

d12 Monthly

**MONSTER
ISSUE**

Issue 10
March, 2022

**MONSTER
MIX**

NEW ABILITIES FOR YOUR
FAVOURITE MONSTERS

**MORE
MONSTERS**

SOME SURPRISING
NEW CREATURES

**MONSTERS
THAT
TEAM UP!**

Location: We look at the lair of a Basilisk

CLAVIS

d12 Monthly is a helpful resource for fantasy roleplayers.

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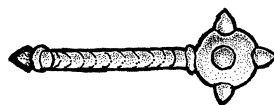
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Article *Campaign Idea* by J.E McKeever



The Monster Issue

What would this game be without monsters?

In our real world monsters were created as an answer to the unknown dangers that lurked in the wild and other dangerous places.

They served as a warning and to frighten children and adults alike.

And in the fantasy genre they take shape and form and are there to battle against. Not to play as, but to fight.

Monsters give us something to battle - something real to fight and overcome. It gives us a sense of satisfaction and catharsis.

Monsters should be scary and tough - a challenge to overcome. And take on many forms: from big hulking forms to humanoids to slimes and even to evil humans.

Monsters take on many forms but they should always be exciting and terrifying.

The more you make them playable races, the more you strip them of that. And the game suffers for it.

You need baddies - monsters - to fight. To overcome.

That's what makes the game exciting and terrifying. That's what makes the game fun.

With that in mind, I present to you a whole issue on monsters for you to unleash onto your PCs.

And, as always, happy gaming!

- Russ from YUMDM

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About Me

I have been roleplaying for over 30 years and DMing for most of those. I have played over 50 different roleplaying games, but my first love is fantasy - it's like coming home.

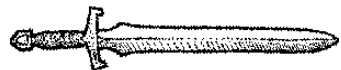
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... for making this zine as good as it is.

Want to join this team and support the zine? I have a Patreon account:

<https://www.patreon.com/yumdm>

(New tiers are now available to receive a physical copy each month).



Monster Mash

New Monster Traits



Some monsters, especially many humanoids, get a little predictable and even boring.

This article tries to fix this by giving monsters some new traits to make them more exciting in combat.

Each monster has a separate chart. Roll or choose 1-2 traits for each monster or group.

Feel free to change or add to these tables to flavour your monsters for your own campaign. For making undead better, see *Issue 6 of d12 Monthly*.

Orcs

Orcs are savage brutes who attack in large numbers to overwhelm their enemies.

Table: Orc Traits

D10	Trait
1	Aggressive: move up to your speed/movement as a free/bonus action
2	Fury: add D6 to the damage of your attack once per round
3	Tough: reduce all damage taken from an attack by 2
4	Rage: you gain +2 to attack and damage, and -2 to your AC for 3 rounds
5	Intimidate: as a move action, make a Charisma check vs. an opponent you can see's Wisdom check; if you win, you gain a +2 to hit against that opponent.
6	Sunder: attack an opponent's weapon with an attack check. If successful, make a moderate Strength check. If successful, the weapon breaks.
7	Strength Surge: your Strength score becomes 20 for one round
8	Dirty Fighting: make a successful moderate Charisms check (free action) and using some sort of underhanded tactic you gain a +2 to attack
9	Sneak Attack: you gain +D6 to damage with a melee attack when flanking or surprising an opponent
10	Speed Strike: gain +2 to initiative when attacking

Goblins

Goblins are sneaky and vicious, attacking enemies in hit-and-run tactics and trying to wear down their victims.

Table: Goblin Traits

D10	Trait
1	Nimble Escape: you can move up to your speed/move or hide as a free/bonus action each round
2	Fit: you have maximum hit points
3	Roll With It: you roll with hits. Half damage from all successful attacks
4	Energy Resistance: halve all damage from one type of energy
5	Goblin Tactics: you can move up to your speed/movement if an attack misses you as a free/bonus action (without an opportunity attack for the movement)
6	Switch: you may swap positions with an ally if they are willing as a free/bonus action if they are within your speed/movement
7	Steal Object: instead of causing damage, you may make an opposed Dexterity check after you successfully hit an opponent and steal one item from them
8	Aid: instead of attacking, you may aid an ally who is adjacent to you, giving them a +4 attack bonus
9	Spell Savant: choose one spell from the first level wizard list - you may cast it once per day
10	Agile: you are difficult to hit - gain +2 to AC

Gnolls

Gnolls are lazy brutes who keep slaves to do their dirty work. With a strong leader they can be motivated to act.

Table: Gnoll Traits

D8	Trait
1	Rampage: if you reduce an enemy to 0 HP, you may make move up to half your speed/movement and make an additional attack
2	Pack Tactics: you cause an additional D8 damage when you are adjacent to an ally.
3	Quick Bite: Make a free attack with your bite attack each round
4	Retreating Attack: make a melee attack and move up to your move away from your opponent without chance of an opportunity attack
5	Pack Hatred: if your attack causes damage against your opponent, all your allies adjacent to you may cause +D6 damage to them in the same round
6	Blood Frenzy: if you are wounded you fly into a rage: you gain +2 to attack and damage, and -2 to your AC until you are dead or your enemies are
7	Crushing Blow: you may ignore any non-magical armour for one attack per encounter
8	Parry Blow: as a move action you may parry one blow by making an unopposed attack roll. If you win, you can deduct 2D6 from the damage inflicted

Hobgoblins

Hobgoblins are militaristic and experienced soldiers. They take orders well and fight with strong tactics and strategy.

Table: Hobgoblin Traits

D10	Trait
1	Martial Advantage: Cause an additional D6 damage with your melee attack if adjacent to an ally.
2	Wounded Pride: if you are wounded from battle, you gain +2 to all melee attacks
3	Phalanx Maneuver: If adjacent to an ally you gain +2 to your AC
4	Backup: once per round, if an adjacent ally is wounded in melee, then you get to make an immediate free melee attack against the same opponent
5	Resilience: you gain a +2 save vs. magic
6	Expert Flanker: you and your ally gains +4 vs. any opponent you flank
7	Weapon Specialisation: you gain +1 to attack and +2 to damage with one type of weapon you wield
8	Strong Mind: you gain +4 to any saves vs. charm or sleep spells
9	Second Weapon: once per round, you can make a free attack with a light second melee weapon you draw
10	Command: you can use a move action to command any creature within 60ft with less HD than you and they will gain an additional attack immediately. You can do this once per encounter

Ogres

Ogres are huge brutes who tend to rely on their strength to solve their problems most of the time.

Table: Ogre Traits

D10	Trait
1	Tough: reduce all damage taken from an attack by 2
2	Fit: you have maximum hit points
3	Lunge Attack: reach of 15ft
4	Rampage: if you reduce an enemy to 0 HP, you may make move up to half your speed/movement and make an additional attack
5	Intimidate: make a Charisma check vs. opponent's Wisdom check, if you win, you gain a +2 to hit against that opponent
6	Fear: you radiate an aura of fear. All within 30ft must make a moderate save vs. fear or flee
7	Bull Rush: make opposed Strength test. If you win, you can move the opponent back up to 15ft, moving with them
8	Trample: you may trample any creature at least one size smaller than you. Move 10ft or more and make an opposed Strength test and if you win you cause D10+Str damage to your opponent, knocking them prone
9	Smash: when you successfully hit an opponent you push them back 10ft
10	Critical Smash: when you score a critical hit, use x3 the damage

Enhanced Monsters

Add Templates to Your Monsters

Dire

Dire creatures are larger and more aggressive than their regular counterparts. This template may be applied to any animal or beast.

Hit Dice: +4

AC: +4 to natural armour

Speed: +10ft

Attack: +4 to standard attack

Damage: Increase die type (D6 to D8)

Abilities: Strength: +8, Dexterity: -2

Size: +1 category (medium to large)*

Vampiric

Vampiric monsters need to drain blood from victims to sustain themselves. They also have a number of weaknesses as well as traits. This template may be applied to any humanoid or monstrous humanoid creature.

Hit Dice: Increase to D12

AC: +6 to natural armour

Speed: +10ft

Attack: Slam attack

Damage: Size - small D4, medium D6, large D8, huge 2D6

Abilities: Strength: +6, Dexterity +2, Cha +4

Special Traits:

Dominare: As a standard action you gaze at an opponent and *dominate* them as per the spell. They receive a Will/Wisdom save to negate.

Energy Drain: living creatures struck by the vampire's slam attack suffer -2 levels.

Blood Drain: Upon a successful grapple attack, the vampire may suck blood from a victim, causing D4 points of permanent Constitution drain each round.

Children of the Night: vampires can control and call forth one of the following per night: pack of 4D8 dire rats, a swarm of 10D10 bats, or 3D6 wolves. They appear in 2D6 rounds and serve the vampire for 1 hour.

Create Vampire Spawn: a humanoid or monstrous humanoid slain by a vampire becomes a vampire spawn D4 days after burial.

Damage Resistance: Can only be hurt by magical attacks.

Turn Resistance: vampires gain a +4 bonus to resist turning attempts.

Gaseous Form: when a vampire reaches 0 HP, they turn gaseous and return to their lair.

Alternate Form: a vampire can assume the shape of the following for one hour: rat, bat, or wolf.

Fast Healing: vampires regain 5 HP per round.

* This will affect reach and damage, as well as have a -1 penalty to AC per category.

Alternate History

Giving Monsters Your Own History



In my world, illithids enslaved the gnome race for generations, making them dig the tunnels that would become the Deepdark.

This is a vast departure from “canon”. But that’s okay.

Altering monster histories allows you to create a unique world and to keep the players guessing and interested as they learn more about it.

More than just lore, you can then use the lore you have created to create new traits and abilities for them (see the *Monster Mash* article in this Issue), keeping your players on their toes.

Here are some more examples from my campaign world of Aythia.

Orcs & Goblins

In my campaign world, orcs and goblins are mutated and corrupted humans and hin (halflings), respectively.

They were corrupted by Dross stones - the slag left over from the Starfall (an event where rocks fell from the sky and provided strong magical energy to those who found them).

Hobgoblins

Hobgoblins in my campaign world aren’t related to goblins at all. The word ‘hob’ means ‘not’ in Auld Common (my version of Latin, the old language) and so hobgoblin means not goblin - something lost on most folk.

Dark Elves

The dark elves split from the surface elves millennia ago after a group of them slaughtered many hundreds of humans in a great massacre.

The council of elves banished them and their leader - a female elf by the name of Eldoria - led her outcast followers into the caverns. It was there she met and consorted with Lolth, a demon of great power.

The rest, as they say, is history.

These are just some examples from my own campaign world. Hopefully you can use these for inspiration for your own campaign worlds. And create unique monster lore to terrorise your PCs.



Monster Stat Block

A New Way to Look at Monsters



A monster stat block should be more than just a list of attacks and damage output. It should include information for the GM to place the monster in an appropriate place in their world as well.

I give you a new layout and new information to your monster stat block. What follows is the template I use.

Monster Template

The stat block is divided into three sections or modules. The first gives all the information needed to understand where the creature would exist and how it acts.

The second lists the creature's abilities, skills, and feats.

The third is all about combat.

Template

Name
Size & Type
Climate/Terrain
Frequency
Organisation
Activity Cycle
Alignment
Treasure
Advancement
Languages
—
Abilities
Skills
Feats
—
Senses
AC
Immunities/Resistances
Speed
HD/HP
Number Attacks (Damage)
Reach
Special Abilities
Morale
Saves

This way you can easily see information that is needed at various times.

For encounter table generation, look at the first section. For non-combat encounters the second section is handy. While, when combat is initiated, then the third section can be used.

I have listed some example monsters to illustrate how this is used.

Orc

Size & Type: Medium-sized & Humanoid

Climate/Terrain: Any land and underground

Frequency: Common*

Organisation:

Gang (2-4);

Squad (11-20, plus 3rd level sergeant, 3rd-6th level leader)

Band (30-100, plus 150% non-combatants, plus 3rd level sergeant per 10 adults, 5 x 5th level lieutenants, 3 x 7th level captains)

Activity Cycle: Night

Alignment: Evil

Treasure: Standard

Advancement: By class

Language: Orcish, Common (2 in 6 chance)

—

Abilities: Str 15; Dex 10; Con 11; Int 9; Wis 8; Cha 8

Skills: Awareness +3;

Feats: Alertness

—

Senses: Darkvision 60ft

AC: 14 (+4 Scale Mail)

Immunities/Resistances: None

Speed: 20ft (Scale Mail); Base 30ft

HD/HP: 1 / 5

Number Attacks (Damage):

Great Axe melee +3 (D12+3)

Javelin ranged +1 (D8+2)

Reach: 5ft

Special Abilities: None

Morale: 8 (10 with strong leader)

Saves: Fort +2; Ref +0; Will -1

* See the article *Building Random Encounters* in Issue 7 of *d12 Monthly* for more information on how frequency can be used to help build encounter tables.

Griffon

Size & Type: Large-sized & Beast

Climate/Terrain: Temperate and warm hills & mountains

Frequency: Uncommon

Organisation:

Solitary (1);

Pair (2);

Pride (6-10)

Activity Cycle: Day

Alignment: Neutral

Treasure: None

Advancement: By size (11-21 HD Huge)

Language: None

—

Abilities: Str 18; Dex 15; Con 16; Int 5; Wis 13; Cha 8

Skills: Awareness +10; Jump +8

Feats: None

—

Senses: Scent

AC: 17 (+6 Natural; -1 Size; +2 Dex)

Immunities/Resistances: None

Speed: 30ft; Fly 80ft

HD/HP: 7D10+21 / 59

Number Attacks (Damage):

Bite melee +8 (2d6+4)

Claws melee +3 (D4+2)

Full Attack: Bite + 2 x Claws

Reach: 10ft

Special Abilities: Pounce, Rake (D6+2)

Morale: 8

Saves: Fort +8; Ref +7; Will +3



Gift of the Gab

Reaction Rolls



One of the great parts of old school games that is no longer a part of the modern game is the reaction roll.

This simple check allows PCs to parley with monsters instead of just killing everything they see.

If you are not using it (or something like it) then you are limiting the options for your players.

My Favourite Reaction Roll Chart

Reaction roll charts come in many different sizes, from a simple 2D6 roll to percentile roll, to a little more complex.

I usually love simple, but in this case I use a slightly more complex one. The one from the 1983 Mentzer Basic Set:

MONSTER REACTION CHART	
First Roll	Reaction
2	Immediate Attack
3-5	Possible attack, roll again*: 2-8 Attack 9-12 Uncertain, roll again*: 2-5 Attack 6-8 Leave 9-12 Friendly
6-8	Uncertain, roll again*: 2-5 Attack 6-8 Negotiate, roll again*: 2-5 Attack 6-8 Leave 9-12 Friendly 9-12 Friendly
9-11	Possibly friendly, roll again*: 2-5 Uncertain, roll again*: 2-5 Attack 6-8 Leave 9-12 Friendly 6-12 Friendly
12	Immediately Friendly

Why do I like this chart over the others?

This allows for multiple rolls as the conversation progresses.

The initial roll is made after the PCs make “first contact” and decide to talk.

On the chart, this is listed under the “First Roll”.

As the parley progresses, the GM can roll again based on the first roll.

See below on how to alter the chart.

An Example

The PCs stumble across some goblins and they decide to talk to them instead of initiating combat.

The PCs shout out in the goblin tongue that they could kill them all, but will spare them if the goblins give them some information about the caverns they are exploring.

The GM rolls a reaction check and determines the goblin's reaction to the PCs based on the roll.

Say the roll was 10. On the above chart we can see the result is "possibly friendly". In this instance, I would rule the goblins are suspicious but willing to negotiate.

The goblins bark something back to the PCs along the lines of what information they seek and the PCs at this point want a map of the tunnels they are now searching.

The GM knows these goblins are not native to the caverns and are searching them as well as the PCs, but they have been here longer than the PCs and may have mapped out some of the tunnels.

The GM uses the D6 Mechanic to decide: 1-3 on a D6 and the goblins have a crude map of the tunnels they have already explored.

He rolls a 1 and so the goblins do have a decent map they could share with the PCs – for sparing their lives.

The GM then rolls on the reaction table again, getting an eight this time.

This indicates "friendly" (remember, we are looking at the second part of the table, under "Possibly Friendly"). The goblins agree to the PCs terms.

If he had rolled 5 or less, the goblins would have still been uncertain and negotiations would have to continue.

Modifying the Roll

You can modify the check various ways, including:

- Charisma modifier
- Alignment differences
- Circumstances

Charisma Modifier

Modify the roll with the charisma modifier of the PC who is doing most of the negotiations. Be careful though as too high a bonus and it will skew the results too much. This would be more suited to the OSR-style of abilities that usually range to a maximum of +/- 3.

Alignment Differences

If the goblins in the example above are chaotic evil and the lead PC is lawful good, you could impose a penalty of -1 or -2.

Circumstances

There can always be some circumstances where you need to impose a penalty or bonus. If one of the PCs is a noble, the king may be more disposed to listening to them. Or, if the PCs had already killed a patrol of goblins, then the others may be less disposed towards the PCs.

Reaction Rolls in SoloRPG

This is also a great mechanic for those of you who soloRPG.

You can use this system to see how NPCs and monsters will react to your characters without needing a GM to decide.

Updating the Chart

Above, I showed you the chart I use for reaction rolls, but it can be updated to suit most situations, just by changing a few words.

Attack becomes 'Negative'
Uncertain becomes 'Neutral'
'Friendly becomes 'Positive'

So, if you roll 2 (or less) an 'immediate attack' becomes 'negative result', which could mean the NPCs or monsters attack or it could mean your negotiations fail, or that the NPC leaves in a huff.

Basically, you want an outcome that is related to the NPC or monster.

If the NPC is an overweight trader, he isn't likely to attack the PCs, but he may just storm off in a huff and hold a grudge – not trading with the PCs in the future. He may even go to his guild and get the PCs banned from commerce in the city he is in.

As you can see, the chart is versatile and can be changed to suit most situations.



Weapon Spotlight: Dagger

A dagger is a short weapon, similar to a knife, with a sharp point used primarily for stabbing.

There are many different types of daggers that have their own specialised uses.

Traits of All Daggers

Daggers are quick and light, meaning they can be easily hidden and used effectively in combat.

Hide Dagger

Anyone can hide a dagger on themselves by making a Sleight of Hand or Dexterity test (vs. someone's Perception or Wisdom check, but only if they are suspicious).

Fast

You gain a +2 bonus to initiative when using a dagger. This represents how quickly you can draw and stab someone with it.

Versatile

All daggers are quick to use due to their lightness and size. If you choose to get up close and personal with an opponent, you do so as a free/bonus action and may make an additional attack with the dagger, but you also suffer -4 penalty to any grapple attempts by your opponent.

(Thanks to [@andrewtwits](#) for this idea)

Dagger Types

Daggers come in all sorts of shapes and varieties, each with their own special traits.

Rondel Dagger (or Stiletto)



Named after its round handguard or spherical pommel, this dagger was long and slim with a tapering needle point.

Rondel daggers are a purely piercing weapon, good at punching through mail and plate armour (via joints).



Anelace (or Long Dagger)

A long, broad blade sharp on both edges. These daggers cannot be hidden.

Bollocks Dagger

A thrusting weapon with a distinctively shaped hilt giving it its name. A common dagger used by many commoners and

experts alike.

Push (or Punch) Dagger

A push dagger is a short-bladed dagger with a "T" handle designed to be grasped in the hand so that the blade protrudes from the front of one's fist.

Main-Gauche (or Parry) Dagger

The main-gauche was used mainly to assist in defence by parrying enemy thrusts, and used in conjunction with a one-handed sword.

You gain a +1 bonus to AC and +4 to AC when fighting defensively (instead of the usual +2).

Swordbreaker Dagger

The swordbreaker has many serrations along one side of the blade, designed to entrap an opponent's blade.

Gains a +1 bonus to AC and a +4 bonus to breaking weapons.

The wielder of the main-gauche and swordbreaker daggers must decide at the start of their turn if the dagger will be used offensively or defensively.

Weapons Vs. Armour Table

Weapon Type	Dmg	Type	Damage Disadvantage Against...
Rondel	D4	P	-
Long	D4+1	P/S	Mail or Plate
Bollocks	D4	P	Plate
Push	D4	P	Plate
Parry	D3	P	Any armour
Swordbreaker	D3	P	Any armour

Damage Disadvantage

This is a relatively new concept where you roll two damage dice and take the lowest result of the two dice.

Team Up!

Mixing Up Your Encounters



Monsters are usually encountered as a number of the same type. But what if you combine two (or even more) monsters in the one encounter?

Orcs + Wild Boars

We all know that goblins have an affinity with wolves, but what about orcs?

Wild boars would be a good partner. Especially when combined with the new traits mentioned in the article *Monster Mash* in this issue.

Wild boars are tenacious beasts and can continue to fight for D6 rounds after being reduced to 0 hit points. These dangerous beasts can also come in a dire variety (see the article *Enhanced Monsters* in this issue).

Owlbear + Giant Ants

At first glance this may seem like an odd mix, but it makes sense. Wherever there is food, there are ants.

And the lair of an owlbear would be filled with bits of food and edible detritus that ants would (literally) be all over.

This would set up an exciting fight with the PCs dealing with the owlbear while ants defend their food supply.

You could substitute any large monster who has a lair for the owlbear.

Medusa + Gargoyles

Gargoyles are already made of stone so they would be immune to the Medusa's gaze attack and so would be perfect spies and guardians of her lair.

The ability of hiding in plain sight and immune to normal weapons, a gargoyle is a perfect accompaniment for a medusa, who can turn any mortal to stone with a single look, adding the result to her collection of stone statues, which makes the gargoyle's ability to hide even easier.

Stone Golem + Black Pudding

Black Puddings can only dissolve wood or metal and so a stone golem is immune to the pudding's attacks. The golem may also be smart enough to divide the pudding on purpose to cause even more enemies.



Monsters to the Left of Me...

Some New Monsters to Throw at Your PCs

New monsters are always fun to have as the players have not encountered them previously and have no idea what skills and powers they have.

This leads to a more exciting game (especially if mixed in with classic favourites).

Feel free to mix these new monsters with the articles *Monster Mash* and *Team Up!* In this issue to create very memorable encounters.

For example, the Animated Husks can be paired with a Giant Spider or could be crawling with small but deadly poisonous spiders that move on to the PCs in melee combat.

Orc Ghosts could be paired with Giant Ants or any other undead to create a truly deadly encounter.

Axols could be riding Giant Swamp Lizards and/or could use Giant Frogs or Toads when hunting.

As you can see, with a little imagination and some flipping through the Monster Manual, you too can create unique and challenging encounters for your PCs.

Animated Husks



Husks of past victims reside inside these webby cocoons. They shamble along, a vague shape, with protrusions of broken, gnarled sticks and bone limbs, cast grey by age and lack of marrow. A twisted and vile mockery of life, mixed with cast-off webbing, which binds its human form.

Animated Husks are primarily used as guardians by mages and hedge wizards.

AC x [13], HD 2 (9hp), Att 1 × slam (1d8), THAC0 17 [+2], MV 40' (15'), SV D12 W13 P14 B15 S16 (1), ML 14, AL Neutral, XP 30, NA d4 (3d4), TT None
S: D: C: I: W: Ch:

►► **Guardians:** Always attack on sight.

►► **Initiative:** Always lose (no roll).

►► **Construct:** Immunity: Unharmed by gas; unaffected by *charm*, *hold*, and *sleep* spells.

Encounter: PCs are wandering through the Spiderwoods, when someone approaches.

Orc Ghosts



Barbaric and evil in life, the Orc Ghost brings their life of violence into undeath. It died too soon as it had unfinished killing to do.

Orc Ghosts inhabit battlefields and other signs of conflict.

AC 0 or 8 [20 or 12], HD 10 (45hp), Att 1 × slam (1d8), THAC0 10 [+6],
MV 120' (40'), SV D8 W9 P10 B9 S11, ML 16,
AL LE, XP 30, NA 1 (1), TT E, S
S:15 D:10 C:11 I:9 W:8 Ch:12

►► **Frightening Gaze** Any who views a ghost has to save Vs. magic or age 10 years and flee in panic for 1-12 rounds.

►► **Ageing Attack:** Save Vs. magic or age 10-40 years.

►► **Undead:** Make no noise, until they attack. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading spells (e.g. charm, hold, sleep).

Encounter: Surveying the old battlefield, the PCs suddenly feel a cold presence.

Axols



Lurking in the fetid swamps and marshes, these brutes have slimy skin, and an odor not unlike their homelands.

Axols make their home in the swamps of the Known World and fight lizardfolk and bullywugs for domination of their territory. They are however, creatures of their word and have a very lawful, structural society.

AC 6 [14], HD 2 (9hp), Att 1 × weapon (1d8), THAC0 16 [+3], MV 90' (30') & 120' (40') in water, SV D14 W15 P16 B17 S17, ML 14, AL LN, XP 30, NA 0 (3d4), TT Q, U
S:14 D:10 C:14 I:8 W:12 Ch:10

►► **Frenzied Attack:** Gains an additional attack for D4 rounds and then -2 to hit afterwards.

►► **Camouflage:** Can hide in swampy terrain - surprise on a 4 in 6.

►► **Honour:** They will honour and value any deal struck unless betrayed.

Encounter: Ambush! The PC bellows as five figures burst from the foetid water.

Location, Location, Location

Lair of the Basilisks

A mated pair of basilisks lair in this sea-side cavern complex.

They sometimes wade into the ocean waters to catch fish and crustaceans that are abundant in the salty waters.

Otherwise, they can be found in Area 5, waiting for prey to come to them.

Area 1: Watery Cavern

This area is filled with fish and other sea life that the basilisks use for food. It also has an abundant amount of seaweed growing up from the bottom.

Area 2: Hermit

A lone hermit, by the name of **Dortel Shellkeep (Hin M Rogue 3 AL:CN; To be left alone, dishevelled and stinky, Chaotic)**, calls this area home. He survives on seafood and fresh water from Area 4a.

This area is too remote, and the ocean too deep, for the basilisks to reach and so the hermit is safe in his hovel.

Dortel is an ex-adventurer who had the rest of his party killed and eaten by the basilisks. Not wanting to face those who hired him, he decided to stay close to his fallen companions. It's been 15 years so far.

He doesn't know of the ghouls in Areas 7-10

Area 3: Underground River

This river winds its way for miles underground, crossing through several caverns in the area before ending up here.

Area 4: Shore

Tracks of 6-legged beasts can be seen all over this area and are a warning to more astute PCs. There is a 2 in 6 chance one of the basilisks is here.

Area 4a: Platform

Dortel has a small raft that he uses to move from his cavern (Area 2) and this area to collect freshwater from the river. Dortel is here on a 2 in 6 chance.

Area 5: Basilisk Lair

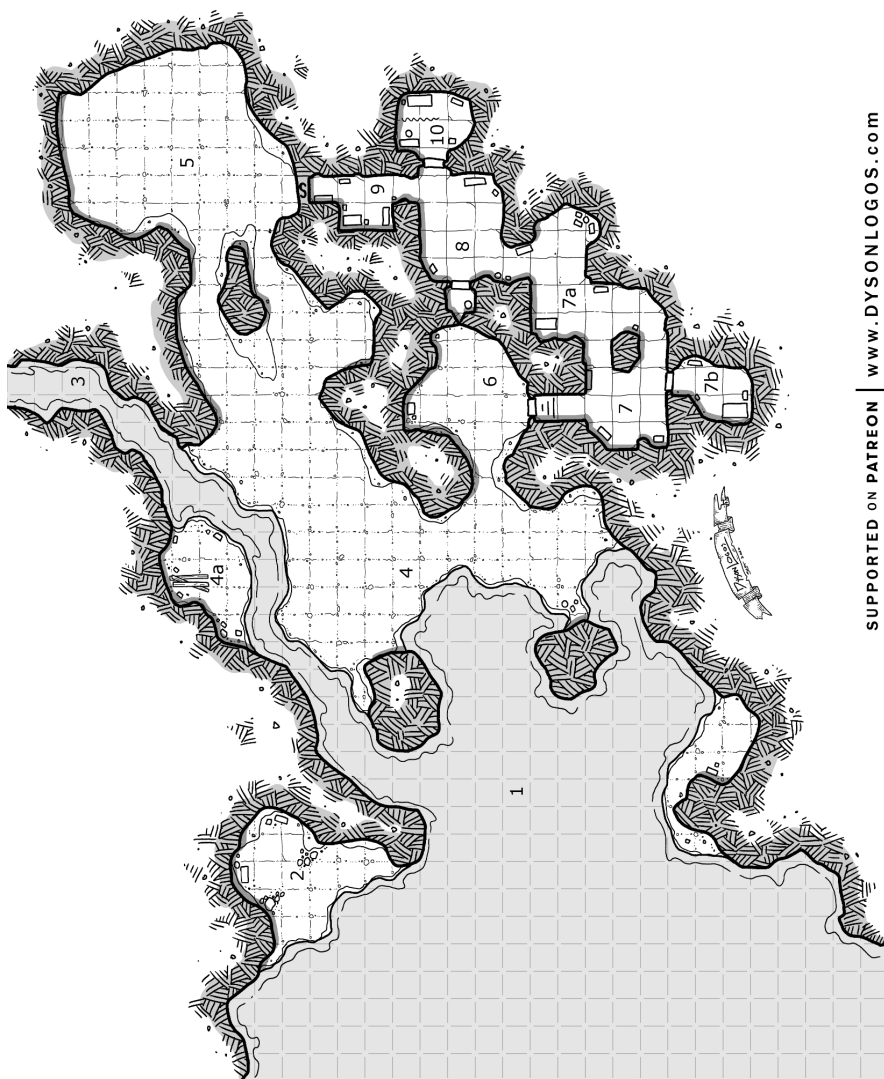
This is where the basilisks feed and sleep. One is awake at all times. Bones of past meals litter the floor.

Area 6: Empty Cave

This area is not used by the basilisks but there is a door located in the southern wall. It is a strong wooden door which is showing signs of weathering (softer wood and rusted metal bands) and is locked.

Areas 7-10: Undead Sailors

Many moons ago a shipwrecked crew escaped their ship only to arrive at this cave and confront the basilisk. A few were turned to stone but the others managed to escape to these old rooms (built by pirates decades ago). Here they were trapped and started cannibalising each other, eventually becoming horrid ghouls. They roam these rooms and there is a 3 in 6 chance per room



you will find D4 of these creatures. Bones, dust, and other debris cover the floor.

Each room will have D6 (x10) GP worth of treasure as well.

Roll randomly and come up with various bits of treasure (like various coins, jewellery, cutlery, and other items of value).

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