

# ROCK & ROAR!



*Creatures Inspired by Classic Rock, Pop, Metal, & More!*

DESIGNED FOR USE WITH

**OLD-SCHOOL  
ESSENTIALS**

 Inkwell  
Ideas

# Bricks in the Wall

These guardians hide puzzles, treasures, and passages. The bricks can act with spell effects, bludgeoning and biting attacks, and are usually camouflaged. Once revealed they look like the illustration here.

According to legend, the wizard masons who create cohorts of bricks pour all the residual energy and emotion of a single life event into each block, granting it strange

enduring power. The bricks can then coordinate, all united by one life force. Some wizards can only make a handful of blocks, but others can use mighty stones to fill out a section of curtain wall.

Usually one or more of the bricks are invested with the ability to speak one or more languages; bricks sometimes argue with each other even over trivial things.

- **AC** 2 [17], **HD** 1\* to 15\* (4.5 hp/HD), **Att** See Bash and Throat **THACO** 14 [+5] **MV** 10' (3'), **SV** by HD, **ML** 10, **AL** N, **XP** 13/25/50/125/300/500/850/1200/1600/1600/1900/1900/2300/2300/2300 **NA** 1(0) **TT** None

**Bash.** Bricks can magically dart out and whack those within 30 feet, automatically zooming back to the wall same round. Damage is based on size: 1d4 for a basic brick up to 1d12 for a massive stone. 1d8 for a cinder block size is common. They get 1 attack per HD, but may combine them. Ex: A 5 HD Bricks can use 3 damage dice instead of 3 attacks, then use 2 more.

**Camouflage.** Bricks may choose to look normal; they can be detected as a secret door.

**Puzzle.** The bricks may display a puzzle, where touching bricks in a certain order or sliding them into a configuration opens the way.

**Throat.** Bricks can fold back out of the way, snicking into otherworldly space if need be, forming a way through the wall. If the bricks attack

someone moving through the wall, the target must save vs Paralysis or take damage as if all bricks (1 per HD) hit the intruder at once. Those who fail are stuck in the wall.

**Spell Effects.** Creators can imbue up to 1 spell in the wall per HD, with a maximum level of  $\frac{1}{2}$  the Brick's HD and the total spell levels equal to the Brick's HD.

# Broken Wings

These horse-sized roiling masses of motion shed a cloud of foul-smelling dander and dust, making it difficult to tell what shape they have or how many limbs are in the mix.

Unable to hold still, they tumble out of caves (or cracks in the dimensional wall) and batter into targets.

Their blood is chrome ichor. They are in constant agony,

their cosmic energy strained to hold their forms together. If slain, their remains disintegrate.

A cult used a ritual to shatter the Blisswall, a dimensional barrier sealing off the world's end. All the angels that were frozen into the wall were splintered out, incomplete. Now, as broken wings, they can automatically detect members of the cult that broke the Blisswall. Each cultist they consume adds another pair of wings and another special attack (maximum 6).

The legendary Book of Life is rumored to have a ritual hymn that can restore the Blisswall and heal the broken wings. There are hints that a terrible cost must be paid to conduct this ritual.

**AC** 4 [15], **HD** 5 (22hp), **Att** 2 claws (1d8) or one wing buffet (1d10), **THACO** 15 [+4], **MV** 150' (50') flying, **SV** D9 W10 P12 B14 S12 (Cleric 8), **ML** 9, **AL** Lawful, **XP** 425, **NA** 1d8 (1d8), **TT** None



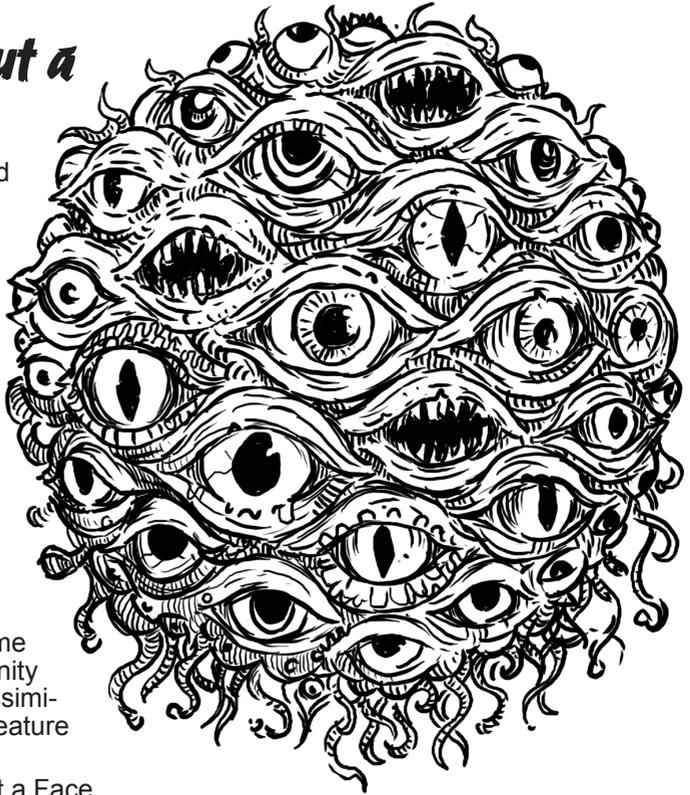
## Special Attacks

Each broken wing has at least one power left over from when they were cosmic guardians.

- 1. Regeneration.** Regenerate 1d6 hit points every round. Regenerates an extra 1d6 if it does not attack.
- 2. Razorwings.** Wing buffet in addition to claw attacks. The buffet inflicts 2d8 damage.
- 3. Discordance.** Once per round it releases a screech that forces a morale test to all in a 30' cone: save vs. paralysis or be paralyzed for 1d4+1 rounds.
- 4. Horror and Majesty.** Those with a lower level or hit dice than the broken wing are -2 to hit and -2 damage.
- 5. Cosmic Awareness.** It is automatically aware of everything within 50'.
- 6. Life Tide.** If it doesn't attack or move, the broken wing can add or subtract 3d6 hit points to any target within 30'. Target may save vs. spells.

# Eyes Without a Face

The first eyes belonged to people who burned a witch at the stake. In her last breath, the witch cursed the watchers to see all the true evils in the world. As those cursed watched more evil acts, they went mad—gouging their own eyes out. These detached eyes became a mass of eyes which then sought the eyes of those who commit evil acts to join what became a sphere. As their insanity grew, they began to assimilate the eyes of any creature 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** See Eye Powers, **THACO** 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 turn, the foe is subjected to a random eye power if they looked (even a glance) at the Eyes since the end of their prior turn.

## Restoring A Victim's Eye

1. Soak it with peacock feathers in morning dew, then re-insert it.
2. Insert it while laying down atop a pyramid. For best results, do so when sunny and the sun is at its zenith and closest to the planet.
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.
2. **Bite.** An 'eye' with teeth shoots out along a tentacle: **Att** 1 bite 2d6.
3. **Fear.** Save vs. paralysis or run as far from Eye as possible for 1d4 rounds.
4. **Insanity.** Save vs. spells or attack a random ally victim can move to.
5. **Charm.** Save vs. spells or become Eye's ally for 1d4 rounds.
6. **Assimilate Eye.** Save vs. break attacks or one of the PC's eyes is magically ripped out and fused into the Eye. 4d4+4 damage and eye removed.

# Footloose

These slithering, malleable carpets can slowly move. Their dorsal surface imitate what is below it, making them difficult to detect.

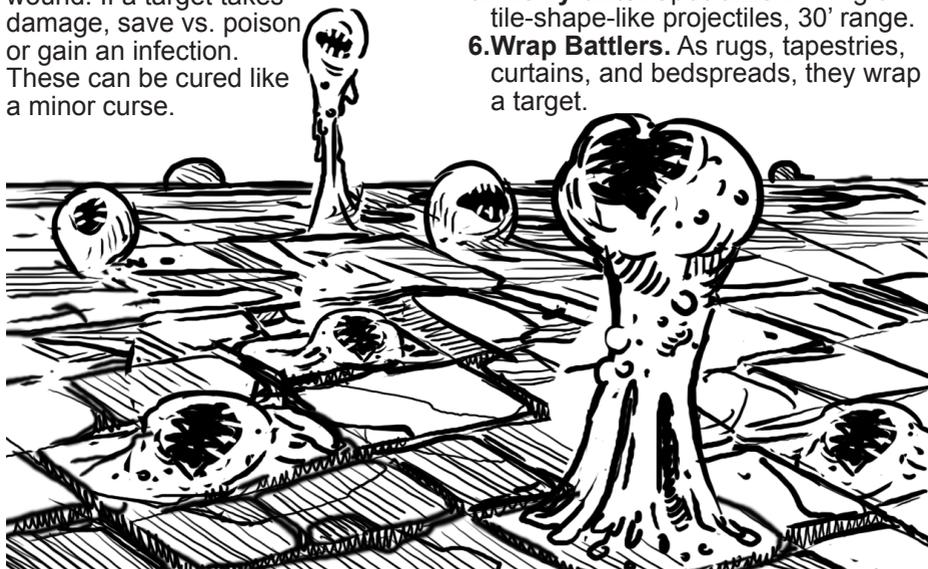
Each HD is a mouthpod, though several mouthpods can join together to form larger mouths that inflict more damage. (Each hit die inflicts 1d4 damage, so if 3 HD combined vs. 1 target, a single roll hits for 3d4.)

**AC** 4 [15], **HD** 1-12 (4.5hp/HD), **Att** 1 per HD × bite (1d4), **THACO** By HD 19 [0] to 10 [+9], **MV** 15' (5'), **SV** D12 W13 P14 B15 S16 (F3), **ML** 9 **AL** Chaotic, **XP** \*\*\*, **NA** 1d8 (1d8), **TT** L

Music can soothe them. Each person playing or singing reduces the creature's attack by 1 HD. If the music is skillfully performed, the footloose must test morale each round or cease attacking to groove until it ends.

## Horrible Infections

Footlooses tend to carry some awful magical saliva toxins that can infect a wound. If a target takes damage, save vs. poison or gain an infection. These can be cured like a minor curse.



**1. Restless Legs.** Your legs cannot hold still: -10' movement.

**2. Insomnia.** You get half benefit from resting, and you're always tired.

**3. Stuck In Your Head.** A song you dislike is stuck in your head. -2 penalty to Intelligence.

**4. Floor Distrust.** You see footloose sheets everywhere. You can't run.

**5. Croaking.** Your speech is distorted, you croak. -2 penalty to Charisma.

**6. Hand to Mouth.** Mouthpods emerge from the back of your hands. Food only has taste if eaten with the pods.

## Variants

Dancers adapt to their location:

**1. Snow Roof.** They avalanche off snowy rooftops.

**2. Underwater.** Snuggle into sewers, pits, streams, and moats, drowning foes.

**3. Knockers.** They spread across big doors, attacking targets within 5 feet.

**4. Grass Grippers.** They spread out under tall grass, pulling targets below line of sight.

**5. Tile Tyrants.** Specialize in firing off tile-shape-like projectiles, 30' range.

**6. Wrap Battlers.** As rugs, tapestries, curtains, and bedspreads, they wrap a target.

# Iron Maiden

The exotic torture-dungeons of Paschen had lavish budgets and endless experts to make them world-famous for decadence, pain, and creativity. In the Second Dynasty, the Inquisitors designed six of these Iron Maidens.

At first, the Iron Maidens were sent out to capture enemies of the Inquisitors, returning them to the dungeons. After the fall, the Iron Maidens fell into various hands, and were used for bounty hunting or to collect test subjects for experimentation or to keep treasures safe inside their armored chassis.

**AC** 0 [20], **HD** 6 (27hp), **Att** Fist (2d6) or engulf, **THACO** 14 [+5] **MV** 90' (30') **SV** D8 W9 P10 B10 S12 (9), **ML** 10, **AL** L, **XP** 425 NA 1 (0) **TT** V

**Mundane Damage Immunity.** Can only be harmed by magical attacks.

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

**Engulf.** When facing a restrained or unsuspecting foe, or upon rolling a critical hit, the Iron Maiden can flex open to reveal a hollow interior filled with enchanted spikes. The Iron Maiden can fold around a target and pull it inside, clamping shut. If the target is free to move, the target may dodge with a save vs. Paralysis. Otherwise, the target is paralyzed inside the Iron Maiden, able to see and hear

and feel exquisite pain, but not act. The target's injuries are stabilized. The target does not need food, water, or sleep until released. The Iron Maiden enchantment allows it to engulf a target up to half again its size. If the Iron Maiden fights while occupied, groans and cries of pain emanate from inside, and its joints ooze blood.

## Unique Features

Each Maiden had one additional unique feature.

### 1. Luminous Mask.

When activated, this feature shows a luminous image of the occupant's face on the mask. Various controls on the outside of the suit inflict pain. This is useful for questioning the occupant while restrained inside.

### 2. Forge Heat.

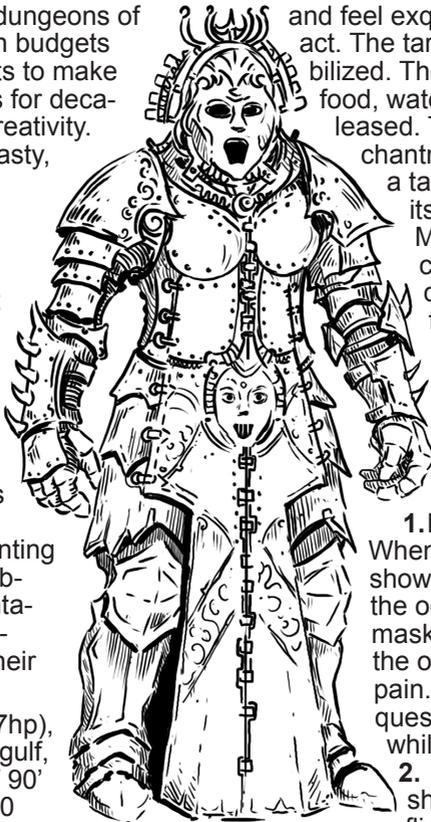
She can shimmer with heat, inflicting 1d6 damage to those inside and everyone in melee range. Flammable material will ignite in its presence. This does no additional damage to those trapped inside, but it is agonizing.

**3. Blink.** The Iron Maiden can teleport to a known location within 30 feet three times per day.

**4. Invisibility.** Can become invisible twice a day. Become visible when attacking or casting spells.

**5. Nesting Doll.** The Iron Maiden can contain up to 6 occupants in interdimensional space.

**6. Flight.** Three times per day, the Iron Maiden can fly for 1d6+1 rounds at a speed 180' (60').





## Man in the Mirror

In the age of Drifted Leaves, the fey princes and elemental spirits combined forces against the upstart wizards of civilization. Many of the powerful eldritch foes of this time were impossible to kill, or their deaths would bring about horrific consequences.

The wizards used powerful ritual magic on sites of power to imprison their foes in mirrors. They were displayed in the Hall of Triumphs, but when that site was looted centuries ago, the mirrors were scattered.

The prisoners have used various guile, bargaining, and deceit to try and persuade others to break them out of their prisons. Some mirrors are mounted on the wall as magical advisors to royalty. Some are deep in haunted castles, a legendary terror (and oracle). Some collect dust in abandoned mansions. All are extraordinarily dangerous.

**AC** 9 [10], **HD** 6 (24hp), **Att** none, **THAC0** na **MV** 0' **SV** D6 **W7** **P8** **B8** **S10** (10), **ML** na, **AL** N, **XP** na **NA** 1 (0) **TT** na

**Mundane Damage Immunity.** Can only be harmed by magical attacks.

**Reflected Environment.** The occupant can make adjustments to the environment reflection within the mirror, and choose whether those reflections happen in the external environment. This can involve bringing things in from out of line-of-sight, setting things aflame, moving furniture, but not the imprisoned spirit touching someone or

something in the real world.

**Suggestion.** If the occupant makes a suggestion, subtly or overtly, the target must save vs. Spells or be influenced by it, as the spell *suggestion*.

**Tokens.** The occupant can share jewelry, books, maps, and other things that reflect the occupant's imagination, up to 100 gp each. These are often used to gain trust or incentivize people to act.

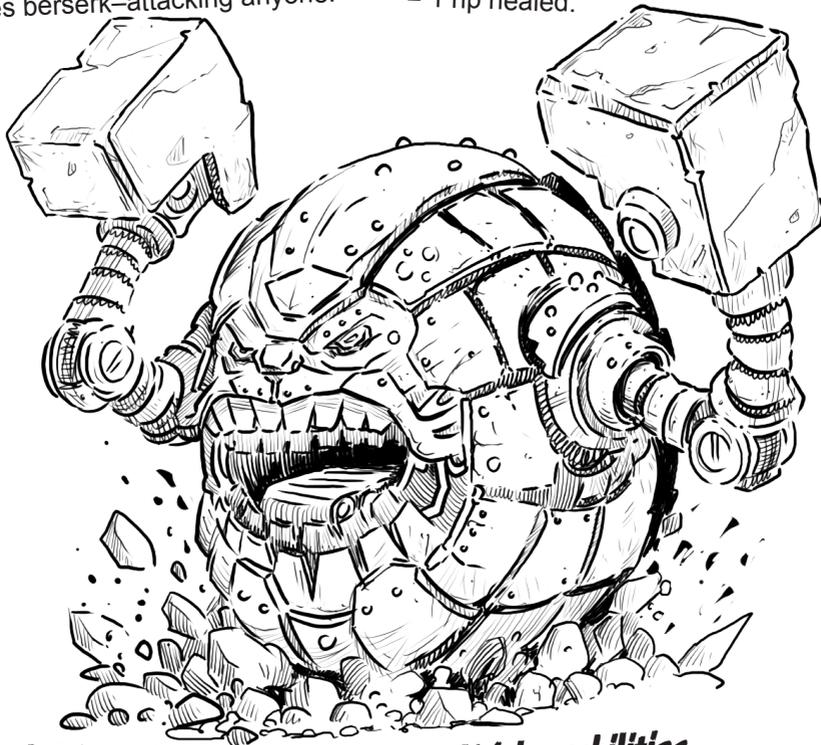
*These stats reflect the mirror prison and the prisoner's abilities while inside. The occupant has other stats once freed.*

# Sledgehammer

A cunning joint project of gnomish inventors and dwarven smiths created these exceptional large tunneling devices—which only sometimes go haywire... Each day when in use, pick a random time and roll a d6. One a 1 it goes berserk—attacking anyone!

AC -1 [20], HD 10\* (45hp), Att 1 × hammer (2d8) or 1 × bite (2d12), THACO 11 [+8], MV 60' (20'), SV D10 W11 P12 B13 S14 (5), ML 12, AL Neutral, XP 2,700, NA 1 (1), TT L

**Metal Construction.** Immune to damage from cold or non-magical sources. **Fire damage heals it.** 1 hp of damage = 1 hp healed.



## Special Attachments

Replace a hammer attack with one of the following:

- **Drill:** 1d8 damage, but extra +4 to hit. More precise instrument.
- **Pick:** 2 attacks with Pick instead of one. Damage lowered to 1d8.
- **Absorb Air:** Extinguish all non-magical light sources within 30' as it tests the air quality.
- **Melt Ray:** 4d6 fire damage to all within a 30' cone. Save vs. breath weapon for half damage.

## Optional Vulnerabilities

- If anyone calls its name, it will turn off if not berserk. When berserk it must save vs. spells or no longer be berserk.
- If Critically Hit with a piercing weapon against it, it must save vs. paralysis or an internal part falls out and it shuts down.
- If it sees a large vein of a precious metal or a pile of ore, it must save vs. spells or no longer be berserk.
- Lightning can have two opposite effects: cause double damage because it gets fried, or recharges it.

# Talking Heads

This strange vine creature creeps around or surprises foes, surrounding them. It then feeds on and absorbs their bodies into itself, leaving only their heads. The heads retain some sentience but are driven insane. Its tangle of vines can spread out and entangle all creatures within near of it. It can move up to near each turn, dragging anyone entangled along.

**AC** 9 [10], **HD** 8 (36 hp), **Att** 1 Entangle (see below) per foe in its area, **THACO** 12 [+7], **MV** 60' (20'), **SV** D8 W9 P10 B10 S12 (8), **ML** na, **AL** N, **XP** 1200 **NA** 1 (1d4) **TT** V

**Entangle.** A foe within its area must make a saving throw vs. breath weapon or be caught in its vines. Anyone entangled suffers 1d4 damage per round while entangled. An entangled target may use an action to make a save vs. paralysis to break free.

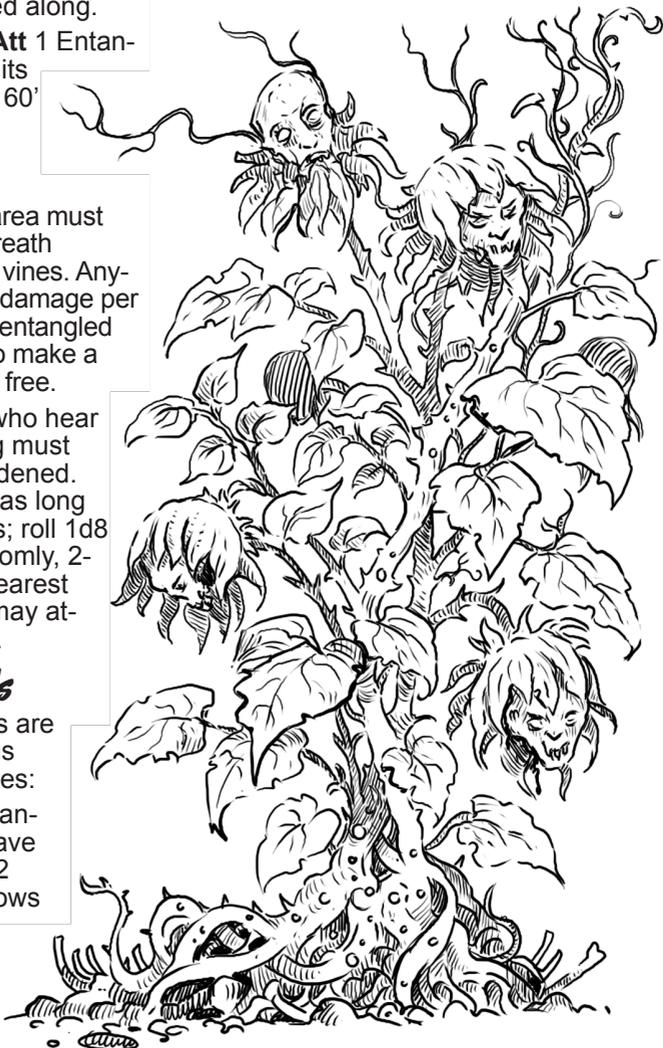
**Gibbering.** All within 60' who hear the talking heads babbling must save vs. spells or be maddened. Victims behave randomly as long as the gibbering continues; roll 1d8 each round: 1: move randomly, 2-5: no action, 6-7: attack nearest creature, 8: flee. Victims may attempt to save each round.

## Variant Talking Heads

Some Talking Heads vines are descended from poisonous vines with special properties:

- **Poison Ivy/Oak.** An entangled foe must make a save vs. spells or feel itchy: -2 Penalty to all saving throws for 1 day.
- **Cassava.** Someone caught in its vines must save vs. paralysis or be paralyzed for one hour.

- **Crab's Eye.** A victim caught in the vines must save vs. death each round or lose an additional 1d6 points of damage from convulsions.
- **Wolfsbane.** Can stop the heart. A victim caught in the vines must save vs. death or die in 1d4+1 rounds.



# 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), **THACO** 17 [+2], **MV** 90' (30'), **SV** D11 W12 P14 B16 S15 (Cl3), **ML** 10, **AL** Neutral, **XP** 50, **NA** 1 (1), **TT** Chaotic

**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 a tentacle to grow out of the floor/ground/wall/ceiling and capture a creature if they fail a save vs. spells. On each of the sister's following turns, captured foe takes 1d8 points of damage per round after the first but may take an action to make a save vs. spells to escape. Tentacle: AC 5 [14] hp 6. 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.** Once a month, she can enchant one door in her home domain to open in another



doorway in her patron's domain, if a prayer is whispered first.

- **The Yellow Question.** Using the Yellow Sign on a restrained target, the

Mother can compel 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** 22 (99hp), **Att** 3 slam (2d8) or 1 cannon, **THACO** 7 [+12], **MV** 180' (60'), **SV** D8 W9 P10 B10 S12 (9), **ML** 12, **AL** N, **XP** 3,150, **NA** 1d4 (1d4), **TT** None

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

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

**Energy Immunity.** Unharmed by fire and cold.

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

**Cannon.** 4d8 damage to those in a straight line (5' wide) extending 120' 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

Various models of war pigs are controlled in different ways:

- **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 try to change this.

## Alternate Cannons

- **Acid.** 2d8 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 4d6 for one round.
- **Fire.** All in a 20' radius sphere within 120' of the Pig must make a save vs. breath weapons or take
- **Lightning.** As a base cannon, but does 4d6 lightning damage.
- **Poison Gas.** As Acid, but those in the area must save vs. poison or be overcome with nausea unable to act except move at half movement rate. Effects subside in 1d4 rounds. Cloud disperses in 1 hour.

