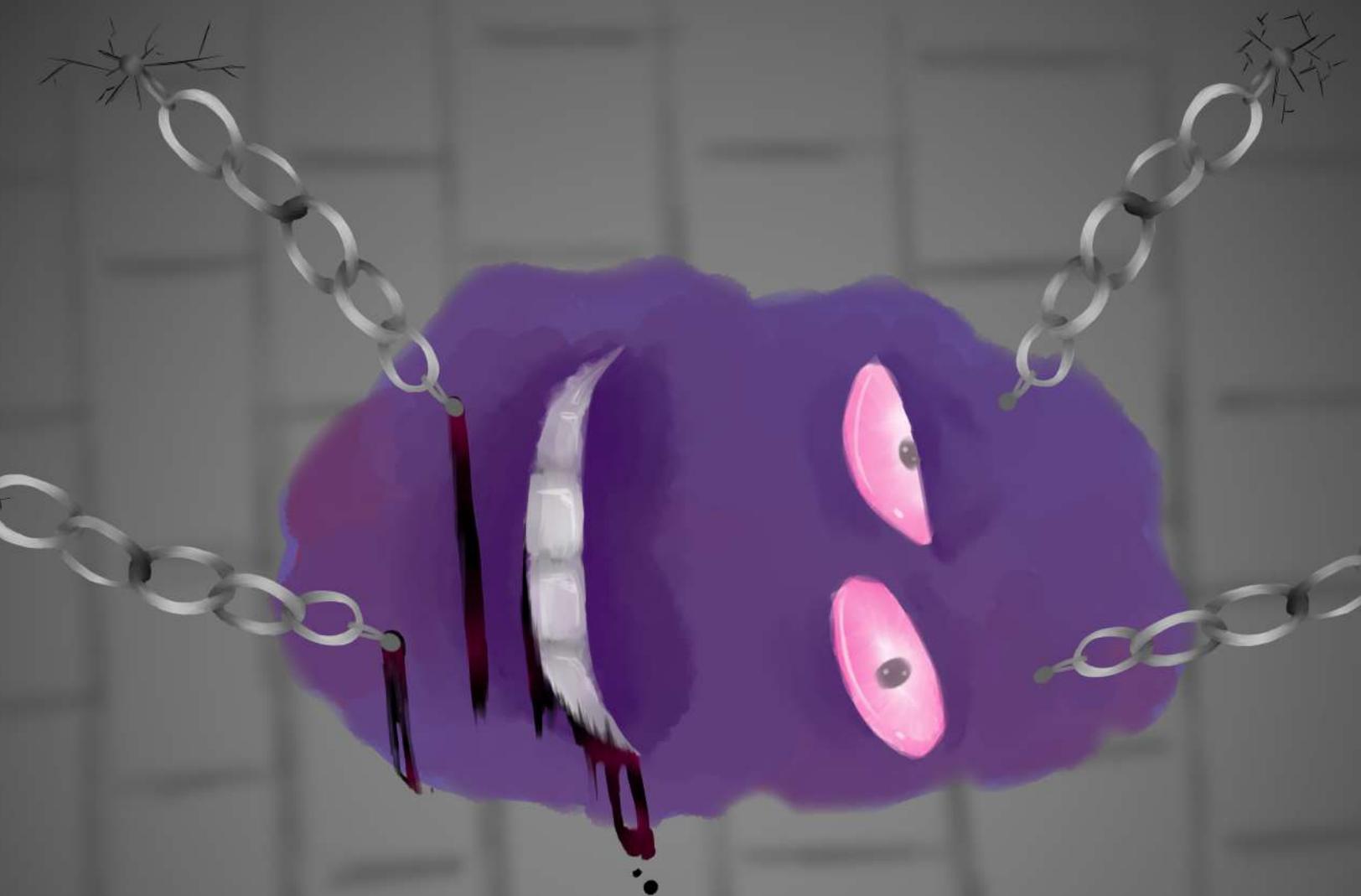


GOLRIAD THE SPEAKER



AN ELDRITCH ABOMINATION FOR
MOUNTAINS AND CAVES



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GOLIRIAD THE SPEAKER

A being of immense knowledge and magical ability, Goliriad the Speaker is either a victim or a messenger of the Serpents Below the Mountain. His grotesque form, a roiling dark grey lump resembling a rapidly and constantly-developing tumor, is imprisoned high on a cave wall deep within the mountains, held there by chains and stakes. His subterranean cave is rumored to be somewhere in the Ozark Mountains, but it may be in other parts of the world instead - or as well.

CULT

Goliriad has a myriad of worshipers who come to drink from a great basin into which his putrescent fluids gather. Some are mutated locals and miners who discovered him on accident, others are serpent-men and other vastly less-powerful races who have been abandoned by or wish to seek and speak to the Serpents Below.

OTHER CHARACTERISTICS

He is constantly leaking or bleeding a corrupting black ooze from spots that open and close randomly on his body, which mutates any who drink it and gives them powerful visions and the ability to speak to him. When spoken to directly in his own language, he manifests a disturbing human face encompassing the entire forward-facing side of his body, accompanied by a series of other blinking eyes and gnashing mouths that manifest and vanish at random. Goliriad's physical traits are severely weakened compared to others similar to him because of his cruel imprisonment in chains and spikes.

Goliriad the Speaker, teller of truths

STR 120	CON 100	SIZ 250
DEX 15	INT 250	APP —
POW 300	EDU —	SAN —
HP: 35		
DB: +4d6		
Build: 5		
Move: 7		
MP: 60		

ATTACKS

Attacks per round: 1

Fighting attacks: Goliriad rarely attacks physically, preferring magical attacks. However, if pressed or displeased, he will loose his horrifyingly long tongue covered in gruesome sucking maws and devour whoever is against him.

Fighting: 60% (30/12), 1d8+db

Grab: (maneuver) 60% (30/12), Grabs hold of opponent with his nightmarish tongue, dealing 1d8 crushing and biting damage per round; the target may break free with a successful STR roll.

Devour: (maneuver) 75% (38/15), Must Grab first, victim consumed horribly.

Armor: 15 points of non-terrene slime-like matter; additionally, he regenerates 3 hit points per round.

When reduced to 0 hit points, he turns to stone against the wall, his chains mysteriously tightening. He regenerates in 1d10+1 days, fitting in the chains again even if his stone form is shattered.

Spells: All Call and Dismiss spells, as well as 1d10+5 others and any needed to answer a question asked of it.

Sanity Loss: 0/1D6 Sanity points to see Goliriad's body. 1d8/1d20 to see Goliriad the Speaker's face and speak to him.

PLOT HOOKS

- Selecting 6 students to go with him into the mountains, Professor Andrew Tuttleman of the University of Northwest Arkansas is embarking on an expedition into the caves of the nearby Harwin Mountains. However, while camping outside of the caves, whispers begin to emanate - and camping supplies begin to vanish. Soon there is no safe way to return down the mountain - only to go deeper into it.
- In the Swiss Alps there is a small village with a church to Saint Beatus of Lungern. When bizarre seismic activity below the mountain village nearly levels some of its oldest buildings, the father of the church reaches out to an American geologist to help him investigate. Hiring a group of investigators to

accompany him, they will learn that the church is built over something blasphemous - and some in the village will do anything to allow that creature to thrive, or even be free.

- A rich governess' son has become terribly ill and frightfully mad after a caving trip on their vast estate went awry. Terribly frightened of what became of her son, she hires a group to find whatever exists in the cave that harmed her boy...and destroy it, by any means necessary.

THE BLOOD OF GOLIRIAD

When an investigator drinks the blood of Goliriad, they must immediately pass a CON test with an Extreme success. If they succeed, they must make a Sanity check (0/1d6) and may ask Goliriad a single question. They are also likely to develop some small mutation, injury, or scar. The exact terms of this may be discussed with your Keeper.

If they fail, their body and mind is gone, given over to Goliriad. With their last words as a human being they may ask Goliriad their question, then they are lost to rampant mutation, a new member of his gruesome following.

SERVITOR OF GOLIRIAD

These debased and wretched beings take on many forms, all grotesque. Human, humanoid, or not-human-at-all figures that have drink the blood of Goliriad and received their vile answer become these horrid things.

Humanoid Servitor of Goliriad, maddened and mutated former humanoid

char.	averages	rolls
STR	70	(4D6 ×5)
CON	50	(3D6 ×5)
SIZ	80	(3D6+6 ×5)

DEX	50	(3D6 ×5)
INT	50	(3D6 ×5)
POW	50	(3D6 ×5)

HP: 13

Average Damage Bonus: 1d4

Average Build: 1

Average Magic Points: 10

Move: 8

ATTACKS

Attacks per round: 1

Fighting attacks: Servitors of Goliriad wield either inelegant ritual daggers made of sharp stone or their own natural weaponry (tendrils, claws, etc.)

Fighting 45% (22/9), damage 1d6+db

Dodge 25% (12/5)

Armor: 1-point grotesque skin, scales, etc.

Sanity Points: 0/1d6 to see a humanoid Servitor of Goliriad

Non-Human Servitor of Goliriad, gruesome shambling abomination

char.	averages	rolls
STR	100	(4d6+6 ×5)
CON	70	(4D6 ×5)
SIZ	100	(4D6+6 ×5)
DEX	35	(2D6 ×5)
INT	65	(4D6 ×5)
POW	45	(1D6+6 ×5)

HP: 16

Average Damage Bonus: +2d6

Average Build: 0

Average Magic Points: 9

Move: 8

ATTACKS

Attacks per round: 1

Fighting attacks: Non-Human Servitors of Goliriad attack with their natural weaponry (claws, tendrils, teeth, etc.), often mutated.

Fighting 40% (20/8) damage 1d6+damage bonus

Dodge 25% (12/5)

Armor: 2-point hide and grotesque mutated flesh.

Sanity Loss: 1d3/2d6 to see a non-human servitor of Goliriad

