be free to download and is currently a work in progress.

Thanks for reading !

-Tanner (simsominiatures)



<https://linktr.ee/TannerSimpson>

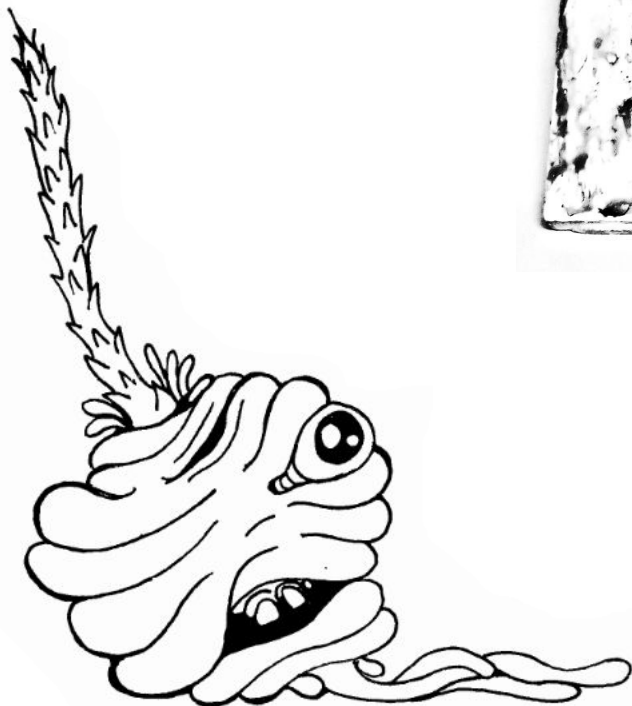


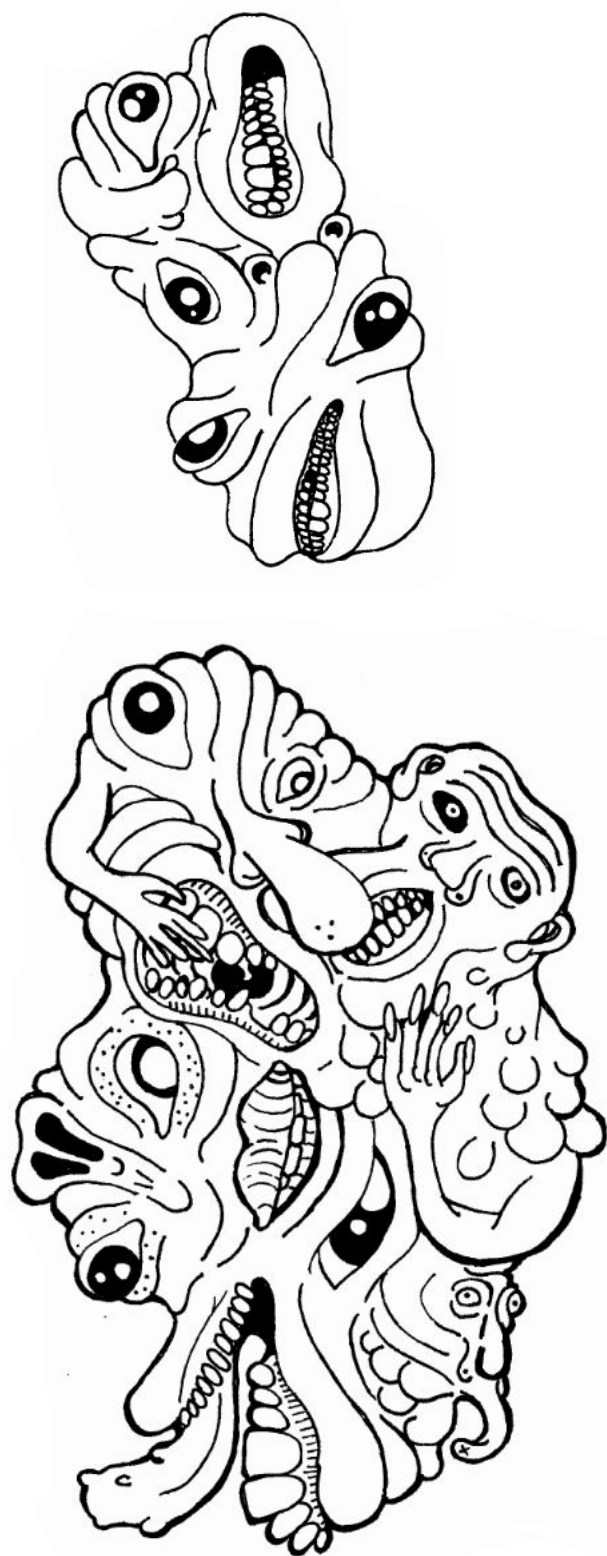
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KEY

HD: Hit Dice
AC: Armor Class [Ascending value]
THAC0: To hit armor class 0 [attack bonus]
FRQ: Frequency (NA: Number appearing)
SIZE: S (< human) M (~human) L (> human)
ATT: Number of attacks
MV: movement [encounter speed]
SV: Saves
 D: Death/ Poison
 W: Wands
 P: Paralysis/ Petrification
 B: Breath attacks
 S: Spells/Rods/Staves
ML: Morale
AL: Alignment
INT: Intelligence
XP: Experience
TT: Treasure type





HD	Creature
1	Albino Pescado Burrowing Bleater Chest Nut Clam Kid Detritus Sluggard Great Carrot Goblet Toad Hamole Humdump Meatlet Minimirror Muldottir Mussellad Pink Slop Soulcap Table Server Termite-man swarm Trench Runner Squome Wandering Wax
2	Captor Crustacean Charlatan Nomad Compost Crawler Cryptlouse Dummy Dummy Espinege Plant Pottery Punk Sarcophamollusc Scraper Shelled Shock Shellfish Shambler Smooth-head Burlesque Spittle Grub Trench Wrestler
3	Idol of Pilgrimage (Lesser) Man-faced Cavern Cobra Mind Plumber Mimirror Slug Wizard Sparsarg Sepulcher
4	Greater Oleaginer Kudzdude Mobile Outhouse Plecostomen
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6	Alaric Kirill (King of the Mussellad) Lard Cube Mirror Lord
7	Termite-man Castle-Mound
8	Icon of Gloom
*	Pearent / Pearson Vermillion Growth

Abarcy
Pinguis Piger

HD: 5
AC: 6 [13]
THAC0: 15 [+4]
FRQ: Uncommon (NA: 1-4)
SIZE: L
ATT: 1x Regurgitation mortar (4-16 up to 60')
or ram (1-8)
MV: 30' (10')
SV: D10 W11 P12 B13 S14
ML: 10
AL: Neutral (territorial)
INT: Animal
XP: 175
TT: None

> **Regurgitation Mortar:** When provoked, an Abarcy compresses mud and saliva into a 5' condensed orb and propels it arcing at its target. This projectile often fragments mid-flight into hardened shrapnel.

Abarcies are loathsome, pig-headed, and territorial; wallowing in fields of mud either feeding or sleeping. These huge oafs are overlooked and underestimated due to their dim nature. Abarcies aggressively bombard those who pass within range of their mortars. Males keep their distance from each other, often being accompanied by a harem of 1-3 smaller females.

Abarcies are ravenous omnivores, sifting through mud with specialized oral combs, filtering out water, plant-life, minerals, and microorganisms. An area dotted with several abarcies is often desolate.

Abarcies may live up to two hundred years, birthing new litters twice a decade. Abarcies fiercely protect their young.

Farmers despise and fear abarcies, often recruiting hired help to exterminate them before their fields are sterilized.

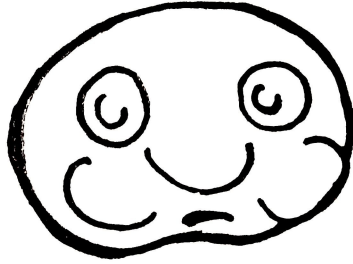




Sculpt by simpsonminiatures

Albino Pescado
Bellus Albus Piscis

HD: 1-3 hp
 AC: 9 [10]
 THAC0: 19 [+0]
 FRQ: Common
 (NA: 1-6)
 SIZE: Very small
 ATT: 1x Lil' kiss
 (+1 hp once p. day)
 MV: 30' (10')
 SV: D12 W13 P14 B15 S16
 ML: 6
 AL: Neutral
 INT: Very Low
 XP: 0
 TT: None



>**Lil' Kiss:** Albino Pescados are innately kind, and will kiss those who hold them (healing 1 hp) once per day.

>**Pet:** Will become imprinted to whoever shows kindness to them first.

>**Training :** May be trained with reinforcement. (each failure increases learn chance by 1) (Albino Pescados may learn additional tricks at DM discretion.)

Training Table

Trick	Learn Chance (reinforcement)
"Stay"	1 in 6
"Come here"	1 in 8
"Squeak"	1 in 10
"Kiss that"	1 in 12
"Roll Over"	1 in 20
"Bite" (1 damage)	1 in 100

Small, kind amphibians who survive due to kindchenschema. Omnivorous and opportunistic dungeon scavengers.

Female albino Pescados lay clutches of eggs fertilized externally by males. Each cluster hatches 1d20 tadpoles. These tadpoles grow to adulthood in 1 month, losing their tail and breathing oxygen.

Albino Pescados dislike light, and will creep into the shade whenever possible. These amphibians must remain moist, as they are suspect to desiccation.

Albino Pescados live 1d4 years.

Bleater (Burrowing)
Molestus Cuniculum

HD: 1-3 hp
 AC: 6 [13]
 THAC0: 19 [0]
 FRQ: Common (NA: 6-36)
 SIZE: S
 Att: None
 MV: 150' [50']
 SV: D12 W13 P14 B15 S16
 ML: 4
 AL: Neutral
 INT: Animal
 XP: 10
 TT: None

>**Warning Bleat:** Bleaters carefully monitor their territory for invaders, releasing an ear piercing scream to warn its kin of danger if alerted. The warning bleat sounds ominously similar to a human scream.

Many a traveling paladin wander off the beaten path, urged to save a damsel in distress heard screaming in the distance. For better or worse, the cause for concern was little more than a burrowing bleater. Generally harmless, these creatures cause distress to the unacquainted.

Burrowing bleaters live in communal tunnel systems, where they hunt insects and eat plant roots.



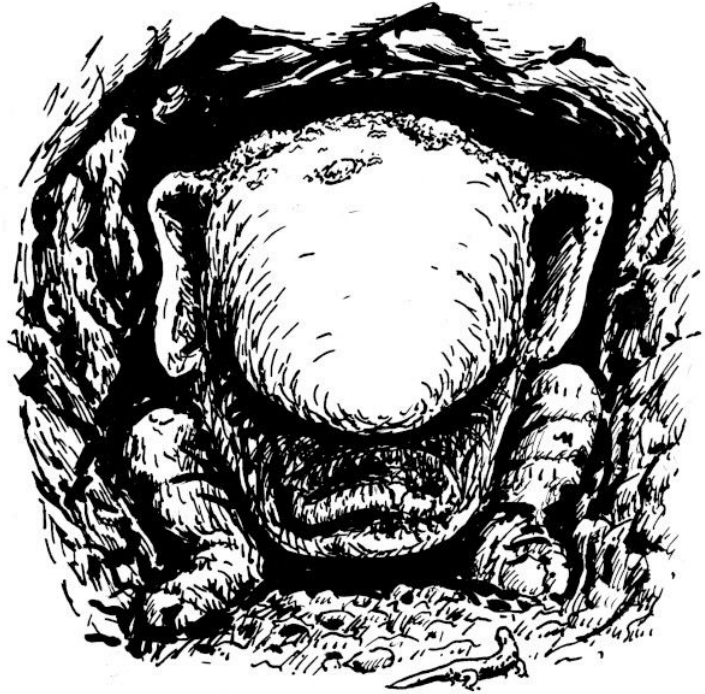


Albino Pescado sculpt by Crystal (top)
Bleater sculpt by Tanner (below)



Blind Cave Ogor
Antrum Nasum

HD: 5**
AC: 5 [14]
THAC0: 15 [+4]
FRQ: Rare (NA: 1-2 75% male 25% female)
SIZE: L
Att: 1 x Bite (2-16 + swallow)
or 1x Skull ram (1-8)
MV: 90' (30')
SV: D10 W11 P12 B13 S14
ML: 9
AL: Neutral
INT: Animal
XP: 175
TT: J



> **Moss Hide:** When motionless (and turned away from target), appears as a boulder and surprises on 1-3.

> **Swallow:** After biting a target, save vs paralysis or be swallowed (1d4 acid damage per turn). Stomach can fit: 3 small or 2 medium or 1 large.

A Blind Cave Ogor is a territorial cave-dwelling creature comprised of a massive mouth, nose, and ears atop two single-toed feet. Cave Ogors have thick calloused skin, blubber, and sharp teeth. Blind Cave Ogors spend much of their sedentary lives motionless, listening. When their sensitive ears pick up the sound of echoing footsteps, the ogor stirs. It snaps out of a tired stupor and begins to sniff.

Blind cave ogors can smell most prey from a distance of 100' and gauge its distance. The ogor can differentiate between the smell of prey to the smell of other cave ogors. If the Ogor is still digesting a previous meal or recovering from combat, it will remain motionless and face a cavern wall. Mosses often grow on their thick hides, obscuring them from behind in the low light. If the Ogor is hungry, it will begin to charge in the direction of its sensed prey.

Blind Cave Ogors will not attempt to eat something larger than itself, as their stomachs are disproportionately small. Ogors digest quickly, Every Ogor lair contains an unused corridor or corner to regurgitate undigested armor and treasure, as well as defecate.

If the quarry decides to turn and fight rather than run, the ogor will stop short and smell its challenger. The Ogor considers any confrontation as a challenge to its territory. Males use their thick skulls as bludgeoning battering rams while defending territory. Blind cave ogors rarely bite during territory duels (even against non-ogors).

Ogors occasionally patrol their territory, sniffing and tasting unique objects on their route. The number of patrols a cave ogor leads fluctuates based upon its meal frequency. Female cave ogors are smaller and grow more moss on their hides. Other differences include a more docile nature, the preference to scavenge remains rather than hunt, and a nomadic lifestyle. Female cave ogors give live birth to 1-3 juvenile cave ogors. Blind Cave Ogor blubber and teeth are highly sought after by subterranean big game hunters.

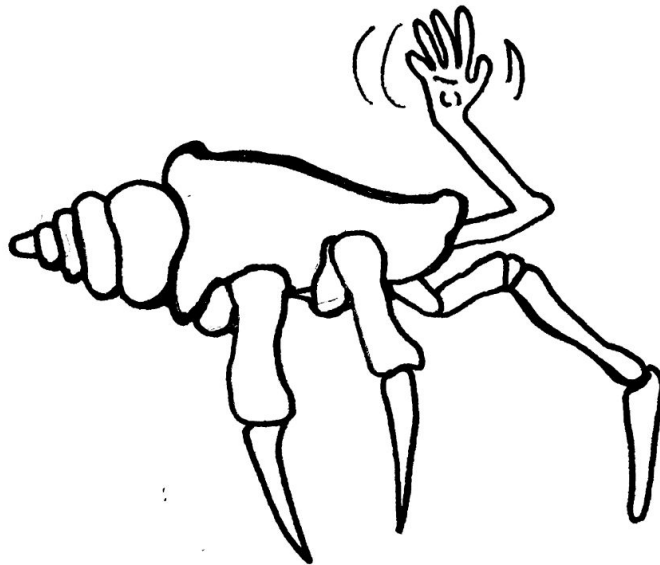


Sculpts by dm_jo11y



Captor Crustacean
Cancer Captionem

HD: 2
AC: 4 [15]
THAC0: 18 [+1]
FRQ: Uncommon (NA: 1-3)
SIZE: M
Att: 3x Leg jab (1-3)
MV: 60' (20')
SV: D12 W13 P14 B15 S16 (2)
ML: 6
AL: Neutral
INT: Animal
XP: 20
TT: None



> **Help!** : This crustacean uses a specialized appendage shaped like a human hand to attract prey. The crab withdraws its three long legs and weakly waves with its “human” hand, mimicking the word “stuck” as closely as it can. Any target that approaches within 5 feet are automatically hit by 1d3 leg jab attacks.

> **Recede:** If reduced below half health, this creature recedes fully within its shell, lowering its armor class to 3 [16]. It will not attack again while receded and will only come out if left alone.

Strange crab - mollusc hybrids which imitate a human stuck in a shell. Captor Crustaceans use their spear-like legs to impale prey fooled into approaching it. Their “human” arm is used to assist in feeding and occasionally grooms its limbs. Captor Crustaceans shells are attached to them and grow as they increase in size.

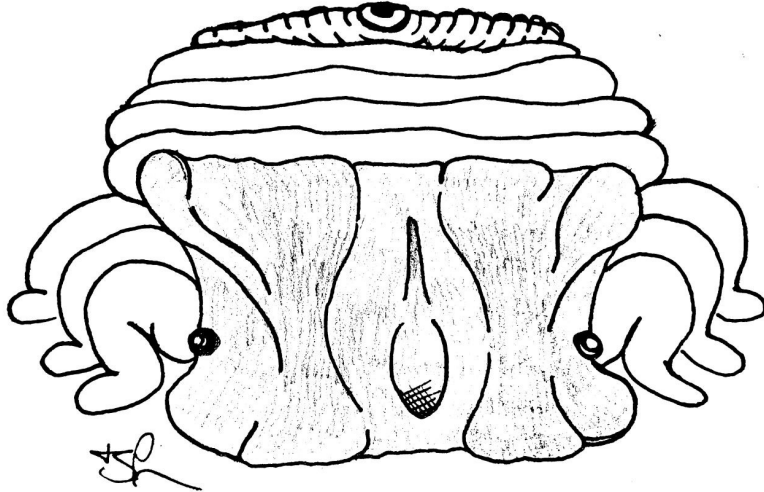




Kitbash / conversion by simpso miniatures

Carapace Crasher
Conculco Insectum

HD: 5*
AC: Front: 1 [18] Behind: 8 [11]
THAC0: 14 [+5]
FRQ: Rare (NA: 1-2)
SIZE: Large
ATT: Chitin Ram
(if distance $\geq 15'$) (2-12)
then trample (1-8)
or (if within 5') Bash (1-6)
MV: Walking: 60' (20')
Charging: 120' (40')
SV: D10 W11 P12 B13 S14
ML: 10
AL: Chaos
INT: Animal
XP: 225
TT: U



>**Chitin Ram:** To successfully ram a target, the carapace crusher must have at least 15' of empty space to reach maximum speed while charging. A charge can begin 40' from its target and travels the full encounter movement distance in a straight line. This ability damages any caught within the 40' line. This ability is stopped if the carapace crusher collides with a wall or other immovable object, damaging it (1-4). Any hit by this ability may save vs paralysis to avoid being trampled beneath the insect (instead being rolled over its top and falling prone).

>**Fleshy:** The unarmored size of a carapace crawler has the higher AC value of 8 [11]. Carapace Crawlers stuck within 15' of an enemy in combat will attack by bashing at close range, then moving backwards (*fighting withdrawal*) until able to chitin ram again. These insects never willingly reveal their soft backsides.

>**Matador:** If a Chitin Crasher is within 15' of a long hallway and farther than 40' from players, it will attempt to coax them down the straightaway prior to charging. This coaxing behavior consists of the male insect revealing its bright red posterior and waving it aggressively.

Carapace Crashers are massive insects known for their bright coloration and distinct dimorphic traits. Most prominently, males of this species display a heavy black plate comprised of chitin and bone used for ramming prey and displaying sexual maturity. Males are highly territorial and aggressive, attacking anything it can trample beneath itself. Males are also known to flaunt their brightly colored abdomens in mating rituals, interestingly using this technique to taunt and lure prey into a straightaway prior to charging.

After successfully pulverizing a target, it utilizes hidden mandibles to debone the deceased victim, leaving behind ribbons of wet flesh and clothing. The insect is adept at prying off and destroying worn armor in this process. The consumed bones are broken down and used in strengthening their chitin plate. Blood is also imbibed, most likely attributing to their bright red coloration.

Female carapace crashers are smaller, pink, have no frontal plate, and remain hidden in a burrow. They are non aggressive and will not fight. A male carapace crawler is usually found within the vicinity of a female, occasionally returning to its hiding spot to regurgitate food and mate.



Charlatan Nomad
Nequam Venditor

HD: 2
AC: 7 [12]
THAC0: 18 [+1]
FRQ: Rare (NA: 1)
SIZE: M
ATT: Boot kick (1-4)
MV: 120' (40')
SV: D12 W13 P14 B15 S16
ML: 5
AL: Neutral
INT: Average / Human
XP: 20
TT: V

Charlatan Nomads are chimeric humanoids with a penchant for trade. As their name suggests, these vagrants travel with their goods loaded on a "trampler", their beasts of burden. A nomad's trampler is bonded to it, and will defend them to the death.

Charlatan Nomads are intelligent, charismatic, and manipulative, boasting an inventory of natural remedies to any malady. These itinerants are natural born salesman, willing to trade, barter, or sell nearly anything (other than their steed) for the right deal.

Nomad's Trampler
Densissima Cranium

HD: 5
AC: 5 [14]
THAC0: 15 [+4]
FRQ: Rare (NA: 1)
SIZE: L
ATT: 1x Trample (3-12)
or Headbutt (2-16)
MV: 150' (50')
SV: D10 W11 P12 B13 S14
ML: 10
AL: Neutral
INT: Animal
XP: 175
TT: B

"These Chest Nut droppings were once gold and platinum! It's still worth a fortune y'unno... to the right buyer! Unfortunately, I just don't have the space to store it all anymore.

Tell you what. I'll cut you a deal..."



**Nomad
"Goods"**

	Claim	True Nature
Bottled Air Elemental	Angry air elemental trapped within.	Empty
Entroot	Vitality, long life	Heals 1 HP.
Naga Oil	High magical potency	Joints lock up: slowed speed
Myconid Tincture	Mind-reading skill when applied directly to forehead	Auditory hallucinations
Orc Bonemeal	Increased Strength	One body part enlarges.
Powdered Troll Teeth	Temporary regenerative properties	Causes dry mouth, itchiness.
Lucky Giant Rat Paw	Improved luck while held on person	Occasionally attracts scavengers
Ring of Undead Repellent	Repels undead	Ring of delusion
Scourgesword	Especially effective at combating a particular type of foe.	Ordinary sword
Vial of Succubus Sweat	Pheromones increase sexual attractiveness	Formidable scent, stings the nostrils. 6-in-10 chance of +1 CHA while applied. Increased chance of attracting wandering monsters.

*Kitbash / conversion by
thecryptofcrafts*



Chest Nut
Aurum Comedentis

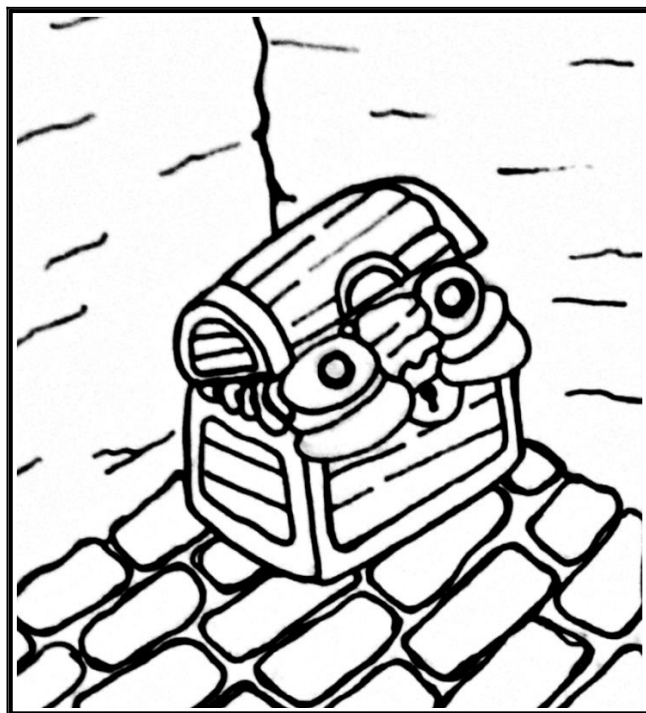
HD: 1**
AC: 7 [12] (out of chest)
THAC0: 19 [0]
FRQ: Uncommon (NA: 1)
SIZE: S-M
Att: 1x Slap (no damage,
will not attack unless no escape)
MV: 150' (50') out of chest
SV: D12 W13 P14 B15 S16 (2)
ML: 3
AL: Neutral
INT: Semi
XP: 20
TT : L

> **Hide & Flee:** Chest Nuts are always found hidden within a closed chest. They are nearly undetectable until the chest is opened. When the chest is opened, the Chestnut screams, surprising players on a 1-4 and attracting wandering monsters on 3-6 for the next turn. The chestnut will immediately flee at its max encounter movement rate to escape. If pursued, a chest nut will eject 1d3 gems (once) to try to distract players.

> **Sneaky Sneaky:** A chest nut can use thief skills as would a seventh level thief.
CS 93 TR 50 HN 1-4 HS 45 MS 55 OL 55 PP 55

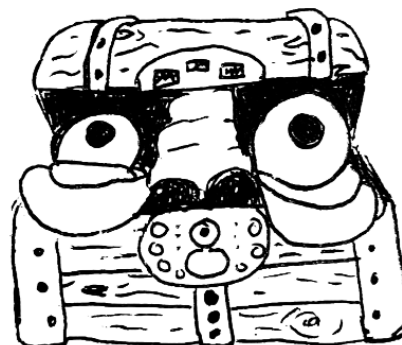
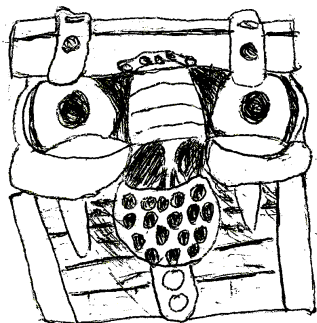
> **Poop Bandit:** After fully-digesting a chest full of treasure, the chest nut carefully exits the chest and defecates within it. The chest nut then closes the chest and seeks more treasure.

Chest Nuts are squat pink humanoids with a central head-torso and long ambulatory arms featuring extended digits. Chest Nuts are cowardly and have large twitching eyes sensitive to movement in very low light conditions. Chest Nuts eat gold, copper, and other assorted treasure. They cannot digest gems and store them in a special cavity in their body. They are drawn to chests and carefully navigate dungeons in search of them. A chest nut is skilled at sneaking about and finding treasure, a chest nut may use abilities as would a seventh level thief.



Once a chest nut locates a chest full of treasure, they gorge quickly, filling a large pouch like stomach. The chest nut then squeezes inside the now-empty container and closes the lid. Chest Nuts digest treasure extremely slowly and spend their time relaxing inside the safety of their chest-home. Chest Nuts occasionally peek outside the chest to see if their environment appears to be safe. After fully digesting its meal, it defecates within the chest and moves on. Rarely, a chest nut will lay 1d6 poop-like eggs in a chest full of treasure (rather than eating the contents)

Chest Nuts are timid and anxious creatures that flee at first sign of danger. A chest nuts only attack is a weak slap. A chest nut being chased after will vomit partially digested treasure and undigested gems (1d4) as it runs as a distraction. Although the gems are valuable, the other treasure is mainly worthless due to being partially destroyed. Chest nuts are ignored by subterranean predators due to being inedible (most likely due to consuming metals and treasure). Chest Nuts are semi-intelligent and can be bribed with treasure to assist in picking locks. Chest nuts will eject usually 1 gem when given a mouthful of edible treasure by a friendly player.





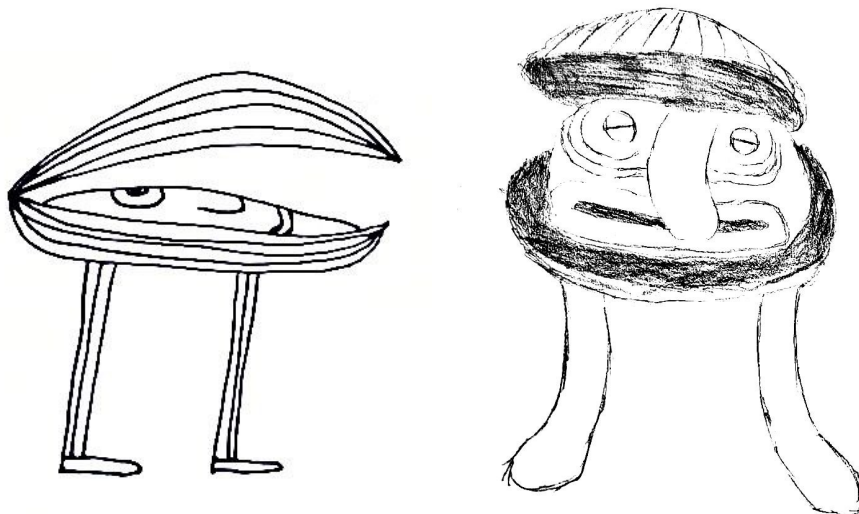
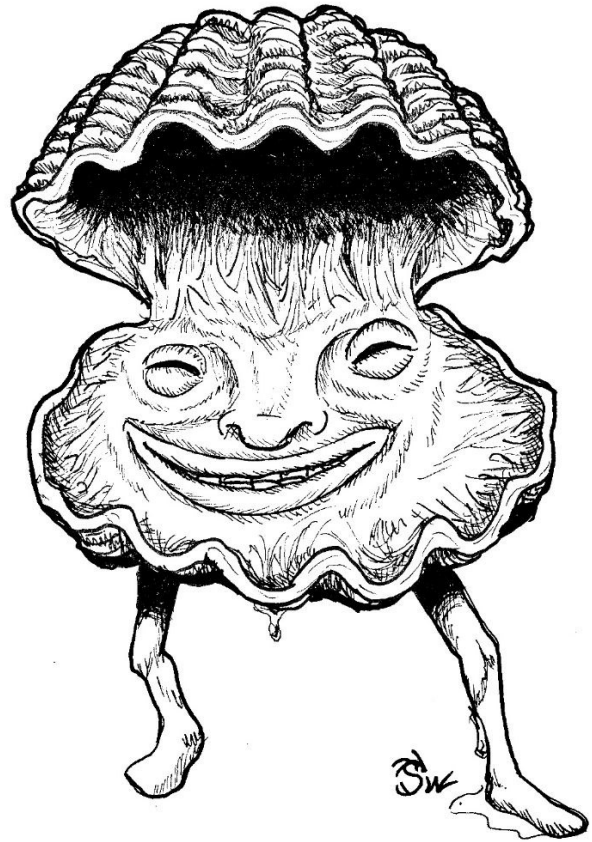
Sculpt (inside of chest) by simpso miniatures

Clam Kid
Conchilia Hedum

HD: 1
AC: 3 [16]
THAC0: 19 [+0]
FRQ: Uncommon (NA: 3d4)
SIZE: S
Att: 1x Ram (if running start: 1-3)
MV: 150' (50') / 120' (30') underwater
SV: D12 W13 P14 B15 S16
ML: 4
AL: Chaotic
INT: Semi
XP: 10
TT: 1 in 6 chance for a pearl

>Water Squirt: Clam Kids can use their mouth to squirt a stream of water from a distance of 40' at a target. This does no damage, but is very irritating. Clam Kids always giggle if they hit their target.

Clam Kids are a misnomer; they are not actually the juvenile stage of a larger organism. Rather, they are named for their delinquent behavior and childlike laughter. A favorite trick is sneaking up on fishermen at the pier and tackling them, both tumbling into the water. Clam kids can retract their thin legs into their shell and are capable of walking on land for a time.





Sculpt by simpso miniatures

Compost Crawler
Folium Lectica Oris

HD: 2*
AC: 6 [13] / feelers 9 [10]
THAC0: 17 [+2]
FRQ: Uncommon (NA: 1-6)
SIZE: M
Att: 6x Digestion feelers
(1 damage each p. round until removed)
MV: 60' [20']
SV: D12 W13 P14 B15 S16
ML: 7
AL: Neutral
INT: Animal
XP: 25
TT: J

ND



> **Digestion Feeler:** Specialized tendrils used for external digestion. When one or more feelers hit a target, they are attached until forcefully removed, dealing 1 damage each per round. (Use a die to keep track of the number of attached feelers) Attached feelers may be attacked separately, removing one from target for each damage to the feelers.

> **Preference:** Compost Crawlers will prioritize smaller targets when available.

> **Surprise:** Compost Crawlers surprise on a 1-4.

Deceptively slow, these lackadaisical dullards make up for their ponderous speed with a surprising method of capturing prey. Compost Crawlers net their target with external digestion feelers, slowly liquefying prey before using their broad tongues to lap up the resulting slurry.

Compost Crawlers can be found hiding within piles of leaf litter, waiting to ambush passerby. If leaf litter isn't available, Compost Crawlers will utilize large pots or other containers to hide within.

Compost Crawlers are opportunistic scavengers, and will eat carrion or corpses when available. These creatures can only focus on one thing at a time, and are easily distracted. While feeding, they are only pulled away from food when attacked.

Compost Crawlers give live birth, vomiting 1d8 young twice a year.



Sculpt by simpso miniatures

Cryptlouse
Caligo Armatus

HD: 2
AC: 4 [15]
THAC0: 18 [+1]
FRQ: Common (NA: 2d8)
SIZE: M
ATT: None
MV: 240' [80']
SV: D12 W13 P14 B15 S16
ML: 2
AL: Neutral
INT: Animal
XP: 25
TT: None



>**Escape Smog:** When a cryptlouse is escaping danger, it leaves a 5' wide smog trail behind it. This smog dissipates after 2 turns. Treat this smog as *darkness*.

>**Moisture:** *Cryptlice require moist environments and are prone to drying out. Cryptlice receive double damage by sources of heat.*

> **Sensitive:** Cryptlice are easily disturbed, fleeing when surprised by sources of light, sound, or movement. Cryptlice can sense these sources from a distance of 60'.

Cryptlice can be found consuming detritus and other decomposing matter in any moist subterranean structure. These oversized crustaceans are non-aggressive but bothersome due to their speed, natural armor, and unique escape mechanism. Cryptlice carapaces have face-like features, most interestingly specialized "nostril" spiracles used to vent dark smog while escaping predators. Cryptlice taste particularly foul due to their diet, deterring predation.

Cryptlice lay eggs within a pouch on their underside. These eggs develop for several months before hatching and crawling away.

Cryptlice are not limited to walking on the floor, as they may climb on the walls or ceiling with ease.



Sculpt by simpso miniatures



Detritus Sluggard
Cochlea Piger

HD: 1
AC: 4 [15]
THAC0: 19 [0]
FRQ: Common (NA: 2-16)
SIZE: S
Att: None
MV: 30' [10']
SV: D12 W13 P14 B15 S16
ML: 4
AL: Neutral
INT: Animal
XP: 10
TT: None

>**Recede:** Sluggards recede within their shell in dry climates and may survive in this state for years while waiting for moisture.

>**Salt Sensitive:** Causes 1d6 damage when applied.

> **Snail Trail:** These molluscs leave behind highly adhesive trails, slowing anyone who navigates through them. Anything that falls onto snail trails must save vs paralysis or be glued to the floor for 1d3 turns.

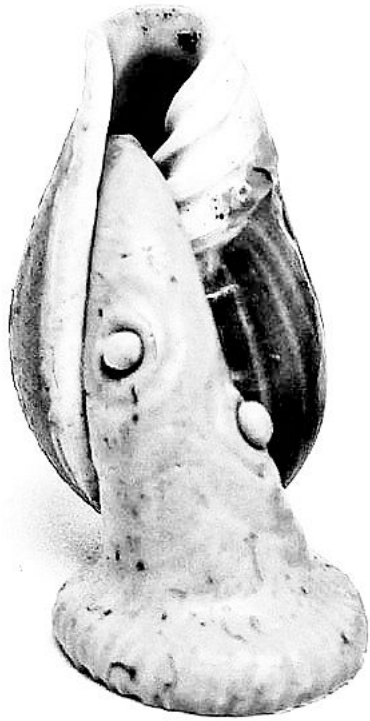


Rooms with detritus sluggards are generally clean from algae and mosses with visible trails of slime across the floor, walls, and ceiling. Detritus sluggards are omnivores, preferring to eat plant matter when possible.

Helpless, detritus sluggards only defense is immediately receding within its shell (AC 4) when threatened. 50% of rooms with multiple sluggards will contain several 5' clutches of eggs. These eggs are delicacies in some cultures when eaten as caviar.

Detritus sluggards are often intentionally introduced into dungeons as a tireless clean-up crew. Pristine halls with empty shells littering the floor is a tell-tale sign of their past use.

Detritus sluggards are usually found in damp environments overgrown with flora.



Sculpts by simpsomminiatures



Dummy Dummy
Stultus Ecfingo

HD: 2
AC: 7 [12]
THAC0: 18 [+1]
FRQ: Rare (NA: 1-2)
SIZE: M
ATT: 1x Clonk (1-4)
MV: 120' (40')
SV: D12 W13 P14 B15 S16
ML: 6
AL: Chaos
INT: Low
XP: 20
TT: S



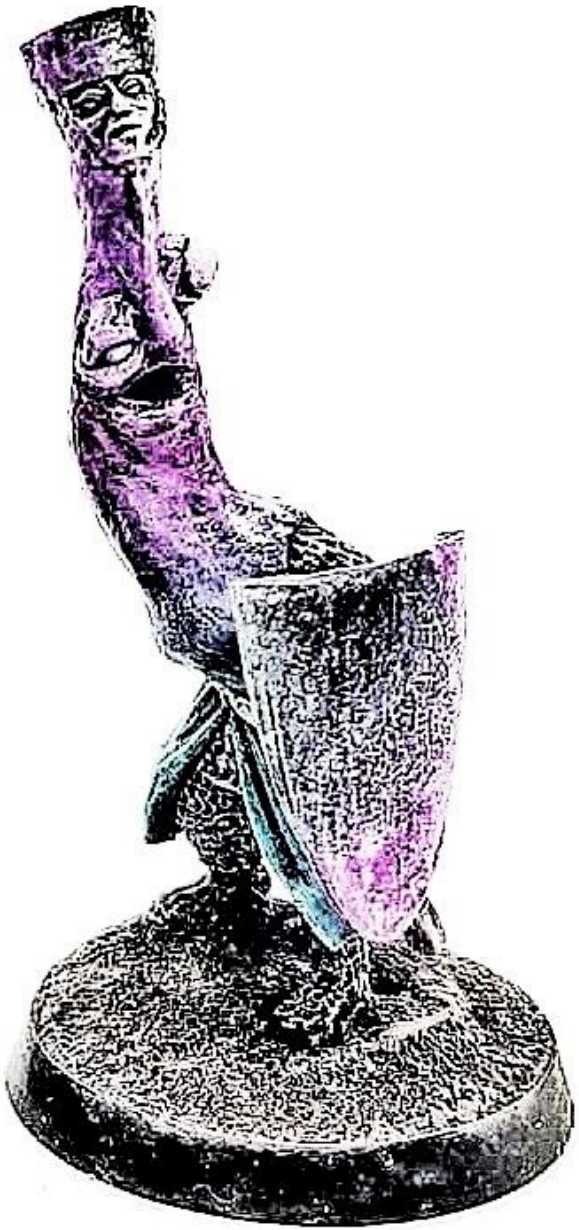
>**Crude Estimation:** A dummy dummy is unable to copy a single individual, rather, it uses several traits of multiple targets when choosing its appearance. This makes dummy dummies look slightly uncanny or strange. When severely wounded (or killed), the dummy reverts to a rubbery pink featureless shape (called a *gummy dummy*) with bulging glossy eyes, a long nose, and hole-like mouth. It takes a full day of uninterrupted concentration to form a guise.

>**Friendship:** Dummy Dummies will often attempt to befriend a member of an infiltrated party, as to lower suspicion and increase its own safety. Dummy dummies are incapable of truly understanding friendship, only emulating it solely for self-preservation. These creatures will not hesitate to betray “close friends” given an opportunity.

>**Second-Rate Retainer:** Whenever hiring a retainer, there is a slight chance (1 in 20) of unintentionally hiring a dummy in disguise.

Dummy Dummies are slightly intelligent, conniving, and envious shapeshifters. These beings take much time to fabricate a crude facade based on those around them. These disguises look off-putting and uncanny. If asked about themselves, they will fabricate reasonable stories, but will contradict these very same stories moments later, seemingly not understanding the inconsistencies. When hired as a retainer, dummy dummies will not betray their employer randomly, they are intelligent enough to wait for an opportune time to make off with a magical item or treasure.

Dummies will not drop their disguise unless seriously hurt, and will deny any suspicion vehemently.



Sculpt (pink neck) by simpsonminiatures

Espinege Plant
Arbor Rimatur

HD: 2
AC: 7 [12]
THAC0: 18 [+1]
FRQ: Rare (NA: 1)
SIZE: L
ATT: None
MV: 90' (30')
SV: D12 W13 P14 B15 S16
ML: 3
AL: Lawful
INT: Non-intelligent
(follows target and reports back)
XP: 20
TT: None

3rd Level Druid Spell
Grow Espinege Plant
Duration: Instant
(1d4 day growth time)
Range: Touch

The caster endows a sapling with a vigorous magic, greatly accelerating its growth at the cost of its maximum lifespan. This sapling grows two ambulatory roots and bulging eyes. It is unintelligent, but will follow an order to surveil a person or place for up to one week before returning to its place of growth. The Espinege Plant can store up to two fragmented sentences spoken nearby within itself magically, telepathically communicating them to its creator (within 15') before withering away.



"The trees... they have eyes!"



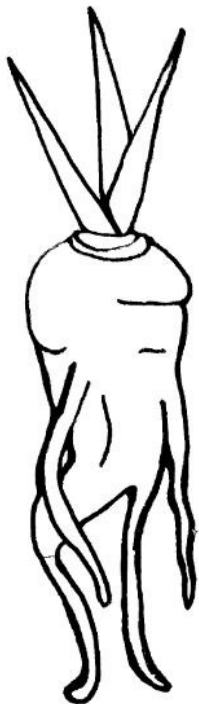
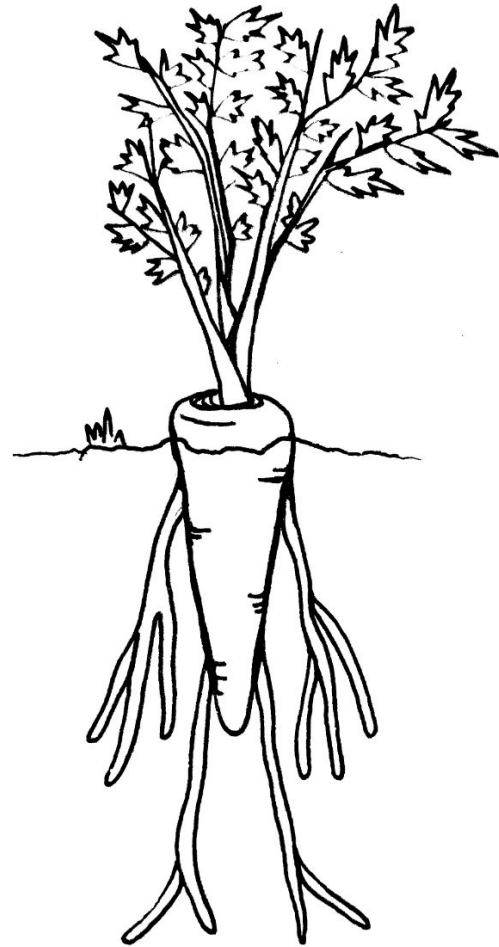
*Conversion by
simsominiatures*

Great Carrot
Magna Carota

HD: 1
AC: 9 [10]
THAC0: 19 (+0)
FRQ: Common (NA: 1d6)
SIZE: M
ATT: 1x (by weapon)
MV: 90' (30')
SV: D12 W13 P14 B15 S16
ML: 12
AL: Lawful (must obey command)
INT: Vegetable
XP: 10
TT: None

> **Buried:** Great carrots can bury themselves in dirt and appear as if a normal shrub. Great carrots surprise on a 1-4.

Great Carrots are ordinary carrots imbued with druidic magic. They only know one order, which is whispered to it while being animated by a druid. Great carrots may wield weaponry, but are slow and clumsy fighters. Great carrots have the curious instinct to bury themselves while idle.



3rd Level Druid Spell
Great Carrot
Duration: Instant
(1d4 day growth time)
Range: Touch

The caster elevates an ordinary carrot into a man-sized vegetable servant. Each great carrot is imbued with a single command, whispered to it during casting.

Unreasonable commands will leave the great carrot aimless. Great carrots can be given basic weapons. Great carrots can survive for years given sunlight and water.

"That carrot aint right..."

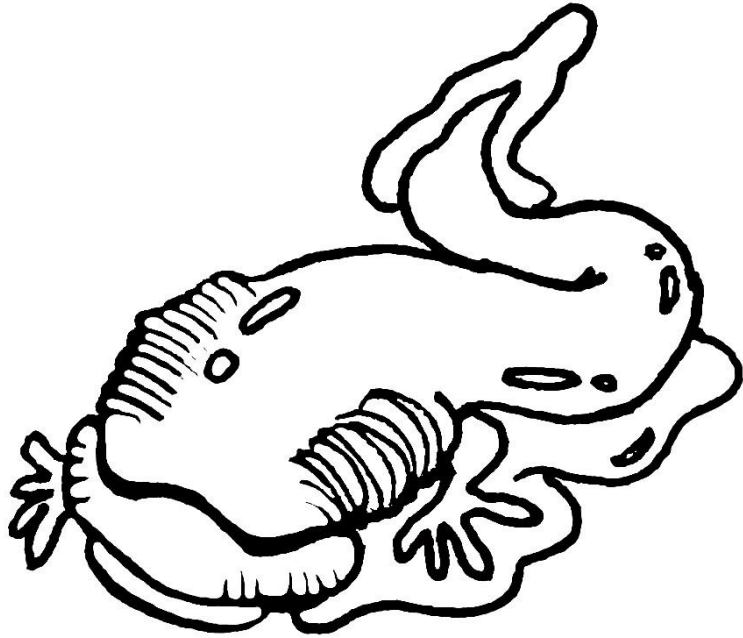
-Bungo, last words



Sculpt / kitbash by Attack_on_titi

Greater Oleaginer
Strangulatus Anguilla

HD: 4+
AC: 6 [13]
THAC0: 15 [+4]
FRQ: Rare (NA: 1)
SIZE: L
Att: 1x Strangle (3-12)
MV: 60' (20') on ground
120' (40') in water
SV: D10 W11 P12 B13 S14
ML: 9
AL: Neutral
INT: Low
XP: 125
TT: S



>**Mucous:** These creatures exude a slimy mucous through their skin which trails behind them. This slime remains sticky in moist environments but will harden into a brittle crust then disintegrate when heated. Anything enveloped in the slime is slowed to half speed until thoroughly cleaned off via a heat source (such as a torch).

> **Lunge / Strangle Kiss:** This creature may lunge 10' for its first attack per combat. When attacking, the Greater Oleaginer envelops the target's head with its mouth, using its lips to choke the victim for 3-12 damage per round.

The Greater Oleaginer is a huge eel-like fish native to murky waters and tainted pools. Due to their unique body shape and preference for poor water conditions, sewers are often an ideal home. Its skin constantly secretes a thick mucous which helps it deter predators and ward off competing detritivores. These fish are opportunistic carnivores and are known to attack prey the size of halflings. Strangely, they often emerge from the water to drag themselves about on land. They use two small arms for slow locomotion on land and to moisten their enlarged gills. These fish are largely unintelligent, although seemingly clever enough to set simple traps, such as placing a shiny necklace, likely found in the sludge, directly outside the entrance of a dark runoff tube where it lies in wait. Any object used as bait will be covered in a thick mucous.



Sculpt by Simpsominiatures

Hamole
Criceta Magna

HD: 1
AC: 8 [11]
THAC0: 19 [0]
FRQ: Common (NA: 6-36)
SIZE: M
ATT: 1x Bite (1-6)
MV: 120' (40')
SV: D12 W13 P14 B15 S16
ML: 9
AL: Chaos
INT: Animal
XP: 10
TT: V



>**Keen Nose, Long whiskers:** Hamoles have poor eyesight, instead using whiskers and scent (60') to navigate dark environments.

>**Nesting:** Hamoles collect assorted plant matter, fabric, fur, and other soft materials to create warm nests within dungeon halls by stuffing corridors with the matter. A hamole nest sometimes (2-in-6) contains 3d6 young hamole pups. Hamoles may burrow within their nesting material and are obscured while inside. These nests are coated in hamole oils and are non-flammable.

>**Wall off:** Hamoles often deconstruct dungeon masonry while seeking insects. During this process, they re-use dislodged bricks to wall off the corridor (blocking passage) using saliva and excrement as mortar. Hamole walls appear similar to normal walls, although successful use of *detect construction tricks* will reveal them as a shoddy reconstruction.

Hamoles are 4-5' tall bipedal insectivore rodents with a habit of deconstructing dungeon hallways to serve as burrows. Hamoles have poor eyesight and rely on their whiskers and keen sense of smell to detect areas of high insect activity with pinpoint accuracy. Hamoles have no arms and a thick coat of stinking fur, oiled by secretion glands located across the body.

A hamole exploring a dungeon will seek tight hallways with high levels of subterranean insect activity. The hamole then chooses a spot to make its burrow, and will use its powerful feet to remove dungeon bricks from the ground, exposing the insects underneath. After removing hundreds of bricks and exposing a patch of earth, it uses the oils from its coat, feces, and saliva to adhere bricks together and create a new wall, blocking off one end of the hallway. Hamoles will search for warm insulating materials to use as bedding in their burrows. Fortunately, soft clothing can be found on wandering adventurers.

Hamoles often travel in family "mobs". A Hamole that locates an intruder will begin squeaking rapidly to alert the rest of the mob. Entire dungeon complexes can be infested by Hamoles, becoming a mega-burrow (20-120). When insect populations run low in a dungeon, Hamoles resort to killing larger prey then storing the dead in special chambers used to attract insects.

Eccentric nobles pay high price for the capture of Hamoles, as they are selective bred, bathed, socialized, and kept as pets. Hamole pelts are worthless due to their waxy feel and distinctive odor. Hamole meat tastes foul and often harbors parasites. Dwarves despise hamoles and exterminate them with prejudice.





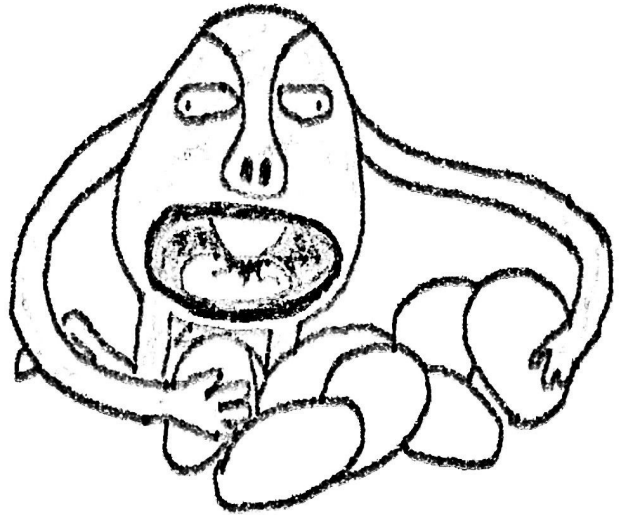
*Sculpt by
simsominiatures*

Humdump
Ovum Comedenti

HD: 1
AC: 7 [12]
THAC0: 19 [+0]
FRQ: Uncommon (NA: 1d4)
SIZE: S
Att: 1x Piercing tooth (1-4)
MV: 120' (40')
SV: D12 W13 P14 B15 S16 (2)
ML: 4
AL: Neutral
INT: Semi
XP: 20
TT: J

>**Egglike:** When completely still, humdumps fold in their arms and appear as a large egg to all but keen observers. Humdumps surprise on a 1-4 while still.

> **Piercing Tooth:** Humdumps use a specialized pointed tooth to pierce thick shells. This tooth is also adept at piercing armor. If a humdump damages a target wearing armor, consider a piece of that armor damaged.

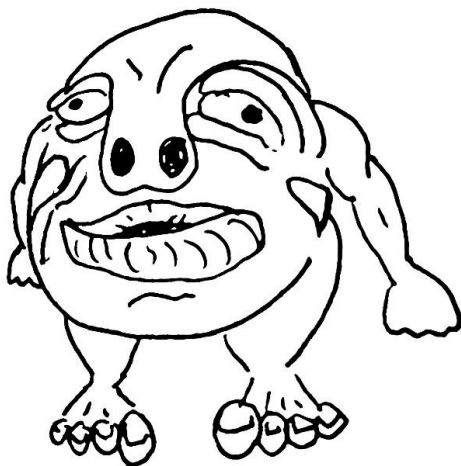


Humdumps are strictly ovivores, hiding among and subsequently consuming the eggs of larger creatures. Humdumps are cold-blooded and have thick, firm skin akin to that of an eggshell. Humdumps think little of material possessions, focusing their time and efforts on tracking down large nests.

These callous creatures usually consume eggs slowly, as not to alert its angry parents. However, if a humdump notices adventurers poking around the nest location, they become more reckless in their egg consumption, framing them for the eggs wanton destruction.

Humdumps speak their own language, rarely (5%) speaking broken common.

Humdumps ironically give live birth.



Sculpt by simpsonminiatures



Icon of Gloom
Desperandum Symbolum

HD: 8***
 AC: 5 [14]
 THAC0: 12 [+7]
 FRQ: Very rare (NA: 1)
 SIZE: L
 Att: 1 x Grapple (+ woe maxim)
 MV: 0' (0')
 SV: D8 W9 P10 B11 S12
 ML: 12
 AL: Neutral
 INT: Very Intelligent
 XP: 650
 TT: C



> **Woe Maxim:** After successfully attacking a target, the icon of gloom grasps it gently with a large hand and holds it close, whispering. Roll on the Woe Maxim table. The icon discards a target after whispering.

> **Decay:** The Icon of Gloom is said to appear at battlegrounds following immense losses of life. The earth becomes increasingly muddy and barren for 4d4 miles from where the icon of gloom surfaces.

> **Undying:** The Icon of Gloom cannot be truly killed, only vanquished. After reaching 0 hit points, the Icon sighs and sinks into the mud completely before vanishing.

> **Summon Mudmen:** The Icon summons 1d4 mudmen (max: 6) each time it is attacked by a missile weapon.

The Icon of Gloom is the towering visage of inevitable decay. It is seemingly non-aggressive and will not attack unprovoked. It appears following sites of battle or carnage, turning the landscape around it into an inhospitable wasteland. Many who try to vanquish the Icon collapse hopelessly before finishing the job, drained of vigor. Due to this, a stockpile of belongings litters the detritus aside it.

The Icon of Gloom is an undead monument to long-forgotten deities.

Woe Maxim Table

1	“A true fighter, until the end.” <i>Save vs Death or Set current HP to 1. (If saved set current HP to 1dHD hp).</i>
2	“They asked for so little, and gave so much.” <i>Half of held treasure turns to mud.</i>
3	“And the flights of angels sing thee to rest.” <i>-1d6 CON (minimum 1)</i>
4	“Together... again.” <i>-1d6 WIS (minimum 1)</i>
5	“A day of duty done, a day of rest begun.” <i>-1d6 STR (minimum 1)</i>
6	“A life too brief, a child too small.” <i>-1d6 INT (minimum 1)</i>
7	“Tombs innumerable... and forgotten.” <i>-1d6 CHA (minimum 1)</i>
8	“The future is uncertain, but the end is near.” <i>-1d3 HD maximum health (minimum 1)</i>
9	“Look upon my works, and despair.” <i>Worn equipment crumbles into dust</i>
10	“Sleep is good, death is better. The best would have been never been born at all.” <i>Save vs death or shrivel into nothingness. If successful save: become comatose for 1d4 days.</i>

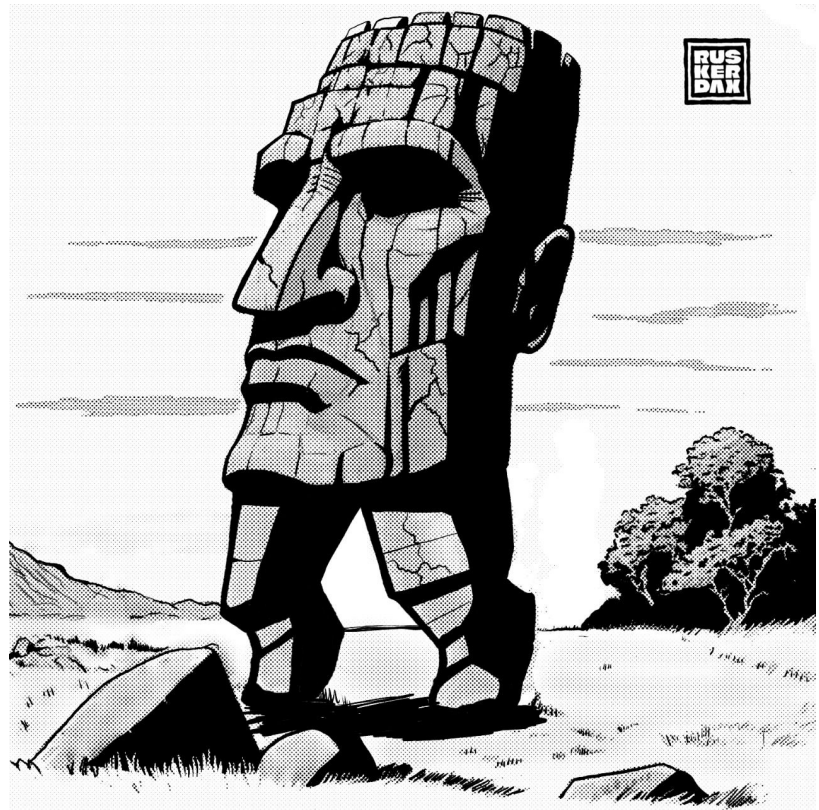


Sculpt by moldmoldmold

Idol of Pilgrimage
Errans Simalcrum

HD: 3
AC: 2 [17]
THAC0: 17 [+2]
FRQ: Very Rare (NA: 1)
SIZE: S to M
Att: N/A
MV: 60' (20')
SV: D12 W13 P14 B15 S16
ML: 11
AL: Neutral
INT: ?
XP: 30
TT: None

>**Stone-faced:** Idols of Pilgrimage are mute and unable to convey emotions through facial expressions. Rarely, an Idol will attempt to communicate via behavior / miming.



These ponderous beings are often found alone, wandering isolated locations or overlooking scenic vistas. The walking heads are the about the height of an average human and spend extensive amounts of time in one of two states: traveling or resting. Idols have been known to walk for years at a time before suddenly stopping and sitting down. Resting idols are nearly always mistaken as an ordinary statue by passerby. Idols are extremely dense, heavy, and difficult to damage; however these idols have never been observed as aggressive. Communicating with these heads has been largely unsuccessful. One sage claimed an idol answered a few yes/ no questions nonverbally after she helped it right itself from being stuck upside down in a crevice. Idols occasionally may pause their meandering to look at visually interesting stimuli. Idols appear to be intelligent, however the extent of which is unknown. One idol was observed walking into the ocean.



Kitbash by simpso miniatures



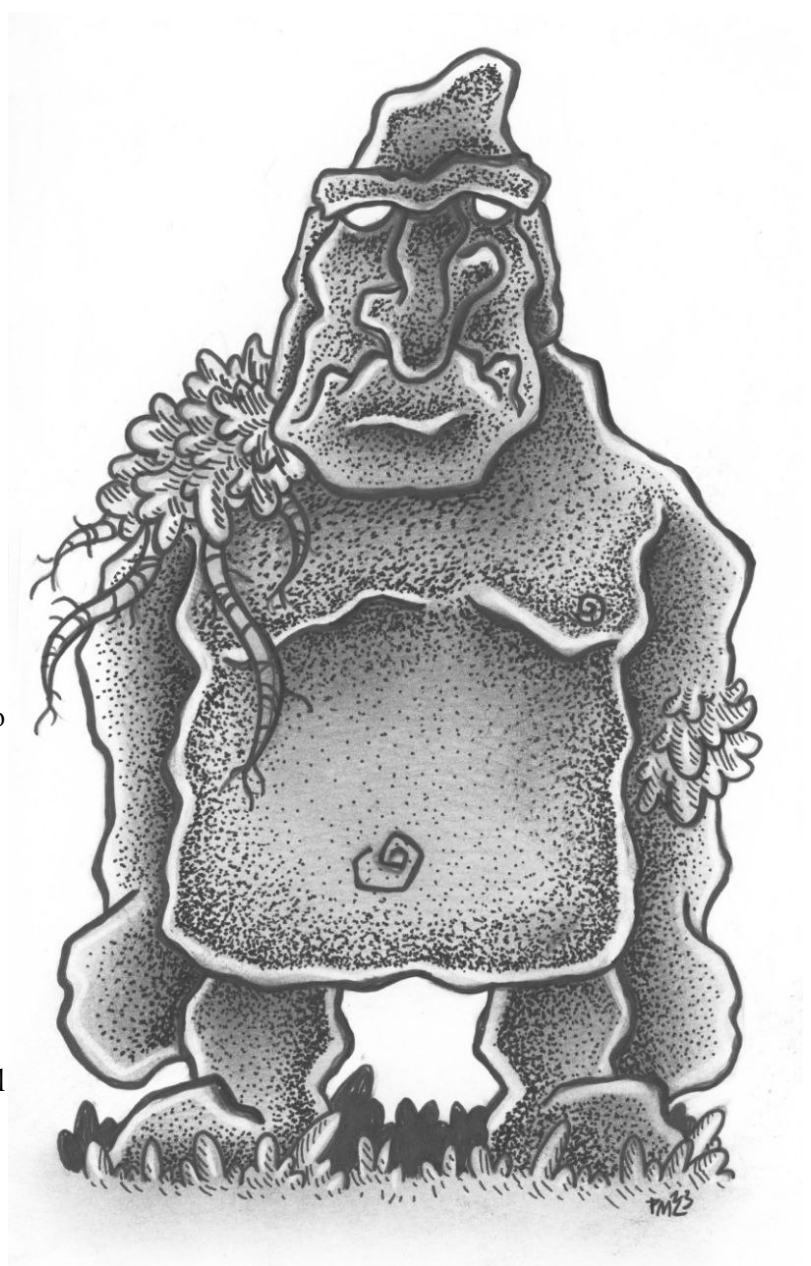
Idol of Pilgrimage (Greater)
Errans Simalcram

HD: 5
AC: 1 [18]
THAC0: 15 [+4]
FRQ: Very Rare (NA: 1)
SIZE: L to XL
Att: 1x Pulp (2d8)
MV: 60' (20')
SV: D10 W11 P12 B13 S14
ML: 11
AL: Neutral
INT: ?
XP: 50
TT: None

>Pulp: Greater Idols of Pilgrimage are extremely slow moving and are unable to swing their arms with enough speed or momentum to cause damage. However, they can exert an incredible amount of crushing force to a stationary / incapacitated target with their arms or bodies dealing 2d8 damage.

>Stone-faced: Greater Idols of Pilgrimage are mute and unable to convey emotions through facial expressions. Rarely, an Idol will attempt to communicate via miming

Similar to their smaller cousins, Greater Idols of Pilgrimage spend the majority of their time in one of two states: traveling or resting. These Idols are much larger than their counterparts, standing between 10 – 15' tall and appear to be massive stone heads with stocky bodies composed of densely compacted earth. Reports of Greater Idols showcasing aggressive behavior has been grossly over-exaggerated, as these docile beings are only dangerous if trodden beneath. Greater Idols of Pilgrimage usually ignore passerby and visit novel locations, loitering about before moving on. Greater Idols only begin long periods of rest while facing a picturesque view in notable areas. It is estimated that for every year of continual activity a greater idol is active, it must rest two years.



*Conversion by
simsominiatures*



Idol of Pilgrimage

Requirements: Min CON 13

Max DEX 12

Hit Dice: 1d8

Maximum Level: Special

Armour: None

Weapons: None

Languages: Understands

Common, Dwarvish, Gnome.

Combat: Idols of Pilgrimage cannot attack, nor do they have the ability to grasp items. Greater Idols of Pilgrimage are able to crush immobilized targets for 2d8 damage. Lesser Idols are simply walking stone heads. Greater Idols have arms, but no fingers. Greater Idols have a 4 – in – 6 chance of crushing most objects they try to lift, as well as opening stuck doors.

Dormancy: Idols exist within states of activity or inactivity. Dormant Idols are unaware of their surroundings and treated as if in a deep sleep. Idols may stay active as long as they'd like, however, are required to rest an equal amount of time. Being much larger, Greater Idols need to rest for twice as long. For example, an Idol who engaged in a season-long trek will need to enter a state of inactivity for the next season. Idols may stand completely still, often (5 in 6) being confused for statues by the non-acquainted. Dormant Idols are indistinguishable from statues. Idols may also feign dormancy by sitting very still for extended periods of time.

Heavy: Lesser Idols trigger traps on a 3- in 6 chance. Greater Idols trigger traps on a 4 -in – 6 chance. Idols may move at a speed of 60' (20').

Journey: Each Idol of Pilgrimage has the innate desire to travel to 1d3 unique locations. Roll on the pilgrimage table or invent your own. After completing this pilgrimage, the idol chooses whether or not to enter a final dormancy or to continue exploring (roll again, rerolling previously visited areas). A party with multiple Idols may choose to roll once and take the same result. Idols are not hasty in traveling to their chosen location. *Note: the Idol's destination should be kept secret from other non-idol players.*

Statuesque: Idols of Pilgrimage have a natural 2 AC [17], Greater Idols of Pilgrimage have a natural 1 AC [18]. Idols cannot wear armor or carry weapons. This is rarely an issue as Idols do not often find themselves in combat. Idols of Pilgrimage can never regain lost hitpoints, nor can they gain experience. Lesser Idols have 3 HD, Greater Idols have 5 HD. See previous Idol stat blocks for saving throws. Idols of Pilgrimage are mute and unable to convey emotions through facial expressions. Idols cannot eat food, nor do they desire to. Idols do not breathe. Rarely, an Idol will attempt to communicate via behavior or miming. Idols are not dexterous enough to write in the earth with their limbs. Creatures are often confused when encountering an idol due to their calm, movements and stoney demeanor.

Size

1-4: Lesser Idol

5-6 Greater Idol

Journey Location (*Choose 1d3*)

1. Coral Reef
2. Flowering Meadow
3. Bustling Metropolis
4. Highest Peak
5. Bottom of the Ocean
6. Rainforest
7. Holy City
8. Oasis
9. Mouth of Volcano
10. Ship Graveyard
11. Distant Island
12. Overgrown Grotto
13. Bottomless Pit
14. Fairy Glade
15. Ever-burning Altar
16. Vampire Castle
17. Medusa's Lair
18. Sleepy Village
19. Elemental Plane of Earth
20. Space

Temperament

1. Lonely
2. Calm
3. Brooding
4. Wistful / Nostalgic
5. Tired
6. Neurotic / Unpredictable
7. Bitter
8. Flat affect
9. Cheerful / Bubbly
10. Choose/ Invent your own

2d6 Monster Reaction Table

- | | |
|------|-----------------------|
| 2 | Monster attacks |
| 3-4 | Monster is aggressive |
| 5-7 | Monster is cautious |
| 8-11 | Monster is neutral |
| 12 | Monster is friendly |

Prominent Facial Feature

- | | |
|---------|-------------|
| 1. Nose | 2. Mouth |
| 3. Eyes | 4. Ears |
| 5. Brow | 6. Forehead |



It that Secretes
Uligo Tumulus

HD: 5**
AC: 8 [11]
THAC0: 15 [+4]
FRQ: Very rare (NA: 1)
SIZE: M
Att: 1x Secrete (5' range)
MV: 0' (0')
SV: D10 W11 P12 B13 S14
ML: 12
AL: Neutral
INT: ?
XP: 225
TT: C



>**Helpless:** It that Secretes cannot attack, speak, or move. It that Secretes exists in a vegetative state, often staring blankly ahead. It inflates and deflates gradually as It breathes. If killed, It explodes, coating everything within 15' in secreted fluid. Those caught in the explosion have a 1/6 chance of developing advanced disfigurement in 1d4 hours and becoming That which Secretes themselves.

> **Secrete:** This creature perpetually secretes a viscous, clear fluid from its spongy head-appendage. Anyone whose flesh comes in contact with the secretion must save vs death/ poison or be permanently disfigured. Those who are exposed to the secretion experience their flesh slough into a malleable putty-like consistency. This causes the targets CHA stat to permanently reduce by 2d6 (minimum: 3) Those who have been disfigured by the secretion are wholly the same mentally, with an added unyielding love for It that Secretes, as well as the innate desire to spread the secretion to others. Any disfigured this way are welcomed into the cult with open arms. Secretions from this creature are highly treasured by those who worship It and collected in vials, so that their gift may be spread to those ignorant to Its blessings. Those disfigured must reapply secretions to their skin once per week, or suffer degenerative skin loss (-1 HD max hp).



> **Cult Following:** It that Secretes can only found in a dilapidated temple with a commune of disfigured followers who worship It fanatically. These followers most often serve as missionaries and "potion peddlers", hawking the solution in nearby markets as a cure-all or spiking other elixirs with the secretion. High Priests and missionaries wear pink concealing robes. It that Secretes is always heavily guarded and sequestered away within its temple.

A Secreter cult always has 1d4 + 1 high priests, 2d6 alchemists, 2d8 guards, and 1d% missionaries / "potion peddlers".



Sculpt by simpso miniatures

Kudzdude
Excrescentia Hominem

HD: 4*
AC: 6 [13]
THAC0: 15 [+4]
FRQ: Rare (NA: 1-2)
SIZE: Large
ATT: 2x Vines tether (1-4, 1-4) (30' range)
or Tree hug (4-12)
MV: 60' (20')
SV: D10 W11 P12 B13 S14
ML: 8
AL: Chaos
INT: Unintelligent
XP: 125
TT: U

>**Ghillie Suit?** : When standing still, Kudzdudes appear as nothing more than a large shrub. Because of this, Kudzdudes surprise on a 1-4 while in the wilderness.

>**Vine Tether:** Kudzdudes attack any who stray too deep into the foliage by first attempting to snare them with vines (1-4, 1-4). Any target hit by both vine tethers in one round are bound and reeled in at a rate of 10' per round.

>**Tree Hug:** Once within 5' of the Kudzdude (tethered or not) it will attack by "tree hugging" the victim (4-12). This thorny embrace lasts one round, after which the victim is released.



Kudzdudes are very large and ominously infant-like in appearance. They are covered from head to toe in overgrowth, hiding thorns just beneath the surface. Kudzdudes are infused with druidic magic, and are truly nothing more than mud, peat, and flora physically. Kudzdudes are often found around overgrown ruins, perhaps once sentries to these forgotten monuments.

Kudzdudes are susceptible to fire, and receive double damage from these sources.



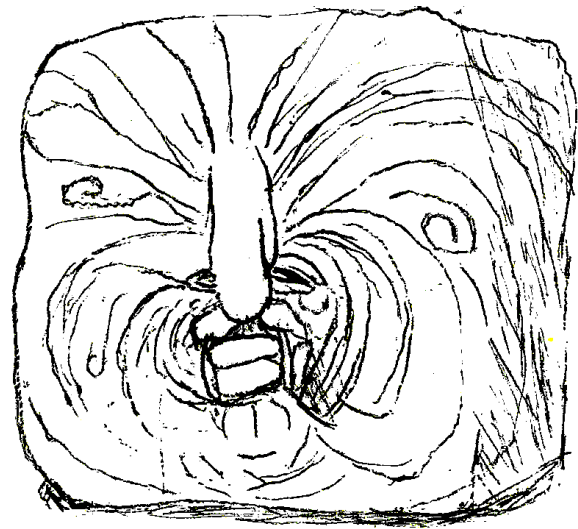
Conversion by simpso miniatures

Lard Cube
Adipem Cubum

HD: 6*
AC: 8 [11]
THAC0: 12 [+7]
FRQ: Uncommon (NA: 1)
SIZE: L (10' ^3)
Att: 1x Crush (2-16) + Suffocate
MV: 30' (10')
SV: D8 W9 P10 B11 S12
ML: 8
AL: Lawful
INT: Average / human
XP: 650
TT: None

>**Bouncer:** Lard Cubes are usually 10' x 10' and are used in blocking passage to those who do not know a secret code. When encountered, lard cubes are non-hostile and request a code to pass. One time per day a player may attempt to use their charisma (check) to flatter / ask politely for passage. If given an incorrect code, the cube will calmly inhale, then use its powerful lungs to shout for guards (or help). This immediately triggers a wandering monsters check. If attacked, the cube will first call for help, then shift its weight in an attempt to smother the intruders, occupying the 10' x 10' square space in front of it. This deals 2-16 damage and causes suffocation.

>**Suffocate:** A target hit by a Lard Cube's crush attack is smothered underneath it, taking 1d3 damage per round. Any target who holds a pointed weapon towards the cube as it attempts to crush them may prevent the cube from fully falling onto them, preventing its suffocation ability.



Lard Cubes are magically grown by druids using a tissue sample from any humanoid donor (usually themselves). This makes a lard cube an offspring of sorts to their parent donor, often resembling them. These druids usually form close bonds with their mock children, teaching them to speak 1d4 languages and feeding them twice daily. Lard Cubes may be intelligent (depending on their age and education). Lard Cubes take 1-10 years to grow 10' x 10' (adulthood) from a single patch of flesh. Since a lard cube can be grown from any suitably sized sample of a compatible humanoid race, some ethically questionable druids have covertly collected flesh from unrequited loves or hated rivals to use in deplorable ways.

Lard Cubes cannot survive without the care of another, and must be regularly fed and cleaned (as they cannot feed themselves or maintain adequate hygiene alone.) Lard Cubes personalities vary as much as the host they were sampled from. Druids with the knowledge to cast "Enlarden" may teach an apprentice how to cast the spell, however this spell is often regarded as taboo within Druidic circles.

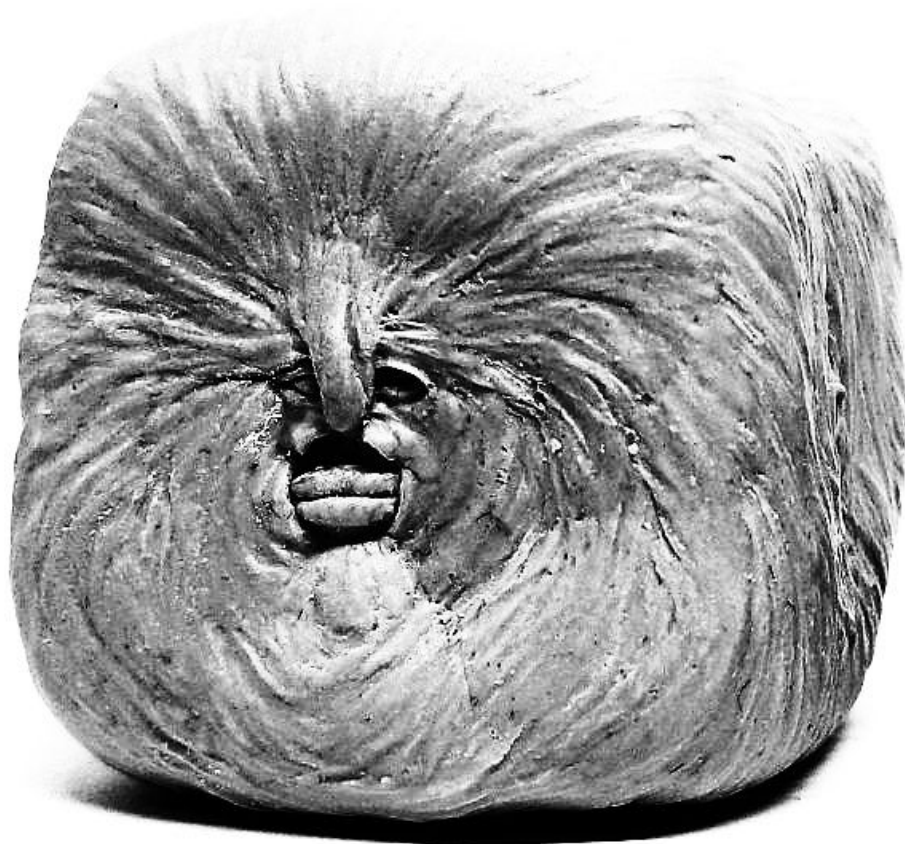
5th Level Druid Spell

Enlarden

Duration: instant (must be cast twice per week on flesh sample).

Range: Sample touched

The caster imbues life into a severed patch of flesh. This flesh will grow into a Lard Cube resembling the donor of flesh in 1-10 years. This spell must be cast twice per week on flesh sample until the cube reaches adulthood, or the flesh cube will begin to rot and die.



Sculpt by simpso miniatures.

*(nose and
mouth kit-bashed)*



Man-Faced Cavern Cobra
Deformis Anguis

HD: 3**

AC: 6 [13]

THAC0: 16 [+3]

FRQ: Rare (NA: 1)

SIZE: L

Att: 1x Bite (1-4 + constriction)
or 1x Venom spit (once per day
save vs spells or become *charmed*)

MV: 90' (30')

SV: D12 W13 P14 B15 S16

ML: 10

AL: Chaotic

INT: Average / human

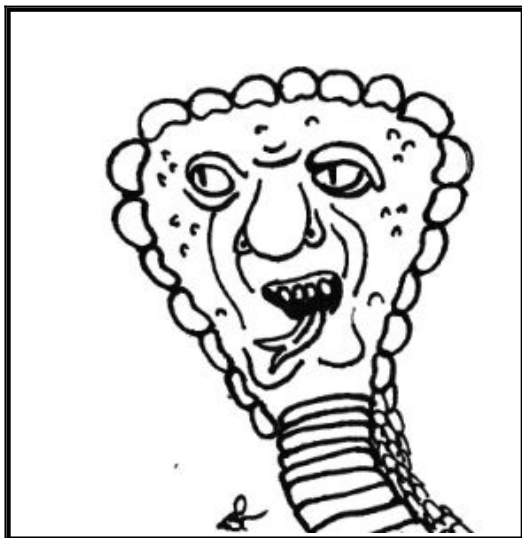
XP: 50

TT: R

> **Constriction:** When a bite attack is successful, the cavern cobra wraps around the victim and begins to squeeze, inflicting 1d4 automatic damage immediately and on each subsequent round.

> **Venom Spit:** This creature may spit venom once per day at a maximum range of 20'. If the target fails a save vs spells they become *charmed* as if by a charm person spell. Regard the cobra as a trusted friend and ally. The cobra may give the charmed creature non-alignment contradicting or self-harming commands.

>**Infravision:** 60'



Man-faced Cavern Cobras are fickle beings who lair deep underground. As their name suggests, they bare the face of a human. They do not have fangs, and must spit their venom instead. Man-faced cavern cobras are intelligent and charming, using eloquent language to catch adventurers off guard. Their venom acts as a charm person spell, targets hit by its venom must save vs spells or regard the cobra as a trusted friend and ally. The cobra may give the charmed creature commands (not self-harming or alignment contradicting.)

Man-faced Cavern Cobras have a 20% chance of being encountered with a charmed servant, and a 10% chance of being encountered with two charmed servants.



Sculpt by dm_jo11y

Mimirror
Speculum Mimus

HD: 3**

AC: 7 [12]

THAC0: 16 [+3]

FRQ: Very rare (NA: 1)

SIZE: L (10' tall, 5' wide)

Att: 3x Pseudopod

(save vs paralysis or Splitting Image)

MV: 0' [0']

SV: D12 W13 P14 B15 S16

ML: 12

AL: Chaos

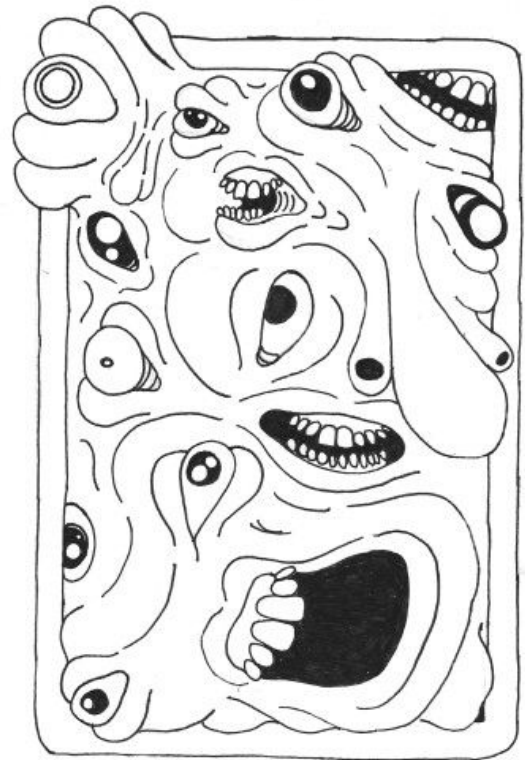
INT: Non-intelligent

XP: 50

TT: S

> **Splitting Image:** If a target is hit by a pseudopod, it must save vs paralysis or be pulled completely inside of the mirror. Over the next round, that target and the mimirror may not act. Within the mirror the target can be seen floating within a black void before splitting into two identical copies of itself. One of the two is then ejected prone outside of the mirror. The other remains within the mirror temporarily before turning and disappearing into the void. The victim's HP and Ability scores are now halved. The only way to restore these values is by tracking down or summoning the reflection from the parallel dimension and shattering it. This reflection is sentient and does not wish to be destroyed. (Only one reflection per character may exist at a time; Mimirrors will not attack a target already copied.) If a Mimirror is killed while using the splitting image ability, the player inside must save vs death. If successful, they are ejected with halved HP and ability scores (but without a reflection to pursue). If unsuccessful, the player is ejected dead from the mimirror horrifically fused to their split image.

> **Parrot:** Mimirrors mimic heard voices within 50' unless within vision of the source of sound.



> **Mirrored:** Mimirrors hide in plain sight, appearing as 10' tall, 5' wide framed archways leading to an adjacent room. In reality, this facade is only a copy of the room they inhabit (this reflection does not show oneself, just the background). Mimirrors surprise on a 1-4 and do not attack or show their true form until approached within 5'.

Mimirrors are Very rare magical creatures created by reflection-worshipping cultists.

Three variants exist: minimimirrors, mimirrorrs, and The Mirror Lord.

Deceased Mimirrors melt into glossy white slop.

Mimirrors seem to be unintelligent and will not communicate.





*Sculpt by
simsominiatures
Paintjob by nicolai_ostergaard*

Minimirror
Exiguum Speculum Mimus

HD: 1**

AC: 9[10]

THAC0: 18 [+1]

FRQ: Rare (NA: 1)

SIZE: S (handheld)

Att: 3x Pseudopod

(save vs paralysis or Feature Swap)

MV: 0' [0']

SV: D12 W13 P14 B15 S16

ML: 12

AL: Chaos

INT: Non-intelligent

XP: 15

TT: S

- J8 Nose
- 1 Flat and Wide
 - 2 Long and Thin
 - 3 Pointed w Sharpe
 - 4 Sausage-like
 - 5 Erected Hairs
 - 6 Trunk
 - 7 Feltre or Conure
 - 8 no nose

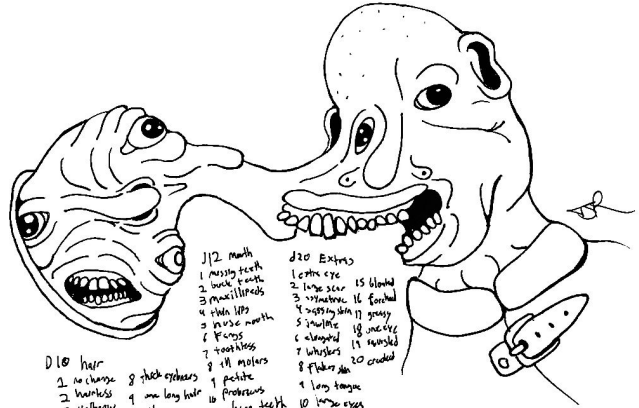
- J4 Ears
- 1 rounded/haman
 - 2 pointed/elfan
 - 3 long and drooping
 - 4 Tympanum

- J6 Eyes
- 1 dark brown
 - 2 light blue/green
 - 3 Feline
 - 4 goat whiteorb
 - 5 pits

- D10 Hair
- 1 no change
 - 2 hairless
 - 3 w/long hair
 - 4 thick/den
 - 5 thin/matted
 - 6 no eyebrows
 - 7 neckbeard
 - 8 thick eyebrows
 - 9 one long hair
 - 10 shaggy

- J12 Mouth
- 1 messy teeth
 - 2 sunk teeth
 - 3 maxillheads
 - 4 thin lips
 - 5 purse mouth
 - 6 fangs
 - 7 toothless
 - 8 48 molars
 - 9 patche
 - 10 protrous
 - 11 sharp teeth
 - 12 many teeth

- d20 Extras
- 1 extra eye
 - 2 large eye
 - 3 vibrance
 - 4 missing dim
 - 5 multiple
 - 6 elongated
 - 7 whiskers
 - 8 flake skin
 - 9 long tongue
 - 10 large eyes
 - 11 bulging features
 - 12 large male
 - 13 acne
 - 14 large cheeks
 - 15 blind
 - 16 foetal
 - 17 greasy
 - 18 one eye
 - 19 rounded
 - 20 crooked



> **Mirrored:** Minimirrors hide in plain sight, appearing as a handheld looking-glass. Minimirrors surprise on a 1-4 and only reveal their true face when looked directly into within 5' range.

>**Feature Swap:** Anyone hit by a Pseudopod must save vs. paralysis or be subjected to a feature swap (see following page). This alters the target's facial appearance permanently. (A single target may need to make multiple rolls on the feature swap tables if hit by multiple pseudopods) Retrieving one's original appearance from a minimirror is nearly impossible due to the random nature of selection.

Minimirrors are extremely sought after by thieves and assassins.



FEATURE SWAP

Which Feature?

1	Ears
2	Nose
3	Eyes
4	Hair
5	Mouth
6	Extra (Misc)

Ears

1	Rounded (human)
2	Pointed (elven)
3	Long and drooping
4	Tympanum

Nose

1	Flat and wide
2	Long and thin
3	Pointed and sharp
4	Sausage-like
5	External nares
6	Trunk
7	Feline or Canine
8	No nose

Hair

1	No change
2	Hairless
3	Unibrow
4	Thick sideburns
5	Thin mustache
6	No eyebrows
7	Neckbeard
8	Thick eyebrows
9	One long hair
10	Shaggy

Mouth

1	Missing teeth
2	Buck teeth
3	Maxillipeds
4	Thin lips
5	Huge mouth
6	Fangs
7	Toothless
8	All molars
9	Petite
10	Probiscus
11	Sharp teeth
12	Too many teeth

Extra (Misc)

1	Extra eye
2	Large scar
3	Asymmetric face
4	Sagging skin
5	Defined jawline
6	Elongated face
7	Whiskers
8	Flaking skin
9	Long tongue
10	Large eyes
11	Bulging features
12	Large mole
13	Horrific acne
14	Large cheeks
15	Bloated
16	Exaggerated forehead
17	Greasy skin
18	One eye
19	Squished features
20	Crooked face

Mirror Lord
Speculum Domini

HD: 6*
AC: 5 [14]
HAC0: 13 [+6] (NA: 1)
FRQ: Extremely Rare
SIZE: XL (15' tall, 10' wide)
Att: 1x *Mirror Match* (once per day)
or 1x *Spell Copy*.
MV: 0' (0')
SV: D10 W11 P12 B13 S14
ML: 12
AL: Neutral
INT: Highly Intelligent
XP: 350
TT: B

> **Mirror Match:** Visible targets who approach the Mirror Lord (within 80') are immediately duplicated and summoned to defend the Mirror Lord. The Mirror Lord may use this ability once per day to copy one group of players (and their companions) assuming they are within range and vision. The copied facsimiles march through the mirror and take station in front of it. These copies are hollow imitations, nearly exact replicas with one difference: willingness to die in the defense of the Mirror Lord. These copies carry the same equipment, armor, weapons, magical items, etc. When a duplicate dies, it shatters (as well as its belongings) and vanishes in a puff of smoke. A duplicate that kills whom it is copying immediately vanishes.

> **Spell Copy:** The Mirror Lord copies each spell that was cast (within 80' and the Mirror Lord's vision) during the previous turn and simultaneously selects random targets for each spell. If no spells were cast during the previous turn. The Mirror Lord blankly watches combat.



The Mirror Lord is ancient and enigmatic. It never attacks unprovoked, but will always create facsimiles of those who approach it as a defensive precaution. The Mirror Lord is surely intelligent, however communication is limited to the Mirror Lord repeating choice words from those who speak to it. For example, once a Paladin sought to question the Mirror Lord of its motives. The conversation was as follows:

"Greetings, Mirror most grand. I can see that you've already made my acquaintance. I wish to ask you one question."

"Ask. One question."

"What is it that you want? I seek to ensure peaceful passage through your labyrinth."

"I Want."

Sculpt by simpso miniatures



Mind Plumber
Caeruleum Cerebrum

HD: 3*
AC: 7 [12]
THAC0: 16 (+3)
FRQ: Rare (NA: 1-2)
SIZE: L
Att: 1x Mental strain (30' range)
MV: 90' (30')
SV: D12 W13 P14 B15 S16
ML: 6
AL: Neutral
INT: Very intelligent
XP: 50
TT: None

> **Inquisitive:** Mind Plumbers are never aggressive initially. Every Mind Plumber will first attempt to communicate with novel individuals telepathically (first round). Unfortunately, their language is completely alien and incomprehensible to all but other mind plumbers. After inevitably failing to communicate, they test the mental faculties of their target using *mental strain*.

> **Mental Strain:** A successful attack from a mind plumber indicates they have entered the mind of their target. Instead of dealing damage, roll under each of the following attributes and consult the number of failed checks for a result. Consecutive uses of mental strain on the same target are increasingly effective, add +1 to each. If the victim is *lobotomized*, the mind plumber changes targets.

Roll under: INT, WIS, CHA, CON.

Number of fails:

I. *Scrutinized* – 1d4 damage and migraine

II. *Probed* – Paralyzed for one round (+ step I)

III. *Desiccated* – Roll 1d3 (+ steps I & II)

1= -1 INT permanently

2= -1 WIS permanently

3= -1 CHA permanently

IV: *Lobotomized* – Save vs death or perish

(+ Steps I, II, III)

(Successful save turns target into an amnesiac. In addition, spellcasters forget any current memorized spells)

NDJ



Mind Plumbers are solitary elongated blue heads supported by two single-digit feet. Rarely found wandering subterranean structures, they always attempt to communicate telepathically in their alien tongue, appearing non-combative. After inevitably failing, it uses honed mental powers to incapacitate and study what it finds.

A mind plumber can only affect one being at a time with its mental abilities, up to a range of thirty feet. Mind Plumbers cannot fight physically, are cowardly, and are quite slow. Few lone combatants manage to get close enough to land a blow before being crumpled by its powerful mental abilities, appearing as if a marionette had its strings suddenly cut.



Sculpt by simpso miniatures

Mobile Outhouse (Toilet Terror)
Ignota Latrina

HD: 4*
AC: 5 [14] (closed) / 8 [11] (open)
THAC0: 15 [+4]
FRQ: Rare (NA: 1)
SIZE: L
ATT: 1x Odoriferous expulsion (twice p. day)
MV: 15' (5')
SV: D10 W11 P12 B13 S14
ML: 3
AL: Neutral (pacifist)
INT: Low
XP: 125
TT: None

> **Odoriferous Expulsion:** Mobile Outhouses may emit a noxious gas from their maw in a 15 ft cone twice per day. This terribly sickens any who fail to save vs breath.

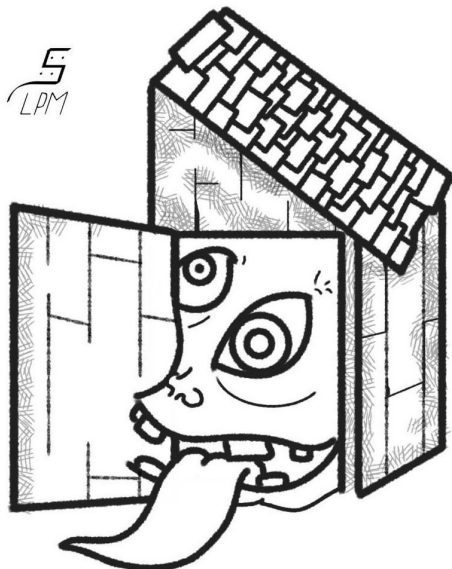
> **Surprise:** Mobile Outhouses surprise (1-5) by shrieking if their door is opened by an unsuspecting target. Mobile outhouses will never attack first, always immediately receding within its shell.



Peaceful herbivores, mobile outhouses are large solitary molluscs which dwell exclusively on the surface, preferring idyllic pastures or secluded glens.

Mobile outhouses are long-lived and somewhat intelligent, communicating with one another through facial expressions. Rarely, an older mobile outhouse will speak common (10%) with a heavy lisp.

Mobile Outhouses are often misunderstood due to their size, appearance, and choice of home.





Sculpt by simpso miniatures

Muldottir
Annuum Puer

HD: 1*
AC: 9 [10]
THAC0: 19 [0]
FRQ: Common (NA: 1d10)
SIZE: S - M
Att: 1x Vine slap (1 damage)
or by weapon (knives, clubs, and slings)
MV: 120' [40']
SV: D13 W14 P15 B16 S17
ML: 5
AL: Neutral
INT: Low Intelligence
XP: 10
TT: P

> **Camouflage:** Buried Muldottir are nearly indistinguishable from normal plants.

> **Budding:** Muldottir can reproduce asexually given time, sunlight, and water.

Plants who sway in the absence of wind are more-often-than-not comfortably buried Muldottir. These "Daughters of the Earth" can propagate asexually and seem to be flummoxed by gender dimorphism shown in other forms of life. The Muldottir are a simple nomadic folk, usually content to remain planted in their extended familial clusters; whispering closely among themselves of the goings-on of those above. The Muldottir stand about three feet tall with a central bulb-like torso bearing a humanoid face. They use fibrous ambulatory roots for locomotion and manipulation of objects. Each Muldottir flourishes a leafy stalk used in photosynthesis and breathing (spiracles) while buried.

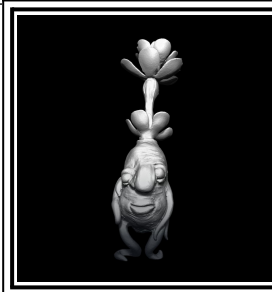


The Muldottir could, theoretically, live a comfortable existence without surfacing. Full sunlight and occasional rainfall is enough to sustain them indefinitely. The tuber central body of the Muldottir retains water and nutrients akin to a potato; a wrinkled Muldottir is in desperate need of moisture and may be unable to grow a new stalk. In such adverse conditions a familial cluster of Muldottir will migrate to a new quiet and sunny spot. Muldottir spend extended portions of their lives dormant and growing. Being asexual, a single Muldottir may proliferate into a cluster of genetically identical clones in time. This lack of diversity causes significant risk to disease; Muldottir rarely flower resulting in limited opportunities to cross pollinate with genetically distinct Muldottir.

Their fibrous bodies and roots taste bitter and are unpleasantly stringy. This is a trade-off due to their leaves being highly sought after. Herbivores prefer to graze on muldottir leaves whenever available. A muldottir whose stalk is entirely consumed is vulnerable and must expend considerable time and energy growing a new stalk. Severely malnourished Muldottir without the means of photosynthesis may resort to consuming insects, birds, or even small mammals. Muldottir speak basic common and are fairly dull. Additionally, they are unable to wear armor due to their physiology, leaving them vulnerable. Fortunately, the muldottir are relatively expendable due to having a stockpile of clones planted nearby. A dormant cluster of sufficient size occasionally rouses a scout to explore and gather knowledge before reporting back to the benefit of the group-mind.

Muldottir

Requirements: Max INT 9
 Max WIS 9
Prime Requisite: CON
Hit Dice: 1d3
Maximum Level: 3
Armour: None
Weapons: Dagger, Club, Sling
Languages: Muldottir, Common, Halfling, Elvish



Sculpt by simpsonminiatures

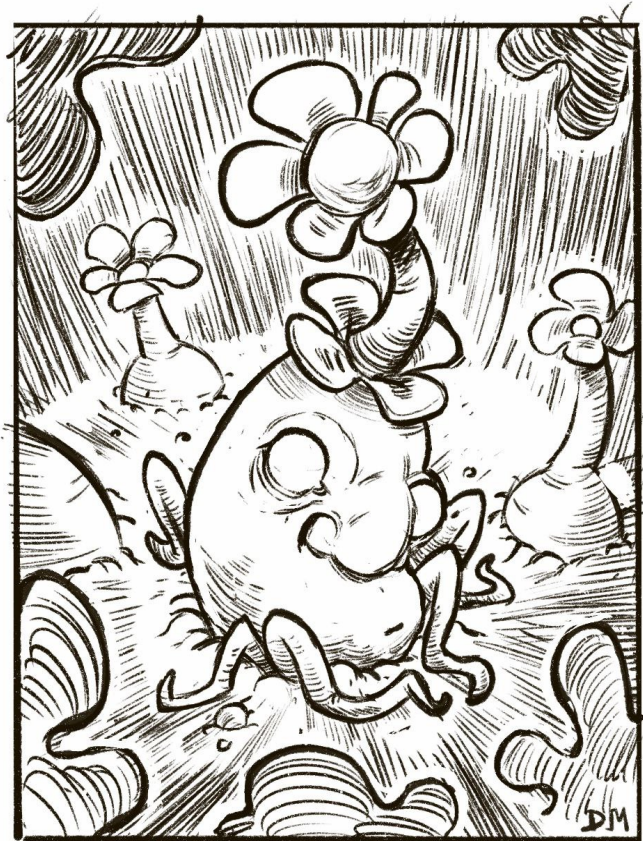
Prime Requisites: A Muldottir with at least 13 in CON gains a 5% bonus to experience.

Combat: Muldottir cannot use armor. Muldottir can only use small, one handed weapons such as daggers, clubs, or slings. Referee may decide what is appropriate.

Defensive Bonus: Due to their small size, Muldottir gain a +2 bonus to Armour Class when attacked by large opponents (greater than human-sized). Muldottir are not often targeted by hungry carnivorous creatures. Muldottir are targeted by hungry herbivorous creatures.

Hiding: Muldottir have a 90% chance of success to appear as nothing more than a plant while buried. Muldottir may choose to bury themselves in loose soil without use of a shovel or specialized equipment.

Budding: Muldottir are limited to a maximum level of three. However, Any Muldottir above first level may choose to bury itself with its parent family cluster (required access to sunlight) in the soil for a full week to bud. While budding, the Muldottir returns to level 1 with 0 xp. Any levels lost become new clones (starting at level 1 with 0 xp) in the family cluster (maximum of ten). Muldottir that return to the family cluster share new knowledge with the family hive mind.

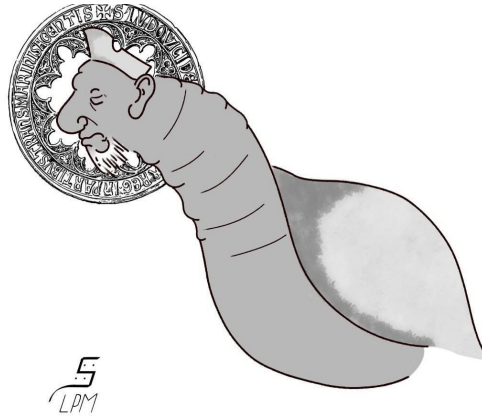


Multiple playable characters: When creating a Muldottir character, the player is choosing to command a familial cluster of identical clones. The player begins with 1d3 + 1 clones within the cluster. The player may choose to plant one or more of these above ground as a “base” prior to the first session or between sessions. Each player may only have one base at a time. This is where they may return after gaining levels to bud (between sessions). This also serve as a stockpile of “extra lives”. When beginning a session, the player must decide how many Muldottir to command, removing them from the cluster to join the party. During sessions, the player may not roleplay as the planted “base” muldottir. Family Clusters share the same alignment, personality, ability scores, AC, and speed, but have individual HP. Each muldottir may only hold three items (what they can carry in their roots).

Muldottir Level Progression								
Level	XP	HD	THAC0	Saving Throws				
				D	W	P	B	S
1	500	1d3	19[0]	13	14	15	16	17
2	1000	2d3	19[0]	13	14	15	16	17
3	1500	3d3	19[0]	12	13	14	15	16

Mussellad
Conchyliorum Facies

HD: 1*
 AC: 2 [17]
 THAC0: 19 [+0]
 FRQ: Common (NA: 1-4)
 SIZE: M
 Att: 1x Siphon squirt (up to 20')
 MV: 0' (0')
 SV: D12 W13 P14 B15 S16
 ML: 6
 AL: Neutral
 INT: Very Intelligent
 XP: 10
 TT: None



LPM

> **Burrow:** Mussellads may burrow into mud or silt, completely obscuring them.

> **Siphon Spray:** Mussellads use their siphon to spray a silty liquid solution at any target up to three times per submersion in water at a range of 20'. This solution blinds targets for 1d4 turns.

Sculpt by Duane



Sculpt by simpsonminiatures

Alaric Kirill
 "King Clam"

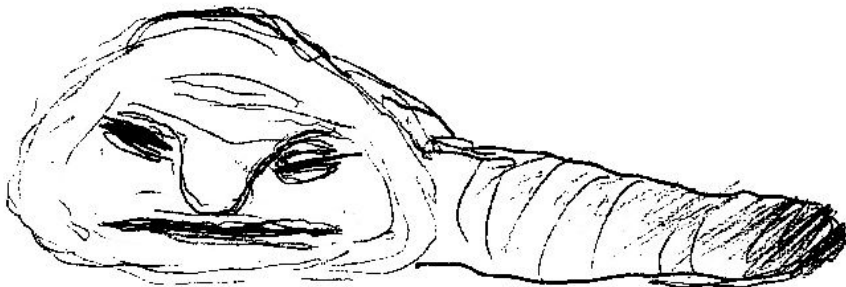
HD: 7*
 AC: 0 [19]
 THAC0: 12 [+7]
 FRQ: Extremely Rare
 (NA: 1)
 SIZE: L
 Att: 1x Siphon squirt (40')
 MV: 0' (0')
 SV: D8 W9 P10 B10 S12
 ML: 6
 AL: Neutral
 INT: Highly Intelligent
 XP: 450
 TT: F

> **Burrow:** King Alaric may burrow into mud or silt, completely obscuring him.

> **Siphon Spray:** King Alaric may use his siphon to spray a silty liquid solution at any target up to three times per submersion in water at a range of 40'. This solution blinds targets for 1d6 turns.

> **Cove Custodian Covenant:** Those allied to Alaric may join his covenant and receive an abalone ring. When worn, one is rarely summoned to a shoreline being trespassed. Defeat the trespassers to gain rank in the covenant. If defeated, return to initial area (where summoned). If defeated three times, ring breaks.

Rank (# vanquished)	Reward
I (1-5)	Pearl of Wisdom
II (6-15)	Net, +1 Trident (submission)
III (16-30)	Ring of Water Walking
IV (31-60)	Cloak of the Manta Ray
V (61+)	Horn of the Tritons



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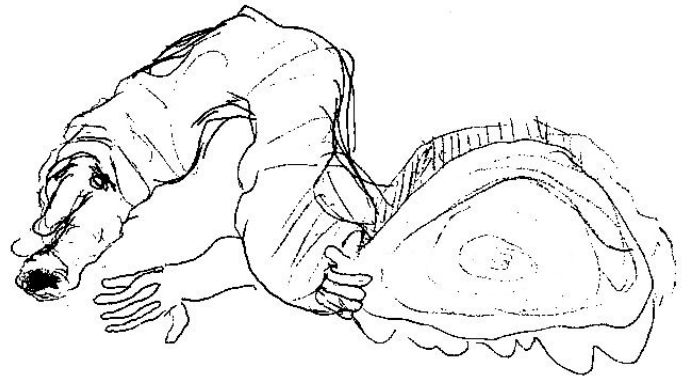
Mussellad / Mussellady (Race)

Requirements: Min INT 9, Min WIS 9, Min CHA 9.

Ability Modifiers: Set DEX and STR to 3. +4 to CHA, INT, WIS attributes.

Weapons: Dagger, Wands, Staffs

Languages: Aquan, Common, Undercommon, Deep speech.



Mussellads (Geoducians/ manmussels/ musselheads) are la sentient clams from deep underground.

Being immobile, mussellads utilize their high charisma an intelligence in forming symbiotic relationships with other terrestrial races. Mussellads have adapted gills which allow them to breathe while submerged and survive outside of water as long as they are fully drenched once per day. Mussellads have two thin arms usually tucked within their shells and a humanoid face. The name “mussellad” is a misnomer, female musselladies also exist. Mussellads breed through broadcast spawning.

Available Classes and Max Level:

- > **Bard:** 8th
- > **Cleric:** 9th
- > **Illusionist:** 11th
- > **Magic User:** 11th



Sculpt by simpso miniatures

Armor Worn	Movement Rate	
	Without Mussellad	Carrying Mussellad
Unarmored	120' (40')	90' (30')
Light Armor	90' (30')	60' (20')
Heavy Armor	60' (20')	30' (10')

Combat (Siphon): Mussellads may only use weapons small enough to fit within their shells (*see: pockets*) when cloistered, as well as staffs and wands. Mussellads also may squirt a silty liquid mixture from their siphon up to three times per submersion at a range of 20'. This blinds hit targets for 1d4 turns.

Defensive Bonus: Mussellads cannot wear armor, however they boast powerful natural armor impervious to many attacks. All mussellads have AC 2 [17] while cloistered.

Hiding / Burrowing: Mussellads may burrow in silt or mud, rapidly burying themselves. This process takes one round and effectively hides them from sight. Mussellads are capable of surfacing themselves at the same rate. While burrowed, Mussellads naturally filter-feed using their siphon. Mussellads are unable to consume any other type of food and must filter-feed once per day for at least one hour to feed. Mussellads also must be fully submerged once per day in water to keep their internal specialized gills moist.

Immobile: Mussellads cannot move. They are only capable of burrowing and surfacing in soft silt. Adventuring mussellads are known to convince party members to carry them or hire burly retainers (donning large harnesses) to move about. Anyone carrying a mussellad moves as if carrying treasure (see movement table)

Pockets: Mussellads do not wear clothes or (non-natural) armor, and may not carry a backpack. Mussellads have two natural pockets within their shell they may store two (small) items in. Mussellads often hire retainers as mobile inventories.

Pearent

A massive invasive weed with a peculiar method of seed dispersal : locomotion. Each Pearent is the immobile base of an extensive family tree of "pearsons", or pear people.

> **Playable:** A player may choose to control a 3HD Pearent as their starting character. This player chooses a location on the hex map at the DM's discretion to serve as the Pearent's point of growth. (This may serve as a form of base for the PC party if they wish!) The Pearent Player never directly controls the tree itself, rather, its "family" of pearsons. The pearent is immobile. The player may choose to play multiple pearsons in the same party at the discretion of the DM. Additional pearsons defend the pearent.

Pearent HD / AC varies by tier:

I: Pearent (3-6 HD) (AC 7)

II: Grand Pearent (7-9 HD) (AC 5)

III: Great Grand Pearent (10 HD) (AC 3)

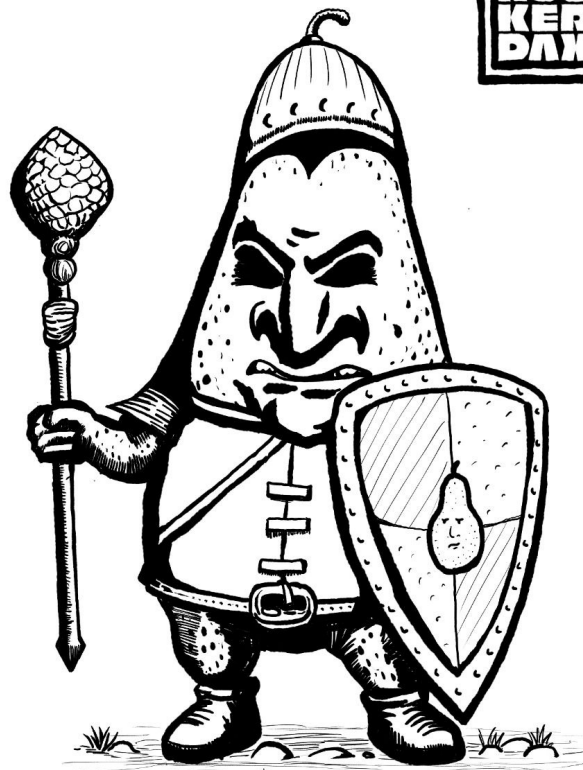
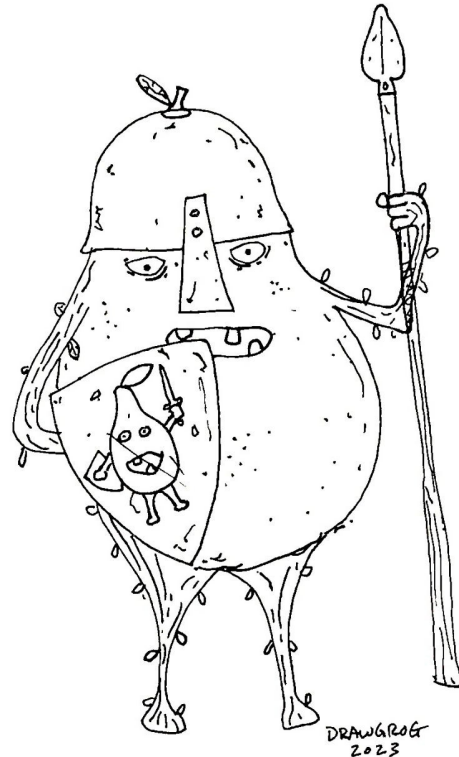
>**Rolling Stats:** Roll the usual attributes, these are genetic to the Pearent and apply to all Pearsons they spawn.

>**Armor / Weapons:** Pearsons may use any weapons or shields, but are limited to armor specifically tailored to their body shape.

>**Health:** Pearsons may not regenerate lost health. Pearents regenerate 1d8 HP per day. Each pearson's maximum lifespan is one year.

>**Knowledge:** Each pearson is born with the knowledge of its pearent. Pearsons may return to and commune with its pearent to teach it new information for future generations.

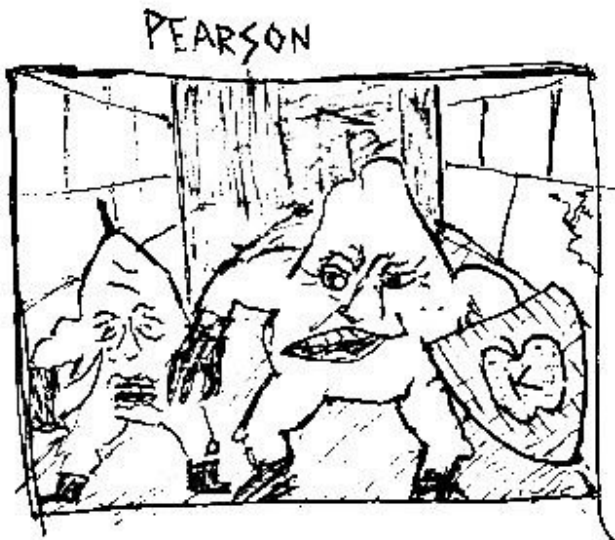
>**Seed:** Each Pearson bears two seeds within themselves. These are revered and are to be recovered from fallen pearsons at all costs. Pearsons in the last season of their life become pilgrims, traveling far from its pearent to bury themselves somewhere nice in a ritual suicide and begin the cycle anew.



>**Growth:** Pearents have a d% chance of growing each season. This chance is increased dependent on the # of HD in corpses (or bones) mulched or buried at the base of the pearent.

- P: 3 > 4 : 50% + 10% p. HD
- 4 > 5 : 40% + 10% p. HD
- 5 > 6 : 35% + 10% p. HD
- GP: 6 > 7 : 30% + 5% p. HD
- 7 > 8 : 25% + 3% p. HD
- 8 > 9 : 20% + 1% p. HD
- GPP: 9 > 10: 1% p. HD

>**Tier Tree:** The player may choose which branch to begin the game with two nodes. The other two branches begin at one node. (Or, feel free to roll a d3 to randomly decide growth for more “natural” results.)

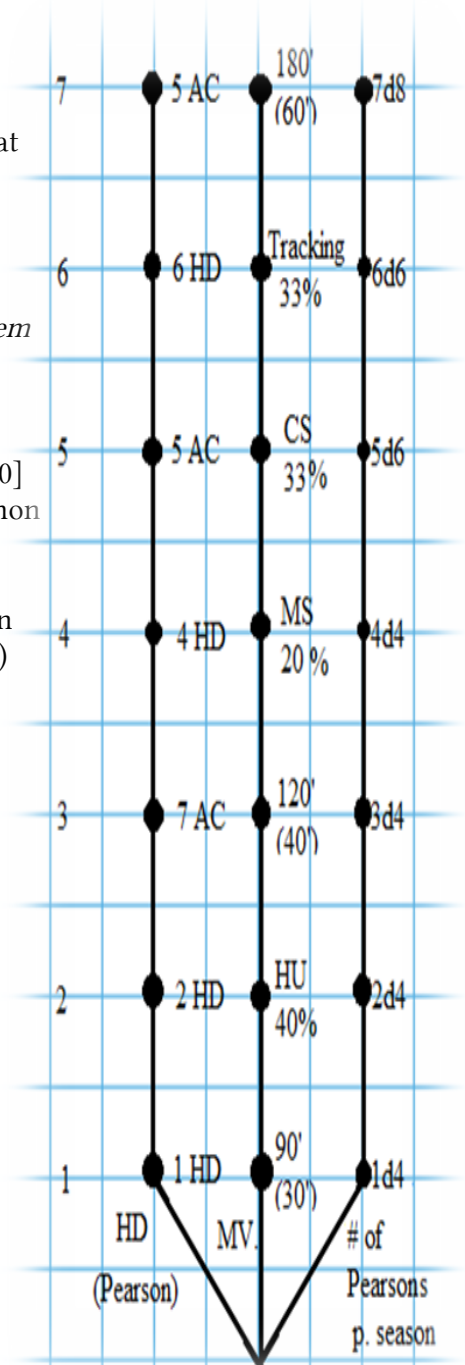


Pearent
Pirum Viriditas

HD: 5
AC: 7 [12]
THAC0: 15 [+4]
FRQ: Rare (NA: 1)
SIZE: L
Att: None
MV: 0' (0')
SV: D10 W11
P12 B13 S14
ML: 12
AL: Neutral
INT: Somewhat
XP: 50
TT: V

Pearson
Pirum Hominem

HD: 1
AC: 8 [11]
THAC0: 19 [+0]
FRQ: Uncommon (NA:2d4)
SIZE: M
Att: by weapon
MV: 120' (40')
SV: D12 W13
P14 B15 S16
ML: 8
AL: Neutral
INT: Low
XP: 10
TT: P



Pink Slop
Rosea Abominatio

HD: 1-3 hp
AC: 9 [10]
THAC0: 19 [+0]
FRQ: Common (NA: 1-8)
SIZE: Very small
ATT: 1x Bite (1 damage)
MV: 30' (10')
SV: D12 W13 P14 B15 S16
ML: 12
AL: Chaos
INT: Very Low
XP: 0
TT: None



NDJ

Pink Slop is the byproduct of an alchemical experiment gone wrong. Endowed with basic intelligence and constant pain, pink slop are verbally aggressive to any who approach them. Pink slop are rude, and know no joy.



Sculpt/conversion by simpso miniatures

Plecostoman
Musco Defensor

HD: 4*
AC: 6 [13]
THAC0: 15 [+4]
FRQ: Rare (NA: 1-2)
SIZE: L
Att: 2x Fists (1-4) +
Snap (2-16)
MV: 60' [20']
SV: D10 W11 P12 B13 S14
ML: 10
AL: Neutral
INT: Semi
XP: 225
TT: S

>**Docile:** Usually found feeding on an algae patch or decomposing material. Complacent until something approaches its meal.

>**Moss / Rot Detection:** Can detect decomposing matter up to 50' away and moss up to 100' away.

> **Snap:** If a target is damaged by both fist attacks in the same round, it is grabbed by suckered fingers. This target is bent violently, inflicting 2-16 damage immediately. The Plecostomen will not attack with fists while holding a target, and will continue to "snap" until the held creature goes limp.



Plecostomen are cave dwelling amphibians which bare squat rear legs and elongated arms used in walking on all four limbs. Their coloration varies from mottled brown to custard yellow. Plecostomen must keep their skin moist as they hydrate through osmosis. Most prominently, plecostomen bare a large sucker-mouth used to graze algae and lichen deposits near cavern pools. It is hypothesized that plecostomen evolved long arms, webbed digits, and suction-cupped fingertips to pull themselves from the water to graze upon bountiful algae above the waters surface. Along with the powerful adhering properties of their fingertips, they can fasten themselves to any surface using their sucker mouth. In time they developed rudimentary lungs to accommodate the change to land-life. Although vestigial gills are still physically present, Plecostomen cannot breathe underwater. This is mitigated by their ability to hold their breath for several hours. Plecostomen have low-light vision and are sensitive to daylight.

Plecostomen are primarily herbivorous with the exception of being opportunistic detritivores. Plecostomen are generally unaggressive and complacent; however when their food supply is perceived as threatened, they employ a powerful grip to throttle these threats. These dangerous amphibians are known to be calm and slow-moving until anything approaches their stockpile of moss, leaping into action to defend their supply of food.

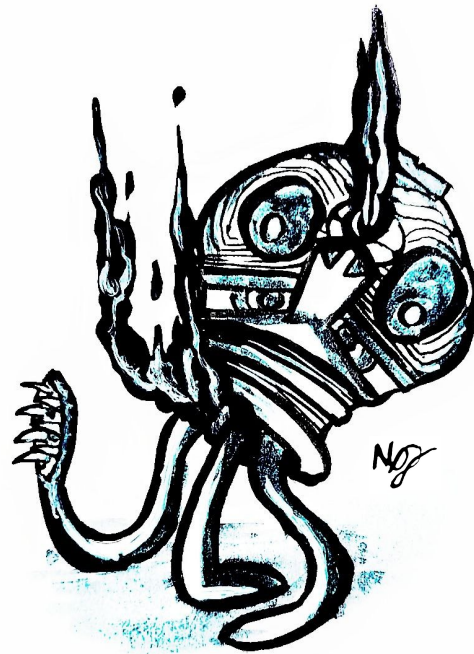


Sculpt by simpso miniatures



Pottery Punk
Figuli Delinquens

HD: 2
AC: 8 [11]
THAC0: 18 [+1]
FRQ: Very rare (NA: 1)
SIZE: Small
ATT: 1x Tentacle slap (1-3) or Dagger (1-4)
MV: 150' (50')
SV: D12 W13 P14 B15 S16
ML: 3
AL: Chaos
INT: Very Intelligent
XP: 20
TT: V



Pottery Punks are small and intelligent octopi with three tentacles. These creatures usually hide within an item, such as a chest, cursed pot, barrel, or other container within dungeons and scheme to trick dungeon delvers. Pottery Punks can hear and feel footsteps from 40' feet away, and often can peek through a small hole in the container to see in low light.

When a pottery punk notices players, it will call out to them asking for help or warning of danger. Pottery Punks are deceitful and cunning liars. A pottery punk may say they are trapped within the container, warning not to destroy it due to being cursed, and that the only way out is by retrieving a magic item or treasure. When given it, the pottery punk flips over, and runs away from the party giggling. A pottery punk may warn the party of danger down one corridor, and suggest the more dangerous alternative.

Pottery Punks need to keep themselves moist, usually located close to a pool of water or fountain (or filling the container they are hiding in with some water).

Cursed Pot:

An enchanted piece of earthenware endowed with baneful magic. Cursed Pots always feature a face with a sad or scowling expression. Cursed Pots are usually corked. If opened, ominous black fog (harmless) exudes from them before dissipating. Any who destroy a cursed pot obtain the curse it carries (roll on the curse table).

Curse Table 1d6 +1d3

11	Withering: -1 hp per turn
12	Giggles: Snickers uncontrollably, often while sneaking
13	Death: Save v. death or perish. Success =Unconscious
21	Unlucky: -2 to all saving throws
22	Stink: Awful stench (10')
23	Weakness: -1d4 to STR attribute
31	Rhyme: Must talk in rhyme
32	Call it. : Must make choices using a coin toss
33	Whisper: Voice becomes raspy; only can whisper
41	Pinocchio: When lying, nose grows 1d6+1 inches
42	Ruin: All worn and carried equipment becomes shoddy and easily breakable
43	Snake! : Weapons you wield appear to become vicious serpents, which attack and deal damage against you as normal. They appear as normal to everyone else
51	Itchy: Wearing clothes causes severe rashes / itching
52	Hot! Hot! : Any metal weapon you hold becomes red hot and burns
53	Gummy: Teeth fall out. -1d4 to CHA attribute
61	Vampire? : Gain all of a vampire's weaknesses
62	6th Sense: Anything killed will haunt the curse bearer
63	Cried Wolf: People always assume the cursed is lying



Sculpts by simpson miniatures

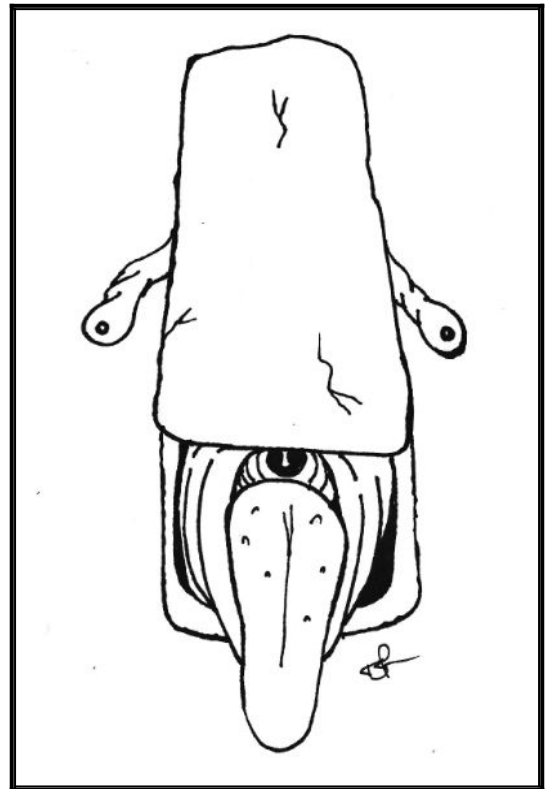
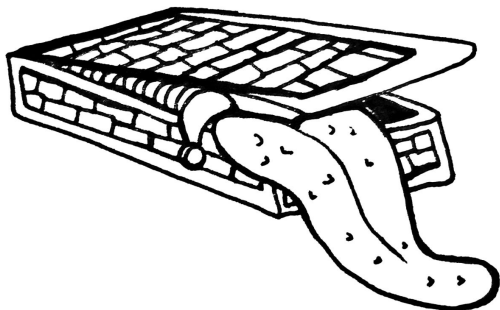
Sarcophamollusc
Sepulchrum Conchilium

HD: 2**
AC: 4 [15]
THAC0: 18 [+1]
FRQ: Uncommon (NA: 1-2)
SIZE: M
Att: 1 x tongue (1-3 + entomb)
MV: 30' (10')
SV: D12 W13 P14 B15 S16 (2)
ML: 7
AL: Neutral
INT: Animal
XP: 30
TT: S

> **Surprise:** A sarcophamollusc surprises on 1 – 4 when attacking unsuspecting prey.

> **Entomb:** A sarcophamollusc attacks by trapping and swallowing prey using its large tongue. The target must save vs paralysis after being hit by its tongue or be entombed within the living coffin, taking 1-4 acid damage per turn. Entombed targets are considered helpless due to being constricted.

> **Recede:** After capturing prey, this creature cloisters shut. While receded, the sarcophagus movement is reduced to 0, and AC is lowered to 3 [16]. Other players may attempt to pry open the shell using an appropriate item such as a crowbar or blade (STR check). If re-opened, the captured creature is immediately ejected 5' in front of the creature. The sarcophamollusc then immediately closes and waits for safety. The mollusk will only attempt to entomb another target if repeatedly pried open by attackers.



This clam-like ambush predator lives in dank dungeons or moist mausoleums. They have no sense of hearing and extremely poor eyesight, however they can sense vibrations through the floor up to 40' away and taste the air for prey. Their locomotion is limited to dragging itself forward with its long tongue. This is a slow and loud process that leaves itself vulnerable. For this reason, sarcophamolluscs only move if the ambient humidity lowers substantially or when they haven't sensed movement in their vicinity for quite some time.

A sarcophamollusc surprises prey on a 1-4 and lurches out with an oversized tongue. Prey must save vs paralysis or become constricted and entombed within the mollusc. A Sarcophamollusc can only grasp and begin to consume one human-sized (or smaller) victim at a time. After successfully surprising and catching something, the sarcophamollusc snaps shut and traps its catch inside. Digestion is slow and painful, dealing 1d3 damage (acid) per round. When stuck inside the coffin, prey are helpless unless assisted by an outside force. These "Living Coffins" are very difficult to pry open when clasped shut. A strength check is required to open a sarcophamollusc from outside. If opened forcefully, a sarcophamollusc will eject its contents automatically and snap shut. Cloistered sarcophamolluscs will not re-open until left alone.



Sculpt by simpso miniatures

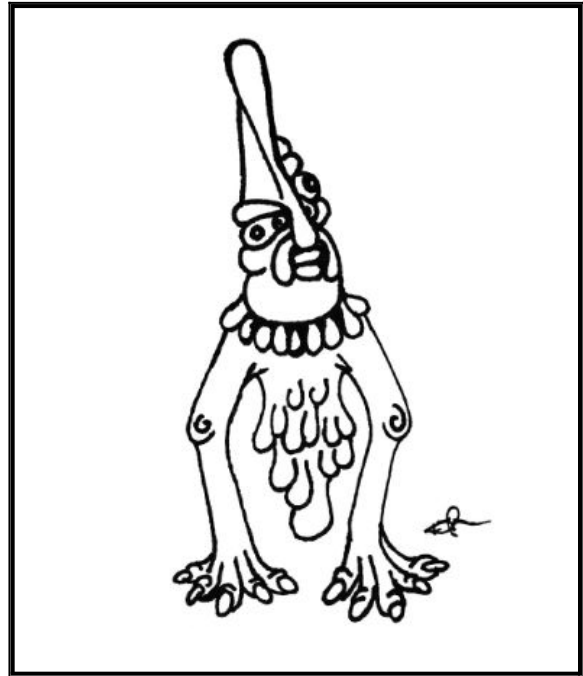
Scraper
Fingunt Comedenti

HD: 2
AC: 7 [12]
THAC0: 18 [+1]
FRQ: Uncommon (NA: 1)
SIZE: M
Att: 1x Stink
MV: 180' (60')
SV: D12 W13 P14 B15 S16
ML: 2
AL: Neutral
INT: Animal
XP: 20
TT: None

> **Leap:** Scrapers can leap 20 feet.

> **Stink:** When cornered, a Scraper will bleat and spray a 10ft x 10ft cloud of clinging stink gas onto its pursuer. Save vs breath or neutralizes the target's sense of smell for 1d6 hours and may increase the risk of attracting wandering monsters.

Every dungeon produces a variety of mosses, lichens, and detritus. Scrapers use their specially shaped heads to peel the grime off cavern walls and degunk dungeon grouting. This unique tool is also used to collect and route moisture into the creature's mouth. Scrapers store nutrients and water in hanging fat deposits around their neck and on their torso. Scrapers are tall with long vertical heads and two arms used in locomotion. Scraper's handfeet have many digits, used for locomotion and moving food to the mouth. A Scraper's torso is covered in small overlapping sacs of fat and water. If the sacs appear withered, the creature is malnourished and dehydrated.



Scrapers migrate to new caverns or dungeons when food supplies run low. Scrapers wait until low light to do this. Scrapers are harmless and respond to intruding beings through gobbling loudly and keeping a distance of at least 50'. Scrapers can run quickly and are natural leapers. A cornered scraper resorts to kicking its aggressor while bleating loudly and exuding a foul, clinging scent of decay from glands under their fat sacs. Scraper's reproduce asexually by budding.

Rarely, captured scrapers are domesticated and used in dungeon deep-cleaning and as livestock for particularly extravagant meals. Capturing a scraper is a delicate task, as when a scraper is immobilized there is a 75% chance of the scraper dying from shock (ruining the taste of its meat.)



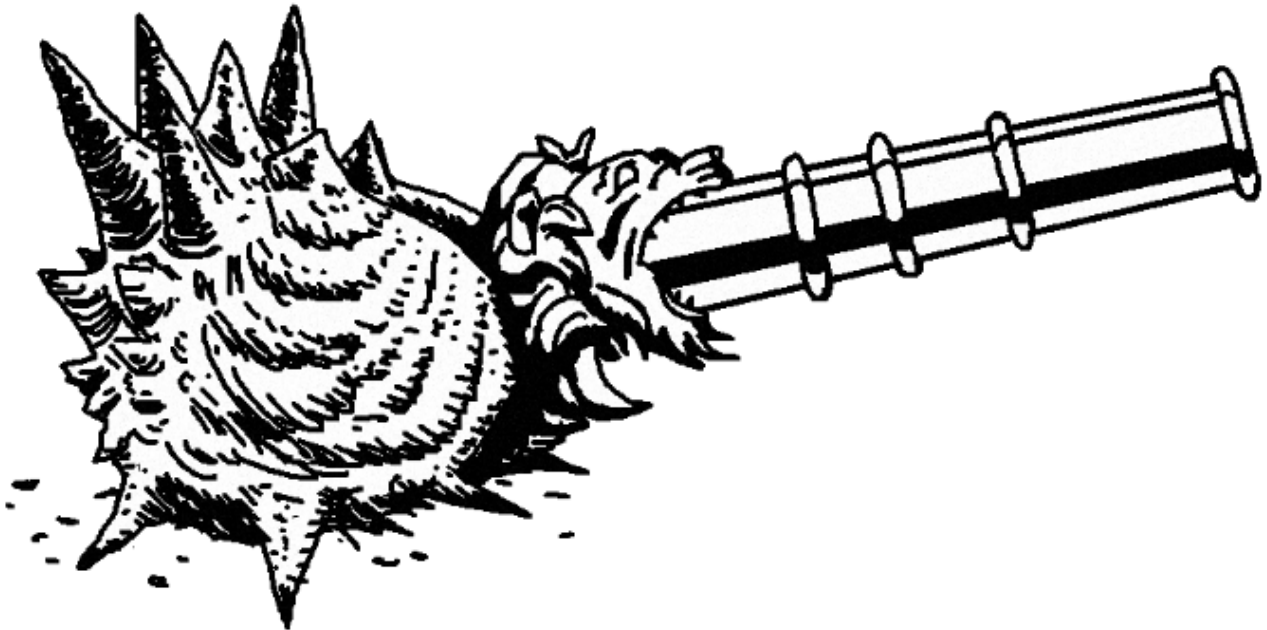
Sculpt by simpso miniatures
Paintjob by Aidan_ym

Shelled Shock (Cannon Clam)
Proiectum Testa

HD: 2
AC: 3 [16]
THAC0: 18 [+1]
FRQ: Very rare (NA: 1)
SIZE: M
Att: 1x Cannonball pearl (Line 40') (3-24 damage)
MV: 0' (0')
SV: D12 W13 P14 B15 S16
ML: 2
AL: Neutral
INT: Animal
XP: 20
TT: 1x Cannonball pearl (heavy) (500-1000 gp)
Each clam carries one cannonball pearl, usually fired.

>Cannonball Pearl: When seriously threatened, a cannon clam will open momentarily, aim its cannon-like siphon, and fire its pearl at the aggressor. This does 3-24 damage and is fired in a line 40', damaging everything in its path. Immediately after firing, it cloisters tightly. This pearl is extremely heavy and beautiful. These sell upwards of 500-1000 gp to the right buyer.

These large shellfish are often sought after as they contain a large pearl. Unfortunately, many attempts to harvest a cannonball pearl are disastrous. Many are blown asunder by the very thing they covet, or the cannonball careens into deep water. It takes a Cannon Clam up to a decade to produce its payload. For this reason, it is not fired needlessly. Only in extreme distress will a cannon clam fire.





Kitbash/conversion by simpsomminiatures



Shellfish Shambler
Cochlea Parasitus

HD: 2**
 AC: Without prey 5 [14] / With Prey 7 [12]
 THAC0: 18 [+1]
 FRQ: Uncommon (NA: 1-4)
 SIZE: M - L
 Att: 1x Usurp
 MV: Without prey 0' (0') / With Prey 30' (10')
 SV: D12 W13 P14 B15 S16 (2)
 ML: 5
 AL: Neutral
 INT: Animal
 XP: 20
 NA: 1-4
 TT: P



Without Prey:

> **Usurp:** Any who walk within 5' are snatched at. The shellfish shambler will attempt to latch onto the head of the victim and usurp control of its body. If the target is hit by the shambler's usurp attack, it must save vs death or have its mind hijacked by the shambler (destroying it in the process). The nervous

> **Consume:** The shambler slowly consumes its catch over 2d4 weeks, eating from head down to feet. The shambler never exits its shell while eating, instead pulling the body progressively deeper within its shell.

Overgrown parasitic molluscs with an appetite for flesh. These snails are anything but slow when attacking. Those lucky enough to be wearing a helmet are spared temporarily while the creature dismantles the headgear before trying again.

When a shambler successfully usurps a body, the victim's brain is immediately destroyed and replaced with a mass of controlling fibers, nerves, and tendrils. Oftentimes, allies of the victim try to rescue them, not realizing the extent of the damage until after forcefully separating what's left from the snail. Shellfish shamblers with prey are harmless to others. They are most dangerous while without; when immobilized and waiting for a meal.

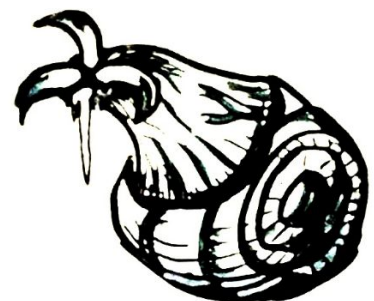


system of the victim is then rewired to respond to its command (usually shambling aimlessly or twitching sporadically.) Targets hit by an usurp attack while wearing a helmet are given a second chance, as the shambler must first remove the helmet, crushing it within its mouth.

> **Surprise:** Surprises on a 1-3

With Prey:

> **Recede:** A shambler with prey does not seem to notice others around it. If attacked, the shambler will forcefully pull its seized body within the corridor of its shell fully. (young shamblers will pull the body in as much as it can, usually leaving legs exposed). When fully receded, the shambler's AC lowers to 5 [14] as if it were without prey.





*Kitbash / conversions
by simpsonminiatures*

Slug Wizard
Veneficus Limax

HD: 3*
AC: 8 [11]
THAC0: 16 [+3]
FRQ: Rare (NA: 1-4)
SIZE: M
ATT: 1x Slug spell
MV: 30' (10')
SV: D12 W13 P14 B15
S16
ML: 7
AL: Neutral
INT: Very intelligent
XP: 50
TT: V

Adhesive: Slug Wizards secrete an adhesive, allowing them to traverse all surfaces with ease.

Salt Sensitivity: When exposed to salt, slug wizards receive 1-8 damage per round of exposure.



Slug Spells: Slug Wizards utilize specialized slug spells in addition to spells up to third level (magic-user). Only Slug Wizards are capable of casting these spells due to the particular somatic gesturing required.

Slug Wizards are often found in small groups, called cornucopias, discussing strange magics unknown to the non-initiated. Slug Wizards are slow and intelligent beings happy to broaden their knowledge of magic. If a magic user, cleric, or illusionist converses with a slug wizard (peacefully) for long enough, the topic of slug conversion will be breached. A slug wizard may use the "slugificaion" spell on a willing target to begin the transformation. This process takes 1d3 days, in which the target becomes slug-like. This lowers the target's movement to 30' (10'), also gaining "adhesive", "salt sensitivity", and may learn a slug spell. This change is permanent.

It is unknown if the existence of slug wizards predates the spell "slugification".

Salt Protection

Level 1
Range: touch
Duration: 2 rounds / level

This acts as a barrier around the wizards body at skin level, protecting the affected from salt in any form. This allows the wizard to be safely in contact with the compound.

Slugification

Level 4
Range: touch
Duration: permanent

A willing target is implanted with gastropod DNA, transforming the target into a slug wizard in 1d3 days.

Dissolve

Level 4
Range: ½' per level
Duration: permanent

This allows the caster to dissolve a plant, animal, or mineral area to a sticky goo. If cast on a sentient being, they're allowed to save at +3. If failed, it will act as if hit by volatile acid. Water will wash off the effects if done immediately, otherwise is damaged 1-8 hp per round.

Engluemerate

Level 3
Range: 20'
Duration: permanent.

The slug wizard conjures a gooey bubble filled with thick yellow slop that smells of mildew. It drifts toward its target and pops on contact, creating a splattered mess of gloop. This does not damage, however, in d3 turns the ooze hardens and any covered are paralyzed until the ooze is chiseled off with a sharp edge.





Slug Wizard (upper) by simpsonminiatures



Slug Wizard (lower) by moldmoldmold

Smooth-head Burlesque
Calvitium Occultatum

HD: 2**

AC: 5 [14]

THAC0: 18 [+1]

FRQ: Rare (NA: 1-2)

SIZE: M

Att: 2x Hand grope (1-4) + Grapple,
then 1x Bite (1-8).

MV: 60 ' (20')

SV: D12 W13 P14 B15 S16 (2)

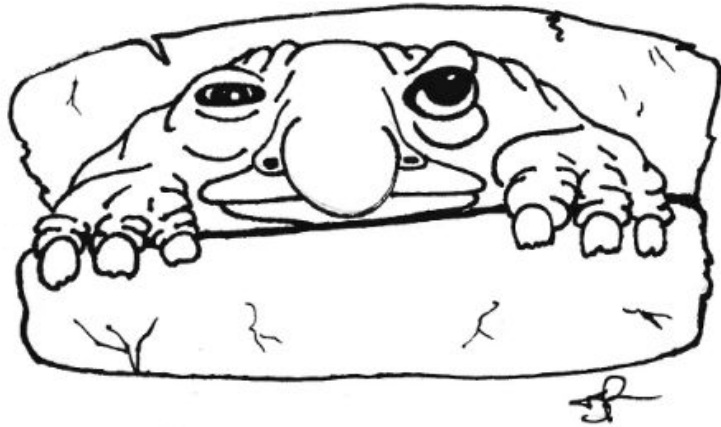
ML: 12

AL: Chaotic

INT: Semi

XP: 30

TT: S



> **Grapple:** If both hand-grope attacks hit a single target in combat, the victim saves vs. paralysis or is grappled and suffers an additional 1d8 biting damage. A grappled target may make a strength check once per round as its only action to attempt to break free. A grappled target may attack the smooth-head with one-handed weapons at a -1 penalty. The smooth-head will always bite a grappled target during its turn and may not attack with his 2x hand grope while holding a victim.

> **Recede:** When reduced to less than half health, this creature releases any grappled targets and retreats into its hiding place. While receded, movement is reduced to 0, and AC is lowered to 3 [16].

> **Coax:** Smooth-heads sing croaking melodies while not actively hunting. If a smooth-head can smell or hear prey, it hides and begins to shout obscenities to lure prey closer.

The Smooth-head Burlesque is a curious creature known for its bulbous body and ability to mimic the voices of its prey in an offensive manner. Little more than a large head with two grasping hands, Smooth-heads hide in coffins, crates, or similar containers waiting for food to approach. Smooth-heads lure intelligent creatures close through shouting provokingly; Most commonly using phrases like "Hey! Stupid!" or "Ugly!"

After a victim moves within 5 feet of its hiding place, the smooth-head lurches out with groping hands dealing (1-4/1-4) damage. If both hands connect, the victim must save vs. paralysis or be grappled and subjected to its mouth (1-8 damage). A grappled character cannot move and may attack the burlesque with one-handed weapons at a -1 penalty or attempt to escape (Strength check). If successful in grappling its prey, the Smooth-head "chews" its meal in a similar manner to a toad. It attempts to hold the meal in its mouth with its three-fingered hands, chewing, until its prey stops moving.

Smooth-head Burlesques require constant moisture and groom themselves often. They have beautiful croaking songs that can be heard echoing through dungeons. It is unknown how these creatures reproduce.



Sculpt by simpso miniatures

Soulcap
Fungus Anima

HD: 1
AC: 9 [10]
THAC0: 19 [0]
FRQ: Uncommon (NA:2d6)
SIZE: M
ATT: 1x Spore exhalation
MV: 0' (0')
SV: D12 W13 P14 B15 S16
ML: 12
AL: Neutral
INT: Semi-intelligent
XP: 10
TT: P



>Spore Exhalation: Soulcaps are non-aggressive and do not intend to harm others, even if attacked (instead pleading for mercy). However, when speaking, they spread airborne spores. Those within a talking (coughing, screaming, etc) sporecap must save vs poison or become a carrier of the soulcap's spores. This affliction causes 1 damage whenever the carrier exerts oneself (such as STR / DEX checks, each hour of dungeon exploration, per turn in combat, etc). This cannot reduce a target's health below 1.

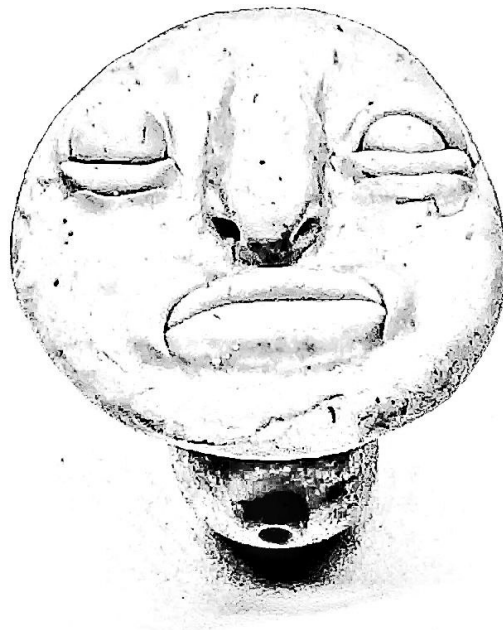
Soulcaps are the spirits of sentient beings ensnared by fungus at the moment of death prior to leaving the material plane. The visage of these victims can be seen reconstructed on the cap of the mushroom. These souls are semi-coherent, confused, and unable to grasp the true nature of their situation. They believe they are still alive, but wounded badly and incapacitated. Their original body is unrecognizable due to being consumed by the fungus.

Soulcaps never beg for death, as they cling to their perceived "life". Soulcaps will plead with passerby for help, coughing and groaning as they speak. Unbeknownst to the entrapped souls, exhaling spreads their spores within a 10' distance of themselves, infecting those they're begging for help.

Killing a sporecap releases the trapped soul. It is nearly impossible to convince a soulcap of this, however, as it believes it has never died to begin with.



Sculpt by
simsominiatures



Sparsarg Sepulcher
Respirare sepulcrum

HD: 3*
AC: 5 [14]
THAC0: 16 (+3)
FRQ: Rare (NA: 1-3)
SIZE: L (10' tall)
Att: 1x Corpse Breath
MV: 90' (30')
SV: D12 W13 P14 B15 S16
ML: 6
AL: Chaos
INT: Unintelligent
XP: 50
TT: U

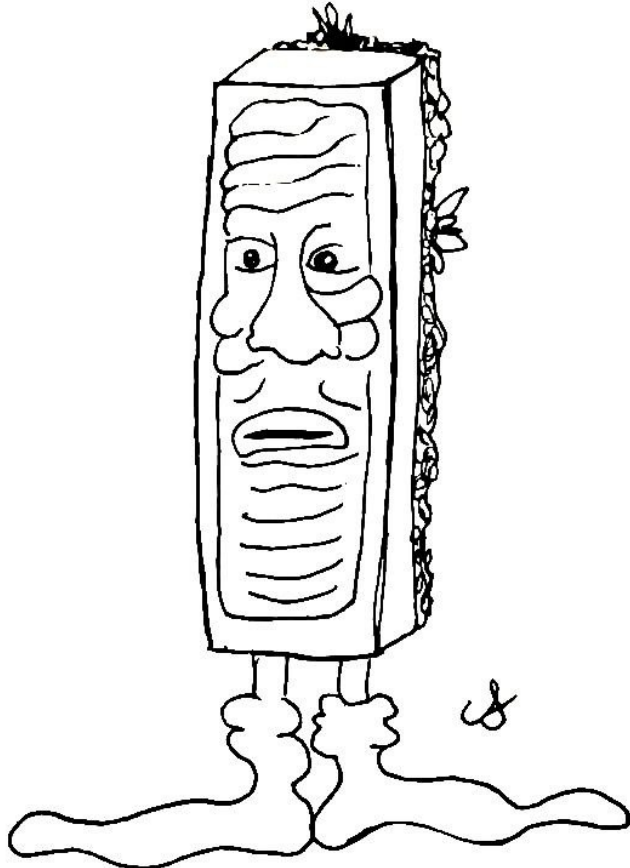
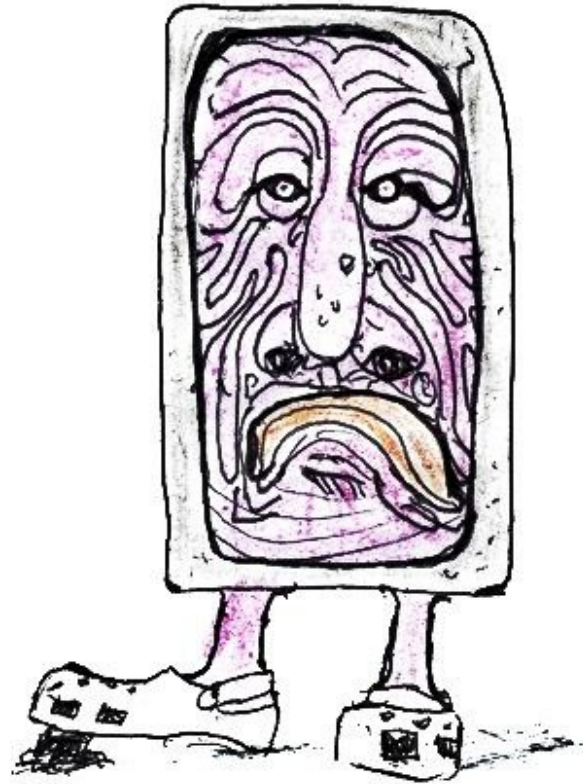
Corpse Breath: 15' cone of fog-like breath, victims must save vs breath or become enfeebled for 1 turn. Enfeebled targets may crawl at 15' (5') but are unable to stand.

> **Undead:** Silent until uses Corpse Breath. Immune to effects that target the living. Immune to mind affecting spells.

> **Trapdoor:** After being walked over, Sparsargs wait a short period of time before stalking bypassers, getting as close as possible, then use their breath to weaken targets before dragging them into a pit hidden beneath their hiding place. These pits often contain several corpses and treasure.

Sparsarg Sepulchers are 10' tall, 5' wide, and 5' deep rectangular stone sarcophagi filled with a large fleshy face with two small legs. These bizarre undead hide face down, flush with the floor, and cover a pit usually 20' deep, 10' long, and 5' wide. Sparsarg Sepulchers can be detected via detect room trap or detect construction tricks. Any (living) target that walks over this hidden creature will be silently pursued, incapacitated by its breath, and dragged back to the pit and deposited. The pits of these creatures are rank with corpse breath.

Sparsarg Sepulchers are intelligent enough to turn around and block off tight corridors with their stone husks.

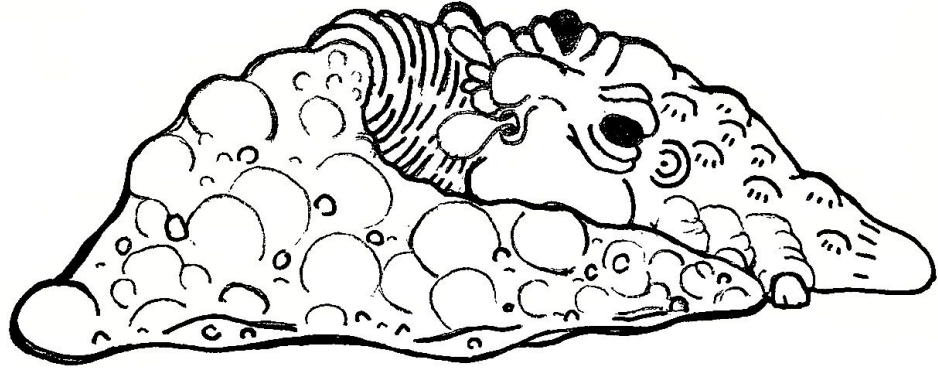




Sculpt (face) by simpso miniatures

Spittle Grub
Spumam Eruca

HD: 2*
AC: 9 [10]
THAC0: 18 [+1]
FRQ: Uncommon (NA: 1-3)
SIZE: M
Att: 1 x Bubblefoam spray
(three times per turn)
[save vs breath or engulfed]
[30' line, 5' wide] or [10'
wide, 15' long]
MV: 30' (10')
SV: D12 W13 P14 B15 S16
(2)
ML: 7
AL: Neutral
INT: Animal
XP: 20
TT: None (abandoned engulfed equipment may be found stuck in foam)



Spittle grubs are bloated larva that dwell in overgrown dungeons, eating roots that emerge from corridors. Slow-moving and nearly defenseless, these tumefied creatures compensate by using a specialized trunk-like proboscis to blow thick bubbles. Three times per hour, Spittle Grubs can eject bubblefoam at a target in a line (target > 15 feet away) or cloud (target < 15 feet away).

> **Bubblefoam:** Spittlegrubs are always found within a mass of 2d4x10' bubblefoam, usually blocking a dungeon corridor or spilling out of a room. The spittle grub can eject bubblefoam three times per hour, either in a line (target > 15 feet away) or cloud (target < 15 feet away). Targets hit by a bubblefoam attack must save vs breath or be engulfed.

> **Englued:** When coated in bubblefoam, targets suffer slowed movement 30' [10']. Englued edged weapons deal 1d4 damage. To remove bubblefoam, the victim must either use heat to disintegrate the foam or spend 2d4x10 minutes carefully cleaning their gear with a scraping tool (which becomes englued itself).

This gluey substance clogs dungeon hallways, hampering movement. When popped, they coat the immediate environment in a gummy substance. Edged weapons coated in this substance only deal 1d4 damage until thoroughly cleaned. The only way to remove this gunk is through heating the object up to dry out the foam or scraping it onto something else. Spittle Grubs are susceptible to heat and blunt attacks and receive double damage from these sources. Fire causes the foam to disintegrate. Spittle Grubs can slither through bubblefoam easily.

After tripling in size over a period of many years supping on mosses and subterranean vegetation, a spittle grub undergoes a metamorphosis. It's new form boasts powerful legs, hardened chitin, and threshing mandibles. These adult insects are unrecognizable from their seemingly harmless young. The adult spittle beetle emerges for the first time to the surface to seek a mate, often wreaking havoc on nearby settlements in the process, consuming its inhabitants voraciously and collapsing weak infrastructure. Eggs are laid inside a cavern or dungeon to begin the process anew.





Sculpt by simpso miniatures

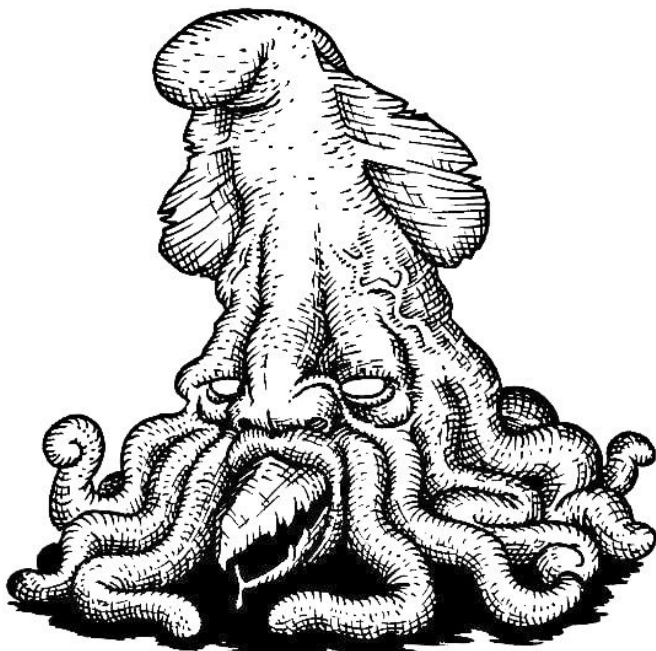
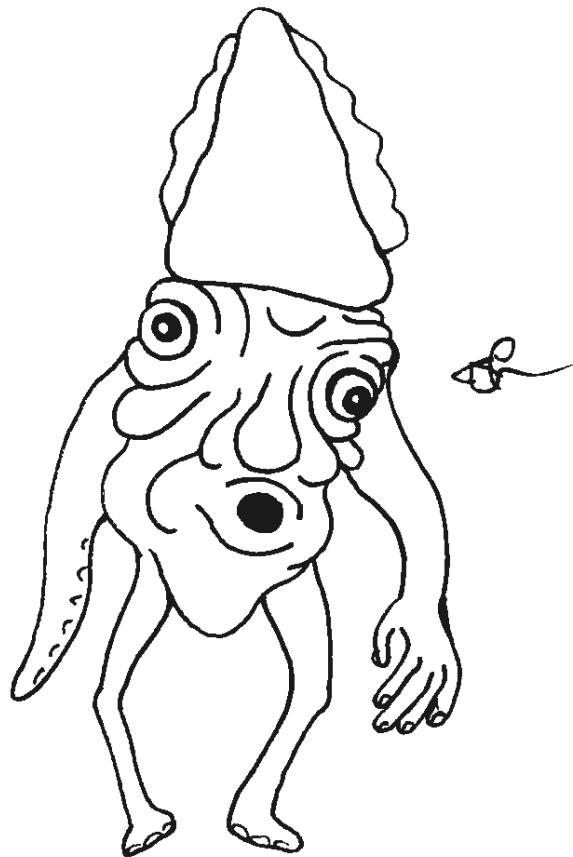
Squome
Homo Polypus

HD: 1
AC: 8 [11]
THAC0: 19 [+0]
FRQ: Uncommon (NA: 3d3)
SIZE: S – M
Att: 1x by weapon
MV: If Squidlike- ground 60' (20'), Water 120' (40')
If Gnomelike- ground 120' (40'), Water 60' (20')
SV: D12 W13 P14 B15 S16 (2)
ML: 6
AL: Neutral
INT: Low
XP: 20
TT: J

> **Chromatophores:** When evading danger. Squomes have a 4 in 6 ability to appear as a stone wall in gloomy conditions and 2-in-6 while in well lit conditions.

> **Ink Jet:** (Squid-like) Once per day spray a 10ft x 10ft cloud of ink and can temporarily move 180' (60') while in water.

> **Mute:** Due to mutation, squomes have regressed and lost the ability to speak. Being descendants of deep gnomes, squomes can still learn and understand languages, simply not communicate it verbally. Squomes relay information using an intricate system of inken runes and pictographs.



"All attempts at establishing diplomacy with squomes have failed. All attempts at declaring war on the squomes have failed. No leader has been identified. It is unknown whether the squomes are working toward a goal, although the growing frequency of squome sightings and glyph graffiti is concerning. Further study is required to better understand these anomalies."



Sculpt by simpso miniatures

Squome (Race)

Requirements: Min DEX 9
Max WIS 9
Weapons: Any
Languages: Squome Runes,
Alignment

Available Classes and Max Level:

- > **Acrobat:** 9th
- > **Assassin:** 8th
- > **Thief:** 9th
- > **Fighter:** 5th

Combat: Squomes cannot use armor. Squomes may equip multiple weapons (depending on number of tentacle arms)

Defensive Bonus: Due to their slippery nature, Squomes receive a -2 AC when being attacked with blunt weaponry.

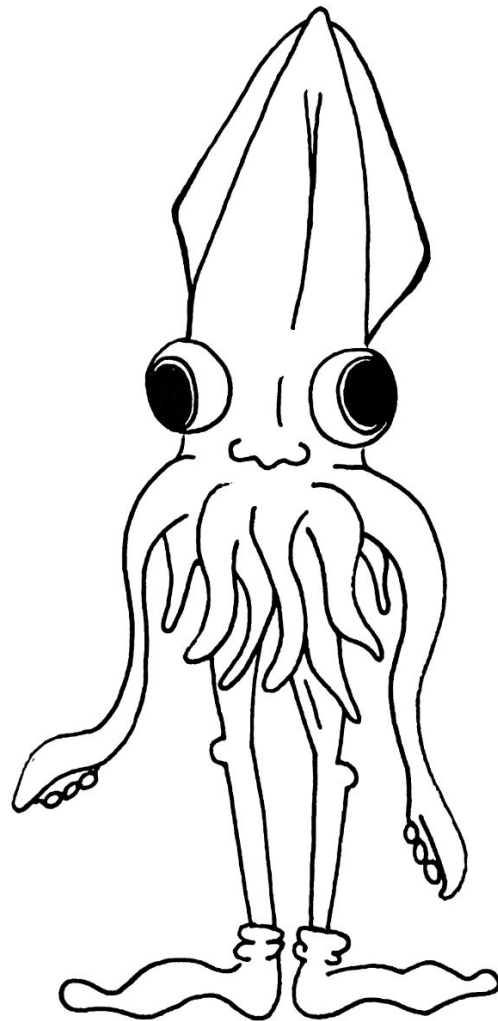
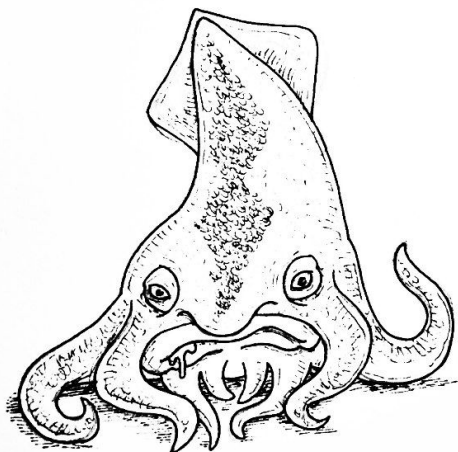
Hiding: Squomes utilize chromatophores when evading danger. Squomes have a 4 in 6 ability to appear as a stone wall in gloomy conditions and 2-in-6 while in well lit

Infravision: Squomes have infravision to 90'.

Light Sensitivity: When in bright light (daylight, continual light) squomes suffer -2 to attack roles and -1 penalty to Armor class.

Listening at Doors: Squomes have a 2-in-6 chance of hearing noises.

Mute: Due to mutation, squomes have regressed and lost the ability to speak. Being descendants of deep gnomes, squomes can still learn and understand languages, simply not communicate it verbally. Squomes are illiterate and cannot be taught how to write, other than relaying information using an intricate system of inken runes and pictographs. Squomes may produce enough ink to draw these pictographs at-will using a free tentacle (or other tool) to draw with.



Squid Physiology: When creating a squome, first roll to determine if it is predominantly SQUID or GNOME. This will determine its number of tentacles/arms, speed on land, swimming speed, and bonus ability.

SQUID OR GNOME: Roll 1d6. *Predominantly SQUID on 1-3, Predominantly GNOME on 4-6.*

IF SQUID... Land speed is 60' (20'), Water speed is 120' (40'), 3d3 tentacles/arms. Can use the Ink Jet ability once per day.

Ink Jet: The squome sprays a 10ft x 10ft cloud of ink and can temporarily move 180' (60') while in water.

IF GNOME... Land speed is 120' (40'), Water speed is 60' (20'), 1d3+1 tentacles/arms + detect construction tricks

Detect Construction Tricks: As once expert tunnelers, squomes have a 2-in-6 chance of being able to detect new construction, sliding walls, or sloping passages when searching.



Sculpt by simpsonminiatures

It is postulated that squomes were first created due to a magical runoff from a wizard's tower slowly trickling into the earth below. Over time, this pollution spread into a major subterranean river, a vital resource for a hidden deep gnome city. The inhabitants were unaware of the river's taint, as it was a gradual corruption of mind and body. The inhabitants quickly began to exhibit squid-like properties, and as their superstitious minds became clouded with ink, they presumed these changes to be the acts of a divine being. The magical runoff continued to increase, and the deep gnomes below spiraled further into obsessive cephalopod worship and cultural transformation. The gnomes morphed and mutated in unique ways, and soon bore little shared resemblance.

The divergence of their characteristics inhibited their ability to communicate verbally, thus causing their culture to backslide into a more primitive state, and ultimately leading to the development of a new photographic language consisting of inken glyphs. The object of the beings' worship distilled into the shape of a triangle, and correspondingly, the number three.

Squomes are small beings, no taller than three or four feet. Individual differences in appearance, behavior, intelligence, and propensity to aggression vary widely between specimens. Observed squome behavior is erratic, and usually fails to lead to any constructive conclusion. Overall, squomes

are poorly understood; their character and morality is ambiguous, but generally seems to be dictated by their apparently-poor survival instincts. Squomes may remain unresponsive in the presence of a threatening adversary, and often appear to be oblivious to even the most imminent dangers. When attacked, squomes sometimes fail to react at all; their unpredictable responses to aggression appear to defy explanation. Studies have shown most squomes to share a puzzling behavior: they frequently stand completely still for many hours, their wall-eyed gazes half-fixed on unclear and irrelevant focal points. Without warning, they snap into action, and begin to race around, the goal of their panicked activity unclear. Observed squome aggression has primarily consisted of tentacle constriction or laceration by hidden beaks.

Squome reproduction methods remain unclear. Without exception, squomes have only been sighted in threes. Whether these trios are exclusively the squome equivalent of a nuclear family unit or simply unrelated individuals adhering to a bizarre grouping pattern has yet to be determined. Squomes removed from their trio attempt to return to a group of three as soon as possible.

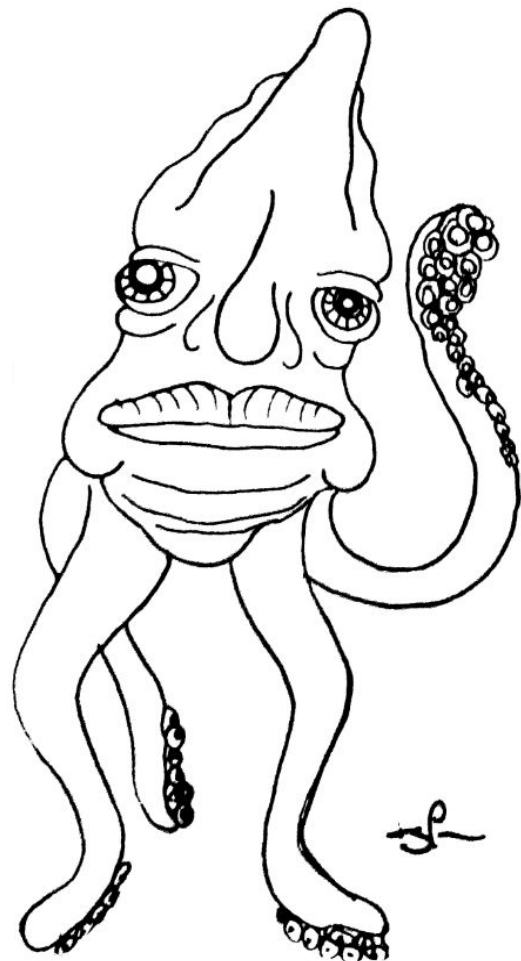


Table Server
Imaginarium Laminam

HD: 1*
AC: 8 [11]
THAC0: 19 [0]
FRQ: Very rare (NA: 1)
SIZE: M
ATT: 1x Serve
MV: 120' (40')
SV: D12 W13 P14 B15 S16
ML: 6
AL: Lawful
INT: Unintelligent (attacks first visible target)
XP: 0
TT: None

>**Serve:** Table Servers cannot deal damage. However, they may grapple a target in combat and “serve” it upon itself (holding it prone).

4th Level Illusionist Spell

Table Server

Duration: 10 turns

Range: Touch

Over the course of one turn, the caster transforms an ordinary plate into a semi-real but tangible giant plate. This plate will obey a simple set of orders, however it cannot attack. It can, however, grapple and “serve” a small or medium target (if fails vs paralysis) to a larger foe.

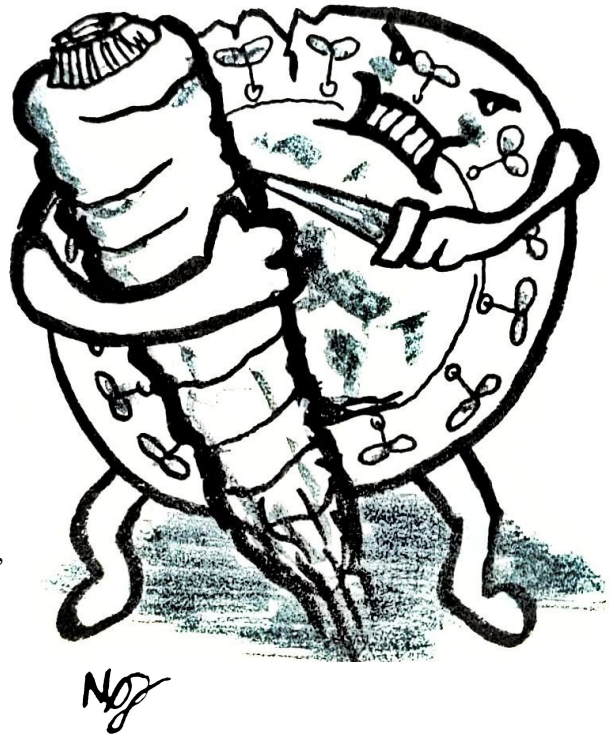


Table Servers are non-natural and cannot exist outside of illusory summoning.



*Conversion by
simsominiatures*

*(model was a tchotchke, no
makers mark or date.)*

Termite-man Castle-Mound
Insectum Castrum

HD: 7
AC: 3 [16]
THAC0: 12 [+7]
FRQ: Rare (NA: 1)
SIZE: XL
ATT: 1d3x Muster swarm
or miniature arrows (1-8, 15' range)
MV: 0' (0')
SV: D8 W9 P10 B10 S12
ML: 12
AL: Nil
INT: Nil
XP: 450
TT: L

>**Dug In:** If destroyed, a new mound will be created one month later. Truly destroying a termite man civilization requires flooding or poison.

>**Muster Swarm:** Each castle-mound is teeming with a nearly inexhaustible supply of soldiers. Small horns herald their charge, spawning 1-3 termite man swarms per use. This ability may be used 1d% times per week.

The result of some druid's meddling with the intelligence of insects, termite-men are minuscule bipedal termites. After being granted intelligence, Termite-men worshiped humankind and modeled their civilizations in their likeness.

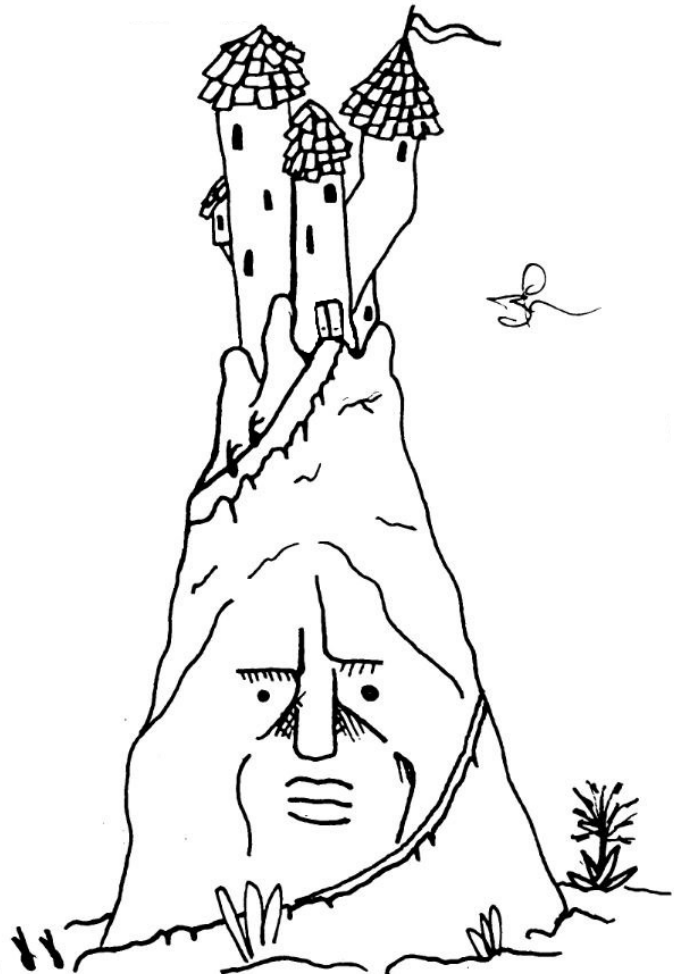
Termite-man castle-mounds are massive structures, even looming over giants. Unbeknownst to many, these monoliths are only the tip of the iceberg, in truth, they are but a vent to cool the actual civilization bunkered deep beneath it in the earth.

Termite-men are matriarchal societies with a queen ruling each city, often feuding and going to war under the noses of others. Termite-men have a complex language too alien to decipher by all but the wisest sages.

Termite Men are hated by rural folk due to their insatiable appetite for wood.

Termite-man Swarm
Insectum Turba

HD: 1
AC: 9 [10]
THAC0: 19 [0]
FRQ: Uncommon (NA: 1d3 swarms)
SIZE: S
ATT: 2d4x Miniature polearm (1 damage)
MV: 60' (20')
SV: D12 W13 P14 B15 S16
ML: 9
AL: Neutral
INT: Low
XP: 10
TT: None



*Conversion by
simsominiatures*

*(model was a
tchotchke, no
makers mark or
date)*

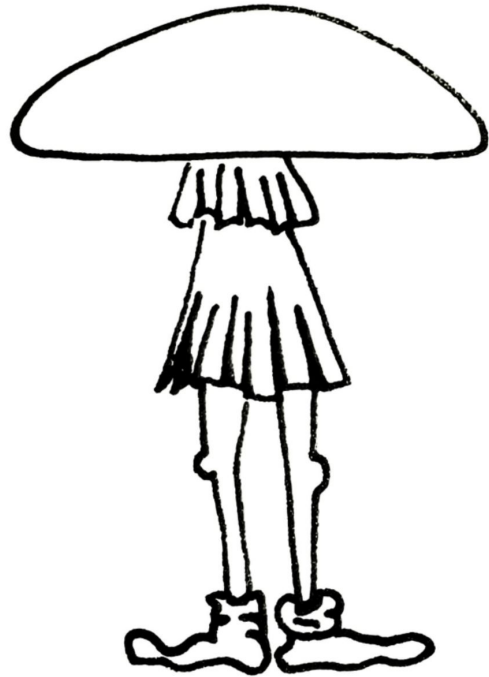


Trench Runner
Fingunt Pedem

HD: 1*
AC: 9 [10]
THAC0: 19 (0)
FRQ: Common (NA: 2d4)
SIZE: M
Att: 1x Charge (1 damage) (within 50')
MV: 120' (40')
SV: D12 W13 P14 B15 S16
ML:12
AL: Neutral
INT: Non-intelligent
XP: 20
TT: P

> **Charge:** Trench Runners can sense humanoids within 50' and charge to close the gap. A trench runner that collides with a victim deals 1 damage to the victim and itself (triggering a puff cloud) knocking both prone.

> **Puff Cloud / Spore Dust:** When dealt damage, a trench runner ejects a cloud of spores which coats everything within 5' of it. If caught in a cloud of spores, target must save vs poison or become an asymptomatic carrier of the spores, often not realizing anything is wrong. The spores go dormant within the victim, sometimes for years, waiting for the carrier to deace before assuming control of the body. Humanoids who die on earth trodden by Trench Runners have a 2 in 6 chance of reanimating as a Trench Runner in 1d6 days.



A fungus which utilizes the motor nerves of recently deceased hosts to locomote and spread spores. Stories spread following battle of the dead rising, only to wander aimlessly over no-mans-land. In time, the borrowed legs cease functioning and the walker collapses once again to earth. Trench Runners are often confused by commoners with myconids, surely due to their fungoid appearance.





Sculpt (mushrooms) by simpso miniatures

Trench Wrestler
Fingunt Pugnator

HD: 2*
AC: 9 [10]
THAC0: 17 (+2)
FRQ: Uncommon (NA: 1d4)
SIZE: M
Att: 2x Fists (2-6, 2-6) then *Chokehold* (1d4)
MV: 120' (40')
SV: D12 W13 P14 B15 S16 (2)
ML:12
AL: Neutral
INT: Non-intelligent
XP: 25
TT: P

> **Chokehold:** If a target is hit by both fist attacks of a Trench Wrestler, it is grappled. The Trench wrestler will then attempt to choke out the target, dealing 1-4 damage per round. Choked targets may either attack with a one handed weapon or attempt to break out (STR check). A trench wrestler using a chokehold will not attack with his fists.

> **Puff Cloud / Spore Dust:** When dealt damage, a trench wrestler ejects a cloud of spores which coats everything within 5' of it. If caught in a cloud of spores, target must save vs poison or become an asymptomatic carrier of the spores, often not realizing anything is wrong. The spores go dormant within the victim, sometimes for years, waiting for the carrier to deace before assuming control of the body.



Trench Wrestlers are specialized Trench Runners with a more direct approach, opting to speed up the onset of decomposition. Trench Wrestlers are always found within 1d6x10' of a large pile of decomposing bodies. A trench wrestler's only function is to defend and accumulate corpses for the death pile. Trench wrestlers seem to unconsciously disperse spores whenever violently jostled, generally occurring midway through combat. Trench Wrestlers do not eat or sleep, eventually collapsing from overexertion.





Kitbash by whitetigertablecraft

Vermilion Growth (Red Barnacle)
Robiginem Propagationem

HD: Variable (1 HD p. 5')*
AC: 8 [11]
THAC0: Variable (see: HD)
FRQ: Rare (NA: 1d% growth)
SIZE: Variable
ATT: 1d3 p. 5' of growth engaged (1-4)
MV: 0' (0')
SV: Variable
ML: 12
AL: Chaos
INT: Semi-intelligent
XP: Variable
TT: V

>**Spreading Growth:** Each 5' patch of Vermilion Growth has a 10% chance per week of growing into an unoccupied 5' space adjacent to it. If a Vermilion Growth kills organic fauna or a spell is cast within 20' of it, this chance increases to 50% until next growth.

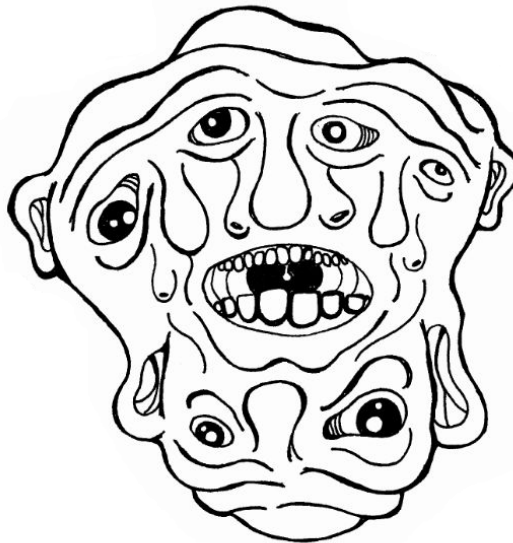
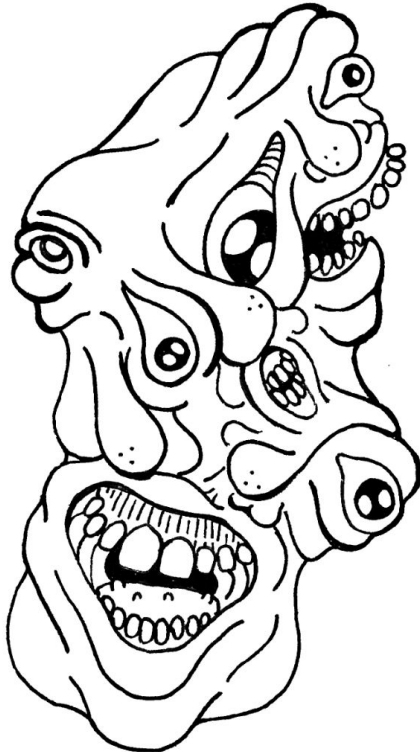
>**Fear:** Vermilion Growth is often a carpeting mass of twitching flesh and disjointed faces. Targets lower than level 3 must save vs paralysis or become overwhelmed with fear upon first viewing a vermilion growth.

>**Spew:** Vermilion Growth has a 3-in-6 chance to be accompanied by d6 meatlets and a 1-in-6 chance of a tissue spire. Meatlets often wander for some time, scouting the area, before returning to the parent mass to be reabsorbed.

fb



Red Barnacles are often found at now-abandoned sites of unregulated magic use. This correlation implies some interaction between magic use and its spread. Vermilion Growth can be heard speaking incomprehensibly, sometimes of bits and pieces of fragmented conversations, or calling out names seemingly at random. It is unknown how vermilion growth is capable of speech, or where this information originated.



Illustrations and sculpt by simpso miniatures



Meatlet
Parvum Corruptionem

HD: 1
AC: 8 [11]
THAC0: 19 [0]
FRQ: Rare (Must be within 100'
of Vermilion Growth (NA:1-6))
SIZE: M
ATT: 1x Teeth (1-3)
MV: 150' (50')
SV: D12 W13 P14 B15 S16
ML: 3 (Always retreats to parent mass
to be reabsorbed)
AL: Neutral
INT: Semi-intelligent
XP: 10
TT: P

Meatlets are fleshy offshoots of a parent Vermilion Growth. These strange beings are often found wandering structures and observing the geography closely before returning to their parent growth.



Tissue Spire
Textus Columna

HD: 5
AC: 8 [11]
THAC0: 15 [+4]
FRQ: Rare (Must be within 15'
of Vermilion Growth (NA: 1))
SIZE: L
ATT: 3x Phelgm (1-4) (up to 15')
MV: 15' (5')
SV: D12 W13 P14 B15 S16
ML: 12
AL: Chaos
INT: Semi-intelligent
XP: 50
TT: P

>**Scream:** Tissue spires sole purpose is to scream and consume any responding fauna. This contributes to nearby vermillion growth's *spreading growth* ability increasing to a 50% chance. Areas with a spire have an increased chance to attract wandering monsters

>**Limited Mobility:** Tissue spires may only move 15' away from a vermillion growth patch.

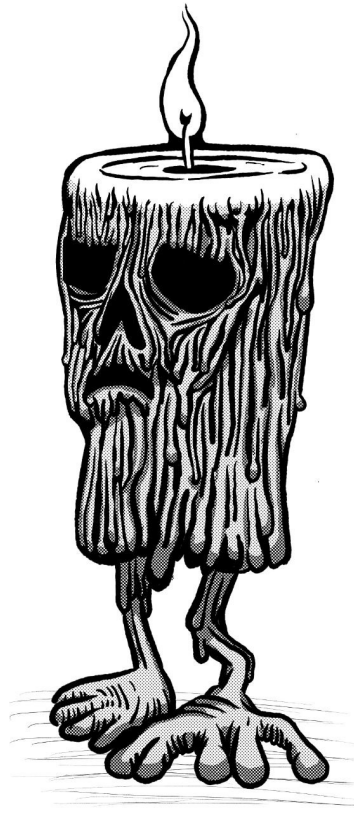




Wandering Wax

Ambulans Lux

HD: 1
AC: 9 [10]
THAC0: 18 [+1]
FRQ:
Uncommon (3-18)
SIZE: M
ATT: 1x Drip (1-2)
MV: 90' [30']
SV:
D: 12
W: 13
P: 14
B: 15
S: 16
ML: 12
AL: Neutral
INT: Low
XP: 5
TT: N/A



>**Drip:** Those who attack a (lit) wandering wax have a 3/6 chance of being splashed with wet wax (1-2 damage). Wandering Wax may never display aggression or intentionally attack.

>**Prison Candle:** While unlit, makes no noise and cannot move. While lit, produces a faint light (30') and will wander aimlessly occasionally making faint groaning noises.

Receives 1 damage per turn while lit due to melting. Blowing out the wandering wax's candle will cause it to harden and go into a state of suspended animation until relit. A wandering wax cannot regain lost health.

>**Orders:** A wandering wax may be given a simple command when first lit, however, the spirit inside usually is unwilling to comply.

D6:

1-3: Ignore request

4: Disagree with a sigh

5: Mumbles and wanders away

6: Agree begrudgingly

A Wandering Wax is created when a necromancer traps a lost soul within a large candle. While lit, the wax body softens and it may locomote aimlessly, producing a faint light (30') and trailing drips behind it. If snuffed, the body hardens, and it is immobilized. When the candle burns out, the body collapses and the soul is freed.

Wandering Wax may try to speak but are incomprehensible due to oozing wax.

Prison Candle

1st level Necromancy / Magic-user

Duration: Permanent

Range: Touch

d% chance of success:

0 – 5% : Sanctuary / Safe haven

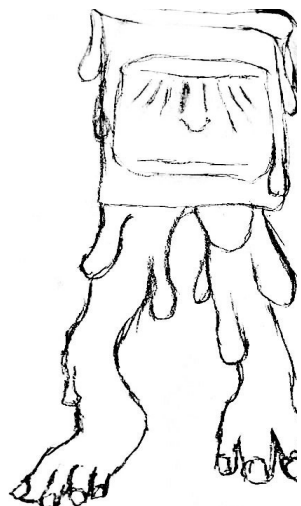
6 – 20%: Isolated Plains / desert

21 – 40%: Forest / Woods / Hamlet

41 – 60%: Cavern

61 – 80%: Dungeon / City

81 – 99% Battleground



Goblet Toad
Bufo Calix

HD: 1
AC: 8 [11]
THAC0: 19 [0]
FRQ: Rare
SIZE: M
ATT: 1x
by weapon
MV: 120' (40')
SV: D12 W13
P14 B15 S16
ML: 6 (11 if in presence of goblet)
AL: Neutral
INT: Average
XP: 10
TT: 1d6 goblets



>**Goblet, Goblet:** Goblet Toads will go to any length to secure additional goblets.

>**Kill:** Goblet Toads gain a +1 melee modifier while fighting for a goblet.

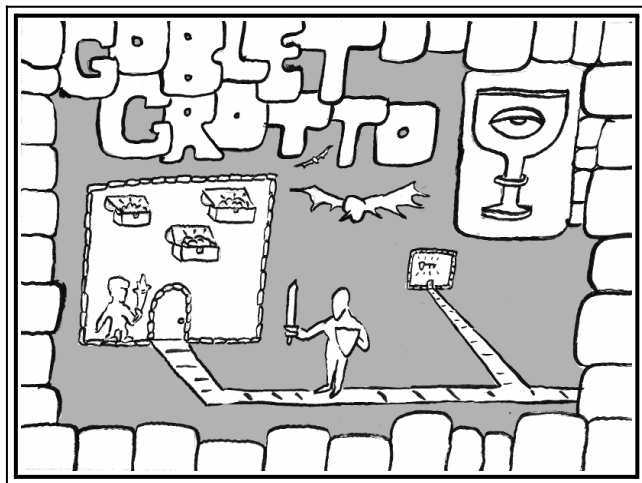
>**Meat:** Eating meat heals a goblet toad by 1 hp.

>**Toad Glyphs:** "Grotto toads cannot comprehend traditional writing, but they have devised a simple pictographic language." (See: glyphs within file directory of Goblet Grotto).



harmonyzone.org

<https://thecatamites.itch.io/goblet-grotto>



Goblet Hunter

DEMIHUMAN CLASS

Requirements: Minimum CON 9
Prime Requisite: CHA
Hit Dice: 1d6
Maximum Level: 7
Armour: Any
Weapons: Any
Languages: Common, Toad (glyphs)

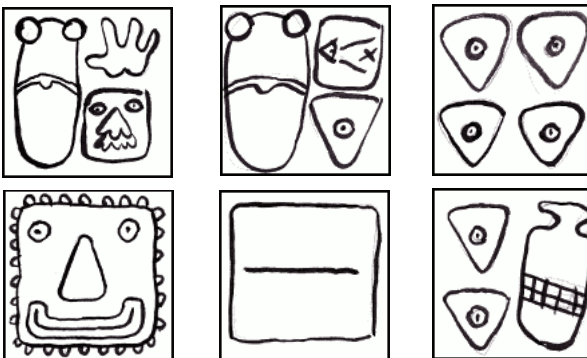
Prime Requisites: A goblet hunter with at least 13 in CHA gains a 5% bonus to experience. Treat newly collected goblets as 100 xp (minimum).

Combat: Goblet Hunters may use any types of weapon and armor. Goblet hunters are more proficient in combat when attempting to obtain a goblet which they do not own (+1 to melee modifier when within 40' of a goblet they have not collected.)

Goblets: Goblet hunters are absolutely focused on amassing a hoard of goblets. The pursuit of attaining additional goblets is all consuming and at the forefront of every goblet hunter's mind. A goblet hunter that spies a goblet will go to any lengths to claim that goblet for itself. Goblet hunters will happily spend their treasure on goblets whenever able.

Stronghold: Any time a goblet hunter wishes (and has sufficient money / goblets), they can build a castle or stronghold to hoard and display their goblets. "The most desirable thing is having a house in which to store and display your equipment and goblets (...) Fill rooms with goblets. Pack rooms tightly with treasures and Goblets."

Lvl	Xp	HD	Thac0	D	W	P	B	S
1	0	1d8	19 [0]	12	13	14	15	16
2	2000	2d8	19 [0]	12	13	14	15	16
3	4000	3d8	19 [0]	12	13	14	15	16
4	8000	4d8	17 [+2]	10	11	12	13	14
5	16000	5d8	17 [+2]	10	11	12	13	14
6	32000	6d8	17 [+2]	10	11	12	13	14
7	64000	7d8	14 [+5]	8	9	10	10	12



Illustrations

- Chest Nut (p.1) , Spittle Grub (p.1), Muldottir on stump, squome (socks) image, captor crustacean (waving), great carrot, albino pescado, Trench Runner, Greater Oleaginor, and Wandering Wax (left) illustrations drawn by Crystal
- Squid Gnome (beaked), mirror lord, and plecostomen (bottom pic), and wonderful title font illustrations by eMTy (@emty_pictures on instagram /emty on artstation / eMTy_dungeon on twitter)
- Shelled Shock illustration by Diks_Swiggy (twitter).
- Blind Cave Ogor illustrations by an anonymous user on /tg/ drawthread. (thanks again)
- Lard Cube (stat block illustration) and Chest Nut (illustration under model photo) by an anonymous user on /osrg
- Tiny trench runner, tiny Mimirror (photo page) by Steve (@bigboygametime)
- Mimirror top art / description commissioned by Illgottengames.net for use in their system CRUX: UNIVERSAL ROLEPLAYING
- Muldottir race illustration (large) by Dylan (@dylanmelisko)
- Alaric Kirill and Mobile Outhouse by Liam (@sea.lightstudios)
- Mussellad and soulcap illustrations by Duane (@art_of_duane)
- Plecostoman (stat block illustration) by @Morgrim.the.tidy
- Squome (bottom of monster entry), terra cotta golem, and Cave Ogor (link page) illustrations by Alec (@alecdrawsmonsters)
- Abarcy, Charlatan Nomad (back cover), Espinege plant, Table server, Shellfish Shambler, Pottery Punk, It that Secretes (lower) , Mind Plumber, Trench Wrestler (lower), Meatlet, Pink Slop, Compost Crawler and detritus sluggard illustrations by Nicolai (@nicolai_ostergaard)
- Humdump stat block illustration by Anthony (@criticalacc1aim)
- OSR design (last page) by DavidGonterman (foxfirestudios.net)
- Tissue Spire, Hamole, and Cryptlouse illustrations by SSLP
- Goblet Toad illustration by Stephen (@thecatamites)
- Idol of Pilgrimage (bird on head) art by Ron Solo
- Clam Kid (top) by 200mice, clam kid doodle (bottom) by Zack T.
- Wandering Wax (photo page right) and clam kid (bottom right) Charlie P.
- Wandering Wax (photo page left) Paul G.
- Dungeon Doormat art (color) and pearsons (top) by /tg/ anon
- pot art by doom_and_apathy
- Pearson (armored), Idol of Pilgrimage (w/ background), wandering wick (right) by RUSKERDAX
- Greater Idol art by Paige Connelly (@ pmcillustration)
- Cover art, charlatan nomad, dummy dummy, trench wrestler, slug wizard (black background) and minimimirror by Arademus. Thanks again, friend.

Sculpts / Kitbashes

- Icon of Gloom by Nick (@ moldmoldmold)
- Blind Cave Ogors (3d sculpt and traditional sculpt) by Jeffrey (@ dmjo11y)
- Man-Faced Cavern Cobra sculpt by Jeffrey (@ dmjo11y)
- Terra Cotta Golem is a plastic model I found at a thrift store I converted.
- Alaric Kirill "King Clam" sculpt by Duane (@art_of_duane)
- Great Carrot by Max (@attack_on_titi)
- Trench Wrestler by Dellon (@whitetigertablecraft)
- Albino Pescado sculpt by Crystal
- Charlatan Nomad kitbash by Al (@thecryptofcrafts)

Paintjobs

- Scraper paintjob by Aidan (@Aidan_ym)
- Mimirror paintjob by Nicolai (@nicolai_ostergaard)

Concepts:

- Mussellad concept was a sculpt prompt given to Duane (@art_of_duane) by me and expanded upon.
- Squid Gnome (Squome) concept initially created by Nick (@ moldmoldmold), and expanded upon by Bryan (@ibrewtiny) (See: Squid Gnome Summer 2022)
- Slug Wizard originally created by Bryan Ruhe (@ibrewtiny), see "Slug Wizard Spring"
- Pottery Punk initial concept by anonymous (/tg/) (illustration below) and expanded upon by me (with permission).

Links:

<https://www.instagram.com/simpsonminiatures/> (Me)
<https://www.instagram.com/alecdrawsmonsters/>
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<http://harmonyzone.org>

*Goblet Grotto created by Stephen (thecatamites)
Art and character used with permission (thanks again!)*

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