

ROCK & ROAR!



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

Designed for use with
ShadowDark RPG



 Inkwell
Ideas

About This Preview

This preview is a sample of the Shadowdark edition of *Rock & Roar!* We've picked 16 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 or 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

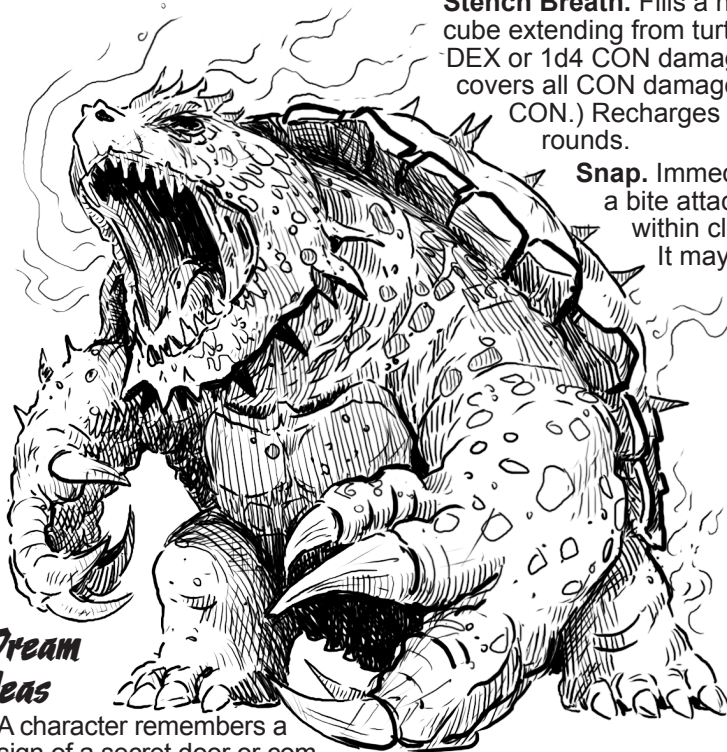
Blue turtles are both prized and reviled. They are prized for the insightful and inspiring dreams given to those who sleep near the turtles. They are reviled because their smell can stink up a whole village.

AC 16, **HP** 53, **ATK** 1 bite +9 (4d4) and 2 claws +9 (2d4) or 1 stench breath, **MV** near, **S** +5, **D** -2, **C** -1, **I** -1, **W** +2, **Ch** +0, **AL** N, **LV** 12

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

Stench Breath. Fills a near-sized cube extending from turtle. DC 15 DEX or 1d4 CON damage. (Rest recovers all CON damage; Death at 0 CON.) Recharges in 1d4 rounds.

Snap. Immediately makes a bite attack after a foe within close attacks it. It may do this a maximum of 3 times between turns.



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, paints 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 a day. Either option is enough sustenance.

Friendly with most humanoids, Cranberries trade rare plants that they cultivate for other necessities and luxuries.

They have a famously gentle temperament. "Different strokes..." is as negative as they get. They speak common and sylvan.

Cranberry

AC 13, **HP** 5, **ATK** 1 punch +3 (1), **MV** near, **S** -2, **D** +3, **C** +1, **I** +2, **W** +0, **Ch** +2, **AL** N, **LV** 1

Blend. ADV to sneak in forested areas.

Cranberry Druid

Each village is led by a wise Cranberry druid who speaks for the village, settling minor squabbles and deciding the village's policies.

AC 13, **HP** 14, **ATK** 1 punch +3 (1d2) or 1 spell +3, **MV** near, **S** -2, **D** +3, **C** +1, **I** +2, **W** +0, **Ch** +2, **AL** N, **LV** 3

Bloom (WIS Spell). DC 11. Make a flower blossom, a seed pod open, or a leaf bud bloom when touched.

Entangle (WIS Spell). DC 11. Plants grow and grab at all enemies in a near-sized cube within far of the Cranberry. Those within the area or who move into it during the next 1d4+1 rounds: DC 12 DEX or be unable to move until the spell ends.

Healing Touch (WIS Spell). DC 11. Heal one creature within close for 2d4 HP.

Predict Weather (WIS Spell). DC 11. Know the next day's weather.

Cranberry Zombie

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

AC 13, **HP** 14, **ATK** 2 moisture drain (1d4) or 1 in your head, **MV** near, **S** -2, **D** +2, **C** +1, **I** +2, **W** +0, **Ch** +0, **AL** N, **LV** 3

In Your Head: Zombies give off a rotting pollen. All within near DC 12 CON 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.

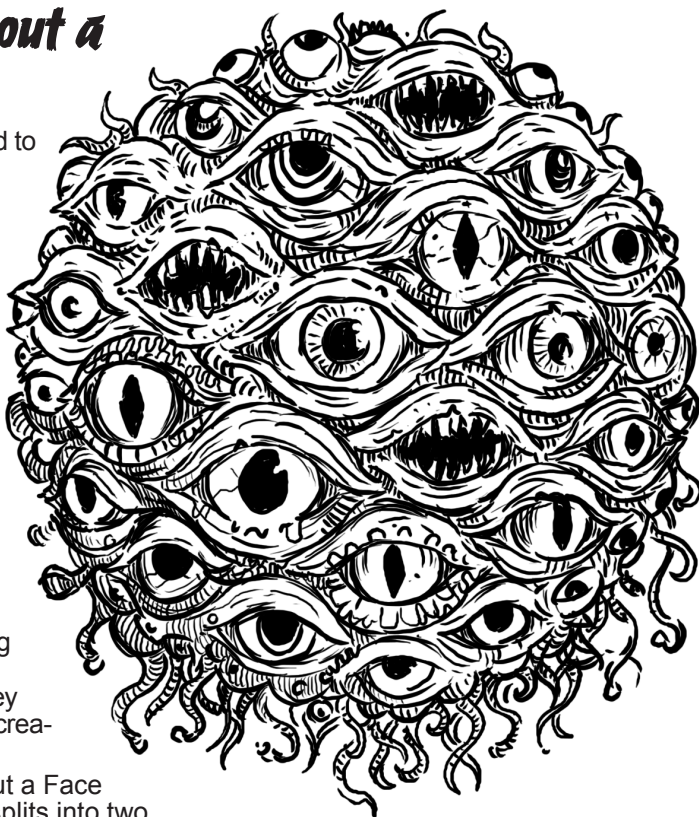
AC 13, **HP** 25, **ATK** 1 eye power, **MV** near, **S** +1, **D** +3, **C** +2, **I** +3, **W** -1, **Ch** +0, **AL** C, **LV** 5

Eye Power. At the end of each foe's turn, if the foe can see the eyes, they must make a DC 12 WIS check 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 Near. Roll a d6:

1. **Mark.** Target has disadvantage vs. Eye's attacks and effects for 1d4+1 rounds.
2. **Bite.** A toothy eye shoots out via a tentacle: **ATK** 1 bite +5 (2d6), close.
3. **Fear.** DC 12 WIS or run as far from Eye as possible for 1d4 rounds.
4. **Insanity.** DC 12 INT or attack a random ally within near.
5. **Charm.** DC 12 CHA or become an ally for 1d4+1 rounds.
6. **Assimilate Eye.** DC 12 DEX or one of the PC's eye is magically ripped out and fused into the Eye causing 2d4+4 damage.

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.

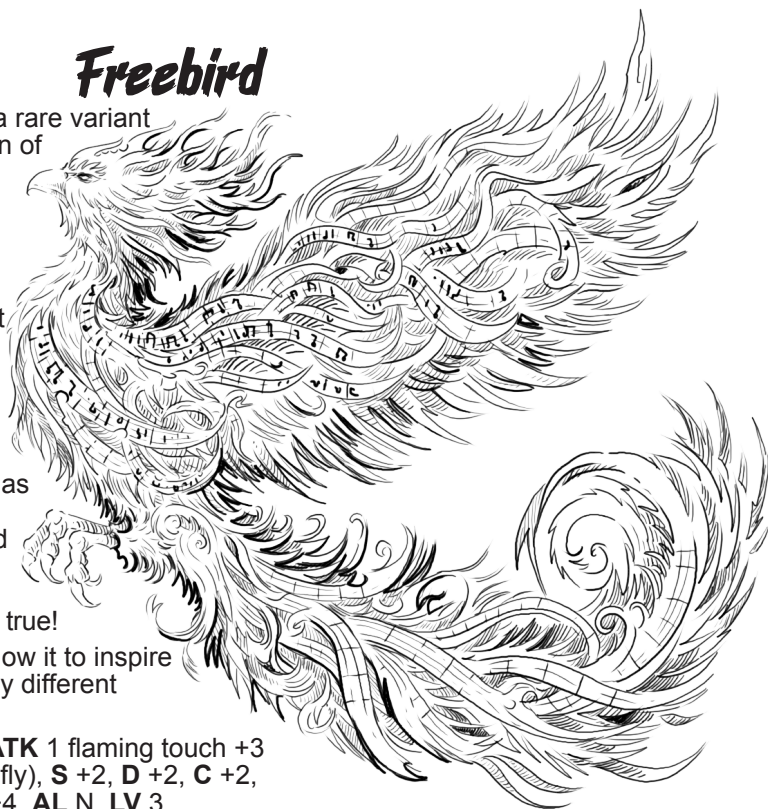
AC 16, HP 15, ATK 1 flaming touch +3 (1d6), **MV** near (fly), **S** +2, **D** +2, **C** +2, **I** +2, **W** +0, **Ch** +4, **AL** N, **LV** 3

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 makes a DC 12 INT check (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. All within close must make a DC 15 CON or suffer 4d4 points of damage. 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 near have advantage on checks to resist charm and command effects. If the effect normally has no check, the target gets one using WIS vs. the spell's DC.

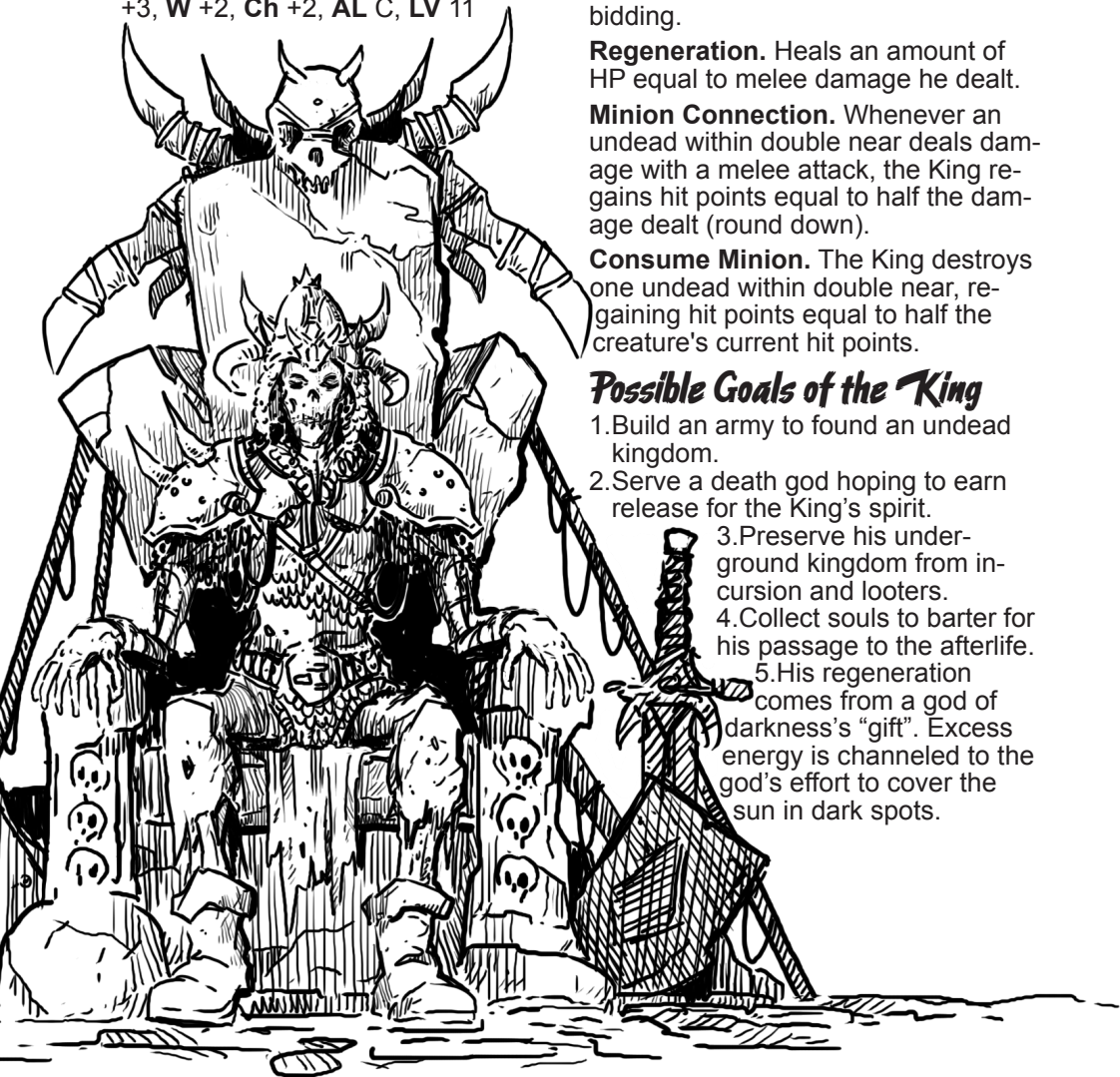
Presence Advantage. The bard has advantage on CHA checks.

Lore. The bard re-rolls a critical failure on lore checks—the Freebird gives the bard an idea!

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 19, **HP** 53, **ATK** 2 magic sword +4 (1d12 + regeneration) and 1 consume minion, **MV** near, **S** +4, **D** +2, **C** +4, **I** +3, **W** +2, **Ch** +2, **AL** C, **LV** 11



Supreme Undead. Immune to morale checks. Only damaged by magical sources.

Aura of Fear. All seeing the King of Pain in near DC 15 WIS or flee for 2d6 rounds.

Command Undead. Can command mindless undead within far to do his bidding.

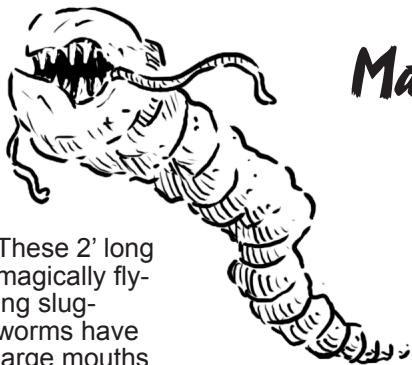
Regeneration. Heals an amount of HP equal to melee damage he dealt.

Minion Connection. Whenever an undead within double near 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 double near, 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.

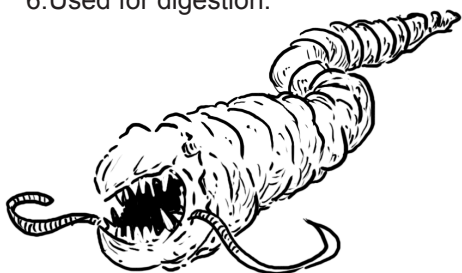
AC 13, **HP** 16, **ATK** 1 bite +2 (1d8), **MV** near (fly), **S** +0, **D** +2, **C** +3, **I** -2, **W** +0, **Ch** -2, **AL** C, **LV** 3

Sense Extra-planar. DC 12 WIS to detect extra-planar energy that has been within near in the past 24 hours and track it.



What Do The Tentacles Do?

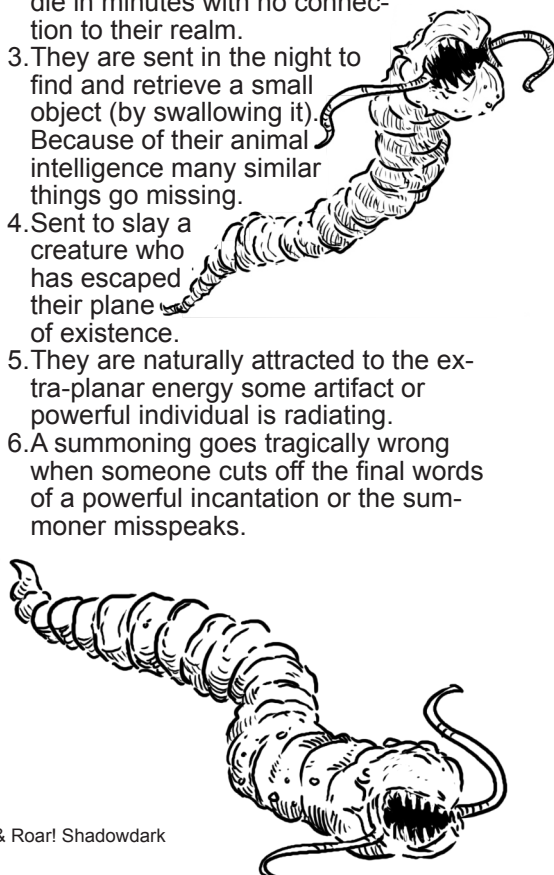
1. Feelers in the dark.
2. Grab objects (to carry or scoop into its maw).
3. The main body is just a shell, the real creature is inside—the tentacles are all we see.
4. Allows it to stick to surfaces.
5. Help steer during flight.
6. Used for digestion.



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 18, **HP** 21, **ATK** 1 disassemble +3 (2d4), **MV** near, **S** +3, **D** +3, **C** +3, **I** +3, **W** +0, **Ch** +1, **AL** N, **LV** 4

Disassemble. If the foe has armor or a shield, DC 14 DEX or the Mechanix pulls off a piece of the armor and adds it to itself, either increasing its own AC by 1 or adding 1d8 hit points to itself (chosen randomly). The target's armor effectiveness is reduced by 1 (maximum 21).

Armor reduced to AC 10 is destroyed.

Magical armor grants a bonus equal to the armor's benefit and number of special properties.

If the Mechanix is defeated within 10 minutes, the character can restore the armor with a successful DC 14 INT check.

Energy immunity. Unharmd by cold.

Healed by fire. Attacks dealing fire damage heal half that damage instead.

Magical Mechanix

An alternate Mechanix exists which runs on magical energy. Instead of a disassemble, it has an energy vacuum which also causes 2d4 damage, and:

Energy Vacuum. Targets who fail a DC 15 DEX lose magic. A target that can cast spells loses a random spell as though they had failed a casting check. 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 increases its AC by 1 (maximum 21) or adds 1d8 hit points to itself (chosen randomly).

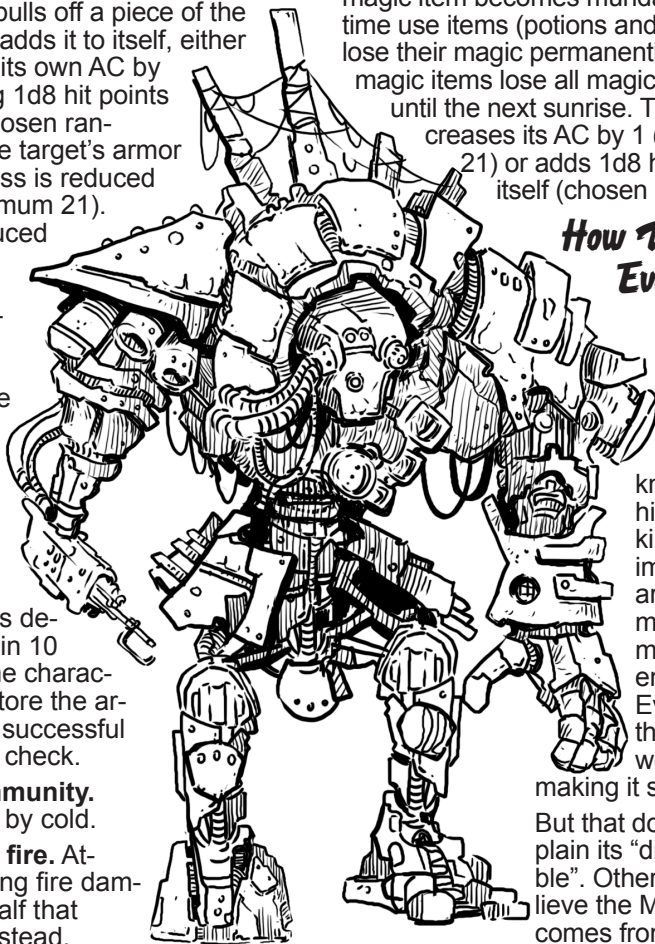
How Did It Evolve?

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 17, **HP** 30, **ATK** 3 claw +5 (2d4) or 1 lightning or 1 envelope, **MV** near, **S** +3, **D** +3, **C** +3, **I** +1, **W** +1, **Ch** -1, **AL** C, **LV** 6

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

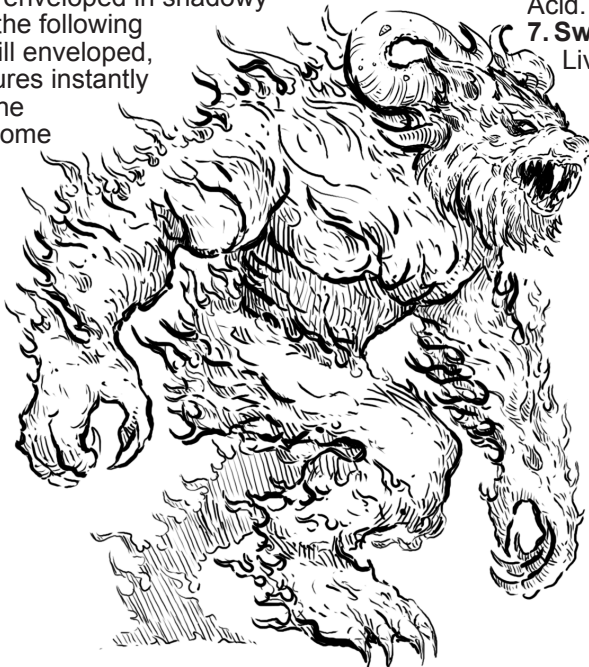
Stealthy. ADV on DEX checks to hide and sneak.

Stalking Strike. Deals double damage against surprised creatures.

Lightning. Fire a straight line (5' wide) extending double near from Nightcrawler. DC 15 DEX or 2d8 damage (DISADV if wearing metal armor).

Envelop. Leap upon a foe within close. Target must make a DC 15 DEX or be enveloped in shadowy mass. On the following round, if still enveloped, both creatures instantly vanish to the crawler's home plane.

Sanctuary: It suffers 2d4 damage each round it is on hal-lowed 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 19 and add **Rust Metal:** Choose one item on each target within near. DC 15 DEX or the item rusts to dust. Magical items have advantage.

2.Gold/Greed: **Charm.** Near, up to four creatures, DC 15 CHA or friendship for 1d8 days.

3.Fire. Fills a near-sized cube extending from Nightcrawler. DC 15 DEX or 3d10 damage.

4.Ice. Choose a target within near. DC 15 DEX or 2d8 damage and target cannot move until thawed.

5.Lava. Create a close-sized pool of lava, DC 15 DEX or 2d6 damage per round creature is standing in it.

6.Acids. As Lava, but Acid.

7.Swamp: Stench.

Living creatures that enter within near for the first time: DC 15 CON or DISADV on attacks and spellcasting for 5 rounds.

8.Stone. DC 15 CON or claw also causes petrification.

9.Decay/disease. DC 15 CON or claw also causes disease where the 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 12, **HP** 11, **ATK** 1 short sword +1 (1d6) or 1 javelin (close/far) +1 (1d4), **MV** double near, **S** +1, **D** +2, **C** +2, **I** +0, **W** +1, **Ch** +0, **AL** N, **LV** 2

Quarterflash. When hit by any non-magical attack, roll a d4. On a 1, they 'flash' as a bright light. The attacker (at any distance) and those within close to the Quarterflash must succeed on a DC 12 CON check or be blinded for one

round. On a 4, the Quarterflash may teleport to another location they can see within near.



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 12, **HP** 20, **ATK** 1 short sword +2 (1d6) or 1 javelin (close/far) +2 (1d4), **MV** near, **S** +2, **D** +2, **C** +2, **I** +1, **W** +1, **Ch** +1, **AL** N, **LV** 4

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 checks.

Whizzer

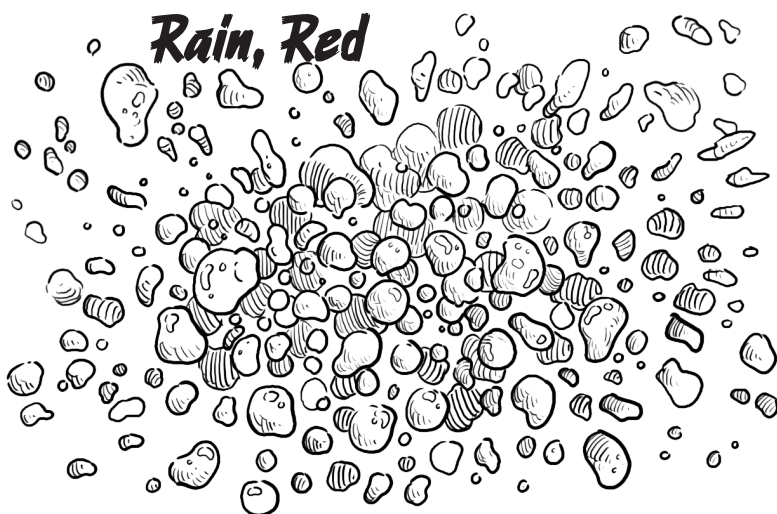
AC 11, **HP** 19, **ATK** 1 dagger +0 (1d4) or 1 spell +3, **MV** near, **S** +0, **D** +0, **C** +2, **I** +2, **W** +2, **Ch** +0, **AL** N, **LV** 4

Quarterflash. As above.

Find Another Fool (INT Spell). DC 12. Trade places with a willing ally within near. (Quarterflashes of the same tribe are almost always willing.)

Harden a Heart (INT Spell). DC 12. One target within far takes 2d4 damage and DC 12 CON or DISADV on next check/attack.

Night Shift (INT Spell). DC 12. Extinguish all nonmagical light sources within near.



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 close-sized sphere.

AC 14, **HP** 29, **ATK** 1 expand, **MV** near (fly), **S** +3, **D** +2, **C** +2, **I** +1 **W** +1, **Ch** -3, **AL** C, **LV** 6

Expand. Globules spread out in all directions. All in close: **DC** 15 **DEX** or 2d4 and if hit **DC** 15 **CON** or be paralyzed 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

Besides November Rain and Purple Rain which are quite 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 toxin each uses its own corrosive ability.

Black Rain

Impervious. Only damaged by fire.

Corrosive. Wood or metal that touches the rain dissolves on a d6 roll of 1-3.

Grey Rain

AC 11, **HP** 14, **ATK** 2 touch +5 (1d4 + toxin) or 1 expand, **MV** near (fly), **S** +2, **D** +1, **C** +1, **I** +0 **W** +0, **Ch** -4, **AL** N, **LV** 3

Impervious. Immune to damage from acid, cold, or fire.

Corrosive. Nonmagical metal that touches the rain dissolves on a d6 roll of 1-3.

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 14, **HP** 39, **ATK** [1 bill +5 (2d6) and 1 fin +4 (1d8) and 1 tail +5 (2d6)] or 1 ram and slice, **MV** double near (swim), **S** +3, **D** +2, **C** +3, **I** +2, **W** +0, **Ch** +2, **AL** N, **LV** 8

Ram and Slice. Moves double near and makes one attack with advantage at +5. If successful, it does 6d8 damage to the foe or ship it is ramming. If this damage is half or more of a ship's remaining HP, the ship is sliced in half.

Mistaken Identity: At distances over 300', observers must make a DC 15 WIS 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.

ATK Replace ram and slice with 1 beach/engulf.

Beach/Engulf. Move into an area of foes. All in near must succeed on a DC 15 DEX or be engulfed by it and take 1d8 damage from acids in the blob each round. Also, DC 15 CON or paralyzed 1d4 rounds. DC 15 STR to break free at end of target's turn.

Fangtooth

Fish with a large head and fangs.

ATK Replace ram and slice with 2 bites +5 (2d8 + poison).

Poison. DC 15 CON or paralyzed 1d4+1 rounds.

Flying Fish

Has large side fins; can leap and glide.

ATK No ram and slice.

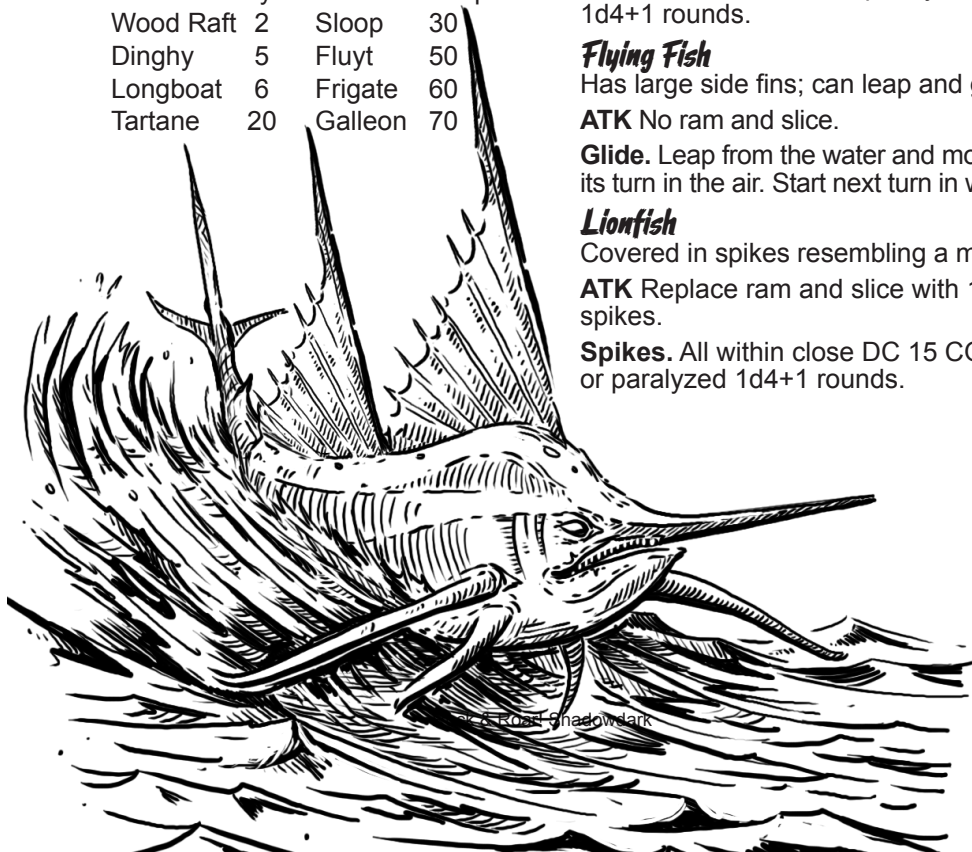
Glide. Leap from the water and move its turn in the air. Start next turn in water.

Lionfish

Covered in spikes resembling a mane.

ATK Replace ram and slice with 1 spikes.

Spikes. All within close DC 15 CON or paralyzed 1d4+1 rounds.



Riders on the Storm

While storm giants are generally reclusive in their isolated mountain peaks, occasionally they foresee some event that they feel needs some intervention. Yet, they don't wish to involve themselves directly. In these situations, they will send out a force of knights made up of a bit of the giants' essence.

These knights are also used for defense of the giants' mountain keeps.

They travel quickly on storm clouds and look as if they blend in with clouds.

AC 13, **HP** 26, **ATK** 2 storm spears +5 (1d6+1), **MV** near (fly), **S** +2, **D** +2, **C** +4, **I** +2, **W** +2, **Ch** +3, **AL** N, **LV** 5

Storm Spears. Magic +1 spears the Rider creates as part of its attack. They disappear immediately after use.

Resistance. Half damage from non-magical sources.

Specific Riders

Over the years, storm giants have infused hundreds of Riders. The following is a list of key lieutenants, a trait, and a special attack each may use:

Bomb Cyclone - Tends to 'spin up'

Whirlwind. All within close DC 12 DEX or flung 2d20 feet in random direction.

Firenado - Hot-headed

Inferno. All within near DC 15 DEX or 2d8 fire damage.

Snow Roller - Bottles up feelings

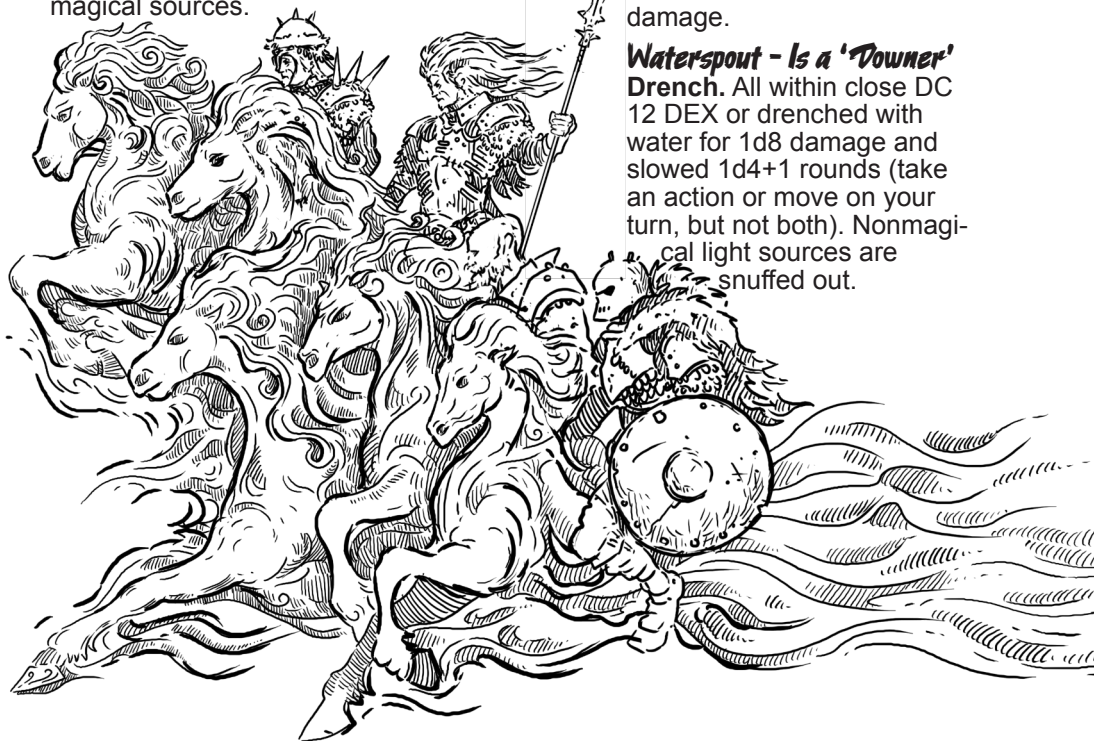
Avalanche. All within close DC 12 STR or entombed for 1d4+1 rounds under mounds of snow.

Thundersnow - Cold, crass

Thundersnow. All within near DC 15 DEX or 2d8 cold damage.

Waterspout - Is a 'Downer'

Drench. All within close DC 12 DEX or drenched with water for 1d8 damage and slowed 1d4+1 rounds (take an action or move on your turn, but not both). Nonmagical light sources are snuffed out.



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 backwards with powerful tails.

AC 15, **HP** 21, **ATK** 2 pincers +4 (2d6), **MV** near (swim), **S** +4, **D** +2, **C** +3, **I** +1, **W** +1, **Ch** +1, **AL** N, **LV** 4

Stealthy. ADV on DEX checks to hide and sneak.

Grab. DC 15 STR or held in pincer. DC 15 STR to break free on turn.

Withdraw. Blindly swim backwards double near.

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 15, **HP** 30, **ATK** 2 pincers +6 (2d6) or 1 tail sweep, **MV** near (swim), **S** +5, **D** +2, **C** +3, **I** +2, **W** +2, **Ch** +2, **AL** N, **LV** 6

Stealthy and Withdraw. As above.

Tail Sweep. All within close DC 12 DEX or 2d6 damage and flung 2d20 feet in random direction.

Shaman

AC 14, **HP** 30, **ATK** 2 pincers +3 (2d6) or 1 spell +4, **MV** near (swim), **S** +3, **D** +2, **C** +3, **I** +1, **W** +3, **Ch** +1, **AL** N, **LV** 6

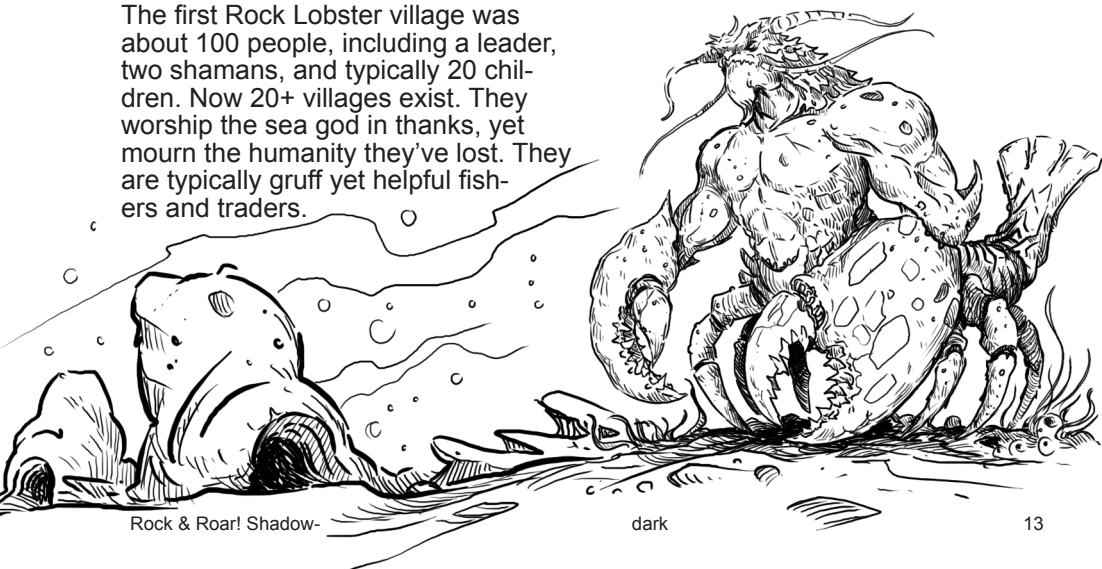
Stealthy and Withdraw. As above.

Bind (WIS Spell). DC 12. One humanoid in far paralyzed 1d4 rounds.

Boil (WIS Spell). DC 13. One creature in near takes 3d8 damage.

Healing Touch (WIS Spell). DC 11. Heal one creature within close 2d4 HP.

Phase (WIS Spell). DC 13. Self. Teleport up to one mile.



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 12, HP 13 ATK 1 dagger +1 (1d4) or 1 spell +3, MV near, S +0, D +1, C +2, I +1, W +2, Ch +0, AL C, LV 2

Snuff (WIS Spell). DC 12. Extinguish all light sources within near.

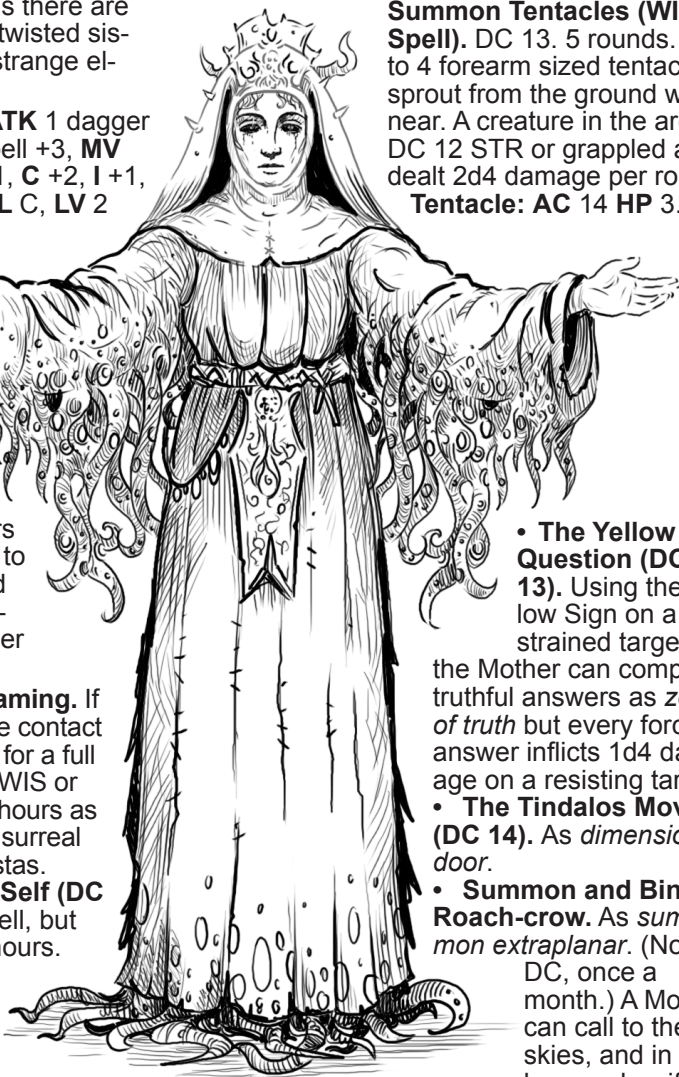
Summon Tentacles (WIS Spell). DC 13. 5 rounds. Up to 4 forearm sized tentacles sprout from the ground within near. A creature in the area DC 12 STR or grappled and dealt 2d4 damage per round.

Tentacle: AC 14 HP 3.

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: DC 15 WIS or catatonic 2d6 hours as they dream of surreal underwater vistas.
- **Yihdra: Alter Self (DC 13).** As the spell, but duration is 5 hours.
- **Yog-Soggoth: Nexus.** (No DC, for 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 (DC 13).** Using the Yellow Sign on a restrained target, the Mother can compel truthful answers as *zone of truth* but every forced answer inflicts 1d4 damage on a resisting target.

• **The Tindalos Move (DC 14).** As *dimension door*.

• **Summon and Bind a Roach-crow.** As *summon extraplanar*. (No DC, 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 Int +0.

War Pigs

How to Usurp Control

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 19, **HP** 58, **ATK** 3 slam +10 (2d8) or 1 cannon, **MV** double near, **S** +5, **D** +1, **C** +4, **I** -2, **W** +0, **Ch** -2, **AL** N, **LV** 12

Golem. Immune to damage from cold or non-magical sources. Fire heals.

Cannon. A straight line (5' wide) extending double near from War Pig. DC 15 DEX or 3d8 damage.

Destruct (aka Judgement Day).

Upon reaching 0 HP, the pig explodes. All within near: DC 15 DEX or 3d6 damage.

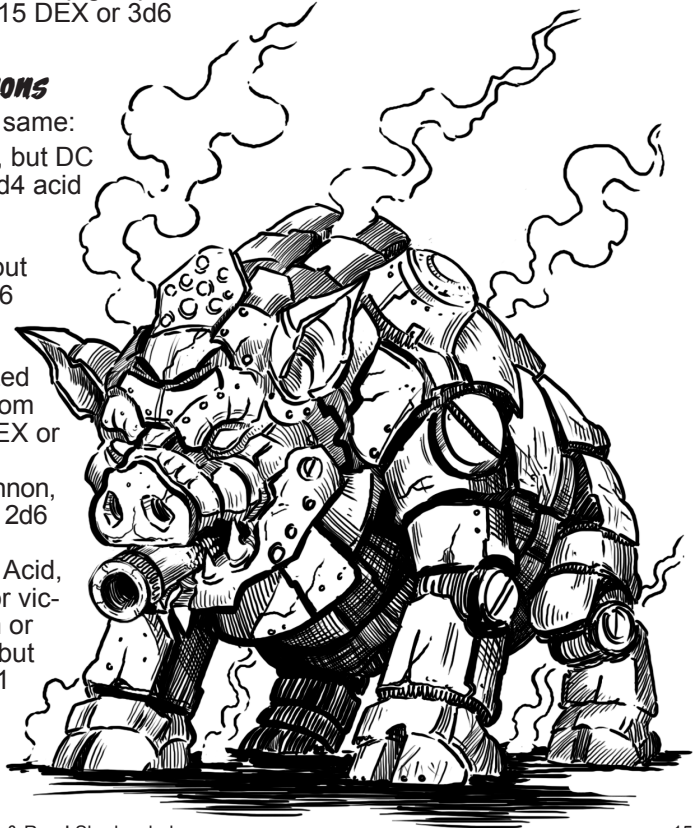
Alternate Cannons

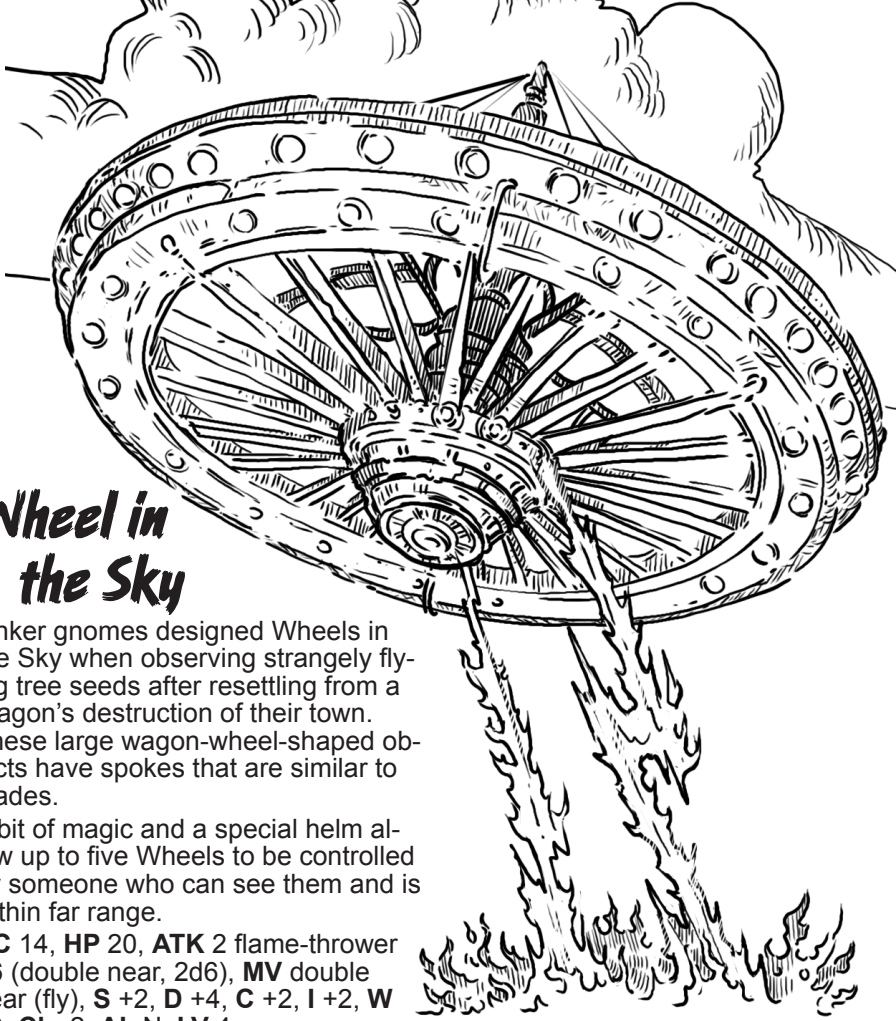
Not all Pigs are the same:

- **Acid.** As Cannon, but DC 15 DEX or take 2d4 acid damage for 1d4 rounds.
- **Ice.** As Cannon, but DC 15 DEX or 2d6 cold damage.
- **Fire.** As Cannon, but fills a near-sized cube extending from Pig and DC 15 DEX or 2d6 fire damage.
- **Lightning.** As Cannon, but DC 15 DEX or 2d6 lightning damage.
- **Slowing Gas.** As Acid, but DC 15 CON or victim take an action or move on its turn, but not both for 1d4+1 rounds.

War Pig 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 make a DC 15 INT check to change its attack priorities/targets.





Wheel in the Sky

Tinker gnomes designed Wheels in the Sky when observing strangely flying tree seeds after resettling from a dragon's destruction of their town. These large wagon-wheel-shaped objects have spokes that are similar to blades.

A bit of magic and a special helm allow up to five Wheels to be controlled by someone who can see them and is within far range.

AC 14, **HP** 20, **ATK** 2 flame-thrower +6 (double near, 2d6), **MV** double near (fly), **S** +2, **D** +4, **C** +2, **I** +2, **W** +0, **Ch** -2, **AL** N, **LV** 4

Spinning spokes: Attacks up to 4 targets along its path: +6, (1d6).

Destruct. Upon reaching 0 hp, the wheel explodes. All within near: DC 12 DEX or 1d6 damage.

Controller Helm

This helm is enchanted at the same time as several (usually 5) Wheels in the Sky are imbued with magic. It only works if within far range from a Wheel. It has a metal headband in the center from which 20 wooden spokes extend out to a wooden ring—similar to wearing a wagon wheel on one's head. It is nearly two feet in diameter.

Jerry-Rigged

Wheels in the Sky are prone to issues. Choose any one of these problems:

1. If critically hit, it is destroyed.
2. If it moves out of sight or range from the controller (far) it continues in the direction it was going.
3. If the helm comes off the controller's head, the wheels glide to the ground and won't reactivate until within close of the helm on the controller's head.
4. Once it uses its flame-thrower 2d6+4 times, it falls from the sky—out of fuel.
5. Each time it takes damage, it may be off-kilter. DC 12 CON or suffer disadvantage on attacks thereafter.

Magic Items

Message in a Bottle

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



Benefit. 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. Only paper (up to 12" x 12" x 1/16" thick) and the writing on it are transported. The bottles must be on the same plane and planet or the paper will not be teleported. The receiving bottle must have space to accept the paper.

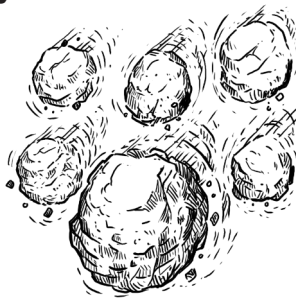
Raspberry Beret

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



Benefit. Your Charisma stat becomes 18 (+4) while wearing this beret. If it is worn when the temperature is warm, the wearer feels hot.

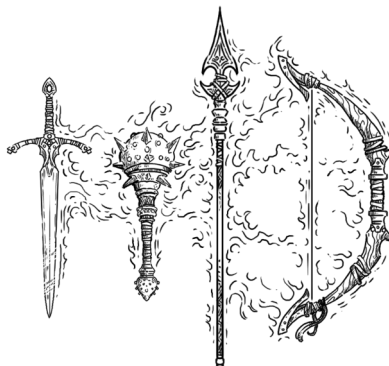
Rolling Stones



Benefit. Once per day, the bearer of this magical pouch can grab a few pebbles from the pouch and fling them. When thrown, they enlarge into boulders. All creatures along a line within near must make a DC 15 Dexterity check or take 2d6 damage. Momentum doesn't make them go further. In 2d4 crawler rounds they break apart into rubble.

Weapon of Choice

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



Bonus. +1 magic weapon of whatever type the wielder wishes.

Benefit. You may use your action or your move to shift it into another weapon type. Ranged weapon types do not conjure ammo.

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 16 creatures and a few magic items from the Shadowdark version.

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