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## PREFACE

This year will see the release of *Dungeon Crawl Classics* #50, making the DCC modules the most popular adventures on the market today. From the beginning, I've asked our writers to focus on one thing when they write an adventure: the **adventure**. That may sound obvious – what else would you focus on in an adventure module? Surprisingly, most other publishers advertise their adventure modules as if the adventure itself were an afterthought. “Includes three new feats! A new prestige class! And four new monsters!” But for *Dungeon Crawl Classics*, the “extras” are the afterthought; new material is there to support the adventure, not the other way around.

Until now. With fifty modules in print, we were bound to come up with a few new monsters along the way. More than a few – over one hundred, if you take the time to count them. The best of them are collected in this tome, safely distant from the modules themselves, which will continue to focus on the thing they do best.

With fifty books in print and the myriad new monsters introduced therein, how do you choose which to include in a monster collection? It's easy: you hire the person best qualified to choose. That person is Aeryn Rudel, known to his fans as Blackdirge. Since the early

days of EN World (the world's largest d20 fan site, visible at [www.enworld.org](http://www.enworld.org)), Blackdirge has distinguished himself as a monster artisté without peer. He has his own subforum on EN World and his own line of bestiaries available online. He is the creature creator for the Gen Con tournament module DCC #30: *Vault of the Dragon Kings*, and a stats editor on many DCC adventures. And now he's reviewed every monster ever to appear in a *Dungeon Crawl Classics* module – as well as those from a few other Goodman Games products – to put together this tome.

In the pages that follow you will find the denizens of the dungeon. Some are vermin and mindless beasts suited to any castle's catacombs. Others are masterminds who direct hordes under the mountain, or raiders who swarm up from great caverns deep in the underdark. Still others are champions of the fungal forest, lords of the lava seas, or guardians of long-forgotten tombs. Ranging in CR from 1 to 21, there are enough creatures herein to challenge every adventurer for years to come. So step forward, brave hero, and see how you fare against Blackdirge's denizens of the dungeon!

**Joseph Goodman**

## INTRODUCTION

Monsters are without doubt my favorite part of the RPG experience. From my earliest experiences with gaming, I remember being drawn to that mystery-shrouded tome lurking in my DMs backpack, the one book we players were never allowed to look at. This coveted tome was, of course, the monster guide to whatever game we were playing, and I always managed to sneak a peak despite my DMs best efforts to keep its contents a secret. This love of monsters has grown exponentially as I have moved from player to game designer, and there is nothing I like more than creating and statting out new critters.

For a monster lover like myself, there is no greater thrill than working on a creature compilation, especially when the monsters are drawn from an excellent line of products like the *Dungeon Crawl Classics* adventures. Over the years, the DCC authors have created a menagerie of strange and terrible beasts to populate their dungeons, and it was a real joy to put all of these wonderful monsters together in one place.

In this volume you will find over 100 monsters drawn from the pages of *Dungeon Crawl Classic* adventures

(and a few other excellent Goodman products), sufficient to challenge players of all levels. The monsters presented here are all old-school dungeon-dwellers, perfect for the dark labyrinths and gloom-haunted crypts of your campaign. I have done my best to choose monsters to suit all playing styles, from the cerebral evil of the athasi to the unsubtle wickedness of the demon lord Malotoch, there's a monster here for everyone.

Although I have tried to present the monsters in this work exactly how they originally appeared, some changes were necessary. Most of these alterations were statistical in nature, and were done to either update a monster to the current edition of the game or enhance its abilities. In some cases, they also fixed stat block errors.

It goes without saying that this volume is intended for DMs, so try to keep those snooping players away from your backpack, because we're all just dying to sneak a peak.

**Aeryn “Blackdirge” Rudel**

## MONSTERS BY TYPE

**Aberration:** athasi, carrion maggot swarm, crystal slime, earth naga, floating polyp, gorung, hollow one, hollow one spawn, horagh, lassoo, mushumahu, octophis, rust spider, shimmering slug, war-worm.

**(Air):** spirit of Uru-Nuk, vapor demon.

**Animal:** haugram, pedilap, slashwing.

**(Aquatic):** azure ooze, darksea squid, mushumahu, octophis.

**(Cold):** frost demon, lichling.

**Construct:** bronze reaper, dust brother, fungal construct, golems, heathen idol, iron spider, red effigy.

**(Earth):** earth naga, gorung, lava creep, lava giant, metadilos, plague tar elemental, rock maggot swarm.

**Elemental:** fine fire elemental swarm, plague tar elemental, rock maggot swarm, spirit of Uru-Nuk, vapor demon.

**Elemental (Air):** spirit of Uru-Nuk, vapor demon.

**Elemental (Earth):** plague tar elemental, rock maggot swarm.

**Elemental (Fire):** fine fire elemental swarm, plague tar elemental.

**(Fire):** harpoon urchin, klaklin, lava creep, lava giant, snapdragon swarm.

**Humanoid:** mountain troglodyte.

**(Incorporeal):** ash guardian.

**(Lawful):** sky fiend.

**Magical Beast:** darksea squid, deep worg, harpoon urchin, metadilos, necoctene, neuronea, slayer ants, sonic bat, spellsnake, static bat.

**Monstrous Humanoid:** drakon, girtablullu, klaklin, rook, skin howler.

**Outsider:** vorrlash.

**Outsider (Chaotic):** daeva, demons.

**Outsider (Evil):** daeva, demons, sky fiend.

**Outsider (Earth):** lava creep, lava giant.

**Outsider (Fire):** lava creep, lava giant.

**Outsider (Lawful):** sky fiend.

**Outsider (Native):** rakshasas.

**Plant:** fungal mounds, hellthorn, snapdragon swarm.

**(Reptilian):** drakon, mountain troglodyte, mushumahu.

**(Swarm):** bone swarm, carrion maggot swarm, fine fire elemental swarm, flying scorpion swarm, rock maggot swarm, snapdragon swarm, static bat swarm

**Undead:** ash guardian, bone swarm, flayed horror, lichling, lichwarg, shambling skullpile.

**Vermin:** flying scorpion swarm, giant blister beetle, stink-fire beetle.



## A

ABOLLAR - ASH GUARDIAN - ATHASI

## ABOLLAR

Upon rare occasions, aboleths have been known to breed with their humanoid slaves in a mysterious process unknown to the surface world. An aboleth's motivation for doing this is also unknown, as the resulting offspring, known as an abollar, is often a pariah and is generally shunned by both its parent races. Most abollars become evil mercenaries with little loyalty to anyone.

The majority of abollar are hideous, slime-coated humanoids, with long, thin tentacles hanging below each arm. The abollar's face possesses three enormous, jelly-like eyes, very much like its aboleth parent. Abollar possess some of the traits of the aboleth

### Creating an Abollar

"Abollar" is an inherited template that can be added to any corporeal living creature, although it is far more common amongst giants, humanoids, and monstrous humanoids.

An abollar uses all the base creature's statistics and special abilities except as noted here.

**Size and Type:** The creature's type changes to aberration, and it gains the "aquatic" subtype. Size is unchanged. Do not recalculate Hit Dice, base attack bonus, or saves.

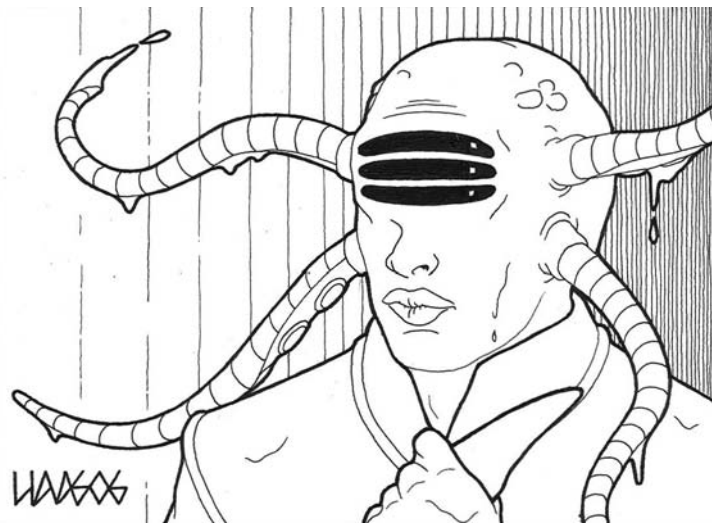
**Speed:** The abollar's slime coating allows it to breathe and move effortlessly underwater. Unless the base creature has a better swim speed, an abollar gains a swim speed equal to the base creature's land speed.

**Armor Class:** Natural armor improves by +1 (this stacks with any natural armor bonus that the base creature may have).

**Attack:** An abollar has two tentacle attacks that can be used as natural weapons. If the base creature can use weapons, the abollar retains this ability. An abollar fighting without weapons uses a tentacle when making an attack action. When it has a weapon, however, it prefers to use the weapon instead.

**Full Attack:** An abollar fighting without weapons uses both tentacles when making a full attack. If armed with a weapon, it uses the weapon as its primary attack and the tentacles as a natural secondary attack.

**Damage:** Abollars have tentacle attacks. If the base creature does not have this attack form, use the damage values in the table below. Otherwise, use the values below or the base creature's damage values, whichever are greater:



Size	Tentacle Damage	Size	Tentacle Damage
Fine	1	Large	1d8
Diminutive	1d2	Huge	2d6
Tiny	1d3	Gargantuan	3d6
Small	1d4	Colossal	4d6
Medium	1d6		

**Special Attacks:** An abollar retains all the special attacks of the base creature, and also gains the following special attack.

**Slime (Ex):** A creature struck by an abollar's tentacle must make a Fortitude save (DC = abollar's racial Hit Dice + abollar's Constitution modifier) or begin to transform over the next 1d4 rounds, as its skin becomes completely covered with a thin, clear mucous. An affected creature must keep its mucous-covered skin completely submerged in cool, fresh water or suffer 1d4 points of damage every round. Additionally, the mucous reduces the affected creature's natural armor bonus by 1 (but never less than 0).

A *remove disease* spell cast before or after the transformation is complete will restore an afflicted creature to normal.

**Special Qualities:** An abollar has all the special qualities of the base creature, plus the following special qualities.

- Amphibious
- Darkvision out to 60 ft.
- Immunity to poison
- Resistance to acid 5 and cold 5
- Vulnerability to fire

**Abilities:** Increase from the base creature as follows: Str +2, Con +2, Cha +4.