

TWISTED LORE™

A tome of tentacled horrors and things that should not be.

Continuing the “*Lore*” line, *Twisted Lore* contains more than thirty new aberrations, oozes, and shapechangers, as well as a pair of templates that make new foes out of old friends. Your players can flee before the onslaught of the vile, or bond themselves to a mana symbiote. They can ride into battle on the back of the versatile doppel steed or face wercreatures of legend with powers they’ll never expect.

The horrors in this bestiary were created to fill specific roles in your campaign. Whether you need a particularly challenging encounter to spring on your players or just want to add a touch of exotic flair to your world, *Twisted Lore* has just the abomination you’re looking for.



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ALPHABETICAL LISTING OF MONSTERS BY TYPE

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DEFINITION OF ABERRATION TYPE

An aberration has a bizarre anatomy, strange abilities, an alien mindset, or any combination of the three.

Hit Die: d8

Attack Bonus: As cleric (Total HD \times 3/4)

Good Saving Throws: Will

Skill Points: +2 per extra HD

Feats: +1 per 4 extra HD

Notes: Unless noted otherwise, aberrations have darkvision with a range of 60 feet.

DEFINITION OF SHAPECHANGER TYPE

This type of creature has a stable body but can assume other forms.

Hit Die: d8

Attack Bonus: As cleric (Total HD \times 3/4)

Good Saving Throws: Fortitude, Reflex, Will

Skill Points: +1 per extra HD

Feats: +1 per 4 extra HD

Notes: Unless noted otherwise, shapechangers have darkvision with a range of 60 feet.

DEFINITION OF OOZE TYPE

An ooze is an amorphous or mutable creature.

Hit Die: d10

Attack Bonus: Total HD \times 3/4 (as cleric)

Good Saving Throws: None

Skill Points: None

Feats: None

Notes: Oozes are immune to poison, sleep, paralysis, stunning, and polymorphing. They have no clear front or back and are therefore not subject to critical hits or flanking. Oozes are blind but have the blindsight special quality. They have no Intelligence scores and are therefore immune to all mind-influencing effects.

Oozes have no natural armor ratings. Instead, they have bonus hit points (in addition to those from Hit Dice and Constitution scores) according to size, as shown below.

Fine	+0 hp
Diminutive	+0 hp
Tiny	+0 hp
Small	+5 hp
Medium-size	+10 hp
Large	+15 hp
Huge	+20 hp
Gigantic	+30 hp
Colossal	+40 hp

WELCOME!

Fantasy Flight Games is pleased to present *Twisted Lore*, the latest softcover book in our **Legends & Lairs** line of sourcebooks for the d20 System. *Twisted Lore* is a collection of aberrations, oozes, and shapechangers suited for use by any DM.

In this book, you'll find monsters to fill many roles in your game. Each was designed for a specific purpose, explained below.

A large portion of the monsters in this book are designed as challenging encounters with lasting repercussions. These "grudge monsters" can inflict permanent harm to a party of adventurers and should be used with care. The grudge monsters in this book include: bloodgnarl tree, greater lycanthrope, lurcher, ooze queen, phantasmal jelly, poltergeist worm, sailor's bane, skywhale, and vile.

The next largest category in this book is comprised of creatures that players wish to chase down and either tame or kill. These "chase creatures" may possess particularly valuable treasure, or they may be especially suited for domestication. The guardian ooze, mana symbiote, and yeoman jelly all bond with other creatures to form beneficial partnerships, while the doppel steed and mind steed are extremely useful (if sometimes disturbing) mounts. The exocrine crawler, feigning beast, gorger, and mangefolk are predators that the PCs might have to destroy to save the unwary.

There are also several creatures in this book that have adapted to fit a particular environment. These "terrain creatures" give you, as the DM, some extra alternatives when placing encounters in unusual locales. Ooze sentries, steel oozes, and waywatchers are all suited to underground encounters, while a husk by its very nature can be encountered anywhere.

A few of the monsters in this book bring a plot with them when introduced into a campaign. You can easily create an adventure around one of these "plot creatures" when short on ideas. The mind rider is useful when you need a sinister mastermind or silent invasion. Because the creature's control is addictive, its

"victims" will happily keep it secret. Swarm Drones are handy as an alien threat that transform allies into opponents while glut snails, among other things, can carry the memories of the dead.

A new type of monster in this book is the "puzzle monster." These creatures can only be effectively fought using some trick or special weapon. The pain wisp is only hurt by healing magic, while the silent snatcher can regenerate its limbs indefinitely and must be pried out of its hiding place to be killed.

Finally, one species in this book is intended for use as PCs and NPCs. The skirr are a low-powered flying race with some interesting cultural traits that players should enjoy.

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BLOODGNARL TREE

Huge Aberration

Hit Dice: 10d8+53 (98 hp)

Initiative: +1

Speed: 5 ft.

AC: 23 (–2 size, +1 Dex, +14 natural)

Attacks: 4 roots +13 melee

Damage: Root 1d6+12 and paralysis

Face/Reach: 10 ft. by 10 ft./15 ft.

Special Attacks: Improved grab, constrict, paralysis

Saves: Fort +8, Ref +4, Will +5

Abilities: Str 27, Dex 12, Con 20, Int 12, Wis 7, Cha 11

Skills: Bluff +13, Listen +12, Spot +12

Feats: Alertness, Power Attack, Toughness

Climate/Terrain: Any forest

Organization: Solitary or cluster (2–5)

Challenge Rating: 6

Treasure: Standard

Alignment: Usually evil

Advancement: 11–16 HD (Huge); 17–30 HD (Gargantuan)

Contrary to its appearance, the bloodgnarl tree is not actually a plant. From a distance the aberration appears to be a tall, warped, strangely slimy tree. It is able to move, albeit slowly, and can match its foliage to the real trees around it. It is even able to lose its leaves in the winter and regrow them in the summer if it chooses. A bloodgnarl tree stands between 20 ft. and 30 ft. tall. Its trunk and branches are covered with a thin film of dripping slime. Hanging from the bloodgnarl's trunk are one or more throbbing red sacks, each about 6 ft. long. These are digestive sacks—after the tree has incapacitated a victim, it will lower the body into these sacks to be slowly consumed by the digestive juices within, a process that can take up to 12 hours for a Medium-size creature.

The bloodgnarl tree's tentacles act as “roots.” When prospective prey moves into range, these flexible roots burst out of the ground to attack. They are covered with very fine but painful stinging hairs and can excrete a paralyzing toxin. These roots are also used to handle and wave objects to get the attention of potential victims, and the bloodgnarl is even able to pump air through them, giving it some limited ability to create sounds.

COMBAT

A bloodgnarl tree is not content to wait for prey to come within its reach; it may bait traps with

previous victims or their equipment. One of its favorite tricks is to hold up a partially digested creature's upper torso and to control it like a puppeteer, making the body appear to wave its arms and cry out for help until some hero valiantly but foolishly tries to come to the rescue.

Once a victim moves close enough, the bloodgnarl's roots erupt from the ground to grab and sting the prey. If the victim does not fall with one hit the tree uses its paralyzing toxin. Only after all combatants have been subdued does the bloodgnarl tree begin the slow process of feasting on its prey. If the paralysis wears off before the digestive process is complete the tree will give the victim another dose of toxin.

Improved Grab (Ex): A bloodgnarl tree can use its roots to grapple any enemy of up to Large size by making a successful root attack. If it gets a hold, the root can constrict.

Constrict (Ex): Once a bloodgnarl tree has made a successful grab against a creature, it can constrict. Constriction does full root damage and paralysis, if the tree so chooses.

Paralysis (Ex): When the bloodgnarl tree does root damage to an enemy it may also choose to attempt to paralyze it. Each root can produce enough venom to paralyze one Large creature, two Medium-size creatures, four Small creatures, etc., each hour. Victims of a paralysis attack must make a Fortitude saving throw (DC 17) or be paralyzed for 2d6×10 minutes.



Treasure: Standard

Alignment: Usually evil

Advancement: 8–13 HD (Medium); 13–20 HD (Large)

CURTAIN CRAWLER

Medium-Size Shapechanger

Hit Dice: 7d8+21 (53 hp)

Initiative: +6

Speed: 50 ft., climb 25 ft.

AC: 21 (+6 Dex, +5 natural)

Attacks: 2 claws +11 melee, bite +6 melee

Damage: Claw 1d6+2, bite 1d8+1

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Entangle, rend, spines

Special Qualities: Adaptive blind, spider climb, natural traps

Saves: Fort +8, Ref +11, Will +8

Abilities: Str 14, Dex 22, Con 16, Int 8, Wis 16, Cha 12

Skills: Hide +8*, Move Silently +12, Spot +8, Search +8, Wilderness Lore +7

Feats: Weapon finesse (claw, bite)

Climate/Terrain: Any

Organization: solitary or pack (2–5)

Challenge Rating: 5

Curtain crawlers are vaguely humanoid creatures covered in ridged exoskeletons. Their matte-black shells bristle with spines. They have compact triangular heads attached to slender armored necks. Eight eyes are arranged in squares on the flat planes of their skulls. These eyes glow faintly green, giving the creature a demonic appearance. Curtain crawler's claws divide into four independent digits.

Although the exoskeleton spines appear rigid, curtain crawlers can soften the tips. When softened the spines exude masses of long streamers that can vary in texture and thickness from individual silklke strands to tangled, thick cloth. The streamers take on whatever color and texture the creature desires. They can appear to be hanging moss, spider webs, vines, or even rotted curtains. Whatever the appearance, the strands retain the same strength and weight as those of a Medium-size monstrous spider (Break DC 26, 6 hit points, hardness 0). The curtain crawler can manipulate the streamers or anchor them to a nearby surface.

Curtain crawlers hunt in roving packs