

ROCK & ROAD!



Creatures Inspired by Classic Rock, Pop, Metal, & More!
Preview Version

DESIGNED FOR USE WITH

**OLD-SCHOOL
ESSENTIALS**

 Inkwell
Ideas

About This Preview

This preview is a sample of the Old School Essentials edition of *Rock & Roar!* We've picked 14 of our favorite creatures from the book to show here plus a few magic items.

The full book has 54 creatures all following the same format: amazing art, intriguing origin/ecology information, and useful related charts full of options, lore and story hooks.

Plus the book has 16 magic items and 8 mini-quests of a couple pages each.

About The Book's Concept

Each creature concept started with brainstorming ways we can develop a monster based on just a name or title. Sometimes the name suggested a creature's appearance, abilities, personality, or ecology. Other times it referenced mythology or folklore that pointed us in a different direction.

Another challenge was balancing these ideas with the OSR tradition of concise monster entries. Many classic monsters need only a sentence or two because everyone already knows what an orc or troll is. Most of this book's creatures, however, are entirely

new creations, so they needed more room to explain what makes them interesting. Further, we wanted extra design space to make these creatures unique without making them too complex. So you'll see some cases of creatures that may get to strike back in response to an attack or can limit other's attacks or increase their own. And we wanted to embrace the OSR culture of making charts of ideas and options for each creature exemplified by *The Monster Overhaul*. For example, if an Eyes Without a Face steals someone's eye, what unusual quests or rituals might restore it? Or what alternate weapons might different golem-like creatures wield? (Because you know mad mages won't all build them the same way.)

Finally, we love this style of illustration, so we wanted every creature to receive a large, evocative piece of art. In several cases—such as Bricks in the Wall—we even integrated the artwork into the page layout.

Human Made

None of this book was written with any artificial intelligence tools.

Credits

Concept, Design, Writing, Layout, Editing: Josie Wetzel

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Blue Turtles

Blue turtles are both prized and reviled. They are prized for the insightful and inspiring dreams given to those who sleep near the turtles. They are reviled because their smell can stink up a whole village.

AC 3 [16], **HD** 12* (54 hp), **Att** [1 × bite (4d4), 2 × claws (2d4)] or stench breath, **THACO** 10 [+9], **MV** 180' (60') / 90' (30') swimming, **SV** D10 W11 P12 B13 S14 (6), **ML** 11, **AL** Neutral, **XP** 1900 **NA** 1d4 (2d4) **TT** None

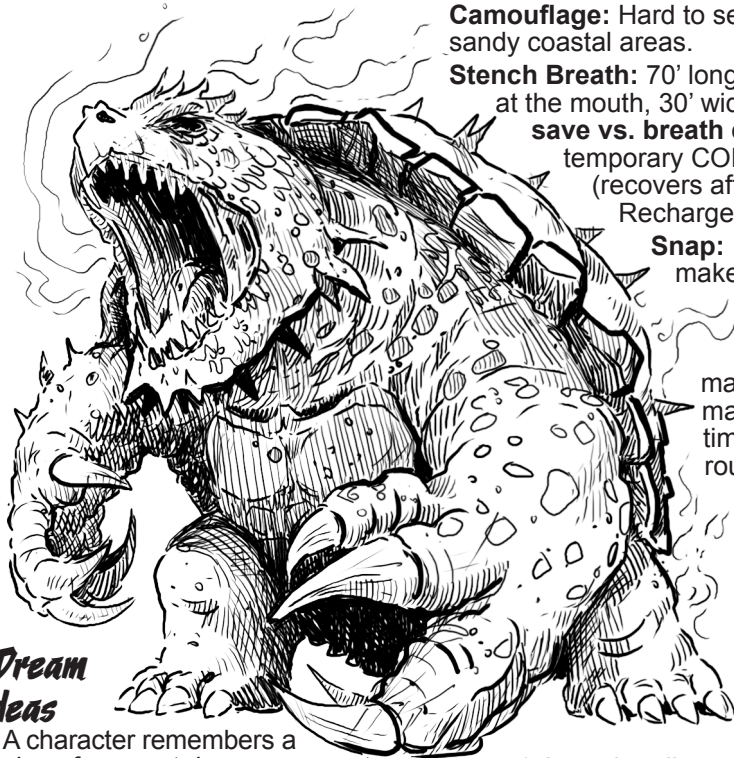
Camouflage: Hard to see in rocky or sandy coastal areas.

Stench Breath: 70' long cone, 2' wide at the mouth, 30' wide at far end.

save vs. breath or suffer 1d4 temporary CON damage (recovers after rest).

Recharges in 1d4 turns.

Snap: Immediately makes a bite attack after a foe within 10' attacks it. It may do this a maximum of 3 times between rounds.



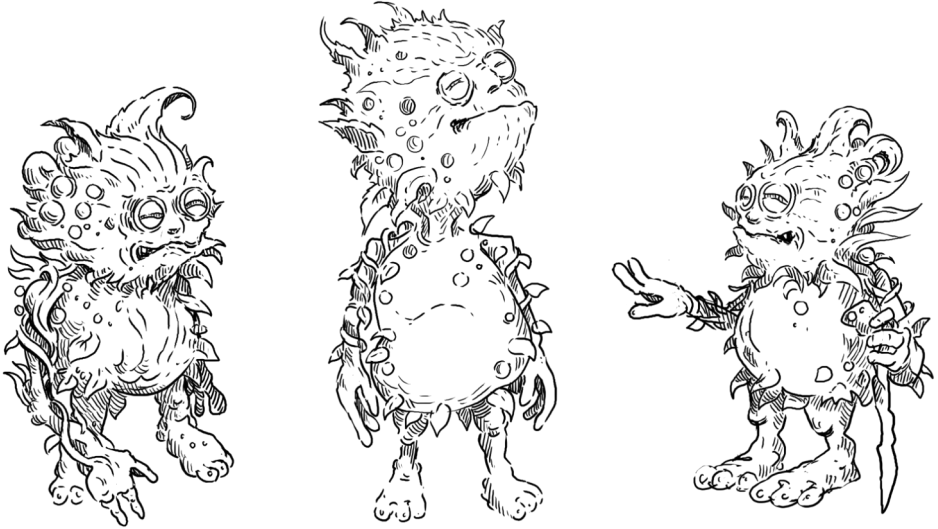
Dream Ideas

1. A character remembers a sign of a secret door or compartment they failed to explore.
 2. A character has a vision of what a turtle is seeing right now.
 3. A passage of a book read a while ago subconsciously connects to current events.
 4. An idea for a new martial technique or magic item comes in the dream.
 5. A character connects a clue heard in the past week with a key plot point.
 6. A character writes a great poem, creates a noteworthy painting, etc., the next day.
- Sages wonder if sleeping inside the shell still grants dreams.

Possible Origins

1. A sea hag lives near the nest—her aura corrupted the eggs.
2. Two negative Ley lines meet at the nest.
3. An ancestor drank from the well of memory.
4. Evil sea humanoid priests corrupted the turtle eggs via a ceremony—Why?
5. A blue dragon mistook the turtle eggs lying in the sand for its own.
6. The nest is located where the Feywild appeared for a time.

Cranberries



These cute, peaceful creatures stand two to three feet tall as adults and resemble humanoid shrubs covered in berries. They live in deep forest groves. Their homes are usually partly hollowed out, but living, trees.

They do not eat, but may get “hungry” and starve if they aren’t exposed to natural light for four hours a day (even a window on a cloudy day counts) or touch grass or soil for four hours of a day. Either option is enough sustenance. Friendly with most humanoids, Cranberries trade rare plants that they cultivate for other necessities and luxuries. They are famously gentle in temperament... “different strokes...” is as negative as they get.

They speak common and sylvan.

Cranberry

AC 6 [13], **HD** 1 (4hp), **Att** 1 × punch (1), **THACO** 19 [+0], **MV** 60’ (20’), **SV** D12 W13 P14 B15 S16 (1), **ML** 7, **AL** Neutral, **XP** 10, **NA** 1d4 (3d4), **TT** Q

Blend. Surprise on a 1–3 near trees and shrubs.

Cranberry Druid

Each village is led by an older and wiser Cranberry druid who speaks for the village, settling minor squabbles and deciding the village’s policies.

AC 6 [13], **HD** 3* (13hp), **Att** 1 × punch (1d2) or 1 × spell, **THACO** 17 [+2], **MV** 60’ (20’), **SV** D12 W13 P14 B15 S16 (3), **ML** 8, **AL** Neutral, **XP** 50, **NA** 1 (1), **TT** Q

Druid spells: Cast spells as a 3rd level druid. Typically studied: 1: *entangle*, *predict weather*; 3: *cure light wounds*.

Cranberry Zombie

Cranberries deprived of natural light and contact with soil for seven days wither into husk-like zombies.

AC 7 [12], **HD** 3* (13hp), **Att** 2 × moisturedrain (1d4) or 1 × in your head, **THACO** 17 [+2], **MV** 60’ (20’), **SV** D12 W13 P14 B15 S16 (3) **ML** 6, **AL** Chaotic, **XP** 50, **NA** 1d4 (1d4), **TT** Q

In Your Head: Zombies give off a rotting pollen. All within 30’ must **save vs. spells** or see other creatures as monstrous husks for 1d4+1 rounds.

Eyes Without a Face

The first eyes belonged to people who burned a witch at the stake.

But they were right—she was a witch. In her last breath, the witch cursed those watchers to see all the true evils in the world. As the accursed watched more evil acts, they went mad—gouging their own eyes out. These detached eyes became a mass that sought out the eyes of those who commit evil acts, joining together into a sphere. Growing in insanity, they assimilate the eyes of creatures they encounter.

When an Eyes Without a Face reaches 100 eyes, it splits into two spheres of 50 eyes each.

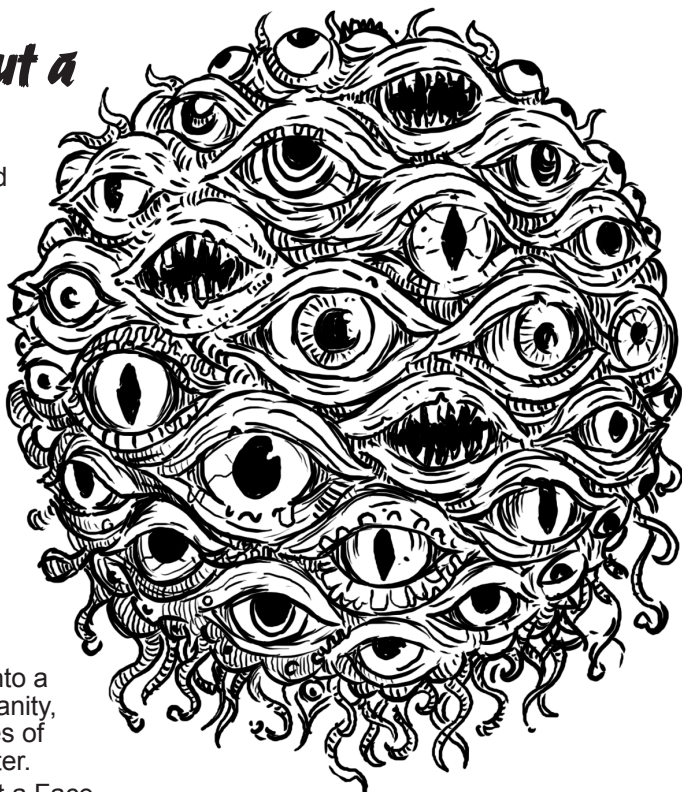
AC 6 [13], **HD** 5* (22hp), **Att** Eye Power, **THAC0** 15 [+4] **MV** 90' (30') flying, **SV** W4, **ML** 12 **AL** Chaotic, **XP** 300, **NA** 1 (1), **TT** None

Eye Power. At the end of each foe's round, if the foe can see the eyes, they must save vs. spells or be subject to an eye power.

All-Seeing. Cannot be surprised.

Restoring a Victim's Eye

1. Soak it with peacock feathers in morning dew, then re-insert it.
2. Insert it in a forest glade while lying on a stone altar. For best results, bring an idol of the original witch who was burnt at the stake.
3. Gain a favor from a hag and ask her to insert it for you.



Eye Powers

Each has a range of 30'.

1. **Mark:** Target has a -4 penalty vs. the Eye's attacks and effects for 1d4+1 rounds.
2. **Bite:** A toothy eye shoots out via a tentacle: **Att** 1 bite 2d6, range 10'.
3. **Fear:** **Save vs. paralysis** or run as far from Eye as possible for 1d4 turns.
4. **Insanity:** **Save vs. spells** or attack a random ally the victim can move to.
5. **Charm:** **Save vs. spells** or become Eye's ally for 1d4+1 rounds.
6. **Assimilate Eye:** **Save vs. spells** or one of the PC's eyes is magically ripped out and fused into the Eye. 2d4+4 damage and eye removed.

Freebird

The Freebird is a rare variant of a phoenix born of creativity and inspiration.

It is the size of a raven.

In its true form, it has a molten gold crest and iridescent shining feathers that breathe and shift colors like the hues of a rainbow. It also has an exceptional singing voice and a diverse knowledge of history—some of which is true!

These factors allow it to inspire creatives in many different ways.

AC 3 [16], **HD** 3* (13hp), **Att** 1 × flaming touch (1d6), **THAC0** 16 [+3], **MV** 180' (60') flying, **SV** D12 W13 P14 B15 S16 (3), **ML** 10, **AL** Neutral, **XP** 50, **NA** 1 (1), **TT** None

Glamour: The Freebird can alter its appearance to look like any bird its size.

Telepathic Speech: May communicate telepathically with its bonded bard within 1 mile. It may also communicate telepathically with any creature within 30' that succeeds on a **save vs. spells** (or willingly accepts the communication). It understands the first six languages it encounters after each rebirth.

Phase: In place of attacks, become corporeal or incorporeal.

Burst of Light: Upon dying, Freebirds disappear in a ball of light, inflicting 4d4 damage to all within 20' (**save vs. breath** for half). The next dawn, in a similar ball of light, the Freebird reappears near its bard (or, if unbonded, a place of power). The light when reappearing does no damage.



Bardic Familiars

Freebirds seek out bards who are kindred spirits, and may be struggling for a muse. The Freebird may choose to bond with the bard by creating a work (art, story, music) together.

Bonding with a Freebird grants the bard the following benefits:

Anti-Charm: Allies within 30' gain a +4 bonus to saves vs charm, suggestion, command and similar effects.

Those under the effect of sylvan or fairie magic are automatically freed.

Fascination: When fascinating, the bard affects 4HD of creatures instead of 2HD.

Lore: The bard gains a 3-in-6 chance of knowing lore, instead of 2-in-6

King of Pain

This undead leader—with his eyes torn out—feasts on pain. He grows more powerful from the wounds he and his allies cause. He can even destroy one of his minions to absorb its vitality.

AC 0 [19], **HD** 11**** (49hp), **Att** 2 × magic sword (2d8+5 + regeneration), **THACO** 11 [+8], **MV** 90' (30'), **SV** D6 W7 P8 B8 S10 (F11), **ML** 11, **AL** Chaotic, **XP** 4,300, **NA** 1 (1), **TT** A

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

Aura of fear: All seeing the King must **save vs. spells** or flee for 2d6 turns. Characters above 4th level are immune.

Command undead: Can command mindless undead to do his bidding.

Mundane damage immunity: Can only be harmed by magical attacks.

Energy immunity: Unharmed by electrical and cold-based attacks.

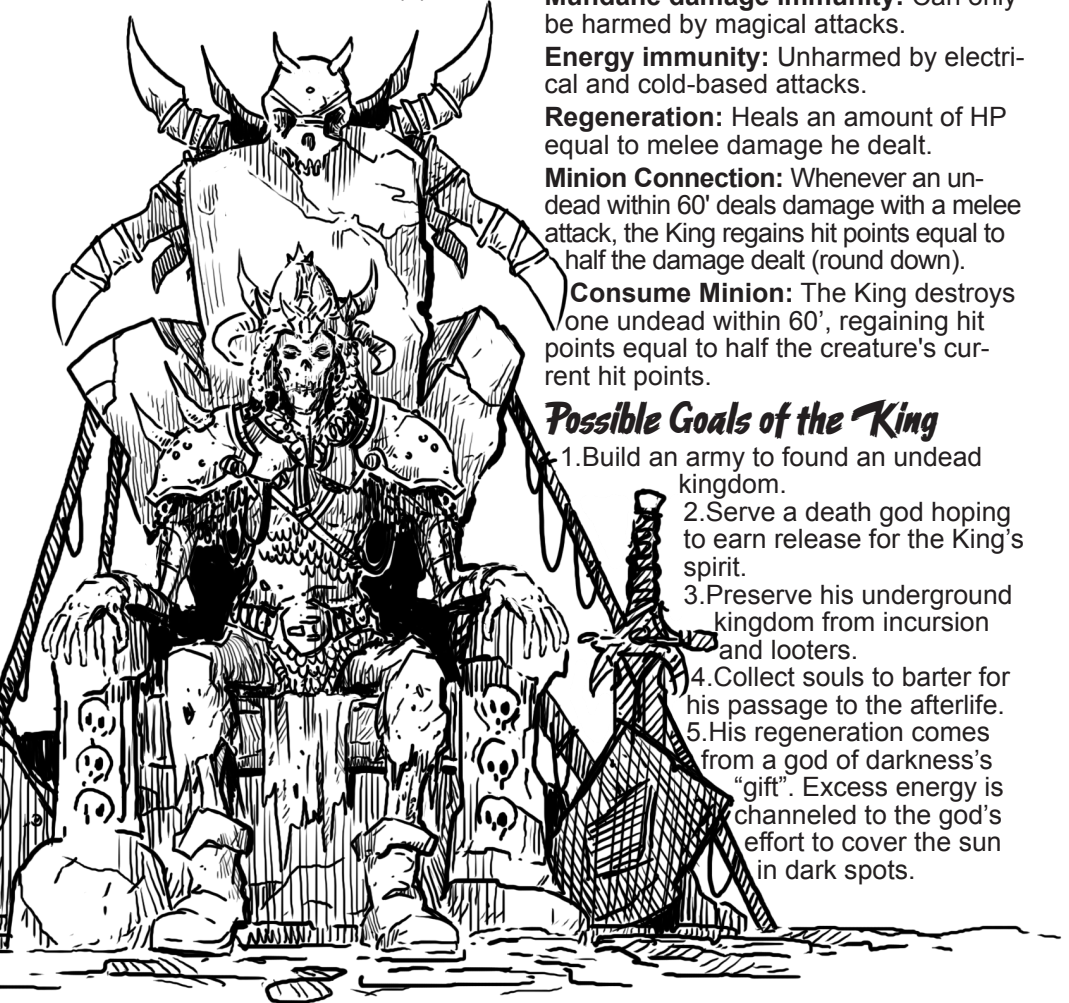
Regeneration: Heals an amount of HP equal to melee damage he dealt.

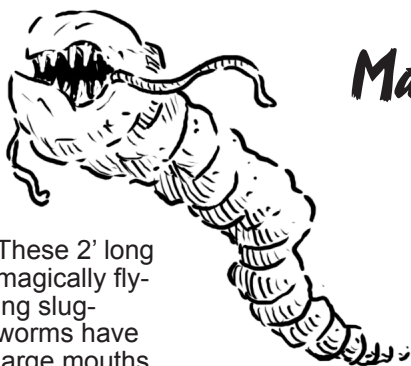
Minion Connection: Whenever an undead within 60' deals damage with a melee attack, the King regains hit points equal to half the damage dealt (round down).

Consume Minion: The King destroys one undead within 60', regaining hit points equal to half the creature's current hit points.

Possible Goals of the King

1. Build an army to found an undead kingdom.
2. Serve a death god hoping to earn release for the King's spirit.
3. Preserve his underground kingdom from incursion and looters.
4. Collect souls to barter for his passage to the afterlife.
5. His regeneration comes from a god of darkness's "gift". Excess energy is channeled to the god's effort to cover the sun in dark spots.





Maneater



These 2' long magically flying slug-worms have large mouths with sharp teeth and tentacles hanging from them.

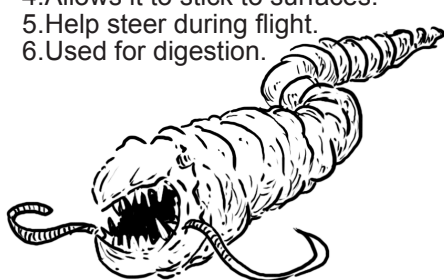
AC 6 [13], **HD** 3 (13hp), **Att** 1 × bite (1d8), **THACO** 17 [+2], **MV** 120' (40') flying, **SV** D12 W13 P14 B15 S16 (3), **ML** 10, **AL** Chaotic, **XP** 35, **NA** 3d4 (6d4), **TT** None

Sense Extra-planar: Has a 50% chance to detect extra-planar energy that has been within 60' in the past 24 hours and track it.



What Do The Tentacles Do?

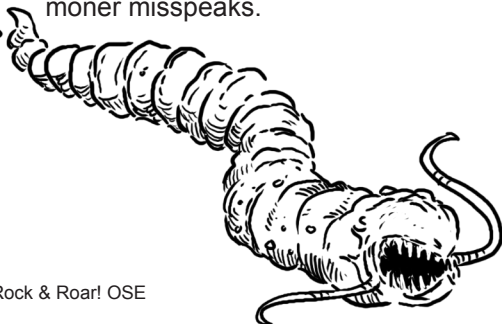
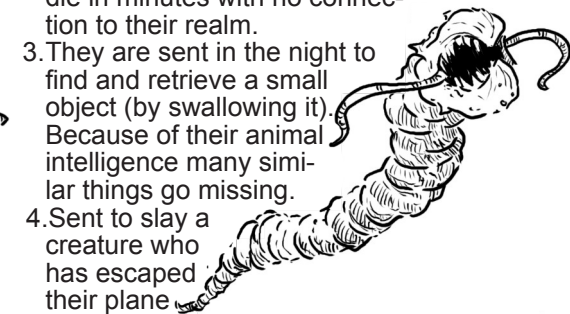
1. Feelers in the dark.
2. Grab objects (to carry or scoop into its maw).
3. The main body is just a shell, the real creature is inside—the tentacles are all we see.
4. Allows it to stick to surfaces.
5. Help steer during flight.
6. Used for digestion.



Reasons They Appear

Several circumstances can cause Maneaters to appear:

1. While summoning a powerful entity, these appear first on behalf of the arriving creature to clear the way.
2. A hellish omen causes a rainstorm of Maneaters. Hundreds appear, cause chaos and death, but perhaps many die in minutes with no connection to their realm.
3. They are sent in the night to find and retrieve a small object (by swallowing it). Because of their animal intelligence many similar things go missing.
4. Sent to slay a creature who has escaped their plane of existence.
5. They are naturally attracted to the extra-planar energy some artifact or powerful individual is radiating.
6. A summoning goes tragically wrong when someone cuts off the final words of a powerful incantation or the summoner misspeaks.



Mechanix

This sentient armor creature focuses on collecting armor parts from foes—so it ends up looking like a blacksmith's collage of armor. Each time it hits an armored opponent, there is a chance a piece of armor is popped off and added to itself.

AC 1 [18], **HD** 4** (18hp), **Att** 1 × disassemble (1d8), **THACO** 16 [+3], **MV** 60' (20'), **SV** D10 W11 P12 B13 S14 (4), **ML** 10, **AL** Neutral, **XP** 175, **NA** 1 (1), **TT** None

Disassemble: A target wearing metal armor must **save vs. spells**. Magical armor grants a bonus equal to the armor's benefit and number of special properties. If failed, the Mechanix pulls off a piece of the armor and adds it to itself, either lowering its own AC improves by 1 (to a minimum of AC -2 [21]) or adding 1d8 hit points to itself (chosen randomly). The target's armor effectiveness is reduced by 1. Armor no longer with any benefit is destroyed. If the Mechanix is destroyed within ten minutes, a smith or the original wearer may re-assemble the armor with one turn of work.

Energy immunity: Unharmed by cold.

Healed by fire: Heals hit points equal to half the fire damage that would have been inflicted.

Magical Mechanix

An alternate Mechanix exists which runs on magical energy. Instead of a disassemble, it has an energy vacuum which causes 1d8 points of damage, and:

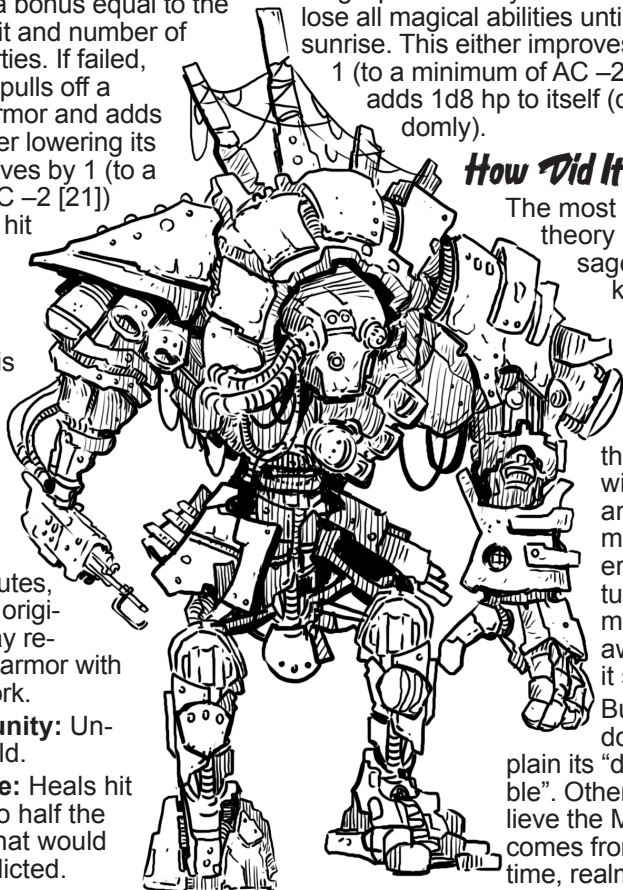
Energy Vacuum: Targets who fail a **save vs. spells** lose magic. A target that can cast spells loses a randomly determined memorized spell. If a target has no spells or none left but possesses magic items, a random magic item becomes mundane. One time use items (potions and scrolls) lose their magic permanently. Other magic items lose all magical abilities until the next sunrise. This either improves its AC by 1 (to a minimum of AC -2 [21]) or adds 1d8 hp to itself (chosen randomly).

How Did It Evolve?

The most respected theory by learned sages is that knights of a high-magic kingdom kept imbuing

their armor with more and more magical energy. Eventually, this magic went awry, making it sentient.

But that doesn't explain its "disassemble". Other sages believe the Mechanix comes from another time, realm, or world.



Nightcrawler

Powerful devils and devil lords summon these shadowy yeti-like creatures to enforce their deals or use them as shock troops in larger battles.

AC 2 [17], **HD** 6* (27hp), **Att** 3 × claw (2d4) or 1 × lightning or 1 × envelope, **THACO** 14 [+5], **MV** 150' (50'), **SV** D10 W11 P12 B13 S14 (6), **ML** 11, **AL** Chaotic, **XP** 500, **NA** 1d6 (1d6), **TT** None

Tracker: Always knows the direction to the creature whose soul it has been sent to collect.

Surprise: On a 1–4.

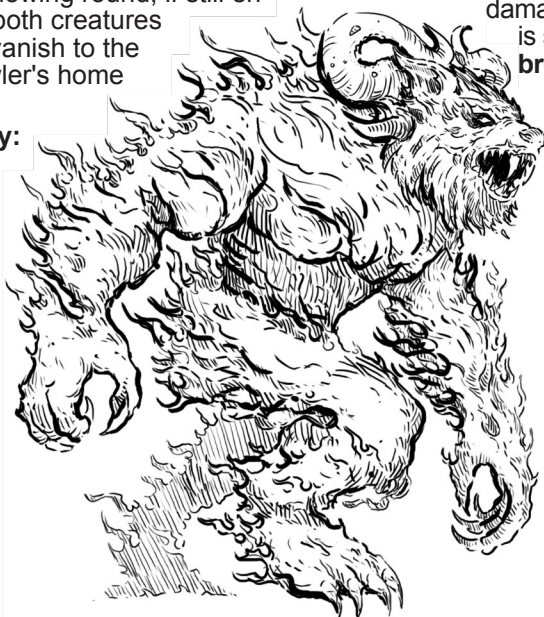
Stalking Strike: Deals double damage against surprised creatures.

Lightning: Once per day it can fire a lightning bolt from itself 100' long × 5' wide for 6d6 damage (**save vs. breath** for half).

Envelop: Instead of attacking, it leaps upon one creature within 10'. The victim must **save vs. breath** or be engulfed in the creature's shadowy body. On the following round, if still enveloped, both creatures instantly vanish to the Nightcrawler's home plane.

Sanctuary:

Suffers 2d4 points of damage each turn it is on hallowed ground, such as a holy church.



Variants Based on Its Realm

Nightcrawlers are infused with different powers depending on their home realm. These replace lightning:

- 1. Iron:** AC becomes 0 [19] and add **Rust Metal:** Once per day, choose one item on each target within 30' who's bearer must make **save vs. breath** (magical items receive +2) or the item rusts to dust.
- 2. Gold/Greed:** **Charm:** 30', once per day, up to four creatures, each must **save vs. spells** or victims refuse to part with treasure for 1d8 days.
- 3. Fire:** Once per day, fills a 20' radius sphere extending from Nightcrawler. Each foe must **save vs. breath** or take 2d8 damage.
- 4. Ice:** Once per day, choose a target within 30' who must **save vs. breath** or take 3d10 damage and target cannot move until thawed.
- 5. Lava.** Once a day, create a 10' radius pool of lava within 100', 2d6 damage per round creature is standing in it. **Save vs. breath** for half damage.
- 6. Acid.** As Lava, but Acid.
- 7. Swamp: Stench.** Living creatures must **save vs. breath** or suffer -2 on attacks and saves for 5 rounds.
- 8. Stone.** Claw also causes petrification, **save vs. paralysis** to avoid.
- 9. Decay/disease.** If target fails a **save vs. poison**, claw also causes disease where victim loses 1d4 CON per day. Soul sent to devil's realm upon death.

Quarterflash

Quarterflashes are tribal cavern denizens who have evolved a way to blind and flit away from foes when they are hit.

AC 7 [12], **HD** 2+1* (10hp), **Att** 1 × short sword (1d6) or 1 × javelin (1d6), **THACO** 17 [+2], **MV** 180' (60'), **SV** D12 W13 P14 B15 S16 (2), **ML** 8, **AL** Chaotic, **XP** 35, **NA** 1d4 (3d4), **TT** R (B)

Quarterflash: When hit by any nonmagical attack, roll a d4. On a 1, they 'flash' as a bright light. The attacker (at any distance) and those within 10' of the Quarterflash must **save vs.**

spells or be blinded for one round.

On a 4, the Quarterflash may instantly teleport to any visible location within 30'.

Ecology

Slightly smarter goblin cousins, Quarterflashes have a bit of innate magic.

This magic makes them easily influenced by other powerful magics in the area. If the magic is used by evil forces, the Quarterflashes have an evil nature. If around good magic, they tend to be good.

While this nature can rarely vary for an individual or two, for the most part it would take generations for the group's nature to change due to the area's aura.

Quarterflashes live in tribes led by a sub-chief and a magical "whizzer." Large cave systems often contain several rival tribes.

Other Quarterflashes

Sub-Chief

AC 7 [12], **HD** 4+1* (19hp), **Att** 1 × short sword (1d6) or 1 × javelin (1d6), **THACO** 15 [+4], **MV** 180' (60'), **SV** D10 W11 P12 B13 S14 (4), **ML** 9, **AL** Chaotic, **XP** 200, **NA** 1 (1d3), **TT** R (B)

Quarterflash: As above.

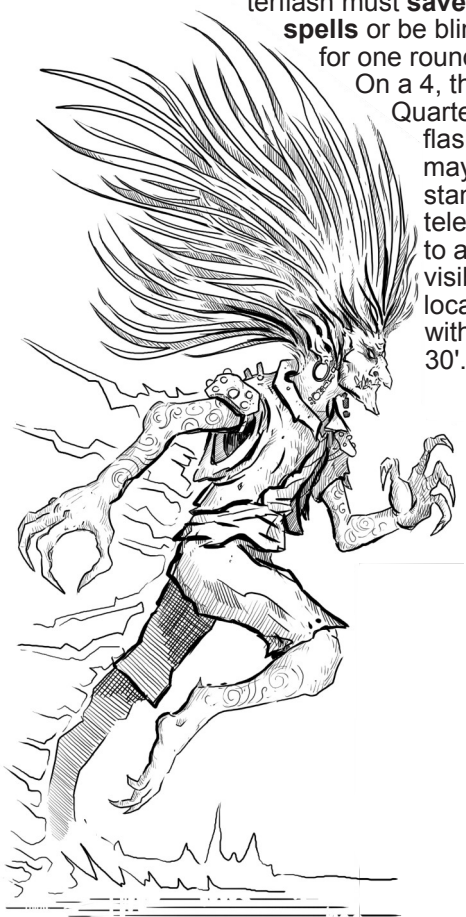
Inspire: Instead of attacking, the sub-chief exhorts nearby Quarterflashes. Until the end of the next round, allied Quarterflashes gain +1 on attack rolls and saving throws.

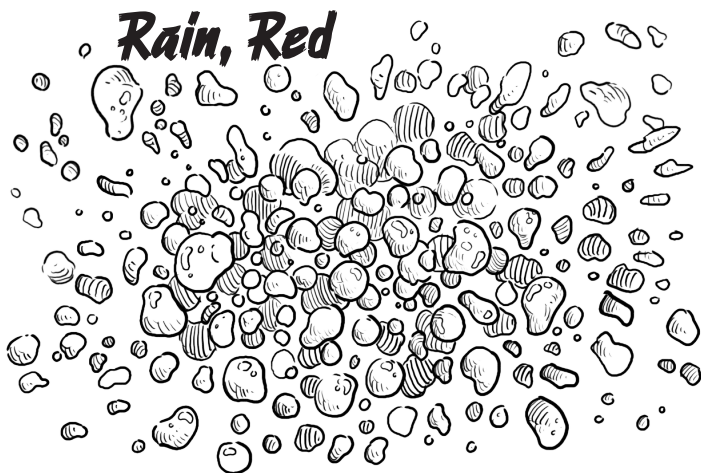
Whizzer

AC 8 [11], **HD** 4+1* (19hp), **Att** 1 × dagger (1d4), **THACO** 15 [+4], **MV** 180' (60'), **SV** D10 W11 P12 B13 S14 (4), **ML** 9, **AL** Chaotic, **XP** 200, **NA** 1 (1d3), **TT** R (B)

Quarterflash: As above.

Arcane spells: Cast spells as a 4th level magic-user. Typically prepared: *magic missile*, *ventriloquism*, *invisibility*, *web*.





Red Rain is a floating swarm of ooze stained red from the blood it consumes. "Rain" is a misnomer as it doesn't fall from the sky—hundreds of eyeball-sized globules hover in a 10' diameter sphere.

AC 5 [14], **HD** 6* (27hp), **Att** 1 × expand, **THACO** 14 [+5], **MV** 60' (20') flying, **SV** D10 W11 P12 B13 S14 (6), **ML** 9, **AL** Neutral, **XP** 650, **NA** 1 (0), **TT** None

Expand: The swarm suddenly spreads outward. All creatures within 10' must **save vs. death** or suffer 2d4 damage and if hit **save vs. paralysis** or be paralyzed for 1d4+1 rounds.

Seep: Can squeeze through small holes and cracks.

Origin Theories

Sages debate how these came to be. Here are the most popular theories:

1. A mage dissected a Gelatinous Cube. The pieces stayed organized.
2. Something went awry when a magical lightning spell struck a Cube.
3. This is what happens when acid is applied to a Gelatinous Cube.
4. A Cube was banished to an Ice realm. Extreme cold breaks it into little bits. When warmed, this results.
5. It resulted from a strange spell combination cast on a vampire in mist form.

Other Rains

While November and Purple Rain are very different, the following other rains are similar to Red Rain. Statistics are the same except where noted. Each has the Expand ability, but instead of Paralysis each has another ability.

Black Rain

Immunity: Only harmed by fire-based attacks.

Erode wood and metal: Can dissolve wood or metal in one turn.

Grey Rain

AC 8 [11], **HD** 3* (13hp), **Att** 1 × expand, **THACO** 17 [+2], **MV** 60' (20') flying, **SV** D12 W13 P14 B15 S16 (3), **ML** 9, **AL** Neutral, **XP** 50, **NA** 1 (0), **TT** None

Acid: After a successful attack, sticks to the victim and exudes acid. The acid destroys normal armor immediately and inflicts 2d8 damage per round. (Magic armor is dissolved in one turn.)

Energy immunity: Unharmd by cold or fire.

Ochre Rain

Split. If cut or chopped, split into two smaller globule clusters (divide remaining HP between both). It can split as long as each will have 2 HP.

Red Barchetta

The Red Barchetta is a giant (40' long) two-masted sailfish—at a distance it is often mistaken for a ship. Its sword-like snout forms the ship's prow and its large top fins look like sails.

AC 5 [14], **HD** 8* (38hp), **Att** [1 × bill (2d6) and 1 × fin (1d8) and 1 × tail (2d6)] or 1 × ram and slice, **THAC0** 12 [+7], **MV** 240' (80') swimming, **SV** D8 W9 P10 B10 S12 (8), **ML** 9, **AL** Neutral, **XP** 1200, **NA** 0 (1), **TT** None

Ram and Slice: If it moves at least 120' in a straight line before attacking, it may make a single bill attack with an extra +2 bonus. On a hit, it inflicts 6d8 damage to the foe or ship it is ramming. If this is half or more of a ship's remaining HP, it is sliced in half.

Mistaken Identity: At distances over 300', observers must **save vs. spells** or study it through a spyglass.

Typical Ship Hit Points

Use these if you don't have ship stats:

Wood Raft	2	Sloop	30
Dinghy	5	Fluyt	50
Longboat	6	Frigate	60
Tartane	20	Galleon	70

Other Giant Fish

Each of these fish are giant versions of their typical selves.

Blobfish

Ovoid fish made of gelatinous material.

Att Replace ram and slice with 1 × beach/engulf.

Beach/Engulf: Move into an area of foes. All within 30' must succeed on a **save vs. breath** or be engulfed by it and take 1d8 damage from acids in the blob each round. Also, **save vs. paralysis** or paralyzed 1d4 rounds. **Save vs. paralysis** to break free at end of target's turn.

Fangtooth

Fish with a large head and fangs.

Att Replace the ram and slice with 2 × bites (3d8 + poison).

Poison: **Save vs. paralysis** or paralyzed 1d4+1 rounds.

Flying Fish

Has large side fins; can leap and glide.

Att 2 × fins (2d6) and 1 × tail (2d8).

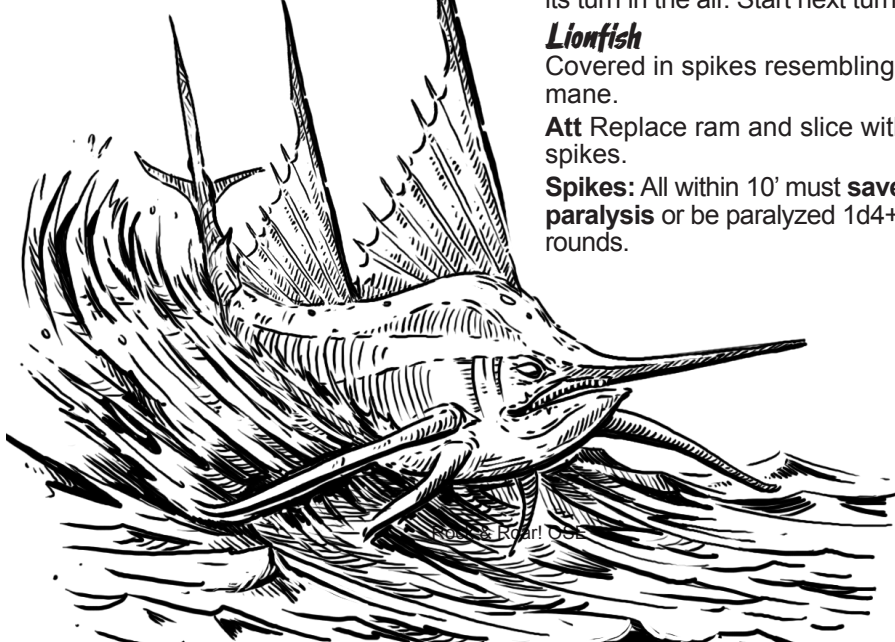
Glide: Leap from the water and move its turn in the air. Start next turn in water.

Lionfish

Covered in spikes resembling a mane.

Att Replace ram and slice with 1 × spikes.

Spikes: All within 10' must **save vs. paralysis** or be paralyzed 1d4+1 rounds.



Rock Lobster

A human torso emerging from a lobster body with a head that mixes the worst of both—that's a Rock Lobster. Two pincers hang from their bulging human arms. They skitter on eight legs, crush foes with large pincers, and swim backward with powerful tails.

AC 3 [16], **HD** 4 (18hp), **Att** 2 × pincer (2d6), **THACO** 16 [+3], **MV** 120' (40') / 60' (20') swimming, **SV** D10 W11 P12 B13 S14 (4), **ML** 7, **AL** Neutral, **XP** 75, **NA** 0 (2d4), **TT** None

Ambush: Hide just beneath the surface of sand or loose gravel and burst out when something walks above.

Grab: If both pincers hit the same target, it is grabbed.

Withdraw: Instead of attacking, it may swim backward up to 180'.

Origins

The sea god merged the bodies of tsunami victims to create the first Rock Lobsters. A village was having a beach celebration when the waves came. As the people were drowning, the sea god heard their prayers. But the only way to save the people was to merge their bodies with giant lobsters brought in by the water surge.

Ecology

The first Rock Lobster village was about 100 people, including a leader, two shamans, and typically 20 children.

Now 20+ villages exist. They worship the sea god in thanks, yet mourn the humanity they've lost. They are typically gruff yet helpful fishers and traders.

Variant Rock Lobsters

Chief

AC 3 [16], **HD** 6* (27hp), **Att** 2 × pincer (2d6) or 1 × tail sweep, **THACO** 14 [+5], **MV** 120' (40') / 60' (20') swimming, **SV** D10 W11 P12 B13 S14 (4), **ML** 9, **AL** Neutral, **XP** 500, **NA** 0 (1), **TT** None

Ambush & Withdraw: As above.

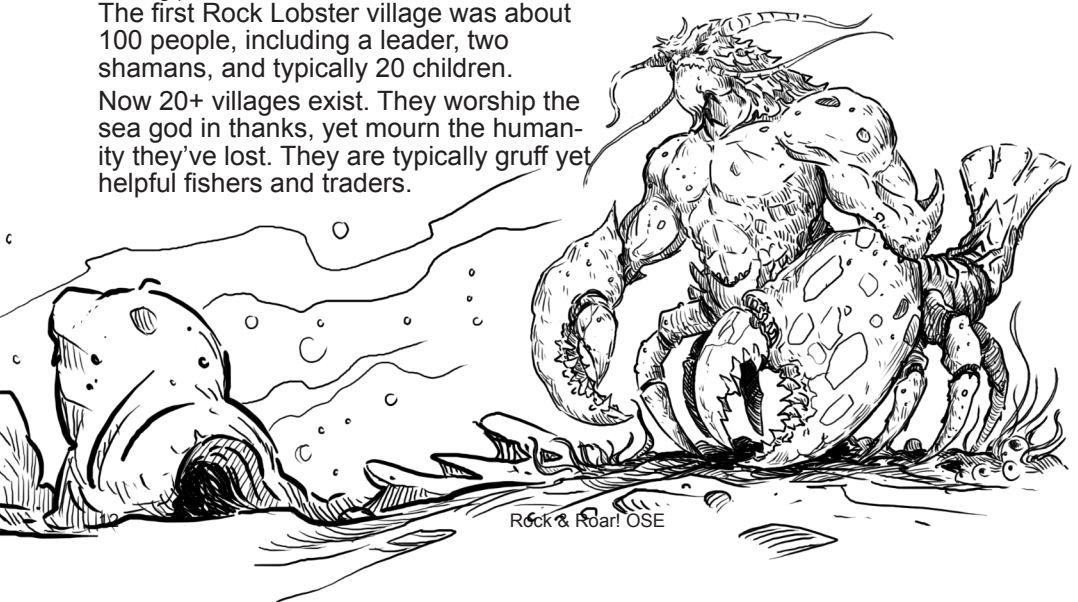
Tail Sweep: All within 10' **save vs. paralysis** or 2d6 damage and flung 2d20 feet in random direction.

Shaman

AC 3 [16], **HD** 6* (27hp), **Att** 2 × pincer (2d6), **THACO** 14 [+5], **MV** 120' (40') / 60' (20') swimming, **SV** D10 W11 P12 B13 S14 (4), **ML** 8, **AL** Neutral, **XP** 500, **NA** 0 (1), **TT** None

Ambush & Withdraw: As above.

Divine spells: Cast spells as a 5th level cleric. Typically prepared: *cause light wounds*, *cure light wounds*, *hold person*, *speak with animals*, *growth of animal*.



The Twisted Sisters

Several generations ago an eldritch horror corrupted a basilica and its followers. The nuns there are now known as "twisted sisters" and have strange eldritch powers.

AC 7 [12], **HD** 3* (13hp), **Att** 1 × dagger (1d4) or 1 × tentacles, **THACO** 17 [+2], **MV** 90' (30'), **SV** D11 W12 P14 B16 S15 (Cl3), **ML** 10, **AL** Chaotic, **XP** 50, **NA** 1 (1), **TT** U (A)

Darkness: Creates a 15' radius area of magical blackness, preventing normal sight (but not infravision). Can also blind a creature if cast at

that creature's eyes and they fail a **save vs. spells**. Both effects last 12 turns.

Tentacles. Causes 1d4 tentacles to grow out of the floor/ground/wall/ceiling within 30' and capture creatures if they fail a **save vs. spells**. On each of the sister's following turns, captured foe takes 1d3 points of damage per round. Once captured, can only be freed by severing the tentacle: **AC** 5 [14] hp 3. Sister may have up to 4 tentacles in use at a time.

Mother Powers

One in six sisters has progressed to be a Mother and granted an additional boon by her patron:

- **Cthulhu: Dreaming.** If she makes eye contact with someone for a full round and they fail to **save vs. spells**, they are rendered catatonic for 2d6 hours as they dream of surreal underwater vistas.
- **Yihdra: Change Self.** Once per day for 5 hours, look identical to another humanoid within one size class. She does gain functional wings, gills, etc., but not magical or other special abilities.
- **Yog-Soggoth: Nexus.** One day once a month she can enchant one door in her home domain to open in

another doorway in her patron's domain. A prayer must be whispered upon opening

the door to activate the magic.

•The Yellow Question.

Using the Yellow Sign on a restrained target, the Mother can compels 1d6 truthful answers once a day. Every forced answer inflicts 1d4 damage on a resisting target.

• **The Tindalos Move.** As *dimension door*, up to 4 times a day.

• Summon and Bind a Roach-crow.

Once a month, a Mother can call to the skies, and in 1d6

hours a horrific large shuffling insectile winged monster will respond. It is useful as an assassin, messenger, idol, and mount. Treat it as a Giant Wasp with average intelligence.



War Pigs

Created by gnomes and dwarves captured by a cabal of witches, these machines of war were infused with magical energy at black masses. They lead the witches' army in order to maintain their magocracy.

AC 0 [19], **HD** 12** (54hp), **Att** 2 × slam (2d8) or 1 × cannon, **THAC0** 10 [+9], **MV** 180' (60'), **SV** D6 W7 P8 B8 S10 (11), **ML** 12, **AL** Neutral, **XP** 6,500, **NA** 1d4 (1d4), **TT** None

Mundane Damage Immunity: Can only be harmed by magic attacks.

Immunity: Unharmd by gas; unaffected by *charm*, *hold*, and *sleep* spells.

Energy Immunity: Unharmd by fire and cold.

Healed by Fire: Each hit point of damage a fire-based attack deals restores 1hp to a war pig.

Cannon: 3d8 damage to all creatures in a 5' × 120' line from pig. **Save vs. breath** for half.

Destruct (aka Judgement Day): Upon reaching 0hp, the pig explodes. All within 30' must **save vs. breath** weapons or take 3d6 damage.

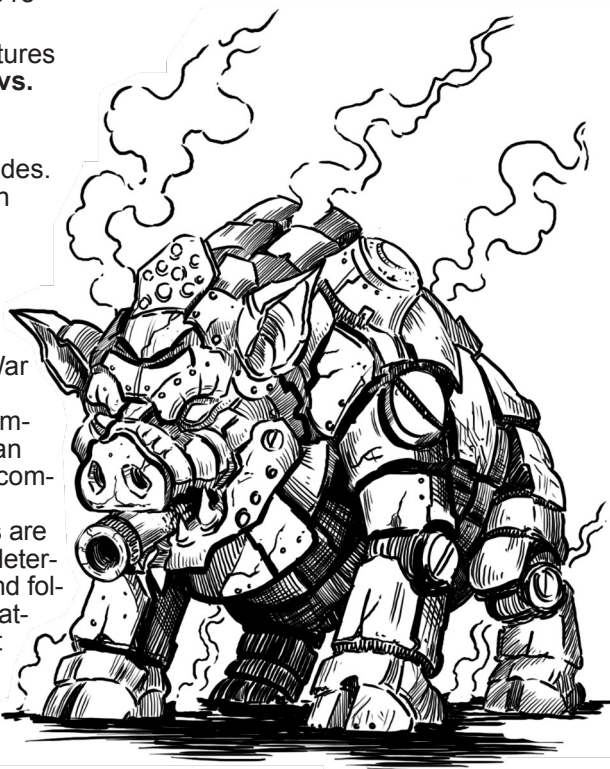
How to Usurp Control

Models have varying controls:

- **Command Necklace.** A magic user may mentally command War Pigs. A single command to the group may be issued freely. Commanding any separately costs an action but up to 5 pigs may be commanded via one action.
- **Head Top Controls.** Some pigs are semi-autonomous, where they determine friend from foe (usually) and follow a pattern of attack such as: attack closest foe, attack the foe it moved to, who hurt it the most, etc. But someone can leap on its head and **save vs. spells** to change its priorities/targets.

Alternate Cannons

- **Acid:** 2d4 damage for 1d4 rounds to those in a 5' wide x 60' long line from the pig. **Save vs. breath** for half damage.
- **Ice:** As Acid, but damage is cold and does 2d6 for one round. Target is also slowed: move or act each turn, not both, for 1d4+1 rounds.
- **Fire:** All in a 20' radius sphere within 120' of the Pig take 2d6 fire damage (**save vs. breath** for half damage).
- **Lightning.** As a base cannon, but does 2d6 lightning damage.
- **Poison Gas:** As Acid, but those in the area must **save vs breath** or move at half speed and act every 2nd round for 6 rounds. Effects subside in 1d4+1 rounds. Cloud disperses in 1 hour.



Magic Items

Message in a Bottle

A pair of rose-tinted glass bottles, 12 inches tall and 4 inches in diameter.



These bottles are made in pairs. Once per day (for each bottle), you may speak a command word to send a paper instantly to the other bottle.

What transports: Only paper (up to 12" x 12" x 1/16" thick) and the writing on it are transported.

Other limitations: The bottles must be on the same plane and planet to transfer the paper. The receiving bottle must have space to accept the paper.

Raspberry Beret

This raspberry-colored felt beret has a gold raspberry charm.

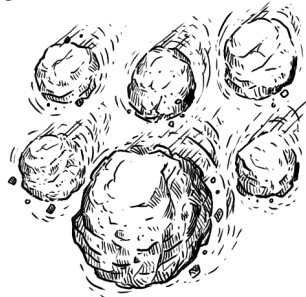


A character who wears this beret has a Charisma score of 18. This grants all the usual bonuses, including:

Retainers: Their maximum number of retainers will increase to 7 if the beret is worn for 12 hours. Once not worn for 12 hours this number returns to normal.

Caveat: If it is worn when the temperature is warm, the wearer feels warm.

Rolling Stones



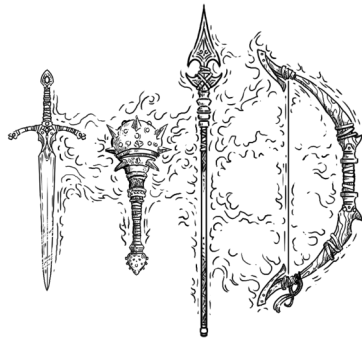
Once per day, the bearer of this magical pouch can grab a few pebbles from it and fling them. When thrown, they enlarge into boulders. All creatures along a line 10' wide and 60' long line must save vs. spells or take 2d6 damage.

Momentum: Doesn't make them go further.

Become rubble: In 10 turns they break apart into rubble.

Weapon of Choice

This weapon of the type last chosen (sword, bow, etc.) shimmers slightly.



This item may become a +1 magic weapon of any type the wielder wishes.

Change form: The wielder may use their action or forego moving to shift it into another weapon type. Ranged weapon types do not conjure ammo.

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What is Rock & Roar?!?!?

It is a bestiary of 54 new monsters inspired by classic rock—riffing ideas from a band name or song title such as Eyes Without a Face, Freebird, and Twisted Sisters. Each monster's actions and lore may pay further homage by alluding to lyrics or other aspects of a band.

Plus the book includes magic items with concepts also based on band names and song titles like Rolling Stones, and Message in a Bottle—16 in all!

Rock and Roar! has two versions, one with stats for the Old-School Essentials RPG (a faithful clone of B/X Dungeons and Dragons) and another for the Shadowdark RPG (a streamlined, old-school spin on 5E D&D).

This is a preview of 14 creatures and a few magic items from the Old-School Essentials version.

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