

This document describes the rules for the stone fiends for Dungeon Crawl Classics.



The Stone Fiend

*When you're a-dungeoneering,
watch out, watch out,
when you're a-treasure hunting,
watch out, watch out,
when deep in caves,
and short of braves,
watch out, watch out,
there's fiends about!*

- The Song of the Lost Dwarf, verse CXIII

Description: Stone fiends are dwellers of dark, earthen places: dungeons, mines and abandoned caves. These four-armed ambush predators attack their prey with claws and fangs, and their dense, grey shell allows them to merge into their native surroundings. Stone fiends are solitary, territorial creatures. They may spend weeks or even months in a slumbering condition, until some careless prey presents itself and the fiend springs forth from a wall, a ceiling or the very floor the target was walking on.

A stone fiend's physique resembles roughly that of a gorilla with its head deep between its shoulders and its four, massive arms drooping almost to the floor. Adults stand the size of an ogre and weigh about 200 kg (~450 pounds). Their skin is dark brown, almost black, but most of it is covered by a grey shell. Claws of this same stony material protrude from their fingers, and their round mouths are lined by crooked fangs. Stone fiends are completely blind; they sense their surroundings by listening, smelling and feeling the movements of the air.

Ecology and environment: Stone fiends live in dark, musty places. Deep caves are their preferred habitat, but a desperate individual might nest in a ruined building or the shadowy side of a mountain. Their life cycle consists of two states: passive and active. In the passive state, they fall into a sort of hibernation in which they can spend up to six months, until their active state is triggered either by the appearance of prey or the lack of it. If the active state was triggered by prey, they feed and locate a new place of ambush nearby. Otherwise, the fiend attempts to find another, more successful territory - typically closer to the surface.

Statistics: *Init:* + 0; *Atk:* melee claw + 6 (d6 + 2) or melee bite + 6 (2d10 + 4); *AC:* 22; *HD:* 8d12; *MV:* 30'; *Act:* 2d20; *SP:* earth merge, rake and reave, blindsense 100'; *Saves:* Fort + 8, Ref + 0, Will + 0; *AL:* N.

Earth merge: Stone fiends' most unnerving ability is to merge with their earthen surroundings. This makes them practically invisible to mundane means of detection and almost impervious to damage (+8 AC). However, this merging takes minutes to complete, and the fiends only use it to enter the passive state.

Rake and reave: Stone fiends' four arms make them ferocious opponents in combat. They may attack four times with their claws per one action die used, at a -1d to the attack (as in, by spending one action die, the stone fiend can make 4 x 1d16 claw attacks).