

# THE SECRET FIRE

## SPAWN OF ABBOTH (THE VOID)

ENVIRONMENT: Any

NUMBER ENCOUNTERED: 1–3

SIZE: Large

ALIGNMENT & STABILITY: Evil and Chaotic

LANGUAGES: Common, Underworld

MORALE: Normal (8)

MOVEMENT: 30 feet (6 squares), climb 30 feet (6 squares)

ABILITY SCORES: *Robust (+1/15)*, *Agile (+3/18)*, *Moronic (–3/3)*

TRAINED SKILLS: Athletics

LEVEL: *Lesser (2)*, *Greater (5)*

STAMINA: Tough (5)

INITIATIVE: +1

DEFENSES: *Dodge 2*, *Armor 5*, *Anti-Magic 1*, *Endurance 5*, *Willpower 0*

ATTACKS & MAGIC:

**Seep (Move):** Without triggering free attacks, the Abboth can move its full movement rate through both unoccupied as well as occupied squares, making a free *engulf* attack (see below) against any creature in a space through which it passes. During this move, the Spawn can slip through tiny spaces (but these openings must be at least a quarter-inch wide).

**Slime (Action):** The Abboth Spawn can target a creature or a specific item — see below — worn or carried by that target when making an attack (using the item's wearer's or carrier's Dodge) vs. Endurance (2d8+2 damage plus knock-down and the target becomes slow until spending an Action to be cleaned off or makes a successful Luck Throw at the end of its next turn, and note that this effect stacks on each hit, continually cutting movement; items successfully engulfed must make a successful Luck Throw, using the wearer's or carrier's Luck adjustment plus an additional +2 for any talisman, or become useless, talismans rendered inert until recharged).

SPECIAL QUALITIES:

**Blind (C/N):** Immune to sight-affecting prayers, spells, and talisman magic. They sense through vibration, so are not treated as blind, nor can they be blinded, unless in some way affecting their vibration sense.

TREASURE TYPE: A

XP: 350

*In vast vaults far beyond the reach the sun, beyond the deepest delvings of the dwarves, the great roiling bulk of Abboth seethes and boils. From the body of the Source of Uncleanliness sloughs a variety of sentient filths that seep their way through cracks in the earth to the surface world, where they grope blindly for prey. What caused Abboth Spawns to form, none know, and most don't care to discover the answer, for fear of having to get close enough to research these abhorrent creatures.*

*Spawn of Abboth are blind and opportunistic feeders: should something fall within their reach, it will be explored and engulfed if it is deemed food – this includes any items or characters. It will throw out random tendrils to explore its surroundings but will move toward any source of food it detects. Some Spawn have developed rudimentary senses and may follow prey for days: sleeping in an area where Spawn are found can be a risky process at best. When they reach a certain size, they sometimes split into smaller Spawn – these may or may not be consumed by their fellows.*

*Spawn can seep through tiny cracks and holes, which makes them highly mobile and they can often conceal themselves in crevices in cavern floors or walls. The power of their acidic digestive enzymes vary: some Spawn consume all the material, others only certain material such as metal, or flesh, and leather.*

**Roleplaying Notes:** Spawn are a nasty surprise for many adventurers. They are unthinking, can destroy equipment, and cannot be parleyed with since they cannot speak nor understand language. Wave your hands and wriggle your fingers when you describe a Spawn attacking. Make it clear to the players that although it is slow, it is relentless. You should describe the slow process of it creeping over its prey, as the Spawn dissolves it little by little.

## GREATER SPAWN (DEATH)

These large Spawn are rarely spotted until too late, and may reach up to hundred feet in diameter. A translucent grey in color, they blend in with stone surroundings and even infravision may not notice them. Their digestive acids are so powerful that only the toughest materials remain after a few days – metal and flesh dissolve quickly – and even talismans may be destroyed in this fashion.

## LESSER SPAWN (DEATH)

These small Spawn, approximately five feet in diameter are commonly found close to their most recent prey, feeding on the bones. They are a disgusting yellow-brown color, often concealing themselves in mud and filth. Lesser Spawn consume flesh and bone, but not metal.