

A COLLECTION OF CREATURES

By Jason Youngdale
Illustrations by Jason Youngdale

CHASM HOWLER



Chasm Howler: Init: +2; Atk Jaws of Ruin +8 melee (2d8+3; crits on 19–20; plus Devour) plus Tail Lash +6 melee (1d6, targets all in a 10' cone, DC 13 Reflex save for half); Crit IV/1d10; AC 18; HD: 8d12+24 (hp 75); MV 40'; Act 1d20 plus 1d20 Tail Lash; SP devourer of worlds, sonic wail, spell-eater hide, void-eyes; SV Fort +6, Ref +2, Will +3; AL C.

Devourer of Worlds: On a successful bite crit, Chasm Howler swallows a target whole if they are human-sized or smaller (DC 15

Reflex negates). Inside, the victim suffers 2d6 acid damage per round until dead or rescued (AC 14, 10 HP from inside).

Sonic Wail (1/day): Unleashes a primal roar of interdimensional frequencies. All creatures within 50' must succeed on a DC 15 Will save or be deafened for 1d6 rounds and staggered (move or act, not both).

Spell-Eater Hide: automatically reflects the first spell cast on it each round (DC 12 Will save by caster negates). Reflected spell then targets the original caster.

Void-Eyes: sees through illusions and invisibility up to 60'.

Treasure: Crystalline fangs (200 GP each x4) and a Heartstone of the Deep Maw (usable as a one-time *word of command* spell, CL 5).

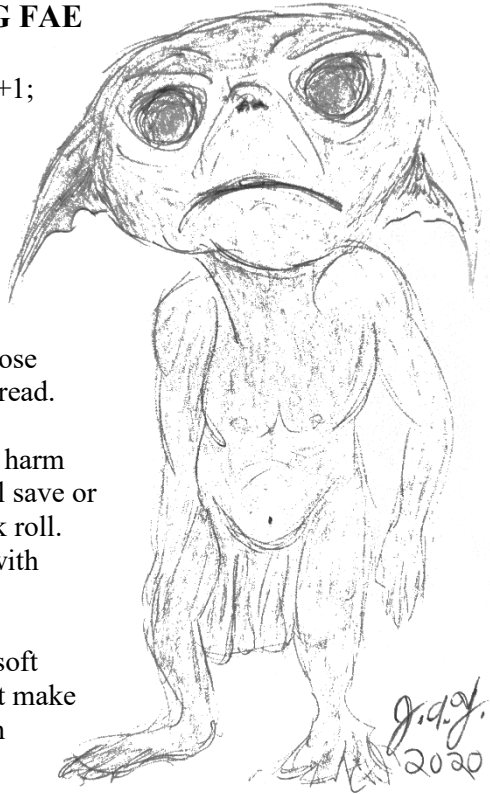
GRUMPLET THE POUTING FAE

Grumplet the Pouting Fae: Init: +1;
Atk Slap of Indignation +0 melee (1d3); Crit I/1d4; AC 12; HD: 1d6 (hp 3); MV 20'; Act 1d20; SP sad stare, pity aura, whimper of woe, fae quirks; SV Fort -1, Ref +2, Will +4; AL N.

Sad Stare (1/day): DC 11 Will or lose your next action from existential dread.

Pity Aura: Creatures attempting to harm Grumplet must make a DC 10 Will save or hesitate, suffering -1d on the attack roll. This affects only living creatures with Intelligence 5+.

Whimper of Woe (1/day): Emits a soft mournful wail. All within 30' must make a DC 11 Will save or be filled with regret, taking -2 to morale checks and spell checks for 1d3 rounds.



Fae Quirks: Immune to charm and sleep spells. Takes double damage from iron weapons. Can vanish in a puff of dandelion fluff (1/day, teleport 30' and become invisible for 1 round).

Treasure: Carries a small pouch of sentimental junk (1d4 worthless trinkets), a single silver acorn (worth 50 GP to fey collectors), and a dried tear that glows faintly under moonlight (can be used as a component for Enchantment magic).

XALZURAK THE MAW OF THE VERDANT RIFT



Xalzurak the Maw of the Verdant Rift: Init: +3; Atk Claw Slash +6 melee (1d8+2; crits on 18–20) or Bite of the Rift +7 melee (1d10+3; DC 13 Fort or lose 1d3 Stamina from Void poison); Crit III/1d10; AC 17; HD: 6d12+12 (hp 50); MV 30'; Act 1d20; SP rift-born regeneration, chaos howl, tear reality, void-touched flesh; SV Fort +5, Ref +3, Will +6; AL C.

Rift-Born Regeneration: Xalzurak regains 2 HP per round unless damaged by fire or holy effects.

Chaos Howl (1/day): Emits a soul-rending shriek. All non-Chaotic creatures within 30' must succeed on a DC 14 Will save or be dazed for 1 round (can only take 1 action) and suffer -1d on attack rolls for 1d3 rounds.

Tear Reality (1/day): Xalzurak rips a small hole in space. A jagged tear opens within 10', sucking in loose items and disrupting magic. The effects are as follows: all spellcasters within 20' must roll a Luck check or suffer -2 on their next spell check; loose objects are pulled toward the tear (DC 12 Strength to resist); the tear lasts 2 rounds and crackles with otherworldly whispers.

Void-Touched Flesh: Immune to mind-affecting effects and poison. Takes half damage from non-magical weapons.

Treasure: A radiant shard of the Verdant Rift (worth 500 GP to a planar scholar) and a twisted sigil robe (acts as +1 padded armor for Chaotic wearers only).

ZZARNOK THE SPORE SEER

Alien Shaman of the Hollow Mycelium.

Zzarnok is a wandering shaman from a star-blighted dimension, half-insectoid, half-mycological. It is said he once guarded a small shrine near the Nexus and now roams in search of a “final frequency”. Its back carries pipes and tubes from which strange vapors drift. The Warp Staff it carries is made of twisted alien metal and pulses faintly when near magical energies.

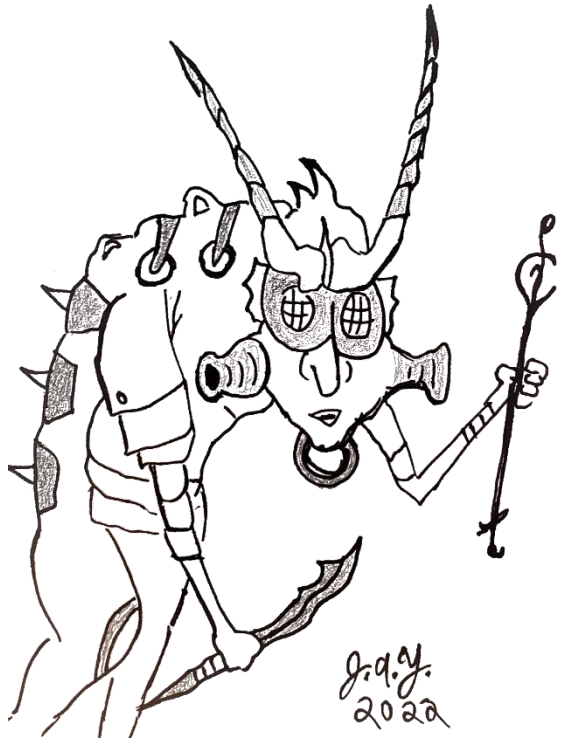
“The rustle of antennae whispers portents from beyond the stars...”

Zzarnok the Spore Seer: Init: +2; Atk rusted ceremonial blade +3 melee (1d6+1) or Warp Staff +2 melee (casts *spasm of growth* 1/day) or shamanic spellcasting +5 spell check (see below); Crit I/1d6; AC 15; HD: 4d8+4 (hp 24); MV 20'; Act 1d20; SP spore burst, alien physiology, twisted intuition, shamanic spellcasting; SV Fort +4, Ref +2, Will +5; AL C.

Spore Burst (1/day):
Releases a cloud of psychoactive spores in a 20' radius. All creatures must succeed on a DC 13 Will save or become confused (as per *Scare*) for 1d4 rounds.

Alien Physiology:
Immune to mundane diseases and sleep effects. Also +2 to resist poison and cold.

Twisted Intuition: Can “commune” with fungal growths once per day to ask a yes/no question (as *Augury*, 1/day).



Shamanic Spellcasting (3-4/day, Judge’s discretion): Zzarnok casts spells as a 3rd-level Cleric or Wizard, depending on how you’d like to flavor his magic (+5 spell check). He has the following spells:

- *Spasm of Growth* (Level 2) – Causes parasitic vines or fungal strands to erupt from the target’s body. Target must make DC 13 Fort save or take 2d4 damage and lose next action.
- *Mold the Flesh* (Level 1) – Can alter one limb or facial feature of a creature within 30’. Save negates. Changes are disturbing but mostly cosmetic (Judge’s discretion).
- *Voidlight* (Level 1) – Glowing spores illuminate a 30’ radius and reveal hidden/invisible beings. Lasts 1d6 turns and can be stopped by Zzarnok before that.

Treasure: Warp Staff (counts as a +1 magical staff; can cast *spasm of growth* once per day); neck ring of the Mycelium Order (value: 75 GP); pouch of silvered spores that induce prophetic dreams (value: 50 GP to a wizard or elf).

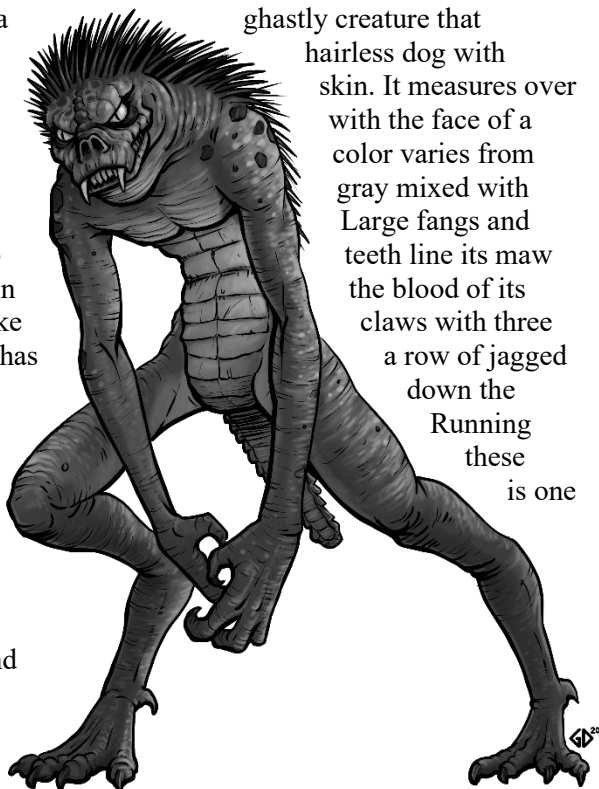
THE SHUDDER MOUNTAINS CRYPTIDS

Written by Judge Ike Meese

Illustrations (in order of appearance) by Gary Dupuis, Sverker Castillo, Matt Morrow, Mark Hyzer, Brett Neufeld

SHUDACABRA

The Shudacabra is a appears as a lanky rough leathery three feet long grotesque pig. Its light gray to dark various browns. rows of razor-sharp and are used to drain prey. It has talon-like toes on each leg. It has spikes protruding length of its back. into a pack of mythical beasts of the most feared encounters in the Shudder Mountains. Many Shudfolk have found their livestock completely drained of blood with the telltale sign of the fangs of the shudacabra.



ghastly creature that hairless dog with skin. It measures over with the face of a color varies from gray mixed with Large fangs and teeth line its maw the blood of its claws with three a row of jagged down the Running these is one

Shudacabra (1d5+2): Init +2; Atk bite or claw +2 melee (1d8+2); AC 15; HD 5d7, hp 30; MV 35'; Act 1d20; SP pack tactics; SV Fort +3, Ref +3, Will +2; AL C; Crit M/d10.

Pack tactics: The Shudacabra often use pack tactics to surround and take down their prey. While multiple shudacabra are attacking the same target, their stats are changed as follows: Init +4; Atk bite or claw +4 melee (1d8+4).

There is a loud commotion coming from behind the chicken coop. A pack of mangy dogs? Perhaps, but, as you turn the corner to the back side of the coop, surely your eyes deceive you for these dog creatures have the faces of pigs!

MOTH-SHUD



The Moth-Shud appears as a large bipedal creature with silent moth-like wings and the face and upper torso of an owl. Its wingspan is over ten feet wide, and it is always silent as it levitates into view with its large red glowing eyes. Many superstitions abound about this cryptid. One of the most common superstitions is that, if you see it, something terrible will happen in the near future.

Foreshadowing a bad omen of the Shudfolk's fate, this otherworldly creature is never a welcome sight. On rare occasions, it has been known to physically attack its victims, but often it will just strike fear in those unlucky enough to encounter this terrifying abomination.

Moth-Shud: Init +3; Atk bite +3 melee (1d10+3); AC 16; HD 6d8, hp 42; MV 30' or fly 60'; Act 2d20; SP bad omen; SV Fort +3, Ref +4, Will +4; AL C; Crit M/d12.

Bad omen: Anyone who witnesses the Moth-Shud's presence must make a DC 15 Will save. On a failed save, the victim will have some form of misfortune or bad luck in the near future. Judges should use discretion in interpreting this or utilize the Curse spell +13 Spell check (see DCC RPG p. 273).

A dark shadow is cast over you in the waning light of day. As you turn around, a large creature is leering ominously above you with an impossible wingspan, moth-like but with a strangely humanoid body and the face of an owl with red glowing eyes. It stares into your soul as you look back at it in absolute terror!

THE SHUDDER MOUNTAINS HOWLER



The Shudder Mountains Howler stands on two legs, larger than a full-grown bear and fiercer than a wolf. It has dark hair and glowing yellow eyes with

massive horns protruding from both sides of its head. It is often heard howling in the deep distant hollers. Its guttural howl sounds like an amalgamation of the screams of a large cat and a powerful wolf. The Shudfolk legend says that, if the howling stops, it knows your location. If this happens, it is time to go home or seek shelter immediately because it is coming for you!

The Shudder Mountains Howler: Init +4; Atk bite or claw +4 melee (1d12+4); AC 17; HD 7d10, hp 60; MV 40'; Act 2d20; SP bad omen; SV Fort +5, Ref +5, Will +6; AL C; Crit M/d14.

Bad omen: Anyone who witnesses the Shudder Mountains Howler's presence must make a DC 17 Will save. On a failed save, they will have some form of misfortune or bad luck in the near future. Judges should use discretion in interpreting this or utilize the Curse spell +14 Spell check (DCC RPG p. 273).

A blood-curdling scream echoes through the hollow. You have heard it several times now, and it is getting ever closer. You have been hastily making your way home, but the time to seek shelter is now at hand. Suddenly, as the sounds get ever closer, the screaming stops. You look around in horror and see glowing yellow eyes staring back at you from the nearby woods.



SHUDIGO

The Shudigo resembles a long thin humanoid over nine feet tall. It has long gangly arms and clawed- yet-splayed feet. Its skin is so gaunt that it appears to be stretched over a skeletal body. Its face appears as a hollow deer skull with large unnatural antlers. The Shudigo is as ancient as the Shudder Mountains. On the coldest nights, it lurks just out of sight calling out in a familiar voice to its prey. Many Shudfolk have told stories of being out at the woodpile when they hear the familiar call of a child or family member. The Shudigo delights in having its prey follow it far into the woods, far from the warm homestead, always staying just out of sight. Once lured far from home, it is at this time that it reveals itself to its helpless prey.

Shudigo: Init +5; Atk gore or claw +5 melee (1d12+5); AC 18; HD 8d10, hp 70; MV 40'; Act 2d20; SP trance; SV Fort +6, Ref +5, Will +7; AL C; Crit M/d16.

Trance: The Shudigo attempts to lure its victim deeper into the woods before attacking by placing them in a trance-like state (DC 18 Will save, 1d4 turns). Once its prey is in a trance, it will follow the Shudigo for 1d4 turns before making another Will save.

You hear a familiar voice calling to you from just inside the woods as you bundle up firewood for the long frigid winter night. Do your ears deceive you? Maybe it was just the wind playing tricks with your mind. You listen intently and are certain you heard it again.

SHUD-SQUATCH

The Shud-Squatch is an exquisite mythical cryptid that appears to be a cross between a sheep and a giant ape. Standing over eight feet tall with pure white hair, it has the facial features of an ape but with large, curved sheep horns. It has a long thin tail and large human-like paws. When encountered deep in the Shudder Mountains, there is almost nothing that can be done to elude it. The Shudfolk often say, "If it didn't want you to see it, you wouldn't have seen it." More often than not, its putrid smell is the first indication that something ominous is lurking nearby.

Shud-Squatch: Init +6; Atk bite or ram +6 melee (2d12+6); AC 19; HD 9d12, hp 96; MV 45'; Act 3d20; SP paralysis and vanish; SV Fort +8, Ref +7, Will +8; AL C; Crit M/d20.

Paralysis: From a safe distance, the Shud-Squatch first uses its paralyzing gaze (DC 18 Fort save, 1d4 turns) to hold those who see it immobile and in awe. Depending on its intentions, it may simply slip away into the dense forest of The Shudder Mountains by using its vanish ability (see below). In some other rare cases, it has been reported to move in and attack!



Vanish: The Shud-Squatch may turn invisible at will (as per the Invisibility spell +20 Spell check; see DCC RPG p. 172).

A nearby flash of white is seen in the nearby underbrush on this early spring day. The smell of what can only be described as rotting flesh mixed with skunk cabbage affronts your nostrils. A massive humanoid creature with the face of an ape and the horns of a sheep reveals itself, appearing from behind a thick oak tree. Looking on in amazement, you stand motionless.

SHUDFOLK NAME GENERATOR

Random Tables compiled by Zie Meese

Roll	First Name	Last Name	Nickname
1	Alva	Ayers	Birdie
2	Ann	Adair	Blacky
3	Arbazena	Ahoka	Blossom
4	Arthona	Alexander	Bubba
5	Asa	Allen	Buck
6	Basil	Allen	Bud
7	Bittie	Anderson	Bug
8	Bushrod	Awiakta	Buzz
9	Celinda	Barton	Diesel
10	Clementine	Baugh	Dumpling
11	Cluria	Beaver	Fatman
12	Conner	Beck	Flossie
13	Corda	Belcher	Honey
14	Coree	Blankenship	June Bug
15	Cread	Bradley	Junior
16	Dice	Braum	Lil'
17	Emer	Broome	Moppy
18	Emina	Brown	Mouse
19	Eunice	Caldwell	Peach
20	Exemine	Carver	Pig
21	Ezekiel	Conner	Rooster
22	Gazzie	Dowdle	Sandy
23	Grettie	Elliott	Shuggy
24	Haseltine	Gibson	Slick

Roll	First Name	Last Name	Nickname
25	Hezekiah	Griffth	Smooth
26	Hosey	Hale	Squeaky
27	Ima	Harris	Squirrel
28	Ivy	Husky	Tater
29	Jessomay	Lambert	Toad
30	Larentine	Mack	Whitey
31	Marsayas	Mane	
32	Murcipa	Mathis	
33	Odessie	Matthews	
34	Ophir	McComas	
35	Palestine	McMahan	
36	Pleasant	Mease	
37	Pudan	Minges	
38	Rectaner	Nelson	
39	Renie	Puckett	
40	Rintha	Ratliff	
41	Rube	Reagan	
42	Saree	Redman	
43	Shady	Roberts	
44	Summerfield	Ruff	
45	Teenzy	Skaggs	
46	Theodica	Tate	
47	Tipper	Treadway	
48	Turzy	Watson	
49	Umphrey	Whitaker	
50	Zadock	Williams	

A PAIR OF MONSTERS

By Marc Nocerino

Illustrations by Twingbranches

SIGILFISH

Sigilfish are the bane of any arcane spellcaster who is unlucky enough to come in contact with them. These tiny insects look similar to their relatives, silverfish, but are sustained by arcane energy and will attempt to “eat” any magic they come across. They often nest in spellbooks and scrolls, much like their mundane cousins, but rather than eating paper and binding, the sigilfish devour the magical energy bound into the rituals and incantations page by page, one spell at a time. When sigilfish eat spells in this way, their own bodies replace the inked incantations and lie dormant, often for centuries, as they digest the arcane essence. This leaves the scrolls or spellbooks looking normal, but their magic has been consumed, and the sigilfish will move on after a few hundred years, leaving behind the tattered husk of a spellbook or a scroll tube filled with the dusty remnants of once-enchanted parchment.

While perfectly content eating the inert magic in a spellbook or scroll, sigilfish would always prefer to feast directly on the raw arcana unleashed when a spell is being cast, whether by scroll, item, or caster.

And woe to the hapless elf or wizard who unknowingly stumbles upon a sigilfish colony. When an arcane spellcaster finds a document or corpse infested with the sigilfish markings, the sigilfish reproduce and spread on contact, immediately infecting their new victim with a tattoo-like marking somewhere on their body. Nothing else happens until they cast a spell or handle a spellbook or scroll; that is when the true horror of a sigilfish infestation becomes apparent.

The danger sigilfish pose to an arcane caster they’ve infested manifests in a number of ways. The first danger is how the infestation spreads; each time a spell is cast there is a 20% chance per spell level that the sigilfish will use that energy to reproduce,

leading to another colony/markings appearing somewhere on the caster. The next danger is that each colony will cause uncontrolled spellburn whenever the infested caster casts a spell. Every sigilfish colony will add one point of unhealable spellburn, to a randomly determined attribute, every time a spell is cast. The last big danger is that each colony will subtly (or not so subtly) warp the magic of the spells they are feeding on. This manifests as an additional roll on the Mercurial Magic table for each sigilfish colony on that caster. These results could be beneficial but are just as often dangerous. These rolls do not use the wizard's Luck modifier.



Sigilfish: Init +0; Atk no attacks; AC 10; HD 1 hp; MV 10'; Act N/A; SP Eat Magic, Warp Arcana, Infest Spellburn, Spreading the Disease; SV Fort +0, Ref +0, Will +8; AL N; Crit N/A.

Eat Magic: Sigilfish consume ambient magic, and over time will suck the arcana out of any magical items such as scrolls, spellbooks, magic items, and the like. A sigilfish colony can consume one level

of magical power (i.e., one spell level, or one charge from a magic item) every 24 hours, and for each full spell or charge they consume, there is a 20% chance they will “birth” another sigilfish colony. If left unchecked, the sigilfish will entirely consume the magical energy, rendering the object inert. The more colonies birthed, the quicker the item will be consumed.

Warp Arcana: Whenever an arcane spell is cast within 100’ of sigilfish, there is a chance they will feed on some of the ambient magic released by spellcasting and potentially alter the manifestation of the spell. This results in a random roll on the Mercurial Magic table (core rulebook) and is in addition to any Mercurial Magic already invoked by the spellcasting.

If the caster of the spell is already infested, they roll an additional Mercurial Magic result for each colony that has spread on them. These results are cumulative.

Infested Spellburn: A caster infested by sigilfish experiences uncontrolled spellburn EVERY TIME they cast a spell. This infested spellburn is automatic (minimum burn of 1 point; 1d3 determines which stat is burned [1-Str, 2-Dex, 3-Sta]), and it works at double efficiency to boost the spell check (a single point burnt adds two to the spell check roll). Infested spellburn will not heal by any means as long as the subject is host to a sigilfish infestation. This infested spellburn manifests as a painful burning sensation on the original mark as it reproduces and spreads to a second mark somewhere else on the body. Each casting and subsequent burning sensation reveals each new Sigilfish “colony” if it’s somehow undetected by a search. With each new colony, the infested spellburn increases by 1 random point for each mark/colony of sigilfish infestation.

If an infested caster continues to cast spells without getting the infestation under control, they will eventually be killed by the unhealable spellburn. Luckily, removing the colony markings is as simple as burning them off; but in this case even the cure can be deadly. A single sigilfish colony will be utterly destroyed by just 1 hp worth of fire damage, though the person infected will also take damage in the process. The danger lies in the fact that most sources of fire do more than just 1 hp of damage. The infested caster, unless

somehow protected from fire, takes all of the damage beyond the 1 hp that destroyed the colony. Finally, there is a 20% chance per colony burned off that the caster will lose one hit point **permanently**. This damage cannot be healed in any way, short of a Patron's intercession.

Spreading the Disease: An infested victim handling scrolls or spellbooks automatically spreads the infestation to the documents, which will lead to the sigilfish slowly consuming them (see *Eat Magic*) until they're either reduced to Sigilfish scrawl nests or the documents are burned—either selectively, potentially damaging a few pages, or completely immolated in extreme infections.

I was ecstatic when I found the fabled spellbook of Gwellor the Invocator after questing for years to find his long-abandoned tower and reap the magical rewards of that once-great mage. My ecstasy was short-lived, however, when I cast the simple magic to copy the first incantation into my own spellbook. Imagine my horror when those sigils began squirming, crawling up my arm and warping my magic to sate their hunger. I still bear the scars from where I burned them off and will never heal them, so they serve as a reminder.

- Ixtar the Impressive, Thaumaturgist of the Western Wastes

FIREFOX

At first glance, these small, solitary creatures resemble a cross between a fox and a ferret covered in orange and yellow fur with red tips. But their fiery fur more than just looks the part; it emits tiny sparks, and their mouths drip something closer to napalm than saliva. They look adorable, but don't let their cuteness fool you; a scared or angry firefox can be a dangerous little foe.

Shy and territorial, firefoxes tend to be found alone or in small family groups of no more than three (father, mother, and kit). This only lasts until the kit is grown enough to fend for itself, at which point all three animals will go their separate ways.

Some intrepid adventures have sought to hunt these creatures for their pelts, which can fetch a tidy sum. By the same token, many a curious wizard has sought to harness a firefox as a familiar through rites arcane and mysterious. However, the firefox is not a natural



creature, having been created by alchemy and sorcery aeons past, and will not answer the call of elf or wizard by magic.

Firefox: Init +1; Atk bite +2 melee (1d4 + possible 1d2 fire from saliva [see Fire Spit mechanic below]); AC 15; HD 3d6 (hp 13); MV 30; Act 1d20; SP Great Big Doe Eyes, Fire Spit, Fur Flame; SV Fort +1, Ref +4, Will +1; AL N.; Crit M/d6.

Great Big Doe Eyes: A firefox's first line of defense is to look adorable in hopes that you'll find it too cute and (apparently) helpless to harm. Its pupils dilate impossibly wide and look up at the perceived source of threat, looking just too cute for words. Any creature seeing this undeniably adorable look must make a DC 15 Will save or find the Firefox too darling to harm. This Will save is modified by Alignment -- a Lawful creature suffers a -2 penalty to this save, while a Chaotic creature gets a +2 bonus to avoid the effect. Neutral creatures have no adjustment to this save.

Fire Spit: When defense doesn't work, it's time to turn up the heat offensively. To this end, the firefox opens its mouth incredibly

wide, like a snake unhinging its jaw, and unleashes a caustic slew of molten saliva. This shoots out in a straight, flat line 10' in length, but a firefox will often shake its head back & forth and up & down while doing this, creating a fan-like cone instead of a straight line. Any creature hit by this spray of scalding spit takes 2d6 fire damage (DC 10 Ref save for half damage, DC 20 to negate). Anyone who takes damage must also roll a subsequent DC 10 Fortitude save or take an additional 1 point of fire damage each round until they pass a DC 10 Fort save from the napalm clinging to them and burning through their clothes/armor/skin, etc. Fire Spit will not ignite flammable objects. Additionally, any bite from a firefox will inflict an additional 1d2 of Fire Spit damage from the caustic saliva in its mouth, subject to the same Fortitude save to prevent continued burn damage. There is no Reflex save to avoid this; it is automatically included in a successful bite attack.

Fur Flame: When defense and offense aren't enough, a firefox who feels threatened and fears for its very life can immolate its coat in an instant, creating a roaring inferno that causes 1d6 fire damage to itself and 2d6 fire damage to everything within a 5' radius. This eruption will ignite flammable materials in range, including clothing papers, and the like. This maneuver is a last-ditch defense, injuring and possibly killing the firefox. If it survives, it will be left utterly devoid of fur, which makes it more susceptible to the cold (+1d3 to all cold damage) until its coat grows back, which will happen gradually over the course of a few months.

A firefox kit has none of the fire-based abilities of a full-grown firefox. It is only able to use *Great Big Doe Eyes*, but it does so at +2 effectiveness (i.e., Will save is -4 for Lawful, -2 for Neutral, and Chaotic creatures have no adjustment).

Firefox kit: Init 0; Atk bite +2 melee (1d3); AC 13; HD 1d6 (hp 3); MV 20; Act 1d20; SP Great Big Doe Eyes; SV Fort 0, Ref +2, Will 0; AL N; Crit M/d4

You don't want one of these as a pet or familiar. You'll think you do, but when those golden eyes turn all black, pupils growing unbelievably large and liquid, and you feel like your heart is going to burst with wanting to love this little guy, just remember— it does NOT feel the same way about you. And if you don't heed my advice, you'll end up burnt to death like my

wizard friend Uldrek the Unkind, or, if you're lucky, just scarred and bitter like me.

- "Grizzled" Gus Grantham, retired adventurer

A SELECTION OF MONSTROSITIES FROM BURIED IDALIUM

By Jesse Smith

Illustrations by Amara Garner

The lust of delving adventurers for gold and valuable antiquities is often rivaled only by their hunger for advanced information about the dangers that are to be found below the surface. To their frustration, such information necessarily comes second-, third-, or even fourth-hand, but even such hearsay is better forewarning than none. In many places in which such adventurers congregate, there is often a vigorous and competitive trade in information regarding nearby threats, with special preference (and value) being given to eyewitness accounts.

One such location is the Rusty Lantern tavern in the teeming city-state of Idalium, from which an exclusive guild of adventurers launches explorations into the buried ruins of the city of Ancient Idalium. Presented is a description of three monstrous subterranean creatures, collected from the sage Professor Runcible Zinn, who obtained and compiled this information from an adventuring party calling themselves the Infestation Managers. While these creatures were first encountered in the ruins of buried Idalium, unreliable reports with very similar descriptions to these creatures have since cropped up in other locales. Although it has to be said that Professor Zinn is an eccentric who rarely leaves his garret apartment in the most decrepit neighborhood of the city, and we cannot discount the possibility that he (or the so-called Infestation Managers), hard-pressed for coin, concocted these descriptions out of whole cloth.

STRETCHER

Stretchers are un-dead creatures that seem to live in a perpetual dream state, dimly going through the motions of a parody of their former life. They have pallid white flesh like a fish's belly, and an androgynous or sexless form, with rudimentary and vague bodily

and facial features, as if they are only a crude imitation of a human being. They do not wear clothes. They do not talk, nor do they exhibit any type of human-like intelligence, having a bestial cunning only.

They prefer to inhabit enclosed rooms underground and will spend much of their time sleeping (if the un-dead do sleep) completely covered by a sheet or blanket. They tend to try to avoid being uncovered.



Stretchers have an insatiable hunger for the human life force, and when they encounter the living, they will reach out with a questing arm, which stretches unnaturally up to 30' feet, moving at a rate of 1' per second unerringly towards its target. The arm (and the rest of the stretcher) can squeeze through the tiniest cracks, such as through keyholes, under doors, etc. The touch of a stretcher can paralyze for hours, and after paralyzing a victim, the stretcher will begin to drain life force from the victim. This causes the victim to lose consciousness (eyelids fluttering, gasping for breath, etc.), as their vital essence is drained away through the stretcher's arm.

Any creature whose life force is completely drained by a stretcher will dissolve into a white, rubbery liquid and drain away through cracks and crevices in the floor (making recovery of the body impossible) and will reform as a new stretcher within a few days. When killed, stretchers dissolve into the same liquid and drain away in the same way.

These horrific aberrations were first discovered entombed in the abandoned Hotel Lethia beneath the buried streets of Ancient Idalium, but worryingly similar sightings have since been reported in many other lands. There are even unconfirmed rumors of "ghost towns" where entire populations were swiftly converted into stretchers, left to obliviously repeat the routines of their former lives while their homes decay around them.

Stretcher: Init +1; Atk grab +3 melee (1d4 plus paralysis); Crit U/1d6; AC 12; HD 2d6; MV 30'; Act 1d20; SP paralysis, life drain (automatic 1d4 dmg per round after paralysis), infravision 100', un-dead traits; SV Fort +1, Ref +0, Will +0; AL C.

Paralysis: If successfully hit, a humanoid-type creature (except elves) is paralyzed, unable to move or take any physical action for 1d6 hours (DC 14 Will save negates). The target is also considered grappled by the stretcher.

Life drain: As an action, the stretcher automatically does 1d4 damage to a grappled target. If an amount of damage equal to half the stretcher's total hit points is done to an arm (or a successful Mighty Deed of Arms), the arm will be severed and the stump will retract very quickly into the stretcher's body, though the stretcher

may attack again with its other arm. If the other arm is likewise severed, it will also retract and the stretcher will flee. The stretcher can only be killed by doing its total amount of hit points in damage to its actual body.

Un-dead traits: Stretchers are un-dead and thus can be turned by clerics. They do not need to eat, drink, or breathe, and are immune to critical hits, disease, and poison. As un-dead, they are immune to sleep, charm, and paralysis spells, as well as other mental effects and cold damage.

GESTALT MOTH



These creatures are formed from many hundreds of ordinary moths, somehow gathered into the form of a large (five-foot wingspan) moth resembling a white silk moth. They attack with a rasping proboscis. They are often able to attack with surprise, because the

danger the tiny moths pose is often not recognized until hundreds of them coalesce into a gestalt moth.

Because they are composed of many individual moths, piercing and slashing attacks pass right through them without harming them. Only bludgeoning weapons cause them damage, by crushing the tiny moths that comprise them.

(Professor Zinn coined the perhaps excessively erudite name “gestalt moths”; the Infestation Managers themselves never gave him any name more detailed than, “Those giant moths that almost killed us all!”)

The female gestalt moths will often lay their eggs in the corpses of their prey. The larvae hatch as large pallid gray caterpillars and feed on the corpse. The larvae eventually produce silk to form their giant cocoons. When the cocoons open, thousands of tiny moths burst forth, continuing the life cycle anew. The nesting areas of these moths are typically draped in haphazard silk accumulations, which sometimes conceal the decaying corpses of previous victims, as well as the pulsating giant cocoons, and incautious adventurers have been known to stumble unaware into a bad situation.

Gestalt moth: Init +2; Atk bite +3 melee (1d6); Crit M/1d8; AC 12; HD 3d8; MV 30', fly 60'; Act 1d20; SP immune to damage from piercing and slashing weapons; SV Fort +3, Ref +2, Will +1; AL N.

MYCOZOMBIES AND THE GREAT FUNGAL MIND

Deep below the surface, in the dank and clinging coolness of uncharted caverns, unwholesome life flourishes, mercifully unknown to the reassuring light of the sun. Somewhere far beneath the bustling streets of Idalium, on the far shore of a silent underground lake, the Infestation Managers discovered a veritable jungle of fungal growths, blooming balefully in the darkness, inexplicably growing from every surface of the barren rock caverns. The walls were carpeted in splotchy molds of all colors, enormous mushrooms sprouted like trees from the floor, and mycelial tendrils dangled from the ceiling like cobwebs. On successive visits, these adventurers reported that the perimeter of the fungal colony was slowly advancing, proliferating perhaps ten feet in every outward

direction over the course of a week. It could be burned back with fire, but that only delayed its slow, inexorable spread. Professor Zinn was able to corroborate this first-hand, as the Infestation Managers brought samples of the mushrooms back to the surface for him to investigate. He found that the mushrooms withered away within days, and even though planted in good soil lasted only a few days more before decomposing away. Only by continually replenishing the soil and compost could the mushrooms be sustained with life, albeit pale and sickly. Clearly the seething fecundity below depended on some other factor.



Further expeditions discovered that the entire colony of fungal growth was essentially one interconnected organism, possessed of a form of sentience entirely alien to human mentality. It had awareness and intention, but not of a sort that could be communicated or reasoned with. It had no goals other than to expand its presence, spread to other areas, and consume other minds

within its own. In addition to the gradual expansion of the entire fungal mass, it was able to infect and mentally dominate any form of animal life in order to create mobile carriers of its spores to new areas.

Professor Zinn named these fungus-infested creatures “mycozombies”. In the caverns under Idalium, mycozombies formed from giant ants were reported, as well as those which had formerly been human adventurers who met an unfortunate end. Worryingly, creatures meeting a similar description have since been reported in regions much closer to our own lands, leading some scholars of the more esoteric corners of natural history to speculate that this sentient fungal colony was not a singular instance.

Mycozombies are formed by the infection of an animal by the spores of the sentient fungus. In the early stages of infestation, the body is sustained by the fungus and merely mentally controlled, but after sufficient time the fungus infiltrates and replaces the vital organs and the mycozombie is merely a corpse puppeteered by the fungus within it. Mycozombies in this later stage of infestation can be visually identified by strands of mold filaments draping their bodies like cobwebs and tiny mushrooms that sprout from within their mouths or from open wounds. Infected giant ants have dull and dusty carapaces, and in many cases, a fungal fruiting body cracks through the thorax to loom above them. A mycozombie’s movements are jerky and stilted. They are often not immediately hostile and may ignore intruders at first, but if engaged in close quarters combat they pose a significant risk of spreading the fungal infection to their opponents.

There are unconfirmed rumors that at the center of the fungal infestation lurks an enormous brain-shaped mushroom (roughly 20 feet in diameter) that organizes and sustains the rest of the colony, but these reports originate from the delirious ravings of broken-minded explorers and cannot be considered particularly reliable.

Human mycozombie: Init -4; Atk slam +3 melee (1d8); Crit M/1d8; AC 9; HD 3d6; MV 20'; Act 1d20; SP mycozombie traits, mycelial spores; SV Fort +4, Ref -4, Will +2; AL C.

Giant ant mycozombie: Init -4; Atk bite +2 melee (1d4+1); Crit M/1d6; AC 13; HD 1d8+2; MV 40' or climb 40'; Act 1d20; SP mycozombie traits, mycelial spores; SV Fort +5, Ref -2, Will +2; AL C.

Mycozombie traits: Although mycozombies are not un-dead, they share many of the same immunities. Mycozombies do not need to eat, drink, sleep, or breathe, and are immune to critical hits, disease, and poison. They are immune to sleep, charm, and paralysis spells, as well as other mental effects.

Mycelial spores: Anyone who successfully hits a mycozombie must make a Luck check or the attack creates a puff of fungal spores that exposes anyone who is in melee with the mycozombie to the fungal infection. Anyone hit by a mycozombie must make a Luck check using a d12 or be exposed. Any creature exposed must make a DC 10 Fortitude save or develop a progressive fungal infection from the site of the wound, and must make a Willpower save each day thereafter, starting at DC 5 and increasing by 2 each day. On failure, the creature's mind has been overwhelmed by the fungus and they will feel a compulsion to return to the fungal colony and join with the Great Fungal Mind. Over the next 2d10+10 days, their body will be infiltrated and consumed by the fungus, fully transforming them into a mycozombie. Until that point, the infection can be cured by a cleric's lay on hands ability, *neutralize poison or disease* spell, or similar magic.



THE DRACONIC: DRAGON EFFECT TABLE

By Michael J. Cremin IV
Illustration by Brad McDevitt

Unhappy is the land where a dragon has taken up residence! Along with the terrible powers of a dragon – Armor like shields! Teeth like swords! Claws like spears! Tail like a thunderbolt! Wings like a hurricane! And breath...like death! – dragons have a baleful influence on their surroundings by dint of their powerful weird magics. The effect of a dragon on the areas surrounding their lairs is known as ‘the draconic,’ and it adds yet another terrible layer to a dragon’s evil presence. The phlogiston quakes in the wake of a drake!

d100	Effect
1-5	<i>The Silent World:</i> There is a noticeable lack of animal life in 1d10 miles around the dragon’s lair. There are fewer, if any, larger mammals or birds. There are fewer insects. The area feels lifeless and still.
6-10	<i>Ill Winds:</i> The area around the dragon’s lair is known for its strange violent winds. 1x/day, roll 1d6, with each effect lasting 1d2 hours: (1) howling winds pop up, tearing up plants and small trees; (2) the wind begins to blow and moan, sounding like the wailings of lost souls; (3) the wind feels uncomfortably hot and stultifying; (4) the wind feels uncomfortably cold and biting; (5) the wind reeks of carrion and rot; (6) the wind whispers the dragon’s name in the treetops and in the shadows.
11-15	<i>Farm Fun:</i> 25% of all domestic livestock in the region around a dragon's lair result in draconic mutations (1d4): (1) creature is born with a scaly tail; (2) creature is born with rudimentary nonfunctional wings; (3) creature is born covered in black scales; (4) creature is born with yellow slitted eyes.

- 16-20 *Sickly Waters:* Water supplies in the area around a dragon's lair are sulfurous and smell bad. People in the region are forced to boil water to make it potable.
- 21-25 *Sour Earth:* 25% of all crops grown in an area around a dragon's lair decay and become filled with maggots shortly after being harvested.
- 26-30 *Smell of Death:* The region around a dragon's lair has the sickly smell of decay. Every 1d10 days, the smell becomes so unbearable that people must cover their mouths in order to breathe without becoming ill.
- 31-35 *Tremors:* Every 1d10 days, the ground shakes with a small but noticeable earth tremor.
- 36-40 *Nightmares:* Anyone sleeping in the area around a dragon's lair must make a DC 15 Will save each night or be wracked by terrible nightmares.
- 41-45 *Random Reptiles:* The area around a dragon's lair is a beacon for reptiles: snakes, lizards, skinks, crocodiles, alligators, turtles, etc. These reptiles will be unusually large and unusually aggressive.
- 46-50 *Random Amphibians:* The area around a dragon's lair is a beacon for amphibians: frogs, toads, salamanders, newts, etc. These amphibians will be unusually large and unusually aggressive.
- 51-55 *Hauntings:* On nights of a full moon(s), the ghosts of those killed by the dragon will appear, wailing, moaning, screaming, and re-enacting their deaths.
- 56-60 *The Dragon's Shadow:* A large moving shadow in the shape of the dragon will appear on the ground as though the creature was flying above, but nothing is there. This shadow will last 1d3 hours and terrify all who see it.

- 61-65 *The Echoing Roar*: 1d4 times per week, the air will be rent with the echoing roars of the dragon, causing all who hear it to become frightened.
- 66-70 *The Dragon's Despair*: 1d4 times per week, those living near a dragon's lair must make a Will save vs. 10 or be overcome with feelings of despair and sorrow. Those who fail the save become inconsolable for 1d5 hours and can take no other actions.
- 71-75 *The Dragon's Fear*: 1d4 times per week, those living near a dragon's lair must make a Will save vs. 10 or be overcome with feelings of terror and fear. Those who fail the save become frightened for 1d5 hours and can take no other actions.
- 76-80 *The Dragon's Gift*: 1d4 times per month, blood-covered coins will rain down on a populated area near a dragon's lair. The coins vanish at sunset. Those who handle these coins must make a Fortitude save vs. DC 10 or become violently ill for a day.
- 81-85 *The Dragon's Song*: 1d4 times per month, an eerie chorus of inhuman voices will begin to sing a haunting melody in an unknown language from sunset to sunrise. The voices seem to have no origin and make it impossible to rest or sleep.
- 86-90 *The Dragon's Prey*: Once per month, a large partially-devoured animal will be dropped onto a community nearest to the dragon's lair. Roll a 1d6: (1) a partially devoured war horse; (2) a partially devoured great bear; (3) a partially devoured mammoth; (4) a partially devoured giant; (5) a partially devoured aurochs; (6) a partially devoured giant snake.

91-93 *The Cult of the Dragon*: 1d5 of the people in a community closest to a dragon's lair have become secret worshippers of the dragon. These worshippers carry out secret rituals and rites in order to please the dragon. Once per month, during the dark of the moon, the dragon cultists will gather to perform unholy rights in hopes of earning the creature's favor (roll 1d4): (1) orgies and ecstasies are conducted in secret places – these gatherings include animal sacrifices; (2) human flesh – sometimes that of the cultists themselves – is consumed in dark rites conducted before an effigy of the dragon; (3) ritual maiming and scaring are conducted, including the amputation of fingers, toes, ears, lips, and noses – the after-effects of such rituals are passed off as accidents; (4) people are kidnapped and sacrificed to an effigy of the dragon. Roll 1d100: if a 1 is rolled, the dragon itself will appear to watch and participate in these gatherings.

94-96 *The Cult of the Dragon*: 2d10 of the people in a community closest to a dragon's lair have become secret worshippers of the dragon. These worshippers carry out secret rituals and rites in order to please the dragon. Once per month, during the dark of the moon, the dragon cultists will gather to perform unholy rights in hopes of earning the creature's favor (roll 1d4): (1) orgies and ecstasies are conducted in secret places – these gatherings include humanoid sacrifices; (2) human flesh – sometimes that of the cultists themselves – is consumed in dark rites conducted before an effigy of the dragon; (3) ritual maimings and scarrings are conducted, including the amputation of fingers, toes, ears, lips, and noses – 1d6 cultists will be blinded, and the after-effects of such rituals are passed off as accidents; (4) children are kidnapped and sacrificed to an effigy of the dragon.

97-99

The Cult of the Dragon: 3d20 of the people in a community closest to a dragon's lair have become secret worshipers of the dragon. These worshippers carry out secret rituals and rites in order to please the dragon. Once per month, during the dark of the moon, the dragon cultists will gather to perform unholy rights in hopes of earning the creature's favor (roll 1d4): (1) orgies and ecstasies are conducted in a hidden temple or shrine dedicated to the dragon – these gatherings include humanoid sacrifices, and some members of the cult reside in this dark place permanently; (2) dark rites conducted before an effigy of the dragon – mounds of amputated limbs and eyes are put into a pot, then ensorcelled, creating a poison that will be added to wells of nearby populated areas (the effects of this poison is left to the imagination of the game master); (3) all cult members will cut off their ears and eyelids with specialized daggers created to mimic the claw of a dragon, then will return to the nearest civilized area to kill as many people as possible in a brutal wave of mass murder on the first night of the dark of the moon; (4) dozens of people are kidnapped and sacrificed to an effigy of the dragon -- their bodies are lashed to a wooden or stone effigy of the dragon, which a wizard will attempt to animate using a powerful *raise dead* spell.

100

Dragon Death: For no known reason, the dragon decides to destroy the community closest to its lair, leaving no living thing and destroying all buildings and homes.

THE TRIMBER RATTLER

By Eric Young

Illustration by Joe Porkio

The tri-rattler is a creature born from the effects of powerful magics that have twisted the very fabric of reality. The snake has been morphed into a three headed aberration of nature. It ranges from temperate to arid climates. The pattern of their scales makes them tough to find and they are savage hunters.



The three heads are both a boon and a bane to the creature as each has a mind of its own when hunting multiple prey. This can confuse the heads if they all attack a different target, but the heads are exceptionally deadly if they agree. Their poison is a paralytic agent that slows their victims until they are easily killed.

Trimber Rattler: Init +4; Atk bite +2 melee (1d3/2d3/3d3 plus poison); AC 14; HD 2d5; MV 30', swim 20'; Act 3d16/2d20/1d24; SP multi-head attack, paralyzing poison, weakness to cold; SV Fort +1, Ref +4, Will +0; AL C; Crit M/d8.

Multi-head attack: Each trimber rattler head acts independently of the others, roll a die equal to the number of PC's in the party, if the die comes up for a different party member for each attack then each head attacks at 1d16 and each damage roll is 1d3, if the two heads roll the same party member the attack is a d20 and the damage is 2d3, if all three heads strike the same party member the attack is 1d24 damage is 3d3. The poison results do not stack for each strike.

Paralytic poison: The save is a DC 10 Fortitude Save or the victim takes 1 point of temporary Agility damage for each strike. If the Agility score drops to 0 the character's heart is paralyzed and death occurs in 1d3 rounds unless the poison is neutralized.

Off to the left, the sound of bones shaking begins. Then, the shrubs shake as a three-headed serpent, half again as long as a man, and thick around as a man's arm lashes out. The reptile looks at those who have interrupted its rest as three mouths open exposing three pairs of finger long fangs.

TWO FOR DCC

By Mike McKeown
Illustrations by Riff Marvin

The *Monstrous Compendium Annual Volume Four* was one of the last products for AD&D 2nd edition. It was a compilation of monsters from *Dungeon* and *Dragon* magazine as well as from TSR scenarios. Here's a conversion of two of the creatures from the book. The bainligors were from *Dragon* magazine and the Hound of Law was from the Planescape campaign setting.

BAINLIGOR

Bainligor are flightless bat-like people that dwell in the underworld. Bainligors have large ears and hideous bat-like faces. They speak in chirps and high pitched squeaks and possess a basic knowledge of the trade language of the underworld. Since their high pitched squeaks are difficult to understand, they do not trade with other underworld races. The cured hides and stone or bone weapons they make are not in high demand from other races. Bainligors are underworld wanderers that scrounge for insects, loose organic matter, and rotting flesh.

Capable of bat-like echolocation, they can perceive invisible targets within 40'. Their tiny eyes can see well in darkness. Bainligors make a sonic attack using their echolocation. The target of the sonic attack takes damage and must make a DC 12 (or DC 14 for reverberated) Fort save or be stunned for 1d4 rounds. A successful saving throw halves the damage. Bainligors are vulnerable to deafness spells, which cause them to suffer -4 on their attack rolls. Groups of bainligors can mass together to try to overwhelm their foes. Each bainligor adjacent to another bainligor grants it a cumulative +1 bonus to hit and damage. The maximum bonus is +10.



Bainligors grow in size throughout their lifetime. Particularly old bainligors leave their tribe and seek seclusion. They find dry empty caverns and begin to transform into un-dead. Un-dead bainligors return from solitude as revered and become chiefs, guardians, or even clerics of their tribe. As un-dead, they do not eat, drink, or breathe, and are immune to critical hits, disease, and poison. As un-dead, they are immune to sleep, charm, and hold spells, as well as other mental effects and cold damage.

Bainligor (small): Init +0; Atk bite +2 melee (1d3) or club +2 melee (1d4); AC 13; HD 3d8; MV 20'; Act 1d20; SP infravision, immune to darkness and invisibility, mass attack, sonic attack (2d8 damage); SV Fort +4, Ref +5, Will +1; AL C.

Bainligor (revered): Init +0; Atk bite +8 melee (1d8) or by weapon +8 melee (1d8+1); AC 12; HD 9d8; MV 30'; Act 1d20; SP infravision, immune to darkness and invisibility, mass attack, sonic attack (8d8 damage), undead traits; SV Fort +5, Ref +4, Will +7; AL C.

HOUND OF LAW

A hound of law is a type of will-o'-wisp that the Elemental Lords of the Plane of Air use as couriers, scouts and sentinels. Their usual form is a faint ghostly glowing ball of light two feet in diameter. They speak in a type of buzzing murmur and are intelligent. A hound of law can transport itself to the ethereal or astral plane (as per the *planar step* spell) or turn invisible at will. They are immune to electricity and all spells except *magic missile*, *protection from evil* (good) or *maze* (see below). Hounds of law are immune to electricity damage. They have a +1 bonus to attack chaotic creatures. Hounds of law can cast *detect invisible* (spell check +4). They have strong senses and can track creatures by smell. If a creature the hound is tracking teleports away, they have a 50% chance of following the creature to its new location.



A hound of Law can take the form of a small or medium sized canine at will (as per the *polymorph* spell) The canine can appear clean or dirty but has bright glowing golden eyes and is athletic.

Hound of Law: Init +3; Atk melee touch +9 (2d6 electricity) or (canine form) bite +7 melee (2d6); AC 15; HD 8d8; MV Fly 50' or 30' (canine form); Act 1d20; SP detect invisible, immune to electricity, immune to magic, invisibility, polymorph ; SV Fort +8, Ref +9, Will +8; AL L.

MAZE

Level: 5 Range: 30' Duration: Varies
Casting Time: 1 action Save: None

General	The caster banishes one or more creatures into an extra dimensional labyrinth of force planes. After a successful casting, the subject must make an Intelligence check to escape. On a successful casting, the caster may choose to invoke an effect of lesser power than his spell check roll to produce a weaker but potentially more useful result.
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Manifestation	Roll 1d4: (1) A wave of bright lights appears near the caster; (2) nearby dirt and rocks form solid shapes that are intertwined like pretzels; (3) horizontal and vertical lines of gold twist into shapes to take the form of the caster's creations; (4) the ground vomits forth lines of dirt that fulfill the effect of the spell.
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Corruption Roll 1d6: (1) caster's eye's become cloudy, blinding them for 1d3 rounds; (2) caster has no sense of direction losing their way wherever he or she goes; (3) caster wanders in circles for 1d3 hours per day; (4) the caster sits and stares into space for 1d5 hours per day; (5) caster's body becomes rigid for one hour a day; (6) caster's skin becomes fur and they grow horns like a minotaur.

Misfire Roll 1d4: (1) One creature within 5' of the caster (including the caster) must make a Will save equal to 5+CL or be banished to the labyrinth. After 5 minutes the labyrinth disappears, compelling the subject to leave.; (2) all water sources within a 15' radius of the caster produce thick, obscuring white mist that fills a 10' cube around it each round for 1d6 rounds; (3) spell takes effect but in a random area or on a random creature within 30' of the caster (reroll spell check to determine effect and strength as if the caster were casting the spell again); (4) caster's lungs fill with water and make a DC 10 Stamina check to keep breathing.

1	Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + patron taint + misfire; (1-2) corruption; (3) patron taint (corruption if no patron); (4+) misfire.
2-11	Lost. Failure.
12-17	Failure, but spell is not lost.
18-19	The target must make an Intelligence check or be trapped in the maze for 10 minutes. If the subject fails the check after 10 minutes the labyrinth disappears, compelling the subject to leave.

- 20-23 The target must make an Intelligence check or be trapped in the maze for 15 minutes. If the subject fails the check, after 15 minutes the labyrinth disappears, compelling the subject to leave.
- 24-25 The target must make an Intelligence check or be trapped in the maze for 20 minutes. If the subject fails the check, after 20 minutes the labyrinth disappears, compelling the subject to leave.
- 26-28 The spell can affect $1d3+1$ targets. The targets must make an Intelligence check or be trapped in the maze for 10 minutes. If the targets fail the check, after 10 minutes the labyrinth disappears, compelling the subjects to leave.
- 29-33 The spell can affect $1d4+1$ targets. The targets must make an Intelligence check or be trapped in the maze for 10 minutes. If the targets fail the check, after 10 minutes the labyrinth disappears, compelling the subjects to leave.
- 34-35 The spell can affect $1d4+1$ targets. The targets must make an Intelligence check or be trapped in the maze for 15 minutes. If the targets fail the check, after 15 minutes the labyrinth disappears, compelling the subjects to leave.
- 36-37+ The spell can affect $1d5+1$ targets. The targets must make an Intelligence check or be trapped in the maze for 30 minutes. If the targets fail the check, after 30 minutes the labyrinth disappears, compelling the subjects to leave. The caster may permanently trap one subject in the maze if that target failed their check.