

These are the monster details for the horrible beast called the Spawn of Vilkar. May it prosper always.



## THE SPAWN OF VILKAR

**Description:** Vilkar was a great Wizard-Lord of the the Twenty-Four Towers, obsessed with immortality. They created the Spawn as their first experiment in seeding their consciousness beyond the mortal coil<sup>1</sup>.

The Spawn of Vilkar is a strange beast, who draws canine creatures towards its lair and forms large tribe-packs from them. The animals who get drawn in find the regurgitated drool along the monster's lolling, massive lips irresistible, and fall under the creature's complete sway. They focus all their efforts on bringing the strange Spawn meat and other consumables, in order to enjoy the life-enhancing force provided by its succor.

The Spawn itself seems to be an unseemly, fleshy mass. What explorers and unfortunates see is a large, mewling mouth at the end of a cavern, fed by aggressive, errant wolves. All specimens found have filled the cave shafts they resided in. It is hard to describe the shape of the creature, but most scholars agree that it is a larval stage of a much larger, formless being.

It is unknown what the Spawn could become, for there is no known specimen that's reached anything beyond the larval stage. All known Spawns of Vilkar have been large, fleshy creatures, filling old caves and mines completely with their corpulent mass. In fact, a bigger issue than the Spawn itself have always been the active, semi-sentient packs of canines fulfilling the mutant's hungry whims.

**The Pack of the Spawn:** The creatures forming the pack of the Spawn are always canine, and the consistency and the nature of the animals varies by geographical area. Usually all or some of the dogs are unnaturally healthy and determined, and if conversed with (in the correct language, dogs don't speak Common) offer

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<sup>1</sup> Or possibly to solve the local stray dog issue, the annals are inconclusive at best.

intelligent answers, unusual of their nature. Follow the table below when defining the base parameters, modify by party leader's Luck mod.

<b>TABLE A: Packs of the Spawn</b>	
<b>D10</b>	<b>Pack Description</b>
1	The pack is led by an insane, feral werewolf, and consists of 3d5 adult wolves.
2	The Spawn is fed by a localized, large wolf pack, consisting of 3d5 adult wolves.
3	There is a ranging wolf pack nearby, which provides the wolf nourishment on occasion. Only 1d6 of the wolves are under the creatures complete sway, there are 3d5 wolves in total.
4	A small wolf pack serves the Spawns needs, with 2d5 members in total.
5	A few stray wolves have found the Spawn, and formed a pack around its odd intelligence. The group consists of 2d3 wolves.
6	There are 2d5 young wolves protecting the Spawn jealously, for their mother has abandoned them.
7	The Spawn has pulled in 2d3 stray dogs or young wolves to its control.
8	The pack has a few run-away domesticated hunting dogs in it, but only 1d3 of them are able to fight at all.
9	The pack mostly consists of young fled pets and a number of scavvy, weak adults. It is a sorry sight.
10	The pack is led by a human, who was raised by wolves. They know Common, and can communicate with the party. The pack itself consists of 3d5 adult wolves, who obey their leader faithfully, but will never abandon the Spawn.

**Habitat:** Old caves wherever hunting canines are found.

**Behavior and reactions:** When encountered face-to-face by sentient beings such as errant delvers, the Spawn emits strange gargling sounds and undulating cries. The only way to communicate in any way with the Spawn is to utilize magic, or to consume its unseemly but nourishing drool (after which everything is Judge's discretion). If attacked, the creature attacks with its glutinous emissions, trying to smear the aggressors with them and grasp them within its control.

**Pack statistics:** As wolves or dire wolves (pg. 431 of the DCC rulebook). Add bonuses to Initiative, Attack bonus, Attack damage and Hit Points for all dogs under the Spawn's sway; additionally all of these dogs communicate as if they were humans of similar age and experience if spoken to in Wolf (or a similar suitable language, or *Comprehend Languages*).

**Spawn statistics:** *Init:* +1/pack member alive; *Atk:* drool spray +5 (allow a DC 10 Ref save if further than 10' from the face, if failed they mentally receive the Spawn's childlike, hungry urges; if they damage the Spawn they take d3 Luck damage); *AC:* 8; *HD:* 6d10+6; *MV:* none; *Act:* 1d20; *SP:* Aura of Innocence: DC 10 Will save to attack the Spawn; *Protect the Source:* All living pack members always attack the previous character to attack the Spawn if able; *SV:* Fort +10; *Ref:* -10; *Will:* +10; *AL:* N.