



## PĚNANGGALAN – PERNICON – PHANTOM STALKER – POLTERGEIST – PROTEIN POLYMORPH

## PĚNANGGALAN

**FREQUENCY:** *Rare*  
**NO. APPEARING:** 1  
**ARMOUR CLASS:** *Normal 10;*  
*head and gut when detached 8*  
**MOVE:** *As normal woman; head*  
*and gut when detached 12"*  
**HIT DICE:** *Body variable; head*  
*and gut when detached 4*  
**% IN LAIR:** *See below*  
**TREASURE TYPE:** *Nil*  
**NO. OF ATTACKS:** 1  
**DAMAGE/ATTACK:** 1–6  
*or by weapon type*  
**SPECIAL ATTACKS:** *Blood drain*  
**SPECIAL DEFENCES:** *See below*  
**MAGIC RESISTANCE:** *See below*  
**INTELLIGENCE:** *Average*  
**ALIGNMENT:** *Lawful evil*  
**SIZE:** *M*  
**PSIONIC ABILITY:** *Nil*  
*Attack/Defence Modes: Nil*  
**LEVEL/X.P. VALUE:**  
*Variable, but at minimum*  
*V/290 + 5 per hit point*



A female vampire-type undead of fearsome power and nauseating appearance, this vile creature appears during the day as an attractive human female who may be of any character class. This is the female human which the pĚnanggalan was before death. She will fight with the same combat abilities as she had when alive, will have spell-use if formerly a spell-caster, thieving abilities if formerly a thief and so on. She will use the weapon (or at least the weapon-type) favoured by her in life. Her body will take the same amount of damage as it could before death (when fully rested) and will fight as though of that experience level. The head, however, will take 4HD of damage and a separate account of hits needs to be kept in case the head itself is struck in this form.

**Exception:** if the pĚnanggalan was a cleric before death, of whatever alignment, she will be unable to use 'good' spells in her new form and must restrict her spells to those of baneful effect.

A *know alignment* spell cast on the creature in this form will reveal the alignment the pĚnanggalan pursued while alive; as undead, however, the creature will act in accordance with the lawful evil alignment.

In this form the pĚnanggalan is impervious to *holy/unholy symbols* and cannot be turned or dispelled. It is also immune (in either form) to all spells which attempt to control the mind or body, like other undead.

In such a guise, the pĚnanggalan will seek to befriend any unwary party of travellers and attempt to join with them. It will prove extremely useful – over its years of undeath it will have acquired an extensive knowledge of the dungeon which it now roams; it will be able to guide parties to treasure and to warn them of possible dangers. Naturally, it will find some plausible reason for this knowledge and may sometimes make 'deliberate mistakes' or feign ignorance of areas of which it has knowledge, in order not to arouse the suspicion of the party (whose members would naturally become suspicious if their new companion displayed near-omniscience). Having joined a party of adventurers, the pĚnanggalan will remain with that party, even to accompanying them out of the dungeon. It will never, however, encamp for the night with the party in the dungeon, nor will it accompany them to spend the night in the

supposed safety of the upper world, making some excuse for being elsewhere.

At night, the pĚnanggalan assumes its real undead form. Its head and internal organs detach themselves from the body, rising vertically from the abdomen, and fly in search of human prey, to feast on their living blood. For this reason, it will always return to one of its secret lairs before nightfall (a single pĚnanggalan may have as many as six identical lairs hidden in various parts of the dungeon). It is particularly fond of the blood of young children or of pregnant females, but lacking such a victim it will select the party member who appears to be most susceptible to hypnosis, preferring a female to a male. It will always attack humans and will ignore even near-humans.

Any unfortunate witness of the scene when the pĚnanggalan head and gut detach from the body must make his saving throw against magic or die immediately. If he makes the saving throw, he is treated as if the *feeblemind* spell had been cast on him.

The head and gut will 'fly' in search of a victim and, when one is discovered, the head will attempt to hypnotise the victim who must save against magic at –3 or fall completely under the control of the creature for as long as it takes to feed. It will make two small lacerations in the victim's throat and feast on the blood throughout the night. For each night's feeding, the victim will lose 1–6 hit points and 1 point each of strength and constitution. The pĚnanggalan will select the same victim each night, if possible, and will continue to visit and feed night after night until the victim is dead.

If the victim survives the night, he will remember none of the events except in snatches, as if from a faintly-remembered dream. If for some reason he avoids the subsequent attentions of the pĚnanggalan, he will continue to lose hit points at the rate of 1 hit point per night either until dead or until *dispel evil* is cast on him. Note that hit points drained by the pĚnanggalan cannot be restored by magical means such as *cure wound* spells – in effect, the victim's maximum hits are being drained. Such spells will only take effect in respect of the lost points after *dispel evil* has been cast, and even powerful spells such as *restoration* will have no effect. Similarly the victim's lost strength and constitution points cannot be recovered until after *dispel evil* has been cast. Once *dispel evil* has been cast, however, the hit points are restored at the rate of 1 point per day and the strength and constitution points at the rate of 1 point of each per week.

If the victim succumbs on the first occasion to the pĚnanggalan, the creature must again hypnotise him the next night before feeding is possible. However the victim's saving throw is progressively more difficult; the throw is made at –4 on the second occasion, –5 on the third and so on. A break in the sequence of one or more nights will halt this progression; the saving throw will again be at –3 if a renewed attempt is made by a pĚnanggalan after a break of one or more nights.

If an intended victim makes his save against the creature's attempt at hypnosis, the pĚnanggalan will be able to exert no further influence over him and will flee from him in fear before searching for another prey. Furthermore, that person will be immune to further attempts by that pĚnanggalan and will be able to recognise one – any one – for what it is, no matter in what guise it appears. He will still, however, be losing hit points at the rate of 1 point per night, as described above, if the creature has fed at least once on his blood.

Note that the victim is 'asleep' throughout the visitations of the pĚnanggalan. He will never actually see the creature, even if he makes his saving throw against hypnosis. The creature will never attack a victim who is awake. If any person happens to see the head and gut when detached from the body (for example if the intended victim awakens before the creature has had time to commence hypnosis) he must save against *fear* or flee in abject terror. When in this form, how-

ever, the creature can be turned or dispelled by a cleric; treat as a wraith on the cleric/undead matrix. If the head and gut are thus turned, they must return to the lair and not venture forth again that night; if they are dispelled (a D result on the matrix) they are destroyed and the body will decay (see below). The head and gut will recoil before a strongly-presented *holy symbol* though it will not be harmed.

Should a pēnangalan kill a male victim, he remains lifeless, and if an attempt is made to *raise* him, his chances of surviving the *system shock* will be half normal. If the attempt fails, no further attempts can possibly succeed. If it kills a female victim, she will rise from the grave after three days as a pēnangalan (not under the control of the original creature). If an attempt is made to *raise* her during that three-day period, her chances of surviving the *system shock* are half normal, and failure of that attempt means that no further attempt can possibly succeed — the process by which she becomes a pēnangalan is then inexorable.

If an attempt to *raise* any victim succeeds, however, the victim will return to normal (all hit points restored, strength and constitution back to normal) after two months of rest and recuperation; furthermore that victim will be immune to further attacks by a pēnangalan and will recognise one for what it is.

After the pēnangalan head and gut have left the body in the lair, the internal organs swell up, whether feeding takes place or not, and cannot return to the abdomen until they have been soaked in vinegar for an hour, during which time they return to normal size. For this reason, the creature will always keep a large vessel filled with vinegar concealed in each of its lairs, and a pēnangalan lair may often be detected by the distinctive odour of vinegar which permeates it.

If a ray of sunlight strikes the creature's head and gut when they are detached from the body, the head will be paralysed and will fall helplessly to the ground until nightfall. Thus, the creature will always attempt to reunite head and body before cock-crow. In any event, if the head and body are not reunited within seven hours after initial separation, both will start to decay and the evil life-force which animates the creature will be forced to return to *Hell*. Thus, to destroy the body or the head is a sure way of destroying the creature itself.

When separated from the body, the head takes 4HD of damage.

In either form, the creature takes normal damage from all weapons. If it is weaponless and in human form, it can bite for 1–6 hit points of damage, but it will try to avoid using this mode of attack for fear of revealing its true nature.

When detached from the body, the internal organs constantly drip a highly volatile and foul mixture of blood and digestive juices which cause 1–4 hit points of damage on bare flesh (which breaks out in sores and boils in a painful eruption). This horrid liquid evaporates after one round in contact with air.

For purposes of aerial combat, the pēnangalan is manoeuvrability class D.



## PERNICON

FREQUENCY: *Rare*  
NO. APPEARING: 4–40  
(in lair 300–3,000)  
ARMOUR CLASS: 3  
MOVE: 12"  
HIT DICE: 1–4 hit points  
% IN LAIR: 20%  
TREASURE TYPE: 1–4 gems  
and 25% chance of 100–600 gold pieces)  
NO. OF ATTACKS: 1  
DAMAGE/ATTACK: 1–3  
SPECIAL ATTACKS:  
*Constitution drain*  
SPECIAL DEFENCES: *Nil*  
MAGIC RESISTANCE: *Standard*  
INTELLIGENCE: *Semi-*  
ALIGNMENT: *Neutral*  
SIZE: S (2" long)  
PSIONIC ABILITY: *Nil*  
Attack/Defence Modes: *Nil*  
LEVEL/X.P. VALUE:  
1/7 + 1 per hit point



A brightly-coloured insect rather like a grasshopper about 2" long — red, yellow, ochre and light blue — the pernicon inhabits the outer regions of deserts and is much prized by the nomads of these regions because the antennae on its head are water-diviners, vibrating and giving off a low hum when within 120' of a large quantity of water.

The pernicon is usually inoffensive but will attack in large numbers if disturbed, accidentally or otherwise. It leaps on its victim and grips exposed flesh with the pincers at the rear of its abdomen. If it hits, the pernicon will inflict 1–3 hit points of damage and will also drain water and other body fluids from the victim, causing the loss of 1 point of constitution. Each round thereafter this process will continue automatically, without the need of a 'to hit' roll.

Even when the pernicon is killed its pincers continue to grip fast, and removing it from the victim's body will inflict a further 1–4 hit points of damage. If a victim's constitution falls below 3 he collapses unconscious. If it drops below zero he dies. If a victim is not killed he will recover lost constitution points at the same rate as lost hit points. However, if he is killed, a *raise dead* will only restore half of his original constitution, a *raise dead* fully only 75% of it.

## PHANTOM STALKER

FREQUENCY: *Very rare*  
NO. APPEARING: 1–2  
ARMOUR CLASS: 3  
MOVE: 12"/24"  
HIT DICE: 6  
% IN LAIR: *Nil*  
TREASURE TYPE: *Nil*  
NO. OF ATTACKS: 2  
DAMAGE/ATTACK: 1–4/1–4  
SPECIAL ATTACKS: *See below*  
SPECIAL DEFENCES:  
*Impervious to fire*  
MAGIC RESISTANCE: *Standard*  
INTELLIGENCE: *Semi-*  
ALIGNMENT: *Neutral*  
SIZE: *Variable — usually L*  
PSIONIC ABILITY: *Nil*  
Attack/Defence Modes: *Nil*  
LEVEL/X.P. VALUE:  
V/375 + 6 per hit point

