

Linith's First Book of Monsters

by
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Creator's Notes

I have, over the years, used these creatures on many an adventuring party with mixed results. All of them good as far as gaming goes, not all good as far as survival goes. Either way you're sure to get various reactions from your players. Have fun!

The Serpent Rat

Climate/Terrain:	Temperate and tropical/any
Frequency:	Rare
Organization:	Pack
Activity Cycle:	Night
Diet:	Carnivore
Intelligence:	Semi (2-4)
Treasure:	H in lair
Alignment:	Neutral (evil)
No. Appearing:	2-6
AC:	4 (rat body) / -3 (serpent body)
MV :	24"
HD:	8
THACO:	13
Attacks:	3
Damage:	1-6/1-6/1-10 + poison
Special:	Constriction
Special Defenses:	None
MR:	10%
Size:	L-H (9 to 18 ft.)
Moral:	Fearless (19)

The Serpent Rat is a nightmare of death and destruction. They are rat from the waist up and constrictor (snake) from the waist down. Add to this the poisonous fangs of a viper and you have the recipe for terror.

Their furred upper half ranges in color from light tan to ebony black, though on rare occasions a white (usually albino) is found. Their serpent portion ranges in such a wide variety of colors and patterns (GM's choice) as to be at times breath taking.

They communicate in a language of hisses, chatters, and squeaks.

Combat

The Serpent Rat is a swift and deadly creature. Almost totally fearless, they will attack without hesitation any thing they think eatable. Their long, sharp claws do 1-6 damage, which they use to scratch at the eyes and throat of their prey. They also use them to help hold their prey while constricting so they may also deliver their venomous bite. Their bite does 1-10 damage and delivers a nerve toxin that does 2-12 damage per round (onset time 2 rds. /save at -5). Their constriction does 1-20 damage per rd. and takes a bend bars roll to escape. They can only bite while constricting and only once two successful grabs (one for each paw) is made the previous round. They will continue to fight till either they or their prey are dead.

Habitat/Society

Serpent Rats lay eggs (2-12) which the mother guards with her life. When hatched though the young are milk feed till they reach maturity (6-9 months). The young are born with venom as toxic as the adults and just as aggressive.

The Serpent Rat lives in packs and are territorial by nature, fighting to the death any other pack that enters their home terrain. They love shiny things and their lair is often proof of this.

Ecology

The Serpent Rat is a genetic aberration created long ago by a deranged wizard.

They have thrived and multiplied over the years at frightening numbers. Most people think that they are a threat to the natural balance of things. These people are right! If left unchecked they can grow to frightening numbers, destroying the surrounding wildlife (and any civilizations) in the area.

Skunk-Monkeys

Climate/Terrain:	Tropical-Subtropical/Jungle
Frequency:	Uncommon
Organization:	Family
Activity Cycle:	Day
Diet:	Omnivores
Intelligence:	Low (5-7)
Treasure:	U in lair
Alignment:	Neutral
No. Appearing:	3-18
AC:	4
MV:	15"
HD:	3
THACO:	17
Attacks:	3
Damage:	1-2/1-2/1-4
Special Attacks:	Scent Spray
Special Defense:	Scent Spray
MR:	Nil
Size:	T (6" to 1')
Morale:	Unsteady (6)

The Skunk-Monkey is a soft, furry simian cross-breed with a reputation of leaving a lasting impression on people who meet it. They range in color from white to black and their eyes range from ice blue to emerald green.

Combat

Though peaceful by nature, if cornered or grabbed the Skunk-Monkey will fight back with teeth (1-4) and claws (1-2), chattering all the while. This is not their main weapon though.

The Skunk-Monkey can spray (like a Skunk, hence the name) its attacker with a potent scent. Unlike a skunk, the scent of each Skunk-Monkey can vary. Some of the known scents are: Jasmine, Musk, Sandlewood, Rose, Pine, Lemon, Cinnamon, and various other (GMs be creative). It lasts until the scent is somehow, magically, removed. Thus the case of the big, hulking barbarian still wandering around smelling of jasmine! If the player is holding the Skunk-Monkey when it sprays he/she receives no saving throw, otherwise a Dex. Check will suffice.

Habitat/Society

Skunk-Monkeys live in family units consisting of mostly females with four to five males, the rest being young or babies. They live in a family tree where they post a babysitter while the rest forage and hunt. They are very curious, though not very brave this often rules their senses when it comes to shiny objects. Most of their time is spent grooming and eating though there is always time to play. Their facial expressions are a joy to watch.

Ecology

These creatures were also the result of that deranged wizard's experiments. They are social and friendly and it's even known of a Wu-jei to have several as companions. Unfortunately, they have also been known to have been used by various pranksters. They would wait till some unsuspecting person was petting or holding one of these timid little creatures, then make a loud, sudden noise and well you get the picture. They have adapted well to their environment and do not seem to unbalance the nature of things. If caught and trained very young they make excellent, if not some times hazardous pets. Note that their stink glands if removed regenerate in 30 days.

Saucer-Eyed Pup

Climate/Terrain:	Temperate/ Any
Frequency:	Very rare
Organization:	Solitary

Activity Cycle:	Day
Diet:	Special
Intelligence:	Genius (18)
Treasure:	Special
Alignment:	Neutral (good)
No. Appearing:	1 (2-5)
AC:	4 to 1
MV:	6"
HD:	2 to 7
THAC0:	19 to 13
Attacks:	2
Damage:	1-6/1-6
Special Attacks:	Locking jaw
Special Defenses:	Magic consumption
MR:	100%
Size:	S-L (2' to 7')
Morale:	Fearless (20)

The Saucer-eyed Pup resembles nothing so much as a giant Pekinese, except for its very large saucer-shaped eyes. Their fur ranges in color from light tan to golden-brown to sable. Their eyes are always a yellow coloration, though it may vary in what shade of yellow.

They rarely make any noise except for a soft whine. But when danger is near they will let out a sharp single bark (Arf!). The intensity and volume of this bark indicates the amount of danger. Otherwise they are quiet creatures.

Combat

When it comes to combat the Saucer-eyed Pup is not defenseless. They can swipe an opponent with their large paws for 1-6 points of damage and this is more of a cuff than an attack. They have also been known to pin an enemy (and at times friend) down with a paw or by sitting on them. As stated they are peaceful creatures. They have the ability to latch on to something (or somebody) with their jaws and locking them. This can do (according to why it was done in the first place) 1-12 damage and takes a bend bars roll to get free (no roll if person's arm is the object in their mouth unless said person has more than two arms).

Maybe the reason that they are 100% magic resistant is due to the fact that they consume magic. Spells, items, any type, they drain it dry. Artifacts are only effected temporarily (1-3 days). A coin with continual light cast on it is like a salt lick or a quick snack according to their appetite. They can just scoop up the item in their mouths, swish it around and spit it out void of magic. This can make for a wonderful way to be rid of cursed items and the now non-magic item is perfectly ready to be re-enchanted. They also make a wonderful buffer against fireballs, lightning bolts, any type of magic (yes even magic missile) thrown in their general direction as they eat it right out of the air. Of course if their full you may be in trouble as they will ignore it.

Habitat/Society

Saucer-eyed Pups live in small groups of 2 to 5, usually consisting of a mated pair and pups. They mate for life and are very caring for their young. Little is known of their lives in the wild except that adults sit around staring into space as if watching the universe or caring after the pups. The pups are more active, romping and playing all day.

Their eyes are one of their most intriguing and at times unnerving features. Unblinking they stare at things for as long as they find interest in it. Many an adventurer has got the willies trying to stare one down (which is impossible as they do not blink) or finding themselves being stared at.

It is unknown whether they understand humanoid languages. But they do seem to tolerate and even at times enjoy humanoid company.

Ecology

These very rare and peaceful creatures do not seem to seek out people nor avoid them. They calmly go about their lives in a most relaxed manner. They do not seem to be Territorial and have been known to share the area with all types of creatures.

If caught and trained when very young they make excellent companions and live some 500 years. Just remember to have plenty of magic to feed them!

MecaCorns

Climate/Terrain:	Any
Frequency:	Rare
Organization:	Herd

Activity Cycle: Day
 Diet: Herbivore
 Intell: Genius (18)
 Treasure: Nil
 Alignment: Neutral (good)
 No. Appearing: 6-30
 AC: See Chart
 MV: 24"
 HD: 7
 THACO: 13
 Attacks: 3
 Damage: 2-12/2-12/1-20
 Special Attacks: Charge
 Special Defense: See Below
 MR: 20%
 Size: L (8' at shoulder)
 Morale: Champion (16)

The MecaCorns are the creation of "Meleb the Mad" a insane alchemist and wizard. Made of living metal, they were given life and all that comes with it. Their intelligence allows them to understand others, while their empathy warns them of inner intentions. Usually elusive, these creatures seldom talk. But once their trust is gained they will communicate telepathically.

They are known to range in 12 different types of metals (see chart). Their coats, manes and tails are soft to the touch, much like the real thing, but are strong and very protective. They show no seams or signs of not being natural and look like metallic colored unicorns. Their colors are the same from tip of horn to hooves and tail with only their eyes being a different color, that of violet.

Combat

The MecaCorn is a fierce fighter when it come to survival. Lashing out with hooves (2-12 each) and Horn (1-20) they will fight to the death to save friends and family. They also have a charge attack with their horn that does double damage.

They take half damage from cold and heat attacks, and can not be poisoned or petrified. If sick or injured some show signs of tarnish. If polymorphed they retain the metal skin, fur, scales, or whatever.

Habitat/Society

Though they travel and live in herds, the MecaCorns stallions do not fight over the mares. They are intelligent enough to chose a mate and usually mate for life. They eat the same things as unicorns and in most ways are. Their only natural enemy is the Melatack (see Melatack).

Ecology

"Meleb the Mad" gave them life, but being as insane as he is, he in time ordered that all MecaCorns where to be destroyed. When many escaped, he created the Melatacks and the Black Deaths to hunt them down and destroy them. It is not known how many survive. Meleb (not to be confused with the wizard who created the Skunk-Monkeys and Serpent Rats) is now dead (we hope!) but many of his creations live on.

The MecaCorns have proven to be able to reproduce and live in harmony with their surroundings. They make one of the greatest companions and are fiercely loyal!

Metal	AC

Steel	5
Brass	4
Bronze	3
Copper	2
Silver	1
Electrum	0
Gold	-1
Platinum	-2
Mithril	-3
Adamantite	-4

Melatacks

Climate/Terrain: Any
 Frequency: Rare
 Organization: Pack
 Activity Cycle: Any
 Diet: Carnivore
 Intelligence: Low (7)
 Treasure: Nil
 Alignment: Neutral (evil)
 No. Appearing: 3-30
 AC: See Chart
 MV: 27"
 HD: 10
 THACO: 11
 Attacks: 3
 Damage: 2-16/2-16/1-10
 Special Attacks: Acid
 Special Defenses: See below
 MR: 5%
 Size: M (5' to 6' at shoulder)
 Morale: Fearless (20)

Melatacks are the bane and hated enemy of the MecaCorn. Created to hunt down and slay them to the last, they were created by " Meleb the Mad" with this purpose in mind. Fast, agile, and with blood on their minds, they relentlessly hunt the MecaCorn and anything else in their path.

Like the MecaCorn there are 12 types, unlike them each type is not only a different metal, but a different species of feline. Their large yellow eyes seem to burn with an insane light.

Combat

Melatacks fight with Claws (2-16) and teeth (1-10). Their bite secretes a acid that is so potent that it can eat through plate armor in 1 round. The most frightening thing is it's a living acid, maybe that is the reason it does not seem to harm the Melatacks. When bit a player makes a saving throw vs poison at -3, he/she may make another save every round until the save is made. Meanwhile for every round the save is failed, the player takes an additional 2-16 points of damage until the body literally melts away.

They have a 5% magic resistance with a twist. For every Melatack within 6' of another their magic resistances are add together. Sort of a chain effect.

Habitat/Society

Melatacks live to hunt. Though MecaCorn is their favorite prey, any will do. They do not tire like other creatures and so will continue to track endlessly. They can jump 30' standing and 45' from a running start. They travel constantly, though have no leader or goal except to hunt. Their young are born ready to travel and with the full acid strength of the adults.

Ecology

Part of the process used when creating the Melatack was to take large cats, strip off their skin while they are still wide awake and without anesthesia, dip the skins in a magical metal, and then through some dark ritual graft it back on. Enough to drive any creature crazy, right?! Meleb found out however that they where almost impossible to control and thus created the Black Deaths (see Black Deaths) to master these cats.

These cats are impossible to tame, though it has be said that a healer has managed to do this, but only after having his soul bonded with the Melatack's, thus constantly sharing it's pain and thus lessening it's torment. (Not something I would recommend for just anyone!)

Type of Cat	Metal	AC
Bekkah	Steel	5
Bobcat	Brass	4
Tiger	Bronze	3
Cheetah	Copper	2
Saber tooth	Silver	1
Jaguar	Electrum	0
Lion	Gold	-1
Leopard	Platinum	-2
Lynx	Mithral	-3
Panther	Adamantite	-4

Black Deaths

Climate/Terrain:	Any
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Nil
Intelligence:	Supra-genius (19)
Treasure:	Z
Alignment:	Neutral Evil
No. Appearing:	1
AC:	-5
MV:	12"
HD:	12
THACO:	9
Attacks:	1
Damage:	See below
Special Attacks:	Magical Fear & spells
Special Defenses:	+2 weapon or better to hit
MR:	75%
Size:	M (6')
Morale:	Fanatic (18)

A Black Death looks like a cross between a Death Knight and a Chaos Knight. Spiked, ebony black armor in some horrifying Gothic design, riding Greater Nightmares and surrounded by Melatacks, they are a frightening sight to behold! Their eyes blaze with a eerie green fire in which, some adventurers have said, you can see the "Fires of Hell" and the "Pits of the Abyss" all rolled in to one. Their voice is like Death himself is speaking and many a bold soul have lost their nerve at the sound of it.

Combat

The Black Deaths use blades called (appropriately) Death Blades. These are Neutral Evil Bastard swords +5 with special properties (see chart). All who see a Black Death must make a save vs magic at a -2 or flee in terror for 5 rounds. All those who hear it's voice must make another save vs magic at a -3 or flee in terror for 5 rounds. They can cast the following spells twice per day: Death spell, Disintegrate, Power Word (Stun, Blind & Kill), Trap Soul, and Prismatic Sphere.

Habitat/Society

Dark powers were called upon and dark deals made the day these creatures came into being. It is said that they have the soul of a being damned to eternal torment within the bodies. No one has ever seen what they look like under the armor, for they turn to a foul smelling vapor when destroyed.

Ecology

The Black Deaths only purpose is to be master of the Melatacks and to hunt down and destroy every last MecaCorn. They neither eat nor sleep. They do not congregate with each other.

The only emotion the have been seen to show is delight at the torment of others.

This chart is used every time a hit is made with a Death Blade.

1d100	Effect	
01-10	Fire	6d6 damage (Save vs spell for half damage)
11-20	Lightning	6d6 damage (Save vs spell for half damage)
21-30	Cold	4d6 damage (Save vs spell for half damage)
31-40	Insanity	(If save vs spell is made then its only temporary 1-6 hours.)
41-50	Polymorph	(see spell for save) Changes victim into a Melatack (completely!)
51-60	Feeblemind	(as spell)
61-70	Petrification	(no save)
71-80	Paralyzation	(no save)
81-90	Torment	(see 9th level spell)

91-00 Energy Drain (see 9th level spell)

Note: This blade is unbreakable and will effect anyone not of its alignment who touches it with the effects of a Holy/Unholy word plus 6d6 damage!